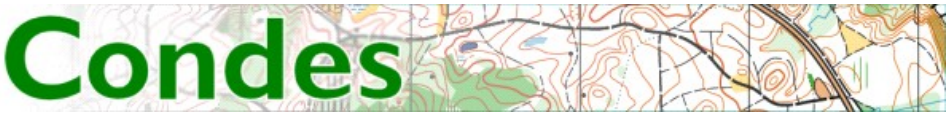

Condes

User's Guide

Condes

Software for course planning

www.condes.net

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Introduction to Condes 9

Welcome to Condes!

Welcome to course planning with Condes! This page gives you an overview of the possibilities. Please take a look at the many possibilities, and then continue with How to get a quick start and Introduction to on-screen course planning.

Keep in mind that you can always press F1 to get help that is relevant to where you are in Condes.

Course planning with Condes

Condes helps you by doing the tedious task of keeping track of controls and courses, and by printing the courses and maps.

Condes stores all the course planning data (controls, coursese, classes, etc) for an orienteering event in a Condes event file (a WCD file). You define a number of controls, which can be combined into courses. The information about a control is shared among all the courses that visit the control. When you modify the control or move it, all courses will be implicitly updated. This means that data is always "consistent", and you can concentrae on the creative task of designing good courses.

Maps

Condes uses map files, either an OCAD file, or a bitmap file (BMP/GIF/JPG/PNG/TIF), for example exported from Adobe Illustrator.

Multiple Canvases

An event file has 5 "canvas"-es that you can use to design different page layouts at the same event.

You can have the same map on all canvases, or you can have different maps on each canvas.

The same controls and courses can be shown on different maps, by configuring canvases accordingly:

- If the courses extend across two maps, you can place the two maps on each their canvas.
- If you use two different maps at different map scales, you can place them on two canvases.

Graphics Layout

In addition to setting up the course on the map, Condes lets you add texts and graphics from existing files, so that you can compose an attractive layout adapted for the event.

You can add standard texts and free format texts.

A standard text is for example: course name, event name, map scale... A Free format text is anything you type.

For graphics, Bitmap files (BMP/GIF/JPG/PNG/TIF), Windows metafiles (EMF/WMF), and OCAD files (OCD) are supported.

Control Descriptions

can be printed on the map or separately, as pictorial or textual.

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Course Planning

You plan your courses with the map on the screen. Condes helps you keep track of the control sites. Condes ensures that when you move a control, all the courses that use the control will be kept up to date.

Condes supports:

- Individual courses (Foot-o, Ski-o, MTB-o, Trail-O)
- Relay courses (extended FARSTA)
- Courses with loops (one-man relays, butterflies)
- Calculates course lengths and control site loads
- Shows attack angles for each control, unused controls etc.
- Punch patterns for pin punches and Emit backup slips
- Prints course name and/or relay team number on the back of the map

Map and Course Printing

Condes can print the courses and maps on a color laser or ink jet printer.

Condes can print multiple maps on the same page. You can fill up the page with copies of the same course, or you can print different courses on the page.

Condes can print maps and courses with "overprint" effect, which allows underlying details to be visible that would otherwise be covered.

Reports

Condes can print listings of the information that is stored for an orienteering event:

- All controls
- All courses
- All classes
- Control/course relationship
- Relay variations
- Proposed relay team combinations

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Relay Teams Handling

In a spreadsheet style window, you can enter the relay teams, and you can assign course variations to each team member. Condes can "populate" the teams, or you can enter the course variations manually. Condes uses a sophisticated algorithm to ensure maximum variation between teams.

When you have finalized the teams, you can:

- export the teams to the event administration system for punch checking.
- print individual maps for each team member, with the team number and leg number on the back of the page.

Course Data

Condes exchanges data with an event administration system

- You can export course data for punch checking.
- You can import relay teams from the event administration system, then assign course variations to team members, and export the relay teams with the assigned course variations back to the event administration system.

The file format used is the IOF standard, XML based.

Course Overprinting

Condes can also print the courses onto existing offset printed maps.

Course Layout Export

Condes can export maps and courses in four different formats:

- PDF format for digital and offset printing
- EPS format for offset printing.
- OCD format for import into OCAD,
- BMP/JPG/PNG/TIF formatfor posting on the internet.

What is new in Condes 9

The list of new features in Condes 9 is long. The new features are designed based on input from Condes users. The features fall into a range of different categories. Read on for a summary of the exciting new possibilities.

Course Design

- Loops / Butterflies

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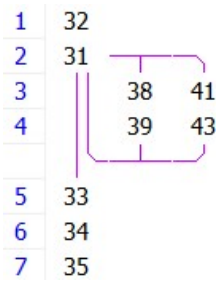

You can create a course with loops or butterflies by inserting a loop in the course. If you are familiar with relay courses, this is similar to adding a fork to a relay course.

The course shown at the left has a butterfly with control 31 as the center control, and it has two loops consisting of 38,39, resp. 41,43. This generates two variations: AB, and BA, where AB takes controls in the order -31-38-39-31-41-43-31-, and BA takes the loops in the opposite order, so -31-41-43-31-38-39-31-. In the printout window, you can print these variations.

You can of course also create a loop that has the course's start point as the center control.

- ## Map Exchange

  Condes has support Map Exchange. This feature has existed for a long time, and it allows you to split a course into parts and print each part on separate pages, or split the course onto separate maps.
  In Condes 8, a control site can be designated as a "control with map exchange", and this allows you to split (all) the courses that visit this control site.
  Condes 9 adds flexibility to the way Map Exchange is handled. Map exchange can be configured individually for each course, so that you mark on the relevant courses, where the map exchange takes place.

- ## Course Length Calculation along Route Choice

  For MTBO courses, the course length should be measured along the best route choice. Condes 8 provided a line from start to finish, along which the length would be calculated. It was for the course planner to bend the line along the route choice. This was not the ideal solution.
  In Condes 9, there is instead a "route choice" mode, which allows you to draw a "route choice" line for each leg from one control to the next. The course length for the course will be measured along these lines. If the same course leg is used on multiple courses, you need only draw the route choice line once.

- ## Course Climb Calculation

  In order to simplify course climb calculation, Condes 9 allows you to enter the climb value for each course leg. Condes will calculate the total climb for the course. If the same course leg is used by multiple courses, you need enter the climb only once.
  As climb obviously is not equal in both directions on the same course leg, there is an option to enter climb for either direction. Still, it is generally recommended not to use the same leg in opposite directions.

- ## Multiple Control Units

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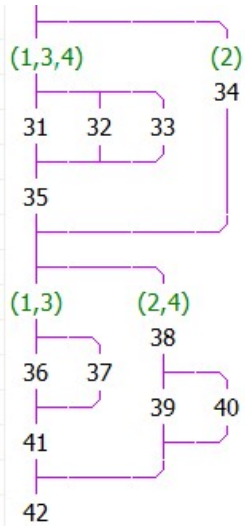
There may be situations where you want to place multiple electronic control units at a control, and these units will have different control codes. It is essential that the punch checking application gets to know about these unit codes.
To support this situation, each control can be assigned multiple control units, and Condes 9 exports the unit codes in the XML file to the punch checking application. Condes 8 had this feature, but only when using EMIT units.

Relay Support

- ### Flexible Forks



Traditionally, Condes has required that before each fork and after each fork, there has to be a common control. In order to be able to create variations in a way that a team will run all the course legs, then this is a must.

A “leg fork” is a fork where you split relay legs, so that for example leg 1 and leg 4 takes one branch, and leg 2 and leg 3 takes another. (This is in reality a means to optimize the number of possible course variations by coupling some of the forks that are used only on certain relay legs).

When using Leg Forks, the restriction about common controls before and after a fork can be more flexible. There is no need for common controls before and after Leg Forks, and the common controls before and after regular forks do not have to be placed immediately in conjunction with the fork. It is sufficient that the common control will be located in conjunction with the fork when the “leg fork” has been resolved. In the example to the left, control 35 acts as common control before the fork with controls 36 and 37, because legs 1 and 3 both go via 35. For the fork with 39 and 40, a common control, 38, is necessary.

- ### Coupled Forks

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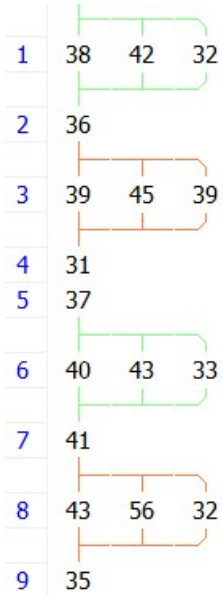

In some cases, it is convenient to minimize the number of variations by coupling forks. A fork early on the course can be coupled with a fork later on the course, so that a competitor always runs the same branch in both forks.

This functionality already exists in Condes 8, where it is called “bind fork”. In Condes 9, the concept has been extended so that you can have multiple sets of coupled forks. By assigning a “coupling group” number to a fork, it will be included in the set of coupled forks. When creating course variations, Condes will always assign the same branch letter for all forks assigned to a given coupling group. Forks coupled in the same coupling group will be shown with the same color in the course window.

In the example, the first and the third fork are coupled in the “green” group, and the second and fourth fork are coupled in the “orange” group. A competitor that has “42” in the first fork will always have “43” in the third fork.

- Relay Teams Support

  Condes 9 allows you to create relay teams. A relay team has a name or a number, and for each leg it has a course variation. You can print the maps for the relay team, so that the map is marked with the team name and the leg number.

  - You can assign course variations manually or let Condes assign variations. Condes provides various options when you assign course variations to the team, such as “minimize the number of course variations used”, or “allow a team to have one leg common with another team”.

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- Condes prints a map for each competitor marked with the team name and the leg.
- Relay teams can be imported from the event administration system in an XML file, and the teams can be exported back to the event administration system when the course variations have been assigned, to facilitate punch checking.

Course Overprint

- ### Course Overprint Options
  - The settings for line width on course overprint now have separate line width for the line used between controls, and the line used to draw the control circles.
  - The course color, overprint effect for course overprint, and settings for white outline on control circles and numbers, can now be set individually for each canvas.
  - It is now possible to control the line color individually for each control. Likewise, you can control other options, such as white outline individually for each control.
- ### Additional Control Circle Options
  You can control individually for each control to draw a dot in center of the circle.
- ### Proportional Course Symbol Dimensions

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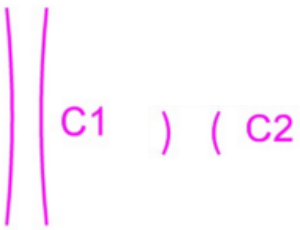
When you print the same course at different scales, the usual way to do this is to use a new canvas with the same map and the same controls as the original canvas, but set a different print scale for the new canvas. Normally, control circles should always have a standard size. However, in case you wish to enlarge control circles when you print at a larger scale, there is now an option to link circle and line dimensions to the original canvas, but scale dimensions proportionally with the print scale, so that controls will scale equally as the map.

- Mandatory Crossing Symbol can be Reshaped and Resized



By dragging the corners of the symbol, you can now widen the symbol and/or extend it.
A mandatory crossing does not always go through a single point such as a gate, but may be a longer passage or a wider passage. You can now show this by adapting the size and shape of the crossing symbol.

- Control Number Location

  When you have placed the control number for a control relative to the circle, there is now a feature to impose this number location for all instances of the control on all courses.

Control Descriptions

- Appearance of Separate Control Descriptions

  When you print separate control descriptions via the menu Print / Control Descriptions, there is now a new button “Appearance”, which allows you to control the appearance.
  The appearance settings apply when you print separate control descriptions from the Print / Control Descriptions menu.
  The settings are also used as default settings when you create a new control descriptions object on the map. However, changes to the settings will not be applied to existing control descriptions that you have already placed on the map.

- Time Start in the Control Description

  There is now an option to show marked route from time start to start point in the control description.

- Control Descriptions for All Controls

  When printing control descriptions for all controls, you can now select a range of controls.

- New Options for Separate Control Descriptions

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When printing separate control descriptions, there is an option to “Fill page with copies of control description”. Previously, when a control description would not fit in one column, only one copy would be printed. Now, multiple copies will be printed even in this case.

Graphics Layout

- ### Layout Graphics
  You can now individually move graphics objects on top or below each other (Z-order). Mask areas are now considered graphics objects and can be moved on top or below other graphics objects.

- ### Additional Text Object Options
  The text object is used to place texts on the map. You can choose from a number of pre-defined texts, or you can enter your own text. In Condes 9, the text object has additional pre-defined options, such as relay leg number, relay variation code, and relay team number.

- ### Copy/Paste Course and Graphics Objects
  Course and graphics objects can now be Copied to and Pasted from the clipboard. This can be used for example to copy objects between courses and canvases.

- ### Mask Area Options
  New options for the mask area feature include:

  - Mask Area color configuration. The color can be set individually for each mask area. Previously, a mask area was always white.
  - A Mask Area that covers the entire map
  - You can cut a hole in a Mask Area. This can be useful in a training exercise to mask a large area and cut holes to show the map around each control. Also useful for graphics layouts.

Printing and Export

- ### PDF Export
  Condes 9 has a PDF export feature that allows you to export maps with courses to a PDF file. All maps come as individual pages in the same file. You can also export maps for relay teams to a PDF file.
  The feature to print the course name and relay information on the back of the map is also available for PDF export, so that you can send ONE file with all the maps including reverse side info pages to the print shop for professional printing.

- ### Course Name on the Back of the Map

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You can now print the course name and other information such as relay team name and relay leg on the back of the map if you have a printer that supports duplex printing.

- Print all Courses on one Map
  When printing maps with courses, there is now an option to print all courses on the same map. This can be useful for training exercises with multiple different courses sequenced after each other.

- Real World Coordinates
  Real World Coordinates are coordinates that reference the geographic location and thus can “geo reference” the controls.
  Condes 9 reads real-world coordinates off the OCAD map file if it is geo-referenced, and exports real world coordinates for each control site in the course data export file. This is useful for example for applications that GPS tracking applications.

- Scale to Page Size
  When printing the map from the Course Layout Editor, there is now an option to “Scale to page size” which will fit the entire map onto one page.

- Support for new IOF XML Format
  Condes 9 supports IOF XML ver 3 in addition to the existing IOF XML ver 2 and ver 1. The XML export feature supports course data export, as well as relay team data import and export.

Course Layout Editor Enhancements

- Auto-save Function
  If Condes should stop working for some reason, there is now an auto-save function that automatically saves your work, and an auto-recovery feature that helps recover your work when you start Condes again.

- Changes Time Stamped
  Changes to controls, courses, classes, relay teams, etc. are now time stamped so that you can verify when each object was last changed and by whom the change was made. This can be handy when you share the event file among multiple course planners.

- Consistency Checking
  When printing, Condes checks consistency (for example checks if all controls on a course actually exist as control points). Previously, an inconsistency would prevent you from printing the course. This is now changed so that an inconsistency will be highlighted, and it will still be possible to print.

- Open OCAD file

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You can now create a new event by selecting a map file when you use the File / Open menu. The map file will then automatically be linked with the new event file. This is meant to make it easier to start for those who are not familiar with the event file concept.

- Only one Condes open

  Previously, when you clicked on a Condes file in Windows Explorer, and Condes was already running, a new instance of Condes would be started. Now, Condes will check if it is already running, and open the new file in the already open Condes instance.

- A Dim Level to Blank the Map

  In the Course Layout Editor, there are now 3 dim levels, compared with previously 2. The new dim level blanks out the map entirely.

Training Exercise Features

- Training exercises

  When you use an OCAD map, you can now select from the list of map symbols and display only a subset of them. This is useful for example if you want to have a map with only contours. Alternatively, you can select from a list of the map color layers and display only a subset of them.

OCAD Support

- OCAD 11 Support

  Condes 9 supports OCAD 11 map files, including the new OCAD layout layer

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How to...

Get a quick start...

Step 1) is to create an "event" file in Condes. This is similar to what you do in most other Windows applications. Simply use the File / New menu. The new file is called an event file, because it is used to store the data that is associated with an orienteering "event".

Step 2) is to associate a map file with the "event". The map file can be an OCAD map file, or it can simply be a bitmap file. This step is done in the "Event Wizard" that automatically guides you through creating a new event file.

The window that is now shown, where you can see the map, is called the "Course Layout Editor". In the Course Layout Editor, the map file image is shown as a background for your course layout. You can place start triangle, finish circles, and control circles on the map graphically with the mouse.

You can create one or more courses, and for each course you connect the start triangle, control circles, and finish circles to form the course. This is also done graphically by using the mouse.

You can make as many changes as you like, and when you are finished, you can print the courses on a color printer, or you can export the courses to a PDF file for printing at a print shop.

Please continue to Create your first course...

Create your first course...

This is a very brief tutorial on how to draw your first course in Condes. Condes is flexible, and there are many other ways to do this. When you get more familiar with Condes, you'll find your own style of working.

We assume that at this point you have the map on the screen. If not, please visit Get a quick start for instructions.

Create your start and finish points

- Use the "New Start"  tool in the Course Symbols toolbar to the right of the map.
- When you have selected the "New Start" tool, the cursor will show a small triangle next to a cross hair pointer. Click the mouse on the map where you want to place the start triangle.
  Condes will ask you for a code to identify the start point. For now, leave the code suggested by Condes and click OK.

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- Similarly as in item 2) and 3) use the "New Finish" tool to place the finish circles.

Create a course

- Use the menu item Course / New Course (or the toolbar button). Enter the name of the course in the dialog box that pops up.
- The course will automatically pick up the start point and the finish point that you just created.

Add controls to the course

- Use the "Insert control" tool. Notice that there is now a red "rubber band" between the start triangle and the finish circles.
- Drag the rubber band and click where you want to place control 1 on the course.
- Condes suggests a control code for the control. You can accept this by clicking OK, or you can change the code. You can change the code later if you need to.
- Notice that the rubber band now goes between control 1 and finish. Drag the rubber band and click where you want to place control 2.
- Continue steps 9-11 until you have completed the course. This should feel almost like "drawing" the course...
- Keep in mind that a control can be moved just by dragging the circle with the mouse, so you are not lost just because you have placed the circle slightly off the control feature.

A couple of hints...

- When you wish to change the control description or the punch pattern of a control, double click the mouse inside the control's circle, and you will get a control dialog with the control description and other settings for the control.
- When you wish to fine tune the control circle, right click in the control's circle, and you will get a control circle dialog, which will let you shift the control and cut parts of the circle that covers for important map features.
- When you wish to edit properties of the course, or edit relay forks, double click anywhere on the map, outside of controls and other course objects, and a course dialog will pop up.
- Don't forget to place registration marks on the course layouts, if you want to use a printer to overprint course layouts onto competition maps, or export courses as EPS or OCAD files.

How to handle controls

Use the Course Layout Editor to handle controls.

Create a new control

Create a new Control by using the "New Control" tool in the Course Symbols toolbar. Alternatively, use the *New* item in the *Control* menu, or the "New Control" shortcut on the standard toolbar.

Edit a control

You can edit an existing control by first selecting it.

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1. Select the control by either clicking on the control's circle on the map, or by clicking on the control's code in the Controls section of the Task Bar to the left of the map canvas.
2. Then double-click the mouse on the control circle on the map in the Course Layout Editor; or double-click the control's code in the Controls section of the navigation bar to the left of the map.

A control dialog will open, and it will let you to change the control description for the control, and other data stored for the control.

Delete a control

If you want to entirely delete a control,

1. First select the control. Make sure that "All controls" are shown on the canvas - you should see the control circles for all controls - you should not see a course. Click on the control's circle, or click on the control's code in the Controls' section of the navigation bar to the left of the map canvas.
2. Then press the "Del" key, or use the right-click menu item "Delete", or the menu Control/Delete Control.

Please note: When you delete the control entirely, it will no longer exist in the database. However, the control's code may still exist on the courses that use the control. These courses will then be incomplete, since there is a missing control.

Remove a control from a course

If you want to remove the control from a course:

1. First select "Courses" in the control bar to the left of the map in the Course Layout Editor,
2. Click on the course you want to delete the control from,
3. Select the control you want to remove - click on the control's circle.
4. Finally press the "Del" key on the keyboard.

Please note: The control will be removed from the course only, and will still exist in the database for the event.

How to handle courses

Create a new course

Create a new Course by using the *New* item in the Course menu, or by using the "New course" shortcut on the standard toolbar.

Edit a course

Edit the currently selected Course by double clicking on the map in the Course Layout Editor; or double-click on the course name in the Courses' section of the Task Bar to the left of the map canvas in the Course Layout Editor.

A course window will open, and it will allow you to change the controls of the course, and/or any other data stored for the course.

Delete a Course

Use the menu item Course/Delete to delete the currently selected course, i.e. the one that is currently shown on the screen in the Course Layout Editor.

Duplicate a course

A course can be duplicated from one event file to another by first copying it to the clipboard, and then pasting from the clipboard, either into the same event or into a different event.

Within the same event file, you can also duplicate a course by creating a new course, and indicating that you want a copy of an existing course

Copy a Course to the clipboard

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When the course is shown on the canvas, use the Edit / Copy menu item to copy the course onto the clipboard. The course will be placed on the clipboard in two different formats - 1) a graphical format that can be pasted into any Windows applications that accepts the EMF format - and 2) a binary format that allows you to paste the class into another Condes event.

Paste a Course from the clipboard

You can paste a course that has previously been copied onto the clipboard by using the Edit / Paste menu item.

How to handle classes

Each competition class runs a course.

Data about classes is manipulated in the Classes spreadsheet, which you open by using the View / Class Spreadsheet menu.

In the spreadsheet, each class has a row.

Create a new class

Create a new class by using the *New* item in the Class menu, or the New Class shortcut button on the standard toolbar.

Edit a class

Edit an existing class by changing the relevant fields in the Class Spreadsheet.

Delete a Class

Use the menu item Class/Delete to delete the class that is selected in the Classes Spreadsheet window.

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How to (maps) ...

Map files...

Before you can link your event to a map, you need the map in digital form, as

- an OCAD file (version 6 or newer) (.ocd), or
- a bitmap (.bmp/.gif/.jpg/.png/.tif), or
- a Windows MetaFile (.wmf/.emf).

Place the map file in a folder on the hard disk.

> Condes supports OCAD files from OCAD version 6 through 11. (There are a small number of "exotic" OCAD features that Condes does not support).
>
> A bitmap file can be exported from OCAD or from another drawing program, such as Adobe Illustrator, or it can be created by scanning a printed map using a scanner.
>
> In terms of printout quality, an OCAD file will give you the best results, as the map is stored in "vector" format. A Windows metafile may also be vector format. This will give you better display and print quality than a bitmap file. Bitmap files give slightly lower printout and display quality, as they are rasterised (dotted) images. This depends on the resolution of the image.
>
> OCAD files and metafiles usually are of reasonable size (usually a few MBytes). Bitmap files can be very large, even when they are compressed.

How to link the map file to your event

1. When you have the digital map as a file, you should place the file on your hard disk.
2. Link the map file to the Condes event when you create your event file in Condes, or use the Canvas / Map menu to get a Setup Map dialog for the currently active canvas. Use the latter menu when you want to change the map for a canvas.

Condes will look for the map file

Condes need the map file every time it displays the map, so the map file should not be moved after importing it into a Condes event file.

1. Condes will first look for the map file in the folder indicated when you linked the map file to the event.
2. If Condes doesn't find the map file in this folder, Condes will look for the map file in the standard folder. There is a setting in File / Standard Settings for this PC, which allows you to specify a folder name for the standard map files folder.
3. Finally, Condes will look for the map file in the folder where the event file is located.

If Condes does not find the file in any of these locations, Condes will prompt you to point to the correct location.

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Resolution (DPI) information in bitmap files

For bitmap files, you should pay attention to the correct setting of the map file resolution. Under normal circumstances, a bitmap file will contain information on the resolution of the bitmap. Condes will use this information to scale the map correctly, so it is essential that the resolution setting is 100% correct.

When resolution information is missing...

In some cases, the resolution information is missing from the file. Condes will alert you when you link to the file, if this is the case. You will now need to input the horizontal and vertical resolution in dpi (dots per inch) by using the "Details" button. If you are not sure about the correct values, you may want to experiment. A normal bitmap resolution would be in the range of 100-300 dpi. Tip: Measure the distance between two North lines on the correctly printed map and see if it corresponds to the coordinate difference when you place the mouse cursor on top of the same two North lines in Condes.

If - at any time - you want to change the original scale of the map, adjusting the resolution parameters in the Canvas / Map / Details dialog can do this.

By manipulating the DPI values, you can "repair" a map which is slightly off scale (change the horizontal and/or vertical resolution slightly), or change the scale, for example from 1:10 000 to 1:15 000 (multiply the horizontal and vertical resolution by 1.5).

How to change the map on a canvas

The Create Event Wizard is an easy way to set up a new event file. It lets you select one or two maps and place them on Canvas 1 and Canvas 2. But what if you need to change the map, or what if you didn't put a map on Canvas 2 and now need one?

Don't worry, you can later change the selections you made in the Create Event Wizard.

Change the map on a canvas

If you need to change the map on a canvas, first select the canvas from Course Layout Editor toolbar, then use the menu Canvas / Map. This will open the Setup Map dialog.
This dialog is used to configure which map is shown on the current canvas. This is also where you can change the map scale (when using a bitmap file) and the print scale.

Change the controls used on a canvas

Normally, you use the same controls on all canvases. So when you move or change a control on one canvas, the changes are reflected on the other canvases as well.

Sometimes, this is not what you need. For example, you can use two canvases for maps of adjacent areas, so that courses can start on one map and continue on another.
With the Setup Controls dialog you can configure how controls "behave" on a given canvas. Most importantly, you can configure if the control coordinates should be linked with other canvases or not. Even if you don't use the same control coordinates as another canvas, there is still only one set of controls for the event. And the same control can be configured to show on two different (overlapping) maps.

This dialog also lets you configure if the same cutting of the control circles should be used, and if the same course symbols should be used.

Use the Canvas / Controls menu to get to the Setup Controls dialog.

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How to move the map, if all controls have come out of place

In some situations, for example when you change to a new version of the map file, it may happen that the controls are no longer in the correct place on the map. This is due to either the map file using a different coordinate system (OCAD files) or have different dimensions (bitmap and MetaFile files) than the original map file.

Condes can help you correct this problem by "moving" the map into place.

In order to do this, use the menu Canvas, then select Move Map. The detailed instructions will pop up on the screen, and more detailed instructions can also be found here.

How to add registration marks

Use the Course Layout Editor to add registration marks and to delete existing ones.

Registration marks are necessary in order to calibrate the printer for course overprinting.

Select the Registration Mark  tool and click the mouse where you want to place the registration mark.

How to change the map print scale

In order to change the print scale of the map, please use the setting in the Setup Map dialog, which you will find when you use the menu Canvas / Map.

In this dialog, there is a setting called "Print scale".

Geo Positioning and Real World Coordinates

Many maps are geo positioned, and this makes it possible to determine real world coordinates (longitude and latitude) for the controls and other objects that can be placed on the map. This is very useful when exchanging data with GPS based applications, such as for example route choice apps.

Condes supports geo positioned maps and automatically reads geo positioning data from the map file if such data is present:

OCAD map files can contain geo positioning data, which Condes can use right away. If the coordinates are defined in the UTM coordinate system, then Condes can translate the coordinates to longitude and latitude. Condes does not support translation from the local coordinate systems that are defined by a number of countries, and which may be used when drawing the OCAD map.

Bitmap files can be accompanied by a so-called "World File", which contains the UTM coordinates for the top left corner of the bitmap. Condes can use these coordinates.

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The World File does not contain the so-called UTM zone, so you need to enter the UTM zone directly into Condes. A number of web sites can help you determine which UTM zone you are located in. Search for "UTM Zone" on the internet. If Condes finds a World File, it asks you to enter the UTM zone. There is a setting in the Application Settings dialog that lets you save a default UTM Zone to be used for bitmaps.

In the Course Layout Editor, the real world coordinates for the mouse pointer is shown in the status bar below the map pane, when the map is geo positioned.

When exporting, Condes puts the real world coordinates for each control into the file:

IOF XML files. If the latitude and longitude are available, then these will be used. If not, the "raw" coordinates will be used.

Bitmap files. A world file with the same name, and appropriate extension, will be created. The world file contains the real world coordinates for the top left corner of the map.

SVG files. If the latitude and longitude are available, then these will be used. If not, the "raw" coordinates will be used.

In order for Condes to provide geo positioning data in the exported file, the requisite is that the map is geo positioned. In order to show longitude and latitude, the real world coordinates need to be in the UTM coordinate system.

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How to (Graphics Layout) ...

How to design a Graphics Layout

The map file you have may not always suit your needs when it comes to layout.

- Perhaps you need only part of a big map, and when you print a portion of the map, the map texts will be far outside the page... Perhaps you want to print the map at a different scale than the map texts indicate...
- Perhaps there is no legend on the map, or you need the legend in a different place...
- Perhaps you need to add a sponsor logo, or the event's logo...
- Perhaps you need to add some cartoon graphics to produce a childrens' course...

Condes has powerful tools to create a page layout that meets these requirements, so that you can use the map file without changing it:

- You can crop the map and mask the map to reduce the area of the map that you use.
- You can put a frame around the area that you want to print, using the Print Area.

- You can place new texts on the map.
- If some text (or a legend, or an ad, or whatever) on the original map is not placed where you need it on your layout, you can copy a part of the map image from one place on the page and paste it in another place as an overlaid graphics object.

- You can take a part of the map and place in somewhere else on the page, also as an overlaid graphics object.
- You can import a new map and place parts of it on top of your map
  - for example if you need a legend, you can take it from another map, again as an overlaid graphics object.
- You can also import bitmap images (BMP/GIF/JPG/PNG/TIF) and metafile images (EMF/WMF) and place these as part of the layout. However, Condes does currently not support EPS and PDF files.
- You can place a mask area on top of the graphics object if you want to hide parts of it.

The graphics layout is normally specific to each individual canvas. However, if a canvas uses the map from another canvas, you can also configure the canvas to use the same graphics layout as that other canvas. This is done in the Setup Map dialog, which you can open by using the Canvas / Map menu item

The Print Area

The Print Area is an important concept. It is a frame that you can use to configure which area of the map you want to print. The print area is normally shown as a coloured (default is blue) frame with round corners. When you print, this frame will also be shown on the printout.

If you don't want to print a frame around the printed area, you can turn off the print area frame by double clicking on it and use the Setup Print Area dialog that pops up. When the print area frame is turned off, the print area will be indicated by a (thinner) red frame.

You can move and resize the print area by clicking on the frame and dragging the black "handles" in the corners and on the sides of the frame. By double-clicking with the mouse,

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you can configure the print area frame width and color.

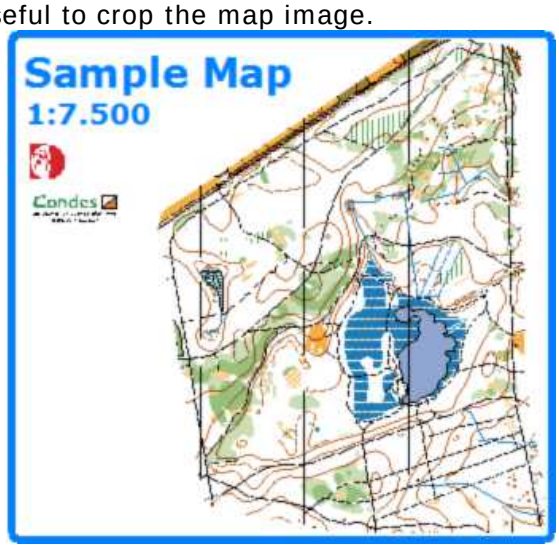
The print area is specific for each canvas. This means that you can have different layouts for each canvas.

This is a useful way to handle for example different scales (1:10,000 and 1:15,000), or different printout sizes. If you need a small layout for the short courses, and a larger layout for the longer courses, then you can put the same map on Canvas 1 and Canvas 2, and you can define one print area on Canvas 1, which suits shorter courses, and a larger print area on Canvas 2, for the longer courses.

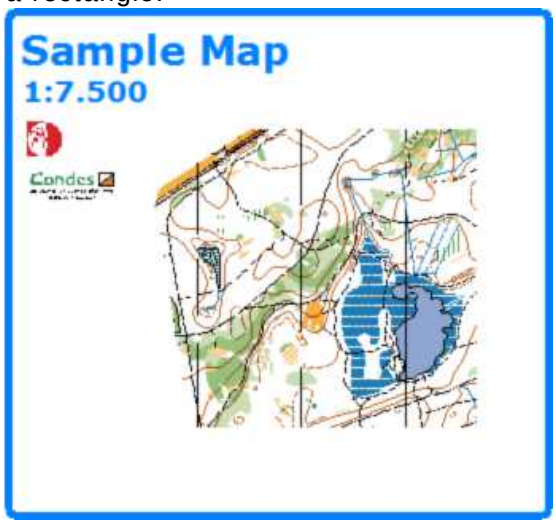
By default, the print area size is common for all courses on a Canvas. However, by double-clicking on the print area frame, the Setup Print Area dialog pops up, and you can configure the print area to be specific for a given course. This is useful if the courses are very different, but use this option with care if you have many courses.

Cropping the Map

There may be cases where you don't need the full extent of the map. An example could be when you have a very large map that covers much more than you need for the current event. In such cases, it can be useful to crop the map image.



Condes can crop the map. You can crop from all sides of the map image rectangle - the cropped image remains as a rectangle.



There are two ways to perform cropping of the map:

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Method 1:

1. Select the "Select Graphics Object" tool  in the Course Layout Editor, then click on the edge of the map to select the map.
2. The map now has "selection handles" at the corners and at the edges.
3. Crop the map by dragging these handles.

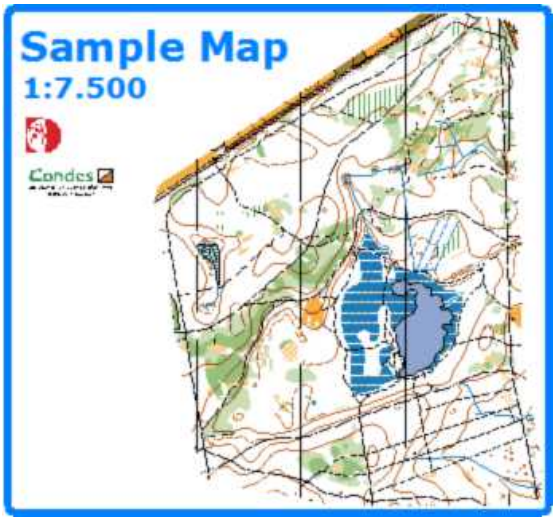
Method 2:
1. Use the menu Canvas / Map to get the Setup Map dialog, then click on Details...
2. You can specify (in mm) the crop distance from each side of the map.

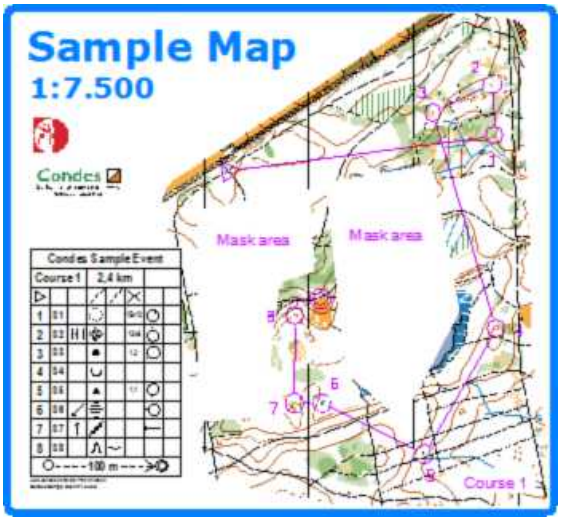
An alternative to cropping the map is masking the map.

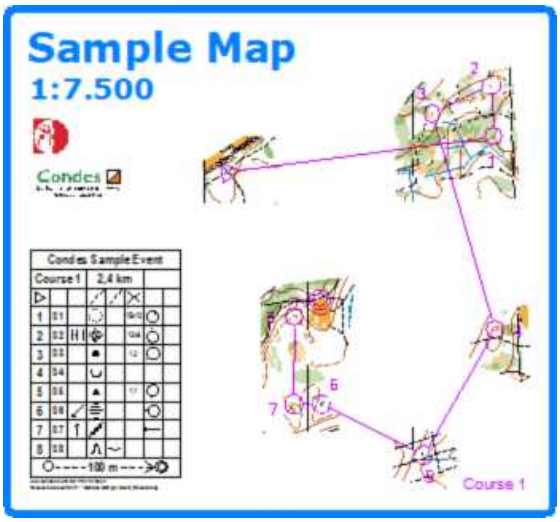
Masking the map

There may be cases where you don't need the full extent of the map.

An example could be when you have a very large map that covers much more than you need for the current event.
Another example could be a training exercise where you want the map to be visible only around the controls.
Or you want to create a graphics layout where some parts of the map is not needed.







There are two ways to mask parts of the map:
1. You create "mask" graphical objects and place them on top of the map to cover the parts of the map you want to hide. This is useful when you want to cover smaller parts of the map
2. You can mask the map entirely, then cut holes in the mask to reveal the parts of the map you want to show. This is useful when you want to cover large areas of the map.

For method 1),
Use the New Mask Area tool on the toolbar and draw a mask area on top of the map.

For method 2),
1. Start by masking the map entirely. This is done via the menu Canvas / Mask Map.
2. The mask is now entirely hidden. On the screen, the map will show dimmed at the faintest dim level - when printing, the map will be hidden.
3. Select the map by first using the "Select Graphics Object" tool  on the toolbar, and then clicking on the edge of the map.
4. The map shows up with selection handles at the corners and on the sides. (These can be used to crop the map)
5. Select the "Add cutout point" tool  from the toolbar.
6. Draw a hole in the mask by clicking on the corners of the hole.
7. You can move the corners by dragging them, and you can delete corners by using the "Remove point" tool  .
8. To entirely remove a hole, you delete all the corners.

An alternative to masking the map is cropping the map.

Placing an Overlaid Graphics Image

To add an overlaid graphics image,

1. Use the New Graphics tool  on the Special Symbols toolbar.
2. Click on the canvas where you want the top left corner of the image.
3. An Overlaid Graphics dialog box will pop up, and will let you choose the image to use.

You can choose between using one of the maps you already have on a canvas, or you can select a separate file.

When you add a separate file, a copy of this file will be stored inside the Condes event file, and therefore it will always be available, even when you move the event file to another computer. This also means that if you change the contents of the original external file, and you want these changes reflected in the Condes event, you need to update the contents of the Condes event file, by selecting the external file again. This can be done without affecting the other properties of the overlaid image.

Shaping an Overlaid Graphics Image

When you have placed the image on the canvas, you can move it, crop it, and resize (scale) it to fit the purpose.

1. First choose the Select Graphics Object mode by clicking on the  button on the Course Edit Tools toolbar.
2. Click on the image to select it - this will be indicated by corner points and side ponts.

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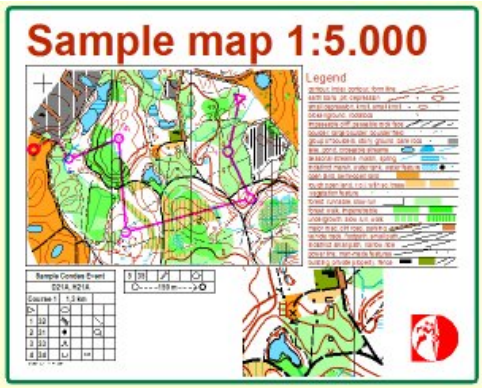

You can now

- Move the image by dragging it with the mouse.
- Move the image by using the arrow keys Each step is 0.1 mm. If you need more precise placing, press Ctrl or Shift while moving. Each step is then 0.05 mm.
- Resize (scale) the image by dragging the corner points.
- Crop the image by dragging the side points.

If you need to cover parts of the image, you can use a Mask Area

Note that the top left corner of the image is a "fixpoint". When you resize the image, the top left corner will remain at the same location on the canvas.

Arranging Graphics objects

When you have multiple graphics objects and they overlap, then it is important to be able to control the order that the objects are shown; in other words: which object is above and which is below.

Graphics objects (overlaid graphics, mask areas, texts and Condes logos) are ordered in a so-called Z-order. This means that you can move each of the objects individually up or down in the order. The course layer (course, control descriptions, course symbols) constitutes one layer in the Z-order, so you can place graphics objects above and below the course layer.

To arrange a graphics object, select it and use the menu Object / Graphics Object / Arrange, or select it, right click and use the menu Arrange. To move the selected object up one layer, use the menu "Move up"; to move the selected object down one layer, use the menu "Move down".

When moving an object up or down, it should be noted that the move may be relative to an object that is not overlapping and thus the move may not have any visible effect.If the object is currently just above the course layer, when moving down the object, it will move below the course layer, and vice versa if the object is currently just below the course layer and you move up the object.

Adding an enlarged section of a map

This example shows a course layout which has an enlarged section of the map. This can be used if there is a particularly complex section of the map that needs to be shown at a larger scale. It is an example of using the overlaid graphics feature. The same feature can also be

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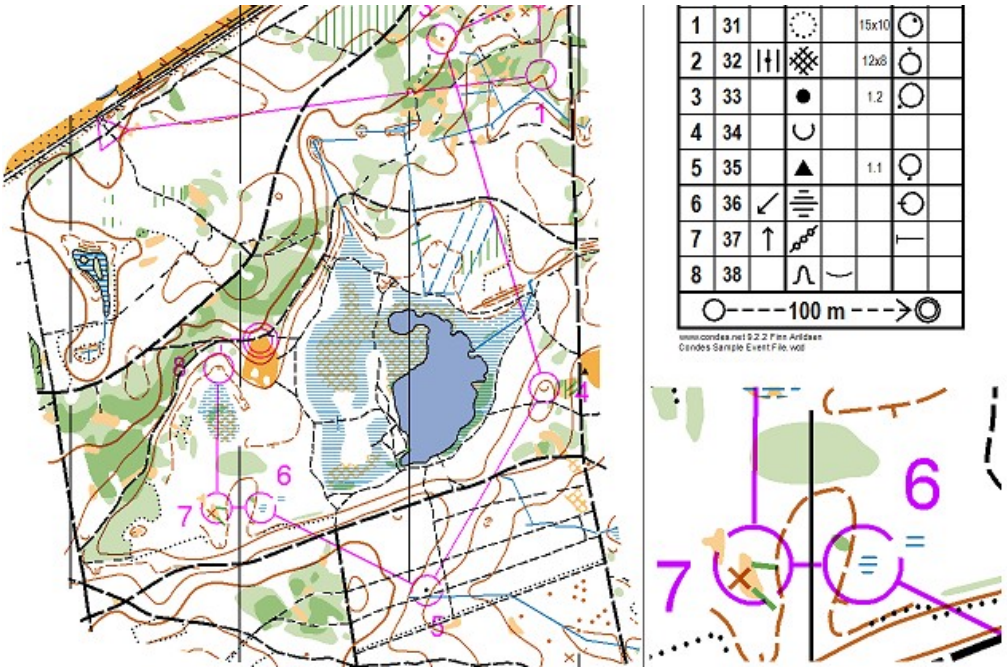
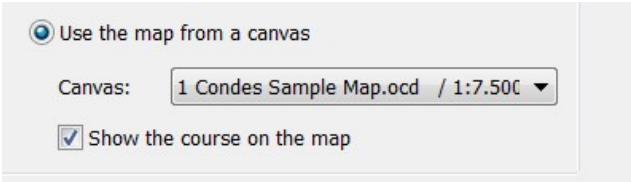
used to show a section of a *different* map, for example a maze, as used in Labyrint Orienteering.



To create the enlarged section, start by creating an overlaid graphics object, using the New Graphics tool. When configuring the object, choose to use the map from a canvas, and - in this case - select the same canvas that you place the object on.



Initially, the entire map is shown. You need now crop the object by dragging the side handles, enlarge (resize) the cropped section by dragging the corner handles, and drag the object to the wanted position on the canvas.

Placing Texts and Condes Logos

In addition to adding graphics, you can also place texts on the canvas.

1. Use the New Text tool  on the Course Symbols toolbar.
2. Click on the map where you want to place the text
3. A Text Dialog appears. This dialog lets you enter the text and format it (font, alignment, etc)

A way to show your support for Condes is to place a Condes logo on the map.

1. Use the New Condes Logo tool  on the Special Symbols toolbar. Thanks in advance!

Linking the graphics layout to another canvas

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The graphics layout for a canvas is normally specific to that canvas.

However, if a canvas uses the map from another canvas, you can also configure the canvas to use the same graphics layout as that other canvas. This is done in the Setup Map dialog, which you can open by using the Canvas / Map menu item.

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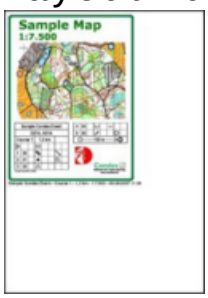
How to (printing and exporting) ...

How to print maps and courses

Condes can print maps and courses on almost any Windows printer. You can print draft maps for vetting, or you can print multiple maps on the same sheet of paper for "mass production" competition maps.

Printing from the Course Layout Editor

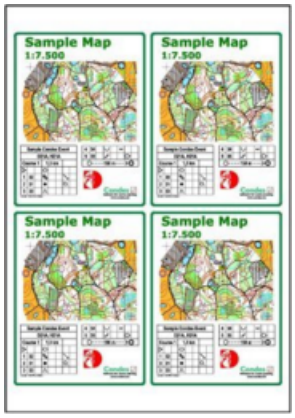


You can print directly from the Course Layout Editor by simply clicking the print icon in the toolbar. Printing directly from the CLE is intended as test prints or proofs for vetting. Condes puts a date and time stamp on these prints, so that you can keep track of when the printout was made.

You can choose between printing
- the full map area,
- an area that is cropped to fit the course, or
- the area that you have defined as print area.

You can preview the printout on the screen before printing. Use the File menu, then select Print Preview.

Printing from the Print menu



You can also print from the Print menu. Printing from the Print menu gives you more options for the layout, and is intended for final printing. Use the Print menu, and then select Maps with Courses.

- You can print one map on each page, or you can put more maps on the same page to save paper.
- You can fill the page with copies of the same course, or you can print different courses on the same page.
- You can align the printout to the top left corner of the page, or you can center the printout on the page.

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More about the options can be found here.

A word on print quality

You should be aware that printer quality varies from printer to printer, and not all printers can produce a quality that is sufficiently good for competition maps. The print quality is measured both in terms of printer resolution, i.e. how sharp are the edges of the lines produced, and in terms of correct colour rendering.

Print quality is a topic that is discussed extensively, and a full discussion is out of scope for this help topic. There are very good printers out there, and there are very poor printers. It pays off to study this topic a bit before using just any printer to print maps. As a rule of thumb, in general PostScript printers produce the most correct colour quality and is easier to control.

When printing on a PostScript printer, Condes can render the map using colors in the CMYK color space that are the native colors of the map. When printing on any other printer, Condes needs to convert the native map colors to the RGB color space. Condes does this as a 1:1 mapping, and does not modify the colors in any other way. The printer's interpretation of the colors are sometimes slightly different that the map's native colors.

How to - Print and Export scales

In the "Print maps with courses" window there is a Print Scale setting.
In the "Export to PDF", "Export to EPS", and "Export to SVG" windows there is an Export Scale setting.
In the "Export to OCAD" window there are settings for Print Scale and for Export Scale

Here are some thoughts about these settings.

The Export Scale determines the ”absolute” coordinates of the export. So if the export should fit onto a map at 1:10.000 scale then the export scale should be 1:10.000.

The Print Scale in the OCAD Export dialog is used when you export at e.g. 1:15.000 to import into OCAD on to a digital map file in 1:15.000, but plan to print that map at a different scale, e.g. in 1:10.000.

Setting the Export Scale in the EPS Export dialog different from the Print Scale of the canvas is mostly used when the map is a bitmap file, e.g. drawn in Adobe Illustrator. In this case, courses are exported at the scale that that original map file has, so that they will fit onto the map when imported into Adobe Illustrator. In order to get the symbols at the right size when printed from Illustrator, the “export printout scale” scales the symbols so that when Illustrator rescales the symbols at printout they will get the right dimensions.

When courses exported as EPS go to a print shop, to be printed onto existing maps, both the export scale and the printout scale should be set to the scale of the printed map. So if the map in Condes is 1:15.000 but the courses should print on a map at

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1:10.000 then both the print scale and export scale should be 1:10.000 when the map is 1:10.000.

Course Area Setup – depends on the workflow. When using the setting “entire canvas area”, the size of the exported file (EPS and PDF) will fit exactly the size of the OCAD map EPS export, so that both the Condes EPS or PDF (with the course) and the OCAD EPS (with the map) have the same dimensions. This should make it easier for the print shop to register the two images on each other. If the canvas area exceeds the map area, you get a warning when exporting and can choose to limit the export to the map size.
The other two Course Area Setup settings do exactly what they say, but for those, the print shop must make sure that the course is placed correctly onto the map. In general, use registration marks to make sure the two images match onto each other.

Page Setup – if you set this to “fit page to course size” it means that the dimensions of the EPS or PDF file will equal the course area setup and you will get one course per file. If you choose a fixed page size format, you’ll get the same effect as when you print to a printer – the image may not fit on the page if the page is smaller than the course area setup, or more than one course may fit on the page if the page is larger than the course area setup.
The page setup can be used when you create a layout at e.g. A0 with many courses on the same sheet. Condes will lay out as many courses as can fit on the page. Remember that Condes can also export the map to the same EPS file (so that you avoid the trouble with matching an EPS file from Condes with an EPS file from OCAD).

Here is an example of an export to paper size A0 with a lot of different courses:

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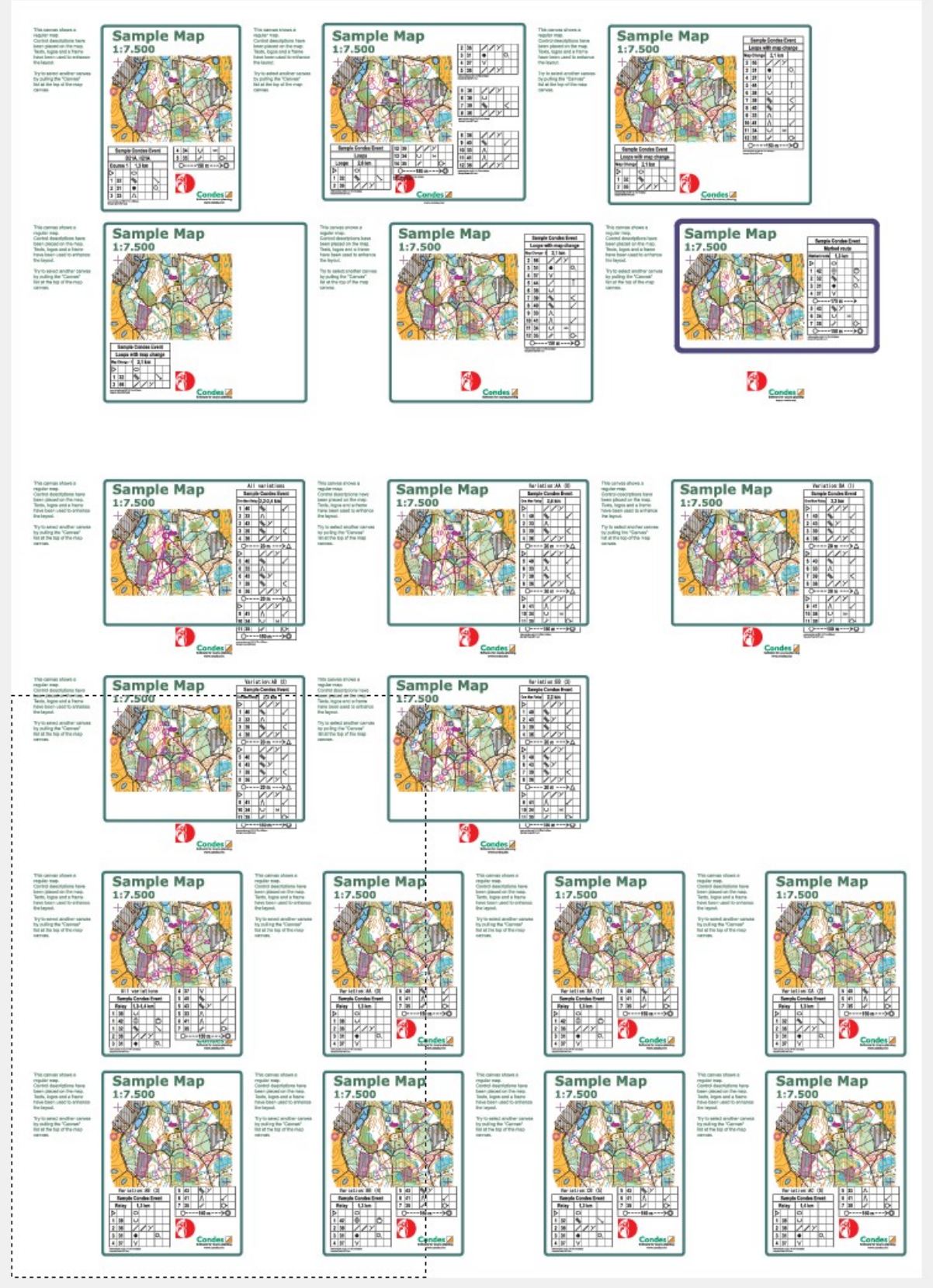

How to Print the Course Name or Relay Team Number on the Back of the Map

Condes supports the printing of the course name on the back of the map.

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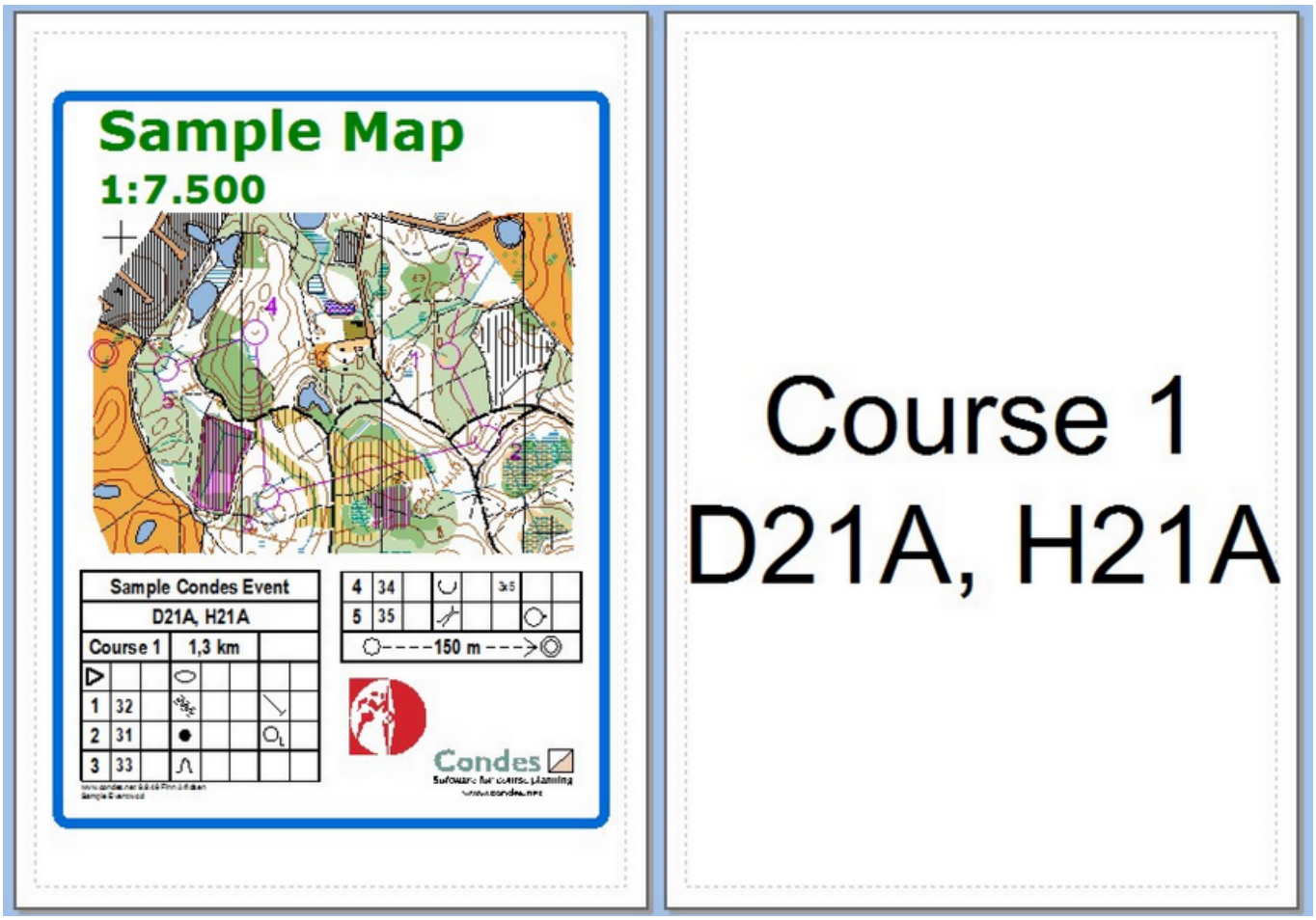
There is a checkbox setting in the Print / Maps with Courses window that controls whether a page with the course name will be inserted in the printout after each map.

Likewise, when you export maps and courses to a PDF file, Condes can insert a page with the course name after each map.



Obviously, this works only if your printer has a duplex unit that can handle double sided printing.

This feature will also print relay maps with the relay team number and the team leg on the back of the map

You can fine tune the printout, for example the font size, the location on the page, and which elements to print, via the Course Layout / Setup text on back of map... menu.

How to overprint courses with a printer

Condes can print course layouts on almost any printer. Therefore, Condes can be used with a printer to overprint course layouts on competition maps.

This is what you need to do to prepare for course printing:

1. First you need to design your courses. Use the Course Layout Editor to do this.
2. Do not forget to place at least two registration marks on the course layout so that you can calibrate the map with the printer.
3. To print courses on an ink printer, use the menu Print - Overprint courses. A print dialog appears. Follow the instructions here.

How to calibrate the printer for overprinting

When you place the map on a printer; neither the computer nor Condes know exactly where the map is placed. In order to print a course correctly, Condes needs to be

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told exactly where on the printed page to put the course.

What you need to do is to tell Condes where the registration marks should be placed on the printer.

Together with the course you have two registration marks. The exercise is to get the two registration marks with the course to match the two corresponding registration marks on the printed page.

Imagine that you have the course drawn on a transparent foil. If you place the course foil on top of the map and you move the foil over the map until the course fits, and the two registration marks on the foil match the registration marks printed on the map.

In the same way as you move the foil over the map, Condes can move the course relative to the printer page, until the course matches with the map on the printer.

However, there are some restrictions on how you can move the course:

1. You can drag the course along the vertical or along horisontal axis. In other words, you can shift the course up/down wards, or sidewards.
2. You can rotate the course.

We always use one of the registration marks as the "fixed" registration mark. It is called the "fixed" registration mark because it is the fixpoint around which you can rotate the course.

So, to do this, first bring the "fixed" registration mark in place by dragging the course, then bring the other, the "rotating" registration mark in place by rotating the course.

1. First, use the preview pane on the overprint dialog to position the course approximately on the sheet. Use the arrow keys in the dialog to drag the course.
2. Then print a page with registration marks only.
3. Check how much the course needs to be shifted to make the "fixed" registration mark of the course match the corresponding one on the map
4. Use the arrow keys in the "Drag course" box to shift the course in place.
5. Repeat steps 2-4 until the "fixed" registration mark is in place.
6. Then print a page with registration marks only.
7. Now check how much the course needs to be rotated for the "rotating" registration mark to match the corresponding one on the map.
8. Use the arrow keys in the "Rotate course" box to rotate the course in place.
9. Repeat step 6-8 until the"rotating" registration mark is in place.

In addition to shifting and rotating the course, Condes can also shrink or stretch the course to fit, in case there is a slight mismatch in the scale of the map used when designing the course in Condes, and the printed map.

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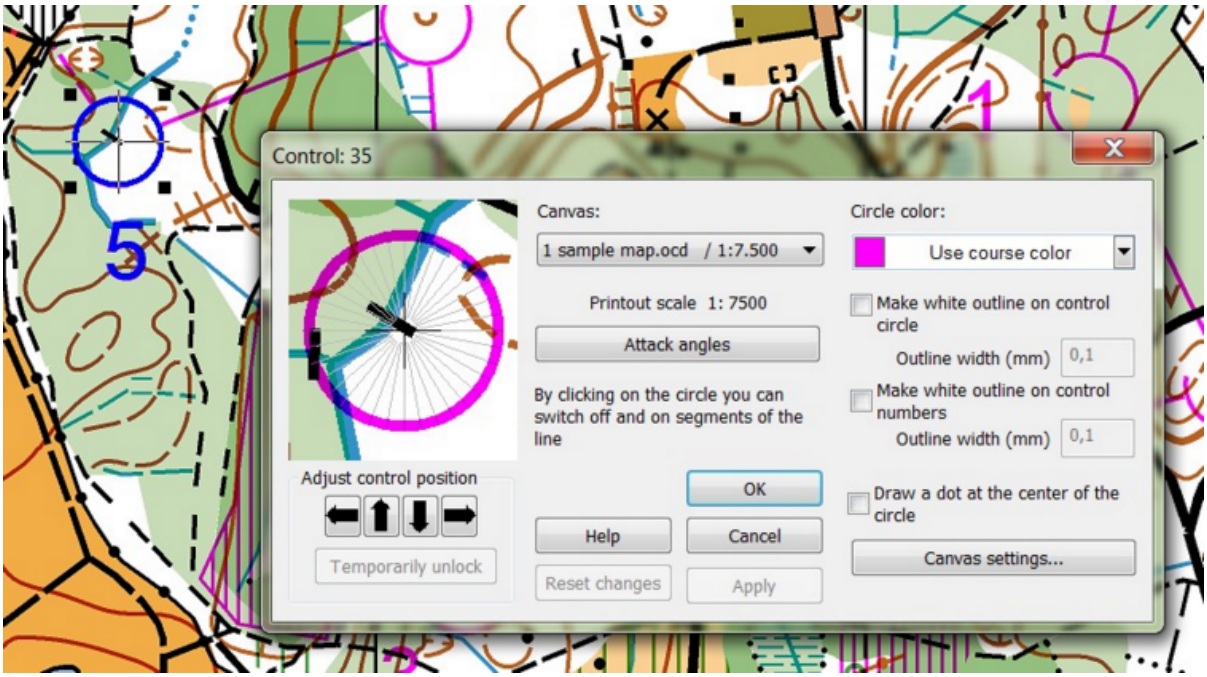
How to (controls)...

How to Fine Tune the Location of a Circle

In this example, an existing course, "Course 1" is currently selected. This was done by selecting "Courses" in the navigation bar to the left of the map and clicking in the "Course 1" item.

The course planner has decided to "fine tune" the circle of control number 5 (which has code number 35), so he has opened the Control Circle dialog for this control by first selecting the control and then right-clicking the mouse and selecting "Control Circle" in the pop-up menu.

With the "Circle Dialog", the course planner can move the circle in steps of 1/10 mm to get very precise control of the circle location on the map.



At any time, you can press F1 and get help that is relevant to where you are in the program.

How to define the Control Description for a Control

In this example, the course planner works with control number 5. In this case, he has double-clicked on the control circle to get the "Control Dialog", where he can design the control description for this control. For each column in the control description, the relevant symbol to show can be selected from the "palette" on the right.

Other tabs in the Control Dialog lets you define for example the punch pattern for the control and a textual description to use for beginners courses.

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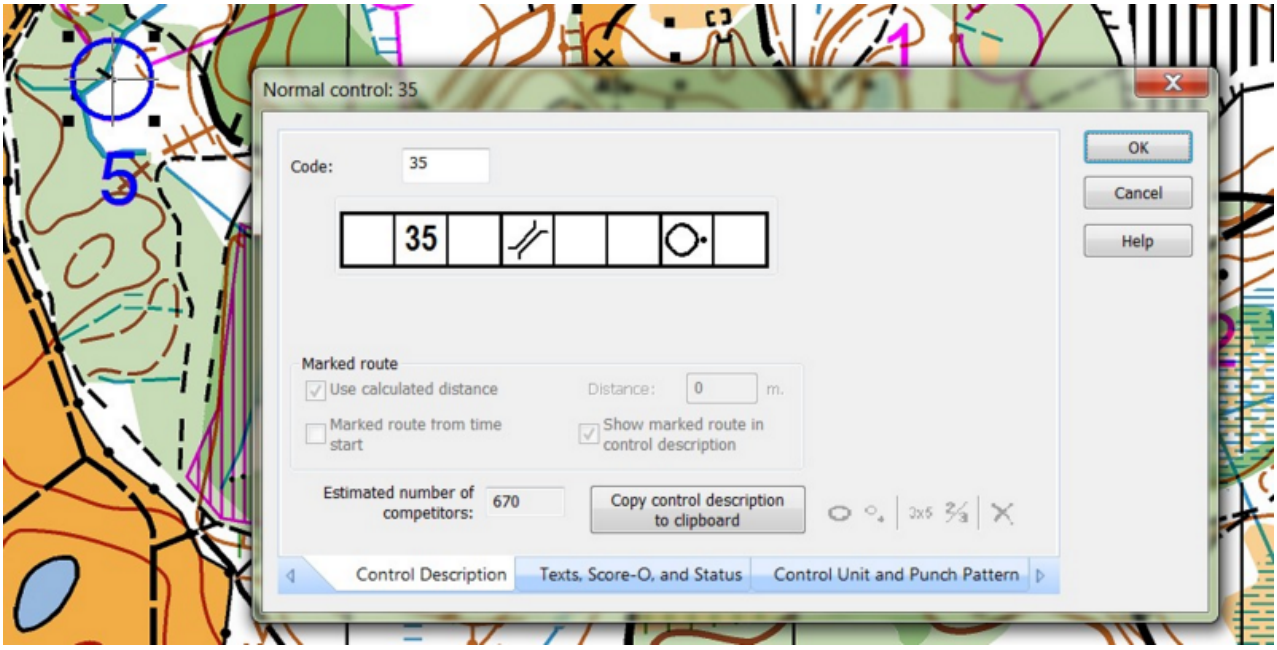

At any time, you can press F1 and get help that is relevant to where you are in the program.

How to remove part of a control circle

When overprinting courses, control circles sometimes cover important details on the map. To overcome this problem, Condes allows you to remove portion(s) of the control circle.

There are several different ways to do this:

With the map on screen:

- Select the control you want to manipulate, then select the "scissors" tool in the tool bar to the right and click the scissors anywhere on the circle where you want to cut a segment.

Or

- select the control you want to manipulate, then right click to get the menu and select the "Control circle" menu item. In the control circle dialog, click on the circle where you want to cut a segment.

How to Calculate control site load

Condes can calculate the estimated number of competitors that will visit a given control site.

How the numbers are calculated

The calculation is based on the estimated numbers of competitors in each class.

Condes will determine which courses visit the given control and which classes run those courses. The control site load is then calculated by accumulating the estimated numbers of competitors in these classes.

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How to get the result

A report of the estimated control site loads can be viewed and printed by using the Controls Spreadsheet item in the View menu. The Courses Spreadsheet item in the View menu will produce a report that shows the estimated number of competitors on each course.

For a relay course, the number entered should be the estimated number of teams. For common controls on the relay course, Condes will accumulate the number of competitors on each team. For branch controls, the correct fraction of team members will be accumulated.

How to use status flags to keep track of markings in the forest

For each control in the database, there is a set of flags that can be used to keep track of markings in the forest. The use of these flags is an optional feature that you can use or skip as you find most useful.

The flags are called:

- Site flagged
- Marker placed
- Marker collected

At any time you can set or clear each of these flags.

So, as you flag each control site in the forest with a streamer or a marking tag, you can set the corresponding flag in Condes to keep track of which sites are flagged. Likewise, the two other flags can be used to keep track of when the control flag has been placed, and when it has been collected.

You can set a flag by using the appropriate check box on the "Status and Additional Text" tab of the control dialog. Alternatively, you can select the control in the Course Layout Editor, and use the right click menu "Control site status" to inspect or set the flags.

The "Controls Spreadsheet" report has a column for each flag, where an "X" indicates that the flag is set for a control.

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How to (control descriptions) ...

How to place a control description on the map

If you want the control descriptions printed on the map, you can create a "Control Descriptions" object on the map. Use the "New Control Description" tool in the Course Symbols toolbar.

1. Select the "New Control Description" tool.
2. Click the mouse where you want to top left corner of the control description placed.
3. Click OK in the Control Descriptions dialog that pops up.

At any time, you can select the control descriptions and move them by dragging with the mouse.

If you double click on the control descriptions, this will open the Control Descriptions dialog, which will let you control a wide range of options for appearance of the control descriptions.

How to split control descriptions on the map

It may sometimes be difficult to find room for the control descriptions on the map. Therefore, it may be necessary to split the control descriptions into parts.

Condes provides two different ways of splitting control descriptions:

- You can split control descriptions into columns that are placed side by side
- You can split control descriptions into parts and place the parts in different places on the map.

To control the splitting of control descriptions into columns:

1. Select the control description by clicking on it.
2. Resize the height of the control description by dragging the black "selection marks" at the corners of the control description. The control description will automatically spill over into more columns to adapt to the new height.

To split control descriptions in parts to different locations on the map:

1. Create a control description at each location where you want a part of the control description placed.
2. Double click on each of the control descriptions, and select in the Control Descriptions dialog the range of controls to be shown for each part, for example for the first part choose from Start to control 5, and for the second part from control 6 to Finish.

How to Show two symbols in the same field

In most circumstances, control descriptions do not have more than one symbol in each box. However, if you need to place a control using two features, e.g. between two cliffs or hills, you may want to show two symbols in the same control description box.

1 First open a window to edit the control in question.

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2 Then select the relevant control description field.
3 Finally, use the button "Two symbols" in the toolbar below the symbol palette to split the field into two parts.

The two parts of the field can now be selected independently of each other and may contain different symbols.

Use the button "One symbol" to revert the field to holding one symbol.

How to Show text in a control description field

A control descriptions field can be blank, show a symbol, or show text.

To show text in a field:

1 Open a window to edit the control in question.
2 Select the relevant control descriptions field by clicking in the field.
3 Use the button "Text" (3x5) in the toolbar below the symbol palette to change the field from a symbol field to a text field.
4 A text field appears instead of the palette.
5 Enter the text.

Hint: Use the "Two Symbols" toolbar button to split the field to show two texts. Use the "Diagonal line" toolbar button to show a diagonal line across the field.

How to Delete a symbol from a control description

1. Open a window to edit the control in question.
2. Select the relevant control descriptions field by clicking in the field.
3. Delete the symbol by using the Del key on the keyboard, or the "Delete symbol" toolbar button (a red cross).

How to specify if control descriptions are symbolic or textual

Control Descriptions can appear as either Symbolic or Textual:

Symbolic control descriptions use the International Orienteering Federation's specification for control descriptions, which in many cases is mandatory.

Textual control descriptions may be preferable for novices or youth courses. A textual control description for a control will use a wide box containing the descriptive text instead of the 6 symbolic boxes.

For each control, in the Control Dialog, you can specify a symbolic description for the control, and you can also enter a textual description. For the text of a textual description, see How to specify the Text for Textual Control Descriptions.

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Control descriptions on the map and control descriptions separate from the map are handled slightly differently, so read on.

Control Descriptions on the Map

The control description "objects" that are printed on the map, each have their own individual settings for appearance, which you can configure by double-clicking on the control descriptions.

For symbolic/textual appearance, there are three options:

1. The relevant class or course decides
2. Symbolic
3. Textual

By default, the setting is that "the relevant class or course decides". This means that the settings in the Course Dialog and the Classes Spreadsheet apply as follows:

1. When you print the course from the Course Layout Editor, the setting in the Course Dialog applies.
2. When you print from the Print Maps with Courses Dialog, the same procedure applies as for separate control descriptions:
   - When you print by the course, you configure in the Course Dialog for the course, whether the description should be symbolic or textual.
   - When you print by the class, you configure in the Classes Spreadsheet for each class, whether the description should be symbolic or textual.

Alternatively, you can configure explicitly that the control description is symbolic or textual. This overrides the setting for the course and for the class.

This latter option allows for example that you put multiple control descriptions on the same course, where one is symbolic and another is textual. This could be useful for a novices, who is not comfortable with the symbolic descriptions alone and needs a textual "legend".

Separate Control Descriptions

"Separate control descriptions" are those that are printed separately from the map and usually carried in a holder on the competitor's arm. You print these via the Print Control Descriptions dialog (Print / Control Descriptions menu).

Separate control descriptions can be printed either by the course or by the class:

- When you print by the course, you configure in the course dialog for the course whether the description should be symbolic or textual.
- When you print by the class, you configure in the Classes Spreadsheet for each course whether the description should be symbolic or textual.

This means that if you specify "textual" for a given course, then if you select this course in the Print Control Descriptions dialog, the control descriptions will be textual, regardless of the settings for the classes that run this course. If, instead you select a class, then the setting for this class will apply, regardless of what is specified for the course that the class runs.

Normally, separate control descriptions are printed per course, so that all classes on

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the course will use the same control descriptions. If, however, you want two classes on the same course to have different control descriptions; one uses symbolic, and the other uses textual, then you should configure this for the two classes, and select the classes - not the course - when you print separate control descriptions.

How to specify the Text for Textual Control Descriptions

The text of a textual description for a control is configured in the Control Dialog's Texts, Score-O, and Status tab. Double click on the control's circle, or right click and choose "properties" to get the Control Dialog.

You can let Condes create a textual description for the control, or you can enter a free-format text. The textual description that Condes generates, consists of the names of the symbols that constitute the symbolic description.

The Condes generated textual description is a simple concatenation of the symbol names of the symbols that constitute the symbolic description.

Condes supports a number of different languages. The language used depend on the primary language setting in Windows' control panel. You can override this setting by changing the symbol language in the File / Common Settings / Application settings property sheet.

The symbol names are held in a symbol file on your PC. You can change the symbol names by closing the event file, then using the Symbols menu. Beware that any changes you make will only apply on your own PC. If you forward the event file to someone else, the symbol names on that person's PC will apply.

Condes supports the following languages:

Language	Used when Windows' primary language setting is:
Danish	*Danish, Icelandic*
English	*All other settings*
English (Australian)	*Australian English*
Finnish	*Finnish*
French	*French*
German	*German*
Italian	*Italian*
Norwegian	*Norwegian*

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Spanish	*Spanish*
Swedish	*Swedish*
Turkish	*Turkish*

How to export a control description from Condes into your word processing document

Condes can place control descriptions and course layouts on the clipboard in graphic format for pasting into a word processing document or a graphics editor.

In order to copy the control description for a given class onto the clipboard:

1. Open the Control Description preview Window. Use the "Course" - "View control description" menu item.
2. Select the course from the list at the top of the preview window.
3. Select the Copy item in the Edit menu or click the  button in the toolbar.

Condes uses the commonly used Windows Metafile (WMF) clipboard format, and in order to paste the control description, the "receiving" application must support this format.

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How to (courses) ...

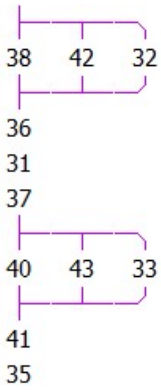
Condes relay support

Condes supports relay courses.

A relay course has one of more forks, consisting of multiple branches with controls, as many as there are legs on the relay team. The purpose of a fork is to separate team members on different teams so as to prevent following.

The course for a relay team member will use one of the branches from each fork on the relay course. The other team members will run the other branches, so that eventually the team will have covered all the branches. The combined course of all the team members will be equivalent for all teams, but the teams will have run the branches in different order.

A Regular fork is the standard, "FARSTA fork". Each team member runs one of the branches, in random order. For example on team 101. leg 1 takes branch B, leg 2 takes branch C, and leg 3 takes branch A. On team 102, leg 1 takes branch A, leg 2 takes branch C, and leg 3 takes branch B.



"Simple" relay course, consisting of 2 Regular forks with each 3 branches. This course is for a relay with 3 team members, and from this you can construct 3*3 = 9 different course variations. When distributing these onto teams, you can accomodate (3*3) (leg 1) * (2*2) (leg 2) = 36 different teams, where each team member will have a different variation than all other teams on the same relay leg.

The relay concept has developed over the years, and various variants are used. For example, the third leg on the relay can have an extra loop, making it longer than the two other legs. Condes has support for such "extended" constructs.

As the number of variations that can be created from a relay course grows exponentially with the number of forks, Condes supports two different means of reducing the number of variations:

1. RELAY LEG fork
   This is a fork, where each branch is bound to a certain relay leg, see the figure below. In the figure, leg 1,3,4 runs branch A in the first fork. Leg 2 runs fork B. Fork B is shorter than Fork A.

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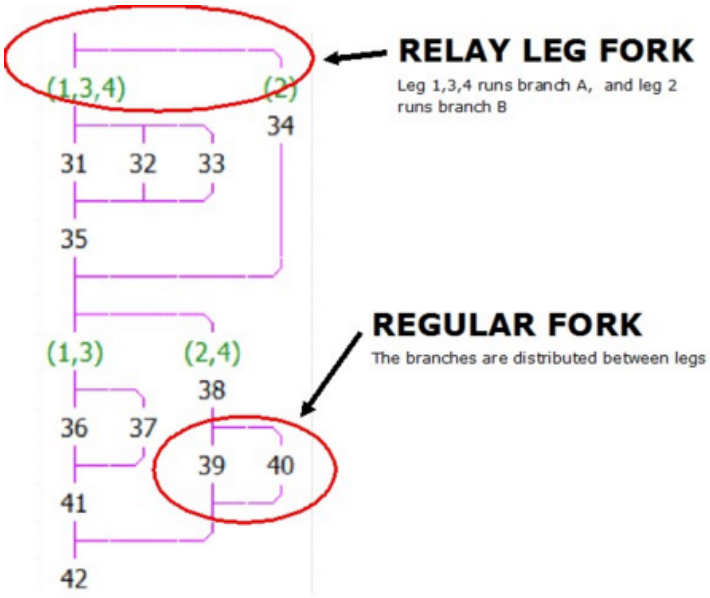
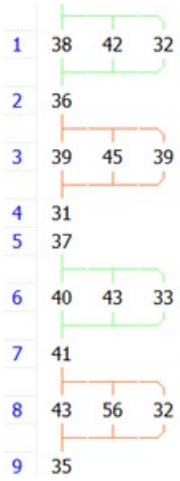


2. FORK BINDING
   When you "bind" two forks, a given course variation will use the same branch in these two forks. So if the course variation uses branch A in the first fork, it will also use branch A in the second fork. This reduces the number of possible course variations, as this will "count" as only one fork when calculating the number of possible course variations.
   In the figure below, the course has 4 forks, which are bound together 2 and 2. The first fork is bound with the third fork (green color), and the second and fourth forks are bound together (orange color). You bind a fork by assigning a "binding group" number to the fork, so all forks with the same binding group number are bound together.



3.

How to create a relay course

How to create a relay course

While you can "draw" a normal course by clicking on the control circles that you want to include in the course, when you want to create a relay course, you need to use the Course dialog.

The Course dialog works with existing controls, i.e. you cannot create new controls

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while in the Course dialog. This means that before opening the Course dialog, you need to create the controls by using the "New control" tool 

When you have created your controls (not necessarily all of them, as you can iterate the process as needed):

1. Create a course using the menu Course / New Course.
2. Open the Course dialog for the course by double-clicking on the map, or by right-clicking on the map and select "Edit course" in the pop-up menu.
3. Configure the number of legs on the relay team. This is done in the left column of the Course dialog for the course.

Add a fork to the relay course

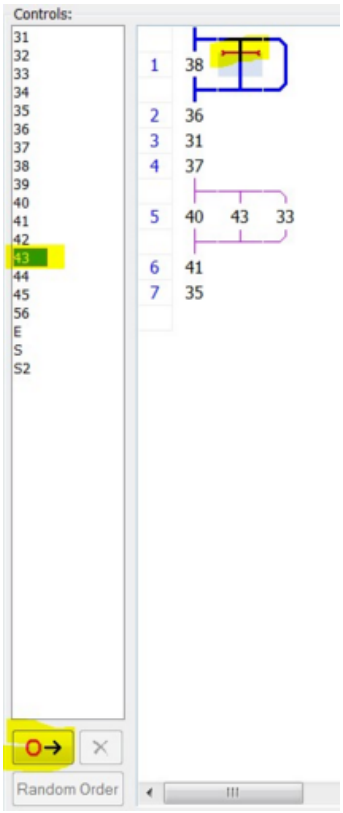
Use one of the "insert fork" buttons to the right of the course "pane" to insert a fork into the relay course:

The fork will be insert at the "insertion point", indicated by a purple insertion bar.

Add controls to the branches

You can now insert controls into the branches.

1. Move the insertion bar to the relevant branch,
2. Select the relevant control code from the controls in the control pane
3. use the "insert control button" or double click on the relevant control code.



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Configure a leg fork

To configure a leg fork, double click on the blue part of the fork. This brings up the Leg Distribution Dialog, where you can configure which legs will run which branch. See more details on the Condes Relay Support page.

How to handle Map Exchange

If you have a course with map exchange, Condes can print the course and control descriptions in multiple parts. There is no limit to the number of map changes on a course.

Create a course that cover different maps

There are some scenarios that automatically introduces a map change on a course. Consider a scenario with multiple maps, for example covering adjacent areas, placed on Canvas 1 and Canvas 2. You can place different controls on the two canvases and you can create a course which uses controls on both canvases.

This can be used to create a course that starts with some controls on the map on Canvas 1, then finish with some controls on the map on Canvas 2. A map change obviously takes place when you go from Canvas 1 to Canvas 2. It is possible to create a control that appears on both canvases, if the mapped areas are overlapping. This control will then be the "automatic" map change control.

When printing, you first select Canvas 1, and print the course, then select Canvas 2 and print the course.

Create a course with map change between two copies of the same map

In this case, you create the course just like any other course. Do not split the course - put all the controls on one complete course! On the screen, you will see the entire course.

When you know exactly where the course is to have its map change, then indicate this by pointing to the control and selecting the menu item "Control" / "Map Change". There is also a "Map change" item in the right click pop up menu.

Printing the parts of the course or control descriptions

When you want to print the individual parts of a course with map change, use the menu item "Print" / "Maps with courses".

In the course list, the courses with map change have a "+" to the left of them, to indicate that they have multiple parts.

When you click on the "+", the course expands and shows a list of its course parts. In this list, check the individual course parts that you want to print. There is even an "Entire course" item in case you want to print the entire course.

> When you print from the Course Layout Editor, the printout will show the entire course. This printout is not intended for competitors, but for course planner and vetter.

Different kinds of map change

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Map change at a control

In the simplest case, when you have a map change at a control, designate that control as the "map change" point on the course. This control will appear on both parts of the course.

Map change at an intermediate point

In this case, you create a start triangle located at the map exchange point, and you insert the start triangle into the course similarly as you insert any other control. Then designate this control as a "map change" point on the course.

In general, when you insert a start point inside a course, Condes will assume that the route from the previous control will be marked with streamers, so the leg line will be shown with dashes. This is also valid in this case.

The start point will be shown only on the second part of the course. The first part of the course will show a marked route away from the previous control, and the control description will show "marked route to map exchange".

How to bend the leg line between two controls

Occasionally, you want the course leg line between two controls to bend, for example to avoid an out-of-bounds area.

1. Select the course leg by clicking the mouse on the leg line. The leg line will now appear in red color, and the end points will appear as small black rectangles.
2. Add a corner point to the line by first selecting the Insert Point tool  on the Course Edit Tools Toolbar, then click on the course leg where you want to insert the point.
3. A black rectangle will appear on the course leg to indicate a corner point.
4. Now press and hold the Ctrl key to drag the corner point with the mouse to the location where the line should bend. If you do NOT press the Ctrl key, the point can be moved, but will remain on a straight line. (This can be used to create "invisible" segments of the line) .

The appearance of a course leg can either be

1. common for all courses, or
2. specific to a given course

In the former case, Condes will remember that you want the leg to bend between the leg's two endpoint controls. Condes will draw that course leg the same way for all courses that use the leg.

If you want the leg to be specific to a given course (the latter case), you can double click on the leg line, and in the dialog box that pops up, you can choose that the leg should be specific to the selected course. This can be useful, for example if a leg goes straight through a control later on this particular course and therefore needs to be cut or bent only on this course.

How to remove a gap that was cut in the line between two controls

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There is a tool button that is called toggle segment  . It is next to the scissors tool button  . If you use this tool on the part of the line that was cut, then it should toggle back on.

In fact, what the scissors tool does, is to insert two points on the line, and then toggle off the segment between those two points. This is why you can reverse the process by toggling on the segment again, and you can use the Remove point  tool to remove the two points again.

You can also use the Insert point  tool together with the “toggle segment” tool to create smaller or longer gaps in the line.

How to remove part of the leg line between two controls

Occasionally, you want the course leg line between two controls to be broken, so as to avoid covering details on the map.

1. Select the course leg by clicking the mouse on the line. The leg line will appear as selected in red color, and the end points will appear as small black rectangles.
2. Cut a segment of the line by using the Cut Segment button  on the Course Edit Tools Toolbar, then clicking on the course leg where you want the line to be cut.
3. A segment of about 5 mm. will be "cut" out of the course leg line.
4. Black rectangles will appear at the ends of the segment. The length of the segment can be adjusted by dragging either rectangle.

Alternatively, you can add corner points to the course leg line by using the Insert Point button  , and then toggle off the segment between the two corner points by using the Toggle Segment button  .

The appearance of a course leg can either be

1. common for all courses, or
2. specific to a given course

In the former case, Condes will remember that you want the leg to bend between the leg's two endpoint controls. Condes will draw that course leg the same way for all courses that use the leg.

If you want the leg to be specific to a given course (the latter case), you can double click on the leg line, and in the dialog box that pops up, you can choose that the leg should be specific to the selected course. This can be useful, for example if a leg goes straight through a control later on this particular course and therefore needs to be cut or bent only on this course.

How to calculate course lengths

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The course length is shown in the header of the control descriptions. It is also part of the exported course data in the XML file to the event administration system.

You can enter a course length manually, or you can let Condes calculate the course length. A checkbox setting in the Course dialog controls whether Condes will use a calculated course length or a fixed text that you enter

Condes calculates the length along the leg line between the controls. This calculation is based on the co-ordinates of the controls, including start and finish points. Co-ordinates are measured at 0.01 millimeter accuracy on the map.

> Condes uses the map scale when converting the course length from millimeters on the map to meters in the terrain. It is important for this conversion that the map scale is entered correctly.

If the course includes a "control" designated as a mandatory crossing point, the course length calculation will take this into consideration and include the additional length due to the crossing point.

Condes also takes into consideration the shape of the line connecting the controls, i.e. if the line has been "bent" to avoid covering features on the map, this will affect the course length.

Finally, in case you want to include the distance from the time start to the start of navigation (the start triangle), you can assign this distance to the start point by entering the value in the appropriate field of the Control dialog for the start point.

For MTBO courses, the course length should be calculated along the optimal route choice. To support this method, Condes has a "Route choice" mode, where you can draw the route choice line between each pair of controls. In the Course dialog, there is a setting to control if the length should be calculated along the route choice line. It is important that the route choice line is drawn for each leg, otherwise the course length calculation will not be correct.

How to calculate course climb

Course climb is shown in the control description header in the rightmost of the three boxes just above the start.

By default, the text shown in this box is entered manually in the Course dialog . However, Condes can also help you calculate the climb for a course.

In order to do this, you need to measure the climb for each course leg on the course, and enter the values into Condes. Condes will then calculate the sum of the climb values for each course leg and use this value in the control description. The climb value for a course leg needs only be entered once, even when the leg is used on multiple courses.

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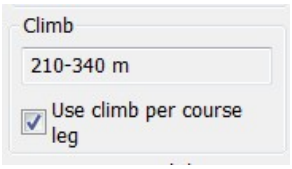
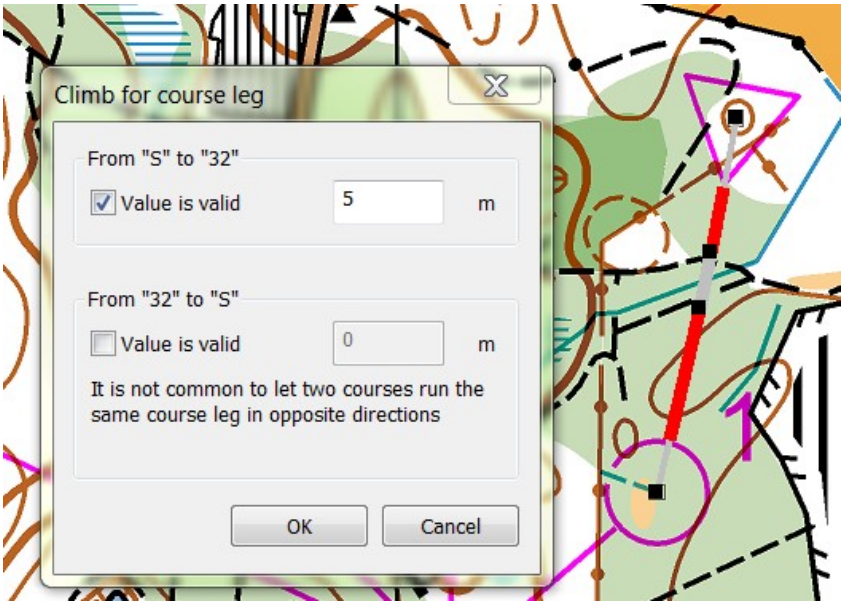
A checkbox in the Course dialog controls whether Condes should use a calculated value for course climb or the fixed text that you enter. You need to enable this feature individually on each course.



It is essential that you enter a climb value for each course leg: Select a course leg by clicking the mouse on it, then right click and select "Climb". In the dialog window that pops up, enter the climb value in meters for the relevant direction. The dialog allows you to enter separate values for climb in either direction.



Under normal circumstances, it is not recommended best practice to use the same course leg in both directions. Nevertheless, Condes does allow you to enter climb for both directions.

How to use more than one last control

Some events use more than one last control. The distances from these last controls and/or the types of marking may differ.

The type of marking is controlled by a setting in the control dialog for the finish point.

As long as the type of marking is the same from all last controls, you need only one finish point. The distance from the last control will be calculated automatically for each course.

However, in the unusual case, where the types of marking differ for the last controls, you need to create two finish points on top of each other; one for each different type of marking from the last control. Assign the correct finish point to each course, depending on the type of marking that is relevant for the course.

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How to (miscellaneous) ...

How to correctly align courses exported to OCAD

When you export a course file from Condes, and import it into OCAD, the first question OCAD will ask is whether you want to "Place using mouse" or "Place with offset".

If you choose "Place using mouse", OCAD will let you drag your course with the mouse until it fits correctly on top of the map. This may be tedious and not very accurate, especially if you have many courses that you want to import.

If you choose "Place with offset", OCAD lets you enter a set of horizontal and vertical offsets in millimetres. The course will then be offset from its original position by the distance that you enter.

Both of these options could be tedious if you had to do it over and over again for each course...

A better alternative would be if the course already has the correct co-ordinates when you export it from Condes, so that you can choose "Place with offset" in OCAD - leave the offsets at 0 - and the course will still be placed at the correct location.

If you use an OCAD map file, Condes and OCAD uses the same co-ordinates, so this solution is straight-forward, and you don't need to do anything.

However, if you use a bitmap file, or you have moved the OCAD map, then this is still possible, by using co-ordinate translation, so read on...

The translation is done by means of a common registration mark:

1. Working in Condes with the course prepared, choose a reference point on the map near the top left corner of the map, preferably at an existing registration mark on the OCAD map.
2. Create a registration mark in Condes at this reference point.
3. In OCAD, read the co-ordinates of the reference point (use the mouse and read the co-ordinates in the status bar).
4. In Condes, use the menu Export, then choose Export Courses to OCAD
5. Click on the "Coordinate translation" button.
6. In the Coordinate Translation dialog box select the "Translate" option, and enter the co-ordinates from item 3, then click OK

Condes will save the co-ordinates with the courses, and will remember them also next time you open the event file.

Please note that Condes saves a separate set of translation co-ordinates for each map file, so if you use different canvases and different map files, make sure to enter the translation co-ordinates accordingly for each canvas.

How to transfer data to an event administration software package

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You can transfer data in a file to an event administration software package. The file will contain information on each course: Course title, length, number of controls, the control codes, and which classes run the course.

Condes supports export in XML format that follows the IOF Standard Interfaces for data exchange. Please find more information on the IOF home page http://www.orienteering.org (follow menu structure to IOF / IT Commission / Standard Interfaces)

Select the menu `Export` / `Export event data...` to export event data

How to use the same punch patterns for more events

If your club owns a set of control stands, you can store the punch patterns for these control stands, and reuse the patterns for later events.

Condes call this a set of "Predefined punches".

How to configure the predefined punches

Before using the predefined punches, they need to be configured.

1. To configure the patterns, use the "File" / "Standard settings for this PC" menu, and then select the "Predefined punches" tab.
2. The dialog "Predefined Controls' punches" appears.
3. Using this dialog, you can control where the punches are stored, create new punches; as well as modify and delete existing ones.

How to use the predefined punches

For each control you can configure that the control will use "predefined punch" pattern, or you can enter an individual pattern for the control. The individual pattern will be specific to the event file that the control belongs to, whereas the "predefined punch" will be the same for all events on the PC.

This is configured by the "Use predefined punch set" setting in the individual control's Control Dialog.

Note: The punches file remain on your PC, and the predefined punch patterns are not copied to the event file, so if you copy (or e-mail) the event file to another PC, the predefined punch patterns remain on your PC. You need to copy the punches file to the other PC for Condes to use these punches on that PC.

Read more about the predefined punch patterns in the Predefined Controls' Punches dialog help item.

How to add new control description symbols or alter existing

You can add new symbols to Condes' symbol palette. When Condes is active, but no Event file is open, a menu item, Symbols, will appear in the main menu. This menu item has three sub items, New symbol, Open symbol, and Delete symbol. These menu items can be used to manipulate the symbols.

New symbols can be designed using a drawing program, and imported to Condes via

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a Windows Metafile Format (.WMF/.EMF) file, or via the clipboard.

NOTE: Condes keeps the standard symbol file in the same folder as the Condes program executable file (typically in C:\Programs\Condes 9). This file cannot be modified. In order to be able to modify the symbols, you need to configure Condes to use a copy of the standard symbol file. There is a menu item in the Symbols menu that can help you.

WARNING: Changing the symbol database can have unwanted effects. Do not change the symbol database unless you are absolutely certain that this is what you want to do.

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Dialogs and Views

Course Layout Editor

The Course Layout Editor is a graphical editor for on-screen course design. The Course Layout Editor is also known as the CLE.

The Canvas and the Navigation Bar

The main portion of the Course Layout Editor window is called the *Canvas*, and this is where the map and the course are shown.

Anywhere on the canvas, you can use the right mouse button to open a pop-up menu that gives you options depending on the circumstances.

To the left of the canvas is a Navigation *Bar*. The navigation bar has three panes, which you switch between by clicking on their headings: "Controls", "Edit Courses", and "Browse Courses".

The navigation bar controls what is shown on the canvas:

When "Controls" is selected in the navigation bar, the canvas will show all the control locations on the map.

When "Edit Courses" is selected, then the course which is highlighted in the course list is shown, and you can edit this course; add controls to, and delete controls from the course, edit the graphics layout for the course, and edit the route choice lines for the course.

In the Course Layout Editor, the course will normally appear in the color "magenta", regardless of which color you have configured Condes to use when printing the course overprint on a printer. Under certain circumstances, other colors are used to highlight the control or the course.

When "Browse Courses" is selected, then multiple courses can be shown on the canvas at once, allowing you to get an overview of course layouts.

Each course is shown it its own colour so that you can distinguish courses from each other.

Controls

You can create a control, a start point, or a finish point, by selecting the appropriate tool in the Course Symbols toolbar to the right of the canvas, then click on the canvas where you want the control (or start or finish) to be located.

If you want to move a control's circle or control number, you need to select the control. Click inside the circle. Four black squares will appear at the corners of the enclosing rectangle for the control, and the control will change color to blue. This indicates that the control is selected.

When a control is selected...

- You can move the control circle. Drag the circle with the left mouse button pressed down.
- You can move the control number. Drag it with the mouse. This will have effect only on the course shown. You need to place the number individually on each course.
- Double click inside the control circle to open a control dialog window where you can define the control description for the control, and set various options for the control.
- You can manipulate the control circle directly on the map, toggle on/off segments of the circle, by selecting the "cut" tool (the scissors). Alternatively, use the right click menu "Control circle" to take a magnified view of the control at different map scales.

Courses

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You can create a course by right clicking on the canvas and selecting the menu option New Course, by selecting the appropriate tool in the main toolbar, or by using the main menu option Course / New.

When a course is selected and is shown on the canvas, you can double click anywhere on the canvas to open a Course dialog window where you can manipulate various properties of the course, including the controls that are on the course.

When you have created a course, you can "draw" the course by using the "Insert Control" tool. See for example Introduction to on-screen course planning

When a course leg is selected...

- You can manipulate the course leg between two controls; bend it, toggle off/on a segment etc.
- When you manipulate a course leg, the result will have effect for all courses that share this leg.
- You can double-click on the course leg to open a Course Leg dialog window that lets you control whether the properties of the leg, i.e. the bends, cut-outs, etc. apply on this course only, or on all courses.
- This is also where you can control whether the course leg is drawn as a solid line, or as a dashed line.

Graphics Layout

You can design a graphics layout for a course, consisting of texts, external graphics elements (bitmap files or map files). You have the following tools to choose from: Text, Overlaid Graphics, Mask Area, Condes Logo. You can place "objects" of these types onto the canvas. These objects will appear above the map, but below the course. You can move the objects up and down in the so-called Z-order, meaning that you can move one object in front of or behind another. For each object, you can select whether this object is visible on all courses on the canvas, or only the currently selected course. This allows you to adapt the layout to each individual course.

In addition to this, there is also the print area frame, which you can modify to fit the course, or keep identical for all courses on the canvas. The frame width and color can be modified to suit your need.

This allows you to create elaborate graphical layouts so that the combination of map, course and graphical layout can be used directly for printing.

Browse Courses

The Browse Courses mode in the Course Layout Editor lets you see multiple courses simultaneously. Each course is shown with a different color, and you can select/unselect each course individually via the navigation bar to the left of the canvas.

Course mode, Graphics mode, and Route Choice mode

The Course Layout editor has three "modes": Course Editing mode, Graphics Editing mode, and Route Choice mode

The three modes exist to facilitate editing without accidentally selecting and moving the wrong type of object. thus:

- in Course Editing mode, you can select course items: controls, leg lines, control descriptions, course symbols (refreshments, out-of-bounds areas, etc.)
- in Graphics Editing mode, you can select graphics items: Texts, Mask Areas, Overlaid Graphics, and Condes Logos.
- in Route Choice mode, the lines between controls are route choice lines (light blue), which you can bend to follow the optimal route choice. For those courses that you have selected to let Condes calculate the course length along the route choice, these lines will be used as

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the basis for the calculation. Don't mistake them for leg lines -- they will not appear on the printed map.

You select the mode by choosing the "Select Course Object" tool  or the "Select Graphics Object"  tool.

Toolbars

There are four toolbars associated with the CLE:

- the Course Edit standard toolbar
- the Course Edit Tools toolbar
- the Course Symbols toolbar
- the Special Symbols toolbar

In addition there is the Condes standard toolbar

Each of these toolbars are described below.

Course Edit Standard toolbar

Above the canvas is the Course Edit Standard toolbar. It lets you choose between the five canvases supported by Condes, and it shows which course and variation is currently shown, as well as the zoom level and the course length.

Click	To
	Select Course Object
	Select Graphics Object
	Select Route Choice Line
	Insert Control
	Insert Point
	Remove Point
	Add Cutout Point
	Toggle Segment
	Cut Segment
	Rotate
	Tape Measure

Course Edit Tools toolbar

The Course Layout Editor has a toolbar at the right border, which lets you select among the tools you can use to design the course and the course layout.

Course Symbols toolbar

This toolbar has the tools to draw symbols that are normally used on a course, such as controls, start points, finish points, end of marked route, control descriptions, refreshment point symbols, registration marks, mandatory crossing symbols, first aid symbols, forbidden route symbols, Out of Bounds area, and boundary lines.

Graphics toolbar

This toolbar has the tools to insert graphics objects, such as texts, masked areas, overlaid

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graphics, and Condes logos.

Condes Standard toolbar

The following buttons in the Condes standard toolbar are particularly useful in the Course Layout Editor:

Click	To
	Zoom in on the course layout
	Zoom out from the course layout
	Set the zoom level so that the course fits in the window
	Lock/Unlock controls locations. When this button is depressed, control positions are "locked", and cannot be changed by dragging the circles with the mouse.
	Press this button to switch on/off the configurable printout area for the course (or for "all controls").
	Press this button to "dim" the background map in order to better see the course.

Select Print Area

This dialog lets you select which area to print:

- Defined printout page area
  Condes will print the area that is defined for the current course and canvas.
  Use the Course Layout / Show/Hide Print Area menu item to see the print area. Click on the frame to drag / resize the area. Double click on the frame to select whether this print area is common for all courses, or each course has its individual print area.
- Entire canvas area
  this option will print the entire area covered by the canvas.
- Area covered by course
  this option will print the smallest rectangle that the course will fit into.

Additionally, you can configure

- Scaling

  This allows you to print the map so that it fits on one page
- Use "Windows Color Management" to convert OCAD map colors

  This option controls how Condes converts OCAD map colors from the CMYK colors in the map file to the RGB colors that are needed by Windows to render the map.

  When this option is checked, Condes will use the Windows Color Management system for the conversion. When this option is unchecked, Condes will use a simple algorithm for the conversion.

  You may want to experiment with printouts for your printer in order to determine which option works best for you.

Condes adjusts the page orientation (portrait or landscape) for the printout to fit on the fewest number of pages.

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Browse Courses

The Browse Courses mode in the Course Layout Editor lets you see multiple courses simultaneously. Each course is shown with a different color, and you can select/unselect each course individually via the navigation bar to the left of the canvas.

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Create Event Wizard

Create Event Wizard - Page 1

The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

The Wizard will ask you for details of the competition format and what map files you want to use. You may want to have the map file (or files) handy that you want to use for course planning.

Create Event Wizard - Page 2

The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

On this page, the Wizard will ask you to enter a name for the event that you are going to work with. The name will be shown in all printouts and in the header of the control description for each course.

Create Event Wizard - Page 3

The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

On this page, the Wizard will ask you to enter a name for the file to save the event data to. For simplicity, Condes has already entered the a file name identical to the name you entered for the event. You are free to enter any file name you like.

Create Event Wizard - Page 4

The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

On this page, the Wizard will ask you to select the discipline for the event that you are going to work with.

You can select either "Foot O", "Mountain Bike O", "Ski-O", or "Trail-O".

In reality, any Condes event file can contain courses for all four disciplines. Your selection does not set any limits to this. However, your selection determines the default type of control and type of course when you create new controls and courses.

For example, for Ski-O events, the standard setting for controls will be to have a dot at the center of the circle. For other disciplines, you can still configure a control or a course to show a dot at the center of the circle, but you would have to do that explicitly.l

Create Event Wizard - Page 5

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The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

On this page, the Wizard asks you to configure if this event uses one single map or multiple maps. This configuration is merely setting up the event file initially. You can always reconfigure at a later stage if you find our that your selection is no longer correct.

If you are unsure, you may simply select "one map".

Most events use a single map. The reason for using multiple maps could be that some courses use one map, and other courses use another. Another reason could be that you need two maps to cover the area, and courses may switch from one map to another.

The selection on this page affects the map and control settings for Canvas 1, and possibly Canvas 2 (if two maps are chosen). You can later change the settings by using these dialogs: Canvas / Map - Setup Map dialog and Canvas / Controls - Setup Controls Dialog

Create Event Wizard - Page 6

The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

This page is shown only if - on the previous page - you selected to use the same map with two printout scales, or two maps of the same area.

Here, you can configure if the control circles for the two printout scales should be linked closely so that if you cut the circle on one canvas, this is reflected on the other canvas.

Additionally, you can configure if you want the control circles to be scaled proportionally with the printout scale, so that if you for example use 1:15.000 and 1:10.000, the circles will be larger on the 1:10.000 map than on the 1:15.000 map.

The selection on this page affects the control settings for Canvas 1, and possibly Canvas 2 (if two maps are chosen). You can later change the settings by using this dialog: Canvas / Controls - Setup Controls Dialog

Create Event Wizard - Page 7

The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

This is the last page in the Wizard. Click on "Continue" to activate the settings that you created on the previous pages.

Create Event Wizard - Page 8

The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

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This page is shown when you have selected to use one map file. It has a "select file" button that you need to use to select the map file to be used.

Condes will store the file name of the map file so that the next time you open this event file in Condes, the program will know where to find the map file. If you move the map file (or open the event file on a different computer), so that Condes cannot find the map file, the next time you open the event file, you will be asked to help Condes locate the file.

This is also where you can enter the printout scale(s) to be used.

The selection on this page affects the map and control settings for Canvas 1, and possibly Canvas 2 (if two printout scales are chosen). You can later change the settings by using this dialog: Canvas / Map - Setup Map dialog

Create Event Wizard - Page 9

The "Create Event Wizard" will guide you through the setting up of a new event file. The "wizard" is shown when you use the menu item File / New Event File.

This page is shown when you have selected to use two map files. It has two "select file" buttons that you need to use to select the map files to be used.

Condes will store the file names of the map files so that the next time you open this event file in Condes, the program will know where to find the map file. If you move a map file (or open the event file on a different computer), so that Condes cannot find the map file, the next time you open the event file, you will be asked to help Condes locate the file.

The selection on this page affects the map and control settings for Canvas 1, and possibly Canvas 2 (if two printout scales are chosen). You can later change the settings by using this dialog: Canvas / Map - Setup Map dialog

Settings for this event

This dialog lets you enter the descriptive name of the event.

Event Name

Please enter the name of the event. This text will appear in the heading of the control descriptions, and on other printouts.

First control code

When Condes suggests a control code for a new control, it will not suggest numbers lower than this.

Show the event file name under control descriptions

Check this box to add the event file name to the information shown under control descriptions (both when printed on the map and when printed separately).

You can use this as a way to keep track of different versions of the courses; for example if you add the date or a sequential version number to the file name.

Draw dot in control circle

When this option is checked, a dot will be drawn in the center of control circles.

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The setting can be overridden for each individual course.

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Control configuration dialogs

Control dialog

The Control dialog provides functions to manipulate the appearance of the control description and the appearance and location of a control on a course overprint.

The control dialog has the following tabs:

- Control description
- Control circle
- Status and Additional Text
- Punch pattern

Control Description (Control dialog)

The Control description tab of the Control dialog has the following data fields:

Control code

This is the control's code. Normally, controls are numbered from 31 and up, and numbers that can be misread if upside down are normally skipped.

Symbol Template

The symbolic description of the control:

To enter a symbol into a field, place the focus highlight in the field. A symbol palette will then be active. Select the desired symbol from the palette by clicking the mouse on it.

To delete a previously entered symbol, use the Del key on the keyboard, or click the right mouse button then select "Delete symbol" from the pop-up menu.

How to show to show two control description symbols in the same field

How to show text in a control description field
How to delete a symbol from a control description

Control Type

This setting is available only for Trail-O controls and for finish points.

For trail-O controls, select one of the following control types:

- Trail O (A)
- Trail O (A-B)
- Trail O (A-C)
- Trail O (A-D)
- Trail O (A-E)

For finish points, select one of the following control types:

- Finish point / Full marking
- Finish point / Forked markings

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- Finish point / No markings

Marked Route

Enter the distance (in meters) of the marked route. The distance will appear in a marked route box below the control description for the control, or as a finish route at the bottom of the control description.

The distance field is only available for Start and Finish points and for controls with marked routes.

For finish points, the distance indicates the length of the marked route from the last control. The entered distance will not affect the calculated course length.

For controls with marked route the distance indicates the length of the marked route away from the control. This entered distance will not affect the calculated course length.

By checking the "Use calculated distance" box, you can let Condes calculate the distance, based on the leg length of the leg from the course's last control to the finish point. Obviously, this is not applicable for a marked route to a start point.

Marked route from time start to start point

For start points, the distance field can be used to indicate the length of the route from the time start to the start triangle. The entered distance will be added to the calculated course length.

If you wish to show the marked route from time start to start triangle on the map, check the box "Marked route from time start". When this box is checked, Condes will show a dashed line from the time start (shown with a cross bar at the end of the line) to the start triangle. When you select the start point on the map, you can manipulate the marked route by moving the end point, and by inserting points to bend the line.

Condes calculates the distance along the line and adds it to the course length, unless you uncheck "use calculated distance".

Use calculated distance

If this box is checked, Condes will calculate the distance based on the leg length of the relevant leg.

Estimated control load

This is a read-only field that shows the accumulated, estimated competitor count for the courses that visit this control. Click here to see how the load is calculated

Control Circle (Control dialog)

The Control Circle tab of the Control dialog can be used to fine tune the circle.

The tab lets you choose to inspect the circle for each of the 5 canvases.

Switch between canvases by using the canvas tabs at the top. If you have made changes, you need to use the Apply button before you can switch to a different canvas tab.

- Move the control
  You can move the control at 5/100 mm steps by using the arrow buttons below the map excerpt.

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If the controls are locked, the arrow buttons are inactive. You can then use the "Temporarily unlock" button to override the lock.

- Cut out parts of the circle that cover for important map details
  The circle is split in 36 "slices". You can toggle off each of these slices. Just click inside a slice to toggle off or on the corresponding segment of the circle.
- Set the circle color and circle dimensions
  At the right in the dialog, you can configure specific settings for the circle color and circle dimensions. These settings override the common circle color and dimensions settings for the canvas.

Use the Apply button to save the circle settings without leaving the Control dialog.

Note: Whenever you have modified a circle - either moved it or changed the cutting - you are "locked" at the current canvas until you "apply" the changes.

Use the Attack Angles button to show you the combined set of attack angles for all the courses. The red "arrows" indicate the direction of courses coming in to the control; the blue "arrows" indicate the exit directions.

Texts, Score-O, and Status (Control dialog)

The "Status and Additional Text" tab of the Control dialog has the following data fields:

Marking Status

This is a set of three status flags, "Site flagged", "Marker placed", and "Marker collected". The status flags are meant to help keep track of the marking status of the control site.

So you can set the "Site Flagged" flag when you as a course planner have placed a paper tag or a ribbon to mark the control site for the course controller.

The status of the flags will appear on the "Controls Spreadsheet" report, and will also be shown in the Course Layout Editor, when you hover the cursor over a control circle.

Score O Points

The points value of this control when used on a Score O course.

Textual Control Description

This controls the text that is used for the textual control description for this control. You can choose to let Condes generate a simple textual control description, or you can enter a free-format text. For more information, see How to specify if control descriptions are symbolic or textual.

Additional Text

This tab will let you enter a free format text string. The text will be shown in a separate box underneath the control description for the control.

This feature may be used to assign a comment to a control, e.g. a course closing time may be added to the finish control.

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Control Unit and Punch Pattern (Control dialog)

The Punch tab of the Control dialog has the following data fields:

Control Units (Optional)

This option allows you to enter the control unit code(s) for this control site. By default, Condes assumes that the control unit code is equal to the control code.

However, in some cases you may need to place, either a control unit with a different code, or multiple control units, where one or more of the codes differ from the control site's code.

Punch (Optional)

This is a 9x9 grid to show the punch pattern for the control. By default the "Use predefined Control Set" checkbox is checked to use the punch pattern for this control code (defined in the Predefined Punch Set). You can define a specific punch pattern for this control by unchecking the checkbox, and clicking the "Edit" button.

Emit backup punch (Optional)

This display indicates which pin of the standard Emit backup punch that will be punched by this control. If you do not use the same Emit punch as the control's code, uncheck the "standard" box, and enter the relevant Emit code.

Control Card Settings

Click on this button to get to the Control Card Layout dialog, where you can specify whether to use conventional control cards or Emit backup cards.

New Control

You are about to create a new control. Enter the code of the control and click OK. The code can be from 1 to 3 digits or letters.

Even if this "control" is really a start point or a finish point, you need to assign it a code.

Rename Control

This dialog is shown when you are about to change the control code of the control.

You have two options:

- Rename and substitute (default)

  This option will assign the new code to the control, AND at the same time substitute the "old" control code with the new one across all courses that use this control.

  This option is useful when you want to entirely change the control code of a control, and still keep the same courses visiting this control.
- Rename only

  This option will assign the new code to the control. But it will NOT change any occurrences of the "old" control code in the courses.

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This option is useful when you want to "swap" two controls without changing the courses.

However, use this option carefully:

When using this option, there may still be courses that visit a control with the "old" control code. Since you rename the control, such a control will no longer exist. You should make sure to create a new control with the "old" control code (or rename another control) in order to keep the course database consistent.

Delete Control

Condes shows this dialog box when you have selected a control in the "Edit Controls" pane and pressed "Del" or selected the menu item Control / Delete.

If you proceed and click "Delete control from this canvas", then the control will be removed from this canvas (and from other canvases that use the same controls as this canvas).

The control may still exist on a canvas that does NOT use the same controls as this canvas. However, if this is not the case, then the control will be deleted entirely from the event.

This dialog box will be shown only if the control that you are about to delete is currently in use on a course.

The dialog box will show a list of courses that Condes believes will be affected if you proceed with deleting the control. The list contains courses that use this control:

- courses on this canvas
- courses on another canvas that use the same controls as this canvas
- if a course is also active on a canvas with controls that are NOT linked with this canvas, it will not be shown in the list. The course exists on two canvases with SEPARATE controls, so Condes then assumes that there will be a map exchange between the two canvases.
- Relay courses will not be shown

Below the list of courses, there is a check box:

Delete also the control from the above courses

If you choose this option, Condes will delete the control, and also traverse all courses and remove all instances of the control from the courses shown in the lsit.

This operation cannot be undone with the Undo function.

You should normally not delete a control that is still used on a course.

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You have two options:

Delete the control

If you choose this option, Condes will delete the control - and - if the checkbox is also checked, the control will be removed from the courses shown in the list.

Cancel

Choose this option to cancel the delete operation and leave the control untouched.

Use caution:

If, for example, a course uses control code 45 as control number 5 on the course, and control code 45 does not exist, then there will be a gap on the course instead of control number 5. The course will then have an "inconsistency".

It might be all right to delete the control if you intend to create a new one with the same code. This will make the courses complete again.

Controls Spreadsheet

The controls spreadsheet is an Excel-like spreadsheet, which lists all the controls, and their attributes. Each control has a row, and each attribute has a column.

The controls spreadsheet currently does not support editing of the controls.

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Course configuration dialogs

Course dialog

The right hand side of the dialog window contains the controls on the course. You can add controls to and remove controls from the course, and you can design the relay forks and branches.

Controls

There are two panes: One which contains a list of the control codes that you have created. The other pane contains the controls that make up the course.

Add a control:

1. First select the point in the course where to insert the new control. Click on the control, ahead of which you want to insert the new control, so that the "insert caret" is shown between the two controls where you want to insert.
2. Pick the new control from the list of control codes - then click the "Insert Control" button, or double-click on the control code.
3. The new control will be inserted at the place where the caret was shown, and the caret moves to below the new control.

Note, Condes will prevent you from inserting the same control twice in a row.

Delete a control by selecting it in the list and pressing the Del button on the keyboard, or clicking the "delete" button (the red cross button).

Condes will prevent two instances of the same control in a row, so you cannot delete a control if this results in the same control two times in a row.

Loops can have up to 20 legs, named A, B, C, ... Use the "Insert loop" button to insert a loop at the marked point in the course.

Loops can be used only on individual courses, not on relays.

Relay Forks can have up to 20 branches, named *A*, *B*, *C*, ..., depending on the setting in the "Relay legs" box. Use the "insert fork" or the "Insert Leg Fork" button to insert a fork.

See Condes relay support for more about relays

Random order controls

if a part of the course has controls that can be taken in random order, then use the "Random order" buttonto mark the relevant controls as "Random order" controls.

For random order controls, there will be no leg lines, and they will not have any control number next to them, only the control code.

Random order controls are shown with orange background color in this window.

The left hand side of the dialog window has the settings for course type, start/finish, overprint, control descriptions, and estimated load.

Course type

The type of the course:

Normal course: Regular orienteering course with controls numbered from number 1 upwards.

Score O Course: The course consists of a number of controls which can be taken in random order and which each gives a number of points. The course is drawn without

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connecting lines between controls, and with the number of points for the control next to the circle. The number of points is assigned to each control in the control's dialog under "Status and Additional text".

Mountain Bike O Course: This course length of an MTB-O course must be measured along the optimal route choice. Therefore, this type of course has an extra "leg line" between each pair of controls, which is used for length calculation only. Manipulate this line to follow the optimal route choice. The line will NOT be shown on printouts.

Ski O Course: A ski-O course has a dot at the center of each circle to highlight the center spot.

Trail O Course: The control descriptions for Trail O courses displays "A", "A-B", "A-C", "A-D", "A-E", or "A-F" in column B instead of the control code. The text indicates the number of markers placed in the terrain for this control.

String Course: In the terrain, the course follows linear features and is marked with streamers. Controls are placed on the marked route. On the map, the course is drawn as a line indicating the marked route from start to finish. Controls are marked with circles as usual. The length of the course is calculated along the marked line.

String Course with Controls: Similar to String Course, except that controls are not necessarily placed on the line, but on adjacent features. The length is calculated as the sum of beelines between controls.

Start

The control code for the course's start point. See also: Control.

Finish

The control code for the course's finish point. See also: Control.

Relay legs

If you are designing a relay course, this is where you enter the number of runners on a team, i.e. the number of "relay legs".

Length

This the the length that appears for example in the length field of the control description header.

The length can be calculated automatically, or it can be entered manually. This is controlled via the

Use calculated length check box.

Check this box to automatically calculate the course length using the controls' co-ordinates. The course length is calculated along the course leg line.

Calculate along "route choice" check box.

Check this box to calculate the course length along the "route choice line" - as required for MTBO courses.

See also: How to calculate course lengths.

Course Overprint

Number Format

You can use this feature to control the format of the control numbers shown on the map. Choose "Use standard" if you want the numbers on this course to follow the standard setting made for this event (menu Course Layout / Setup Overprint)

Show finish only on last part

This box is relevant only for courses with map exchange. When this box is checked, finish circles will be shown only on the map of the last part of the course. If the box is unchecked, finish circles will be shown on all maps on the course.

Under normal circumstances, all parts of the course should show where the finish is located, so that competitors will always know how to get to the finish if needed.

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Draw dot in control circle

Here, you can select if all controls on this course will get a dot at the center of the control circle - as required for Ski-O courses.

From the Control Circle dialog, you can configure individually for each control if it has a dot at the center. This will override the setting for the course.

From the Settings for this eventdialog, you can configure that ALL controls have a dot at the center. This can be overridden for this course by the setting in this dialog.

Climb (Optional)

The text to appear in the course climb field of the control description header.

Use climb per course leg

When checking this box, Condes will calculate the climb for the course using the climb values that you have entered for each course leg.

Separate Control Descriptions

Use this setting to control whether the descriptions for this course appear as symbolic or textual when printed separately from the map.

For appearance of control description on the map, double click on the control description and select the "Appearance" tab.

See also: How to configure if Control Descriptions are symbolic or textual.

Competitors estimate

This box shows the estimated count of competitors or teams on this course.

The box has two modes. It can have:

1. Gray background

   It will have a gray background if you have created any classes that run this course and entered a competitors' estimates for these classes. In this case, the box shows the accumulated number of competitors for the classes.

2. White background

   It will have a white background, and you can enter a value in the box, if you have NOT created any class that runs this course, or you have not entered any estimates for any classes that run this course.

See also How to calculate control site load

New Course dialog

You are about to create a new course. Enter the name of the course and click OK.

Course name

The name of the course.

Course type

The type of the new course:

Normal course: Ordinary course

Score O Course: The course consists of a number of controls which can be taken in random order and which each gives a number of points. The course is drawn without connecting lines between controls, and with the number of points for the control next to the circle. The number of points is assigned to each control in the control's dialog under "Status and Additional text".

Mountain Bike O Course: This course length of a MTB-O course must be

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measured along the optimal route choice. Therefore, this type of course has an extra "leg line" from start to finish, which is used for length calculation only. Manipulate this line to follow the optimal route choice. The line will NOT be shown on printouts.

Ski O Course: A ski-O course has dots to mark the center of the control circle.

Trail O Course: The control descriptions for Trail O courses displays "A-B", "A-C", "A-D", or "A-E", in column B instead of the control code. The text indicates the number of markers placed in the terrain for this control.

String Course: In the terrain, the course follows linear features and is marked with streamers. Controls are placed on the marked route. On the map, the course is drawn as a line from start to finish. Controls are marked with circles as usual. The length of the course is calculated along the marked line.

String Course with Controls: Similar to String Course, except that controls are not necessarily placed on the line, but on adjacent features. The length is calculated as the sum of beelines between controls.

Copy of

Use this box if you need to create a course which is very similar to an existing course. In the box, select an existing course, of which you want to create a copy. Leave the box blank if you do not want the new course to be a copy of an existing one.

Course used on these canvases

This allows you to configure if the course is used on only one canvas or on multiple canvases. This is an option to organize your courses, so for example courses that must use a 1:10,000 map will be associated only with the canvas that has the 1:10,000 map, and thereby eliminate the risk for printing the course on a map at the wrong scale.

Rename Course dialog

Use this dialog to assign a new name to the course.

You have two options:

1. Rename and substitute (default)

   This option will assign a new name to the course, AND at the same time substitute the "old" name with the new name across all classes using this course.

   This option is particularly useful when you want to entirely change the course name, and still keep the same classes using this course.

2. Rename only

   This option will only assign a new name to the course. It will NOT change any occurrences of the "old" name in the classes.

   This option is particularly useful when you want to "swap" two courses without changing the classes.

   Use this option carefully :

   When using this option, the classes will still use a course with the "old" name. Such a course does no longer exist, so you should make sure to create a new course with the "old" name (or rename another course) in order to keep the

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classes consistent.

Courses Spreadsheet

The courses spreadsheet is an Excel-like spreadsheet, which lists all the courses, and their attributes. Each course has a row, and each attribute has a column.

The courses spreadsheet currently does not support editing of the courses.

Leg Distribution dialog

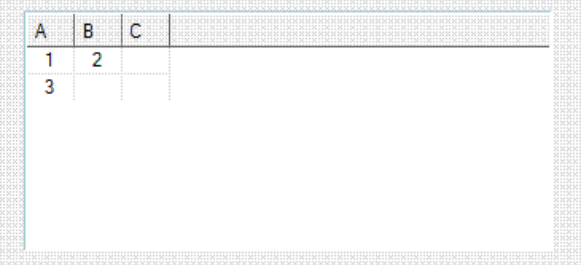
This dialog is used to control the "behavior" of the selected relay fork. Choose one of the three fork "types".

Please refer to Condes relay support for details on the fork "types".

Leg forks

When "Leg fork" is chosen, a leg diagram is shown at the bottom of the dialog window. You can move legs between the branches by clicking on a leg number, holding the mouse button down and dragging the leg number to the desired branch.

In the example below, leg 1 and leg 3 run branch A, and leg 2 runs branch B. This would be a way to let leg 2 run a longer loop than leg 1 and 3.



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Course Leg configuration dialogs

Course Leg dialog

This dialog appears when you double-click on a course leg. It lets you control how the course leg is shown, and how it is described in the control descriptions.

Is this leg specific to this course?

A leg between two controls can be common for all courses, or it can be specific to a given course.

For a course leg:

1. The settings can be saved with the course and are therefore specific for this course,
2. The settings can be stored with the event data and will be shared among all courses that do not have specific settings for this leg.

Line shape and appearance

Follow taped route between controls

Check this box to indicate that the entire leg between the two controls are marked with streamers. The course leg will be shown with a dashed line. The control description will show a row with the symbol "Follow taped route between controls".

Please note: You cannot designate a leg that is specific to a coure as a marked leg. For obvious reasons, if the leg between two controls is marked, it marked for all courses.

Additional control description for this leg

Use this setting to indicate that you want to show a "Mandatory Crossing Point", a "Mandatory Passage Through Out of Bounds", or a free-format text in a row between the control descriptions for the controls that define this course leg.

Please note that it is MANDATORY to show crossing points on the map. However, it is OPTIONAL to provide information about crossing points in the control description. You do not need to add such information to the control descriptions unless it adds valuable information for the competitor to hav this information in the control descriptions.

Please also note that if you have checked "Follow taped route between controls", this option is not available. A follow marked route between controls" will automatically be added to the control description.

A word on best course planning practice:

When competitors are to follow a mandatory route, place a control at the beginning of the mandatory route, and mark the route with tapes starting from the control. Do not use a marked routes that does not start at a control. This ensures fairness for all competitors.

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Course Leg Climb dialog

You can get here by clicking on a course leg and using the menu Course Leg / Climb..., or right-clicking and using Climb... from the pop-up menu.

Use this dialog to enter climb values for the course leg. The climb values are used on courses, where you let Condes calculate the total climb for the course by adding the values entered for each leg.

For more information, please see How to calculate course climb,

Course Leg Climb Spreadsheet

The course leg climb spreadsheet is an Excel-like spreadsheet, which lists all the course legs, and the climb values that you have entered for each leg.

The climb values are used on courses, where you let Condes calculate the total climb for the course by adding the values entered for each leg.

The course leg climb spreadsheet currently does not support editing. Use instead the Course Leg Climb dialog.

For more information, please see How to calculate course climb,

Copy / Import Objects dialog

The Copy Objects dialog can help you copy/import controls, courses, and classes, from an existing event file, into your currently open Condes event file.

You can copy EITHER the entire control/course/class "object", in other words, everything that Condes has stored about the object; OR you can copy ONLY the identifier of the object.

> Copying only identifiers may be useful to populate your database with "empty" courses from a "template" event file. A template event file could be used again and again to provide a standard set of courses and classes.

There are several ways to open the Copy Objects dialog:
- use the "Import" menu items under Control, Course, or Class
- use the toolbar button "Import from a file" in one of the spreadsheets showing controls, courses, or classes.

Before you get to the Copy Objects dialog, you will first be asked to specify the file from which you want to import:

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A "File open" dialog will pop up. Select from this dialog the name of the file you want to import from, and click "Open".

The Copy Objects dialog now appears. The window has two panes; the one to the left shows the available controls/courses/classes in the "source" file; the one to the right shows the existing controls/courses/classes in the currently open event file.

1. First, choose whether you want to copy controls, courses, or classes, by selecting the relevant tab at the top of the window.

2. Next, choose the controls/courses/classes that you want to copy into your event file.

3. Finally, copy the objects (or their identifiers).

Pitfall: Condes always copies from the saved version of the "source" file. When you have the "source" file opened in Condes, and you have unsaved modifications, these will NOT appear in the copied data.

Classes Spreadsheet

The classes spreadsheet is an Excel-like spreadsheet, which lists all the classes, and their attributes. Each class has a row, and each attribute has a column.

You use the Classes Spreadsheet to edit the class data. Double click on a cell in the spreadsheet to edit the value.

These are the class attributes:

Class name

The name of the class.

Course name

The name of the course that this class runs.

Control descriptions

Select if you want pictorial or textual descriptions.

Competitors estimate (Optional)

You can enter an estimate of the expected number of competitors to be used to calculate the course load and the control sites load.

For a class running a relay course, the number entered should be the estimated number of teams. For common controls on the relay course, Condes will accumulate the number of competitors on each team. For branch controls, the correct fraction of team members will be accumulated.

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Relay Team configuration dialogs

New Relay Team

This dialog is used to create a new relay team. It is available only when the Relay Team Assignments window is active.

Before clicking on the "Create" button, you first need to select the team number for the new team, and the class or course that the team will run. The team number identifies the team, so it must be unique in the event file.

You can choose to create an "empty" team, i.e. a team where no course variations are assigned to the team members, or you can let Condes "auto compose" the team.

Condes gives you a couple of options for the strategy to assign course variations to the team:

- Minimize the number of used course variations
  Condes will use as few different course variations as possible. When you offset print your courses, you will probably want as few different course variations as possible in order to minimize printing costs.
  For the second and subsequent teams created, Condes will - when possible - use the set of variations from the first team, shuffled in a different order. When all permutations of this set have been used, Condes will add additional variations to the set.

- Allow partly "overlapping" teams
  At some point, when you continue to create additional teams, all permutations of course variations will have been used, and it is no longer possible to create new teams without using the same course variation on the same relay leg for two teams.
  So, when you check this option, Condes allows two teams to use the same course variation on ONE leg. If not checked, Condes will not let two teams use the same course variation on the same leg.

- Allow identical teams
  If you continue to create additional teams, eventually all permutations of course variations will have been used, and to create new teams, it is necessary to use the same course variations on the same relay legs as another team.
  So, with this option, Condes allows two teams to use the same course variations on all legs. Instead of using this option, it may be a good idea to modify the course with additional forks.

Relay Team Assignments

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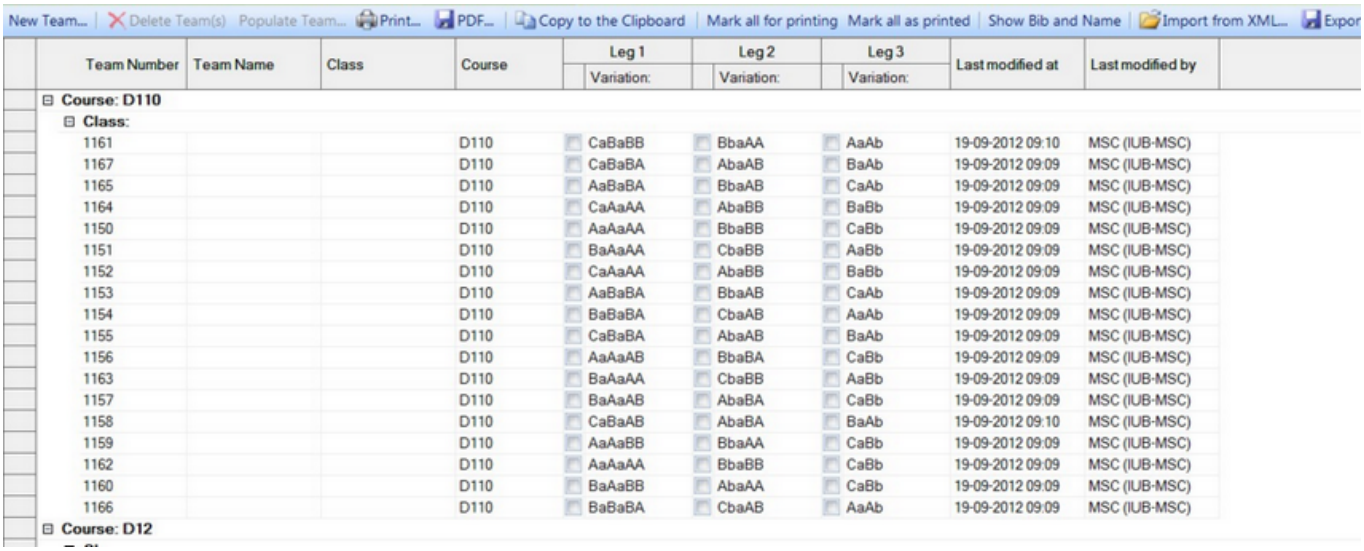
For a relay event, you need to keep track of all the relay teams, and - not least - keep track of which course variation is run by which team. This window is helps you do that.

This window presents all the teams in a spreadsheet format. Each team has a team number and possibly a team name; it belongs to a class or to a course, and has team members that run relay legs. You can enter new teams; and modify or delete existing teams.



Team Number	Team Name	Class	Course	Leg 1 Variation:	Leg 2 Variation:	Leg 3 Variation:	Last modified at	Last modified by
Course: D110								
Class:								
1161			D110	CaBaBB	BbaAA	AaAb	19-09-2012 09:10	MSC (IUB-MSC)
1167			D110	CaBaBA	AbaAB	BaAb	19-09-2012 09:09	MSC (IUB-MSC)
1165			D110	AaBaBA	BbaAB	CaAb	19-09-2012 09:09	MSC (IUB-MSC)
1164			D110	CaAaAA	AbaBB	BaBb	19-09-2012 09:09	MSC (IUB-MSC)
1150			D110	AaAaAA	BbaBB	CaBb	19-09-2012 09:09	MSC (IUB-MSC)
1151			D110	BaAaAA	CbaBB	AaBb	19-09-2012 09:09	MSC (IUB-MSC)
1152			D110	CaAaAA	AbaBB	BaBb	19-09-2012 09:09	MSC (IUB-MSC)
1153			D110	AaBaBA	BbaAB	CaAb	19-09-2012 09:09	MSC (IUB-MSC)
1154			D110	BaBaBA	CbaAB	AaAb	19-09-2012 09:09	MSC (IUB-MSC)
1155			D110	CaBaBA	AbaAB	BaAb	19-09-2012 09:09	MSC (IUB-MSC)
1156			D110	AaAaAB	BbaBA	CaBb	19-09-2012 09:09	MSC (IUB-MSC)
1163			D110	BaAaAA	CbaBB	AaBb	19-09-2012 09:09	MSC (IUB-MSC)
1157			D110	BaAaAB	AbaBA	CaBb	19-09-2012 09:09	MSC (IUB-MSC)
1158			D110	CaBaAB	AbaBA	BaAb	19-09-2012 09:10	MSC (IUB-MSC)
1159			D110	AaAaBB	BbaAA	CaBb	19-09-2012 09:09	MSC (IUB-MSC)
1162			D110	AaAaAA	BbaBB	CaBb	19-09-2012 09:09	MSC (IUB-MSC)
1160			D110	BaAaBB	AbaAA	CaBb	19-09-2012 09:09	MSC (IUB-MSC)
1166			D110	BaBaBA	CbaAB	AaAb	19-09-2012 09:09	MSC (IUB-MSC)
Course: D12								

In this example, classes are not used, so the course is called D110. Team names are yet to be entered. Currently, 18 teams are entered, and course variations have been assigned to each team. Condes has checked that the assigned course variations are complete. If any inconsistencies are found, the team number or variation will be painted red.

You can enter the teams directly into Condes. However, if teams are entered in the event administration system, you can transfer the teams - without assigned course variations - by means of an XML file in IOF data standard v.3 format, a so-called TeamCourseAssignment file. You can import this file by using the "Import from XML..." button in the toolbar. The import feature also supports you in merging the set of teams, if you have already created some teams in Condes and want to complete by importing teams from the event administration system.

You would then assign course variations to the teams, either by manually entering the variation code in the relevant cell in the spreadsheet, or let Condes "populate" the team, by using the "Populate Team" button. You can choose between different built-in strategies for distributing course variations to team. For example, when assigning course variations to a team, Condes can use the same variations as already assigned to other teams, but in a different order, or Condes can ensure as much spread as possible.

Finally, you would print personalized maps for each competitor, with the team

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number and leg number on the reverse side of the map, and you would export the relay teams with assigned course variations back to the event administration program for punch checking.

New team...

This opens a dialog box that lets you create one or more new teams. You can create "empty" teams (i.e. no variations assigned) or fully completed teams.

Delete team(s)...

This deletes the teams that you have selected.

Populate team...

This opens a dialog box that lets you "populate" the selected teams by assigning course variations to the legs that are not already assigned a course variation.

Print...

This opens the "Print maps with courses" window so that you can print maps for those team members whose maps have not yet been printed. Condes maintains a mark for each team member that indicates whether the map has been printed or exported as PDF. You can manually remove the mark if you want to print the map again.

PDF...

This opens the "Export as PDF" window so that you can export maps for those team members whose maps have not yet been exported. Condes maintains a mark for each team member that indicates whether the map has been printed or exported as PDF. You can manually remove the mark if you want to print the map again.

Copy to the Clipboard

This copies the contents of the spreadsheet to the clipboard as tab separated text.

Mark selected teams for printing

This will clear the "already printed" check marks from team members on the team rows that are selected. If no rows are selected, then all rows will be cleared.

Mark selected teams as printed

This will set the "already printed" check marks on team members on the team rows that are selected. If no rows are selected, then all rows will be marked.

Show bib and name

By default, the columns showing Bib Number and Name are hidden. By

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clicking this button, you can hide/unhide these columns.

Import from XML...

This opens a dialog box that lets you import relay teams from an XML file, in the "TeamCourseAssignment" format.

Export to XML...

This exports all relay teams to an XML file in the format "TeamCourseAssignment". This is the means to transfer to the event administration system the teams with course variations assigned to each team member.

Do not forget to also export the courses as a course data XML file, as the actual list of controls for each course variation is in the course data file.

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Printout dialogs

Print Maps with Courses dialog

Use this dialog when you want to print maps and courses.

The right part of the dialog shows a list of the available courses. The left part of the dialog has the settings that control the printing.

Selecting which courses or classes to print:

You can select a course or class for printout by checking the box next to the name of the course or class. You can select as many courses or classes as you wish. If you select the "Courses" heading, one copy of each course will be printed. If you select the "Classes" heading, one copy of each class will be printed.

If a course is a relay course or it has loops, a + box is shown to the left of the course name. By clicking the + box, the course will expand, and all course variations will be shown. You can print an individual course variation by checking the box next to the variation number; or you can print all variations by checking the box next to the course name.

If a course has one or more map exchange(s), a + box is shown to the left of the course name, or course variation number. By clicking the + box, the course will expand, and the course parts will be shown. You can print one or more parts by clicking the box next to the part number, or you can print all parts by checking the box next to the course name (variation number).

Select from which canvas to print:

This dialog prints maps from each canvas separately. First select which canvas to print from. If a course spans multiple canvases, you need to print each part separately. Unfortunately, Condes does not (yet) support printing from multiple canvases onto the same page.

Printout scale

If you wish to change the printout scale, you need to use the Setup Map dialog from the relevant canvas.

Selecting which area to print:

Condes offers three options as for which area to print:

Option	Which area is printed?
Defined print area	Condes will print the area that is defined for the current course and canvas. Use the Course Layout / Show/Hide Print Area menu item to see the print area. Click on the frame to drag / resize the area. Double click on the frame to select whether this print area is common for all courses, or each course has its individual print area
Entire canvas area	Condes will print the area that is defined by the boundaries of the canvas.
Area covered by course	Condes will print an area that is defined by the coordinates of the extreme points of the course

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(including control descriptions and registration marks, but excluding special course symbols etc.)

Control descriptions and course symbols (out of bounds, refreshments etc) will be shown if they fall within the boundaries of the above mentioned print area.

Selecting how many copies to print of each course:

You can choose between One copy of each course, and Fill page with copies of course

If you have selected "One copy of each course", Condes will try to fit the course to print onto as few pages as possible.

This also means that if there is room for more than one printout on the same page, Condes will fill up the page with different courses.

If the print area is too large for one page, you can check the box Print max. 1 page of each course if you do not want the course to spread across multiple pages.

In order to print a text page (as configured in the Setup Text on back of map dialog) on the back of the map, you need to check the Print class/course name on reverse side box. This option is available only when you limit the output to one page per course.

On the other hand, if you have selected "Fill page with copies of course", Condes will print only what fits within one page of each course, and it will fit as many copies of the course as will fit onto the page.

When laying out multiple courses (or multiple copies of the same course) on a page, Condes will apply a layout method that will optimize the use of the space on the page, and at the same time make cutting the courses from each other as easy as possible.

Spacing

This value controls how much spacing will be put between multiple printouts on the same page

Overlap

This value controls how much the printout will overlap onto adjacent pages, when the printout is split onto multiple pages.
Printer drivers do not always provide Condes with accurate information on the printable page size, so without overlap, it may happen that there is a gap between what is printed on two adjacent pages.

Print all selected courses on the same map

This is an option to use if you create training exercises with multiple courses on the same map.

Print Map

Check this box if you want the map to be printed with the course. If the box is left unchecked, the course will be printed without the map.

Center printout on page

Check this box if you want to center the printout on the page. If this box is left unchecked, the printout will be aligned with the top left corner of the page.

Printer landscape

If this checkbox is checked, the printouts will be printed in landscape orientation (versus portrait orientation), i.e. the longest side of the page will be at the top.

Use "Windows Color Management" to convert OCAD map colors

This option controls how Condes converts OCAD map colors from the CMYK colors in the map file to the RGB colors that are needed by Windows to render the map.

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When this option is checked, Condes will use the Windows Color Management system for the conversion. When this option is unchecked, Condes will use a simple algorithm for the conversion.

You may want to experiment with printouts for your printer in order to determine which option works best for you.

Print

Print the selected course layouts

Print preview

Preview the selected course layouts

Close

Close this dialog

Overprint Courses dialog

Use this dialog when you want to overprint courses onto existing maps using an ink or laser printer.

Here is how to print:

1. To the right in the dialog there is a list of the available courses. Select the course you want to overprint.
2. Place a map in the printer.
3. Use the arrow buttons in the left section of the dialog to calibrate the course to the map. See below and see also How to calibrate the printer for overprinting.
4. In the middle of the dialog is a picture that illustrates the location of the course relative to the the printable area on the paper sheet. This figure should help you place the course correctly so that it matches the map on the paper page.
5. The printable area is shown as a light yellow rectangle, and on top of that the outline of course area is shown as a white rectangle, in which the course is shown. When you use the arrow keys to move the course, you will see the white course rectangle move relative to the yellow page rectangle.
6. You can also use the Preview button to inspect the course layout on the screen before plotting it.
7. Finally, click the Print button to start printing.

Courses

Select a course by clicking on the name of the course. You can select to plot a map with all controls by selecting "all controls" in the list.

If a course is a relay course, a "+" box is shown to the left of the course name. By clicking the "+" box, the course expands, all course variations will be shown. You can print an individual course variation by selecting the variation number.

Drag course / Rotate course...

This section of the dialog is used to calibrate the printer. The registration marks are used for this calibration.

When you use the arrow buttons at the top of the dialog, you move the printout vertically or horisontally. By doing this, you drag "the course" to the correct position where the Fixpoint Reg.Mark should be printed.

Then you use the "turn left" and "turn right" arrow buttons associated with Rotating Reg. Mark to rotate the course. The course will now "rotate" around the position of the Fixpoint Reg. Mark. The step length is 1/10 degrees, 1 degree, or 10 degrees,

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respectively, following the step length selector.

You can also use the "right angles turn" arrow buttons to align the course along the horisontal and vertical axes. These buttons will turn the course to the nearest 90 degrees right angle.

If the map is slightly off scale (if the scale of the map in the computer and the printed map are not exactly identical), you can use the "up" and "down" arrows with the Moveable Reg. Mark to move the pen away from or towards the Fixpoint Reg. Mark, thus growing or shrinking the course slightly. These buttons are not available if you have checked the "lock scale" box.

You can adjust the step length to one of three values by using the step selector (keys 5, 6, and 7 on the keyboard).

Print one copy

Print the selected course

Print multiple copies

Print multiple copies the selected course. A dialog will let you enter the desired number of copies.

Print registration marks

Print a page with only the registration marks. The registration marks will be placed exactly as they would if you printed the course. This feature is intended to help verify that the printout is placed correctly, without printing the entire course.

Preview

Preview the printout of the selected course.

Close

Close this dialog

Print Control Descriptions dialog

Use this dialog select print control descriptions separately from the map anc course.

To the right in the dialog there is a list which shows the available classes and courses. You can select a class or a course by checking the box next to the name of the class or course.

If you check "Classes" header, all existing classes will be printed. If you check the "Courses" header, all existing courses will be printed.

You can select as many courses and/or classes as you like. Condes will try to lay out the pages so that as many control descriptions as possible will fit onto each page.

If you select only one course, Condes will fit as many copies of the control description for that course onto one page.

If you check a relay class or course, all relay variations for the course will be printed.

Relay classes and courses will have a + box next to the name. Click the + to expand the class or course into the various relay variations. You can then check the variations that you need.

For courses with map exchange, Condes will print a separate control description for each individual part of the course.

The Box side length box allows you to scale the size of the printed control description. The standard size of the individual boxes in the control description is 7 mm.

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Print master control cards dialog

This dialog is used to select which master control cards to print. Master control cards can be printed if each control has been assigned a punch pattern.

To the left in the dialog there is a list which shows the available classes and courses. To the right there is a list of the currently selected classes and courses to be printed.

You can select a class or a course and transfer it to the list of selected items by clicking on the item and then click the Add button.

If you "add" the "Classes" header, all existing classes will be added to the selected list. If you "add" the "Courses" header, all existing courses will be added.

If you "add" a relay class or course, all relay variations for the course will be added to the selected list (indicated by the variation numbers in parentheses after the class or course name).

For courses with map exchange, Condes will print only one master control card, covering the entire course.

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Export dialogs

Export course data as XML dialog

From this dialog, you can export course data as XML (eXtended Markup Language) format files. The format has been specified in the IOF Interface Standards project, and you can find more information on the IOF home page at http://www.orienteering.org under the menu IOF / IT Commission / Interface Standards project.

The output from the dialog is a file which contains information on control locations, courses, and classes. For each course is listed the classes that run the course, and the controls that the course visits. Also, information on leg lengths is included.

This information can be imported into event administration software for easier punch checking. Also, this information can be imported into various split time analysis programs.

When you click "Export", Condes will prompt you for a file name for the file to which the exported data should be saved.

File Type

Choose between "IOF Version 1.0", "IOF Version 2.0", and "IOF Version 3.0". IOF Version 5.0 is recommended. IOF Version 1.0 and 2.0 are available only for backwards compatibility.

Encoding

Choose between "ISO-8859-1" and "UTF-8". This is the character encoding of texts in the file. UTF-8 is available only when Condes is running in Unicode mode, and is recommended, as this encoding can handle the 16-bit character values used by the Unicode standard. ISO-8859-1 is the standard Windows character set, and files using this encoding may depend on the character set used on the computer that is used to generate the file.

Canvas (for control co-ordinates)

The "controls" section of the exported file contains co-ordinate pairs for each control. These co-ordinates are in units of millimeters on the printed map.

The exported file can contain only one set of co-ordinates for controls.

Therefore, for an event with multiple maps, it is important to choose the a canvas to use in order to get the correct set of co-ordinates for the controls.

Omit "CourseIDs" (IOF XML version 2 only)

For IOF XML version 2 only: Some event administration software packages depend on having a Course ID number associated with each course in the exported data. If needed, Condes can include this number in the exported file - just make sure to uncheck this box.

Be aware that the Course ID number that Condes assigns to each course will follow the course through the lifetime of the event file.

> Pitfall: If you rename a course to a different name, it will keep the existing Course ID number. This will still happen, even when you rename a course, then create a new course with the old name. When you then

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export, there will be a different Course ID associated with the name, because it is really a new course. This is a potential pitfall, if the receiving event administration software expects a course with the same name always to keep the same Course ID number.

Relay courses

For IOF XML version 3, the file contains complete variations. For each course the file will have a list of all (selected) course variations. Each variation will be "a course" with all the controls on the course. The variations will be tagged with a CourseFamily object indicating the Course they belong to.

For IOF XML version 2, there are four options:

- Course variations
  For each course, all the variations of a given course will be encapsulated as "CourseVariation" objects in a single "Course" object. This indicates that the variations belong together. This option is the "classic" IOF XML version 2 method.
- Separate courses
  Each variation will become a separate "Course" object. This option is compatible with the "simplified" model used by for example Emit eTiming
- OS2003 compatible relay forks
  This option encapsulates "CourseSection" objects in a "Course" object for each course. It is for the importing program to reassemble the CourseSections into complete course variations.
- One-man relay courses
  Each relay course is considered a one man relay, where each competitor runs all relay legs. Thus, "one man relay courses" are exported as separate "Course" objects.

Export courses as PDF dialog

This window lets you export maps and courses to a Portable Document Format (PDF) file. PDF is the preferred format used by most print shops, and you can usually send a PDF file directly to the print shop for printing the courses and maps. Additionally, a PDF file can be used by drawing programs such as Adobe Illustrator to further process the courses and consolidate them with the map for course and map printing.

This is what you can do

When exporting to PDF, first select which canvas to use, and which courses you want to export. If you use multiple canvases, create separate exports for each canvas. The exported courses will appear as pages in a single PDF file.

By default, each course will be on a separate page, and Condes will format the page size to fit the course. This option is useful when you plan to use the exported PDF file for further processing before printing.

When you plan to send the exported PDF file to a print shop for printing, you'll probably want to select a standard page size, such as A4 or Letter. Condes will then print each course on a separate page and center the course layout on the page. If the course doesn't fit on one page, Condes will split the course onto multiple pages.

For more optimal use of paper, Condes can lay out multiple copies of the same course - or

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multiple, different courses - onto a page. You can for example fit 4 courses of A5 size onto one A3 page. This option is similar to what you find in the Print Maps with Courses dialog for printing courses directly to a printer.

Select which courses to export

Select which courses to export by checking the boxes in the list of courses to the left. For courses with variations, you can select each variation individually. For courses with map change, you can select the "entire course" and/or each individual part.

If you have created relay teams, you can select from the list of teams and team legs, and print personalized maps for each team leg. This can be combined with adding team number and leg etc. on the reverse side of the map.

Page setup

Page Size can be set at either "Fit page to course size"; one out of a number of predefined standard paper formats; or "Custom size".

1. When you choose "Fit page to course size", one map will be placed on each page, and the page size will be adjusted to fit the selected print area for each course. So each page in the file may be of different size.
2. When you choose a standard or custom page size, each page in the file will have the same size. For this option, Condes will fill each page with multiple courses or copies of the same course. You can choose between:
   - One copy of each course. If the print area for the course is smaller than the selected page size, the page will be filled with different courses.
     If the print area for the course is larger than the selected page size, the course will be split onto multiple pages, unless you have checked "Only 1 page of the course".

     If you check "Print class/course name on reverse side", Condes will add an extra page after each map page. The extra page will display the course name and/or the relay team number and team leg, and is intended to be printed on the reverse side of the map using a printer with duplex capability.
   - Fill page with copies of course. If the print area for the course is small enough that multiple copies can fit on one page, the page will be filled with identical copies.

Map Setup

From Canvas

This setting controls which canvas is used, i.e. map and which graphics layout will be used for the export.

Export all selected courses on one map

Check this box to print all of the selected courses on the same map. This is intended for training exercises, where you run several different courses after each other.

Export scale

This is the scale at which the courses will be exported. If the Condes layout is at 1:15 000, this will be the default export scale, but if you need to import the course onto a 1:10 000 map, you change the export scale to 1:10 000.

Include map

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If this box is unchecked, the map will be omitted in the file.

For Overprint use

This controls the overprint effect for the map colors for which overprint is enabled, and for the course overprint.

There are two options "Overprint operator", and "Blend mode DARKEN".

The default setting is "Overprint operator". When this option is used, Condes will insert calls to the PDF Overprint operator in the file. When "Blendmode DARKEN" is used, then Condes will instead insert calls to the blendmode operator "DARKEN".

The overprint operator instructs the PDF reader to show and print the relevant colors with overprint effect. In some cases, when using Adobe Reader, you need to configure Adobe Reader to show overprint effect, otherwise it will ignore the overprint.

The advantage of Blend mode is that this will always appear in Adobe Reader.

There is virtually no visible difference between the two.

Course Area Setup

Condes offers three options as for which area to print:

Option	Which area is exported?
Defined printout page area	Condes will export the area that is defined for each course and Canvas in the Course Layout Editor.
Entire canvas area	Condes will export the area that is defined by the boundaries of the map file (if one is specified). The area will be extended with any area of the course (and control descriptions) that extends outside the map area.
Area covered by course	Condes will export an area that is defined by the coordinates of the extreme points of the course (excluding control descriptions etc.)

Control descriptions and course symbols (out of bounds, refreshments etc) will be included when they fall within the boundaries of the above mentioned print area.

Export Courses to EPS dialog

This feature lets you export maps and courses to Encapsulated PostScript (EPS) files.

An EPS file is the preferred format by most print shops, and you can usually send EPS files directly to the print shop for printing the course and map, or for overprinting on existing maps.

Alternatively, EPS files can be used by drawing programs such as Adobe Illustrator to further process the courses and consolidate them with the map for course and map printing.

You have several options when exporting to EPS files.

Condes can export:

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1. each course to a separate EPS file. The EPS file area will fit to the course. This option is useful when you need to use the EPS file for further processing before printing.
2. Condes can combine multiple courses (or copies of the same course) onto one page. The EPS file area will be fixed, for example A3 format, and Condes will fill the page. This is suitable when you send the files directly to the print shop.

These two options are similar to what you find in the Print Maps with Courses dialog for printing courses.

Please do not forget to inspect the exported result after you have created the EPS files. There are several freeware programs that can read EPS files, for example IrfanView and GSView (GhostScript). IrfanView shows the files in a somewhat crude format, but is somewhat faster than GSView. GSView on the other hand shows the files somewhat smoother and nicer.

Select which courses to export

Select which courses to export by checking the boxes in the list of courses to the left. If you select "Courses", all the courses will be exported.

Export scale

This is the scale at which the courses will be exported. If the Condes layout is at 1:15 000, this will be the default export scale, but if you need to import the course onto a 1:10 000 map, you change the export scale to 1:10 000.

Selecting which area to export:

Condes offers three options as for which area to print:

Option	Which area is exported?
Defined printout page area	Condes will export the area that is defined for each course and Canvas in the Course Layout Editor.
Entire canvas area	Condes will export the area that is defined by the boundaries of the canvas.
Area covered by course	Condes will export an area that is defined by the coordinates of the extreme points of the course (excluding control descriptions etc.)

Control descriptions and course symbols (out of bounds, refreshments etc) will be included if they fall within the boundaries of the above mentioned print area.

Page setup

Use this group of setting to control the size of the page in each exported file, and what is shown on each page.

Page Size can be set at either "One course per page", a number of predefined standard page sizes, or "Custom size".

If you choose "One course per page", Condes will export each course into a separate file. The "bounding box" of the file will be equal to the size of the exported area.

If you choose a predefined standard size, the "bounding box" of the file with be set at the chosen standard size, and you can now choose between filling the page with copies of the same course, or with as many different courses as will fit on the chosen page size.

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If you choose "Custom size", you can enter the dimensions of the page. This option otherwise behaves similarly to when you choose a predefined standard size.

You can choose between "Portrait" and "Landscape" page orientation.

If you select "One copy of each course", Condes will try to fit the courses onto as few pages as possible.

This means that if there is room for more than one course on the same page, Condes will fill up the page with different courses.

On the other hand, if you have selected "Fill page with copies of course", Condes will print only what fits within one page of each course, and it will fit as many copies of the course as will fit onto the page.

Spacing controls the spacing between the exported courses on the page.

When laying out multiple courses (or multiple copies of the same course) on a page, Condes will apply a layout method that will optimize the use of the space on the page, and at the same time make cutting the courses from each other as easy as possible.

Course all black

If this box is checked, both control descriptions and courses will be in black in the EPS file. If left unchecked, the colors defined elsewhere will be applied.

Include map

If this box is checked, the map will also be exported.

Export Courses as Bitmap dialog

This feature lets you create bitmap files with the map, the course layout, and the control descriptions.

Bitmap files are particularly useful for publishing map and courses on the internet.

Condes exports each course as a separate bitmap file.

Control descriptions will be exported with the course if Condes is setup to print control descriptions on the map. Use the menu Course Overprints/Settings, and the tab "Control descriptions" to configure whether control descriptions will be exported with the course.

If you select "Courses", all the courses will be exported, each in a separate file.

If the map is geo positioned so that Condes can calculate the real world coordinates for the top left corner of the exported bitmap, Condes will addition

Export scale

This is the scale at which the courses will be exported. If the Condes layout is at 1:15 000, this will be the default export scale.

File type

Condes can create JPG, BMP, PNG, and TIF files. PNG, JPG, and TIF files are compressed, which means that they generally takes up less space on the hard disk, and less transfer time if you transfer the file on the internet. The compression does mean a slight reduction in quality.

Color quality

This option is available only for BMP files. Choose between 16 bit or 24 bit per pixel. For an orienteering map, 16 bit is more than adequate quality.

Resolution

The resolution controls the number of pixels (color dots) per inch in the file. The

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higher resolution, the better the quality. The file size is proportional to the square of the resolution, so be careful not to set the resolution too large. Whether Condes will be able to create a bitmap file at a given resolution depends on whether the resulting bitmap fits on the hard disk. And the processing time to create a bitmap grows fast at higher resolution.

Use "Windows Color Management" to convert OCAD map colors

This option controls how Condes converts OCAD map colors from the CMYK colors in the map file to the RGB colors that are needed by Windows to render the map.

When this option is checked, Condes will use the Windows Color Management system for the conversion. When this option is unchecked, Condes will use a simple algorithm for the conversion.

Export courses to OCAD dialog

This feature lets you transfer course layouts and control descriptions from Condes to OCAD. From within OCAD you can then print the map complete with course and control descriptions, or you can export Postscript files for offset printing.

Condes exports each course as a separate OCAD file in either OCAD 8, 7, or OCAD 6 format.

Control descriptions will be exported with the course if Condes is setup to print control descriptions on the map. Use the menu File/Event Specific Settings, and the tab "Control descriptions" to configure whether control descriptions will be exported with the course.

This is how:

1. Generate the courses as OCAD export files from Condes, using this dialog box.
2. Open the OCAD map and import the course files into OCAD, one at the time.

When you import the course layout into OCAD, you may have to drag it to fit correctly onto map. Use registration marks to achieve better precision. Condes can help you achieve the best precision if you enter into Condes the OCAD co-ordinates of the topmost, leftmost registration mark, for further explanation see below or click here.

OCAD version 6:

If you use OCAD version 6, you need to consider also the color(s) of the courses and control descriptions. If you intend to print to a color printer from OCAD, you may want purple color for the course, and black color for the control descriptions. Or, if you are to produce overprints onto existing maps, you may want both course and control descriptions to be purple. Or you may want to design your own color scheme. Use the "Colors" button to setup the colors.

PLEASE NOTE that you need to add some extra colors to the OCAD map's color table. Otherwise, the control descriptions may be "invisible", when you import them into OCAD. Condes can help you add the colors, please use the "color" button.

OCAD version 7/8:

If you use OCAD version 7 or 8, you do not need to add colors to the OCAD map. In OCAD version 7 and 8, first open the course file exported from Condes, then use the menu "*Options*" / "*Open template...*" (OCAD 7) or "*Template*" / "*Open*" (OCAD 8) to open the map file.

Note regarding export scales and print scales:

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Condes always print the circles at the dimensions specified in the Course Layout Properties dialog, regardless of printout scale.

However, OCAD scales the dimensions of circles and texts when printing at a different scale. Thus, if you export a course from Condes to OCAD, and you intend to print it from OCAD at a different scale than you export it, the circles and texts will be too large or too small.

Condes can "inverse" this effect by scaling the circles, line widths and texts opposite of what OCAD will do when it prints. In order to do this, Condes needs to know the intended printout scale. The export dialog allows you to specify both the export scale which should match the map scale in OCAD, as well as the intended printout scale from OCAD.

Select which course to export

Select in this pane the course you want to export. If you select the keyword "Courses", all courses will be exported (each in a separate file). If you select the keyword "All controls", Condes will export a layout of all controls instead of a course.

Canvas

Pull down to select the canvas from which to export the course.

Export

Click this button when you are ready to perform the export. Upon clicking the button, you will be asked to choose the name and location of each OCAD export file.

Export scale

This is the scale at which the courses will be exported. If the Condes layout is at 1:15 000, this will be the default export scale, but if you need to import the course onto a 1:10 000 map, you change the export scale to 1:10 000.

Printout scale

If you intend to print the map with the courses from OCAD at a scale different from the scale of the map in OCAD; then circles and control descriptions need to be scaled also, so that they will print at the correct size. Otherwise, circles and control descriptions will be enlarged (or shrunk) when printed from OCAD.

Indicate here, at which scale you intend to print from OCAD. Condes will then adjust the size of the circles and control descriptions so that they will print at the correct size.

File Format

Select whether to generate OCAD 8, 7, or 6 format files

Colors...

Click this button to setup the color scheme for your courses and control descriptions. This is an important step. Please read the help for colors by clicking here.

Co-ordinate translation...

Normally, when you use an OCAD map file, Condes and OCAD uset he same co-ordinates, and there is no need for co-ordinate translation. However, if you use a bitmap file, or you have moved your OCAD map in Condes, co-ordinate translation is needed to registrer the courses correctly when exported to OCAD.

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Read "How to correctly align courses exported to OCAD" for a detailed explation.

Click on this button to open a dialog to set up the translation. The button will be disabled ("grayed out") when you have not created any registration marks.

Colors setup for export to OCAD dialog

An OCAD file contains a color table. OCAD's color table defines the colors that can be used, and in which order they appear on top of each other (the color layers).

Import into OCAD of a course and a control description will work correctly only if the color table in the OCAD map file is set up to accommodate the "imported symbols". The course and the control description must be at the top color layers; otherwise they may be covered by other map symbols.

The course needs a purple color, which is already in the standard OCAD color table.

The control description may use the same purple color if you want the control description in purple, or it may need a black color - which is NOT in the standard OCAD color table at the appropriate position (layer).

In addition to the base (purple or black) color, the control descriptions need a white color underneath them, to cover for the map underneath. Furthermore, a few control descriptions symbols are designed in two layers - eg. the dry ground in a marsh is designed by putting a white patch on top of the marsh lines. So, an additional white color on top of the base color is needed.

You can add the colors manually into the OCAD map's color table, or you can let Condes do it for you, by using the "Add colors" button. In any case, if you change the color table in Condes, make sure that you do the corresponding changes also in the OCAD map's color table, so that the two are always "synchronized".

Condes places in the exported OCAD file a color table with four colors:

1. Course
   This is the color used for the course symbols (lines, circles and numbers)
2. Purple 50%
   This is the color used for the "Construction area" out-of-bounds symbol
3. Black
   This is the color used for the "Fence" out-of bounds symbol
4. Control description line
   This is the base color used for the control descriptions
5. Control description background
   This the background color (normally white) behind the control descriptions grid.

This dialog can be used to configure the colors in that color table to your requirements

Save

This saves the color table on your PC. The color table follows the Condes file when you copy it to another PC.

My standard colors

This will let you save a color table of your own personal preference. You can "Save" the current color table as you own standard, and you can retrieve ("Get") your own standard color table and impose it on the current event.

Condes standard colors

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Condes stores a set of standard colors. You can fill the table with the standard color values by clicking the "Get" button.

Add Condes colors to OCAD map file

You can add the Condes color table to your OCAD map by using the "Add colors" button. Condes will ask you for the file name of the OCAD map file, and will subsequently allow you to enter a different file name for the updated file (you can leave the original map file intact).

If the necessary colors are already present in the OCAD map's color table, Condes will leave the color table untouched.

OCAD co-ordinates for top left registration mark

Normally, when you use an OCAD map file, Condes and OCAD uset he same co-ordinates, so there is no need for co-ordinate translation.

However, if you use a bitmap file, or you have moved your OCAD map in Condes, co-ordinate translation is needed to registrer the courses correctly when exported to OCAD.

Read "How to correctly align courses exported to OCAD" for a detailed explation.

No translation

When you select this option, there will be no translation. Condes coordinates are used when exporting.

Translate Condes co-ordinates by means of the top left registration mark.

When you select this option, and you have entered the OCAD co-ordinates for the top left registration mark below, then Condes will translate Condes co-ordinates to OCAD co-ordinates when exporting.

East, North

The co-ordinates in OCAD for the top left registration mark. If you have defined more than one registration mark in Condes, Condes will assume the topmost, leftmost one.

Export courses as SVG dialog

This feature lets you create Scalable Vector Graphics (SVG) files. An SVG file is a graphics file, which you can open for example with a graphics editor or view in a web browser. SVG files are useful when transferring courses to tracking and route choice applications, such as LiveLox.

An exported SVG file contains the course layout, and the control descriptions for a course.

Condes exports each course as a separate SVG file. Alternatively, you can include all the courses in one file.

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Export scale

This is the scale at which the courses will be exported. If the Condes layout is at 1:15 000, this will be the default export scale.

Export all selected courses to ONE file

When this option is checked, all the selected courses will be exported into one file.

The SVG file contains so-called metadata that identifies the graphics shapes as controls, leg lines, control descriptions etc. Each control has a metadata element with the real world coordinates, when the map file is geo referenced.

Export Relay Teams dialog

Using this dialog, you can export relay teams as XML (eXtended Markup Language) format files. The format has been specified in the IOF Interface Standards project, and you can find more information on the IOF home page at http://www.orienteering.org under the menu IOF / IT Commission / Interface Standards project.

The output from the dialog is a file which contains the relay teams that have been created in the Relay Team Assignments spreadsheet.

This information can be imported into event administration software for easier punch checking. The file does NOT contain the actual courses. So you need also export a course data file from the Export course data as XML dialog.

When you click "Export", Condes will prompt you for a file name for the file to which the exported data should be saved.

Encoding

Choose between "ISO-8859-1" and "UTF-8". This is the character encoding of texts in the file. UTF-8 is available only when Condes is running in Unicode mode, and is recommended, as this encoding can handle the 16-bit character values used by the Unicode standard. ISO-8859-1 is the standard Windows character set, and files using this encoding may depend on the character set used on the computer that is used to generate the file.

Import Relay Teams dialog

Using this dialog, you can import relay teams as XML (eXtended Markup Language) format files. The format has been specified in the IOF Interface Standards project, and you can find more information on the IOF home page at http://www.orienteering.org under the menu IOF / IT Commission / Interface Standards project.

This can be used to transfer relay teams from an event administration system in the

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XML "TeamCourseAssignments" format. For more information, see Relay Team Assignments.

First, Condes will prompt you for a file name for the file to import.

If the file contains data in the correct format, Condes will then present the teams and show which teams are already in the Condes relay teams database, which teams are changed, and which teams are new. You can then select those teams that you want to import, and these will then overwrite the data in the Condes relay teams database.

Punch dialog

This dialog lets you edit the punch pattern of a conventional mechanical punch. It is a 9 by 9 grid of dots, each dot representing a pin in the punch. The pattern appears to the left in the dialog. By adding appropriate dots, you can build the punch pattern. You can toggle a dot on/off by clicking the mouse inside the box corresponding to the dot position.

Standard punch dialog

This dialog lets you edit the punch pattern of a conventional mechanical punch. It is a 9 by 9 grid of dots, each dot representing a pin in the punch. The pattern appears to the left in the dialog. By adding appropriate dots, you can build the punch pattern. You can toggle a dot on/off by clicking the mouse inside the box corresponding to the dot position.

Use the Code field to identify which control this pattern belongs to.

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Standard settings for this PC pages

Application settings

This dialog allows you to change settings that determine the behaviour of the Condes application.

Auto update

Check for program updates upon launching Condes

When this option is checked, on startup Condes will start the autoupdater program, which will check if a newer version of Condes is available.

Language

Language for symbols

This is the language used for the description symbols. The titles are used when printing textual control descriptions and as guiding texts when editing control descriptions.

The following languages are available: *Danish*, *English*, *Australian English*, *Finnish*, *French*, *German*, *Italian*, *Norwegian*, *Spanish*, *Swedish*, and *Turkish*.

The default option is <*Windows default*>. When this option is selected, the language, which is set in Windows' control panel, will be used.

Language for menus

This is the language used for menus and dialog texts. The following languages are available: *Danish*, *English*, *French*, *Finnish*, *German*, *Spanish*, *Swedish*, and *Turkish*.

The default option is <*Windows default*>. When this option is selected, the language, which is set in Windows' control panel, will be used.

Printers

Remember printer settings

When this option is checked, Condes will remember which printer it is set up to use, and the settings for that particular printer.

PostScript printers

Use PostScript pass-through

When this option is checked, Condes not use the Windows printer driver for the OCAD map. Instead Condes will generate the PostScript code and pass it directly to the printer. This option alleviates the problem caused by the Windows 95/98/ME PostScript printer driver, which results in extremely large print jobs.

Color management

Use Windows Color Management to convert OCAD map colors

This option controls how Condes converts OCAD map colors from the CMYK colors in the map file to the RGB colors that are needed by Windows to render the map.

When this option is checked, Condes will use the Windows Color Management system for the conversion. When this option is unchecked, Condes will use a simple algorithm for the conversion.

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You may want to experiment with printouts for your printer in order to determine which option works best for you.

Real World Coordinates

Default UTM Zone

When you use a geo positioned bitmap file as the map file, you'll need to enter the UTM zone that corresponds to the location of the map. This zone is normally the same for all maps in your local area, so it is convenient to save a default UTM zone to be used for new maps. See also Geo Positioning and Real World Coordinates

Course Layout Editor Settings

This dialog allows you to change standard settings that determine the behaviour of the Course Layout Editor.

When you create a new event file

Automatically draw a frame around the print area

A print area can have a frame drawn around it. When this option is checked, the Course Layout Editor will automatically enable the frame around the print area when you create a new event file. Uncheck this option if you do not want Condes to automatically enable the frame around the print area.

This option ONLY controls what happens when a new event file is created. You can still control the settings for the print area by double clicking on the edge/frame at any time. So, if you want to enable/disable the frame at a later stage, just double-click on the print area edge.

When you create a new course

Automatically create a text on the map with the course name

When you create a new course, Condes will automatically place a text with the course name on the map.
Uncheck this option to disable this feature.

Automatically create a control description frame on the map

When you create a new course, Condes will automatically place a control description on the map, if there isn't already a "for all courses" control description on the map.
Uncheck this option to disable this feature.

When Condes starts up

Open previous event at Condes start-up

When this option is checked, on startup Condes will open the event file that was opened the last time you closed Condes.

Auto-save backup-version of open files

Auto-save interval

This is the interval (in minutes) at which Condes will save your work in a backup copy of the file, which can be retrieved in case Condes restarts.

When the map file is updated

Automatic update when the map file changes

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When this option is checked, Condes will update the map image whenever the map file changes, for example if you edit the OCAD map outside of Condes, while you keep Condes open.

Symbol palette

Symbol palette box width

This value controls the size of the symbol boxes in the symbol palette.

Changing the box size can be useful to better adjust the palette to your screen resolution. Depending on the screen resolution, the symbols may look better when shown at a slightly different size than the default.

Status bar

Show longitude/latitude in status bar (when available)

Use this option to control how real world coordinates for the mouse cursor are shown in the status bar.
When this option is checked, Condes displays longitude/latitude. When this option is unchecked, Condes displays the "raw" metric distance real world coordinates. Real world coordinates are available only when the map is geo-positioned.

Folder Settings dialog

Default folder for event files

This is the location in the directory tree where Condes will place event files (.wcd). When saving an event file, you can specify a different location.

Default folder for map files

This is the location in the directory tree where Condes will look for map files. When opening a map file, you can specify a different location.

Control descriptions symbol file

This is the file name of the symbol file. The symbol file contains the names and the graphics of the control descriptions symbols.

By default, this file is named "WCONSYMS2004.DAT" and is located in the same folder as the Condes program file. This file is read-only and you cannot change the contents of this file.

If you want to modify the symbol title or the graphics of a symbol, you need to use your own symbol file. This dialog has three buttons to control the symbol file:

1. "Use Condes standard symbol file". Select this option to reset and use Condes standard symbol file.
2. "Use my own symbol file -- copy the Condes standard symbol file to your own location". Use this option if you want to start from the standard file and modify a symbol. Condes copies the standard file to a new location, where you can modify the file.
3. "Use my own symbol file -- select an existing file on the disk". Use this option if you already have an existing symbol file on your disk, which you want to use.

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To modify a symbol title or symbol graphics, first make sure to "use my own symbol file", then close any open Condes event file, and use the Symbols menu to modify symbols.

Report Printing Settings dialog

This dialog allows you to change settings related to the printout of listings and reports. These settings DO NOT apply to printing of maps and courses.

Left, Right, Top, Bottom

Margins measured in millimeters.

Report fonts

The fonts used for reports, such as "Controls Spreadsheet"

Body text

The font used for the body text.

Page header

The font used for the page header.

Predefined Controls' Punches dialog

This dialog lets you control a set of predefined pin punch patterns. The predefined pin punch patterns could for example be the punches of the control stands of your club.

The pin punch patterns is stored in a file on your PC.

The standard file name for the punches file is "`Condes standard punches.DAT`". The standard location for the file is the folder for Condes event files, which you configure in the Folder Settings dialog.

In this dialog you can set the name of the punch file that Condes uses, and you can add, delete, modify, and print the punches in the predefined set.

Note that the punches file remain on your PC, and the predefined punch patterns are not copied to the event file, so if you copy (or e-mail) the event file to another PC, the predefined punch patterns remain on your PC. You need to copy the punches file to the other PC for Condes to use these punches on that PC.

For more on this topic, consult "How to use the same punch patterns for more events "

Control Card Layout

This dialog allows you to setup the layout of the control card for this event. The layout settings are used when printing master control cards for punch checking.

Card Type

is used to set whether conventional punches or Emit electronic punches are used. This setting controls what kind of master control cards Condes produce.

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Layout

Can be User Defined (click on "Details..." to configure) or Danish Standard / Danish Large.

Control card layout details

This dialog configures the settings of a User Defined control card.

Dimensions

Controls the size of the control card. The number of boxes horizontally and vertically.

Box numbers increment

Controls the ordering of boxes on the control cards, whether the numbers increment left-to-right or right-to-left, and bottom-up or top-down.

Card map

The card map shows the current layout of the control card. You can "remove" a field from the control card by clicking with the mouse. This is a way to configure a control card, which does not have the same number of fields in every row.

Box size

This is the size of the boxes when master control cards are printed.

Map

This field shows a "map" of the control card. You can "block off" a box from the control card by clicking on the appropriate box.

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Canvas configuration dialogs

Setup Map dialog

This dialog is used to set up the background map for the currently active canvas.

> Note: The Setup Map dialog configures settings for the canvas that is currently active. If you want to configure one of the other canvases, first select the relevant canvas from the drop-down list.

There are three options for the background map:

1. There is no background map.
2. The background map can be an individual map file.
   The map file that you specify will be used as the background map,
3. The background map can be linked to another canvas.
   The map file specified in the other canvas will be used.

Normally, you use option 1). However, if you want to print the same map at two different print scales, or you want two different layouts, you can use option 2). You would then link canvas 2 to the map used on canvas 1, but specify different printout scales for each of the two canvases.

Condes reads the map file when it needs to display or print the map, but Condes does not change the contents of the map file.

Which map file

Select between:

- no map ("Do not use a map file for this canvas"),
- a separate map file ("Use a map file for this canvas"), or
- the map of another canvas ("Use the map of another canvas")

Condes can work with OCAD map files (.ocd) (version 6 or newer), bitmap files (.bmp/.gif/.jpg/.png/.tif) and Windows MetaFiles (.wmf/.emf).

Settings for "Use a map file for this canvas"

Map file

This is the "link" to the map file. Use the "Change file..." button to browse for the file name.
Condes reads the contents of the map file, but it does not alter the map file.

Details

This button, when pressed, gives access to map file details, such as bitmap resolution.

Important note about bitmap files: It is important that Condes gets the correct resolution (dpi) information for the bitmap file. Otherwise, Condes will not be able to show the map at the correct scale.
In most cases, the resolution information can be found in the bitmap file, and Condes then reads the resolution directly from the file. However, in

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some cases the resolution information is missing in the map file, and then you will have to enter the correct resolution manually.
When opening the file, Condes will warn you that it cannot find the resolution information,and that a default 100x100 dpi value is used, but you need to use the Details button to enter the correct value.

World coordinates

If a World File has been found, for a bitmap file, then the map is geo referenced. Press this button to see the world coordinates that have been read from the World File, and to enter the UTM zone code that defines the coordinate system.

Show OCAD map layout layer

When you check this box, the layout layer in an OCAD 11 map will be visible. For details on what the OCAD layout layer is, please refer to OCAD documentation.

Make overprint effect for "overprint" colors in OCAD map

When you check this box, a simulated overprint effect will be used for all color layers in an OCAD map, which have been marked as "overprint" colors in the OCAD map's color table.

The overprint effect simulates offset printing using spot colors. This effect makes objects "translucent", allowing underlying objects to be visible.

Exception: An important exception is that PostScript printers do not support the overprint effect.

Normally, you want to leave this feature on. However, some printer drivers don't support the overprint effect, or have problems in their implementation of this feature. Such problems may be avoided by disabling the overprint effect feature.

When printing, merge course overprint into the OCAD map color layers, above this color layer

When printing on a printer (such as PostScript), which does not support the "overprint" effect, you can still simulate an overprint effect by placing the course overprint below some of the color layers in the OCAD map.

For example, if you place the course overprint below the black, brown, and blue color layers in the OCAD map, the course will not obscure black and brown objects, such as rocks, pits, and small ditches.

The list box shows the color layers in the selected OCAD map. Use this list box to select the layer in the OCAD map file, above which the course overprint should be placed.

Settings for "Use the same map as another canvas"

Canvas

Select from the drop-down list which canvas you want to use as the "source" for the background map. You can only select a canvas, which has its "own" map file.

Also link the graphics layout and use the overlaid graphics objects from that canvas

Check this box if you want the graphics layout also to be linked, so that overlaid graphics objects from the selected canvas will be used also on this

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canvas.

Map file scale

If the map file is an OCAD file, Condes reads the map scale directly from the OCAD file, and this field shows the map file scale.

If the map file is a bitmap file or a Windows Metafile format file, make sure to enter the correct map file scale in this field.

It is important for course length calculations that the scale is correctl.

Print scale

This setting controls the scale at which the map and courses on this canvas will be printed.

If you want the same map printed at two different scales, you can use two canvases with the same map (use "Use the same map as another canvas"), and use two different print scales.

Bitmap Details dialog

This is where you enter details about the resolution of the map bitmap image. The bitmap resolution is entered as horizontal and vertical dpi (dots per inch).

Normally, Condes will retrieve the dpi information directly from the map file, but in some cases this information is missing from the map file.

If there is no dpi information in the map file, Condes will assume 100 dpi for both dpi values. If the assumption fails, you will have to enter the values manually.

If the dpi values are not correct, the map will be shown at a wrong scale; co-ordinates will not be correct; and calculated course lengths will be incorrect.

Metafile Details dialog

This is where you enter details about the dimensions of the map image. The map size is entered as width and height in millimetres.

Normally, Condes will retrieve the dimensions directly from the map file, but occasionally this information is missing from the map file.

If there is no dimensions information in the map file, you will have to enter the values manually.

If the dimension values are not correct, the map will be shown at a wrong scale; co-ordinates will not be correct; and calculated course lengths will be incorrect.

World Coordinates dialog

This dialog shows the real world coordinates that have been read from a World File. This is relevant only when the map file is a bitmap, and the bitmap file is geo referenced, i.e. a World File accompanies the bitmap file.

Real world coordinates for an OCAD map that is geo referenced are contained in the OCAD map file.

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If you don't want to use real world coordinates for the bitmap, you can uncheck the

Setup Controls dialog

This dialog is used to set up the "behavior" of the control circle positions on the currently active canvas.

> Note: The Setup Controls dialog configures settings for the canvas that is currently active. If you want to configure one of the other canvases, first select the relevant canvas from the drop-down list.

Condes has one set of controls for an event file. The same control can be used on all canvases, and it has the same type, control description, punch pattern etc, regardless of which canvas it is on.

You can control the behavior of the circles for each canvas.

For a canvas, the control circle locations can either be separate, or the positions can be "linked" to the positions on another canvas.

Separate controls or linked controls?

There are two options for control behavior:

1. If you use separate controls, the circle location is separate for this canvas, and you move the control circles independently of other canvases.
2. If you link the controls on this canvas to another canvas, then the control circles on the two canvases will follow each other. If you move a control on one canvas - the control on the other canvas will follow.

Option 1) is useful if you use the same controls on two totally different maps. Option 2) is useful if the two maps are related, for example if they are the same map at two different scales.

Settings for "linked" controls

Canvas

Select from the drop-down list which canvas you want to use as the "source" for the control positions. You can only select a canvas, which has its "own" control positions.

Also use the same cutting of circles and lines

Use this option if you want to use the same cutting of circles and shapes of leg lines on the two canvases. If you leave this box unchecked, you will be able to modify cutting of control circles, bending and cutting of course legs, etc. independently on the two canvases.

Also use the line widths and dimensions

Use this option if you want to use the same line widths and circle dimensions as on the original canvas. If you modify a line width or circle dimension, this will be reflected on both canvases.

if the print scale of the map differs between the two canvases, then the widths and dimensions of the original canvas will be scaled proportionally with the print scale on the "linked" canvas.

Also use the same symbols

Use this option if you want to use the same course symbols: out-of-bounds,

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boundary lines, refreshments, first aids etc on the two canvases.

Circle Dimensions

This dialog is used to set up the dimensions of control circles on the currently active canvas.

> Note: The settings in this dialog apply for all courses on the active canvas shown at the top header of the dialog. If you would like to configure one of the other canvases, first select the relevant canvas from the drop-down list.

Radius dimensions are measured in millimeters at 0.01 mm precision.

Control circle radius

controls the size of the control circles. The IOF standard is 3 mm. Condes keeps two different settings for the control circles' radius:

1. The "On a course" radius is used when a course is drawn.
2. The "On the "all controls" map" radius is used when Cones draws a map with all controls, and in the "Controls" mode in the Course Layout Editor. If you have many controls close together on the "all controls" map, it can be difficult to distinguish the circles, and in this case it may be a good idea to use a smaller radius for the circles on the "all controls" map.

Start radius

controls the size of the start triangle by defining the distance from the centre to one of the corners.

Finish radius (inner and outer)

controls the size of the finish circles.

GET from My Standard Settings

Click this button to set all the values in this dialog to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Click this button to save all the values in this dialog as your own standard settings.

Reset to Condes Standard

Click this button to reset all the values in this dialog to the Condes standard values.

Line Dimensions

This dialog is used to set up the dimensions of course leg lines on the currently active canvas.

> Note: The settings in this dialog apply for all courses on the active canvas shown at the top header of the dialog. If you would like to configure one of the other canvases, first select the relevant canvas from the drop-down list.

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Radius dimensions are measured in millimeters at 0.01 mm precision.

Line Width

is the width of the lines used for course overprints. The IOF standard is 0.35 mm.

Circle/line gap

controls the gap between the control circle and the connecting line.

GET from My Standard Settings

Click this button to set all the values in this dialog to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Click this button to save all the values in this dialog as your own standard settings.

Reset to Condes Standard

Click this button to reset all the values in this dialog to the Condes standard values.

Course Color

This dialog is used to set up the dimensions of course leg lines on the currently active canvas.

> Note: The settings in this dialog apply for all courses on the active canvas shown at the top header of the dialog. If you would like to configure one of the other canvases, first select the relevant canvas from the drop-down list.

Radius dimensions are measured in millimeters at 0.01 mm precision.

Course overprint color

The color used for course overprinting. This color is used for lines and text (numbers) when overprinting courses.

This color is used when printing on a printer or exporting as PDF, EPS, OCD, and bitmap files.

When Condes shows the course on the screen in the Course Layout Editor, other colors are used, primarily Magenta, but also blue and red are used in certain editing modes.

String O line color

The color used for the line indicating the marked route from start to finish on a String course and a String course with controls.

Overprint

Use overprint for course overprint

Check this box to use overprint effect for the course overprint.

Overprint effect means that when printing, the overprint will not "knock

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out" the map under the circles and lines. Instead you will be able to see details of the map underneath the line, which would otherwise be covered by the line.

This emulates "real" overprinting, but is currently not a 100% correct emulation.

Please note that PostScript printers do not support overprinting effect. Condes can simulate this effect also on PostScript printers. See Setup Application.

Do NOT make overprint effect for control numbers

This box is available only when the "Make overprint effect" box is checked. If you check this box, the control numbers (and control codes) will "knock out" the map underneath instead of using overprint effect.

Outline course

Condes can draw a white outline on the course overprint on the map. This is an option to make the overprint more readable on a busy background. This section is separated into three components:

Make white outline on control circles

Check this box to draw a white outline on control circles.

Make white outline on control numbers

Check this box to draw a white outline on control numbers and control codes.

Make white outline on course legs

Check this box to draw a white outline on course leg lines.

GET from My Standard Settings

Click this button to set all the values in this dialog to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Click this button to save all the values in this dialog as your own standard settings.

Reset to Condes Standard

Click this button to reset all the values in this dialog to the Condes standard values.

Setup Print Area dialog

This dialog is used to set up the Print Area details for the currently active canvas.

Note: The Setup Print Area dialog configures settings for the canvas that is currently active. If you want to configure one of the other canvases, first select the relevant canvas from the drop-down list.

The Print Area is a rectangle that specifies which area of the map you want to print. This can be used to print a smaller portion of the map, for example if the course only occupies a small area, and you do not want to print the entire map.

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You configure the rectangle the the Print Area covers, directly in the Course Layout Editor. Use the menu "Course Layout" / "Show/Hide Print Area" to show the print area rectangle. Then select the print area rectangle by clicking on the line. Finally, drag one of the black dots at the corners or the middle of the sides of the rectangle.

The Print Area can be set individually for each course, and for the "all controls" printout, or it can be the same for both.

If you check the box "Use same printout page area for all courses", this area defined in this window will apply to all courses.

Condes can draw a frame around the Print Area if you check the "Draw frame" box.

The Course Layout Editor uses a red line to indicate the Print Area, unless you have chosen to draw a frame around the Print Area, in which case the frame is shown instead.

Use specific print area for each course

Select this option if you need each course to have its own print area. This can be used to fine tune a print area for each course.

Use same print area for all courses

Select this option if you want to use one print area for all courses. Each course will use the same area.

The advantage of this method is that all areas are equal size and this can be used if you always want to fit the printout onto one printed page.

Draw frame around print area

Check this box to get a colored frame around the print area.

Round corners

The frame will have round corners.

Frame width

Controls the width of the line used to draw the frame.

Margin

Controls the size of the white margin inside the frame line.

Frame color

Controls the color of the frame line.

Move Map Instructions

This function will help you move the map image relative to the Condes coordinate system.

It is located in the Canvas / Move map... menu.

Assume that you have worked on an event, and you have now got a new version of the map, whose coordinates are slightly different than the old version of the map. If you link the new map to the existing event, the controls will no longer be in the right places on the map.

This problem can be alleviated by moving the map image, and this function can help you do that.

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It is important to remember that you move the map only. The controls should NOT be moved. They should stay in place. Think of it as moving the map "to" the controls.

1) Find a control or a registration mark, whose correct location on the map you know.
2) Right click on the correct location for the control on the map. Hold the mouse button down.
3) Drag the mouse to the place where the control's circle is, then release the mouse button.
4) Now confirm - by clicking OK - that this is what you want.

Map Color Layers dialog

This dialog shows you a list of the color layers that are defined in the OCAD map used on this canvas. By setting/removing the check marks at each color layer, you can control which color layers are shown.

This can be used to create a map with for example only the brown and blue color layers for training exercises.

Map Symbols dialog

This dialog shows you a list of the map symbols that are defined in the OCAD map used on this canvas. By setting/removing the check marks at each symbol type, you can control which symbols are shown.

This can be used to create a map with specific symbols removed for training exercises.

Active Courses for Canvas dialog

This dialog window shows a list of all the courses that are created for this event. By setting/ removing the check mark for each course, you can control if the course is "active" on the currently selected canvas. If a course is not active, it will - for example - not be shown in the printout dialog, when you select this canvas.

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Course Layout configuration dialogs

Setup Overprint Numbers dialog

This dialog is used to configure the settings related to the numbers shown next to the control circles. Use the menu Course Layout / Setup overprint Numbers... menu to get here.

This configuration applies for all canvases.

Fonts

Clicking a font box will open a dialog to change the font.

Control numbers

The font used for control numbers on course layouts.

Control codes

The font used for the control codes, when it is shown next to the control number.

Control codes for "all controls"

The font used for the control codes in the "all controls" mode.

Number format

Use this drop-down list to select which format to be used to show the control number and/or code next to the control circle. A variety of formats are available. The standard is to show the sequential control number next to the circle. This can be changed so that also the control code is shown.

Show control codes for random order controls

Check this box if you wish to show control codes next to controls that can be taken in random order. If this box is not checked, there will be no identifier at the circles for random order controls.

Number format for score-O courses

Use this drop-down list to select which format to be used to show for the number next to the control circle for score-O courses. You can select among formats that include the points value, the control code, the control number, and various combinations of these.

GET from My Standard Settings

Click this button to set all the values in this dialog to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Click this button to save all the values in this dialog as your own standard settings.

Reset to Condes Standard

Click this button to reset all the values in this dialog to the Condes standard values.

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Setup Text on back of map dialog

This dialog is used to configure the settings related to a text page that can be printed on the back of the map. This text can be used to identify the course, or when printing maps for relay teams, identify the team and the relay leg.

Use the menu Course Layout / Setup Text on back of map... menu to get here.

This configuration applies for all canvases.

The text page is printed only when you print from the Print Maps with Courses dialog, and then only when you configure the relevant setting in that dialog. The text page is also included in a PDF file when you export maps and courses to PDF from the Export courses as PDF dialog.

You can configure the individual text elements that are printed

- Texts printed for Individual Courses
  - Course Name
  - Class Name
- Texts printed for Relay Courses
  - Team number
  - Relay leg
  - Team name
  - Class or Course name
  - Competitor name
  - Relay variation

Formatting

- Page Orientation
  - *Portrait* or *Landscape*
- Horizontal Alignment
  - Controls whether the text is aligned to the *Left*, *Right*, or *Center* of the page
- Vertical Alignment
  - Controls whether the text is aligned to the *Top*, *Bottom*, or *Middle* of the page
- Font
  - Controls the font used
- Frame
  - Controls whether a rectangular frame is shown around the text
- Internal margin
  - Configures the margin inside the frame

GET from My Standard Settings

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Click this button to set all the values in this dialog to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Click this button to save all the values in this dialog as your own standard settings.

Reset to Condes Standard

Click this button to reset all the values in this dialog to the Condes standard values.

File Open dialog box

The following options allow you to specify which file to open:

File Name

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

File Save As dialog box

The following options allow you to specify the name and location of the file you're about to save:

File Name

Type a new filename to save a document with a different name. A filename can contain up to eight characters and an extension of up to three characters. Condes adds the extension you specify in the Save File As Type box.

Software Registration dialog

If you have not purchased a club license to this program and thus registered your copy, you will have access to limited functionality.

Use this dialog box to enter your registration code and gain access to the program's full functionality

You need to enter the registration information carefully, exactly as it was provided.

The club name is case sensitive; which means that it must be typed exactly, using upper-case/lower-case letters.

Please see here how to order a licence: www.condes.net

Symbol dialog

Use this dialog to modify a control description symbol. Note: The symbol can only be modified if you have first configured Condes to "use my own symbol file", using the

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Folder Settings dialog.

If you have just created a new symbol, the fields in this dialog are still empty and need to be filled in. The symbol itself needs to be created using a draw program (such as Corel Draw or Metafile Companion) which can save the symbol as a file in Windows Metafile format or copy the symbol to the Windows clipboard in the mentioned format.

When the symbol is available in any of the two forms, use the "Read" button to import the symbol from a .WMF/.EMF file, or use the "Paste" button to paste the symbol from the Windows clipboard. Then use the Scale X and Y fields to scale the symbol to an appropriate size.

Don't forget to fill in the symbol number field. The number is how you can distinguish your new symbol.

Symbol number

The number distinguishes the symbol, and this field is mandatory. Give your symbol a number with to decimals, such as 8.76, the main number must be between 0 and 9.

The first digit controls which control descriptions box the symbol can be used in:

Symbols starting with...	... go into box
0	C
1,2,3,4,5,6,7	D, E, F
8	G
9	H

Australian title

The symbol description shown when you use the Australian English version of Windows.

Danish title

The symbol description shown when you use the Danish version of Windows.

English title

The symbol description shown when you use any other version of Windows than those mentioned here.

Finnish title

The symbol description shown when you use the Finnish version of Windows.

French title

The symbol description shown when you use the French version of Windows.

German title

The symbol description shown when you use a German version of Windows.

Italian title

The symbol description shown when you use the Italian version of Windows.

Norwegian title

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The symbol description shown when you use the Norwegian version of Windows.

Spanish title

The symbol description shown when you use the Spanish version of Windows.

Swedish title

The symbol description shown when you use the Swedish version of Windows.

Turkish title

The symbol description shown when you use the Turkish version of Windows.

Scale

You can use Scale X and Scale Y to grow or shrink the original symbol to an appropriate size in the symbol box. Use 100% when the original symbol size is to be retained.

Apply Scale

Use this button to apply the values input in the Scale X and Scale Y fields.

Import

Use the buttons in this box to import the symbol graphics as described above.

Read

Read the symbol graphics from a Windows Metafile format file.

Paste

Paste the symbol graphics from the clipboard. This button is "greyed out" if no graphics is available on the clipboard.

Select Symbol dialog

Select a symbol title among the existing symbols in the list to the left. Then press OK.

Annotations dialog

In this dialog you can enter annotations about the control, course, or course leg that is currently selected.

The annotations are saved in the Condes event file, and they will show up in a tip box when you hover the cursor over the control circle, or the course leg.

Edit an annotation by clicking on the rectangle that contains the annotation. You can add a new annotation by using the "New" button, and you can delete an existing one by using the "Delete" button.

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Control Descriptions settings

Control Descriptions dialog (main tab)

Use this dialog to edit the properties of the selected Control Descriptions object.

Control Description is used on

Select either "All courses" or "This course only":

- Select the "All courses" option if you want the control description to appear at the same location on all courses. If you move the control description, it will move simultaneously on all courses.
- Select the "This course only" option if you want control descriptions to appear independently on each course. This control descriptions object will appear only on the currently shown course in the Course Layout Editor.

Help for other pages in this dialog:

- What tab
- Appearance tab
- Fonts tab

Control Descriptions dialog (what tab)

Use this dialog to edit the properties of the selected Control Descriptions object.

What

Control description objects placed on "All controls" can show descriptions for a specific course, or it can show descriptions for "all controls".

You can use this to place control descriptions for multiple courses on the "all controls" printout, so that by adding leg lines with a pencil, you can adapt the printout to different courses.

For control descriptions placed on a course this field is not available.

How much

By using this setting, you can create a control description that covers only part of the course.

This can be useful if you want to place control descriptions for different parts of the course in different locations on the map.

Help for other pages in this dialog:

- Main tab
- Appearance tab
- Fonts tab

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Control Descriptions dialog (appearance tab)

Use this dialog to edit the properties of the selected Control Descriptions object.

Size

This is the side length of the fields in the control description.

Appearance

Select whether the control description should be symbolic or textual. "The relevant class or course decides" means that the setting on the class or course that is shown in the control description decides whether it is symbolic or textual.

Check the "Background should be transparent" box to remove the white "screen" behind the control description

Check the "Show relay variation" box to show a line above the control description which states the relay variation code for the relay course.

Color

Click the colored box to change the color of the control description.

Column Alignment

Use this setting to decide whether a control description that is split in columns should align at the top or the bottom of the columns.

Score O sort order

Select whether a control description for a score O course should be sorted according to the contents of column A or column B.

Score O, show in column A

Select what a control description for a score O course should display in column A, either the points value or the control number.

Score O, show in column B

Select what a control description for a score O course should display in column B, either the points value or the control code.

Help for other pages in this dialog:

- Main tab
- What tab
- Fonts tab

Control Descriptions dialog (fonts tab)

Use this dialog to edit the properties of the selected Control Descriptions object.

Fonts

Clicking a font box will open a dialog to change the font.

Header

The font used in the header boxes of the control description.

Numbers

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The font used in column A of the control description.

Codes

The font used in column B of the control description.

Dimensions

The font used for text in column C-H of the control description.

Textual description

The font used for the textual control descriptions.

Additional Text

The font used for any additional text in the control descriptions.

Help for other pages in this dialog:

- Main tab
- What tab
- Appearance tab

Course objects configuration

Boundary Line properties

This dialog allows you to change the properties of the selected Boundary Line.

Line Width

This is the width of the line in millimeters.

Line Color

The color of the line can be controlled by the setting for the course overprint color. This is the standard setting. It is controlled by the checkbox "Use same color as course overprint".

However, if you want the line color to deviate from the course overprint color, uncheck the checkbox, and use the color button to choose a different color.

Out Of Bounds properties

This dialog allows you to change the properties of the selected out-of-bounds area.

Hatch

Select among "out-of-bounds", "dangerous", "fence", and "temporary construction" hatching.

Frame

Select among "no frame", "solid frame", and "dashed frame"

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Registration Mark Point properties

There is one setting on a registration mark

Visible on printouts

Uncheck this box if you don't want the registration mark to be visible when printing this canvas. If invisible, the registration mark will then also not be available for use when calibrating for course overprint.

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Graphics objects configuration

Text dialog

This dialog is used to edit the properties of a text rectangle.

A text rectangle is shown on top of the map. It can have text that you enter, or it can have standard texts, such as Event Name or Map Scale. A text rectangle can be specific to one course, or it can be used by all courses.

The following are the properties that you can edit in this dialog:

Text is used on

Select either "All courses" or "Only this course"

Text is

Select either "Standard text" or "Entered text"

For "Standard text", check the boxes of the standard items that apply. For "Entered text", enter the text in the edit box.

Formatting

Alignment

Left, centered, right, or justified.

Font...

Click this button to select the typeface, size, and color for the font to be used.

Text color

Click this button to select the color of the text.

White background

Check this box to put a white background in the rectangle that surronds the text.

Frame

Check this box to put a frame around the text.

Internal Margin

Enter the margin between the text and the border of the surrounding rectangle.

Mask Area properties

This dialog allows you to change the properties of the selected mask area.

All courses / Only this course

Select whether this mask area will be visible on all courses on this canvas, or only the currently selected course

Fill color

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Click on the color box to select the color of the mask area.

Overlaid Graphics dialog

This dialog is used to configure the Overlaid Graphics object.

An Overlaid Graphics object is a picture that you can place on top of the map. It can be a logo, a legend, an enlarged part of the map, or any other picture.

By using Overlaid Graphics objects, together with Text objects, you can design your own layout of the map, tailored to the situation.

Overlaid Graphics can either be graphics directly from a file (Condes can use bitmap files, Windows Metafiles, and OCAD map files) or it can be a "window" of a map from another canvas.

From where

This is where you tell Condes whether to get the graphics from a separate file, or to use graphics from a map on a canvas

From a file

Use the "Select File..." button to enter a path to the graphics file from which to read the graphics contents.

Use the "Refresh from file..." to refresh the graphics contents if the original file has been updated.

Use the map from a canvas

Use the drop-down list to indicate which canvas to take the map from.

Show the course on the map

Check this box to show the course on the map that comes from another Canvas. This can be used to show for example an enlarged section of the map with the course - see Adding an enlarged section of a map

From a file:

When you configure the Overlaid Graphics object to use graphics from a file, the contents of the graphics file will be read by Condes, and will be stored in the Condes event file (.wcd). Please note the following:

- When you exchange the event file with others, the Overlaid Graphics will be "embedded" in the Condes file so that you don't need to exchange the graphics files separately.
- The event file will grow in size to hold the graphics contents, and you should be careful not to add too many very large graphics objects.
- A copy of the contents of the graphics file is embedded in the Condes

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event file, so when the original graphics file changes, this will NOT be automatically reflected in Condes. You can use the "Refresh from file" button to read the contents of the updated graphics file into Condes, or you can use "Select File..." to change the graphics to come from a new file.

From a canvas:

When you configure the Overlaid Graphics object to use graphics from a Canvas, the graphics will be updated similarly as the canvas map will be updated. When you update the map file for the Canvas, the canvas map will automatically be updated, and so will the Overlaid Graphics object that links to the Canvas.

Background

Draw white background

Check this box to draw a white background behind the graphics object.

Scale

Use this setting to control the size of the graphics object, compared with the original size.

You can also scale the size of the graphics by selecting the graphics object, and dragging the corner points with the mouse.

Crop from

Use this setting to control the cropping of the graphics object, from each side. Measured in mm.

You can also crop the graphics object by selecting the graphics object, and dragging the point at the center of the side.

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Commands

File menu commands

The File menu offers the following commands:

New event file...	Creates a new event file.
Open event file...	Opens an existing event file.
Close event file	Closes an opened event file.
Save event file	Saves an opened event file using the same file name.
Save event file as...	Saves an opened event file to a specified file name.
Settings for this event...	Opens a dialog to edit the settings specific for this event, such as the event name.
Import OCAD Course Settting file...	Imports an OCAD course setting file and create a new Condes event file to store the imported courses.
Print	Prints the active view.
Print Preview	Displays the active view on the screen, as it would appear when printed
Print Setup	Selects a printer and printer connection
Send to mail recipient as attachment	Prepares an e-mail in your e-mail program and attaches the current event file and map file(s) to the e-mail. Use your e-mail program to send the e-mail
Standard settings for this PC...	Opens a dialog to configure Condes settings that are used on this PC - for example menu language
Exit	Exits Condes

Edit menu commands

The Edit menu offers the following commands:

Undo	Undo the change just made.
Redo	Redo the change just undone.
Cut	Deletes the selected data from the event and moves it to the clipboard.
Copy	Copies the selected data from the event to the clipboard.
Paste	Pastes data from the clipboard into the event.

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Delete	Deletes the selected data

View menu commands

The View menu offers the following commands:

Toolbars	Shows or hides various toolbars. You probably don't want to hide any toolbars.
Application look	Changes the appearance in Condes, background colors in menus and dialogs etc.
Open all symbols...	Opens a window that shows all the symbols available in the program
Zoom In	This function will zoom in on the map in the Course Layout Editor.
Zoom out	This function will zoom out from the map in the Course Layout Editor.
Zoom to course	This function will zoom to fit the course in the window.
Enable optimized screen update	When this menu item is checked, Condes will optimize the handling of screen update when the map scrolls. This takes an amount of internal memory and may not work well on older PCs with little memory.
Refresh	This function will redraw the map in the Course Layout Editor.

Symbols menu commands

The Symbols menu offers the following commands:

Use Condes standard symbol file / Use my own symbol file	Use this menu to control whether Condes uses the standard symbol file that comes when you install Condes, or a symbol file that contains your own modifications to the symbols
New symbol	Creates a new symbol
Open symbol	Opens an existing symbol for editing

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Delete symbol	Deletes an existing symbol

Note: The symbols can only be modified if you have first configured Condes to "use my own symbol file", using the Folder Settings dialog.

Control menu commands

The Control menu offers the following commands:

Edit control...	Opens the control dialog window to edit the properties of the currently selected control
New	Creates a new control
Delete	Deletes the currently selected control
Control circle...	Open a window to fine tune the control circle and the location of the control site
Random order	Check this item to indicate that the currently selected control is a random order control. This makes sense only when you indicate two or more controls as random order controls, as these controls will then become segment of the course with no lines between controls and no control numbers shown next to the circles.
Map change	Check this item to designate the currently selected control as a control with map change on the currently shown course
Apply number location to all courses	Impose the location of the number relative to the control circle for the currently selected control onto all instances of this control on all courses.
Reset number location	Reset the location of the number relative to the control circle for the currently selected control to the standard location
Control site status	Set check marks to indicate that "Site flagged", "Marker placed" and "Marker collected" for the currently selected control site.
Control annotations...	Opens a window with the course planner's notes about the currently selected control
Import Controls...	Import controls from another Condes event file
Renumber controls...	Open a window to renumber the control codes for all controls.
Open Controls Spreadsheet...	Opens a spreadsheet like window that shows a listing of all the controls with control description, type, co-ordinates, punch pattern and estimated number of competitors
Open Control/Course diagram...	Opens a window that shows a diagram of the relationship between controls and courses

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Course menu commands

The Course menu offers the following commands:

Edit course...	Opens the course dialog window to edit the properties of the currently selected control
New	Creates a new course
Rename	Lets you assign a new name to the current course.
Delete	Deletes the current course.
Add/remove course on this canvas...	Open a window to indicate if the current course is used on this canvas or not
Course Annotations...	Opens a window with the course planner's notes about the current course
Preview control card	Opens a window showing a preview of the master control card for the current course.
Setup control card layout	Opens a window to configure the control card layout
View control description	Opens a window showing a preview of the control description for the currently active course or class.
Import courses...	Import courses from another Condes event file
Open Courses Spreadsheet...	Opens a spreadsheet like window that shows a listing of all the courses with control codes, length, and estimated number of competitors

Course Leg menu commands

The Course menu offers the following commands, which are available only when a course leg has been selected in the Course Layout Editor:

Edit course leg...	Opens the course leg dialog window to edit the properties of the currently selected control
Share with other courses	Check this item to configure the course leg as shared among all courses. All courses will use the same shape of the course leg as this course.
Specific to this course	Check this item to configure the course leg as specific to this course. The shape of the course leg will not be shared with other courses.
Climb...	Open the Course Leg Climb dialog to enter the amount of climb on this course leg
Open Climb spreadsheet...	Opens a spreadsheet like window that shows a listing of all the defined course legs (pairs of control codes), with their climb values.

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Class menu commands

The Class menu offers the following commands:

New	Creates a new class
Delete	Delete the selected class
Import classes...	Import classes from another Condes event file
Classes Spreadsheet	Opens a spreadsheet like window to edit the classes data

Relay menu commands

The Relay menu offers the following commands:

Course variations...	Opens a window showing a listing of the relay course variations
Team combinations...	Opens a window showing a listing of the relay team combinations
Open team allocations...	Opens a spreadsheet like relay teams window, showing relay teams and the assignment of course variations to team members
Show bib and name	When the relay teams window is open, this menu item toggles the columns on/off that show the bib number and name for team members
New team...	Opens a New Relay Team dialog to create a new team
Delete team...	Deletes the currently selected relay team
Assign course variations...	Assigns course variations to the team members of the currently selected team
Import relay teams...	Opens an Import Relay Teams dialog window to import relay teams from an XML file
Export relay teams...	Opens an Export Relay Teams dialog window to export relay teams to an XML file

Canvas menu commands

The Canvas menu offers the following commands to control settings for the currently shown canvas:

These settings apply only to the currently shown canvas.

Map...	Use this menu to configure the background map used on the currently shown canvas. Also used to configure the printout scale for the current canvas

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Controls...	Use this menu to configure the behaviour of controls on the currently shown canvas.
Circle dimensions...	Use this menu to configure circle dimensions for the currently shown canvas.
Line dimensions...	Use this menu to configure line dimensions for the currently shown canvas.
Course color...	Use this menu to configure the course overprint color for the currently shown canvas
Add/remove courses on this canvas...	Opens an Active Courses for Canvas dialog to add and/or remove courses on this canvas
Remove current course from this canvas	Removes the currently selected course from the current canvas
Dim Map	Toggles through the dim levels for the map. The map can be dimmed in the Course Layout Editor in order to make the course overprint show more prominently. There are 3 dim levels, the lowest level hides the map entirely. This does not dim the printed map
Move map...	Use this menu to move the background map relative to the controls, for example if the map for some reason has become misaligned with the controls
Stretch/shrink controls to changed map scale...	Use this menu to configure the print area frame.
Mask map...	Create a mask that covers the entire map. This can be used to crop the map, or to show only small pieces of the map. See more under Masking the map
Show/hide map color layers...	Opens a Map Color Layers dialog to configure if any map color layers should be hidden
Show/hide map symbols...	Opens a Map Symbols dialog to configure if any map color layers should be hidden

Course Layout menu commands

The Course Layout menu offers the following commands:

Setup overprint numbers	Use this menu to configure fonts and number formats for course overprint. These settings apply to ALL canvases.
Setup Text on back of map...	Use this menu to configure the text that should be printed on the back of the map.
Lock control locations	If this menu item is checked, the control locations are "locked", which means that you cannot accidentally move controls by dragging them.

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Highlight attack angles > 120 degrees	When this menu item is checked, the Course Layout Editor will highlight - in red - all controls, which have courses coming in at a range of more than 120 degrees.
Highlight adjacent controls	When this menu item is checked, the Course Layout Editor will highlight - in red - all controls, which are closer than 30 m from another control.
Highlight unused controls	When this menu item is checked, the Course Layout Editor will highlight - in red - all control, which are not used on any course.

Print Area menu commands

The Print Area menu offers the following commands:

Show/hide frame	Use this menu to show/hide the "Print Area" rectangle in the Course Layout Editor. The print area defines which part of the map will be printed. The print area is by default individually configurable for each course, but you can configure it so that the same print area is shared by all courses.
Configure frame...	Use this menu to configure the print area frame, thickness and color.
Resize to fit course	Resize the print area to fit the area covered by the course
Resize to fit map	Resize the print area to fit the map area
Resize to fit page size...	Resize the print area to fit a configured page size
Lock size	Check this item to lock the print area, so that it cannot be accidentally resized with the mouse.

Objects menu commands

The Objects menu offers the following tools that are also available in the toolbars:

Course objects:

Control	Use this tool to create new control sites (circles)
Start	Use this tool to create new start points (triangles)
Finish	Use this tool to create new finish points (double circles)
End of Marked Route	Use this tool to create new End of Marked Route points (shown in the Course Layout Editor as a small blue triangle, but not visible on the map)
Control Descriptions	Use this tool to create a new Control Descriptions form on the map
Out of Bounds Area	Use this tool to create a new Out of Bounds area on the map (vertical hatches (out of bounds), cross hatches (dangerous area), or light colored area (construction area)).
Boundary Line	Use this tool to create a new Boundary Line on the map.
Refreshment	Use this tool to create a new Refreshment symbol on the map
Registration Mark	Use this tool to create a new Registration Mark on the map

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Crossing Point	Use this tool to create a new Crossing Point on the map
First Aid	Use this tool to create a new First Aid symbol on the map
Forbidden Route	Use this tool to create a new Forbidden Route symbol on the map

Graphics objects:

Condes Text	Use this tool to create a new Condes Text object on the map
Mask Area	Use this tool to create a new Mask Area object on the map
Graphics	Use this tool to create a new Graphics object on the map
Condes Logo	Use this tool to create a new Condes Logo object on the map

Print menu commands

The Print menu offers the following commands:

Maps with courses	Use this menu to print maps with courses on a printer
Overprint courses	Use this menu to overprint courses onto existing maps
Control descriptions	Use this menu to print control descriptions (separately from the map)
Master control cards	Use this menu to print master control cards.

Export menu commands

The Export menu offers the following commands:

Export event data (IOF XML)...	Allows you to export course data to a file which can be read by an event administration program
Export map and courses as PDF...	Opens a PDF Export dialog that lets you export map, course overprint and control descriptions to a PDF file
Export map and courses as EPS...	Opens an EPS Export dialog that lets you export map, course overprint and control descriptions to EPS files.
Export map and courses as bitmap...	Opens a Bitmap Export dialog that lets you export map, course overprint and control descriptions as bitmap files.
Export courses to OCAD...	Opens an OCAD Export dialog that lets you export course overprint and control descriptions as OCAD files
Export courses as SVG...	Opens an SVG Export dialog that lets you export course overprint and control descriptions as SVG files

Help menu commands

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The Help menu offers the following commands, which provide you assistance with this application:

Help Topics	Offers you an index to topics on which you can get help.
Enter registration code...	Opens a dialog box that lets you enter your registration code and thereby gain access to the program's full functionality
Purchase license...	Click this item to open a browser and point it to the ordering page at the Condes web site
Visit the Condes web site	Click this item to open a browser to the Condes web site.
About Condes...	Displays the version number of this CONDES application, and contact info to Finn Arildsen.

Select Course Object (Course Layout Editor Toolbar)

You use this tool to select Course Editing mode in the Course Layout Editor.

The Course Layout Editor has three modes: Course Editing mode, Graphics mode, and Route Choice mode.

When you have selected Course Editing mode, you can manipulate controls, course legs, refreshments, out-of-bounds, and other course overprinting symbols.

To edit the properties of an object (for example the control description of a control or the marking type of a course leg):

1. double-click on the object to open the dialog box window where you can edit the properties.

To move a control or another course symbol:

1. click on the object to select it.
2. click and hold down the left mouse button inside the control's circle. Then drag the circle to the new position.

To move a control's number:

1. first click on the control circle to select it.
2. then click and hold down the left mouse button over the number and drag it to the new position.

Select Graphics Object (Course Layout Editor Toolbar)

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You use this tool to select Graphics mode in the Course Layout Editor.

The Course Layout Editor has three modes: Course Editing mode, Graphics mode, and Route Choice mode.

When you have selected Graphics mode, you can:

- crop the map by dragging the edges or corners of the map,
- select, move, or resize mask areas,
- select, move, resize, or crop, overlaid graphics objects,
- select and edit texts,
- select, move, or resize, Condes Logos.

To edit the properties of an object (for example the text of a text object):

1. double-click on the object to open the dialog box window where you can edit the properties.

To move an object:

1. click on the object to select it.
2. click and hold down the left mouse button inside the boundary of the object. Then drag the object to the new position.

To crop an object (when applicable):

1. click on the object to select it.
2. click and hold down the left mouse on one of the small black selection rectangles at the middle of one of the sides of the object. Then drag the side to the required position.

To resize (scale) an object:

1. click on the object to select it.
2. click and hold down the left mouse on one of the small black selection rectangles at one of the corners of the object. Then drag the corner to the required size of the object.

Select Route Choice Line

You use this tool to select Route Choice Mode in the Course Layout Editor.

The Course Layout Editor has three modes: Course Editing mode, Graphics mode, and Route Choice mode.

When you have selected Route Choice mode, you can:

- select and manipulate route choice lines.

In Route Choice mode, the display in the course layout editor changes from showing the course leg lines that are printed on the map, to showing course leg lines, which are used only for course leg calculation. A course leg line should be manipulated to follow the optimum route choice of a leg between two controls. A route choice line is directional, i.e. there is a different route choice line for the opposite direction.

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For more information, please refer to How to calculate course lengths

Insert control (Course Layout Editor Toolbar)

Use this button to add a control to a course.

1. Click the Insert Control button to activate this function. All existing controls will appear on the map.
2. Click on the leg line between two controls where you want to insert a new control. As you do this, the leg will change color to red to indicate that it is selected,
3. Click inside the control circle you want to insert into the selected course leg. The selected leg will change to be the one out of the control you have just inserted.

   - or -
4. Click where you want to create a new control. You will be prompted for a code for the new control.
5. Repeat step 2-4 as needed.

The Insert Control button is active only when a course is shown; not when the "All controls" "pseudo course" is active.

Insert Point (Course Layout Editor Toolbar)

This function can insert a new corner point into a course leg in order to segment the course leg. After inserting the corner point, you can move it to bend the course leg.

1. Click the Insert Point button.
2. Select the course leg line by clicking the mouse on it.
3. Click the mouse where the point should be inserted.
4. After inserting the point, Condes will change to "move mode" so that the newly inserted point can be moved by dragging it with the mouse. If you want to move the point away from the straight line, press the Ctrl key while you drag.

Similarly, a new corner point can be inserted into the boundary line or the edge of an Out of Bounds area to extend the hatched area or refine the shape.

Remove Point (Course Layout Editor Toolbar)

This function can remove corner points from a course leg. Corner points may have been inserted into the course leg in order to bend the line or to cut away a segment of the line.

1. Click the Remove Point button.
2. Select the course leg line by clicking the mouse on it. Corner points on the selected leg will appear as small black squares.
3. Click the mouse on the corner point that should be deleted.

Similarly, a corner point can be deleted from the boundary line or the edge of an Out of

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Bounds area.

Add Cutout Point

This function is used when you want to create a hole in a mask area. After inserting the first corner point in the hole, you can continue adding additional points by dragging and clicking the mouse.

Toggle Segment (Course Layout Editor Toolbar)

This function can toggle on/off a segment of a course leg. Two corner points delimit a segment, one at either end.

When you want to cut a section out of a course leg you must first create a segment by adding two corner points to delimit the segment, then toggle off the segment between the two corner points. This is a reversible process, as the segment can be toggled on again, and/or the corner points can be deleted.

1. Click the Toggle Segment button
2. Select the course leg in question by clicking the mouse on it.
3. Click the segment to toggle it off/on

Cut Segment (Course Layout Editor Toolbar)

This tool can be used to cut a 5 mm segment out of a course leg, or a 15 degrees segment out of a control circle.

1. Click the Cut Segment button to select the tool
2. Select the course leg, or control, in question
3. Click the course leg, or control circle, where you want to cut out a segment

When you cut a segment of a course leg, two corner points will be inserted, and the segment between the two corner points will be toggled off.

Rotate (Course Layout Editor Toolbar)

This tool can be used to rotate a mandatory crossing symbol.

1. Click the Rotate button to select the tool
2. Select the mandatory crossing in question
3. Click on and hold the mouse on the crossing, then drag the mouse to rotate the crossing

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to the wanted direction

Tape Measure

You can use the Tape Measure tool to measure a distance on the map. The distance is measured along a route that you draw with the mouse. You draw the route as connected straight lines.

1. Click the Tape Measure button to select the tool
2. A "Tape Measure Length" window pops up. This window shows the length of the current route. Since no route is drawn yet, the length starts at 0 m.
3. Click the left mouse button where you want to start the route, then click the left mouse button again, where you want the route to bend. The "Tape measure Length" window updates every time you click a new point.
4. When you click the right mouse button, the last point on the route is removed. This allows you to "backtrack" the route.

New Control (Course Layout Editor Toolbar)

Click the New Control button on the Course Symbols Toolbar to create a new control. Then click the mouse on the map where you want the control to be located. A dialog box will appear and let you enter the control code.

The coordinates of the new control point will be automatically saved.

If you select the new control by clicking on it, then the right mouse button, and select the menu option *Properties*, you can open a dialog and enter control details, such as control description, cut pieces of the control circle, etc.

New Start (Course Layout Editor Toolbar)

Click the New Start button on the Course Symbols Toolbar to create a new start point. Then click the mouse on the map where you want the start triangle to be located. A dialog box will appear and let you enter a code for the start point.

The coordinates of the new start point will be automatically saved.

If you select the new start point by clicking on it, then click the right mouse button, and select the menu option *Properties*, you can enter details, such as control description for the start.

New Finish (Course Symbols Toolbar)

Click the New Finish button on the Course Symbols Toolbar to create a new finish point. Then click the mouse on the map where you want the finish to be located. A dialog box will appear and let you enter a code for the finish point.

The coordinates of the new finish point will be automatically saved.

If you select the new finish point by clicking on it, then click the right mouse button, and select the menu option *Properties*, you can enter details, such as the type of markings from last control.

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New End of Marked Route (Course Layout Editor Toolbar)

Click the "New End of Marked Route" button on the Course Symbols Toolbar to create a new End of Marked Route point. Then click the mouse on the map where you want the End of Marked Route to be located. A dialog box will appear and let you enter a code for the End of Marked Route point.

An "End of Marked Route" point is used when you have a marked route away from a control. The "End of Marked Route" point indicates where the markings end, and is inserted into the course after the control where the route starts.

The marked route is shown on the map as a dashed line, and the line should be manipulated with corner points so that it reflects the route in the terrain.

The coordinates of the new End of Marked Route point will be automatically saved.

If you select the new End of Marked Route point by clicking on it, then click the right mouse button, and select the menu option *Properties*, you can enter details, such as the type of markings from last control.

New Control Description (Course Symbols Toolbar)

This function lets you add a control description to the course layout.

1. Click the New Control Description tool button.
2. Click the mouse on the map where you want the control description to appear.

New Text (Course Layout Editor Toolbar)

This function lets you add a text rectangle to the course layout.

1. Click the New Text tool button.
2. Click the mouse on the map where you want the text to appear.

Create Out Of Bounds (Course Layout Editor Toolbar)

You create an Out of Bounds area by "drawing" the bounding polygon.

1. Click the Create Out Of Bounds button
2. Click the corner points that define the shape of the Out of Bounds area.
3. End the operation by double clicking the left mouse button, pressing the Esc key, or clicking the right mouse button.

Change the properties (hatching and boundary line) by right clicking on the Out of Bounds area, then selecting the *Properties* menu item.

Create Boundary Line (Course Layout Editor Toolbar)

You create a Boundary Line by "drawing" the bounding polygon.

1. Click the Create Boundary Line button
2. Click the corner points that define the shape of the Boundary Line.

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3 End the operation by double clicking the left mouse button, pressing the Esc key, or clicking the right mouse button.

Change the properties (dashing) by right clicking on the Boundary line, then selecting the *Properties* menu item.

New Mask Area (Special Symbols Toolbar)

Use this tool to create a white area object that you can use to mask off parts of the map.

Masking off part of the map can be useful when you want to design your own layout, together with Overlaid Graphics, and Texts.

Masking off part of the map can also be used for training exercises, for example to create "corridors" on the map.

New Refreshment station (Course Layout Editor Toolbar)

This function will let you add refreshment symbols to the course layout.

1 Click the New Refreshment Point button on the Special Symbols Toolbar.
2 Click the mouse on the map where you want the Refreshment Point symbol to appear.

New Registration Mark (Course Layout Editor Toolbar)

This function will let you add registration marks to the course layout.

1 Click the New Registration Mark button on the Special Symbols Toolbar.
2 Click the mouse on the map where you want the Registration Mark to appear.

New mandatory crossing (Course Layout Editor Toolbar)

This function will let you add mandatory crossings to the course layout.

1 Click the New Mandatory crossing button on the Special Symbols Toolbar.
2 Click the mouse on the map where you want the Mandatory crossing to appear.

By default, the crossing symbol will be oriented North-South. You can change the orientation by right clicking on the crossing symbol and selecting the Mandatory Crossing properties menu item.

New First Aid (Course Layout Editor Toolbar)

This function will let you add First Aid symbols to the course layout.

1 Click the New First Aid button on the Special Symbols Toolbar.
2 Click the mouse on the map where you want the First Aid symbol to appear.

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New Forbidden Route (Course Layout Editor Toolbar)

This function will let you add Forbidden Route symbols to the course layout.

1. Click the New Forbidden Route button on the Special Symbols Toolbar.
2. Click the mouse on the map where you want the Forbidden Route symbol to appear.

New Graphics (Special Symbols Toolbar)

Use this tool to insert a new Overlaid Graphics object on top of the map. Please see Graphics dialog for more details about Overlaid Graphics.

1. Click the New Graphics button on the Special Symbols Toolbar.
2. Click the mouse on the map where you want the top left corner of the graphics object to appear.

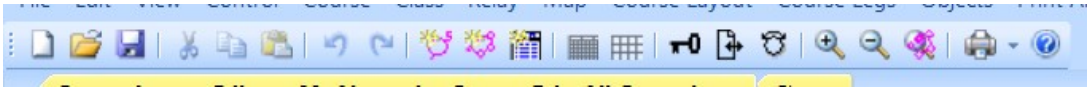
New Condes Logo (Course Layout Editor Toolbar)

This function lets you add a Condes logo to the course layout.

1. Click the New Condes Logo button on the Special Symbols Toolbar.
2. Click the mouse on the map where you want the logo to appear.

You can resize the logo by selecting the logo, and dragging a corner.

Standard toolbar



The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in Condes,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

Click To	
	Open a new event
	Open an existing event. Condes displays the Open dialog box, in which you can locate and open the desired file
	Save the active document or template with its current name. If you have not named the document, Condes displays the Save As dialog box
	Remove selected data from the document and stores it on the clipboard
	Copy the selection to the clipboard
	Insert the contents of the clipboard at the insertion point
	Undo the last action
	Redo the previously undone action

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 Create a new control

 Create a new course

 Create a new class

 Preview the control description for the currently active course

 Preview the control card for the currently active course

 Lock/Unlock controls locations. When this button is depressed, control positions are "locked", and cannot be changed by dragging the circles with the mouse.

 Press this button to switch on/off the configurable printout area for the course (or for "all controls").

 Press this button to "dim" the background map in order to better see the course.

 Zoom out from the course layout

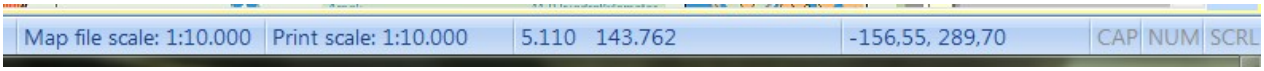
 Zoom out from the course layout

 Zoom to fit course in the window

 Print the active view

 Shows the "About Condes" dialog

Status Bar



The status bar is displayed at the bottom of the Condes window.

The left area of the status bar describes actions of menu items as you hover the mouse cursor over the menu items. This area similarly shows messages that describe the actions of toolbar buttons as you hover the mouse cursor over them, before clicking on them.

The right areas of the status bar indicate the following:

Indicator	Description
Map file scale	The current map scale
Print scale	The current print scale. Click on this indicator to open the Setup Map dialog to change the print scale.
Real world coordinates	The real world coordinates of the current mouse position. These are shown only when the map is geo referenced. You can control whether the "raw" metric coordinates are shown, or longitude/latitude are shown, in the Course Layout Editor Settings dialog
Paper coordinates	The current mouse position in paper coordinates, i.e. in millimeters on the map

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CAP	The Caps Lock key is latched down
NUM	The Num Lock key is latched down
SCRL	The Scroll Lock key is latched down

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