

Film Free Projection User Guide

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Version 3.3

Film Free Projection User Guide

Introducing Film Free Projection

by Andrew Pepper

Film Free Projection is a Windows program designed to allow camera clubs to run digital competitions using a laptop computer and a digital projector. The program is controlled using the laptop screen, keyboard and mouse, the projector is used to project the images.

This is the user guide for Film Free Projection. The guide is organised into three major sections; Getting Started, Using FFP in Detail and Walkthroughs.

By far the most useful advice I can give is to practice beforehand; if you don't want to wear out your projector bulb, then I'd recommend plugging a "normal" monitor into the second port of your laptop. Whilst practicing, try exploring what the program to do - read the manual, the experience of many camera clubs has, in one way or another, gone into the program so you may find ideas for new competitions which FFP can help you run.

Film Free Projection

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Film Free Projection is written usual using Microsoft Visual Studio under the Windows 8 Operating System.

This user guide was prepared using Help and Manual from EC Software under Windows 8.

Special thanks to:

The members of Mill Camera Group who have to put up with being guinea pigs for the latest versions of FFP.

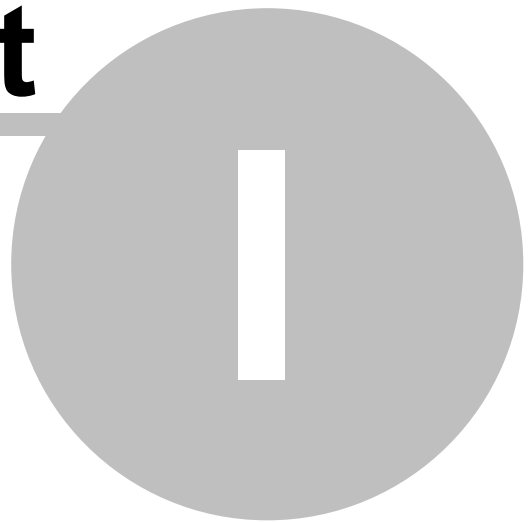
Table of Contents

Part I Getting Started	10
1 Conventions Used in this Guide	10
2 Setting up the PC	11
3 Running FFP	19
4 Adding Images	21
5 Moving Images	23
6 Projecting Images	25
7 Saving a Sequence	26
Part II Using FFP in Detail	30
1 The Toolbox	30
2 Test Images	35
3 Sequences	36
Detailed View	36
Lightbox View	39
Status Strip	43
Open Existing Tab or Sequence	43
Discarding Sequences	47
The Context Menu	48
4 Images	51
Shuffling and Sorting Images	51
Rotating Images	54
Resizing Images	54
Deleting Images	55
Locking Images	56
Holding Back Images	57
Selecting Images	58
Title Images	58
Commenting on Images	62
Hold Back Filter	63
Image Tools	65
Author, Title and Subject (metadata)	70
Ambiguous Metadata	85
Using the Folder Name As Author or Subject	87
Entering Images Online	89
5 Competitions	91
Club Competition	91
InterClub Competition	91
KnockOut Competition	91
Mix & Match Competition	94
Multi-Leg Competition	103
Panel Based Competition	107
Correcting Panel Names.....	112
Panel Title Slides.....	115
6 Tabs	117
Introduction	117
Adding Tabs	117

Removing Tabs	118
Renaming Tabs	118
7 Projection	119
Projecting Extra Information	119
Projecting EXIF Information	119
Freezing the Projector	120
Colour Managing the Projector	120
Using FFP without a Projector	122
Multiple Projectors	122
8 Scoring	123
Scoring Overview	123
Scoring Scheme Wizard	126
Scoring Scheme Dialog	126
Scoring By Author	133
Season Results	136
Scoring By Slide	138
Scoring Place Based Competitions	140
Scoring Panels	145
Scoring InterClub Competitions	148
Scoring Multi-Leg Competitions	152
Scoring Mix & Match Competitions	154
Scoring with Multiple Scores per Image	156
Voting for Images	158
9 Scoring Results	160
10 Exporting and Importing	172
Exporting Sequences	172
Tab, Sequences and Images.....	172
Sequence and Images.....	175
Entire Sequence as CSV.....	176
Using Scoring Scheme.....	178
As HTML as Slide Show	180
Filtered Export.....	183
Importing CSV Sequences	185
Exporting and Importing Settings	186
11 Selecting Images for Exhibitions or External Competitions	188
Selection General Settings	190
Selection Scheme Options	191
Selection Criteria	192
Designing Selection Title Slides	194
The Selection Process	195
12 FFP Settings	198
Common Controls	198
General	199
Projection	201
Detailed View	205
Lightbox View	206
AutoSave	207
AutoSave Best Images	208
13 Tool Strip Items	209
14 Printing and Print Preview	211
15 Frequently Asked Questions	213
 Part III Walkthroughs	 218
1 Club Competitions	218
2 Elimination Competitions	220

3 InterClub Competitions	222
4 Multi-Leg Competitions	223
5 Knockout Competition	226
6 Mix & Match Competition	228
7 Panel Competitions	232
Panels where each Panel Shown in Turn	232
Panels in Group or Cycle Modes	234
8 Selecting Images for Exhibition	237
 Index	 243

Part



1 Getting Started

1.1 Conventions Used in this Guide

Menu and dialog box options are shown in a **different** font. When references are made to other parts of the guide, a page number reference will be shown like [this](#)^[10].

The example windows and menus are generally taken from Film Free Projection running under Windows 8, although where there are differences between the various versions of Windows that affects the use of FFP, the examples will be from 7, Vista or XP as appropriate.

Keyboard combinations are indicated by a plus ('+') sign. For example, if the guide says to press Ctrl+Home, that means to press the Ctrl key and at the same time press the Home key.

1.2 Setting up the PC

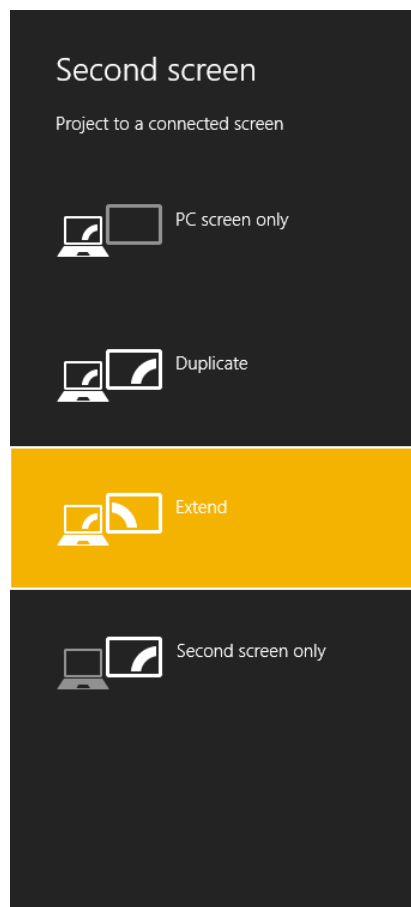
Introduction

FFP is designed to be used on a computer with two monitors. The images are shown on the secondary monitor and the show is controlled from the main, or primary, monitor. This may seem an esoteric set-up, but in fact most laptop computers have a port into which you can plug a secondary monitor - the laptop's screen is the primary monitor. The ideal secondary monitor from our point of view is a digital projector.

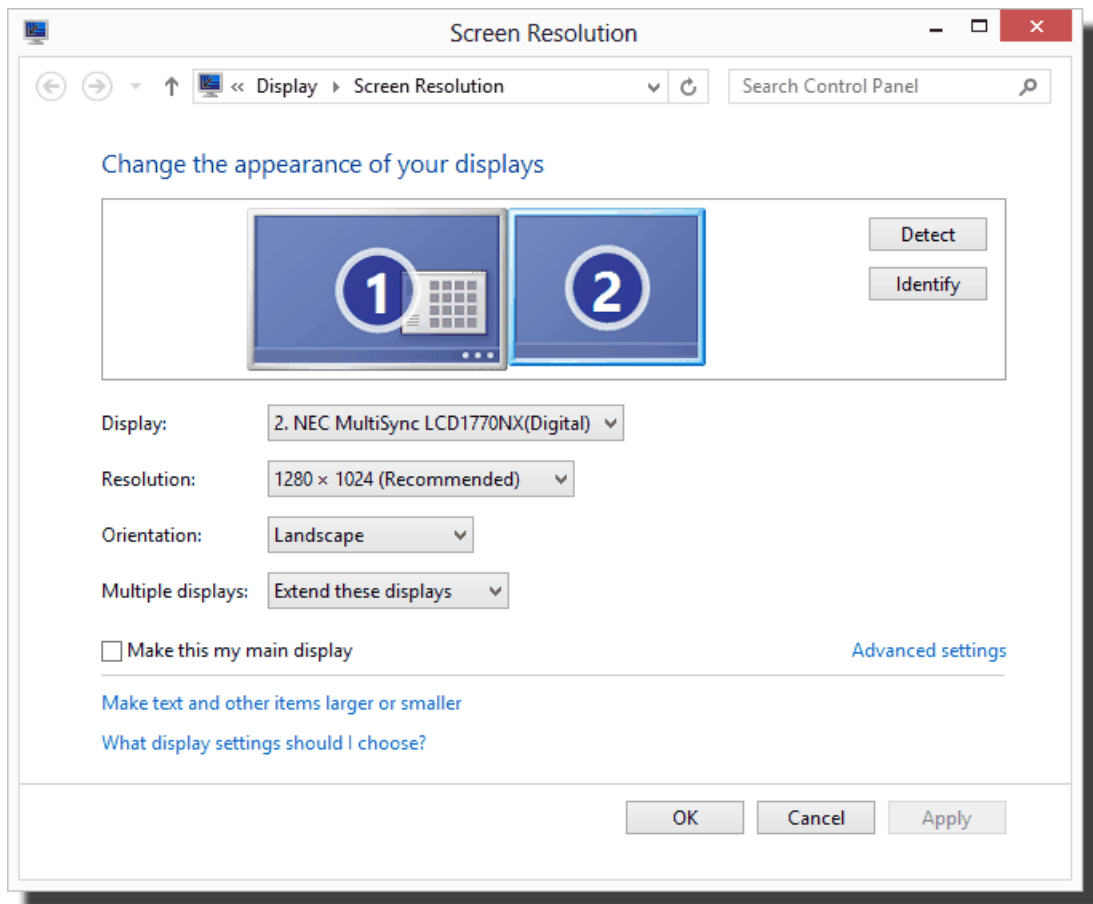
Using a second monitor with Windows 8, 7 or Vista is straightforward; when you plug in a second monitor Windows detects the new hardware and asks what you want to do - for FFP you want to extend the desktop. With Windows XP the hardware settings vary, to some extent, from machine to machine. With some you may have to run a setup program of some kind to "turn on" the second port. As there is no standard procedure, there are only guidelines we can give.

Configuring the Second Monitor with Windows 8

When you connect a second monitor Windows 8 will usually automatically detect it and ask you what you want to do. You can change the configuration of the second monitor by holding down the Windows key (between the Ctrl and Alt keys on most keyboards) and tapping the P key; a panel slides in from the right asking you how you want to arrange the monitors; you want to extend the desktop:



To set the relative positions of monitors, *right* click the Windows desktop and select **Screen resolution**. The screen resolution dialog will appear:



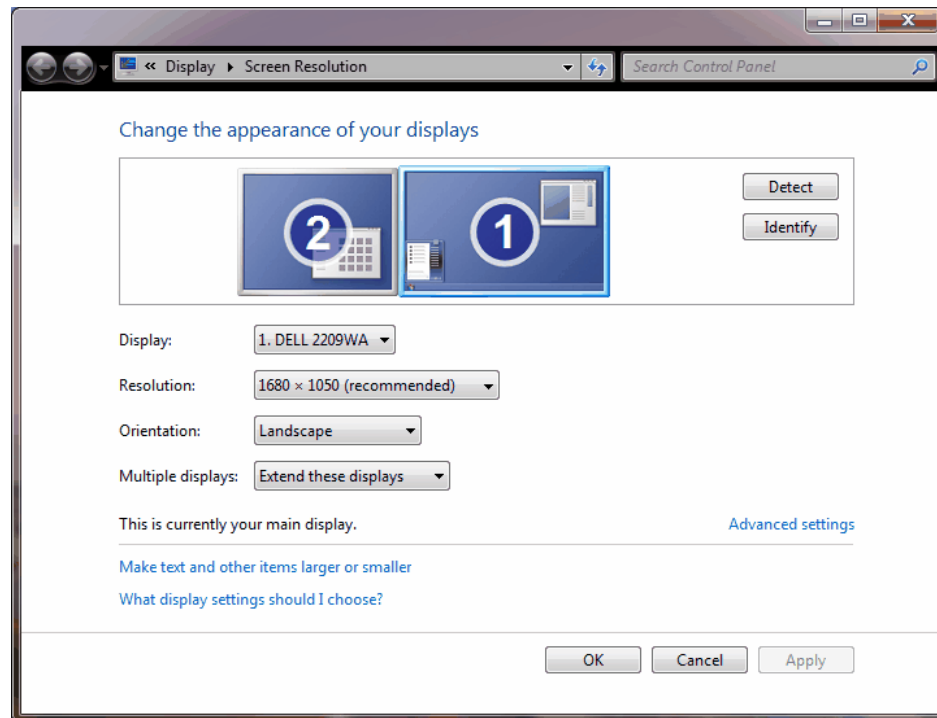
You can see the relative positions of the two displays at the top of dialog; it's important to make sure these match the actual positions of your setup - you can drag the monitors into the correct positions. For example, with a projector the projected image display is usually above the laptop screen, so the layout panel should look like this:



Configuring the Second Monitor with Windows 7

Windows 7 has simplified multi-monitor support compared with earlier versions of Windows. You can change the "projector mode" of Windows 7 by holding down the Windows key (this key is between the Ctrl and Alt keys on most keyboards) and tapping the P key; the projector options will appear and you can select **Extend**.

To adjust the relative positions of the displays, *right* click the desktop and select **Screen resolution**. The screen resolution dialog will appear:



This dialog is from a PC with two screens. If you have two screens connected but only one is working, try clicking the **Detect** button. The second screen should be detected. Make sure the **Multiple displays** option is set to "Extend these displays".

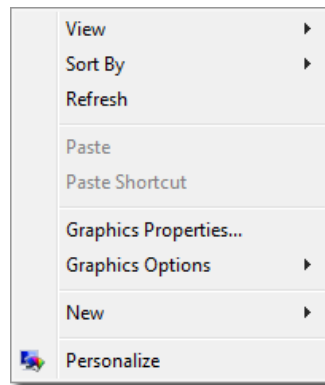
You can see the relative positions of the two displays at the top of dialog; it's important to make sure these match the actual positions of your setup - you can drag the monitors into the correct positions. For example, with a projector the projected image display is usually above the laptop screen, so the layout panel should look like this:



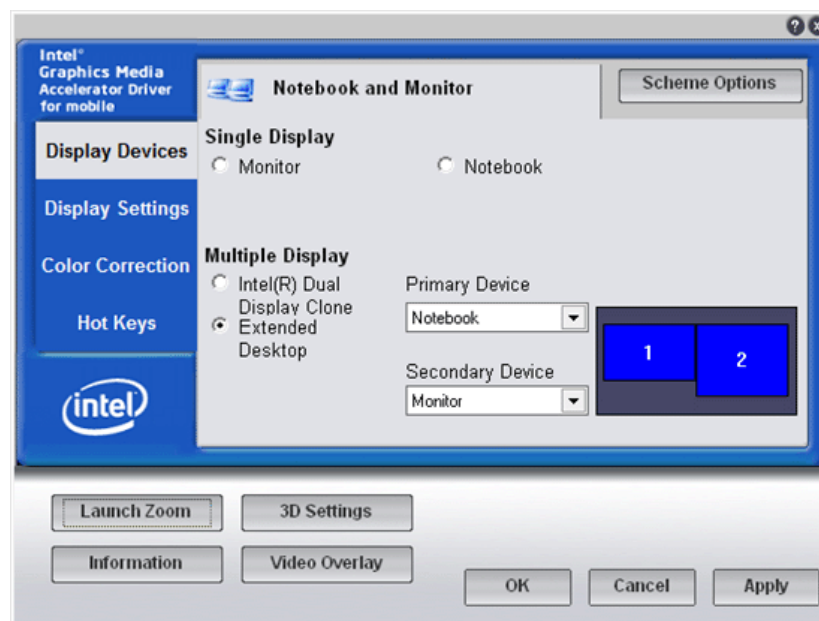
If your computer has two monitors, then FFP will assume you want images projected onto the monitor that FFP *isn't* running on. Usually, the laptop screen is the primary screen and the projector is the secondary screen.

Configuring the Second Monitor with Windows Vista

To configure the second monitor with Windows Vista, right click the Windows desktop, you'll see the **Display Options** menu:

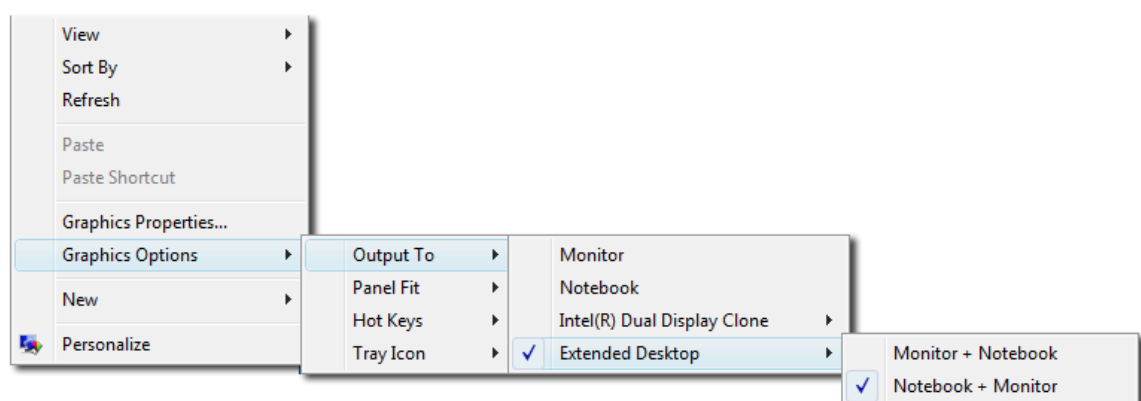


The details are, unfortunately, dependent on the manufacturer of the hardware. But you can try selecting the **Graphics Properties...** option; the dialog depends on the manufacturer of the video system; shown below is the screen from an Intel based laptop:

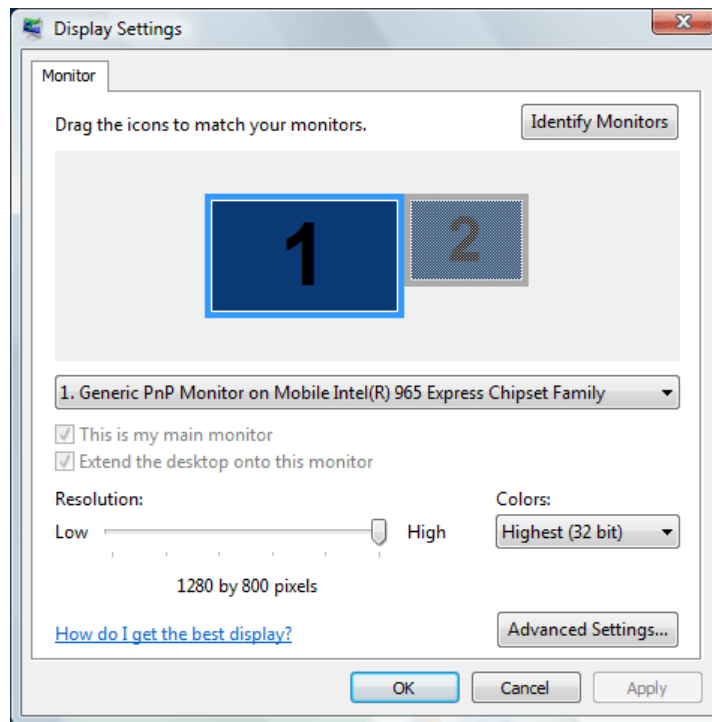


Note that this dialog has been set up for two monitors; the desktop is extended and monitor 2 (the projector) is placed alongside monitor 1 (the laptop screen).

If you don't have a **Graphics Properties...** option, or it doesn't offer the Extended desktop, try the **Graphics Options** menu:



To set the position of the projector, in relation to the laptop screen, select the **Personalize** option from the **Display Options** menu and selecting **Display Settings** from the dialog that appears. The **Display Settings** dialog will appear:



As you can see, the computer this dialog box came from has two screens - it is a laptop computer running Windows Vista. The second monitor is "greyed" out indicating that it is not attached. To attach the monitor, right click monitor 2. A menu appears - select **Attached**.

With the monitor attached, the **Extend my Windows desktop onto this monitor** checkbox should automatically become ticked. You can drag the monitor images around on this dialog to position them correctly in relation to each other, when the relative location is correct, click **OK**. Typically the screens will jump slightly as their setup has changed and, hopefully, the second monitor is now "live" - if you have a background image set then it should appear on the second monitor.

Other improvements over Windows XP for Vista are the automatic detection of the second monitor; with Vista the monitor is automatically detected and Vista switches to the previous used setup. Even better, when you unplug the second monitor, Vista automatically switches back to single monitor mode.

With the second monitor configured and connected, you should see the desktop spread across the laptop and second monitor - you can drag windows from one screen to another.

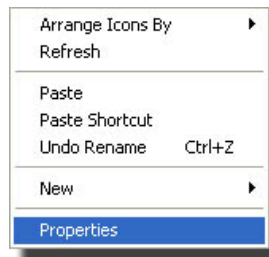
Configuring the Second Monitor with Windows XP

With Windows XP, configuring the second monitor is more dependent on the graphics driver software. Try right clicking the desktop and selecting **Properties**, the standard Windows **Display Properties** dialog is produced. On some laptops, there is an extra tab setting for the particular display where you can control the second screen - you want to extend the desktop.

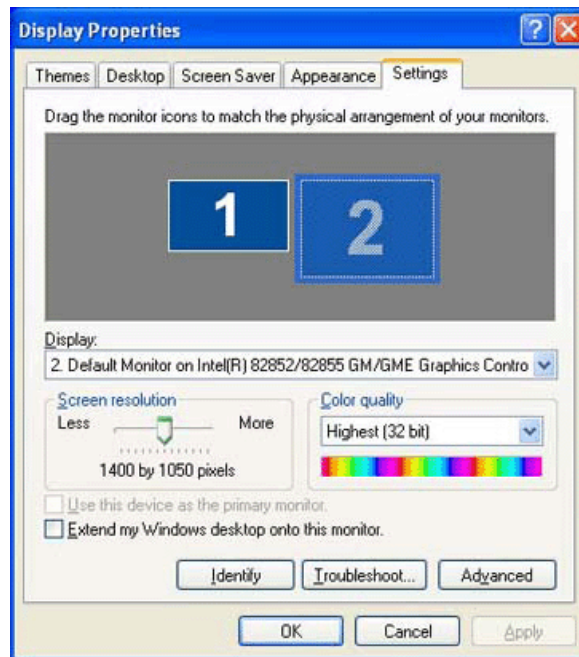
Assuming the second monitor is available then Windows XP supports second (indeed multiple)

monitors in a reasonably straightforward way. What you need to do for FFP, is to enable (the Windows expression is Attach) the secondary monitor. With a laptop, the laptop screen is usually the primary monitor and the projector is the secondary monitor, so usually FFP runs on the primary and projects using the secondary. However, if you run FFP on the secondary screen it will assume that you want to project on the primary and automatically use the secondary for the projected images.

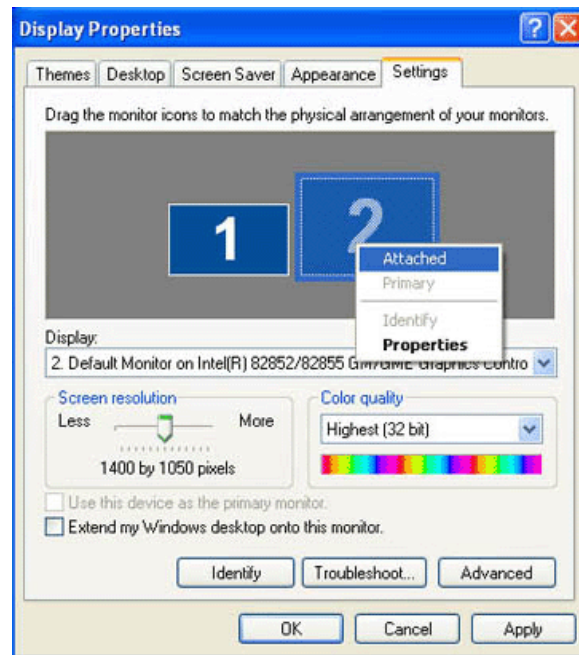
To attach the secondary monitor, right click the mouse on the Windows desktop and from the menu that appears, select **Properties**:



The **Display Properties** dialog box will appear; be sure to select the **Settings** tab:



As you can see, the computer this dialog box came from has two screens - in fact it is a low end laptop computer. The second monitor is "greyed" out indicating that it is not attached. To attach the monitor, right click monitor 2 on the dialog. A menu appears - select **Attached**:

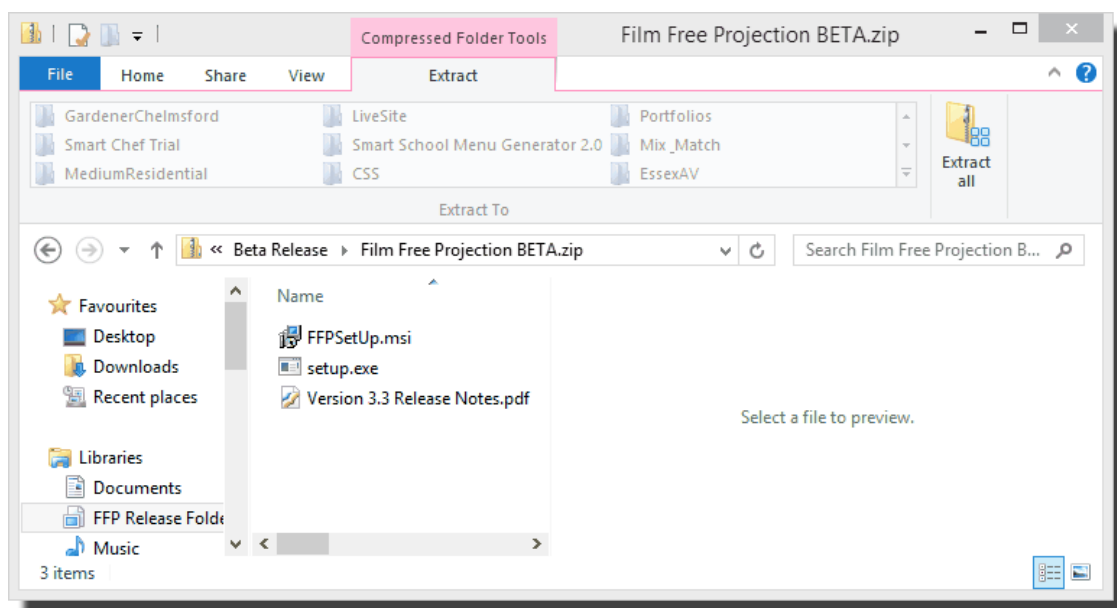


With the monitor attached, the **Extend my Windows desktop onto this monitor** checkbox should automatically become ticked. You can drag the monitor images to indicate the relative positions of the two monitors. Click **OK**, typically the screens will jump slightly as their setup has changed and, hopefully, the second monitor is now "live" - if you have a background image set then it should appear on the second monitor.

Congratulations! With the monitors configured thus, you should be ready to run FFP.

Installing Film Free Projection

Assuming you have downloaded the Film Free Projection zip file, it is recommended that you extract all the files. The extracted directory looks something like this:



To install FFP, double click the **setup.exe** file. The installation should proceed.

Updating an Earlier Version

If there was an earlier version of FFP installed, this should be automatically replaced by the installation process, however if you have a version of FFP before version 2.0 installed on your computer, then the installer will *not* remove that version and it is recommended that this be removed using the Windows control panel.

1.3 Running FFP

To run FFP, under windows XP, Vista or 7, go to the Start menu, select **All Programs**, and under **RGMM** you should find **Film Free Projection**; select that and Film Free Projection will start.

To run FFP under windows 8, press the Windows key to go to the Windows start screen and start typing **film free projection**; almost certainly, Windows will offer you **Film Free Projection** as an application as soon as you type **film**. Once **Film Free Projection** has been offered, press the Enter key.

A "splash screen" will be displayed showing the version number; you can display the same information by selecting the Help menu and selecting **About Film Free Projection**:

Film Free Projection BETA



Version 3.3.0.3
Registered to andrew@rgmm.co.uk

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Run a digital slide show or competition with a laptop and a digital projector. Running under Windows 8 (64 bit).

The example screen shown above is from a beta version; for the release version the BETA tag is removed. The **About Film Free Projection** dialog and splash screen show the email address to which FFP has been registered as well as the version number. The **About** dialog also shows the operating system under which FFP is running and provides a link to the product website.

FFP on the Desktop

When FFP is installed any user of the computer can run it and an FFP icon is automatically added to the desktop. With Windows 8 or 7, you can right click this icon and pin it to the taskbar. Under Windows XP or Vista, you can add FFP to the quick start list by dragging this icon onto the quick start toolbar (to the right of the Start button on the desktop).

PC Settings whilst FFP is Running

If you need to adjust the screen settings whilst FFP is running, select the **Windows "Display Settings" dialog...** option from the **Settings** menu. The Windows Screen Resolution dialog appears which allows you to enable the second monitor and set the relative position of monitors. More information about the dialog is given [here](#)^[11] for Windows 8, [here](#)^[12] for Windows 7, [here](#)^[15] for Windows Vista and [here](#)^[16] for Windows XP. Note that if you are projecting an image or showing a test image, this will automatically be closed when this dialog is opened.


Unplugging the Projector whilst FFP is Running

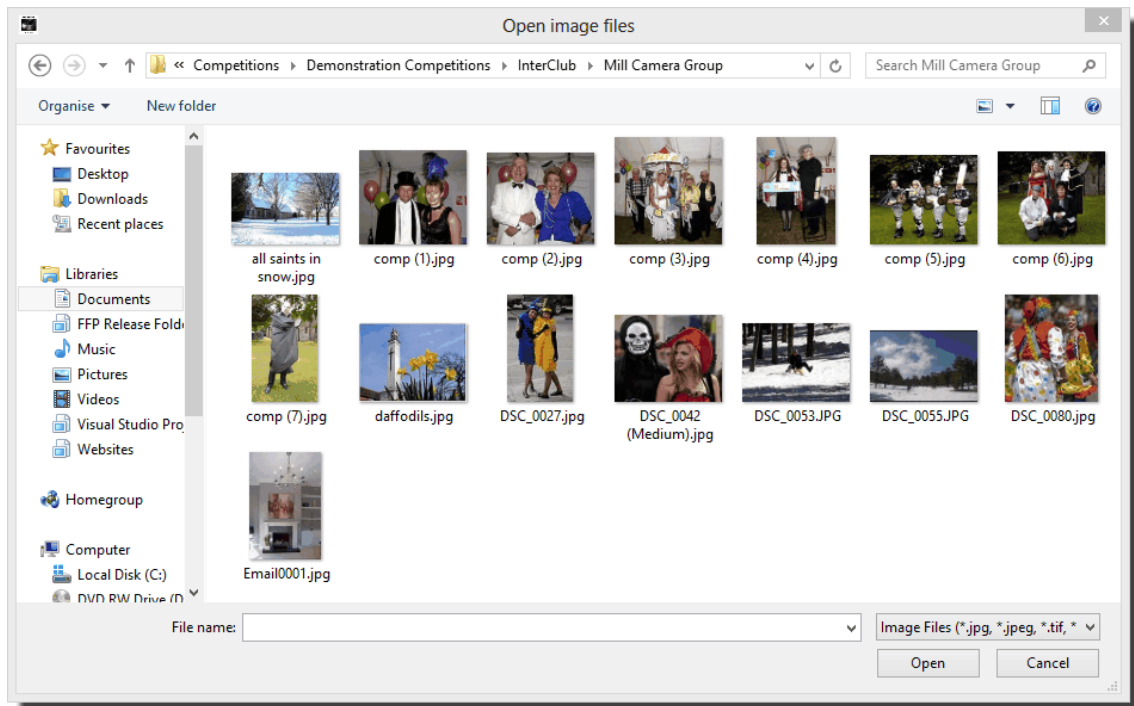
Usually, and I speak from experience, this is something that happens accidentally. If the second

monitor is unplugged whilst FFP is running then FFP will detect this and switch to single screen operation. When the second monitor is reconnected, then FFP will switch back to use the second screen. However, Windows itself may try and "intervene" with the switching back and you may have to go to the **Settings** menu and click the **Use Second Monitor** option to move the projected image onto the correct screen.

1.4 Adding Images

Adding Selected Images

Before showing your slides, you will need open an existing sequence, add some images or add a folder of images. To add images, either select the **Add Images** option from the **File** menu or click the **Add Images** () button on the toolbar. You will see the **Open image files** dialog box:



You can select multiple images using the normal Windows techniques (for example, dragging the mouse cursor across several images or holding the Ctrl key whilst clicking image names). Note that FFP only supports JPEG or TIFF format files.


You can add more images to the sequence, again either by selecting the **Add Images** option from the **File** menu, by clicking the **Add Images** button, by adding a folder of images (described [below](#)^[21]) or by dragging or pasting images into the sequence. The new images will be added to the end of the sequence.

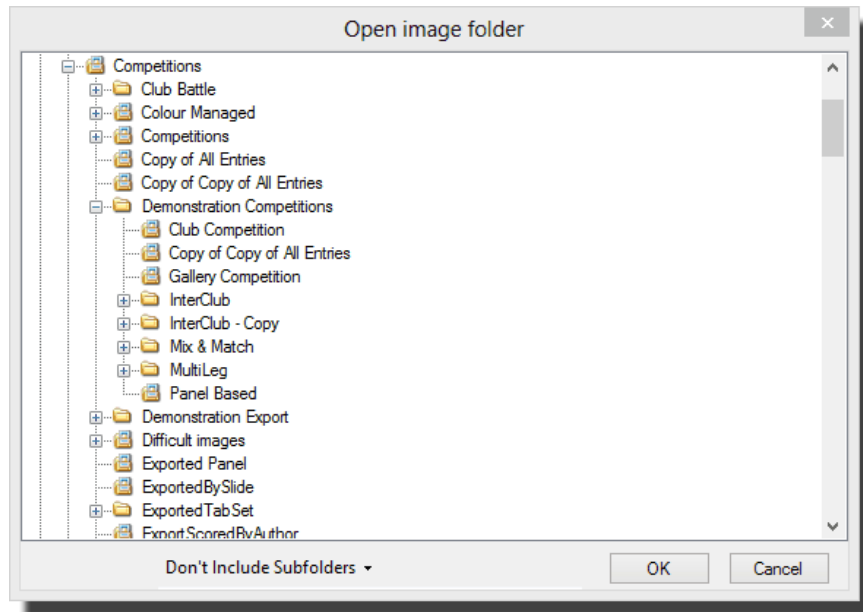
Adding Images from Other Applications

You can add images from other applications; for example you if you are viewing images using Windows Explorer, you can add those images to FFP by dragging the images into FFP or by using Copy and Paste to paste the images into FFP. You can drag and drop a folder of images into FFP; if you drop the folder into an existing sequence, the images in that folder will be added to the end of the sequence. If you drop the folder into the background area of FFP or if there is no existing sequence, then FFP will create a new sequence for the images. Note that subfolders will *not* be loaded and only one folder can be dropped at a time.

Adding a Folder of Images

As well as adding individual images, it is possible to add an entire folder of images. To add a folder of images, either select the **Add Folder of Images** option from the **File** menu or click the

Add Folder of Images button () on the toolbar. You will see the **Open image folder** dialog box:



If a folder contains images, then if you "hover" the mouse pointer over the folder, FFP will show the number of images within that folder as a tooltip. However, if the folder contains subfolders, then the image count does not include any images within subfolders.

At the base of the dialog is a dropdown menu with three options. These are:

Don't Include Subfolders; with this option selected; only the images in the selected folder will be loaded.

Include Subfolders; with this option selected images in the current folder and subfolders of the current folder will be loaded.

Load each subfolder into its own tab; with this option selected, images in the current folder and subfolders of the current folder will be loaded, but each folder will be given its own tab and the images loaded into the appropriate tab for each folder.






Whilst images are being added, FFP looks at the [metadata](#)^[70] acrobat information associated with the image files to obtain extra information about the image; including the author and title information.

1.5 Moving Images

One of the jobs of the projectionist is to move images so that they are in an appropriate order; for example, title images will usually have to be placed at the beginning of a sequence. There are two techniques that can be used:

Drag and Drop

In the example below, some images and a title slide have been loaded into FFP - the title slide is, unfortunately, at the bottom of the list of images:

1		DSC_0027.jpg	Tim	Cypriot Flappers	-
2		DSC_0042 (Medium).jpg	Sally	Death Warned Up	-
3		DSC_0053.JPG	Sally	Olympus by Sleigh	-
4		DSC_0055.JPG	Sally	Mount Olympus	-
5		DSC_0080.jpg	Jill	Wow!	-
6		000 Mill Background Competition.jpg		Mill Background	-

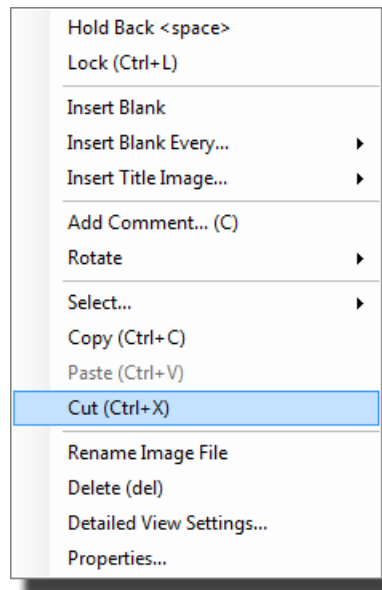
To move the title image (number 6) to the top, drag it using the mouse until it is over the image you want it to replace; in this case image 1. If image 1 isn't visible FFP will automatically scroll the images as you approach the top of the form. When the mouse is over image 1, release the mouse button and the title image becomes the new image 1 - all the other images are shifted to make space.

Moving Images in Light Box View Mode

It is also possible to move images in lightbox view mode; you may find it easier to move images in lightbox view as you can see most, if not all the images simultaneously.

Cut, Copy and Paste


If you are moving images a long way, then you may find *cut and paste* an easier technique. As with the drag and drop example, we want to move the title image to the top of the sequence. But with cut and paste, we *right click* the title image and select **Cut** from the menu that appears:



The image will vanish from the sequence; it has been placed onto the Windows clipboard. Right click the first image of the sequence and select **Paste** from the menu. The title image will be inserted at the position of the first image.

One advantage of cut/copy and paste is that you can select several images to be moved at the same time; hold down the Ctrl key on the keyboard whilst and click each image you want to move; multiple images will be selected. Then use cut or copy as before to move/copy the images to the clipboard; you can then paste all the images into position in one go.

1.6 Projecting Images

Once you have some images loaded into FFP - either by [Adding Images](#)^[21], [Adding a Folder of Images](#)^[21] or by [Opening an Existing Sequence](#)^[43] - you can start to project the images. To do that, click the **Project images** icon () on the toolbar (there is a larger version of the icon on the toolbox). FFP will start projecting the first image of the sequence.







If you have a projector or monitor connected to the laptop's second monitor port, and assuming that the laptop has been configured correctly, then FFP will use the second monitor to project the image. If there is no second monitor connected or configured, then a window will open to show the image. If the laptop's screen is wide enough (at least 1280 pixels) then this window is placed alongside the main FFP window, otherwise it place on top of the FFP window and is translucent so you can see any prompts that appear behind the window.

If you have Multiple Projectors/Screens Connected

If you have the luxury of 2 (or more) extra monitors/projectors, then the image may not appear on the screen you want it to. If this happens, go to the **Settings** menu and click the **Select Projector Monitor** option; the submenu will let you choose the alternative screen.

The Detailed View

The images are shown on the laptop screen as a table (this is called *Detailed View* mode); you can project any image simply by clicking the appropriate row. For example, in the table below, the image with the title "Mount Olympus" has been selected by clicking and that is the image that is projected.

Number	Status	Thumb	Filename	Author	Title	Score
1			DSC_0027.jpg	Tim	Cypriot Flappers	-
2			DSC_0042.jpg	Sally	Death warmed up	-
3			DSC_0053.jpg	Sally	Olympus by Sleigh	-
4			DSC_0055.jpg	Sally	Mount Olympus	-
5			DSC_0080.jpg	Jill	Wow!	-
6			Mill Background Competition.jpg	Andrew	Title Slide	-


To move to the next image in the sequence, you can press the Enter key, the down arrow key or the Page Down key, to move to the previous image in the sequence press the up arrow or Page Up key.

Constrained Mouse

When images are being projected, the mouse is *constrained* to the FFP screen - this stops the mouse pointer accidentally appearing on the projected image. You can turn off this constraint on the [FFP General Settings](#)^[199] page.

To stop projecting images, click the **Project images** icon again.

1.7 Saving a Sequence

A sequence is automatically created when you add images. Each sequence is placed on a *Tab* and you can select the sequence to use by clicking the appropriate tab. You can save the sequence by clicking the save sequence button on the toolbar () or by selecting **Save** or **Save Sequence As** from the **File** menu. If the sequence hasn't previously been saved then you will be asked to name the sequence using a file selector dialog. If the sequence had been saved earlier (or is an existing sequence) then clicking the **Save** icon or selecting **Save** will replace the existing sequence. Selecting **Save Sequence As** will always ask for the sequence name.

Note that the saved sequence **does not save the images**, only the location and names of the image files, so you must not rename, move or delete images which you plan to use in a sequence. **If you want to save the entire sequence, for example to transfer it to a second machine for projection, then you should use the [Export Sequence and Images](#)¹⁷⁵ or [Export Tabs, Sequences and Images](#)¹⁷² facilities.**

FFP has the facility to automatically save sequences, either when a score is entered or periodically; for more information see [here](#)²⁰⁷.

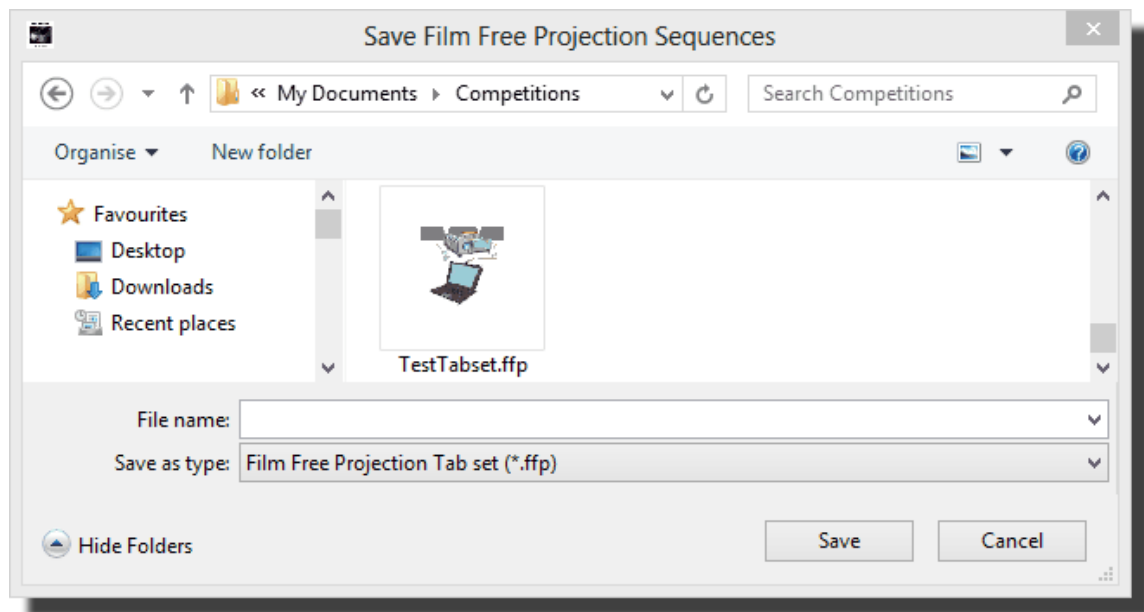
As well as the names and locations of the images files, FFP also saves the locked and held back state of each image, any scores recorded for the images, the *scoring scheme* and the competition mode. When you reload the sequence, it should be restored to be exactly as you saved it.

If you have modified a sequence (for example, by adding images or scoring images) then when you exit FFP, you will be asked if you want to save the current sequence.

Saving Tab Sets

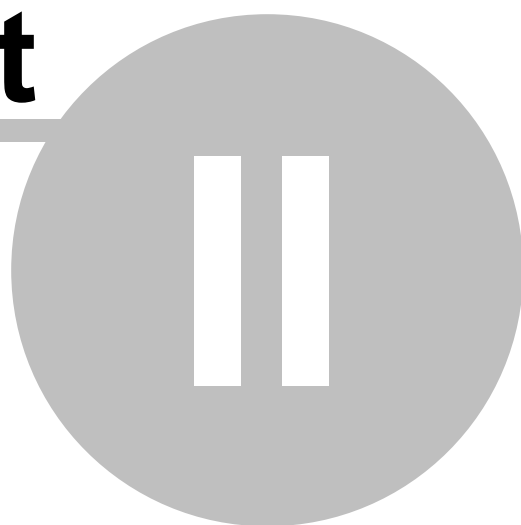
As well as saving individual sequences, you can also save a *tab set* - this contains all the currently open tabs. For example, you could have two tabs (beginner and advanced), and save the tab set - both the sequences and tabs are saved. FFP saves each tab as a separate sequence file, so you can always load just one sequence at a later date.

To save a tab set, you select **Save Sequence or Tabs as...** from the **File** menu and change the **Save as type:** drop down to **Film Free Projection Tab set:**



Now you can enter the name for the tab set.

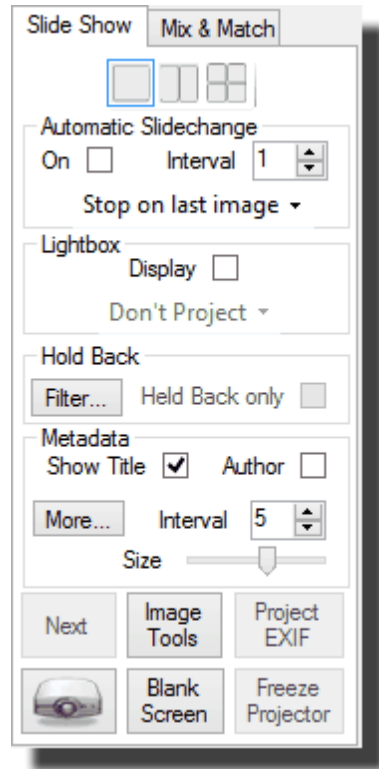
Part



2 Using FFP in Detail


2.1 The Toolbox

When running a competition, FFP is largely controlled using the toolbox:



As you can see, the toolbox contains controls for the projector, automatic slidechange and extra information that can be superimposed on the projected image. Going through the toolbox in detail:

Number of Images to Project

At the top of the toolbox, there are three icons that control the number of images to be simultaneously projected () . The way these icons behave depends on how FFP has been configured. On the [FFP Settings](#)^[201] dialog, in the **Projection** tab there is an option to [Automatically split projector](#)^[204]. If this option is checked (which is the default), then FFP will automatically split the projected image to project multiple images depending on how many images are selected; if you select two images (by clicking one image, then holding down the Ctrl key and clicking a second image) the projected view will automatically split into two and both images will be shown. The number of images icon will change to reflect the number of images being projected. FFP will project the images in sequence order; so if you select images 2, 7 and 10 then the images will appear like this:

2	7
10	

They appear in this order regardless of the order they are selected in.

If the **Automatically split projector** option is clear, then you can choose to project multiple images simultaneously by clicking the middle icon (for two images) or the rightmost (for four images).

FFP automatically chooses the appropriate number of simultaneous images for such competitions as Mix & Match or KnockOut.

Automatic Slidechange

If the **Automatic Slidechange** checkbox is ticked, then FFP will show each image in turn starting with the currently selected image. You can stop the automatic show at any point by unticking the checkbox. By default, the automatic slidechange stops when the last image in the sequence has been projected and FFP will return to showing the first image of the sequence. However, by clicking the stop option (in the example above this appears as **Stop on last image**) you can select from eight different options:

1. Stop on last image (the default).
2. Stop on locked image; this is useful if a competition is run in two sections. By placing a locked image - a title image of some kind - between the two sections, you can select Automatic Slidechange and run through all the first section and automatically stops when it reaches the locked image.
3. Stop at end of panel. This is useful in panel competitions; as it automatically shows just one panel.
4. Stop at end of panel group. This is slightly more complicated to explain! Also used in panel competitions but in [slide](#)^[108] or [cycle](#)^[108] mode - see the [panels](#)^[107] section for a description of these modes.
5. Continuous slide show; the sequence is continuously shown until the automatic Slidechange tick box is unchecked or the stop option is changed.
6. Continuous slide show (all tabs); the current sequence is shown, when the sequence has been shown, the next tab is selected and that sequence is shown and so on. When the last tab sequence has been shown, FFP starts again with the first tab sequence.
7. Full screen slide show; this option is only available if FFP is being run on a computer with one screen or if the Use Second Monitor option has been turned off in the Settings menu. If the Full screen slide show option is selected then a continuous slide show is started; the images are shown full screen, so the FFP window will disappear. A warning

message is produced before the slide show starts. Pressing any key will stop the slide show and return to the FFP display. This mode is designed for exhibitions where you want to show all the images as a continuous slide show.

8. Full screen slide show (all tabs); this is similar to the previous option except that the sequence on each tab is shown in sequence.

For all the stop options but the continuous, if the automatic slidechange has shown the last slide in the sequence, FFP will return to displaying the first image and the automatic slidechange stops.

Interval

The **Interval** associated with **Automatic Slidechange** sets the time between slides in seconds when using automatic slidechange. This can be changed whilst the automatic slidechange is in progress.

Lightbox mode

The **Lightbox mode** checkbox controls how the images are shown on the laptop screen; there are two ways of seeing the images that are to be projected; the [detailed view](#)^[36] (the default) and a [lightbox view](#)^[39] with only the image thumbnails being shown.

If the projector is turned on, then you can project the lightbox by selecting one of the projection options in the lightbox dropdown; these are one of:

1. **Don't project**; if the lightbox is currently being projected, select **Don't project** to turn off the projection.
2. **Project**; projects all the images. FFP adjusts the size of the images so they all are displayed simultaneously.
3. **Project with Numbers**; projects all the images with the image number superimposed onto each image. This allows the judge to refer to images by number.
4. **Project Selected**; only selected images are projected.

Hold Back Filter

Clicking the **Hold Back Filter** button will open the [Hold Back Filter](#)^[63] dialog.

Held Back only

The use of the **Held Back only** checkbox is described [here](#)^[57].

Metadata

Metadata is extra information about the image - such as the author, title and so on. FFP extracts metadata from the image file and this area of the toolbox allows you to superimpose selected parts of the metadata on the projected image. The Metadata area controls how information is projected.

Show Title

If **Show Titles** is ticked, then the title of the image will be briefly superimposed on the projected image. The title is either obtained from the image metadata or from the filename.

Show Author

Similarly, if **Show Author** is ticked, the author of the image will be briefly superimposed on the projected image.

More... Projection Options

Clicking the **More...** button in the project extra information area will open the [Projected Information](#)^[201] window which provides more options about what is projected and also allows you to set options about the appearance of the information.

Interval

The metadata interval sets for how many seconds the metadata will be projected with the image.

Size

This sets the size of the projected metadata. FFP will automatically adjust the font size if multiple images are being projected simultaneously; making the text smaller if more than one image is being projected.

Next

The **Next** button is intended for use with projector remote controls that can operate as a wireless mouse. If the mouse cursor is positioned over the **Next** button, then a left click will move to the next slide in the sequence, a right click will move to the previous slide in the sequence. If you have a wireless remote, the next/previous page buttons on that will move FFP to the next or previous image in the sequence.

Image Tools

The **ImageTools** button toggles the display of the [Image Tools window](#)^[65].

Project EXIF

Clicking the **Project EXIF** button will toggle the projecting of shooting information (exposure time, aperture etcetera); you can see more about that [here](#)^[119].

Large Projector Button

The large projector button in the toolbox duplicates the function of the smaller **Project Images** button on the toolbar at the top of the FFP window.

Blank Screen

The **Blank Screen** button will project a black image.

Freeze Projector

If an image is being projected and the **Freeze Projector** button is clicked, then that image will continue to be projected even if other images are selected. This allows you to (for example) delete or rename images, without having to project them. The **Freeze Projector** button will flash red if FFP is operating in that mode.

To "unfreeze" the projector, click the **Freeze Projector** button again.

Linking Blank Screen and Freeze Projector


There is an option on the [Settings](#)^[199] dialog that allows you to link the Blank Screen and Freeze Projector buttons into a single button that performs both options simultaneously.

Stopping Projection

To stop the projection, click the **Project images** button again.

2.2 Test Images

Showing a Test Images

If you click the **Test Slide** button () on the toolbar, then a test image will be projected - regardless of the state of the projected image button. The idea is that you can check that the image from the projector fills the screen and to check that the keystone of the projector is set correctly. FFP will expand the image to fill the projected image, regardless of the resolution of the projector. If you have more than one extra screen, then you can select the screen you want to use using the **Select Projector Monitor** option from the **Settings** menu.

You turn off the test slide by clicking the test slide button again.

Choosing a Different Test Image

FFP has a built-in test image and you can add your own test images; up to 5 test images can be in use, as you cannot remove the built-in test image you are limited to four of your own test images. For instructions on setting your own test images look [here](#)^[200]. If there are extra test images available, then the **Test Slide** button becomes a drop down button and you can select the test image from the drop down.







Showing the Test Slide when FFP Starts

On the [FFP Settings General](#)^[199] tab there is an option to **Show Test Image on Start**. If this is checked, then FFP will automatically project the test image as soon as FFP starts.

2.3 Sequences

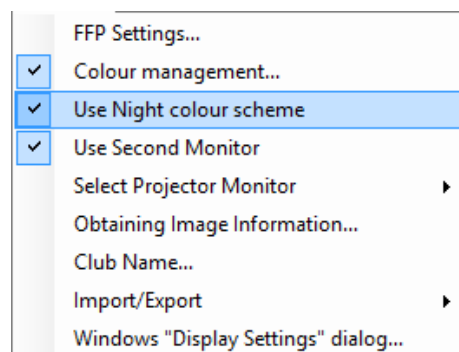
2.3.1 Detailed View

Most of the time FFP is used with the *Detailed View*, the detailed view shows the image sequence as a table:

Number	Status	Thumb	Filename	Author	Title	Score
1			DSC_0027.jpg	Tim	Cypriot Flappers	-
2			DSC_0042.jpg	Sally	Death warmed up	-
3			DSC_0053.jpg	Sally	Olympus by Sleigh	-
4			DSC_0055.jpg	Sally	Mount Olympus	-
5			DSC_0080.jpg	Jill	Wow!	-
6			Mill Background Competition.jpg	Andrew	Title Slide	-

Night Colour Scheme

By default, FFP uses a white background and black text; on the **Settings** menu, you can switch to using night colours - black background with white text:



With the Night Colour Scheme turned on, the detailed view will use a colour scheme like this:

Number	Status	Thumb	Author	Title	Score
-	Loc...				-
1			Andrew Pepper	Cypriot Flappers	-
2			Sally	Death Warmed Up	-
3			Sally	Olympus by Sleigh	-
4			Sally	Mount Olympus	-
5			Andrew	Wow!	-
-	Loc...				-

The basic operation of FFP is that you simply click the image you want to be projected. You can also use the up/down keys on the computer to move up and down the sequence, Ctrl +Home will select the first image of the sequence, Ctrl+End will select the last image in the sequence. Pressing Page Up will select the previous image, Page Down will select the next image.

For panel competitions; in detailed view, Ctrl+Cursor Up will take you to the start of the previous panel, Ctrl+Cursor Down will take you to the start of the next panel. In lightbox mode, Ctrl+Cursor Left takes you to the start of the previous panel, Ctrl+Cursor Right takes you to the start of the next panel.

Going through the columns in the table:

Number

This is the number of the image in the sequence; if an image has been held back then FFP leaves a gap in the sequence number.

Status

This shows the state of the image. As well as the text, FFP indicates the state of an image by changing the background colour. The state can be one of:

State	Meaning	Default Colour	Default Night Colour
Locked	The image has been locked ^[56] into position and is unaffected by shuffling ^[51] .	Light blue	Dark blue
Held	The image has been held back ^[57] , to see held back images, you can either tick the Held Back Only tick box or select Show All from the toolbar.	Orange	Chocolate
Held and Locked	The image has been held back and locked.	Yellow	Heart Gold
Winner	This state only applies to knockout competitions; the winning images of a knockout round are shown with a status of Winner.	Green Yellow	Sap green
Selected	This only applies to selection mode; selected images are shown with a state of Selected.	Green Yellow	Sap green
Viewed	This only applies to selection mode; when an image has been viewed, the background colour will change - the state field will not change.	Bisque	Tropical rain forest
Bad Panel Name	This state only applies to panel based competitions. It indicates that the loaded image doesn't have a correct panel name ^[107] .	Lime Green	Ao (English)
Image Resolution Larger than the Projector's Resolution	The image's resolution is larger than can be projected. FFP will automatically shrink images to fit the projector screen, so these images will project correctly, but using images much larger than necessary slows down FFP so it is good practice to use the Resize Image ^[54] option for these images.	Pink	Rose taupe

You can change the colour used for different states on the [Detailed View settings](#)^[205] dialog.

Thumb

The Thumb column shows a thumbnail of the image. The size of the thumbnail can be adjusted using the **Thumbnail Size** slider (above the toolbox).

Filename

This is the filename of the image.

Author

The author name is obtained either from the image file or the image file name. The process is described in detail in the [Author, Title and Subject](#)^[70] section.

Title

Similarly to the Author name, the Title is also obtained from the image file or the image file name.

Subject

As with the Author and Title, the Subject is obtained from the image file or the image file name. The Subject column is not displayed by default. To turn on the display, you can *right* click the header row of the detailed view table and turn on display of the Subject column or use the **FFP Settings** menu and select the **Detailed View** tab.

The subject field is used when scoring competitions which have a mixture of "set subjects". [FFP can calculate the score for individual subjects](#)^[163] provided that the Subject field is set to

the appropriate subject.

Score

The score field is used to show the score awarded to an image. Scores of zero are shown as a dash ("-").

The format of the score depends on the scoring scheme in use. When there is one score per image and a score is awarded to each image, then the score will be the number of points (for example, 8 or 9½). If there is more than one score recorded per image, then the score will be shown as the list of scores and the total (for example, 7 + 8 + 7 = 22). Finally, for ordinal scoring schemes the position is shown with the corresponding number of points in brackets (for example, First (10), Second (8) or Third (6)).

Votes

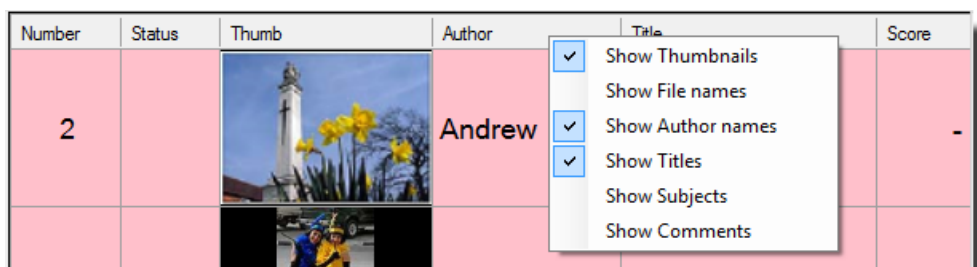
If you are using FFP in Selection mode, then the Score column is replaced with a Votes column, showing the number of votes each image has received.

Comment

The comment column shows any comments associated with the image. There is more about adding comments [here](#)^[62].

Configuring the Detailed View

You can control whether the Thumbnails, Filenames, Author names, Titles, Subjects or Comments columns are displayed by right clicking the header of the table and selecting the columns from the menu that appears:



Alternatively, you can use the [FFP Settings](#)^[205] dialog.

2.3.2 Lightbox View

The alternative to the [Detailed View](#)^[36] usually used for FFP is the *Lightbox View* mode; in this mode just the thumbnails of the images in the sequence are shown:



The lightbox view mode makes sorting images easier. If the mix & match competition is selected then FFP only allows a lightbox view.

As with the Detailed View, the size of the thumbnails can be adjusted using the **Thumbnail Size** slider.

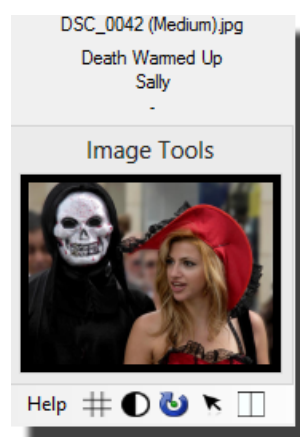
In lightbox view mode, the state of an image is indicated by the background colour of an image; the colours are shown below:

State	Meaning	Default Colour	Default Night Colour
Locked	The image has been locked ^[56] into position and is unaffected by shuffling ^[57] .	Light blue	Dark blue
Held	The image has been held back ^[57] , to see held back images, you can either tick the Held Back Only tick box or select Show All from the toolbar.	Orange	Chocolate
Held and Locked	The image has been held back and locked.	Yellow	Heart Gold
Winner	This state only applies to knockout competitions; the winning images of a knockout round are shown with a status of Winner.	Green Yellow	Sap green
Selected	This only applies to selection mode; selected images are shown with a state of Selected.	Green Yellow	Sap green
Bad Panel Name	This state only applies to panel based competitions. It indicates that the loaded image doesn't have a correct panel name ^[107] .	Lime Green	Ao (English)
Image Resolution Larger than the Projector's Resolution	The image's resolution is larger than can be projected. FFP will automatically shrink images to fit the projector screen, so these images will project correctly, but using images much larger than necessary slows down FFP so it is good practice to use the Resize Image ^[54] option for these images.	Pink	Rose taupe

You can change the colour used for different states on the [Detailed View settings](#)^[205] dialog.

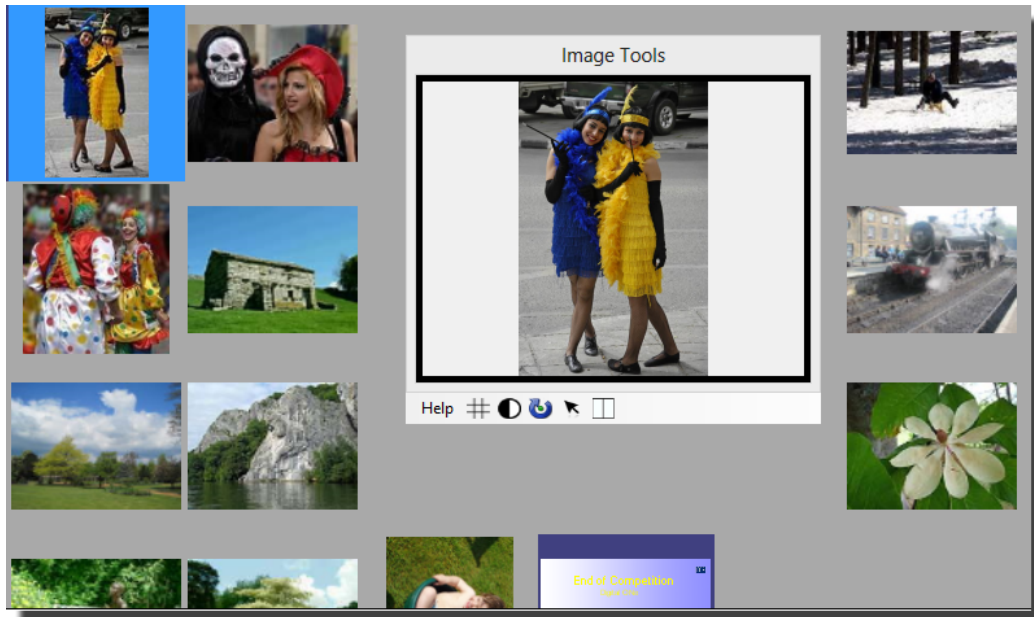
As well as the colour, the state is also indicated by the tooltip which is displayed when the mouse hovers over an image.

When you click an image on the lightbox view, information on the image is shown under the toolbox, for example:



The **Image Tools** window which appears under the toolbox can be used to manipulate the projected image and to move projected labels; this is described in more detail [here](#)^[65].

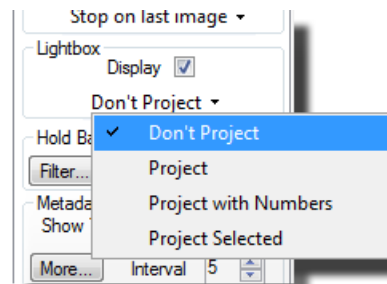
You can move and resize the Image Tools window. If you move it over the lightbox view, then the thumbnails automatically "dodge" around the image:



On the [FFP Settings](#) ^[206] dialog, you can configure whether FFP will automatically project selected images (the default) or only project images when the **Project Image** button is clicked.

Projecting the Lightbox

If the projector is turned on and using the second monitor, you can project the images on the lightbox by selecting one of the projection options on the lightbox area of the toolbox:



All the images are projected; FFP automatically resizes the images so they all fit on the projected screen. Because of this, if you have a large number of images, the thumbnails will be small and it may take several seconds before the projected images appear.

If the **Project** option from the dropdown is selected, then the projected lightbox view looks like this:



If you select **Project with Numbers** then the projected lightbox thumbnails have numbers superimposed upon them:



On the lightbox view itself, numbers are also superimposed. This allows the judge to refer to images by number and the projectionist to know which images they are referring to.

If **Project Selected** is selected, then only the selected images on the lightbox will be projected.

Held Back Images

Holding back images on the lightbox view is the same as the detailed view; you press the space

bar and the image is held back. By default, the image vanishes from the lightbox when it is held back and you can see the held back images by ticking the **Held Back only** check box on the Toolbox. Before version 2.2, FFP used to always show all the images on the lightbox; you can revert to this behaviour by ticking the **Always show all images (including held back)** option on the [Lightbox View](#) ^[206] tab of the **FFP Settings** dialog.

2.3.3 Status Strip

At the base of the FFP Window is a status area; this shows information about the sequence, for example:

Image Count	Held Back ▾	Scoring Scheme ▾	Error	Author Name
55 Images. 14 panels.	3 held back.	PanelBased	7 bad panel names.	Andrew

Going from left to right; the number of images (and if in a panel based competition) panels is shown.

The number of held back images (or panels) is shown. The **Held Back** header is a dropdown; click the down arrow beside it and you can chose to show all except held back images, just the held back images or all images.


The scoring scheme in use; you can click the down arrow beside the **Scoring Scheme** label and choose a different scoring scheme or to show the results of the competition.

The next area shows any error messages associated with the sequence; in practise, this means illegally named images for panel competitions.

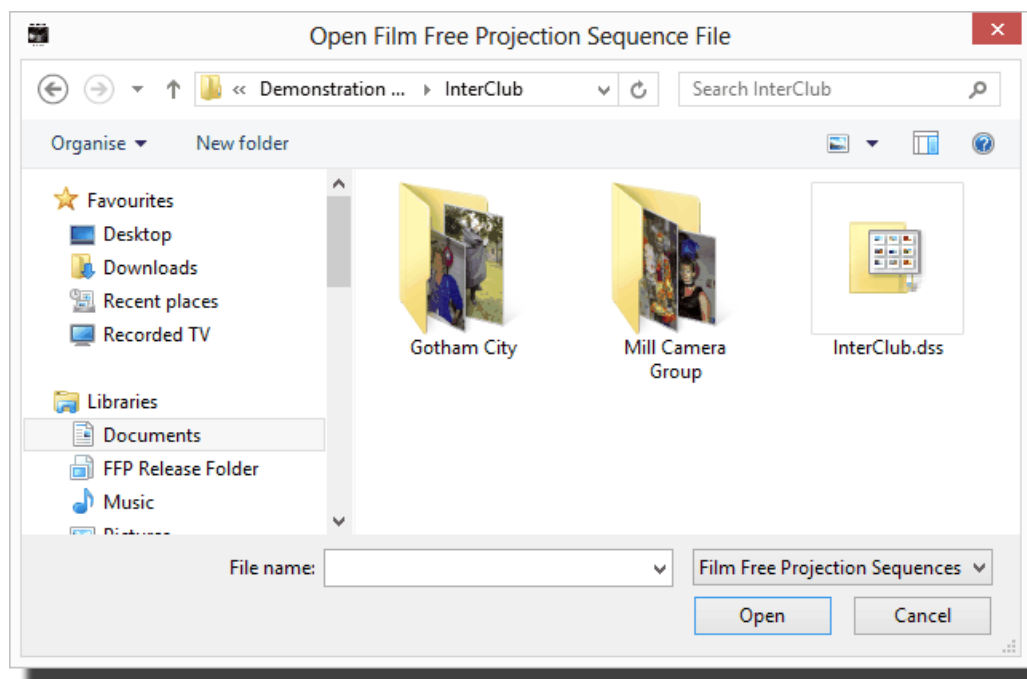
Finally, the **Author Name** area shows the author name of the currently projected image.

2.3.4 Open Existing Tab or Sequence

From within FFP

Once you have saved a sequence or tab set, you can reload it by selecting **Open sequence** from the **File** menu or by clicking the **Open Existing Sequence** drop down () the toolbar.

You will be asked to select the sequence file:



Sequences are stored as a .DSS type file, tab sets are stored as .FFP type files. You can choose the file type to load from the file type drop down (to the right of the **File name** area).

When you have selected a sequence or tab set file and clicked **Open**, FFP will create a new tab and load the sequence(s); note that FFP stores the name and location of each image file - not the actual images, so if you have renamed, moved or deleted any of the images files then FFP will produce an "Problem Loading <filename>" error message.

If you want to move an entire sequence, including the images, to another machine use the [Export Sequence and Images](#)^[175] facility. Similarly, if you want to move an entire tab set (all the current tabs, sequences and images) use the [Export Tabs, Sequences and Images](#)^[172] facility.

As well as the image names and locations, the .FFP or .DSS file contains the type of competition (InterClub, Mix & Match and so on) and the scoring scheme used for scoring the competition.

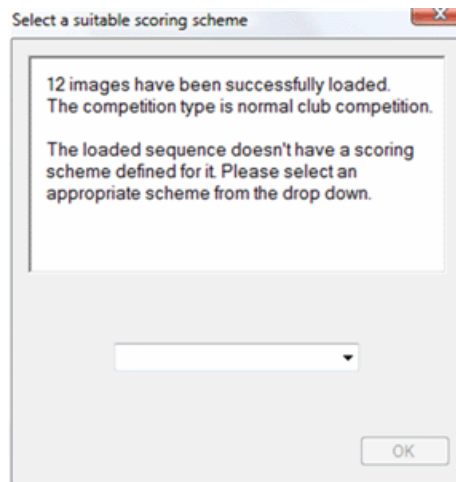
If the scoring scheme saved with the sequence doesn't exist, then FFP will add it to the list of scoring schemes. If you have an existing scheme with the same name as the scheme saved with the sequence, then FFP will check if the saved sequence is different and, if so, create a new name for the added sequence.

For example, you create a sequence and select a scoring scheme called "ByAuthor" to score it. You save the sequence.

You decide to change the "ByAuthor" (for example, you change the minimum score from 0 to 1).

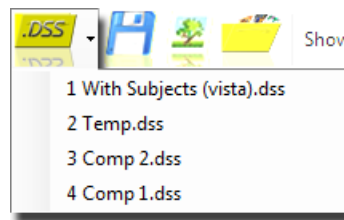
When you load your saved sequence, FFP finds that the "ByAuthor" scheme being loaded is different from the existing one, it adds the loaded sequence with the name "ByAuthor(1)" and uses that sequence to score the sequence - unless you use the **Select Scheme to Use...** option from the **Score** menu to change it.

If there was no scoring scheme in use when the sequence was saved, or the sequence was saved from a pre-version 2.0 FFP, then FFP will prompt you for the appropriate scoring scheme:



You should select an appropriate scoring scheme from the drop down.

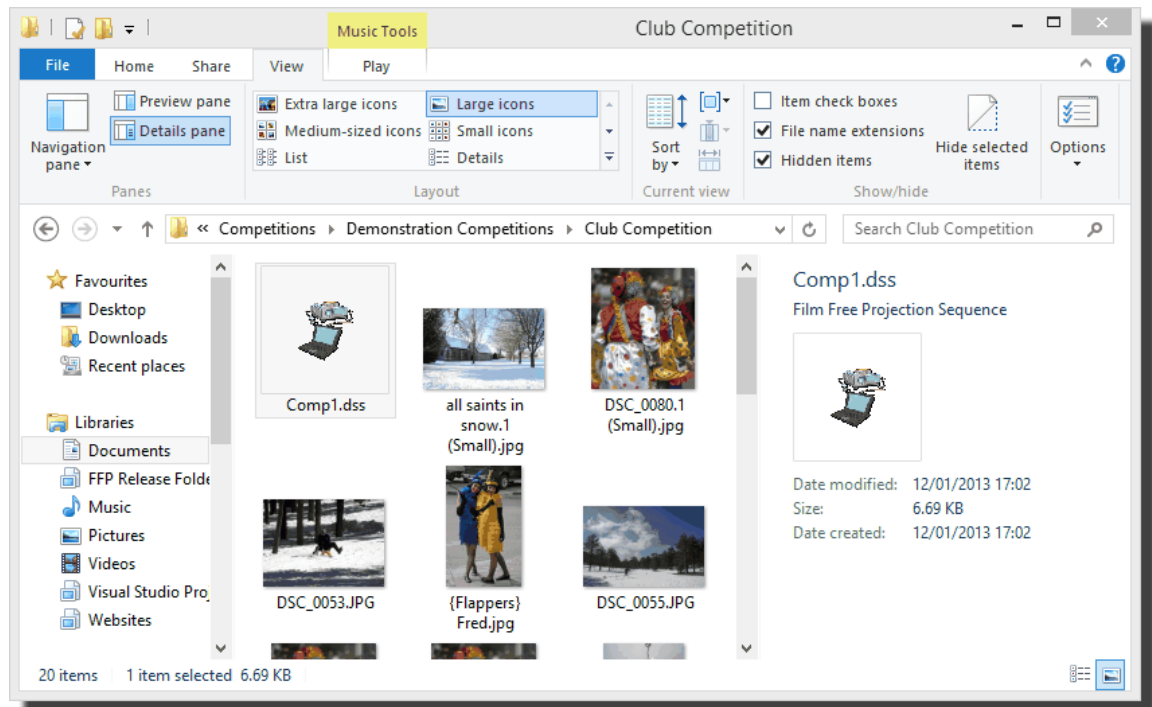
FFP remembers the previous four sequences that have been loaded; these can be selected from the **Open Existing Sequences** drop down:



Or by selecting the **Recent Sequences ...** option from the file menu.

From Windows Explorer

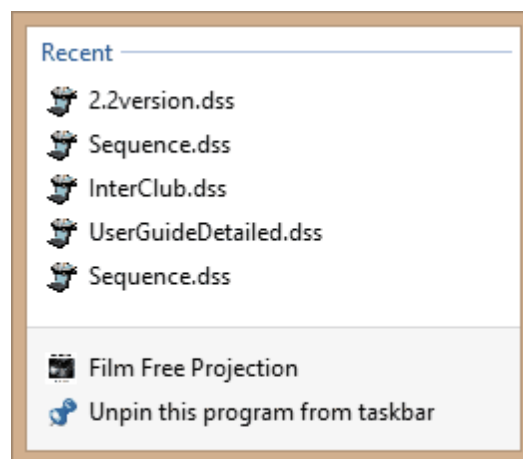
You can also load a sequence from Windows Explorer by double clicking the sequence file. From within Explorer, FFP sequences appear with an FFP icon, for example:



You can double click a sequence file and Windows will automatically start FFP (if it isn't already running) and load the sequence file.

You can also drag and drop sequence files into a running version of FFP.

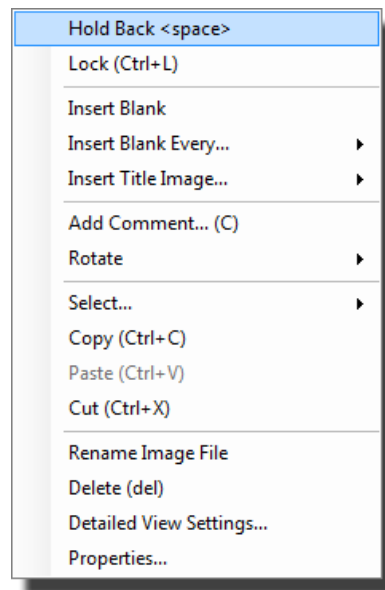
With Windows 8 or 7, you can right click the FFP icon in the taskbar to see recently loaded sequences:



If you are using Windows 7, then the operating system remembers recently used sequence files and these can be opened from the Start menu:

2.3.6 The Context Menu

In both the Table and Lightbox views, a *context menu* is available. To display the context menu, *right* click an image:



The actual entries available on the context menu depend, to some extent, on the competition type and whether the image has been scored.

Going through all the possible menu options:

Hold Back

This option is used to [hold back](#)^[57] the selected image.

Lock

This option is used to [lock](#)^[56] an image into position. If an image is locked then it won't be affected by shuffling the images.

Unlock All

If there are "locked" images, then this option allows you to unlock all locked images in the sequence.

Insert Blank

This option inserts a blank image (a solid black image) into the sequence at the current image position.

Insert Blank Every...

This option inserts a blank image every *n* images.

Change Club Name...

If a title image is selected, then this option allows you to change the camera club name that's projected on some title images.

Change Competition Name...

If a title image is selected, then this option allows you to change the competition name that's

projected on some title images.

Change Judge Name(s)...

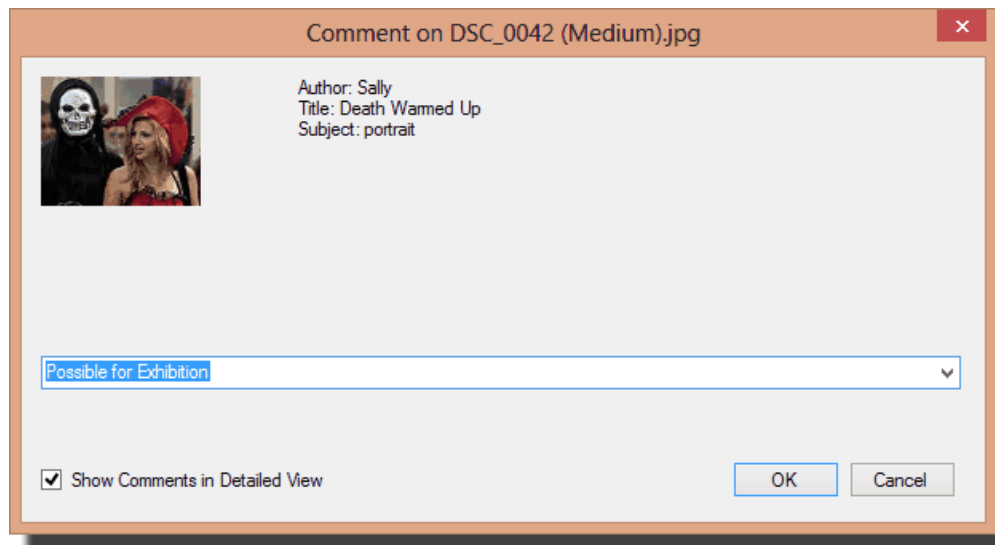
If a title image is selected, then this option allows you to change the judge name(s) that's projected on some title images.

Insert Title Image...

This option opens a sub-menu that lets you insert a pre-defined title image into the sequence. You can see more about title images [here](#)^[58].

Add Comment...

Selecting the **Add Comment...** option will produce the **Comment** dialog:



The **Comment** dialog allows you to add a comment to an image; there is more about commenting [here](#)^[62].

Resize selected to fit projector

If an image is larger than required to fit the projector resolution, this option allows you to resize the image to fit the projector resolution.

Ambiguous Metadata

This option will be visible if FFP has detected ambiguous metadata. Metadata can be stored in three different locations in an image file, IPTC, XMP and EXIF (there is more about the different formats [here](#)^[70]). If there is contradictory data - for example, if the EXIF author name is John but the XMP author name is Jane - then the metadata is ambiguous and you can select the **Ambiguous Metadata** option to resolve the problem; essentially by selecting the data you prefer to use. The **Ambiguous Metadata** dialog is described [here](#)^[85].

Rotate

This option displays the **Rotation** menu which allows you to [rotate or flip](#)^[54] images.

Select...

The **Select...** option allows you to select images based on particular criteria:

- All; all the images are selected.

- Deselect All; all the images are deselected.
- All with this Score; all the images with the same score as the current image are selected.
- All by this Author; all the images with the same author name as the current image are selected.
- All with this Subject; all the images with the same subject as the current image are selected.
- All Locked images; all the locked images are selected.
- Invert Selection; any selected images are deselected, any deselected images are selected.

Cut, Copy, Paste

These options are used to move images within the sequence. The process is described [here](#)^[23].

Selections

The Selections submenu is used if you are using FFP in [Selection](#)^[188] mode.

Panels...

This menu option only appears during panel based competitions; it drops down a **Panels** menu which allows you to select all the images in a panel or to sort the panels by score. See [Panel Based Competitions](#)^[107] for more information.

Knockout Winner

This option is used during [Knockout](#)^[91] competitions to change whether an image has won or lost a knockout round.

Clear Score(s)

If an image has a score associated with it, this option will be visible and can be used to clear the score. For most scoring schemes you can give an image 0 points to clear the score. However, for placed based competitions this isn't possible so the **Clear Score** option should be used to remove a "place" allocated to an image.

Rename Image File

This option is used to rename the image file; this is mainly used for panel competitions to correct misnamed files.

Delete

This option deletes the selected image.

Detailed View Settings...

Open the FFP settings dialog on the Detailed view tab.

Lightbox Settings...

Open the FFP settings dialog on the Lightbox tab.

Properties

This option is used to display the [EXIF, XMP or IPTC](#)^[70] properties associated with an image.

2.4 Images

2.4.1 Shuffling and Sorting Images

A common requirement for camera club competitions is to randomly shuffle images; clicking the shuffle (🔄) button will arrange all the slides in a random order - except for [locked images](#).

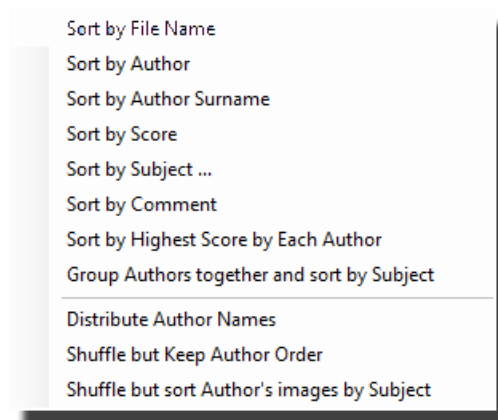
^[56] If an image is locked then it will keep its position in the sequence; this is intended largely for title and end images - you can place a title image at the start of the sequence and an End image at the end, lock these two and click the shuffle button. All the images will be randomly arranged, except for the first and last images.

Multi-Leg Competitions

For [Multi-Leg](#) ^[103] competitions, it is vital if the final scoring is to be accurate that images aren't moved, to ensure this - or at least to make it very difficult! - FFP disables the shuffle/sort options if the sequence is from a Multi-Leg competition.

Shuffle Options

As well as "straight" shuffling, there are a number of sorting/shuffling options available. Clicking the drop down arrow on the shuffle button displays the options:



Going through these options:

Sort by File Name

As you might expect, this sorts the images alphabetically by file name. You can also sort the sequence by score by clicking the **Filename** heading at the top of the Detailed View table.

Sort by Author

This sorts the images alphabetically by author name. You can also sort the sequence by score by clicking the **Author** heading at the top of the detailed view table.

Sort by Author Surname

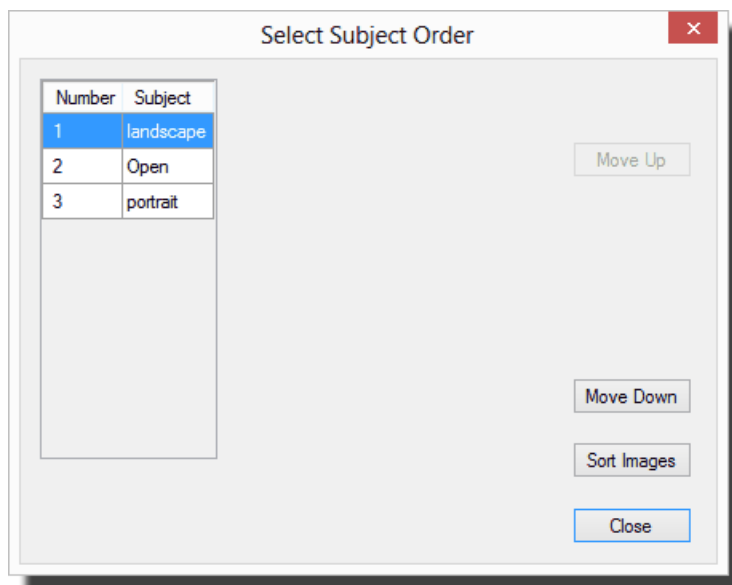
This is similar to the "sort by author" option except that FFP looks for each author's surname and sorts alphabetically by that.

Sort by Score

This sorts the image by score with the highest scoring image first. You can also sort the sequence by score by clicking the **Score** heading at the top of the detailed view table.

Sort by Subject

Clicking **Sort by Subject...** will open the **Select Subject Order** dialog:



This dialog is used to select the order you want the sequence sorted into. For example, if you are running a competition with two "set" subjects of "portrait" and "landscape" with other images going into "open", you may want to judge all the portrait images first, then all the landscape and finally the open. Using the **Select Subject Order** dialog you can use the Move Up/Move Down buttons to move the selected subject into position and when everything is correctly placed, click the **Sort Images** button to sort the sequence into the subject order you've specified.

Sort by Comment

The **Sort by Comment** option will sort the sequence into alphabetic order of comment. You can also sort the sequence by comment by clicking the **Comment** heading at the top of the detailed view table.

Sort by Highest Score for Each Author

This option sorts the images by the highest score for each author, then the second highest score and so on. For example, there is a small competition with 3 entrants Andrew, Bill and Charlie. They receive scores as follows:

Author	Score
Andrew	6
Andrew	9
Bill	8
Charlie	9
Bill	9
Charlie	7

After sorting by highest score, the table sequence will be:

Author	Score
Andrew	9
Bill	9
Charlie	9
Andrew	6
Bill	8
Charlie	7

Group Authors Together and Sort by Subject

This option will group the images by author name, but sort each group by subject. The groups are randomly shuffled. This sort option is used by the [Selection](#)¹⁸⁸ mode.

Distribute Author Names

This option will sort the images trying to keep the author names separated as much as possible.

Shuffle but Keep Author Order

With this option, FFP shuffles the images but keeps the original order of individual images. To explain; suppose an author enters three images (called One, Two and Three for simplicity's sake) and as projectionist, you load these images in the order One, Two and Three. After a "normal" shuffle, these images could end up anywhere in the sequence and the author's original order is lost. Using the Keep Author Order shuffle option, the images are moved but the author's order is maintained.

Shuffle but Sort Author's Images by Subject

With this option, FFP shuffles the images but keeps the original subject order of individual images: Imagine that an author enters three images with the subjects of Portrait, Landscape and Open. As projectionist, you load these images in the order Portrait, Landscape and Open. After a "normal" shuffle, these images could end up anywhere in the sequence and the author's original order is lost. Using the Keep Author Subject Order shuffle option, the images are moved but the author's subject order is maintained.

Knockout Mode

If FFP is running a knockout competition, then the shuffle function will try and stop pairs of images being by the same author. Shuffling is performed automatically at the start of each knockout round, so there is normally no need to use the shuffle command "manually" during the knockout competition.

Panel Mode

If FFP is running a panel based competition, then the **Shuffle** button will shuffle the panels but not the images within each panel, so the order of the panels will change but the images will be kept in "panel" order.

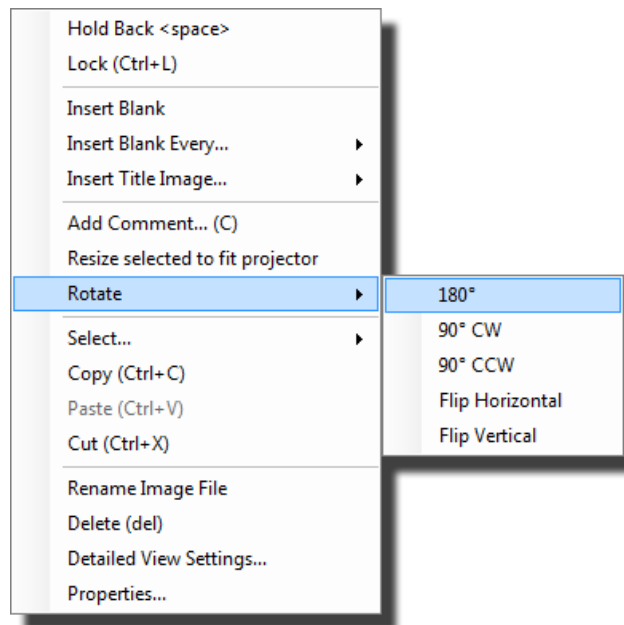
Selection Mode

If you are in selection mode and have checked the **Group images by author and sort by subject** option on the [Selection Dialog](#)¹⁹¹, then clicking the **Shuffle** button will move the author groups around but keep the images grouped by author. If the **Group images by author and sort by subject** option is not checked, then clicking the shuffle button will perform a regular

shuffle.

2.4.2 Rotating Images

To rotate an image *right* click an image. You'll see a rotate image option; click that to get the rotate menu:



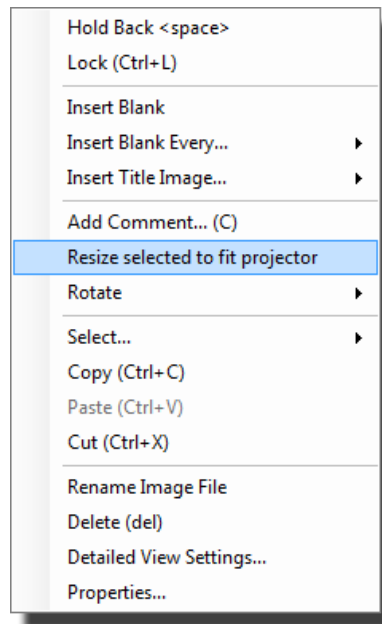
You click the rotation option you want. When you rotate an image the original image file is modified, so it's recommended that you only use copies of the images for competitions - this is the usual way of operating in any case. A side effect of this is that it is not possible to rotate read-only images (such as those stored on CD).

You can *temporarily* rotate a projected image using the [Image Tools](#)^[65] Window.

2.4.3 Resizing Images

If images have a larger resolution than the projector supports, FFP will automatically shrink the displayed image to fit the [projector resolution](#)^[204]. However, it is good practice to resize the images to fit the projector resolution; it makes then images load and project faster.

When you load images into FFP, they are automatically compared in size to the projector resolution. If an image is larger than necessary, then the background colour of the image's row in the detailed view is shown in pink. You can resize an individual image by right clicking and selected the **Resize selected to fit projector** option:



If a sequence has images that are too large within it, then the sequence title will have a ">" character added. You can right click the sequence title and select **Resize All Images to Fit Projector** from the menu that appears.

If the projector hasn't been opened or if the projector resolution is less than 1024x768 then FFP doesn't offer the resize options. You can set the projector resolution using the [Settings dialog](#)²⁰⁴.

If an image is being projected then FFP cannot resize it, so it's recommended that projection is turned off before using the resize options.

2.4.4 Deleting Images

To remove an image from the sequence, you can select the image and press the delete key. You can also right click an image and select **Delete** from the menu that appears.

You can delete multiple images by holding down the Ctrl key whilst clicking them with the mouse and pressing the delete key to remove them all. You can delete *all* the visible images by pressing Ctrl+A and then pressing delete; only the visible images will be deleted - if there are held back images and **Show All** and **Held Back only** are not selected, then the held back images will not be deleted.

If you delete the last image in a sequence, then the tab associated with that sequence will be removed.


Note that the image file is not being deleted; the image is only being removed from the FFP sequence.

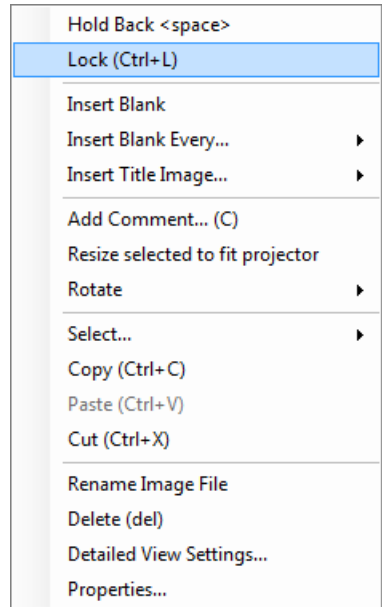
Undoing Deletes

If you delete an image by mistake, you can undelete it by clicking the **Undo** button on the

toolstrip.

2.4.5 Locking Images

If an image is locked then its position in the sequence is not affected by clicking the **Shuffle** button - . This is usually used for title and end images that are always in the same position in the sequence. To lock an image right click the image you want to lock;



and select **Lock** from the menu that appears. To unlock an image that is locked, right click and select **Lock** again.

If an image is locked then, in detailed view mode, the colour of the row changes and the status of the image is shown as "Locked". If you are working with the lightbox, then you will see the status of the image as "locked" as a tooltip when the mouse hovers over the image.

A tip for held back images; if you have a title image which introduces the held back images then you can place that at the front of the sequence, lock it and hold it back - it won't appear in the normal sequence, but it will appear as soon as you switch to Held back only images.

Locked Images and Scoring






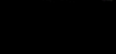
Locked images are treated differently from normal images; if an image is locked then FFP assumes it is a title slide and

- will not insist on the image having an author name set even if the scoring scheme would normally require that all images have author names set.
- Will not include the image in the results summaries.
- The automatic slidechange can be set so that it stops when it meets a locked image.

2.4.6 Holding Back Images

During a competition, the judge will often ask for an image to be "held back". This groups together the images the judge particularly likes for marking at the end. This is easy with FFP.

During a competition, you will have a list of images such as this:

Number	Status	Thumb	Filename	Author	Title	Score
1			DSC_0027.jpg	Tim	Cypriot Flappers	-
2			DSC_0042.jpg	Sally	Death warmed up	-
3			DSC_0053.jpg	Sally	Olympus by Sleigh	-
4			DSC_0055.jpg	Sally	Mount Olympus	-
5			DSC_0080.jpg	Jill	Wow!	-
6			Mill Background Competition.jpg	Andrew	Title Slide	-

As an example, suppose the judge has just talked about the fourth image in the sequence - the row that is currently selected, however instead of giving it a mark he decides to "hold it back", you press the space bar on the computer; the image will disappear from the list of images and the next image will automatically appear. If there are held back images, then the **Held back only** checkbox on the [toolbox](#)^[30] will be enabled and the number of held back images will be shown at the base of the FFP window. You can choose to show just the held back image by checking the **Held back only** checkbox or by selecting **Show Held Back Only** from the Held Back dropdown menu at the base of the FFP Window:



In Lightbox view mode, you can change the behaviour of held back images on the **FFP Settings** dialog; you can set FFP so that all the images are always displayed, even if held back.

To see the held back images together with the non-held back in the normal, detailed view mode, click the **Show All** button on the tool bar or select the **Show All** option from the Held Back dropdown menu at the base of the FFP window; all the images will be seen.

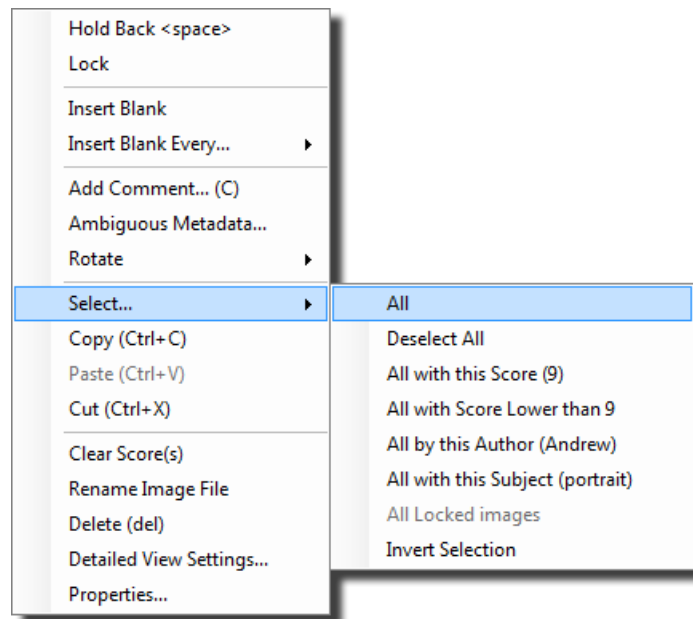
You can "unhold" *all* the held images by selecting **Unhold all** from the **Image** menu.

To "unhold" an image in detailed view mode, you must tick the **Held back only** checkbox, select the image you want to unhold and press the space bar - the image will vanish from the held back list. Clear the **Held back only** checkbox and you should find the image back in the regular images.

2.4.7 Selecting Images

You can use the "standard" Windows selection techniques to select images; holding down the Ctrl key allows you to select multiple images by clicking each image you want to select. You can also select a block of images by clicking the first image of the block you want to select then holding down the Shift key and click the last image of the block; all the images in the block will be selected.

More sophisticated selections are available on the **Select...** submenu of the context menu:



Going through the options on the **Select...** submenu:

- **All**; this selects all the images.
- **Deselect All**; this deselects all the images.
- **All with this Score**; this selects all images with the same score as the current image.
- **All with Score Lower than...**; this selects all images with a score below the score of the current image.
- **All by this Author**; this selects all the images by the same author as the current image.
- **All with this Subject**; this selects all the images with the same subject as the current image.
- **All Locked Images**; this selects all the [locked](#)^[56] images in the sequence.
- **Invert Selection**; any selected images are deselected, any unselected images are selected.

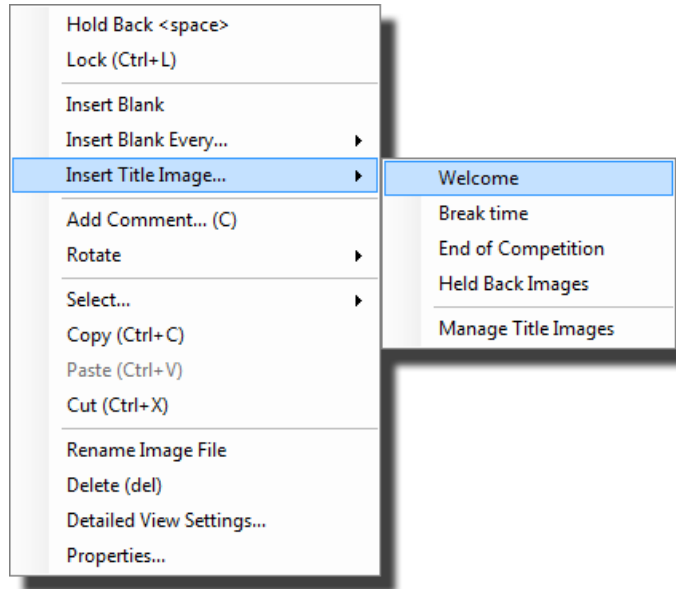
2.4.8 Title Images

Title Images are images that FFP can generate to give extra information to the viewers. For example, they can be used to introduce competitions, indicate the time for a break or the end of a competition.

FFP comes with four built-in title images; *Welcome*, *Break time*, *End of Competition* and *Held*

Back Images and it's easy to add new title images for your own requirements.

To insert a title image into a sequence, you *right* click where you want the title image to appear in the sequence and select **Insert Title Image...** from the context menu that appears. For example, to insert the Welcome title image:



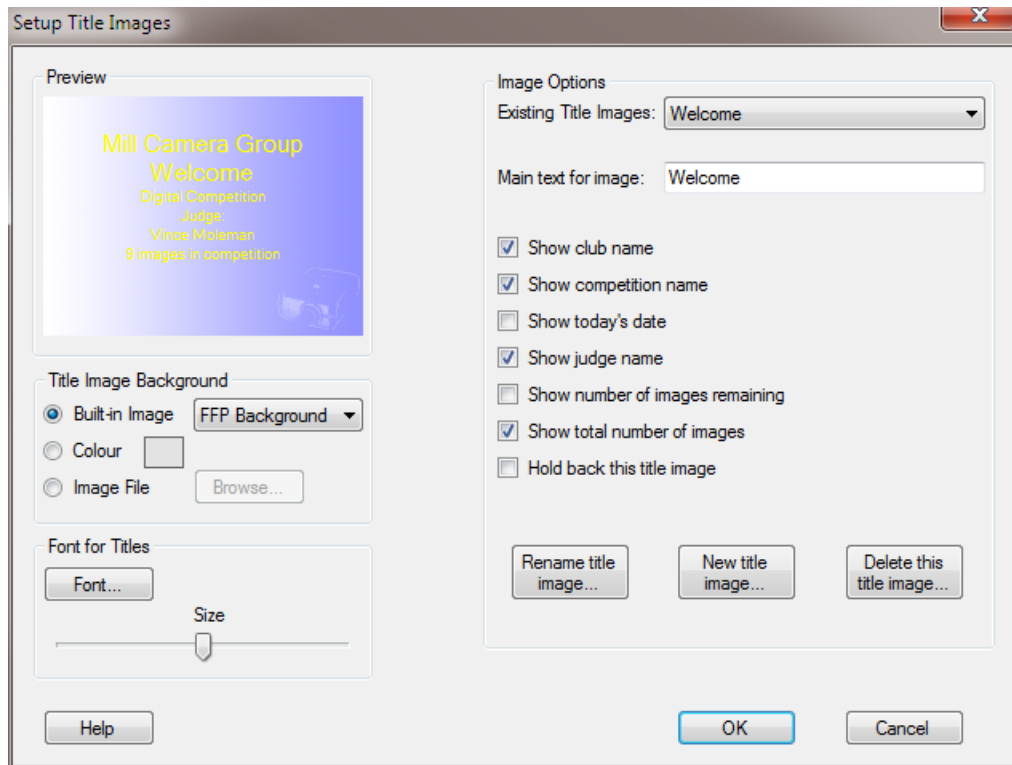
To insert an image at the end of the sequence, right click after the last image of the sequence - a smaller context menu appears that allows you to insert title image or blanks at the end of the sequence.

More about Title Images

- Title images are always inserted locked into position - they are unaffected by shuffling.
- It is possible to hold back title images; for example, the Held Back Images title image is automatically held back.
- Title images usually contain "custom" information - such as the camera club name, competition name or judge(s)'s name.
- If the custom information has not been defined then when you try and project a title image, you will be asked for the information.

Managing Title Images

To customize the built-in title images or to create new title images, select the **Manage Title Images** option from the context menu (shown above). The **Setup Title Images** dialog will be displayed:



Going through the dialog; the top left shows a preview of the current title image. Under the preview, you can change the background; note that changing the background affects all the title images.

There are three types of background for title images; built-in images, a solid colour or an image file.

Under the Title Image Background box is the Font for Titles area; clicking the **Font...** button will open the font select dialog; this lets you choose the font face and colour used for title image text; it affects all title images.

Going through the large Image Options area on the right hand side of the dialog;

You can choose the title slide you're working on by selecting an option from the **Existing Title Images** dropdown.

The **Main text for image** area lets you set the text for the particular title image.

If the **Show club name** is checked, then the club name appears at the top of the image.

If the **Show competition name** option is checked, then the competition name is shown under the main text.

If the **Show today's date** option is checked, then today's date is shown.

If the **Show judge name** is checked, then the judge(s)'s name will be shown.

If the **Show number of images remaining** is checked, then the number of images in the sequence after the current title image will be shown. Note that title images and blanks are ignored when calculating the images remaining.

If the **Show total number of images** option is checked, then the total number of images in the sequence (ignoring title images and blanks) is shown. Note that this option combines "intelligently" with the Show number of images remaining option to form a single line of text.

If the **Hold back this title image** option is checked, then the title image will be automatically "held back" when it is inserted into a sequence.

Creating Title Images

To add a new title image, click the **New title image...** button. You'll be asked for the name of the new title image.

Deleting Title Images

You can delete the current title image by clicking the **Delete this title image...** button. You'll be asked to confirm the delete.

Renaming Title Images

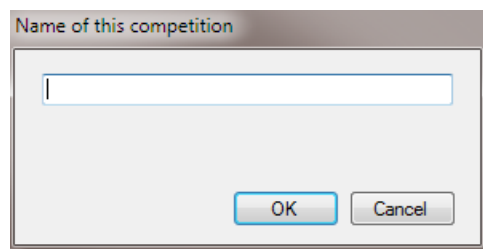
You can rename the current title image clicking the **Rename title image...** button.

Restoring the Default set of Title Images

To go back to just the default, built-in, set of title images, delete all the title images; the built-in set will be restored.

Competition Information

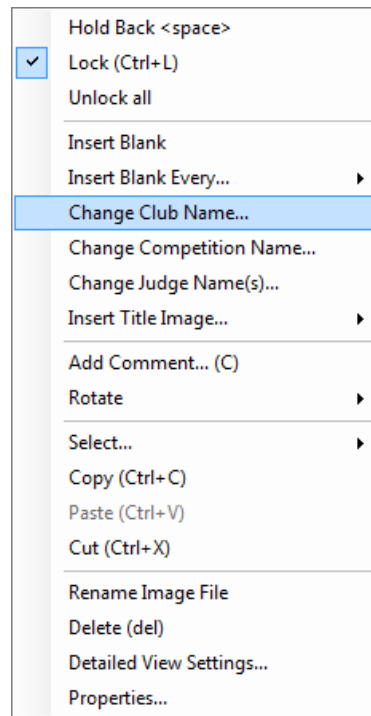
Title images such as the Welcome image contains competition and club information; by default it will show the club name, the name of the competition, the judge(s)'s name(s) and the number of images in the competition. When you first project a title image, you will be asked for the information:



FFP will save the club name and assume that doesn't change from competition to competition. The competition and judges' names will also be saved but as these are likely to change between competitions, you will be asked for these each time you run a competition - FFP offers previously used names as you start to enter the information.

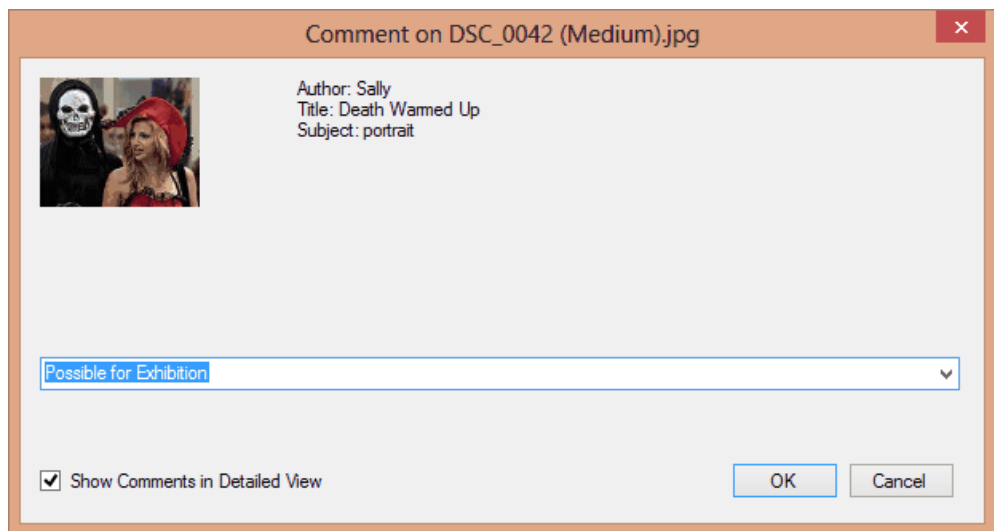
Changing Competition Information

You can change competition information by *right* clicking a title image; you'll see options to change the club name, competition name or judge(s) name:



2.4.9 Commenting on Images

When an image is selected, you can add a comment either by typing "C" or by selecting **Add Comment...** from the [Context Menu](#)^[48]. Either way, you will see the **Comment** dialog:



The **Comment** dialog shows a thumbnail of the image and the author, title and subject information.

You type the comment into the comment field. The drop down arrow on the comment field shows previous comments for other images and you can select a previous comment from the drop down. Also, as you type, FFP will prompt you with "matching" comments to what you have typed.

At the base of the dialog is a **Show Comments in Detailed View** checkbox; if you add a comment this will be automatically checked as, presumably, you want to see the comments.

Clicking **OK** will save the comment in the sequence. Clicking **Cancel** will abort the **Comment** dialog.

Comments are *not* stored as part of the image but as part of the sequence (.DSS) file. So to save the comments, you must save the sequence file.

2.4.10 Hold Back Filter

The **Hold Back** filter can be used to hold back images based on a variety of criteria. For example, suppose you have just held a competition and at the end of the evening, you would like to show all the images that scored more than 8 points. The hold back filter makes it easy to hold back all the images that scored fewer than 8 points, leaving just the images with more than 8 points to be displayed.

To use the Hold Back Filter, click the **Hold Back Filter** button on the Toolbox. The **Hold Back Filter** dialog will be displayed:

Apply	Author	Title	Subject	Min Score	Max Score	Min Author Total	Max Author Total	Matches
<input type="checkbox"/>								16

No images are currently held back.

Help Add Filter "Unhold" All Hold Back apart from filtered images Hold Back filtered images Exit

In the example we gave above, we wanted to hold back all the images that scored fewer than 8. To do that, we type "7.5" into the **Max Score** textbox and check the **Apply** checkbox; the dialog now looks like this:

Apply	Author	Title	Subject	Min Score	Max Score	Min Author Total	Max Author Total	Matches
<input type="checkbox"/>					7.5			5

No images are currently held back.

Buttons: Help, Add Filter, "Unhold" All, Hold Back apart from filtered images, Hold Back filtered images, Exit

Notice that the **Matches** field shows the number of images that will match this particular filter. To perform the hold back, we click the **Hold Back Filtered Images** button and then click **Exit**.

You can combine any of the fields, for example you could set the filter to hold back all the images by the author "Andrew" with a score of 9 or above with a subject of Portrait:

Apply	Author	Title	Subject	Min Score	Max Score	Min Author Total	Max Author Total	Matches
<input checked="" type="checkbox"/>	andrew		portrait	9				1

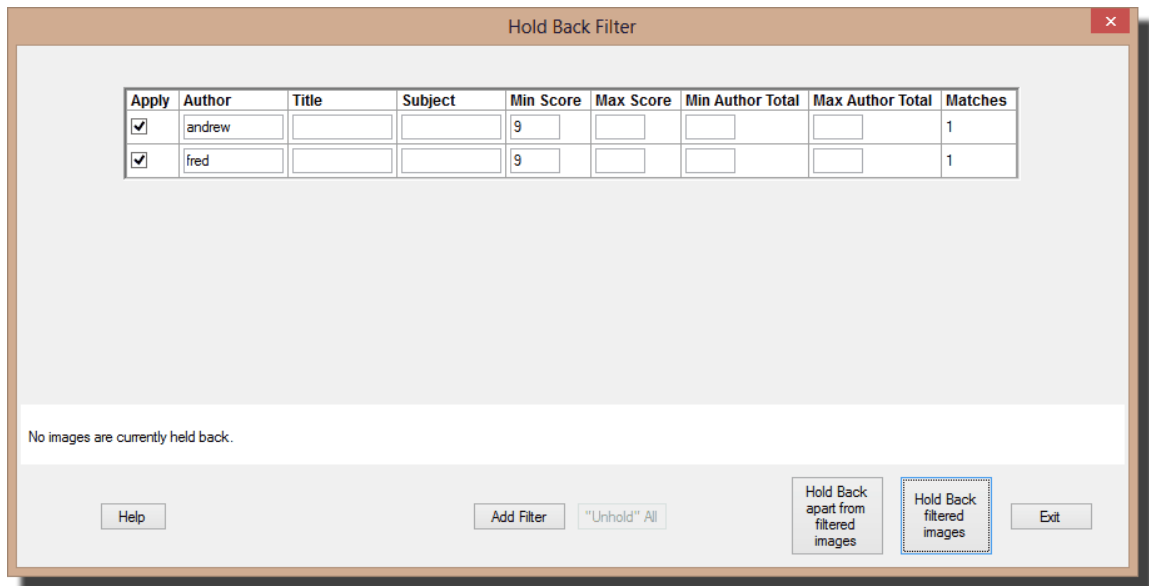
No images are currently held back.

Buttons: Help, Add Filter, "Unhold" All, Hold Back apart from filtered images, Hold Back filtered images, Exit

Note that you have the option to **Hold Back apart from the filtered images**; this will hold back all the images that don't match the filter.

Multiple Filters

Up to 8 filters can be defined. You can use multiple filters for more sophisticated tasks; for example, to hold back the images from Andrew or Fred that score more than 9, we add a new filter (by clicking the **Add Filter** button) and set them as below:



"Unhold" All

The **"Unhold" All** button allows you to set the state of all the images to "Unheld".

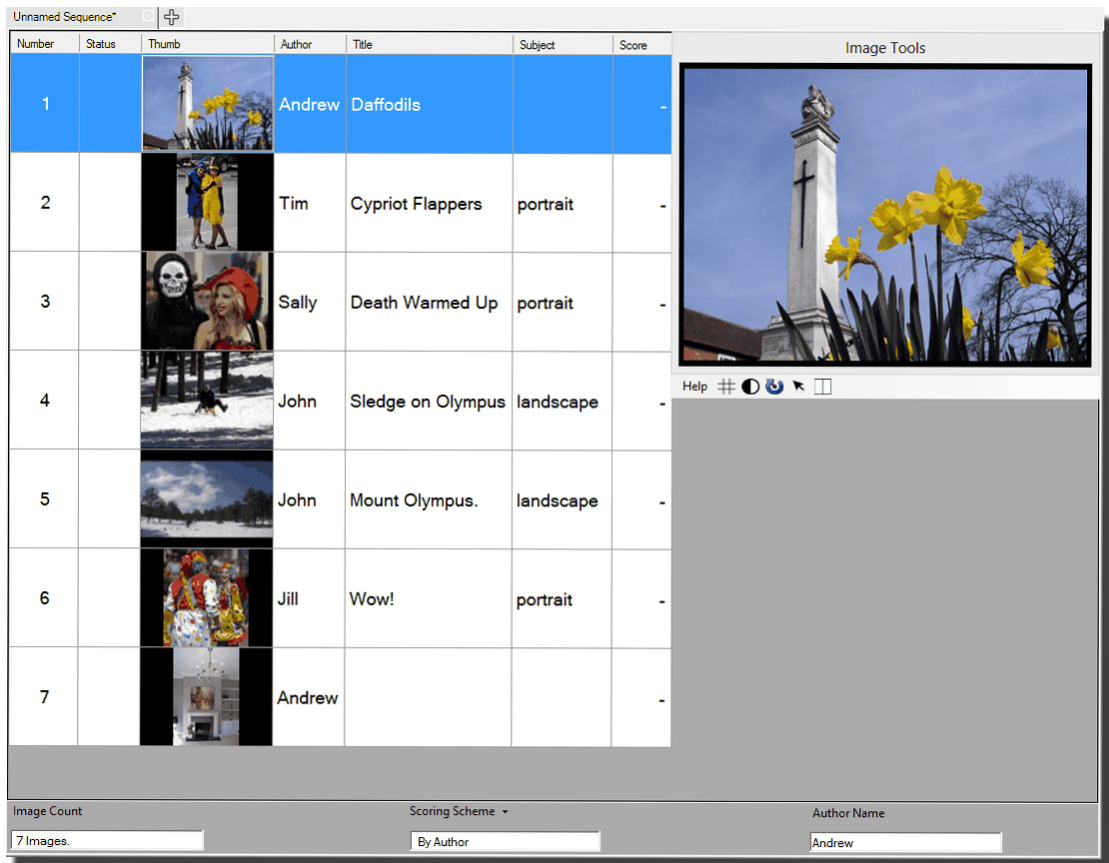
2.4.11 Image Tools

The Image Tools window is used to temporarily change the projected image. It's also useful as a preview window - it shows the image that's being projected. Using the Image Tools window, you can crop the image, zoom in on part of the image, flip the image, change the brightness of the image, display a "thirds" grid on top of the image and move a cross hair on the image. In addition, you can show the original image alongside the modified image so the audience (and judge) can compare the effect.

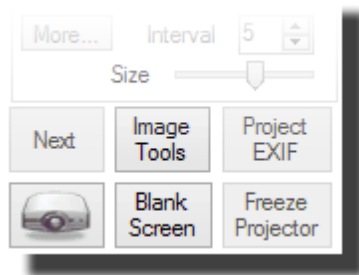
You can always remove any of the added affects by clicking the preview image or *right* clicking the preview image and selecting **Remove all affects** from the menu that appears.

The Image Tools Window

The **Image Tools** window is always displayed in Lightbox view mode; by default it appears under the toolbox. In Detailed view mode FFP will dock it alongside the detailed view table:



You can turn off the **Image Tools** window by clicking the **Image Tools** button:



There's an [option on the FFP settings dialog](#)^[205] to stop the **Image Tools** window automatically appearing in detailed view mode; if your laptop has a small screen you may find there isn't much room alongside the detailed view table.

The **Image Tools** window shows the currently projected image, including the Author, Title and Subject information (if the appropriate metadata projection is turned on).

The **Image Tools** window can be moved and resized as desired. In Lightbox view mode, the default position for the window is under the toolbox. You can reset the window position by *right* clicking in the Image Tools window and selecting **Dock image tools** from the menu that appears; in lightbox mode it's moved to be under the toolbox, in detailed view FFP tries to dock it alongside the table. If you place the **Image Tools** window over the lightbox thumbnails, then FFP will automatically make the thumbnails "dodge" around the window.

The **Image Tools** window is *constrained*; you can't move it out of FFP's main window - this is

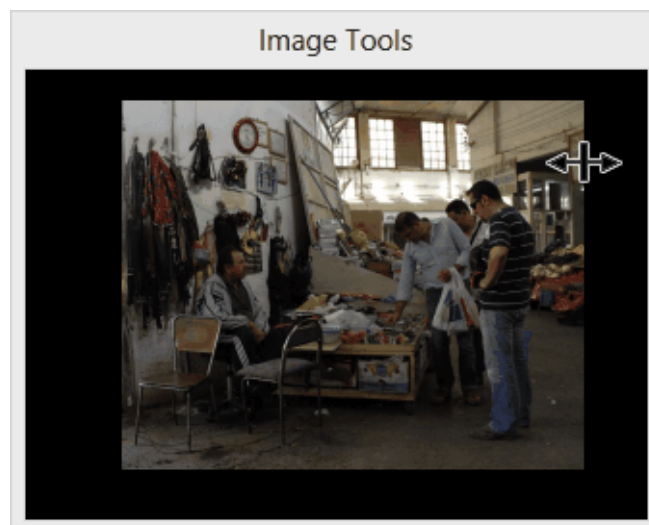
to stop it being dragged onto the projected image.

Cropping Images

You can crop the projected image by dragging the edge of the image on the **Image Tools** window. For example, imagine the image below is being projected. The ever wise judge points out that the bright lights on the edges of the image are distracting;



by dragging the edges of the image using the mouse, you can change the image to look like this:



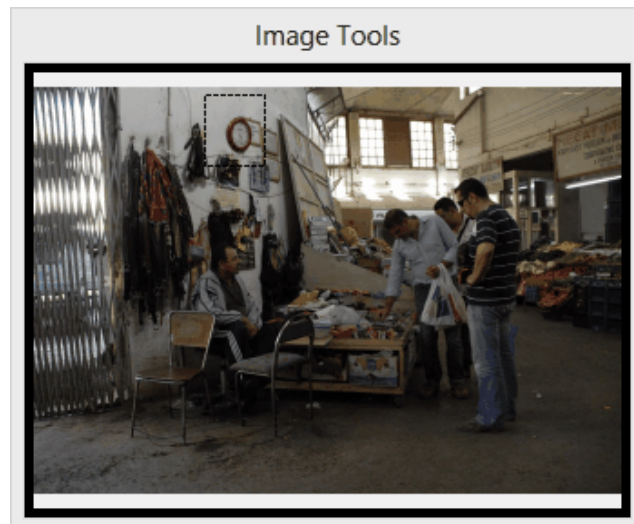
The projected image will change to reflect the new crop.

Please note that the cropping is not saved, nor does it affect the original image.

You can remove all cropping by clicking the image in the **Image Tools** window.

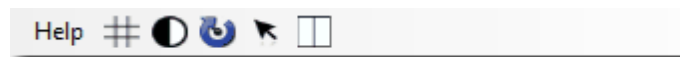
Zooming into Part of the Image

To zoom into part of the image, use the mouse to drag a rectangle across the preview image in the **Image Tools** window. A dashed rectangle will appear on the preview and also on the projected image. When you release the mouse button, the projected image will zoom to the rectangle you've drawn. The dashed rectangle will remain on the preview image. For example, in the preview image, I've dragged a rectangle around the clock:



The Image Tools

At the base of the Image Tools window is the toolbar:



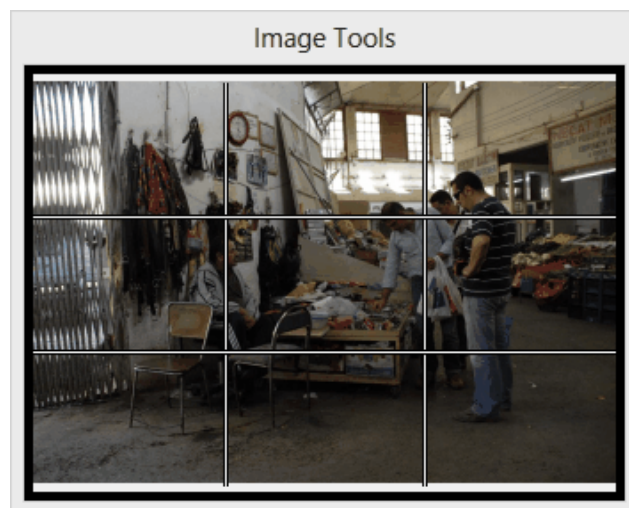
Going along the strip:

Help

The help button displays help; explaining how to use the cropping and zooming tools.

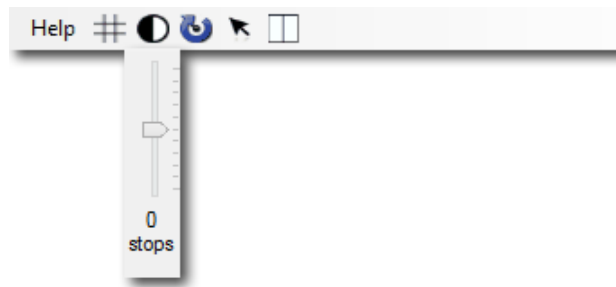
"Thirds" Grid Tool

Clicking the "thirds" icon (≡) will add a "thirds" grid to the projected (and preview) image:



The Brightness Adjustment Tool

Clicking the adjust brightness icon (◐) drops down a slider tool to adjust the brightness of the projected image.



Rotate Projected Image

Clicking the Rotate Projected Image icon (🔄) opens a menu to choose to flip the image horizontally or vertically.

Project a Pointer

Clicking the Project Pointer icon (📍) adds a crosshair cursor to the projected image. As you move the mouse cursor on the preview image, the projected cursor also moves - so you can use this to point to particular parts of the image.

Compare with Original

Clicking the Compare icon (🔍) projects the original image alongside the adjusted image so that the audience (and judge) can compare the modified image with the original. For example, for the image below the original is on the left, the modified version has been zoomed and flipped horizontally.

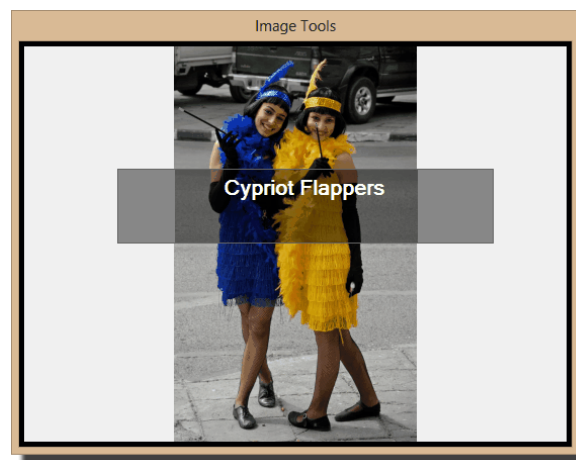


Moving Metadata

The **Image Tools** window can also be used to move projected *metadata*. As you will recall, metadata is extra information about the image. For example, for the following image, the display of title is turned on. Unfortunately, it happens that the title is placed directly in front of the ladies' faces in the photograph:



On the **Image Tools** window, you can drag the metadata away from the faces:



The projected image will change to reflect the changed position of the metadata. As with cropping, the change is temporary and when the next image is projected the metadata will be in its usual position. It is possible to permanently change the position of projected metadata in the [FFP Settings](#) ²⁰³ dialog.

2.4.12 Author, Title and Subject (metadata)

For scoring most competitions, FFP will usually need to know the author of each image, in addition many clubs insist on images having a title and, for set-subject competitions the subject of the image is also required. As we've said before, this kind of information about the image is called *metadata*. FFP can obtain metadata using two systems:

1. From the contents of the image file; as well as the actual image, there are places in the image file to store metadata. When a digital camera takes a photograph, it usually saves "shooting" information - such as exposure, aperture, camera model and so on - as part of the image file. It's also possible to set the author name, image title and image subject within the file.
2. From the file name; with this system, the author, title and subject are made part of the file name. So an image called (for example) Snowdrop by Andrew - Portrait.jpg - would be (once the appropriate settings have been made) interpreted by FFP as having the

author name "Andrew", the title "Snowdrop" and the subject "Portrait".

FFP can be configured to use either of these systems, or a combination - if the image file contains the information, it is used, but if it is missing then the file name is used instead.

You configure which system you want to use by selecting **Obtaining Image Information...** from the **Settings** menu.

Technical Background - EXIF, XMP and IPTC

EXIF, XMP and IPTC are systems for storing metadata as part of an image file.

EXIF is an acronym for Exchangeable Image File Format (well nearly!) and is a widely supported standard for storing information in image files. Most digital cameras store detailed shooting information within the image using EXIF. As well as shooting information, it is possible to store a range of extra information; for our purposes the author, title and subject are the most useful.

XMP is an equally dodgy acronym for Extensible Metadata Platform. XMP was developed by Adobe and, as the name implies, is easier to extend than EXIF. To get slightly technical, XMP uses a description language called XML which is seen as "the future" of information storage; all the versions of Windows after XP use XMP by preference (XP used EXIF). As with EXIF, XMP provides the facility for storing the Author, Title and Subject for an image.

IPTC is a, surprising successful, acronym for International Press Telecommunications Council. Adobe Photoshop stores metadata using both IPTC and XMP.

One complication is that an image can have any or all of EXIF, XMP and IPTC data attached so there are three places where the Author, Title and Subject might be stored. In most cases, the information is only in one area and FFP will use whichever area has the information set. If there are images with different metadata in the different areas then there is an **Ambiguous Metadata** dialog which makes it possible to decide which to prefer for particular images.

Viewing and Setting with Windows XP

Windows Explorer makes it possible to see and modify image metadata. Windows XP uses EXIF for the Author/Title/Subject metadata (later versions of Windows use XMP/IPTC). In this subsection, we'll go through viewing the author, title and subject information using Windows Explorer under Windows XP.

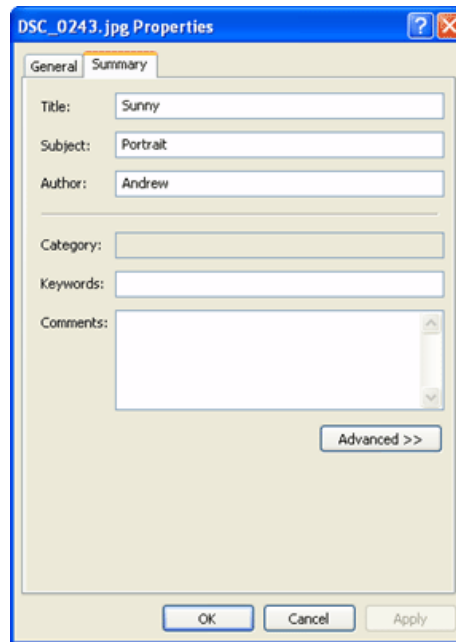
There are several ways to open Explorer:

- Double clicking My Documents will open Explorer.
- Press the Windows key (found between the Ctrl and Alt key on most keyboards) and, keeping the Windows key held down, press E to open Explorer.
- Right click the Start button and choose Explore from the menu that appears.

With Windows Explorer open, navigate to a folder containing images. To change the metadata for an image using Explorer, *right* click the image and choose **Properties**.

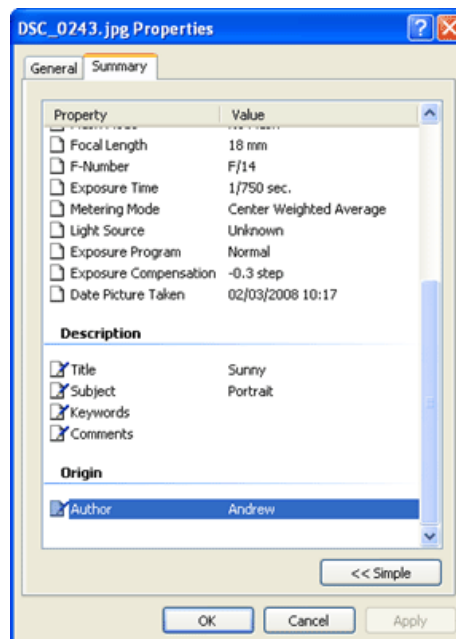
Click the **Summary** tab to get a dialog (shown right).

You can set the title, subject and author.



Setting Author, Subject or Title for Multiple Images with Windows XP

If you want to modify the metadata for several images at once (for example, to set the Author name for all your images in one go), you start by selecting all the images you want to change then right clicking and selecting **Properties**. This time, you click the **Advanced>>** button and scroll down to find the appropriate fields:



Viewing and Setting with Windows 7 or Vista

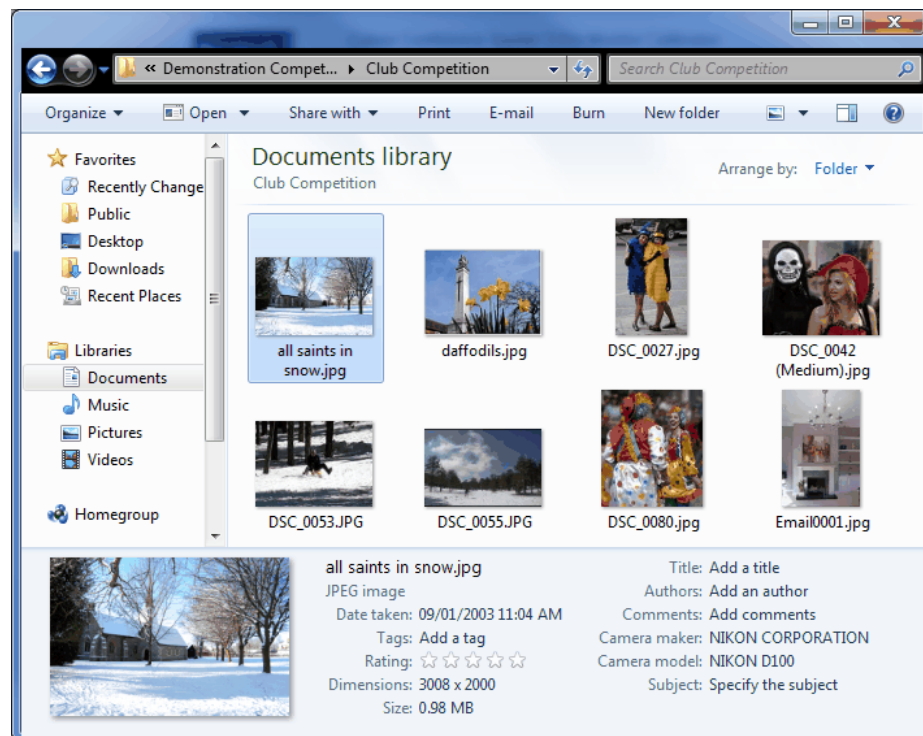
Windows 7 and Vista have made viewing and setting image metadata much easier than Windows XP; to view and/or set the metadata you need to open Windows Explorer:

- Double clicking **Documents** will open Explorer.
- Press the Windows key (found between the Ctrl and Alt key on most keyboards) and,

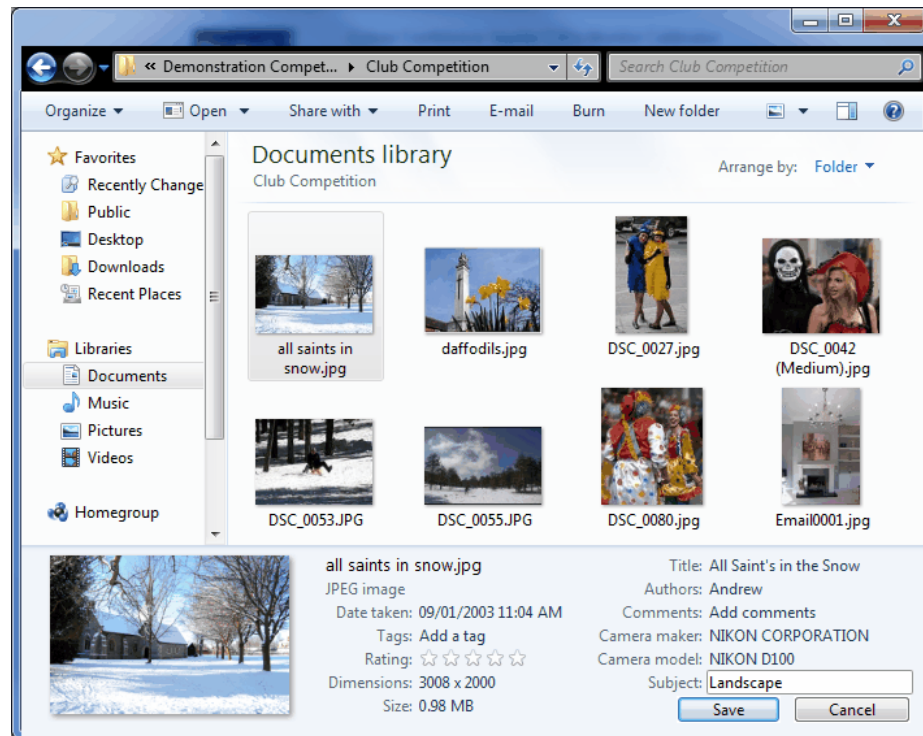
keeping the Windows key held down, press E to open Explorer.

- With Windows Vista, you can *right* click the Start button and choose **Explore** from the menu that appears.
- With Windows 7, you can *right* click the Start button and choose **Open Windows Explorer** from the menu that appears.

Now you can navigate to the folder which contains images and click an image; the metadata appears at the base of the Explorer window:



You can set the Author, Title or Subject by clicking the appropriate field at the base of the Explorer window (the area is called the **Details** pane). For example, the metadata below has been set with the Author as Andrew, Title as All Saint's in the Snow and the Subject as Landscape:



Note that a **Save** button has appeared; to set the metadata, the **Save** button must be clicked - that will set the metadata for the selected image.


If the **Details** pane isn't visible, then you need to turn it on - in the **Organize** drop down, there is a **Layout** submenu that should allow you to turn on the **Details** pane.

Multiple Images

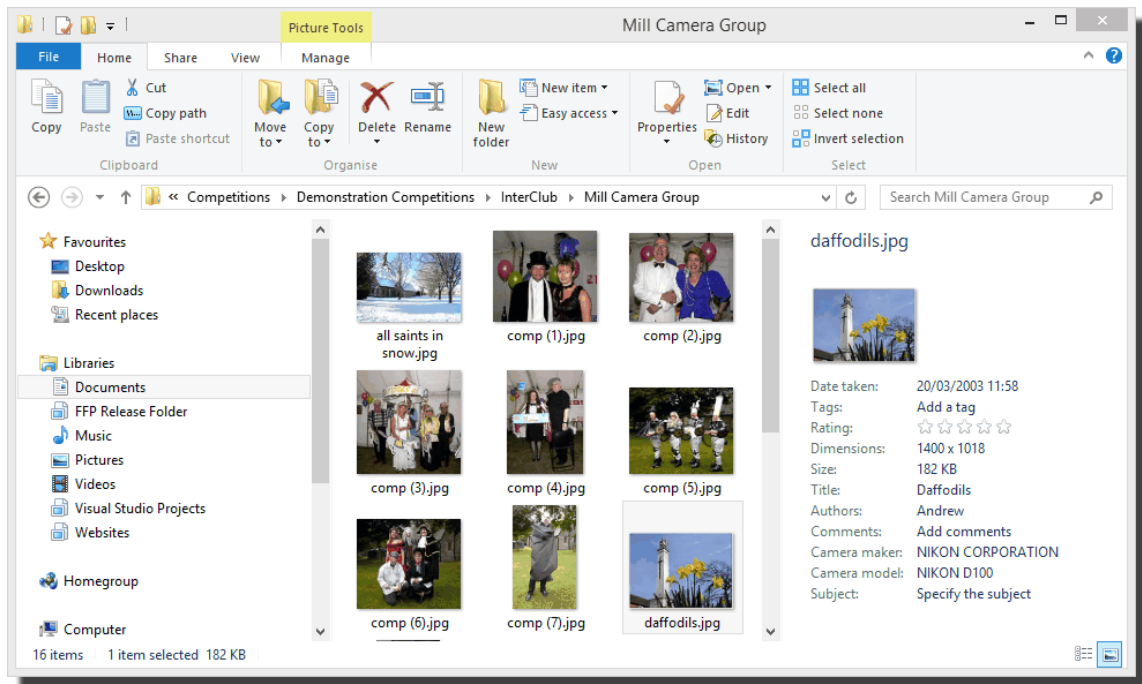
You can set metadata for multiple images; for example, you can set the author fields for all the images in a folder by selecting all the images and setting the Author metadata - clicking **Save** will set all the images to have that Author.

Viewing and Settings with Windows 8

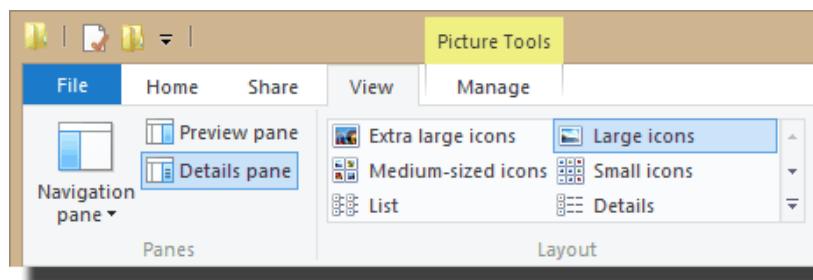
Windows 8's version of Explorer has changed to use the ribbon style interface. There are several ways to open Explorer, but the two most common are either to:

- Click the Folders icon in the Windows taskbar - ,
- Hold down the Windows key (between the Ctrl and Alt keys on most keyboards) and at the same time press the "E" key.

Once Explorer opens, you can navigate to the folder containing your images.



As you can see, the image metadata appears in the Details pane alongside the images when you click on an image. If you can't see the Details pane, then select the View tab on the ribbon and make sure the Details pane is selected:



You can set the metadata by typing into the appropriate field in the Details pane; for example, to set the Title, click alongside the **Title:** field in the details pane and type the title you want. When you click the field, a **Save** button will appear which you can click to save the changes to the metadata.

Multiple Images

You can set metadata for multiple images; for example, you can set the author fields for all the images in a folder by selecting all the images and setting the Author metadata - clicking **Save** will set all the images to have that Author.

Setting on the Macintosh

Setting image metadata with the Macintosh is not easy. It is *possible* to set the EXIF information using the **sips** tool in the command window. To access the command window, you use the **Terminal** program - under **Applications/Utilities**.

Although it's possible with **sips**, it isn't recommended. There are easier ways:

Use the File Name

Probably the easiest way for Macintosh users is to use the file name to hold the author/title/subject information; this is described in more detail [here](#)⁸¹.

Use Photoshop

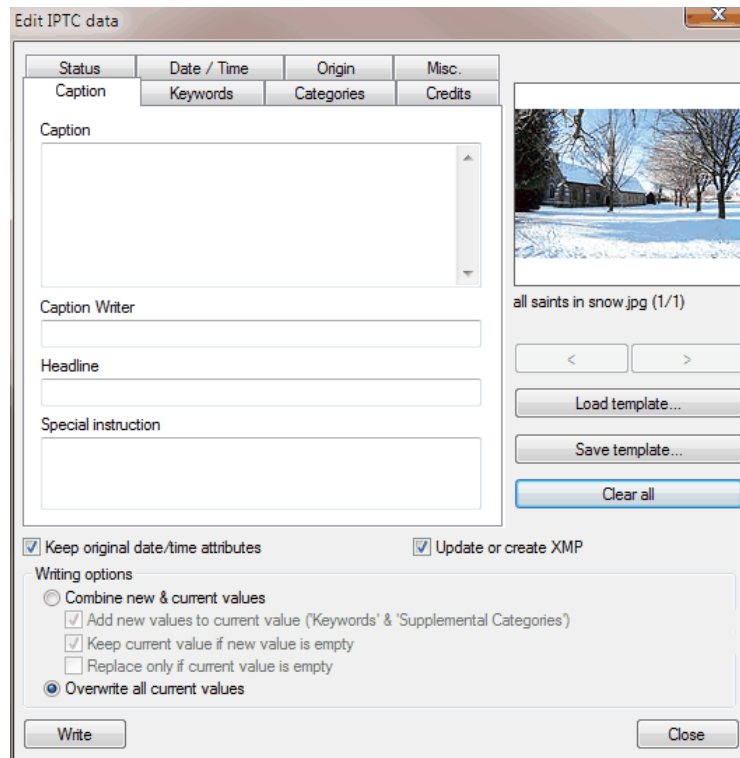
Most photographers will be using Photoshop (or a similar image manipulation package). The procedure for setting metadata with Photoshop is described [below](#)⁷⁹.

Use XnView

XnView is a utility program which is available for MacOS, Windows and Linux. Although it's mainly intended for viewing information about images, it is possible to set metadata, in particular the Author and Title.

You can download XnView from the www.xnview.com website. Once installed on your Mac, run the program and you can navigate to your images. Select the image you want to change and from the **Edit** menu select the **Metadata...** submenu and then **Edit IPTC data...**

The **Edit IPTC Dialog** appears (the examples below are from the Windows version):



The *Caption* area on the dialog corresponds to "Title", so enter the title for your image there. To set the Author name, select the **Credits** tab:

The screenshot shows the 'Edit IPTC data' window. It features a tabbed interface with the following tabs: Status, Date / Time, Origin, Misc., Caption, Keywords, Categories, and Credits. The 'Byline' field is currently active. To the right of the form is a preview of a photograph titled 'all saints in snow.jpg (1/1)'. Below the preview are buttons for navigation (left and right arrows), 'Load template...', 'Save template...', and 'Clear all'. At the bottom of the dialog, there are checkboxes for 'Keep original date/time attributes' and 'Update or create XMP'. Below these is a 'Writing options' section with radio buttons for 'Combine new & current values' and 'Overwrite all current values', and checkboxes for 'Add new values to current value ('Keywords' & 'Supplemental Categories')', 'Keep current value if new value is empty', and 'Replace only if current value is empty'. A 'Write' button is at the bottom left, and a 'Close' button is at the bottom right.

The *Byline* area corresponds to the Author name; enter your name in the *Byline* area to set the Author name.

Click **Write** to update the metadata for the image.

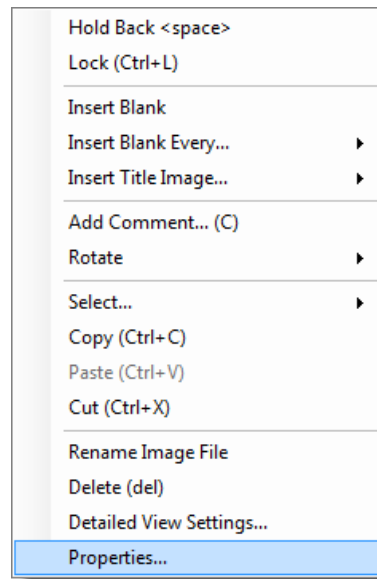
One restriction of XnView is that it can't set the "Subject" field for an image.

Use the Online Entry System

Any computer that has access to the Internet with a browser can be used with the [FFP Online Entry System](#)^[89].

Metadata Within FFP

To examine the metadata associated with an image with FFP, right click an image and choose properties from the menu that appears:

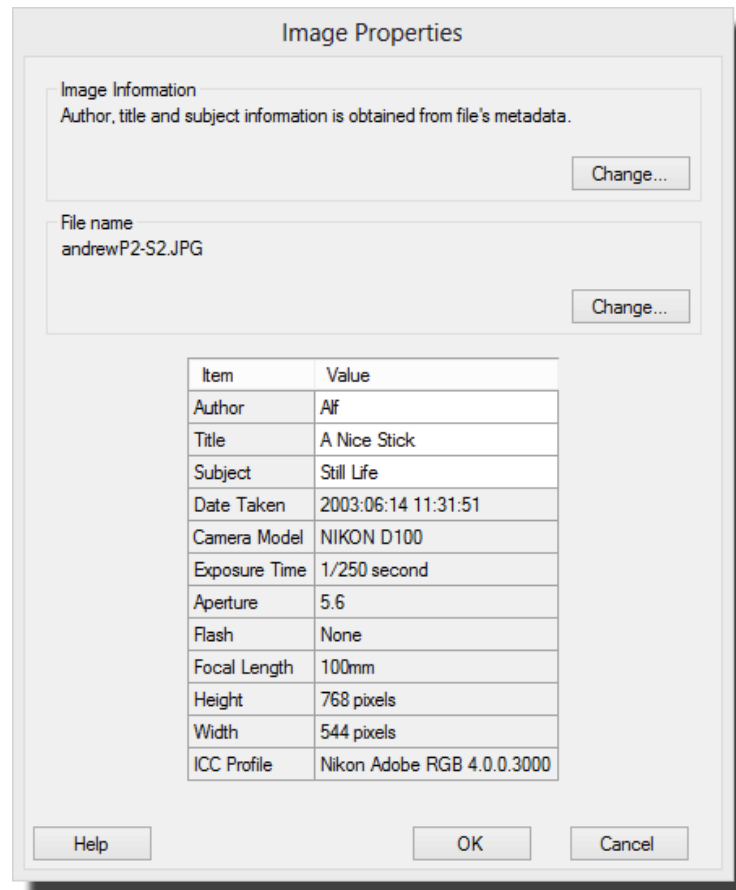


The **Image Properties** dialog window will appear (shown below):

At the top of the **Image Properties** dialog, you are told how FFP is obtaining the author/title/subject information for the image; you can also click the associated **Change...** button to change this. In the example shown right, the information is obtained from the file name unless (as in this case) it is available within the EXIF/XMP or IPTC area of the image file.

You can set the metadata values of Author, Title and/or Subject using the **Image Properties** dialog, however if the image file is read-only you will not be able change the metadata. Note that FFP will only change the EXIF area of an image.

If FFP is set to obtain the author/title/subject information only from the file name, then setting this information in the **Image Properties** dialog will not change the information that FFP is using; to do that, you have to rename the file.



Setting Metadata with Photoshop

Adobe Photoshop uses both the IPTC and XMP areas for metadata and you can set the XMP/IPTC metadata for an image with Adobe Photoshop (using the **File Info...** option from the **File** menu). However, for historical reasons, the names used by Adobe for fields are different from those used by Microsoft for the same fields; the following table shows how the names are used:

Windows 8/7/Vista Name	Adobe Photoshop Name
Authors	Author
Title	Document Title
Subject	Description

FFP uses the author, title and subject information in several ways:

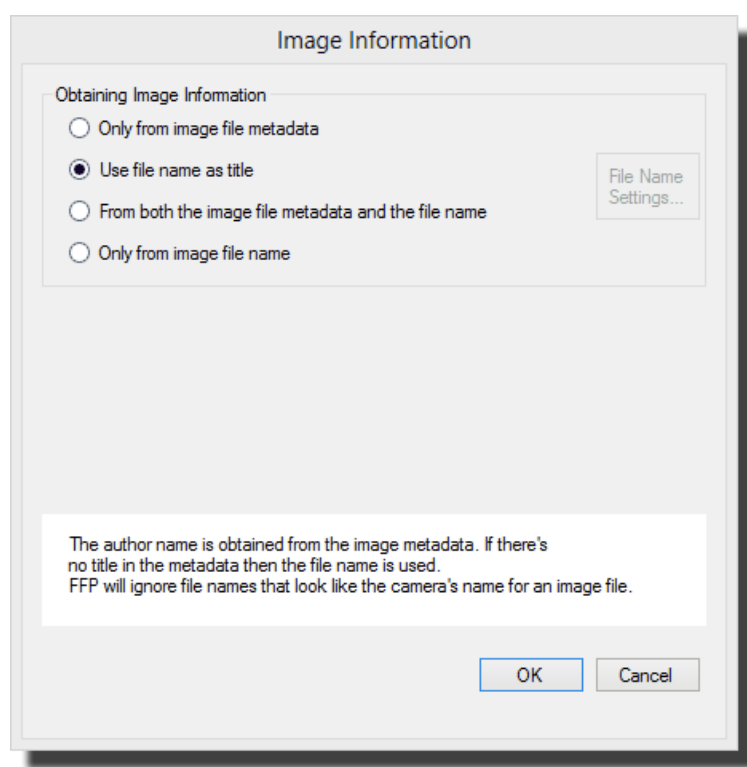
- When scoring a competition, the Author field must be correctly set if the scoring scheme is adding together the scores per author.
- When printing out a score sheet, the author, title and subject can be shown for each image.
- You can tick the show author and/or show titles options and FFP will briefly show the author or title on the projected image.
- When using the Knockout competition, FFP will try and avoid having two images by the same author in the same round.

- The Subject field is used for competitions where there is a mix of set-subjects and open images; the score **Report Summary** dialog allows you to [score only the images with a particular subject](#)¹⁶³ or break down the score by subject.

Using the File Name as the Title

A useful compromise is to use the file name as the title; as we've seen, it's possible to set the author name for multiple images - so if a club member sends you a set of images without the metadata set, it's quick to set the author name on all of them. However, it's time consuming to set the title for each individual image. If you (or your club's projectionist) don't mind setting the author name, then you could request members to make the image file name the title.

If this is done, then you can set FFP to use the file name as the title; select **Obtaining Image Information...** from the **Settings** menu:



With the **Use file name as title** option checked, FFP will look for an image title in the metadata, if none is present the image file name is examined - FFP tries to ignore images that are actually file names generated by popular camera manufacturers; so image files whose names start with "_DSC" or "_IMG" will be ignored as these are unlikely to be the titles. Assuming the image file name isn't recognised as being a camera generated one, the file name is used as the title.

Although using the file name as a title can make your club's members' lives easier, there are some restrictions. There are some characters that can't be used as part of the file name - you can't use any of the following:

Character Name	Character
Double Quotes	"
Less than sign	<
Greater than sign	>
Vertical bar	
Colon	:
Asterisk	*
Question mark	?

Using the File Name

FFP can also use the image file name to store the author, title and/or subject information. To set this up, you enter an example file name and the resulting author, title and subject that would be produced by that file name. Once you've done that, assuming that members use the correct format for their file names, FFP should be able to deduce the author, title and/or subject automatically.

There are a couple of restrictions in using the file name; apart from not being allowed the "forbidden" characters - listed above, you also need to avoid "ambiguous" schemes; for example - suppose your example file is **Sunny by Andrew.jpg** - the title is "Sunny" and author, "Andrew". This looks fairly safe until Fred wants to use the title "Side by side" - the resulting filename is **Side by side by Fred.jpg** - so FFP has to decide whether the title is "Side" and the author is "side by Fred" or the title is "Side by side" and the author is "Fred".

You can avoid this kind of problem by using "unusual" characters; for example, curly brackets don't usually occur in titles, so you could use a file name format such as **{Side by side} Fred.jpg**; now members can use, more or less, anything they like as a title. However, balanced against this is trying to keep things as simple as possible for members.

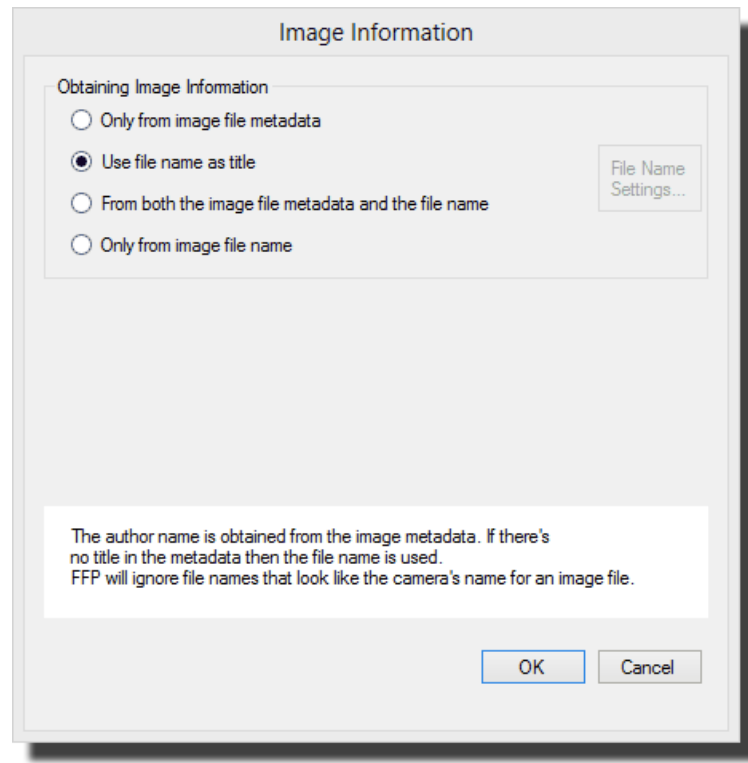
Setting up FFP to use the File Name

Before you set up FFP, you should decide what format you're going to use for file names; for this example, we'll use the format:

title-- author.jpg

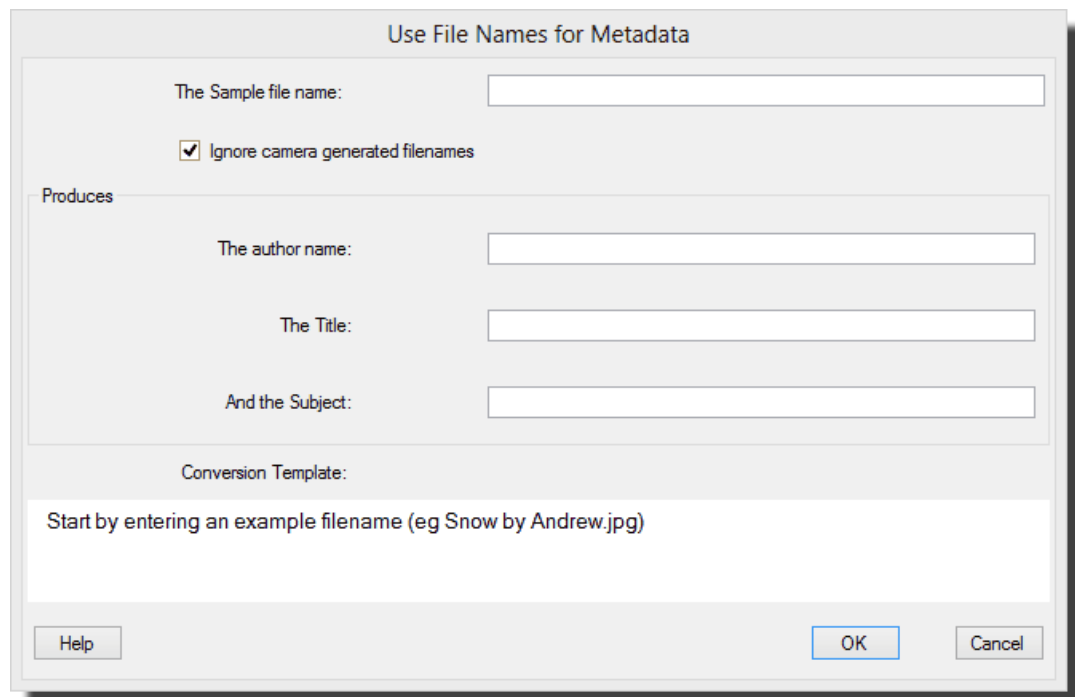
So a valid file name would be **Kingfisher -- Andrew.jpg**, note that I've used two dash characters ('--') as this is unlikely to occur in titles.

To set up FFP to use the file name, select the **Obtaining Image Information ...** option from the **Settings** menu. The Image Information dialog will appear:



Before you can set up how the file name is formatted, you need to set the Obtaining Image Information option to either **From both the image file metadata and the file name** or **Only from image file name**. For this example, we select **From both the image file metadata and the file name** as it's the most commonly used option.

Now you can click the **File Name Settings...** button; the **Use File Names for Metadata** dialog appears:



Enter an example file name into **The Sample file name** text box; we'll use the example from

above:

Use File Names for Metadata

The Sample file name: Kingfisher -- Andrew.jpg

☒ Ignore camera generated filenames

Produces

The author name:

The Title:

And the Subject:

Conversion Template: [TITLE]

Click "OK" to save this template.

Help OK Cancel

Under the Sample File name area, there is an **Ignore camera generated file names** option. If this is checked (the default) then FFP will ignore files who's names are generated by the popular cameras.

Enter the author and title that this file would generate into the appropriate areas:

Use File Names for Metadata

The Sample file name: Kingfisher -- Andrew.jpg

☒ Ignore camera generated filenames

Produces

The author name: Andrew

The Title: Kingfisher

And the Subject:

Conversion Template: [TITLE] -- [AUTHOR]



Click "OK" to save this template.

Author = Andrew. Title = Kingfisher. Subject = .

Help OK Cancel

Note that there is a "Conversion template" that is being displayed; this shows how the sample file name is being interpreted.

Once you've entered the author and title, you can click **OK** and the settings are saved. Now if you load images with the appropriately formatted file names, you should see the author and title information for each image:

Number	Status	Thumb	Filename	Author	Title	Score
1			Lion -- Andrew.jpg	Andrew	Lion	-
2			Wall flowers -- Andrew.jpg	Andrew	Wall flowers	-
3			What next -- Fred.jpg	Fred	What next	-

Setting the Subject

If you're competition needs the subject set, then the procedure for the file name is very similar to the example above for an image with author and title:

Use File Names for Metadata

The Sample file name:

Kingfisher -- Andrew - Portrait.jpg

☒ Ignore camera generated filenames

Produces

The author name:

Andrew

The Title:

Kingfisher

And the Subject:

Portrait

Conversion Template:

[TITLE] - [AUTHOR] - [SUBJECT]

Click "OK" to save this template.

Author = Andrew. Title = Kingfisher. Subject = Portrait.

Help

OK

Cancel

For the example, the subject (Portrait) has been added to the file name and to the Subject field.

Projecting Shooting Information

FFP allows you to project the shooting information for an image. There is more about that in the [Projecting EXIF](#)^[119] topic.

Using the Folder Name

There is another way of setting either the author name or subject for images; FFP can use the folder name as the author or subject. This system is useful for small groups of people, but is difficult to manage with larger numbers. This is described in more detail [here](#)^[87].

Which is Best?

As you have probably noticed, there are often several ways to do something with a computer, but there is rarely a "best" way. For regular competitions, some clubs prefer the online entering system, some insist their members set the metadata correctly and email the entries to the projectionist, some use the file name system and, doubtless, some use a mixture of all systems.

For smaller clubs with a few members bringing memory sticks containing images "on the evening", using the folder name as the author name is quite convenient - the projectionist creates a folder for each member and copies their images into the appropriate folder, FFP can then load all the folders in one go and use the folder name as author.

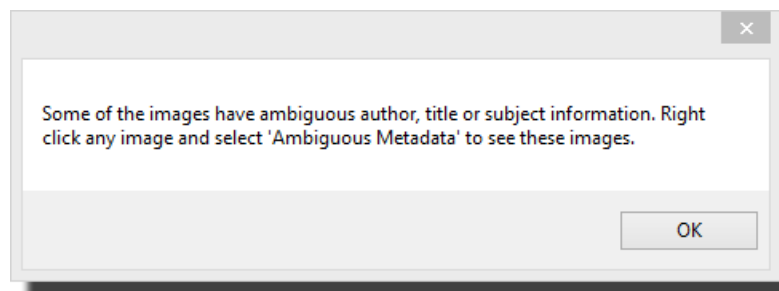
During the "learning" phase of switching to digital competitions, using the file name as the title is quite a good compromise; some users will set the metadata correctly, others will struggle, but happily set the file name as the title - the projectionist has to manually set the author name for those images.

For most clubs, I'd recommend the combination of systems - obtaining the information from both the image metadata or (if that is absent) the file name; it makes life much easier for members who use Mac computers. There are two drawbacks with only using the file name: Firstly, because some characters are "illegal" for file names, these characters can't be used for image titles - for example, you can't use question marks.

Secondly, if the members have misnamed their images (perish the thought!), then correcting the file names is more difficult than correcting the file metadata; that's because it's possible to set the author name in the metadata for several images in a single operation, with the file name, you would have to rename each file individually.

2.4.13 Ambiguous Metadata




Occasionally images have ambiguous metadata. As explained in the [Author, Title and Subject](#)^[70] section, there are three areas which can be used to store metadata. FFP examines all three areas when a sequence is loaded and if the areas contain ambiguous information about the image, the problem is flagged with the message:



For example, if an image has "Andrew Pepper" in the EXIF area and "Andy Pepper" in the

XMP area, then the author name is ambiguous - the scoring system built into FFP assumes that the same author name is used for all images by that author.

To correct the ambiguous metadata, *right* click any image and select the **Ambiguous Metadata...** option from the context menu that appears. The **Ambiguous Metadata** dialog will appear:

Thumbnail	Filename	Author (EXIF)	Author (XMP)	Author (IPTC)	Title (EXIF)	Title (XMP)	Title (IPTC)
	andrewP1-S1.JPG	Andrew	Andrew T Pepper	Andrew T Pepper	John girds his loins	AMBIG DESC	
	andrewP1-S2.JPG	Andrew	Ambig Author	Ambig Author	John wakes up!	DESCRIPTION AMBIG	
	andrewP1-S3.JPG	Andrew	Ambig Author	Ambig Author	Graham wins a bet with his shorts	Ambig Desc	

Click the Author, Title and/or Subject you want to use for these ambiguous images.

☐ Show Subjects

The particular sequence has three problem images; the first image has two author names available; "Andrew" or "Andrew T Pepper" and two titles: "John girds his loins" and "AMBIG DESC" - the other two images also have ambiguous author/title information.

To resolve the problem, click on the "correct" information - as the field is corrected, FFP will change the colour of the field from red to green. After correction, the dialog looks like this:

Thumbnail	Filename	Author (EXIF)	Author (XMP)	Author (IPTC)	Title (EXIF)	Title (XMP)	Title (IPTC)
	andrewP1-S1.JPG	Andrew	Andrew T Pepper	Andrew T Pepper	John girds his loins	AMBIG DESC	
	andrewP1-S2.JPG	Andrew	Ambig Author	Ambig Author	John wakes up!	DESCRIPTION AMBIG	
	andrewP1-S3.JPG	Andrew	Ambig Author	Ambig Author	Graham wins a bet with his shorts	Ambig Desc	

All the ambiguous metadata has been resolved.

☐ Show Subjects

To permanently "fix" the problem, you can click the **Update Files** button - this removes the ambiguous data, just leaving the "correct" metadata. As FFP has to modify the image files to do this, it's recommended that you do this to copies of the images.

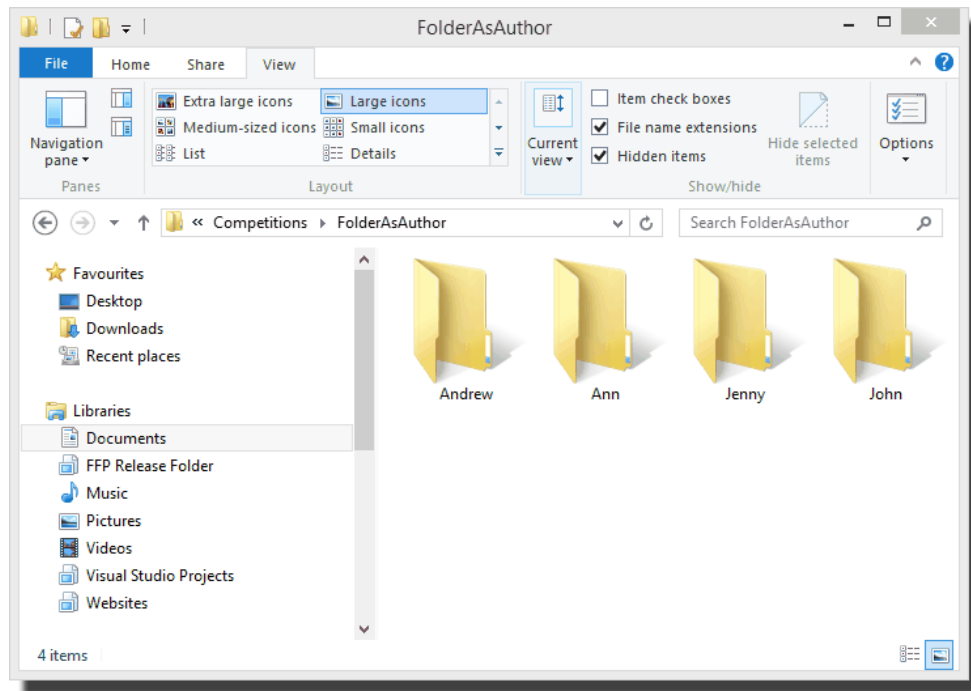
If you click the **Close** button without performing the update files function, then the preferred metadata will only be remembered whilst FFP is running.

The **Show Subjects** option selects whether the subject field is to be shown; many competitions do not use the subject field so you may not care if the subject field is ambiguous.

2.4.14 Using the Folder Name As Author or Subject

As an alternative to using the [image metadata](#)⁷⁰, you can use the image folder name to hold the author or subject information. This makes life easier for club members as they don't have to set the metadata, but makes your life more complicated as you will have to place images into appropriate folders - one folder per author.


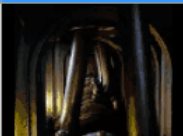



As an example, we'll use the folder name for the author; a sample directory (FolderAsAuthor) has been set-up like this:



Each club member has their own folder to hold their images; this is why it's more labour intensive for you as you have to create a folder for each member and copy the appropriate images into each folder.

With the folders set-up, we start FFP and load the images from these folders; the easiest way is to use the **Add Folder of Images** option and make sure the **Load subfolders** checkbox is checked.

Once the images are loaded, the **Use folder name for Author** option is selected from the **Use Folder Names** menu. FFP uses the parent folder for each image as the author name; the detailed view looks like this:

Number	Status	Thumb	Author	Title	Score	Comment
1			Andrew		-	
2			Andrew		-	
3			Andrew		-	
4			Ann		-	
5			Ann		-	

Using the Folder Name as Subject

Probably of more practical use is the facility to use the folder name as subject; there are usually only a few subjects in a competition. The procedure is identical to that for using the folder as author name except you select the **Use folder name as Subject** option from the **Use folder Names** menu.

If the image already has an Author or Subject

One minor complication is that some images may have an author name or subject set already. You can set whether to overwrite any existing metadata in the **Use Folders** menu using the **Ignore any existing metadata** option. If this option is checked, then FFP will use the folder name by preference.

Saving Preferences

When you save a sequence, FFP will include whether to use the folder name as author or subject and whether you want to overwrite existing metadata.

2.4.15 Entering Images Online

Registered users of Film Free Projection can make use of the FFP Online Entry System. The detailed instructions for setting up and using the online are on the www.filmfreeprojection.co.uk website.

Using the online system is a three phase process; firstly, the club projectionist (probably you) defines some information about your club:

- Club name,
- email address for entries,

- club website address,
- projector resolution,
- foreground and background colours for the club website,
- the preferred font for the club website.

Next, you need to define the competitions that you hold. For each competition you define:

- The competition name,
- whether the competition is panel based,
- the number of panels per author,
- the number of images per author or panel,
- whether the images are titled.

Optionally, you can define a competition calendar, which sets the closing date for each competition and, for set subject competitions you can define the possible subjects.

Once this information is defined, a URL is provided which gives a link to an online entry page which will be customised for your club. Club members will need to register with the online system, but once they are registered they can upload images from their PC, Mac or Linux system. The online system will set the author name automatically and makes it easy to set the title and subject. Also, the online system resizes images to fit the club projector's resolution. Finally, a single click will email the images to the projectionist.

2.5 Competitions

2.5.1 Club Competition

The club competition is the default competition mode for FFP; when you start FFP running it will start in Club Competition mode, when you exit from any other competition mode, FFP will return to Club Competition mode.

Club competition mode is how most competitions are run; each image is shown in turn and receives a score. At the end of the sequence, the results are calculated and displayed.

There is a walkthrough of a club competition [here](#)^[218].

2.5.2 InterClub Competition

InterClub competitions, as its name implies, is used for competitions between clubs. In InterClub mode, FFP will use the folder name of images as the club name.

InterClub mode is used for a competition between clubs held on a single evening at one club. FFP can also be used to run Multi-Leg competitions - where the same sequence of images is scored at different clubs; this is described in the [Multi-Leg](#)^[103] section.

InterClub mode is selected by clicking the InterClub button on the toolbar or by selecting **InterClub** from the **Competition Type** menu. With InterClub mode turned on, the use of the [Load Folder of Images](#)^[21] facility is slightly different - the **Include subfolders** option is always on. In detailed view mode, a new column appears; **Club Name**.

Scoring InterClub mode is described [here](#)^[148].

2.5.3 KnockOut Competition

KnockOut mode is designed to run a knockout competition.

In a knockout competition, two images are shown simultaneously and one of these two is picked as the winner - either by a judge or by a show of hands. The winner goes through to the next round and the loser is eliminated. An example should make this clearer:

Suppose we start with 16 images. For the first round of the knockout competition, we show 8 pairs of images. For each pair the winner is picked and goes through to the next round.

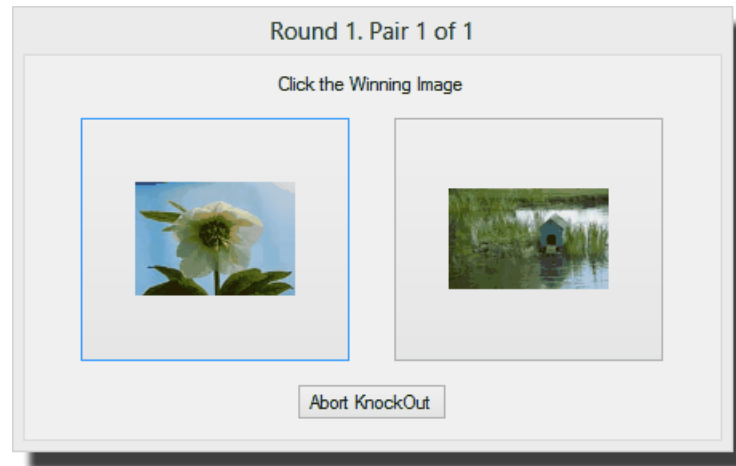
- After the first round we have 8 winning images, for the next round we show 4 pairs of images - this is the quarter final round.
- After the quarter final round, we'll end up with 4 winning images - 2 pairs, or the semi-final.
- After the semi-final we have two winning images and it is the final.
- When the final winning slide is selected, FFP will automatically switch the projector to single image mode to display the winner.

One complication this example avoided was if we don't start with a number of images such as 16, 32 or 64. If we start with a different number (19 say) then there is an elimination round to

remove 3 images so we have a suitable number of images. FFP handles this automatically.







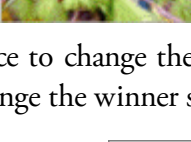
Before each round, FFP will shuffle the images - trying to avoid matching two slides from the same author.

To start a KnockOut competition, you click the **KnockOut** button on the toolbar or select **KnockOut** from the **Competitions** menu. Once projection is turned on, the **Start KnockOut** button is enabled and when you click that the **KnockOut** dialog is displayed:

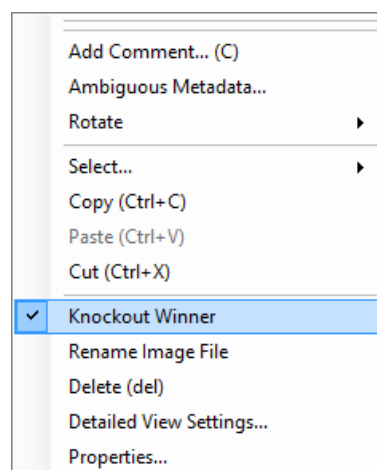


In KnockOut mode, the projector is automatically switched to dual image mode so that two images are projected simultaneously. During the competition, the operator uses the **KnockOut** dialog to choose the winner of each round.

As the winners are selected, FFP will display the images with the various winning slides flagged:

Number	Status	Thumb	Filename	Author	Title	Subject	Score
1	Winner		DSC_0109.jpg	Jill	Cone Heads		
2			DSC_0287.jpg	Andrew	Children and Giants	portrait	-
3			_DSC0059.JPG	Jenny	Balloon		-
4	Winner		DSC_0053.jpg	Sally	Olympus by Sleigh		-
5	Winner		DSC_0243.jpg	Andrew	Sunny	portrait	-
6			DSC_0080.jpg	Jill	Wow!		-
							

This gives you a chance to change the winner if the wrong button was clicked; you can *right* click an image and change the winner status:



A walkthrough of a Knockout competition is [here](#)²²⁶.

KnockOut Projection Options

On the [FFP Settings](#)²⁰¹ dialog, it is possible to choose to project the KnockOut Round and KnockOut progress; if the former is turned on, then the Round will be projected (for example, Elimination Round or Semi-Final).

If KnockOut progress projection is turned on, then a progress bar will be displayed whilst the losing images are removed and the remaining images are being shuffled - if there are a large number of images then it may take a few seconds so it reassures the audience that all is well to see the progress bar.

2.5.4 Mix & Match Competition

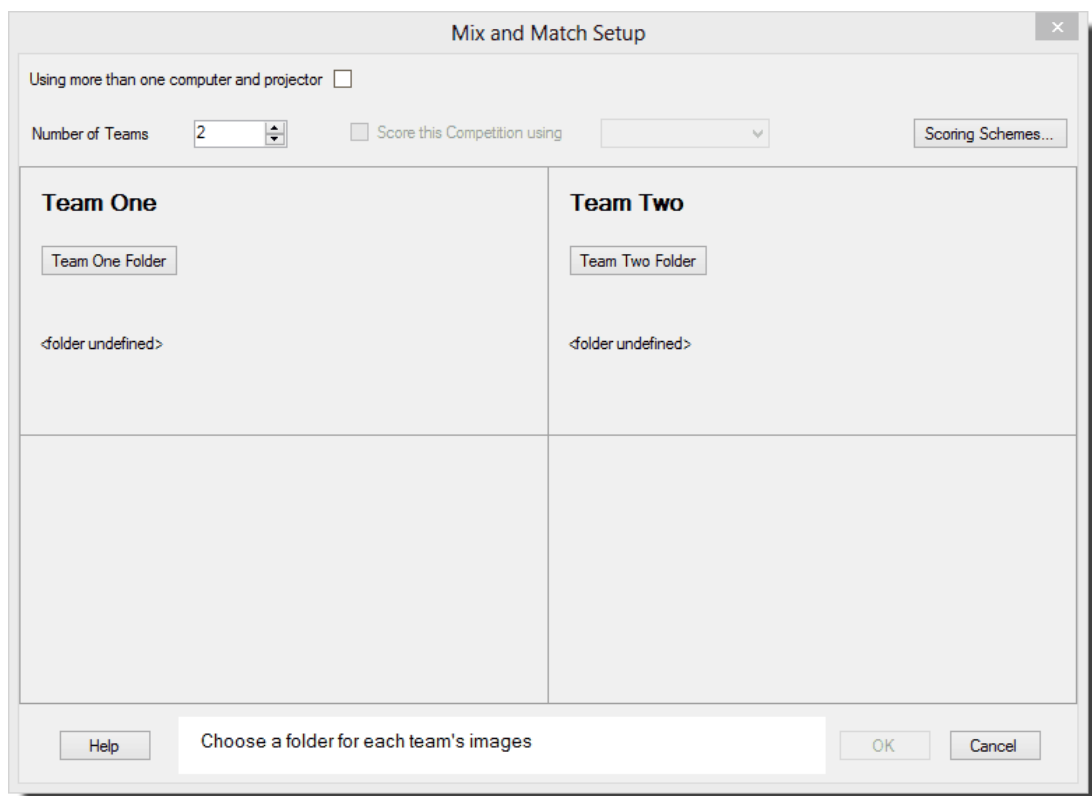
"Mix & Match" is a competition commonly held in camera clubs. Back in the days of film slides(!), teams each brought a fixed number of slides, say 60. There was one conventional slide projector per team. The competition proceeded in a series of rounds; for a round a team put up a slide in one projector. The other teams tried to *match* that image; produce an image that looks similar. A judge then decided which, if any, slides match and, optionally, which was the "best" of the images.

Mix & Match with a Single Laptop/Projector

FFP provides a way to run a mix & match competition with a single laptop and digital projector for up to four teams.

Before starting FFP, each team's images should be placed into folders - one for each team. For the sake of fairness all teams should have the same number of images - although this isn't enforced by FFP.

Once the folders are ready, start FFP as normal and either click the **Mix & Match...** button or select **Mix & Match** from the **Competitions** menu. The **Mix & Match Setup** dialog will be shown:



Make sure that the **Using more than one computer and projector** option is *not* checked.

Note that Team One always starts, so you should decide *before* completing the dialog box who is going to be first up.

Going through the dialog:

Number of Teams

This is the number of teams competing in the Mix & Match. If you increase the number then the dialog display will automatically adjust the number of team setting areas.

Score Checkbox

If the **Score this Competition using** checkbox is checked, then you can select a scoring scheme from the associated dropdown to score the Mix & Match competition with FFP. The dropdown will only contain valid scoring schemes; ie those that have been defined as Mix & Match scoring schemes.

Scoring Schemes...

Clicking the **Scoring Schemes...** button will open the [scoring schemes dialog](#)¹²⁶. This allows you to add or change the existing scoring schemes to make them suit the current competition.

Team Setting Area

The major part of the dialog is split into up to four Team Setting areas. The **Name** text box contains the name of the team; the **Folder** button name will change to reflect the name set in this text box. The **Folder** button will open a folder selection dialog and allow you to select the folder for that team's images.

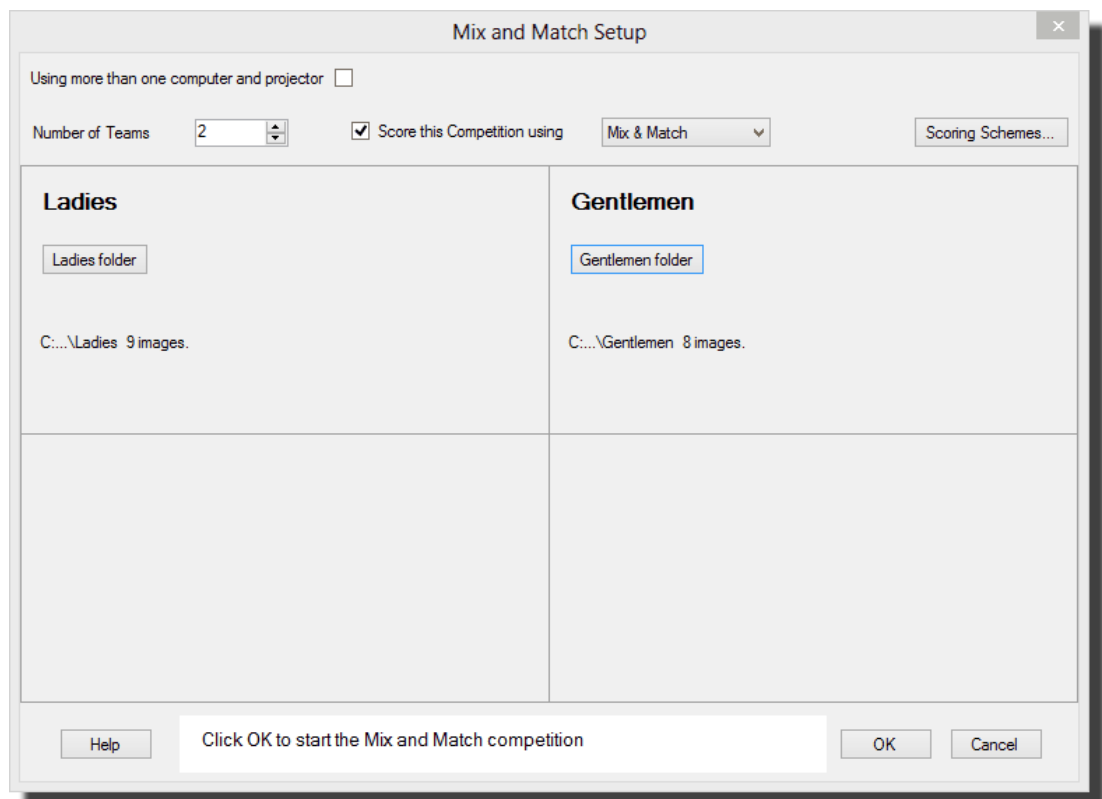
Help

The **Help** button will open the **Help** dialog for the Mix & Match competition.

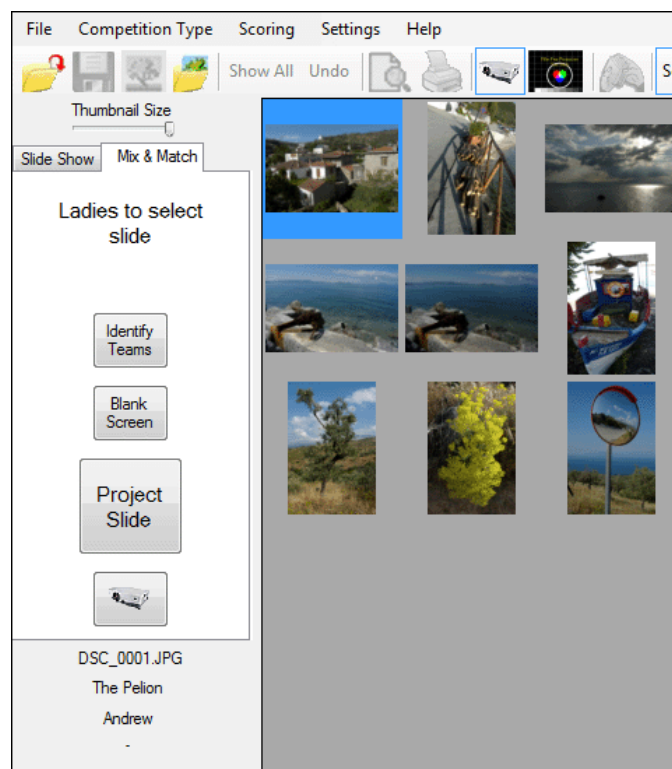
Status Information

Alongside the **Help** button is a status panel; this shows hints about completing the dialog.

Below we show a completed form for a two team competition (Ladies v. Gentlemen) using a Mix & Match scoring scheme:



Click **OK** and FFP will confirm the scoring scheme being used for the competition and load the image files. The lightbox view will automatically be selected and the first team's images (in the above example, the Ladies' images) will be shown:



You may need to click the **Projector** button to turn on the projector.

The Toolbox will remind you about who should be selecting images; in the above example, the Ladies are to select a slide.

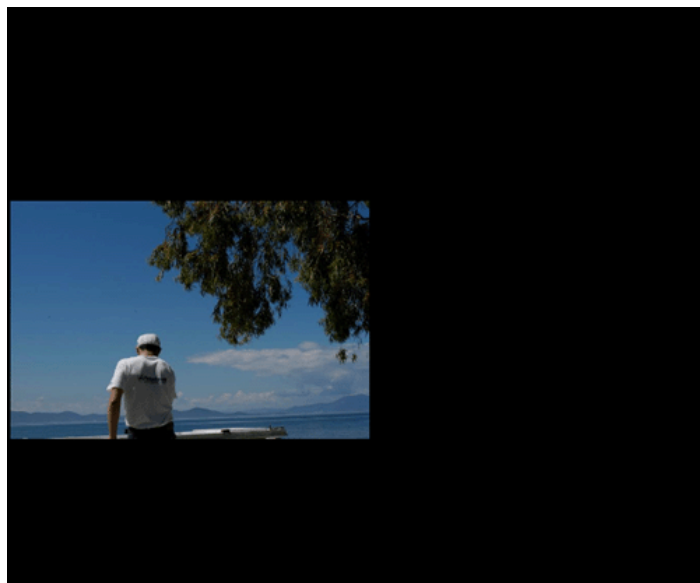
The **Identify Teams** button is used to show which area of the projected screen "belongs" to which team; if the button is clicked with the example above, then the projected image will look like this:



Click the **Identify Teams** button again to remove the identifying labels.

The Ladies team representatives now select a slide - simply clicking the one they want displayed. The representatives should be asked to step away from the laptop once their selection has been made.

Next the operator clicks the **Project Slide** button; the Ladies' slide is projected:



The gentlemen's representatives now step up and select what they hopes is a matching image, again the operator click the **Project Slide** button and the "matching" image is shown alongside

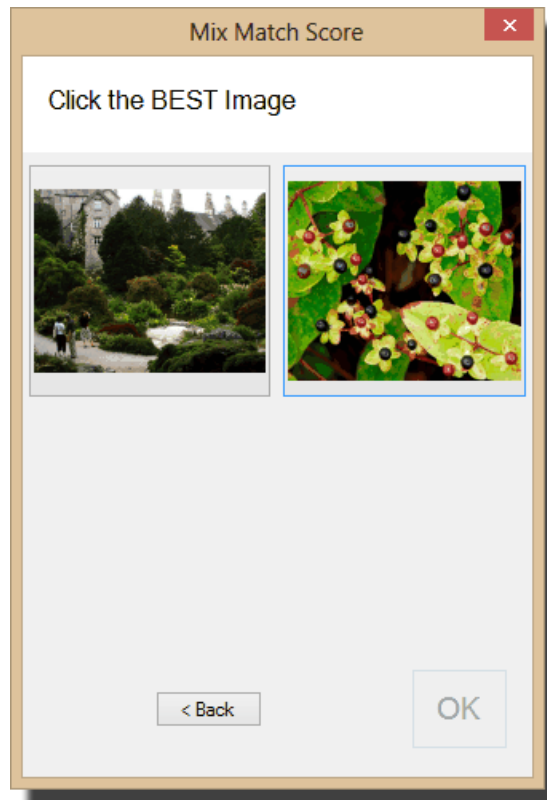
the ladies:



The judge can now decide if the images match, and which is best. Whilst this delicate decision is being made (and assuming you are scoring the competition using FFP), FFP produces a message box:



Once the judge has made a decision, click **Match** or **No Match** as appropriate. If the scoring scheme in use has the score for "Best" image selected, then you will be asked a second question:



If you make a mistake and click the wrong button then you can click the **< Back** button to return to the Match/No Match option. Assuming all is well; click the "best" image.

As before, you can click the **< Back** button to return to the previous question, but if no mistake has been made, click the **OK** button to complete the scoring; the projected images will be blanked and, this time, it will be the Gentlemen's turn to choose an image.

Showing the Score

In between rounds, you can display the scores by selecting the **Results Summary** from the **Scoring** menu. For example:



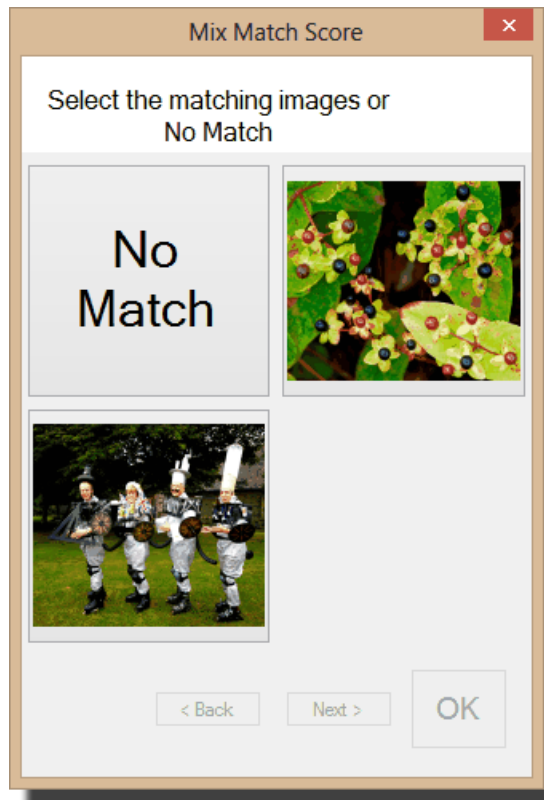
	Ladies	Gentlemen
Match	2	4
No Match	0	0
"Best" Image	0	3
Total	2	7

Displaying results using scoring scheme 'Mix Match'. Showing results for: 'All Images'

The competition can stop at any point; you shouldn't feel obliged to show *all* the images! All teams will have had the same number of goes whenever team one is invited to select a slide, so that is a fair place to stop. If there are no more images to be shown then FFP will produce a message box saying there are no more slides in the competition and automatically turn off the projected image.

Mix & Match with Three or Four Teams

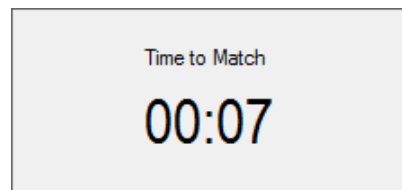
Mix & Match is scored differently if there are more than two teams. For example, with three teams, instead of being asked **Match** or **No Match**, you are shown the contending images with a **No Match** option:



If any of the images match, you click their button; FFP will place a Matched label across the matching images. You can "unmatch" an image by clicking its button again. You can mark any number of images as Matched; if no images match then click the **No Match** button. Once the Matching/Unmatching is completed, you should click **Next >** to move to the **Best Image** dialog (if the best image is to be scored) or to Blank the screen.

Mix & Match Time Limit

One option on the [Mix & Match scoring scheme](#)¹⁵⁴ is to impose a time limit on matching images. If a time limit is set then when a team has to match an image a stopwatch style countdown is shown at the top of the screen:

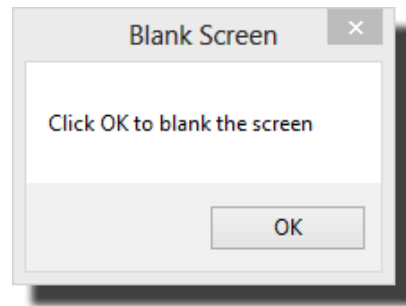


An option on the [FFP Settings dialog](#)¹⁹⁹ is to have sound effects on the Mix & Match timer. If this option is on then, for the last ten seconds, FFP will add a "beep" to the stopwatch.

If no image is selected before the timer runs out, then that team will automatically "lose" the round - not matching and not getting best image.

Mix & Match without a Scoring Scheme

If you leave the **Score the competition using** checkbox unchecked, then FFP will run the Mix & Match competition but without scoring; at the end of each round, you will be prompted to blank the screen ready for the next round:



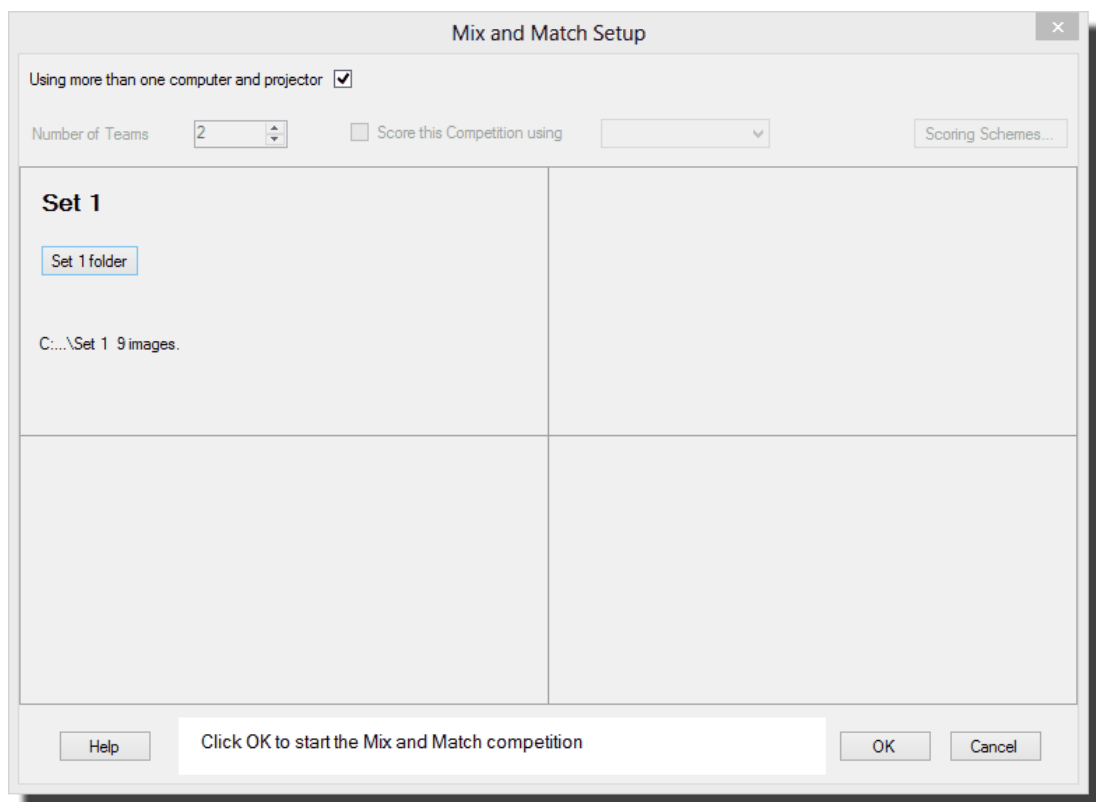
Projection Options

If **Project Score** is turned on in the [FFP Settings](#)^[201] dialog, then FFP will superimpose No Match/Match and Best as appropriate on each projected image.

There is a walkthrough of a Mix and Match competition [here](#)^[228].

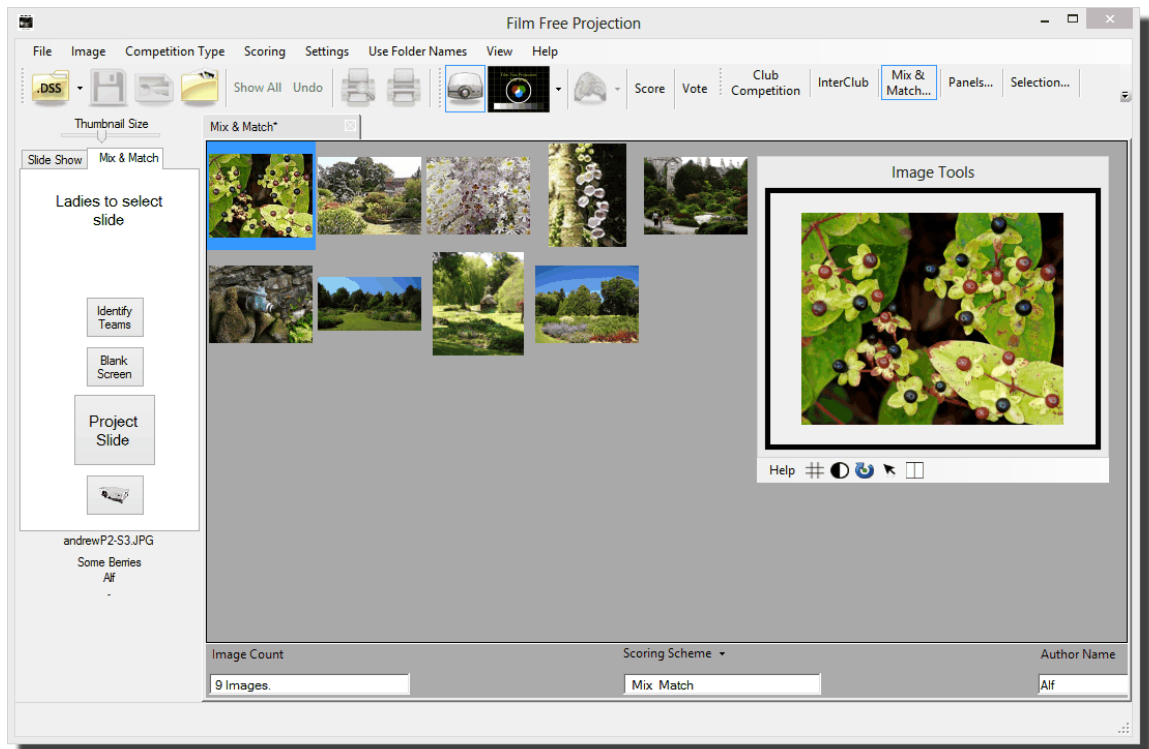
Mix & Match With Multiple Laptops/Projectors

If your club has more than one projector/laptop then each team uses a single folder of images; click the **Mix & Match...** button to open the Mix & Match dialog and make sure the **Using more than one computer and projector** option is checked. The dialog will change to let you set a single folder for this team's images:

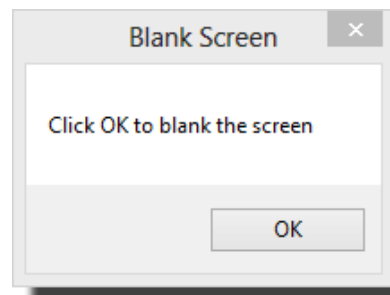


Note that you cannot use FFP to score the competition if there are multiple laptops/projectors in use.

Once you've selected the folder containing the images, you can click OK to start the competition. The images will be loaded and the lightbox view mode selected automatically:



When it is your turn to show an image, you can select the image from the lightbox table and click **Project Slide**. The selected image will be projected and the blank screen dialog shown:



When you click OK on this dialog, the projected image will be blanked and the image removed from the list of images.

2.5.5 Multi-Leg Competition

In a Multi-Leg competition, the same sequence of images is shown (and scored) at more than one club. FFP then combines the results to create an overall result for the competition.

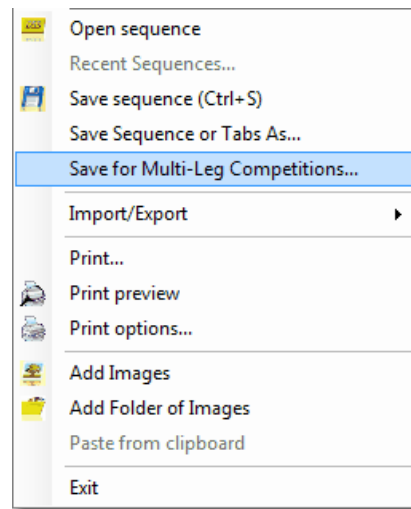
There are three phases to the Multi-Leg competition:

- Creating and Distributing the Sequences
- Scoring the Sequences
- Combining the Results

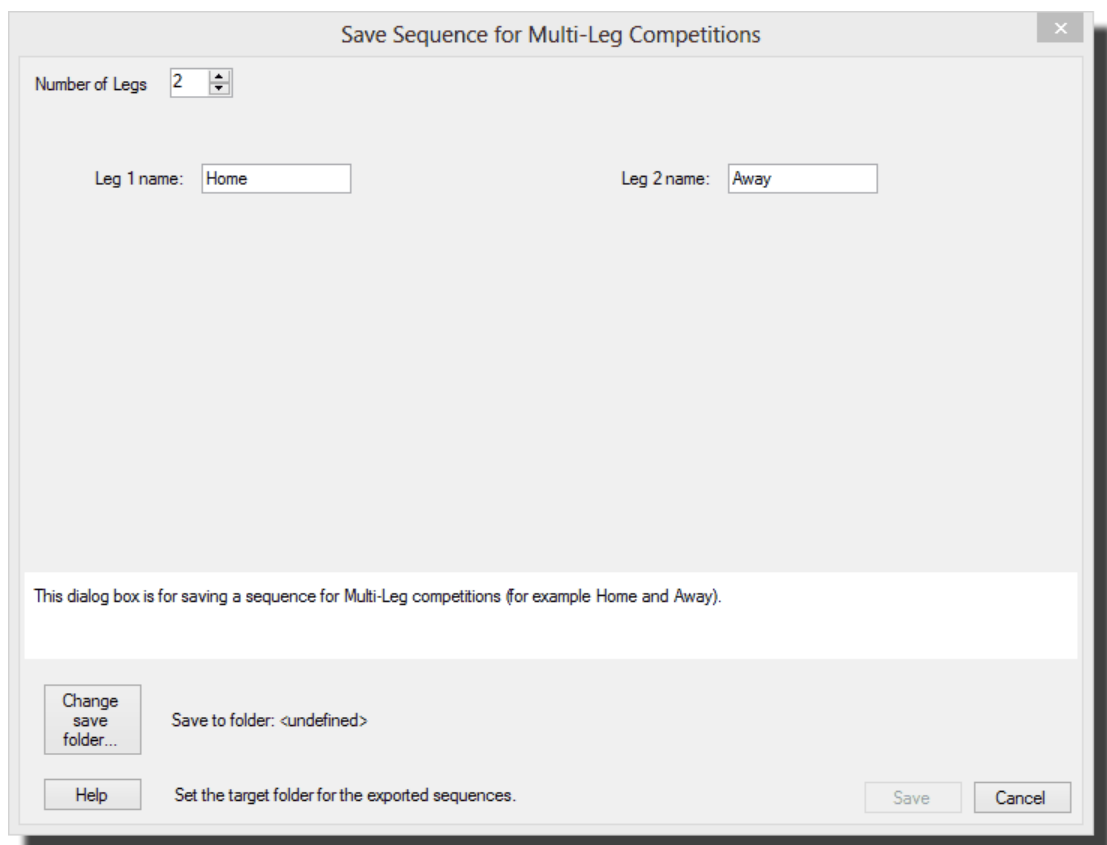
Creating a Multi-Leg Sequence

Creating a Multi-Leg sequence is much like creating a regular club competition sequence,

obviously one club has to be "in charge" - creating the sequences and sending them to participating clubs. For this "master" club, the projectionist creates the sequence and then saves the sequence for a Multi-Leg competition; this is on the **File** menu:



Selecting this option will open the **Save for Multi-Leg** dialog:



In FFP, a Multi-Leg competition can have between two and four legs; you can increase the number of legs using the **Number of Legs** up/down counter. Each leg must have a unique name, the name is used as a folder name when creating the sequences for each leg and so must also be a valid file name.

You set the destination folder for the Multi-Leg sequences by clicking the **Change save folder...**

button; a standard select folder dialog will open and you can set the target folder for the sequences.

Once you've defined all the legs and set the target folder, you can click the **Save** button. FFP will create a sub folder for each sequence; each sub folder contains all the images for the competition and a **sequence.dss** file that will load the sequence. You can copy the folder onto a memory stick (or into a ZIP file) to send to participating clubs. Note that the entire folder must be sent to the participating club - not just the **sequence.dss** file as the folder contains the images as well as the sequence file.

Scoring the Sequences

The second stage of a Multi-Leg competition is scoring the sequences. When FFP loads a Multi-Leg sequence file, it won't allow the projectionist to move or delete images; for a Multi-Leg competition to make sense, the judge must see the same images, and for the scoring to work they must be in the same order.

Scoring a Multi-Leg sequence is the same as scoring a "normal" competition; the score is typed on the keyboard as the image is being projected. Note that the scoring scheme in use when the sequence was created will be used for all the legs - FFP will load the scoring scheme as part of the sequence.

The critical thing to do after the sequence has been scored is to **SAVE THE SEQUENCE!** Each club (including the "master" club) must save the sequence, which will include the scores.

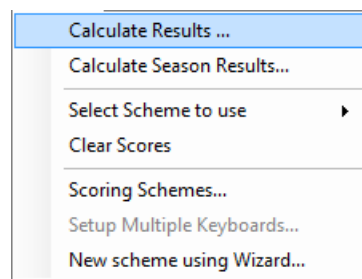
After a leg has been scored, the saved **sequence.dss** file can be sent back (by email or memory stick) to the master club projectionist. He or she then copies the **sequence.dss** into the appropriate folder for each leg.

For example, if two clubs are involved - you would be the "Home" club and the other club the "Away" club. When you saved the sequence for Multi-Leg, two folders will have been created - "Home" and "Away". You send the entire folder "Away" to the other club which they use to score a competition. After the competition, they send back the saved **sequence.dss** file to you which you copy into the "Away" folder; replacing the one that was in there. You must also save your scored sequence into the "Home" folder after your club competition.

Combining the Results

Once all the results are in, you can combine them to produce an overall result. To do that, you load your scored sequence into FFP; in the example above you would load the sequence from the "Home" folder.

With the scored sequence loaded, you can select **Calculate Results...** from the **Scoring** menu:



The **Competition Report** dialog will be displayed, showing the results for your leg of the competition:



To calculate the results for the other legs, click the **Multi-Leg Competition** button at the top of the dialog; FFP looks in the "surrounding" folders for the other sequence files to calculate an overall result:



Position	Author	Title (Home Points)	Away Points	Score
1	Andrew	(10) Daffodils (8)	10 7	35
2	Sally	Mount Olympus (10) Death Warmed Up (7)	6 8	31
3	Andrew IPTC	Caption IPTC (7)	6	13
4	Tim	Cypriot Flappers (6)	5	11
= 4	Jill	Wow! (8)	3	11

Displaying results using scoring scheme 'Temp'. Showing results for: 'All Images'

As you can see, an extra column has been added to the results showing the score each image received from the Away leg and the overall score calculated for each author.

2.5.6 Panel Based Competition

Some competitions use *panels* of images. A panel is a group of images. There are three types of panel competitions:

Group Mode

In group mode, each panel is shown in turn. For example, imagine a conventional slide competition with three competitors (Alan, Bill and Charlotte). The competition has panels of three slides, Alan is extra keen and enters two panels - the projector carousel might be loaded like this:

Competitor	Slide Number
Alan	Slide 1
Alan	Slide 2
Alan	Slide 3
	Blank
Bill	Slide 1
Bill	Slide 2
Bill	Slide 3
	Blank
Charlotte	Slide 1
Charlotte	Slide 2
Charlotte	Slide 3
	Blank
Alan-2	Slide 1
Alan-2	Slide 2
Alan-2	Slide 3

Slide Mode

In slide mode, all the "slide 1"s are shown followed by all the "slide 2"s and so on. It's important for scoring purposes that the group order is maintained; so with the above example, the slides would be shown in the following order:

Alan slide 1
Bill slide 1
Charlotte slide 1
Alan-2 slide 1
Alan slide 2
Bill slide 2
Charlotte slide 2
Alan-2 slide 2
Alan slide 3
Bill slide 3
Charlotte slide 3
Alan-2 slide 3

Cycle Mode

Cycle mode is similar to Slide mode as all the "slide 1"s are shown followed by all the "slide 2"s, but a different panel is used as the first slide of each round; with the above example, the slides would be shown in the following order:

Alan slide 1
Bill slide 1
Charlotte slide 1
Alan-2 slide 1
Bill slide 2
Charlotte slide 2
Alan-2 slide 2
Alan slide 2
Charlotte slide 3
Alan-2 slide 3
Alan slide 3
Bill slide 3

Panel File Names

For FFP to recognise images as being part of a panel they must be named in a particular way:

panel namePnumber-Snumber.jpg

If the slides above were to be entered in a panel competition, then the image file names would be:

alanP1-S1.jpg, alanP1-S2.jpg, alanP1-S3.jpg, billP1-S1.jpg, billP1-S2.jpg, billP1-S3.jpg, charlotteP1-S1.jpg, charlotteP1-S2.jpg, charlotteP1-S3.jpg, alanP2-S1.jpg, alanP2-S2.jpg and alanP2-S3.jpg

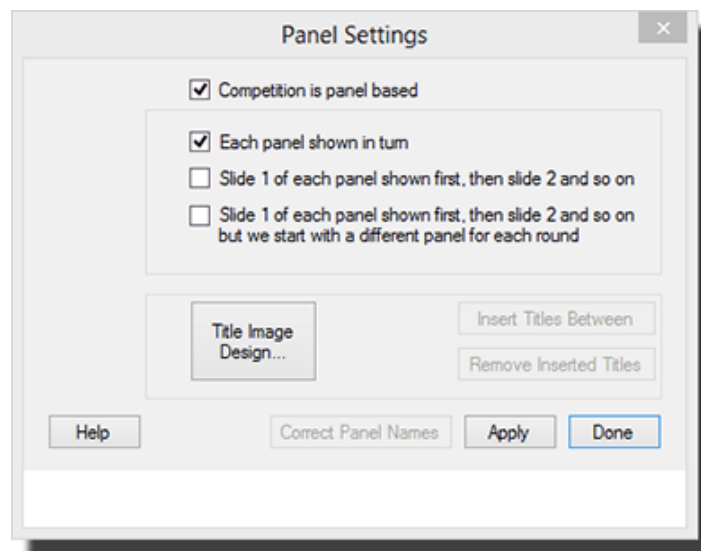
FFP is fairly flexible with the name part of the filename; the case of the name is ignored and spaces and punctuation characters are ignored so that **Alan P1-S1.jpg** is treated the same as **alanp1-s1.jpg** and **apepperp2-s2 .jpg** is the same as **APEPPER p2-s2.jpg**. However, it is important to realise that the FFP cannot know that the image file **AndrewP1-S1.JPG** belongs to the same panel as **AndyP1-S2.JPG**.

Because of this numbering scheme, FFP is limited to supporting up to nine panels from each competitor. However, FFP allows up to 15 images per panel - after the 9th image, letters are used - (in the world of the computer programmer, this is called hexadecimal notation). The conversion of decimal to hexadecimal is as follows:

Decimal	Hexadecimal	Decimal	Hexadecimal
1	1	9	9
2	2	10	A
3	3	11	B
4	4	12	C
5	5	13	D
6	6	14	E
7	7	15	F
8	8		

For example, **andrewP1-SE.jpg** would be slide 14 from Andrew's first panel.

Panels are managed using the **Panel Settings** dialog - displayed when the **Panels...** button is clicked on the main FFP window toolbar:



Going through the dialog:

Competition is panel based

If this checkbox is ticked, then FFP is operating in panel mode - when you use Add Images, the Open File dialog will filter filenames so that only those with valid panel names will be visible. Also, two extra columns will appear in the Detailed View; Panel and Slide Number.

Panel Competition Type

Below the **Competition is panel based** checkbox, you can select the type of panel competition; Group, Slide or Cycle.

Title Design...

FFP can automatically insert a Title Slide between rounds. Clicking the **Title Design...** button will open the **Panel Titles** dialog. This is described in detail [here](#)¹¹⁵.

Insert Titles Between

If this button is pressed, then FFP will automatically insert title images between rounds.

Remove Inserted Titles

If this button is pressed, then FFP will remove any automatically generated title images.


Help

Clicking the **Help** button will open the context sensitive help for the **Panel Settings** dialog.

Correct Panel Names

The **Correct Panel Names** button is used to open the **Correct Panel Names** dialog; this is described [here](#)¹¹².

Shuffling Panels

If you click the shuffle button () whilst in panel mode, the FFP will shuffle the panels as appropriate. Note that as part of the shuffle process, any system generated titles are removed before shuffling then re-inserted afterwards.

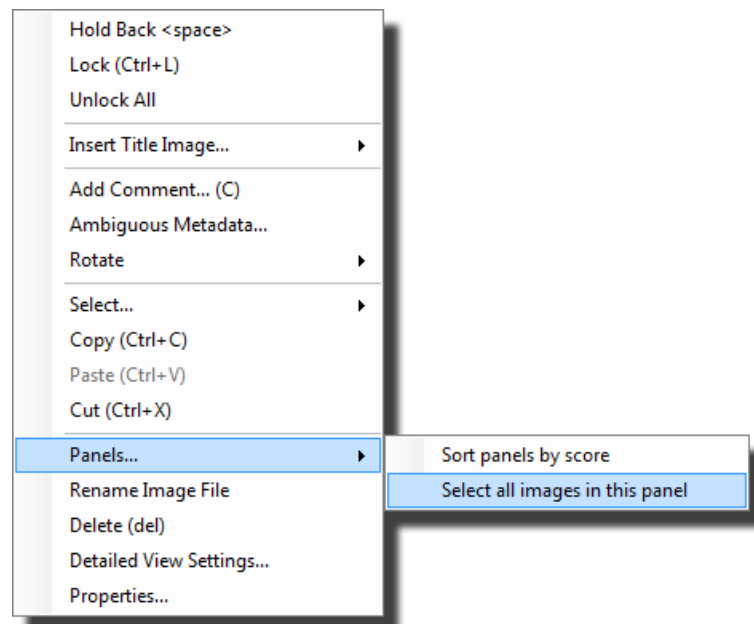
Holding Back Panels

If you press the space key or select **Hold back** from the context menu (obtained by right clicking an image) whilst in Panel group mode, the entire panel is held back. If you are working in slide or cycle mode then only the current slide will be held back.

Deleting Panels

To delete a panel, you can use the **Freeze Projector** button. Clicking the **Freeze Projector** button will stop the projector from automatically projecting a selected image. The **Freeze Projector** button will flash red to indicate that FFP is operating in this mode. Note that the **Freeze Projector** button is only available for detailed view mode.

With the projector frozen, you can right click an image from the panel you want to delete and pick **Select all images in this panel** option from the **Panels...** option:



All the images with the same panel name will be selected; press the delete key to delete the selected images.

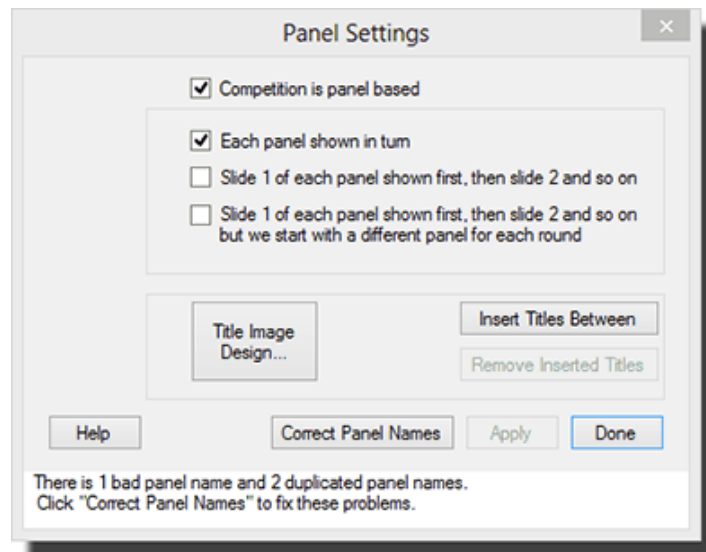
Once the panel is deleted, click the **Freeze Projector** button again to "unfreeze" the projector.

Sorting Panels by Score

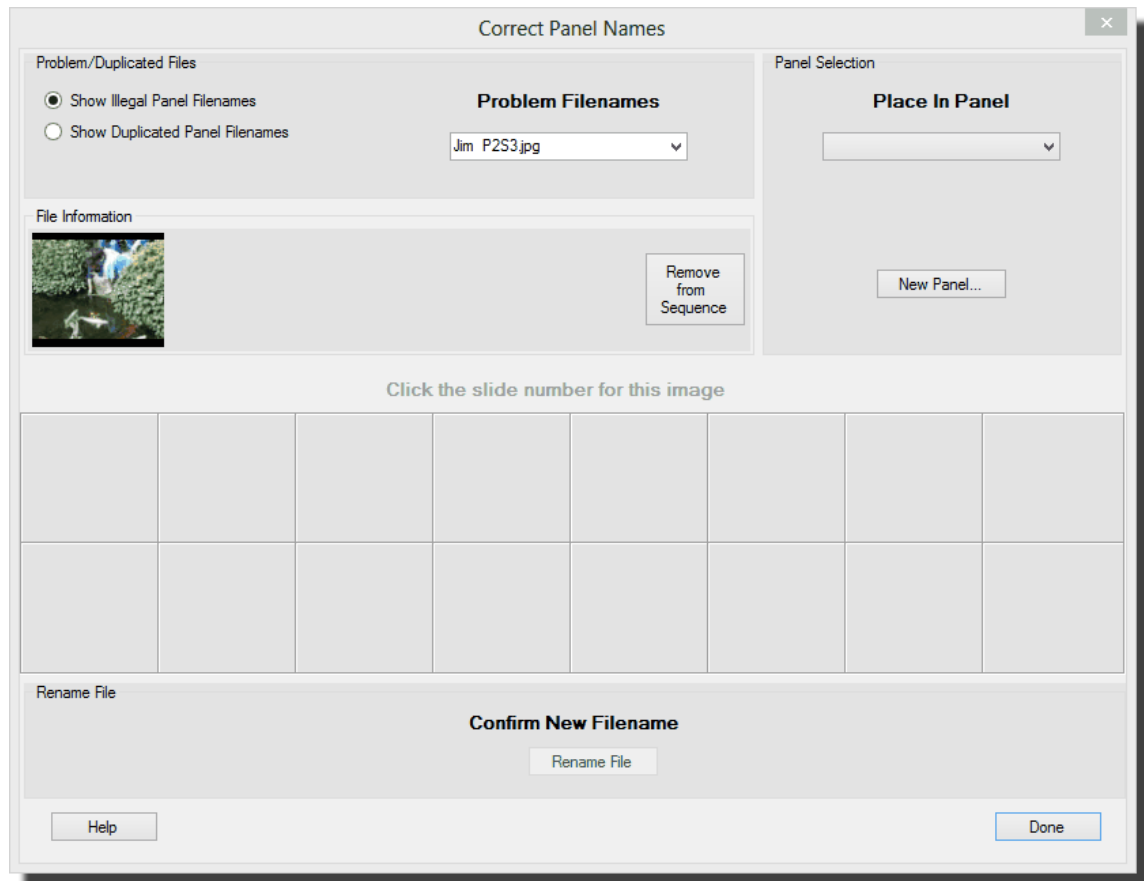
To sort the panels by score, with the highest scoring panel first, right click an image and from the **Panels...** option select **Sort panels by score**.

2.5.6.1 Correcting Panel Names

If images are loaded with incorrect or duplicated names, then the **Correct Panel Names** button on the **Panel** dialog becomes enabled. For example, a panel sequence has been loaded with some problems and the **Panel Settings** dialog looks like this:

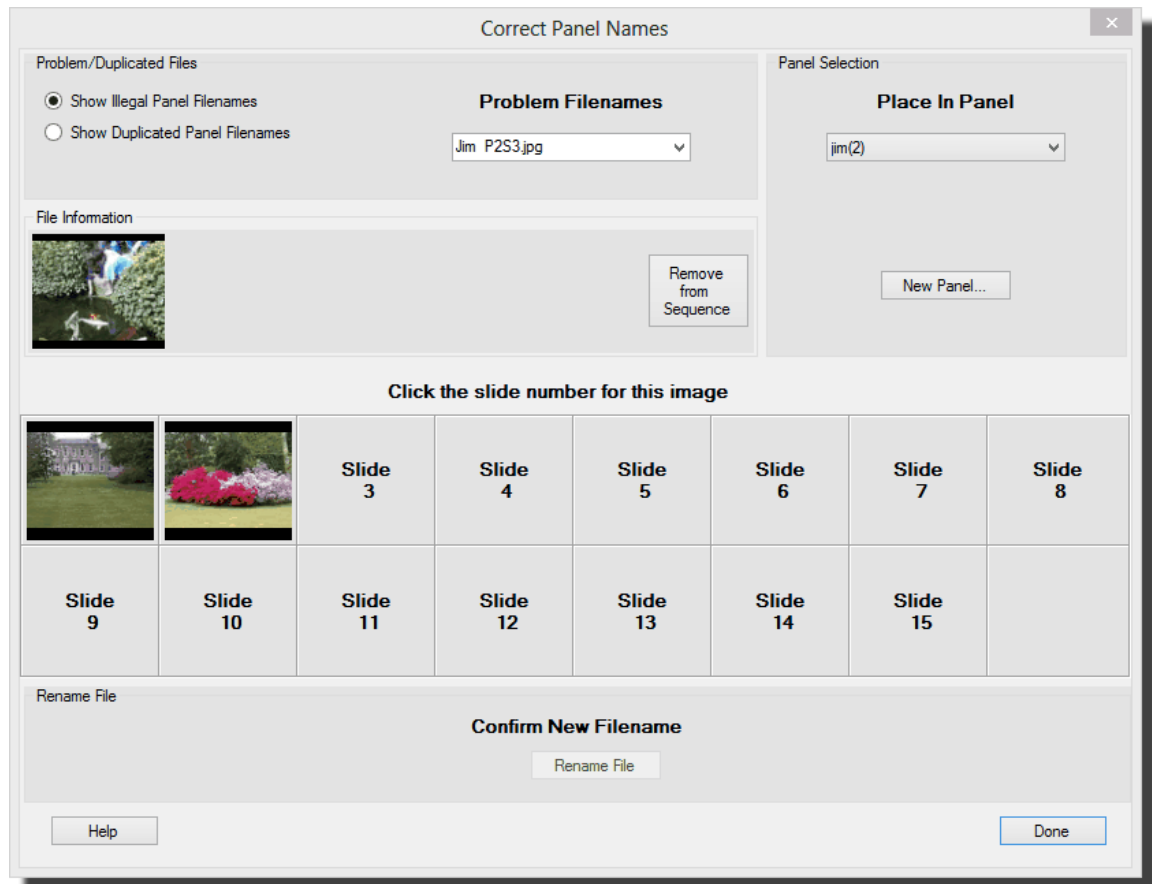


Note that at the base of the dialog, we are told there is a bad panel name and 2 duplicated panel names, although it isn't quite as bad as it sounds - the "2 duplicated panel names" error message implies two images with the same name so it's actually one error. As suggested, the **Correct Panel Names** button is clicked to open the **Correct Panel Names** dialog:



As we learned from the **Panel Settings** dialog, there is one illegal filename and two duplicated images. We'll deal with the bad filename first.

The illegal filenames are shown in the **Problem Filenames** dropdown, a thumbnail of the problem file is shown in the file information area as well as any associated metadata. The problem filename is **Jim P2S3.jpg** it looks as though the "-" has been missed out of the filename (before the "S3") and it belongs in Jim's panel 2, we can check that by selecting **jim(2)** from the **Place in Panel** drop down, the dialog changes to look like this:



Seeing a missing Slide 3 confirms the theory. We'll click the "Slide 3" box to add the image to the panel. The Rename File area of the dialog will show the new filename (**JimP2-S3.jpg**) and we click the **Rename File** button to confirm the change. The dialog will be updated, removing the image from the **Problem Filenames** drop down.

If the entire panel has been misnamed, then you will need to use the **New Panel** dialog to create a new panel to place the illegal images. Click the **New Panel...** button and you will be asked for the new panel name. The panel number will be inserted automatically so don't type that.

Once the new panel has been created, the process for placing the image into the panel is exactly the same as for adding an image to an existing panel; you click the slide number you want for the image.

You can drag and drop images around the panel; FFP renames the file appropriately as you drag the image.

In our example, there are no more illegal files; the dialog automatically switches to the duplicated files. Obviously, there are always pairs of duplicated images, so if FFP indicates 2 duplicated images, this means there are 2 images with the same name and removing one of the images will correct the problem.

Usually, duplicated images are images that have been accidentally loaded twice - clicking the **Remove from Sequence** button will remove one of the duplicated images and resolve the problem.

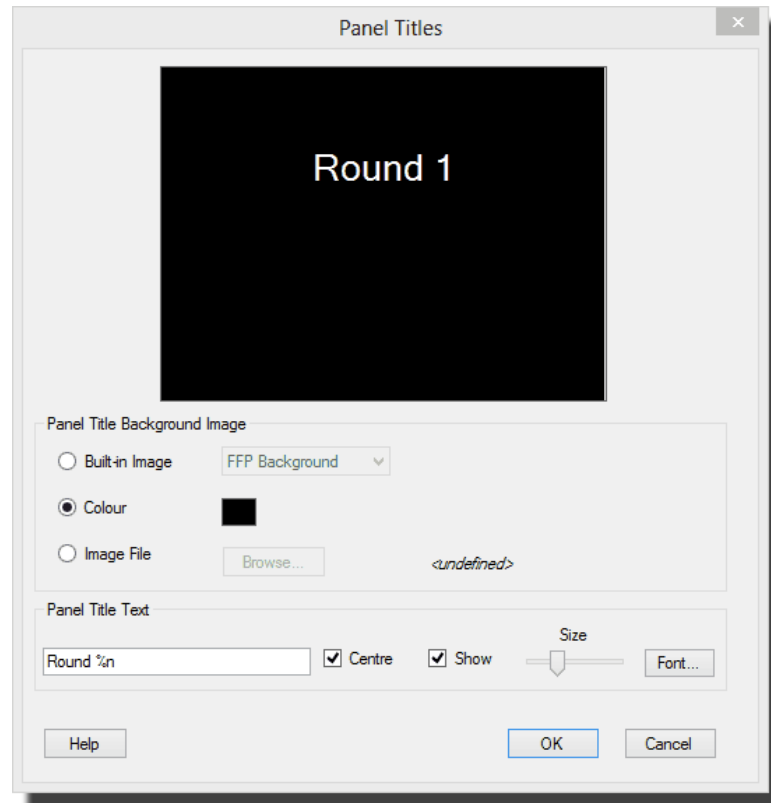
If the images are different, then one of images has been misnamed and you need to treat it as an

illegal filename and place it into a panel to correct the problem.

Click **Done** when you have corrected the panel names.

2.5.6.2 Panel Title Slides

The **Panel Titles** dialog is opened by clicking the **Title Image Design...** button on the **Panel Settings** dialog. The dialog allows you to design the title images that will be inserted automatically between rounds of the panel competition:



Going through the **Panel Titles** dialog:

Panel Title Background Image

The panel title background image area is used to select the background image to be used for panel titles; you can select from one of the built-in backgrounds, a solid colour or use an image file.

At the top of the dialog is a preview of the projected title slide for round 1.

Panel Title Text

The heading area is used to set the text to be displayed between rounds; the default text "Round %n" displays as "Round 1" for round 1, "Round 2" for round 2 and so on. The %n is replaced by the round number. You can click the **Font...** button to open a standard dialog to change the font and colour of the displayed text.




You can drag the Heading text around the preview image to position it appropriately for your background image. The heading will only be displayed if the **Show Heading** checkbox is checked.

If the **Centre Heading** checkbox is checked, then the heading text will automatically be centred horizontally.

2.6 Tabs

2.6.1 Introduction

FFP supports multiple documents; you can load up to 8 sequences and switch between those sequences. As an example, three sequences have been loaded into FFP:

<input checked="" type="checkbox"/> Beginner* <input type="checkbox"/> Intermediate* <input type="checkbox"/> Advanced <input type="checkbox"/> +						
Number	Status	Thumb	Filename	Author	Title	Score
1			all saints in snow.jpg	Andrew Pepper	EXIF Caption	-
2			daffodils.jpg	Andrew Pepper	Daffodils & that	-
3			DSC_0027.jpg	Andrew Pepper	Cypriot Flappers	-

At the top of the detailed view, there are three tabs (Beginner, Intermediate and Advanced). You can switch sequence simply by clicking the appropriate tab. FFP treats each sequence entirely separately; you can specify a different scoring scheme for each tab, you can be in lightbox mode on one tab and detailed view in another, you can even (with some restrictions) run entirely different types of competitions on each tab.

More Details

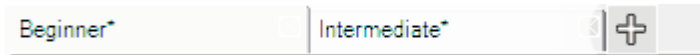
- You can copy (or cut) and paste images between tabs.
- If a sequence has been modified without being saved, FFP shows an asterisk by the tab name; in the example above, two tabs have modified sequences.
- If a sequence contains images that are larger than required, FFP shows a double angle quote character ("»") by the tab name.
- If you use image selection mode, then one of the options is to transfer all selected images to a new tab.
- The restrictions in competitions mentioned above are that you can't switch tabs if you are running a knock out or mix and match competition; this is because FFP is, essentially, "running" the competition and it doesn't make sense to suddenly switch to a different competition.
- You can change the order of tabs by dragging a tab to a different position.

2.6.2 Adding Tabs

When you load an existing sequence, a new tab is automatically created for that sequence. The new tab will be given the name of the sequence that you've loaded, however if there is an existing tab with the same name, the FFP will add a number to the end of the name to

distinguish it.

To add a new tab manually, click the plus sign to the right of the tabs:



2.6.3 Removing Tabs

To remove a tab, click the small cross at right hand side of the tab:



If the sequence associated with tab has been modified without being saved, then you will be asked to confirm the removal.

2.6.4 Renaming Tabs

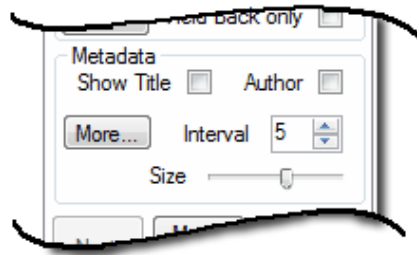
To rename a tab, right click the tab to rename and select **Rename Tab** from the menu that appears.

2.7 Projection

2.7.1 Projecting Extra Information

FFP can briefly superimpose extra information (called *metadata*) about images onto the projected image. As described in the [Author, Title and Subject](#)^[70] section, FFP obtains metadata from within the image file itself or by decoding the image file name.

The Title and Author display is controlled from the toolbox area:



In the metadata area of the FFP toolbox, there are two checkboxes **Show Title** and **Author**. If either or both of these are ticked, then when the image is projected the appropriate information is superimposed onto the projected image.

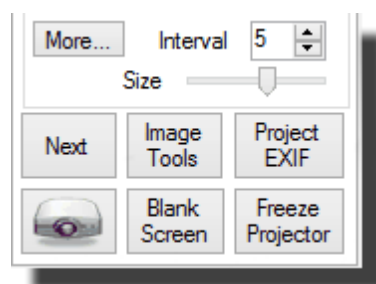
The **Interval** is the time in seconds that the title or author will be displayed for and the **Size** is the font size of the text.

You can move the projected information on the projected in two ways; to temporarily move it, use the [Image Tools](#)^[65] window. To permanently change the position, use the [FFP Settings](#)^[203] dialog.

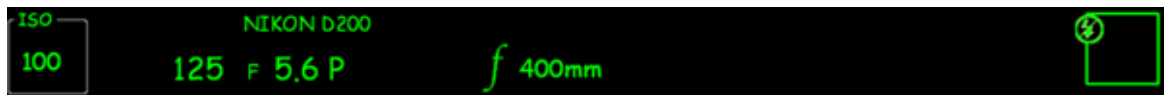
For other information that can be projected, click the **More...** button and the **FFP Settings** dialog will be opened. This is described [here](#)^[201].

2.7.2 Projecting EXIF Information

Most digital cameras store shooting information (such as exposure time and aperture) as part of the image file. FFP will extract this information from the file and, if you are using a second monitor, you can add this information to the projected image by clicking the **Project EXIF** button in the toolbox:



A translucent bar of information will be added to the projected image, an example is shown below:



The bar mimics the information shown in camera view finders; the camera model number, ISO setting, exposure time, F-stop, exposure programme (A (for aperture priority, S for speed priority or P for programme mode), lens focal length and flash fire information is shown.

There are three points to note:

- The information is only shown when the second monitor is in use; the small window which appears when using FFP on a single monitor computer is too small to show the information bar.
- FFP can only display information if it is present in the image file.
- For some early digital cameras the ISO information was not stored; FFP will display question marks if the ISO information is not available.

2.7.3 Freezing the Projector

If you are operating in detailed view mode then the **Freeze Projector** button is available in the [Toolbox](#)^[30]. If you click the **Freeze Projector** button whilst projecting an image, then that image will continue to be projected even if other images are selected.

This allows you to examine the properties, rename or delete images in the sequence without changing the projected image.

The **Freeze Projector** button will flash red to indicate that FFP is operating in this mode.

2.7.4 Colour Managing the Projector

Some Background

Colour devices, such as monitors and projectors vary in how they present colours. So that images look consistent when they are viewed on different devices, a colour profile file can be associated with a given device which describes how that device shows colours.

These files are obtained in two ways; they may be supplied by the manufacturer or created by a monitor calibration tool. The idea is that the operating system and applications use these files to process images before they are shown.

If you're a user of Windows XP, you may be wondering why you've never been asked for a "colour profile" when you install a monitor or, indeed, a projector. Windows XP largely makes colour management invisible by defining a standard colour profile (sRGB) to which monitors are assumed to conform.

The problem is that sRGB, because it has to be supported by a wide range of devices, defines a relatively small range of colours (gamut is the technical term for the range of colours that can be displayed).

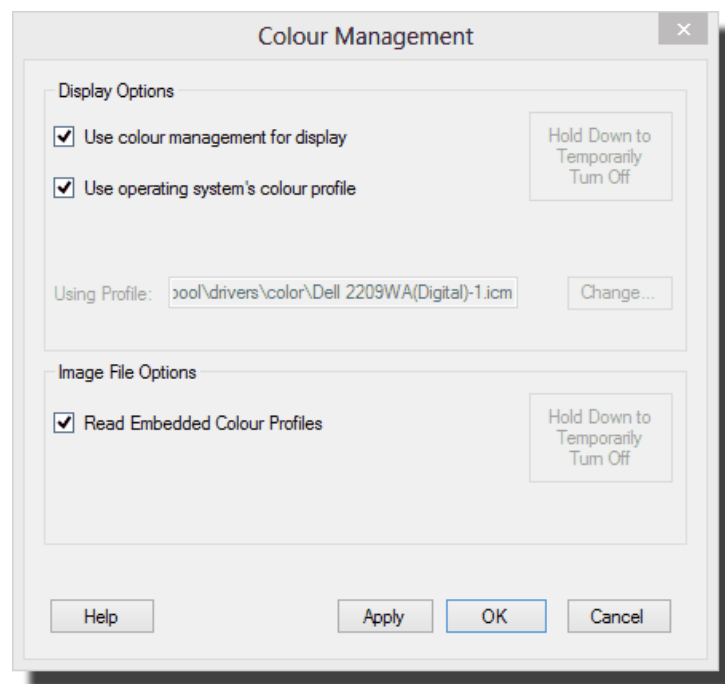
All versions of Windows after Windows XP (Vista, 7 and 8) support colour management. With Windows Vista, you can associate a colour profile file with a device using the **Color**

Management option on the Windows control panel.

With Windows 7 or 8, you select the **Screen Resolution** option from menu that appears if you right click the desktop. From the dialog that appears select **Advanced** settings and then select the **Color Management** tab at the top of the dialog.

FFP supports colour management of the projected image, using a colour profile file (a .icm or .icc file) that matches your projector. If you are using Windows Vista, 7 or 8 then FFP can automatically use the "system" colour profile.

Assuming you have such a file, to turn on colour management, select the **Colour Management** option from the **Settings** menu, selecting this option will display the **Colour Management** dialog:



For colour management to work, you need to turn on the **Use colour management** checkbox. If you check the **Use operating system's colour profile** option then FFP will look for the colour profile the operating system has associated with the display; note that this will won't work with Windows XP as XP doesn't support colour profiles for individual displays. The option also won't be available if the display doesn't have a colour profile associated with it. Alternatively, you can define the colour profile file by clicking the **Change...** button and selecting a profile file.

If you have a profile defined, then you can click and hold down the **Hold Down to Temporarily Turn Off/On** button. As the title implies, this will turn colour management off or on as appropriate for as long as you hold down the button.

There are two things to note about colour management:

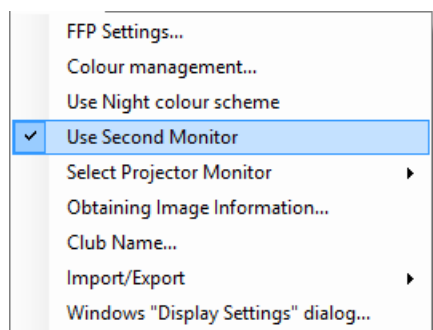
- The differences are often fairly subtle, don't expect big changes.
- Most projectors have a fairly small gamut and are designed to be used with Windows so sRGB (or turning off colour management) may actually be the most appropriate setting.

2.7.5 Using FFP without a Projector

Although FFP is designed to be used with a projector or second monitor, it is possible to run the program on a computer with a single monitor; for example for practising beforehand - something we all encourage!

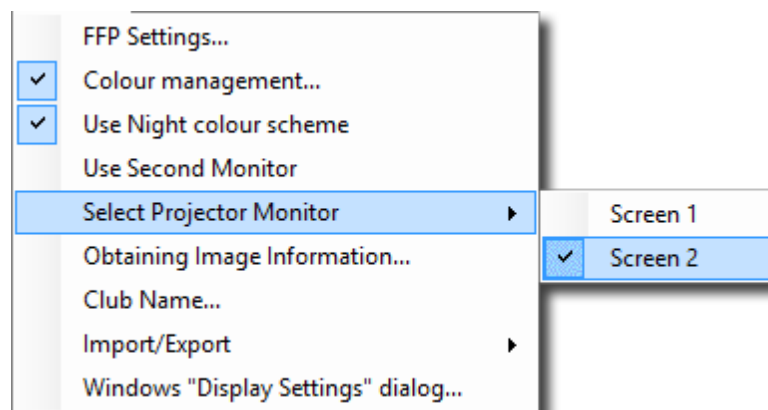
If you turn on projection on a single monitor computer then FFP will produce a small window showing the projected image. If the laptop screen has a high enough resolution (a width of at least 1280 pixels) then the FFP main window is resized and the projected image window placed alongside. If the laptop screen's width is smaller than 1280 pixels, then a translucent window will appear for the projected image in the top right hand corner of the display.

If your computer has two monitors, you can see the affect of using a single monitor by unchecking **Use Second Monitor** on the **Settings** menu.



2.7.6 Multiple Projectors

If your computer has more than one extra screen connected, then FFP may choose the "wrong" screen for the projected images; you can select which screen is to be used from the **Settings** menu:



In this case, there are two extra screens and "Screen 2" has been selected for projected images.

2.8 Scoring

2.8.1 Scoring Overview

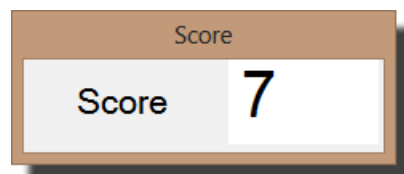
FFP provides a comprehensive range of scoring options so, hopefully, most situations are catered for. If you use FFP for scoring a competition, some things are always the same:

- A scoring scheme must be defined which is appropriate for the competition; this specifies such things as the minimum and maximum possible scores, and how the scores are interpreted. Several scoring schemes can be defined and stored by the operator and the appropriate scheme loaded for each competition.
- Scores must be entered; to enter a score, a number is typed whilst an image is being projected. Before a score can be entered, the image must be being projected - so the Projector button must be turned on - and scoring must have been turned on - by clicking the Score button.

If you type a number and the projector button or scoring is turned off, then FFP will assume you're trying to score an image and produce a warning message - it also flashes the button(s) that need to be turned on.

If you click the **Score** button and there are no scoring schemes, then you will be invited to create one using the [score scheme wizard](#)¹²⁶.

You score an image by typing the score whilst that image is being projected; when you start to enter a score, a window appears into which the score is entered:



You can correct a score using the Backspace key, to confirm the score press the Enter key.

If you have entered the wrong score, you can usually correct it by selecting the image and typing the correct score. However, for placed based scoring schemes, you will need to *right* click the image and select **Clear Score** from the menu that appears.

You can abort entering a score by pressing the Esc key and confirming you want to abort score entry.

FFP allows up to six individual scores to be entered for each image which contribute to the final score for that image. Each score is entered by typing the score followed by the Enter key. When all the scores have been entered, the scores are registered and FFP will move to the next image in the sequence.

The scores can also be entered from multiple keyboards, FFP supports up to six keyboards and records which keyboard entered which score.

The score is shown in the right hand column of the detailed view. You can sort the images into score order by clicking the "Score" heading at the top of the score column.

At any point a *results summary* can be generated. This will give the "state of play" of the

competition. At the end of the competition, this will, obviously enough, give the result of the competition. However, it is possible to change the scoring scheme used to produce the scoring report so, for example, you can generate a report where the results are for each author and then easily switch to display the results for each slide.

FFP can calculate the overall results for a collection of sequence files; so, providing you remembered to save sequences after they've been scored(!), you can generate the overall results for a season of competitions.

Some clubs have competitions where there are a mixture of set subject and open images. For example, a club may have a competition where members can enter a Portrait or an Open image. By setting the image type (Portrait or Open) in the Subject field associated with the image, FFP can calculate the scores for particular subjects within the competition.

If you have a second monitor connected, then you can project the scoring report.

Scoring reports can be [printed](#)^[171] or [saved](#)^[171] in HTML format so they can be incorporated into club websites or saved for club records.

When saving a sequence the scores and the scoring scheme currently in use is also saved as part of the sequence. When you load a sequence, FFP will load the saved scores and the scoring scheme. If the scoring scheme doesn't exist then it is added to the list of scoring schemes. You should be aware that if you change a scoring scheme, for example, you change the minimum score from 0 to 1, then when you load a sequence using the older version of the scheme then it is the older version that will be used by default; FFP *prefers* the scheme that is part of the sequence.

FFP indicates in the status text at the bottom of the FFP window which scoring scheme is in use and whether this has been "preferred" over an existing scheme with the same name.

If you have more than one sequence loaded (ie more than one tab active), you can have a different scoring scheme on each tab - FFP will automatically switch scoring schemes as you change tabs.

Pre-Scoring

One situation for which FFP cannot be used directly is for scoring a competition which is Pre-Scored; the judge looks through the images and allocates points before the competition. As the judge is unlikely to have FFP installed on his or her computer, FFP provides the facility to [export the sequence as an HTML based slide show](#)^[172] that can be viewed on any computer with an Internet browser. This can be given to the judge, together with a [printed score sheet](#)^[211] which is completed by the judge.

This section gives an overview of the basic scoring modes:

[Scoring By Author](#)^[133]

In the *scoring by author* mode a score total is recorded for each projected image. At the end of the competition, the total for each author is added together to create a score. The winner is the author with the highest score. For this type of competition, FFP has to know the author for each image and will warn the projectionist if images are loaded without the author defined.

Some clubs don't add *all* the scores together; for example, an author might enter three images but only the top two "count" towards their total.

[Calculating Season Results](#)¹³⁶

Provided that competitions have been scored with a "By Author" scoring scheme, FFP can calculate a summary of results for several sequences and give an "overall" result for an entire season.

[Scoring InterClub Competitions](#)¹⁴⁸

If you are having a multi-club battle, FFP will assume that each club's images are stored in a folder for that club, with the club's name being used as the folder name. The calculation of the score is very similar to a "By Author" competition except the club name is used to calculate a total score for the club.

[Scoring Multi-Leg Competitions](#)¹⁵²

FFP can run a Multi-Leg competition; the same sequence is scored at different clubs and the result combined to produce an overall result.

[Scoring Mix & Match Competitions](#)¹⁵⁴

If you are having a Mix & Match competition, FFP will be more proactive, prompting you at the end of each round for the score.

[Scoring By Slide](#)¹³⁸

In the *scoring by slide* mode a score total is recorded for each projected image. The winning slide is the one with the highest score.

[Placed Based Scoring](#)¹⁴⁰

Some clubs don't allocate points to each image but place the top few images. For example, the best image will be allocated First place, the next Second place and so on. FFP supports up to nine such placements. The name for each place can be changed (for example, the first place could be called "Gold", the second "Silver"). FFP allocates points based on placement, for example First place might receive 10 points, second 8 points and so on. It's also possible to specify how many of each place is allowed; for example, you could have First, Second, Third and then 5 Highly Commendeds.

[Scoring By Panel](#)¹⁴⁵

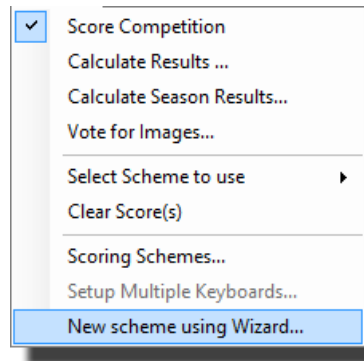
In the *scoring by panel* mode a score is recorded for each image and the total for each panel calculated.

[Voting for Images](#)¹⁵⁸

This is a variation on conventional scoring; in this scoring system, all the images are shown to the audience then each member votes for their favourite image(s). FFP calculates a "score" for each image given the votes cast by each member.

2.8.2 Scoring Scheme Wizard

You may find it easier to create a scoring scheme by using the Scoring Scheme Wizard. To access the wizard, select the **New scheme using Wizard...** option from the **Scoring** menu:



The scoring scheme wizard will start:



You will be led through the creation of the new scheme by the wizard.

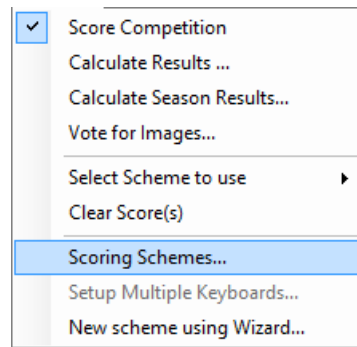
Limitations

The wizard does not allow you to modify the place names or scores if the scoring scheme is place based. To change the place names or scores, use the **Scoring Scheme** [dialog](#)^[131].

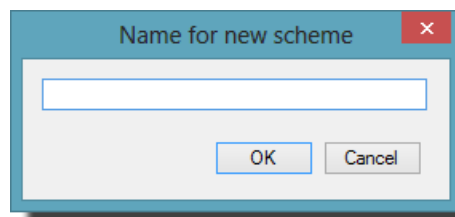
2.8.3 Scoring Scheme Dialog

Before a competition can be scored using FFP, a scoring scheme must be set up. Scoring schemes can be set up using the [scoring scheme wizard](#)^[126] or by using the scoring scheme dialog.

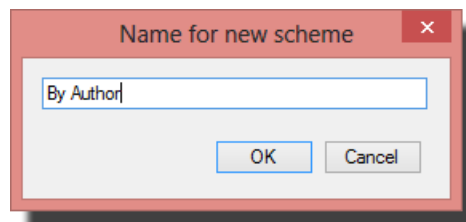
To access the **Scoring Scheme** dialog, select **Scoring Schemes** from the **Scoring** menu:



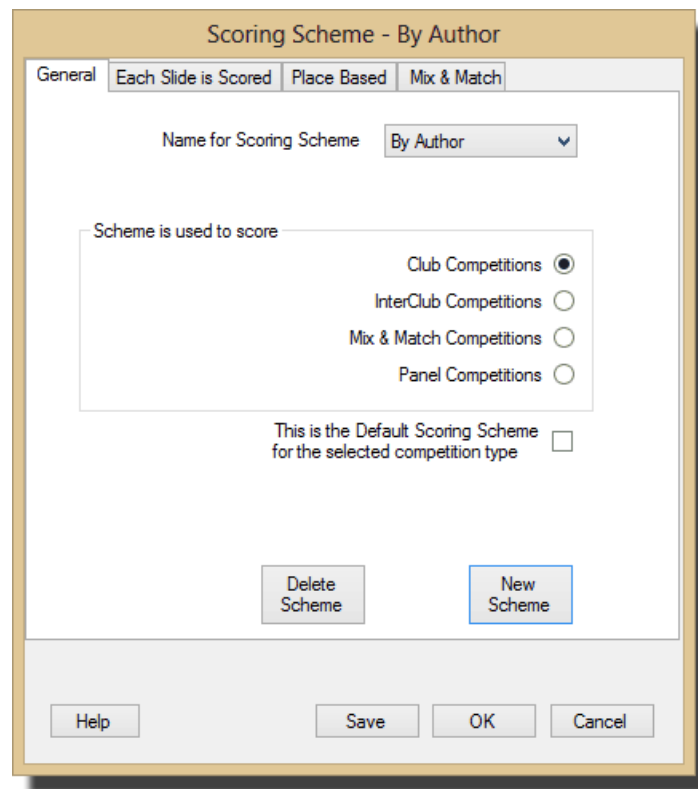
If this is the first scoring scheme you have set up then you'll be asked for a name for the scheme:



Enter a suitable name for the scheme; as an example we'll use "By Author":



Click **OK** and you'll be taken to the **Scoring Schemes** dialog box:



Controls Common to All Tabs

Help

The **Help** button will open the context sensitive help for the **Scoring Scheme** dialog.

Save

The **Save** button is used to save the current scheme. The save button is enabled when modifications have been made to the current scheme.

OK

The **OK** button is used when you have completed using the **Scoring Scheme** dialog. Changes to the current scheme will be saved.

Cancel

The **Cancel** button cancels modifications to the current scheme and closes the dialog. Note that if you have previously saved scoring schemes, then these scoring schemes will remain saved.

The General Tab

Name for Scoring Scheme

The **Name for Scoring Scheme** dropdown is used to select the current scheme; if you've just created a scheme then it will show that scheme. If you change the current scheme, by selecting a different scheme from the dropdown and you've modified the current scheme, you will be asked if you want to save the current scheme before switching to the new scheme.

Scheme is used to score

This area is used to select the type of competition for this scoring scheme; FFP can score four different types of competition and you should make sure the appropriate button is checked as FFP will only allow appropriate scoring schemes to be used with a given competition. For

example, if you are running an InterClub competition, you will need to have an InterClub scoring scheme defined to score it.

Default Scoring Scheme

If this checkbox is checked, then FFP will assume that the scoring scheme is the default one to use for a given competition type. For example, if you have two Club Competition scoring schemes defined and FFP is operating in Club Competition mode, then the default Club Competition based scoring scheme will be loaded automatically.

Delete Scheme

Clicking the **Delete Scheme** button will delete the current scheme. You will be asked to confirm the delete.

New Scheme

Clicking the **New Scheme** button will create a new scoring scheme. If you have modified the current scheme, then you will be asked if you want to save changes before being asked for the name of the new scheme.

The Each Slide is Scored Tab

Click the **Each Slide is Scored** tab at the top of the dialog box to access the next page of the dialog box:

The screenshot shows a dialog box titled "Scoring Scheme - By Author". It has four tabs: "General", "Each Slide is Scored" (which is selected), "Place Based", and "Mix & Match". The "Each Slide is Scored" tab contains the following settings:

- "Number of scores per slide": A spinner box set to 1.
- "Half marks are used": A checked checkbox.
- "Minimum score per slide": A spinner box set to 0.0.
- "Maximum score per slide": A spinner box set to 10.0.
- "Author/club's scores are added together": A checked checkbox.
- "Maximum number of slides per author/club": A spinner box set to 3.
- "Number of slides per author/club that count towards the score": A spinner box set to 2.

At the bottom of the dialog box are four buttons: "Help", "Save", "OK", and "Cancel".

Number of Scores Per Slide

The **Number of scores per slide** counter is used if there is more than one score recorded per image. Some competitions have more than one judge who each records a score for a given image. FFP allows up to six separate scores to be recorded for each image.

If the number of scores per slide is more than one, then you can use multiple keyboards,

instructions on setting up multiple keyboards are [here](#)¹⁵⁶.

Half Marks

If you allow half marks in your scoring scheme, then tick the **Half marks are used** checkbox.

Minimum and Maximum Score Per Slide

The **Minimum score per slide** is the lowest score an individual judge can award an image, so if there were three judges (ie the **Number of scores per slide** counter is set to 3) then the lowest total would be the **Minimum score per slide** counter multiplied by the **Number of scores per slide**.

The **Maximum score per slide** is the highest score that an individual judge can award an image. If there were three scores per slide and the **Maximum score per slide** is set to 10 then the highest total an image could receive would be $3 \times 10 = 30$.

Maximum Number of Slides per Author/Club

The **Maximum number of slides per author** is the highest number of images an individual or club is allowed to enter per competition. Note that for this is only checked if the scoring scheme has **Author/club's Scores Added Together** field checked. For club competitions, the "author" field must be set for all the entries for this type of scoring scheme; for instructions on how to set that see [here](#)⁷⁰. For InterClub competitions, FFP uses the name of the folder containing the images as the club name.

When scoring is turned on, FFP will go through the currently loaded images checking the number of entries per author. A warning is displayed if the maximum number of entries per author is exceeded but the extra images are not removed from the sequence.

Author/club's scores added together

If the **Author/club's scores are added together** checkbox is ticked then FFP will add the scores for an author (or club for InterClub competitions) together. For this to work for club competitions, the "author" field must be set for all the entries (see [here](#)⁷⁰).

Number of slides per author/club that count toward the score

This counter indicates how many of an author's or club's slides will "count" towards that author's or club's total.

For example, if an author enters three images which score 7, 8 and 9 then it might be thought that they score $7 + 8 + 9 = 24$ points. However, if the number of slides per author is set to 2 then the author score would be $8 + 9 = 17$ - the lowest score being discarded.

Place Based Tab

To select the Place based page of the dialog, click the **Place Based** tab at the top of the dialog box:

The dialog box 'Scoring Scheme - By Author' has four tabs: 'General', 'Each Slide is Scored', 'Place Based', and 'Mix & Match'. The 'Place Based' tab is selected. Below the tabs, there is a checkbox labeled 'Competition is placed based' which is currently unchecked. Below this is a table with four columns: 'Position', 'Name', 'Score', and 'Maximum in this Position'. The table contains five rows of data. Below the table is a 'Default score for slide' field set to '0.0' with up and down arrows. At the bottom of the table area are 'New Row' and 'Del. Row' buttons. At the very bottom of the dialog are 'Help', 'Save', 'OK', and 'Cancel' buttons.

Position	Name	Score	Maximum in this Position
1	First	10	1
2	Second	8	1
3	Third	6	1
4	First Highly Commended	4	1
5	Second Highly Commended	3	1

In a placed based competition the top few images are given a place; in the default settings (shown above) the "best" slide of the competition is awarded First place, the next Second place and so on. Points are associated with each place. In the example above, First place is awarded 10 points, Second place 8 points and so on.

Going through the dialog:

Competition is Placed Based

If the competition is placed based, then you should tick this checkbox.

Position Table

The position table shows the name and score of each position in the scoring scheme. If your scheme is placed based, then you can change the name of each place by clicking the name and typing the new name.

Similarly, you can change the number of points allocated to each place by clicking the score and typing the number of points.

Default Score for Slide

To encourage entries, some clubs award a score to each image entered. You can set the default score using this counter.

Maximum in this Position

Up to 9 occurrences of each place are allowed; for example, a scoring scheme could have First, Second, Third and 5 Highly Commendeds. To set the maximum number of a particular place, click the **Maximum in this Position** button associated with the place.

New Row Button

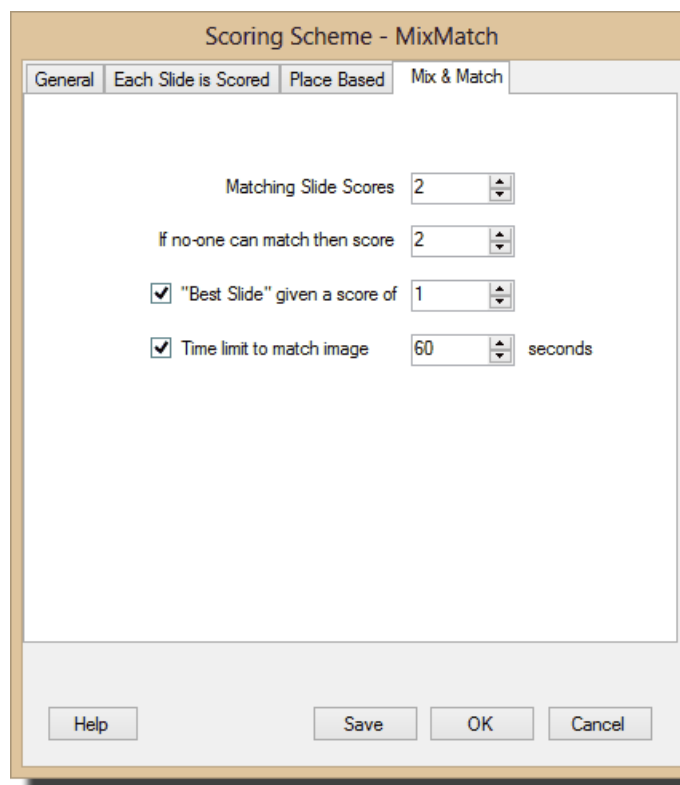
To add a row to the table, click the **New Row** button - FFP allows up to 9 rows in the position table; thus allowing 9 places in a competition. New rows are always added to the bottom of the table.

Delete Row Button

To remove a row from the table click any field of the row and click the **Delete Row** button.

Mix & Match Tab

To select the Mix & Match page of the dialog, click the **Mix & Match** tab at the top of the dialog:



The Mix & Match competitions are scored in a slightly different way from other competitions; FFP is more proactive - using dialog boxes to ask for the score rather than waiting for you to enter it. For more details, see [here](#)⁹⁹.

Matching Slide Scores

The **Matching Slide Scores** counter is used to set the number of points awarded to a matching image.

If no-one can match then score

This counter indicates how many points are awarded if no-one can match an image. Normally, this number is the same as the **Matching Slide Scores** number.

"Best Slide" is given a score of

This checkbox and counter indicate whether the "Best" slide of a round is awarded a score and, if so, how many.

Time limit to match image

The time limit counter is the number of seconds the team trying to match has to match the image.

2.8.4 Scoring By Author

This is probably the most widely used camera club competition; each image is given a score and at the end of the competition the winner is the author with the highest total.

For club competitions scoring schemes to work, the Author parameter for all the image files must be [correctly set](#)^[70] - the only exception being [locked images](#)^[56].

Creating a "By Author" Scheme

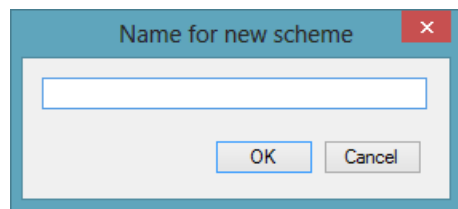
In the following example, we'll create a scoring scheme for the following style of competition:

- Images are given a score between 0 and 10 points
- Half-marks are permitted - so, for example, 8½ would be a legal score.
- Members enter up to three images, but only the top two scores count towards their total.

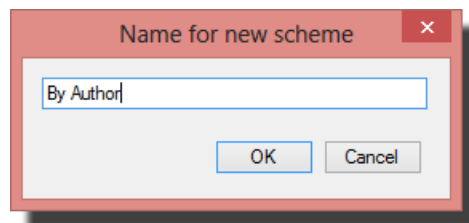
To create such a scheme:

Open the **Scoring Schemes** [dialog](#)^[126].

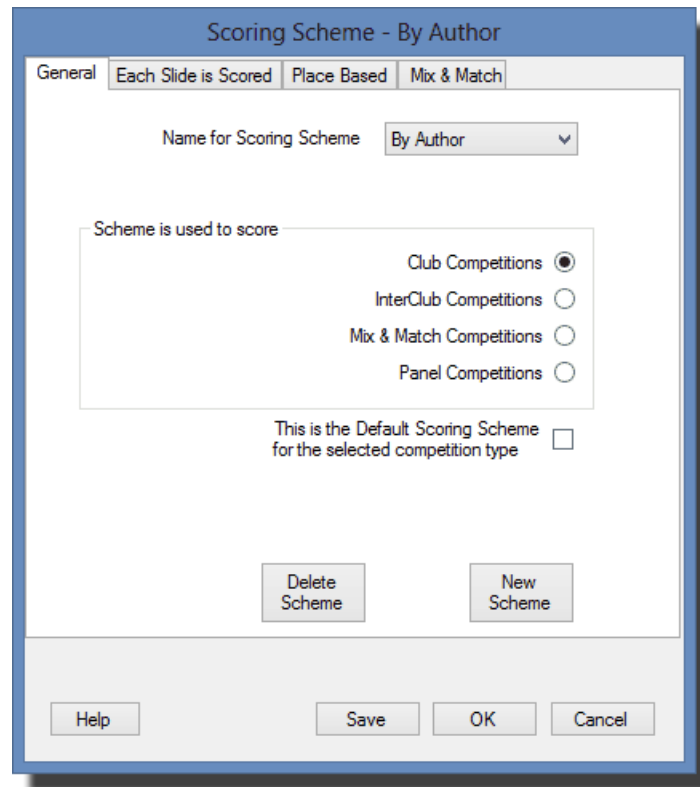
If this is the first scoring scheme you have set up then you'll be asked for a name for the scheme, if not then click the **New Scheme** button to be asked for the scheme name:



Enter a suitable name for the scheme; for this example we'll use "By Author":



Click **OK** and you'll be taken to the **Scoring Schemes** dialog box:



Scoring Scheme - By Author

General | Each Slide is Scored | Place Based | Mix & Match

Name for Scoring Scheme: By Author

Scheme is used to score

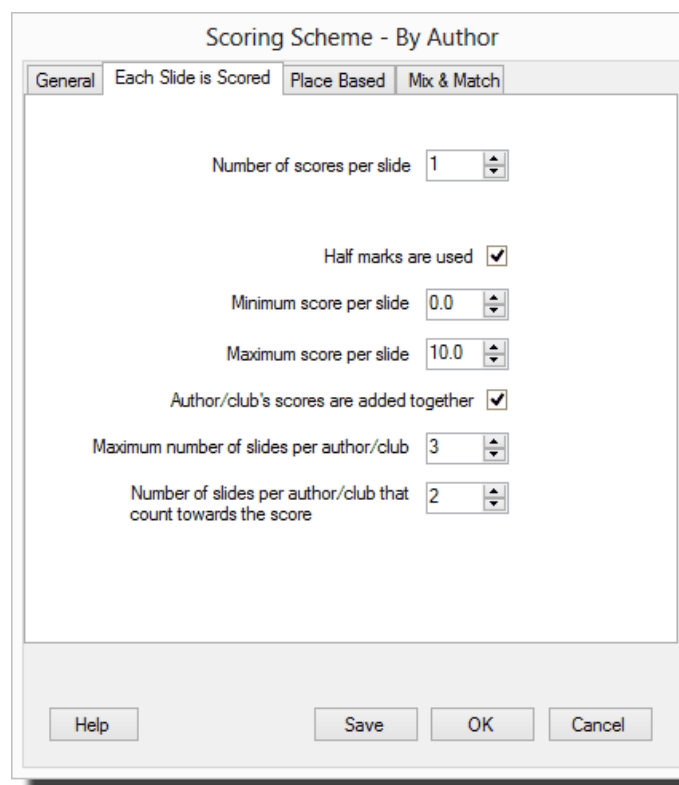
- ☒ Club Competitions
- ☐ InterClub Competitions
- ☐ Mix & Match Competitions
- ☐ Panel Competitions

This is the Default Scoring Scheme for the selected competition type ☐

Delete Scheme New Scheme

Help Save OK Cancel

Make sure the **Club Competitions** button is selected and click the **Each Slide is Scored** tab at the top of the dialog box:



Scoring Scheme - By Author

General | Each Slide is Scored | Place Based | Mix & Match

Number of scores per slide: 1

Half marks are used ☒

Minimum score per slide: 0.0

Maximum score per slide: 10.0

Author/club's scores are added together ☒

Maximum number of slides per author/club: 3

Number of slides per author/club that count towards the score: 2

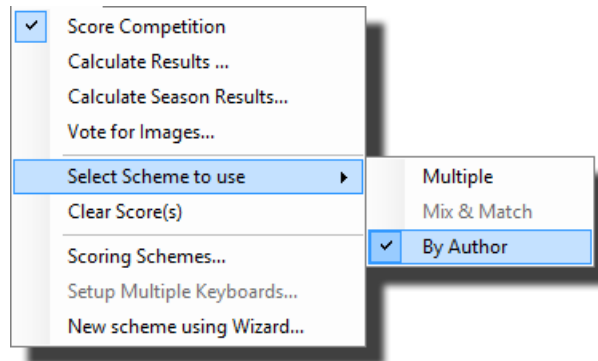
Help Save OK Cancel

Set the fields of this page to match the requirements; the sample above is correct - in fact, this is the default setting.

Click **OK** and the scheme will be saved.

Scoring a Competition

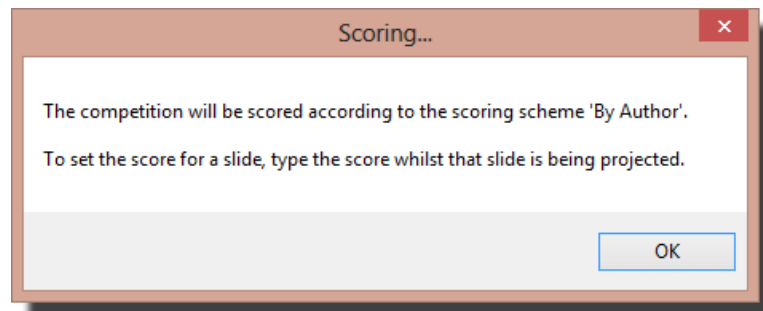
If the "By Author" scheme is not the default scheme, then it will need to be selected from the **Select Scheme to use** option from the **Scoring** menu:



Before a competition can be scored, you need to turn scoring on by clicking the **Score** button:

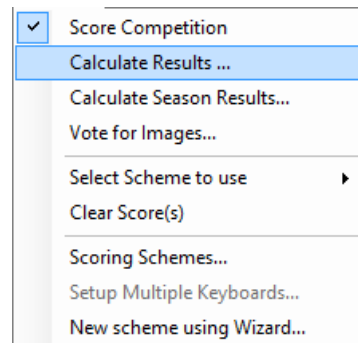


FFP will check the loaded sequence to make sure that all images have an Author name set and that no-one has entered more than the maximum number of entries permitted (in this example, 3). Assuming all is well; you will see a message to confirm the scheme that is in use:

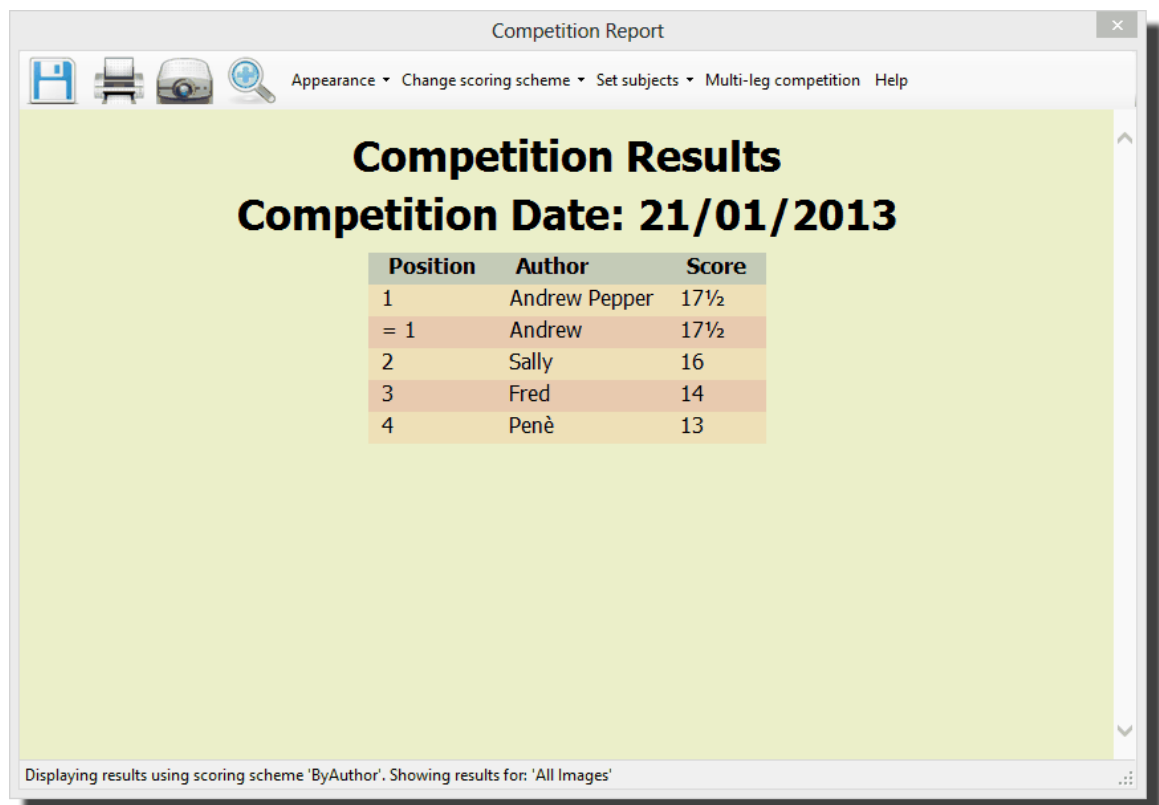


Once the projector is turned on, you "score" an image by typing the score as a number followed by the Enter key. To enter a score such as 8½ you can should enter 8.5 or, if the **When Scoring, press '.' for a half** option has been turned on, then you can enter 8. - FFP will automatically insert the half point.

At any point, you can display a report on the competition by selecting the **Calculate Results ...** option from the **Scoring** menu:



A results summary will be shown for the current scheme:



More about the result reports is [here](#) ¹⁶⁰.

2.8.5 Season Results

For competitions that are author based, FFP can calculate the overall results for a collection of sequences - provided, of course, that you remembered to save the sequence at the end of competitions.

To calculate a season results, select the **Calculate Season Results...** from the **Scoring** menu; the **Select Season of Sequences** dialog will be displayed:

Select Season of Sequences

Add Sequence(s)

Delete Sequence

Sort by Date

Number	Sequence File	Competition Date

Scoring scheme for results:

OK Cancel

To add sequences, you click the **Add Sequence(s)** button; a standard file selector dialog is opened and you can select FFP sequence files. You can continue adding sequences until an entire season is present. For example:

Select Season of Sequences

Add Sequence(s)

Delete Sequence

Sort by Date

Number	Sequence File	Competition Date
1	...\\Season\\Comp1.dss	12 January 2010
2	...\\Season\\Comp2.dss	30 April 2010
3	...\\Season\\Comp3.dss	04 June 2010

Scoring scheme for results:

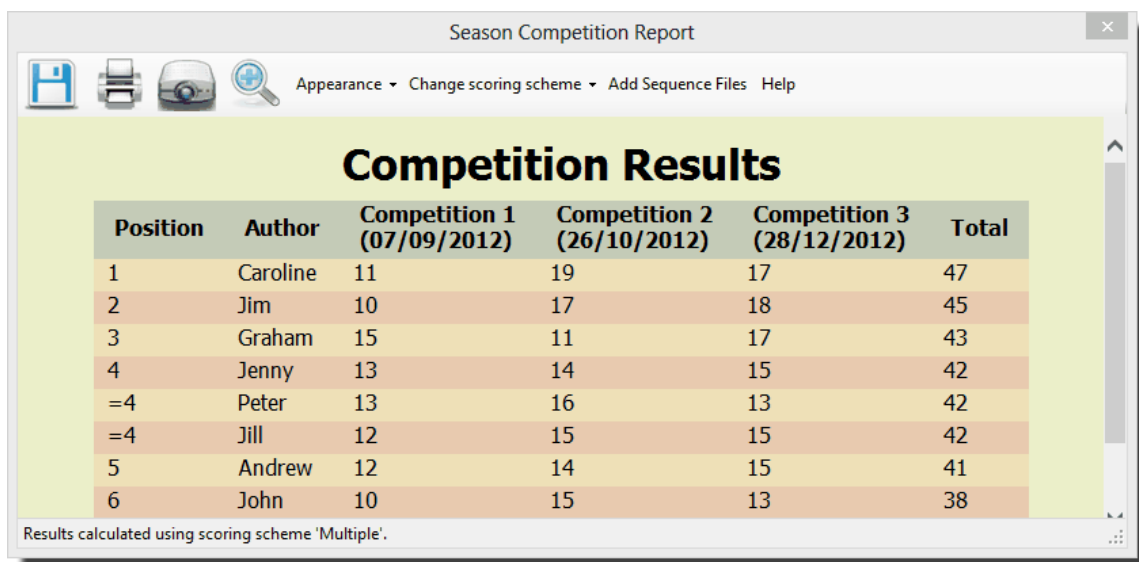
OK Cancel

FFP sets the competition date from the "last modified" field of the sequence file; you can change the date by clicking the arrow beside the appropriate field.

FFP needs to know the scoring scheme to use to calculate the season results; you can set the scheme in the **Scoring scheme for results** dropdown.

When all the sequences have been added, click **OK**.

FFP will calculate an overall result by examining the score each author received in each competition:



Season Competition Report

Appearance ▾ Change scoring scheme ▾ Add Sequence Files Help

Competition Results

Position	Author	Competition 1 (07/09/2012)	Competition 2 (26/10/2012)	Competition 3 (28/12/2012)	Total
1	Caroline	11	19	17	47
2	Jim	10	17	18	45
3	Graham	15	11	17	43
4	Jenny	13	14	15	42
=4	Peter	13	16	13	42
=4	Jill	12	15	15	42
5	Andrew	12	14	15	41
6	John	10	15	13	38

Results calculated using scoring scheme 'Multiple'.

2.8.6 Scoring By Slide

This is probably the simplest scoring scheme; each projected image is given a score. At the end of the competition, the image with the highest score is the winner.

In practice, this is a rarely used scheme. However, it is a useful one to have available. For example, if you competitions are normally scored "by author" then the scoring result report will show the winning author. The **Competition report** dialog allows you to change the scoring scheme for the report and if you change the scoring scheme to "by slide" then you will see the top scoring images of the competition listed.

Creating a "By Slide" Scheme

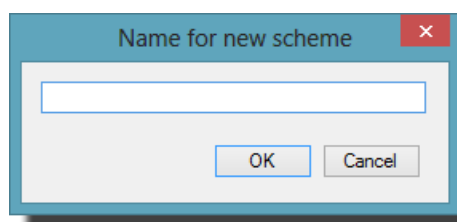
In the following example, we'll create a scoring scheme for the following style of competition:

- Images are given a score between 0 and 10 points.
- Half-marks are permitted - so, for example, 8½ would be a legal score.

To create such a scheme:

Open the **Scoring Schemes** [dialog](#) ¹²⁶.

If this is the first scoring scheme you have set up then you'll be asked for a name for the scheme, if not you will have to click the **New Scheme** button to be asked for the name for the scheme:

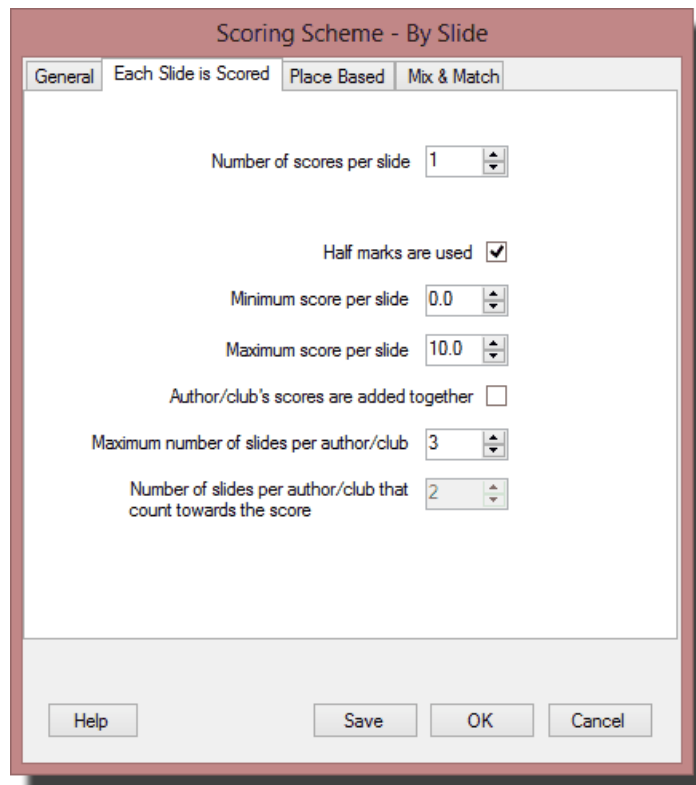


Enter a suitable name for the scheme; for this example we'll use "By Slide".

Click **OK** and a new scheme will be created. Make sure the **Club competitions** button is

selected.

Click the **Each Slide is Scored** tab at the top of the dialog box:

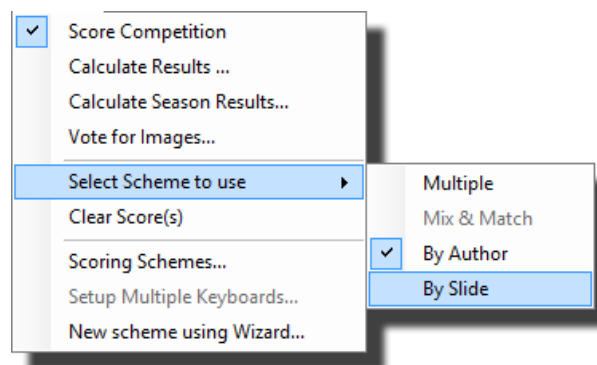


The default settings are largely correct, but you need to clear the tick in the **Author/club's scores are added together** checkbox - the above settings are correct.

Click **OK** and the scheme will be saved.

Scoring a Competition

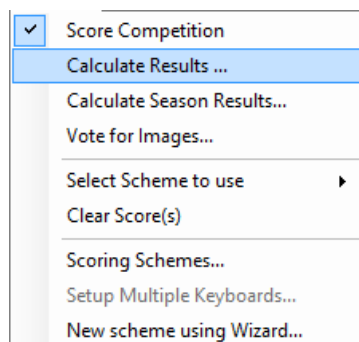
If the "By Slide" scheme is not the default scheme, then it will need to be selected from the **Select Scheme to use** option from the **Scoring** menu:



Before a competition can be scored, you need to turn scoring on by clicking the **Score** button; FFP will produce a message to confirm the scheme that is in use.

Once the projector is turned on, you "score" an image by typing the score as a number followed by the enter key. To enter a score such as 8½ you need to type 8.5.

At any point, you can display a report on the competition by selecting the **Calculate Results ...** option from the **Scoring** menu:



A results summary will be shown for the current scheme:

 A screenshot of a window titled 'Competition Report'. The window has a menu bar with 'Appearance', 'Change scoring scheme', 'Set subjects', 'Multi-leg competition', and 'Help'. Below the menu bar is a toolbar with icons for saving, printing, a camera, and a magnifying glass. The main area of the window displays a table titled 'Competition Results'. The table has four columns: 'Position', 'Title', 'Author', and 'Score'. The data is as follows:

Position	Title	Author	Score
1	Daffodils & that	Andrew Pepper	10
2	Death Warmed Up	Sally	9
3	Snowfall	Penè	8
= 3	Olympus by Sleigh	Sally	8
4	Mount Olympus	Sally	7½
5	Household Clutter	Fred	7
6	Wow!	Andrew	6

 At the bottom of the window, a status bar reads: 'Displaying results using scoring scheme 'By Slide'. Showing results for: 'All Images'.'

More about the result reports is [here](#).

2.8.7 Scoring Place Based Competitions

In this scheme (also known as an *ordinal* scheme) the "best" image in the competition is awarded First place, the second best Second place and so on.

There are two variations to the place based scheme:

1. As camera clubs often run a year-long league, the "placed" images are usually awarded points based on their position.
2. Some clubs award all entered images a score - to encourage members to enter images.

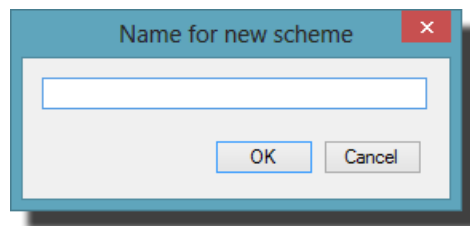
Creating a "Place Based" Scheme

For our example, we'll create a placed based competition with the following settings:

- There will be four places; First, Second, Third and Fourth.
- A default score of 1 point is awarded to each entered image.
- First place will receive 10 points, second 8 points, third 6 points and fourth 4 points.

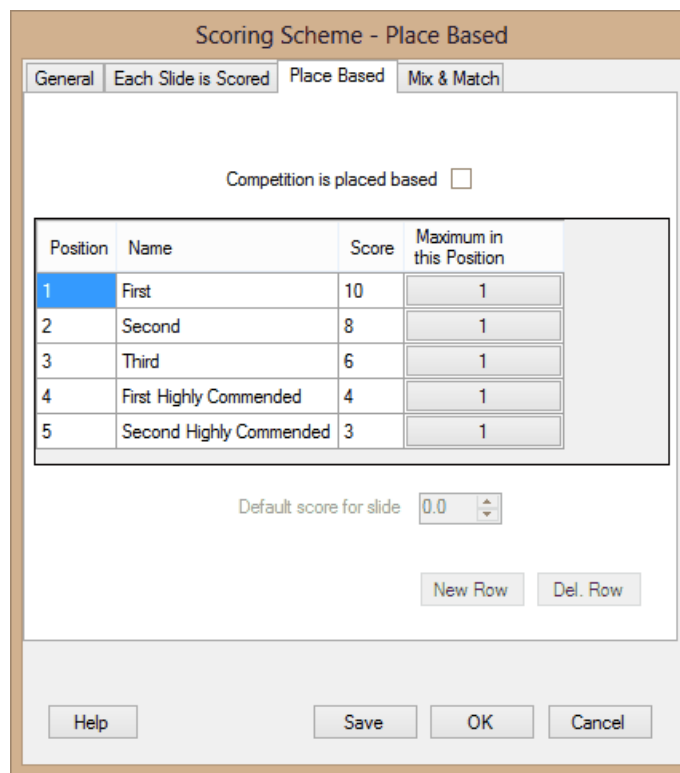
Open the **Scoring Schemes** [dialog](#)¹²⁶.

If this is the first scoring scheme you have set up then you'll be asked for a name for the scheme, otherwise click the **New Scheme** button to be asked for the scheme name:



Enter a suitable name for the scheme; for this example we'll use "Place Based".

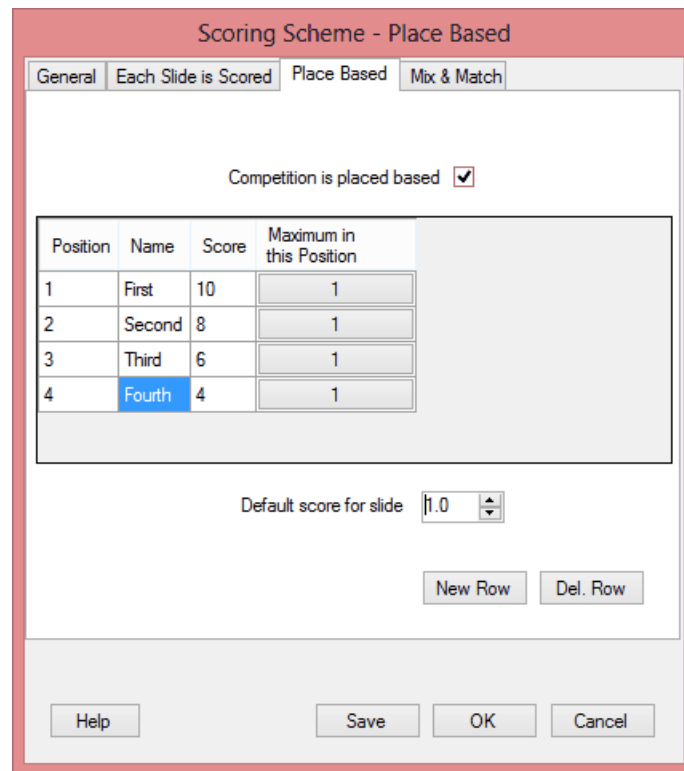
Click the **Place Based** tab at the top of the dialog box:



Make sure the **Competition is placed based** checkbox is ticked.

The table below that checkbox shows the default places. It's close to what we want, but not exactly right. We need to delete row 5 - to do that, click the row and then click the **Del. Row** button. The last row will be deleted.

Next, we want to rename the fourth position to be called "Fourth". To do that, click in the current name for row 4 ("First Highly Commended") and type "Fourth". Finally, change the **Default score for slide** to 1. The panel should look like this:



The dialog box is titled "Scoring Scheme - Place Based". It has four tabs: "General", "Each Slide is Scored", "Place Based" (which is selected), and "Mix & Match". Below the tabs, there is a checkbox labeled "Competition is placed based" which is checked. Below this is a table with four columns: "Position", "Name", "Score", and "Maximum in this Position". The table contains four rows. The first row has Position 1, Name "First", Score 10, and Maximum 1. The second row has Position 2, Name "Second", Score 8, and Maximum 1. The third row has Position 3, Name "Third", Score 6, and Maximum 1. The fourth row has Position 4, Name "Fourth" (highlighted in blue), Score 4, and Maximum 1. Below the table is a label "Default score for slide" followed by a spinner box set to 1.0. At the bottom right of the main area are two buttons: "New Row" and "Del. Row". At the very bottom of the dialog are four buttons: "Help", "Save", "OK", and "Cancel".

Position	Name	Score	Maximum in this Position
1	First	10	1
2	Second	8	1
3	Third	6	1
4	Fourth	4	1

Default score for slide: 1.0

Click **OK** and the scheme will be saved.

More on Placed Based Scoring

Up to 9 places can be specified and for each place, you can set the maximum number of each place (again up to 9). For example, you may have 4 places; First, Second, Third and Highly Commended but up to 5 Highly Commendeds are allowed. To set the number of a position allowed, click the **Maximum in this Position** button; a counter will appear to allow you to specify the number. The completed **Place Based** dialog would look like this:

Scoring Scheme - Place Based

General Each Slide is Scored **Place Based** Mix & Match

Competition is placed based ☒

Position	Name	Score	Maximum in this Position
1	First	10	1
2	Second	8	1
3	Third	6	1
4	Highly Commended	4	5

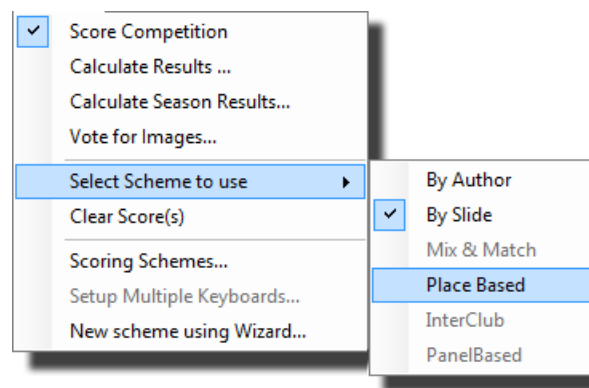
Default score for slide 1.0

New Row Del. Row

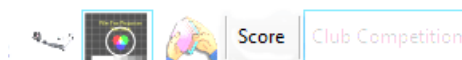
Help Save OK Cancel

Scoring a Competition

If the "Place Based" scheme is not the default scheme, then it will need to be selected from the **Select Scheme to use** option from the **Scoring** menu:

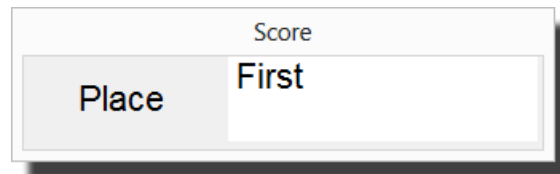


Before a competition can be scored, you need to turn scoring on by clicking the **Score** button:



FFP will produce a message to confirm the scheme that is in use.

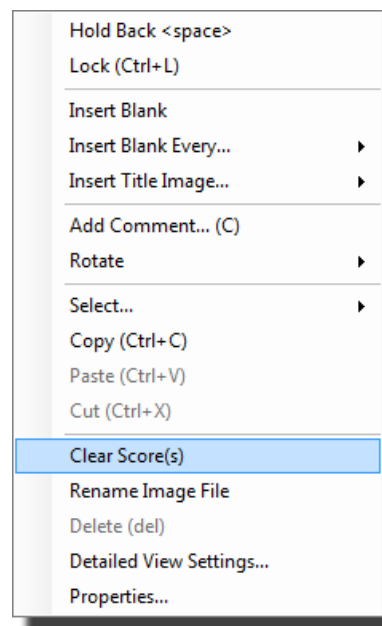
Once the projector is turned on, you "place" an image by typing the number of the place; for example, to indicate an image gets first place, you type "1" - the score window will appear showing the place:



To confirm the place, press the Enter key. You can change the place by typing the appropriate number (2 for second, 3 for third and so on). You can abort the place setting by pressing the Esc key.

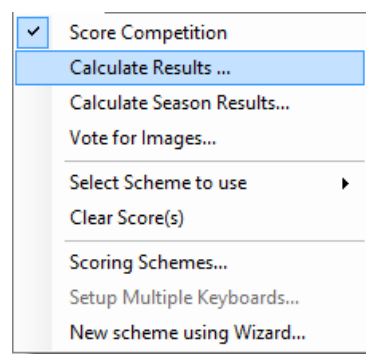
Correcting Mistakes

If you need to remove an image's place (for example, you gave the wrong image first place) then [Freeze](#) ¹²⁰ the projector, *right* click the image and you should see a **Clear Score(s)** option on the menu that appears:



Select the **Clear Score(s)** option and you will be asked to confirm the score should be cleared; click **Yes** and the place will be cleared (in fact, the score is set to the default score for images). Note that the **Clear Score(s)** option only appears if the selected image has a score.

At any point, you can display a report on the competition by selecting the **Calculate Results ...** option from the **Scoring** menu:



A results summary will be shown for the current scheme:



Position	Title	Author	Score
1	Daffodils	Andrew	First (10)
2	Death Warmed Up	Sally	Second (8)
3	Wow!	Jill	Third (6)
4	Mount Olympus	Sally	Highly Commended (4)
5	Cypriot Flappers	Tim	1
= 5	Olympus by Sleigh	Sally	1
= 5		Andrew	1

Displaying results using scoring scheme 'Place Based'. Showing results for: 'All Images'

More about the result reports is [here](#).

2.8.8 Scoring Panels

In a panel based competition, authors enter [Panels](#) of images. When scoring a panel based competition, FFP will add together the score for each image in a panel to calculate a panel score. The panel with the highest total is the winner.

Creating a Panel Scheme

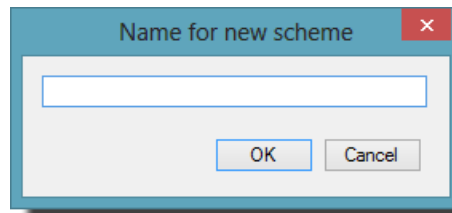
In the following example, we'll create a scoring scheme for the following style of competition:

- Images are given a score between 0 and 10 points.
- Half-marks are permitted - so, for example, 8½ would be a legal score.

To create such a scheme:

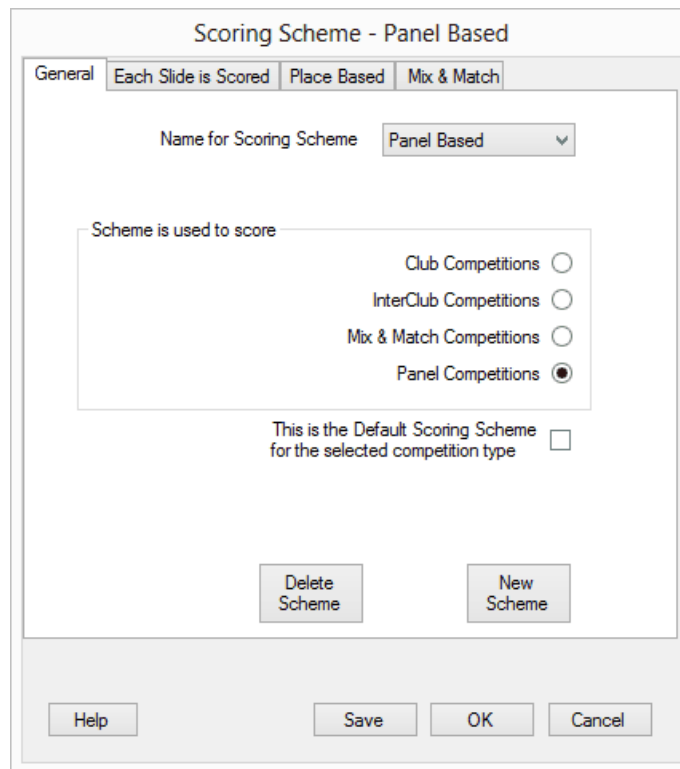
Open the **Scoring Schemes** [dialog](#).

If this is the first scoring scheme you have set up then you'll be asked for a name for the scheme, otherwise you'll need to click the **New Scheme** button to be asked for the scheme name:

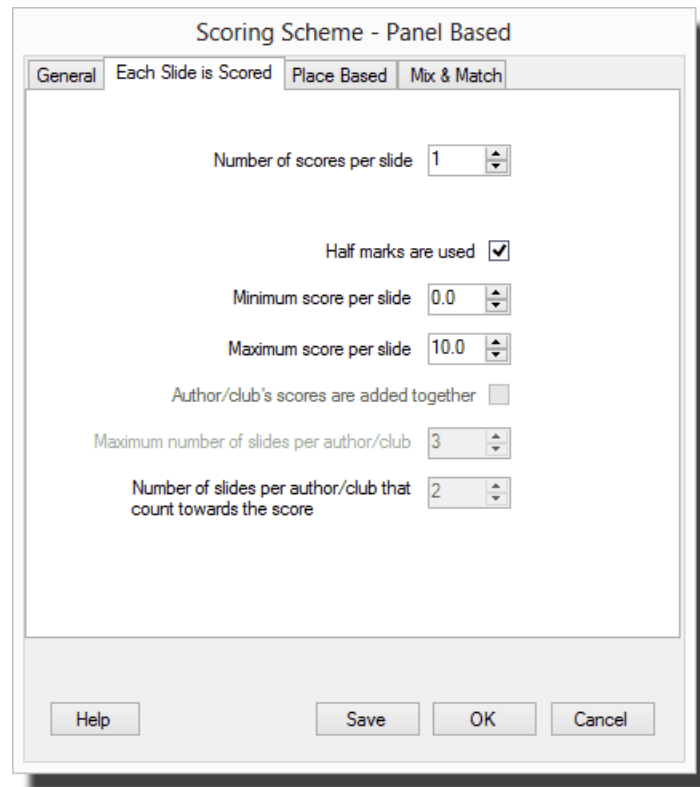


Enter a suitable name for the scheme; for this example we'll use "Panel Based".

Make sure the **Panel Competitions** button is checked:



Click the **Each Slide is Scored** tab at the top of the dialog box:

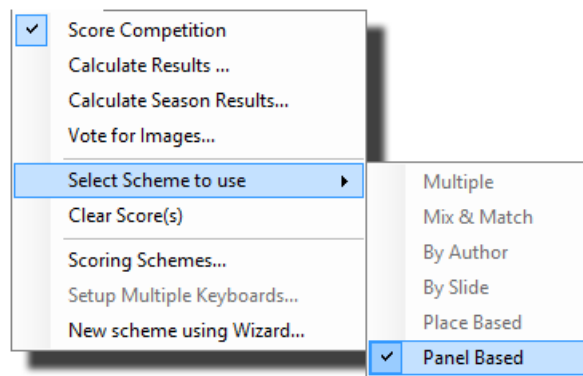


The default settings shown above are correct for our scheme.

Click **OK** and the scheme will be saved.

Scoring a Competition

Before selecting the scoring scheme, make sure FFP is working in [Panel mode](#)¹⁰⁷ - otherwise FFP will disable the panel based scoring schemes. If the "Panel Based" scheme is not the default panel scheme, then it will need to be selected from the **Select Scheme to use** option from the **Scoring** menu:

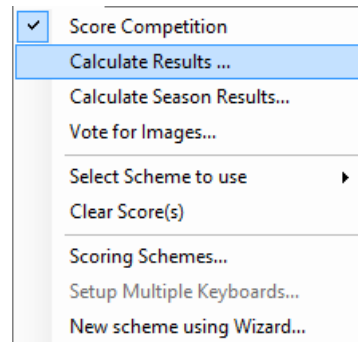


Note that the non-panel based schemes are greyed out.

Before the competition can be scored, you need to turn scoring on by clicking the **Score** button; FFP will produce a message to confirm the scheme that is in use.

Once the projector is turned on, you "score" an image by typing the score as a number followed by the enter key. To enter a score such as 8½ you need to type 8.5.

At any point, you can display a report on the competition by selecting the **Calculate Results ...** option from the **Scoring** menu:



A results summary will be shown for the current scheme:

The screenshot shows a window titled 'Competition Report'. It has a toolbar with icons for save, print, refresh, and search. Below the toolbar is a menu bar with 'Appearance', 'Change scoring scheme', 'Set subjects', 'Multi-leg competition', and 'Help'. The main content area has a title 'Competition Results' and a subtitle 'Competition Date: 22/01/2013'. Below this is a table with the following data:

Position	Panel Name	Author	Score
1	andrew(1)	Andrew	8 + 9 + 8 = 25
2	chris(2)	Chris	7 + 8 + 9 = 24
3	dave(2)		6 + 9 + 7½ = 22½
4	andrew(2)	Alf	7 + 6 + 8 = 21
4	chris(1)	Joe	5 + 7 + 9 = 21
4	dave(1)		6 + 7 + 8 = 21
4	fred(1)		6 + 8 + 7 = 21
4	fred(2)		6 + 7 + 8 = 21
5	graham(1)		0 + 0 + 0 = 0
5	gwen(1)		0 + 0 + 0 = 0
5	janet(1)	Janet	0 + 0 + 0 = 0
5	jean(1)	Jean	0 + 0 + 0 = 0
5	jim(1)		0 + 0 + 0 = 0
5	jim(2)		0 + 0 + 0 = 0
5	jim(3)		0 + 0 + 0 = 0

At the bottom of the window, a status bar reads: 'Displaying results using scoring scheme 'Panel Based'. Showing results for: 'All Images''.

More about the result reports is [here](#)¹⁶⁰.

2.8.9 Scoring InterClub Competitions

Scoring an InterClub competition is very like scoring a "By Author" club competition; each image is given a score and at the end of the competition the winner is the club with the highest total. For InterClub competitions, FFP uses the club's folder name as the club name and that is used to calculate the score so it is not necessary for the images to have author names set.

Creating an InterClub Scheme

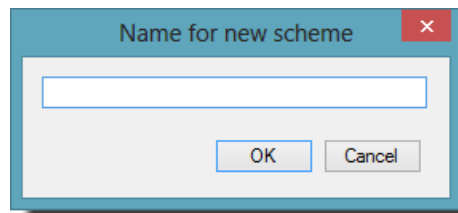
In the following example, we'll create a scoring scheme for the following style of competition:

- Images are given a score between 0 and 10 points
- Half-marks are permitted - so, for example, 8½ would be a legal score.
- Clubs can enter up to 20 images.

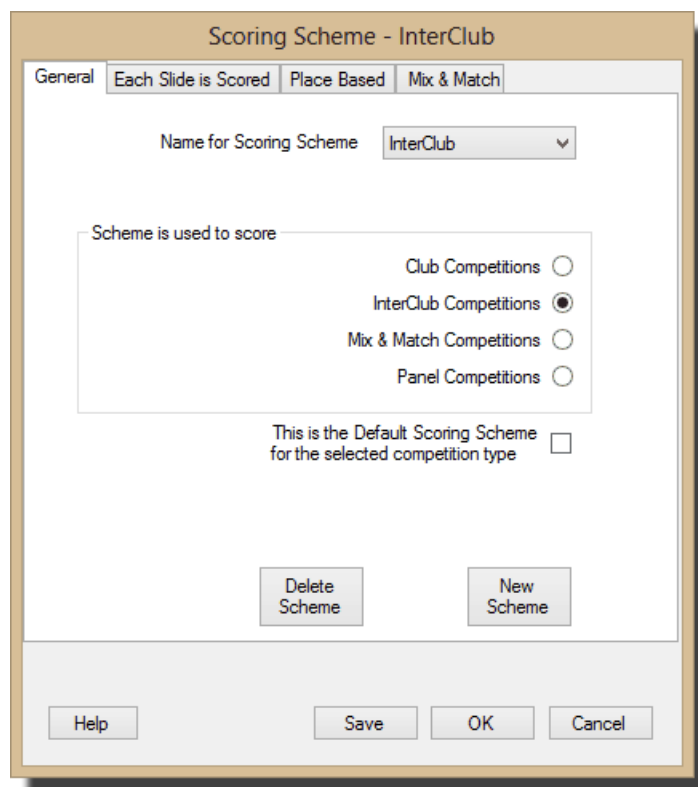
To create such a scheme:

Open the **Scoring Schemes** [dialog](#) ¹²⁶.

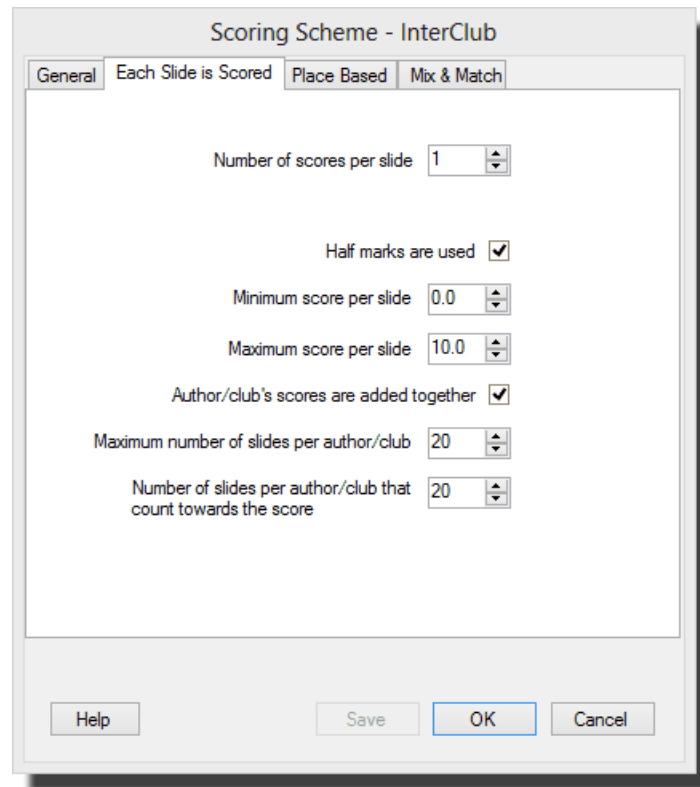
If this is the first scoring scheme you have set up then you'll be asked for a name for the scheme, if not then click the **New Scheme** button to be asked for the scheme name:



Enter a suitable name for the scheme; for this example we'll use "InterClub". Click **OK** and you'll be taken to the **Scoring Schemes** dialog box:



Make sure the **InterClub Competitions** button is selected and click the **Each Slide is Scored** tab at the top of the dialog box:

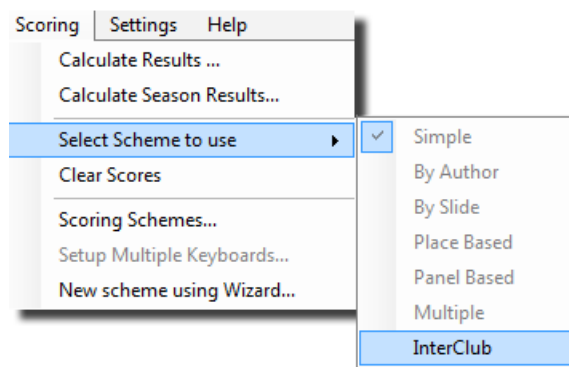


Set the fields of this page to match the requirements; the above settings are correct.

Click **OK** and the scheme will be saved.

Scoring a Competition

First of all, you will need to click the **InterClub** button on the toolbar. If the "InterClub" scheme is not the default scheme, then it will need to be selected from the **Select Scheme to use** option from the **Scoring** menu:

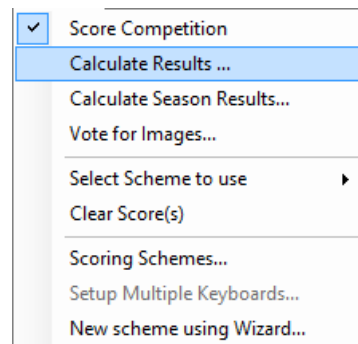


Before a competition can be scored, you need to turn scoring on by clicking the Score button; FFP will confirm the scoring scheme in use.

Once the projector is turned on, you "score" an image by typing the score as a number followed by the Enter key.

An option on the [FFP Settings](#) ^[202] dialog allows you to project the club name after an image has been scored.

At any point, you can display a report on the competition by selecting the **Results Summary...** option from the **Scoring** menu:



A results summary will be shown for the current scheme:

Competition Report

Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help

Competition Results

Competition Date: 22/01/2013

Position	Club Name	Author	Title (Points)	Score
1	Mill Camera Group	Jane	Night at the Opera (9)	73½
		Jill	Wow! (9)	
		Janet	Winner (9)	
		Simon	Len (8½)	
		Graham	Test Title (8)	
		Tim	Cypriot Flappers (8)	
		Fred	White & Blue (7½)	
		Andrew	(7½)	
		Andrew	People (7)	
		Andrew	Daffodils (0)	
		Sally	Death Warmed Up (0)	
		John	Sledge on Olympus (0)	
		John	Mount Olympus. (0)	
		Tim	Test (0)	
		Andrew	(0)	

Displaying results using scoring scheme 'InterClub'. Showing results for: 'All Images'

In the default view, you see each club with each image score. You can see the overall state of the competition by clicking the **Overview** button:



More about the result reports is [here](#) ¹⁶⁰.

2.8.10 Scoring Multi-Leg Competitions

Multi-Leg competitions are scored in a similar way to a regular "By author" style competition. The difference is when the results are calculated: FFP can examine the surrounding folders for other FFP sequence files which contain the other club's scores for the same sequence of images and produce a combined result.

To produce the Multi-Leg report, you start by loading the sequence file from your camera club; this might produce a result like this:



Position	Author	Title (Points)	Score
1	Sally	Mount Olympus (10) Olympus by Sleigh (8)	18
= 1	Andrew	(10) Daffodils (8)	18
2	Jill	Wow! (8)	8
3	Andrew IPTC	Caption IPTC (7)	7
4	Tim	Cypriot Flappers (6)	6

Displaying results using scoring scheme 'Temp'. Showing results for: 'All Images'

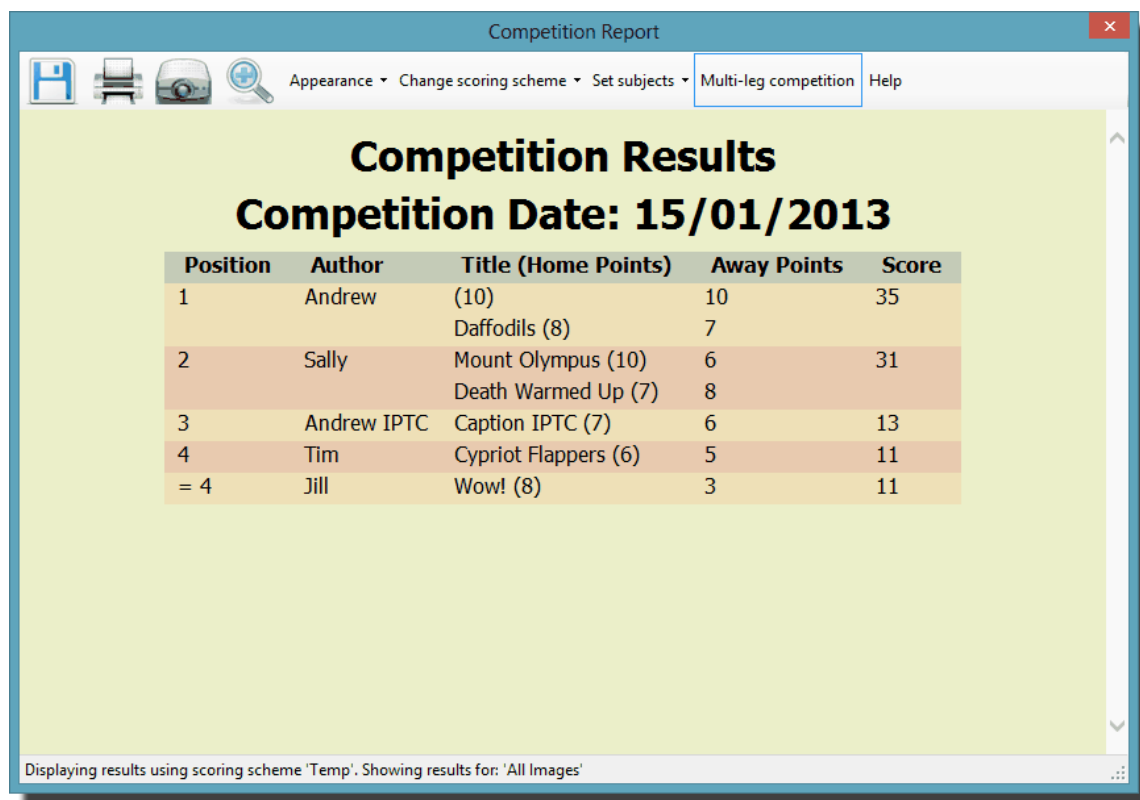
Next, click the **Multi-Leg Competition** button at the base of the report. FFP looks in the surrounding folders. For example, if the path for your camera club sequence is;

C:\Users\Home\Documents\Competitions\MultiLeg\Home\Sequence.dss

then FFP will look in all the sub-folders in the

C:\Users\Home\Documents\Competitions\MultiLeg

folder for **sequence.dss** files. This directory structure is created by FFP when you save a sequence for Multi-Leg competitions, so providing things haven't been moved FFP should find all the sequence files. FFP combines the scores to produce an overall result:



The screenshot shows a software window titled 'Competition Report'. It has a menu bar with 'Appearance', 'Change scoring scheme', 'Set subjects', 'Multi-leg competition', and 'Help'. The main area displays 'Competition Results' for 'Competition Date: 15/01/2013'. Below this is a table with the following data:

Position	Author	Title (Home Points)	Away Points	Score
1	Andrew	(10) Daffodils (8)	10 7	35
2	Sally	Mount Olympus (10) Death Warmed Up (7)	6 8	31
3	Andrew IPTC	Caption IPTC (7)	6	13
4	Tim	Cypriot Flappers (6)	5	11
= 4	Jill	Wow! (8)	3	11

At the bottom of the window, a status bar reads: 'Displaying results using scoring scheme 'Temp'. Showing results for: 'All Images''.

2.8.11 Scoring Mix & Match Competitions

Mix & Match competitions are somewhat different from other scored competitions as FFP will prompt you for a score, rather than you entering a score.

Creating a Mix & Match Scheme

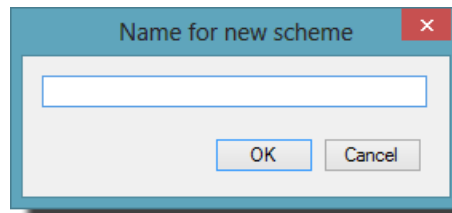
In the following example, we'll create a scoring scheme for Mix & Match with the following rules:

- Teams are awarded two points for each image that "matches".
- If no match is found for an image, then two points are awarded.
- In each round, 1 point is awarded to the best image shown, regardless of whether it matches.
- There is a 60 second time limit to match the image.

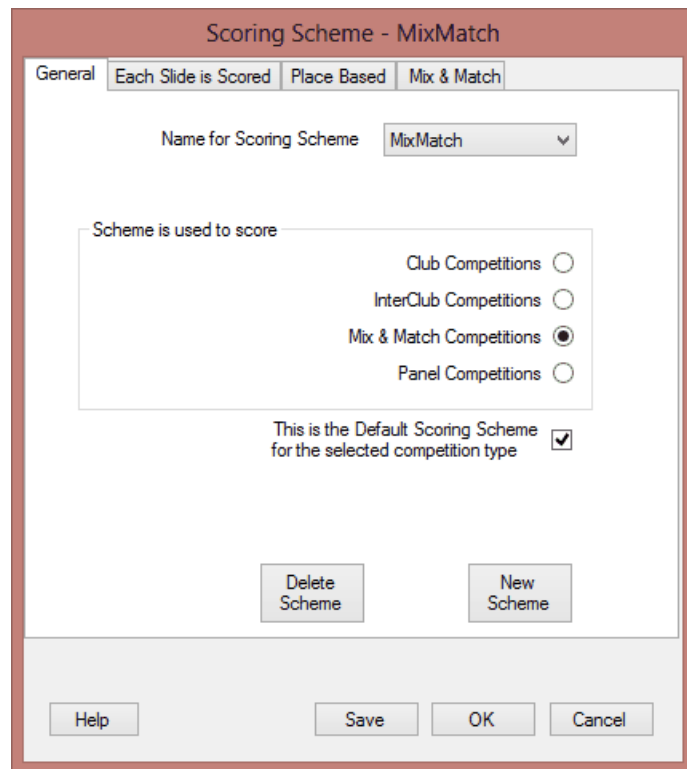
To create such a scheme:

Open the **Scoring Scheme** [dialog](#) .

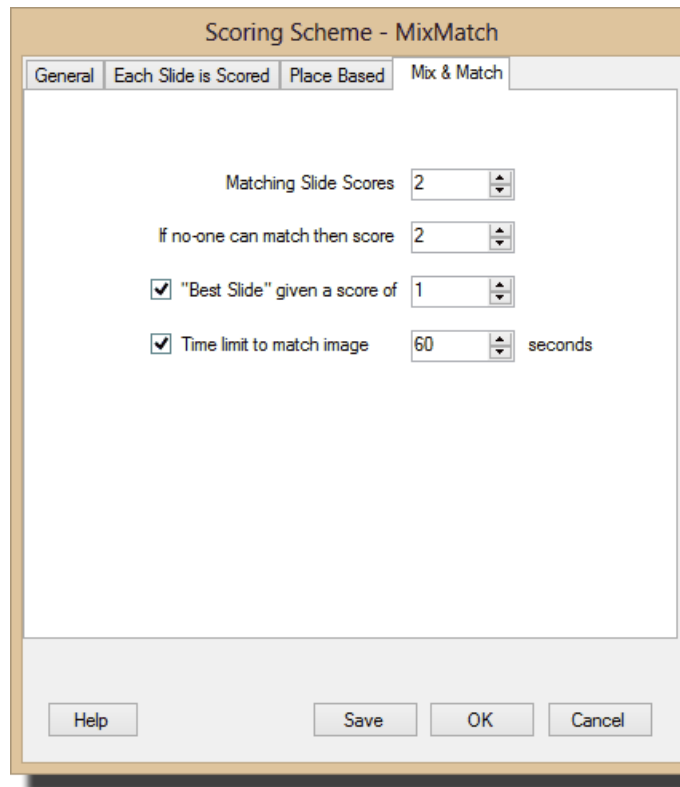
If this is the first scoring scheme you have set up then you'll be asked for a name for the scheme, if not then click the **New Scheme** button to be asked for the scheme name:



Enter a suitable name for the scheme; for this example we'll use "MixMatch". Click **OK** and the **Scoring Scheme** dialog will be shown:



Make sure the **Mix & Match Competitions** button is checked. Click the **Mix & Match** tab at the top of the dialog:



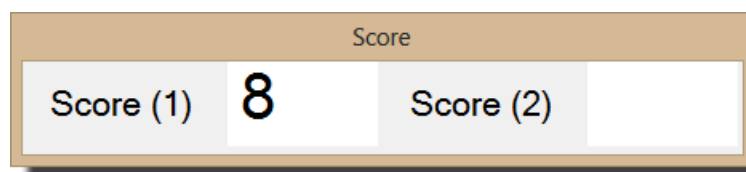
The settings shown above are correct for the scoring scheme we described.

The scoring of a Mix & Match competition is described [here](#)^[99].

2.8.12 Scoring with Multiple Scores per Image

Some competitions have several judges each of whom allocate a score to an image.

FFP supports up to six scores per image. When multiple scores are being used then when a score is entered, the score window will look like something this:



In the above example, two scores are recorded per image; one score has been entered (8).

Individual scores will only be registered when the Enter key is pressed. So to register two scores of (say) 8 and 7, you should type:

8 <Enter key>

7 <Enter key>

There are two ways these scores can be entered:

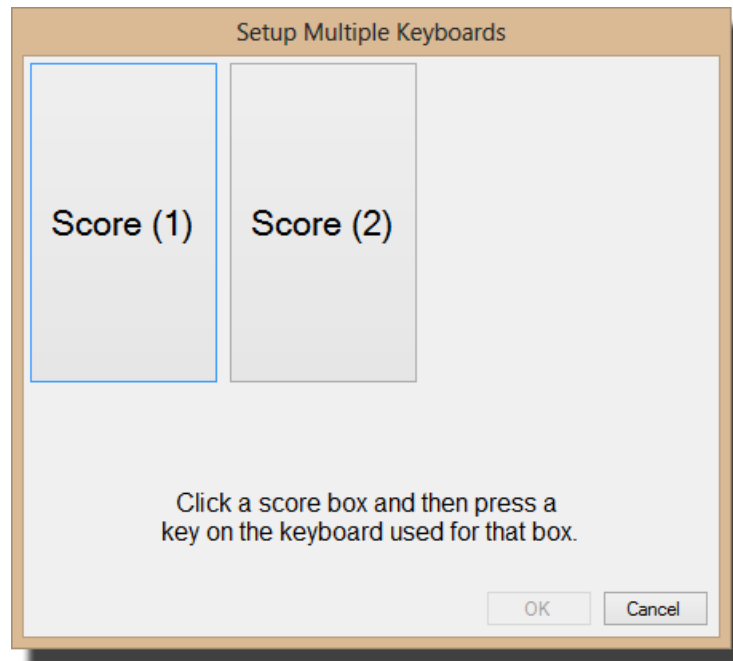
Using a Single Keyboard

With a single keyboard, each score is entered from a single keyboard - usually the laptop keyboard. The scores are recorded in the order they are entered.

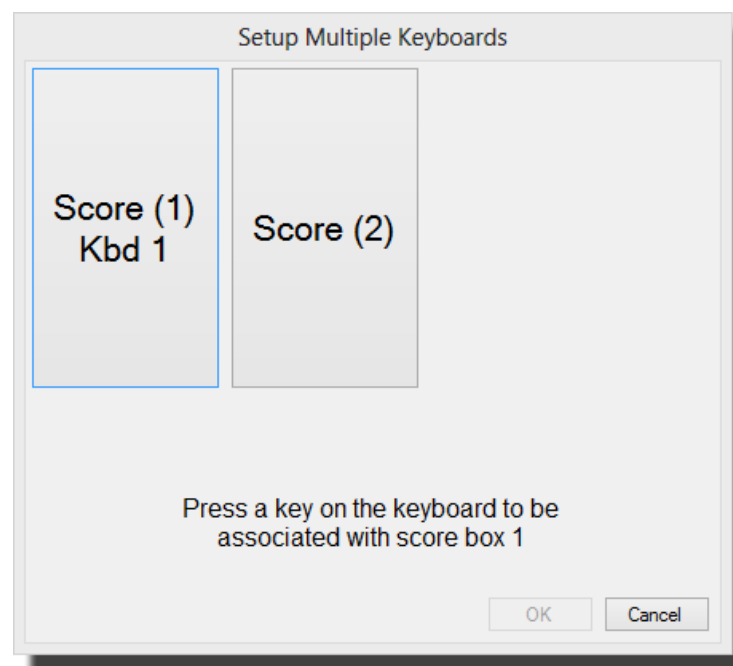
Using Multiple Keyboards

To use multiple keyboards, the scoring scheme in use must have the **Numbers of scores per slide** to be more than 1.

Another requirement for multiple keyboards is that more than one keyboard is connected to the computer before FFP is started. Before the competition starts, you can use the **Setup Multiple Keyboards...** option from the **Scoring** menu to set which keyboard is associated with what score:



To associate a particular score box with a given keyboard, click the score box with the mouse, then press a key on the appropriate keyboard:



In the example above, score box 1 (shown as **Score (1)**) has been clicked and a key pressed on

one of the two keyboards connected to the computer. The other score box is still awaiting a click by the mouse.

Once all the score boxes have had a keyboard associated with them, click **OK** and you can proceed with the competition.

As it is essential that this keyboard association is performed before a multiple keyboard competition is scored, FFP will check to see if it has taken place when the score button is clicked or if a sequence with a scoring scheme with multiple keyboards is loaded.

Scoring with Multiple Keyboards

Scoring a competition with multiple keyboards is much like scoring with a single keyboard. A score can be entered on any of the keyboards - in fact scores can be entered simultaneously. FFP records which keyboard entered which score. However, the keyboard "mapping" is not stored as part of the sequence as the order keyboards appear will change depending on which USB socket they are connected to.

If you unplug a keyboard whilst a competition is in progress, then FFP will revert to single keyboard scoring - even if there is still more than one keyboard connected.

Abstaining

When multiple scores are being recorded per image, it's possible one of the judges to "abstain" - usually when one of their own images is being projected. To abstain, enter an asterisk character ("*"); FFP will calculate the average of the other scores and replace the abstaining judge's score with the average.

2.8.13 Voting for Images

This is an exception to the rule that all scored competitions require a scoring scheme; in this system a typical competition starts by all the images being shown to the club members, then each member votes for their top 3 (say) images.

To enter the votes for images, click on the Vote button or select Vote for Images... from the Scoring menu.

The Vote for Images dialog appears:

Vote for Images

Settings

Votes per person: 3

☐ Voting order indicates preference

Clear votes

Stop Voting

Votes

Member No	Image No 1	Image No 2	Image No 3
1			

Status

OK Cancel

You can change the number of images each member can vote for by changing the **Votes per person** value.

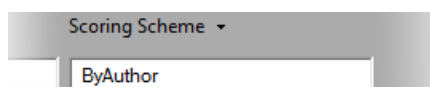
If the **Voting order indicates preference** check box is cleared, then each vote counts equally - FFP will give 1 point for each vote an image receives. If the check box is checked then the order the image numbers does affect the value of each vote and FFP gives 3 points to the first image, 2 points to the second and 1 point to the third.

FFP checks the entry of votes; a member can't vote for the same image twice and the image number can't be higher than the number of images.

Once the voting is complete, you can click **OK** and return to the detailed view to see the points awarded to each image. If you click on the **Score** label at the top of the detailed view, the images will be sorted by score - giving the result of the competition.

2.9 Scoring Results

FFP can generate five different report styles; Panel based, Placed based, By Author, By Slide and Mix & Match. The style of report produced depends on the scoring scheme in use. "Locked" images are ignored for scoring purposes and do not appear in the results. To show the Competition Results dialog, select **Calculate Results...** from the **Scoring** menu or **Show Results** from the **Scoring Scheme** dropdown menu at the base of the FFP screen:



Panel Based

In a panel based competition, the results report shows the highest scoring panel first, second highest next and so on:

Competition Report

Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help

Competition Results

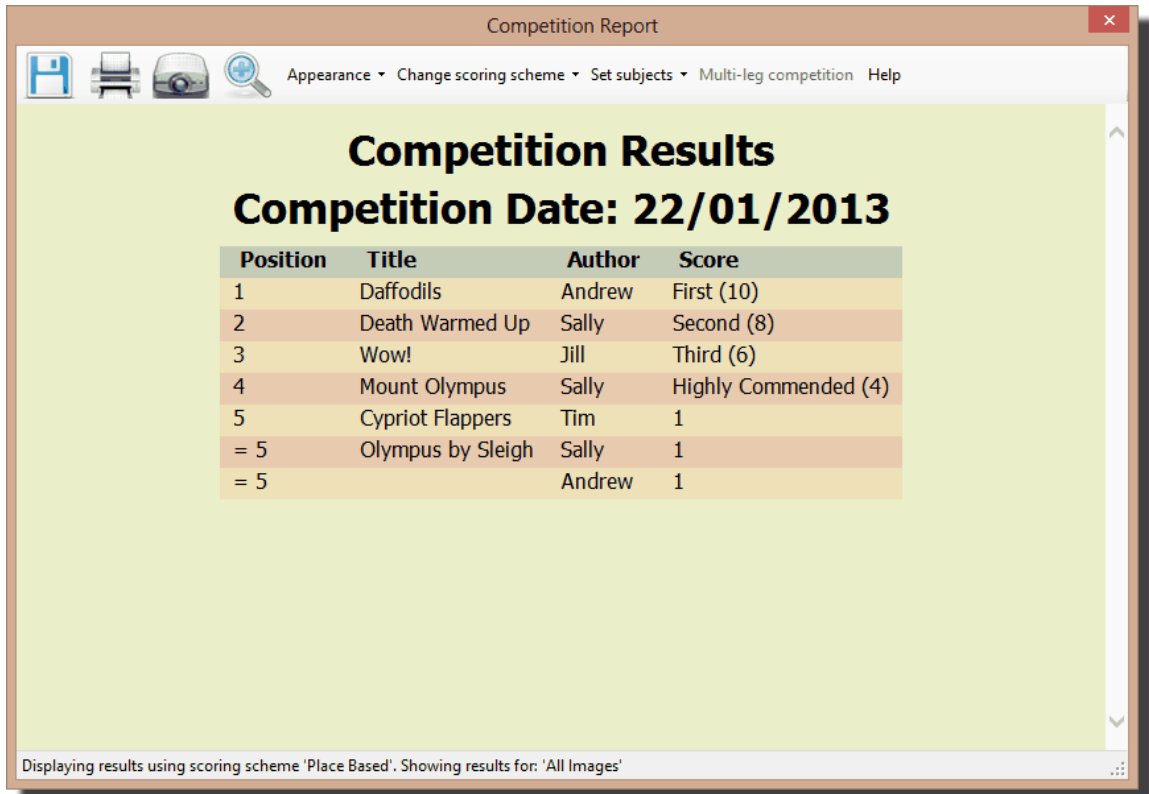
Competition Date: 22/01/2013

Position	Panel Name	Author	Score
1	andrew(1)	Andrew	8 + 9 + 8 = 25
2	chris(2)	Chris	7 + 8 + 9 = 24
3	dave(2)		6 + 9 + 7½ = 22½
4	andrew(2)	Alf	7 + 6 + 8 = 21
4	chris(1)	Joe	5 + 7 + 9 = 21
4	dave(1)		6 + 7 + 8 = 21
4	fred(1)		6 + 8 + 7 = 21
4	fred(2)		6 + 7 + 8 = 21
5	graham(1)		0 + 0 + 0 = 0
5	gwen(1)		0 + 0 + 0 = 0
5	janet(1)	Janet	0 + 0 + 0 = 0
5	jean(1)	Jean	0 + 0 + 0 = 0
5	jim(1)		0 + 0 + 0 = 0
5	jim(2)		0 + 0 + 0 = 0
5	jim(3)		0 + 0 + 0 = 0

Displaying results using scoring scheme 'Panel Based'. Showing results for: 'All Images'

Place Based

In a place based competition, the results are shown in "place" order:



Competition Results
Competition Date: 22/01/2013

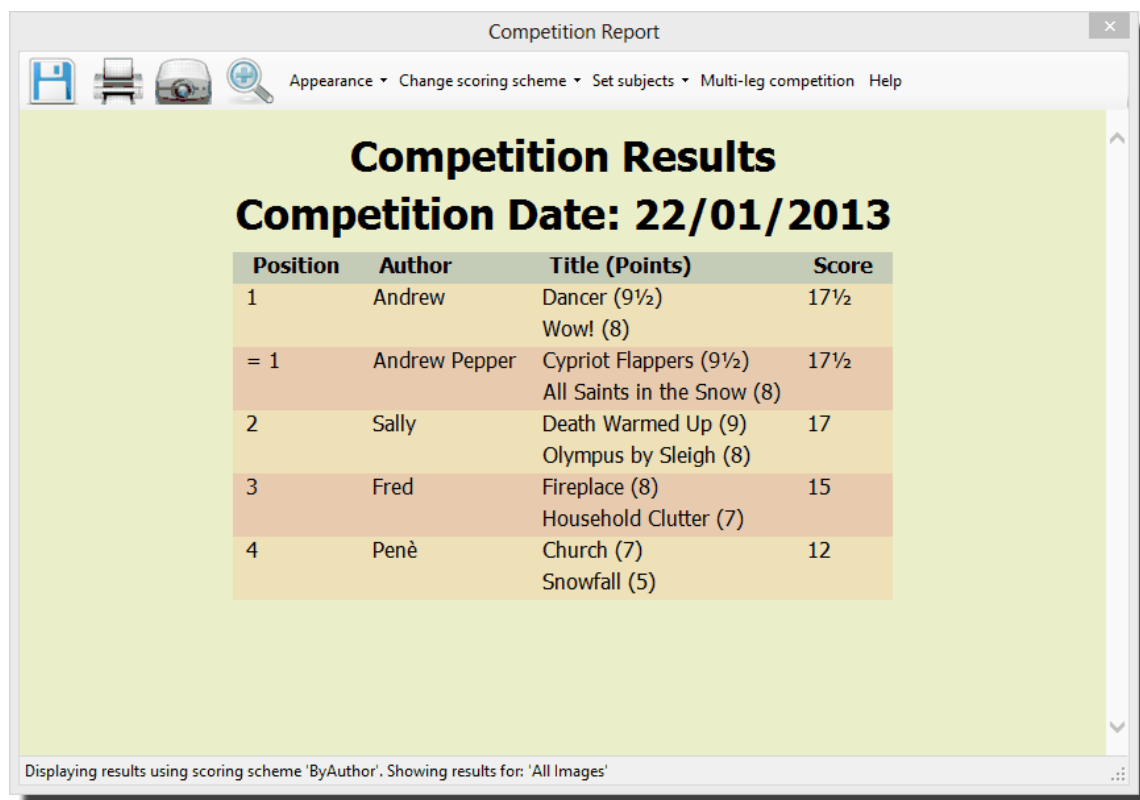
Position	Title	Author	Score
1	Daffodils	Andrew	First (10)
2	Death Warmed Up	Sally	Second (8)
3	Wow!	Jill	Third (6)
4	Mount Olympus	Sally	Highly Commended (4)
5	Cypriot Flappers	Tim	1
= 5	Olympus by Sleigh	Sally	1
= 5		Andrew	1

Displaying results using scoring scheme 'Place Based'. Showing results for: 'All Images'

By Author

For these competitions, the results are presented with the highest scoring author in first place, the second highest scorer in second place and so on. The report takes into account the **Number of scores per author that count towards the score** number which is set in the **Scoring Scheme Dialog** ¹²⁶.

The example below is a By Author results report:



Competition Report

Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help

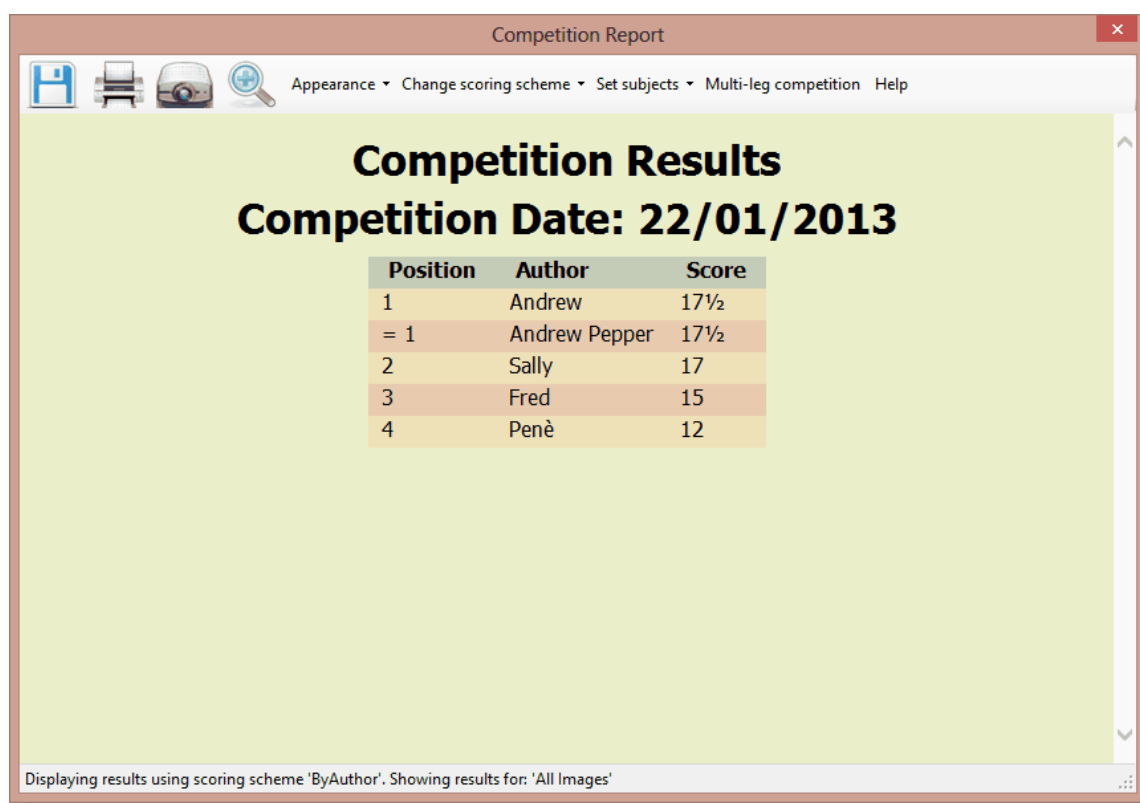
Competition Results

Competition Date: 22/01/2013

Position	Author	Title (Points)	Score
1	Andrew	Dancer (9½) Wow! (8)	17½
= 1	Andrew Pepper	Cypriot Flappers (9½) All Saints in the Snow (8)	17½
2	Sally	Death Warmed Up (9) Olympus by Sleigh (8)	17
3	Fred	Fireplace (8) Household Clutter (7)	15
4	Penè	Church (7) Snowfall (5)	12

Displaying results using scoring scheme 'ByAuthor'. Showing results for: 'All Images'

For By Author competitions, if you click the **Appearance ▾** drop down and select **Summarize Report** you can display an overview of the results which doesn't show the individual image scores. For example, if **Summarize Report** has been selected for the above competition, the result looks like this:



Competition Report

Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help

Competition Results

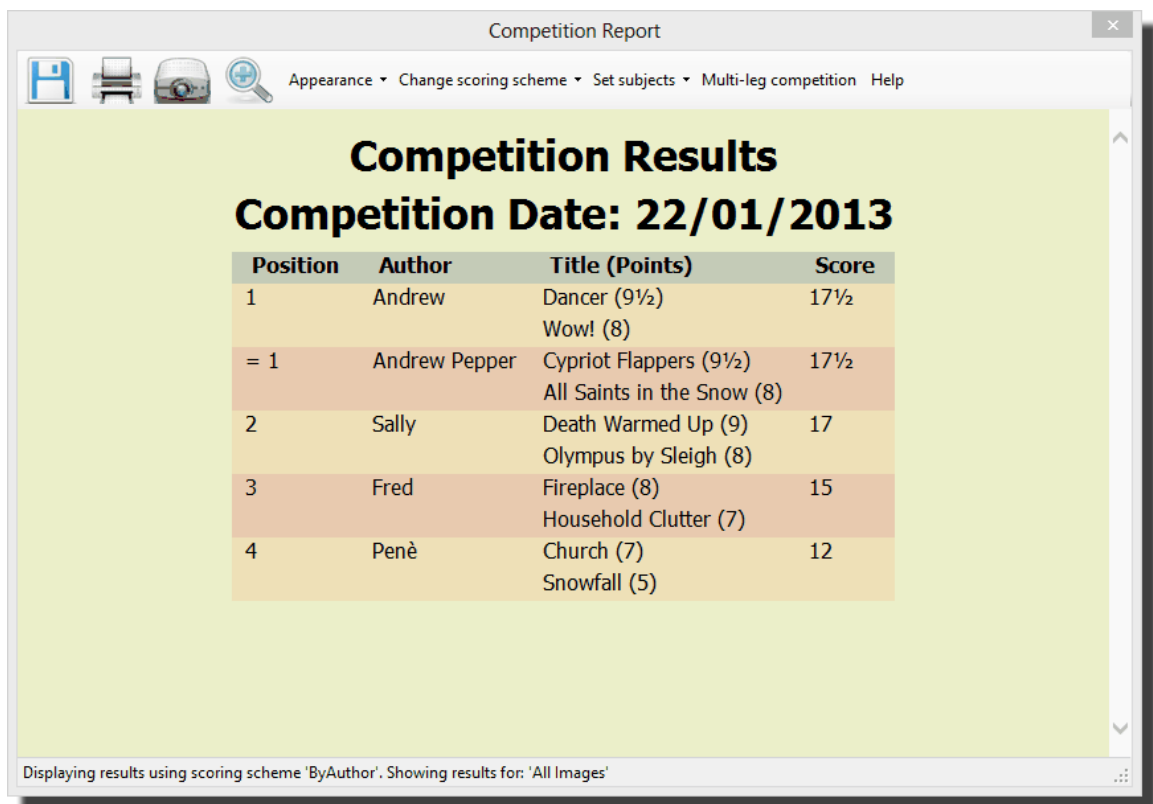
Competition Date: 22/01/2013

Position	Author	Score
1	Andrew	17½
= 1	Andrew Pepper	17½
2	Sally	17
3	Fred	15
4	Penè	12

Displaying results using scoring scheme 'ByAuthor'. Showing results for: 'All Images'

By Slide

In this competition, the results are shown with the highest scoring slide in first place, the second highest in second place and so on:



Position	Author	Title (Points)	Score
1	Andrew	Dancer (9½) Wow! (8)	17½
= 1	Andrew Pepper	Cypriot Flappers (9½) All Saints in the Snow (8)	17½
2	Sally	Death Warmed Up (9) Olympus by Sleigh (8)	17
3	Fred	Fireplace (8) Household Clutter (7)	15
4	Penè	Church (7) Snowfall (5)	12

Displaying results using scoring scheme 'ByAuthor'. Showing results for: 'All Images'

Images which have been "locked" are assumed to be title slides and will not be displayed in the result report.

Scoring Separate Subjects

Some camera clubs have competitions with a mix of set-subjects and "open" images. For example, a competition may comprise a mix of Portraits and Open images. FFP can calculate a score for individual subjects or all the images. For example, Andrew, Bill and Charlie enter a competition; two images can be entered and these can be either Portraits or Open - the list of images could look like this:

Author	Filename	Subject	Score
Andrew	Bluebell.jpg	Portrait	9
Bill	Nighttime.jpg	Open	8
Andrew	London.jpg	Open	6
Charlie	Moon Rise.jpg	Open	8.5
Bill	Archie.jpg	Portrait	7
Charlie	Canyon.jpg	Open	6

If you look at the scores for each image, there are three ways of interpreting this:







- Overall Andrew is the winner; he has the highest scoring image (Bluebell.jpg scored 9).

- For the Open images, Charlie is the winner with Moon Rise.jpg scoring 8½.
- For the Portraits, Andrew is the winner (again with Bluebell.jpg).

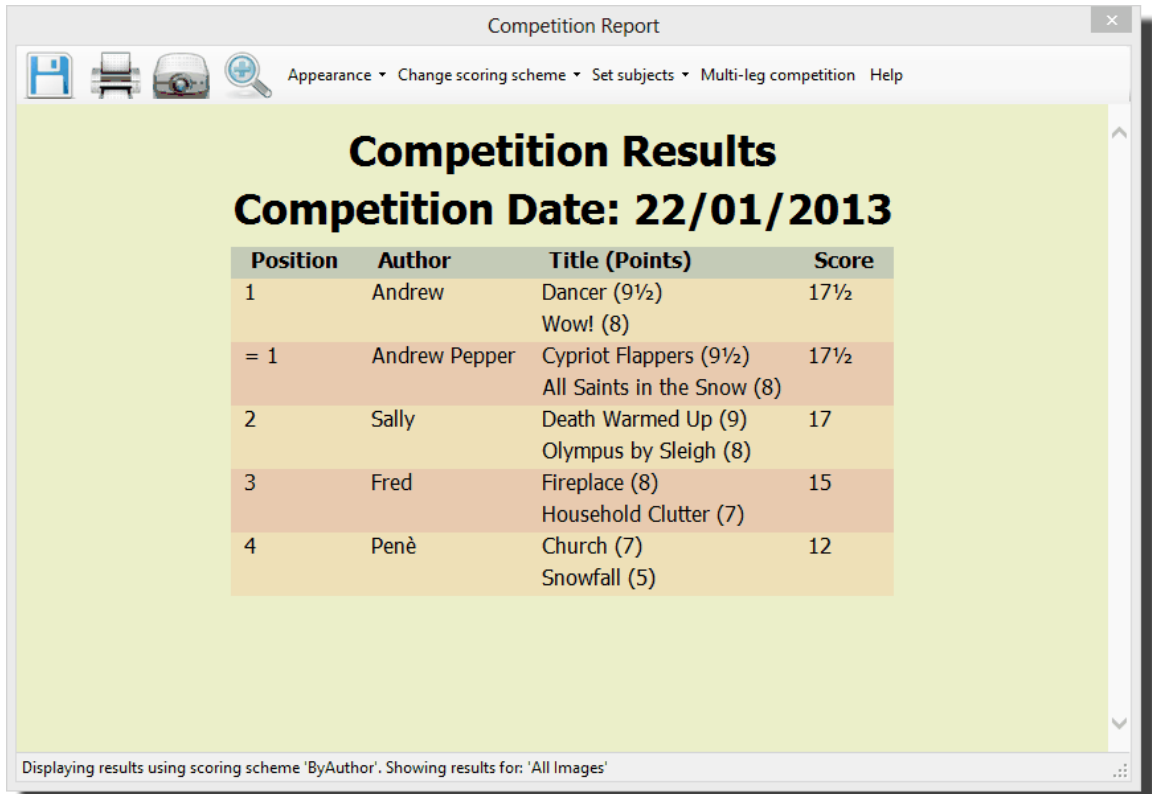
For FFP to be able to score such competitions, the Subject field of the image has to be set. This can be [set using Windows](#)^[71] or using the [Properties](#)^[78] option from the image context menu. In Photoshop, this field is called the Description and is set from the **Description** page of the **Image Properties** dialog.

By default, the Subject field is not shown on the detailed view. You can turn on the display of the subject field by right clicking the title bar of the detailed view and clicking **Show Titles** or by using the [FFP Settings](#)^[205] dialog for the detailed view.

With the **Subjects** turned on, the image table looks like this:

Number	Status	Thumb	Filename	Author	Title	Subject	Score
1			DSC_0243.jpg	Andrew	Sunny	portrait	9
2			DSC_0287.jpg	Andrew	Children and Giants	portrait	7½
3			DSC_0119.jpg	Jill	Carnival Smile	Portrait	8½
12			DSC_0027.jpg	Tim	Cypriot Flappers	Portrait	9
14			try.jpg	Tim	Vase	Open	7
17			DSC_0055.jpg	Sally	Mount Olympus	Landscape	6

Competitions with subjects are scored as usual, but when the competition report is displayed, the calculation performed can be changed by using the **Calculate for Subject** drop down menu. For example, the following is the result report for a competition scored by slide:



Competition Report

Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help

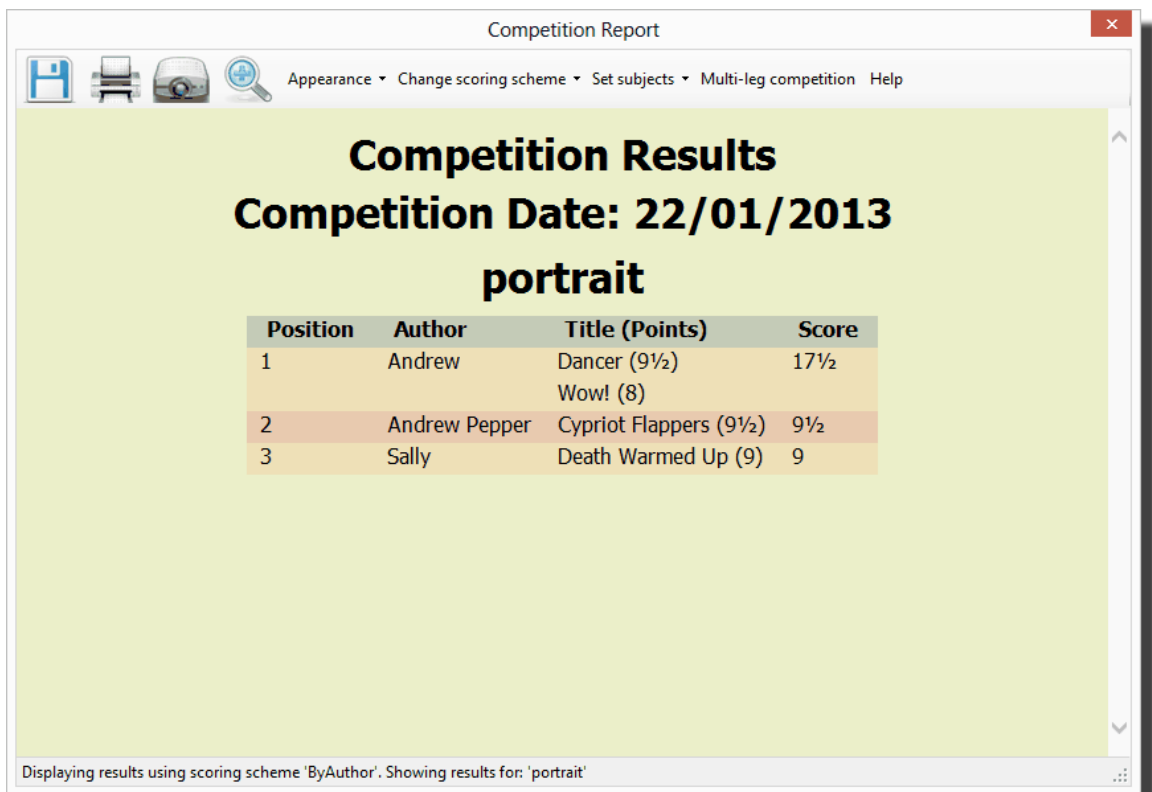
Competition Results

Competition Date: 22/01/2013

Position	Author	Title (Points)	Score
1	Andrew	Dancer (9½) Wow! (8)	17½
= 1	Andrew Pepper	Cypriot Flappers (9½) All Saints in the Snow (8)	17½
2	Sally	Death Warmed Up (9) Olympus by Sleigh (8)	17
3	Fred	Fireplace (8) Household Clutter (7)	15
4	Penè	Church (7) Snowfall (5)	12

Displaying results using scoring scheme 'ByAuthor'. Showing results for: 'All Images'

Note that at the base of the display, we're told that FFP is "Showing results for 'All Images'". If we click the **Set subjects ▼** dropdown and change the **Calculate for Subject** drop down to **portrait**, then the report changes to look like this:



Competition Report

Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help

Competition Results

Competition Date: 22/01/2013

portrait

Position	Author	Title (Points)	Score
1	Andrew	Dancer (9½) Wow! (8)	17½
2	Andrew Pepper	Cypriot Flappers (9½)	9½
3	Sally	Death Warmed Up (9)	9

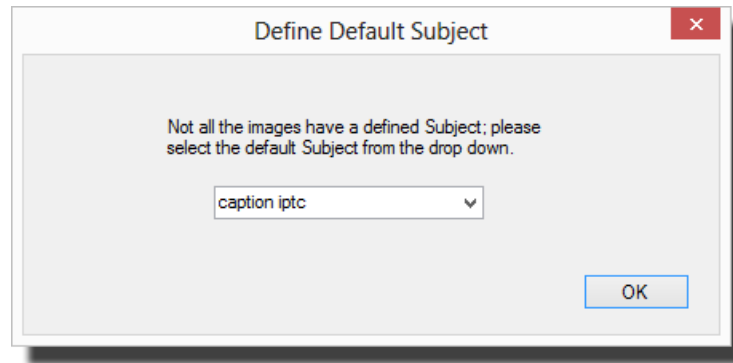
Displaying results using scoring scheme 'ByAuthor'. Showing results for: 'portrait'

Now only the images with Portrait in their subject field are scored. Similarly, by selecting **open**

from the dropdown, the results are shown with only Open images.

Default Subject

If any image does not have the Subject field set to anything then you will need to define a Default Subject - the subject to which FFP will assume an image belongs if there is nothing in the Subject field; FFP will prompt you if you try and calculate a score report by subject if there are some images without a subject:







Click the drop down and select a default subject from the list. Note that FFP generates the list of subjects from the subjects present in the loaded images, so there must be at least one image with the required default subject.

You can change the default by clicking the **Set subjects ▼** menu on the **Competition Report** dialog and then selecting the **Default Subject** option.

Report Broken Down by Subject

An alternative report style is to have the report show the scores for each subject in turn. For this type of report, select **All Subjects** from the **Calculate for Subject** dropdown. A report generated with this style looks like this:

Competition Report			
<div>     </div> <div> Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help </div>			
<h2>Competition Results</h2> <h3>Competition Date: 22/01/2013</h3> <h4>portrait</h4>			
Position	Author	Title (Points)	Score
1	Andrew	Dancer (9½) Wow! (8)	17½
2	Andrew Pepper	Cypriot Flappers (9½)	9½
3	Sally	Death Warmed Up (9)	9
<h4>landscape</h4>			
Position	Author	Title (Points)	Score
1	Fred	Fireplace (8) Household Clutter (7)	15
2	Sally	Olympus by Sleigh (8) Mount Olympus (6)	14
= 2	Andrew Pepper	All Saints in the Snow (8) All Saints in the Snow (6)	14
Displaying results using scoring scheme 'ByAuthor'. Showing results for: 'All Subjects'			

Mix & Match Reports

Mix & Match competitions have a relatively simple report as individual image scores are not recorded, only the overall team position. A typical report looks like this:

Competition Report		
<div>     </div> <div> Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help </div>		
<h2>Mill Camera Group</h2> <h3>Competition Results</h3> <h3>Competition Date: 15/01/2013</h3>		
	Ladies	Gentlemen
Match	2	4
No Match	0	0
"Best" Image	0	3
Total	2	7
Displaying results using scoring scheme 'Mix Match'. Showing results for: 'All Images'		

Displaying Thumbnails



It is possible to add thumbnails to reports, apart from:

- Panel based
- Author based in Overview mode
- Mix & Match Reports

To add thumbnails to a report, select the **Show Thumbnails** option from the **Appearance ▼** dropdown. An example report with thumbnails is shown below:




The screenshot shows a window titled 'Competition Report' with a menu bar containing 'Appearance', 'Change scoring scheme', 'Set subjects', 'Multi-leg competition', and 'Help'. The main content area displays 'Competition Results' for 'Competition Date: 22/01/2013'. Below this is a table with columns: Position, Thumbnail, Author, Title (Points), and Score.

Position	Thumbnail	Author	Title (Points)	Score
1		Andrew	Dancer (9½)	18½
			Night at the Opera (9)	
2		Andrew Pepper	Cypriot Flappers (9½)	17½
				

At the bottom of the window, a status bar reads: 'Displaying results using scoring scheme 'ByAuthor'. Showing results for: 'All Images''.

Note that if thumbnails are part of a report, then this affects [saving the report](#)¹⁷¹.

Zooming the Report

You can change the size of the text of the report by clicking the Zoom icon (); a slider will appear and you can use it to set the font size. If the report is being projected, the projected report is also zoomed.

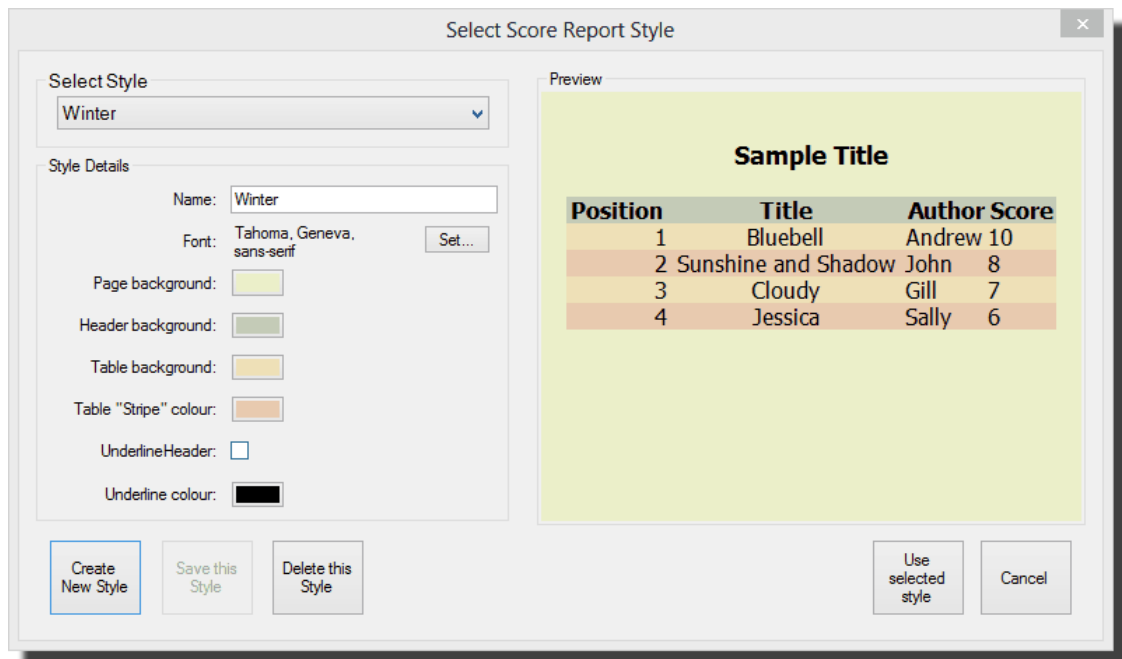
Changing the Report Scheme

It's possible to change the report by using the **Change scoring scheme ▼** dropdown. Note that you cannot generate a report for a panel based competition using a non-panel based scoring scheme and similarly, you cannot use a panel based scoring scheme to score a non-panel based competition.

Changing the Report Appearance

As you would expect, the **Appearance ▼** dropdown has items to change how the report appears. FFP has several different report styles available, and it's easy to add your own. To change the

overall style, select the **Overall Style...** option from the **Appearance ▼** dropdown. The **Select Score Report Style** dialog opens:



You can choose a new style for the report from the **Select Style** dropdown. You can modify the selected style by changing the elements in the **Style Details** area or click the **Create New Style** button to create a new style which you can define in the **Style Details**. You can delete the selected style by clicking the **Delete this Style** button.

Restoring the Default Styles

To restore the default styles, use the **Delete this Style** button repeatedly until all the styles have been deleted, the defaults will be restored.

Report Settings

To change the settings of the displayed report, select the **Settings...** from the **Appearance ▼** dropdown. The **Configure Score Report** dialog will be displayed:

As you can see, you can configure a number of items about the competition:

The **Camera Club Name**, **Competition Name**, **Competition Date** and **Judge name(s)** options are self-explanatory. The **Extra Comments** field is for overall comments about the competition.

FFP will save the name of the Camera Club so it will appear on future reports as well as saving the foreground and background colours for the report page, the remaining competition parameters will not be saved.

In the **General Settings** area, you can choose how FFP handles "tied" images. For example, suppose Andrew, Bill and Charlie have scored 18, 18 and 17 respectively. Andrew and Bill are equal first, but should Charlie be second or third? Some clubs would give him second place as he has the second highest score, some third as there are two people ahead of him. In the **General Settings** area, select **If there are tied positions, leave appropriate gaps** to leave a gap (so in our example Charlie would be third), select **If there are tied positions, don't leave gaps** not to leave a gap - so that Charlie is placed second.

Score Report Columns

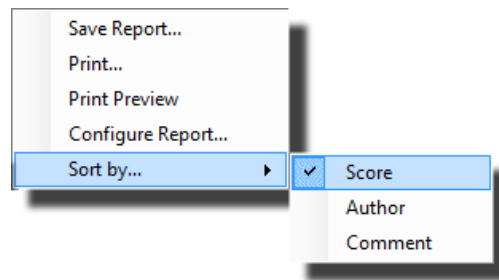
You can choose the columns that are displayed in the score report from the **Appearance ▼** dropdown. The **Show Thumbnails**, **Filenames**, **Date** and **Comments** fields are self-explanatory, the **Minimum Score** option allows you to set the minimum score required to appear in the report.

Multi-Leg Competitions

If the competition you are calculating the results for is part of a Multi-Leg competition, then you can click the **Multi-Leg Competition** button. FFP will examine the "surrounding" folders for **sequence.dss** files and calculate an overall result for the competition. There is more about Multi-Leg competitions [here](#)¹⁰³.

Sorting the Results


You can sort the results of most types of competitions by right clicking the results table and select the **Sort by...** option:




By default, sequences are sorted by score in descending order with the highest score first. Sorting by Author sorts the results by author name in alphabetical order. Sorting by Comment sorts the results by the contents of the [Comment](#)⁶² field. Images with comments will be sorted, images without comments will be placed after those images in score order. One use for this is when a competition is scored but the judge also gives a "top 3" images; in the comment fields, you can put "1", "2" or "3" to indicate the top three images, then when showing the result, sort by comments.

The sort option isn't available for panel based, Mix & Match or KnockOut competitions.

Projecting the Results

You can project the results by clicking the Project Report icon (). This will show the results information on the second monitor (ie the digital projector). Note that this option is only available if you have the second monitor enabled on the computer.

Printing Reports

To print the report, select the **Print Report** icon () , the standard Windows print dialog will be produced to select the printer and print the report.

Saving Reports

You can save the report as an HTML file; this makes it easy to display without needing to have FFP installed on the computer and you can also incorporate result reports into the club website.

To save the report, select the **Save Report** icon (). The standard Windows save file dialog box will open to allow you to choose a filename for the saved file.

If the report has thumbnails, then a folder called **Images** is created in the folder where the report has been saved; this holds the thumbnails associated with the sequence. This has two consequences:

- If you try and save two reports with thumbnails to the same folder, then the **Images** folder will be overwritten - so only the later report will correctly show thumbnails.
- If you want to move the saved report with thumbnails to another folder or computer, then you must also move the associated **Images** folder.

2.10 Exporting and Importing

2.10.1 Exporting Sequences

You can export sequence information in five different ways:

1. Tabs, Sequences and Images
2. Sequence and Images
3. HTML
4. Comma separated values (CSV)
5. Filtered Export.

The first two options makes it easy to transfer all the tabs (including all the sequences and associated images) or a single sequence, again including the associated images from one machine to another; many projectionists prepare the sequence(s) on one computer and then want to transfer everything to a second computer for running competitions.

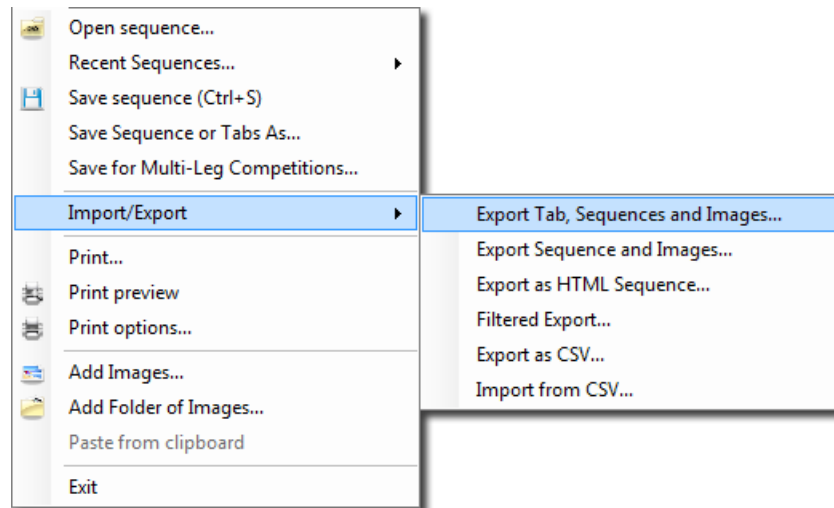
HTML exporting generates an HTML version of the sequence that can be shown on any computer with an Internet browser. This is intended for use in competitions where pre-judging is to be used; in this situation, the judge is sent the HTML version of the sequence and a printout of the score sheet and scores the images before the actual competition. An HTML sequence is used as it is unlikely that the judge will have FFP installed on their computer.

CSV (or comma separated values) is used to allow you to transfer the sequence information to a spreadsheet program. As the exported CSV file includes scores, this makes it possible to process the scores from several competitions using the spreadsheet software. The CSV file is a plain text file, so it is possible (with care) to modify an exported CSV file and then to import it back into FFP.

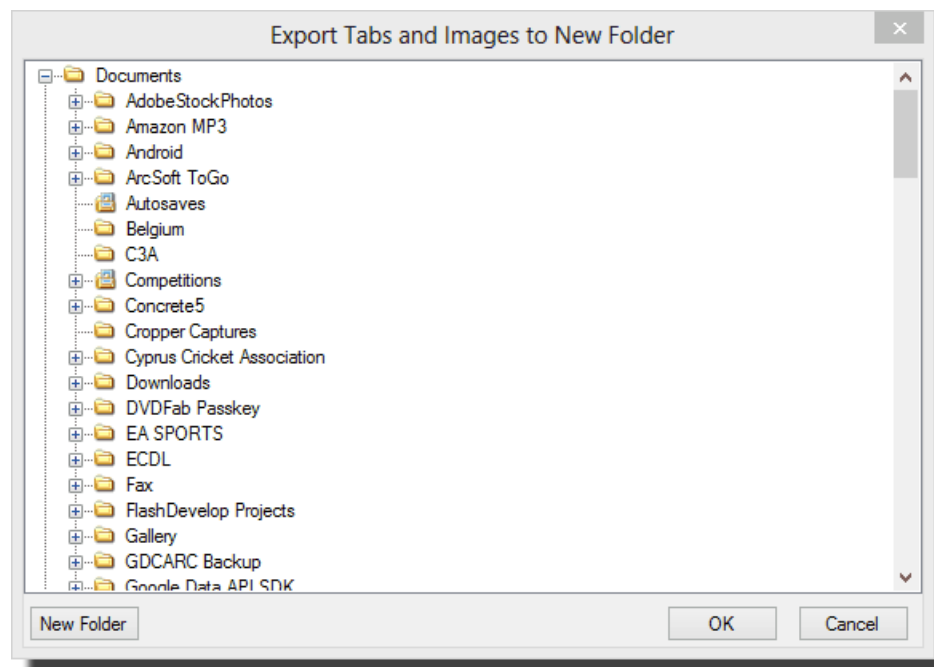
The Filtered Export allows you to selectively place images into folders based on a range of criteria (including their score).

2.10.1.1 Tab, Sequences and Images

This option will save everything; all the tabs, including the sequences on each tab and all the images to a folder. To export everything select the **Export Tabs, Sequence and Images** option from the **File** menu:

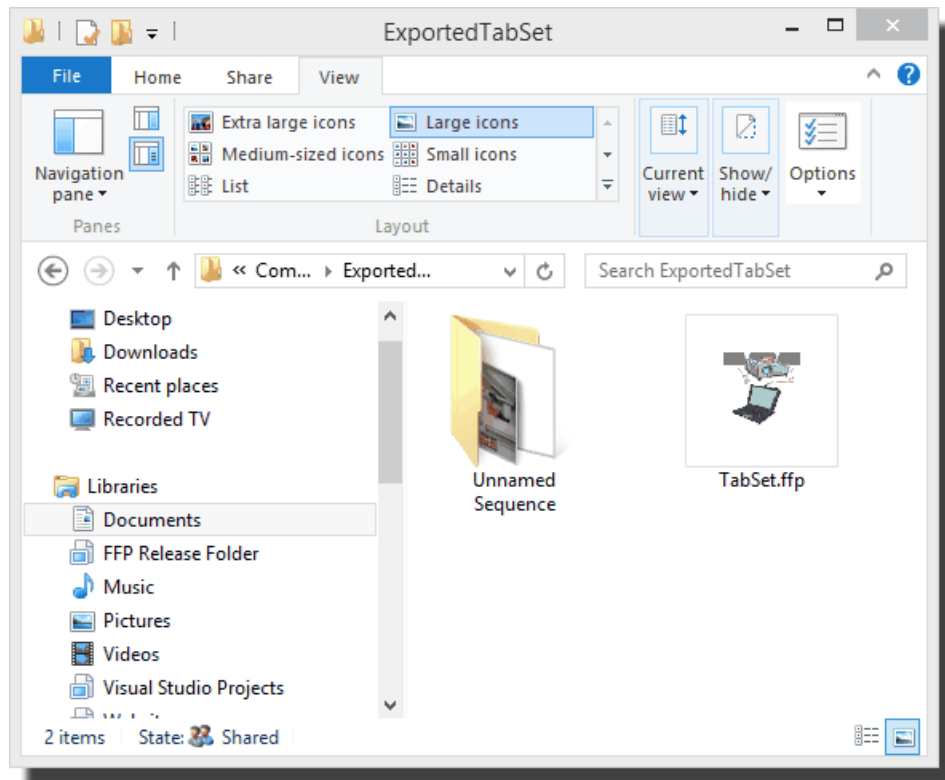


FFP will ask for a target folder for the sequence:



Navigate to where you want the sequence stored; usually you will click the **New Folder** button to create a new folder for the sequence.

Click **OK** to create the sequence. FFP creates a folder for each sequence (one for each tab) and places the images for that sequence into that folder. A .FFP file is created which is always called **TabSet.ffp**, in the folder you specified.



The folder you specified can be transferred to another computer using a memory stick (for example) and Film Free Projection on that second computer will be able to read all the tab and sequences by loading TabSet.ffp.

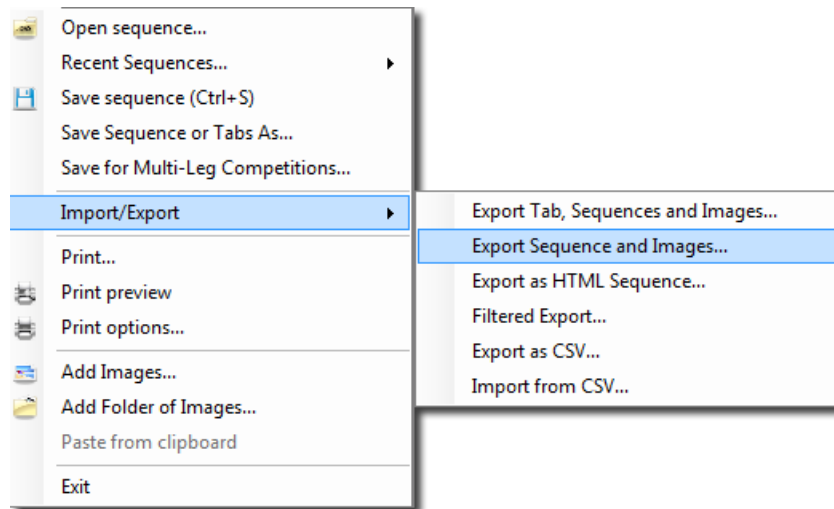
Details

When you export the images, there may be a sequence containing two images with the same file name - this is particularly likely if you export the images to a folder which already contains a set of images. In that case, FFP renames one of the images. For example, if there are two images with the name "image_01.jpg", then FFP will rename one of them "image_01(1).jpg". There is one caveat to that; for panel competition, the file name contains the panel and slide number information and this would be lost if the panel file was renamed. In that case, FFP will overwrite the later file. It's therefore recommended to always export tabs, sequences and images to an empty folder.

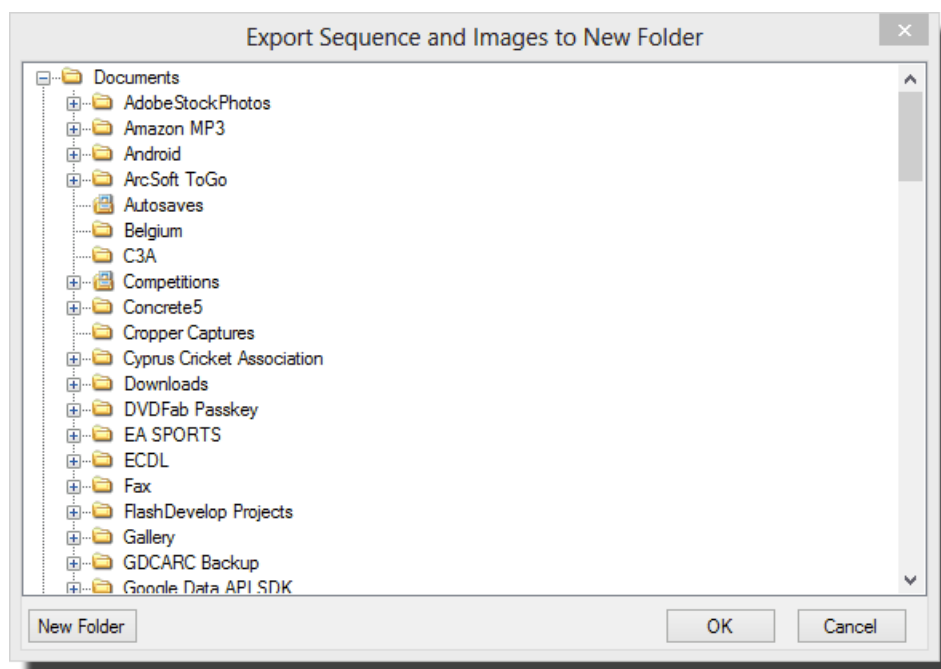
If you have checked the **Use folder name as Author** or **Use folder name as Subject** [options](#)⁸⁷, then the export process will create subfolders so that loading the sequence will still produce the correct author or subject.

2.10.1.2 Sequence and Images

This option will save the entire sequence, including the images to a folder. To export the entire sequence, select the **Export Sequence and Images** option from the **File** menu:

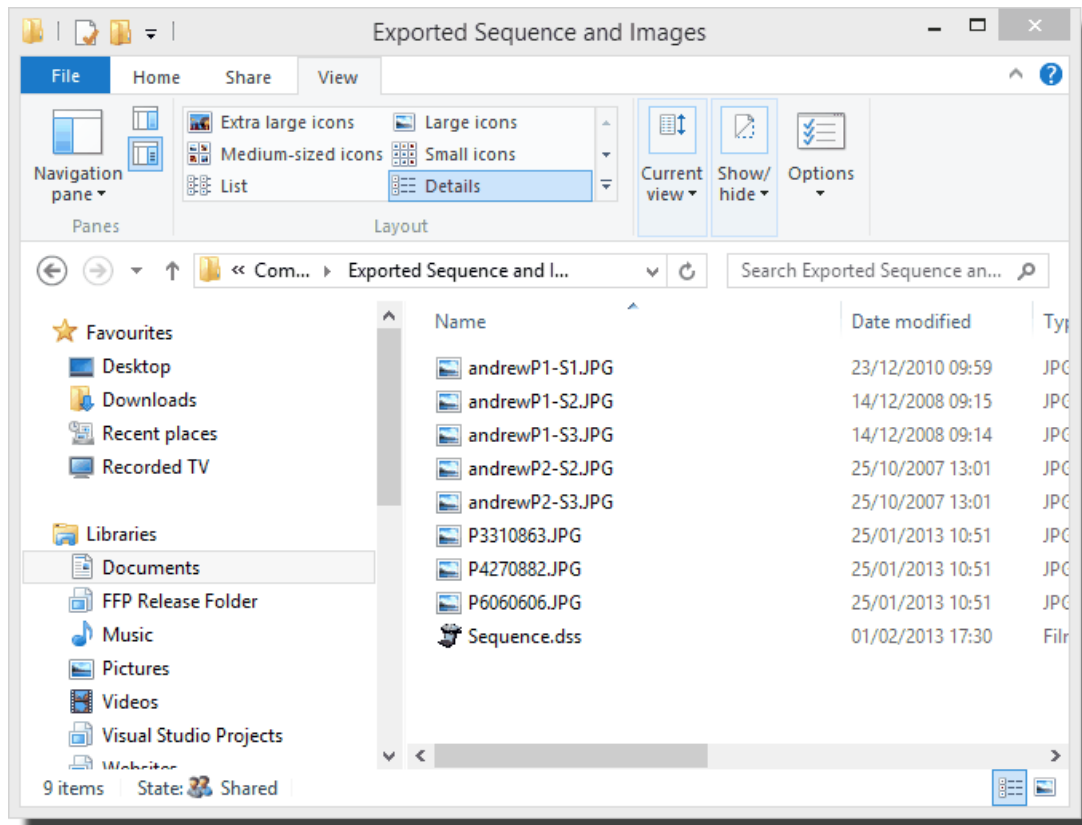


FFP will ask for a target folder for the sequence:



Navigate to where you want the sequence stored; usually you will click the **New Folder** button to create a new folder for the sequence.

Click **OK** to create the sequence. FFP copies the images into the folder and creates a new sequence file (which is always named "sequence.dss"). A browser window of an exported sequence can be seen below:



This folder can be transferred to another computer using a memory stick (for example) and FFP on that second computer will be able to read the sequence.

Note that the sequence file (**sequence.dss**) that is generated as part of the export must not be moved to a different folder; FFP will assume the images are in the same folder as the **sequence.dss** file. If you need to move the **sequence.dss** file, then load the sequence and then save it; saving it will write it as a "normal" sequence file.

Details

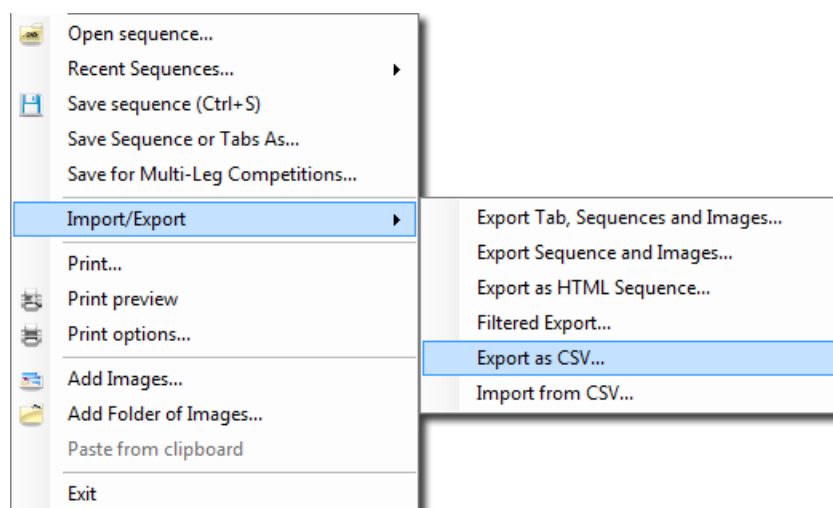
When you export the images, there may be two images with the same file name - this is particularly likely if you export the images to a folder which already contains a set of images. In that case, FFP renames one of the images. For example, if there are two images with the name "image_01.jpg", then FFP will rename one of them "image_01(1).jpg". There is one caveat to that; for panel competition, the file name contains the panel and slide number information and this would be lost if the panel file was renamed. In that case, FFP will overwrite the later file. It's therefore recommended to always export sequence and images to an empty folder.

If you have checked the **Use folder name as Author** or **Use folder name as Subject** [options](#)^[87], then the export process will create subfolders so that loading the sequence will still produce the correct author or subject.

2.10.1.3 Entire Sequence as CSV

Exporting a sequence as a CSV, or comma separated values, file allows you to load a scored sequence (or indeed an unscored sequence) into a spreadsheet program. To export the sequence as a CSV, select the **Import/Export** menu from the **File** menu and click the **Export as CSV**

option:



If there is no scoring scheme defined, then you will move straight to a file selection dialog to select the file to export the sequence and the entire sequence saved; the exported file is in the form:

For Club Competitions with a single score, the file is of the form:

Number, Filename, Full Path, Author, Title, Subject, Comment, Score

For Club Competitions with multiple scores, the file is of the form:

**Number, Filename, Full Path, Author, Title, Subject, Comment, Score, SubScore
(1),SubScore(2),...SubScore(n)**

The score column holds the total score and each SubScore column holds the individual scores. The number of SubScore columns is set in the **Scoring Scheme** [dialog](#)¹²⁸ as the **Number of scores per slide** value.

If the competition is place based, then the format is:

Number, Filename, Full Path, Author, Title, Subject, Comment, Place

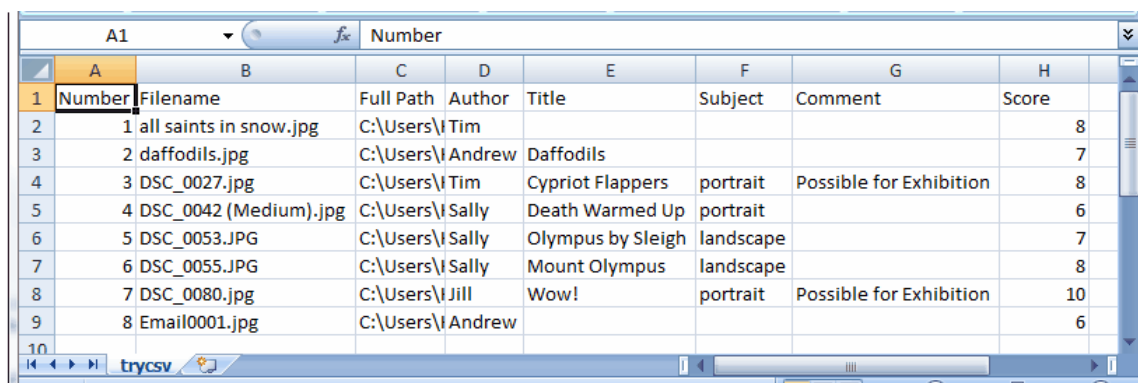
For panel competitions, the format is:

**Number, Filename, Full Path, Author, Title, Subject, Panel Name, Slide no, Comment,
Score**

For InterClub competitions, the format is:

Number, Filename, Full Path, Author, Title, Subject, Club Name, Comment, Score

An example Club Competition with single score exported sequence, loaded into a spreadsheet looks like this:

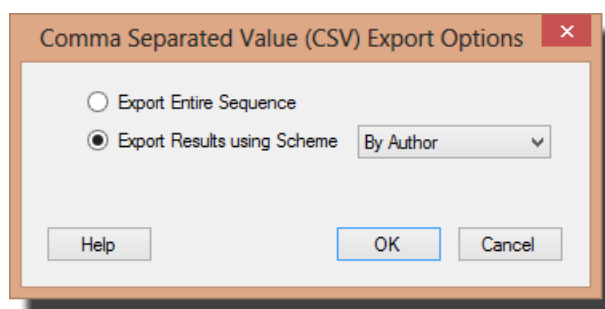


Number	Filename	Full Path	Author	Title	Subject	Comment	Score
1	all saints in snow.jpg	C:\Users\I Tim					8
2	daffodils.jpg	C:\Users\I Andrew	Daffodils				7
3	DSC_0027.jpg	C:\Users\I Tim	Cypriot Flappers	portrait	Possible for Exhibition		8
4	DSC_0042 (Medium).jpg	C:\Users\I Sally	Death Warmed Up	portrait			6
5	DSC_0053.JPG	C:\Users\I Sally	Olympus by Sleigh	landscape			7
6	DSC_0055.JPG	C:\Users\I Sally	Mount Olympus	landscape			8
7	DSC_0080.jpg	C:\Users\I Jill	Wow!	portrait	Possible for Exhibition		10
8	Email0001.jpg	C:\Users\I Andrew					6

Sequences exported as full sequences can be [imported back into FFP](#)¹⁸⁵. Note that if you modify the author, title or subject in the CSV, the modified values will not replace those extracted from the image files when you import them. How to modify the author, title or subject fields of image files is explained in the [EXIF, XMP and IPTC](#)⁷⁰ section.

2.10.1.4 Using Scoring Scheme

If you select the **Export as CSV** option and there is a scoring scheme defined for the current sequence, then the **Comma Separated Values Export Options** dialog box will appear:



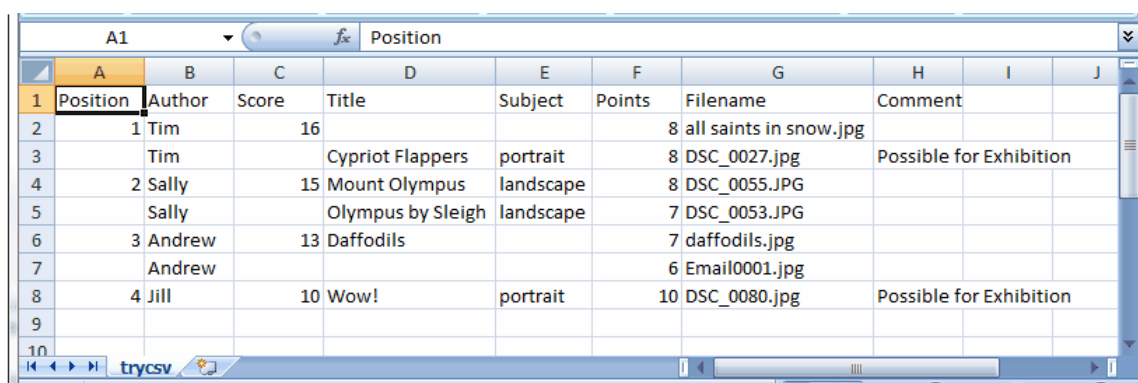
This dialog allows you to select to either export the entire sequence (as described [here](#)¹⁷⁶) or you can export the results of a competition calculated using a scoring scheme; there are four different formats for the exported sequence:

Scored by Author

With this scheme, the exported file is of the form:

Position, Author, Score, Title, Subject, Points, Filename, Comment

An example export, imported into a spreadsheet looks like this:



Position	Author	Score	Title	Subject	Points	Filename	Comment
1	Tim	16			8	all saints in snow.jpg	
2	Sally	15	Mount Olympus	landscape	8	DSC_0027.jpg	Possible for Exhibition
3	Andrew	13	Daffodils		7	daffodils.jpg	
4	Jill	10	Wow!	portrait	10	DSC_0080.jpg	Possible for Exhibition

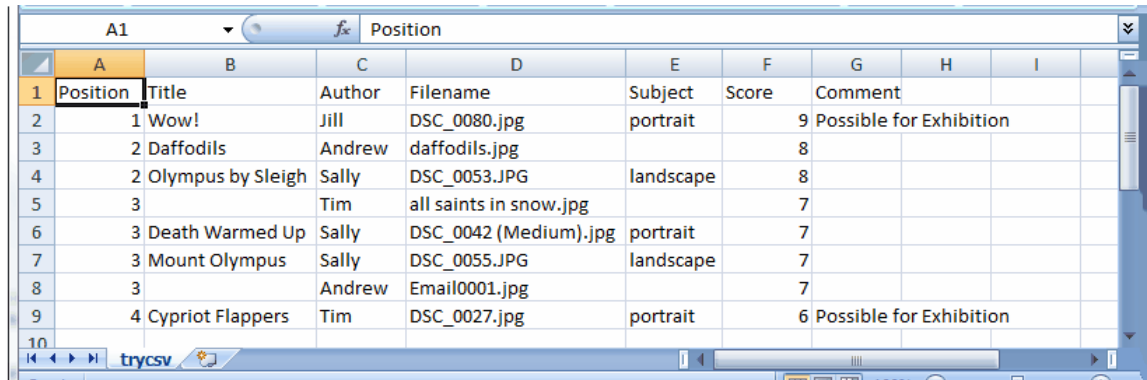
Note that the exported sequence is in position order, so the first place author is first, second placed second and so on.

Scored by Slide

With this scheme, the exported file is of the form:

Position, Title, Author, Filename, Subject, Score, Comment

An example scored by slide export; imported into a spreadsheet looks like this:



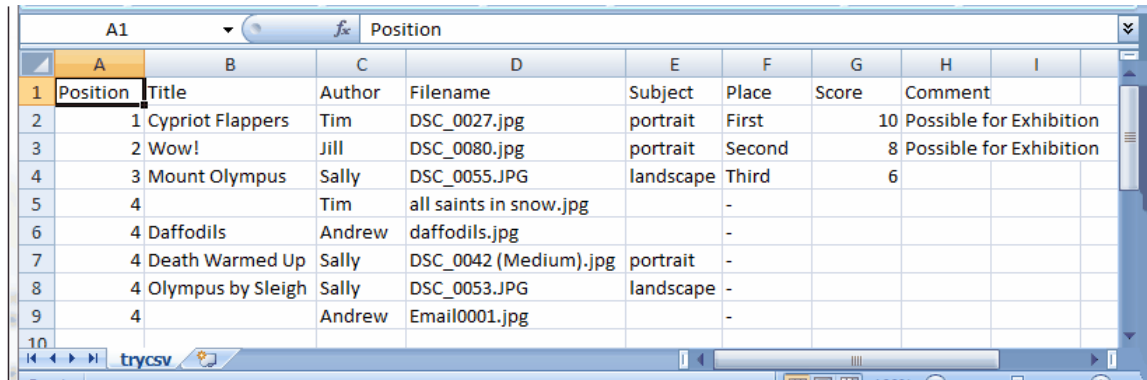
Position	Title	Author	Filename	Subject	Score	Comment
1	Wow!	Jill	DSC_0080.jpg	portrait	9	Possible for Exhibition
2	Daffodils	Andrew	daffodils.jpg		8	
2	Olympus by Sleigh	Sally	DSC_0053.JPG	landscape	8	
3		Tim	all saints in snow.jpg		7	
3	Death Warmed Up	Sally	DSC_0042 (Medium).jpg	portrait	7	
3	Mount Olympus	Sally	DSC_0055.JPG	landscape	7	
3		Andrew	Email0001.jpg		7	
4	Cypriot Flappers	Tim	DSC_0027.jpg	portrait	6	Possible for Exhibition

Placed Based Scores

With a placed based scoring scheme, the exported file is of the form:

Position, Title, Author, Filename, Subject, Place, Score, Comment

An example placed based export, imported into a spreadsheet looks like this:



Position	Title	Author	Filename	Subject	Place	Score	Comment
1	Cypriot Flappers	Tim	DSC_0027.jpg	portrait	First	10	Possible for Exhibition
2	Wow!	Jill	DSC_0080.jpg	portrait	Second	8	Possible for Exhibition
3	Mount Olympus	Sally	DSC_0055.JPG	landscape	Third	6	
4		Tim	all saints in snow.jpg		-		
4	Daffodils	Andrew	daffodils.jpg		-		
4	Death Warmed Up	Sally	DSC_0042 (Medium).jpg	portrait	-		
4	Olympus by Sleigh	Sally	DSC_0053.JPG	landscape	-		
4		Andrew	Email0001.jpg		-		

Scored by Panel

With a panel based scoring scheme, the exported file is of the form:

Position, Panel Name, Author, Scores, Total

An example panel based export, imported into a spreadsheet looks like this:

	A	B	C	D	E	F	G	H	I	J
1	Position	Panel Name	Author	Scores	Total					
2	1	graham(1)		9 + 9.5 + 9	27.5					
3	2	chris(1)	Joe	8 + 9 + 9	26					
4	3	fred(2)		8 + 8 + 8	24					
5	4	gwen(1)		8 + 8 + 8	24					
6	5	andrew(2)	Alf	7 + 8 + 8	23					
7	6	chris(2)	Chris	7 + 8 + 8	23					
8	7	fred(1)		7 + 7 + 9	23					

InterClub Competition

With an InterClub competition, the exported file has the format:

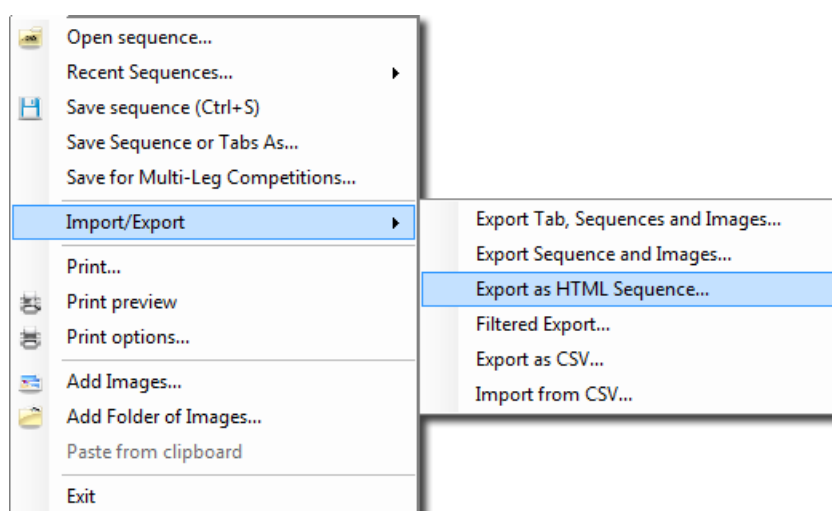
Position, Club Name, Score, Author, Title, Subject, Points Filename, Comment

An example InterClub competition, imported into a spreadsheet looks like this:

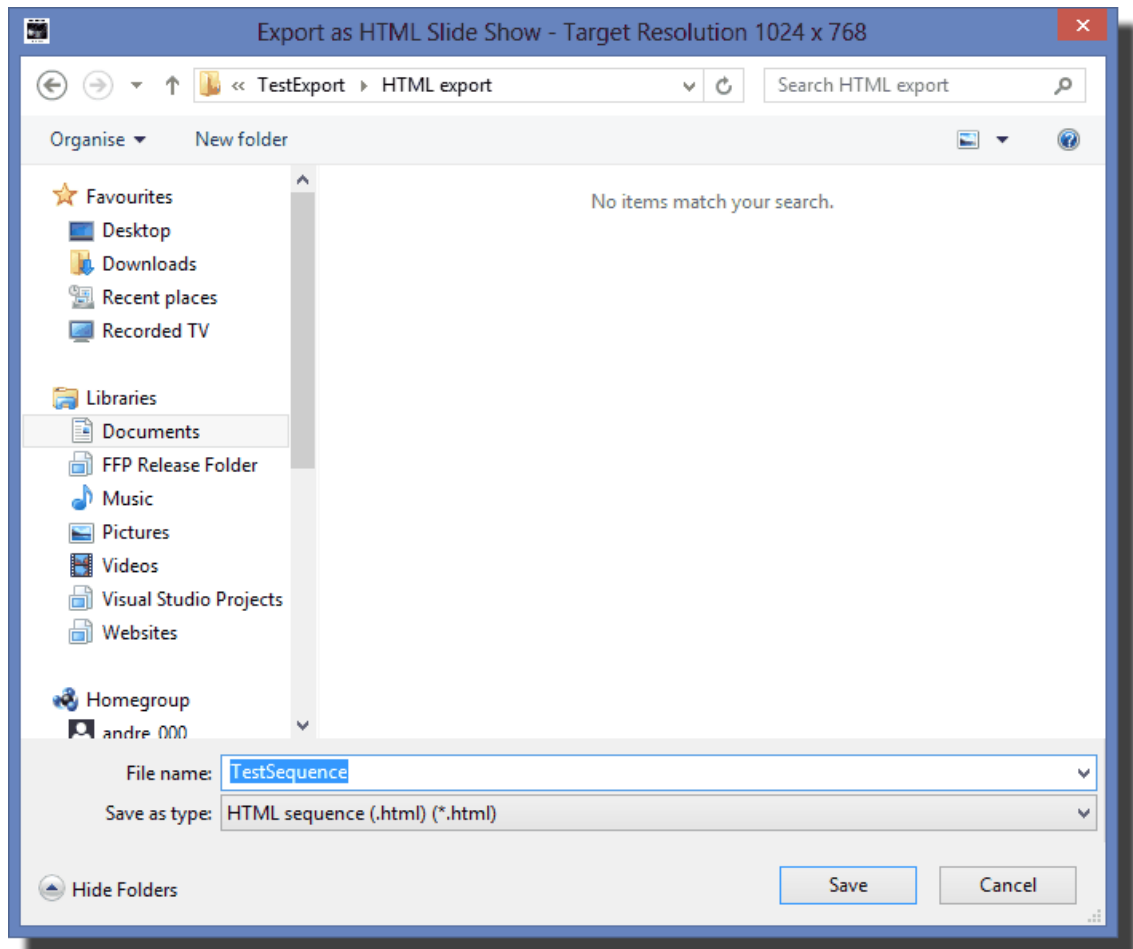
	A	B	C	D	E	F	G	H	I
1	Position	Club Name	Score	Author	Title	Subject	Points	Filename	Comment
2	1	Town Centre Photographic	49	Town Ce	Len		10	comp (3).jpg	
3		Town Centre Photographic		Town Ce	Winner		7	comp (5).jpg	
4		Town Centre Photographic		Town Ce	Night at the Opera		7	comp (7).jpg	
5		Town Centre Photographic		Town Centre	Photographic	test subje	7	comp (1).jpg	
6		Town Centre Photographic		Town Ce	White and Blue		6	comp (2).jpg	
7		Town Centre Photographic		Town Ce	People		6	comp (6).jpg	
8		Town Centre Photographic		Town Ce	Test		6	comp (4).jpg	

2.10.1.5 As HTML as Slide Show

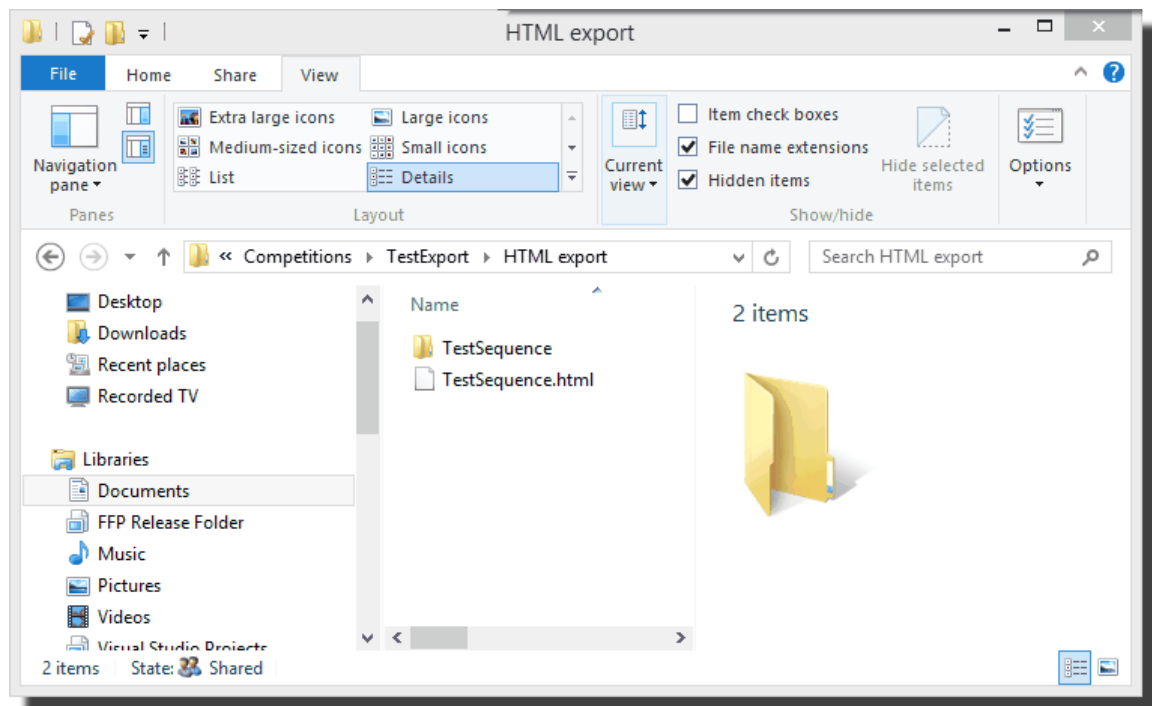
If you want to give a third party a sequence they can view with a regular Internet browser then you can export the sequence as an HTML Slide Show. HTML (HyperText Markup Language) is the language recognised by Internet browser software. To export a sequence to HTML, select the **Export as HTML Sequence** option from the **File** menu:



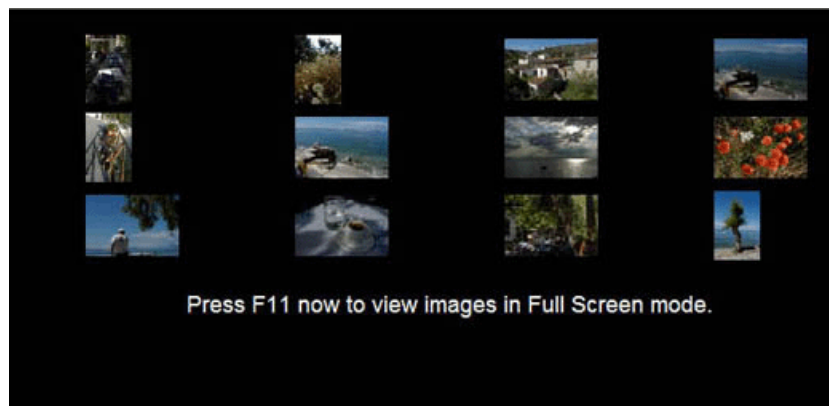
You will be asked for an HTML filename:



As an example, we've used **TestSequence** as the filename. Clicking the **Save** button will generate the HTML sequence. If you use Explorer to examine the folder where the sequence was saved, you will see the HTML filename you typed together with a folder with the same name - this folder is part of the sequence and is required along with the HTML file:



If you load the generated sequence into a browser (the easiest way is to double click the HTML document), the browser screen will look like this:



As indicated, pressing F11 will expand the browser to fill the screen. You can click any of the thumbnail images to show an enlarged version; at the base of the enlarged image you will see something like this:



The image number is the number of the image in the sequence; this will correspond to the image number in a printed score sheet.

The **Prev** link will go to the previous image in the sequence; this is the first image in the sequence so this link is disabled. The **Home** link takes you back to the original thumbnail display, **Next** will go to the next image.

2.10.1.6 Filtered Export

Filtered export provides a way to store images in folders depending on a range of criteria. For example, suppose there has been a selection process where images are being selected for an exhibition. Each image is given a score out of ten, at the end of the selection process you may want to store all the images that score 9 or more for the exhibition and store all the images that scored 8 for later evaluation. This is easy with filtered export.

To start the **Filtered Export** dialog, select **Filtered Export** from the **File** menu. The dialog will be shown:

Apply	Author	Title	Subject	Min Score	Max Score	Min Author Total	Max Author Total	Matches	Target Folder
<input type="checkbox"/>								8	

Before you can export images, you must have a valid folder set to accept the exported images.

Help Add Filter Export Cancel

For our example, we want to export all the images with a score of 9 or more. To do that, we put 9 in the **Min Score** area and tick the **Apply** checkbox. Note that the **Target Folder** shows the folder name that will be created for this export and the **Matches** area shows the number of images that match the filter:

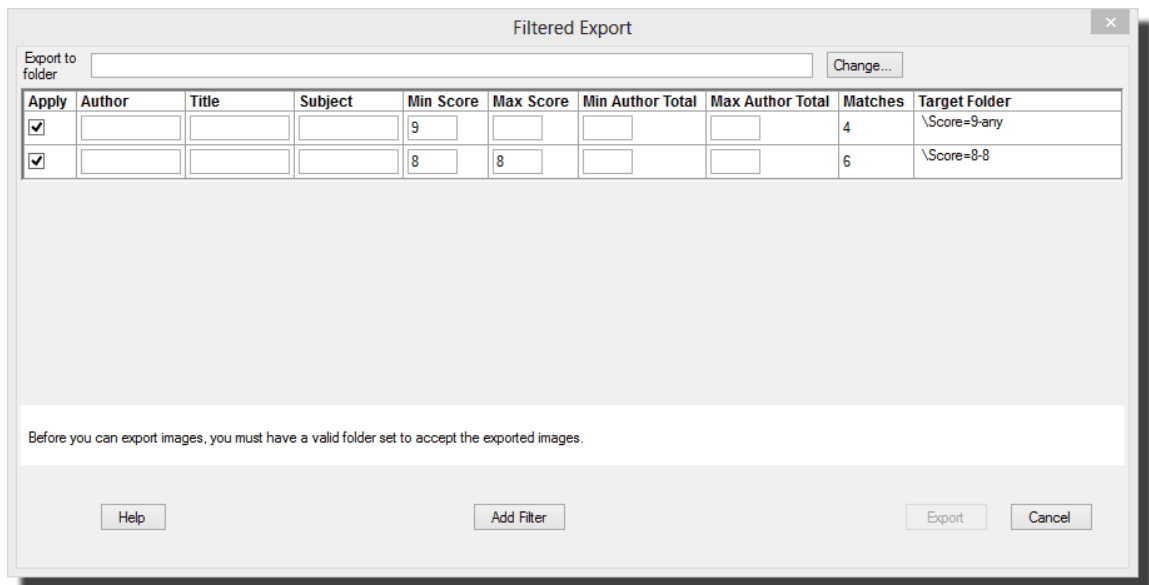
Apply	Author	Title	Subject	Min Score	Max Score	Min Author Total	Max Author Total	Matches	Target Folder
<input checked="" type="checkbox"/>				9				4	\Score=9-any

Before you can export images, you must have a valid folder set to accept the exported images.

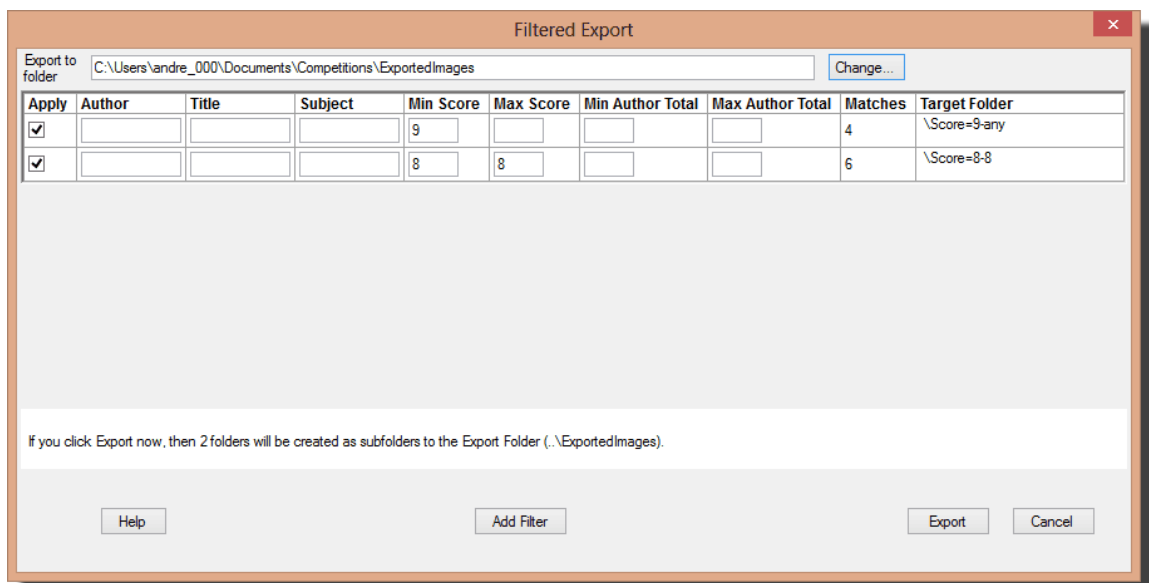
Help Add Filter Export Cancel

For the second part of the requirement (to store all the images that score exactly 8 separately),

we click the **Add Filter** button and in the new filter that appears put 8 into the **Min Score** and **Max Score** areas and tick **Apply**:



We need to set the destination folder for the export; to do that we click the **Change...** button alongside the **Export to folder** area. A Windows folder selection dialog open and we select a destination folder (Exported Images):



With the **Export to folder** destination folder defined, the **Export** button is enabled. Some status text also appears to let us know what will happen when we click **Export**.

Finally, we click **Export**. The export will be performed, if we use Explorer to navigate to the **Exported Images** folder we find two folders containing the exported images:

Name	Date modified	Type
Score=8-8	06/04/2008 18:03	File Folder
Score=9-any	06/04/2008 18:03	File Folder

More about the Filtered Export

The **Help** button will open the context sensitive help for the Filtered Export.

You can define up to 8 filters.

The **Min Author Total** and **Max Author Total** values are used to filter images based on the total score by the author.

If you are scoring a panel based competition, then the **Min Author Total** and **Max Author Total** columns will be replaced by **Min Pnl Score** and **Max Pnl Score** - used to filter images based on the score a panel has received.

You can practise using Filtered Export by using the [Hold Back Filter](#)^[63]. This is a very similar dialog that holds back images based on the filter, so you can see the affect of filters without creating folders.

The source images of a sequence can come from several folders and it is therefore possible that two images might have the same filename. If, when exporting images, two images have the same filename, FFP will create a new filename for one of the images. For example, if two images both have the name "image.jpg" then FFP will rename one of the images to be "image (1).jpg".

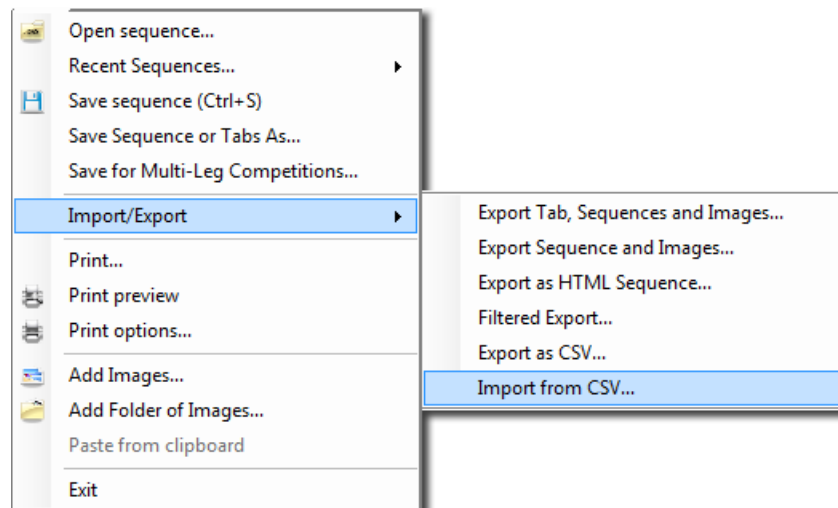
In a similar way, if images are already present in the target folder for an export, then FFP will create new filenames for any duplicated filenames.

2.10.2 Importing CSV Sequences

FFP can import CSV sequences, provided that they have been exported as full sequences - ie not those exported using a scoring scheme.

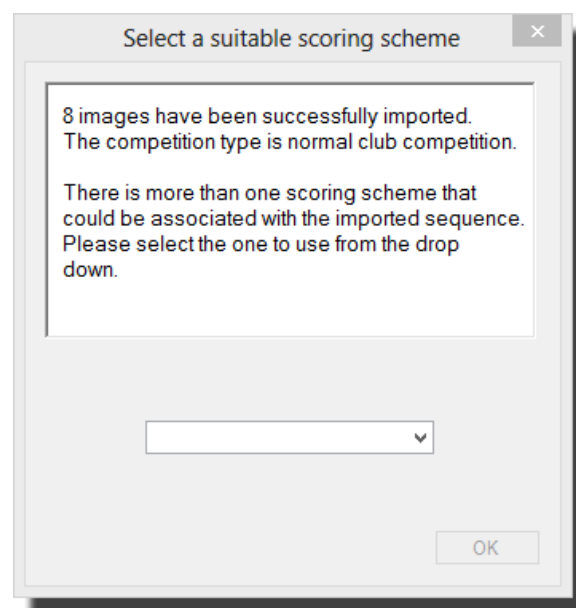
As with FFP sequence files (.DSS files) the .CSV file does not store the image files, only the location of the image files. The import will only work if the image files are in the same locations as they were when the exported .CSV file was created.

To import a sequence, you select the **Import from CSV**, from the **Import/Export** submenu:



Importing a CSV sequence will cause any existing sequence to be discarded. You will be asked for the sequence to import.

When importing the sequence, FFP will attempt to select an appropriate scoring scheme; if there is more than one suitable scheme you will be asked for the scheme to use:

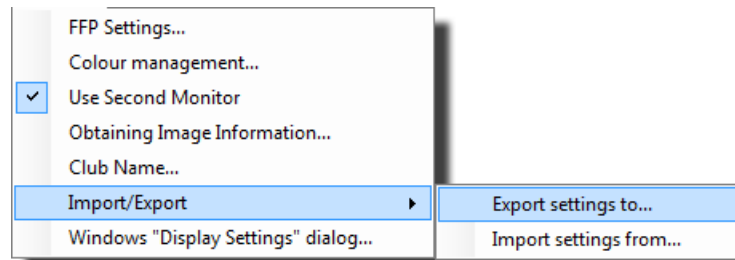


Note that if you change the author, title or subject in the CSV then this will *not* replace the metadata associated with the image; the image metadata will be used.

2.10.3 Exporting and Importing Settings

The FFP Settings can be exported for transfer to another computer running FFP or to allow several different settings to be used.

To export the current settings, select **Import/Export** from the **Settings** menu and then select **Export settings to...** from the sub-menu:



A select file dialog opens; select the file for the settings.

To import a previously saved settings file, select **Import settings from...** from the same sub-menu.

2.11 Selecting Images for Exhibitions or External Competitions

Introduction

As well as running club competitions, FFP can also be used to select images for exhibitions or external competitions.

A typical scenario for image selection is that each member submits a number of images (up to 5 say). A panel of judges views the member's images and each judge votes for their favourite image. The image with the highest number of votes is "selected".

A slight complication of the scheme described is if, after the selection process, there aren't sufficient images for the exhibition. In that case, the "second best" images of each member are assessed and, again, judges vote on them to pick the "best runner up". The process is repeated until sufficient images are chosen.

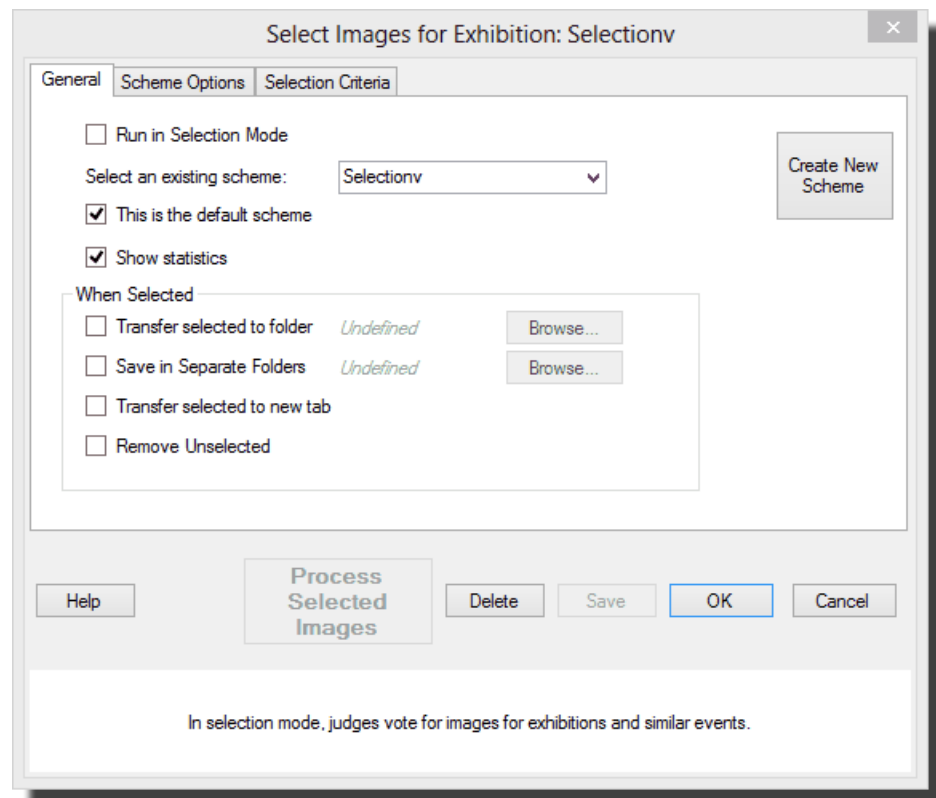
There are a number of options for selection mode; for example, the above scheme assumed that every member gets at least one image selected. It also assumes that judges can't "abstain".

The FFP selection system provides a flexible system to cater for these variations. FFP has *Selection Schemes* similar in concept to Scoring Schemes. You can define many different selection schemes. For example, your club may use one scheme to pick one image per member. For the second round a different scheme could be used. You could define two schemes called "Round 1" and "Round 2" and select the appropriate scheme for each round of the selection process.

When you save a sequence in selection mode, the associated selection scheme is saved along with the sequence.

Selection Dialog

To define selection schemes and to choose to run in selection mode, click the **Selection...** button on the FFP control bar. The **Select Image for Exhibition** dialog appears:

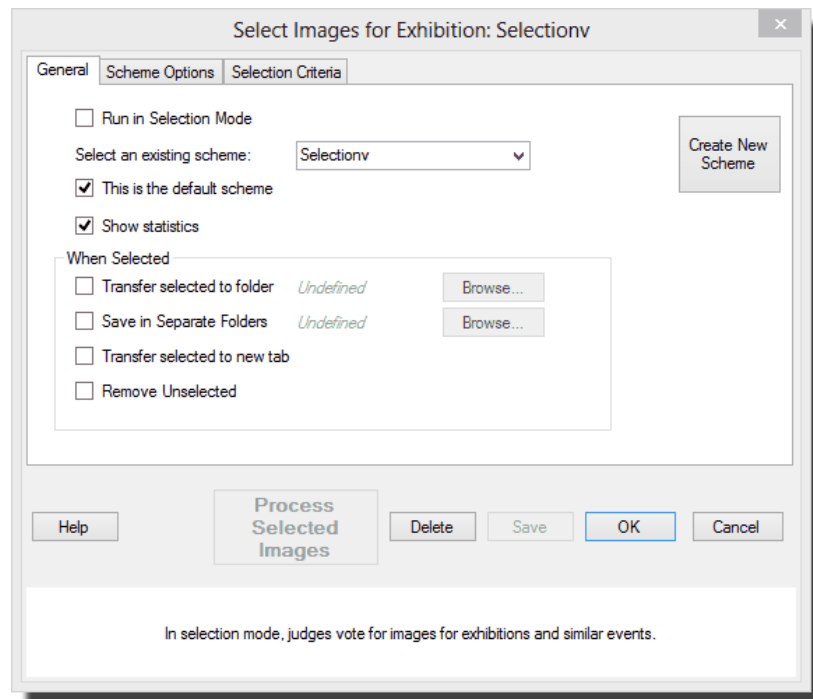


At the base of the dialog are options available for all the tabs. Going through these:

- **Help** displays context sensitive help for the dialog.
- The **Process Selected Images** button performs the selection option set in the When Selected area.
- **Delete** removes the currently selected selection scheme.
- **Save** saves any changes to the currently selected scheme.
- **OK** exits from the Select Images for Exhibition dialog. If you have made changes without saving them, then you be asked if you want to save the changes. If you don't save changes then they will not take effect.
- **Cancel** cancels the dialog.

2.11.1 Selection General Settings

The General Tab



Going through the options on the **General** tab:

If the **Run in Selection Mode** checkbox is checked, then FFP will run in Selection mode.

If you have previously defined selection schemes, then you can select these from the **Select an existing scheme** dropdown menu.

The **Create New Scheme** button will create a new selection scheme; you will be asked for a name for the new scheme.

If the **This is the default scheme** checkbox is checked then this is the scheme that is loaded automatically if no scheme has previously been selected. If there is only one scheme, then it is automatically made the default scheme.

If the **Show Statistics** checkbox is checked then FFP will superimpose statistics about the selection process on the projected image- showing how many images have been selected and how many more are required.

The **When Selected** area contains checkboxes for the possible actions to take when the **Process Selected Images** button is clicked. The options are:

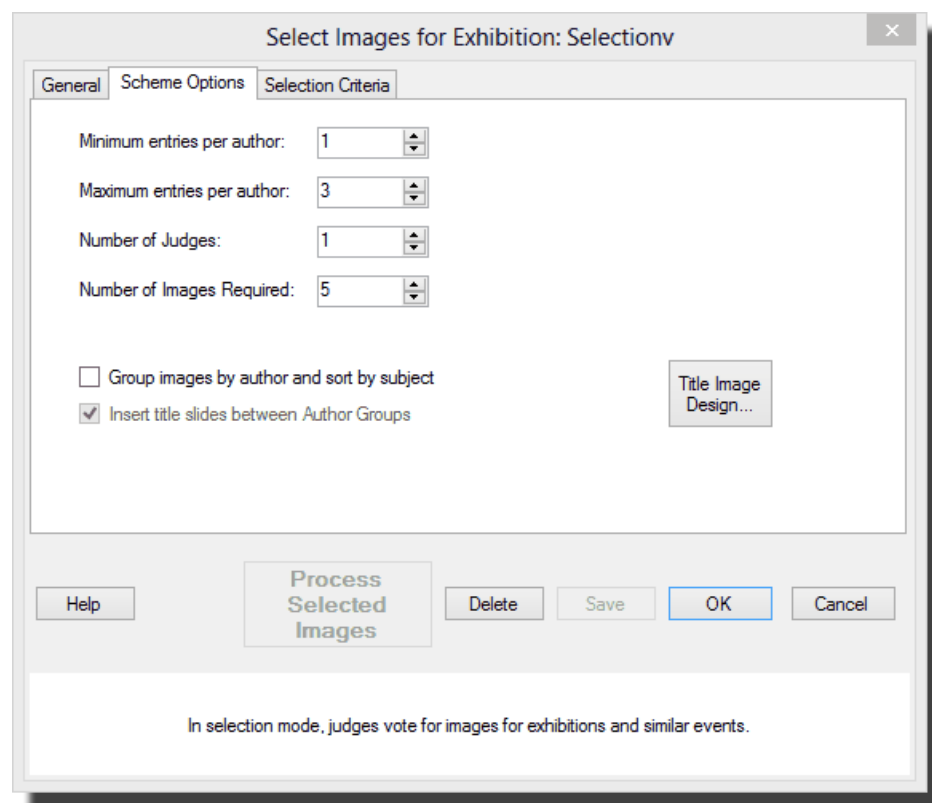
- If **Transfer selected to folder** is checked then the selected images are moved into the specified folder. The images are removed from the sequence so all that is left are the unselected images.
- If **Save in Separate folders** is checked then folders are created in the specified folder; one folder for each of the marks received. For example, if there are 4 judges, the possible scores are 0, 1, 2, 3 or 4. When the Process Selected Images button is clicked, a folder will be created for each of these possible scores (the folders have the names "0", "1", "2", "3")

and "4"). All the images that scored 0 points will be copied to the folder called "0", all those that scored 1 are copied to the folder "1" and so on.

- If **Transfer selected to new tab** is checked, then a new tab called Selected Images is created and the selected images moved to that tab. The images are automatically removed from the original sequence.
- If **Remove Unselected** is checked, then the unselected images are removed from the sequence.

You can combine these options; they are processed in the order they are shown, so if you check **Transfer selected to folder** and **Transfer selected to new tab** then only the first option will actually do anything as once the images have been transferred to a folder, there won't be any selected images to transfer to a new tab.

2.11.2 Selection Scheme Options



Going through the **Scheme Options** tab:

The minimum and maximum entries per author counters are largely self-explanatory; FFP will warn you if someone has submitted too many entries.

The **Number of Judges** counter sets the maximum number of votes that can be received by an image.

The **Number of Images Required** is the number of selected images required; if [Show Statistics](#) is turned on, then FFP will show how many images remain to be selected as each image is projected.

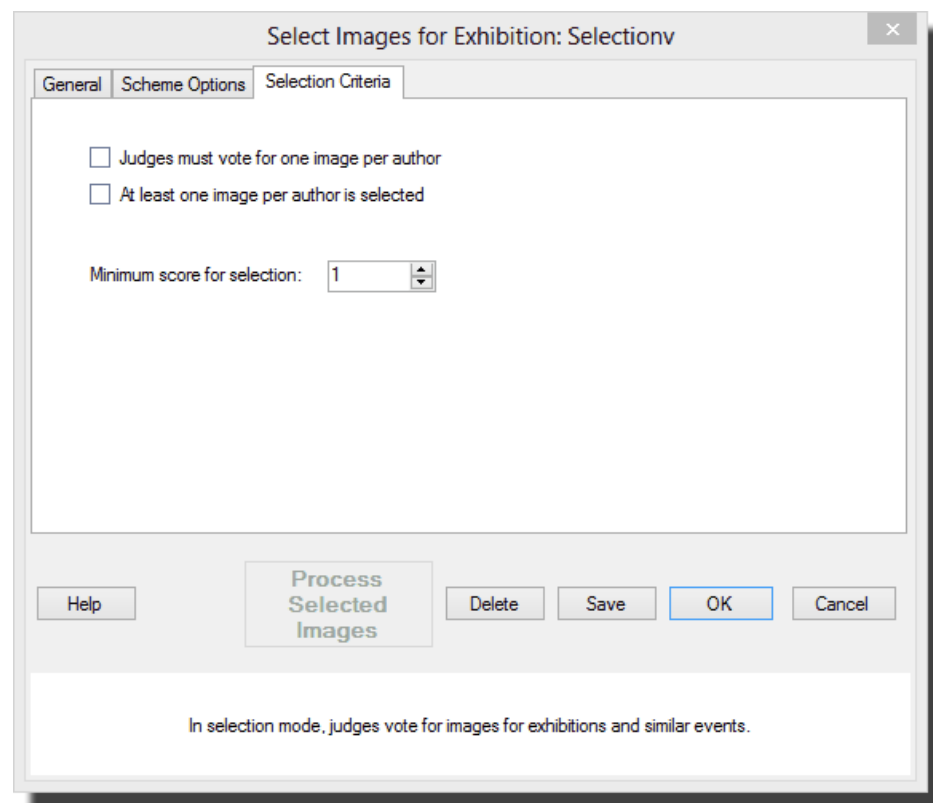
If the **Group images by author and sort by subject** checkbox is checked, then when you are running in Selection mode, FFP will sort the images so that each author's images are grouped together, but then sort each group by the Subject field of each image. This means that if you want to select images by looking at groups of authors' images, the author can specify the order they are shown by putting the appropriate number into the Subject field.

For example, Andrew wants to enter four images into the selection process. He set the Author name to be "Andrew" for each image and then chooses the order he wants them to be seen; he then sets the subject field of the first image to be "1", the subject of the second image to be "2" and so on. There are instructions about setting the author and subject using Windows and/or Photoshop [here](#)⁷¹.

This sorting mode is also an option on the [Shuffle](#)⁵³ dropdown menu.

If you have turned on the **Group images by author and sort by subject** checkbox, then you can also turn on the **Insert title slides between Author Groups** checkbox. If this is turned on, then slides are inserted between the groups, partly this is to make it clear when you switch from one author to the next, but the title slide can also show information about the selection process. There is more about that in the [Designing Selection Title Slides](#)¹⁹⁴ section.

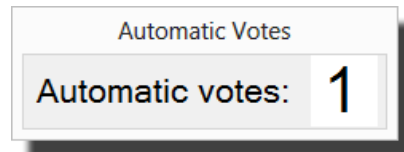
2.11.3 Selection Criteria



Going through the **Selection Criteria** tab options:

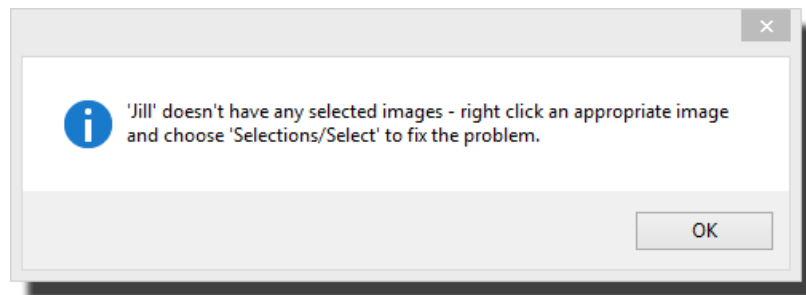
If the **Judges must vote for one image per author** checkbox is checked, then FFP can automatically calculate the number of votes for the final image in the author's group. For example, if Andrew has entered 4 images and there are 6 judges, then if the first 3 images

receive a total of five votes, the final image must receive 1 vote. FFP produces an explanatory message:



If the checkbox is *not* checked, then judges can abstain; choosing not vote for any image.

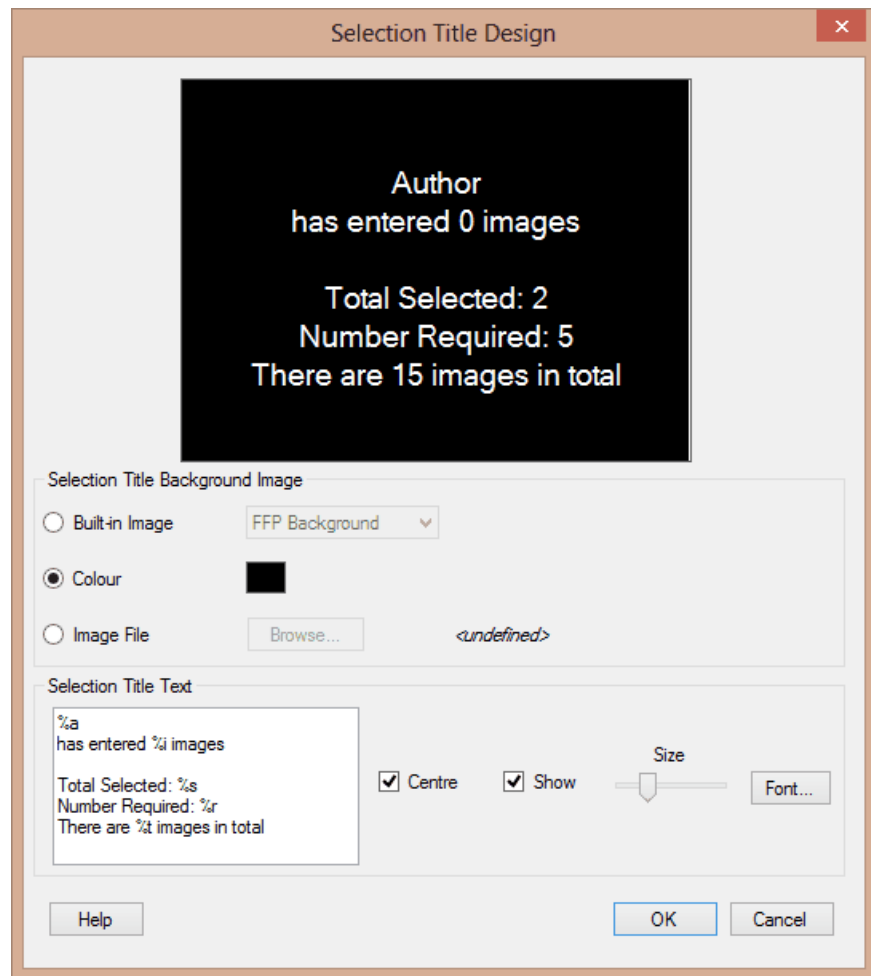
If the **At least one image per author is selected** then FFP will check each authors images; if all their images have been voted upon but none were selected, then a warning message is produced, for example:



The **Minimum score for selection** counter contains the number of votes required for an image to be selected. If the **Judges must vote for one image per author** checkbox is checked, then this number is calculated and can't be changed; for example, if there are 6 judges then the minimum score for selection must be 4.

2.11.4 Designing Selection Title Slides

The **Selection Title Design** dialog is opened by clicking the **Design Titles** button on the [Select Images for Exhibition](#) ¹⁹¹ dialog. The dialog that appears looks like this:



Selection title slides can be inserted automatically between author groups; the option is on the [Scheme Options](#) ¹⁹¹ tab of the **Select Images for Exhibition** dialog.

Going through the dialog:

At the top of the dialog, a preview of the title slide is shown.

The **Selection Title Background Image** area allows you to set the background to be used for the selection title slides; this can be one of the built-in backgrounds, a solid colour or an image file.

The **Heading** area contains the text to be displayed. FFP will convert several "escape codes" into extra information about the selection process. The possible options are:

Code	Displays
%a	Author's Name
%i	Number of Images Entered by Author
%r	Number of Images Required for Selection
%s	Number of Images Currently Selected
%t	Total number of Images

The default setting for the heading is shown in the dialog above.

The **Font...** button opens the standard font selection dialog and allows you to define the font for the heading text.

If the **Show Heading** checkbox is checked, then the heading text is displayed.

If the **Centre Heading** checkbox is checked, then the heading is centred on the slide.

Clicking the **Help** button displays context sensitive help for the dialog.

Clicking the **OK** button will save the settings and exit the dialog. Clicking **Cancel** will abort any changes and exit the dialog.

2.11.5 The Selection Process

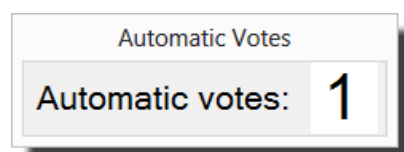
When operating in selection mode, FFP is similar in use to running a scored competition. Each image is shown and a number is entered for each (the number of votes). A window pops up to receive the number of votes:



If the number of votes entered is greater than or equal to the [Minimum Score for Selection](#)¹⁹³ then the image will be marked as "Selected" and the background colour of the image in detailed or lightbox view will change.

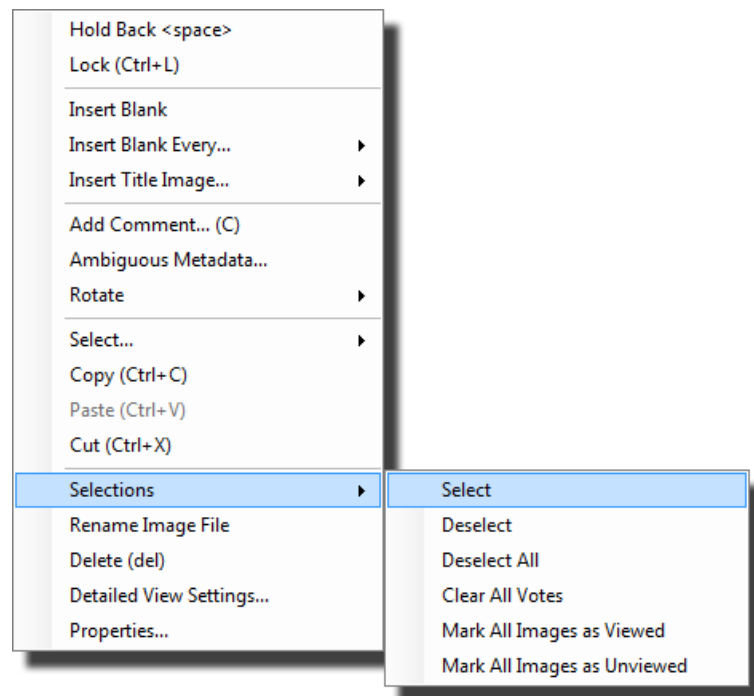
If you use Detailed View then as each image is viewed, the background colour of the row changes so you can quickly see which images have been examined.

If the [Judges must vote for one image per author](#)¹⁹² checkbox is checked, then FFP automatically calculate the number of votes for the final image in the author's group. For example, if Andrew has entered 4 images and there are 6 judges, then if the first 3 images receive a total of five votes, the final image must receive 1 vote. FFP produces an explanatory message:



You can always override a voting decision by *right* clicking an image and choosing the

Selections submenu:

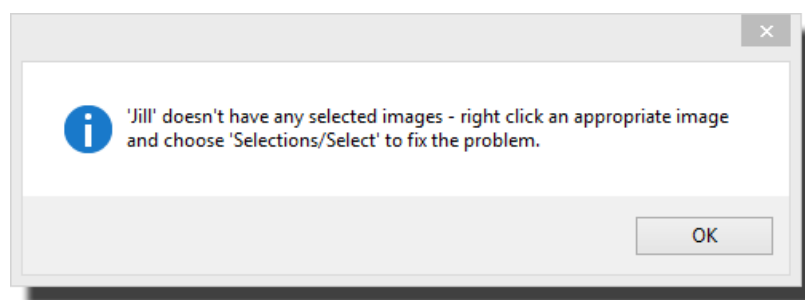


Going through the submenu options:

Select will mark the current image as selected. **Deselect** will mark the current image as unselected. **Deselect All** will mark all the images as unselected. **Clear All Votes** sets all the votes to zero. **Mark All Images as Viewed** sets all the images as being viewed. **Mark All Images as Unviewed** sets all the images as not being viewed.

Typically, between rounds, you would mark all the images as unviewed and clear all the votes.

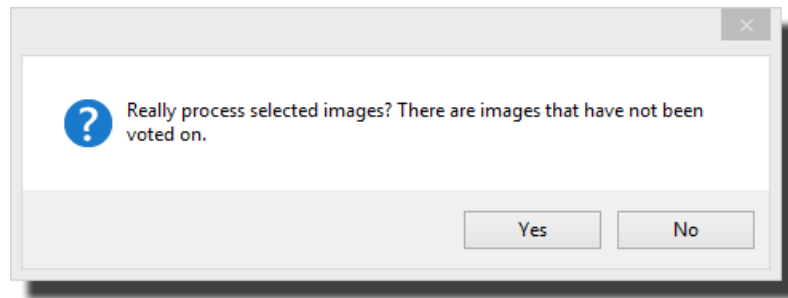
If the [At least one image per author is selected](#)^[193] then FFP will check each author's images; if all their images have been voted upon but none were selected, then a warning message is produced, for example:



As suggested, you can force a selection by right clicking the image and using the **Selections** submenu (described above).

Processing Selected Images

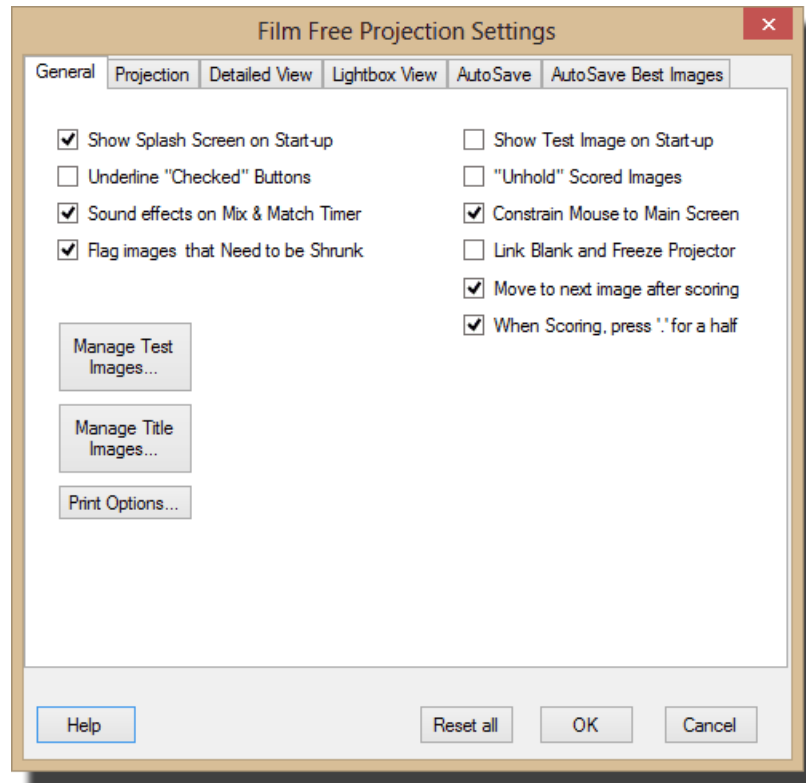
Once you have at least one selected image, you can click the **Selection...** button to start the **Select Images for Exhibition** dialog and click the **Process Selected Images** button. However, if there are unviewed images in the sequence, FFP will produce a warning message:



2.12 FFP Settings

2.12.1 Common Controls

To access the FFP Settings dialog, select **FFP Settings...** from the **Settings** menu. At the base of the FFP Settings dialog are a set of buttons which are common to all the pages:



The **Help** button will open context sensitive help for the appropriate page being displayed.

The **Reset all** button will **RESET ALL THE SETTINGS OF THE PROGRAM TO THEIR DEFAULT VALUES**. Not only the settings on the **FFP settings** dialog, but such things as the camera club name, panel title slide designs and colour management information will be lost; so use with caution!

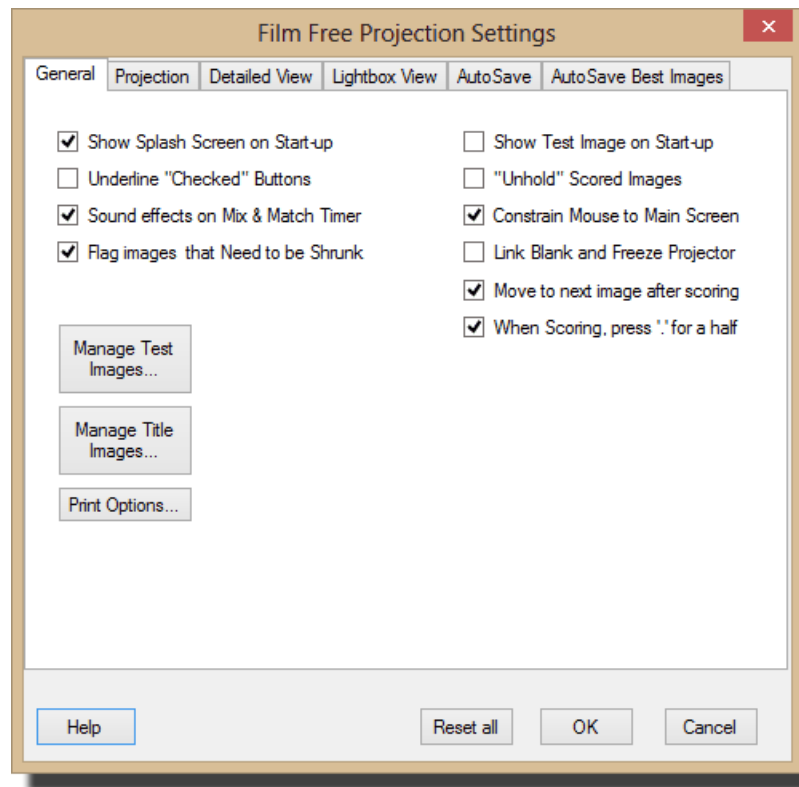
The scoring and selection schemes are stored separately so these will not be reset with a **Reset all**.

Clicking **OK** will save the settings and close the dialog.

Clicking **Cancel** will abort any changes made on the settings dialog.

2.12.2 General

The **General** settings page of the **FFP Settings** dialog gives access to overall program settings:



Going through the options:

The **Show Splash Screen on Start-up** checkbox controls whether the start-up splash screen is displayed when FFP is started.

If the **Show Test Image on Start** checkbox is checked, then when FFP starts running the default test image will be projected immediately.

If the **Underline "Checked" Buttons** checkbox is checked, then when toolbar buttons are checked, then the text on the buttons is underlined. Some Windows display profiles, particular on Vista, make it difficult to see if a button is checked - underlining the text makes it clearer.

"Unhold" Scored Images controls the behaviour of FFP when held back images are scored. If the checkbox is ticked, then when a held back image is scored then FFP will automatically "unhold" it; removing it from the held list. Some projectionists find this an easier way of operating. If the checkbox is cleared then FFP doesn't automatically unhold scored images.

If the **Sound effects on Mix & Match Timer** checkbox is checked, then if a Mix & Match competition uses the time limit option, the last ten seconds of the countdown generate a bleep.

If the **Constrain Mouse to Main Screen** checkbox is checked (the default), then when images are being projected onto the second screen, the mouse cursor cannot be moved onto the second screen.

If the **Flag images that Need to be Shrunk** checkbox is checked (the default) then images that are larger than required to fit on the projector will be flagged on the detailed view (the colour

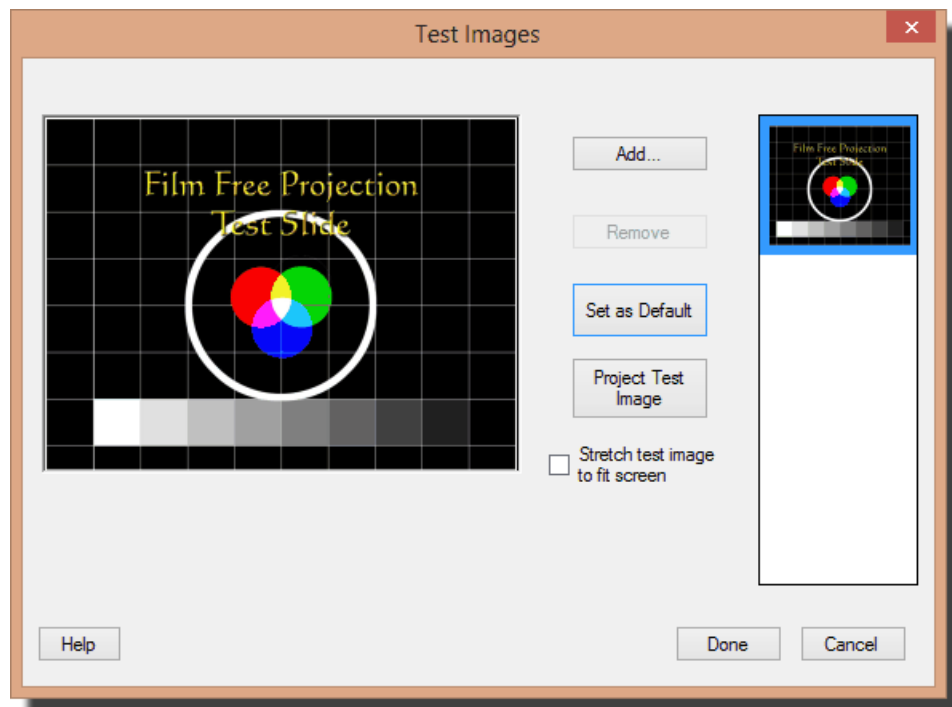
will be pink). If the projector resolution is less than 1024 x 768 pixels, then images will not be flagged.

If the **Link Blank and Freeze Projector** checkbox is checked, then the Blank projector and Freeze projector buttons on the toolbox will be replaced by a single Blank and Freeze Projector button.

If the **Move to next image after scoring** checkbox is checked (the default), then after an image is scored the next image in the sequence is automatically selected. If the checkbox is not checked, then after scoring an image that image will remain selected.

If **When Scoring, press '.' for a half** checkbox is checked then, when scoring an image, you can press the full-stop character to indicate a half-mark. If the option is unchecked, then you have to enter '.5' for a half-mark.

The **Manage Test Images...** button is used to open the **Test Images** dialog:



FFP allows you to define up to 4 test images apart from the built-in test image. To add a new test image, click the **Add...** button. A standard Windows file selector dialog appears and you can select an image to use as a test image.

It is strongly recommended that the dimensions of any test images that you add match the dimensions of the projector, so if the projector resolution is 1024 x 768 pixels, then the test image should have those dimensions.

If the aspect ratio of the image is different from the projector resolution, then FFP will warn you in the tooltip associated with the image. If the aspect ratio is mismatched, FFP will distort the image to make sure it completely fills the screen.

You can remove any added test image by clicking an image thumbnail and then clicking the **Remove** button.

To set a test image as the default image, click the image's thumbnail and then click **Set as Default**.

You can project an image by clicking the **Project Test Image** button. Click the button again to stop displaying the image.

FFP displays the thumbnail of the current test image on the toolbar button for the test image.

Clicking **Help** will give context sensitive help on the Test Images dialog.

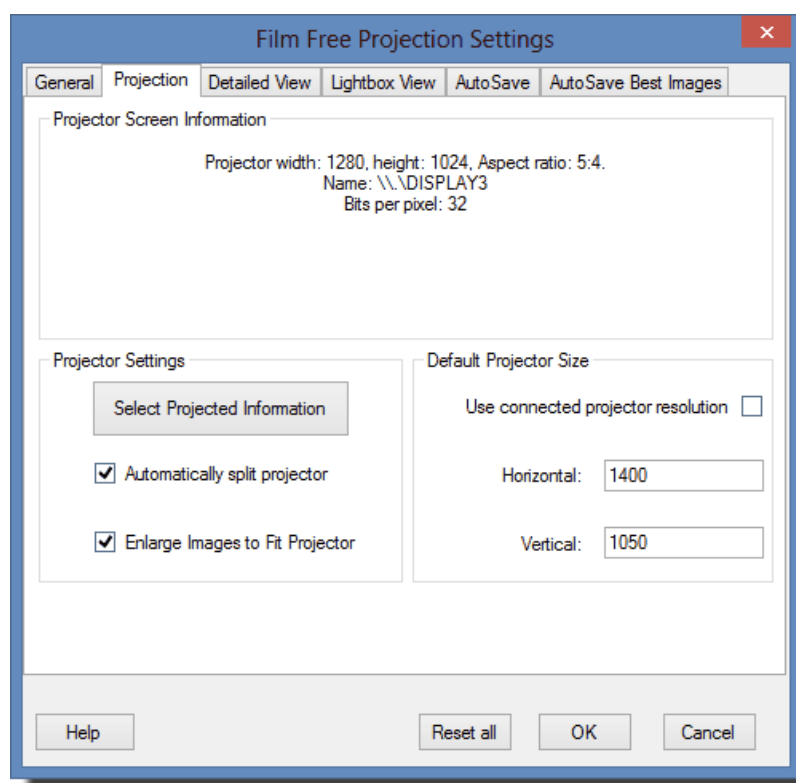
Clicking **Done** will save any changes. Clicking **Cancel** will abandon any changes.

Clicking the **Manage Title Images button...** opens the [Setup Title Images](#)^{59]} dialog.

The **Print Options...** button will open the **Print Options** dialog; described [here](#)^{211]}.

2.12.3 Projection

The **Projection** page of the **FFP Settings** dialog displays information about the connected projector and allows you to set the resolution of the projector usually used for competitions and what information is projected:



At the top of the settings page, you can see information about the second monitor (ie the projector). Going through the setting options:

Projector Settings

Select Projected Information

Clicking this button opens the Projected Information dialog:



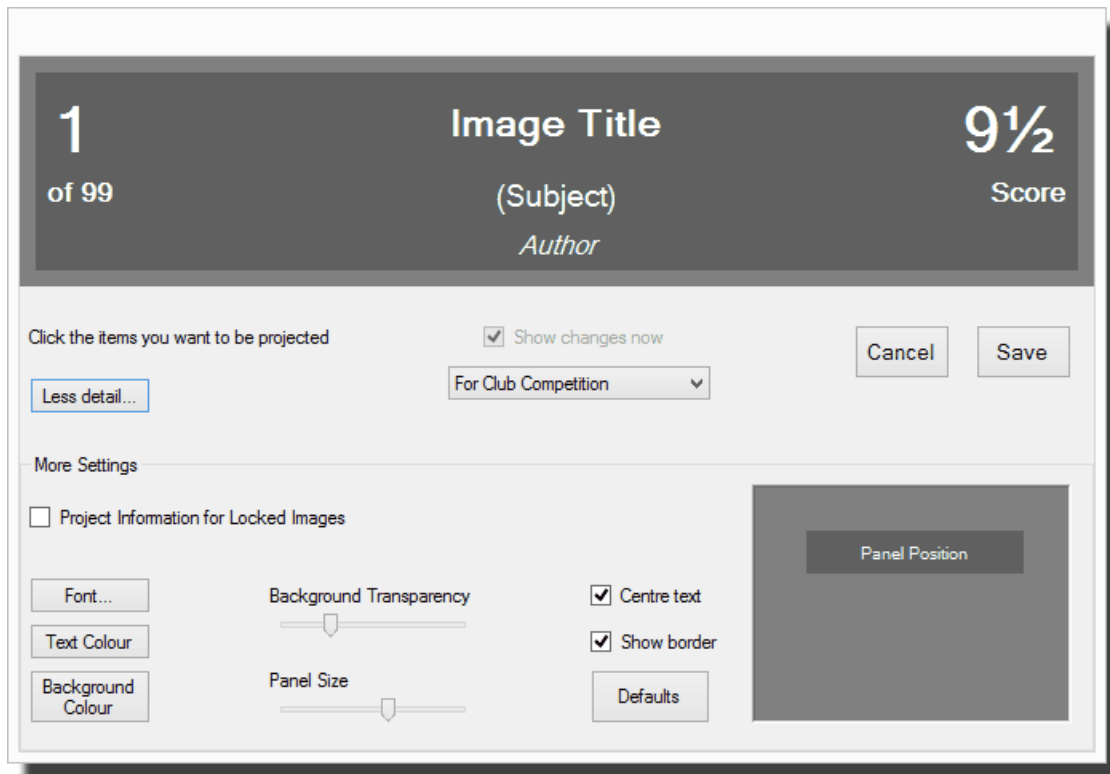
You can chose the items to project by clicking each item; items that aren't to be projected are shown greyed out.

If you are projecting an image, then the values for that image will be shown in this dialog. You can also chose to check the **Show changes now** checkbox; if that is done then when you select (or deselect) items, the projected information will reflect the changes.

The dropdown menu at the base of the dialog allows you to select when information is projected. There are three options:

- For Club Competition; this is information that is projected when an image is selected. Note that for Mix and Match or KnockOut competitions, this information is not projected.
- For KnockOut Competitions; this allows you to select information for KnockOut competitions - the KnockOut round name and a progress bar when the images are being sorted.
- Shown After Score Entered; this is information that will be projected after a score has been entered; for InterClub competitions this can be the club name. For other competitions, the author and score can be projected after the score has been entered.

There are more settings for the projected information panel that can be set by clicking the **More detail...** button:



Going through the **More Detail** settings:

If the **Projected Information for Locked Images** is checked then the information will be projected for all images (including locked ones). If it isn't checked, then information isn't projected for locked images.

Clicking the **Font...** button opens a standard font dialog to allow you to choose the font for the projected information.

The **Text Colour** and **Background Colour** opens colour selection dialogs to set the colours for the projected information.

The **Background Transparency** slider sets how translucent the information box is.

The **Panel Size** slider sets the size of the information panel.

If the **Centre text** check box is checked then the panel is always centred horizontally, although you can change the vertical position.

If the **Show border** check box is checked then the information panel has a border around it; if unchecked there is no border.

Clicking the **Defaults** button resets all the **More Detail** information to their defaults. Note that the default position for the projected information panel is to be just below the projected EXIF panel.

Positioning the Information

You can drag the "Sample Text" label to set the position of the label on the projected image. Before changing the position of the label, don't forget that people at the back of the hall won't be able to see labels so easily if they are at the bottom of the screen and that if the label is right

at the top of the screen then it will cover any projected EXIF information.

The **Centre Text** checkbox controls whether the projected information labels are always centred; if turned on then you can still set the vertical position of the labels.

Note that FFP will automatically adjust the font size if multiple images are being projected, shrinking it to keep it in proportion to the smaller image sizes used if more than one image is being projected.

Automatically Split Projector

If this checkbox is checked (the default), then if multiple images are selected then FFP will project all the selected images (up to a maximum of four images) - automatically splitting the projection appropriately.

Enlarge Images to Fit Projector

If this checkbox is checked (the default setting) then images will be enlarged to fit the projector resolution. If the checkbox is clear then, if the image is smaller than the projector resolution, it will not be enlarged. Images are always shrunk to fit the projector if they are too big.

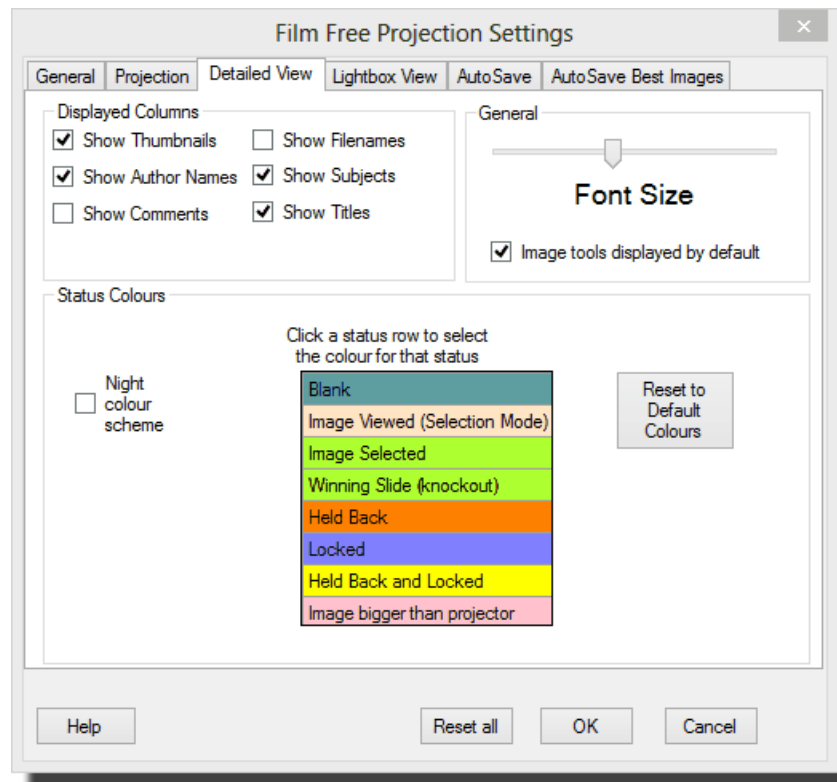
Default Projector Size

This group of controls allows you to set the resolution of the projector used for competitions. If you are running FFP on the laptop used to run competitions, then you can check the **Use connected projector resolution** check box; FFP will automatically use the connected projector resolution. However, if you are using FFP on another machine then you should clear the **Use connected projector resolution** box and set the horizontal and vertical resolution as appropriate.

FFP uses the projector size to decide when images are too big for the projector.

2.12.4 Detailed View

The **Detailed View** page of the **FFP Settings** dialog allows setting of the detailed view:



The **Displayed Columns** box shows the columns that are displayed in the detailed view.

The **Font Size** slider sets the size of the font used for the detailed view.

The **Image tools displayed by default** checkbox controls whether the image tools window is opened by default when the detailed view is used.

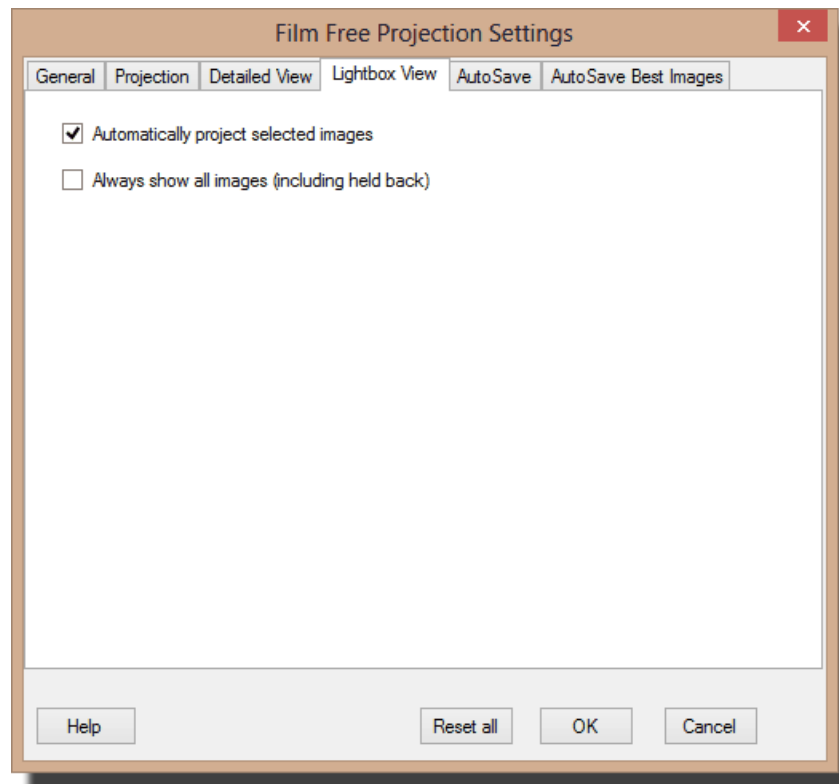
The **Status Colours** box shows the colours used for the various states of images in the detailed (and lightbox) views. To change the colour for a particular state, click the state and a standard colour selection dialog will open to allow you to set the colour.

FFP has two basic colour modes; daylight and night colours. In daylight mode (the default), the detailed view uses white as a background colour and black text. With the night colour scheme, black is used as the background and white is used for text; the default colours for the various row statuses are more subdued in the night colour scheme.

Clicking the **Reset to Default Colours** button resets all the state colours to the FFP defaults.

2.12.5 Lightbox View

The **Lightbox View** page has two options:

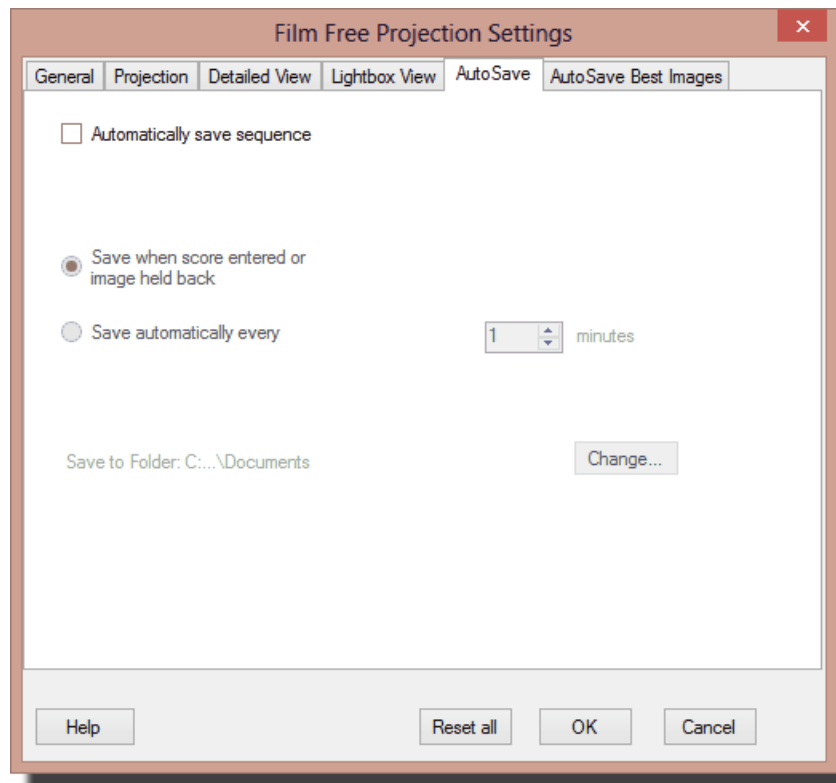


If the **Automatically project selected images** checkbox is ticked then when an image in lightbox view is selected it will be projected, otherwise the **Project Image** button has to be clicked to project the image.

If the **Always show all images (including held back)** checkbox is ticked, then when an image is held back in lightbox view it remains visible; only the background colour for the image will change.

2.12.6 AutoSave

The **AutoSave** page on the **FFP Settings** dialog allows you to control automatic saving of the sequence:



If **Automatically save sequence** is checked, then FFP will either save the sequence whenever a score is entered or an image is held back, or automatically save the sequence periodically; the time being set in the **minutes** counter.

You can set the folder to save the sequence by clicking the **Change** button.

FFP will save the sequence to one of two filenames; the first filename is of the form:

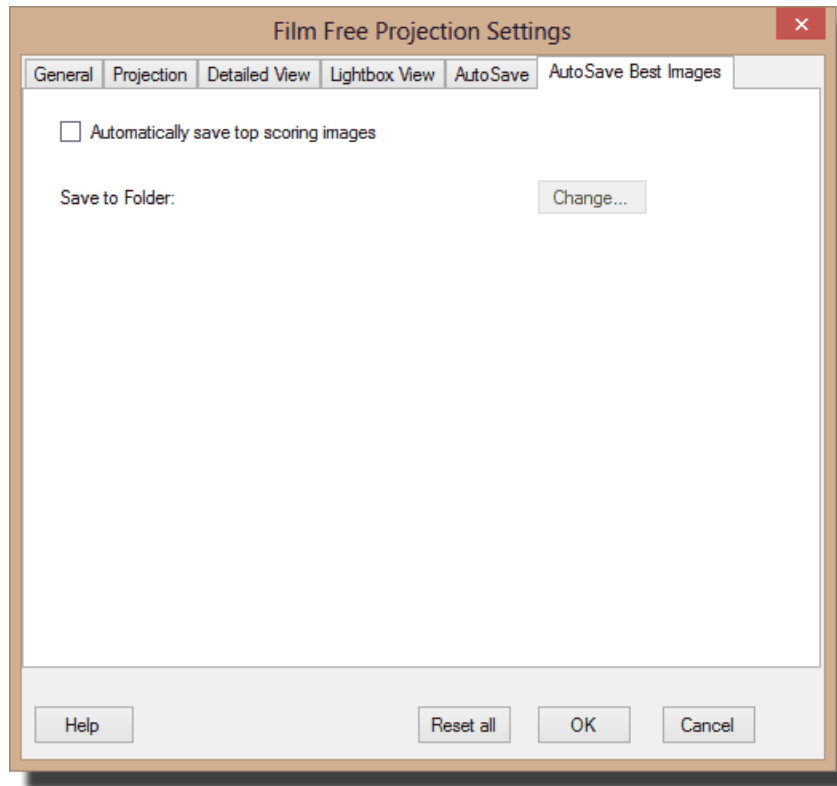
<date>(1).dss

Where <date> is today's date.

The second file is of the form <date>(2).dss. FFP will alternate saving between the first and second file.

2.12.7 AutoSave Best Images

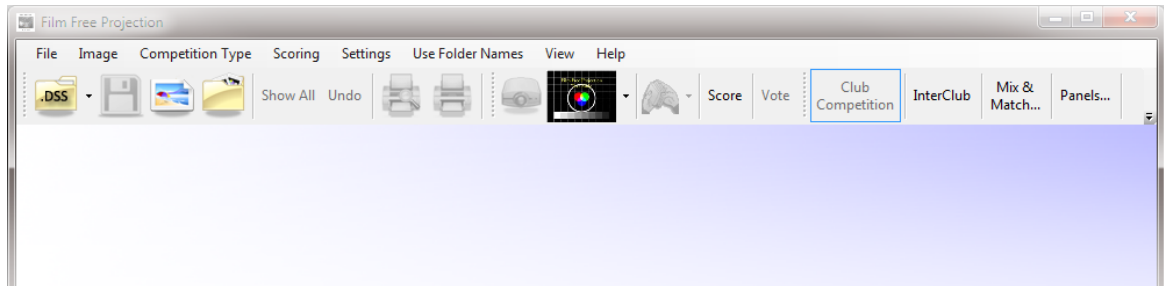
The **AutoSave Best Images** page on the **FFP Settings** dialog allows you to set FFP to automatically save the top scoring images in competitions:



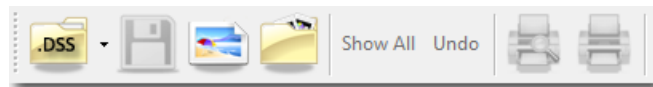
If **Automatically save top scoring images** is checked, then FFP will save images that score the maximum number of points to the specified folder.

2.13 Tool Strip Items

The tool strips are positioned under the FFP menu:



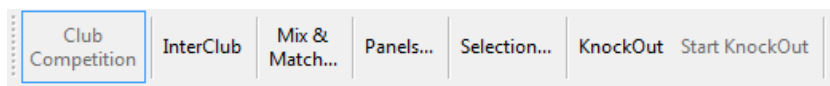
There are three tool strips; the Files tool strip;



the Projection tool strip;



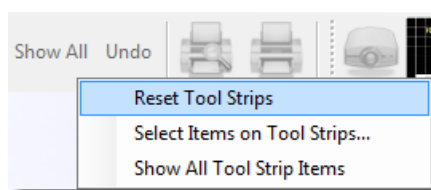
and the Competitions tool strip;



You can change the order of the tool strips by dragging on the gripper (at the left hand of the tool strip) and positioning them as you want.

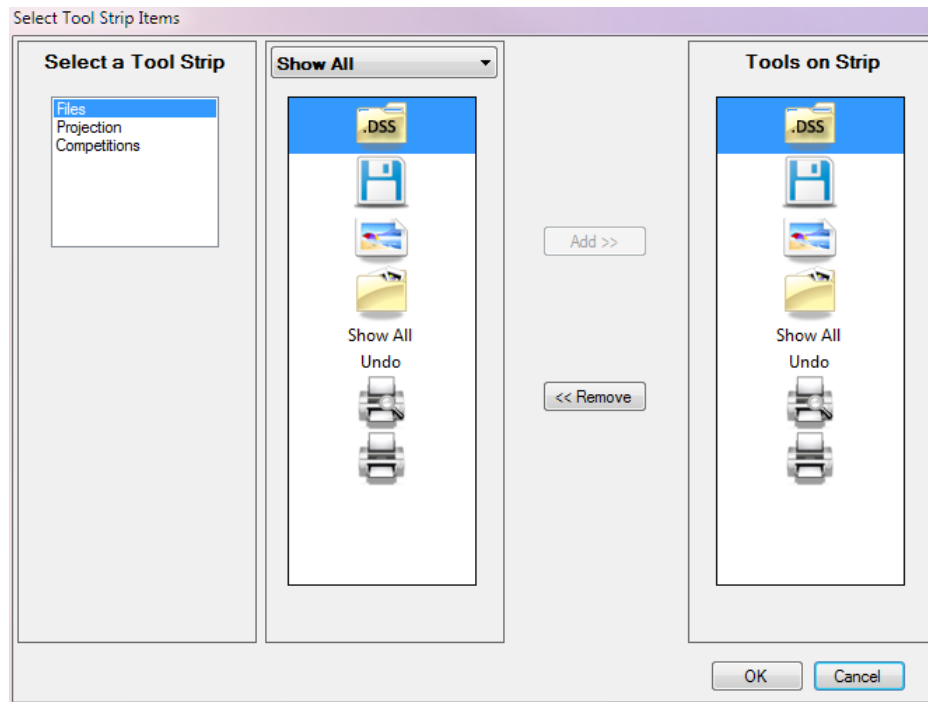
Resetting the Tool Strip Positions

You can restore the tool strips to their default positions by *right* clicking any tool strip and selecting **Reset Tool Strips**:



Choosing the Items on each Tool Strip

If there are toolstrip items that you rarely use (for example, competitions that your club doesn't run) then you can select the items that appear by right clicking the tool strip and choosing **Select Items on Tool Strips**; the **Select Tool Strip Items** dialog appears:



To select which items appear; select the tool strip from the left hand menu; the items actually on the menu appear in the right hand list, the items available appear in the middle list.

To remove an item from a tool strip; select the item in the right hand list and click the **<< Remove** button.







To add a previously removed item; select the item in the middle list and click the **Add >>** button.


To Restore All Tool Strip Items

To reset all the tool strip items and restore the original positions of the tool strips; right click a tool strip and select **Show All Tool Strip Items**.

2.14 Printing and Print Preview

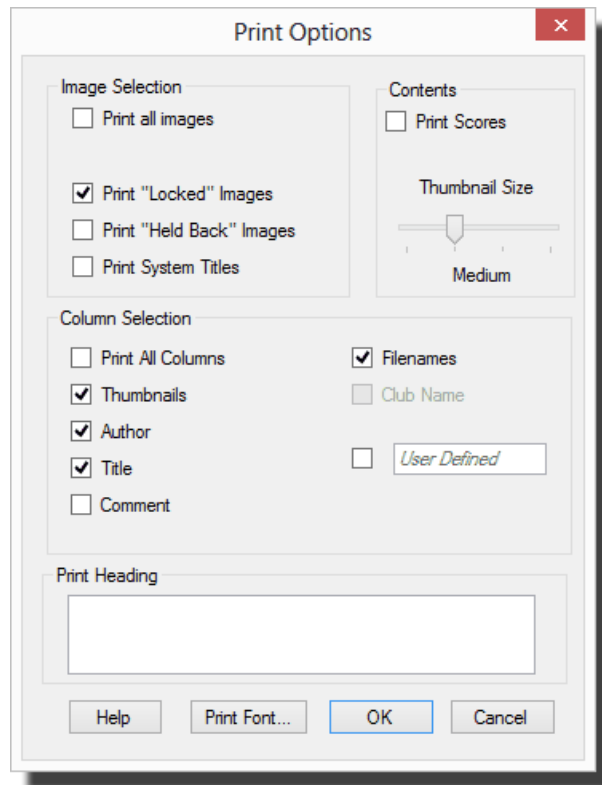
Although FFP can be used to score a competition, you may want to use a paper system as an alternative "traditional" scoring technique or simply as a backup. FFP provides the facility to print out a "scoring sheet" of your sequence. A sample sheet is shown below:

No.	Thumbnail	Filename	Author	Title	Score
1		_dsc0075.jpg			
2		dsc_0027.jpg	Tim	Cypriot Flappers	
3		dsc_0042 (medium).jpg	Sally	Death Warmed Up	
4		dsc_0053.jpg	Sally	Olympus by Sleigh	
5		dsc_0055.jpg	Sally	Mount Olympus	
6		dsc_0080.jpg	Jill	Wow!	

You can display a print preview by either selecting the Print preview button () on the toolbar or the **Print preview** option from the **File** menu.

To print a score sheet, select the **Print** button () or select **Print** from the **File** menu.

You can set various printing options by selecting **Print options ...** from the **File** menu:



The **Image Selection** area is used to control which images are printed as part of the print out.

The **Column Selection** area is used to control which columns are printed. Most of these are self-explanatory apart from the **User Defined** column.

The User Defined Column

The user defined column is an empty column which can be added to the printed sheet; it is used if you want to mark particular images - for example, those that might be suitable for external competitions. By clicking the **User Defined** text box, you can enter the column header. FFP will print the column if the column name has been defined and the checkbox is ticked.

2.15 Frequently Asked Questions

Q. I'm using Windows 8/7/Vista/XP 32 or 64 bit; will FFP run with my version of Windows?

A. FFP runs on Windows XP, Vista, 7 or 8, both 32 and 64 bit versions. The only problem that people seem to encounter from time to time is with installing FFP is if the user is not an Administrator or, more complicatedly not a member of the Administrator group. To fix that, *right* click the setup.exe file in the installation folder and select **Run as administrator**.

Q. I've tried to install FFP and receive a "Value does not fall within the expected range" error message. What's the problem?

A. This is a problem with the Microsoft installation software if the user name being used for the installation contains an ampersand character ('&'). Microsoft are aware of the problem, but their only suggested remedy is to not use a user name with an ampersand. So the only solution is to use (if necessary create) a windows user name without an ampersand character in it.

Q. Some members set the Author and Title information with Windows 8, 7 or Vista or Photoshop, why wasn't it recognised by FFP?

A. Windows 8, 7 and Vista use the XMP area of the image to store Author and Title information, FFP before version 1.3.0.7 did not read this information. Download the latest version and the problem should be fixed.

Q. Some members claim they've set the Author and Title information with Windows 8, 7 or Vista or Photoshop, why can't I see it in Windows Explorer under XP?

Windows Explorer under Windows XP used the EXIF area of the image and doesn't display the XMP information used by later versions of Windows or Photoshop. The information will be shown once the image is loaded into FFP.

Q. Some members use the Macintosh to prepare images and there are image files they've sent which FFP can't read. What's the problem?

A. The Macintosh operating system stores images as two files; the actual image file and information about that file. When images are transferred to the PC, the "information" file can come across with a name that makes Windows (and thus FFP) think it is an image file, when FFP tries to read it as an image it fails and produces an error message. The solution is not to try to load these files - you can spot them easily with Explorer as they always start with "._". For example, if the image file is "image.jpg", you may have an associated file called "._image.jpg". Version 3 introduced the automatic discarding of invalid image files that start with "._".

Q. Is there any way to project more than four images simultaneously?

A. Switch to the Lightbox view and on the toolbox there is a drop down where you can select to project all the images, all the images with numbers (so the judge can refer to images) or just selected images.

Q. I had some trouble getting the screen setup and I ended up with the image projected with a blue bar across the top; what happened?

A. What has happened is that you clicked the **Project** button without the **Second Monitor** option on the **Settings** menu ticked. This can happen if you configure the laptop to have a second monitor *after* starting to run FFP. If the **Second Monitor** option isn't ticked, then FFP will produce a small window for the projected image - this has a blue bar across the top. Version 3.1 and later automatically detects the second monitor becoming connected. To fix the problem with earlier versions, select the **Second Monitor** option from the **Settings** menu; FFP will then place the image on the second monitor, removing the blue bar.

Q. I'm using the "Show Index" facility, and occasionally the index number went up by more than one; what's happened?

A. This happens when images have been held back; FFP effectively skips over held back images, so the index number also jumps over the held back images' index numbers. If you click **Show All** or tick **Held Back Only** you'll see the "missing" numbers.

Q. I've used the Project EXIF button and the ISO shows as question marks on some images even though it was taken with a digital camera and the rest of the shooting information is present; what's going on?

A. Some early Nikon and Canon DSLR didn't store the ISO setting in the "conventional" place in the EXIF but in a "Maker's Notes" area. To make things worse, if an image has been saved by Photoshop, then the ISO information in the Maker's Notes is removed. With this in mind, FFP only supports the conventional ISO field which is widely supported by recent DSLRs.

Q. I click the projector button and my screen goes black. What have you done wrong?

A. This probably means that you don't have a second screen and you're running a pre-1.2 version. If you only have a single screen – for example, if you're running FFP without the projector connected, then you should make sure that the Full Screen checkbox is cleared *before* clicking the projector button. In version 1.2 the Full Screen checkbox was removed to stop the possibility of a blank screen on the laptop.


Q. Why doesn't FFP support any image formats other than JPEG and TIFF?

A. This is mainly because these are by far the most widely used formats, but also other image formats don't support metadata anything like as well as JPEG and TIFF, making them difficult to use for scored competitions. Incidentally, JPEG is the recommended format as the file sizes are far smaller than for the equivalent TIFF images. If you have a sensationally good projector you may be able see a difference between TIFF and JPEG and thus may consider the extra time and effort for handling the larger TIFF images worthwhile.

Q. When entering the score, I've occasionally mistyped the score and FFP "locks-up"; is this a bug?

A. Not a bug; to correct a score, you can use the backspace key - usually near the top right hand corner of the keyboard; the backspace key erases the last digit entered. Version 2.2 introduced support for using the ESC key to abort score entry.

Q. In the first round of a knockout competition, why are there a number of images that don't get seen?

A. These images have received a "bye" into the next round; this is described in more detail [here](#)  91.

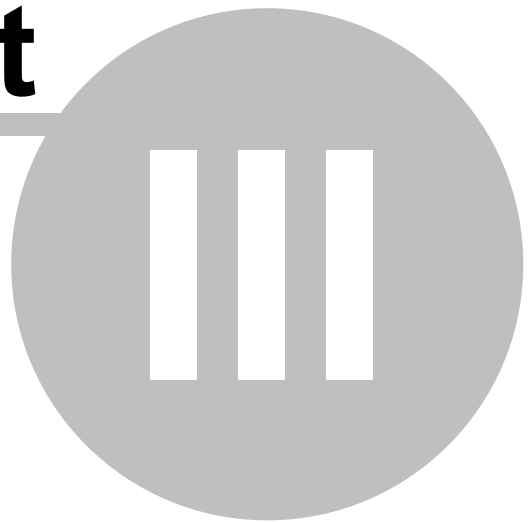
Q. Does FFP run on the Macintosh?

A. No, there are no plans for a Macintosh version of FFP.

Q. FFP doesn't support our particular competition; can it be added?

A. There's a fair chance; having extra competition modes might give other users ideas for competitions they haven't tried.

Part



3 Walkthroughs

3.1 Club Competitions

For a club competition, its best to obtain all the images for the evening before the club meeting starts - this gives you a chance to print out a score sheet and to check that the resolution and format is appropriate. Remember the following:

- FFP only supports JPEG (.JPG) or TIFF (.TIF) images.
- FFP will operate faster if the images are the appropriate resolution for the projector. For most projectors, there is little point in the resolution of the images being greater than 1024 x 768 pixels. In an ideal world, members will submit images ready resized to match the projector. In practice, however, you will probably be required to resize them yourself - the easiest way is to load them into FFP on the machine that is to run the competition. If there are images bigger than the projector's resolution, they will be shown in pink in the detailed view. Right click the tab heading and select **Resize All Images to fit Projector**.

Before the Meeting

1. Place all the images into a folder.
2. Start FFP running and use the [Add Images](#)^[21] button to add the competition images from the folder.
3. If needed, right click the tab heading and select **Resize All Images to fit Projector**.
4. Press the [Shuffle](#)^[51] button to put the images into a random order.
5. Right click the first image, from the [Insert Title Image...](#)^[58] menu select **Welcome**.
6. Similarly, use the Insert Title Image... menu to insert any other appropriate title images in the sequence - including the Held Back Images title at the top of the sequence.
7. If the competition is to be scored by hand, then [Print a score sheet](#)^[211] to use at the meeting. Otherwise select the appropriate scoring scheme.
8. Save the Sequence.

At the Meeting

1. Start FFP and [load](#)^[43] the sequence you saved earlier.
2. Use the [test slide facility](#)^[35] to check the projector zoom and keystone is correctly set.
3. Click the Project images button to start the sequence, the first image in the sequence (hopefully your title image) will be projected.
4. Use the up and down keys to move around the sequence, if the judge requests seeing through each image before commenting on them, you could use the [Automatic slidechange](#)^[31] facility.
5. If the judge requests that an image is held back press the space bar - the image will disappear from the sequence and the next image will appear.
6. If FFP is scoring the competition, then as the judge announces the score, type the score

into FFP and press the Enter key.

7. After all the images have been shown, click the [held back only](#)⁵⁷ checkbox. The Held Back Images title slide should appear, as before use the up down keys to move around the held back images and type the score as the judge announces it.
8. At the end of the competition, go to the **Scoring/Calculate Score Results...** menu option to display the results of the competition.
9. That's all there is to it, enjoy the competition!

3.2 Elimination Competitions

Probably the second most common competition in camera clubs is the *elimination competition*. With this competition, members submit a number of images and the judge goes through the images, removing "losers" (for want of a better word). After several passes through the images, the winners remain - perhaps the top three plus some highly commended or a single winner.

You may be wondering why there isn't a special "Elimination Competition" mode for FFP; the reason is that the regular club competition mode is ideal for an elimination competition.

Before the Meeting

The elimination competition is one of the few competitions that can be sensibly run with members bringing images on the night; although you may feel that allowing this is something of a slippery slope! Assuming that you receive the images before the competition, they simply need to be loaded into FFP - you don't need a scoring scheme and the images don't need the author field to be set.

The loaded images are shuffled and (if required) title and end images inserted. The sequence can then be saved ready for the meeting. Remember that if you want to transfer the sequence to another computer for the actual meeting, to use either the [Export Sequence and Images](#)^[175] or the [Export Tabs, Sequences and Images](#)^[172] procedures.

At the Meeting

Start FFP and load the previously saved sequence.

The judge will generally talk about each image and end by saying "keep" or "discard"; to discard an image, you press the Delete key, to keep it, press the Enter key or the down arrow key to move to the next image.

When the judge reaches the last image in the sequence, you can press the Home key to return to the first image in the sequence and you go through the images again.

As you see the list of images on the laptop screen, you can tell the judge when they are getting to the final few remaining images. There is an extra bit of "finesse" you can offer the judge; if click the **More...** button in the Metadata area of the toolbox, you can turn on display of the Image Index; this will briefly project how many images are remaining - as well as the image number being projected.

Another technique to help the judge towards the end is to show up to four images simultaneously by clicking the first image to show, then holding down the Ctrl key and clicking the other images to project (note that it is possible to turn this "automatic projector split" mode off in the [FFP Settings](#)^[204] dialog).

If the judge wants to see more than four images simultaneously, then you can switch to lightbox mode and turn on **Project Lightbox**. That way all the images on the lightbox display will be projected.

If you have an indecisive judge, then you may want to hold back images rather than delete them. That way the judge can change their minds about an image and you can switch to [held back only](#)^[57] mode and unhold the image to place it back into the sequence.

Elimination Panel Competitions

For panel based competitions where entire panels are eliminated at one go, the easiest way to remove a panel from the sequence is to hold it back - pressing the space bar holds back the entire panel in one operation.

3.3 InterClub Competitions

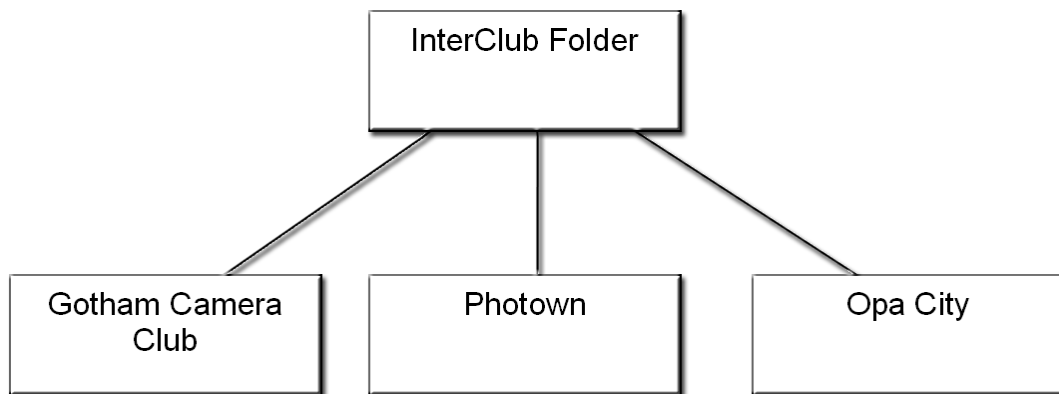
In one way, the InterClub competition is the simplest to run as it's not necessary for the images to have the author name set; FFP assumes that the folder name holding the image files is the club name.

Before the Meeting

To run an InterClub competition, you will need an [InterClub scoring scheme](#)^[148].

On the Evening

Usually, for an InterClub competition, other clubs arrive with a memory stick of images for the competition. Copy each club's images into folders on the FFP laptop, using one folder per club. Name the folder with the name of the club; for example, if a club name is Gotham Camera Club, give the folder holding Gotham's images the name "Gotham Camera Club". It will be slightly easier if all the club folders are subfolders of a single folder - the folder structure could look like this:



With all the images on the laptop, start FFP and click the **InterClub** button or select **InterClub** from the **Competition type** menu. If you've put the club folders as subfolders to a single competition folder, then you can use the **Add Folder of Images** option from the **File** menu or click the **Add Folder** button on the toolbar. Navigate to the competition folder. For InterClub competitions, FFP will automatically search subfolders, so clicking **OK** will load all the competition images in one go. Note that the **Club Name** column will show the folder name.

Use the [Insert Title Image...](#)^[58] menu to add appropriate title images to the sequence.

If you want the club name projected when an image receives a score, turn on the **Club name after score** option on the Projection tab of the [FFP Settings](#)^[202] dialog.



Click the Shuffle button.



Click the Score button. FFP will confirm the scoring scheme in use.



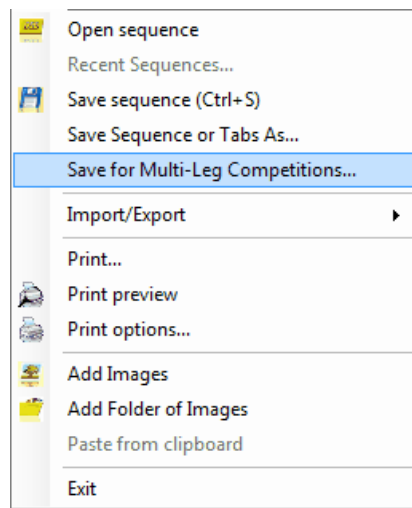
Click the Project Image buttons and the competition will start; when images are scored by the judge, type the score.

At the end of the competition, select **Results Summary...** from the **Scoring** menu, the results will be displayed.

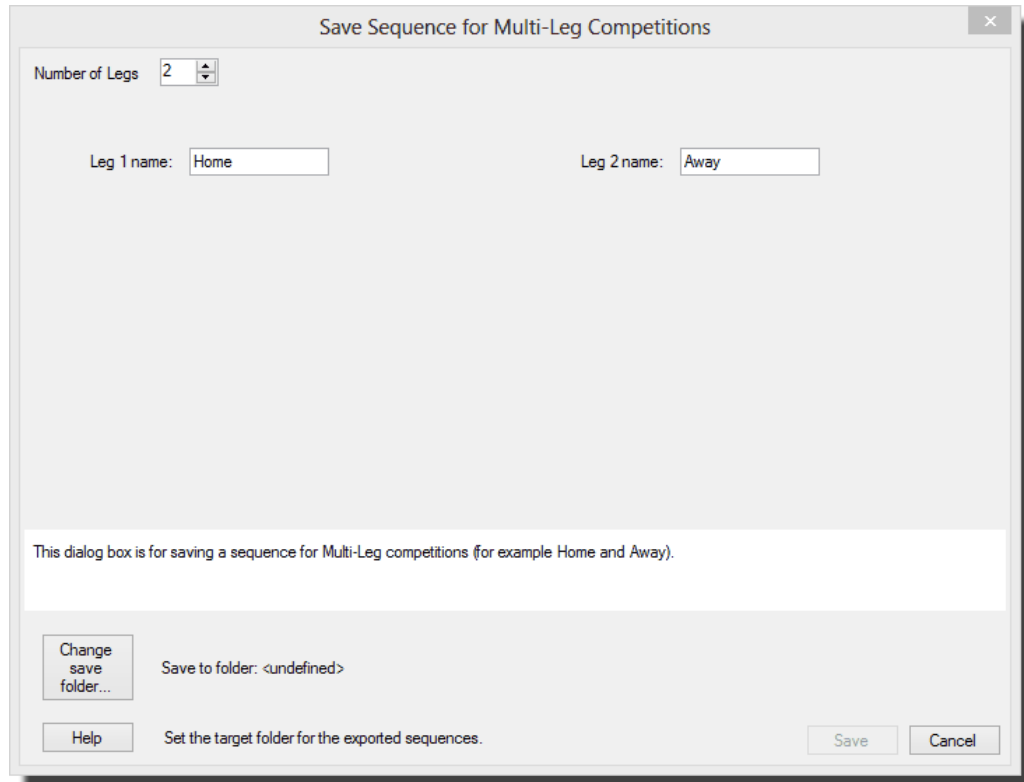
3.4 Multi-Leg Competitions

To run a Multi-Leg competition, you'll need to create a sequence - much like a regular club competition. However, you will presumably have to gather images from all the participating clubs.

Once you have all the images load them into FFP; add any title images you want. Once you are happy with the sequence select the **Save for Multi-Leg Competitions...** option from the **File** menu:



The **Save Sequence for Multi-Leg Competitions** dialog opens:



The **Number of Legs** up/down count sets the number of legs in the competition (between two and four).

Click the **Change save folder...** to set where the sequences will be saved. FFP will create a sub-folder for each leg. Each sub-folder contains all the images and a **sequence.dss** file. Each participating club needs to have a copy of their appropriate sub-folder; you can use a memory stick or send the sub-folder to a .zip file which can then be emailed to the club projectionists.

Each club runs the competition like a normal competition; scoring images as they are projected. At the end of the competition the projectionist ***MUST SAVE THE SCORED SEQUENCE!***

After a participating club has scored the sequence, the projectionist should send the saved **sequence.dss** file back to you.

When you receive the **sequence.dss** file, you must place it back in the appropriate sub-folder for that club.

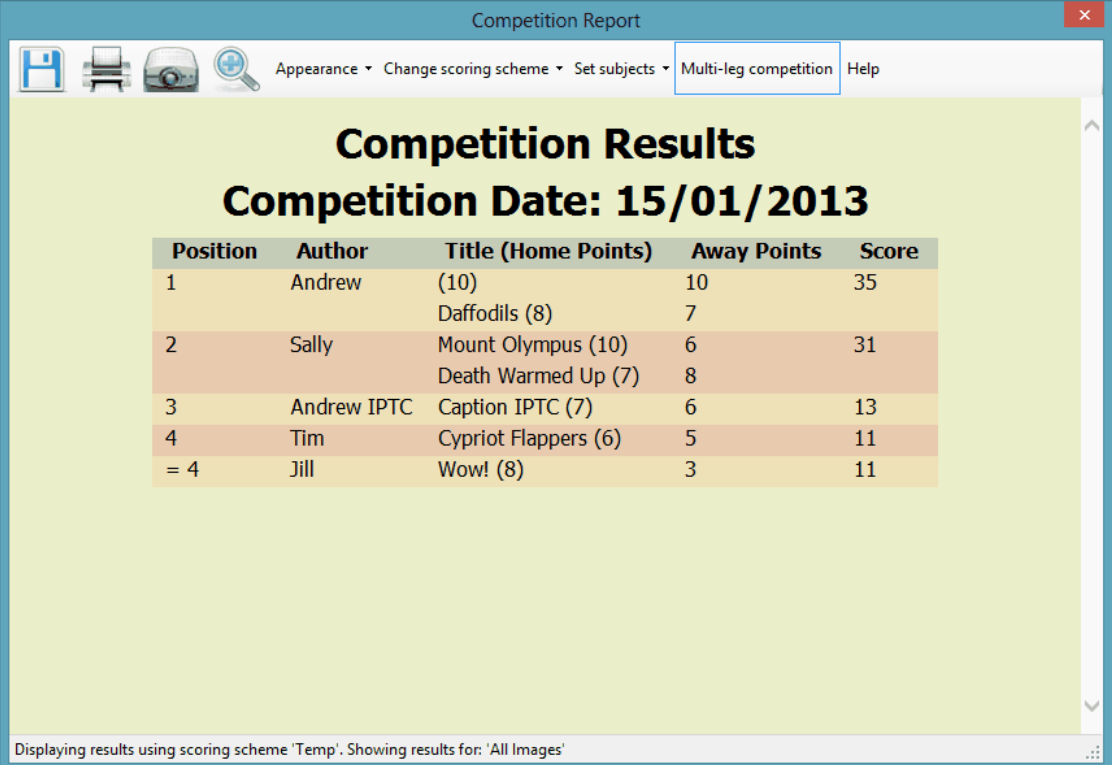
Once you have all the sequence files, load your club's sequence file and select the **Calculate Score Results...** option from the scoring menu. The score for your leg of the competition will be displayed:



Position	Author	Title (Points)	Score
1	Sally	Mount Olympus (10)	18
		Olympus by Sleigh (8)	
= 1	Andrew	(10)	18
		Daffodils (8)	
2	Jill	Wow! (8)	8
3	Andrew IPTC	Caption IPTC (7)	7
4	Tim	Cypriot Flappers (6)	6

Displaying results using scoring scheme 'Temp'. Showing results for: 'All Images'

Click the **Multi-Leg Competition** button at the top of the display and FFP will examine the surrounding folders to your club's sequence and use the **sequence.dss** files found to produce an overall result:



Competition Report

Appearance ▾ Change scoring scheme ▾ Set subjects ▾ Multi-leg competition Help

Competition Results

Competition Date: 15/01/2013

Position	Author	Title (Home Points)	Away Points	Score
1	Andrew	(10) Daffodils (8)	10 7	35
2	Sally	Mount Olympus (10) Death Warmed Up (7)	6 8	31
3	Andrew IPTC	Caption IPTC (7)	6	13
4	Tim	Cypriot Flappers (6)	5	11
= 4	Jill	Wow! (8)	3	11

Displaying results using scoring scheme 'Temp'. Showing results for: 'All Images'

3.5 Knockout Competition

Before the Competition

As with a Club Competition, it is recommend you obtain the images before the day of the competition. This gives you a chance to load them into FFP and make sure they are all of suitable resolution and have the Author's Name [metadata](#)^[70] information set.

Unlike a Club Competition, title slides are *not* recommended as FFP will treat them as "normal" images and enter them as part of the competition. If you want to use title slides, then after displaying the image you must remove it from the sequence before running the Knockout competition proper.

It is recommended that you ensure the author's name field is set correctly for each image as FFP's shuffle facility will try and avoid pairing off images by the same author.

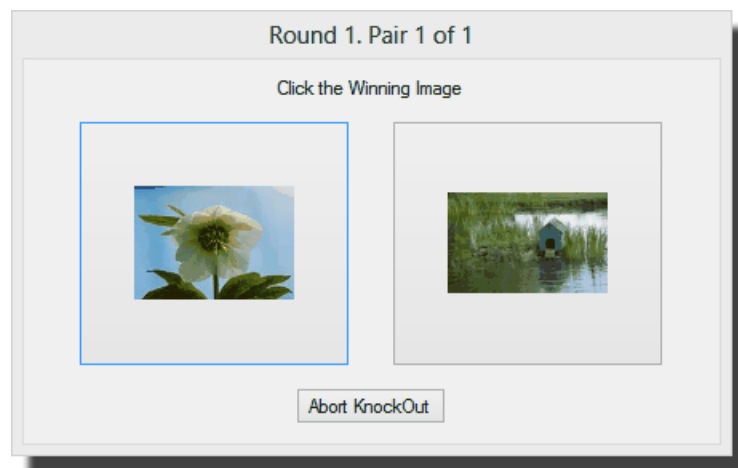
Once the images are loaded you are ready to run the competition.

Either Click the **KnockOut** button on the toolbar or, from the **Competition Type** menu, select **KnockOut**.

Click the **Project Images** button.






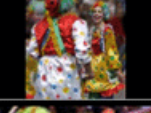

The **Start KnockOut** button will become enabled. At the base of the FFP window, the number of images in total and how many "pairs" will be in this round should be shown.

Click the **Start Knockout** button. The images will be "shuffled" and the first two displayed in split screen mode on the projector screen. A dialog box with buttons containing thumbnails of the two images will appear (shown below).

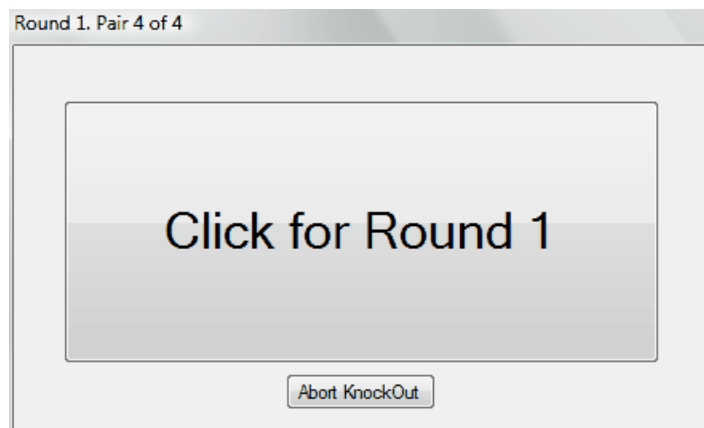


Note that the title of this box shows how many pairs are in this round and which pair this is.

As indicated by the box, click the winning image. The next pair of images will be shown and so on. As the winning slides are selected, you'll see that they are flagged as "winners" on the FFP display (shown below).

Number	Status	Thumb	Filename	Author	Title	Subject	Score
1	Winner		DSC_0109.jpg	Jill	Cone Heads		-
2			DSC_0287.jpg	Andrew	Children and Giants	portrait	-
3			_DSC0059.JPG	Jenny	Balloon		-
4	Winner		DSC_0053.jpg	Sally	Olympus by Sleigh		-
5	Winner		DSC_0243.jpg	Andrew	Sunny	portrait	-
6			DSC_0080.jpg	Jill	Wow!		-
							

You can correct any errors by *right* clicking an image and selecting the **Knockout Winner** option to change the state of that image. When a round completes, the two images on the dialog will be replaced by one big button inviting you to click for the next round:



When you are ready for the next round, you can click the button.

At the start of each subsequent round, FFP will automatically remove the "losers" and clear the Winner flags from the previous round, finally shuffling the images again.

When there are only two images in a round then this is the final; when the winning image is selected then FFP will automatically switch off split screen mode to show a full screen version of the winning slide - you can also click the runner up to show that in full screen mode.

3.6 Mix & Match Competition

Before the Competition

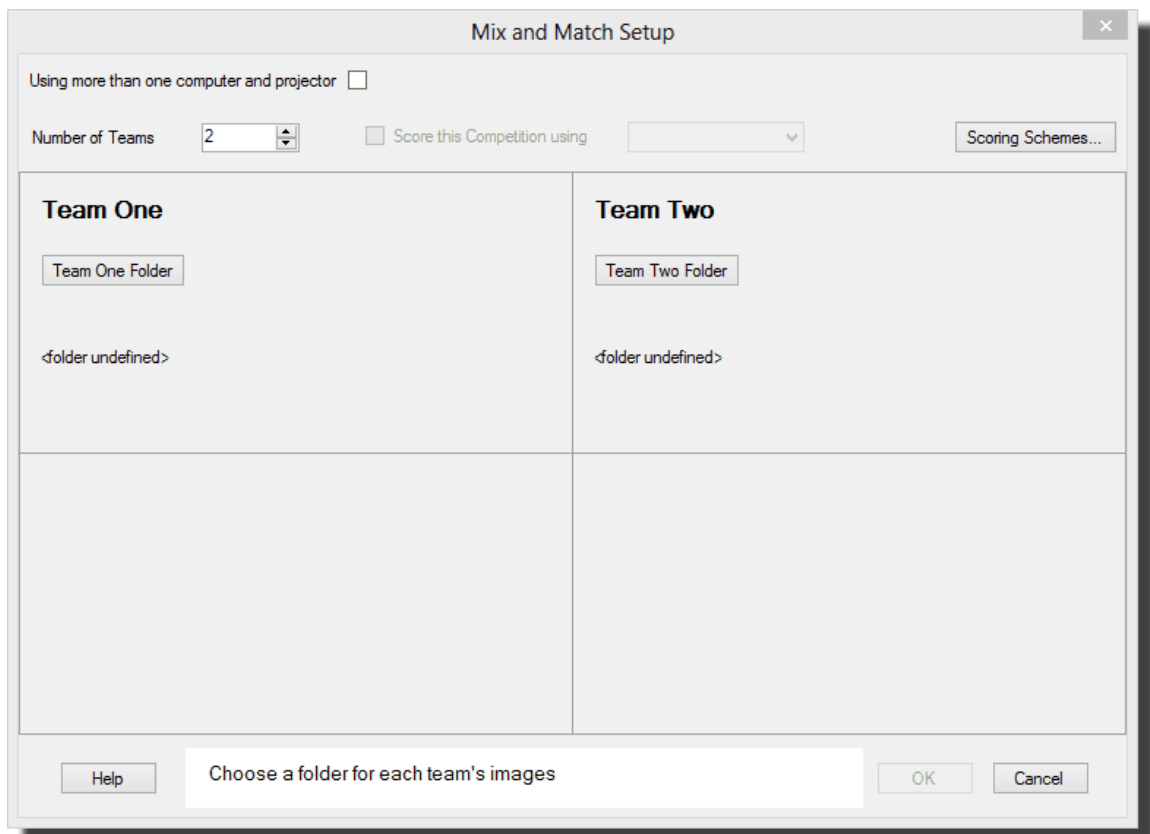
Before the competition, prepare a [scoring scheme for Mix & Match](#)¹⁵⁴.

Preparing the Competition

To run a [Mix & Match](#)⁹⁴ competition you will need to create a folder for each team. Put the images for each team into the appropriate folders.

Decide which team is going to start.

Start FFP and either select **Mix & Match** from the **Competition Type** menu or click the **Mix & Match** button on the toolbar. The mix and match setup dialog box will open:



Set the number of teams in the competition, in the **Number of Teams** counter.

Assuming you are using FFP to score the competition, tick the **Score this Competition using** checkbox and select an appropriate scoring scheme from the dropdown.

Team one always starts, so you should put the name of the team that is going first into team one's name. You can now select team one's folder (by clicking the appropriate button).

Put the next team's name into the appropriate text box and select the folder for that team.

Carry on setting team names and selecting folders until all the teams have been defined.

FFP will automatically show how many images are in the source folder so you can confirm that each side has the same number of images.

Once all the teams have been named and have their image folders selected, click **OK** and FFP will confirm the scoring scheme in use, after this reminder the images will be loaded.

Running the Competition

From a practical point of view, the simplest set up is to sit representatives of each team around a table with you as the projectionist running the show. You can then place the laptop to face each team representative in turn to select their images - a "lazy Susan" turntable is a useful accessory for Mix & Match competitions.

Once everyone is in position, you should click the **Project Images** button to start the show - a blank image is projected. FFP will automatically switch the projection to the appropriate multi-image mode for the number of teams in the competition.

Note that when you're in Mix & Match mode, you can only see a lightbox view of the images. FFP prompts you through the process of running a Mix & Match competition; first it will ask for team one to select an image.

Team one's representative selects an image simply by clicking it; they should leave the projectionist to actually click the **Project Slide** button because as soon as that button is clicked, the next team's images will be shown on the lightbox view.

FFP has a prompt area in the control box that shows you who should be selecting images.

The next team's representative now tries to match the projected image, once selected, you click the **Project Slide** button - the images are projected simultaneously.

Note that as teams select images, the selected images are automatically removed from the lightbox view.

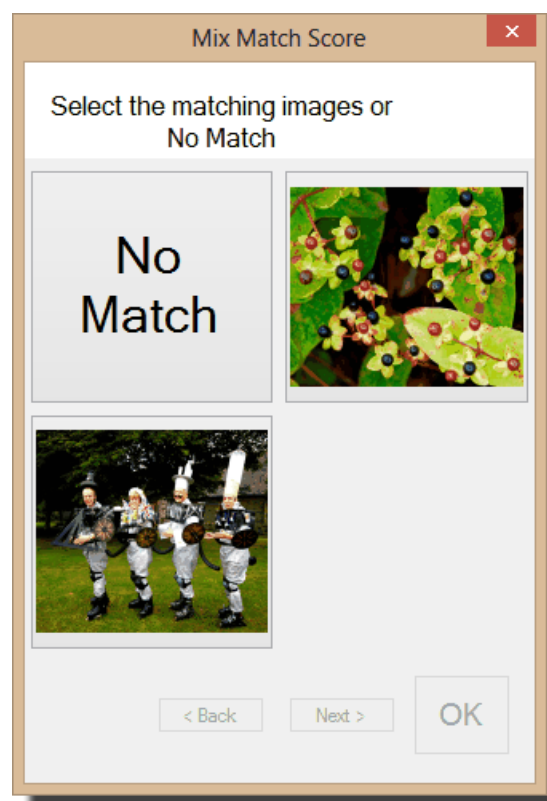
Carry on with the team selecting images until all the teams have picked an image.

FFP will then produce a dialog to find out if any images "matched". For a two team competition, the dialog looks like this;



and you click **Match** or **No Match** as appropriate.

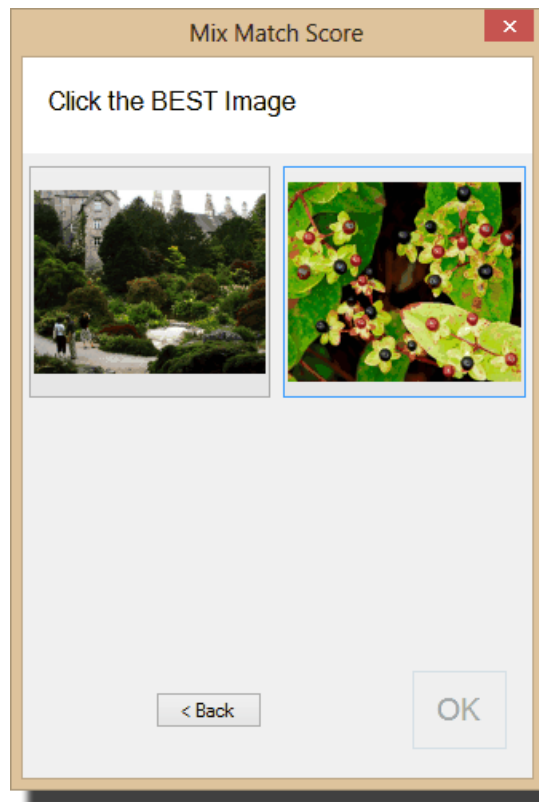
If there are more than two teams taking part, then the dialog looks like this:



This is slightly more complicated as you can click more than one "matching" image (or click

No Match if no images match).

If the scoring scheme you are using has a score for the "best" image of a round, then you will be asked to select the best image:



As the dialog says, click the better image. You can click **< Back** to return to selection of Match/No Match.

When the Best image has been selected, then you will be prompted to **Click OK to blank the screen**. Clicking **OK** will start the next round.

If there is no "Best" image component to the scoring, then once you select the Match or No Match, you will go straight to the **Click OK to blank the screen** prompt.

The competition carries on in this way until you run out of time or images; note that whenever the first team is requested to select an slide, then all the teams will have had the same number of images so that is the fairest time to stop.

At any time, you can select **Results Summary...** from the **Scoring** menu to see the current state of play.

3.7 Panel Competitions

3.7.1 Panels where each Panel Shown in Turn

Before the Competition

Prepare a [panel based scoring scheme](#)^[145] appropriate for the competition you are running.

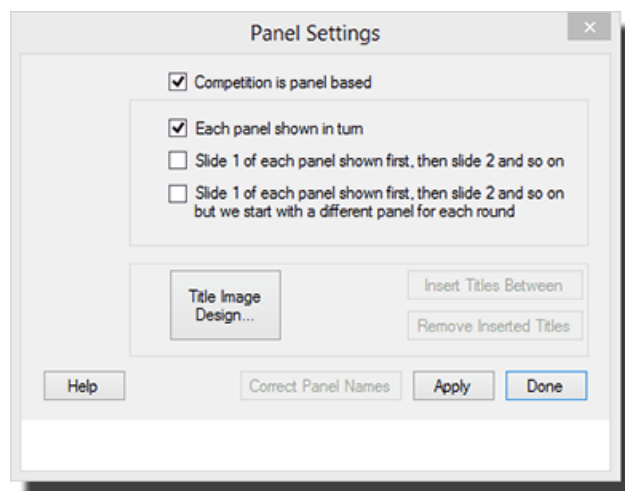
Click the **Panels...** button to start the Panel Settings dialog (shown below) and click **Title Design...** to open the **Panel Titles** dialog. [Using this dialog](#)^[115], you can design a suitable image to insert between panels.

In an ideal world, the competitors will have named their images correctly and submitted the images before the competition. As you recall, images for a panel should be named in the form:

nameP number-S number.jpg

So, **andrewP1-S1.jpg** is a correctly named panel file; it represents Andrew's panel 1, slide 1.

If, as sadly happens, some of the images are misnamed, you will probably find it easiest to load all the images in the default Club Competition mode and then click the **Panels...** button to open the **Panel Settings** dialog:



Tick the checkbox for **Competition is panel based**.

Make sure the **Each Panel is shown in turn** checkbox is also ticked.

Click **Apply**. FFP will check the loaded images and any with bad filenames will be flagged. You can use the **Correct Panel Names** button to open the [Correct Panel Names](#)^[112] dialog to fix any files with bad panel names.

Assuming the images' filenames are all correct, click the **Insert Titles Between** button. FFP generated title images will be inserted between each panel.

The table display of FFP will be updated, note that in panel mode there are two extra columns; **Panel** and **Slide Number**.

At the base of the FFP Window, the number of slides and panels will be shown.

You can shuffle the images if you want to, FFP will shuffle the panels - not the individual

images. If there are blanks between panels then FFP removes them before shuffling then re-inserts them afterwards.

If required, print out a score sheet (from the **File** menu, select the **Print** option). If you plan to use FFP to score the competition, select a panel based scoring scheme.

Now you can save the sequence by clicking the **Save Sequence** button. Save the sequence somewhere you can find it easily; on the desktop or in the folder holding the images.

On The Night

Once the laptop and projector have been set-up, click the **Open Existing Sequence** button and select the previously saved sequence file. FFP will load the panels and also set FFP into **Panels** mode. The scoring scheme you selected will also be selected.

Click the **Start Projecting Images** button to start the competition. As with a normal competition, you can use the up/down cursor keys to move between slides and score an image by typing the score followed by the Enter key.

If the judge requests a quick run through of a panel, you can set the automatic slide change option to **Stop at the end of panel** and turning on automatic slide change; FFP will project each image in turn but stop at the end of the panel.

You can quickly move to the first image in the panel by pressing Ctrl+Up Arrow.

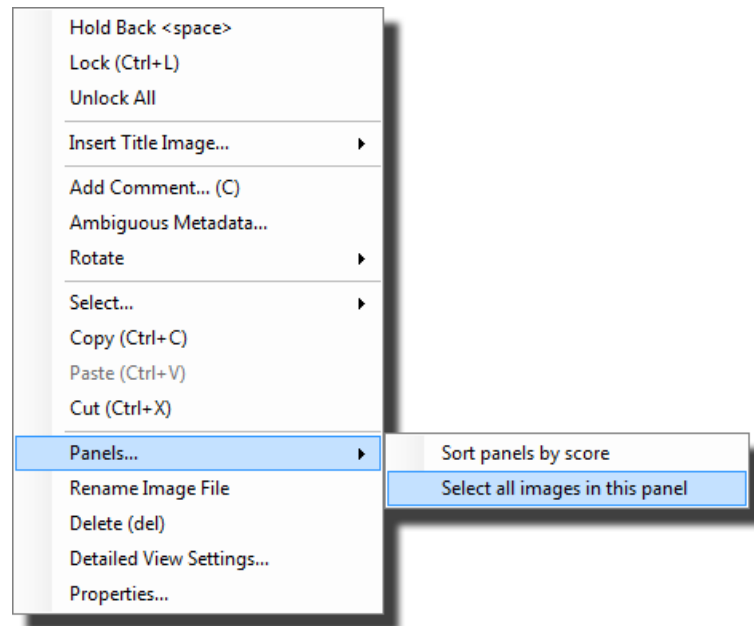
To hold back a panel, press the space bar (or right click an image and select **Hold back**) the entire panel will be held back in one go.

As with a normal competition, checking the **Held Back Only** checkbox will show the held back panels.

Deleting a Panel

To delete a panel, select the next image you want to project and click the **Freeze Projector** button - the button will start flashing red.

Right click an image from the panel you want to delete and pick the **Select all images in this panel** option:



Press the delete key and all the images in the panel will be deleted.

Click **Freeze Projector** again and the button will stop flashing.

At the End of the Competition

When all the images have received a score, go to the **Results Summary** option from the **Scoring** menu and you'll see the results of the competition.

Enjoy the competition!

3.7.2 Panels in Group or Cycle Modes

Before the Competition

Prepare a [panel based scoring scheme](#)^[145] appropriate for the competition you are running.

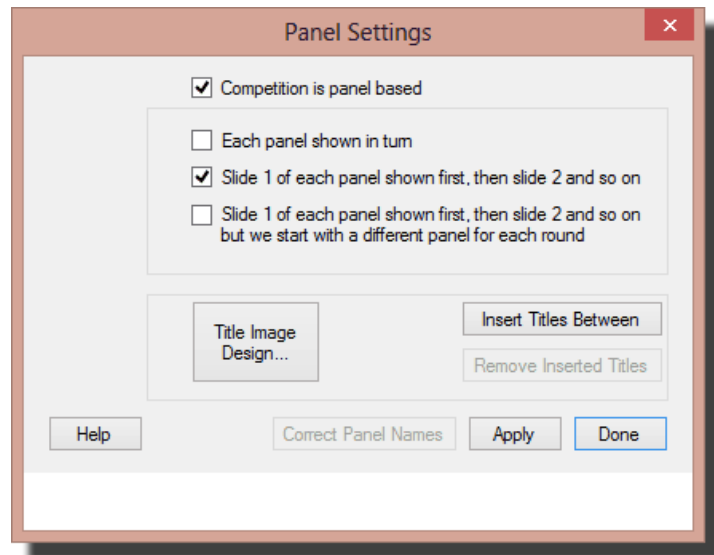
Click the **Panels...** button to start the **Panel Settings** dialog (shown below) and click **Title Design...** to open the **Panel Titles** dialog. [Using this dialog](#)^[115], you can design a suitable image to insert between panels.

In an ideal world, the competitors will have named their images correctly and submitted the images before the competition. As you recall, images for a panel should be named in the form:

nameP number-S number.jpg

So, **andrewP1-S1.jpg** is a correctly named panel file; it represents Andrew's panel 1, slide 1.

If some of the images are misnamed, you will probably find it easiest to load all the images in the default Club Competition mode and then click the **Panels...** button to open the **Panel Settings** dialog:



Tick the checkbox for **Competition is panel based**.

Make sure that the appropriate panel type checkbox is ticked; either **Slide 1 of each panel shown first, then slide 2 and so on** for Slide Mode or **Slide 1 of each panel shown first, then slide 2 and so on but we start with a different panel for each round** for Cycle Mode.

Click **Apply**. FFP will check the loaded images and any with bad filenames will be flagged. You can use the **Correct Panel Names** button to open the [Correct Panel Names](#)^[112] dialog to fix any files with bad panel names.

Assuming all the images' filenames are correct, click the **Insert Titles Between** button. FFP generated title images will be inserted between each round - in slide mode, all the slide 1's will be shown first, so a title image will be inserted between the last slide 1 and the first slide 2.

The table display of FFP will be updated, note that in panel mode there are two extra columns; **Panel** and **Slide Number**.

At the base of the FFP Window, the number of slides and panels will be shown.

You can shuffle the images if you want to, FFP will shuffle the panels - not the individual images. If there are blanks between panels then FFP removes them before shuffling then re-inserts them afterwards.

If required, print out a score sheet (from the **File** menu, select the **Print** option). If you plan to use FFP to score the competition, select a panel based scoring scheme.

Now you can save the sequence by clicking the **Save Sequence** button. Save the sequence somewhere you can find it easily; on the desktop or in the folder holding the images.

On The Night

Once the laptop and projector have been set-up, click the **Open Existing Sequence** button and select the previously saved sequence file. FFP will load the panels and also set FFP into **Panels** mode. The scoring scheme you selected will also be selected.

Click the **Start Projecting Images** button to start the competition. As with a normal competition, you can use the up/down cursor keys to move between slides and score an image

by typing the score followed by the Enter key.

If the judge requests a quick run through of a panel, you can set the automatic slide change option to **Stop at the end of panel group** and turning on automatic slide change; FFP will project each image in turn but stop at the end of the panel.

You can quickly move to the first image in the panel by pressing Ctrl+Up Arrow.

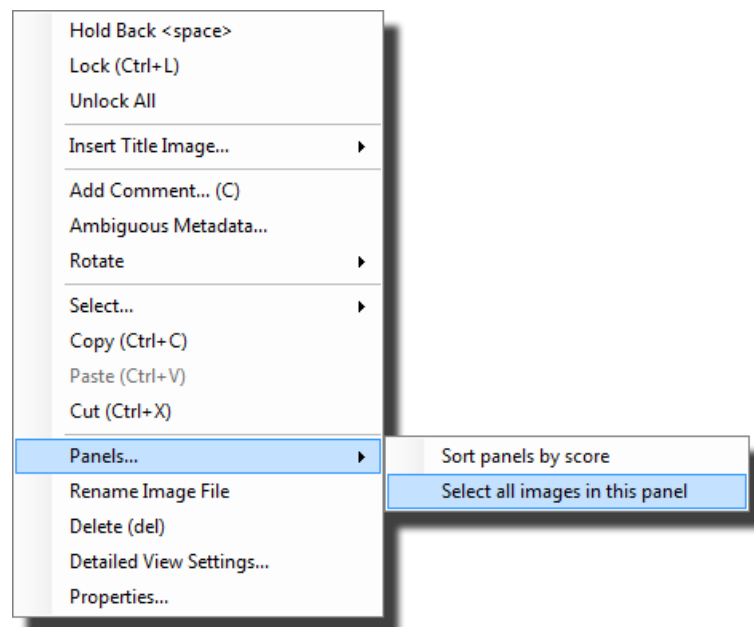
Holding back is different in panel mode; pressing the space bar will hold back the entire panel.

As with a normal competition, checking the **Held Back Only** checkbox will show the held back images.

Deleting a Panel

To delete a panel, select the next image you want to project and click the **Freeze Projector** button - the button will start flashing red.

Right click an image from the panel you want to delete and pick the **Select all images in this panel** option:



Press the delete key and all the images in the panel will be deleted.

Click **Freeze Projector** again and the button will stop flashing.

At the End of the Competition

When all the images have received a score, go to the **Results Summary** option from the **Scoring** menu and you'll see the results of the competition.

Enjoy the competition!

3.8 Selecting Images for Exhibition

Before the Selection Process Starts

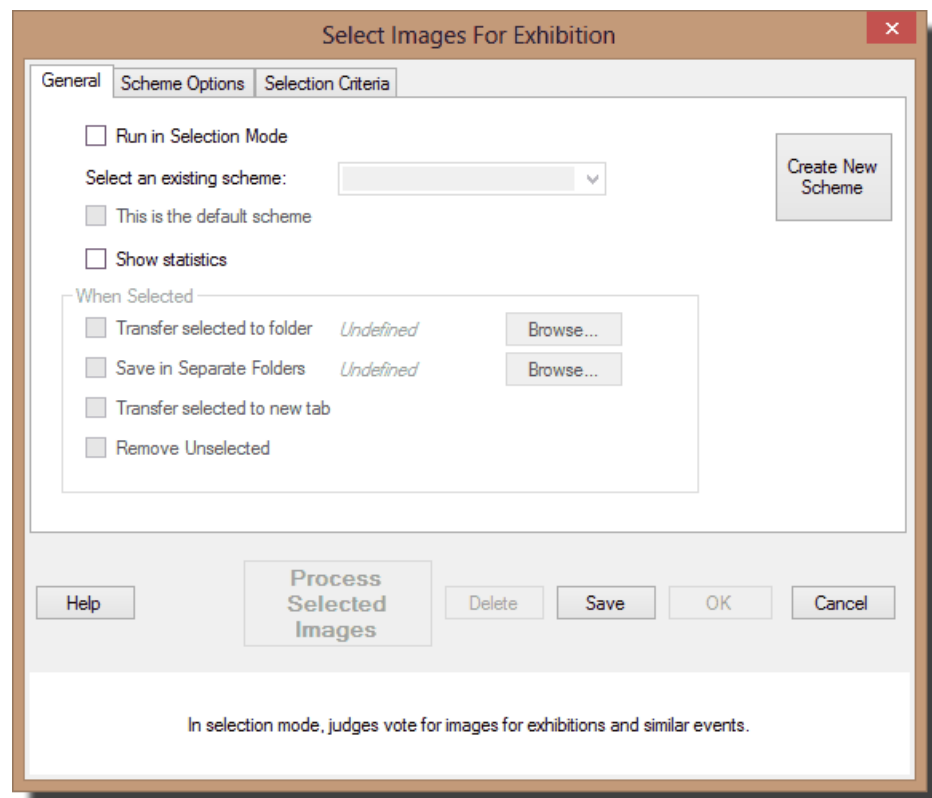
Image selection is often performed in more than one round; for example, in round 1, judges may select one image per entrant, in a second round images are selected from those that missed out in the first round.

For our walkthrough, we'll assume there are six judges and 50 images are required for the exhibition, each author can enter between 1 and 6 images. The following rounds are used:

In Round 1, each author's images are shown in sequence and each judge must vote for only one image per author. Each author is guaranteed that one image is selected. Any image that receives 4 votes or more is automatically selected. If an author has no images selected when all their images have been viewed, then the operator has a casting vote and selects one of the images. When all the images have been viewed, the selected images are copied to a folder and removed from the sequence.

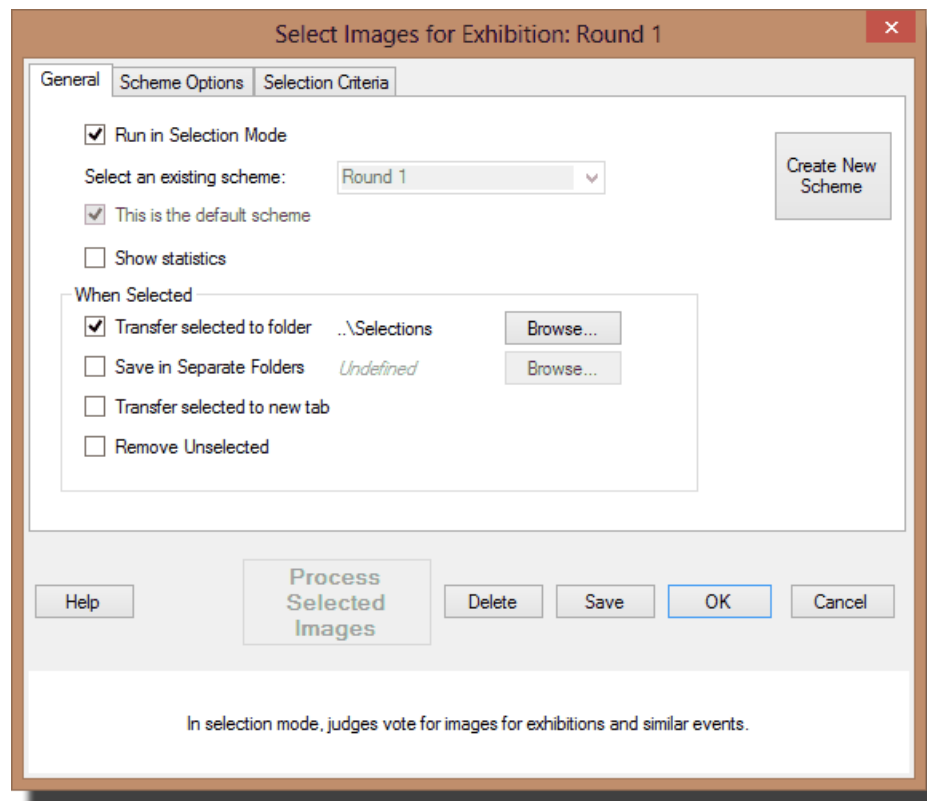
In Round 2, the images not selected by Round 1 are shuffled randomly and each judge votes on each image. Any image that receives 4 votes or more is selected. When all the images have been viewed, the selected images are copied to a folder and removed from the sequence. Round 2 is repeated until the required number of images have been selected.

Before the competition, we set up the two rounds using the [Select Images for Exhibition](#) ¹⁸⁸ dialog:

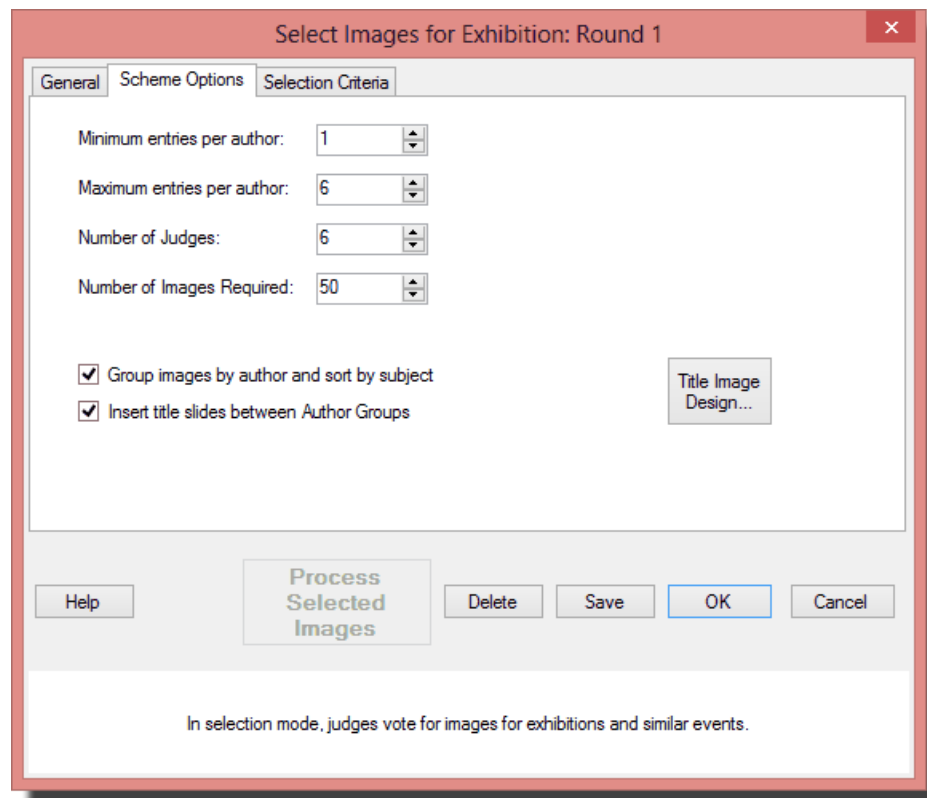


We start by clicking the **Create New Scheme** button and naming the new scheme "Round 1". We check the **Transfer selected to folder** checkbox and define the folder for the selected

images. The completed dialog tab looks like this:



Note that the **Show Statistics** checkbox has been cleared; we'll insert Title Slides between author groups which show statistics for the selection process. Next, click the **Scheme Options** tab:



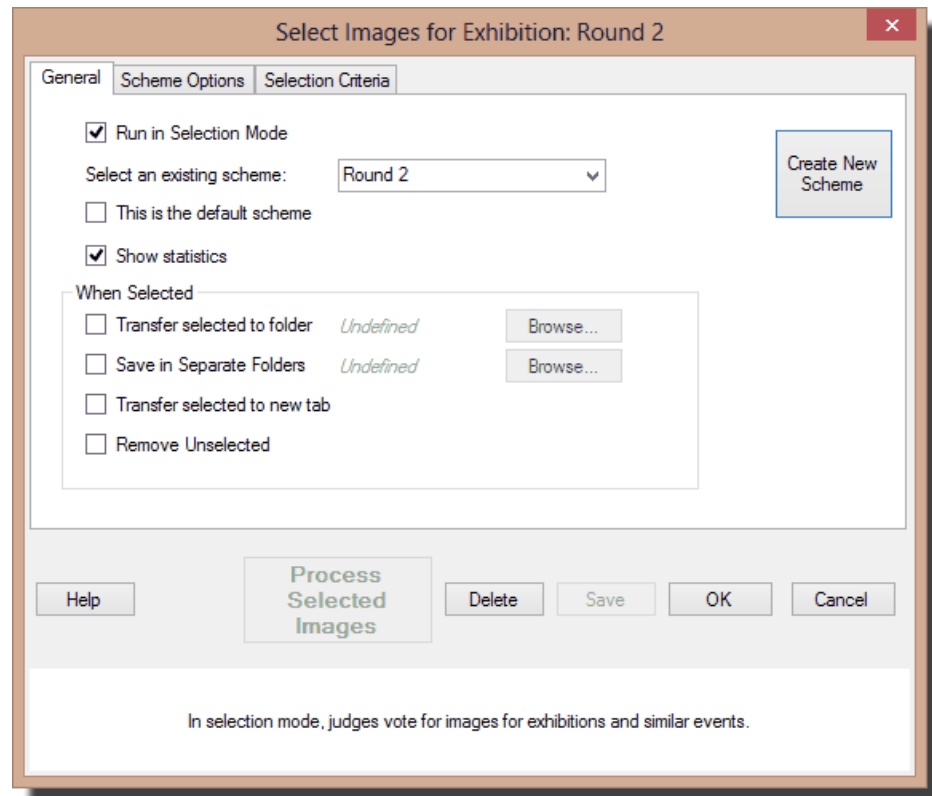
The above dialog has been completed correctly for our required scheme. Note that we are grouping the images together by author and displaying a title slide between groups. Next click the **Selection Criteria** tab:



The above dialog is completed correctly for the scheme. Note that the **Minimum score for selection** counter is disabled; because the judge must vote for one image per author and at least one image per author is selected, the minimum score for selection must be 4.

With this tab complete, click **Save** to save the scheme and click the **General** tab; Round 2 needs to be built.

As before, we start by clicking the **Create New Scheme** button. The name for the new scheme is "Round 2". The settings for Round 2 are the similar to Round 1, except that we check the **Show Statistics** checkbox as we won't have title slides in this round showing the statistics:



Next we select the **Scheme Options** tab; the completed tab looks like this:

The screenshot shows the 'Select Images for Exhibition: Round 2' dialog box with the 'Selection Criteria' tab selected. The dialog has three tabs: 'General', 'Scheme Options', and 'Selection Criteria'. The 'Selection Criteria' tab contains the following settings:

- Minimum entries per author: 1
- Maximum entries per author: 6
- Number of Judges: 6
- Number of Images Required: 50
- ☐ Group images by author and sort by subject
- ☒ Insert title slides between Author Groups
- Title Image Design... button

At the bottom, there are buttons for 'Help', 'Process Selected Images', 'Delete', 'Save', 'OK', and 'Cancel'. A footer note states: 'In selection mode, judges vote for images for exhibitions and similar events.'

Finally, click the **Selection Criteria** tab; the completed tab looks like this:

The screenshot shows the 'Select Images for Exhibition: Round 2' dialog box with the 'Selection Criteria' tab selected. The dialog has three tabs: 'General', 'Scheme Options', and 'Selection Criteria'. The 'Selection Criteria' tab contains the following settings:

- ☐ Judges must vote for one image per author
- ☐ At least one image per author is selected
- Minimum score for selection: 4

At the bottom, there are buttons for 'Help', 'Process Selected Images', 'Delete', 'Save', 'OK', and 'Cancel'. A footer note states: 'In selection mode, judges vote for images for exhibitions and similar events.'

This time, we can set the **Minimum score for selection**. In practise, we might change this on the day depending on how many remain to be selected after round 1. Save the scheme.

Hopefully, members will submit their entries before the selection evening and you can check they have their author name correctly set. FFP will group the images by author and then sort each author's images by Subject, if the authors want to ensure the images are shown in a particular order, they should put the order number as the subject - ie "1", "2", "3" and so on. They *must not* use "one", "two", "three" - FFP sorts the subjects alphabetically and "four" would come first(!)

With all the images loaded into FFP, the **Run in Selection Mode** checkbox should be checked on the **Select Image for Exhibition** dialog and "Round 1" selected in the **Select scheme to use** dropdown menu. Click **OK** and save the sequence. If you plan to run the selection process on a different computer, then use [Export Sequence and Images](#)¹⁷⁵; this saves the images as well as the sequence information.

On the Evening

Load the previously saved sequence. Round 1 is the scheme in use. The judges vote on each image in turn. Images that receive 4 votes are automatically selected. Note that each author's final image will automatically receive a score; if the previous images in the group have received 3 votes (for example) then the final must receive 3 votes.

If an author doesn't receive at least 4 votes for any image, then the operator picks an image to select, right clicks it and chooses **Select** from the **Selection...** submenu.

The title slides between each author's group shows how many images remain to be selected.

When all the images have been voted on, the **Select Image for Exhibition** dialog is opened and **Process Selected Images** clicked. All the selected images are transferred to the specified folder and removed from the sequence.

With Round 1 completed, the **General** tab is selected and "Round 2" selected from the **Select scheme to use** dropdown menu. Click **OK** to return to the sequence.

Right click any image and from the **Selection...** submenu, chose the **Clear all Votes** and **Mark All Images as Unviewed**. Shuffle the images ready for the next selection round.

Now you can run through the sequence again, voting on each image. Any image that scores 4 or more will be selected. As the **Show Statistics** checkbox was checked, each image will have the selection statistics briefly superimposed. When all the images have been viewed, the **Select Image for Exhibition** dialog is opened and **Process Selected Images** clicked. If more images need to be selected, the round 2 process is repeated until enough images are selected.

Index

- A -

Adding Images 21
 Ambiguous Metadata 85
 Author and Title 71, 85
 Author, Title and Subject
 From file name 81
 From the file 71
 Automatic Change 31
 AutoSave 207
 Best Images 208

- B -

Best Images
 Automatically Saving 208
 By Author Competitions
 Displaying Results 161
 By Slide Competitions
 Displaying Results 163

- C -

Club competitions 91
 Colour management 120
 Comma Separated Value
 Dialog 178
 Competitions
 Club 91, 218
 Elimination 220
 Inter Club 91, 222
 KnockOut 91, 226
 Mix & Match 94, 228
 Multi-Leg 103, 223
 Panel based 107
 Conventions Used in this Guide 10
 Cropping 65
 Cropping Images 33
 Cut and Paste 23

- D -

Deleting Images 55
 Detailed View
 Settings 205

- E -

EXIF 70
 Projecting 119
 EXIF, XMP and IPTC 71
 Ambiguous 85
 Setting Using Macintosh 75
 Setting with Windows 7 72
 Setting with Windows 8 74
 Setting with Windows Vista 72
 Setting with Windows XP 71
 Setting with Windows XP; Multiple Images 72
 Setting within FFP 77
 Export Filter 183
 Exporting 172
 As HTML Slide Show 180

- F -

FFP Settings
 Common Controls 198
 Detailed View 205
 General Settings 199
 Lightbox View 206
 Projection Settings 201
 Resetting to Default Values 198
 FFP, Installation 17
 Filter
 Export 183
 Hold Back 63
 Fit Images to the Projector 204
 Freezing the Projected Image 120
 Frequently Asked Questions 213

- H -

Hold Back Filter 63
 Multiple Filters 64
 Holding Back 57

- I -

Image
 Comments 62
 Image Index 33
 Image Preview and Crop 65
 Image Selection 188
 Image Tools
 Zooming 67

Images

- Adding 21
- Cropping 33, 65
- Deleting 55
- Holding Back 57
- Locking 56
- Moving 23
- Preview 65
- Projecting 25
- Properties 78
- Resizing 54
- Rotating 54
- Selection 188
- Shuffling 51
- Sorting 51
- Undoing Deletes 55

Installation 17

Inter Club competitions 91

IPTC 70

- K -

- KnockOut Competition 91
 - byes 91
 - Walkthrough 226

- L -

- Lightbox View 39
 - Settings 206

Locking Images 56

- M -

- Metadata 32, 71
 - Ambiguous 85
 - From file name 81
 - From the file 71

- Mix & Match 94
 - Dialog 96
 - Displaying Results 167
 - Multiple Projectors 102
 - Showing the Score 99
 - Three or Four teams 100
 - Walkthrough 228
 - With a single laptop/projector 94

Moving Images 23

Multi-Leg 103

Multiple keyboards 157

Multiple projectors 25

- N -

Next Button 33

Night Colour Scheme 36

Normal Competition Walkthrough 218

- O -

option on the FFP settings dialog 65

- P -

Panel Competitions

- Correcting Panel Names 112
- Cycle Mode 108
- Displaying Results 160
- File Names 109
- Group Mode 107
- Slide Mode 108
- Title Slides 115

Panels 107

Panels dialog box 107

Panels in Group Mode 232

Panels in Slide Mode 234

Placed based

- Displaying Results 160
- Scoring 140

Print Options 211

Print Preview 211

Printing 211

Projecting 25

- Automatically Split for Multiple Images 204
- Enlarge Images to Fit 204
- EXIF information 119
- Extra Information 119
- Freezing the projector 120
- Multiple Images 30, 204
- Without a second monitor 122

Projecting Extra Information

- Author 201
- Image index 201
- Score 201
- Title 201

Projecting Images 25

Projector

- Default size 204

- R -

Results
 displaying 160
Rotating Images 54

- S -

Saving Sequences 26
 Automatic 207
Score
 Projecting 201
Score Reports
 Sorting 171
Scoring
 by Author 133
 by Place 140
 by Slide 138
 InterClub competitions 148
 Overview 123
 Panels 145
 Results 160
 Schemes 126
 Season 136
 Sorting 123
 with Multiple Keyboards 156
Scoring Reports
 Appearance 168
 Changing Scoring Schemes 168
 Configuring 169
 Default Subjects 166
 Printing 171
 Projecting 171
 Saving 171
 Styles 168
 Thumbnails 168
 Zooming 168
Scoring Schemes
 Dialog 126
 Wizard 126
Season Scoring 136
Selection 188
Selection Mode
 General Settings 190
 Projecting Statistics 190
Setting up th PC
 From FFP 19
Setting up the PC 11
 Windows 7 12

Windows Vista 13
Windows XP 15
Show Index 33
Shuffle
 Distribute Author Name 53
 Keep Author Order 53
 Sort Author Images By Subject 53
Shuffling Images 51
Sorting
 by Author 51
 by Author Surname 51
 by Comment 52
 by File Name 51
 by Highest Score for Each Author 52
 by Score 51, 123
 by Subject 52
 Group Authors Together and Sort by Subject 53
Starting Projection
 Projecting Images 25
Status Strip 43

- T -

Tabs
 Adding 117
 Deleting 118
 Introduction 117
 Removing 118
 Renaming 118
 Saving 26
Test Images 35
 Defining 200
Title
 Set from the file name 80
Title Images
 Managing 59
 Overview 58
 Restoring defaults 61
 Setting Up 59
Tool Strips 209
 Resetting Positions 209
 Selecting Items 209
Toolbox
 Hold Back Filter 32

- U -

Undo Deletes 55
Unholding All Images 65

- **X** -

XMP 70

- **Z** -

Zooming 67