

# Short documentation on how to get the most out of using Dart2014

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## Summary

The first version of Dart2014 (formerly Dart2010) was developed in 2008 and deployed in 2009 and was driven by the need to have an easy to use score program that can handle games with more than two players in a game. Since then a lot of functions were added to the program. But the main premises that all the scores are done by mouse moving and clicking stayed the same. I tried to make the program as intuitive as possible, but a few things are worth mentioning to get a better understanding on how it works in detail.

So take a few minutes time to read the following lines so you can use the program hopefully without any problems.

If you have any question, suggestions, a bug report or other feedback, please get in contact by mail ([dart@sobway.de](mailto:dart@sobway.de)).

## Getting started

I will use the term “dart” mostly for a single throw of one dart, the term “throw” for a set of three darts and the term “hit” for the place the dart actually hit the board. The term “aim” will refer to the spot you intended to place the dart.

When you start Dart2014 the first time, please make sure that you have enough rights for an installation. The program itself will be installed in the “C:\Program Files (x86)\Dart2014” folder, the data and other files that need to have write access are placed under “C:\Programdata\Dart2014”.

During the first start data from already existing installations of Dart2010 should be migrated automatically.

Now when the program is running smoothly you can start right away by using the test players already in the database. Just check the boxes in front of the player name then select one of the games at the bottom and press start. Almost every game supports multiple players, so you are not limited to only two players. There are some exceptions for certain training games, in that case you get a warning if you selected more than one player. If you want to play alone, please use the section “training” or “special trainings”.

Before you actually start a game you can set different options. I will refer to the various options when I need them for explaining what is going on. There will be a separate chapter later on explaining every option separately for a better understanding.

## Order of players in the game

You can change the order of the players for the next game by drag a player in the list in the wanted position. You can also let the program choose the order or bull out the order. If you decided to bull out the order then a special mask will be shown before the real game starts. Just mark the hit of each

player on the board by left clicking on the spot where the dart hit. If both players hit the inner bull or both hit the outer bull you have to throw again.

## Create a new player

Of course you can add, edit or delete players with the button “players...”. Please notice the information for IP address and port are for future use when online plays are implemented.

## Inside the game

Let’s get started with a classic 501 double out game. Depending on playing with two players or more you get a different layout of the mask but the basic elements are the same.

You see which player is about to throw by the displayed name and picture (multiplayer mask), in other cases (two player mask) the non-active player information is partly grayed.

To score you have to mark the hit on the board by left clicking on the spot. You see in the hint text the value to be sure to be in the right place. You get the most out of the program when you try to mark the hits more or less exactly as they were placed on the real board.

If you accidentally marked the wrong spot, just click on one of the three fields where the value is displayed. This will undo the last entry. If you marked three darts the throw will be checked in automatically if the option “Quick check in” on the main masked is set. You will notice if you have set the option or not when you have the button “Check in” on the game form. If you have the button displayed you have to check in a throw manually. Let’s assume check in is done automatically. In that case as mentioned after three darts the throw is checked in and the next player can throw. In case you activated the option for marking not only the hits but aims also, you have to mark three aims by right clicking on the board before the check in can be done.

Marking the aims will allow the program to give you more information about your accuracy later on in the stats. In some practice games the aims are already given by the computer in other situation you have to do it on your own. It’s very easy and don’t take much time, so just try it out. However if you end the game with less than three darts, check in of course is also done automatically.

## Checking out

When you reach the checkout zone the program will give you a suggestion for the checkout route. But of course this is only a suggestion.

If you are not playing with the option to mark the aims (most likely during a real match) and you are standing on a double the program will show suggest the most likely double and assuming that you throw the next dart on that double. If you intend to throw the next dart on that double just proceed as usual. If you want to throw at a different double just make a right clicks on that double. If you intend not to throw at a double whatsoever, just right click on any non-double field or the rim of the board. This will guarantee that the program can accurately calculate your double rate. Of course in real live you throw your entire dart in a row and then make the entry in the program. If you are not playing on your own the player not throwing can take this part.

If you are playing with “aims” the computer of course knows if you were aiming at double or not, so no further action is needed.

## What if I made a mistake?

If you marked the wrong point for a hit or an aim, just click on any of the three fields showing the values or click on the little red cross, this will undo the last entry. Of course you can undo all entries by clicking more than once. If the throw is already checked in and you made a mistake, just click on the button "Undo", you can undo scores until you reach the start of the game. In some special cricket games the undo function is not available, because calculating the points etc. is too complicated backwards. In that case be sure to mark the right points or use the option to manually do the check in, so you can control the values before checking in.

## End of game

If a game is over and you are not in match mode you can choose if you want to continue with a new game or end the session in the summary mask after a game. If you continue the order of the players is changed. Depending on the settings, the first one goes on the last place and the second became first, the third became second etc. You can also set the options in a way that the players will be ordered by average with the lowest average to start and the winner will be last.

## Back to the main mask

Now it's time to take a closer look on the main mask. You see a short statistic overview (the information will be depending on the game you choose on the bottom) with all players. You can change the start date of the time span the stats on the overview are calculated. You can also define that only players are shown that actually were playing in the last 7 days. You can set the option for "quick check in" and the option for enabling the input of your aiming points. The last option is sometimes changed automatically depending on the game you choose.

In the bottom you see three different sections containing various games, training games and training sessions. Most of the games should be known, otherwise try them out or Google the rules ;-).

Nevertheless I will give you a short summary on the not so well known types:

### Highscore

Just for fun, every player has 7 rounds to make a throw, highest points will win.

### Splitscore

You have to hit the fields shown on the mask (during gameplay) and you get the normal points as long as you at least get one dart on the target. If you miss a complete throw your points reached until then will reduce by half. The player with the highest points at the end wins.

### Bob's 27

This is a classic training game on the double fields. You have to hit the doubles in the given order. If you hit at least one double you get points if you miss a complete throw you lose points. If you have no points left the game is over.

### Las Vegas

301 double in double out game, where the computer sets the doubles for start and ending the game

## Playing against the computer or yourself

You can play against yourself by either play against your best 501 game ever played (and saved with the program) or play against a player with your own average, based on the average of all games saved with the program.

When playing against the computer you can set the average the computer should play. You can choose between two options:

### *Exact average*

The computer will play a game in which he will reach more or less exactly (you can set the variance) the average you set.

### *Average over 1000 games*

The computer will play with strength were he would have the set average if he would play 1000 games. So like in real life some games are better than the average, some are worse but on the long run the average fits to your setting. I hope you get the idea behind that option.

## In the special training section

You can choose different practice routines to get better on specific segments or double fields. Via setting of the rounds parameter you can set how long a special training should go.

### Checkout game

You always start in the checkout zone. You can choose were to start. When you can check out with three darts the next checkout value will be increased by the points you set. If you cannot checkout the value the next checkout value will be decreased by the point you set in the corresponding value. You can choose that even if you missed the checkout in three darts you have to play until you reached zero points before the next round starts.

### Hähni's training

You have to hit the suggested fields. In every round you must reach a certain hit ration to go to the next level. You can choose the entry level, the max level to play to and the percentage of hits needed for reaching the next level.

### Training

Now here comes a very interesting feature: You can define your own trainings session. Just click on create and you can define which fields to hit in the training. You can define how many darts have to go on the target. You can define if the next target should be displayed even if you miss the current one. You can define if the next target only should be displayed when all darts hit the given target. And you can define how many trainings rounds the session should contain and if the session should only end if all targets got hit. At the end you can save the trainings plan under a specific name. On the main mask you can choose in the future between you saved plans.

### Free practice

Just play without given plan, you place the aims and hits as you like.

## What else's on the main mask?

On the main mask you can choose and start a game and make some settings. If you want to play a match and you have selected two players you can activate the match mode. Then you can define how many set and legs you want to play and if a set has to be won by two clear legs.

## More settings

Most of the settings are made on the settings mask you can open via the settings button. Most of the settings are more or less self-explaining so just take a look on your own. If you want to activate sounds after a score you can enable this also on the setting mask. Due to copyright reasons I do not deliver any sound files. If you are looking for them you can find them on the web. You have to place the sound files (mp3 format) in the sounds folder in the dart2014 data directory ('C:\Programdata\Dart2014'). You have to name the files 1.mp3, 2.mp3...180.mp3. For the winning call you have to place a file with the name "gewonnen.mp3" in that folder too.

Normally the program starts in full screen mode. If this causes problem you can change this also in the settings.

## Skins

On the button "change skin" you can choose between different skins for the program, so pick your favorite.

## Refresh

If you have set the program to not refresh the overview after a game (this could increase the performance if you have a lot of players and the program is running on a network drive connected wireless ;-).

## Update

With this button you can check for program updates.

## The statistics

Also through the main mask you can reach the stats mask. On the stats mask you can set various parameters like player name and the game kind you want to see the stats for. You can define the time span of the stats through set the start and end date. If you check the option "extra entry for last game" the last game will not be grouped together with other games and shown in an extra line at the end of the stats. If you do not want every game separately you can group (build the average) over days, weeks or month. In any case you can choose between a table like layout of the statistic or of the visual display of the hits on the dart board. After set your data you have to press refresh to get the stats shown.

## Tables

There is nothing much to say about the tables, besides that some of the data can only be calculated if you choose to mark the aims during a game/training (in some trainings the aims are set automatically) so we take a closer look on

## The visual stats

You see on the table on the left side the games or group games. In the first column you see the amount of darts thrown. The second column shows the hit ration for a number and the third row the hit ration for a single field, e.g. if you aimed 10 times at T20 but hit 5 times single 20 and only 5 times T20 this will get you 100% in the second row and 50% in the third row. I hope you get the idea behind this. This data is of course only available when you marked your aims during the games/trainings or choose a training where the aims are set by the program automatically. But even if you don't put in

the needed data during the game/training, you can still get some information out of the visual display on the left side.

A click on any entry in the table will show you all the hits corresponding to that entry on the dart board. You can set the colors of the marks as well as you can decide only to display the first dart of every throw or only the second etc. as well.

If you have data for the aims you can click on a segment in the board with the left mouse button to only show the darts that were aimed at that specific field, when you click with the right mouse button you only get hits displayed that were aimed at this segment. So if you left click on T20 you only get the darts that were aimed at T20. When you right click on T20 you also get the darts that were aimed at D20 and single 20 as well. You can also select a number in the drop down to get the darts aimed at these number. With the button "show all" you get all hits displayed regardless of the aim.

### **Print and export**

Last but not least you can print the current shown stats or export them to a CSV file to load them into excel. There you can create some charts etc. for visual stats. Once you create your charts you only have to update the data from time to time.

## **Spezielle Features**

The program has some undocumented or inactive features like the possibility to send the data (points, average etc.) during a game to the comport. With this you could display the data on a LED/LCD monitor.

There is also a mode were the you can enter the throw with the keyboard. The mask only shows some basic data using a very large font; this was planned for displaying the data on a second monitor during a real match or something like this.

What so ever, if you are interested in these features or you would like to have something completely new just get in touch.

## **Feedback**

So this should be enough information to get started. Please keep in mind that Dart2014 is a noncommercial program and as any program can only be as good as the feedback the programmer gets from the users.

So if you find a bug or have a good idea for making the program even better please take a few minutes to write an email to [dart@sobway.de](mailto:dart@sobway.de) . Of course I'm also glad to hear from you even if you just want to say that you like the program or have a question on some details I perhaps forgot in this document.

## **The future**

The future versions will bring hopefully more interesting features like the possibility to play online against other players.