

Introduction

This section covers games verification in GMS 5. Sometimes during the course of creating and editing games, entries don't get completely removed or stored properly. When this happens symptoms include being unable to add an entrant into an event, getting an error message saying they are already in the event, seeing people in the list of all games entrants but no delegation is listed, etc. To remedy these and other games related problems run Games Verify.

Important notes:

- This is not a substitute for table repairs - if table damage is suspected, especially in Paradox-based data, repair the tables first.
- No other users should have this games opened when running this operation. Users in other games those and working outside of a games can remain in GMS. (This is not true of the table repair utilities, which require complete and exclusive access to all of GMS' files with no one in it at all.)

As always, we recommend that you back up your GMS data on a regular basis. Right now would be a good time! See "Backup and Restore" for details.

Getting started

Right-click on the games, then on the "Tools" menu, then on "Games verification".

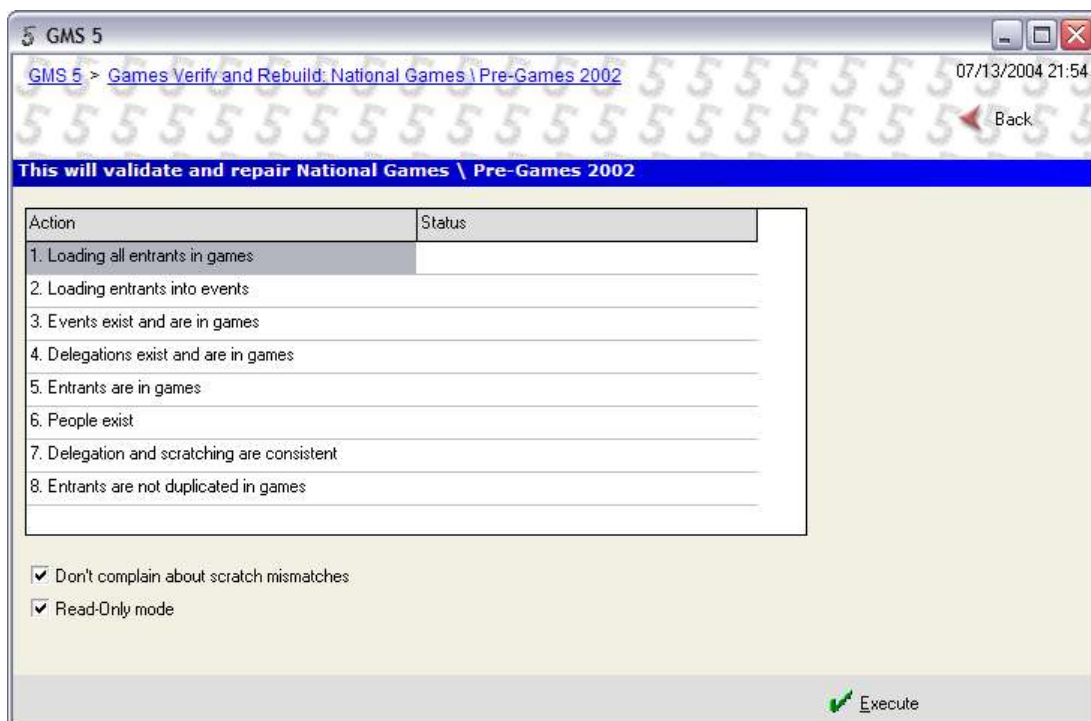


Illustration 1, Games Verification

The most important features are the "Read-Only mode" checkbox and the [Execute] button. If the "Read-Only mode" box is checked, GMS will verify the data but not make any changes to correct any problems it finds. In most cases, you'll always run Games Verify the first time with this checked, then if any errors come up, run it again without this checked to fix the problem(s).

By default, the "Don't complain about scratch mismatches" checkbox will be checked. In this state, GMS won't show an error about some minor internal inconsistencies; normally GMS can work its way around these anyway. When Games Verify is run with Read-Only mode unchecked, GMS will repair these issues anyway.

To begin, click on the [Execute] button. GMS will show you the progress for each item as it's processed. For a large games or a slow machine, this may take several minutes.

When done, you'll probably get a screen similar to this:

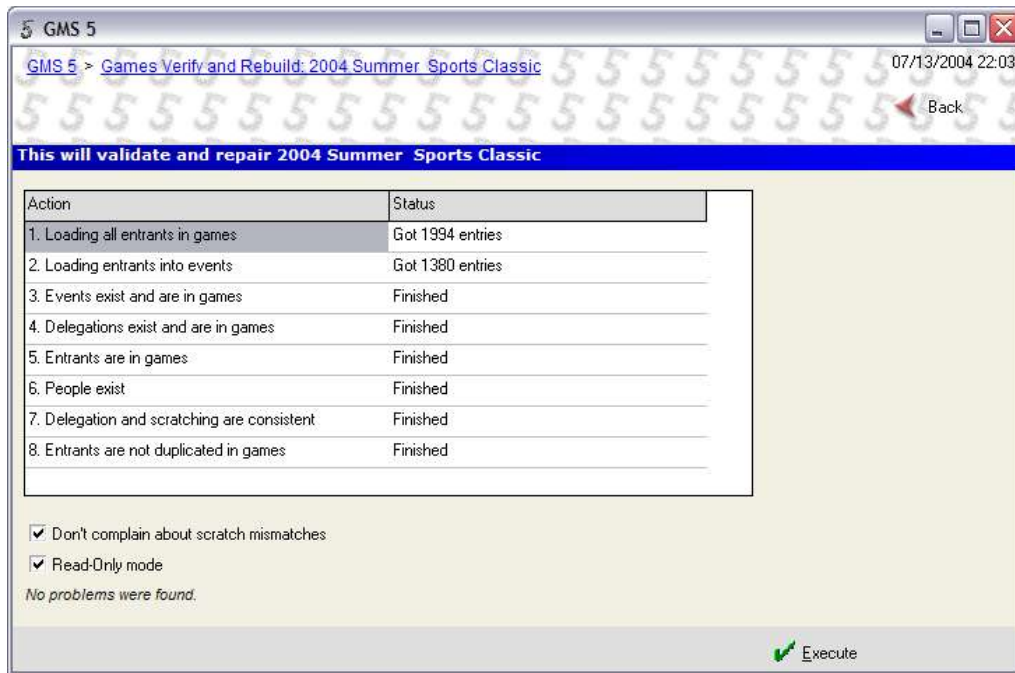


Illustration 2, Verification results

Note here that "No problems were found", which means that your data is okay.

Problems

If GMS found and/or corrected any problems, a screen will come up with the details of what it did. It is recommended that you print this screen out for reference later.

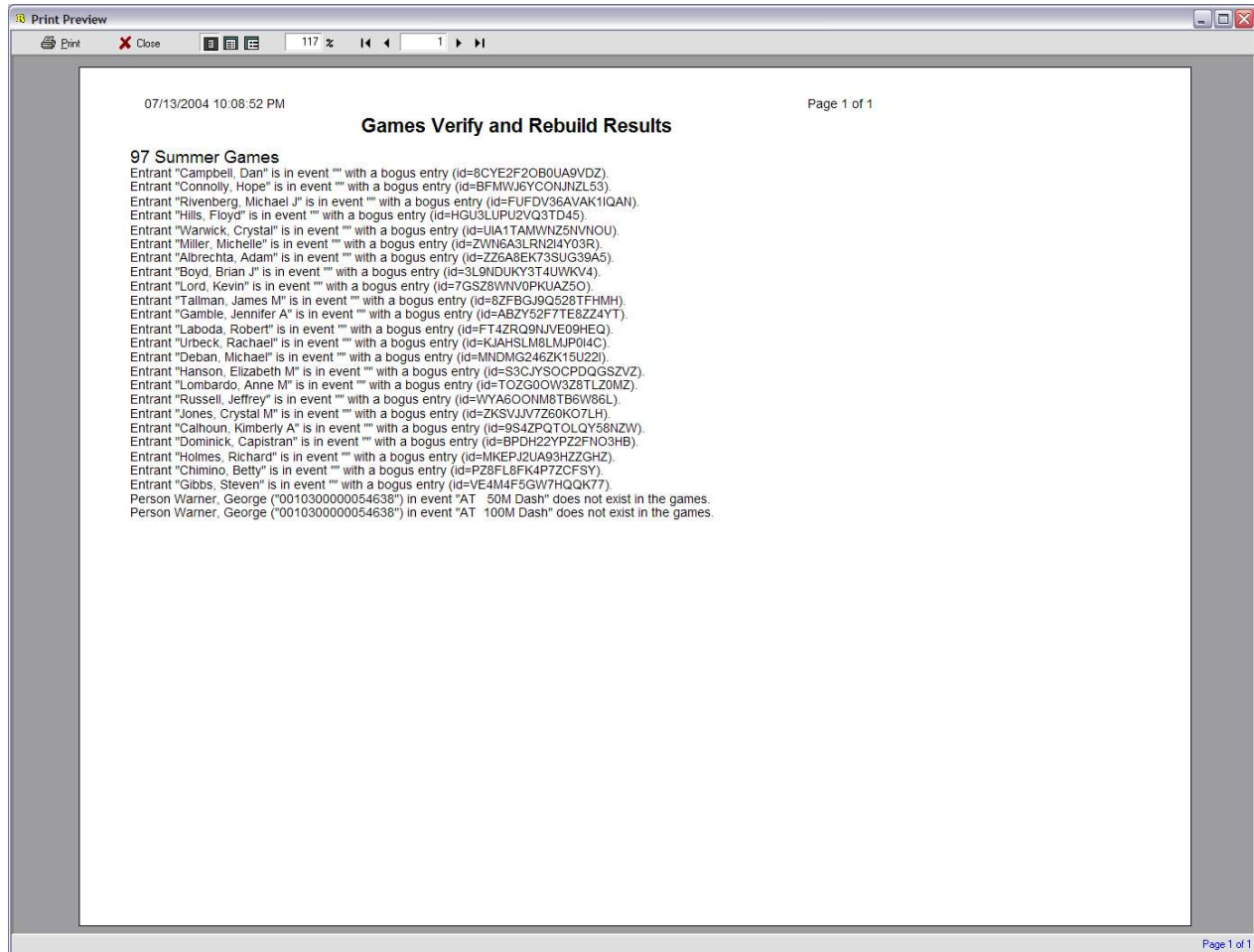


Illustration 3, Sample problems

This is a sample of some problems that were found in our data. (We made these happen by intentionally corrupting it – don't try that at home.) You can print this by clicking on the printer icon in the upper left-hand corner of its screen.

After closing this screen, we'll see a summary:

Since we ran this in Read-Only mode, it should be run again with "Read-Only mode" unchecked - this will make GMS actually correct the problems that it found.

Action	Status
1. Loading all entrants in games	Got 3085 entries
2. Loading entrants into events	Got 3813 entries
3. Events exist and are in games	Finished
4. Delegations exist and are in games	Finished
5. Entrants are in games	Finished
6. People exist	Finished
7. Delegation and scratching are consistent	Finished
8. Entrants are not duplicated in games	Finished

Don't complain about scratch mismatches
 Read-Only mode

There were 25 PROBLEMS.

Illustration 4, Results summary

Please make sure that you have a current backup before starting, it may make *many* changes to your data and if the process is interrupted your data may become corrupted.

Details

These are the things that GMS checks and what it does if it finds a problem.

Events exist and are in games

Makes sure that every entry of a person into an event references a valid event that's actually in this Games. Any entry it finds that fails to meet these criteria will be removed.

Delegations exist and are in games

Makes sure that every entry of a person into a games references a valid delegation that's actually in this games. Any entry it finds that fails to meet these criteria will be moved to a newly-created delegation called "Repair" so that the people are not lost.

Entrants are in games

Any entry of a person into an event must be accompanied by an entry of that person into the games. An event entry that doesn't have a corresponding games entry will cause GMS to make the games entry, putting the person into the Games. (There is no check for the reverse – GMS doesn't mind if someone is in the games but not in an event. If this bothers you, you can use the errors/exceptions reports to find these people and fix them.)

People exist

Obviously any entry of a person must reference a valid person. Any entry – either into the Games or an event – that doesn't have a proper person record will be removed from the Games or event.

Delegation and scratching are consistent

An entry of a person into an event references a delegation, as does the entry of that person into the Games. If the two don't both point to the same delegation, the delegation associated with the Games entry will be used to override the event's entry.

At the same time, GMS checks that if a person is scratched from the Games that the events know about it – if there is an inconsistency, the Games entry's setting holds sway and the event's entry is corrected.

Entrants are not duplicated in games

A single person was entered into the games more than once, in either one or more delegations. Normally GMS will prevent this, but it can happen either through the use of an older (buggy) version of GMS, or by using the de-duplication tool.

This error is corrected by GMS removing any duplicated entries. Note that the person will still be in all of their events.

Numerous other obscure and unusual errors are checked, and corrected if appropriate.