

Introduction

This section covers template events: global events that are used over and over when creating games with the New Games Wizard, or when adding an event to existing games. Template events only need to be set up once and then can be used repeatedly when making new events in games.

When a template event is added to a games, the new event is a copy of the original template. Changes later made to the template will not affect any events which were already based on that template. Much like a photocopy, changes made to the original after the copy is made affect only later copies, not ones made before the change.

Getting Started

Open the list of template events by clicking on the “System configuration” icon on the main GMS screen, then on “Template Events”.

Events are organized by sport in a tree listing – click on a sport to open up the list of events in that sport.

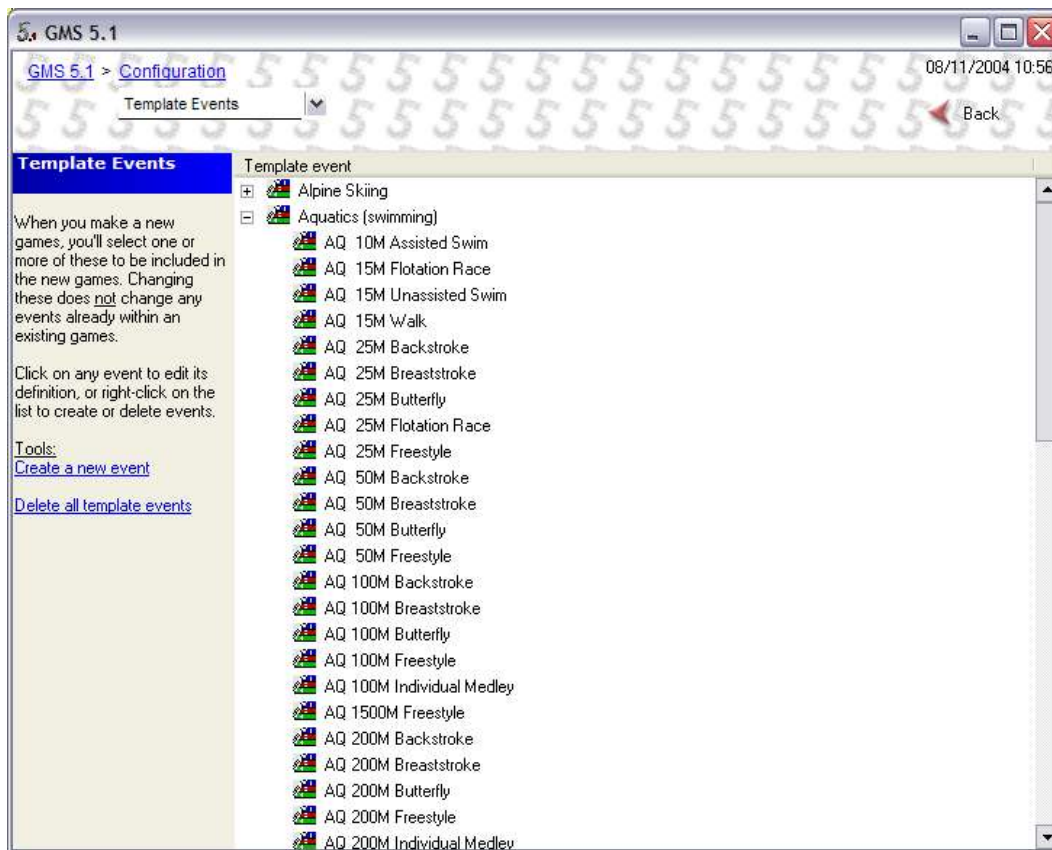


Illustration 1, Template events listing

On the left side, there are links to create a new, blank template event and one to delete all defined template events. Normally you won't use either of these: to make a new template event you'll normally do it based on some other template event.

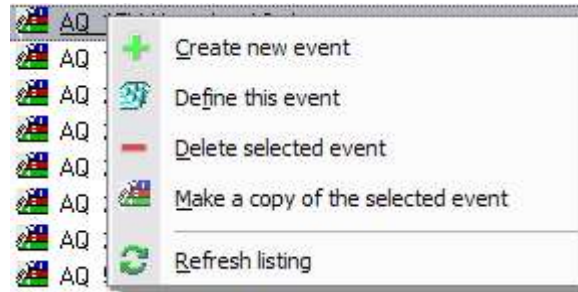


Illustration 2, Right-clicking on an event

Editing a template event

Click on any event to edit its definition. Refer to the “Event Definition” document for a complete description on defining events.

Adding a New Event

To make a brand-new template event from scratch, click on the “Create a new event” link on the left side. Refer to the “Event Definition” document for a complete description on editing the new event's definition.

Copy an event

To make a new template event which is a copy of an existing one (to use directly or edit later), right-click on the source event and select “Make a copy of the selected event”. Enter a name for the new event, and GMS will duplicate the original exactly with the new name. (To define “Athletics 75M Run”, the simplest way would be to duplicate “Athletics 50M Run” and then just re-define it.)

Importing and Exporting Template Events

Importing template events is done using GMS Exchange. Unlike most other parts of GMS, template events can be imported by *name* rather than ID. This is useful when you already have an existing set of template events and want to update them rather than have duplicate template events, even when the incoming data was created by a different system.

Open the GMS Exchange importer by clicking on the “Import” icon from the main GMS screen then on “Import using GMS Exchange”. Type in the full name of the file with the template events you want to import, or click on the little folder icon for help in locating your file.

Note that selected incoming template events will always overwrite an existing template event, regardless of which was most recently updated.

For more details on how to use GMS Exchange refer to the “GMS Exchange - Importing” document.

To export Template Events, open the exporter by clicking on “Export” from the main GMS screen, then on “System setup using GMS Exchange”. Select “Export one or more template events” then choose the events you want to include.

For more details on how to use GMS Exchange refer to the “GMS Exchange – Exporting” document.