

[TOM 1.5.1 patch notes]

Tournament Operations Manager (TOM) Update 1.51

March 23, 2017

Developer Notes

This is a scheduled version release. Our focus this time has been on optimization and fixing existing issues over new features.

The usual warning remains about migration from a version before version 1.49: You should uninstall all older versions of TOM before installing this version, as the installer has changed. You should always follow the best practices of backing up your TOM_DATA directory before uninstalling or reinstalling TOM for any version upgrade.

Known Issues

- While most concepts in the help system are still valid, many mechanics have changed and are not reflected.
- Failure to install your data to a TOM dedicated directory can cause issues. If you change the default directories or the name of the TOM Data directory, please be sure to name the directory in the directory selector field. Always backup any existing TOM Data when installing any new version of TOM. Pay careful attention to all installation messages and read them completely.

Latest Changes

- Minor issues with the installer have been addressed.
- TOM now has a standard supported application window size that reflects the move to wide screen laptops since TOM's original development. Specifically, laptops that have a 16:9 ratio at a resolution of 1366 x 768 should no longer have issues, as TOM better recognizes the usable screen size for dialogs.
- The success sound for barcode scanning has been edited to be much shorter and louder. TOM operators are becoming increasingly efficient, scanning barcodes at nearly 2 per second. The old sound could not keep up with their scan rate.
- The output log file has been modified to provide more information in troubleshooting.
- Window maximizing, restoring, and iconization has been upgraded, and issues where modifying one window frame affects another have been addressed.
- Exiting the application is now suppressed if multiple tournaments are open to avoid accidental exits.
- The timer functions have been upgraded, especially the auto-save timer. We hope that a long-standing issue has been resolved, especially for large tournaments and TOM instances where many tournaments are open simultaneously and the auto-save is set in the Profile for 1 minute. TOM operators who have issues that seem unexplainable are encouraged to set their auto-save selection for a longer period.
- The new horizontal slider has been improved for active tournaments.
- The Cycle Date for the changeover between 2017 and 2018 seasons has been set.

- When deleting multiple players from the player database at the same time, you can now select players as a block or individually and TOM deletes the correct players even if the database listing is sorted.
- TOM now checks to make sure that the first round can be paired before allowing the tournament to be created.
- Adding and editing players now checks the player database to ensure unique Player IDs are saved.
- When closing one tournament, TOM no longer pauses all other tournaments.
- When adding late players to a tournament that has already had the pods defined, TOM now checks each player for a valid target pod and warns about a re-pair if that is an issue. If no valid target pod is available, TOM now informs the TOM operator with a message rather than failing silently.
- Closing a tournament window more reliably asks for confirmation and gives you an opportunity to save the tournament if a current save is not already detected.