

# AGATHA<sup>©</sup> Manual

A manual for users of the Australian Go Association Tournament Helper Application

For AGATHA version 9.3.2 and later

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*AGATHA is a software application written by Neville Smythe for managing Go tournaments, including online events, by managing registration of players, making draws and calculating results; it also includes tools for the administration of the Association, including maintaining the member database, and the Ratings and Representative Points tables. The software, which runs on Macintosh, Windows and Linux platforms, comprises three parts, the core AGATHA program, the AGA Tournaments.ags8 event manager including an archive of AGA events, and the AGA Admin.agaadmin section; only the first two are needed by Tournament Directors (the Macintosh version includes all 3 parts within the AGATHA application).*

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AGATHA may be freely downloaded from [the Australian Go Association website](#). The source code for AGATHA is archived in the Files section the web site, and is available on request.

Comments, bug notifications and suggestions for new features may be sent to [Neville Smythe](#)



## Part 1: Manual for Tournament Directors

### Before you start

Before using AGATHA to run a tournament, you should connect to the internet and click the “Update AGATHA” button on the splash page. This will ensure the player information stored in AGATHA is up to date, and also upload all the latest tournament events.

If a new version of AGATHA is available you will be informed: the new version is not installed automatically, you will need to download the appropriate zip file from the web site <http://australiango.asn.au/files/AGATHA>.

When you run a new version, you may be informed that you have local events in your old version which are not in the new version. You will be given the opportunity to save these events in the newly installed Tournaments archive. If you choose not to do this at this time, you can do it later by opening “AGATHA Local Data” which you will find under the File menu; this file stores information about which versions of AGATHA you currently use and also records of “local” tournaments not held in the “master” AGA tournament records.

### Creating a new event

Click on the last event in the list of events on the splash page; the event will be displayed. Choose “New event” from the “Tournament” menu. Note that if you return to the splash page the events list may not yet reflect the new event; click the “Update event list” button in this case.

### Setting up the event parameters

1. Fill in the event name, venue and date fields
2. Select the Pairing Method (from the “Tournament” menu). The available methods are:

*Swiss*: the most usual method. The method attempts to find the best player on the day in a small number of rounds while giving interesting games to all players. A 6 round Swiss with 64 players is as accurate as a knockout in finding the first place; with 32 players the second place may also be reasonably trusted. Lower placings are not trust worthy. Reasonably accurate seedings for the top players in the tournament are necessary for the system to work well.

*Accelerated Swiss*: In this method some players start with an “accelerated” score. For example the top half of the draw may start with a score of 1. This has the effect of assuming a first round has been played in which there are no upsets, making games more meaningful by insulating the top players from weaker players and virtually adding an extra round. It does however clearly disadvantage players in the bottom half of the draw [it is important that the Accelerated score be used as the primary determiner of the tournament winner, not the number of wins!] If used, the understanding agreement of all players must be clearly given, and an acceleration of more than 1 round is not advised — use a McMahon instead.

*McMahon*: This variation of an accelerated Swiss is almost exclusively used in Europe but has proven difficult to introduce in Australia. It has the advantage that a tournament with a large number of players of widely differing strengths does not need to be broken into different divisions – even handicap sections may be mixed with non-handicap sections, and players at all levels get more interesting games as players at the top of a section may get to play opponents from a higher section. The draw is broken into “McMahon sections” each of which start with an accelerated scores. In the extreme case each dan or kyu level has its own a starting score. More typically the top section may start with an accelerated score of 2, giving a 2 round insulation before meeting players from the second section. If a McMahon is used it is highly advisable that each McMahon section be eligible for its own prizes.

*Round Robin*: for a small number of players; every player meets every other player.

For a very small number of players, it is possible to play a *double Round Robin*. The draw for rounds in the second half of the tournament will have to be entered by hand (copying the earlier rounds) since the automatic draw will not allow two players to meet twice.

3. Select the Scoring method from the Tournament menu: Win-mSOS\*-Sodos is normal, except for Accelerated or McMahon, in which case Accelerated score-mSOS\*-SoDos or Accelerated-SoW-SoDoW.

The tie breaking method SOS means the Sum of Opponents Scores. It is meant to measure the strengths of one's opponents. We recommend a variation mSOS\* of this which is slightly fairer: a) a median value is used — the highest SOS or the lowest SOS is ignored (depending on whether the player is in the lower or upper half of the draw, and b) in the case of equal SOS and the players have played each other and there are only two players in the McMahon group, then the head-to-head result is used to separate them. No tie-breaking method is ideal but most tournaments use this or some variation by necessity. The second level tie breaking we use is SoDoS, the Sum of Defeated Opponents Scores; SoSoS may be more common elsewhere though SoDoS is a slightly higher order method. Both SOS and SoDoS are used by AGATHA in making the draw if they are selected. [Other second-order methods such as SOS1 which ignore the first round are sometimes used but are not implemented in AGATHA at this time.] Note that SOS and SoSoS have no effect in a Round Robin, as all players will have the same SOS; SoDoS is effective however.

4. Select if the event is to be played with Handicaps by highlighting the Handicap checkbox. For high-kyu players whose playing strength is inaccurate/variable, you may also check the Progressive box; in this case a player's handicap is increased by 1 for each game lost (though of course this will only be seen to be effective in Rounds 3 and later since in Round 2 losers play losers). Billy Sun Handicaps (half-value handicaps) can be selected from the Tournament menu.

5. For McMahon events, select the McMahon settings button. This enables setting for each McMahon section.

a) set the last player number for the section (this will have to be adjusted as players are registered, so make a final setting when registration is complete); the border between sections is marked with a blue line in the computer display

b) set the acceleration score

c) set whether games between players in the section are handicap (and progressive) or even

d) set the handicap adjustment when games are played between this section and the next: between the top even section and the next lower section even games are recommended (setting N = no handicap). Otherwise if the lower section is handicap then I recommend setting -1 = decrease normal handicap by 1 [to decrease the disadvantage to the higher section player relative to other players in that section].

6. Set the number of rounds.

7. It is highly recommended you allow the computer to set the colours, except perhaps in Round 1 where you may want to use nigiri for traditional reasons.

8. Set the Table sequence. If you have the game tables labelled it makes it easier for players to find their opponents. A setting of "A1" for example will result in the pairings labelled A1 (top board), A2 etc. on the draw slips and in the overhead display. For a second division you may wish to use "B1" or "A8" for example to start the sequence.

## Registration

Click the “register” button to start entering players into the draw. Where possible use the alphabetic list of players to locate a player; this will enter the player with preferred name and AGA membership number and at the recommended rank. It is strongly recommended that the AGA official rank be used unless there are strong reasons not to. Where doubt as to name or rank arises the “Edit/Search AGATHA” menu item can help in finding similar player names and also previous tournaments competed by the player.

Selection from the provided list will also use the AGA Rating to supply an automatic “seed”, which determines the order in which players appear in the draw (so the strongest player will be seeded number at the top of the draw). If you wish to change the seed order you can enter a small number – eg 0.1 – to move a player up or down the order: positive numbers move the player up, negative down. You can for example even move a 3 dan player below a 2 dan player with a seed less than -1.

When ready you can “Accept” the registration which will close the Registration panel, or “Accept and new player” to register the next player. The Registration panel, like other pop-up panels in the lower left corner of AGATHA, is modal, that is, no other action can be undertaken until this panel is completed (Accepted or Cancelled).

## Making the Draw

Before allowing AGATHA to make the draw, you may wish to manually set some pairing(s) (or the bye), for example to accommodate late players, or to withdraw a player — click on an empty result cell in the round column. Normally you will just click the “next round” button.

The entry will be of the form “2,,W” where the initial number is the opponent number, W is the colour (assuming set by AGATHA). It may be followed by an asterisk: this indicates a “bump”, where a player has been matched with an opponent from a different Swiss score group. Since this affects the SOS of players, AGATHA minimises the number of bumps incurred by each player. A bye is indicated by an entry of the form “2,b”, a withdrawn player “2,x” where in each case 2 is the player number. Game results for unfinished games are shown in red so it is easy to see the number of games yet to be finalised.

The handicap is not shown in the main table. However it is shown in the Result panel (and overhead display and printed draw slips and printed result sheet). Moreover it can be manually edited; AGATHA will only set a maximum of 9 stones but you can manually set it to a higher number!

There is a “randomise equal” checkbox. This refers to a pairing technicality about randomising the sort order of players in a Swiss group on the same score, SOS and SoDoS. Leave it to AGATHA to handle this (AGATHA randomises from the 3<sup>rd</sup> round onwards.)

There is a box for the “previous round” number. On occasion you may need to set this number if it gets out of sync due to wholesale editing resulting in removal of rounds but normally AGATHA will maintain this.

If you are using an projected display, the draw will be shown, showing the table number for each game and also handicap or komi. At this point you should also print out the draw slips and distribute them to the games tables.

## Entering results

The winning player has the responsibility to deliver the draw slip result, signed by the losing player, to the Tournament Director. Click on the result cell in the table to bring up the Results panel to select the game result; the corresponding result for the opponent will be automatically set.

A win is indicated by “+”, a loss by “-“, forfeit by “f”, win by forfeit “w”, withdrawal by “x”, bye by “b”, jigo by “=”, incomplete by “-” [dead game is not allowed for!].

At this point it is possible to change the colour, handicap or even opponent if the game has not been played as set though in the last case great care must be taken to keep the draw consistent.

If you are using a projected overhead display, the Draw page will be updated as you enter results: winners will be shown in blue, losing player in grey (jigo in purple). If the display is cycling or scrolling, it is possible the computer display will lose focus when you are entering the result; if this is a problem temporarily stop the display cycling.

When all results for the round are finalised, click on the “Positions” button to compute the positions at the end of this round. The overhead display Results page will be updated (a win shown with opponent number in blue), and you may print out the round result sheet. The next round cannot be drawn until the Positions have been calculated.

### **Displaying the draw, results and notices using an overhead projector**

To connect an overhead projector click the “Ext.” projection screen icon. A control panel will open.

The current tournament event will be selected for display. There is a “Notices” page, for example you might display the event timetable; a “Draw” page and a “Results” page which can be individually shown or hidden. You can display up to 5 events: to select another event for overhead display go to the event on the computer and select “display this event” (top right of window). You can manually drag and resize the displayed window, however it is better to use the left hand side of the floating display control panel to select the position of the display (projected, off, or on computer screen) and its scale (to fit to the screen); when shown on the computer screen it is shown at a smaller scale [on Ubuntu scaling at 50% or less does not handle fonts correctly].

The Draw and Results pages have a line for announcements (such as the time for the next round). You can set the display to cycle through selected pages (and scroll them if necessary). Use the arrows to force a particular page to display.

### **Displaying the draw, results and notices using a web page**

The AGA offers Tournament Directors a facility to display the Draw, Results and Notices on a web page for the event. This feature is basically intended for online tournaments, so also provides an area to list players’ online server nicknames. However the web page could also be used for physical tournaments so that players can check the Draw and Results on their own phone or tablet.

The Tournament Director should register the event with the AGA in advance, providing a title for the event, start and end dates and times (including timezone, for online events), and a name for the webpage. See <https://agatha.australiango.asn.au> for an example. Players can open the web page in their browser with a url such as <https://agatha.australiango.asn/myevent>. The TD will be supplied with a password to access the page. To link AGATHA to the web page, create a new event, and then click the “World” icon. After login authorisation, a control panel will open. The “Select” button will display a menu enabling you to link the AGATHA event with the online page.

Using the online control panel you can publish (ie display online) the Draw and Results in a similar way to the overhead projector display above. The user’s device will automatically update within 20 seconds of publication. You can set the Draw and Results to publish automatically when changes are made to the AGATHA tournament record.

There are also panels for editing the display of Notices, a Blog\* (typically short and perhaps ephemeral notes which are automatically added at the top of the Notices with a time stamp), and also a display of Player real names and online account names. \*The blog is only writable by the authorised TD, not by players.

## **Printing result slips and result sheets**

Click the printer icon to open the Print panel to select the printing page setup and to print draw slips and result sheets. Results can be displayed in order of the players' scores or by player number. The Draw slips will include Table numbers if the appropriate table sequence field on the event page is set up.

## **Making changes**

### *Changing a player name or deleting a player*

If you click on a player name in the main table the Registration panel will open and you can change the player name. You can also change the seed or rank, though this is inadvisable after games have been played [changing either may change the player numbers throughout the table; AGATHA will handle the details but it will confuse players]. Before games have been played, you can also delete a player from the draw (after games have been started, you should instead withdraw the player — see below).

### *Deleting a pairing*

After making a draw, you can delete a pairing by clicking on it: this will bring up the Results panel with an option to “delete pairing” — you can delete just the single entry or also the pairing for the opponent. Be careful not to create an inconsistent draw.

### *Withdrawing a player*

If a pairing has already been made for a player, it may be better (fairer for other players) to record that result as a forfeit then withdraw the player from the next round. Select a result cell for the player then “withdraw player”: this will set the results for all subsequent rounds for that player who will then be ignored by the Draw process.

### *Changing a result or pairing*

A result for an already completed round may be corrected although AGATHA will complain; but you will need to recompute the Positions for that round (set the “this round” box). The subsequent round draw, which would have been different, obviously cannot be corrected without replaying the round! Changing a pairing for a completed round is even more problematic, as it may result in players meeting more than once! Changing a result or pairing or result for the current incomplete round is not a problem as long as you are careful to make sure no players are paired twice.

### *Changing the draw for a whole round*

The draw for a whole round may be deleted: click on any result cell and then select “delete entries” and then “delete all entries for this round”. You will be given the choice to also delete subsequent rounds. Subsequent rounds and positions will then need to be reconstructed.

## **Miscellaneous**

- If AGATHA loses track of the Tournaments archive (perhaps the file has been moved) the list of events shown on the splash page may be empty. In this case you can open a Tournaments archive from the File menu; AGATHA will attempt to find the archive originally distributed with it in the zip file installed, but it is also possible to run more than one Tournaments archive file if you wish. Note that on a Macintosh, the distributed archive is stored in the same bundle as the application; the “open new archive” dialog will allow you to select this archive.

- Saving: it is not usually necessary to save your changes, AGATHA does a Save every 10 minutes (by default) and when the application quits. You can set the default auto-save time from the “File/set auto-save time” menu item. But if you are paranoid you can save the tournament results manually from the Files menu.

## **Command-Line scripting of tournament management (Remote Control)**

The Remote Control panel is accessed via AGA Admin. You will need the AGA Admin password. Note that Remote Control is only available on the Macintosh or Linux platforms. On opening the panel, AGATHA will check if a required shell script “agathaScript” has been installed in /usr/bin and also some auxiliary files; if not you can “Install CL setup”. On a Macintosh the extra LiveCode code files are installed in a directory <user’s home directory>Library/Scripts/Applications/AGATHA/. On Linux you must nominate a directory (which has execute permissions set). Make sure the checkbox “Command Line enabled” is checked.

Using shell scripting you can control all aspects of running a tournament: agathaScript will run any LiveCode script. A number of example LiveCode scripts are provided covering the most often used operations such as entering players, making a draw and entering results.

Click the “Show Help” button for detailed information.

## Part 2: Manual for AGA Administrators

*Tasks to be conducted regularly with the help of AGATHA:*

- input and maintenance of tournaments, and the player name database
- Ratings – calculation and upload
- Representative Points – calculation and upload (& selection of representatives for Committee approval)
- registration of new players and renewal from AGA shop notifications
- renewal of batch club memberships
- donations notifications
- AGAnews and AGAmembers mail lists maintenance
- database queries
- setting up an online tournament web page, and authorisation of its Tournament Director
- updating the Tournaments Digest display on the web site
- managing the archive of photos stored on the web site and the Photo Archive web access
- managing the In memoriam web feature for prominent Go players who have died
- printing AGA tags for lapel pin gifts
- possible future: member cards distribution

### Opening AGA Admin

On the AGATHA splash page, click “Open Admin”. This reveals a set of buttons allowing access to the Ratings, Rep Points, AGADOR, Remote Control\* sections of AGATHA. If you are updating the master copy of AGATHA for distribution/updating, be sure that you are opening the master copy of Admin, not the distribution copy — if necessary use the “File” menu to close Admin and then open the correct version. You can find out which Tournaments Archive and AGA Admin you are using by selecting the Help/Data status menu from AGATHA.

\*AGATHA Tournaments (when run on Mac or Linux) can also be managed using a command-line interface, and so scripted and run remotely. Currently scripts are run under the AGA Admin section of AGATHA, and thus require a password, which is available on request. See the Tournaments section for help on the command-line interface.

To use any of the Admin features such as accessing the name database, Ratings or Rep Points and Remote Control you will need an access password, available on request for approved users. Using the features of the AGADOR section, which include database queries, membership and mailing list management, the Photo Archive and In Memoriam web display management, and On-line Tournament setup, requires a further Admin password; only certain authorised AGA officers will be given this level of access. Consult the AGA Secretary-General.

## Updating the member database held by AGATHA

This is a basic operation which must be done periodically, in particular before *and* after tournaments, and whenever new members are created or memberships renewed.

The web site member database is of course the official list of members and their contact details, financial status and dates of payment of dues, and club membership. This is not to be confused with the AGATHA Names Database, which includes tournament data and tournament names used by players (it does not include contact details). Theoretically this list should be maintained on the web site directly, but the update process is not entirely trivial, I frankly don't see how it can be completely automated: construction of Standard Names is the major problem, together with incorporation of other data held by AGATHA, thus the need to use AGATHA as the admin app.

Registering of players at tournaments requires the TD's copy of AGATHA to have the most up-to-date membership list for seeding; and processing of new tournaments, Ratings and Rep Points tables need this table to be up to date. The master list is currently held in the copy of AGATHA held by the AGATHA-Master/Membership-Registrar; this list is uploaded to the website by a step using AGADOR ("AGA web update"); the website propagates it to each user copy of AGATHA when they click "Check for AGATHA update" from the splash page.

The Preferred Tournament Name, is often misunderstood by the user who may choose eg "John" which is no use at all for distinguishing them at multiple tournaments. The preferred form is "Firstname Familyname", although a player from Asia or Hungary may prefer the other order. Even then there is the distinct possibility of multiple players with the same Tournament name; and in any case for any particular tournament they may be registered under a quite different name (eg Asian name or variant spelling). AGATHA resolves this difficulty by assigning a unique "Standard Name" to each player which is used internally by AGATHA [this would normally remain fixed but sometimes a single player may end up being registered twice, or a new Standard name may have to be given to resolve a duplication problem for different players]. AGATHA maintains a cross-reference table of alternative tournament names for each player. Consult the entry or the AGATHA Membership database.

Step 1 is to ensure the "AGA Member List" held by AGATHA matches the web site database of members:

If you are on the splash page for AGATHA, click the "Open Admin" button as above. Click on the "AGA Members button. [You must be an authorised AGA official, and know the password to get past this step!]

The page opened shows two tables. Do not attempt to edit either manually! The top table show all the players listed by Standard Names. It is used to construct the menu used by TD's to register players in a tournament. It has a useful Find button and the table can be sorted by any column by clicking on the column header. Also do not forget the "Edit/Search AGATHA" feature for checking information stored in the Tournament archive and throughout AGA Admin.

The second table is the one we want. Click on the "Download update" button – of course you must be connected to the internet. This downloads the required data from the AGA website member mySQL database.

Next click "Update Name Database".

Step 2. You should now be looking at the Name Database page. The previous step adds any new members of the AGA to the list and updates some other info; it *also* runs the "Find new" process which looks through all the

tournaments in AGATHA for names it has not seen before, and adds them to the list. New names are listed at the top with an “index” of 0.

Look carefully at the index 0 names. Newly created members, and new names found in tournaments need to be compared carefully with existing entries to see if they belong to a pre-existing player – use the “Find” button to find all the possible variants (and Search AGATHA). If the name matches an existing entry: copy the existing Standard Name (3 columns, family name, western name and eastern name) into the index 0 entry. If the name does not match any existing entry: construct a Standard Name by filling in the 3 columns appropriately — family name, western name, eastern name. When editing take care to use tabs so that columns align correctly.

When all index 0 entries have been processed, hit “Index”; this will assign a unique index to each individual player, who may have many alternative tournament names. For each player, the (first) entry with a \*\* indicates the preferred tournament name, which will be used automatically when a TD uses the player menu to enter a player in a tournament. You can edit the \*\* manually. ).[nb the index, while unique, will change the next time the table is updated.]

Now hit “Update Player list” – this may take some time to update various AGATHA tables, including changing entries in Ratings or Rep Points if you needed to edit an existing Standard Name (eg if you found two entries with different index numbers but who are really the same person. It will auto-check for duplicate names and other possible errors, and finally return you to the Standard Names/AGA members page with a message saying all is well, or reporting an error. [Errors are rare, but if an error occurs, it is likely you may need to edit the Name Database, Rep Point or Ratings table manually, for example to amalgamate a duplicated entry, Sometimes errors or warnings about names will be listed below the Name Database table after updating the table; mostly these are benign and can be ignored (such as the tournament name not matching the player’s web page entry), but serious errors (such as a player apparently listed with two membership numbers) may have to be dealt with manually, even to the extent of changing the AGA player database which can be done in AGADOR but requires great care so as not to corrupt the data – check with the Webmaster if you are unsure how to manage a MySQL database!).

After updating the Name Database (and any other data such as tournaments, Ratings, Rep Points) you must update the copy on the web site, using AGADOR as explained below.

### **Entering a tournament into the master list of tournaments**

On completion of a tournament, the TD should send the .aga records to the AGATHA-Master. When a new tournament is created in AGATHA it is marked as a Local event; in order for it to be recognised as an official AGA tournament it must be entered into the master copy of AGATHA. When the AGADOR/AGA Website Update is performed, it will be marked as a Master, and uploaded to the web site for propagation to remote copies of AGATHA.

To enter a tournament from an .aga archive sent to you:

From the list of tournament, on the splash page, go to the latest tournament.  
From the File menu, select “Import from text”.

Check the data is consistent, eg the venue is entered, number of rounds is correct.

If the tournament is eligible for RepPoints, click the “RepPoints” button; you will probably have to select the correct rating for the tournament from the Tournament menu (eg State or National) as it is unlikely the TD will have done so (or maybe got it wrong); AGATHA will compute the correct multiplier from this

setting and the total dan rating according to our current RP rules. After processing, some players may have their RP in parentheses, indicating that AGATHA thinks they are not AGA members or are not financial and so not eligible [square brackets indicates Visitors, ignore them]. Here's where the fun begins:

For each such player: click on the player's name. This will open the Registration dialog as seen by the TD when he/she registered the player for the tournament. Click the "Find" button: this will force AGATHA to search for the correct player, with their membership number and financial status, from the standard names listed at the top of the Registration dialog – the TD may not have used that list and entered the name manually or used an out-of-date list. If the player can be found it may change the tournament preferred name to one used previously. If the player's name cannot be found, the player may still be in the list but the TD has entered an unfamiliar name: click the correct name for the player if you can find it. If not it is presumably a new player. "Find" will set the Financial status as known at this time (the TD was quite likely working from an out of date member list). If the Financial status is Not Financial with a - in front of the membership number, it is regarded as Set in Stone At This Time so that earlier tournaments won't be affected by later payment of dues. However you can override this by deleting the - (but only if you know the player should be regarded as Financial at the time the tournament was held). Do NOT change the rank of the player if the AGA listed rank differs from the TD entered rank, because that will change the actual tournament play records. When all players have been processed click RepPoints again: at this point you have correct names and financial status and RP points.

However for most tournaments there will be players who are either new or not paid up but who *do* qualify for membership and RP, because they have joined at the tournament, or are members of batch clubs and so are eligible. At this point you need to use AGADOR and the Batch Renewal and New Member Registration to bring their records up to date – see AGADOR below. After you have created new members or renewed membership, you need to go back to step 1 of downloading the AGA member list and updating the Name Database (so delay until you have processed all the players). Finally go back to the tournament and re-compute RP as above!!! If this all sounds too much, or you need information from the clubs to decide if a player is eligible for RP, you can leave the RP as is – you can come back to a tournament later to recompute RP, and then consequently update the RP table with back-dated info. (Although correcting RP from a previous year's tournament is tricky – see the section on RP later.)

When you finally have the event(s) in shape, and the AGA members and Name Database are completely up to date, then go to

1. The Ratings table. Click "Auto-update" to compute new Ratings for players in the event. You may be asked to make some decisions whether to accept the rank as entered by the TD or use the official AGA rank, if the two ratings differ by 2 stones or more. Please read the Ratings section below for help in making your decision. When you save the Ratings, AGATHA will update the files on the web site used to display the Ratings table on the web site [nb but it does not the files used to update other user's copies of AGATHA - for that see AGATHA Website Update below.]
2. Note that Auto-update will compute ratings from the last computation. If the event just imported into AGATHA has date earlier than the last computed one, it will be skipped by Auto-update. In this case you need to Initialise the installed Ratings archive to one saved at the beginning of the year, and then auto-update from there. It is therefore necessary to save a ratings archive at the end of each year! Computing from an empty archive (ie from the beginning of AGA events in 1991 will take a very long time and involve complication about deciding on rank changes – avoid at all costs. Also don't play around with "Advanced Controls"!!

3. The Rep Points table. Click update. This will recompute the RP table for all tournaments for the year. When you save the RepPoints, AGATHA will update the files on the web site used to display the RepPoints table on the web site [nb but it does not the files used to update other user's copies of AGATHA - for that see AGATHA Website Update below.]

Finally fire up AGADOR — see the next section to log in;

Go to the “AGA Website update” page and click, in order:

1. “Get data” then “Get update info” – these collate all changes that need to be made to the web database
2. “Update changes” – this updates each player's web page with their RP and Rating and creates/updates membership card PNG images for members. It takes some time.
3. AGA Website update – this marks all tournaments in AGATHA as master (official AGA) tournaments (actually it asks you!), uploads any changed tournament records, and the updated Name Database, Ratings table and RP table, for propagation to remote copies of AGATHA. It updates the files needed for the Tournament Digest web display if any events have changed (This can also be done manually using the relevant AGADOR page.) [For developers: It will also upload notification of a new version of AGATHA, if the version you are using is not the currently distributed version; you can skip this if you are not ready to upload a new AGATHA version.]
4. One further task is recommended. When computing the RepPoints for an event there will usually be some players who were AGA members but whose membership has lapsed. The earned RP will be in brackets, and not added to their total unless they renew (technically they are entitled to RP, but the practice has been to recalculate and award them if they renew within the calendar year — it is difficult to carry pending points into the new RP page). Go to “Batch email” in AGADOR. In the bottom section, select the “lapsed tournament players” template; edit it if you feel necessary, for example mentioning the tournament in question. In the query section above, select the query with TSELECTNUM in it. Hit Select – this will bring up a dialog asking for the tournament to use. What this does is to place a list of all the membership numbers for players in that tournament into the query. Hit Select again to query the database to find those in the list whose membership has expired. Review the list to see if any lines should be deleted (maybe you have sent a reminder to them already). Then hit “Send emails” at the bottom right of the screen which will construct the actual emails (you still have to actually send them in your email client app).

nb all tournament events and data tables in AGATHA have a timestamp indicating the time of the last change. This is used by AGADOR to decide if some data needs uploading to update the web copies, and by remote copies of AGATHA to decide if any data needs updating by downloading from the web.

### **Updating the Tournament Digest Results display on the web site**

From AGATHA 9.2, this is now done automatically when you use AGA Website update. This is the recommended method, since it also updates the files for updating other users' copies of AGATHA. However you can do a manual update using the Tournament Digest page in AGADOR. This can also be used to tweak the display (but only if you are familiar with html and css - careful!)

## Logging in to AGADOR

You must be an authorised Admin user. Click the “AGADOR” button on the AGATHA splash page. You will be asked to supply both your admin name and password. Consult the Secretary-General if you need access.

## Registering and updating member details when paid through the AGA (or manually); Donations

It is assumed that your Mail client has a filter to save a text version of AGA Shop notifications (sent by the AGA website Shop when a user purchases a subscription) or other method [I use a KeyBoard Maestro shortcut to copy the email content, and save as a text in a fixed location

In AGADOR (see logging in to AGADOR) go to the “Renewal/Donation” feature. Select the email notification I the list: the text will be parsed, and if it appears to be a subscription will fill in details in the left hand panel. If it appears to be a Donation, then the Donation tab will be activated. If the player can be found among existing members ( from a membership number supplied or from the player’s name) and (if you are currently logged in to the database) will fill in the server known details. If the player cannot be found it may be a new subscription. But first check the Search AGATHA feature to try to ensure it is not an existing player under an unfamiliar name – update username if or membership number or name and then click “Find player” to get the server data again.

Check the details to be updated. Fix the address so as to fit into the available lines if necessary. Be careful not to renew a subscription twice. “Process” will then update the subscription, address and other details as necessary, including creating a new membership and updating the Mail distribution lists. If checked, a “thank you” or “welcome” email will be constructed in the Drafts mail box.

## Using the Batch Renewal feature of AGADOR to update a batch club membership

[Since the change to free membership this section is out of date, but the feature can still be used for bulk membership registration]

Each batch club is supposed to send to the Membership Registrar a list with their current members early in the year, and may send updates from time to time. Batch Renewal can use such a list to automate the process of renewing memberships, creating new members and updating AGA database information. It can also be used for processing membership data for lists obtained in other ways, for example, players in a tournament, club members, output from a database query, or typed in directly.

1. The list supplied is usually an Excel spreadsheet. Use Excel to export it as a tab-delimited text file.
2. Go to AGADOR, log in, and click “Batch Renewal”
3. Set the Club field from the drop-down menu at top-right. Note Batch clubs are different from ordinary clubs: Batch clubs have an alphabetic designator such as SGC, SU, QGS, SKBA, VIC, whereas ordinary clubs have an integer id. Also note the membership of eg the Sydney club id 10 is *not* the same as for the batch Sydney club SGC: only the batch club membership for SGC records actually AGA paid up or expired members. Players may have indicated they are members of the Sydney Club, or been assigned to that club, but their membership is generally not kept up to date. In the case of the Queensland Go Society QGS, which covers a number of clubs, members of the individual clubs may choose not to pay the AGA dues under the batch club QGS umbrella.

NB In Sydney and Queensland there are a number of players who belong to more than one club, and even more than one batch club. In the members table, the “club” field only allows one club code; however this can be code 2 which signifies multiple clubs. In this case the clubs table should be queried. The batch club field in the members table can have a multiple entry such as “SGS,QGS”.

Note that individual Club membership is useful data, but is not related directly to AGA membership, except through batch club registration and renewals.

4. Set the “effective date” for the renewal. This will be normally be July 1 of the current year: 20xx-07-01. On occasion it is useful to set this to some other date for particular players, for example to backdate a renewal date for a player inadvertently renewed for 2 years [this can happen if the web site button is clicked twice, or a new membership is created using AGADOR which dates the start to after the current financial year – a hangover from the previous situation where memberships ran for a calendar year from the initial date; see below for how to watch for this and correct it. Also the Effective Date is auto-set to the date of the tournament if you load a tournament player list].
5. Clear the list of players. The buttons for loading new information *add* the players at the end of the currently displayed list (for example you might want to compare the supplied list with the current data by adding from a club).
6. For a batch club member list, click the “Add players from a file” button. A dialog box will appear member list enabling you to set information so that AGADOR can parse the list. First set the number of header rows which will be skipped. Then the column numbers where each item appears, for example Family name, given names, email address etc. Leave a box blank if the item type is not listed (eg membership number). If information is given of a type not noted, you can set that column as a “Comment”. Hit “Load”
7. The information in the list will be presented; not all columns are visible for space reasons. The name columns will be in the form “\*Smith, John”, the \* indicating AGADOR thinks this is probably the standard name (players given by AGA membership number of AGA web site username are more positively identified, so you should encourage Batch club secretaries to supply those columns if possible: to make it easier for them to do so, send a report of the registration back to the batch club when you are done).
8. After reviewing the presented list, hit “Get server data”. This will load information from the AGA web database, filling in membership numbers, standard names, expiry dates etc. For those players it cannot recognise, the line will be left as is: these are probably players who need to be registered as new AGA members, but could be existing AGA members under a different name. It also fills in (in red) a code for what AGADOR will do if you hit the “Perform actions” button.
9. Take great care to ensure that the proposed action ere what you want, particularly whether action 1 = set the effective date as given, or 2 = renew for another year, is what you want. You can edit the list as follows

A line can be selected for deletion (or copying) using Option-click; Shift-click to select multiple lines

Click on an unrecognised name to create a new AGA member: you will be taken to the Register new member page of AGADOR with most information filled in. Be careful not to duplicate an exiting membership [using the Search AGATHA menu item can help]. After registration, click the “return to batch renewal” to get back.

After registering all such players, click “Get Server data” again: at this point the proposed action may be “2” when you probably want “1” – edit as in the next paragraph.

Click on any other line to bring up an editing dialog, where you can change the player name etc, whether to update emails etc, or set the desired AGA membership and club membership action. At this point you can also set actions such as “Add all players to the club”, “Set all to action 1”

10. When you are sure all actions are correct, “Perform actions”
11. Hitting “Get server data” again should show all actions as “0”
12. All done? Update the AGATHA members database.

### **Using the Query feature of AGADOR**

Use this feature to construct an sql query for the AGA web database. If you know about sql this feature will be pretty self-explanatory (if not experiment, you can’t damage the db with anything you do here – as opposed to the Database Controller page, where you certainly can do damage). The major difficulty with queries is getting the syntax right; here instead of typing the query you construct it by clicking on field names. If nevertheless you get a syntax error it is almost certainly just a repeated comma.

Some common queries are given as templates. The History popup saves a list of recent queries.

Use the Database Controller page to examine the structure of all the tables in the database, and to do more dangerous things like inserting and deleting and updating data ,and even modifying the tables themselves. Because of the complex interactions between the data, files and the different features of AGATHA, be very careful that you understand what you are doing if you modify tables! If you do find you have lost data, the host server ISP will have backups of the mysql database within 24 hours of your disaster (hopefully) You should make sure there is a recent backup of the whole site of course.

## Using the Honour Roll feature of AGADOR

Use this page to update the Honour Roll entries displayed on the AGA web site. *These entries should be updated in a timely fashion — when a new AGA champion is crowned, international tournament representative is selected, new Committee members are elected etc.*

The large field summarises the entries in the various Honour Rolls, as currently stored in AGADOR (as opposed to the *actual* entries on the server). If you have installed a new version of AGATHA, or someone else may have edited the Honour Rolls, or you want to cancel your proposed changes, or you are just paranoid (a good idea before you start making your own changes) click the "Sync from db" button to ensure you are seeing the actual entries. Note that the In Memoriam honour roll is managed by a separate tab on this page.

You can: select an existing entry to edit its contents; add a new entry; delete a selected entry.

Follow the existing entry formats as a guide. The drop down menu for Title offers some standard choices, though you can make up your own. The Category and Subcategory fields determine which Honour Roll is updated — Official/1 (for President), tournament/Nationals, tournament/WAGC etc. If a new Honour Roll is created, you can use its Category and subcategory. [Creating a new Honour Roll would involve changing the Word Press Knowledge Base, and also the LiveCodeServer script mentioned below if it is to be managed here.]

If you make any change, the "modified" column will show "true" for the edited line. Click "Upload changes" to confirm the changes, updating the database entries on the server (which will result in the Honour Roll web pages being reconstructed using a LiveCodeServer script [checkAck.lc](#) on the server the next time *cron* is run, around midnight local server time, so you may not see the changes reflected until the next day - and beware browser caching).

[Note for developers: the [checkAck.lc](#) script does a number of updates as necessary when *cron* is run each night: it updates the lists of Sustaining and Life members and Sponsors, sends the reminder emails to members when renewal time will happen soon or has past, and manages the mailing list for expiry, as well as the various honour rolls. It is critical any changes to this script be checked thoroughly for errors before installation.]

[The Honour Roll data is stored in the "honour\_roll" table of the mysql server database. It can be edited directly using the Database Controller page (or a third party mysql editor of course). This page however makes sure that the critical Category and Subcategory entries match with the values expected by [checkAck.lc](#)]

## Using the In Memoriam feature of AGADOR

Use this page to construct and edit webpage tributes to deceased persons who have made a significant contribution to Go in Australia.

The format of the tribute is

- the page title “Vale”  
optionally, but preferably, a head shot or other photo of the person  
the persons name and dates of birth and death [as far as is known]  
[optional, but preferable, long or short] an obituary detailing the Go life of the person  
any number of photos of the person in a Go related setting

The web pages are not individual files on the server, but are constructed on-the-fly by a server script [inmemoriam.lc](#) which puts together data from the database entry in the “inmemoriam” table and photos in ./files/Photos. This page controls the database table and photos used.

On the left is a list of the current tributes, as known to AGATHA. If this list could be out of date [you have installed a new version of AGATHA, or another Admin has made changes] or you want to cancel any opening changes you have made to the local copy but not yet committed, click the “Sync from db” button, always a good idea to start.

To edit an existing entry, click it in this list. To make a new entry, click the “Add item” button. To delete an entry, select it and then click “Delete selected entry” (once committed — see below, this cannot be undone from AGADOR, it would need a database backup).

For the date entries, use format yyyy-mm-dd; if the year but not the exact date is known use 00 for the month or day. If the year dob is unknown leave the entry blank. The obituary can contain unicode characters such as Chinese characters etc. The only thing to note is that in order to avoid some tricky problems with quotes, apostrophes, line ending (return) and tab characters in the uploading process, these are *internally* changed to <quote>, <apos>, <return> and <tab>. This will not affect what you see or edit here, or what the user sees on the web, but it does mean that if you do a database search query you won’t find apostrophes for example.

To add photos to the tribute, you can use an existing photo in the files/Photos server directory, or you can drop a photo onto the “Drop photo here” box. The formats accepted are jpg, jpeg, png, gif and tiff [not currently pdf, HEAC or HEAF]. To use an existing photo, edit the “photos” field to add a line

./<directory path>/<filename> here the ./ stands for <website root directory>/files/Photos/

If you drag and drop a local photo, its file path will be (temporarily) shown in the photos field list; the suggested directory location on the server will be ./inmemoriam. *This photo will not be in the Photos database and so will not be shown in the Photos Archive; use the Photos Manager page to change this.*

Below the list thumbnails of the photos will be shown (if they actually exist!). Only the first two thumbnails are shown, but you can scroll using the arrow (chevron) buttons. The first photo goes at the top of the tribute page above the name title and obituary, the others below the obituary. To change the order, edit the photos field list.

**It is important** to note that if you make any changes to the AGADOR entry, they are not yet committed to the server. Changes are reflected in the people list — a preceding I indicates a new entry, a D indicates an entry which is to be deleted, a U that the existing entry has been changed. Click the “update” button to actually makes the changes, uploading local photos and updating the inMemoriam database table.

[The In Memoriam data is stored in the “inMemoriam” table of the mysql server database. It can be edited manually using the Database Controller page (or a third party mysql editor), advisable only if corrupted data is an issue.]

## Using the Photos Manager feature of AGADOR

Use this page to manage the collection of photos stored on the server in <website root directory>/files/Photos, their mysql database entries in the “photos” table, and the Photos Archive web page.

This page has two tabs, one to make queries on the database, and the other to manage the actual files and their links to the database and also prepare the photos for display in the AGA web site Photos Archive.

### *Manage Files*

This is perhaps the most complex page in AGADOR. Top left is the drop box for drag-and-drop of photos, and folders of photos, to be uploaded to the server. More on that later.

Next is the list of directories within <website root directory>/files/Photos/ on the server. Click the Refresh button to ensure this list matches the actual server list. This can be a little slow.

The directory entries are indented by enclosing folder. They start with ./ indicating the above Photos directory. Directories starting with . such as .Slides are not visible to the Photos archive; they are used for the Slides and Thumbnails small versions of the main photos, for private photos etc.

Using the buttons below this field you can

- Delete a directory — extreme care, this will delete all the photos in it *and* all subdirectories; make sure you have listed all the photos first to ensure they are not needed (and not required by InMemoriam); basically only use it if you are sure there are no photos in any subdirectory
- Move or rename a directory. This will take care of creating any sub-directories in the path you nominate, and updating the database entries for the enclosed photos. You cannot rename to an existing directory.

Click on a directory to see the photos the selected directory contains in the next list; if the directory appear to be empty, the photos may all be contained within subdirectories — check the “recurse” box to list photos in all subdirectories. This can be quite slow as it gathers various bits of information. The list of photos displayed is also filtered by the radio button selection below the list: “None” for listing all, or you can list only those either linked to a database entry or not, or if they have a particular flag set in the database (see below). [If the Option/Alt key is held down when this button is pressed, the database will be updated with various bits of image metadata, including a “signature” checksum which can be used to identify duplicated or misplaced images.]

The photos listing entries start with the database index (or 0 if not yet listed in the database), the filename, then a true/false indication if the photo has been prepared for the AGA Photo Archive; it also has some invisible values used internally. Select a photo entry to see lots of information about the photo below.

Below the photos list are buttons to

- Delete the selected photo: this will also delete the linked database entry, and the prepared Slide and Thumbnail entries if any. If a non-image file appears it can be deleted.
- Move all files: this will move all the photos to a different directory, adding them to an existing directory or creating a new one (including sub-directories), and updating the database appropriately (not fast). It will not overwrite files with the same filename in the target directory. To move a single file, select it and edit below.
- Auto-add to db: this will create database entries (in the “photos” table) for all photos which are not yet in the db. A dialog is presented where you can provide general metadata entries such the event and location for the photos. For the event try to give a full description useful for people searching in keywords.

The list can be sorted by clicking on the legend “db# =filename ...”

There is a button to show/hide a view of the photo in a separate window.

The information presented for a selected photo includes

- internal metadata about the photo: filesize in bytes, file creation date, image size in pixels, photo date if recorded by the capturing device, a checksum which (essentially) uniquely identifies the image, and then a lot of EXIF image data which may include the GPS data where the photo was taken. If there is GPS data, the green “GPS” button will display/hide it. [The GPS location is stripped for privacy purposes if the photo has passed through Google Drive, YouTube etc. It is stripped from the slides which appear in AGA Photo Archive, but not when uploading photos. Since the original can be accessed from the AGA Photo Archive by the public and by web spiders you may consider doing this before uploading the original. There is also a special option in “prep slides” — see below — which can do this.]

- fields for the database metadata making up the “archive”.

Fields which are greyed are not editable; these include the database id, a timestamp of the last edit etc; see below for the “flag” field.

The first two fields, bordered by red, for danger, are the file directory and its name: if you change these, the file itself will be moved/renamed, as well as updating the photo’s database entry. Be careful not to move a photo used in the In Memoriam feature. The other fields only change the database entry for the photo.

Please enter a meaningful event name, if applicable, a location, the source of the photo, and a description of the contents, identifying as many people whose faces are visible as you can. Remember that the AGA Photo Archive can be keyword searched for the photo date, event, location and description. If the photo date is not recorded in the original metadata, try to give at least a year (2001-00-00). A title is appropriate for some photos, but not for all, and is not searched for keywords in the AGA Photo Archive. If you make any changes a confirmation button appears to enable uploading the changes to the server. Please read the info/warnings attached.

**Important:** photos added to the database do not automatically have slides prepared suitable for displaying in the AGA Photo Archive. This is where the “prep slides” button is used. Although this could be automated some manual intervention is often needed so I have kept this as a separate action.

**Preparing slides** In order for the AGA Photos Archive to be fast, it needs versions of the photos with smaller pixel dimensions and file size, preferably below 90KB. The “prep slides” buttons does this and more:

- you may process just a single selected photo, or all the listed photos
- it will by default produce both slides and even smaller thumbnails (for possible future use)
- the default is to produce slides with maximum width/height 800 pixels (which will fit most displays)

at a jpeg quality of 60% (which surprisingly in most cases doesn’t degrade the image unless you look closely, and enables surprisingly small file size), with no rotation. However for large original photos you can produce an excellent smaller footprint version by using the *original* pixel dimensions and quality 95%

- you can set a rotation, usually 90, 180 or -90. Sometimes a photo which has been captured on a rotated camera and possibly passed through some viewing software looks correct in the original, but produces a rotated slide when profile stripped by ImageMagick; this feature enables adjustment for this.

- the “profile” metadata, including GPS information is stripped
- the default is to not enlarge to 800pixel side if the original is smaller; unlikely you want to change this
- you can skip already processed photos
- the default action is to create slides and thumbnails which are saved in `./Slides/dbxxx.jpg` and `./Thumbnails/dbxxx.jpg` if the database id is xxx. You may choose to create a modified version of an original, with custom pixel dimensions. It will be saved in an invisible directory `./Special`, from where it can be renamed and moved as needed.

The AGATHAlog stack shows the results of processing, with errors or overly large slides in red; the latter might be reprocessed using say 50% quality if the file size is excessive.

## Uploading photos

The final feature of this page to be explained is the drag-and drop box where you can drop a bunch of photos or a folder of photos. The image formats accepted are jpg, jpeg, png, and gif. Not tiff, pdf, HEAF HEAC or movies at this time. [HEAC/HEAF, the new Apple standard, can be converted to jpg by opening in Preview] For Intellectual Property reasons you may consider not uploading the original full resolution photos, including as discussed above the GPS location. Another even more cogent reason may be to avoid huge file as produced by some modern cameras, 12MB eg, as these may cause indigestion (ie slow loading) on the web, and also large slides, for the same reason. Smaller file size versions (around 1 or 2MB max usually) with indistinguishable web display quality can be exported with common image display software, and even by the “prep slides” button.

When you drop photos a dialog appears where you can add database information. Click the ? button for information about this; please read this! If you drop a number of photos, the processing can be *very* slow — please wait for the :”Done” dialog to appear if you think AGATHA has hung or crashed!

## *Query Database*

Click the tab switch at the top of the page to access this pane of the Photos Manager

Here you can make queries of database, including searching for duplicates (which may have different names but with the same checksum).

You can also use it to update database entries in bulk. Changing the filename or directory entries however will not change the actual photo files, so database links will be broken.

If the search query includes the id, filename and directory, then select a line of the output, then hit “View” will take you to the Manage Files tab with that photo selected - a quick to way access and view particular photos.

A further useful feature is to use UPDATE to set the flag field in the database for a selection of photos. Then go to the Manage Files tab and use the Filter and flag button & field to list only those photos whose flags matches the nominated flag value.

You can also search for orphaned photos which have lost their connection to the database

## Mail lists manager

The website has some bulk mailing lists, in particular

AGACommittee      AGAmembers      AGAnews      AGAspecialevents

Obviously the first must be updated when the Committee changes. It is a closed list, only for communication between Committee members.

AGAmembers is the officially required (as Incorporated body) contact list only used for official notices such as Meetings, Agendas. Members cannot unsubscribe; only financial members so needs maintenance

AGAnews is for general news of interest to members. Members can unsubscribe; only for financial members.

AGAspecialevents is for notices about special events such as online lessons; subscription to this list is restricted to Sustaining, Life and Honorary AGA members.

There is also the Committee bulk. This must be update *\*only\** using the manual editor panel. Do. To use Refresh which will add all members to the list!!!

The mail lists are automatically updated when a new member is registered or an existing member is renewed by the “Renewal/Donation” button, the Register New Member page, or “Batch renewal”, and by the server cron job when a membership expires.

However there are still cases when this Manager needs to be used manually. If a user unsubscribes, the email address must be added to the “Do Not Add” list; and if a member shares his/her email address with another member, automatic changes to one will change both, which will need correction. Finally it is wise to use the Refresh and Get Data buttons occasionally to keep the local data in sync and make sure the auto processes have actually worked, since the mail list app seems pretty flaky!

Note that when a member becomes unfinancial, he/she is not unsubscribed from the mailing lists, but is marked as “no mail”.

## **Membership cards**

Membership cards can be printed to individual pdf files, suitable for attaching to emails, from the “Batch email – memcards” button. You need only enter the membership number in column 3 of the member list.

The “Renewal” features offers the option to create a membership card when it generates the “thank you” email; this can then be attached to the email — I recommend placing it on the second para below the greeting.

Membership cards can also be printed in batches of 10 (on A4 size paper) or 4 (postcard size) from the “Print tags/membership cards” button. Tags are small AGA logo strips for attaching to small gifts such as AGA badges.

## Online tournament pages and authorisation of Admins and Tournament Directors

Version 8 of AGATHA introduced an AGADOR page to manage these processes.

When a TD request an AGA Online Tournament page be created:

1. Go to the Online tournaments page of AGADOR
2. Add the TD to the authorised online users, and advise the TD of his/her password
3. Create the tournament; advise the TD of the (unchangeable) web site url. Add tournament ids for related tournaments (eg other divisions). Other aspects of the tournament web page can be edited by the TD.

A new Admin user (giving full access to AGADOR) can be authorised/de-authorised on this page. Care!

Note that the web page is created for the event, but an event is not created in the AGATHA archive. This must be done by the TD, and then linked to the web page.

The list of all online tournaments is at <https://tournaments.australiango.asn.au> [Actually pages with names starting "Test" are not listed as they are not public] Individual pages are at <https://tournaments.asutraliango.asn/<eventname>>

## Part 3: Manual for AGATHA Programming

You will need a licensed copy of LiveCode and LiveCodeServer. We have a licence in the name of [VicePresident@australiango.asn.au](mailto:VicePresident@australiango.asn.au) covering the Pro version for 3 platforms (Mac, Windows, Linux) + Server, for the princely sum of US\$110 per year (normally this costs more than US\$1500 pa. This concession is in place as long as the licence is maintained. [I have been paying the licence fee - I use LC for my own stuff - but the arrangement should stand when I pass on the baton. NS]

There are tutorials online for learning LC. Once you are use to it you will find it a very easy to use but very powerful; the hardest part his learning what commands are available. The LC Users Forum is extremely helpful whenever you get stuck.

Launch LiveCode, open AGATHA9.livecode. From the splash page open the Admin and AGADOR stacks, click the palette to go from user mode to coding mode, and you are away. Because LC is interpretive code you get immediate feedback of any changes to code, so experimentation is really easy (and a lot of fun). Be sure to make a frequent backups!

1. Ensure that the Tournaments.ags8 stack and AGA Admin.agaadmin stack installed are the Golden Master versions not the distribution versions
2. Before compiling, on the splash page, hit the “before compiling” button . This will allow you to set version number, and do other cleaning up stuff. It will make a copy of the Tournament archive stack as .ags8.rev, which is how AGATHA recognises a new version is being installed on the user’s computer.

When the standalone apps are compiled, a “PostProcess” dialog will open. Hitting “Process” will:  
Zip all 4 platform bundles.  
Upload the standalone zipped files to the website, and the source files  
Update the currentVersion number file, so that the download links are correctly described  
For this to work the file locations on your computer as well as on the site must be set in the dialog.

### LiveCode Server

As of AGATHA8, part of AGATHA code now resides on the AGA server (for account credentials see the webmaster) using LiveCode Server which is a replacement for php and which integrates very easily with the client LiveCode app.

A major reason for using LiveCodeServer is to act as an intermediary between AGATHA queries to the database and the mysql database. For security purposes wherever AGATHA uses password verification or a database or mailing list access, the LiveCode Server scripts act as middleware so that no passwords need be stored in AGATHA or be sent in the clear over the web which was previously the case.

LiveCodeServer is easier to use the php, currently more secure, and furthermore makes it easy to create web pages. Most AGA pages not part of WordPress are actually .lc files rather than.php or .html although this is mostly invisible to the user. For the interactive pages you will need to know some javascript.

Debugging lserver scripts can be problematic since you will probably be writing them in an editor such as BBEdit, (which doesn’t show syntax errors like the LC editor), uploading to the website using a utility such as CyberDuck and executing the script there, only to find it doesn’t run. A syntax error anywhere will cause the whole script to fail. A tip is to copy the script into AGADOR using the DEV:local lc backup page and testing there.

## Note on password changes, website root directory and ISP host change

The webmaster should take note that if *password changes* are made to the mail distribution list, the database, or to aga\_agatha access then *the corresponding changes must be made to* configLibrary.livescript and configLibrary2.livecodescript in dh\_aga and aga\_agatha – just edit the appropriate lines at the top of the script in a text editor, no LiveCode knowledge needed.

Otherwise even if the site is moved to another host as long as the file structure matches (the name of the website root directory, currently *alternate.australian.asn.au* for historical reasons, also should not matter, but the relative location of scripts — those in the web root and those on level above — and photos in webroot/files/Photos for example does matter) then I expect everything should just work...

EXCEPT

### **cron**

The cron jobs folder, for historical reasons, resides in the website root directory not in its usual home (that is, ~!). Currently cron runs two jobs, both having some hardwired directory locations:

*scheduledTasks.php*: this is essentially the original check nightly for membership expiry. It could be, but hasn't been, updated to a LiveCodeServer script. It has been updated to check for different kinds of membership, to modify the mail list to set “no mail” for expired members (via an lc script *setNoMail.lc*), and to make relevant changes to the emails it send out as the membership structure changed. These email texts, and the hardwired file paths (including those in *setNoMail*, which is also used from AGATHA) may need attention. Unfortunately they are scattered throughout the script instead of being in a local variable. Sloppy, and while not my original code, I have not got around to cleaning it.

*checkAck.lc*: this nightly updates various website features, such as the Sustaining members and Honours lists etc responding to triggers from AGATHA (when a change is made using AGADOR, the file date of a relevant file is changed). The first line is host dependent (the location of the executable livecode server). Otherwise I think it is host/location independent, but addition/deletion/changes to the website features of course will require editing this file.

### **Livecode Server**

Installing a new version of LiveCodeServer is just a matter of replacing the old one, but make sure the name is the same [originally this was *livecode-community-server.cgi*, now *livecode-server-pro.cgi*.] Note the .cgi extension. There is a *launchlivecodeserver.cgi* also: this is used when apache launches .lc scripts, it is just a wrapper which ensures that utf-8 encoding is used everywhere in the website. This and a few other scripts have the name of the livecodeserver executable hardwired: notably *scheduledtasks.php* and *checkAck.lc*

## Appendix: The database - brief description

The MySQL database on the website has the following tables

agaadminusers	persons authorised to use AGADO, and Online Tournament Directors
agathaData	data such as Ratings Rep Points etc for online updating AGATHA
clubmembers	clubs and their members; data is not necessarily accurate or up to date
clubs	list of AGA clubs, cross-referenced to club_id
donors	individual and club donation to the AGA, with dates for acknowledgement
events	tournament records for online updating AGATHA
globals	current year and next membership to use.
honour_roll	international tournament representatives and AGA officials
members	AGA members
membership_types	list of membership types names cross-referenced to membership_type_id
onlineTournaments	online tournaments and authorised TD
inMemoriam	honour roll of deceased members, with obituary and links to photos
photos	database of the AGA photos archive, with searchable metadata
pending	no longer used (was persons who had registered but not yet paid dues)
reset	no longer used (was for resetting password for member login to member page)
states	names of Australian states cross-referenced to state_id
LGA	local government areas and postcodes (used for grouping players geog.)
audit_trail	all db changes caused by AGATHA are recorded here with user and a reference this could be culled periodically as it can get very large

The fields and data for these tables can be displayed using the “Database Controller” page of AGADOR. Please familiarise yourself with the fields for the basic tables “members” and “clubs” before using AGADOR to manipulate data manually. The Photo Manager and Honour Roll/InMemoriam pages can handle database relevant queries and updates.

After a database restore, there may be versions of these tables with a date prepended or appended, being the versions before restore. This may be temporarily useful for checking the previous data or even undoing the restore but remember at least one these table was probably corrupted if you needed to do a restore!

An offline backup of the database (and indeed the website and user accounts) should be done regularly. WordPress offers it own backup, which is good for restoring the WP data, but this does not include the mysql database or user accounts.

### *What to do if the database becomes corrupted*

It is possible to corrupt a database table using the AGAGOR Database Controller feature (or of course manually changing the db in other ways). eg I once caused corruption with a query

```
UPDATE members SET blah="foo" WHERE membership_num LIKE 24-007 [missing quotes]
```

this set blah for a whole slew of records where membership\_num was 17-\*\*\*

1. Don't panic
2. Use the audit\_trail table to find the timestamp of the query that caused the corruption
3. Go to the Dreamhost mysql panel to restore the database to a previous time  
you only need to restore the bad tables  
set the restored tables to name table\_\_timestamp
4. identify the bad entries in the original and their correct values in the restored table,  
and the missing entries in the restored table
5. enter the missing entries in the restored table, or fix the original
6. DROP the original table and RENAME the restored table , or vv as required