

AGATHA® Manual

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

For AGATHA version 7.2.2 and later

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AGATHA is a software application written by Neville Smythe for managing Go tournaments, including 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.ags7 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-Sos-Sodos is normal, except for Accelerated or McMahon, in which case Accelerated score-SOS-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. No tie-breaking method is ideal but most tournaments use this 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 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 3rd 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

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.

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.

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 [at least one version of AGATHA under at least one version of Windows 10 took 10 seconds or more to Save, which is why the option to set the auto-save time can be deferred or set].

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 then 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 Paypal notifications
- renewal of batch club memberships
- AGAnews and AGAmembers mail lists maintenance
- database queries
- 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.

*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 or Remote Control you will need the Admin password. To use AGADOR, which is the control access to the on-line mysql member database, you will need a further login password. 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. ~~There may be spoof names: people who register on the AGA web site but are not real players. Those lines can be deleted. Some real people register but are never seen at tournaments, and never pay the dues. Leave those in the database for now, they may turn up, but you may want to prune the list at some later point.~~ [deleted – it is no longer possible for random people to register on the website.] 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 Web 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 paid 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. You can print out the new table for sending to the Webmaster.
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”!
2. The Rep Points table. Click update. This will recompute the RP table for all tournaments for the year. You can print out the new table for sending to the Webmaster.

Finally fire up AGADOR, go to the “AGA web 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. “Upload AGATHAdata” – this marks all tournaments in AGATHA as master (official AGA) tournaments, uploads any changed tournament records, and the updated Name Database, Ratings table and RP table, for propagation to remote copies of AGATHA. [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.]

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.

Logging in to AGADOR

You must be connected to the internet. Click the “AGADOR” button on the AGATHA splash page. You will be asked to supply both an account name and password. Consult the Secretary-General if you need access.

Registering and updating member details when paid through PayPal

It is assumed that your Mail client has a filter to save a text version of woocommerce notifications (sent by the AGA website Shop when a user purchases a subscription).

In AGADOR (see logging in to AGADOR) go to the PayPal Registration 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 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. 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

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 Currently the web database can assign only 1 ordinary club to a player (as well as 1 batch club). In Sydney and Queensland there are a number of players who belong to more than one club. At some point the db will be expanded to allow multiple club memberships. Club membership is useful data, but is not related directly to AGA membership.

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.

Mail lists manager

The website has some bulk mailing lists, in particular

AGACommittee AGAmembers AGAnews

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.

New members created by PayPal or the Register New Member pages will be subscribed to these lists (version 7.3.5). However updating these lists for batch membership and expiration of members is trickier (because members may unsubscribe and request not to be added to the AGAnews list. So after updating memberships, the last two lists should be updated. This is semi-automated by the MailManager AGADOR page (button clicks will update the info to be changed, and then after manual checking upload the changes). NB. This feature requires two scripts mailman.Subscribe.sh and mailman.Unsubscribe.sh to be installed in /usr/local/bin (Mac and Linux only); see the Developer Notes below for these scripts.

The list AustralianPlayers is obsolete and should be ignored.

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 “PayPal renewal” feature offers the option to create a membership card when it generates the “thank you” email.

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.

Passwords

AGATHA requires passwords to access the website in a few places (they are encrypted of course). If these passwords are changed then AGATHA needs to know: there is a button on the AGADOR login page to enable this (version 7.3.5).

Part 3: Manual for AGATHA Programming

AGATHA is compiled using LiveCode, v 9 or later.

1. Ensure that the Tournaments.ags7 stack and AGA Admin.agaadmin stack installed are the Golden Master versions not the distribution versions
2. Before compiling, set the new version numbers in the Mac and Windows version info, and the app names for Mac, Windows and Linux.
3. On the splash page, hit the “before compiling” button and set versions. This will make a copy of the Tournament archive stack as .ags7.rev, which is how AGATHA recognises a new version is being installed on the user’s computer.
4. Zip all 4 platform bundles.
5. Use Fetch or CyberDuck to upload to `sftp://australiango.asn.au /files/AGATHA/currentversion`
6. Update the first line of the file “currentVersionNumber.txt” to the new version number
7. Upload source files as well.
8. In AGADOR/website update hit the Agatha update button to announce the new version.

mailman.Subscribe.sh and mailman.Unsubscribe.sh to be installed in /usr/local/bin (Mac and Linux only):

```
cat mailmanSubscribe.sh
#!/bin/bash
```

```
domain='australianGo.asn.au'
list=$1
password=$2
mem=$3
```

```
curl -L -X POST 'http://lists.'$domain'/admin.cgi/'$list'/members/add?
subscribe_or_invitation_to_list_owner=0&subscribers='$mem'&adminpw='$password'
```

```
cat mailmanUnSubscribe.sh
#!/bin/bash
```

```
domain='australianGo.asn.au'
list=$1
password=$2
mem=$3
```

```
curl -L -X POST 'http://lists.'$domain'/admin.cgi/'$list'/members/remove?
send_unsub_ack_to_this_batch=0&send_unsub_notifications_to_list_owner=0&un
subscribers='$mem'&adminpw='$password'
```