Condes

User's Guide

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Condes

Software for course planning

www.condes.net

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Introduction to Condes 10

Welcome to Condes!

Welcome to course planning with Condes! This page gives you a brief introduction. Please have a look at the possibilities, and then continue with How to get a quick start and Introduction to on-screen course planning.

You can press F1 to get "context sensitive" help relevant to where you are in Condes.

Course planning with Condes

Condes is a graphical editor that lets you draw your courses on top of a map shown on the screen. Condes helps with the tedious tasks. The program keeps track of controls and courses, and it prints the courses and maps as well as creates PDF and EPS files with the courses and maps.

Condes stores all the course planning data (controls, courses, classes, etc) for an orienteering event in a Condes event file (a .WCD file). You create controls, which can be combined into courses. The information about a control is shared among all the courses that visit the control. When you move the control, all courses are automatically updated. Data is always kept "consistent", and you can concentrate on the creative task of designing good courses.

Maps

Condes uses map files, either an OCAD file, or a bitmap file (BMP/GIF/JPG/PNG/TIF), for example exported from Adobe Illustrator.

Multiple Canvases

An event file has 5 "canvas"-es, or backgrounds if you like, that you can use to design different page layouts at the same event. On each canvas you can place a map. The same map can be used on different canvases, allowing for different graphical layouts and/or different print scales. Or different maps can be used on each canvas, allowing for courses that span multiple maps.

The same controls and courses can be shown on different maps, by configuring canvases accordingly:

- If the courses extend across two maps, you can place the two maps on each their canvas.

- If you use two different maps at different map scales, you can place

Graphics Layout

In addition to setting up the course on the map, Condes lets you add texts and graphics from existing files, so that you can compose an attractive layout adapted for the event.

You can add standard texts and free format texts.

A standard text is for example: course name, event name, map scale... A Free format text is anything you type.

For graphics, Bitmap files (BMP/GIF/JPG/PNG/TIF), Windows metafiles (EMF/WMF), and OCAD files (OCD) are supported.

The map on a canvas can also be used as the source of a graphics object. This allows you to create a layout using the texts and legends already in the map. It also allows you to use an enlarged portion of the map and course in the layout.

them on two canvases.

Control Descriptions

can be printed on the map or separately, as pictorial or textual.

Course Planning
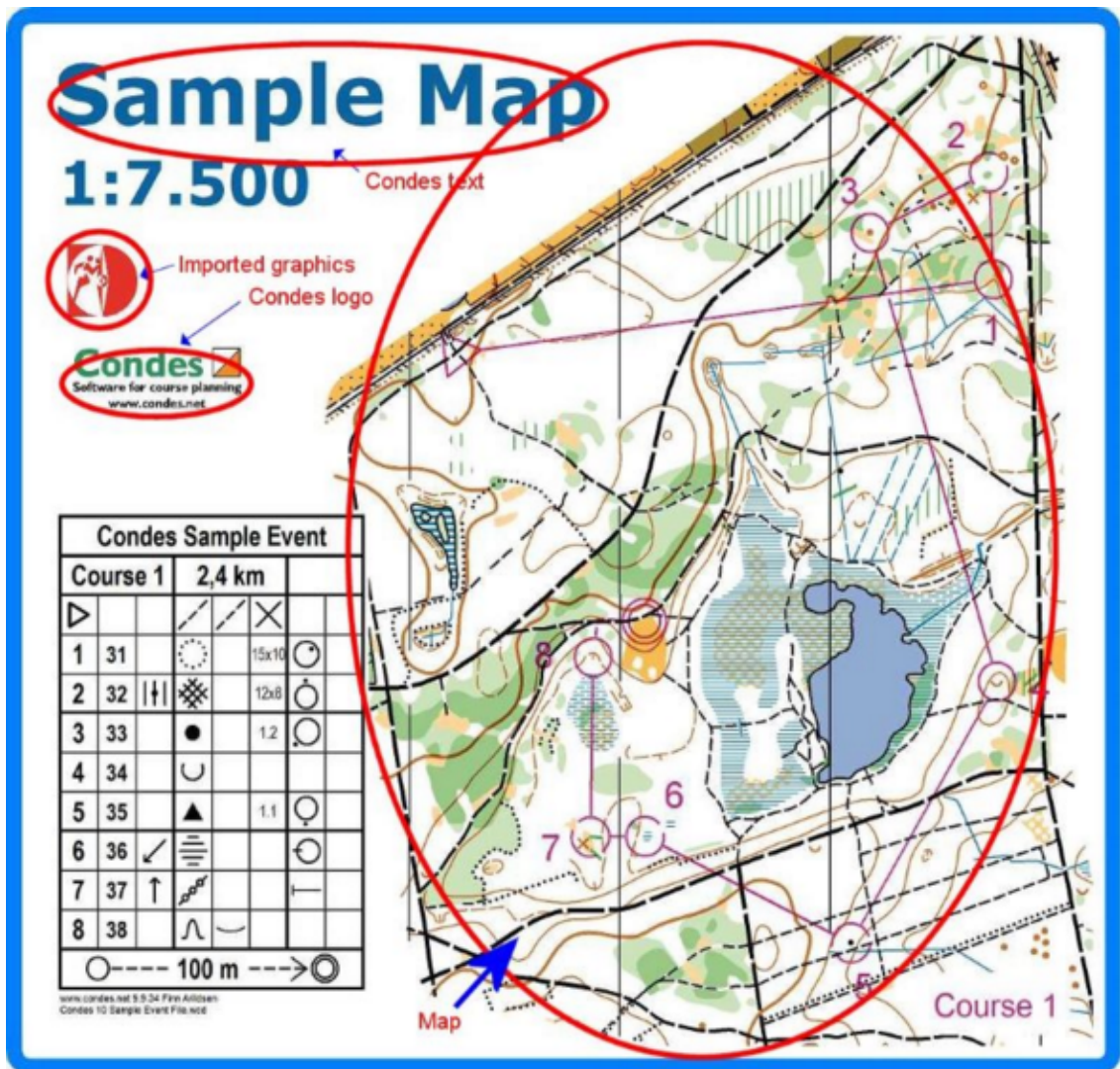
You plan your courses with the map on the screen. Condes helps you keep track of the control sites. Condes ensures that when you move a control, all the courses that use the control are kept up to date.

Condes supports:

- Individual courses (Foot orienteering, Ski orienteering, MTB orienteering, Trail orienteering)
- Relay courses (extended FARSTA and leg forks)
- Courses with loops (one-man relays, butterflies, diamonds (Phi))
- Calculates course lengths and control site loads
- Shows attack angles for each control, unused controls etc.
- Punch patterns for pin punches and Emit backup slips
- Prints course name and/or relay team number on the back of the map

Map and Course Printing

Condes can print the courses and maps on a color laser or ink jet printer.

Condes can print multiple maps on the same page. You can fill up the page with copies of the same course, or you can print different courses on the page.

Condes can print maps and courses with "overprint effect", which improves map readability by allowing underlying details to be visible that would otherwise be covered.

As an alternative to using "overprint affect", Condes can "merge" the course overprint under the top map color layers. This alternative is recommended by the IOF Map Commission for IOF events.

Relay Teams Handling

In a spreadsheet style window, you can enter the relay teams, and you can assign course variations to each team member. Condes can "populate" the teams, or you can enter the course variations manually. Condes uses a sophisticated algorithm to ensure maximum variation between teams.

When you have finalized the teams, you can:

- export the teams to the event administration system for punch checking.
- print individual maps for each team member, with the team number and leg number on the back of the page.

Course Data

Condes exchanges data with an event administration system

- You can export course data for punch checking.
- You can import relay teams from the event administration system, then assign course variations to team members, and export the relay teams with the assigned course variations back to the event administration system.

The file format used is the IOF standard, XML based.

Geo-referencing for GPS/tracking applications

Condes exports maps and courses geo-referenced in KMZ format, SVG format or GPX format. These are formats used by popular GPS and tracking applications, such as O-Track, LiveLox, MapRun and GPS Orienteering.

Exported PDF files are also geo-referenced, so that you can import them into for example Avenza Maps.

Reports

Condes can print listings of the information that is stored for an orienteering event:

- All controls
- All courses
- All classes
- Control/course relationship
- Relay variations
- Proposed relay team combinations

Course Overprinting

Condes can also print the courses onto existing offset printed maps.

Course Layout Export

Condes can export maps and courses in several different formats:

- PDF format for digital and offset printing
- EPS format for offset printing.
- OCD format for import into OCAD,
- BMP/JPG/PNG/TIF format for posting on the internet.
- KMZ format for GPS applications (O-Track, Livelox and GPS Orienteering)
- KML format for GPS applications (MapRun)
- SVG format for GPS applications
- GPX format for GPS applications

What is new in Condes 10

Condes 10 comes with numerous improvements and new features. This article gives you an overview of the most important new features in Condes 10. You will find improvements all across the program, intended to make it easier to use; many more than it's possible to describe in this overview.

In addition to what is included in the initial Condes 10 release, additional features are released on a regular basis. These updates are included in your license for a 3 year period from your license's issue date.

Condes features are designed based on kind feedback and input from users. Such feedback is essential for the continued improvement of the software, and the author is happy to receive your e-mail with feedback. A large number of requests for additional functionality have been received. Even though the majority of these requests are very useful ideas and suggestions, evidently, it has not been possible to fulfill all of them in Condes 10 yet. This does not mean that they will not be implemented. Condes 10 is a good foundation to build new functionality on, so the work continues.

Course Design

- Course symbol dimensions
  The settings for course overprint: course symbols, dimensions and colors etc were previously spread across several dialog windows and menu items. All of this has been gathered into a single dialog window, so all settings can be found in one place.

  The settings are configurable separately for each canvas, so each canvas can have its own style.

  The new Course Overprint Symbols and Dimensions dialog is opened via the menu item: *Canvas | Course overprint symbols and dimensions*.

  The dialog has 3 tabs. The first tab, Course Overprint Symbols, deals with symbols and dimensions that are governed by the IOF Map Specifications. The IOF has a collection of different Map Specifications, one for each discipline and a separate one for sprint. To simplify adherence, Condes allows you to select the map specification to use, and symbols and dimensions pertinent to that specification is then used.
  The second tab, Additional Dimensions and Fonts, allows you to configure additional dimensions that are not governed by the map specification.
  The third tab, Overprint Color, allows you to configure course overprint colors.

  For control numbers, the size of these is specified in the IOF map specification, so the size is configured on the first tab. The typeface is not specified by the map specification, so the font can be chosen on the second tab.

- Diamond loops (Phi loops)
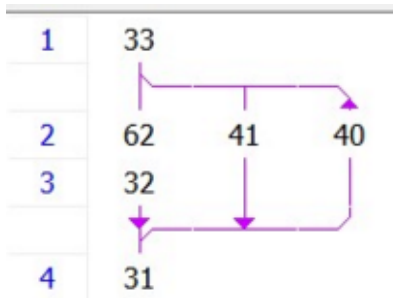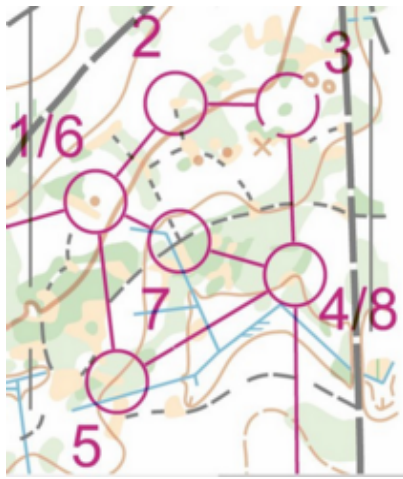
Loops are commonly used to avoid following, for example if you have a mass start.

So-called "butterflies" were introduced in Condes 9. A butterfly uses a common control and 2-6 loops of controls. Competitors run the loops in different order, coming back to the common control after each loop.

Condes 10 introduces support for "diamond" loops. A diamond uses two common controls: an entry and an exit control, and 3 branches: 2 branches from the entry control to the exit control, and one branch back. Competitors start with the entry control, and take the two "forward" branches in different order, going to the exit control, and using the "backwards" branch back to the entry control.

You create a course with butterflies or diamonds by first creating a normal course, then adding the loops to the course. This is done in the Course window, which you can open from the Course Layout Editor by using the menu Course / Edit, or by simply double-clicking on the map.

The course shown at the left has a diamond with entry control 33 and exit control 31. This generates two variations: AB, and BA, where AB takes controls in the order -33-62-32-31-40-33-41-31-, and BA takes the loops in the opposite order, so -33-41-31-40-33-62-32-31-.

In the Course Layout Editor, you can select to show either of the two variations. In the printout window, you can select the variations to print.

You can mix butterflies and diamonds on the same course. Adding multiple butterflies or diamonds to the same course creates additional variations.

You cannot add butterflies or diamonds to a relay course.

- Show all controls

When editing a course, and using the "insert control" tool to add controls to the course, control circles for all existing controls are shown, so that you can choose which one to insert. However, it can be useful to see all control circles even

when not inserting a control. This is now possible. There is a new button on the toolbar, which toggles on/off all control circles (menu: *Canvas / Show all controls dimmed*). When this feature is on, controls that are not part of the
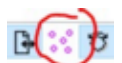
course currently being edited, are shown dimmed.

- **Course Length Calculation along Route Choice**

  Condes 9 provides a "route choice" mode, which lets you to draw a "route choice" line for each leg from one control to the next. When the course is configured to use the route choice line for length calculation, the course length is measured along the route choice lines.

  Condes 10 adds even more flexibility, as you can now add multiple different route choice lines between each two controls. This is handy, for example on sprint courses, where you may need to compare route choices. The route choices are shown in different color so that you can use a screen shot to illustrate the leg's route choices.
  The course length is calculated along the shortest route choice. If the same course leg is used on multiple courses, you need only draw the route choice line once.

- **Forbidden Route**

  Forbidden Route symbols can now be rotated. Use the "rotate" tool when a Forbidden Route symbol is selected.

- **Course symbols: Boundary Lines, Out-of-Bounds, Refreshments**

  Each individual course symbol can now be configured to be shown only on a given course and/or a given canvas, or can be shared by courses and/or canvases.

- **Boundary Lines only for course overprint**

  Boundary line line width and color are no longer configurable, as the boundary line objects are now a part of the course symbols "layer". You can still create lines as graphics objects, and configure the properties of these - by means of the new graphics object type: Line

- **Automatic cutting of crossing course leg lines**

  When two course leg line intersect each other, one of the lines is automatically cut. Similarly, a course leg line that overlaps with a control number is automatically cut.This feature can be enabled/disabled in the Additional Dimensions and Fonts dialog.

- **MTBO Forbidden Route**
  There is a new tool to create the zigzag line that is used to indicate a forbidden route for MTBO courses.

- ### Rogaine Course
  A new Rogaine course type is added. A Rogaine course almost identical to a Score course. The difference is that a Rogaine course automatically contains all the controls created for the event, and the points value for each control is automatically set equal to the control code rounded down to the nearest multiple of 10.

Course Layout Editor Enhancements

- ### Control Site Status
  Control site "status flags" can be used to keep track of control site marking in the terrain. Condes 9 has 3 such flags with fixed names. For Condes 10, the number is increased to 5 flags, and you can name each flag according to your need.

- ### Control Dialog

  In the Control Dialog, the control descriptions tab is reorganized, and it now has a preview of the control circle. This makes it easier to check the control descriptions.

  There is also now a "previous" and "next" button, making it easy to flip between controls.

- ### Line Editing
  A more intuitive "rubber-band" based line editing function is introduced for marked routes and for route choice lines.

  When editing a marked route line or a route choice, there is a new line editing feature. A rubber band is used when inserting points into the line. Creating a route choice line is as easy as drawing the line with the mouse.
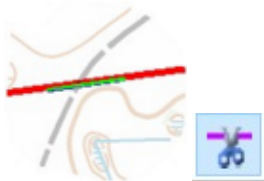
  To cut a segment out of the line, you use the scissors tool. Click once on the line and a 1 mm segment is cut from the line, or click and drag the mouse to define the segment to be removed.

OCAD Support

- ### OCAD 12 and OCAD 2018 Support
  Condes 10 adds support for OCAD 12 and OCAD 2018 map files, including the OCAD layout layer. OCAD files from version 6 and newer are supported.

Control Descriptions

- PDF Export

  In the Print Control Descriptions window, there is now an option to export control descriptions to a PDF file.

- Layout when printing loose control descriptions

  There are now separate settings to configure the vertical and horizontal spacing between control descriptions when printing loose control descriptions sheets.

- More accurate dimensions

  The dimensions of Control Descriptions can now be configured at an accuracy of 1/100 mm. Previously, it was 1 mm.

Graphics Layout

- Colors

  When configuring a color (e.g. for the course overprint or for a graphics object), Condes 9 allowed you to configure an RGB (Red Green Blue) color value. Condes 10 additionally allows you to configure a CMYK (Cyan Magenta Yellow blacK) value.

- Print Areas

  Print area frames can now be set and configured individually for each course, as well as for each canvas

- Line tool

  A new Line tool has been introduced. This tool replaces the Boundary Line tool, and lets you configure line widths, colors, dashing etc.

  Did you know that you can control the "order" of graphics objects? This allows you to decide which graphics object is on top and which is below, when they overlap. This is a powerful tool that even lets you move a graphics object below the course overprint "layer", so that it doesn't obscure course overprint.

Printing and Export

- Compress to ZIP file

  When exporting bitmap and EPS files, where a separate file is created for each course (and course variation), the new "Compress to ZIP file" feature comes in handy, as it compresses the files and places them into a single ZIP file for easy handling.

- PDF Export

  When exporting to PDF, you can choose to export all maps to one PDF file, or to a separate PDF file per map.

- Course Name on back of the Map

  This feature now has additional configuration options, including setting the color of the text, and which of the two sides of the page is printed first. On some printers, it is preferable to print the text side first, and then the map side.

- Export course data to a CSV file

  An additional course data export format is added. This format is a CSV format supported by a number of event administration software packages.

Event File

- Event Date

  When creating an event, you can now enter the event date in a separate field. The date, if entered, is shown in the control descriptions, and it can be shown in a text object

64-bit version

- When working with large bitmap graphics files, a lot of computer memory is in use. A 32-bit program is limited in how much memory it can use. When using a 64-bit version of the Windows operating system and a 64-bit version of the program, this limitation is virtually lifted, thus making it much more efficient to work with large files. On a 64-bit Windows system, the 64-bit version of Condes is automatically installed. For compatibility, the 32-bit version is installed on 32-bit Windows systems

What is new in Condes 10.2

Condes 10.2 introduces improvements to existing features.

Relay Teams Allocations
Condes helps compose relay teams by automatically assigning course variations to team member. This is done in a spreadsheet like window. Each team is assigned a set of course variations, one for each relay leg, and you can export the teams to an event administration system and print out personal maps for each competitor.

Condes 10.2 enhances and simplifies the use of the auto-assign feature, so that all possible combinations of course variations can be used.

Transparent backgrounds Condes 10.2 introduces support for transparent backgrounds for text objects, mask objects, and graphics objects.

The transparency of the background can be configured via a new setting in the configuration dialog for the object.

One end of the scale is 100 % opaque (solid background color), and the other end of the scale is 100 % transparent (similar to invisible background color).

Mask object with transparent color

Text object with transparent background

Note that PostScript does not support transparent colors, so backgrounds will be solid when printed on a PostScript printer or exported to EPS. PDF supports transparency, so the recommendation is to export to PDF and print the PDF file.

Course Dialog Window

This window has been reorganized to improve user friendliness. New tabs have been added, so that advanced settings are placed on separate tabs and the dialog has become less "busy". Basic settings are visible when you open the dialog window.
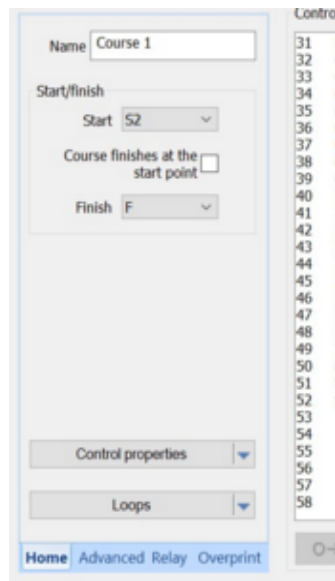
Course: Co-located start and finish

Instead of having to create separately a start and a finish point, a course can now be configured to use the start point also as finish, so that you don't need to explicitly create a finish point. Finish circles will be drawn on top of the start triangle.

Course: One Man Relay printing
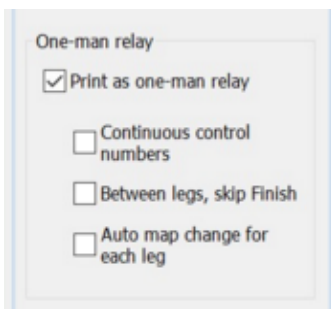
In a one-man relay, all relay legs are run by the same competitor. This is very similar to a normal course with loops. However, a relay course with forks provide more control over which branches are used in what order, so in some cases it may be suitable to use a relay course, printed as a one-man relay

Prior to version 10.2, it is possible to export to XML relay team combinations as one-man courses. Version 10.2 introduces support for printing and exporting Relay courses as One-Man Relays.   Continuous numbering of controls instead of numbers restarting for each leg, and an option to skip from last control directly to the start point, omitting the finish point, between relay legs.

Course: Discipline and Format

Condes 10.2 allows removes the restriction that only one discipline (Foot orienteering, MTB orienteering, Ski orienteering, Trail Orienteering) can be used in one event file. The event file still has a main discipline, but a course can be configured for a different discipline. This allows for example Trail orienteering courses in the same event as Foot orienteering courses.

Trail Orienteering: Controls

Basically, all controls can now be used on trail orienteering courses. A tab has been added to the Control dislog, so that Trail-O specific settings are gathered in one place. A new setting allows you to enter the correct answer for each control. This data is included in the controls spreadsheet

What is new in Condes 10.5

With version 10.5 designing graphic layouts became easier. Below the most important updates are described.

Rotate text objects

Text objects can be rotated, and the background color can be configured.

Use the right-click menu to rotate the object to a right angle

Rotate Left

Rotate Right

Use the rotate tool ⟳ to freely rotate the object to any angle

Use the text object's properties dialog to configure the text color and the background color.

The background can be transparent. Make sure to drag the slider to "Opaque" when you add a background color.
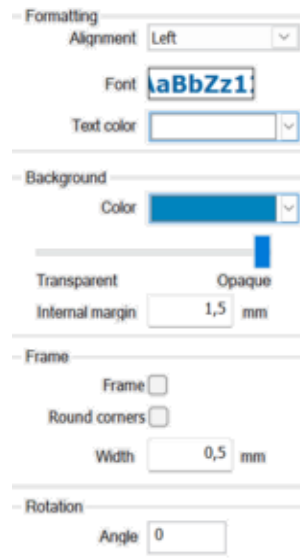
Show course symbols and graphics objects on any combination of courses and canvases

Configure course symbols and graphics objects to be shown on any set of courses and any set of canvases. Previously, it was only "all courses" or a single course, and "all canvases" or a single canvas.
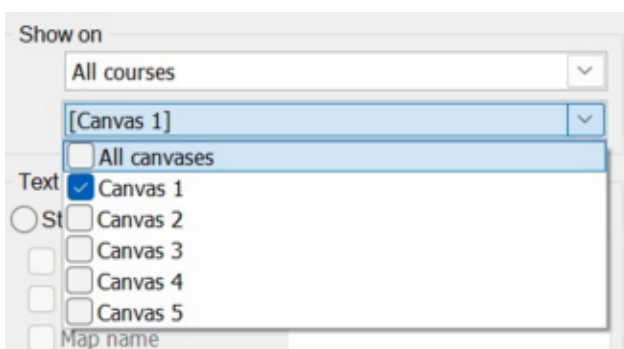
On the property dialog for the object, select courses and canvases from the drop-down lists.

When you choose "All canvases" or "All courses", the object will always be shown, regardless of whether the current course and current canvas is checked

Keep in mind that a canvas can be "linked", so that it shows the same symbols as another canvas. See Canvas / Controls for more details.

Fine tune course symbol dimensions

Configuration of course symbol dimensions has been updated, so that it is possible to override individual dimensions, e.g. the circle diameter, and leave the rest according to the chosen map specification

Bring up this settings dialog by using the menu [Canvas / Course overprint symbols and dimensions](#)
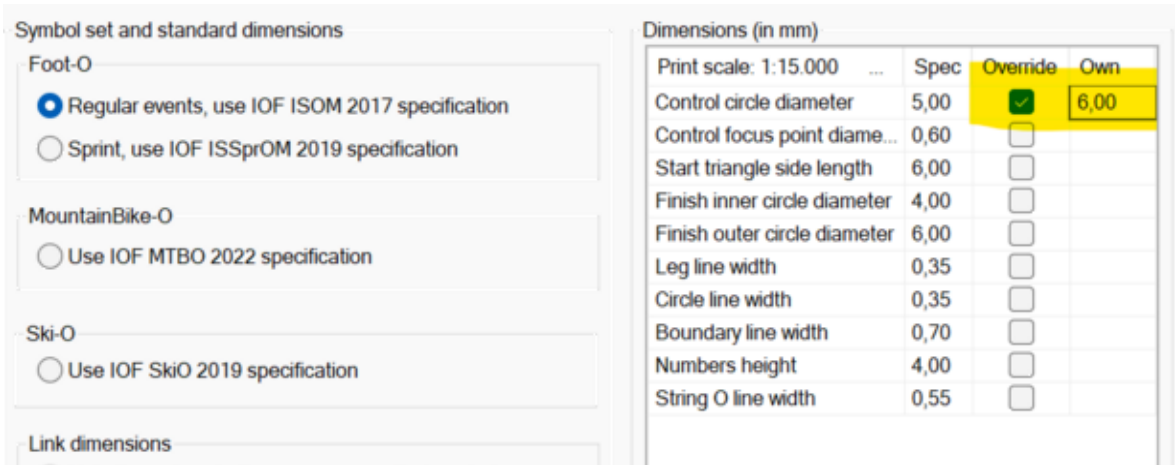
You can override the standard dimension by checking "Override" column and entering a value in the "Own" column.

An overridden dimension applies to all course symbols on that canvas.

Event Disciplines

When you create a new event in Condes, you select the main "discipline" of the event. Below is a brief comparison between the characteristics of these discipline. Regardless of the main discipline for the event, you can still create courses for different disciplines within the same event file.

Disciplines:

Foot Orienteering: This is the standard discipline. Courses are drawn according to IOF's map specifications for foot orienteering. The course length is calculated along the course leg line, unless you configure the course to calculate the length along the shortest route choices.

Mountain Bike Orienteering: This course length of an MTB-O course must be measured along the

optimal route choice. Therefore, this type of course is automatically configured to use the course length along the route choice lines configured via the Route Choice mode.

Ski Orienteering: A ski-O course automatically has a dot at the center of each circle to highlight the center spot.

Trail Orienteering: Trail orienteering courses are drawn similarly as standard orienteering courses. However, the control descriptions indicate for each control the number of choices you have for the answer.

How to…

Get a quick start…

It is very easy to get started with Condes, once you have installed the software.

To get started with course planning for an event, follow these steps:

Step 1) is to create an "event" file in Condes. This is similar to what you do in most other Windows applications - use the File / New menu. The new file is called an event file, because it is used to store the data that is associated with an orienteering "event".

Step 2) is to associate a map file with the "event". The map file can be an OCAD map file, or it can be a bitmap file.

A "new event wizard" guides you through steps 1) and 2).

Once this is completed, you'll see the map on the screen in a window that is called the "Course Layout Editor".

You are now ready to start course planning, and you can use the mouse to create start triangles, finish circles, and control circles on top of the map.

These objects can be combined into a course, by connecting the start triangle, control circles, and finish circles. This can also be done with the mouse.

Make as many changes as you like, and when you are finished, you print the courses on a color printer, or you export the courses to a PDF file for printing at a print shop.

Please continue to Create your first course…

Create your first course…

This is a very brief tutorial on how to draw your first course in Condes. Condes is flexible, and there are many other ways to do this. When you get more familiar with Condes, you'll find your own style of working.

We assume that at this point you have the map on the screen. If not, please visit Get a quick start for instructions.

Create your start and finish points

- o Use the "New Start" tool in the Course Symbols toolbar to the right of the map.
- o When you have selected the "New Start" tool, the cursor shows a small triangle next to a cross hair pointer. Click the mouse on the map where you want to place

the start triangle.
Condes asks you for a code to identify the start point. For now, leave the code suggested by Condes and click OK.

o Similarly as in item 2) and 3) use the "New Finish" tool to place the finish circles.

Create a course

o Use the menu item Course / New Course (or the toolbar button).   Enter the name of the course in the dialog box that pops up.

o The course automatically picks up the start point and the finish point that you just created.

Add controls to the course

o Use the "Insert control" tool. Notice that there is now a red "rubber band" between the start triangle and the finish circles.

o Drag the rubber band and click where you want to place control 1 on the course.

o Condes suggests a control code for the control. You can accept this by clicking OK, or you can change the code. You can change the code later if you need to.

o Notice that the rubber band now goes between control 1 and finish. Drag the rubber band and click where you want to place control 2.

o Continue steps 9-11 until you have completed the course. This should feel almost like "drawing" the course…

o Keep in mind that a control can be moved just by dragging the circle with the mouse, so you are not lost just because you have placed the circle slightly off the control feature.

A couple of hints…

- When you wish to change the control description or the punch pattern of a control, double click the mouse inside the control's circle, and you get a control dialog with the control description and other settings for the control.

- When you wish to fine tune the control circle, right click in the control's circle to get a control circle dialog, which lets you "nudge" the control and cut parts of the circle that covers for important map features.

- When you wish to edit properties of the course, or edit relay forks, double click anywhere on the map, outside of controls and other course objects, and a course dialog pops up.

- Don't forget to place registration marks on the course layouts, if you want to use a printer to overprint course layouts onto competition maps, or export courses as EPS or OCAD files.

How to handle controls

Use the Course Layout Editor to handle controls.

Create a new control

Create a new Control by using the "New Control" tool in the Course Symbols toolbar. Alternatively, use the *New* item in the *Control* menu, or the "New Control" shortcut on the standard toolbar.

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Edit a control

You can edit an existing control by first selecting it.

1   Select the control by either clicking on the control's circle on the map, or by clicking on the control's code in the Controls section of the Task Bar to the left of the map canvas.

2   Then double-click the mouse on the control circle on the map in the Course Layout Editor; or double-click the control's code in the Controls section of the navigation bar to the left of the map.

A control dialog opens, and it lets you to change the control description for the control, and other data stored for the control.

Delete a control

If you want to <u>entirely delete</u> a control,

1   First select the control. Make sure that "All controls" are shown on the canvas - you should see the control circles for all controls - you should not see a course. Click on the control's circle, or click on the control's code in the Controls' section of the navigation bar to the left of the map canvas.

2   Then press the "Del" key, or use the right-click menu item "Delete", or the menu Control/Delete Control.

<u>Please note</u>: When you delete the control entirely, it no longer exists in the database. However, the control's code may still exist on the courses that use the control. These courses are now inconsistent, as there is a missing control.

Remove a control from a course

If you want to remove the control from a course:

1   First select "Courses" in the control bar to the left of the map in the Course Layout Editor,

2   Click on the course you want to delete the control from,

3   Select the control you want to remove - click on the control's circle.

4   Finally press the "Del" key on the keyboard.

<u>Please note</u>: The control is removed from the course only, and still exists in the database for the event.

How to handle courses

Create a new course

Create a new Course by using the *New* item in the Course menu, or by using the "New course" shortcut on the standard toolbar.

Edit a course

Edit the currently selected Course by double clicking on the map in the Course Layout Editor; or double-click on the course name in the Courses' section of the Task Bar to the left of the map canvas in the Course Layout Editor.

A course window opens, and it allows you to change the controls of the course, and/or any other data stored for the course.

Delete a Course

Use the menu item Course/Delete to delete the currently selected course, i.e. the one that is

currently shown on the screen in the Course Layout Editor.

Duplicate a course

A course can be duplicated from one event file to another by first copying it to the clipboard, and then pasting from the clipboard, either into the same event or into a different event.

Within the same event file, you can also duplicate a course by creating a new course, and indicating that you want a copy of an existing course

Copy a Course to the clipboard

When the course is shown on the canvas, use the Edit / Copy menu item to copy the course onto the clipboard. The course is placed on the clipboard in two different formats - 1) a graphical format that can be pasted into any Windows applications that accepts the EMF format - and 2) a binary format that allows you to paste the class into another Condes event.

Paste a Course from the clipboard

You can paste a course that has previously been copied onto the clipboard by using the Edit / Paste menu item.

How to handle classes

Each competition class runs a course. This allows you to create multiple classes running the same course.

Class data can be shown and edited in the Classes spreadsheet, which you open by using the View / Class Spreadsheet menu.

Here, you can create a new class, edit an existing class and delete an existing class.

How to run Condes on a Mac

Condes is a native Windows application. In order to install and run a Windows application on a Mac, you first need to create a so-called Windows "virtual machine" on the Mac.
How to achieve this is explained at
https://lifehacker.com/run-windows-on-your-mac-virtualbox-vs-vmware-fusion-vs-1750474360

The below is an extract from the website.

In order to use MS Windows applications on a Mac you can do one of the following:

- Bootcamp option: This partitions your Mac into MacOS and Mcrosoft Windows partitions. You install Windows in the Windows partition, and then start up the Mac in either MacOS or Windows mode. This is the cheap and easy way to run Windows on a Mac. You still need to buy a copy of Windows to install but you don't need to buy or install any virtual machine software. Unfortunately, this allows the Mac to run only in MacOS or Windows modes -- you cannot switch between modes without turning off the computer.

- Parallels option: You buy Parallels software to create a virtual machine where you then install Windows and Condes. This allows you to easily change operating systems

by just clicking a window for the operating system that you need to use.

- VMware option: You buy VMware software to create a virtual machine where you then install Windows and Condes. This allows you to easily change operating systems by just clicking a window for the operating system that you need to use.

- Virtual Box option: You download the free Virtual Box software to create a virtual machine where you then install Windows and Condes. This allows you to easily change operating systems by just clicking a window for the operating system that you need to use.

How to (maps) …

Map files…

Before you can link your event to a map, you need the map in digital form, as

- an OCAD file (version 6 or newer) (.ocd), or
- a bitmap (.bmp/.gif/.jpg/.png/.tif), or
- a Windows MetaFile (.wmf/.emf).

Place the map file in a folder on the hard disk.

> Condes supports OCAD files from OCAD version 6 through 12 and 2018.
>
> A bitmap file can be exported from OCAD or from another drawing program, such as Adobe Illustrator, or it can be created by scanning a printed map using a scanner.
>
> In terms of printout quality, an OCAD file gives the best results, as the map is stored in "vector" format. A Windows metafile may also be vector format. This gives better display and print quality than a bitmap file.   Bitmap files give slightly lower printout and display quality, as they are rasterised (dotted) images. This depends on the resolution of the image.
>
> OCAD files and metafiles usually are of reasonable size (usually a few MBytes). Bitmap files can be very large, even when they are compressed.

How to link the map file to your event

1   When you have the digital map as a file, you should place the file on your hard disk.

2   Link the map file to the Condes event when you create your event file in Condes, or use the Canvas / Map menu to get a Setup Map dialog for the currently active canvas. Use the latter menu when you want to change the map for a canvas.

Condes searches for the map file

Condes need the map file every time it displays the map, so the map file should not be moved after importing it into a Condes event file.

1   Condes first looks for the map file in the folder indicated when you linked the map file to the event.

2   If Condes doesn't find the map file in this folder, Condes then looks for the map file in the standard folder. There is a setting in File / Standard Settings for this PC, which allows you to specify a folder name for the standard map files folder.

3   Finally, Condes looks for the map file in the folder where the event file is located.

If Condes does not find the file in any of these locations, Condes prompts you to point to the correct location.

Resolution (DPI) information in bitmap files

For bitmap files, you should pay attention to the correct setting of the map file resolution.

Under normal circumstances, a bitmap file contains information on the resolution of the bitmap. Condes uses this information to scale the map correctly, so it is essential that the resolution setting is 100% correct.

When resolution information is missing...

In some cases, the resolution information is missing from the file. Condes alerts you when you link to the file, if this is the case. You now need to input the horizontal and vertical resolution in dpi (dots per inch) by using the "Details" button. If you are not sure about the correct values, you may want to experiment. A normal bitmap resolution would be in the range of 100-300 dpi. Tip: Measure the distance between two North lines on the correctly printed map and see if it corresponds to the coordinate difference when you place the mouse cursor on top of the same two North lines in Condes.

If - at any time - you want to change the original scale of the map, adjusting the resolution parameters in the Canvas / Map / Details dialog can do this.

By manipulating the DPI values, you can "repair" a map which is slightly off scale (change the horizontal and/or vertical resolution slightly), or change the scale, for example from 1:10 000 to 1:15 000 (multiply the horizontal and vertical resolution by 1.5).

How to change the map on a canvas

The Create Event Wizard is an easy way to set up a new event file. It lets you select one or two maps and place them on Canvas 1 and Canvas 2. But what if you need to change the map, or what if you didn't put a map on Canvas 2 and now need one?

Don't worry, you can later change the selections you made in the Create Event Wizard.

Change the map on a canvas
If you need to change the map on a canvas, first select the canvas from Course Layout Editor toolbar, then use the menu Canvas / Map. This opens the Setup Map dialog.
This dialog is used to configure which map is shown on the current canvas. This is also where you can change the map scale (when using a bitmap file) and the print scale.

Change the controls used on a canvas
Normally, you use the same controls on all canvases. So when you move or change a control on one canvas, the changes are reflected on the other canvases as well.

Sometimes, this is not what you need. For example, you can use two canvases for maps of adjacent areas, so that courses can start on one map and continue on another.
With the Setup Controls dialog you can configure how controls "behave" on a given canvas. Most importantly, you can configure if the control coordinates should be linked with other canvases or not. Even if you don't use the same control coordinates as another canvas, there is still only one set of controls for the event. And the same control can be configured to show on two different (overlapping) maps.

This dialog also lets you configure if the same cutting of the control circles should be used, and if the same course symbols should be used.

Use the Canvas / Controls menu to get to the Setup Controls dialog.

How to move the map, if all controls have come out of place

In some situations, for example when you change to a new version of the map file, it may happen that the controls are no longer in the correct place on the map.   This is due to either the map file using a different coordinate system (OCAD files) or have different dimensions (bitmap and MetaFile files) than the original map file.

Condes can help you correct this problem by "moving" the map into place.

In order to do this, use the menu Canvas, then select Move Map.   The detailed instructions pops up on the screen, and more detailed instructions can also be found here.

How to add registration marks

Use the Course Layout Editor to add registration marks and to delete existing ones.

Select the Registration Mark [icon] tool and click the mouse where you want to place the registration mark.

How to change the map print scale

The map print scale is the scale at which the map will be printed. The map print scale may differ from the "native" scale of the map. So a map at 1:10,000 can be printed at a print scale of 1:5,000. Condes automatically magnifies the map to the print scale.

Different canvases can have different map print scales, even when they use the same map. This allows you to set the same courses on different map scales, even by using the same map for different print scales.

You can change the map print scale at any time. In order to change the map print scale on a given canvas, please use the setting in the Setup Map dialog, which you find when you use the menu Canvas / Map.

In this dialog, there is a setting called "Print scale".

Georeferencing and Real World Coordinates

Many maps are georeferenced, and this makes it possible to determine real world coordinates as well as longitude and latitude for the controls and other objects that can be placed on the map. Determining longitude and latitude for controls is very useful when exchanging data with GPS based applications, such as for example route choice apps.

Condes supports geo-positioned maps and automatically reads georeferencing data from the map file if such data is present:

> OCAD map files can contain georeferencing data, which Condes can use right away.   If the OCAD map file has configured a reference coordinate system, then Condes can translate the map's coordinates to longitude and latitude. From OCAD 9 and newer, the reference coordinate system can be configured directly in OCAD. For OCAD 8, the map can be geo-

referenced, but the file does not contain information about the reference coordinate system, so Condes uses the reference coordinate system configured in Application Settings. OCAD 7 and older does not contain georeferencing information.

Bitmap files can be accompanied by a so-called "World File", which contains the real world coordinates for the top left corner of the bitmap. A World File has the same file name as the bitmap file, but it has a different extension - for example, the World File associated with "MapFile.jpg" is "MapFile.jpw".
Condes can use the coordinates in a World File to geo-position the map.
The World File does not contain information about a reference coordinate system, so you need to enter the coordinate system info directly into Condes. A number of web sites can help you determine this. Normally, the reference coordinate system is UTM / WGS84, in which case you need to enter an "UTM zone" in Condes. Search for 'UTM Zone' on the internet. If Condes finds a World File, it asks you to enter the UTM zone or another reference coordinate system. There is a setting in the Application Settings dialog that lets you save a default UTM Zone to be used for bitmaps.

GeoTiff files is a specific type of TIFF bitmap file, where the georeferencing data is embedded in the file. Condes automatically detects the presence of georeferencing data in the file and uses it.

In the Course Layout Editor, the real world coordinates for the mouse pointer is shown in the status bar below the map pane, when the map is georeferenced.

When exporting, Condes puts the real world coordinates for each control into the file:

IOF XML files. If the latitude and longitude are available, then these are used.

Bitmap files. A world file with the same name, and appropriate extension, is created. The world file contains the real world coordinates for the top left corner of the map. The map file's real world coordinate system is used. If the format is Tiff, GeoTiff information is included in the exported file.

SVG files. If the latitude and longitude are available, then these are used.

KMZ, KML and GPX files. Latitude and longitude must be available. This means that the reference coordinate system must be defined.

PDF files. When a reference coordinate system is available, and Condes can translate coordinates to latitude and longitude, Condes will geo-reference maps in the file, according to the "Geospatial PDF" specification. See Geospatial PDF files.

In order for Condes to provide georeferencing data in the exported file, the map must be georeferenced. In order to provide longitude and latitude, the real world reference coordinate system need to be defined.

Geospatial PDF files

A PDF file can be geo referenced using the Geospatial PDF specification, which is part of the PDF 2.0 specification.

Condes supports Geospatial PDF, and PDF files exported from Condes are geo referenced, provided that the map file used is geo referenced and a reference coordinate system is defined.

Condes places information in the PDF file that indicates the latitude and longitude of each of the four corners of the map. Based on this information, applications such as Adobe Reader and Avenza Maps can show you the latitude and longitude of positions on the map.

Inspect a PDF file in Adobe Reader

You can inspect a PDF file by using Adobe Reader.

After opening the file in Adobe Reader, first use the "Tools" option,
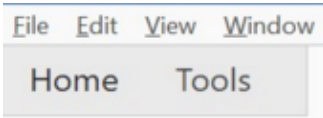
then the "Measure" option,
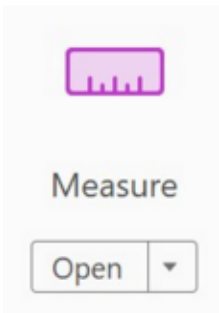
and select the "Geospatial Location Tool".

Once you have done that, and move the cursor around on the map, a pop-up box shows the latitude and longitude of the current cursor position.

Note that when the reference coordinate system used is not WGS 84, inaccuracies may occur in the latitude/longitude shown in Adobe Reader, unless you uncheck this box
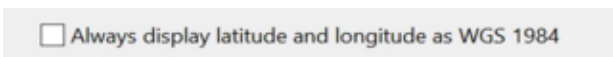
in the Edit / Preferences / Measuring (Geo) menu.

Overprint Effect or Upper/Lower Purple

What is Overprint Effect?

The IOF recently changed its recommendation regarding how overprint effect is achieved on orienteering maps. It might be useful to take a look at what overprint effect is and why it is used.

First, let's have a look at Overprint Effect as it has been supported in Condes for many years.

Real overprint

Real overprint was what we saw many years ago when maps were offset printed with 5 colors.

- Overprint effect is the effect seen when using traditional offset printing with spot colors

- Color tints "blend" to form darker colors where objects overlap

Brown and green blend to form a darker color, making the contours easier to see in a green area.

For the course overprint, as the term says, overprint ensures that the course symbols do not cover for important map details. For example, black symbols will always be visible through the course overprint, and so will many other symbols, though less prominently.
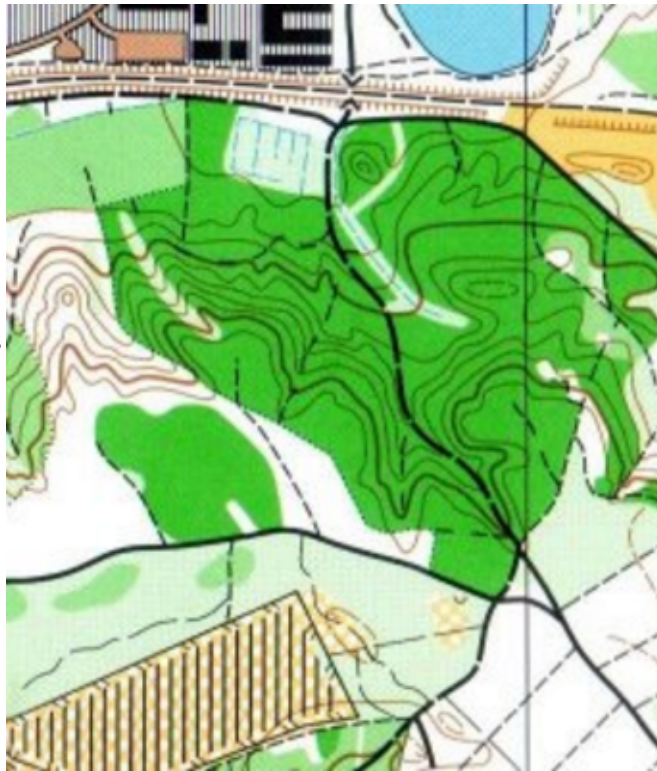
5 color offset print (1998)
(Spot colors: Black, Brown, Green, Blue, Yellow)

Why is it necessary to "simulate" overprint effect?

Nowadays, digital printing devices as well as offset printers use process colors (CMYK), where previously spot colors were used.

Almost all printing is done with CMYK colors. The 5 base colors (black, brown, green, blue, yellow) are produced by blending the 4 CMYK process colors. This blending is done in software before applying toner or ink to the paper.

Unless instructed otherwise, the software does not blend colors between overlapping objects. When a new object is added, its color will "knock out" out underlying objects. Thus, the brown contours will not appear darker in a green area - it will remove the green color where the contour is. This can make it much more difficult to see the brown contour in a green area.

Real overprint   No overprint

Brown "knocks out" green
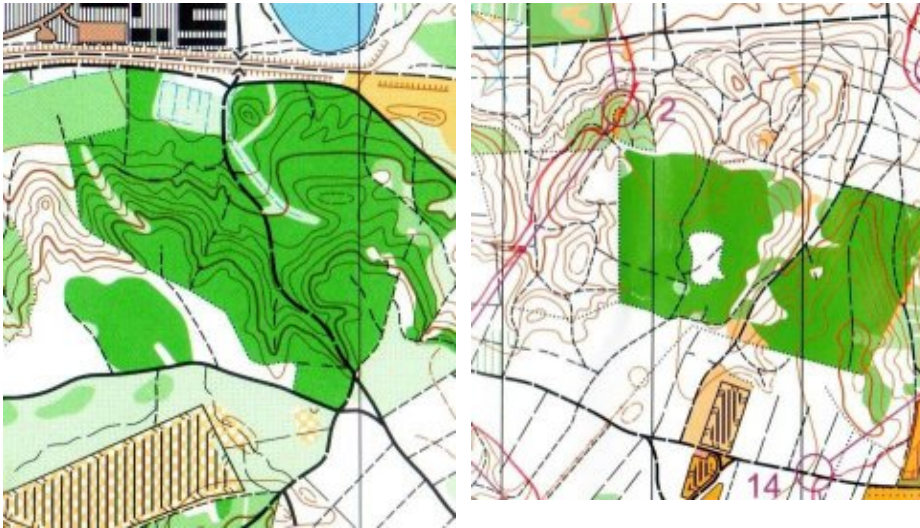
4 color digital print

Process colors: cyan, magenta, yellow, black (2006)

How to simulate overprint effect?

However, it IS possible to tell the software not to "knock out" the underlying color, but instead BLEND the colors between overlapping objects. This is called simulated overprint effect.

When printing, the software processes the map and calculates the "blending" before printing. Overlapping objects are decomposed into smaller pieces. This process is often called "flattening".
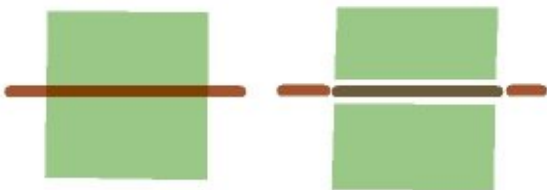
Different printing work flows

As can be seen on this diagram, there are to main work flows to get from the digital course and map to the printed map. One is to use a PDF file - the other is to print directly to the Windows printer.
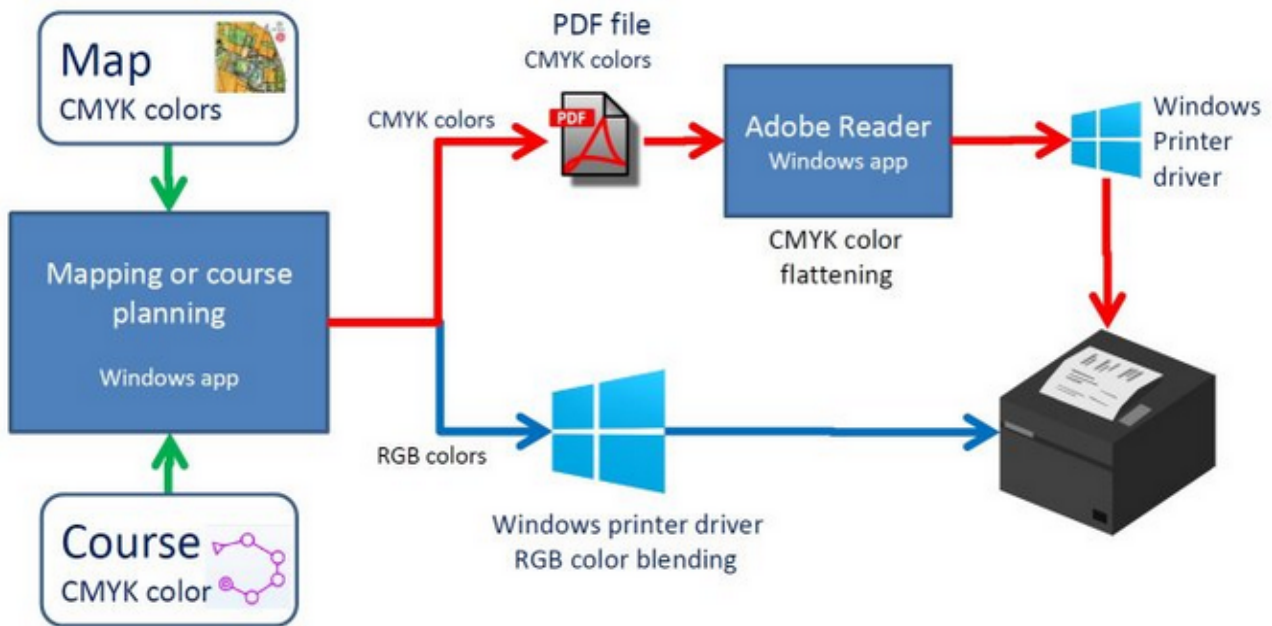
The PDF work flow

Adobe Reader support for flattening
Adobe Reader is a free application from Adobe. It can be used to view and print
PDF files. Adobe software packages, such as Adobe Reader supports simulated
overprint effect, and is a good candidate for printing map PDF files.

You may recognize this pop-up when printing from Adobe Reader:
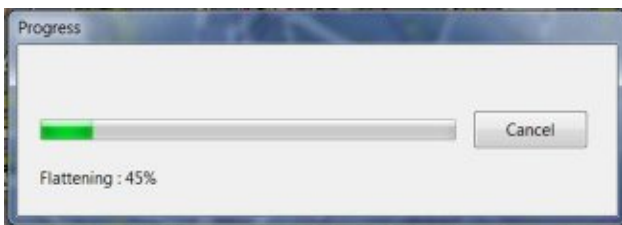
Thus, the work flow is as follows:
1. Export a PDF file with overprint markings for relevant color layers (brown, blue)
2. Use Adobe Reader to print the file

Make sure to configure Adobe Reader preference to use "Overprint Preview":
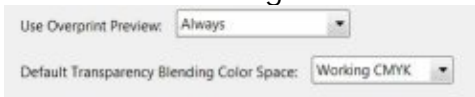
Or – preferably – use "Blend mode DARKEN" when exporting the PDF file from Condes,
instead of overprint. This eliminates the use of specific settings in Adobe Reader

The Windows printer work flow

Windows' native color system is based on RGB (Red, Green, Blue) colors. Most maps use

CMYK colors.

Thus, when printing a map directly to a Windows printer, Condes must transform mapCMYK colors to Windows RGB colors. Windows can "blend" overprinting colors in the RGB color domain, so you get a very good overprint effect, though not always quite as good as when using PDF and Adobe Reader.

Map colors   vs   Windows colors
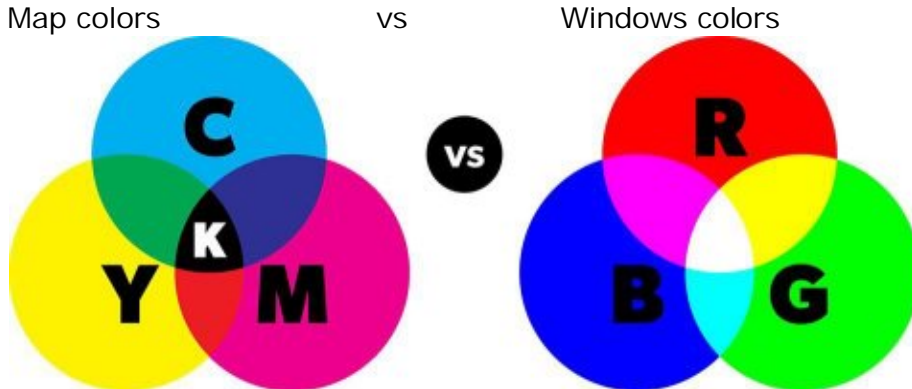
Thus, you can print directly from Condes to a Windows printer and achieve almost as good quality as when using Adobe Reader.
Please note that when printing to a PostScript based printer, you need to disable the setting in Condes that lets Condes generate the PostScript code to the printer.

When would you NOT use overprint effect?

The latest IOF map specifications recommend to use a different approach to achieve a kind of overprint for the course overprint. The idea is to place the control circles and leg lines underneath the black symbols so that the black symbols "knock out" the course color and thus ensure that black symbols are not "hidden" by the course. Thus, the course overprint is split into an "Upper Purple" and a "Lower Purple" layer. The Upper Purple layer is printed on top of the map as is normally done, but the Lower Purple layer is merged in between map color layers, so that Black and some other map color layers are on top of the Lower Purple layer.

The reasoning behind this approach is a little bit unclear, and the clear drawback is that there is no overprint effect for map colors, i.e. brown contours and blue watercourse symbols in green areas will knock out the green color.

The IOF map specification approach is of course mandated for maps used at IOF events. For all other events, it is still fine to use overprint effect.

To achieve output according to this approach, you need to use an OCAD map file in Condes.

1. Use the Canvas / Map menu to enable merging of the Lower Purple layer:

    ☑ When printing, merge course overprint into the OCAD
    map color layers, above this color layer.

2. Disable overprint effect for the map colors in the same window:

    ☐ Use overprint for colors marked "overprint" in OCAD map

3. Use the Canvas / Course Overprint Symbols and Dimensions menu and the Overprint tab

to disable overprint effect for the course overprint:

Overprint

☐ Use overprint for course overprint

How to (controls) …

How to define the Control Description for a Control

In this example, the course planner works with control number 7. In this case, he has double-clicked on the control circle to get the Control Dialog, where he can design the control description for this control. For each column in the control description, the relevant symbol to show can be selected from the "palette" on the right.

Other tabs in the Control Dialog lets you define for example the punch pattern for the control and a textual description to use for beginners courses.
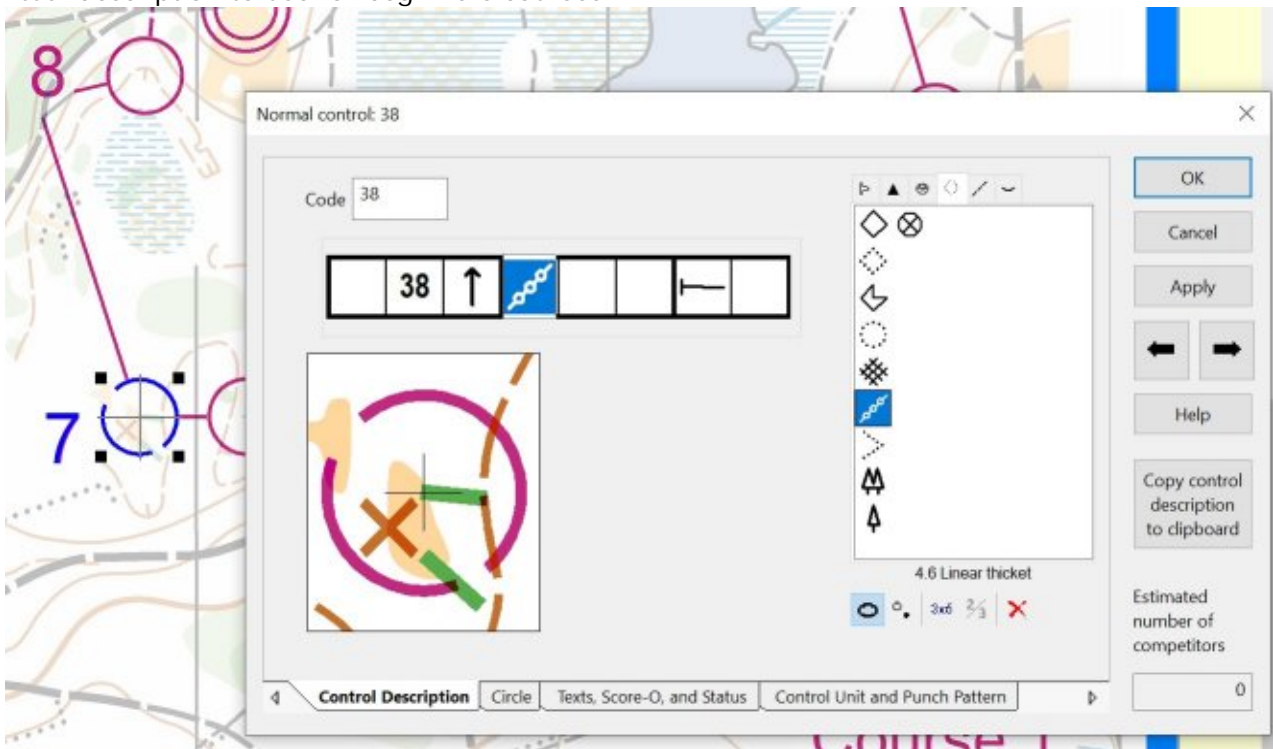
At any time, you can press F1 and get help that is relevant to where you are in the program.

How to Fine Tune the Location of a Circle

In this example, an existing course, "Course 1" is currently selected. This was done by selecting "Courses" in the navigation bar to the left of the map and clicking in the "Course 1" item.

The course planner has decided to "fine tune" the circle of control number 7 (which has code number 38), so he has opened the Control Circle dialog for this control by first selecting the control and then double-clicking the mouse to open the Control dialog.

On the "Circle" tab, the course planner can move the circle in steps of 1/10 mm to get very precise control of the circle location on the map.
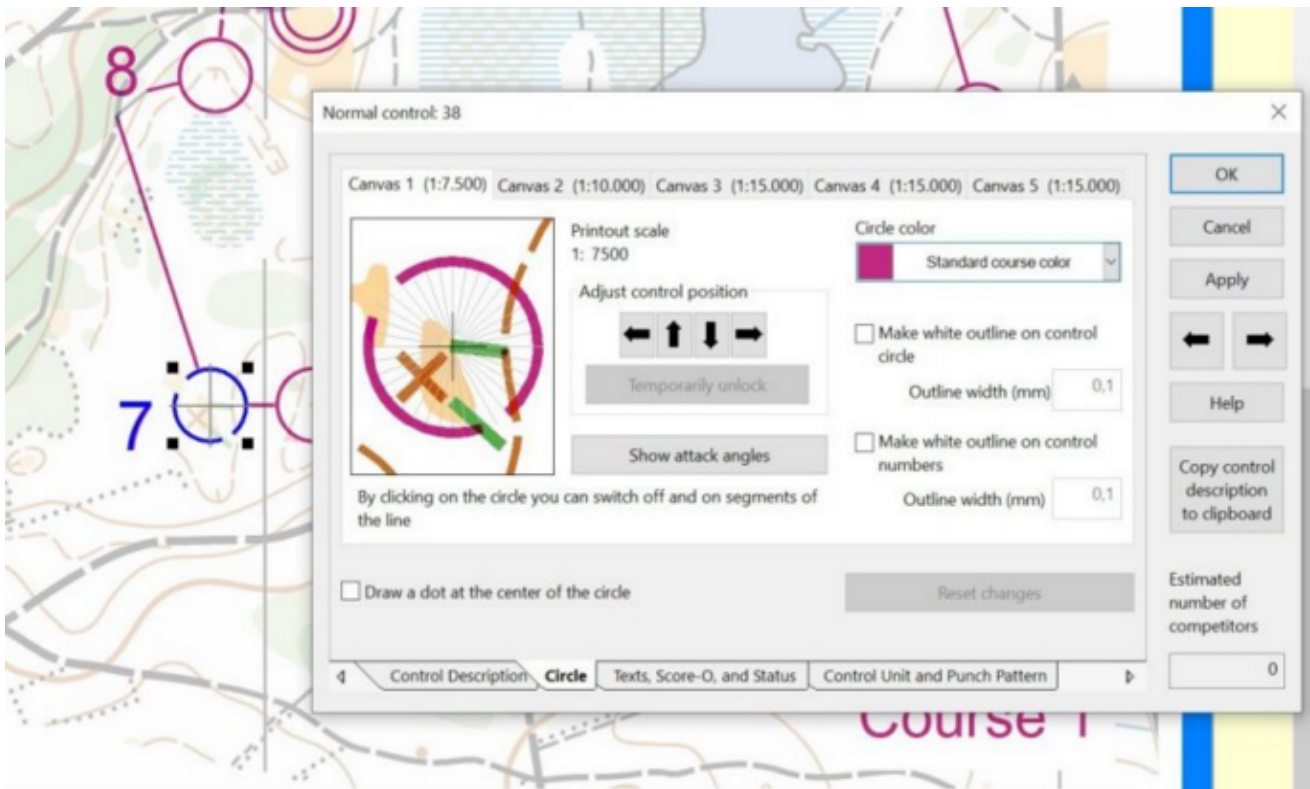
At any time, you can press F1 and get help that is relevant to where you are in the program.

How to remove part of a control circle

When overprinting courses, control circles sometimes cover important details on the map. To overcome this problem, Condes allows you to remove portion(s) of the control circle.

There are several different ways to do this:

With the map on screen:

- Select the control you want to manipulate, then select the "scissors" tool in the tool bar to the right and click the scissors anywhere on the circle where you want to cut a segment.

Or

- select the control you want to manipulate, then select it and double click to open the Control Dialog. On the Control Circle tab, click on the circle where you want to cut a segment.

How to calculate control site load

Condes can calculate the estimated number of competitors that will visit a given control site.

How the numbers are calculated

The calculation is based on the estimated numbers of competitors in each class, which you enter in the Classes Spreadsheet window.

Note: For a relay course, you enter the estimated number of teams.

If you do not use classes, you can instead enter an estimated number of competitors for each

course, in the Course Dialog window.

Condes determines which courses visit the given control and which classes run those courses. The control site load is then calculated by accumulating the estimated numbers of competitors in these classes. For common controls on the relay course, Condes accumulates the number of competitors on each team. For branch controls, the correct fraction of team members is accumulated.

How to get the result

A report of the estimated control site loads can be viewed and printed by using the Controls Spreadsheet item in the Controls menu. The Courses Spreadsheet in the Courses menu produces a report that shows the estimated number of competitors on each course.

How to use control status flags to keep track of markings in the forest

For each control in the database, there is a set of 5 status flags that you can use to keep track of markings in the forest or for other relevant status purposes. The use of these flags is an optional feature that you can use or skip as you find most useful.

You can freely name each of these flags. This is done in the Control dialog on the tab Texts, Score-O, and Status.

The first 3 flags are pre-defined as:

- Site flagged

- Marker placed

- Marker collected

At any time you can set or clear each of these flags.

So, as you flag each control site in the forest with a streamer or a marking tag, you can set the corresponding flag in Condes to keep track of which sites are flagged. Likewise, the other flags can be used to keep track of when the control flag has been placed, and when it has been collected.

You can set a flag by using the appropriate check box on the "Texts, Score-O, and Status" tab of the control dialog. Alternatively, you can select the control in the Course Layout Editor, and use the right click menu "Control site status" to inspect or set the flags.

The "Controls Spreadsheet" report has a column for each flag, where an "X" indicates that the flag is set for a control.

How to clean up controls that are no longer used

At some point you may end up with a number of control sites that you don't use any longer.

How can you identify if a control is no longer used, and how can you clean up and remove such controls?

Controls that are not used on any course are shown in orange color in the controls list in the Navigation Bar. There is also a menu item Highlight Unused controls that highlights in red color the unused controls on the map. This enables you to quickly identify such controls.

In the Control menu, there is an item Delete all unused controls. This option allows you to delete all the controls that are not used on any course.

How to use a standard set of control stands (and punch patterns) for more events

If your club owns a set of control stands, you can store the control codes andpunch patterns for these control stands, and reuse the codes and patterns for later events.

Condes call this a set of "Predefined control stands".

How to configure the predefined control codes

Before using the predefined control codes, they need to be configured.

1   To configure the codes, use the "File" / "Standard settings for this PC" menu, and then select the "Predefined control stands and punches" tab.
2   Using this page, you can configure settings related to a standard set of control stands and punch patterns.

How to use the predefined control stands

When you create a new event, the predefined control codes are used, if this is configured in the Predefined control stands and punches settings. You can override the first control number in the Settings for this event dialog.

For each control you create in the event, you can configure that the control uses "predefined punch" pattern, or you can enter an individual pattern for the control. The individual pattern is specific to the event file that the control belongs to, whereas the "predefined punch" is the same for all events on the PC.

Note: The file containing standard control codes and punch patterns remain on your PC, and the punch patterns are not copied to the event file, so if you copy (or e-mail) the event file to another PC, the predefined punch patterns remain on your PC. You need to copy the punches file to the other PC for Condes to use these punches on that PC.

How to draw a white outline on control circles

Sometimes a control circle can be difficult to see against a darkish background. It can therefore be useful to emphasize the control circle by drawing a white outline on the circle.

There are different ways to add a white outline on one or several controls. Keep in mind that outline settings are specific to a given canvas.

- Outline all control circles on a canvas
  When you want all control circles on a canvas to have white outlines, you should configure the canvas to use outlines. The setting can be found in Additional Dimensions and Fonts in the Course Overprint Symbols and Dimensions dialog.

- Outline individual controls
  When you want a small number of circles to have white outlines, you should configure this individually on each control. The setting can be found in [Control Circle](#) in the Control dialog. This dialog allows you to override the setting for the canvas; i.e. you can turn on the outline for the control if outlines are not on for the canvas, or turn off the outline if outlines are on for the canvas.

Similarly as for circle outlines, it is possible to add white outlines on control numbers and on course leg lines.

How to (courses) …

How to bend the leg line between two controls

Occasionally, you want the course leg line between two controls to bend, for example to avoid an out-of-bounds area.

1. Select the course leg by clicking the mouse on the leg line. The leg line now appears in red color, and the end points appear as small black rectangles (handles).

2. Add a point to the line by first selecting the [Insert Point](#) tool on the Course Edit Tools Toolbar, then click on the course leg where you want to insert the point.

3. A black rectangle appears on the course leg to indicate a corner point.

You can now move the point along the course leg line by dragging it with the mouse, but you cannot drag it away from the straight line. Condes blocks you from dragging the point away from the straight line to ensure that if you move the end points of a gap in a leg line, this will not bend the line.

So to be able to bend the line, you need to use the Ctrl key on the keyboard.

1. Press and hold the Ctrl key while dragging the point to the location where you want the bend.

The appearance of a course leg can either be

1. common for all courses, or
2. specific to a given course

In the former case, Condes remembers that you want the leg to bend between the leg's two endpoint controls. Condes draws that course leg the same way for all courses that use the leg.

If you want the leg to be specific to a given course (the latter case), you can double click on the leg line, and in the dialog box that pops up, you can choose that the leg should be specific to the selected course.   This can be useful, for example if a leg goes straight through a control later on this particular course and therefore needs to be cut or bent only on this course.

How to automatically cut course leg lines
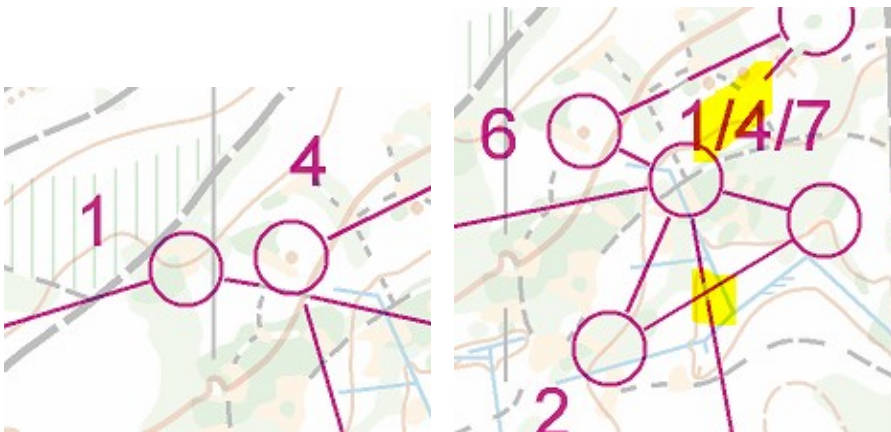
A course leg line may cross other course objects, such as a control circle, a control number, or another course leg line.

Condes automatically cuts a gap the line when this happens, to avoid obscuring important details.

If you want to change the size of the standard gap, or you want to disable this feature, you can use the menu Canvas / Course Overprint Symbols and Dimensions. On the Additional Dimensions and Fonts tab, you find the relevant settings.

How to manually cut a course leg line

Occasionally, you want the course leg line between two controls to be cut to avoid covering details on the map.

To manually cut the leg line:

1   Select the course leg by clicking the mouse on the line. The leg line appears as selected in red color, and the end points appear as small black rectangles.

2   Click the Cut Segment toolbar button on the Course Edit Tools Toolbar to select the scissors tool

3   Either: - Click the left mouse button once on the course leg where you want the line to be cut, and a segment of about 1 mm. is "cut" out of the course leg line.
or: - Click and hold the left mouse button on the course leg where you want the hole to start, then drag the mouse along the leg line, and release the button where you want the hole to end

4   Two black "handles" indicate the ends of the segment. The length of the segment can be further adjusted by dragging either handle.

Alternatively, you can add two points to the course leg line by using the Insert Point button ,

and then toggle off the segment between the two points by using the Toggle Segment button .

The appearance of a course leg can either be

1. shared by I courses, or
2. specific to a given course

If shared by all courses (this is the default behavior), Condes remembers the bends and the cuts in leg line. Condes draws the course leg identically for all courses that use the leg.

To make a leg specific to a given course, you double click on the leg line, and in the Course Leg dialog box that pops up, you choose "specific to the selected course".   This is used, for example, if a leg goes straight through a control later on this particular course and therefore needs to be cut or bent only on this course. See also How to automatically cut course leg lines

How to edit route choice lines and marked routes

When editing route choice lines — and course leg lines with marked routes — Condes uses "rubber band" mode.

When selecting the line, it is highlighted and appears as a wide red line.

To insert a corner, use the Insert Point button .
When entering Insert Point mode, the line now appears as a red "rubber band", that you can manipulate by moving the mouse cursor.

Now draw the line by moving the mouse and clicking (left mouse button) at the locations where you want corners.   By clicking the right mouse button, you remove the previous corner.

When selecting a line with existing corners, the "rubber band" is placed on the last "segment" of the line. If you need to insert a point at a different segment, simply click on that segment while in Insert Point mode.

How to remove a gap that was cut in the line between two controls

There is a tool button that is called toggle segment .   It is next to the scissors tool button .
If you use this tool on the part of the line that was cut, then it should toggle back on.

In fact, what the scissors tool does, is to insert two points on the line, and then toggle off the segment between those two points. This is why you can reverse the process by toggling on the segment again, and you can use the Remove point tool to remove the two points again.

You can also use the Insert point tool together with the "toggle segment" tool to create smaller or longer gaps in the line.

How to handle Map Exchange

If you have a course with map exchange, Condes can print the individual course parts. There is no limit to the number of map changes on a course.

Create a map change on the course

Map change at a control

When you have a map change at a control, designate that control as the "map change" point on the course. The control circle is shown on both parts of the course.

Map change at an intermediate point

When you have a map change at a point with no control flag, you can create a start triangle at the map exchange point, then insert the start triangle into the course (similarly as any other control). You can then designate the start triangle as a "map change" point on the course.

Condes assumes that the leg from the previous control is marked with streamers, so the leg line is shown dashed.

The start point is shown only on the second part of the course. The first part of the course shows a marked route away from the previous control, and the control description shows "marked route to map exchange".

Map change and continue on a new copy of the same map

In this case, you create the course as normally. Do not split the course - put all the controls on the same course. On the screen, you see the entire course.

When you know where the map change will be, indicate this by pointing to the control and selecting the menu item "Control" / "Map Change". Or use the "Map change" item in the right click pop up menu.

Map change when continuing on a different map

Please refer to How to create a course that spans multiple maps for details.

If you have the maps on different canvases, Condes automatically detects when the course goes from one map to another and considers this a map change. The course may come back to the original canvas; in this case Condes prints the first and the last part of the course on the same map.

When printing, first select Canvas 1, and print the course, then select Canvas 2 and print the course.

Map Flip?

When the two maps are on either side of the same sheet of paper, and you wish to include the IOF control descriptions symbol for "Map flip", you can designate the map change point as a "Map Flip" point instead. There is no difference between the "map flip" vs the "map change" other than the inclusion of the map flip symbol in the control descriptions.
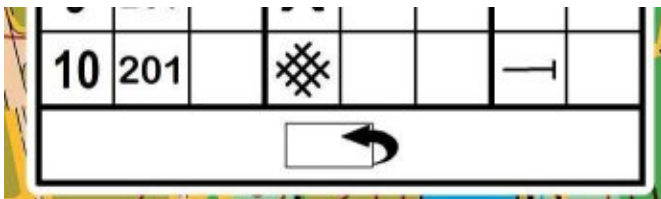
Printing the parts of the course or control descriptions

When you want to print the individual parts of a course with map change, use the menu item "Print" / "Maps with courses".

In the course list, the courses with map change have a "+" to the left of them, to indicate that they have multiple parts.

When you click on the "+", the course expands and shows a list of its course parts. In this list,

check the individual course parts that you want to print. There is even an "Entire course" item in case you want to print the entire course.

Similarly, when you export courses to PDF or other graphics formats.

When you print from the Course Layout Editor, the printout shows the entire course. This printout is not intended for competitors, only for course planner and vetter.

How to create a course that spans multiple maps

Condes supports courses that span multiple maps.

A course can start on one map, then continue on another map, for example when the course spans two adjacent areas that have separate maps. Another example is a course that uses a different map (e.g. a maze) for part of the course.

This is an example:
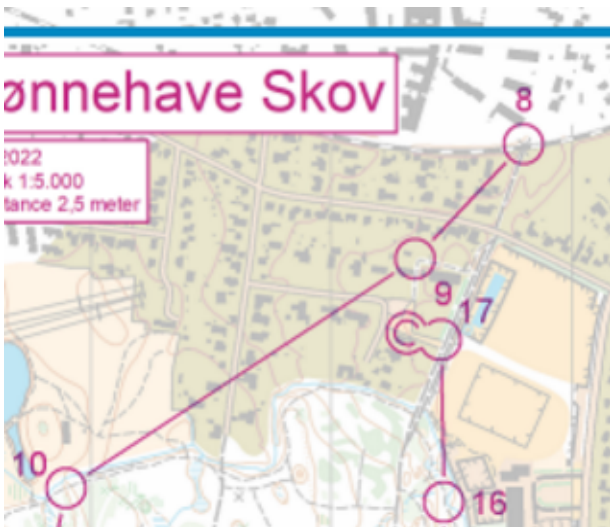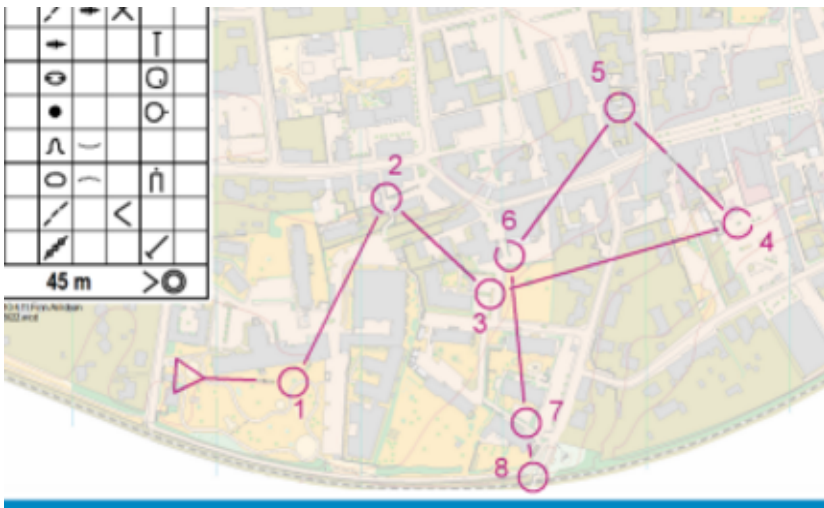
The example shows a course where the first part (1-8) is on one map, and the second part (8-17) is on another map.

In the Condes event, the course is ONE course.

When printing the course, Condes detects which controls are on one map and which are on the other, and automatically splits the course in two parts.

1	46
2	47
3	58
4	239
5	243
6	48
7	49
8	50
9	51
10	31
11	52
12	53
13	40
14	55
15	56
16	57
17	45

Each canvas is set up so that you can create controls that are shown only on that canvas. See below how to set up "separate control coordinates".

You can still have controls that are "shared", e.g. a common control where the map change takes place - simply create a control with the same control code on both canvases. This control has ONE control description, but you can move the circle independently on each canvas.

On each canvas you create only those controls needed on that canvas. In the example, control 8 is created on BOTH canvases.

How do I print the two parts?

When printing, print each canvas separately, e.g. first print Canvas 1, and then print Canvas 2.

Can I show both maps on the same page?

Yes, it is possible to show both maps on the same page. Please read the topic: Showing multiple parts of the course side-by-side on the same page

What if the maps are adjacent, but do not overlap?

If the maps are adjacent, but do not overlap, you can create a marked route between the two maps by using an End of Marked Route point. Place the End of Marked Route point on Canvas 2, then insert it in the course after the last control on Canvas 1. (or vice versa if the course starts on Canvas 2). Using a marked route allows you to enter a distance for the marked route, so that the course length can be calculated correctly.

If you do not use either 1) a control that is shared between Canvas 1 and Canvas 2, or 2) a marked route using an End of Marked Route point, then Condes cannot calculate the total course length.

How do I set up the maps?

Place each map on a separate canvas. You can do this at the time when you CREATE the event, by selecting "Two maps: Two map files" in the event wizard:

⦿ Two maps: Two map files
   Use when you have two separate maps, for example
   with a map exhange from the first map onto the
   second
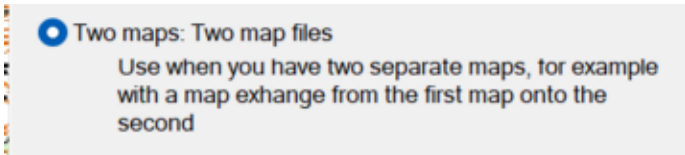
However, if you forgot to set this up when you created the event, it is still simple to manually set up the maps. Follow these steps:

1. Place the main map on Canvas 1
   First select Canvas 1 from the drop down list
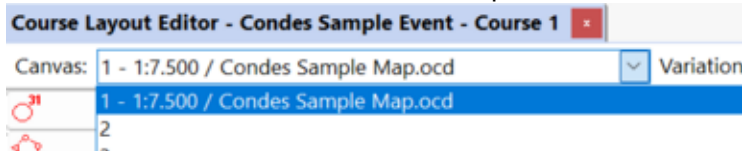
   and use the Canvas / Map menu to open the Setup Map dialog to configure the main map. Place your main map on canvas 1.
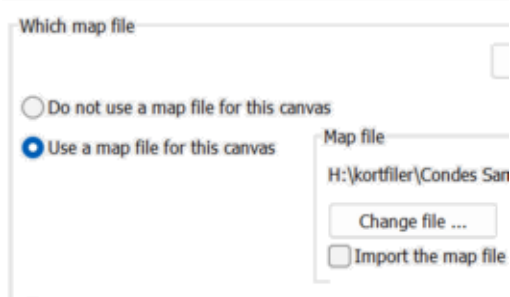
2. Place the second map on Canvas 2
   Switch to Canvas 2 from the drop down list
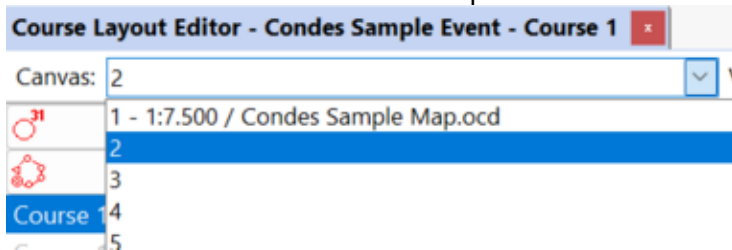
   and again use the Canvas / Map menu to place the second map on canvas 2.

3. "Unlink" the controls on Canvas 2 from those on Canvas 1
   Still on Canvas 2, use the Canvas / Controls menu to open the Setup Controls dialog to configure that this canvas uses "separate control coordinates"
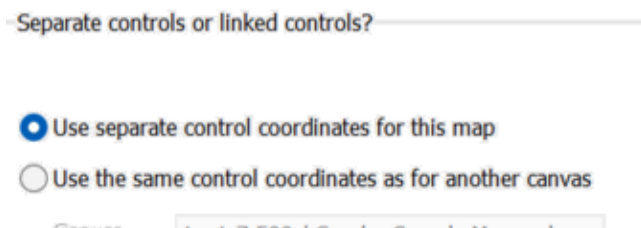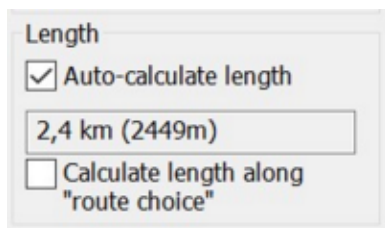
That is it, now you can start planning the course!

Please also refer to How to handle map change

How to calculate course lengths

The course length is shown in the header of the control descriptions. It is also part of the exported course data in the XML file to the event administration system.

You can enter a course length manually, or you can let Condes calculate the course length.

To configure which option you want to use, there is a "Length" section in the Course dialog. The checkbox "Auto-calculate length" controls whether Condes calculates the course length, or a (free) text is used.

Additionally, there is a checkbox that controls if the length should be calculated along the configured route choice (Select Route Choice Line). If this box is not set, Condes uses the distance along the course leg line between each control. When the box is checked, and a configured route choice is available, Condes uses the distance along the route choice line.

Calculating the course length

Condes calculates the length along the leg line between the controls. This calculation is based on the co-ordinates of the controls, including start and finish points. Co-ordinates are measured at 0.01 millimeter accuracy on the map.

> Condes uses the map scale when converting the course length from millimeters on the map to meters in the terrain. It is important for this conversion that the map scale is entered correctly.

If the course includes a "control" designated as a mandatory crossing point, the course length calculation takes this into consideration and include the additional length due to the crossing point.

Condes also takes into consideration the shape of the line connecting the controls, i.e. if the line has been "bent" to avoid covering features on the map, this affects the course length.

Finally, in case you want to include the distance from the time start to the start of navigation (the start triangle), you can assign this distance to the start point by entering the value in the appropriate field of the Control dialog for the start point.

Course length along the logical route choice

For sprint courses, the course length must be calculated along the logical route choice. To configure the length to be calculated along the "route choice", check the appropriate box in the Course dialog as shown above.

To use this option, you need to draw the route choices for each leg on the course. See How to draw and use route choices for more details.

It is important that the route choice line is drawn for each leg on the course; if not, the course

length calculation will not be correct.

If alternative route choice lines arer drawn between two controls, Condes uses the shortest of these for the course length calculation.

How to calculate course climb

Course climb is shown in the control description header in the rightmost of the three header boxes just above the start. By default, the text shown in this box is entered manually in the Course dialog .

Auto-calculate course climb

Condes can help you calculate the climb for a course, by calculating the sum of climb values for each course leg.

To do this, you need to estimate - for each course leg - the climb for the logical route choice, and enter these values into Condes. Condes then adds the climb values to calculate the total climb for the course, and uses this value in the control description.

> The climb value for a given course leg needs only be entered once, when the leg is used on multiple courses. If the leg is used in both directions on different courses (this is normally not recommended best course planning practice), you need to enter separate climb values for each direction.

A checkbox in the Course dialog controls whether Condes auto-calculates the course climb. If left unchecked, you can enter a free text in the climb box. You need to configure this individually for each course.

Climb

252 m

☑ Auto-calculate the climb
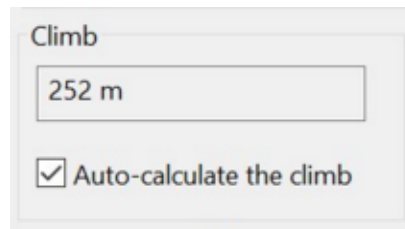
It is essential that you enter a climb value for each course leg: Select a course leg by clicking the mouse on it, then right click and select "Climb". In the Course Leg Climb dialog window that pops up, enter the climb value in meters for the relevant direction.   The dialog allows you to enter separate values for climb in either direction. Alternatively, use the "course leg climb spreadsheet" where you can enter values for all course legs.

> Keep in mind that when you move a control, this may change the logical route choice and thus the climb. If you move a control significantly from its current position, Condes automatically marks as invalid the climb values for legs to and from that control.

If a course is configured to use auto-calculated climb, and one or more course legs have invalid climb values, the course is highlighted with red background in the courses list.
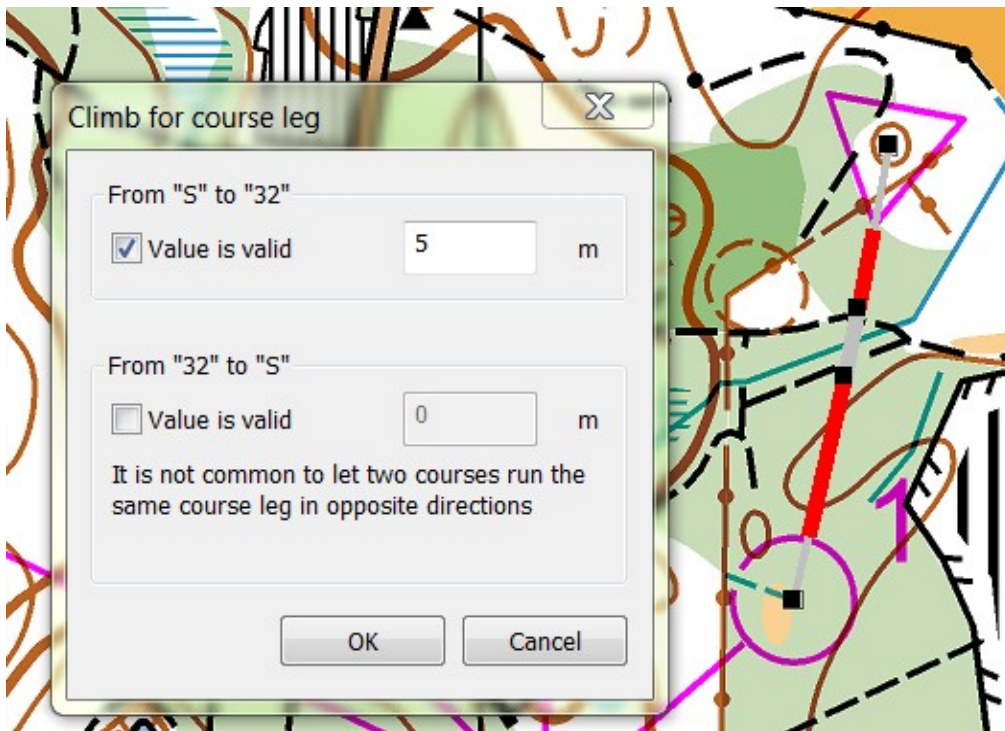
How to use more than one last control

Some events use more than one last control. The distances from the last controls may differ, and Condes automatically calculates the distance and uses the calculated value in the control description.

However, even the type of marking may differ. The type of marking is configured by a setting for the finish point.

So, as long as the type of marking is the same from all last controls, you need create only one finish point.

However, in the unusual case where the types of marking differ for the last controls, in order to show the correct type of marking on the map and on the control description, you need to create two finish points on top of each other and configure different types of marking to each of these. Then assign the finish point with the relevant type of marking to each course.

How to draw and use route choices

When planning sprint courses, an important element is to consider different route choices, and to calculate the lengths of these route choices.

This is where the "route choice line" tool comes in handy:
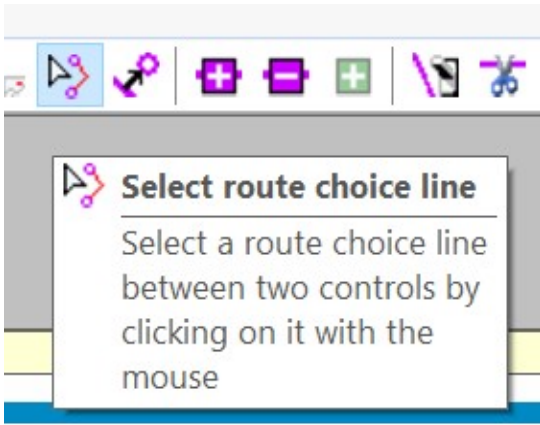
Once you have selected this tool, you can start drawing route choices. Initially, all route choice lines are beelines shown in pale blue.

Start by selecting a course leg. The line changes to a red "rubberband".

Now draw the route choice by clicking where you want the line to bend.
You can always delete the latest bend by clicking the right mouse button, and you can move the "insert point" to a different part of the route choice line by clicking at that part.

Once you are done, you can add another route choice by using the menu Course Leg / Add route choice

To configure a course to use the shortest route choice when calculating the course length, use the "Advanced" tab in the course dialog window:
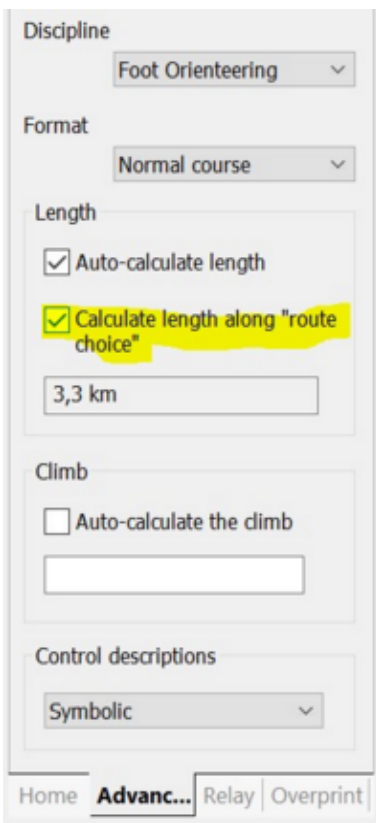
How to break the frame line on an Out-of-Bounds area

You can place an Out-of-Bounds (Out-of-bounds) area on the map using the [New Temporary Out-of-Bounds area](#) tool.   By default, the area does not have a frame line.

If you need to indicate that the area is taped in the terrain, you can add a frame line by right clicking on the area and selecting "Solid Line" or "Dashed Line".

But what if you only want the frame on part of the object?

In that case, you can use the [Toggle Segment](#) tool ( ) to toggle on or off each individual segment

of the frame line. Select the Out-of-Bounds area, so that you can see the black corner handles, then select the Toggle Segment tool and click on the relevant segments that you want to turn on or off.
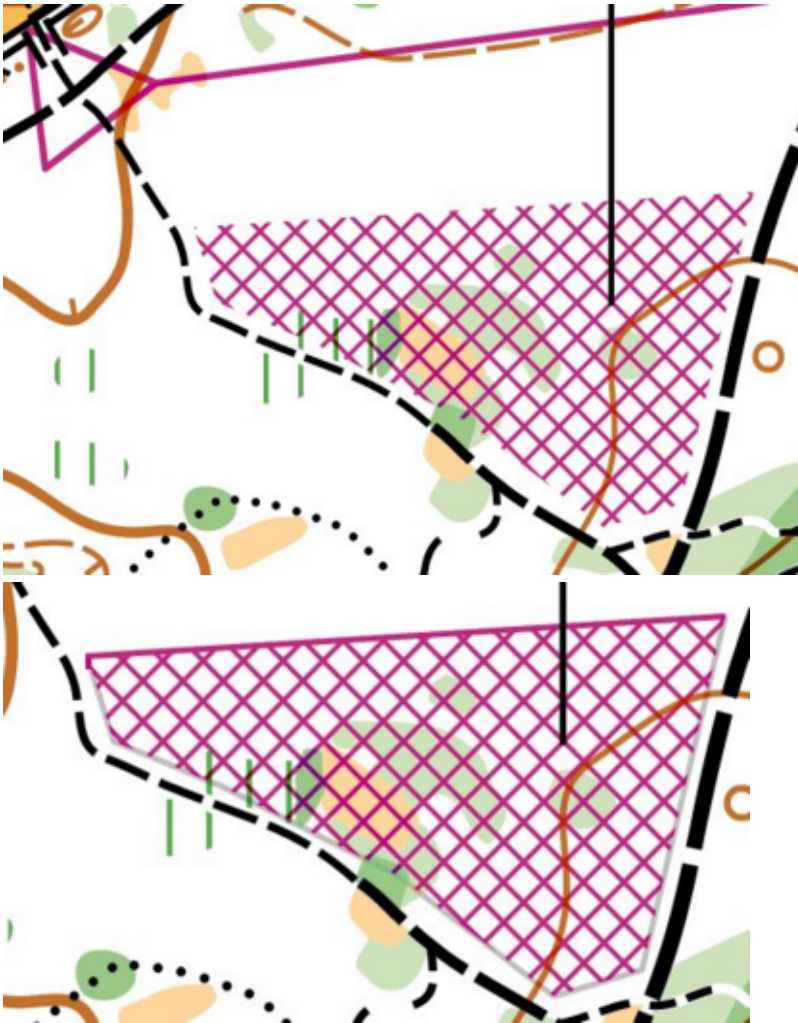
How to (control descriptions) …

How to place a control description on the map

If you want the control descriptions printed on the map, you can create a "Control Descriptions" object on the map. Use the "New Control Description" tool in the Course Symbols toolbar.

1. Select the "New Control Description" tool.
2. Click the mouse where you want to top left corner of the control description placed.
3. Click OK in the Control Descriptions dialog that pops up.

At any time, you can select the control descriptions and move them by dragging with the mouse.

If you double click on the control descriptions, the Control Descriptions dialog opens and lets you configure appearance options for the control descriptions.

How to split control descriptions on the map

It may sometimes be difficult to find room for the control descriptions on the map. Therefore, it may be necessary to split the control descriptions into parts.

Condes provides two different ways of splitting control descriptions:
- You can split control descriptions into columns that are placed side by side
- You can split control descriptions into parts and place the parts in different places on the map.

To control the splitting of control descriptions into columns:
1. Select the control description by clicking on it.
2. Resize the height of the control description by dragging the black "selection marks" at the corners of the control description. The control description automatically spill over into more columns to adapt to the new height.

To split control descriptions in parts to different locations on the map:
1. Create a control description at each location where you want a part of the control description placed.
2. Double click on each of the control descriptions, and select in the Control Descriptions dialog the range of controls to be shown for each part, for example for the first part choose from Start to control 5, and for the second part from control 6 to Finish.

How to Show two symbols in the same field

In most circumstances, control descriptions do not have more than one symbol in each box. However, if you need to place a control using two features, e.g. between two cliffs or hills, you may want to show two symbols in the same control description box.

1   First open a window to edit the control in question.
2   Then select the relevant control description field.

3   Finally, use the button "Two symbols" in the toolbar below the symbol palette to split the field into two parts.

The two parts of the field can now be selected independently of each other and may contain different symbols.

Use the button "One symbol" to revert the field to holding one symbol.

How to Show text in a control description field

A control descriptions field can be blank, show a symbol, or show text.

To show text in a field:
1   Open a window to edit the control in question.
2   Select the relevant control descriptions field by clicking in the field.
3   Use the button "Text" (3x5) in the toolbar below the symbol palette to change the field from a symbol field to a text field.
4   A text field appears instead of the palette.
5   Enter the text.

Hint: Use the "Two Symbols" toolbar button to split the field to show two texts. Use the "Diagonal line" toolbar button to show a diagonal line across the field.

How to Delete a symbol from a control description

1.   Open a window to edit the control in question.
2.   Select the relevant control descriptions field by clicking in the field.
3.   Delete the symbol by using the Del key on the keyboard, or the "Delete symbol" toolbar button (a red cross).

How to specify if control descriptions are symbolic or textual

Control Descriptions can appear as either Symbolic or Textual:

Symbolic control descriptions use the International Orienteering Federation's specification for control descriptions, which in many cases is mandatory.

Textual control descriptions may be preferable for novices or youth courses. A textual control description for a control uses a wide box containing the descriptive text instead of the 6 symbolic boxes.

For each control, in the Control Dialog, you can specify a symbolic description for the control, and you can also enter a textual description. For the text of a textual description, see How to specify the Text for Textual Control Descriptions.

Control descriptions <u>on the map</u> and control descriptions <u>separate from the map</u> are handled slightly differently, so read on.

Control Descriptions on the Map

The control description "objects" that are printed on the map, each have their own individual settings for appearance, which you can configure by double-clicking on the control descriptions.

For symbolic/textual appearance, there are three options:

1. The relevant class or course decides

2. Symbolic

3. Textual

By default, the setting is that "<u>the relevant class or course decides</u>". This means that the settings in the <u>Course Dialog</u> and the <u>Classes Spreadsheet</u> apply as follows:

1. When you print the course from the Course Layout Editor, the setting in the <u>Course Dialog</u> applies.

2. When you print from the <u>Print Maps with Courses Dialog</u>, the same procedure applies as for loose control descriptions:

   ▪ When you print by the course, you configure in the <u>Course Dialog</u> for the course, whether the description should be symbolic or textual.

   ▪ When you print by the class, you configure in the <u>Classes Spreadsheet</u> for each class, whether the description should be symbolic or textual.

Alternatively, you can configure explicitly that the control description is <u>symbolic</u> or <u>textual</u>. This overrides the setting for the course and for the class.

This latter option allows for example that you put multiple control descriptions on the same course, where one is symbolic and another is textual. This could be useful for a novices, who is not comfortable with the symbolic descriptions alone and needs a textual "legend".

Loose Control Descriptions

"Loose control descriptions" are those that are printed separately from the map and usually carried in a holder on the competitor's arm. You print these via the <u>Print Loose Control Descriptions dialog</u> (Print / Loose control descriptions menu).

Loose control descriptions can be printed either by the course or by the class:

   ○ When you print by the course, you configure in the course dialog for the course whether the description should be symbolic or textual.

   ○ When you print by the class, you configure in the <u>Classes Spreadsheet</u> for each course whether the description should be symbolic or textual.

This means that if you specify "textual" for a given <u>course</u>, then if you select this course in the Print Control Descriptions dialog, the control descriptions are textual, regardless of the settings for the classes that run this course. If, instead you select a <u>class</u>, then the setting for this class applies, regardless of what is specified for the course that the class runs.

Normally, loose control descriptions are printed per course, so that all classes on the course

use the same control descriptions. If, however, you want two classes on the same course to have different control descriptions; one uses symbolic, and the other uses textual, then you should configure this for the two classes, and select the classes - not the course - when you print loose control descriptions.

How to specify the Text for Textual Control Descriptions

The text of a textual description for a control is configured in the Control Dialog's Texts, Score-O, and Status tab.   Double click on the control's circle, or right click and choose "properties" to get the Control Dialog.

You can let Condes create a textual description for the control, or you can enter a free-format text. The textual description that Condes generates, consists of the names of the symbols that constitute the symbolic description.

The Condes generated textual description is a simple concatenation of the symbol names of the symbols that constitute the symbolic description.

Condes supports a number of different languages. The language used depend on the primary language setting in Windows' control panel. You can override this setting by changing the symbol language in the File / Common Settings / Application settings property sheet.

The symbol names are held in a symbol file on your PC. You can change the symbol names by closing the event file, then using the Symbols menu. Beware that any changes you make only apply on your own PC. If you forward the event file to someone else, the symbol names on that person's PC apply.

Condes supports the following languages:

Language	Used when Windows' primary language setting is:
Chinese	Chinese
Danish	Danish, Icelandic
English	All other settings
English (Australian)	Australian English
Finnish	Finnish
French	French
German	German
Italian	Italian
Norwegian	Norwegian

Spanish   *Spanish*

Swedish   *Swedish*

Turkish   *Turkish*

How to export a control description from Condes into your word processing document

Condes can place control descriptions and course layouts on the clipboard in graphic format for pasting into a word processing document or a graphics editor.

In order to copy the control description for a given class onto the clipboard:

1   Open the Control Description preview Window. Use the "Course" - "View control description" menu item.

2   Select the course from the list at the top of the preview window.

3   Select the Copy item in the Edit menu or click the button in the toolbar.

Condes uses the commonly used Windows Metafile (WMF) clipboard format, and in order to paste the control description, the "receiving" application must support this format.

How to (relays) …

Condes relay support

Condes supports relay courses.

A relay course has one of more forks, consisting of multiple branches with controls, as many as there are legs on the relay team.   The purpose of a fork is to separate team members on different teams so as to prevent following.

The course for a relay team member uses one of the branches from each fork on the relay course. The other team members run the other branches, so that eventually the team have covered all the branches. The combined course of all the team members is equivalent for all teams, but the teams will have run the branches in different order.

A Regular fork is the standard, "FARSTA fork". Each team member runs one of the branches, in random order. For example on team 101. leg 1 takes branch B, leg 2 takes branch C, and leg 3 takes branch A. On team 102, leg 1 takes branch A, leg 2 takes branch C, and leg 3 takes branch B
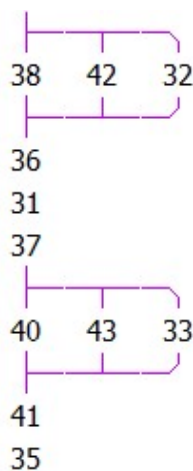
"Simple" relay course, consisting of 2 Regular forks with each 3 branches. This course is for a relay with 3 team members, and from this you can construct 3*3 = 9 different course variations.   When distributing these onto teams, you can accomodate (3*3) (leg 1) * (2*2) (leg 2) = 36 different teams, where each team member has a different variation than all other teams on the same relay leg.

The relay concept has developed over the years, and various variants are used.   For example, the third leg on the relay can have an extra loop, making it longer than the two other legs. Condes has support for such "extended" constructs.

As the number of variations that can be created from a relay course grows exponentially with the number of forks, Condes supports two different means of reducing the number of variations:

1. RELAY LEG fork
    This is a fork, where each branch is bound to a certain relay leg, see the figure below. In the figure, leg 1,3,4 runs branch A in the first fork. Leg 2 runs fork B. Fork B is shorter than Fork A.

RELAY LEG FORK

Leg 1,3,4 runs branch A, and leg 2 runs branch B

REGULAR FORK

The branches are distributed between legs
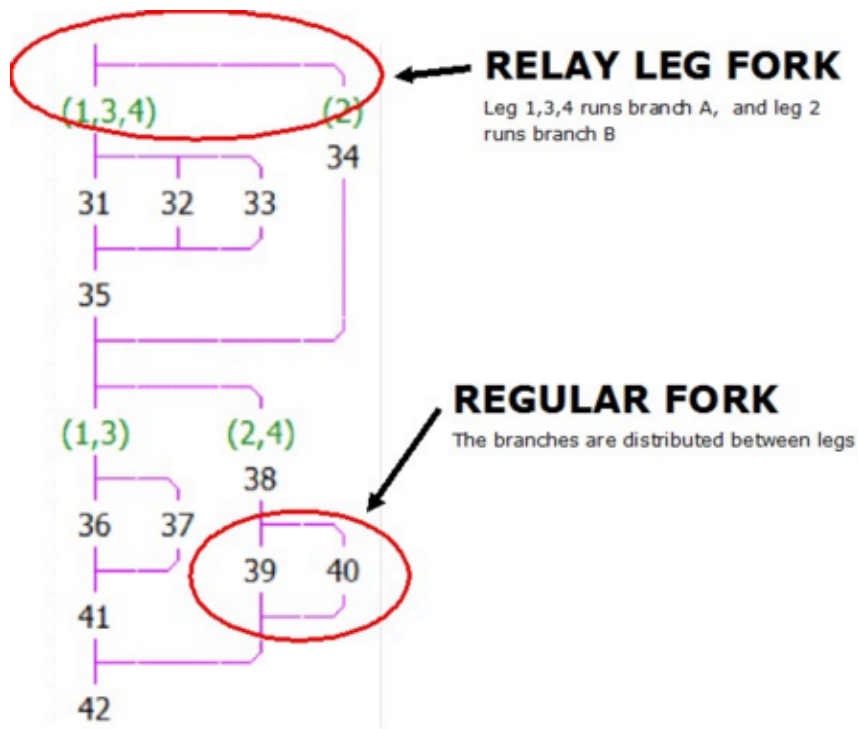
2. FORK COUPLING

When you "couple" two or more forks, a given course variation uses the same branch in these two forks. So if the course variation uses branch A in the first fork, it also uses branch A in the second fork. This reduces the number of possible course variations, as this "counts" as only one fork when calculating the number of possible course variations. In the figure below, the course has 4 forks, which are bound together 2 and 2. The first fork is bound with the third fork (green color), and the second and fourth forks are bound together (orange color). You couple forks by assigning the same "coupling group" number to each of them. All forks with the same coupling group number are coupled.
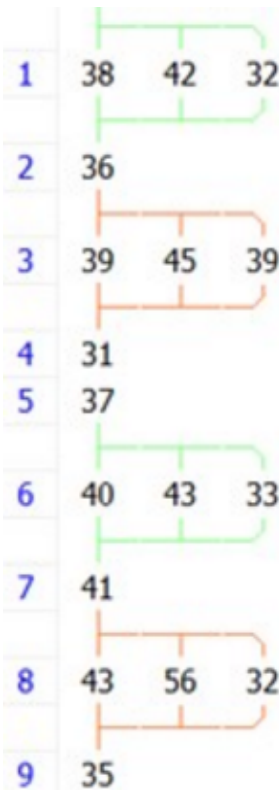
3.

How to create a relay course

How to create a relay course

While you can "draw" a normal course by clicking on the control circles that you want to include in the course, when you want to create a relay course, you need to use the Course dialog.

The Course dialog works with existing controls, i.e. you cannot create new controls while in the Course dialog. This means that before opening the Course dialog, you need to create the controls

by using the "New control" tool

When you have created your controls (not necessarily all of them, as you can iterate the process as needed):

1. Create a course using the menu Course / New Course.
2. Open the Course dialog for the course by double-clicking on the map, or by right-clicking on the map and select "Edit course" in the pop-up menu.
3. Configure the number of legs on the relay team. This is done in the left column of the Course dialog for the course.

Add a fork to the relay course

Use the "insert fork" buttons on the "Relay" tab to insert a fork into the relay course:
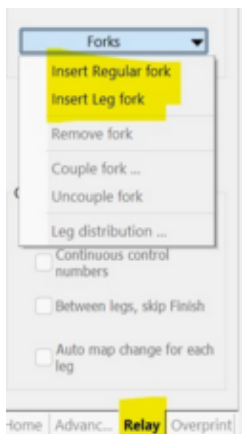
Select either "Regular fork" or "Leg fork"

The fork is inserted at the "insertion point", indicated by a purple insertion bar.

Add controls to the branches

You can now insert controls into the branches.

1. Move the insertion bar to the relevant branch,
2. Select the relevant control code from the controls in the control pane
3. use the "insert control button" or double click on the relevant control code.
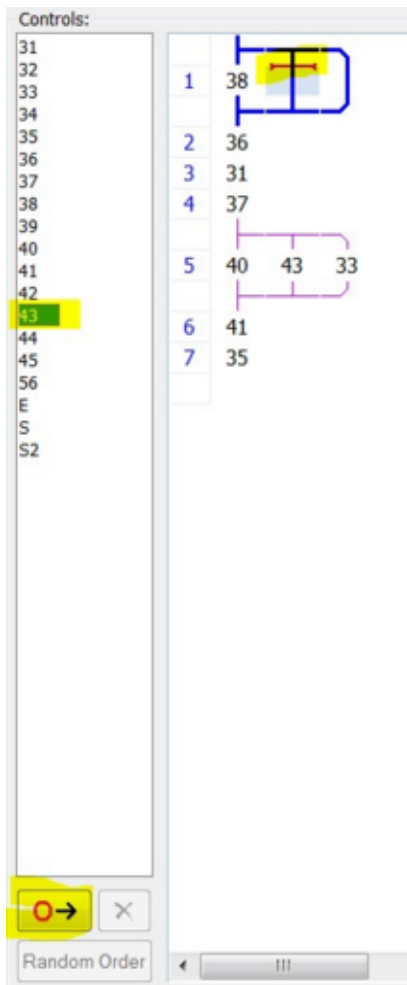
Configure a leg fork

To configure a leg fork, double click on the blue part of the fork. This brings up the Leg Distribution Dialog, where you can configure which legs run which branch. See more details on the Condes Relay Support page.

How to (graphics layout) …

How to design a Graphics Layout

The map file you have may not always suit your needs when it comes to layout.

- Perhaps you need only part of a big map, and when you print a portion of the map, the map texts are far outside the page…   Perhaps you want to print the map at a different scale than the map texts indicate…
- Perhaps there is no legend on the map, or you need the legend in a different place…
- Perhaps you need to add a sponsor logo, or the event's logo…
- Perhaps you need to add some cartoon graphics to produce a childrens' course…

Condes has powerful tools to create a page layout that meets these requirements, so that you can use the map file without changing it:

- You can crop the map and mask the map to reduce the area of the map that you use.

- You can put a frame around the area that you want to print, using the Print Area.

- You can place new texts on the map.

- If some text (or a legend, or an ad, or whatever) on the original map is not placed where you need it on your layout, you can copy a part of the map image from one place on the page and paste it in another place as an overlaid graphics object.

- You can take a part of the map and place in somewhere else on the page, also as an overlaid graphics object.

- You can import a new map and place parts of it on top of your map
  - for example if you need a legend, you can take it from another map, again as an overlaid graphics object.

- You can also import bitmap images (BMP/GIF/JPG/PNG/TIF) and metafile images (EMF/WMF) and place these as part of the layout. However, Condes does currently not support EPS and PDF files.

- You can place a mask area on top of the graphics object if you want to hide parts of it.

The graphics layout is normally specific to each individual canvas. However, if a canvas uses the map from another canvas, you can also configure the canvas to use the same graphics layout as that other canvas. This is done in the Setup Map dialog, which you can open by using the Canvas / Map menu item

The Print Area

The Print Area is an important concept. It is a frame that you can use to configure which area of the map you want to print. The print area is normally shown as a coloured (default is blue) frame with round corners. When you print, this frame is also shown on the printout.

If you don't want to print a frame around the printed area, you can turn off the print area frame by double clicking on it and use the Setup Print Area dialog that pops up.   When the print area frame is turned off, the print area is indicated by a (thinner) red frame.

You can move and resize the print area by clicking on the frame and dragging the black "handles" in the corners and on the sides of the frame. By double-clicking with the mouse, you can configure the print area frame width and color.

The print area is specific for each canvas. This means that you can have different layouts for each canvas.

This is a useful way to handle for example different scales (1:10,000 and 1:15,000), or different printout sizes. If you need a small layout for the short courses, and a larger layout for the longer courses, then you can put the same map on Canvas 1 and Canvas 2, and you can define one print area on Canvas 1, which suits shorter courses, and a larger print area on Canvas 2, for the longer courses.

By default, the print area size is common for all courses on a Canvas. However, by double-clicking on the print area frame, the Setup Print Area dialog pops up, and you can configure the print area to be specific for a given course. This is useful if the courses are very different, but use this option with care if you have many courses.

Cropping the Map

There may be cases where you don't need the full extent of the map. An example could be when you have a very large map that covers much more than you need for the current event. In such cases, it can be useful to crop the map image.
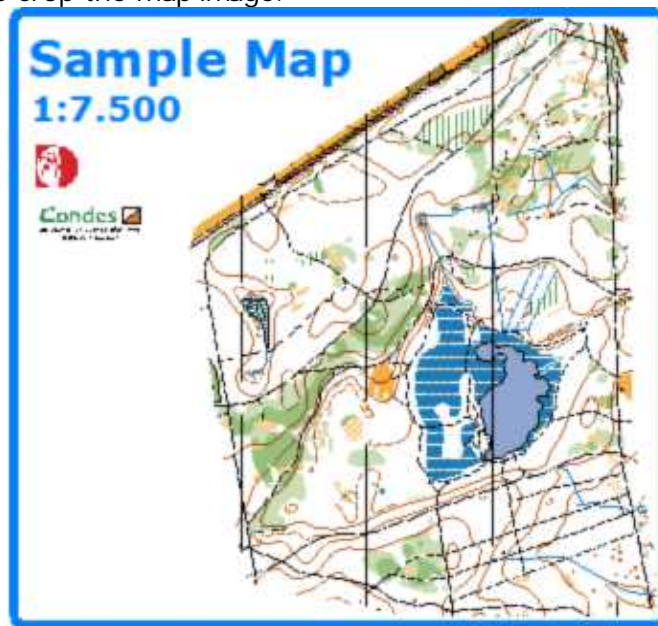
Condes can crop the map. You can crop from all sides of the map image rectangle - the cropped image remains as a rectangle.
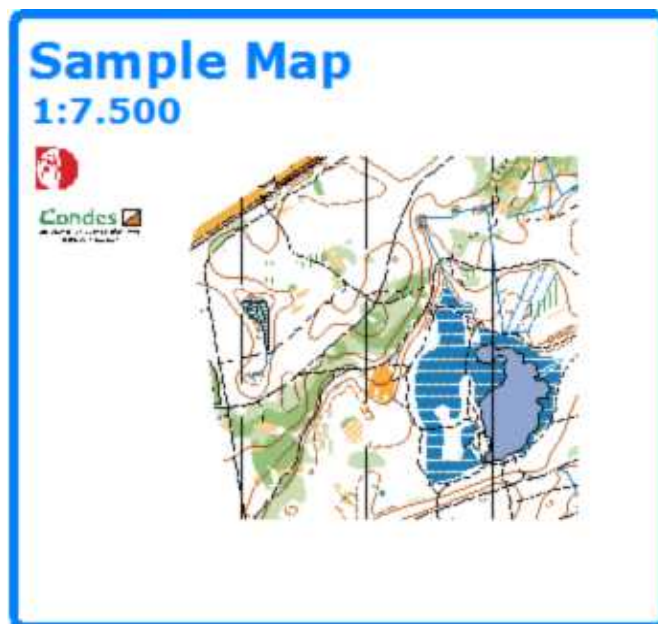
There are two ways to perform cropping of the map:

Method 1:

1. Select the "Select Graphics Object" tool in the Course Layout Editor, then click on the edge of the map to select the map.
2. The map now has "selection handles" at the corners and at the edges.
3. Crop the map by dragging these handles.

Method 2:
1. Use the menu Canvas / Map to get the Setup Map dialog, then click on Details…
2. You can specify (in mm) the crop distance from each side of the map.

An alternative to cropping the map is masking the map.

Masking the map

There may be cases where you don't need the full extent of the map.

An example could be when you have a very large map that covers much more than you need for the current event.
Another example could be a training exercise where you want the map to be visible only around the controls.
Or you want to create a graphics layout where some parts of the map is not needed.
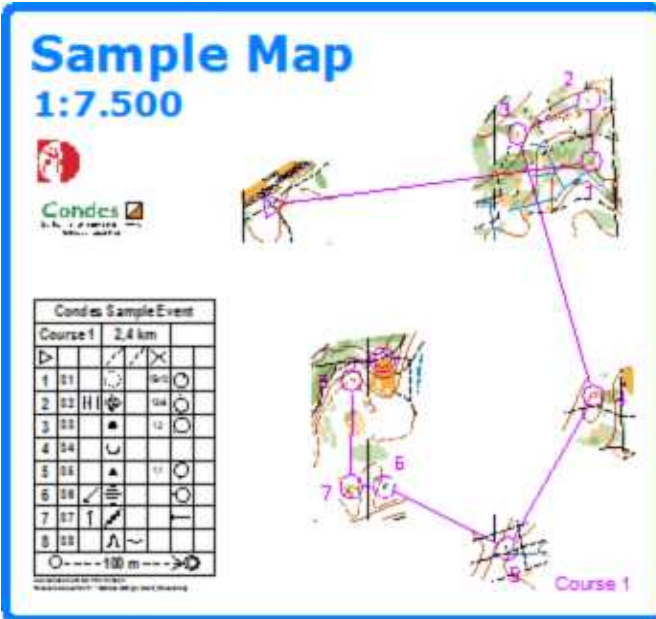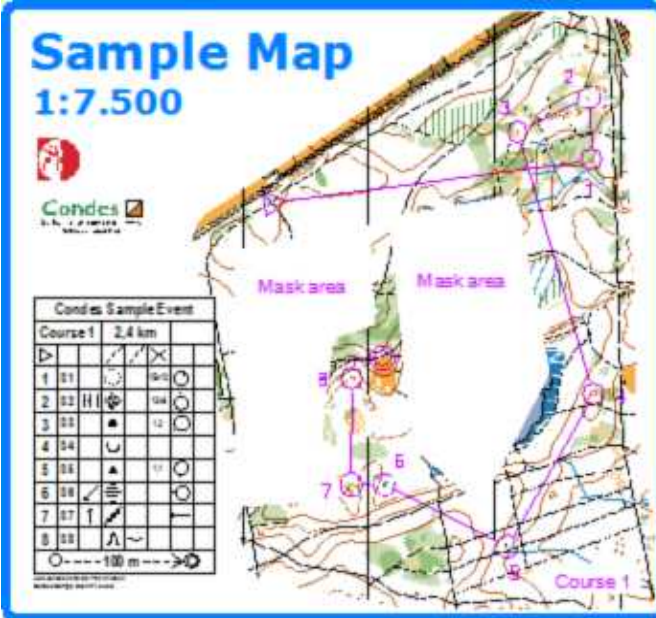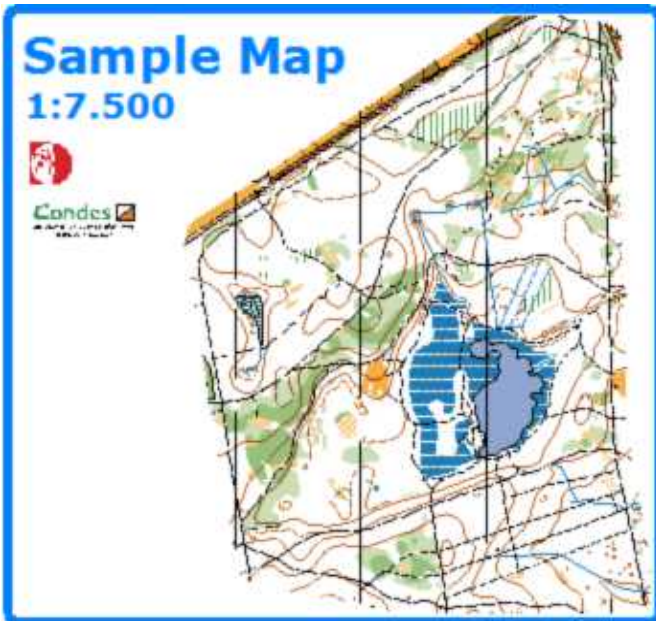
There are two ways to mask parts of the map:
1. You create "mask" graphical objects and place them on top of the map to cover the parts of the map you want to hide. This is useful when you want to cover smaller parts of the map
2. You can mask the map entirely, then cut holes in the mask to reveal the parts of the map you want to show. This is useful when you want to cover large areas of the map.

For method 1),
Use the New Mask Area tool on the toolbar and draw a mask area on top of the map.

For method 2),
1. Start by masking the map entirely. This is done via the menu Canvas / Mask Map.
2. The mask is now entirely hidden. On the screen, the map shows dimmed at the faintest dim level - when printing, the map is hidden.
3. Select the map by first using the "Select Graphics Object" tool on the toolbar, and then clicking on the edge of the map.
4. The map shows up with selection handles at the corners and on the sides. (These can be used to crop the map)
5. Select the "Add cutout point" tool from the toolbar.
6. Draw a hole in the mask by clicking on the corners of the hole.
7. You can move the corners by dragging them, and you can delete corners by using the "Remove point" tool .
8. To entirely remove a hole, you delete all the corners.

An alternative to masking the map is cropping the map.

Placing an Overlaid Graphics Image

To add an overlaid graphics image,

1. Use the New Graphics tool on the Special Symbols toolbar.
2. Click on the canvas where you want the top left corner of the image.
3. An Overlaid Graphics dialog box pops up and lets you choose the image to use.

You can choose between using one of the maps you already have on a canvas, or you can select a separate file.

When you add a separate file, a copy of this file is stored inside the Condes event file, and therefore it is always available, even when you move the event file to another computer. This also means that if you change the contents of the original external file, and you want these changes reflected in the Condes event, you need to update the contents of the Condes event file, by selecting the external file again. This can be done without affecting the other properties of the overlaid image.

Shaping an Overlaid Graphics Image

When you have placed the image on the canvas, you can move it, crop it, and resize (scale) it to fit the purpose.

1. First choose the Select Graphics Object mode by clicking on the [button icon] button on the Course Edit Tools toolbar.
2. Click on the image to select it - a selected image is indicated by corner "handles" and side "handles".
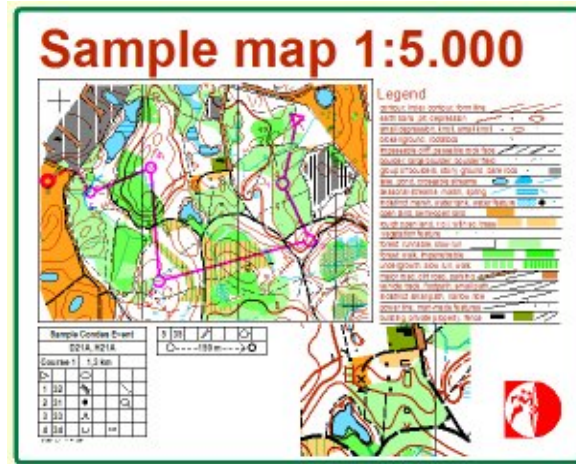
You can now

● Move the image by dragging it with the mouse.
● Move the image by using the arrow keys Each step is 0.1 mm. If you need more precise placing, press Ctrl or Shift while moving. Each step is then 0.05 mm.
● Resize (scale) the image by dragging the corner points.
● Crop the image by dragging the side points.

If you need to cover parts of the image, you can use a Mask Area

Note that the top left corner of the image is a "fixpoint". When you resize the image, the top left corner remains at the same location on the canvas.

Arranging Graphics objects

When you have multiple graphics objects and they overlap, then it is important to be able to control the order that the objects are shown; in other words: which object is above and which is below.

Graphics objects (overlaid graphics, mask areas, texts and Condes logos) are ordered in a so-called Z-order. This means that you can move each of the objects individually up or down in the order. The course layer (course, control descriptions, course symbols) constitutes one layer in the Z-order, so you can place graphics objects above and below the course layer.

To arrange a graphics object, select it and use the menu Object / Graphics Object / Arrange, or select it, right click and use the menu Arrange.   To move the selected object up one layer, use the menu "Move up"; to move the selected object down one layer, use the menu "Move down".

When moving an object up or down, it should be noted that the move may be relative to an object that is not overlapping and thus the move may not have any visible effect.If the object is currently just above the course layer, when moving down the object, it moves below the course layer, and vice versa if the object is currently just below the course layer and you move up the object.

Adding an enlarged section of a map

This example shows a course layout which has an enlarged section of the map. This can be used if there is a particularly complex section of the map that needs to be shown at a larger scale. It is an example of using the overlaid graphics feature. The same feature can also be used to show a section of a *different* map, for example a maze, as used in Labyrint Orienteering.

To create the enlarged section, start by creating an overlaid graphics object, using the New Graphics tool.

When configuring the object, choose to use the map from a canvas, and - in this case - select the same canvas that you place the object on.
To show the course, check the box "Show the course on the map". If the course has a map exchange, you can also choose to show only part of the course, by selecting the relevant part in the drop-down list.

Initially, the entire map is shown. You need now crop the object by dragging the side handles, enlarge (resize) the cropped section by dragging the corner handles, and drag the object to the wanted position on the canvas.

Showing multiple parts of the course side-by-side on the same page

Occasionally, there may be a need to have a map exchange, for example if the course overlay would otherwise clutter the

map. It may be desirable to have both parts of the course on the same page. This is very easy to set up in Condes.

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same page, in a complete graphics layout.

With Condes, you can design such a layout by using graphics objects that

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Each of the maps are created as graphics objects. The first one is configured as follows:

○ Use the map from a canvas

Canvas 3 - 1:4.000 / Mapa Sprint Orihuela del ⌄

☑ Show the course on the map

Course part Part 1 ⌄
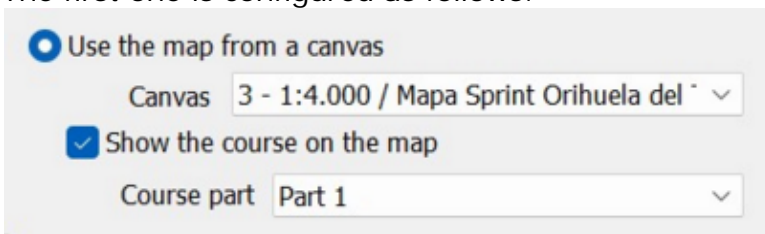
And the second one similarly, by choosing "Part 2".

Then, the (orange) print area frame is placed around the two objects, and additional graphics objects are added to create a complete layout of the page.

The below image shows how the entire canvas looks. The map is at the top, and this is where the course is designed. The graphics layout is placed outside (below) the map area, so in fact graphics layout is separate from the map on which the course is created.
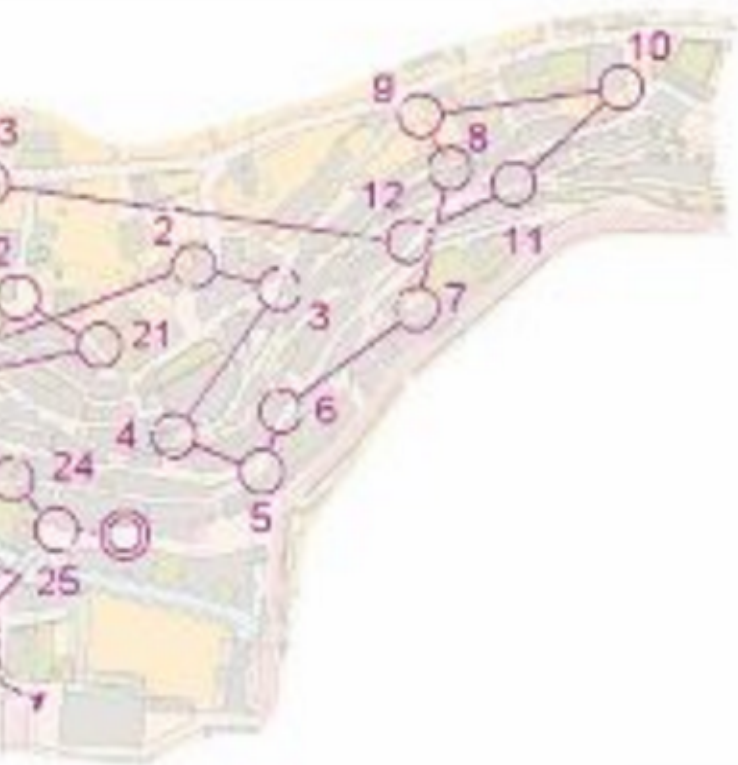
ESCALA:1/4.000 - EQUIDISTANCIA: 2,5m

CARTOGRAFÍA (2020): Alberto Santabárbara - TITULAR(TE-2050-22): Club Ibón Zaragoza
TRAZADOS: Alberto Santabárbara - MAQUETACIÓN E IMPRESIÓN: mundOMAP

Thank you to the **MUNDOMAP SOLUCIONES GEOMÁTICAS** for providing the example

Placing Texts and Condes Logos

In addition to adding graphics, you can also place texts on the canvas.

1. Use the New Text tool ![A] on the Course Symbols toolbar.
2. Click on the map where you want to place the text
3. A [Text Dialog] appears. This dialog lets you enter the text and format it (font, alignment, etc)

A way to show your support for Condes is to place a Condes logo on the map.

1. Use the New Condes Logo tool ![icon] on the Special Symbols toolbar. Thanks in advance!

Linking the graphics layout to another canvas

The graphics layout for a canvas is normally specific to that canvas.

However, if a canvas uses the map from another canvas, you can also configure the canvas to use the same graphics layout as that other canvas. This is done in the [Setup Map dialog], which you can open by using the Canvas / Map menu item.

How to (printing and exporting) …

How to print maps and courses

Condes can print maps and courses on almost any Windows printer. You can print draft maps for vetting, or you can print multiple maps on the same sheet of paper for "mass production" competition maps.

Printing from the Course Layout Editor
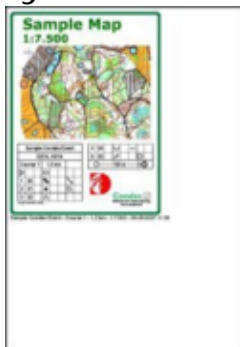
You can print directly from the Course Layout Editor by simply clicking the print icon in the toolbar. Printing directly from the CLE is intended as test prints or proofs for vetting. Condes puts a date and time stamp on these prints, so that you can keep track of when the printout was made.

You can choose between printing
- the full map area,
- an area that is cropped to fit the course, or
- the area that you have defined as print area.

You can preview the printout on the screen before printing. Use the File menu, then select Print Preview.

Printing from the Print menu

You can also print from the Print menu. Printing from the Print menu gives you more options for the layout, and is intended for final printing. Use the Print menu, and then select Maps with Courses.

- You can print one map on each page, or you can put more maps on the same page to save paper.

- You can fill the page with copies of the same course, or you can print different courses on the same page.
- You can align the printout to the top left corner of the page, or you can center the printout on the page.

More about the options can be found here.

A word on print quality

You should be aware that printer quality varies from printer to printer, and not all printers can produce a quality that is sufficiently good for competition maps. The print quality is measured both in terms of printer resolution, i.e. how sharp are the edges of the lines produced, and in terms of correct colour rendering.

Print quality is a topic that is discussed extensively, and a full discussion is out of scope for this help topic. There are very good printers out there, and there are very poor printers. It pays off to study this topic a bit before using just any printer to print maps. As a rule of thumb, in general PostScript printers produce the most correct colour quality and is easier to control.

When printing on a PostScript printer, Condes can render the map using colors in the CMYK color space that are the native colors of the map. When printing on any other printer, Condes needs to convert the native map colors to the RGB color space. Condes does this as a 1:1 mapping, and does not modify the colors in any other way. The printer's interpretation of the colors are sometimes slightly different that the map's native colors.

How to - Print and Export scales

In the "Print maps with courses" window there is a Print Scale setting.
In the "Export to PDF", "Export to EPS", and "Export to SVG" windows there is an Export Scale setting.
In the "Export to OCAD" window there are settings for Print Scale and for Export Scale

Here are some thoughts about these settings.

The Export Scale determines the "absolute" coordinates of the export. So if the export should fit onto a map at 1:10.000 scale then the export scale should be 1:10.000.

The Print Scale in the OCAD Export dialog is used when you export at e.g. 1:15.000 to import into OCAD on to a digital map file in 1:15.000, but plan to print that map at a different scale, e.g. in 1:10.000.

Setting the Export Scale in the EPS Export dialog different from the Print Scale of the canvas is mostly used when the map is a bitmap file, e.g. drawn in Adobe Illustrator. In this case, courses are exported at the scale that that original map file has, so that they fit onto the map when imported into Adobe Illustrator. In order to get the symbols at the right size when printed from Illustrator, the "export printout scale" scales the symbols so that when Illustrator rescales the symbols at printout they get the right dimensions.

When courses exported as EPS go to a print shop, to be printed onto existing maps, both the export scale and the printout scale should be set to the scale of the printed map. So if the map in Condes is 1:15.000 but the courses should print on a map at 1:10.000 then both the print scale and export scale should be 1:10.000 when the map is 1:10.000.

Course Area Setup – depends on the workflow.   When using the setting "entire canvas area", the size of the exported file (EPS and PDF) fits exactly the size of the OCAD map EPS export, so that both the Condes EPS or PDF (with the course) and the OCAD EPS (with the map) have the same dimensions. This should make it easier for the print shop to register the two images on each other.   If the canvas area exceeds the map area, you get a warning when exporting and can choose to limit the export to the map size.
The other two Course Area Setup settings do exactly what they say, but for those, the print shop must make sure that the course is placed correctly onto the map. In general, use registration marks to make sure the two images match onto each other.

Page Setup – if you set this to "fit page to course size" it means that the dimension of the EPS or PDF file equals the course area setup and you get one course per file.   If you choose a fixed page size format, you'll get the same effect as when you print to a printer – the image may not fit on the page if the page is smaller than the course area setup, or more than one course may fit on the page if the page is larger than the course area setup.
The page setup can be used when you create a layout at e.g. A0 with many courses on the same sheet. Condes lays out as many courses as can fit on the page. Remember that Condes can also export the map to the same EPS file (so that you avoid the trouble with matching an EPS file from Condes with an EPS file from OCAD).

Here is an example of an export to paper size A0 with a lot of different courses:
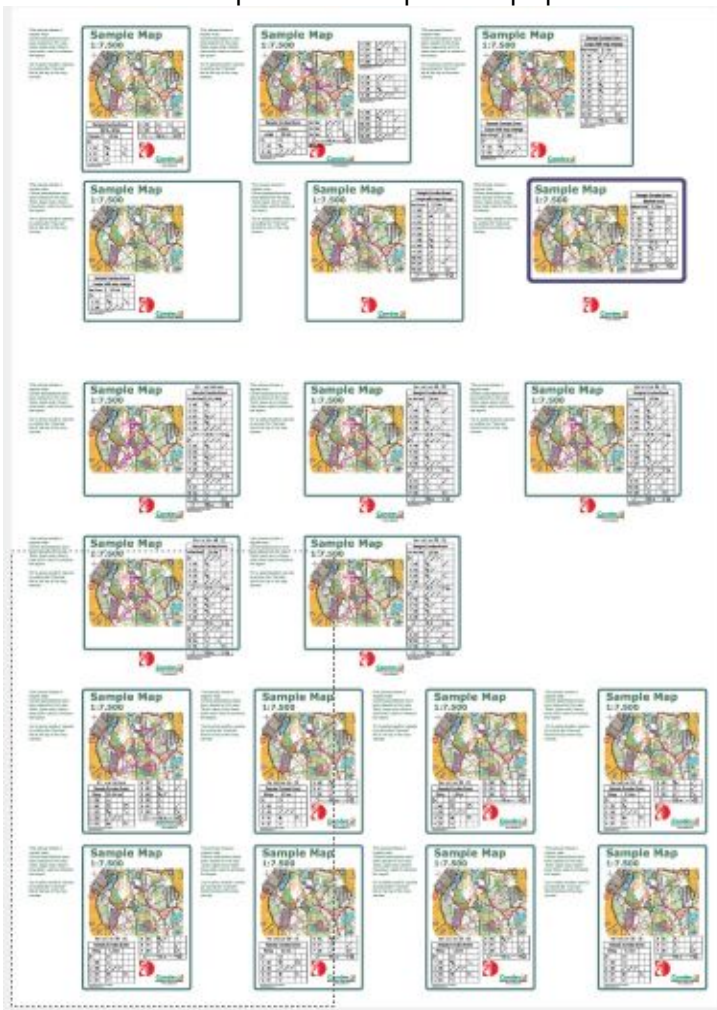
How to Print the Course Name or Relay Team Number on

the Back of the Map

Condes supports the printing of the course name on the back of the map.
There is a checkbox setting in the Print / Maps with Courses window that controls whether a page with the course name is inserted in the printout after each map.

Likewise, when you export maps and courses to a PDF file, Condes can insert a page with the course name after each map.
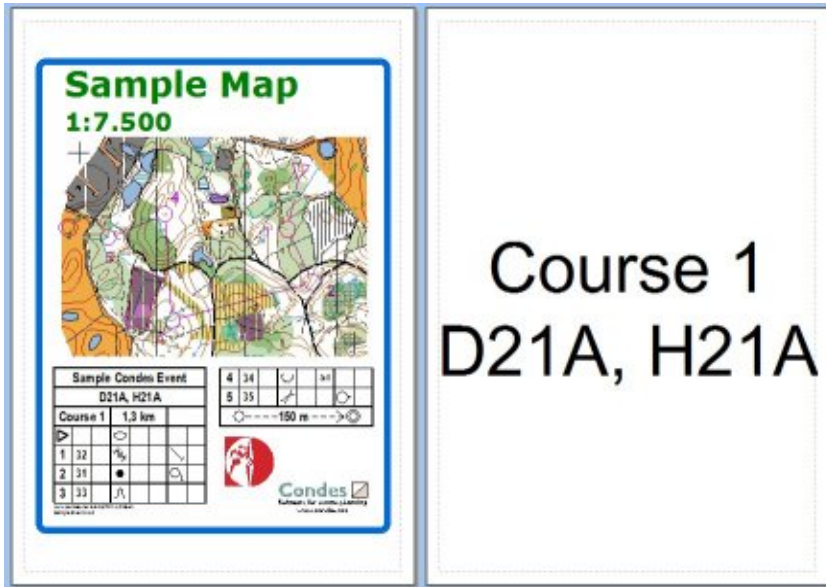
Obviously, this works only if your printer has a duplex unit that can handle double sided printing.

This feature also prints relay maps with the relay team number and the team leg on the back of the map

You can fine tune the printout, for example the font size, the location on the page, and which elements to print, via the Course Layout / Setup text on back of map… menu.

How to (miscellaneous) …

How to correctly align courses exported to OCAD

When you export a course file from Condes, and import it into OCAD, the first question OCAD asks is whether you want to "Place using mouse" or "Place with offset".

If you choose "Place using mouse", OCAD lets you drag your course with the mouse until it fits correctly on top of the map.   This may be tedious and not very accurate, especially if you have many courses that you want to import.

If you choose "Place with offset", OCAD lets you enter a set of horizontal and vertical offsets in millimeters. The course is then offset from its original position by the distance that you enter.

Both of these options could be tedious if you had to do it over and over again for each course…

A better alternative would be if the course already has the correct co-ordinates when you export it from Condes, so that you can choose "Place with offset" in OCAD - leave the offsets at 0 - and the course is still placed at the correct location.

If you use an OCAD map file, Condes and OCAD uses the same co-ordinates, so this solution is straight-forward, and you don't need to do anything.

However, if you use a bitmap file, or you have moved the OCAD map, then this is still possible, by using co-ordinate translation, so read on…

The translation is done by means of a common registration mark:

1   Working in Condes with the course prepared, choose a reference point on the map near the top left corner of the map, preferably at an existing registration mark on the OCAD map.
2   Create a registration mark in Condes at this reference point.
3   In OCAD, read the co-ordinates of the reference point (use the mouse and read the co-ordinates in the status bar).
4   In Condes, use the menu Export, then choose Export Courses to OCAD
5   Click on the "Coordinate translation" button.
6   In the Coordinate Translation dialog box select the "Translate" option, and enter the co-ordinates from item 3, then click OK

Condes saves the co-ordinates with the courses, and remembers them also next time you open the event file.

Please note that Condes saves a separate set of translation co-ordinates for each map file, so if you use different canvases and different map files, make sure to enter the translation co-ordinates accordingly for each canvas.

How to transfer data to an event administration software package

You can transfer data in a file to an event administration software package. The file

contains information on each course: Course title, length, number of controls, the control codes, and which classes run the course.

Condes supports two export formats:

1. XML format that follows the IOF Standard Interfaces for data exchange. Please find more information on the IOF home page https://www.orienteering.sport (follow menu structure to IOF / IT Commission / Standard Interfaces)

2. OCAD CSV format.

Select the menu `Export` / `Export event data...` to export event data

How to add new control description symbols or alter existing

You can add new symbols to Condes' symbol palette. When Condes is active, but no Event file is open, a menu item, Symbols, is available from the main menu. This menu item has three sub items, New symbol, Open symbol, and Delete symbol. These menu items can be used to manipulate the symbols.

New symbols can be designed using a drawing program, and imported to Condes via a Windows Metafile Format (.WMF/.EMF) file, or via the clipboard.

NOTE: Condes keeps the standard symbol file in the same folder as the Condes program executable file (typically in C:\Programs\Condes 9). This file cannot be modified. In order to be able to modify the symbols, you need to configure Condes to use a copy of the standard symbol file. There is a menu item in the Symbols menu that can help you.

WARNING: Changing the symbol database can have unwanted effects. Do not change the symbol database unless you are absolutely certain that this is what you want to do

Dialogs and Views

Course Layout Editor

The Course Layout Editor is a graphical editor for on-screen course design. The Course Layout Editor is also known as the CLE.

This section has the following topics:

- The Canvas and the Navigation Bar
- Controls
- Courses
- Graphics Layout
- Browse Courses
- Course mode, Graphics mode, Route Choice mode, and Insert Controls mode
- Shortcuts
- Toolbars
- Course Layout Editor Toolbar
- Course Symbols Toolbar
- Special Symbols Toolbar
- Graphics Toolbar
- Condes Standard Toolbar

The Canvas and the Navigation Bar
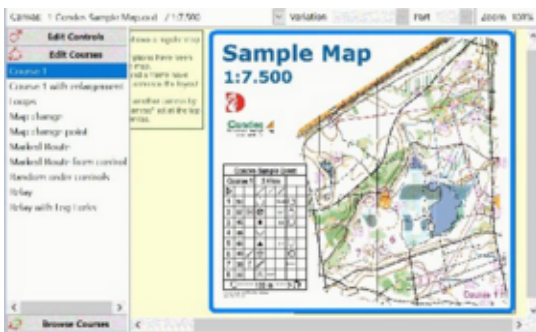
The main portion of the Course Layout Editor window is called the *Canvas*, and this is where the map and the course are shown.

Anywhere on the canvas, you can use the right mouse button to open a pop-up menu that gives you options depending on the context.

To the left of the canvas is a Navigation Bar. The navigation bar has three panes, which you switch between by clicking on their headings: "Controls", "Edit Courses", and "Browse Courses".

The navigation bar controls what is shown on the canvas:

- When "Controls" is selected, the canvas shows all the control locations on the map. You can edit existing controls, add new controls and remove controls.

- When "Edit Courses" is selected, then one course is shown. The course shown is highlighted in the course list, and you can switch between courses by clicking on the new course in the course list. You can edit the shown course: add controls to the course, delete controls from the course, edit the graphics layout for the course, and edit the route choice lines for the course.

- When "Browse Courses" is selected, multiple courses can be shown on the canvas at once, giving an overview of course layouts. Each course is shown it its own color so that you can distinguish courses from each other. You can change a course's color by clicking on the colored square next to the course name.

- The Course Layout Editor has 5 canvases. Read more about canvases here

Controls

You can create a control, a start point, or a finish point, by selecting the appropriate tool in the Course Symbols toolbar to the right of the canvas, then click on the canvas where you want the control (or start or finish) to be located.

If you want to move a control's circle or control number, you need to select the control. Click inside the circle. Four black rectangles (handles) appear at the corners of the enclosing rectangle for the control, and the control circle changes color to blue. This indicates that the control is selected.

When a control is selected...

- You can move the control circle. Drag the circle with the left mouse button pressed down. This is possible only if the control circles are not locked.

- You can move the control number. Drag it with the mouse. This has effect only on the course shown, and you can place the number individually for each course.

- Double click inside the control circle to open a control dialog window where you can define the control description for the control, and set various options for the control.

- You can manipulate the control circle directly on the map, toggle on/off segments of the circle, by selecting the "cut" tool (the scissors). Alternatively, use the right click menu "Control circle" to take a magnified view of the control at different map scales.

Courses

You can create a course by right clicking on the canvas and selecting the menu option New Course, or by selecting the appropriate tool in the main toolbar, or by using the main menu option Course / New.

When a course is selected and is shown on the canvas, you can double click anywhere on the canvas to open a Course dialog window where you can manipulate various properties of the course, including the controls that are on the course.

When you have created a course, you can "draw" the course by using the "Insert Control" tool. See for example Introduction to on-screen course planning

When a course leg is selected...

- You can manipulate the course leg between two controls; bend it, toggle off/on a segment etc.

- When you manipulate a course leg, the result takes effect for all courses that share this leg.

- You can double-click on the course leg to open a Course Leg dialog window that lets you control whether the properties of the leg, i.e. the bends, cut-outs, etc. apply on this course only, or on all courses.

- This is also where you can control whether the course leg is drawn as a solid line, or as a

dashed line.

Graphics Layout

You can design a graphics layout for a course, consisting of texts, external graphics elements (bitmap files or map files). You have the following tools to choose from: Text, Overlaid Graphics, Mask Area, Condes Logo. You can place "objects" of these types onto the canvas. These objects appear above the map, but below the course. You can move the objects up and down in the so-called Z-order, meaning that you can move one object in front of or behind another. For each object, you can select whether this object is visible on all courses on the canvas, or only the currently selected course. This allows you to adapt the layout to each individual course.

In addition to this, there is also the print area frame, which you can modify to fit the course, or keep identical for all courses on the canvas. The frame width and color can be modified to suit your need.

This allows you to create elaborate graphical layouts so that the combination of map, course and graphical layout can be used directly for printing.

Browse Courses

The Browse Courses mode in the Course Layout Editor lets you see multiple courses simultaneously. Each course is shown with a different color, and you can select/unselect each course individually via the navigation bar to the left of the canvas.

<u>Course</u> mode, <u>Graphics</u> mode, <u>Route Choice</u> mode, and <u>Insert Controls</u> mode

The Course Layout editor has three "modes": Course Editing mode, Graphics Editing mode, and Route Choice mode

The three modes exist to facilitate editing without accidentally selecting and moving the wrong type of object. thus:

- in <u>Course Editing</u> mode (use this toolbar button ▷), you can select course items: controls, leg lines, control descriptions, course symbols (refreshments, out-of-bounds areas, etc.)

- in <u>Graphics Editing</u> mode (▷), you can select graphics items: Texts, Mask Areas, Overlaid Graphics, and Condes Logos.

- in <u>Route Choice</u> mode (▷), the lines between controls are route choice lines (light blue), which you can bend to follow the optimal route choice. You can create multiple route choices for each leg so that you can compare the lengths of different route choices.
  For those courses where Condes calculates the course length along the route choice, the shortest of the route choice lines is used for the calculation.
  Don't mistake route choice lines for course leg lines -- route choices do not appear on the printed map.

- Insert control mode (✦) is a convenient way to "draw" a course. See Create your first course… to see how it works

Shortcuts

These are a couple of shortcuts that make navigation easier:

- You can scroll the map in any direction by simply dragging with with the mouse.

- Press and hold the Ctrl key and use the mouse wheel to zoom in or out. Alternatively, use the zoom selector in the toolbar above the map pane.

- Click the right mouse button to open a shortcut menu. The shortcut menu provides options relevant to the object that you have selected.

Toolbars

There are four toolbars associated with the CLE:

- the Course Layout Editor toolbar
- the Course Symbols toolbar
- the Special Symbols toolbar
- the Graphics toolbar

In addition there is the Condes standard toolbar

Each of these toolbars are described below.

Course Layout Editor toolbar

Above the canvas is the Course Edit Standard toolbar. It lets you choose between the five canvases supported by Condes, and it shows which course and variation is currently shown, as well as the zoom level and the course length.

Click	To
	Select Course Object
	Select Graphics Object
	Select Route Choice Line
	Insert Control
	Insert Point
	Remove Point
	Add Cutout Point
	Toggle Segment
	Cut Segment
	Rotate
	Tape Measure

Course Symbols toolbar

The Course Layout Editor has a toolbar at the right border, which lets you select among the tools you can use to design the course and the course layout.

Special Symbols toolbar

This toolbar has the tools to draw symbols that are normally used on a course, such as controls, start points, finish points, end of marked route, control descriptions, refreshment point symbols, registration marks, mandatory crossing symbols, first aid symbols, forbidden route symbols, Out of Bounds area, and boundary lines.

Graphics toolbar

This toolbar has the tools to insert graphics objects, such as lines, texts, masked areas, overlaid graphics, and Condes logos.

Condes Standard toolbar

The following buttons in the Condes standard toolbar are particularly useful in the Course Layout Editor:

Click	To
	Zoom in on the course layout
	Zoom out from the course layout
	Set the zoom level so that the course fits in the window
	Lock/Unlock controls locations. When this button is depressed, control positions are "locked", and cannot be changed by dragging the circles with the mouse.
	Press this button to switch on/off the configurable printout area for the course (or for "all controls").
	Press this button to "dim" the background map in order to better see the course.

Select Print Area

This dialog lets you select which area to print:

- Defined printout page area
  Condes prints the area that is defined for the current course and canvas.
  Use the Course Layout / Show/Hide Print Area menu item to see the print area. Click on the frame to drag / resize the area. Double click on the frame to select whether this print area is common for all courses, or each course has its individual print area.

- Entire canvas area
  Condes prints the entire area covered by the canvas.

- Area covered by course
  Condes prints an area that is defined by the smallest rectangle circumscribing the course (excluding control descriptions etc.).

Additionally, you can configure

- Scaling

  This allows you to print the map so that it fits on one page

Condes adjusts the page orientation (portrait or landscape) for the printout to fit on the fewest number of pages.

Browse Courses

The Browse Courses mode in the Course Layout Editor lets you see multiple courses simultaneously. Each course is shown with a different color, and you can select/unselect each course individually via the navigation bar to the left of the canvas.

Enter License Code dialog

If you have not purchased a license to this program and registered your copy, you have access to limited functionality.

Use this dialog box to enter your license code and gain access to the program's full functionality

You need to enter the license information carefully, exactly as it was provided.

The *license name* is case sensitive; which means that it must be entered exactly, using upper-case/lower-case letters.

Please refer to the website to order a licence: www.condes.net

File configuration dialogs

Create Event Wizard

Create Event Wizard - Page 1

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard' is shown when you use the menu item File / New Event File.

The Wizard asks you for details of the competition format and what map files you want to use. You may want to have the map file (or files) handy that you want to use for course planning.

Create Event Wizard - Page 2

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard' is shown when you use the menu item File / New Event File.

On this page, the Wizard asks you to enter a name for the event that you are going to work with. The name is shown in all printouts and in the header of the control description for each course.

Create Event Wizard - Page 3

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard' is shown when you use the menu item File / New Event File.

On this page, the Wizard asks you to enter a name for the file to save the event data to. For simplicity, Condes has already entered the a file name identical to the name you entered for the event. You are free to enter any file name you like.

Create Event Wizard - Page 4

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard' is shown when you use the menu item File / New Event File.

On this page, the Wizard asks you to select the discipline for the event that you are going to work with.

You can select either "Foot Orienteering", "Mountain Bike Orienteering", "Ski Orienteering", or "Trail Orienteering".

In reality, any Condes event file can contain courses for all four disciplines. Your selection does not set any limits to this.   However, your selection determines the default type of control and type of course when you create new controls and courses.

For example, for Ski-O events, the standard setting for controls is to have a dot at the center of the circle. For other disciplines, you can still configure a control or a course to show a dot at the center of the circle, but you would have to do that explicitly.

Refer to Event Disciplines for more details.

Create Event Wizard - Page 5

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard" is shown when you use the menu item File / New Event File.

On this page, the Wizard asks you to configure if this event uses one single map or multiple maps. This configuration is merely setting up the event file initially. You can always reconfigure at a later stage if you find our that your selection is no longer correct.

If you are unsure, you may simply select "one map".

Most events use a single map. The reason for using multiple maps could be that some courses use one map, and other courses use another. Another reason could be that you need two maps to cover the area, and courses may switch from one map to another.

The selection on this page affects the map and control settings for Canvas 1, and possibly Canvas 2 (if two maps are chosen).   You can later change the settings by using these dialogs: Canvas / Map - Setup Map dialog   and Canvas / Controls - Setup Controls Dialog

Create Event Wizard - Page 6

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard" is shown when you use the menu item File / New Event File.

This page is shown only if - on the previous page - you selected to use the same map with two printout scales, or two maps of the same area.

Here, you can configure if the control circles for the two printout scales should be linked between canvases so that if you cut the circle on one canvas, this is reflected on the other canvas.

The selection on this page affects the control settings for Canvas 1, and possibly Canvas 2 (if two maps are chosen).   You can later change the settings by using this dialog: Canvas / Controls - Setup Controls Dialog

Create Event Wizard - Page 7

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard" is shown when you use the menu item File / New Event File.

This is the last page in the Wizard. Click on "Continue" to activate the settings that you created on the previous pages.

Create Event Wizard - Page 8

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard" is shown when you use the menu item File / New Event File.

This page is shown when you have selected to use one map file. It has a "select file" button that you need to use to select the map file to be used.

Condes stores the file name of the map file so that the next time you open this event file in Condes, the program knows where to find the map file. If you move the map file (or open the event file on a different computer), so that Condes cannot find the map file, the next time you open the event file, you are asked to help Condes locate the file.

This is also where you can enter the printout scale(s) to be used.

The selection on this page affects the map and control settings for Canvas 1, and possibly Canvas 2 (if two printout scales are chosen).   You can later change the settings by using this dialog: Canvas / Map - Setup Map dialog

Create Event Wizard - Page 9

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard' is shown when you use the menu item File / New Event File.

This page is shown when you have selected to use two map files. It has two "select file" buttons that you need to use to select the map files to be used.

Condes stores the file names of the map files so that the next time you open this event file in Condes, the program knows where to find the map file. If you move a map file (or open the event file on a different computer), so that Condes cannot find the map file, the next time you open the event file, you are asked to help Condes locate the file.

The selection on this page affects the map and control settings for Canvas 1, and possibly Canvas 2 (if two printout scales are chosen).   You can later change the settings by using this dialog: Canvas / Map - Setup Map dialog

Create Event Wizard - Page 10

The "Create Event Wizard" guides you through the setting up of a new event file. The 'wizard' is shown when you use the menu item File / New Event File.

On this page, Condes asks you whether you would like the map file to be
- stored in the Condes file (imported), or
- kept separate from the Condes file (linked)

Importing the map file is simpler if you want to share the event (e.g. send it via email). When the map file is imported into the Condes file, you only need to share the Condes file.

Linking the map file means that the map file remains separate from the event file, and this makes the event file smaller in size. If you want to share the event with another user, you also need to share the map file.

Settings for this event pages

Settings for this event

The settings in this dialog box are specific to this event file.

Event Name

The name of the event. This text appears in the heading of the control descriptions, and on other printouts.

Event Date

The date of the event. This is optional - check the box to enable this field. The date with the event name in the control descriptions and other printouts.

Event Discipline

Select Foot Orienteering, Mountain Bike Orienteering, Ski Orienteering or Trail Orienteering. This setting controls the default course symbol settings and the default course type when creating a new course. Refer to Event Disciplines for more detail.

Default settings for this event

First control code

When Condes suggests a control code for a new control, it does not suggest numbers lower than this.

Show the event file name under control descriptions

Check this box to add the event file name to the information shown under control descriptions (both when printed on the map and when printed separately).

You can use this as a way to keep track of different versions of the courses; for example if you add the date or a sequential version number to the file name.

Note: This setting applies for printing via the Printout menu, and exports via the Export menu. It does not apply for the Course Layout Editor - the file name is always shown in the CLE and when printing directly from the CLE.

Draw dot in control circle

When this option is checked, a dot is drawn at the center of control circles. The setting can be overridden for each individual course.

Control Descriptions Appearance

Use this dialog to set the appearance of loose control descriptions. Use the menu Printout / Loose control descriptions (Print Loose Control Descriptions dialog) to print loose control descriptions.

Size

This is the side length of the fields in the control description.

Appearance

Select whether the control description should be symbolic or textual. "The relevant class or course decides" means that the setting on the class or course that is shown in the control description decides whether it is symbolic or textual.

Check the "Background should be transparent" box to remove the white "screen" behind the control description

Check the "Show relay variation" box to show a line above the control description which states the relay variation code for the relay course.

Column Alignment

Use this to set which corner the control description (printed on the map) aligns to. The alignment can be left or right, and top or bottom.
Example: When aligning at the left, top corner, this corner is fixed, and the control description then "flows" down and to the right.

Score O

These settings apply for score O courses only

Show in column A

Select what a control description for a score O course should display in column A, either the Points value, the Control number, or Blank.

Show in column B

Select what a control description for a score O course should display in column B, either the Points value, the Control code, or Blank.

Sort order

Select whether a control description for a score O course should be sorted according to the contents of column A or column B.

Spacing

This is the spacing between control descriptions when printing loose control descriptions.

Course Printout Appearance

Use this dialog to set the page layout parameters. These parameters are the standard parameters for the event, used in the print maps and courses, and the export PDF features.

Page margins and overlap

Page margin

This setting is the width of the margin along the edges of the page that is left empty.

Overlap

This setting is the width of the map overlap from one page to the next, used when a printout of a map spans multiple pages.

Spacing between courses

This setting is the width of the spacing between multiple maps printed on the same page.

Control Card Layout

This dialog allows you to setup the layout of the control card for this event. The layout settings are used when printing master control cards for punch checking.

Card Type

is used to set whether conventional punches or Emit electronic punches are used.   This setting controls what kind of master control cards Condes produce.

Layout

Applicable only for conventional control cards. Can be User Defined (click on "Details..." to configure) or Danish Standard / Danish Large.

Control Card Layout Details

This dialog configures the settings of a User Defined control card.

Dimensions

The size of the control card. The number of boxes horizontally and vertically.

Box numbers increment

The ordering of boxes on the control cards, whether the numbers increment left-to-right or right-to-left, and bottom-up or top-down.

Card map

The card map shows the current layout of the control card. You can "remove" a field from the control card by clicking with the mouse. This is a way to configure a control card, which does not have the same number of fields in every row.

Box size

The size of the boxes when master control cards are printed.

Map

This field shows a "map" of the control card. You can "block off" a box from the control card by clicking on the appropriate box.

Standard settings for this PC pages

Application settings

This dialog allows you to change settings that determine the behaviour of the Condes application.

Auto update

Check for program updates upon launching Condes
When this option is checked, on startup Condes starts the autoupdater program, which checks if a newer version of Condes is available.

Language

Language for symbols
This is the language used for the description symbols. The titles are used when printing textual control descriptions and as guiding texts when editing control descriptions.

The following languages are available: *Chinese, Danish, English, Australian English, Finnish, French, German, Italian, Norwegian, Spanish, Swedish,* and *Turkish.*

The default option is *<Windows default>*. When this option is selected, the language, which is set in Windows' control panel, applies.

Language for menus
This is the language used for menus and dialog texts. The following languages are available: *Chinese, Danish, English, French, Finnish, German, Spanish, Swedish,* and *Turkish.*

The default option is *<Windows default>*. When this option is selected, the language, which is set in Windows' control panel, applies.

Printers

Remember printer settings
When this option is checked, Condes remembers which printer it is set up to use, and the settings for that particular printer.

PostScript printers

Use PostScript pass-through
When printing on a PostScript printer, and this option is checked, Condes generates the PostScript code for the map file and passes it directly to the printer.

Normally, printing is done with help from a Windows printer driver. However, such a printer driver requires all colors to be specified as RGB colors.

As PostScript does support CMYK colors, bypassing the Windows printer driver albws Condes to send the map file's native CMYK colors directly as PostScript to the printer.

One drawback is that PostScript does NOT support transparency, so transparent colors will appear as solid colors when printing. If transparency is important, uncheck this box.

Default World Coordinate System

When the map file for an event is a georeferenced bitmap file or an OCAD 8 file, you need to configure a reference coordinate system that corresponds to the location of

the map.

This zone is normally the same for all maps in your local area, so it is convenient to save a default reference coordinate system to be used for new maps. See also Georeferencing and Real World Coordinates

The coordinate system can be configured either as UTM / WGS84, in which case you need to select the relevant UTM Zone, or as an EPSG code.

Course Layout Editor Settings

This dialog allows you to change standard settings that determine the behaviour of the Course Layout Editor.

When you create a new event file

Automatically draw a frame around the print area
A print area can have a frame drawn around it. When this option is checked, the Course Layout Editor automatically enables the frame around the print area when you create a new event file.   Uncheck this option if you do not want Condes to automatically enable the frame around the print area.

This option ONLY controls what happens when a new event file is created. You can still control the settings for the print area by double clicking on the edge/frame at any time. So, if you want to enable/disable the frame at a later stage, just double-click on the print area edge.

When you create a new course

Automatically create a text on the map with the course name
When you create a new course, Condes automatically places a text with the course name on the map.
Uncheck this option to disable this feature.

Automatically create a control description frame on the map
When you create a new course, Condes automatically places a control description on the map, if there isn't already a "for all courses" control description on the map.
Uncheck this option to disable this feature.

When Condes starts up

Open previous event at Condes start-up
When this option is checked, on startup Condes opens the event file that was opened the last time you closed Condes.

Auto-save backup-version of open files

Auto-save interval
This is the interval (in minutes) at which Condes saves your work in a backup copy of the file, which can be retrieved in case Condes restarts.

When the map file is updated

Automatic update when the map file changes
When this option is checked, Condes updates the map image whenever the map file changes, for example if you edit the OCAD map outside of Condes, while you keep Condes open.

Symbol palette

Symbol palette box width

This value controls the size of the symbol boxes in the symbol palette.

Changing the box size can be useful to better adjust the palette to your screen resolution. Depending on the screen resolution, the symbols may look better when shown at a slightly different size than the default.

Status bar

Show longitude/latitude in status bar (when available)

Use this option to control how real world coordinates for the mouse cursor are shown in the status bar.
When this option is checked, Condes displays longitude/latitude. When this option is unchecked, Condes displays the "raw" metric distance real world coordinates. Real world coordinates are available only when the map is geo-positioned.

Folder Settings

Default folder for event files

This is the location in the directory tree where Condes saves event files (.wcd). When saving an event file, you can specify a different location.

Default folder for map files

This is the location in the directory tree where Condes looks for map files. When opening a map file, you can specify a different location.

Control descriptions symbol file

This is the file name of the symbol file. The symbol file contains the names and the graphics of the control descriptions symbols.

By default, this file is named "`WCONSYMS2018.DAT`" and is located in the same folder as the Condes program file. This file is read-only and you cannot change the contents of this file.

If you want to modify the symbol title or the graphics of a symbol, you need to use your own symbol file. This dialog has three buttons to control the symbol file:

1. "Use Condes standard symbol file". Select this option to reset and use Condes standard symbol file.

2. "Use my own symbol file -- copy the Condes standard symbol file to your own location". Use this option if you want to start from the standard file and modify a symbol. Condes copies the standard file to a new location, where you can modify the file.

3. "Use my own symbol file -- select an existing file on the disk". Use this option if you already have an existing symbol file on your disk, which you want to use.

To modify a symbol title or symbol graphics, first make sure to "use my own symbol file", then close any open Condes event file, and use the Symbols menu to modify symbols.

Report Printing Settings

This dialog allows you to change settings related to the printout of listings and reports. These settings DO NOT apply to printing of maps and courses.

Left, Right, Top, Bottom

Margins measured in millimeters.

Report fonts

The fonts used for reports, such as "Controls Spreadsheet"

Body text

The font used for the body text.

Page header

The font used for the page header.

Predefined control stands and punches

This page has settings related to a club's standard set of control stands and pin punches.

You can configure which control code Condes uses as the first code when you create a new control in an event file. You can also configure a standard set of predefined control codes, for example those belonging to an orienteering club's standard set of control stands. You can also configure the pin punch patterns for these controls.

When creating a new control

First control code

When Condes suggests a control code for a new control, it does not suggest numbers lower than this.

When creating a new control, use codes from this set of codes

If this box is checked, when creating a new control Condes will try to find an unused control code from among the set configured on this page.

Standard set of control stands (codes)

The standard control codes and pin punch patterns is stored in a file on your PC.

The standard file name for the punches file is "Condes standard punches.DAT". The standard location for the file is the folder for Condes event files, which you configure in the Folder Settings dialog.

Saved in this file

You can set the name of the punch file that Condes uses'

Set of codes and punch patterns

Here you can add, delete, modify, and print the punches in the predefined set.

Note that the file remains on your PC, and the predefined codes and punch patterns are not copied to the event file. If you copy (or e-mail) the event file to another PC, the predefined punch patterns remain on your PC. You need to copy the file to the other PC for Condes to use these punches on that PC.

For more on this topic, consult "How to use a standard set of control stands (and punches) for more events"

Symbol dialogs

Select Symbol dialog

Select a symbol title among the existing symbols in the list to the left. Then press OK.

Symbol dialog

Use this dialog to modify a control description symbol. Note: The symbol can only be modified if you have first configured Condes to "use my own symbol file", using the Folder Settings dialog.

If you have just created a new symbol, the fields in this dialog are still empty and need to be filled in.   The symbol itself needs to be created using a draw program (such as Corel Draw or Metafile Companion) which can save the symbol as a file in Windows Metafile format or copy the symbol to the Windows clipboard in the mentioned format.

When the symbol is available in any of the two forms, use the "Read" button to import the symbol from a .WMF/.EMF file, or use the "Paste" button to paste the symbol from the Windows clipboard.   Then use the Scale X and Y fields to scale the symbol to an appropriate size.

Don't forget to fill in the symbol number field. The number is how you can distinguish your new symbol.

Symbol number

> The number distinguishes the symbol, and this field is mandatory.   Give your symbol a number with to decimals, such as 8.76, the main number must be between 0 and 9.
>
> The first digit controls which control descriptions box the symbol can be used in:

Symbols starting with…	… go into box
0	C
1,2,3,4,5,6,7	D, E, F
8	G
9	H

Australian title

> The symbol description shown when you use the Australian English version of Windows.

Chinese title

> The symbol description shown when you use the Chinese version of Windows.

Danish title

> The symbol description shown when you use the Danish version of Windows.

English title

The symbol description shown when you use any other version of Windows than those mentioned here.

Finnish title

The symbol description shown when you use the Finnish version of Windows.

French title

The symbol description shown when you use the French version of Windows.

German title

The symbol description shown when you use a German version of Windows.

Italian title

The symbol description shown when you use the Italian version of Windows.

Norwegian title

The symbol description shown when you use the Norwegian version of Windows.

Spanish title

The symbol description shown when you use the Spanish version of Windows.

Swedish title

The symbol description shown when you use the Swedish version of Windows.

Turkish title

The symbol description shown when you use the Turkish version of Windows.

Scale

You can use Scale X and Scale Y to grow or shrink the original symbol to an appropriate size in the symbol box.   Use 100% when the original symbol size is to be retained.

Apply Scale

Use this button to apply the values input in the Scale X and Scale Y fields.

Import

Use the buttons in this box to import the symbol graphics as described above.

Read

Read the symbol graphics from a Windows Metafile format file.

Paste

Paste the symbol graphics from the clipboard. This button is "greyed out" if no graphics is available on the clipboard.

Control configuration dialogs

Control dialog

The Control dialog provides functions to configure the appearance of the control description, and the appearance and location of a control on a course overprint.

The control dialog has the following tabs:

- [Control Description](#)
- [Control Circle](#)
- [Texts, Score-O, and Status](#)
- [Control Unit and Punch pattern](#)
- [Trail O](#)

Control Description (Control dialog)

The Control description tab of the Control dialog has the following data fields:

Code

> This is the control's code. Normally, controls are numbered from 31 and up, and numbers that can be misread if upside down are normally skipped.

Symbol Template

> The symbolic description of the control:

> > To enter a symbol into a field, place the focus highlight in the field. A symbol palette is then activated. Select the desired symbol from the palette by clicking the mouse on it.

> > To delete a previously entered symbol, use the Del key on the keyboard, or click the right mouse button then select "Delete symbol" from the pop-up menu.

> How to show to show two control description symbols in the same field

> How to show text in a control description field
> How to delete a symbol from a control description

Time Start Route

> For start points, the distance field can be used to indicate the length of the route from the time start to the start triangle. The entered distance is added to the calculated course length.

> If you wish to show the marked route from time start to start triangle on the map, check the box "Marked route from time start". When this box is checked, Condes shows a dashed line from the time start/map issue point (shown with a cross bar at the end of the line) to the start triangle. When you select the start point on the map, you can manipulate the marked route by moving the end point, and by inserting points to bend the line.

> Condes calculates the distance along the line and adds it to the course length, unless you uncheck "Auto-calculate distance".

Finish Route Markings

For finish points, select one of the following control types:
- Finish point / Full marking
- Finish point / Forked markings
- Finish point / No markings

Marked Route

Enter the distance (in meters) of the marked route. The distance appears in a marked route box below the control description for the control, or as a finish route at the bottom of the control description.

The distance field is only available for Start and Finish points and for controls with marked routes.

For <u>finish points</u>, the distance indicates the length of the marked route from the last control. The entered distance does not affect the calculated course length.

For <u>controls with marked route</u> the distance indicates the length of the marked route away from the control. This entered distance does not affect the calculated course length.

By checking the "Auto-calculate distance" box, you can let Condes calculate the distance, based on the leg length of the leg from the course's last control to the finish point. Obviously, this is not applicable for a marked route to a start point.

Auto-calculate Distance

If this box is checked, Condes calculates the distance based on the leg length of the relevant leg.

Estimated number of competitors

This is a read-only field that shows the accumulated, estimated competitor count for the courses that visit this control. Click here to see how the load is calculated

Control Circle (Control dialog)

The Control Circle tab of the <u>Control dialog</u> can be used to fine tune the circle.

On this tab you can inspect the circle for each of the 5 canvases. Switch between canvases by using the <u>canvas tabs</u> at the top.

When you have made changes, use the Apply button before you switch to a different canvas.

You can -

- **Move the control**
  You can move the control at 5/100 mm steps by using the arrow buttons below the map excerpt.
  If the controls are <u>locked</u>, the arrow buttons are inactive. You can then use the "Temporarily unlock" button to override the lock.

- **Cut out parts of the circle that cover for important map details**
  The circle is split in 36 "slices". You can toggle off each of these slices. Just click inside a slice to toggle off or on the corresponding segment of the circle.
  Note that cutting may be "linked" between canvases. There is a setting in <u>Setup Controls dialog</u> that controls the linking.

- **Set the circle color and circle dimensions**
  At the right in the dialog, you can configure specific settings for the circle color and circle outline dimensions. These settings override the common circle color and dimensions settings for the canvas.
  Use these settings only if you want to override the color or outline settings for individual controls. Circle and number outlines can be configured for all controls on the canvas by using

Canvas / Course overprint symbols and dimensions (Additional Dimensions and Fonts).

- **Draw a dot at the center of the circle**
  Set this option to "*Always*" to draw a dot at the center of this circle always, on all courses and canvases. This allows you to draw dots in those control circles where it is relevant, independently of other controls.
  The default setting is to "*Use the relevant course's setting*". When this option is selected, you can configure in the Course Dialog for a given course that all controls on that course have dots in their circles, but only when that course is drawn. Alternatively, you can configure in the Event Dialog that all controls in the entire event have dots in their control circles.

Use the Apply button to save the circle settings without leaving the Control dialog.

Use the Attack Angles button to show you the combined set of attack angles for all the courses. The red "arrows" indicate the direction of courses coming in to the control; the blue "arrows" indicate the exit directions.

Texts, Score-O, and Status (Control dialog)

The "Status and Additional Text" tab of the Control dialog has the following data fields:

Marking Status

This is a set of three status flags, "Site flagged", "Marker placed", and "Marker collected". The status flags are meant to help keep track of the marking status of the control site.

So you can set the "Site Flagged" flag when you as a course planner have placed a paper tag or a ribbon to mark the control site for the course controller.

The status of the flags appear on the "Controls Spreadsheet" report, and are also be shown in the Course Layout Editor, when you hover the cursor over a control circle.

Score O Points

The points value of this control when used on a Score O course.

Textual Control Description

This controls the text that is used for the textual control description for this control. You can choose to let Condes generate a simple textual control description, or you can enter a free-format text. For more information, see How to specify if control descriptions are symbolic or textual.

Additional Text

This tab lets you enter a free format text string. The text is shown in a separate box underneath the control description for the control.

This feature may be used to assign a comment to a control, e.g. a course closing time may be added to the finish control.

Control Unit and Punch Pattern (Control dialog)

The Punch tab of the Control dialog has the following data fields:

Control Units (Optional)

This option allows you to enter the control unit code(s) for this control site. By default, Condes assumes that the control unit code is equal to the control code.

However, in some cases you may need to place, either a control unit with a different code, or multiple control units, where one or more of the codes differ from the control site's code.

Punch (Optional)

This is a 9x9 grid to show the punch pattern for the control. By default the "Use predefined Control Set" checkbox is checked to use the punch pattern for this control code (defined in the Predefined Punch Set). You can define a specific punch pattern for this control by unchecking the checkbox, and clicking the "Edit" button.

Emit backup punch (Optional)

This display indicates which pin of the standard Emit backup punch that correspond to this control. If you do not use the same Emit punch as the control's code, uncheck the "standard" box, and enter the relevant Emit code.

Control Card Settings

Click on this button to get to the Control Card Layout dialog, where you can specify whether to use conventional control cards or Emit backup cards.

Trail-O (Control dialog)

The Trail Orienteering tab of the Control dialog has the following data fields:

Trail-O Control Type

The Trail-O Control Type controls the indicator that is shown in the control description.

For trail-O controls, select one of the following control types:
- A
- A-B
- A-C
- A-D
- A-E
- A-F

Trail-O Correct Answer

The Trail-O Correct Answer is intended as a help the course planner keep track of which placement is the correct one.

For trail-O controls, select one of the following answers:
- Z
- A
- B
- C
- D
- E
- F

New Control

You are about to create a new control. Enter the code of the control and click OK. The code can be from 1 to 3 digits or letters.

Even if this "control" is really a start point or a finish point, you need to assign it a code.

Use codes from the predefined set of punch patterns on this PC

If you check this box, Condes will try to find an unused control code from among the set of punch patterns stored on this PC. You can configure the set of codes by using the Predefined Controls' Punches page in the Standard Settings for this PC pages

For more on this topic, consult "How to use the same punch patterns for more events".

Rename Control

This dialog is shown when you are about to change the control code of the control.

You have two options:

- o Rename and substitute (default)

  This option assigns the new code to the control, AND at the same time substitute the "old" control code with the new one across all courses that use this control.

  This option is useful when you want to entirely change the control code of a control, and still keep the same courses visiting this control.

- o Rename only

  This option assigns the new code to the control. But it does NOT change any occurrences of the "old" control code in the courses.

  This option is useful when you want to "swap" two controls without changing the courses.

However, use this option carefully:

When using this option, there may still be courses that visit a control with the "old" control code. Since you rename the control, such a control no longer exists. You should make sure to create a new control with the "old" control code (or rename another control) in order to keep the course database consistent.

Delete Control

Condes shows this dialog box when you have selected a control in the "Edit Controls" pane and pressed "Del" or selected the menu item Control / Delete.

If you proceed and click "Delete control from this canvas", then the control is removed from this canvas (and from other canvases that use the same controls as this canvas).

The control may still exist on a canvas that does NOT use the same controls as this canvas. However, if this is not the case, then the control is deleted entirely from the event.

This dialog box is shown only if the control that you are about to delete is currently in use on a course.

The dialog box shows a list of courses that Condes believes are affected if you proceed with deleting the control. The list contains courses that use this control:

- o courses on this canvas

o courses on another canvas that use the same controls as this canvas

o if a course is also active on a canvas with controls that are NOT linked with this canvas, it is not be shown in the list. The course exists on two canvases with SEPARATE controls, so Condes then assumes that there is a map exchange between the two canvases.

o Relay courses are not shown

Below the list of courses, there is a check box:

Delete also the control from the above courses

If you choose this option, Condes deletes the control, and also traverses all courses and removes all instances of the control from the courses shown in the list.

This operation cannot be undone with the Undo function.

You should normally not delete a control that is still used on a course.

You have two options:

Delete the control

If you choose this option, Condes deletes the control - and - if the checkbox is also checked, the control is removed from the courses shown in the list.

Cancel

Choose this option to cancel the delete operation and leave the control untouched.

Use caution:

If, for example, a course uses control code 45 as control number 5 on the course, and control code 45 does not exist, then there will be a gap on the course instead of control number 5.   The course then has an "inconsistency".

It might be fine to delete the control if you intend to create a new one with the same code.   This makes the courses complete again.

Controls Spreadsheet

The controls spreadsheet is an Excel-like spreadsheet, which lists all the controls, and their attributes. Each control has a row, and each attribute has a column.

The controls spreadsheet currently does not support editing of the controls.

Copy to the Clipboard

Click this button to copy the contents of the spreadheet to the Windows Clpboard in CSV format

Import …

Click this button to import data from another Condes event file or from an IOF XML course data file

Course configuration dialogs

Course dialog

This dialog is used to configure properties of a given course.

At the left is a set of tabs: Home, Advanced, Relay, and Overprint, each of which has configuration options for the course.

At the right is the Course pane, listing the controls on the course, and showing forks and loops. When you wish to add and remove controls, or create/remove forks and loops, use this part of the dialog.

You can resize this dialog to make the Course pane larger when needed. Click and drag one of the edges of the dialog window to resize.

Home

This tab has fields to configure the name of the course, and the start and finish points. This tab also has buttons configure map changes, random order controls, as well as to add and remove forks and loops

See Course dialog - Home for more details

Advanced

This tab has fields to configure the format and type of course, length and climb, as well as format of loose control descriptions

See Course dialog - Advanced for more details

Relay

This tab has fields to configure relay and one-man relay options

See Course dialog - Relay for more details

Overprint

This tab has fields to configure formats for course overprint

See Course dialog - Overprint for more details

Controls and Course

There are two panes to the right in the dialog window:

1. Controls: contains a list of controls that can be used on the course, and

2. Course: The controls that make up the course.

To Add a control:

1   In the Course pane, highlight the point in the course at which to insert the new control. Click on the control, ahead of which you want to insert the new control, so that the "insert caret" is placed between the two controls where you want to insert.

2   Highlight the control to be inserted in Controls pane - double-click on the control code, or click the "Insert Control" button.

3   The new control is inserted at the place where the caret was shown, and the caret moves to below the new control.

Note: Condes prevents you from inserting the same control twice in a row. Condes also prevents you from inserting a given control if this would result in the control appearing twice in a row in any course variation.

To Delete a control, highlight it in the course and press the Del button on the keyboard, or click on the "delete" button (the red cross button).

Note: Condes prevents you from deleting a control, if this would result in the same control code appearing twice in a row.

Competitors estimate

This box shows the estimated count of competitors or teams on this course.

The box has two modes:

1   Gray background
A gray background is shown when you have created classes that run this course and entered a competitors' estimates for these classes. In this case, the box shows the accumulated number of competitors for the classes.

2   White background
A white background is shown, and you can enter a value in the box, if you have NOT created any class that runs this course, or you have not entered any estimates for any classes that run this course.
Enter the estimated number of competitors. For a relay course, enter the estimated number of teams.

See also How to calculate control site load

Home (Course dialog)

This is a tab in the Course Dialog, controlling settings for a given course.

The Home tab has fields to edit the course name, the start end finish point. It also has drop-down options to configure loops, forks, random order controls and Map Change controls

Start

The control code for the course's start point. See also: Control.

Course finishes at the start point

Check this box to let the course finish at the same point as the start triangle. A set of finish circles are automatically drawn on top of the start triangle. If you use a marked route from the last control, please indicate this by configuring thecourse leg.

Finish

The control code for the course's finish point. See also: Control.

Course used on these canvases

This allows you to configure if the course is used on only one canvas or on multiple canvases. This is an option to organize your courses, so for example courses that must use a 1:10,000 map are associated only with the canvas that has the 1:10,000 map, and thereby eliminate the risk of printing the course on a map at the wrong scale.

Control properties

This drop-down menu provides options to configure whether a control is sequential order or random order, and to configure a map change at the control. Select a

control in the course pane to enable the menu.

Random Order Controls

if a part of the course has controls that can be taken in random order, then use the "Random order" menu item to mark the relevant controls as "Random order" controls.

For random order controls, there are no leg lines, and they do not have any control number next to them, only the control code.

Random order controls are shown with green background color in this window.

Map Change Controls

To split a course in more than one part, you can designate a control as a map change (or map flip) control. Map exchange controls are shown with orange background color in this window.

Loops

This drop-down menu provides options to insert and delete loops. Select an insert point in the course to enable the menu. Loops can be used only on individual courses, not on relay courses.

Butterfly Loop<u>s</u> can have up to 20 branches, named *A, B, C, ...* Use the "Insert loop" menu item to insert a loop at the marked point in the course.

Diamond (or Phi) Loop<u>s</u> have 3 branches, named *A, B, C.* Use the "Insert diamond loop" menu item to insert a loop at the marked point in the course.

Course dialog - Advanced

This is a tab in the [Course Dialog](#), controlling settings for a given course.

The left hand side of the dialog window has the settings for course type, start/finish, overprint, control descriptions, and estimated load.

Discipline

When you created the Condes event file, you selected an event discipline. When you create a new course, the Discipline setting will automatically be set to the event discipline. You can override this by selecting a different discipline here. Refer to [Event Disciplines](#) to see the characteristics of each discipline.

Course type

The type of the course:

o   Normal course

o   Score-O Course

o   String Course, no leg lines

o   String Course, leg lines

o   Trail-O Course

Length

This the the length that appears for example in the length field of the control description header.

The length can be calculated automatically, or it can be entered manually. This is controlled via the

Use calculated length check box.

Check this box to automatically calculate the course length using the controls' co-ordinates. The course length is calculated along the course leg line.

Calculate along "route choice" check box.

Check this box to calculate the course length along the "route choice line" - as required for MTBO courses.

See also: How to calculate course lengths.

Climb (Optional)

The text to appear in the course climb field of the control description header.

Auto-calculate the climb

When checking this box, Condes calculates the climb for the course using the climb values that you have entered for each course leg. See How to calculate course climb for details

Rogaine

A Rogaine course is essentially Score O course. To support Rogaine conventions, there are two additional Rogaine related settings for Score O courses

This course has all controls When this option is checked, Condes automatically adds all controls to the course. If you create a new control, it will be automatically added to this course

Use Rogaine points convention   When this option is checked, the points value for each control overrides the configured points value for the controls, and instead uses the Rogaine convention, where the points value is equal to the control code rounded down to the nearest multiple of 10.

Control Descriptions

Use this setting to control whether the descriptions for this course appear as symbolic or textual.
The setting applies for

o   control descriptions printed separately

o   control descriptions printed on the map if not overridden in the properties dialog for the control description. To override, double click on the control description and select the "Appearance" tab.

See also: How to configure if Control Descriptions are symbolic or textual.

Course dialog - Relay

This is a tab in the Course Dialog, controlling settings for a given course.

Relay course

Check this box to enable the course to have relay forks. This is not possible if the course is a Score O or String course

Relay legs

Enter the number of runners on a team. This setting determines the number of branches in each leg. Relay Forks can have up to 20 branches, named *A*, *B*, *C*, ..., depending on this setting.

Forks

This drop-down menu provides options to insert and delete relay forks and to couple/uncouple forks.

Select an insert point in the course to enable the menu.

Use the "Insert Regular Fork" menu item or the "Insert Leg Fork" to insert a fork. A "Regular fork" is also known as a "FARSTA" fork. A "Leg fork" is used when you want to control which leg uses which branch.

You can couple two forks by using the "Couple fork" menu item on each of the forks, and assigning the forks the same "coupling group". When two forks are "coupled", a course variation will always use the same branch in the two forks - if branch B is used in the first fork, then branch B will also be used in the second fork.

See Condes relay support for more details, and Leg distribution dialog for more about distributing legs in a leg fork.

Print As one-man relay

In a one-man relay, all relay legs are run by the same competitor. This is very similar to a normal course with loops. However, a relay course with forks provide more control over which branches are used in what order, so in some cases it may be suitable to use a relay course, printed as a one-man relay

Continuous control numbers

Check this box to use continuous control numbers from start to finish. If not checked, control numbers on each leg will start over from 1.

Between legs, skip Finish

Check this box to skip the finish point between relay legs, and go straight from last control to the start point.

Auto map-change for each leg

Check this box if you want to print each leg on separate maps. If not checked, the entire course will be printed on one map..

Course dialog - Overprint

This is a tab in the Course Dialog, controlling settings for a given course.

Course Overprint

Number Format

You can use this feature to control the format of the control numbers shown on the map.

Choose "Use standard" if you want the numbers on this course to follow the standard setting made for this event via the Overprint Number Formats dialog (menu Course Layout / Overprint Number Format)

Use the Overprint Number Formats dialog also to configure the number format for Random Order controls and for the "All variations" view for course with variations.

Show finish on all parts

This box is relevant only for courses with map exchange. When this box is checked, finish circles are shown on all maps of the course. If the box is unchecked, finish circles are shown only on the map of the last part of the course.

Under normal circumstances, all parts of the course should show where the finish is located, so that competitors always know how to get to the finish if needed, e.g an emergency.

Draw dot in control circle

This setting controls whether a dot is shown at the center of each control circle.

If left at "use event setting", dots will be drawn if the "draw dot" setting in Settings for this event is checked. You can override the event setting by selecting "Yes" or "no".

From the Control Circle dialog for a given control, you can configure "draw dot" for that individual control. That setting, if set, overrides the setting for the course, and allows you to draw dots in individual controls on the course.

New Course dialog

You are about to create a new course. Enter the name of the course and click OK.

Course name

The name of the course.

Course type

The type of the new course:

o Normal course

o Score-O Course

o Trail-O Course

o String Course, no leg lines

o String Course, leg lines

Copy of

Use this box if you need to create a course which is very similar to an existing course. In the box, select an existing course, of which you want to create a copy. Leave the box blank if you do not want the new course to be a copy of an existing one.

Course used on these canvases

This allows you to configure if the course is used on only one canvas or on multiple canvases. This is an option to organize your courses, so for example courses that must use a 1:10,000 map are associated only with the canvas that has the 1:10,000 map, and thereby eliminate the risk for printing the course on a map at the wrong scale.

Courses Spreadsheet

The courses spreadsheet is an Excel-like spreadsheet, which lists all the courses, and their attributes. Each course has a row, and each attribute has a column.

The courses spreadsheet currently does not support editing of the courses.

Copy to the Clipboard

Click this button to copy the contents of the spreadheet to the Windows Clpboard in CSV format

Import ...

Click this button to import data from another Condes event file or from an IOF XML course data file

Leg Distribution dialog
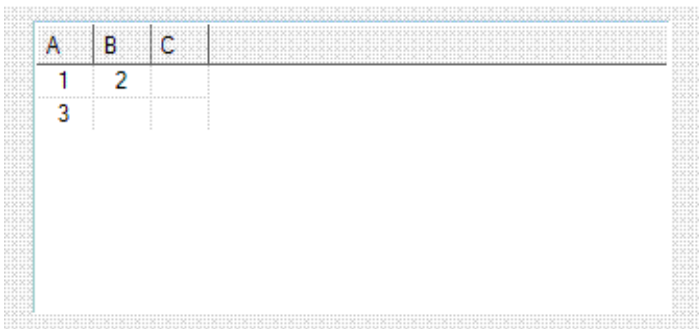
This dialog is used to control the "behavior" of the selected relay fork. Choose one of the three fork "types".

Please refer to Condes relay support for details on the fork "types".

Leg forks

When "Leg fork" is chosen, a leg diagram is shown at the bottom of the dialog window. You can move legs between the branches by clicking on a leg number, holding the mouse button down and dragging the leg number to the desired branch.

In the example below, leg 1 and leg 3 run branch A, and leg 2 runs branch B. This would be a way to let leg 2 run a longer loop than leg 1 and 3.

Loop Behavior dialog

This dialog is used when you insert a loop into the course. It is used to configure the number of "branches" in the loop.

In a loop, you start with the center control, then run a "branch", return to the center control and run the next branch, etc, until you have run all the branches. To spread competitors, they run the branches in different order.   Condes creates course variations.

In the below example, a loop is created at the first control in the course, and it has 2 "branches", A and B.   A loop with 2 branches is often referred to as a butterfly.   This results in 2 different course variations: AB and BA.
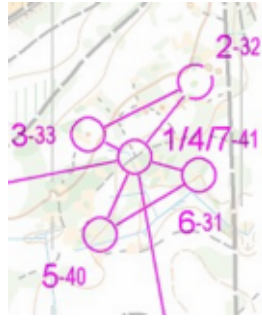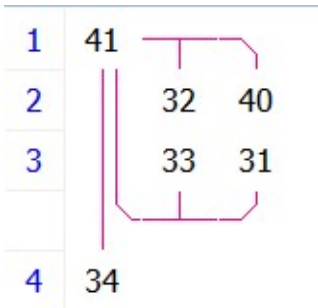
Course Leg configuration dialogs

Course Leg dialog

This dialog appears when you double-click on a course leg. It lets you control how the course leg is shown, and how it is described in the control descriptions.

Is this leg specific to this course?

A leg between two controls can be common for all courses, or it can be specific to a given course.

For a course leg:
1. The settings can be saved with the course and are therefore specific for this course,
2. The settings can be stored with the event data and be shared among all courses that do not have specific settings for this leg.

Line shape and appearance

Follow taped route between controls

Check this box to indicate that the entire leg between the two controls are marked with streamers.   The course leg is shown with a dashed line.   The control description shows a row with the symbol "Follow taped route between controls".

Please note: You cannot designate a leg that is specific to a coure as a marked leg. For obvious reasons, if the leg between two controls is marked, it marked for all courses.

Additional control description for this leg

Use this setting to indicate that you want to show a "Mandatory Crossing Point", a "Mandatory Passage Through Out of Bounds", or a free-format text in a row between the control descriptions for the controls that define this course leg.

Please note that it is MANDATORY to show crossing points on the map.   However, it is OPTIONAL to provide information about crossing points in the control description. You do not need to add such information to the control descriptions unless it adds valuable information for the competitor to hav this information in the control descriptions.

Please also note that if you have checked "Follow taped route between controls", this option is not available. A follow marked route between controls" is automatically added to the control description.

A word on best course planning practice:

When competitors are to follow a mandatory route, place a control at the beginning of the mandatory route, and mark the route with tapes starting from the control. Do not use a marked routes that does not start at a control. This ensures fairness for all competitors.

Course Leg Climb dialog

You can get here by clicking on a course leg and using the menu Course Leg / Climb…, or right-clicking and using Climb… from the pop-up menu.

Use this dialog to enter climb values for the course leg. The climb values are used on courses, where you let Condes calculate the total climb for the course by adding the values entered for each leg.

For more information, please see How to calculate course climb,

Course Leg Climb Spreadsheet

The course leg climb spreadsheet is an Excel-like spreadsheet, which lists all the course legs, and the climb values that you have entered for each leg.

The climb values are used on courses, where you let Condes calculate the total climb for the course by adding the values entered for each leg.

The course leg climb spreadsheet currently does not support editing. Use instead the Course Leg Climb dialog.

For more information, please see How to calculate course climb,

Copy/Import Objects dialog

The Copy Objects dialog can help you copy/import controls, courses, and classes, from an existing event file, into your currently open Condes event file.

You can copy EITHER the entire control/course/class "object", in other words, everything that Condes has stored about the object; OR you can copy ONLY the identifier of the object.

Copying only identifiers may be useful to populate your database with "empty" courses from a "template" event file. A template event file could be used again and again to provide a standard set of courses and classes.

There are several ways to open the Copy Objects dialog:
- use the "Import course data" menu items under File, and select which type of file to import from
- use the toolbar button "Import from a file" in one of the spreadsheets showing controls, courses, or classes.

Before you get to the Copy Objects dialog, you are first asked to specify the file from which you want to import:

A "File open" dialog pops up. Select from this dialog the name of the file you want to import from, and click "Open".

The Copy Objects dialog now appears. The window has two panes; the one to the left shows the available controls/courses/classes in the "source" file; the one to the right shows the existing controls/courses/classes in the currently open event file.

1. First, choose whether you want to copy controls, courses, or classes, by selecting the relevant tab at the top of the window.

2. Next, choose the controls/courses/classes that you want to copy into your event file.

3. Finally, copy the objects (or their identifiers).

Pitfall: Condes always copies from the saved version of the "source" file.   When you have the "source" file opened in Condes, and you have unsaved modifications, these do NOT appear in the copied data.

Classes Spreadsheet

The classes spreadsheet is an Excel-like spreadsheet, which lists all the classes, and their attributes. Each class has a row, and each attribute has a column.

You use the Classes Spreadsheet to edit the class data. Double click on a cell in the spreadsheet to edit the value.

Copy to the Clipboard

Click this button to copy the contents of the spreadheet to the Windows Clpboard in CSV format

Import …

Click this button to import data from another Condes event file or from an IOF XML course data file

Canvas configuration dialogs

Map dialog

This is where you setup which <u>map</u> to show on the currently active <u>canvas</u>, and at what scale to print the map.

> Note: This dialog configures settings for the canvas that is currently active.
> If you want to configure one of the other canvases, first select the relevant canvas from the drop-down list.

There are three options for the background map:

1   There is no map on this canvas.
2   The map is from a <u>map file</u> you select from the disk.
    The map file that you specify is used as the map on this canvas,
3   The canvas <u>links to another canvas</u> and shows the same map as on that canvas.

On Canvas 1, you would normally select a map file (option 2). If you want to print that same map at two different print scales, or you want two different layouts, you can put the same map on Canvas 2 by linking it to Canvas 1 (option 3). You would specify different printout scales for each of the two canvases.

Condes reads the map file when it needs to display or print the map, but Condes does not change the contents of the map file.

Which map file

> Choose between (refer to options 1-3 above):
>
> 1. "Do not use a map file for this canvas",
>
> 2. "Use a map file for this canvas", or
>
> 3. "Use the map of another canvas"
>
> Condes can work with OCAD map files (.ocd) (version 6 or newer), bitmap files (.bmp/.gif/.jpg/.png/.tif) and Windows MetaFiles (.wmf/.emf).

Settings for "Use a map file for this canvas"

Map file

> This is the name of the map file. Use the "Change file…" button to browse for another map file.
> Condes reads the map file, but it does not alter the file.

Import the map file and store it in the Condes file

> When this box is checked, Condes stores a copy of the map file "embedded" in the Condes file. This means that when you share a Condes file with another user, it is ensured that the same map is shown.
> Note that whenever Condes detects that a newer version of the map file is available, this file will be read and will replace the current map. This feature can be disabled in File / Standard settings for this PC…

Details …

This button gives access to map file details, such as bitmap resolution.

Important note about bitmap files: It is important that Condes has the correct resolution (dpi) information for the bitmap file. if the resolution details are incorrect, Condes shows the map at an incorrect scale.
In most cases, the resolution information can be found in the bitmap file, and Condes then reads the resolution directly from the file. However, in case the resolution information is missing in the map file, you need to enter the correct resolution using the Details button.

World coordinates ...

If the map file is a bitmap file, and a World File has been found, then the map is georeferenced. Press this button to see the world coordinates that have been read from the World File, and to enter the coordinate projection to be used when calculating longitude/latitude for controls etc..

OCAD rendering settings

OCAD map layout layer

The OCAD map file may have a layout layer with texts, logos etc. In the OCAD map file there is a setting to turn on or turn off the layout layer.

Independently of the setting in the OCAD map file, Condes allows you to choose whether or not to show the OCAD map layout layer.
The default Condes setting is to show the OCAD layout layer if it is set to visible in the OCAD map file.

For more details on what the OCAD layout layer is, please refer to OCAD documentation.

OCAD background maps

The OCAD map file may have one or more background maps. In the OCAD map file there is a setting to turn on or turn off each background map.

Independently of the setting in the OCAD map file, Condes allows you to choose whether or not to show the OCAD background maps.
The default Condes setting is to show those OCAD background maps that are set to visible in the OCAD map file.

For details on OCAD background maps, please refer to OCAD documentation.

Use overprint effect for colors marked "overprint" in OCAD map

When you check this box, simulated overprint effect is used for those color layers in an OCAD map that are marked as "overprint" colors.

The overprint effect simulates offset printing using spot colors.

Please note that most PostScript printers do NOT support the simulated overprint effect.

When printing, merge course overprint into the OCAD map color layers, above this color layer

An alternative to using overprint effect is to merge the course overprint layer ("Lower Purple" in IOF Map Specification terminology) under the black map color layer. This can be considered a "poor man's overprint effect".

If you place the course overprint below the black color layer in the OCAD map, the course does not obscure black objects, such as paths and rocks.

For IOF events, this option is mandatory, as specified by the IOF Map

Commission.

The list box shows the color layers in the selected OCAD map. Use this list box to select the layer in the OCAD map file, above which the course overprint should be placed.

Settings for "Use the same map as another canvas"

Canvas

Select from the drop-down list from which canvas you want to use the map. The canvas you select must be configured to use a map file (option 2).

Also link the graphics layout and use the overlaid graphics objects from that canvas

Check this box if you want the graphics layout also to be linked, so that overlaid graphics objects from the selected canvas are used also on this canvas.

Map file scale

If the map file is an OCAD file, Condes reads the map scale directly from the OCAD file, and this field shows the map file scale.

If the map file is a bitmap file or a Windows Metafile format file, make sure to enter the correct map file scale in this field.

If the map scale is not correct, course lengths will also not be correct!

Print scale

This is the scale at which the map and courses on this canvas will be printed.

If you need the same course printed at two different scales, you can use two canvases with the same map, and use set different print scales on the two canvases.

Bitmap Details dialog

This is where you enter details about the resolution of the map bitmap image. The bitmap resolution is entered as horizontal and vertical DPI (Dots Per Inch).

Normally, Condes retrieves the resolution information directly from the map file, but in some cases this information is missing from the map file.

If there is no resolution information in the map file, Condes will assume 100 DPI for both resolution values. To override this, you can enter the values manually.

If the resolution values are not correct, the map size is incorrect and co-ordinates are not correct - the map is then printed at a wrong scale, and calculated course lengths are incorrect.

Metafile Details dialog

This is where you enter details about the dimensions of the map image. The map size is entered as width and height in millimeters.

Normally, Condes retrieves the dimensions directly from the map file, but occasionally this information is missing from the map file.

If there is no dimensions information in the map file, you can enter the values manually.

If the dimension values are not correct, the map size is incorrect and co-ordinates are not correct - the map is then printed at a wrong scale, and calculated course lengths are incorrect.

World Coordinates dialog

This dialog shows the real world coordinates that were read from a World File.   This is relevant only when the map file is a bitmap, and the bitmap file is georeferenced, i.e. a World File accompanies the bitmap file.

Real world coordinates for an OCAD map that is georeferenced are read directly from the OCAD map file, and no World File accompanies an OCAD map file.

If you don't want to use real world coordinates for the bitmap, you can uncheck the checkbox.

Controls dialog

This dialog is used to set up the "behavior" of the control circle positions on the currently active <u>canvas</u>.

> Note: The Setup Controls dialog configures settings for the canvas that is currently active. If you want to configure one of the other canvases, first select the relevant canvas from the drop-down list.

Condes has <u>one</u> set of controls for an event file. The same control can be used on all canvases, and it has the same type, control description, punch pattern etc, regardless of which canvas it is on.

You can control the behavior of the circles for each canvas.

For a canvas, the control circle locations can either be separate, or the positions can be "linked" to the positions on another canvas.

Separate controls or linked controls?

There are two options for control behavior:
1   If you use <u>separate controls</u>, the circle location is separate for this canvas, and you move the control circles independently of other canvases.
2   If you <u>link the controls</u> on this canvas to another canvas, then the control circles on the two canvases follow each other. If you move a control on one canvas - the control on the other canvas follows.

Option 1) is useful if you use the same controls on two totally different maps.   Option 2) is useful if the two maps are related, for example if they are the same map at two different scales.

Settings for "linked" controls

Canvas

Select from the drop-down list which canvas you want to use as the "source" for the control positions. You can only select a canvas, which has its "own" control positions.

Also use the same cutting of circles and lines

Use this option if you want to use the same cutting of circles and shapes of leg lines on the two canvases.   If you leave this box unchecked, you can modify cutting of control circles, bending and cutting of course legs, etc. independently on the two canvases.

Also use the same symbols

Use this option if you want to use the same course symbols: out-of-bounds, boundary lines, refreshments, first aids etc on the two canvases.

Course Overprint Symbols and Dimensions dialog

Course Overprint Symbols (Course Overprint Symbols and Dimensions dialog)

Note: The settings in this dialog apply for all courses on the active canvas shown at the top header of the dialog. If you wish to configure one of the other canvases, first select the relevant canvas from the drop-down list.

Standard dimensions

The IOF publishes map specifications that include also the symbols used to draw courses. There are different specifications for Foot-O (ISOM 2017-2, and ISSprOM 2019 for Sprint), MTB-O (ISMTBOM 2022), and Ski-O (ISSkiOM2019). The symbols are largely identical, but dimensions vary slightly among the specifications.

In order to simplify selecting the right symbols and dimensions, this dialog has a list of the available specifications, and you can select the specification that is most appropriate for your event.

Selecting a map specification fixes those dimensions that are governed by the IOF map specifications.

Note that the IOF map specs in most cases prescribe that dimensions scale proportionally with the map scale. For ISOM, the "nominal" scale is 1:15,000. Therefore, for 1:7,500, the dimensions are double those listed in the spec. The table to the right lists the dimensions and their values at the current print scale.

If needed, you can override individual dimensions by checking "Override" column and entering a value in the "Own" column. An overridden dimension applies to all course symbols on that canvas.

Dimensions are measured in millimeters at 0.01 mm precision.

The dimensions configured on this page are:
- Control circle diameter
- Control focus point diameter (dot at the center of the circle)
- Start triangle side length
- Finish diameter (inner and outer)
- Leg line width
- Circle line width
- Boundary line width
- Numbers height
- String O-line width

If you want to use the same dimensions as used on another canvas, you can choose to link dimensions to the dimensions to that canvas.

Additional dimensions settings that are not governed by the IOF map specs can be found on the Additional Dimensions and Fonts tab.

Standard settings:

GET from My Standard Settings

Use this option to set all the values on this page to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Use this option to save all the values on this page as your own standard settings.

Reset to Condes Standard

Use this option to reset all the values on this page to the Condes standard values.

Additional Dimensions and Fonts (Course Overprint Symbols and Dimensions dialog)

Note: The settings in this dialog apply for all courses on the active canvas shown at the top header of the dialog. If you wish to configure one of the other canvases, first select the relevant canvas from the drop-down list.

The settings in this dialog relate to dimensions that are not governed by any IOF map specification. Thus, they are independent from the settings on the Course Overprint Symbols page

Additional dimensions

This section has settings to configure the diameter of control circles when displaying "all controls" and the gap between circle and leg line.

Course leg clipping

This section has settings to configure if course leg lines are clipped when crossing other leg lines and control numbers. The gap is configured as a percentage of the course leg line width.

White outline on circles, numbers and leg lines

This section has settings to configure if course overprint symbols are shown with a white outline to make them more prominent against a colored background. This section is separated into three components:

White outline on control circles

Check this box to draw a white outline on control circles.

White outline on control numbers

Check this box to draw a white outline on control numbers and control codes.

White outline on course legs

Check this box to draw a white outline on course leg lines.

Typefaces for control numbers and codes

This section has settings to configure the typefaces and the font heights for course overprint.
Note that the font height for control numbers is configured on the Course Overprint Symbols tab

Standard settings:

GET from My Standard Settings

Use this option to set all the values on this page to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Use this option to save all the values on this page as your own standard settings.

Reset to Condes Standard

Use this option to reset all the values on this page to the Condes standard values.

Overprint Color (Course Overprint Symbols and Dimensions dialog)

Note: The settings in this dialog apply for all courses on the active canvas shown at the top header of the dialog. If you wish to configure one of the other canvases, first select the relevant canvas from the drop-down list.

Overprint effect

Overprint effect means that when printing, the overprint does not "knock out" the map under the circles and lines. Instead the line color blends with the underlying map details, so that you can see otherwise hidden map details.

Please note that PostScript printers do not support overprinting effect.

Use overprint effect for course overprint

Check this box to use overprint effect when rendering the course overprint: Circles, lines, and other course symbols.

Use overprint effect for control numbers

Check this box to use overprint effect specifically when rendering control numbers.

Course overprint color

The color used for course overprinting. This color is used for lines and text (numbers) when overprinting courses.

This color is used when printing on a printer, and when exporting to PDF, EPS, OCD, KMZ, and bitmap files.

o For digital color printing, the Condes standard color is CMYK 20%/100%/0%/0%. This value is based on extensive practical experience.   Use the 'Select Condes standard color" button to select this color.

o For offset printing, the IOF Map Specifications recommend CMYK 35%/85%/0&/0%. Use the "Select IOF color for OFFSET printing" to select this color.

String O line color

The color used for the line indicating the marked route from start to finish on aString course, no leg lines and a String course, leg lines.

Standard settings:

GET from My Standard Settings

Use this option to set all the values on this page to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Use this option to save all the values on this page as your own standard settings.

Reset to Condes Standard

Use this option to reset all the values on this page to the Condes standard values.

Active Courses for Canvas dialog

This dialog window shows a list of all the courses that are created for this event.

By setting/removing the check mark for each course, you can control if the course is "active" on the currently selected canvas.

If a course is not active, it is - for example - not shown in the printout dialog, when you select this canvas.

Move Map Instructions

This function helps you move the map image relative to the Condes coordinate system.

It is located in the Canvas / Move map... menu.

Assume that you have worked on an event, and you have now got a new version of the map, whose coordinates are slightly different than the old version of the map. If you link the new map to the existing event, the controls are no longer at the right locations on the map.

This problem can be alleviated by moving the map image, and this function can help you do that.

It is important to remember that you move the map only. The controls should NOT be moved. They should stay in place. Think of it as moving the map "to" the controls.

1) Find a control or a registration mark, whose correct location on the map you know.

2) Right click on the correct location for the control on the map. Hold the mouse button down.

3) Drag the mouse to the place where the control's circle is, then release the mouse button.

4) Now confirm - by clicking OK - that this is what you want.

Re-scale control coordinates for this canvas

This function is intended for the case when you have changed the map scale and the locations of the controls need to be re-scaled to match the map.

If you change the map (using the Setup Map dialog) from scale 1:15,000 to a map of the same terrain with the scale 1:10,000, the control circles no longer match the map. With the larger scale, the circles need to be "spread" further.   The re-scale function can "stretch" or "shrink" the control location coordinates proportionally to the change in map scale.

If, however, the new map is not simply an enlargement of the old map, but is also shifted, then - after using this function - the controls will appear to be correctly located relative to each other, but shifted relative to the map. To fix this, you need to use the Move Map function to move the map in place.

Map Color Layers dialog

This dialog shows you a list of the color layers that are defined in the OCAD map used on this canvas.

By setting/removing the check marks at each color layer, you can control which color layers are shown.

This can be used to create a map with for example only the brown and blue color layers for training exercises.

Map Symbols dialog

This dialog shows you a list of the map symbols that are defined in the OCAD map used on this canvas.

By setting/removing the check marks at each symbol type, you can control which symbols are shown.

This can be used to create a map with specific symbols removed for training exercises.

Map geo-reference changed dialog

This dialog is shown when Condes has detected a new version of the OCAD map file, or you have selected a new map for the canvas.

If you are not sure which are the correct options in this dialog, use the YES option, and tick all the boxes.

When your geo-referenced OCAD map file changes, the map image may move or rotate on the canvas. If you already created controls, the circles need to be moved to keep the correct positions on the map. Similarly, also course legs need to be re-adjusted, and other course symbols, such as refreshments and first aids need to be moved.

YES
Condes moves control circles and objects so that they remain at the same geographical location on the new map.

If the change in the OCAD map file is minor, such as when the map is rotated a few degrees to fit with magnetic North, the graphics objects probably need not be moved.
However, if the change in the OCAD map file is significant, the map may move to an entirely different location on the canvas, far away from where it was before, and in this case - if not moved - the graphics objects will be left away from the new map location.
If you tick the boxes for Control Descriptions, Graphics Object, and/or Printout Page Boundary, these objects will also be moved.

NO
The control circles and other objects remain at their current location on the canvas.

Course Layout configuration dialogs

Overprint Number Formats dialog

This dialog is used to configure the settings related to the numbers shown next to the control circles on the map. Use the menu Course Layout / Overprint Number Format… to get here.

This configuration applies to the currently viewed canvas of the current event.

Standard Number format

The format used to show the control number and/or code next to the control circle. A variety of formats are available. The standard is to show the sequential control number next to the circle.   This can be changed for example so that also the control code is shown.

This format can be overridden individually for each course, using the Course dialog.

Number format for score-O courses

The format used to show the number next to the control circle for score-O courses. You can select among formats that include the points value, the control code, the control number, and various combinations of these.

This format can be overridden individually for each course, using the Course dialog.

Number format for random order controls

The format used to show for the number next to the control circle for random order controls. For example: the control code or a letter. When choosing letter, random order controls on a course are assigned letters in sequence from A. If a course has more groups of random order controls, each group continues the sequence.

Number format for relay "All variations"

The format used to show for the number next to the control circle for the "All variations" view for relay courses. Choose between control code and control number. The control number can be suffixed with a letter indicating which branch the control belongs to for controls in forks and loops. Controls in leg forks are not suffixed.

GET from My Standard Settings

Click this button to set all the values in this dialog to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Click this button to save all the values in this dialog as your own standard settings.

Reset to Condes Standard

Click this button to reset all the values in this dialog to the Condes standard values.

Setup Text on back of map dialog

This dialog is used to configure the settings related to a text page that can be printed on the back of the map. This text can be used to identify the course, or when printing maps for relay teams, identify the team and the relay leg.

Use the menu Course Layout / Setup Text on back of map… menu to get here.

This configuration applies to all canvases.

The text page is printed only when you print from the Print Maps with Courses dialog, and then only when you configure the relevant setting in that dialog. The text page is also included in a PDF file when you export maps and courses to PDF from the Export courses as PDF dialog.

You can configure the individual text elements that are printed

Texts printed for Individual Courses

- Course Name

- Class Name

Texts printed for Relay Courses

- Team number

- Bib number

- Relay leg

- Team name

- Class or Course name

- Competitor name

- Course variation

Formatting

Page Orientation

Portrait or *Landscape*

Horizontal Alignment

Controls whether the text is aligned to the *Left*, *Right*, or *Center* of the page

Vertical Alignment

Controls whether the text is aligned to the *Top*, *Bottom*, or *Middle* of the page

Font

Controls the font used

Color

The color of the text

Frame

Controls whether a rectangular frame is shown around the text

Internal margin

Configures the margin inside the frame

GET from My Standard Settings

Click this button to set all the values in this dialog to the values that you have saved as your own standard settings.

SAVE to My Standard Settings

Click this button to save all the values in this dialog as your own standard settings.

Reset to CONDES Standard

Click this button to reset all the values in this dialog to the Condes standard values.

Relay Team configuration dialogs

New Relay Team

This dialog is used to create a new relay team. It is available only when the Relay Team Assignments window is open.

Before clicking on the "Create" button, first enter a the team number for the new team, as well as the class or course that the team runs. The team number identifies the team, so it must be unique for the event.

You can choose to create an Empty team, i.e. a team where no course variations are assigned to the team members, or you can let Condes Auto compose team, where a course variation is assigned to each team member..

For Auto composition of a team, Condes provides options for the strategy to assign course variations to the team:

- Minimize the number of used course variations
  Check this box to use as few different course variations as possible. When offset printing courses, this option could minimize the number of different course variations that need to be printed, in order to minimize printing costs.
  For the second and subsequent teams on a course, Condes reuses the set of variations from the already existing teams, just shuffled in a different order. Only when all permutations of this set are in use, Condes adds additional variations to the set.

- Overlapping
  The options below allows you to control how much overlap is allowed between competitors on the same relay leg. Ideally, all competitors on the same leg would use completely different course variations, using different branches in each fork. However, when minimizing the number of used course variations, it is important to decide how much overlap is allowed while still preserving fairness. Thus, you can select among these options

  o No overlap
    If a course variation is already in use by an existing team on a given leg, then the new team will not use that variation on that leg.
    This is possible only as long as there are no more teams than there are course variations.
  o One overlap
    The new team may use the same course variation as another team - on ONE leg only.
    On each leg, there may be another team that runs the same course variation, but not the same other team on more than one leg.
  o Unique team
    Multiple overlaps are allowed, but the team cannot be identical to another team, i.e. run the same course variation as another team on ALL legs.
  o Duplicate team
    Eventually, it is not possible to create any more unique teams, and this option allows the new team to be identical to another team. Condes still tries to minimize the number of identical teams, so if, for example, two identical teams already

exist, Condes will "duplicate" another team instead of creating a third identical team.

Relay Team Assignments

For a relay event, you need to keep track of all the relay teams, and - not least - keep track of which course variation is run by which team. This window is helps you do that.

This window presents all the teams in a spreadsheet format. Each team has a team number and possibly a team name; it belongs to a class or to a course, and has team members that run relay legs. You can enter new teams; and modify or delete existing teams.

In this example, classes are not used, so the course is called D110. Team names are yet to be entered.   Currently, 18 teams are entered, and course variations have been assigned to each team.   Condes has checked that the assigned course variations are complete. If any inconsistencies are found, the team number or variation is painted red.

You can enter the teams directly into Condes. However, if teams are entered in the event administration system, you can transfer the teams - without assigned course variations - by means of an XML file in IOF data standard v.3 format, a so-called TeamCourseAssignment file.   You can import this file by using the "Import from XML…" button in the toolbar. The import feature also supports you in merging the set of teams, if you have already created some teams in Condes and want to complete by importing teams from the event administration system.

You would then assign course variations to the teams, either by manually entering the variation code in the relevant cell in the spreadsheet, or let Condes "populate" the team, by using the "Populate Team" button. You can choose between different built-in strategies for distributing course variations to team. For example, when assigning course variations to a

team, Condes can use the same variations as already assigned to other teams, but in a different order, or Condes can ensure as much spread as possible.

Finally, you would print personalized maps for each competitor, with the team number and leg number on the reverse side of the map, and you would export the relay teams with assigned course variations back to the event administration program for punch checking.

New team...
     This opens a dialog box that lets you create one or more new teams. You can create "empty" teams (i.e. no variations assigned) or fully completed teams.

Delete team(s)...
     This deletes the teams that you have selected.

Populate team...
     This opens a dialog box that lets you "populate" the selected teams by assigning course variations to the legs that are not already assigned a course variation.

Print...
     This opens the "Print maps with courses" window so that you can print maps for those team members whose maps have not yet been printed. Condes maintains a mark for each team member that indicates whether the map has been printed or exported as PDF. You can manually remove the mark if you want to print the map again.

PDF...
     This opens the "Export as PDF" window so that you can export maps for those team members whose maps have not yet been exported. Condes maintains a mark for each team member that indicates whether the map has been printed or exported as PDF. You can manually remove the mark if you want to print the map again.

Copy to the Clipboard
     This copies the contents of the spreadsheet to the clipboard as tab separated text.

Mark selected teams for printing
     This clears the "already printed" check marks from team members on the team rows that are selected. If no rows are selected, then all rows are cleared.

Mark selected teams as printed
     This sets the "already printed" check marks on team members on the team rows that are selected. If no rows are selected, then all rows are marked.

Show bib and name
     By default, the columns showing Bib Number and Name are hidden. By clicking this button, you can hide/unhide these columns.

Import from XML...
     This opens a dialog box that lets you import relay teams from an XML file, in the "TeamCourseAssignment" format.

Export to XML...
     This exports all relay teams to an XML file in the format "TeamCourseAssignment". This is the means to transfer to the event administration system the teams with course variations assigned to each team member.
     Do not forget to also export the courses as a course data XML file, as the actual list of

controls for each course variation is in the course data file.

Printout dialogs

Print Maps with Courses dialog

Use this dialog when you want to print maps and courses.

The right part of the dialog shows a list of the available courses. The left part of the dialog has the settings that control the printing.

Selecting which courses or classes to print:

You can select a course or class for printout by checking the box next to the name of the course or class. You can select as many courses or classes as you wish. If you select the "Courses" heading, one copy of each course is printed. If you select the "Classes" heading, one copy of each class is printed.

If a course is a relay course or it has loops, a + box is shown to the left of the course name. By clicking the + box, the course expands, and all course variations are shown. You can print an individual course variation by checking the box next to the variation number; or you can print all variations by checking the box next to the course name.

If a course has one or more map exchange(s), a + box is shown to the left of the course name, or course variation number. By clicking the + box, the course expands, and the course parts are shown. You can print one or more parts by clicking the box next to the part number, or you can print all parts by checking the box next to the course name (variation number).

Select from which canvas to print:

This dialog prints maps from each canvas separately. First select which canvas to print from. If a course spans multiple canvases, you need to print each part separately. Unfortunately, Condes does not (yet) support printing from multiple canvases onto the same page.

Printout scale

If you wish to change the printout scale, you need to use the Setup Map dialog from the relevant canvas.

Selecting which area to print:

Condes offers three options as for which area to print:

Option	Which area is printed?
Defined print area	Condes prints the area that is defined for the current course and canvas. Use the Course Layout / Show/Hide Print Area menu item to see the print area. Click on the frame to drag / resize the area. Double click on the frame to select whether this print area is common for all courses, or each course has its individual print area
Entire canvas area	Condes prints the area that is defined by the boundaries of the canvas.
Area covered by course	Condes prints an area that is defined by the smallest rectangle circumscribing the course (excluding control descriptions etc.)

Control descriptions and course symbols (out of bounds, refreshments etc) are shown if they fall within the boundaries of the above mentioned print area.

Selecting how many copies to print of each course:

You can choose between One copy of each course, and Fill page with copies of course

If you have selected "One copy of each course", Condes tries to fit the course to print onto as few pages as possible.

This also means that if there is room for more than one printout on the same page, Condes fills up the page with different courses.

If the print area is too large for one page, you can check the box Limit to first page of each course if you do not want the course to spread across multiple pages.

If you select "Fill page with copies of course", Condes prints only what fits within one page of each course, and it fits as many copies of the course as possible onto the page.

When laying out multiple courses (or multiple copies of the same course) on a page, Condes applies a layout method that optimizes the use of the space on the page, and at the same time make cutting the courses from each other as easy as possible.

Print all selected courses on the same map

This is an option to use if you create training exercises with multiple courses on the same map.

Print Map

Check this box if you want the map to be printed with the course. If the box is left unchecked, the course is printed without the map.

Print Class / course name / team info on the reverse side

This option allows you to print a text page on the reverse side of the map, so that the map can be identified without being revealed. The option is available only when you limit the output to the first page of the course.

Choose between No print on reverse side, Class/course name on reverse side and Map on reverse side.

Click the Text format… button to open the Setup Text on back of map dialog. .

Page Setup

Click the Spacing and Overlap button to configure how maps are laid out on a page.

Spacing controls the spacing between multiple printouts on the same page

Overlap controls the overlap when a course printout is split onto multiple pages. Windows does not always provide accurate information on the printable page size, so without overlap, there may be a gap between what is printed on two adjacent pages.

Check the Center printout on page to place the printout at the page center. If the box is left unchecked, the printout is aligned to the top left page corner.

Printer Setup

Click the Printer Setup … button to open the Windows printer configuration dialog.

If the Orientation landscape box is checked, landscape orientation (versus portrait orientation) is used when printing, i.e. the longest side of the page is at the top.

Use the selector to configure single or double-sided printing (if your printer supports double-sided printing).

Print

>Print the selected course layouts

Print preview

>Preview the selected course layouts

Close

>Close this dialog

Print Loose Control Descriptions dialog

Use this dialog to print loose control descriptions, or export loose control descriptions to a PDF file.

Condes lays out the pages so that as many control descriptions as possible fit onto each page.

If you check a relay class or course, all relay variations for the course are printed.

Relay classes and courses have a + box next to the name. Click the + to expand the class or course into the various relay variations. You can then check the variations that you need.

For courses with map exchange, you can choose whether to print the entire course, or print each individual part.

The Appearance button opens a dialog to configure appearance and layout.

Print master control cards dialog

This dialog is used to select which master control cards to print. Master control cards can be printed if each control has been assigned a punch pattern.

To the left in the dialog there is a list which shows the available classes and courses. To the right there is a list of the currently selected classes and courses to be printed.

You can select a class or a course and transfer it to the list of selected items by clicking on the item and then click the Add button.

If you "add" the "Classes" header, all existing classes are added to the selected list. If you "add" the "Courses" header, all existing courses are added.

If you "add" a relay class or course, all relay variations for the course are added to the selected list (indicated by the variation numbers in parentheses after the class or course name).

For courses with map exchange, Condes prints only <u>one</u> master control card, covering the entire course.

Export dialogs

Export course data as XML dialog

From this dialog, you can export course data as XML (eXtended Markup Language) format files. The format has been specified in the IOF Interface Standards project, and you can find more information on the IOF home page at https://www.orienteering.sport under the menu IOF / IT Commission / Interface Standards project.

The output from the dialog is a file which contains information on control locations, courses, and classes. For each course is listed the classes that run the course, and the controls that the course visits. Also, information on leg lengths is included.

This information can be imported into event administration software for easier punch checking. Also, this information can be imported into various split time analysis programs.

When you click "Export", Condes prompts you for a file name for the file to which the exported data should be saved.

File Type

Choose between "IOF Version 1.0", "IOF Version 2.0", and "IOF Version 3.0". IOF Version 3.0 is recommended. IOF Version 1.0 and 2.0 are available only for backwards compatibility.

Encoding

Choose between "ISO-8859-1" and "UTF-8". This is the character encoding of texts in the file. UTF-8 is recommended. ISO-8859-1 is the standard Windows character set, and files using this encoding may depend on the character set used on the computer that is used to generate the file.

Canvas (for control co-ordinates)

The "controls" section of the exported file contains co-ordinate pairs for each control. These co-ordinates are in units of millimeters on the printed map.

The exported file can contain only one set of co-ordinates for controls.

Therefore, for an event with multiple maps, it is important to choose the a canvas to use in order to get the correct set of co-ordinates for the controls.

Omit "CourseIDs" (IOF XML version 2 only)

For IOF XML version 2 only: Some event administration software packages depend on having a Course ID number associated with each course in the exported data. If needed, Condes can include this number in the exported file - just make sure to uncheck this box.

Be aware that the Course ID number that Condes assigns to each course follows the course through the lifetime of the event file.

> Pitfall: If you rename a course to a different name, it keeps the existing Course ID number. This still happens, even when you rename a course, then create a new course with the old name. When you then export, there will be a different Course ID associated with the name, because it is really a new course. This is a potential pitfall, if the receiving event administration software expects a course with the same name always to keep the same Course ID number.

Relay courses

For IOF XML version 3, the file contains complete variations. For each course the file has a list of all (selected) course variations. Each variation is "a course" with all the controls on the course. The variations are tagged with a CourseFamily object indicating the Course they belong to.

For IOF XML version 2, there are four options:

o Course variations

For each course, all the variations of a given course are encapsulated as "CourseVariation" objects in a single "Course" object. This indicates that the variations belong together. This option is the "classic" IOF XML version 2 method.

o Separate courses

Each variation becomes a separate "Course" object. This option is compatible with the "simplified" model used by for example Emit eTiming

o OS2003 compatible relay forks

This option encapsulates "CourseSection" objects in a "Course" object for each course. It is for the importing program to reassemble the CourseSections into complete course variations.

o One-man relay courses

Each relay course is considered a one man relay, where each competitor runs all relay legs. Thus, "one man relay courses" are exported as separate "Course" objects.

Export only relay variations used by relay teams

When this option is checked, only those relay course variations are exported, which are used by relay teams created in the Relay Team Assignments window.

Export courses as PDF dialog

Use this window to export maps and courses to a Portable Document Format (PDF) file. PDF is the preferred format used by most print shops, and you can usually send a PDF file directly to the print shop for printing the courses and maps. Additionally, a PDF file can be used by drawing programs such as Adobe Illustrator to further process the courses and consolidate them with the map for course and map printing.

This is what you can do

When exporting to PDF, first select which canvas to use, and which courses you want to export. If you use multiple canvases, create separate exports for each canvas. The exported courses appear as pages in a single PDF file.

By default, each course is on a separate page, and Condes formats the page size to fit the course. This option is the common case, for example when printing on a desktop printer or when you plan to use the exported PDF file for further processing before printing.

If you plan to send the exported PDF file to a print shop for printing on large sheets, placing multiple maps on each page, you can select a standard page size, such as A3. For more optimal use of paper, Condes can lay out multiple copies of the same course - or multiple, different courses - onto a page. You can for example fit 4 courses of A5 size onto one A3 page.   This option is similar to what you find in the Print Maps with Courses dialog for printing courses directly to a printer. Condes lays out each page, fitting as many as possible copies of a given course or different courses.

Select which courses to export

Select which courses to export by checking the boxes in the list of courses to the left. For courses with variations, you can select each variation individually.   For courses with map change, you can select the "entire course" and/or each individual part.

If you have created relay teams, you can select from the list of teams and team legs, and print personalized maps for each team leg. This can be combined with adding team number and leg etc. on the reverse side of the map.

Canvas setup

From Canvas

This setting controls which canvas is used, i.e. map and which graphics layout is used for the export.

Export at canvas printout scale

This setting is default on, and this means that the export is done to the configured printout scale set for the canvas. Uncheck this box if you need to export at a different scale.

Include map

If this box is unchecked, the map is omitted in the file.

Export all selected courses on one map

Check this box to print all of the selected courses on the same map. This is intended for training exercises, where you run several different courses after each other.

Print Area

Condes offers three options as for which area to print:

Option	Which area is exported?
Defined printout page area	Condes exports the print area that is defined for each course and Canvas in the Course Layout Editor.
Entire canvas area	Condes exports the area that is defined by the boundaries of the map file (if one is specified).
	The area is extended with any area of the course (and control descriptions) that extends outside the map.
Area covered by course	Condes exports an area that is defined by the smallest rectangle circumscribing the course (excluding control descriptions etc.)

Control descriptions and course symbols (out of bounds, refreshments etc) are included when they fall within the boundaries of the above mentioned print area.

How many of each course?

These settings are relevant and available only when a fixed paper page size is selected under PDF File Page setup. If the standard page size is chosen, the size of each page is adjusted to fit the course

o <u>One copy of each course</u>. This prints ONE copy of each course. If multiple courses fits onto the selected page size, Condes fits as many different courses as possible onto a page.

If the print area for the course is larger than the selected page size, the course is split onto multiple pages, unless you have checked "Limit to first page of each course".

o <u>Fill page with copies of course</u>. Fills a page with identical copies of the course (if there is room for more than one copy).

Limit to first page of each course
Even if the course does not fit on one page, only the first page will be exported.

Export all selected courses on the same map
All the selected courses are placed on the same map. Useful for training exercises consisting of multiple courses

Rendering settings …

Click this button to open the <u>PDF Rendering Settings</u> dialog box

PDF File setup

You can choose between <u>All courses in one PDF file</u> and <u>Each course in a separate PDF file</u>.

Page setup

Click the PDF Page size … button to open the <u>Export Page Setup dialog</u>

Click the Margins and Overlap … button to open the <u>Course Printout Appearance</u> dialog. This button is only relevant and available when you have selected a fixed page size.

Reverse Pages

Use this option to print the class name/course name/team name/team number etc. on the reverse side of the map.
Condes adds an extra page after each map page. The extra page displays the course name and/or the relay team number and team leg, and is intended to be printed on the reverse side of the map using a printer with duplex capability.
You can choose to print the reverse side page first, or the map side page first. In some cases it works better to print the side with least ink/toner before the side with more ink.

PDF Rendering Settings

This is a sub-dialog to the Export courses as PDF dialog. These settings determine how the course, map and graphics are rendered on the PDF page.

For Overprint, use

This setting controls how overprint effect is handled in the PDF file, both for map colors and for the course overprint.

There are two options: "Overprint operator", and "Blend mode DARKEN". The default setting is "Blend mode DARKEN".

There is virtually no visible difference between "Overprint operator" and "Blend mode DARKEN".

When you choose "Overprint operator", you need to ensure that the software used to display and print the PDF file, is configured to simulate overprint effect. For example, when using Adobe Reader, you need to configure Adobe Reader to show overprint effect,

otherwise it ignores overprint effect.

When using Blend mode DARKEN, such considerations are unnecessary.

Embedded bitmaps

Reduce embedded bitmap resolution

If the map file or a graphics object is a bitmap file, Condes normally renders the bitmap at the original resolution into the PDF file. If you wish to reduce the resolution of the bitmaps rendered in the PDF file, you can use this option. This may produce smaller PDF files, at the expense of lower quality, more blurred bitmaps

Resolution of graphics objects converted to bitmaps

Condes renders graphics objects that are originally WMF/EMF files as bitmaps in the PDF file. This setting controls the resolution of the resulting bitmaps. The default is 600 dpi, which is sufficient in most cases. You can set the resolution higher for high-quality printing.

Export Courses to EPS dialog

Use this window to export maps and courses to Encapsulated PostScript (EPS) files.

EPS is a format used by print shops, and you can usually send EPS files directly to the print shop for printing the course and map, or for overprinting on existing maps. An EPS file is also used when you import the course into a drawing programs such as Adobe Illustrator for further layout work.

You have several options when exporting to EPS files.

Condes can export:

1. each course to a separate EPS file. The EPS file area fits to the course. This option is useful when you need to use the EPS file for further processing before printing.

2. Condes can combine multiple courses (or copies of the same course) onto one page. The EPS file area is fixed, for example A3 format, and Condes fills the page. This is suitable when you send the files directly to the print shop.

These two options are similar to what you find in the [Print Maps with Courses dialog](#) for printing courses.

Please do not forget to inspect the exported result after you have created the EPS files. There are several freeware programs that can read EPS files, for example IrfanView and GSView (GhostScript).   IrfanView shows the files in a somewhat crude format, but is somewhat faster than GSView. GSView on the other hand shows the files somewhat smoother and nicer.

Select which courses to export

Select which courses to export by checking the boxes in the list of courses to the left. If you select "Courses", all the courses are exported.

Canvas setup

From Canvas

This setting controls which canvas is used, i.e. map and which graphics layout is used for the export.

Export at canvas printout scale

This setting is default on, and this means that the export is done to the configured printout scale set for the canvas. Uncheck this box if you need to export at a different scale.

Include map

If this box is unchecked, the map is omitted in the file.

Export all selected courses on one map

Check this box to print all of the selected courses on the same map. This is intended for training exercises, where you run several different courses after each other.

Print Area

Condes offers three options as for which area to print:

Option	Which area is exported?
Defined printout page area	Condes exports the print area that is defined for each course and Canvas in the Course Layout Editor.
Entire canvas area	Condes exports the area that is defined by the boundaries of the map file (if one is specified).
	The area is extended with any area of the course (and control descriptions) that extends outside the map.
Area covered by course	Condes exports an area that is defined by the smallest rectangle circumscribing the course (excluding control descriptions etc.)

Control descriptions and course symbols (out of bounds, refreshments etc) are included when they fall within the boundaries of the above mentioned print area.

Page setup

Use this group of setting to control the size of the page in each exported file, and what is shown on each page.

Page Size can be set at either "One course per page", a number of predefined standard page sizes, or "Custom size".

If you choose "One course per page", Condes exports each course into a separate file. The "bounding box" of the file is equal to the size of the exported area.

If you choose a predefined standard size, the "bounding box" of the file with be set at the chosen standard size, and you can now choose between filling the page with copies of the same course, or with as many different courses as fit on the chosen page size.

If you choose "Custom size", you can enter the dimensions of the page. This option otherwise behaves similarly to when you choose a predefined standard size.

You can choose between "Portrait" and "Landscape" page orientation.

If you select "One copy of each course", Condes tries to fit the courses onto as few pages as possible.

This means that if there is room for more than one course on the same page, Condes fills up the page with different courses.

On the other hand, if you have selected "Fill page with copies of course", Condes prints only what fits within one page of each course, and it fits as many copies of the course as fit onto the page.

Spacing controls the spacing between the exported courses on the page.

When laying out multiple courses (or multiple copies of the same course) on a page, Condes applies a layout method that optimizes the use of the space on the page, and at the same time make cutting the courses from each other as easy as possible.

Course all black

If this box is checked, both control descriptions and courses are black in the EPS file. If left unchecked, the colors defined elsewhere apply.

Include map

If this box is checked, the map is also exported.

Export Page Setup dialog

This is a sub-dialog to the Export Courses as PDF dialog and the Export Courses to EPS dialog. These settings control the SIZE of the pages in the exported file.

Page Size

Page size can be set to

o   Fit page to course size
    This is the common setting that works for most cases. It means that when creating a page in the PDF or EPS file, Condes creates each page exactly large enough to fit the entire exported area, and you are sure to avoid unintentional cropping. Each page in the file may have a different size, if the print area is different for each course.

o   A predefined standard paper formats
    Each page in the file has the size of the chosen standard paper format.
    If you select a paper format larger than the exported area, Condes can fill the page with multiple copies of one course or fit multiple coures onto the same page. This can be useful for printing on large paper sheets.
    However, if the exported area is larger than the selected paper format, the output flows over multiple pages in the file (unless you have configured to export to only export one page for each course).

o   Custom size
    This allows you to select a fixed size paper format that deviates from the standard paper formats.
    The behavior is similar to when a predefined standard paper format is chosen.

Note: It is recommended that you select a standard paper format or a custom size only if you plan to print multiple maps on the same page. Condes lays out multiple maps on the same page, This can be useful when you send the print job to a professional printer for printing on large sheets of paper.

Export Courses as Bitmap dialog

This feature lets you create bitmap files with the map, the course layout, and the control descriptions.

Bitmap files are particularly useful for publishing map and courses on the internet.

Condes exports each course as a separate bitmap file.

Control descriptions are exported with the course if Condes is setup to print control descriptions on the map. Use the menu Course Overprints/Settings, and the tab "Control descriptions" to configure whether control descriptions are exported with the course.

If you select "Courses", all the courses are exported, each in a separate file.

If the map is georeferenced, so that Condes can calculate the real world coordinates for the top left corner of the exported bitmap, Condes exports a World File together with the bitmap file, see Georeferencing and Real World Coordinates

Export scale

> This is the scale at which the courses are exported. If the Condes layout is at 1:15 000, this is the default export scale.

File type

> Condes can create JPG, BMP, PNG, and TIF files. PNG, JPG, and TIF files are compressed, which means that they generally takes up less space on the hard disk, and less transfer time if you transfer the file on the internet. The compression does mean a slight reduction in quality.

Color quality

> This option is available only for BMP files. Choose between 16 bit or 24 bit per pixel. For an orienteering map, 16 bit is more than adequate quality.

Resolution

> The resolution controls the number of pixels (color dots) per inch in the file. The higher resolution, the better the quality. The file size is proportional to the square of the resolution, so be careful not to set the resolution too large. Whether Condes is able to create a bitmap file at a given resolution depends on whether the resulting bitmap fits on the hard disk. And the processing time to create a bitmap grows fast at higher resolution.

Export courses to OCAD dialog

This feature lets you transfer course layouts and control descriptions from Condes to OCAD. From within OCAD you can then print the map complete with course and control descriptions, or you can export Postscript files for offset printing.

Condes exports each course as a separate OCAD file in either OCAD 8, 7, or OCAD 6 format.

> Control descriptions are exported with the course if Condes is setup to print control descriptions on the map. Use the menu File/Event Specific Settings, and the tab "Control descriptions" to configure whether control descriptions are exported with the course.

This is how:
1   Generate the courses as OCAD export files from Condes, using this dialog box.
2   Open the OCAD map and import the course files into OCAD, one at the time.

When you import the course layout into OCAD, you may have to drag it to fit correctly onto map. Use registration marks to achieve better precision.   Condes can help you achieve the best precision if you enter into Condes the OCAD co-ordinates of the topmost, leftmost registration mark, for further explanation see below or click here.

OCAD version 6:

> If you use OCAD version 6, you need to consider also the color(s) of the courses and control descriptions. If you intend to print to a color printer from OCAD, you may want purple color for the course, and black color for the control descriptions. Or, if you are to produce overprints onto existing maps, you may want both course and control descriptions to be purple.   Or you may want to design your own color scheme.   Use

the "Colors" button to setup the colors.

PLEASE NOTE that you need to add some extra colors to the OCAD map's color table. Otherwise, the control descriptions may be "invisible", when you import them into OCAD. Condes can help you add the colors, please use the "color" button.

OCAD version 7/8:

If you use OCAD version 7 or 8, you do not need to add colors to the OCAD map. In OCAD version 7 and 8, first open the course file exported from Condes, then use the menu "*Options*" / "*Open template...*" (OCAD 7) or "*Template*" / "*Open*" (OCAD 8) to open the map file.

Note regarding export scales and print scales:

Condes always print the circles at the dimensions specified in the Course Layout Properties dialog, regardless of printout scale.

However, OCAD scales the dimensions of circles and texts when printing at a different scale. Thus, if you export a course from Condes to OCAD, and you intend to print it from OCAD at a different scale than you export it, the circles and texts will be too large or too small.

Condes can "inverse" this effect by scaling the circles, line widths and texts opposite of what OCAD will do when it prints. In order to do this, Condes needs to know the intended printout scale. The export dialog allows you to specify both the export scale which should match the map scale in OCAD, as well as the intended printout scale from OCAD.

Select which course to export

Select in this pane the course you want to export. If you select the keyword "Courses", all courses are exported (each in a separate file). If you select the keyword "All controls", Condes exports a layout of all controls instead of a course.

Canvas

Pull down to select the canvas from which to export the course.

Export

Click this button when you are ready to perform the export. Upon clicking the button, you are asked to choose the name and location of each OCAD export file.

Export scale

This is the scale at which the courses are exported. If the Condes layout is at 1:15 000, this is the default export scale, but if you need to import the course onto a 1:10 000 map, you change the export scale to 1:10 000.

Printout scale

If you intend to print the map with the courses from OCAD at a scale different from the scale of the map in OCAD; then circles and control descriptions need to be scaled also, so that they print at the correct size. Otherwise, circles and control descriptions are enlarged (or shrunk) when printed from OCAD.

Indicate here, at which scale you intend to print from OCAD. Condes then adjusts the size of the circles and control descriptions so that they print at the correct size.

File Format

Select whether to generate OCAD 8, 7, or 6 format files

Colors...

Click this button to setup the color scheme for your courses and control descriptions. This is an important step. Please read the help for colors by clicking here.

Co-ordinate translation...

Normally, when you use an OCAD map file, Condes and OCAD uset he same co-ordinates, and there is no need for co-ordinate translation. However, if you use a bitmap file, or you have moved your OCAD map in Condes, co-ordinate translation is needed to registrer the courses correctly when exported to OCAD.

Read "How to correctly align courses exported to OCAD" for a detailed explation.

Click on this button to open a dialog to set up the translation. The button is disabled ("grayed out") when you have not created any registration marks.

Colors setup for export to OCAD dialog

An OCAD file contains a color table. OCAD's color table defines the colors that can be used, and in which order they appear on top of each other (the color layers).

Import into OCAD of a course and a control description work correctly only if the color table in the OCAD map file is set up to accommodate the "imported symbols". The course and the control description must be at the top color layers; otherwise they may be covered by other map symbols.

The course needs a purple color, which is already in the standard OCAD color table.

The control description may use the same purple color if you want the control description in purple, or it may need a black color - which is NOT in the standard OCAD color table at the appropriate position (layer).

In addition to the base (purple or black) color, the control descriptions need a white color underneath them, to cover for the map underneath. Furthermore, a few control descriptions symbols are designed in two layers - eg. the dry ground in a marsh is designed by putting a white patch on top of the marsh lines. So, an additional white color on top of the base color is needed.

You can add the colors manually into the OCAD map's color table, or you can let Condes do it for you, by using the "Add colors" button. In any case, if you change the color table in Condes, make sure that you do the corresponding changes also in the OCAD map's color table, so that the two are always "synchronized".

Condes places in the exported OCAD file a color table with four colors:

1. Course (Upper Purple)
   course symbols (lines, circles, and symbols) at the "Upper Purple" level according to the IOF map specifications
2. Course (Lower Purple)
   course symbols (lines, circles, and symbols) at the "Lower Purple" level according to the IOF map specifications
3. Numbers
   control numbers
4. Purple 50%
   "Sprint Temporary Construction area" out-of-bounds symbol
5. Black
   "Permanent Out-of bounds" symbol
6. Control description line
   base color used for the control descriptions

7. Control description background
   background color (normally white) behind the control descriptions

This dialog can be used to configure the colors in that color table to your requirements

Save

This saves the color table in the Condes event file.

My standard colors

You can "Save" the current color table as you standard, on your PC. The saved color table is used when you create a new Condes event file.

You can retrieve ("Get") your saved standard color table and override current settings in the Condes event.

Condes standard colors

Override the current settings with the Condes standard color table.

Add Condes colors to OCAD map file

You can add the Condes color table to your OCAD map by using the "Add colors" button. Condes asks you for the file name of the OCAD map file, and subsequently allows you to enter a different file name for the updated file (you can leave the original map file intact).

If the necessary colors are already present in the OCAD map's color table, Condes leaves the color table untouched.

OCAD co-ordinates for top left registration mark

Normally, when you use an OCAD map file, Condes and OCAD uset he same co-ordinates, so there is no need for co-ordinate translation.

However, if you use a bitmap file, or you have moved your OCAD map in Condes, co-ordinate translation is needed to registrer the courses correctly when exported to OCAD.

Read "How to correctly align courses exported to OCAD" for a detailed explation.

No translation

When you select this option, there is no translation. Condes coordinates are used when exporting.

Translate Condes co-ordinates by means of the top left registration mark.

When you select this option, and you have entered the OCAD co-ordinates for the top left registration mark below, then Condes translates Condes co-ordinates to OCAD co-ordinates when exporting.

East, North

The co-ordinates in OCAD for the top left registration mark. If you have defined more than one registration mark in Condes, Condes assumes the topmost, leftmost one.

Export courses as SVG dialog

This feature lets you create Scalable Vector Graphics (SVG) files. An SVG file is a graphics file, which you can open for example with a graphics editor or view in a web browser. SVG files are useful when transferring courses to tracking and route choice applications.

An exported SVG file contains the course layout, and the control descriptions for a course.

Condes exports each course as a separate SVG file. Alternatively, you can include all the courses in one file.

Export scale

This is the scale at which the courses are exported. If the Condes layout is at 1:15 000, this is the default export scale.

Export all selected courses to ONE file

When this option is checked, all the selected courses are exported into one file.

The SVG file contains so-called metadata that identifies the graphics shapes as controls, leg lines, control descriptions etc. Each control has a metadata element with the real world coordinates, when the map file is georeferenced.

Export courses to GPS dialog

This dialog is used to create data for a GPS application, such as O-Track

With a GPS application you can analyze your route choice after the race, and compare route choices with other people. The GPS application may run on your smart phone and/or it can be a web application.

In order for the application to show your route, it needs your GPS track. You may record the track directly on your smart phone or you may have to upload it from a GPS watch.

The GPS application also needs the map and the course. Condes has this data, and it can be transferred from Condes to the GPS application. This is where this dialog comes in. As a course planner, when you have completed the course design, from Condes you export the map and the courses into a file that you import to the GPS application.

Condes exports data in three different formats: KMZ, GPX, and KML. Which one you choose depends on which format the GPS application can use.

KMZ is used with O-Track (www.o-track.dk). GPX (route) is used with GPS Orienteering (www.hippsomapp.se). KML is used with MapRun (www.maprunners.com.au).

> **Important: The map must be geo-referenced .**
> In order for Condes to be able to calculate Longitude and Latitude coordinates for controls and for the map, the map file needs to be geo-referenced, and a reference coordinate system needs to be configured.
>
> Most - but not all - OCAD maps are geo-referenced, and the data is included in the OCAD file. When you use a bitmap file, it must be accompanied by a World File. See Setup Map dialog for more details.

Export format Options

KMZ format

> KMZ is the format used by Google Earth. A KMZ file contains the map and all the courses in one file. When you have exported a KMZ file, you open it in Google Earth to view the map and the waypoints.
>
> The KMZ file contains a number of images: The map is stored as a bitmap image in JPG format, and each course is stored as a so-called GroundOverlay image in SVG format. The advantage of the SVG format is that it is scalable. The lines and circles remain smooth also when you zoom in.
>
> Please note: Included in the map image are the graphics objects that are configured to be shown on "all courses". Graphics objects that are configured as shown on "only this course", are NOT included in the KMZ file. Graphics objects include texts, lines, masks, and image graphics.
>
> In addition the the map and course images, the KMZ file also contains the courses as lists of "waypoints". These waypoints are indicated as "push pins" if you open the KMZ file in Google Earth
>
> Please note: If you use Google Earth to inspect the KMZ file, be aware that Google Earth unfortunately cannot show the course images in SVG format - in Google Earth the course images are indicated with red rectangles with a cross. You can disable the course layers to be able to see the map layer
>
> Alternatively, but not recommended, instead of the SVG format, as an advanced option, the courses can be exported as "KML graphics". KML supports graphics very poorly, so the KML graphics image is not very nice to look at. The KML Graphics option will not work if you plan to use the KMZ file with O-Track.

GPX format

> GPX is used by many applications to store GPS tracks. A GPX file exported from Condes contains all courses (as "routes"). However, a GPX file cannot store the map. So when using the GPX format, the map file comes from an other source.

KML (simple) format

> KML is a Google Earth format, also used by some GPS applications to import courses. A KML file exported from Condes contains courses defined as sets of waypoints, one waypoint for each control on the course. The KML (simple) export does not include the map.

Export options

Export file format

> Select either KMZ, GPX or KML (simple).

Export only relay variations used by relay teams

> When this option is checked, only those relay course variations are exported, which are used by relay teams created in the Relay Team Assignments window.

After export, open the exported file

> When this option is checked, Condes asks Windows to open the exported file. If Google Earth is not installed, and no other application is installed that can read the exported file, Windows fails to open the file.

Advanced settings

> Advanced settings are normally not used, and are hidden unless you click the "Show Advanced Settings" button.

Export Area

> Use this option to select if the map area for each course is the "Defined printout page area" or the "Entire canvas area". The default value is "Defined printout page area".

Map bitmap

> Resolution
>
> > Use this to configure the resolution of the bitmap file that contains the exported map

> in the KMZ file. The default value is 300 DPI. If the map is very large, it may be necessary to reduce the resolution in order for Condes to have sufficient memory to create the file.
> > Dim map
> > > When this option is checked, the map in the exported file is dimmed.
> > Courses
> > > This controls the format of the "course images" when exporting to a KMZ file.
> > > Select either *GroundOverlay as SVG file* or *As KML "graphics"*. KML "graphics" is experimental and not generally recommended.
> > > SVG files are used for the course layers, as this format allows a scalable "image" of the course, including correct placement of number, bending of leg lines, cutting of circles and lines etc. This allows the GPS application to display the course correctly as the course planner intended.
> > > Make sure to use *GroundOverlay as SVG file* when exporting to O-Track.

Upload maps and courses to Livelox

Livelox is an analysis tool for orienteering. You can upload maps and courses to Livelox directly from Condes.

The upload is a two step-process:

First step takes place in Condes
1. Select which courses to upload
    Make sure the courses you want to upload are checked in the list, then click *Next*
2. Log in to Livelox to allow Condes to upload.
    This step takes place in a web browser window.
    Condes automatically opens your default browser to show the Livelox login window.
    If you are presented by a "Windows security alert" asking if you will allow Condes to communicate on the network, please accept the request.
    You need a Livelox account to be able to upload. Anyone can create a Livelox user account at the Livelox website www.livelox.com
3. Select if you want to upload as a new Livelox event or update an existing Livelox event.
    The update option is available only when you have previously uploaded the event.
4. Finally, click "Finish" to perform the upload

Second step takes place at the Livelox website
where you finalize the event details and publish the event.
After upload, Livelox validates the uploaded data. In case Livelox does not accept the data, a message box will show a list of validation errors. After fixing the issues listed, you can retry uploading the data to Livelox.
Condes will automatically guide you to the right place in Livelox once the upload is completed.

Upload settings
Export only relay variations used by relay teams
> When this option is checked, only those relay course variations are exported, which are used by relay teams created in the Relay Team Assignments window.

Bitmap Resolution
> Use this to configure the resolution of the bitmap file that contains the exported map in the KMZ file. The default value is 300 DPI. If the map is very large, it may be necessary to

reduce the resolution in order for Condes to have sufficient memory to create the file.

Event Name

Condes allows you to name your Livelox event. The Livelox event name needs not be the same as the Condes event name

Start time (optional)

The start time of the event. The time must be earlier than the start time of the first starting participant.

End time (optional)

The end time of the event. The time must be later than the finish time of the last finishing participant.

.

> **Important: The map must be geo-referenced**
> In order for Condes to be able to calculate Longitude and Latitude coordinates for controls and for the map, the map file needs to be geo-referenced, and a reference coordinate system needs to be configured.
>
> Most - but not all - OCAD maps are geo-referenced, and the data is included in the OCAD file. When you use a bitmap file, it must be accompanied by a World File.   See Setup Map dialog for more details.

Export Relay Teams dialog

Using this dialog, you can export relay teams as XML (eXtended Markup Language) format files. The format has been specified in the IOF Interface Standards project, and you can find more information on the IOF home page at https://www.orienteering.sport under the menu IOF / IT Commission / Interface Standards project.

The output from the dialog is a file which contains the relay teams that have been created in the Relay Team Assignments spreadsheet.

This information can be imported into event administration software for easier punch checking. The file does NOT contain the actual courses. So you need also export a course data file from the Export course data as XML dialog.

When you click "Export", Condes prompts you for a file name for the file to which the exported data should be saved.

Encoding

Choose between "ISO-8859-1" and "UTF-8". This is the character encoding of texts in the file. UTF-8 is available only when Condes is running in Unicode mode, and is recommended, as this encoding can handle the 16-bit character values used by the Unicode standard. ISO-8859-1 is the standard Windows character set, and files using this encoding may depend on the character set used on the computer that is used to generate the file.

Import Relay Teams dialog

Using this dialog, you can import relay teams as XML (eXtended Markup Language) format files. The format has been specified in the IOF Interface Standards project, and you can find more information on the IOF home page at https://www.orienteering.sport under the menu IOF / IT Commission / Interface Standards project.

This can be used to transfer relay teams from an event administration system in the XML "TeamCourseAssignments" format. For more information, see Relay Team Assignments.

First, Condes prompts you for a file name for the file to import.

If the file contains data in the correct format, Condes then presents the teams and show which teams are already in the Condes relay teams database, which teams are changed, and which teams are new.   You can then select those teams that you want to import, and these then overwrite the data in the Condes relay teams database.

Punch dialog

This dialog lets you edit the punch pattern of a conventional mechanical punch. It is a 9 by 9 grid of dots, each dot representing a pin in the punch.   The pattern appears to the left in the dialog. By adding appropriate dots, you can build the punch pattern. You can toggle a dot on/off by clicking the mouse inside the box corresponding to the dot position.

Select Color dialog

The Select Color dialog is used when you want to change the color for a course object or a graphics object.

This dialog lets you choose between colors in the CMYK color space or the RGB color space.

You can enter a value for C, M, Y, K as a percentage (0% - 100%) When all four values are 0, the color is white.
You can enter a value for R, G, B in the range 0 - 255. When all three values are 0, the color is black. When all three values are 255, the color is white.

When you switch between RGB and CMYK, Condes keeps the resulting color as close as possible to the existing color. However, the translation from RGB to CMYK and vice versa is not reversible, so if you switch between the two color spaces, the color changes slightly.

When you use RGB colors, you can either enter the RGB values in the edit fields, or you can use the "hexagon" palettes and the luminance bar to select a color.

Standard punch dialog

This dialog lets you edit the punch pattern of a conventional mechanical punch. It is a 9 by 9 grid of dots, each dot representing a pin in the punch.   The pattern appears to the left in the dialog. By adding appropriate dots, you can build the punch pattern. You can toggle a dot on/off by clicking the mouse inside the box corresponding to the dot position.

Use the Code field to identify which control this pattern belongs to.

Print Area configuration dialogs

Behavior (Settings for the Print Area dialog)

Note: The Setup Print Area dialog configures settings for the canvas that is currently active. If you want to configure one of the other canvases, first select the relevant canvas from the drop-down list.

The Print Area is a rectangle that specifies which area of the map you want to print. This can be used to print a part of the map, for example if the course only occupies a small area, and you do not want to print the entire map.

Each individual canvas has separate Print Area settings.

You configure the rectangle the the Print Area covers, directly in the Course Layout Editor. Use the menu "Course Layout" / "Show/Hide Print Area" to show the print area rectangle. Then select the print area by clicking on the frame. Drag either of the black handles at the corners or the middle of the sides of the rectangle to resize the Print Area, and drag anywhere on the frame to move the Print Area.

The Print Area size and location can be set individually for each course, or it can be shared among all courses on the canvas.

Use an individual print area size and location for this course

> Select this option to configure the current Print Area size and location to apply only for the current course. If unchecked, a shared Print Area is used.

Allow moving and resizing

> Use this option to lock/unlock the moving and resizing of the Print Area

Frame (Settings for the Print Area dialog)

Note: The Setup Print Area dialog configures settings for the canvas that is currently active. If you want to configure one of the other canvases, first select the relevant canvas from the drop-down list.

The Print Area is a rectangle that specifies which area of the map you want to print. This can be used to print a part of the map, for example if the course only occupies a small area, and you do not want to print the entire map.

Each individual canvas has separate Print Area settings.

You configure the rectangle the the Print Area covers, directly in the Course Layout Editor. Use the menu "Course Layout" / "Show/Hide Print Area" to show the print area rectangle. Then select the print area by clicking on the frame. Drag either of the black handles at the corners or the middle of the sides of the rectangle to resize the Print Area, and drag anywhere on the frame to move the Print Area.

Condes can draw a frame around the Print Area if you check the "Draw frame" box. If no

frame is used, the Course Layout Editor uses a red line to indicate the Print Area border.

The Print Area frame settings can be set individually for each course, or they can be shared among all courses on the canvas.

Use an individual print area size and location for this course

Select this option to configure the current Print Area frame settings to apply only for the current course. If unchecked, shared frame settings are used.

Draw frame around print area

Check this box to get a colored frame around the print area.

Round corners

The frame has round corners.

Frame width

Controls the width of the line used to draw the frame.

Margin

Controls the size of the white margin inside the frame line.

Frame color

Controls the color of the frame line.

Resize Print Area to Page Size dialog

Use this dialog to resize the Print Area frame to fit a given paper page size.   The top left corner of the Print Area frame remains unchanged, and the size of the Print Area is changed so that the Print Area fits onto the specified paper page size.

You can enter the paper page size as
1. A standard paper type, or
2. A custom size where you enter the width and the height of the Print Area.

When you select option 1) standard paper type, you can also enter a margin width. The margin width is used to compensate for the area along the edges of the paper that the printer is not able to use.   The Print Area is resized to size of the standard paper type reduced by the margin width along all edges.

Annotations dialog

In this dialog you can enter annotations about the control, course, or course leg that is currently selected.

The annotations are saved in the Condes event file, and they show up in a tip box when you hover the cursor over the control circle, or the course leg.

Edit an annotation by clicking on the rectangle that contains the annotation. You can add a new annotation by using the "New" button, and you can delete an existing one by using the "Delete" button.

Control Descriptions settings

Control Descriptions dialog (main tab)

Use this dialog to edit the properties of the selected Control Descriptions object.

Control Description is used on

Select either "All courses" or "This course only":

o   Select the "All courses" option if you want the control description to appear at the same location on all courses. If you move the control description, it moves simultaneously on all courses.

o   Select the "This course only" option if you want control descriptions to appear independently on each course. This control descriptions object is shown only on the currently shown course in the Course Layout Editor.

Help for other pages in this dialog:

- [What tab](#)

- [Appearance tab](#)

- [Fonts tab](#)

Control Descriptions dialog (what tab)

Use this dialog to edit the properties of the selected Control Descriptions object.

What

On All controls

Control description objects placed on "All controls" can show descriptions for a specific course, or it can show descriptions for "all controls".

You can use this to place control descriptions for multiple courses on the "all controls" printout, so that by adding leg lines with a pencil, you can adapt the printout to different courses.

On a course

For control descriptions placed on a course this field is not available.

How much

By using this setting, you can create a control description that covers only part of the course.

This can be useful if you want to place control descriptions for different parts of the course in different locations on the map.

Part

Course part shown	if the course has no map exchanges, the entire course is shown, otherwise the current course part is shown
Entire course	show always the entire course

    Part x   show always the chosen course part

Start from row / Number of rows

This controls how many rows of the control description is shown. The header rows count, so the topmost row may be the first header row.

Show headers only

Check this box to show only the header rows.

Show course variation

Check this box to show the relay variation code for the relay course.

Help for other pages in this dialog:

- [Main tab](#)

- [Appearance tab](#)

- [Fonts tab](#)

Control Descriptions dialog (appearance tab)

Use this dialog to edit the properties of the selected Control Descriptions object.

Size

This is the side length of the fields in the control description.

Color

Click the colored box to change the color of the control description.

Check the "Background should be transparent" box to remove the white "screen" behind the control description

Pictorial or Textual

Select whether the control description should be symbolic or textual. "The relevant class or course decides" means that the setting on the class or course that is shown in the control description decides whether it is symbolic or textual.

Column Alignment

Use this to set which corner the control description aligns to. The alignment can be left or right, and top or bottom.
Example: When aligning at the top left corner, this corner is fixed on the map, and the control description then "flows" down and to the right.

Score O sort order

Select whether a control description for a score O course should be sorted according to the contents of column A or column B.

Score O, show in column A

Select what a control description for a score O course should display in column A, either the Points value, the Control number or Blank.

Score O, show in column B

Select what a control description for a score O course should display in column B, either the Points value, the Control code or Blank.

Help for other pages in this dialog:

- [Main tab](#)

- [What tab](#)

- [Fonts tab](#)

Control Descriptions dialog (fonts tab)

Use this dialog to edit the properties of the selected Control Descriptions object.

Fonts

Clicking a font box opens a dialog to change the font.

Header

The font used in the header boxes of the control description.

Numbers

The font used in column A of the control description.

Codes

The font used in column B of the control description.

Dimensions

The font used for text in column C-H of the control description.

Textual description

The font used for the textual control descriptions.

Additional Text

The font used for any additional text in the control descriptions.

Help for other pages in this dialog:

- [Main tab](#)

- [What tab](#)

- [Appearance tab](#)

Course objects configuration

Out Of Bounds properties

This dialog allows you to change the properties of the selected out-of-bounds area.

Out-of-Bounds is used on

Mark one or more elements from the list of courses. When you mark "All courses", the Out-of-Bounds element will be shown on all courses, including those courses that are not marked in the list

Mark one or more elements from the list of canvases. When you mark "All canvases", the Out-of-Bounds element will be shown on all canvases, including those canvases that are not marked in the list.

Fill

There are several hatch patterns for Out-of-Bounds areas. Please refer to the IOF map specifications for details about when to use which hatch.

"Temporary Out-of-bounds" is the most common pattern, and it is (currently) shared for all disciplines.

"Permanent Out-of-bounds" (ISOM 2017) can be used for example if a new permanent fence has been built.

For sprint events, there are additionally

"Temporary Construction" area, and

"Out-of-bounds (two levels)" - used when a hatched "two levels" area on the map is included in an Out-of-bounds area.

The obsolete

"Dangerous area" from ISOM 2000 is kept as an option for backwards compatibility.

Frame

No frame: The area is not marked in the terrain

Solid frame: The area is marked continuously in the terrain (e.g. taped off)

Dashed frame: The area is marked intermittently in the terrain

Line Width: By default, Condes draws the frame line according to the map specification. You can override this and enter your own frame line width

By default, the frame (if Solid or Dashed is chosen) encloses the entire area. You can use the tool to toggle on/off the frame on individual segments (between two corner points).

Crossing Point properties

This dialog allows you to change the properties of the selected Crossing Point object.

Code

This is a code for the crossing point. The code is used when adding a crossing point as a mandatory crossing in a course.

Shown on

Mark one or more elements from the list of courses. When you mark "All courses", the Crossing Point will be shown on all courses, including those courses that are not marked in the list

Mark one or more elements from the list of canvases. When you mark "All canvases", the Crossing Point will be shown on all canvases, including those canvases that are not marked in the list.

Overprint

Use the settings on this tab to

- o override the standard course color, and/or to add a white outline on the crossing symbol.

- o override the standard placement of this crossing point on the upper/lower purple layer when merging the course into the map color layers. A crossing point is normally shown at the lower purple layer. However, in some cases (please refer to IOF ISSprOM) a passage symbol is to be shown at the upper purple layer.

Control Description

This tab is used to configure

- o whether the crossing point is shown in the control description, when it is included in a course.

- o the text that is used for the textual control description.

- o Additional text to be shown in a separate box underneath the description of the crossing point.

Course Element dialog

A Course Element can be a Refreshment, First Aid, Forbidden Route, MTBO One-Way Route, MTBO Obstacle, MTBO Forbidden to Pass, or an MTBO Dangerous Section symbol.

This dialog allows you to change the properties of the selected Course Element symbol.

Course Element symbol is used on

Mark one or more elements from the list of courses. When you mark "All courses", the course element will be shown on all courses, including those courses that are not marked in the list

Mark one or more elements from the list of canvases. When you mark "All canvases", the course element will be shown on all canvases, including those canvases that are not marked in the list.

Registration Mark Point properties

There is one setting on a registration mark

Visible on printouts

Uncheck this box if you don't want the registration mark to be visible when printing this canvas. If invisible, the registration mark is also not be available for use when calibrating for course overprint.

MTBO Forbidden Route dialog

This dialog allows you to change the properties of the selected MTBO Forbidden Route.

MTBO Forbidden Route is used on

Mark one or more elements from the list of courses. When you mark "All courses", the MTBO Forbidden Route element will be shown on all courses, including those courses that are not marked in the list

Mark one or more elements from the list of canvases. When you mark "All canvases", the MTBO Forbidden Route element will be shown on all canvases, including those canvases that are not marked in the list.

Graphics objects configuration

Text dialog

This dialog is used to edit the properties of a text rectangle.

A text rectangle is shown on top of the map. It can have text that you enter, or it can have standard texts, such as Event Name or Map Scale. A text rectangle can be specific to one course, or it can be used by all courses.

The following are the properties that you can edit in this dialog:

Shown on

>   Mark one or more elements from the list of courses. When you mark "All courses", the Text object will be shown on all courses, including those courses that are not marked in the list

>   Mark one or more elements from the list of canvases. When you mark "All canvases", the Text object will be shown on all canvases, including those canvases that are not marked in the list.

Text is

>   Select either "Standard text" or "Entered text"

>   For "Standard text", check the boxes of the standard items that apply.   For "Entered text", enter the text in the edit box.

Formatting

>   Alignment

>>   Left, centered, right, or justified.

>   Font...

>>   Click this button to select the typeface, size, and color for the font to be used.

>   Text color

>>   Click this button to select the color of the text.

Background

>   Select a color for the background in the rectangle that surrounds the text.

>   Transparency

>>   Drag the slider to configure transparency of the text background. The area can be completely Transparent, where the text background is invisible, or all the way to Opaque, where the text background is solid.   Keep in mind that when printing on a PostScript based printer, transparency is disabled.

>   Internal Margin

>>   Enter the margin between the text and the border of the surrounding rectangle.

Frame

>   Check this box to put a frame around the surrounding rectangle.

>   You can check "Round corners" to round the frame corners, and you can configure the width of the frame line.

Rotation

>   To rotate the text object, enter an angle value in degrees between 0 and 360. The object rotates counter-clockwise around its center point.

Line dialog

This dialog allows you to change the properties of the selected Line object.

Line is used on

Mark one or more elements from the list of courses. When you mark "All courses", the Line object will be shown on all courses, including those courses that are not marked in the list

Mark one or more elements from the list of canvases. When you mark "All canvases", the Line object will be shown on all canvases, including those canvases that are not marked in the list.

Line Width

This is the width of the line in millimeters.

Line is dashed

Check this box to have a dashed line

Dash Length

Enter the length of each dash in mm

Gap Length

Enter the length of each gap in mm

Line Color

The color of the line can be controlled by the setting for the course overprint color. This is the standard setting. This is controlled by the checkbox "Use same color as course overprint".

If you want the line color to deviate from the course overprint color, uncheck the checkbox, and use the color button to choose a different color.

Mask Area properties

This dialog allows you to change the properties of the selected mask area.

Shown on

Mark one or more elements from the list of courses. When you mark "All courses", the Mask Area object will be shown on all courses, including those courses that are not marked in the list

Mark one or more elements from the list of canvases. When you mark "All canvases", the Mask Area object will be shown on all canvases, including those canvases that are not marked in the list.

Fill color

Click on the color box to select the color of the mask area.

Drag the slider to configure transparency of the mask area. The area can be completely Transparent, where the mask area is invisible, all the way to Opaque, where the mask is solid. Keep in mind that when printing on a PostScript based printer, transparency will be disabled.

Overlaid Graphics dialog

This dialog is used to configure the Overlaid Graphics object.

An <u>Overlaid Graphics</u> object is a picture that you can place on top of the map. It can be a logo, a legend, an enlarged part of the map, or any other picture.

By using Overlaid Graphics objects, together with Text objects, you can design your own layout of the map.

An Overlaid Graphics object can either use graphics directly from a file (Condes can use bitmap files, Windows Metafiles, and OCAD map files) or it can use a "snippet" of a map from another canvas.

Shown on

Mark one or more elements from the list of courses. When you mark "All courses", the Overlaid Graphics object will be shown on all courses, including those courses that are not marked in the list

Mark one or more elements from the list of canvases. When you mark "All canvases", the Overlaid Graphics object will be shown on all canvases, including those canvases that are not marked in the list.

From where

This is where you tell Condes whether to get the graphics from a separate file, or to use graphics from a map on a canvas

From a file

Use the "Select File..." button to enter a path to the graphics file from which to read the graphics contents.

Use the "Refresh from file…" to refresh the graphics contents if the original file has been updated.

Use the map from a canvas

Use the drop-down list to indicate which canvas to take the map from.

Show the course on the map

Check this box to show the course on the map that comes from another Canvas. This can be used to show for example an enlarged section of the map with the course - see <u>Adding an enlarged section of a map</u>

Course Part

If the course has map exchanges, you can choose which part of the course is to be shown. See <u>Showing multiple parts of the course side-by-side on the same page</u> for an example of how to use this option.

From a file:

When you configure the Overlaid Graphics object to use graphics from a file, the contents of the graphics file is read by Condes and stored in the Condes event file.

Please note the following:

- When you exchange the event file with others, the Overlaid Graphics is "embedded" in the Condes file so that you don't need to exchange the graphics files separately.

- The event file grows in size to hold the graphics contents, and you should be careful

> not to add too many very large graphics objects.
>
> • When the original graphics file is changed, this will NOT automatically be reflected in Condes. You can use the "Refresh from file" button to read the contents of the updated graphics file into Condes, or you can use "Select File…" to import graphics from a new file.
>
> From a canvas:
>
> When you configure the Overlaid Graphics object to use the map from a Canvas, the graphics is updated automatically as the map is updated.

Background

Draw white background

Check this box to draw a white background behind the graphics object.

Transparency

Drag the slider to configure transparency of the white background. The area can be completely Transparent, where the white background is invisible, or it can be Opaque, where the background is solid. Keep in mind that when printing on a PostScript based printer, transparency is disabled.

Scale

Use this setting to control the size of the graphics object, compared with the original size.

You can also scale the size of the graphics by selecting the graphics object, and dragging the corner points with the mouse.

Crop from

Use this setting to control the cropping of the graphics object, from each side. Measured in mm.

You can also crop the graphics object by selecting the graphics object, and dragging the point at the center of the side.

Condes Logo dialog

This dialog is used to edit the properties of a Condes Logo object.

Condes Logo is used on

Mark one or more elements from the list of courses. When you mark "All courses", the Condes Logo object will be shown on all courses, including those courses that are not marked in the list

Mark one or more elements from the list of canvases. When you mark "All canvases", the Condes Log object will be shown on all canvases, including those canvases that are not marked in the list.

Scale

Enter an percentage of the standard size to resize the Condes Logo.

About Dialog Box

The About dialog box provides product information and allows you to access information about the computer the product is running on. This dialog box is available on the Help menu.

Copy System ID

Copies the System ID for this computer to the clipboard.

System Info

Displays the Windows System Information dialog box, which contains information about the current machine, such as operating system, processor, and memory.

Tape Measure dialog

Please refer to [Tape Measure](#)

Commands

File menu commands

The File menu offers the following commands:

New event file…	Creates a new event file.
Open event file…	Opens an existing event file.
Close event file	Closes an opened event file.
Save event file	Saves an opened event file using the same file name.
Save event file as…	Saves an opened event file to a specified file name.
Settings for this event…	Opens a dialog to edit the settings specific for this event, such as the event name.
Import course data	
From Condes event file …	Opens another Condes event file and lets you select which controls, courses, and/or classes to import from that file.
From IOF XML …	Opens an IOF XML course data file and lets you select which controls, courses, and/or classes to import from that file.
From OCAD Course Settting file …	Imports an OCAD course setting file and create a new Condes event file to store the imported courses.
Print	Prints the active view.
Print Preview	Displays the active view on the screen, as it would appear when printed
Print Setup	Selects a printer and printer connection
Send to mail recipient as attachment	Prepares an e-mail in your e-mail program and attaches the current event file and map file(s) to the e-mail. Use your e-mail program to send the e-mail
Standard settings for this PC…	Opens a dialog to configure Condes settings that are used on this PC - for example menu language
Exit	Exits Condes

Edit menu commands

The Edit menu offers the following commands:

Undo	Undo the change just made.
Redo	Redo the change just undone.
Cut	Deletes the selected data from the event and moves it to the clipboard.
Copy	Copies the selected data from the event to the clipboard.
Paste	Pastes data from the clipboard into the event.
Delete	Deletes the selected data

View menu commands

The View menu offers the following commands:

Toolbars	Shows or hides various toolbars. You probably don't want to hide any toolbars.
Application look	Changes the appearance in Condes, background colors in menus and dialogs etc.
Open all symbols…	Opens a window that shows all the symbols available in the program
Zoom In	This function zooms in on the map in the Course Layout Editor.
Zoom out	This function zooms out from the map in the Course Layout Editor.
Zoom to course	This function zooms to fit the course in the window.
Enable optimized screen update	When this menu item is checked, Condes optimizes the handling of screen update when the map scrolls. This takes an amount of internal memory and may not work well on older PCs with little memory.
Refresh	This function redraws the Course Layout Editor window.

Symbols menu commands

The Symbols menu offers the following commands:

Use Condes standard symbol file / Use my own symbol file	Use this menu to control whether Condes uses the standard symbol file that comes when you install Condes, or a symbol file that contains your own modifications to the symbols

New symbol	Creates a new symbol
Open symbol	Opens an existing symbol for editing
Delete symbol	Deletes an existing symbol

Note: The symbols can only be modified if you have first configured Condes to "use my own symbol file", using the Folder Settings dialog.

Control menu commands

The Control menu offers the following commands:

Edit control…	Opens the control dialog window to edit the properties of the currently selected control
New	Creates a new control
Delete	Deletes the currently selected control
Delete all unused controls	Deletes all controls that are not currently used on any course
Control circle…	Open a window to fine tune the control circle and the location of the control site
Random order	Indicate the highlighted control as a random order control.
Map change	Map change: Designate a map change at the highlighted control on the current course

Map flip: Designate a map change with map flip on the current course |
| Apply number position to all courses | Apply the position of the number relative to the control circle for the currently selected control onto all instances of this control on all courses. |
| Reset number position | Reset the position of the number relative to the control circle for the currently selected control to the standard location |
| Control site status | Set check marks to indicate that "Site flagged", "Marker placed" and "Marker collected" for the currently selected control site.
Additional tags can be added, and tag names can be changed if you edit the control and open the Texts, Score-O, and Status tab |
Control annotations…	Opens a window with the course planner's notes about the currently selected control
Renumber controls…	Open a window to renumber the control codes for all controls.
Open Controls Spreadsheet…	Opens a spreadsheet like window that shows a listing of all the controls with control description, type, co-ordinates punch pattern and estimated number of competitors
Open Control/Course diagram…	Opens a window that shows a diagram of the relationship between controls and courses

Course menu commands

The Course menu offers the following commands:

Edit course…	Opens the course dialog window to edit the properties of the currently selected control
New	Creates a new course
Rename	Lets you assign a new name to the current course.
Delete	Deletes the current course.
Add/remove course on this canvas…	Open a window to indicate if the current course is used on this canvas or not
Course Annotations…	Opens a window with the course planner's notes about the current course
Preview control card	Opens a window showing a preview of the master control card for the current course.
Setup control card layout	Opens a window to configure the control card layout
View control description	Opens a window showing a preview of the control description for the currently active course or class.
Open Courses Spreadsheet…	Opens a spreadsheet like window that shows a listing of all the courses with control codes, length, and estimated number of competitors

Course Leg menu commands

The Course menu offers the following commands, which are available only when a course leg has been selected in the Course Layout Editor:

Edit course leg…	Opens the course leg dialog window to edit the properties of the currently selected control
Share with other courses	Check this item to configure the course leg as shared among all courses. All courses use the same shape of the course leg as this course.
Specific to this course	Check this item to configure the course leg as specific to this course. The shape of the course leg is NOT shared with other courses.
Climb…	Open the Course Leg Climb dialog to enter the amount of climb on this course leg
Open Climb spreadsheet…	Opens a spreadsheet like window that shows a listing of all the defined course legs (pairs of control codes), with their climb values.

Class menu commands

The Class menu offers the following commands:

New   Creates a new class

Delete   Delete the selected class

Classes   Opens a spreadsheet like window to edit the classes data
Spreadsheet

Relay menu commands

The Relay menu offers the following commands:

Course variations…   Opens a window showing a listing of the relay course variations

Team combinations…   Opens a window showing a listing of the relay team combinations

Open team allocations…   Opens a spreadsheet like relay teams window, showing relay teams
                          and the assignment of course variations to team members

Show bib and name   When the relay teams window is open, this menu item toggles the
                          columns on/off that show the bib number and name for team
                          members

New team…   Opens a New Relay Team dialog to create a new team

Delete team…   Deletes the currently selected relay team

Assign course variations… Assigns course variations to the team members of the currently
                          selected team

Import relay teams…   Opens an Import Relay Teams dialog window to import relay teams
                          from an XML file

Export relay teams…   Opens an Export Relay Teams dialog window to export relay teams
                          to an XML file

Canvas menu commands

The Canvas menu offers the following commands to control settings for the currently shown canvas:

These settings apply only to the currently shown canvas.

Map…   Use this menu to configure the background map used on the currently
                          shown canvas. Opens the Setup Map dialog.
                          Also used to configure the printout scale for the current canvas

Controls…   Use this menu to configure the behaviour of controls on the currently

shown canvas. Opens the Setup Controls dialog.

Course Overprint Symbols and Dimensions…	Use this menu to configure which IOF standard to use for course overprint symbols and to configure the dimensions for the currently active canvas. Opens the Course Overprint Symbols dialog.
Add/remove courses on this canvas…	Opens an Active Courses for Canvas dialog to add and/or remove courses on this canvas
Remove current course from this canvas	Removes the currently selected course from the current canvas
Dim Map	Toggles through the dim levels for the map. The map can be dimmed in the Course Layout Editor in order to make the course overprint show more prominently. There are 3 dim levels, the lowest level hides the map entirely. This does not dim the printed map
Show all controls dimmed	Use this menu to show/hide all control circles, when editing a course. When enabled, all control circles are shown dimmed together with the active course.
Move map…	Use this menu to move the background map relative to the controls, for example if the map for some reason has become misaligned with the controls
Stretch/shrink controls to changed map scale…	Use this menu to configure the print area frame.
Mask map…	Create a mask that covers the entire map. This can be used to crop the map, or to show only small pieces of the map. See more under Masking the map
Show/hide map color layers…	Opens a Map Color Layers dialog to configure if any map color layers should be hidden
Show/hide map symbols…	Opens a Map Symbols dialog to configure if any map color layers should be hidden

Course Layout menu commands

The Course Layout menu offers the following commands:

Overprint number Format …	Use this menu to configure number formats for course overprint. These settings apply to the currently shown canvas.
Text on back of map …	Use this menu to configure the text that should be printed on the back of the map. These settings apply to ALL canvases.
Lock control locations	If this menu item is checked, the control locations are "locked", which means that you cannot accidentally move controls by dragging them.
Tape Measure	Use this menu to open a tape measure tool

Show attack angles	Use this menu item to display the incoming and outgoing course directions for all controls. Incoming legs are shown in RED, and outgoing legs are shown in BLUE.
Highlight attack angles > 120 degrees	Use this menu item to highlight - in RED - all controls, which have courses coming in at a range of more than 120 degrees.
Highlight proximate controls	Use this menu item to highlight - in RED - all controls, which are close to another control.
Highlight unused controls	Use this menu item to highlight - in RED - all control, which are not used on any course.

Print Area menu commands

The Print Area menu offers the following commands:

Show/hide frame	Use this menu to show/hide the "Print Area" rectangle in the Course Layout Editor. The print area defines a rectangle indicating which part of the canvas is to be printed. The print area is by default individually configurable for each course, but you can configure it so that the same print area is shared by all courses.
Configure frame…	Use this menu to configure the print area frame, thickness and color.
Resize to fit course	Resize the print area to fit the area covered by the course
Resize to fit map	Resize the print area to fit the map area
Resize to fit default printer's page size	Resize the print area to fit the default printer's page size
Resize to fit page size…	Resize the print area to fit a configured page size
Lock size	Check this item to lock the print area, so that it cannot be accidentally resized with the mouse.

Objects menu commands

The Objects menu offers the following tools that are also available in the toolbars:

Course objects

Control	Use this tool to create new control sites (circles)
Start	Use this tool to create new start points (triangles)
Finish	Use this tool to create new finish points (double circles)
End of Marked Route	Use this tool to create new End of Marked Route points (shown in the Course Layout Editor as a small blue triangle, but not visible on the map)
Control Descriptions	Use this tool to create a new Control Descriptions form

on the map

Out of Bounds Area	Use this tool to create a new [Out of Bounds area](#) on the map
Boundary Line	Use this tool to create a new [Boundary Line](#) on the map.
Refreshment	Use this tool to create a new [Refreshment symbol](#) on the map
Registration Mark	Use this tool to create a new [Registration Mark](#) on the map
Crossing Point	Use this tool to create a new [Crossing Point](#) on the map
First Aid	Use this tool to create a new [First Aid](#) symbol on the map
Forbidden Route	Use this tool to create a new [Forbidden Route](#) symbol on the map
MTBO One-Way Route	Use this tool to create a new [MTBO One-Way Route](#) symbol on the map
MTBO Obstacle	Use this tool to create a new [MTBO Obstacle](#) symbol on the map
MTBO Forbidden to Pass	Use this tool to create a new [MTBO Forbidden to Pass](#) symbol on the map
MTBO Forbidden Route	Use this tool to create a new [MTBO Forbidden Route](#) symbol on the map
MTBO Dangerous Section	Use this tool to create a new [MTBO Dangerous Section](#) symbol on the map

Graphics objects

Condes Text	Use this tool to create a new [Condes Text](#) object on the map
Graphics Line	Use this tool to create a new [Graphics Line](#) object on the map
Mask Area	Use this tool to create a new [Mask Area](#) object on the map
Graphics	Use this tool to create a new [Graphics](#) object on the map
Condes Logo	Use this tool to create a new [Condes Logo](#) object on the map

Print menu commands

The Print menu offers the following commands:

Maps with courses   Use this menu to print maps with courses on a printer

Overprint courses	Use this menu to overprint courses onto existing maps
Loose control descriptions	Use this menu to print loose control descriptions
Master control cards	Use this menu to print master control cards.

Export menu commands

The Export menu offers the following commands:

Export event data (IOF XML)…	Allows you to export course data to a file which can be read by an event administration program
Export map and courses as PDF…	Opens a PDF Export dialog that lets you export map, course overprint and control descriptions to a PDF file
Export map and courses as EPS…	Opens an EPS Export dialog that lets you export map, course overprint and control descriptions to EPS files.
Export map and courses as bitmap…	Opens a Bitmap Export dialog that lets you export map, course overprint and control descriptions as bitmap files.
Export courses to OCAD…	Opens an OCAD Export dialog that lets you export course overprint and control descriptions as OCAD files
Export courses as SVG…	Opens an SVG Export dialog that lets you export course overprint and control descriptions as SVG files
Export courses to GPS…	Opens a GPS Export dialog that lets you export maps and courses to KMZ and GPX format for use in GPS applications. Use this menu for example for export to O-Track
Upload maps and courses to Livelox…	Opens an Upload maps and courses to Livelox dialog that lets you perform upload of maps and courses directly to Livelox

Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

Help Topics	Display on-line help.
Enter license code …	Open a form to enter your license code and gain access to the program's full functionality
Purchase license …	Open a browser and point it to the ordering form at the Condes web site
Check for update …	Check on-line for Condes program updates.
Visit the Condes web site	Open a browser and point it to the Condes web site.

About Condes …   Display the version number of this CONDES application and contact
                                  info to Finn Arildsen Software.

Course Layout Editor Toolbar

Select Course Object (Course Layout Editor Toolbar)

You use this tool to select Course Editing mode in the Course Layout Editor.

The Course Layout Editor has three modes: Course Editing mode, Graphics mode, and Route Choice mode.

When you have selected Course Editing mode, you can manipulate controls, course legs, refreshments, out-of-bounds, and other course overprinting symbols.

To edit the properties of an object (for example the control description of a control or the marking type of a course leg):
    1   double-click on the object to open the dialog box window where you can edit the properties.

To move a control or another course symbol:
    1   click on the object to select it.
    2   click and hold down the left mouse button inside the control's circle. Then drag the circle to the new position.

To move a control's number:
    1   first click on the control circle to select it.
    2   then click and hold down the left mouse button over the number and drag it to the new position.

Select Graphics Object (Course Layout Editor Toolbar)
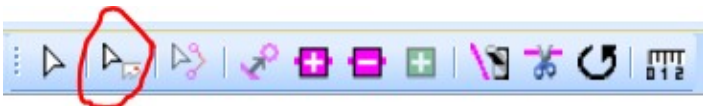
You use this tool to select Graphics mode in the Course Layout Editor.

The Course Layout Editor has three modes: Course Editing mode, Graphics mode, and Route Choice mode.

When you have selected Graphics mode, you can:

- crop the map by dragging the edges or corners of the map,

- select, move, or resize mask areas,

- select, move, resize, or crop, overlaid graphics objects,

- select and edit texts,

- select, move, or resize, Condes Logos.

To edit the properties of an object (for example the text of a text object):
  1   double-click on the object to open the dialog box window where you can edit the properties.

To move an object:
  1   click on the object to select it.
  2   click and hold down the left mouse button inside the boundary of the object. Then drag the object to the new position.

To crop an object (when applicable):
  1   click on the object to select it.
  2   click and hold down the left mouse on one of the small black selection rectangles at the middle of one of the sides of the object. Then drag the side to the required position.

To resize (scale) an object:
  1   click on the object to select it.
  2   click and hold down the left mouse on one of the small black selection rectangles at one of the corners of the object. Then drag the corner to the required size of the object.

Select Route Choice Line (Course Layout Editor Toolbar)
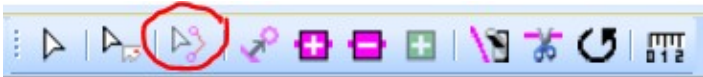
You use this tool to select Route Choice Mode in the Course Layout Editor.

The Course Layout Editor has three modes: Course Editing mode, Graphics mode, and Route Choice mode.

When you have selected Route Choice mode, you can:

- select and manipulate route choice lines.

In Route Choice mode, the display in the course layout editor changes from showing the course leg lines that are printed on the map, to showing course leg lines, which are used only for course leg calculation.   A course leg line should be manipulated to follow the optimum route choice of a leg between two controls.   A route choice line is directional, i.e. there is a different route choice line for the opposite direction.

For more information, please refer to How to calculate course lengths

Insert control (Course Layout Editor Toolbar)

Use this button to add a control to a course.

1   Click the Insert Control button to activate this function. All existing controls appear on the map.

2   Click on the leg line between two controls where you want to insert a new control. As you do this, the leg changes color to red to indicate that it is selected,

3   Click inside the control circle you want to insert into the selected course leg. The selected leg changes to be the one out from the control you have just inserted.

- or -

4   Click where you want to create a new control. You are prompted for a code for the new control.

5   Repeat step 2-4 as needed.

The Insert Control button is active only when a course is shown; not when the "All controls" "pseudo course" is active.

Insert Point (Course Layout Editor Toolbar)

This function can insert a new corner point into a course leg in order to segment the course leg. After inserting the corner point, you can move it to bend the course leg.

1   Click the Insert Point button.

2   Select the course leg line by clicking the mouse on it.

3   Click the mouse where the point should be inserted.

4   After inserting the point, Condes changes to "move mode" so that the newly inserted point can be moved by dragging it with the mouse. If you want to move the point away from the straight line, press the Ctrl key while you drag.

Similarly, a new corner point can be inserted into the boundary line or the edge of an Out of Bounds area to extend the hatched area or refine the shape.

Remove Point (Course Layout Editor Toolbar)

This function can remove corner points from a course leg. Corner points may have been inserted into the course leg in order to bend the line or to cut away a segment of the line.

1   Click the Remove Point button.

2   Select the course leg line by clicking the mouse on it. Corner points on the selected leg appear as small black squares.

3   Click the mouse on the corner point that should be deleted.

Similarly, a corner point can be deleted from the boundary line or the edge of an Out of Bounds area.

Add Cutout Point

This function is used when you want to create a hole in a mask area. After inserting the first corner point in the hole, you can continue adding additional points by dragging and clicking the mouse.

Toggle Segment (Course Layout Editor Toolbar)

This function can toggle on/off a segment of a course leg or an Out-of-Bounds frame line. Two corner points delimit a segment, one at either end.

When you want to cut a section out of a course leg you must first create a segment by adding two corner points to delimit the segment, then toggle off the segment between the two corner points. This is a reversible process, as the segment can be toggled on again, and/or the corner points can be deleted.

1 Click the Toggle Segment button
2 Select the course leg in question by clicking the mouse on it.
3 Click the segment to toggle it off/on

The Scissors tool can cut a fixed length section of a course leg.

Cut Segment

This tool can be used to cut a 5 mm segment out of a course leg, or a 15 degrees segment out of a control circle.

1 Click the Cut Segment button to select the tool
2 Select the course leg, or control, in question
3 Click the course leg, or control circle, where you want to cut out a segment

When you cut a segment of a course leg, two corner points are inserted, and the segment between the two corner points is "toggled" off.

A separate topic about [How to manually cut a course leg line](#) describes how you can cut a fixed length gap or a flexible length gap.

Rotate

This tool can rotate an object.

To rotate a course symbol:
1 Click the Rotate button to select the tool
2 Select the object
3 Click to rotate the object to point in the direction of the mouse cursor

To rotate a graphics object:
1 Click the Rotate button to select the tool
2 Select the object
3 Click and hold the mouse on the object, then drag the mouse to rotate the object to the wanted direction

Tape Measure

You can use the Tape Measure tool to measure a distance on the map. The distance is measured along a route that you draw with the mouse. You draw the route as connected straight lines.

1 Click the Tape Measure button to select the tool
2 A "Tape Measure Length" window pops up. This window shows the length of the current route. Since no route is drawn yet, the length starts at 0 m.
3 Click the left mouse button where you want to start the route, then click the left mouse button again, where you want the route to bend. The "Tape measure Length" window updates every time you click a new point.
4 When you click the right mouse button, the last point on the route is removed. This allows you to "backtrack" the route.

Press ESC once to reset the Tape Measure, remove all points and start over. Press ESC again to close the Tape Measure tool.

Course Symbols Toolbar

New Control

Click the New Control button on the Course Symbols Toolbar to create a new control. Then click the mouse on the map where you want the control to be located. A dialog box appears and lets you enter the control code.

The coordinates of the new control point are automatically saved.

If you select the new control by clicking on it, then the right mouse button, and select the menu option *Properties*, you can open a dialog and enter control details, such as control description, cut pieces of the control circle, etc.

New Start

Click the New Start button on the Course Symbols Toolbar to create a new start point. Then click the mouse on the map where you want the start triangle to be located. A dialog box appears and lets you enter a code for the start point.

The coordinates of the new start point are automatically saved.

If you select the new start point by clicking on it, then click the right mouse button, and select the menu option *Properties*, you can enter details, such as control description for the start.

New Finish

Click the New Finish button on the Course Symbols Toolbar to create a new finish point.   Then click the mouse on the map where you want the finish to be located. A dialog box appears and lets you enter a code for the finish point.

The coordinates of the new finish point are automatically saved.

If you select the new finish point by clicking on it, then click the right mouse button, and select the menu option *Properties*, you can enter details, such as the type of markings from last control.

New End of Marked Route

Click the "New End of Marked Route" button on the Course Symbols Toolbar to create a new End of Marked Route point.   Then click the mouse on the map where you want the End of Marked Route to be located. A dialog box appears and lets you enter a code for the End of Marked Route point.

An "End of Marked Route" point is used when you have a marked route away from a control. The "End of Marked Route" point indicates where the markings end, and is inserted into the course after the control where the route starts.

The marked route is shown on the map as a dashed line, and the line should be manipulated with corner points so that it reflects the route in the terrain.

The coordinates of the new End of Marked Route point are automatically saved.

If you select the new End of Marked Route point by clicking on it, then click the right mouse button,

and select the menu option *Properties*, you can enter details, such as the type of markings from last control.

New Control Description

This function lets you add a control description to the course layout.
1 Click the New Control Description tool button.
2 Click the mouse on the map where you want the control description to appear.

Special Symbols Toolbar

New Temporary Out-Of-bounds area

A Temporary Out-of-bounds area is a diagonally cross hatched area with purple lines, according to IOF ISOM 2017.

You create such an area by "drawing" the bounding polygon.

1 Click the New Temporary Out Of Bounds button
2 Click the corner points that define the shape of the Out of Bounds area.
3 End the operation by double clicking the left mouse button, pressing the Esc key, or clicking the right mouse button.

Change the properties (hatching and boundary line) by right clicking on the Out of Bounds area, then selecting the *Properties* menu item.

New Permanent Out-of-bounds area

A Permanent Out-of-bounds area is a vertically hatched area with black lines, according to IOF ISOM 2017.

You create such an area by "drawing" the bounding polygon.

1 Click the Permanent Out Of Bounds button
2 Click the corner points that define the shape of the Out of Bounds area.
3 End the operation by double clicking the left mouse button, pressing the Esc key, or clicking the right mouse button.

Change the properties (hatching and boundary line) by right clicking on the Out of Bounds area, then selecting the *Properties* menu item.

New Boundary Line

You create a Boundary Line by "drawing" the bounding polygon.

1 Click the Create Boundary Line button
2 Click the corner points that define the shape of the Boundary Line.
3 End the operation by double clicking the left mouse button, pressing the Esc key, or clicking the right mouse button.

Change the properties (dashing) by right clicking on the Boundary line, then selecting the *Properties* menu item.

New Refreshment Point

This function lets you add refreshment symbols to the course layout.

1 Click the New Refreshment Point button on the Special Symbols Toolbar.
2 Click the mouse on the map where you want the Refreshment Point symbol to appear.

New Registration Mark

This function lets you add registration marks to the course layout.
1   Click the New Registration Mark button on the Special Symbols Toolbar.
2   Click the mouse on the map where you want the Registration Mark to appear.

New Mandatory Crossing

This function lets you add mandatory crossings to the course layout.
1   Click the New Mandatory crossing button on the Special Symbols Toolbar.
2   Click the mouse on the map where you want the Mandatory crossing to appear.

By default, the crossing symbol is oriented North-South. You can change the orientation by using the Rotate tool. Alternatively, right click on the crossing symbol and select the Properties menu item. On the dialog window that opens, select the "Circle" tab and click on the crossing symbol to rotate it.

You can change the size and shape of the crossing symbol by dragging its corners.

New First Aid

This function lets you add First Aid symbols to the course layout.
1   Click the New First Aid button on the Special Symbols Toolbar.
2   Click the mouse on the map where you want the First Aid symbol to appear.

New Forbidden Route

This function lets you add Forbidden Route symbols to the course layout.
1   Click the New Forbidden Route button on the Special Symbols Toolbar.
2   Click the mouse, and hold the button down, on the map where you want the symbol to appear.
3   Drag the mouse in the direction that you want the symbol to be angled, and release the mouse button.

Typically, this symbol is angled to align with the road or path that it applies to

MTBO Course Symbols Toolbar

New MTBO One-Way Route

This function lets you add an MTBO One-Way Route symbol to the course layout.
1 Click the New MTBO One-Way Route button on the MTBO Course Symbols Toolbar.
2 Click the mouse, and hold the button down, on the map where you want the symbol to appear.
3 Drag the mouse in the direction that you want the symbol to be angled, and release the mouse button.

Typically, this symbol is angled to align with the road or path that it applies to

New MTBO Obstacle

This function lets you add an MTBO Obstacle symbol to the course layout.
1 Click the New MTBO Obstacle button on the MTBO Course Symbols Toolbar.
2 Click the mouse, and hold the button down, on the map where you want the symbol to appear.
3 Drag the mouse in the direction that you want the symbol to be angled, and release the mouse button.

Typically, this symbol is angled to align with the road or path that it applies to

New MTBO Forbidden to Pass

This function lets you add an MTBO Forbidden to Pass symbol to the course layout.
1 Click the MTBO Forbidden to Pass button on the MTBO Course Symbols Toolbar.
2 Click the mouse, and hold the button down, on the map where you want the symbol to appear.
3 Drag the mouse in the direction that you want the symbol to be angled, and release the mouse button.

Typically, this symbol is angled to align with the road or path that it applies to

New MTBO Forbidden Route

You create an MTBO Forbidden Route by "drawing" a line along the forbidden route.
1 Click the New MTBO Forbidden Route button on the MTBO Course Symbols toolbar
2 Click the corner points that define the shape of the forbidden route.
3 End the operation by double clicking the left mouse button, pressing the Esc key, or clicking the right mouse button.

New MTBO Dangerous Section

This function lets you add an MTBO Dangerous Section symbol.

    1 Click the New MTBO Dangerous Section button on the MTBO Course Symbols Toolbar.

    2 Click the mouse on the map where you want the symbol to appear.

Graphics Toolbar

New Text

This function lets you add a text rectangle to the course layout.

    1   Click the New Text tool button.

    2   Click the mouse on the map where you want the text to appear.

New Line

You create a graphics "Line" object by "drawing" the bounding polygon.

    1 Click the New Line button

    2 Click the corner points that define the shape of the Line.

    3 End the operation by double clicking the left mouse button, pressing the Esc key, or clicking the right mouse button.

Change the properties: Color, line width, dashing by right clicking on the line, then selecting the *Properties* menu item.

New Mask Area

Use this tool to create a white area object that you can use to mask off parts of the map.

Masking off part of the map can be useful when you want to design your own layout, together with Overlaid Graphics, and Texts.

Masking off part of the map can also be used for training exercises, for example to create "corridors" on the map.

New Graphics

Use this tool to insert a new Overlaid Graphics object on top of the map. Please see Graphics dialog for more details about Overlaid Graphics.

    1   Click the New Graphics button on the Special Symbols Toolbar.

    2   Click the mouse on the map where you want the top left corner of the graphics object to appear.

New Condes Logo

This function lets you add a Condes logo to the course layout.

    1 Click the New Condes Logo button on the Special Symbols Toolbar.

    2 Click the mouse on the map where you want the logo to appear.

You can resize the logo by selecting the logo, and dragging a corner.

Standard toolbar

The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in Condes,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

Click	To
	Open a new event
	Open an existing event. Condes displays the Open dialog box, in which you can locate and open the desired file
	Save the active document or template with its current name. If you have not named the document, Condes displays the Save As dialog box
	Remove selected data from the document and stores it on the clipboard
	Copy the selection to the clipboard
	Insert the contents of the clipboard at the insertion point
	Undo the last action
	Redo the previously undone action
	Create a new control
	Create a new course
	Create a new class
	Preview the control description for the currently active course
	Preview the control card for the currently active course
	Lock/Unlock controls locations. When this button is depressed, control positions are "locked", and cannot be changed by dragging the circles with the mouse.
	Press this button to switch on/off the configurable printout area for the course (or for "all controls").
	Press this button to switch on/off all control circles (dimmed) when showing a course
	Press this button to "dim" the background map in order to better see the course.
	Zoom out from the course layout
	Zoom out from the course layout

Zoom to fit course in the window

Print the active view

Shows the "About Condes" dialog

Status Bar
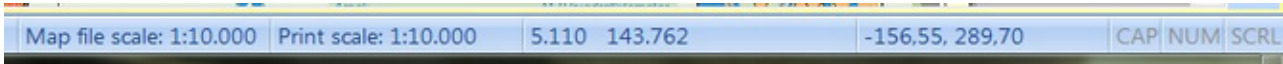
The status bar is displayed at the bottom of the Condes window.

The left area of the status bar describes actions of menu items as you hover the mouse cursor over the menu items. This area similarly shows messages that describe the actions of toolbar buttons as you hover the mouse cursor over them, before clicking on them.

The right areas of the status bar indicate the following:

Indicator	Description
Map file scale	The current map scale
Print scale	The current print scale. Click on this indicator to open the Setup Map dialog to change the print scale.
Real world coordinates	The real world coordinates of the current mouse position. These are shown only when the map is georeferenced. You can control whether the "raw" metric coordinates are shown, or longitude/latitude are shown, in the Course Layout Editor Settings dialog
Paper coordinates	The current mouse position in paper coordinates, i.e. in millimeters on the map
CAP	The Caps Lock key is latched down
NUM	The Num Lock key is latched down
SCRL	The Scroll Lock key is latched down

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