

An introduction for beta testers.

So, what's new?

IceTestNG aims to combine powerful features with ease of use. Fifteen years after the first release of IceTest "classic", we tried to re-think how software can be put to good use for managing Icelandic horse competitions of every size and level. Here are some of the core features of IceTestNG:

- IceTestNG can be run on Windows, macOS, and Linux systems.
- Can be used from any device featuring a modern web browser, including smartphones and tablets.
- The software supports both local installations and server-based usage over the internet.
- Teamwork is highly encouraged: User roles in addition to the classic "operators" include judges, ring stewards, and speakers.
- Startlists and results can be published to a special website optimized for mobile phones as well as
 desktop computers. IceTestNG takes care of pushing out updates automatically and super fast.
 Riders and spectators will love this!
- Official tests from the FEIF rulebook are supported as well as national test catalogs or additional tests like Gaedingakeppni or TiH.
- Finals can be split according to age classes automatically.
- Financial data of participants can be handled right in IceTestNG.
- Reports and lists for printing are highly customizable and can include the logo of the competition or other branding.
- All judgecards and startlists can be published with just one click, making it easy to print all needed documents for the next few hours of the competition.
- E-Mail updated startlists automatically to all affected riders.
- All parts of IceTestNG are contained in one software, there's only one application you are dealing with as a user.
- No manual updating required: IceTestNG receives updates automatically.

Even more new features will be added to subsequent releases of IceTestNG. We are working on new stuff to handle time schedules, collect marks directly from the judges, and connect ring stewards directly to the speaker, to mention just a few.

Last but not least: The licensing scheme was updated as well. In order to ensure on-going development, guarantee tech support, and provide the needed server infrastructure, there will be a modest fee based on the number of participants IceTestNG is used for.

Requirements

We recommend you use **Google Chrome** to access the beta release. It's available for free from https://www.google.com/chrome in case you don't have it installed yet, and you do not need to make it your default browser. If you report a bug you encountered with another browser, please make sure you



mention what you have been using while testing (e.g. Firefox, Safari, Brave...). MS Internet Explorer is currently not supported.

The only other thing required is a connection to the internet.

We also expect you to be no novice in the data center work at Icelandic horse competitions. We are convinced that new people will find IceTestNG to be easy accessible and fun to work with, but while testing we would like to gather feedback from experienced users.

The beta release may not be used for actual competitions, and we also kindly ask you to treat everything related to the beta test confidential.

Things that will be customized for each country

IceTestNG can be completely **translated**. Our language during development is English, so that's what you will find right now.

We have started working on the German version recently, so users from AT, CH, and DE will spot German texts sprinkled in already on some pages. Other languages will follow.

Some of the **forms** you use "on screen" can be adapted as well: For instance, the sequence of fields for a postal address can differ from country to country (think "61169 Friedberg" vs. "Tucson AZ 85705", for example).

Printed lists and reports are completely customizable: All PDFs generated by IceTestNG can be adapted to the needs of different competitions: If your national rules say you need to print the owner of a horse in the startlist, be it. If a competition decides they need their main sponsor's logo on the bottom of each and every result or startlist printed, we have you covered. If you need three additional layouts for printing a list of all participants, it can be done.

All countries using IceTestNG will be able to provide and update translations for their language. Forms and reports can also be modified when a country starts using IceTestNG.

IceTestNG can use different **web services** to make data entry easier: If you want to enter only a FEIF-ID and get the full pedigree information on the horse with said ID, this magic is accomplished by sending the FEIF-ID to a server on the internet that will return the name, pedigree, breeder and so on.

While some services like FEIF-ID-Lookup are universal, others are connected to a specific country. Retrieving data of riders who signed up for a competition online or checking qualification scores are examples of web services that need to be provided by a national Icelandic horse association.

We are happy to provide detailed information on the different services and formats supported by IceTestNG to all countries looking to offer web services for their tournaments.



What features will be added in the public release?

Not all features that will be available in the public release for the 2017 competition season are included in the Polar Circle Beta release. This includes the calculation of combination winners as well as all functions related to individual countries like the import of online entries or the export in specific data formats.

We will be updating the code base of the beta test server from time to time, so the features that are actually available might change during the beta.

What is different from a "real" installation?

- The beta release is running on a test server. The production release will run on more powerful hardware in a different data center.
- The beta release does not yet come with the publication service for startlists and results. The official release will have that feature from the start.
- The beta release is made available only as online version, since we can update the server any time with new code. Users will be able to use a local installation of IceTestNG on your computer once we have released IceTestNG publicly.

How to provide feedback

Your feedback is valuable for the further development and very much appreciated!

If you believe you found a bug or have a suggestion that is not yet listed in the current or upcoming feature lists, please send an e-mail to beta@icetestng.com. This will create a new ticket in the system used to manage the development of IceTestNG, making sure we can handle your feedback both fast and accurately. Please write in English or German.

What to test...?!

Please focus on the basics of data center work while testing the current beta release: Entering persons, horses, and combinations. Creating, sorting, and printing start lists. Entering and updating marks. Printing results.

We are looking for "real" bugs as well as ideas how to improve the workflow in the data center. And we would also like to hear from you if you miss a feature.



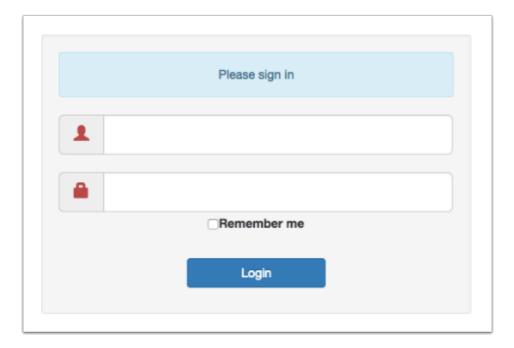
Getting started

We have set up an individual competition ("Test Event xx") for every user. It's your **personal playground**. In order to have fun with it, we recommend you follow the steps outlined below.

In addition, Doug has recorded a whole series of videos that cover different topics. The videos are available from the "Video Tutorials" link in the main menu.

Login

Log on to http://demo.icetestng.com/icetest/ with the user name and password you received.





Select your competition

After logging in you will be greeted by a screen showing status information about the current competition or asking you to select or create a competition in case you haven't worked with IceTestNG on the computer you are using.

Click the "Competitions" drop-down in the upper right corner and select the competition listed first (for instance "Test Event 14"). This will make "Test Event 14" the tournament you're currently working on.

IceTestNG will display the name of the active tournament in the topbar next to the little globe icon.



Review competition settings

Now select "Setup - Competitions" from the menu on the left. Click the Pencil icon in the first column to edit the basic data of your competition. You will find that we have made up some data about your test event such as date, or judges. There's also a bunch of age classes.

We also pre-selected some common tests (see tab "Edit Test List"). Feel free to add tests from the catalog on the left to your competition by dragging them over to the right column ("Event Test List").

Close the Event popup by clicking the X in the upper right corner.





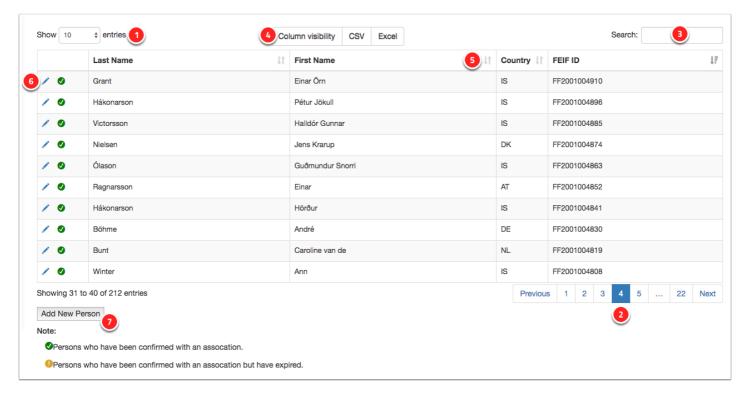
Persons

Selecting "Persons" from the left-side menu will bring up a table with all persons stored in the database so far. Persons (and horses) are stored in the database only once, even if they take part in several competitions.

Let's take a close look at that table: You can select in the dropdown (1) how many person should be displayed at once, and you can use the table navigation (2) to browse through all entries. If you are looking for a specific person, you simply start typing a part of their record in the search box (3). Search works across all fields and will filter the persons, showing only those that match you search.

Clicking the button "Column visibility" lets you add or remove fields. The arrows (5) in each column header let you sort the table, and you can also re-order the columns by dragging them around.

If you want to edit (or inspect) a person record, you click the corresponding pencil icon (6). A new person record can be created by clicking the "Add New Person" button (7). In IceTestNG, you will not only enter riders as persons. Judges and other people involved with the competition can also be entered.



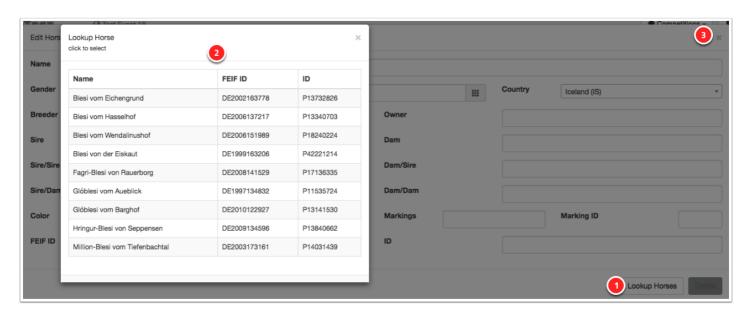
Horses

The horses table works exactly like the persons table, and editing or adding a horse is also very simliar. Depending on the web services available in your country, you can also use the "Lookup"function for both horses and persons.



After clicking "Add New Horse", you could of course type all details into the empty form, but you could also just type the horse's name (or part of it) and hit the "Lookup Horse" button. IceTestNG will then query the web service responsible for looking up horses and show you a list of horses (2) that match your search (in this case all horses having "blesi" in their name). You could then simply click the right horse and let the software fill in all fields (like breeder, owner, pedigree and so on), saving you quite a bit of typing.

Clicking X (3) will save the data and close the window.



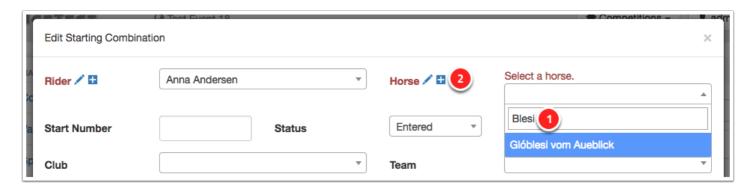


Combinations

Combinations are horse-rider-pairs. You can think of them as start numbers. Every combination consists of a person and a horse, and both need to be in the software's database as person resp. horse before you can create a combination.

Combinations are also specific to competitions: Anna and her horse Blesi can take part in any number of competitions, and they will form a new combination at every single competition. That's why the "Combinations" page will only list the combinations of the active competition, while the lists of persons and horses shows all entries regardless of the active competition.

Adding a combination means you select the person and the horse forming the combination and add some more information like the tests they take part in or the stable where the horse stays. Let's take a look at that process in detail: After pressing "Add New Starting Combination", you will be greeted with an empty form. You now need to enter a rider and horse, and there are two ways to accomplish this: You can either simply start typing the name of the rider/horse as seen in (1). Matching entries will be displayed, and you select the right one by clicking it. In case the horse (or rider) is not in the database yet, you can just click the Plus icon (2) to bring up the New Horse screen and return immediately to the New Combination screen afterwards.



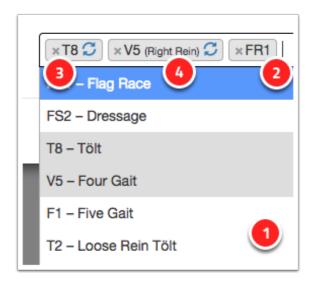


Adding Tests

In order to enter a combination for one or several tests, you have to bring up the Edit Combination window first.

As soon as you start typing in the field labeled "Tests", IceTestNG will show you the list of available tests (1). Click a test to select it for the current combination.

Tests that don't offer a choice of rein have no additional icon (2). Tests with a choice of rein are presented along with a blue circle (3). Since left rein is considered the default rein, there is no additional label for left rein entries (3), and a small text saying "Right Rein" (4) for right rein entries. Clicking the blue circle will switch between left and right.





Tests

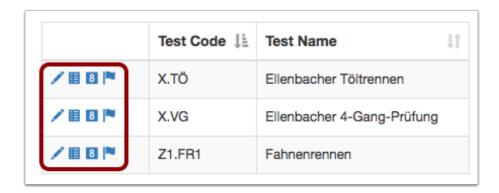
The next step after creating combinations and their test entries is usually preparing startlists. In order to do that, you navigate to the "Tests" page.

The table listing all tests of the currently active competition features four icons in the first column. They are used to trigger these functions (left to right):

Pencil: Edit test settings

Table: Edit startlistEight: Enter marks

Flag: Show results





Startlists

Startlists show all combinations entered for the selected test. A number of operations is available in each row, that is for each combination:

- 1. Click the trash can to withdraw a combination from the test.
- 2. Click the group number to edit it. Press Return to store the updated group information. This will work only in group tests (i.e. more than one rider on the track at a time).
- 3. Click the start number to bring up the combination's details.
- 4. Select the arrow symbol and keep the mouse clicked to drag and drop the entry up or down the list.

You can create a new random starting order by clicking the "Sort" button below the table. The button with the printer icon triggers printing the list, the button with the paper icon will let you print judge cards.

Some of these options might not be available depending on the state of the selected test (e.g. the sorting button is not acitve when the test is finished).

Please note: The e-mail feature for startlists is functional. If you create riders with e-mail address and tell IceTestNG to send startlists by e-mail to the riders, they will receive them.

	Pos#	Group#	STA	Rider Horse	Rein?	Color	
1 1	1	1	85	Sophia Henke Vala von Ellenbach		red	≡tį
â	2	21	91	Michelle Borgwardt Öðlingur vom Ebrachtal		yellow	≡ṫ́
â	3	1	3 44	Lisa Marlene Luther Hugljómi von Neufriemen		green	≡ÌĻ
â	4	1	9	Chantale Heirich Blíður -		b'4	≡tį
m	5	2	83	Heike Manikowski Theo vom Bockholts-Hoff	Right Rein	red	≡tį
m	6	2	11	ylva wolf Branda vom Sulzhof	Right Rein	yellow	≡tį
m	7	3	82	Svenja-Emilia Borgwardt Taktur frá Syðsta-Ósi		red	≡ħ
â	8	3	86	Nina Zängerle Villimey von Ellenbach		yellow	≡Ŋ



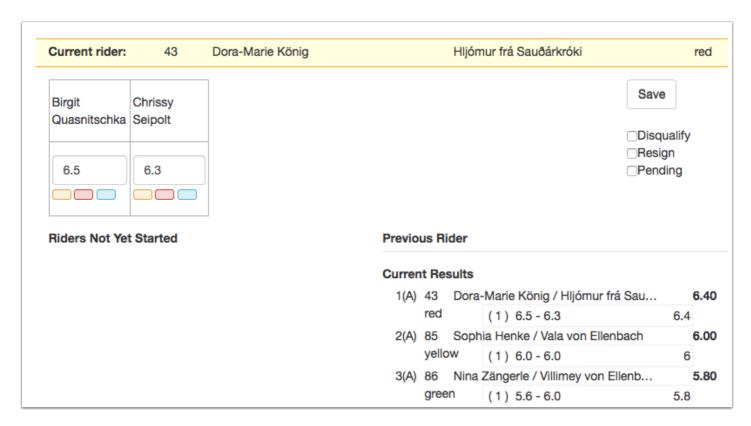
Entering marks

Entering marks is the very core of a competition software, of course. You will find the basic layout of the screen to be quite familiar.

The active combination ("Current rider") is either selected automatically according to the startlist, or by being clicked with the mouse (for example if you want to correct the mark of a combination that started earlier). Once the active rider is selected, marks can be entered and saved by with the keyboard only (or together with the mouse pointer).

Pressing Y (for yellow), R (for Red) or B (for Blue) will record a card of said color as shown by the referenced judge. There are three checkboxes that can be ticked to indicate different reasons why a mark might not be counting: Disqualification, resignation, or a pending problem like a vet check ordered by judges that needs to be resolved later on.

The list of Current Results will indicate the total mark, position, and final (if any) the rider is heading to (A or B).



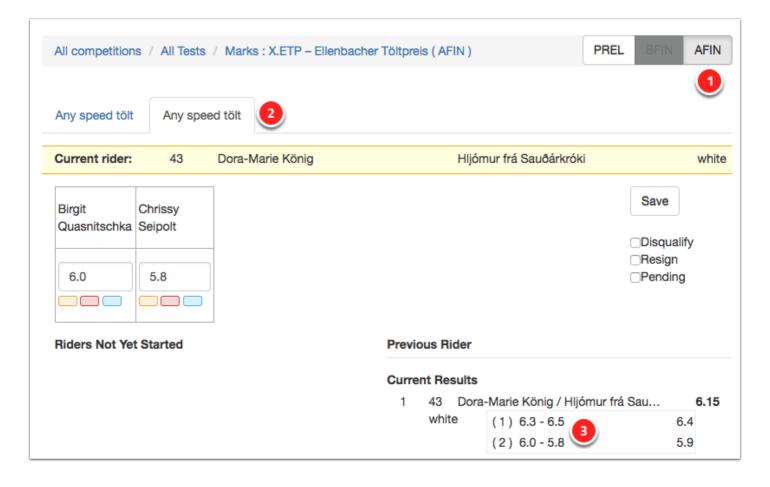
Entering marks in finals

The preliminary mark-entry-screen is slightly modified for finals:

1. First of all, the current final is selected in the top right.



- 2. IceTestNG generates a tab for each section of the final. Each tab can be clicked to make it the active one for entering marks for that section.
- 3. The list of current results will show the section marks for each rider as well as the total score.



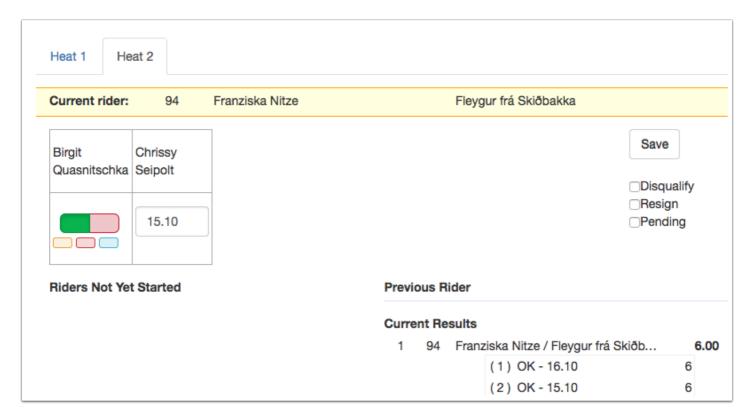


Entering times

If a test requires timekeeping, the input mask will adapt to that as well: The decision of judges showing flags are stored in IceTestNG as well as the actual time.

When dealing with flags, the software assumes by default that the flag is green (valid). The colored box can be clicked to switch between the two states green and red.

The score derived from the time will be shown in the current results list. The user can switch between heats by clicking the respective tabs.



Charges & Payments

The handling of financial data is new to IceTest. The basic idea is that all financial transactions between participants and the event organizers can be stored in IceTestNG.

Setting up products

Everything riders can be billed for has to be set up in IceTestNG once as a product. This could be the ticket to the riders' party, a starting fee for a single test, the fee for a box, or the participation fee -- the possibilities are endless.



Products are created and maintained on the "Setup - Products" page. They are attached to the current competition (i.e. you have to create for every competition its a set of products, even if the price tag for a paddock was the same at several competitions).

There are four different types of products:

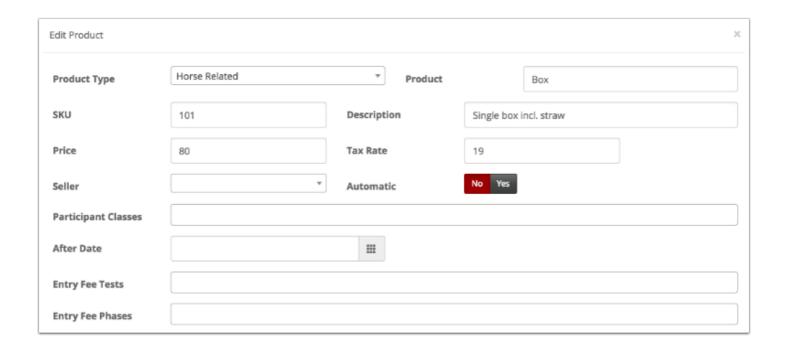
- Horse Related: These products apply to a single horse, for example a box.
- Person Related: These are sold to a person, for example party tickets.
- Entry Fee: Belongs to a certain test or a group of tests, for example there could be an entry fee for T1, T2, V1, and F1, and a second entry fee for V5 and T8.
- Start Fee: This type of fee is charged to a participant (start number).

Products consists of several fields: There's the product type we just discussed as well as some obvious attributes like price, product name, description an so on.

Products can be connected to certain tests and phases. They can carry an "After Date" if you want them to be applied only after a certain date, e.g. late entry fees.

You can also specify a seller for a product; this comes handy if different sellers are involved in a competition: For example, stabling could be provided by the farm where the event takes place, while starting fees go to the local riding club.

The Automatic switch allows you to make IceTestNG apply fees automatically: As soon as participants enter a test, they will be accordingly billed if the related fee is set to "automatic".





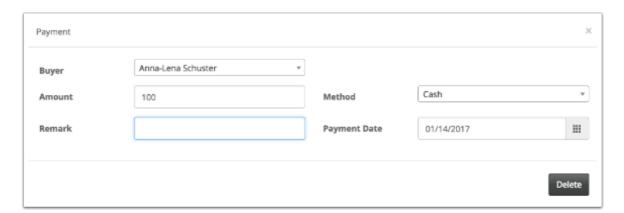
Charges

"Charges", located inside the "Charges & Payments" menu, gives you an overview of all existing charges for your competition, and also lets you add new charges. Adding a charge is the process of connecting a product to a person, horse, or participant.

A charge must be explicitly billed to a person, even if the underlying product is related to a horse or a participant. This mechanism allows you to keep accurately track of who owes money to the event: A parent can be billed for the fees of their children, a horse owner can be billed for their horse's box, while the rider is billed for starting fees, and so on.

Payments

Payments ("Charges & Payments - Payments") are records of incoming money. They are connected to a specific person ("Buyer"). You can define payment methods on the fly to keep track of cash, bank tranfers, card payments and so on.



Balances

Balances are charges and payments of a person tallied up. The balance view ("Charges & Payments - Balances") shows the total charges and total payments of all persons with billed products.

Additional functions

IceTestNG has some new features that were not available in IceTest Classic. You will find a short description of some of these features below.

Logo upload

The logo of an event can be printed on every list with starting orders or results. The logo should be approx. 100 x 100 pixels in size and stored in JPG format.

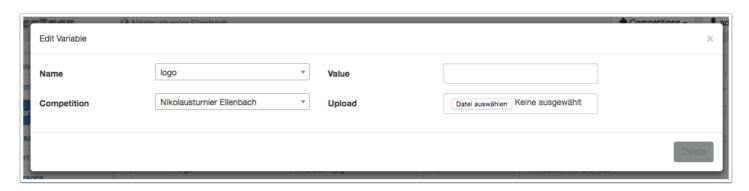


In order to upload the event logo, follow these steps:

- Go to the "Setup Variables" menu entry.
- Click the "Add New Variable" button.
- Select "logo" as name, the current event as competition, and use the button in the Upload field to select the JPG file you want to upload.

The logo will automatically show up on all reports.

Reports can be completely customized as well by creating additional template files. We are happy to give you all the details about template creation, just send an email to devs@icetestng.com.



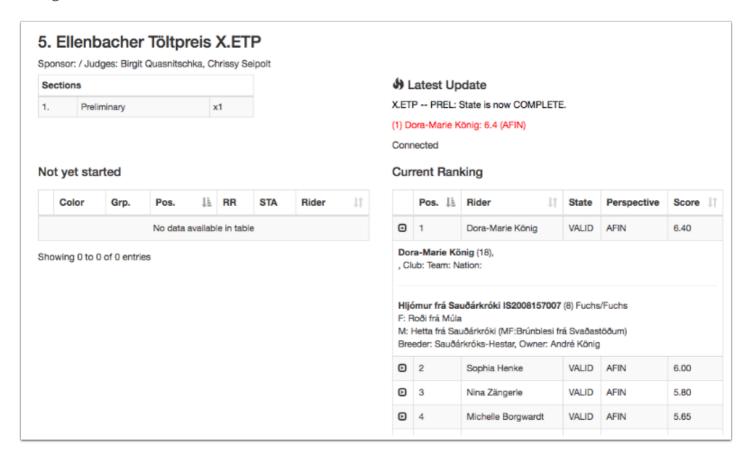


Speaker Screen

The Speaker Screen is designed to be the information hub for -- you guessed right -- the speaker. The basic idea is that the speaker will have their own laptop (or tablet) connected to the network, log in, and select this page to receive all updates for a specific test.

The output will include basic information about the test as well as the current list of riders to start and the current ranking. Each list entry can be expanded to show details about a combination the speaker might find useful for their job, like the pedigree of a horse or the club a rider is competing for.

Both start and result lists will automatically be updated instantly when the data center has added (or changed) marks.



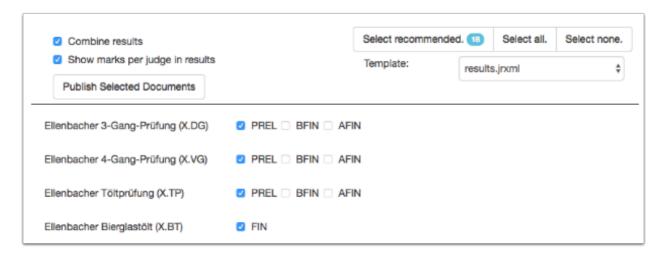
Printing documents

Documents can be printed through the menu entry in the "Print & Publish" section of the main menu.

IceTestNG lets you print documents for multiple tests at once. You can for instance print all judge cards for the next few hours at once or tell the software to print all startlists.



You can also reduce the amount of paper needed by selecting the "combine" checkbox when printing more than one list at a time. If there's more than one layout for a certain type of document available, you can pick the style you want to use from the "Template" drop-down.





Change your password and language

In order to update your personal settings, select the "Profile" option from the menu in the upper right corner.

The page lets you change your password and language (right now, you can try EN and DE). It also displays the permissions you have for the current competition.

