## **Instructions for TSH users**

#### **Before the Tournament**

- 1. Make sure that you are online, then run the UPDATE command at the tsh> prompt to make sure that you have the latest version of *TSH*, then quit and rerun *TSH*. If you do not update, it is remotely possible that the format or location of the online rating data may not be as a old version of *TSH* expects. Updating during a tournament is not recommended, unless you have checked ahead of time that online support is available.
- 2. Make sure that you are online, then run the UPDATERATINGS command at the tsh> prompt to download the most recent copy of *TSH*'s rating databases. If you do this a long time before your event, and the online rating list changes in the interim, rerun this command. It is safe to do so even after your tournament is underway.
- 3. Make sure that your config.tsh file specifies values for config event\_date and config event\_name. These values are required by AUPAIR.
- 4. When adding players to your \*.t division data files, enter zero ratings for unrated players, and any positive rating for rated players.
- 5. Run the USERATINGS command at the tsh> prompt to import those downloaded ratings into your \*.t division data files. You do not need to be online for this. If you add new players to your roster, rerun this command. It is safe to do so even after your tournament is underway. Pay close attention to any error messages displayed in response, and see **Anomalies** for how to deal with them.

### **After the Tournament**

- 1. Run the AUPAIR command from the tsh> prompt to export a single .TOU file. Most of the time, you want to enter just "AUPAIR" to create a combined file called AUPAIR.TOU for all divisions. If you have only one WESPA-rated division, you can name it after the "AUPAIR" (e.g., "AUPAIR A") to export only the data for that division (into a file called, e.g., "A.TOU"). Make a note of any players that are new to the rating system.
- 2. Email that file to the WESPA ratings officer. If it included any newly rated players, include a note listing their nationalities.

#### **Anomalies**

Most anomalies are related to the spelling or arrangement of player names. It is crucial to resolve these anomalies as follows before submitting your rating data. When doing so, it may be helpful to understand how *TSH* and *AUPAIR* differ in their handling of names. A player name in *AUPAIR* is simply a sequence (string) of letters: e.g, "John Chew"); a player name in *TSH* is a surname (family name, American last name); followed optionally by a comma, a space and a forename (given name, American first name); followed optionally by a comma,

a space and a generational suffix (e.g., "Chew, John, III"). The TSH online WESPA rating database stores names in TSH format, translating them according to its best guess from AUPAIR format.

- If *TSH* reports that a player has a rating in your .t file, but is not listed in the WESPA rating, then do as it says and either correct the spelling of the name or set the rating to zero. Check player name spellings in the local file lib/ratings/wespa/current.txt.
- If *TSH* reports that has no rating in your .t file, but there is a listing in the WESPA rating list by their name, then do as it says and either correc the spelling of the name or set the rating to a nonzero value. Check player name spellings in the local file lib/ratings/wespa/current.txt.
- If *TSH* reports that it can't find a day or year in your date, or make sense of it, try using international (ISO 8601) date format. If you think you are using a good date format, but *TSH* can't make sense of it, try contacting technical support.

# **Technical Support**

Technical support is available from John Chew by email (<a href="mailto:poslfit@gmail.com">poslfit@gmail.com</a>), SMS/phone (+1 416 876 7675), Facebook Messenger, Google Chat, WhatsApp and Line. If you need faster than 24-hour service, please be sure to prearrange this before your tournament begins. Technical support may occasionally be unavailable due to travel and emergencies.