

Users Guide

Angler Pro Tournament

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Foreword

Angler Pro Tournament
has been designed specifically
for professional fishing
tournaments and we have
worked closely with a number of
tournaments to provide the best
experience possible.

Thank you for supporting
Angler Pro Tournament
and we hope that this Users
Guide will help you to make the
most of our Product.

Part



1 Introduction

The Ultimate in Professional Fishing Tournament Software !!!

- * Easy To Use Interface
- * Instant Reports/Results
- * Multiple Terminals
- * Photo ID's
- * Automatic Web Pages
- * Custom TV Displays
- * Fully Networked
- * Uses Local PostgreSQL Database Server
- * Your Data is 100% in Your Control
- * Support for ProTournament Scale H2 Series
- * Support for ProTournament Epson Ticket Printer
- * Windows 7,8,10 & 11

MINIMUM SYSTEM REQUIREMENTS:

- 1Ghz Intel Core or Equivalent
- 1GB of RAM
- HD Graphics Display
- 500 MB Hard Drive
- USB2 Port
- Microsoft Windows 7
- DirectX9
- Windows Compatible Printer

* Optional Windows Compatible 10/100 Network Cards for Operating Angler Pro on Multiple Workstations.

* Optional VGA or HDMI out for Television Displays.

* Optional Internet Connection for Interactive Web Display.

All the Angler Pro modules are 32-bit Windows applications. They have been tested to run under Windows 7, 8, 10 & 11.

Display Module requires DirectX11 but DirectX9 is also supported.

Support:

- Email: anglerpro@reelmedia.org
- Web: <https://reelmedia.org/anglerpro>

Part

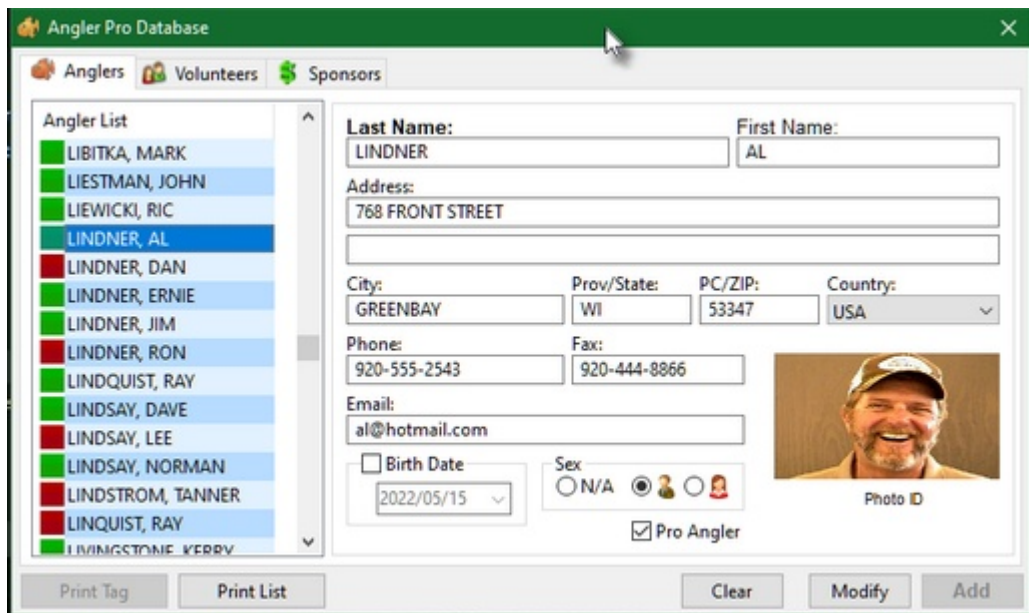


2 Angler Pro Tournament

Angler Pro sports a simple, easy to use interface with quick buttons for accessing often used features throughout a tournament.



Information on every Angler that has ever fished in your tournament is maintained within the [Angler Pro database](#) along with photo id's.



Teams are quickly created and [Registered](#) by pairing up anglers stored in the Angler Pro database and then adding additional team information.

Register Teams

Clean Up

Captain: ☒ Photo ID
 C KENNEDY, J.P.

Partner: ☒ Photo ID
 P KOSS, DAVID

☒ Team Check In ☐ Scratch Team

Boat Brand: RANGER
 Boat Model: 620FS
 Boat Size: 20.00
 Motor: MERC Motor HP: 250.00

CanAm Challenge: ☒ None ☐ Team Canada ☐ Team USA
 World Challenge: ☒ None ☐ Local ☐ The World

Class: ☐ Professional ☒ Amateur
 Division: ☒ N/A ☐ Single Pole ☐ Multi Pole

☐ Local Team

Sponsor 1:
 Sponsor 2:
 Sponsor 3:

Participation with this Tournament:

Team#	Captain	Partner
✓ 067	MCLEOD, DUSTIN	STRUK, MIKE
✓ 068	BARKER, GARRET	BARKER, ERIC
✓ 069	ALCOCK, GREG	ALCOCK, JEFF
✓ 070	BENNETT, ERICK	BENNETT, CHRIS
✓ 071	MALISZEWSKY, JUSTIN	ZALE, SCOTT
✓ 072	BAGNALL, BLAIR	COTE, BRAD
✓ 073	SWENSON, JESS	REID, MICHAEL
✓ 074	TOUGAS, TODD	LIESTMAN, JOHN
✓ 075	SMITH, DEAN	POPERECHNY, JEFF
✓ 076	PETRAK, MARTIN	BURNELL, COLIN
✓ 077	JAMES, PATRICK	BELL, CHRIS
✓ 078	TAIT, JASON	RAPINDA, MIKE
✓ 079	KENNEDY, J.P.	KOSS, DAVID
✓ 080	MONKMAN, KYLE	SMITH, BRETT
✓ 081	KING, BILL	BICHON, EARL
✓ 082	PETERS, MATT	BYFUGLIEN, DUSTIN
✓ 083	PETERS, KEVIN	PETERS, DAVE
084	SCRATCH	SCRATCH
✓ 085	RZESNOSKI, ROB	HARLOS, BRAD
✓ 086	REDSKY, JEFF	REDSKY, TIM
✓ 087	STEFANIK, KEVIN	JOHNSON, TOM
✓ 088	DUCHARME, JIM	DUCHARME, LARRY
✓ 089	CAMERON, JOE	PARISIEN, TERRY
✓ 090	KOSHELUK, CAROLYN	GOWER, STEVE
✓ 091	BOHONIS, DARRIN	ELLIE, STEVE

Add Modify Clear < Flip > Assign Team#

The [Weigh-In](#) screen lets you easily enter the weights of fish caught along with any penalties and quickly tabulates scores and standings for a 1, 2 or 3 day Annual Tournament.

Current Team #017 - JEFF GUSTAFSON / CHRIS SAVAGE

Next Team Up: 23 - CLARENCE GIBBINS, SR. / CLARENCE GIBBINS, JR. Needed for 1st: 00.00

Day 1

Fish: Caught 5 Released 0

Weight Penalty Net Weight

Total: 15.65 0 15.65

Big Fish 1: 00.00 0 00.00

Big Fish 2: 00.00 0 00.00

Print Ticket

Day 2

Fish: Caught 5 Released 0

Weight Penalty Net Weight

Total: 12.52 0 12.52

Big Fish 1: 00.00 0 00.00

Big Fish 2: 00.00 0 00.00

Print Ticket

Day 3

Fish: Caught 5 Released 5

Weight Penalty Net Weight

Total: 13.76 0 13.76

Big Fish 1: 05.87 0 05.87

Big Fish 2: 00.00 0 00.00

Print Ticket

Day #1

Total Fish Net Weight

5 15.65

Day #2

Total Fish Net Weight

5 12.52

Day #3

Total Fish Net Weight

5 13.76

TOTAL:

Total Fish Net Weight

15 41.93

☐ DISQUALIFY ☒ Auto Display ☐ Display Override ☐ + Sponsors Modify

Various reports and stats can be generated with the simple click of a button.

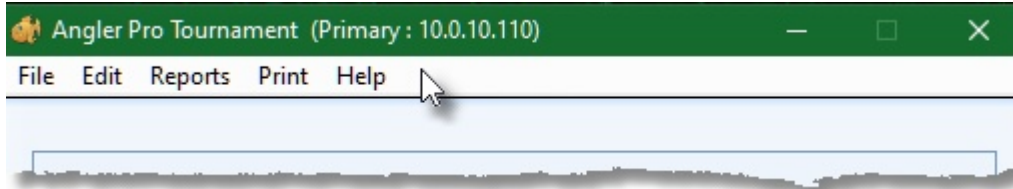
Unofficial Overall Summary - Day 3

Pos	Team	Day 1	Day 2	Day 3	Total	Captain	Partner	Needed
001	017	15.65	12.52	13.76	41.93	GUSTAFSON, JEFF	SAVAGE, CHRIS	00.00
002	002	16.07	22.20	00.00	38.27	GIBBONS, OLIVER	GIBBONS, JASON	03.66
003	009	17.78	20.40	00.00	38.18	O'CONNOR, JON	SHARP, BYRON	03.75
004	056	17.25	15.65	00.00	32.90	CARLSON, BEHN	PEARSON, JON	09.03
005	008	16.41	16.22	00.00	32.63	BENNETT, DAVE	LIBITKA, MARK	09.30
006	113	17.15	15.35	00.00	32.50	SIEMENS, JAY	TULLY, MARK	09.43
007	091	15.21	17.08	00.00	32.29	BOHONIS, DARRIN	ELLIE, STEVE	09.64
008	037	15.30	16.92	00.00	32.22	DOERKSEN, BRAD	BALCIUNAS, RENNIE	09.71
009	012	15.99	16.20	00.00	32.19	WAGENAAR, DEREK	HENDY, JAMES	09.74
010	139	17.44	14.25	00.00	31.69	GIBBINS, JULES	MORRISON, JEFF	10.24
011	023	15.00	16.65	00.00	31.65	GIBBINS, SR., CLARENCE	GIBBONS, JR., CLARENCE	10.28
012	029	15.83	15.67	00.00	31.50	ENGSTROM, JEFF	BURTON, CONNOR	10.43
013	107	16.04	15.29	00.00	31.33	KELLY, DANIEL	JOSEPH, DANIEL	10.60
014	042	15.96	15.35	00.00	31.31	TACKNYK, DEAN	MCCOOL, GORD	10.62
015	048	15.36	15.86	00.00	31.22	NENISKA, STUART	NENISKA, DIANE	10.71
016	024	15.46	15.61	00.00	31.07	MARCINE, DARREN	COX, WADE	10.86
017	003	15.32	15.59	00.00	30.91	SAMSAL, JAY	NORMAN, TROY	11.02
018	133	15.03	14.77	00.00	30.80	KALICKA, DANA	ROCKOLA, MIKE	11.13

Export All Print Top 10 Print Selected Print All

2.1 MenuBar

The Angler Pro MenuBar is used for various file operations, program settings, and accessing extra tools.



To use the MenuBar, simply select the appropriate heading and then select the required action.

2.1.1 File

The **File** menu allows you to perform various file related operations in Angler Pro.

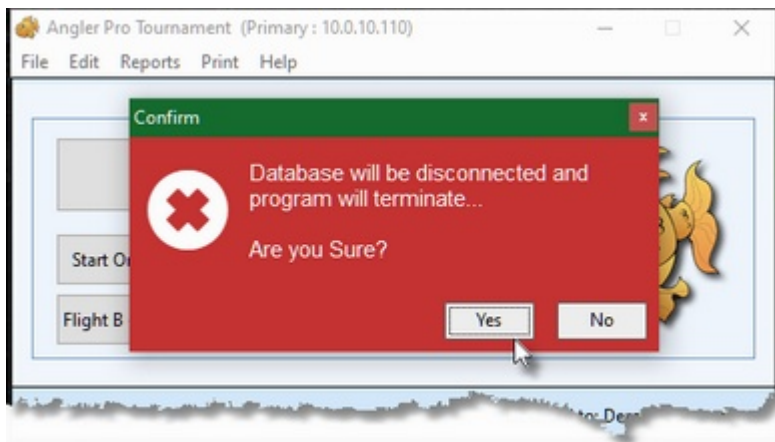


2.1.1.1 Disconnect Database

Selecting **Disconnect Database** will allow you to disconnect from the current Angler Pro Database.



You will be asked to confirm that you want to disconnect from the database.



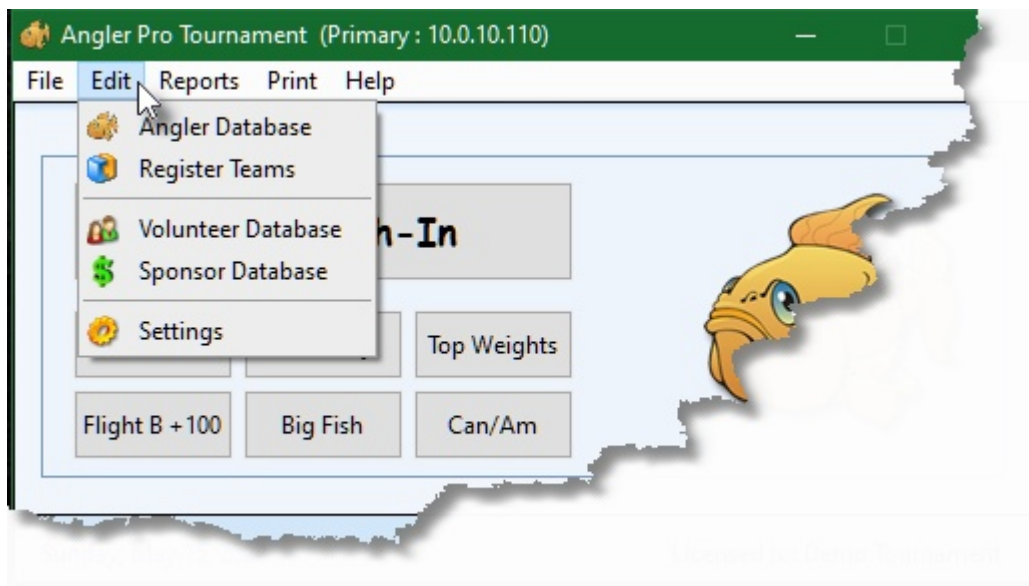
2.1.1.2 Exit

Selecting **Exit** will close the Angler Pro application.



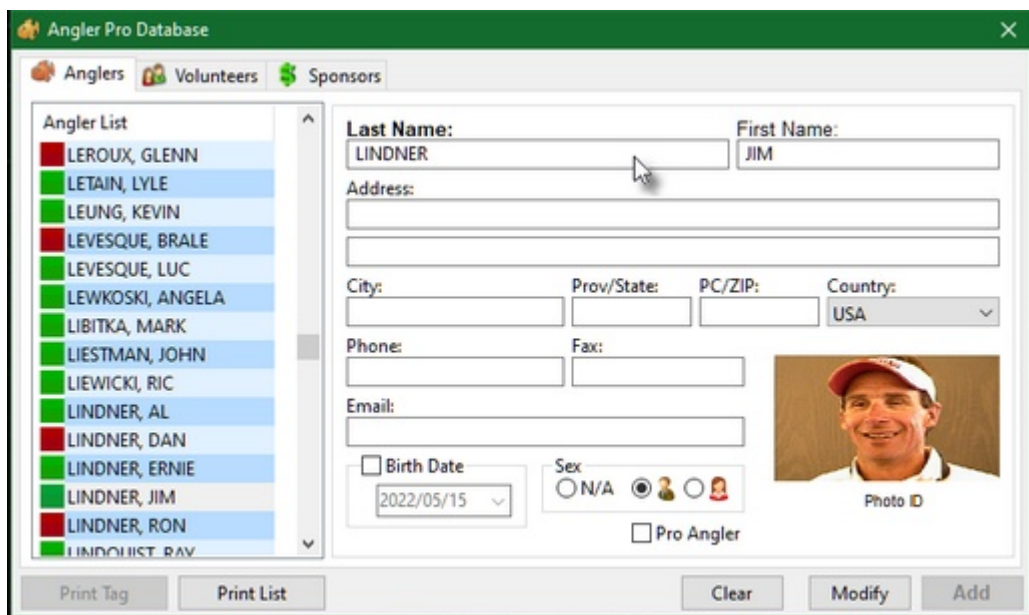
2.1.2 Edit

The **Edit** menu allows you to Add and Modify [Anglers](#), [Volunteers](#), [Sponsors](#) and [Registered Teams](#) as well as adjust [Settings](#) which are specific to your Tournament.



2.1.2.1 Angler Database

The **Angler Database** is where you Add new Anglers or Modify existing ones.



Anglers found in the database are listed on the left, while new Anglers can be added by filling in the appropriate information on the right. Once information has been entered, press the **Add** button to add the Angler to the database.

Anglers in the list on the left will have either a **RED** or a **GREEN** box. This indicates whether or not an

Angler has a photo attached.

Modify Angler Data

To modify Angler data, select an Angler from the list on the left. All associated data will appear in the fields on the right.

Simply change any data you wish and press the **Modify** button when done.

To add or modify a photo, press the photo box to bring up the [Photo Viewer](#).

The screenshot shows a web-based data entry form for anglers. On the left is a scrollable list of names: MOGHADDAM, COREY; MONCRIEF, JON; MONCRIEF, MITCHELL; MONKMAN, KYLE; MONTGOMERY, JEFF; MOORE, ANDREW; MOORE, RICK; and MORRISON, FRED. The 'MOORE, ANDREW' entry is highlighted. To the right of the list are input fields for 'Phone:', 'Fax:', 'Email:', and 'Birth Date' (with a date picker set to 2022/05/15). There are also radio buttons for 'Sex' (N/A, male, female) and a checkbox for 'Pro Angler'. A photo box on the right displays a preview of a man in a 'Mercury' fishing shirt, labeled 'Photo ID'. At the bottom are buttons for 'Print Tag', 'Print List', 'Clear', 'Modify' (with a mouse cursor over it), and 'Add'.

Printing

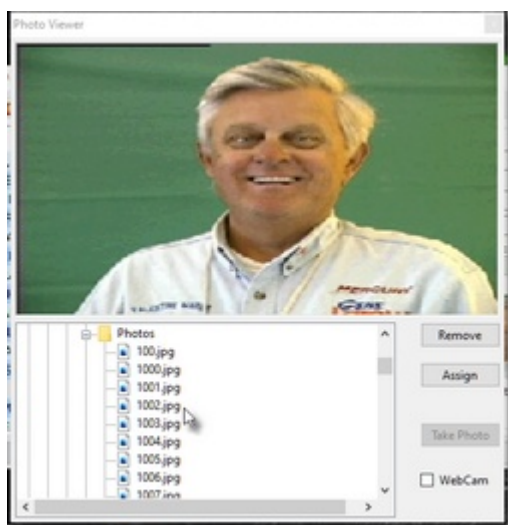
If you select an Angler in the list who has been Registered to a Team, you will have the option to print a tag by pressing the [Print Tag](#) button. The currently selected Angler will be sent to the [Tag Printer Que](#).

You can also print the entire Angler list by pressing the [Print List](#) button.

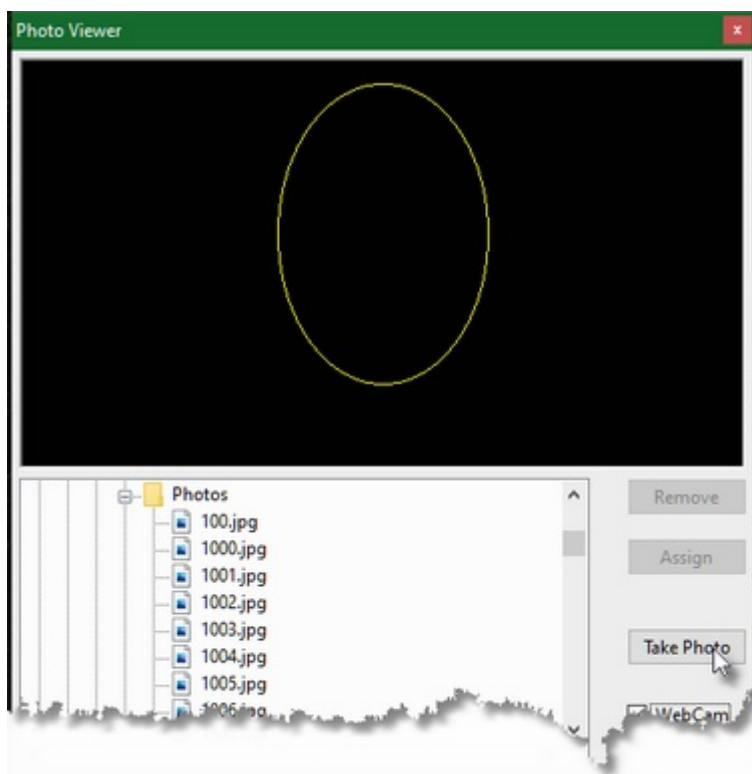
2.1.2.1.1 Photo Viewer

The **Photo Viewer** allows you to assign a JPG image to an [Angler](#) in the database.

Simply locate the JPG image from the file list and a preview image of the photo will be displayed above. Once the appropriate photo has been selected, press the **Assign** button to connect it to the database.



Photos can also be added using a Web Cam connected to your computer. To add a photo using a Web Cam, check the **WebCam** option. If the drivers that came with your Web Cam have been installed correctly, an image will appear in the Web Cam viewer window.



Align the Anglers head in the circle and press the **Take Photo** button to connect the displayed Web Cam image to the database.

2.1.2.2 Register Teams

Selecting **Register Teams** allows you to pair up Anglers in the [Angler Database](#) into Teams and assign team numbers, team information and team sponsorship data.

Register Teams

Clean Up

Captain: ☒ Photo ID
 C SAMSAL, JAY

Partner: ☒ Photo ID
 P NORMAN, TROY

☒ Team Check In ☐ Scratch Team

Boat Brand: N/A
 Boat Model: BASSCAT
 Boat Size: 21.00
 Motor: MERC Motor HP: 250.00

CanAm Challenge: ☐ None ☒ Team Canada ☐ Team USA
 World Challenge: ☐ None ☒ Local ☐ The World

Class: ☒ Professional ☐ Amateur
 Division: ☒ N/A ☐ Single Pole ☐ Multi Pole

☐ Local Team

Sponsor 1: Cabela's, Rapala
 Sponsor 2: Shimano
 Sponsor 3: G-Loomis

Participation with this Tournament:

Team#	Captain	Partner
001	BRUCE, JAMIE	GUSTAFSON, BRYAN
002	GIBBONS, OLIVER	GIBBONS, JASON
003	SAMSAL, JAY	NORMAN, TROY
004	GIBBONS, PAT	HANDORGAN, PAT
005	COOK, SCOTT	COOK, KYLE
006	DINGWALL, SCOTT	MILLER, MIKE
007	IACARELLA, HEATH	WALSH, SCOTT
008	BENNETT, DAVE	LIBITKA, MARK
009	O,CONNOR, JON	SHARP, BYRON
010	GUSTAFSON, JIM	GUSTAFSON, BEN
011	STREMPER, TIM	MCCLYMONT, TERRY
012	WAGENAAR, DEREK	HENDY, JAMES
013	MCGHIE, BILL	MCGHIE, KEN
014	FORSYTH, COEL	FORSYTH, PAUL
015	PRITCHETT, JOE	HIRAM, ARCHIBALD
016	BENOIT, BERNARD	GRAFHAM, DENNIS
017	GUSTAFSON, JEFF	SAVAGE, CHRIS
018	KOBYLKA, ALLEN	CARLSON, LEN
019	GALUSHA, DARRYL	ADAMS, GORD
020	SCOTT, CURTIS	SCOTT, BILL
021	SHIRELY, TONY	JANZEN, PAUL
022	BACHYNSKI, ADAM	BEERNAERT, ANDREW
023	GIBBINS, SR., CLARE...	GIBBONS, JR., CLARE...
024	MARCINE, DARREN	COX, WADE
025	GRIFFITHS, ANTHONY	MCCANN, BRAD

Add Modify Clear < Flip > Assign Team#

When creating a new team, start by clearing the form with the **Clear** button.

Select a Captain and a Partner in the **Team Data** section. You can also quickly modify [Angler](#) information by pressing the icon to the right of the Anglers name.

After filling in all additional information you require for your tournament, press the **Add** button to add the new team to the list.

All teams start with zero as the team number. To assign a number to a team, select the team from the team list and press the **Assign Team#** button (you can also double left click on the selected team).

Assign Team Number

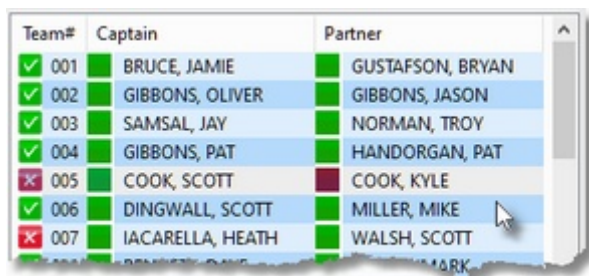
New Number
 3
 Ok

A box will appear allowing you to enter the team number. Press the **Ok** button to assign the team number.

Team information can also be changed and updated by selecting the appropriate team from the team list. Make any changes or additions required and press the **Modify** button to store the information.

If you come across a team whose Captain and Partner have switched rolls, you can change this quickly by simply select the team from the team list and pressing the **Flip** button.

The Team List can be sorted by **Team#**, **Captain** or **Partner** by pressing the appropriate column heading.



Team#	Captain	Partner
✓ 001	BRUCE, JAMIE	GUSTAFSON, BRYAN
✓ 002	GIBBONS, OLIVER	GIBBONS, JASON
✓ 003	SAMSAL, JAY	NORMAN, TROY
✓ 004	GIBBONS, PAT	HANDORGAN, PAT
✗ 005	COOK, SCOTT	COOK, KYLE
✓ 006	DINGWALL, SCOTT	MILLER, MIKE
✗ 007	IACARELLA, HEATH	WALSH, SCOTT

There are four different symbols that can appear in front of the Registered Team which specify if a Team has checked in and if the Angler has a Photo.

- ✓ Team has checked in
- ✗ Team has not checked in
- Angler has a Photo
- Angler does not have a Photo

To Delete a Team from the database, select the team to delete by double right clicking on the team in the team list. This privilege must be assigned in the [Settings](#) menu.

If you want to keep a team and its information but not use the team in the current tournament, simply assign a Team# of zero.

Once Teams have been set up you can use the **Clean Up** menu and select **Show Only Teams with Team#** to keep the interface less cluttered.



When a Tournament is restarted, all Team Weight In information is reset to zero and all Team

numbers are also reset to zero. This allows existing teams to be reused or quickly modified as some teams will return year after year. If you would prefer to recreate each team with all new Team Information you can select **Delete ALL Team# 000** from the **Clean Up** menu and all Teams with the Team# 000 will be permanently Deleted. To use this function, this privilege must be assigned in the [Settings](#) menu.

The **Clean Up** menu can also be used to **Check In** all teams at once or set them all to **Not Checked In**.

To individually set a Team as "Checked In", select the **Team Check In** and then press the **Modify** button.



If you have all your Teams set up and a Team does not show up to your Tournament, you can set that Team as a **Scratch Team**. This prevents that Team Number from being assigned to any other team and that Team Number will not appear in any of the Reports. Select **Scratch Team** and press the **Modify** button.



The Team will show up in the Team List as SCRATCH but will retain all the Team information and can be returned to normal by unselecting **Scratch Team**.

Team#	Captain	Partner
✓ 001	BRUCE, JAMIE	GUSTAFSON, BRYAN
002	SCRATCH	SCRATCH
✓ 003	SAMSAL, JAY	NORMAN, TROY
✓ 004	GIBBONS, PAT	HANDORGAN, PAT
✓ 005	COOK, SCOTT	COOK, KYLE

2.1.2.3 Volunteer Database

The **Volunteer Database** is where you add new Volunteers or Modify existing ones.

Angler Pro Database

Anglers Volunteers Sponsors

Volunteer List

- FRENETTE, TAMMY
- FUNG, BILLY
- GABRYLUK, EMILY
- GAGNON, RIEL
- GAGNON, WADE
- GAMBLE, NICOLE
- GAULD, WAYNE
- GEYER, MATT
- GIBSON, BARB
- GIESBRECHT, DARBY
- GIESBRICHT, DANA
- GLIEHEISEN, KYLE
- GOODRIDGE, ASHLEY
- GOODRIDGE, NANCY
- GOODRIDGE, STACEY

Last Name: GAULD First Name: WAYNE

Address:

City: KENORA Prov/State: ON PC/ZIP: P9N 3V9

Phone: Email:

Volunteer: BAR STAFF

☒ Volunteer Active Set All Clear All

Print Tag Print List Clear Modify Add

Volunteers found in the database are listed on the left, while new Volunteers can be added by filling in the appropriate information on the right. Once information has been entered, press the **Add** button to add the Volunteer to the database.

- Volunteer is Active
- Volunteer is Not Active

Modify Volunteer Data

To modify Volunteer data, select a Volunteer from the list on the left. All associated data will appear in the fields on the right.

Simply change any data you wish and press the **Modify** button when done.

GAMBLE, NICOLE

GAULD, WAYNE

GEYER, MATT

GIBSON, BARB

☒ Volunteer Active Set All Clear All

Print Tag Print List Clear Modify Add

Printing



You can print tags for Volunteers by pressing the [Print Tag](#) button. The currently selected Volunteer will be sent to the [Tag Printer Que](#).

You can also print the entire Volunteer list by pressing the [Print List](#) button.

2.1.2.4 Sponsor Database

The **Sponsor Database** is where you add new Sponsors or Modify existing ones.

Sponsors found in the database are listed on the left, while new Sponsors can be added by filling in the appropriate information on the right. Once information has been entered, press the **Add** button to add the Sponsor to the database.

-  Sponsor is Active
-  Sponsor is Not Active

Modify Sponsors Data

To modify Sponsor data, select a Sponsor from the list on the left. All associated data will appear in the fields on the right.

Simply change any data you wish and press the **Modify** button when done.

Printing

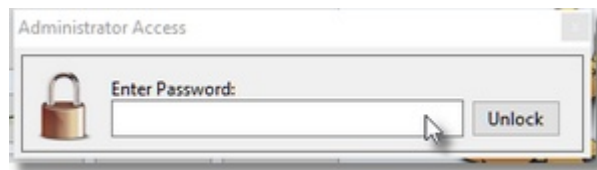
You can print tags for Sponsors by pressing the [Print Tag](#) button. The currently selected Sponsor will be sent to the [Tag Printer Que](#).

You can also print the entire Sponsor list by pressing the [Print List](#) button.

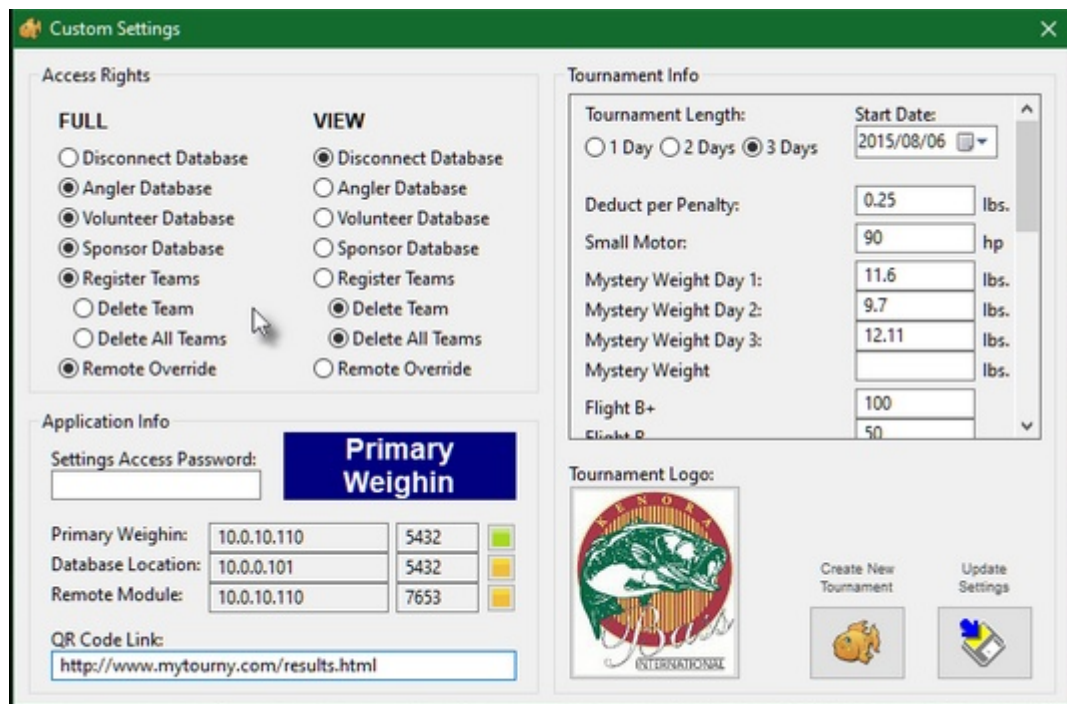
2.1.2.5 Settings

Selecting **Settings** will allow you to set up Angler Pro specific to your Tournament.

Before you are presented with the Settings menu, you will be asked to enter a password since some of the settings are sensitive and you do not want just anyone going in and changing them. If you have not yet set a password, simply leave the password field blank.



The Settings menu allows you to select a 1, 2 or 3 day tournament, the start date of your tournament, the amount of weight deducted for each penalty as well as various access rights. This allows for other Angler Pro terminals to be set up without the fear of data being added or modified by the wrong operators.



If you include a QR Code on Angler Tags, you can enter a QR Code Link here in the Settings menu. If you enter <http://www.mytourney.com/results.html> as the QR Code Link and the tag printed is for "Joe Fisher", the QR Code printed will contain: <http://www.mytourney.com/results.html#JOEFISHER>

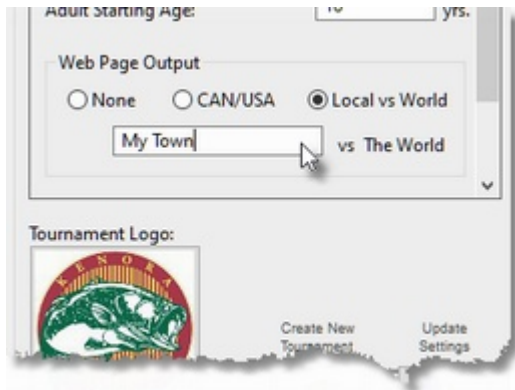
If you then use **Angler Pro Remote** module to upload the web page results to www.mytourney.com , the device scanning the code will be directed to the results page and anchor to the name JOEFISHER. This allows anyone to scan an Anglers Tag and quickly view the results of that Angler.

Once options have been changed, press the **Update Settings** button to save the new settings.



When starting a new tournament or running the Angler Pro software for the first time, the **Settings** menu is the first place you should start.

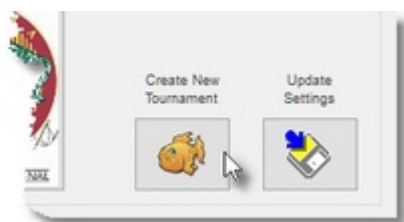
Web Page Output



If results for the Can/Am Challenge or Local vs The World Challenge are required on exported Web Pages, you can do this by selecting the appropriate setting. By selecting **None**, neither of these results will be included. You can also customize the name of the Local Team by entering it here.

Create New Tournament

When a tournament has finished and it is time to start a new one, use the **Create New Tournament** button to clear all the old Weigh-Ins and reset all team numbers back to zero.



NOTE: As a safety precaution, only the terminal containing the USB Key is allowed to create a new tournament and reset all data.

Using Multiple Angler Pro Tournament Modules

The first time you set up the main Angler Pro Tournament Module it will register the IP address of that computer as the Main Weigh In computer. The Title Bar will say "Primary" and the interface will have a blue color. All the main Weigh Ins will be performed on this computer and it will communicate directly with the Remote Module.



Additional Angler Pro Tournament Modules can be installed on other computers to be used as report computers for Media Outlets, printer computers, stat checking and verifying as well as a second Weigh In computer (if a second USB Key has been purchased). These computers will show "Secondary" in the Title Bar and the interface will have an orange color.



If you no longer want a specific computer to be the Main Weigh In computer, go into **Settings** and press the Green button next to **Primary Weighin**. This computer will become **Unregistered** and the first computer to start the Angler Pro Module will become the new Primary computer.

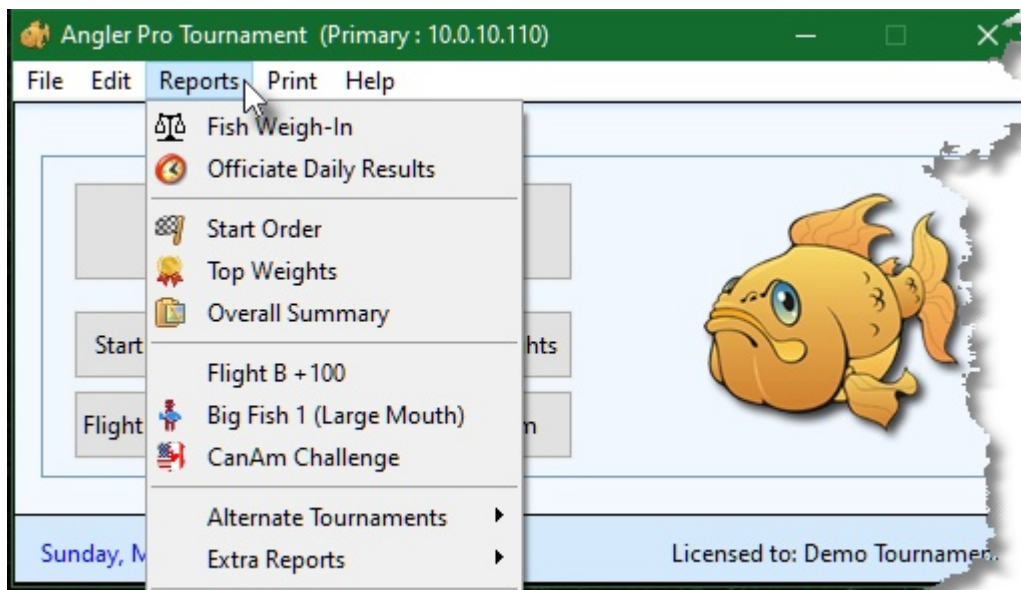


NOTE: A Main Angler Pro computer cannot be Unregistered unless the USB Key is attached to that computer.

You can also test a connection between the Angler Pro Module and the Angler Pro Database or the Remote Module but pressing the **Yellow** button next to each option.

2.1.3 Reports

Various reports and stats can be generated with the single click of a button in Angler Pro.



Angler Pro Tournament has a large number of different reports that can be generated throughout a fishing tournament. When a report is generated, the results are displayed on screen with the option to print the information.

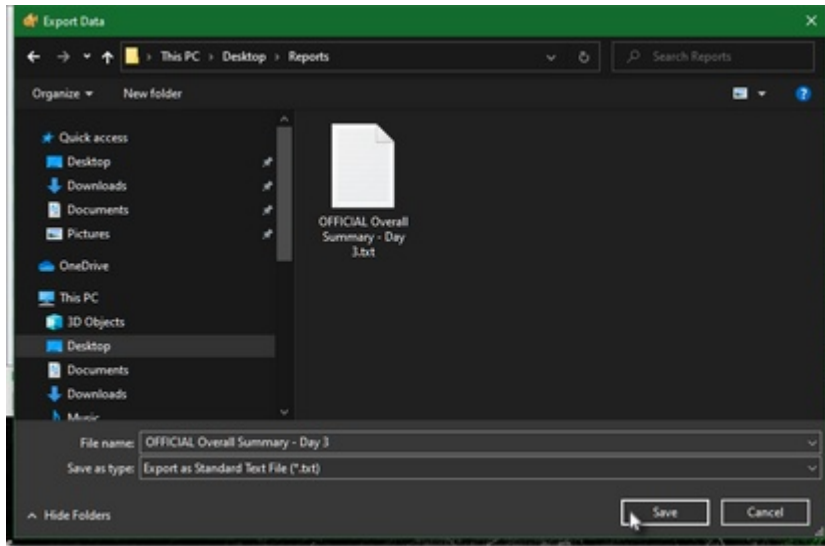
The sort order can be adjusted on any generated report by clicking the column heading.

Pos	Team	Day 1	Day 2	Day 3	Total	Captain	Partner	Needed
001	002	16.07	22.20	00.00	38.27	GIBBONS, OLIVER	GIBBONS, JASON	00.00
002	009	17.78	20.40	00.00	38.18	O,CONNOR, JON	SHARP, BYRON	00.90
003	056	17.25	15.65	00.00	32.90	CARLSON, BEHN	PEARSON, JON	05.37
004	008	16.41	16.22	00.00	32.63	BENNETT, DAVE	LIBITKA, MARK	05.64
005	113	17.15	15.35	00.00	32.50	SIEMENS, JAY	TULLY, MARK	05.77
006	091	15.21	17.08	00.00	32.29	BOHONIS, DARRIN	ELLIE, STEVE	05.98
007	037	15.30	16.92	00.00	32.22	DOERKSEN, BRAD	BALCIUNAS, RENNIE	06.05
008	012	15.99	16.20	00.00	32.19	WAGENAAR, DEREK	HENDY, JAMES	06.08
009	139	17.44	14.25	00.00	31.69	GIBBINS, JULES	MORRISON, JEFF	06.58
010	023	15.00	16.65	00.00	31.65	GIBBINS, SR., CLARENCE	GIBBONS, JR., CLARENCE	06.62
011	029	15.83	15.67	00.00	31.50	ENGSTROM, JEFF	BURTON, CONNOR	06.77
012	107	16.04	15.29	00.00	31.33	KELLY, DANIEL	JOSEPH, DANIEL	06.94
013	042	15.96	15.35	00.00	31.31	TACKNYK, DEAN	MCCOOL, GORD	06.96
014	048	15.36	15.86	00.00	31.22	NENISKA, STUART	NENISKA, DIANE	07.05
015	024	15.46	15.61	00.00	31.07	MARCINE, DARREN	COX, WADE	07.20
016	003	15.32	15.59	00.00	30.91	SAMSAL, JAY	NORMAN, TROY	07.36
017	133	16.03	14.77	00.00	30.80	KALISKA, DANA	ROCKOLA, MIKE	07.47
018	077	16.00	15.00	00.00	31.00	SWANSON, JEFF	RED, MICHAEL	07.50

To print all the information generated, press the **Print All** button. To print specific information, hold the CTRL key while selecting the items you would like printed, then press the **Print Selected** button when done.

Pressing the **Print Top** button will print the first 10 items in the list. You also have the option to change the default 10 items to whatever number you wish.

You can also export all generated items in the Report to a tab delimited text file or a basic HTML file by selecting your preference from the File Type list.



Note: If there is a specific report that you would like AnglerPro to generate for your tournament, please [contact us](#).

2.1.3.1 Fish Weigh-In

Selecting **Fish Weigh-In** brings up the Fish Weigh-In screen. This is where all weigh-in data is entered into the database for a 1, 2 or 3 day tournament.

Current Team #017 - JEFF GUSTAFSON / CHRIS SAVAGE

Next Team Up: Needed for 1st: 10.10

Day 1

Fish: Caught 5 Released 0

Weight	Penalty	Net Weight
15.65	0	15.65

Total: 15.65

Big Fish 1: 00.00 0 00.00

Big Fish 2: 00.00 0 00.00

Print Ticket

Day 2

Fish: Caught 5 Released 0

Weight	Penalty	Net Weight
12.52	0	12.52

Total: 12.52

Big Fish 1: 00.00 0 00.00

Big Fish 2: 00.00 0 00.00

Print Ticket

Day 3

Fish: Caught 5 Released 5

Weight	Penalty	Net Weight
13.76	0	13.76

Total: 13.76

Big Fish 1: 5.87 0 05.87



Big Fish 2: 00.00 0 00.00

Print Ticket

Day #1		Day #2		Day #3		TOTAL:	
Total Fish	Net Weight	Total Fish	Net Weight	Total Fish	Net Weight	Total Fish	Net Weight
5	15.65	5	12.52	5	13.76	15	41.93

☐ DISQUALIFY ☒ Auto Display ☐ Display Override ☐ + Sponsors

To Enter weights for a team, select the team number from the Team# drop box or simply type the team number into the Team# drop box and press the Enter key. If you are running a 2 day tournament then you will only see the first 2 weigh-in tabs. For a single day tournament only the first weigh-in tab will be displayed.

Anglers that have already weighed in will show  before the team number and Anglers who have not yet weighed in will show  before the team number. The Team currently being Weighed in will be displayed in the Title Bar.

Current Team #017 - JEFF GUSTAFSON / CHRIS SAVAGE

Next Team Up: Needed for 1st: 10.10

Day 1

Fish: Caught 5 Released 0

Weight	Penalty	Net Weight
15.65	0	15.65

Total: 15.65

Big Fish 1: 00.00 0 00.00

Big Fish 2: 00.00 0 00.00

Print Ticket

Day 2

Fish: Caught 5 Released 0

Weight	Penalty	Net Weight
12.52	0	12.52

Total: 12.52

Big Fish 1: 00.00 0 00.00

Big Fish 2: 00.00 0 00.00

Print Ticket

Day 3

Fish: Caught 5 Released 5

Weight	Penalty	Net Weight
13.76	0	13.76

Total: 13.76

Big Fish 1: 5.87 0 05.87

Big Fish 2: 00.00 0 00.00

Print Ticket

Day #1		Day #2		Day #3		TOTAL:	
Total Fish	Net Weight	Total Fish	Net Weight	Total Fish	Net Weight	Total Fish	Net Weight
5	15.65	5	12.52	5	13.76	15	41.93

☐ DISQUALIFY ☒ Auto Display ☐ Display Override ☐ + Sponsors

13 - BILL MCGHEE / KEN MCGHEE

14 - COEL FORSYTH / PAUL FORSYTH

15 - JOE PRITCHETT / ARCHIBALD HIRAM

16 - BERNARD BENOIT / DENNIS GRAHAM

17 - JEFF GUSTAFSON / CHRIS SAVAGE

18 - ALLEN KOBYLKA / LEN CARLSON

19 - DARRYL GALUSHA / GORD ADAMS

20 - CURTIS SCOTT / BILL SCOTT

21 - TONY SHIRELY / PAUL JANZEN

22 - ADAM BACHYNSKI / ANDREW BEERNAERT

23 - CLARENCE GIBBINS, SR. / CLARENCE GIBBONS, JR.

24 - DARREN MARCINE / WADE COX

25 - ANTHONY GRIFFITHS / BRAD MCCANN

26 - OWEN DOERKSEN / BRANDON SCOTT

27 - DARREN NENISKA / JOHN NENISKA

28 - TIM HULL / HUGH HULL

29 - JEFF ENGSTROM / CONNOR BURTON

Enter the number of fish caught, the number released and the total weight caught. If a penalty is incurred, enter the number of penalties and the Net Weight will automatically be calculated. If a team brings in a big fish, you also have the opportunity to enter it into the database. There are 2 lines for big fish since some tournaments would like weights separated, like weight for Big Mouth Bass and Small Mouth Bass.

Day 3

Caught: 5 Released: 5

	Weight	Penalty	Net Weight
Total:	13.76	0	13.76
Big Fish 1:	5.87	0	05.87
Big Fish 2:	00.00	0	00.00

If you would like to keep track of the areas where the fish have been caught, you can enter this information into the Area drop box.

Total: 13.76 0 13.76

Big Fish 1: 5.87 0 05.87

Big Fish 2: 00.00 0 00.00

Area: BIG NARROWS

If you would like the AnglerPro Remote module to follow along as weights are entered, select **Display Override** or **Display Override + Sponsors**

Day #1

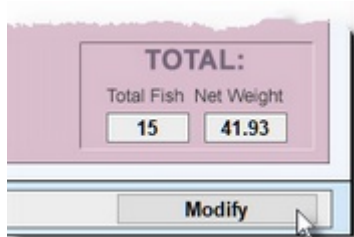
Total Fish: 5 Net Weight: 15.65

Day #2

Total Fish: 5 Net Weight: 12.52

Display Options: ☐ DISQUALIFY ☒ Auto Display ☐ Display Override ☐ + Sponsors

Once all data has been entered, press the **Modify** button to add it into the database.



Note: The Modify button will only be available on the computer containing the USB key. This is a security feature so weights can only be added or modified from a single location at a tournament.

2.1.3.2 Officiate Daily Results

Select **Officiate Daily Results** after all [Weigh-Ins](#) for the day are complete. This makes all results for the day official and does not allow for additional changes to be made.



Note: This is a fail-safe feature to prevent accidental data changes to days that have already passed. If you do need to go back to a previous day to correct a weight, reselect "Start of Tournament", make your changes, then set the officiated day back.

2.1.3.3 Start Order

This report will list the order the Anglers will start for that particular day

2.1.3.4 Top Weights

This report will display the total weights of all Anglers for a specific day or for the entire tournament.

2.1.3.5 Overall Summary

This report will display the overall results of the entire tournament all in one list.

2.1.3.6 Flight B+ 100

Flight B + will take all Anglers from a custom position (default is 100) and higher and list their top weights.

The default value can be changed in the Settings menu.

2.1.3.7 Big Fish

This report will display the top weights of fish from teams that have weighed in a big fish and the weight was specified as Big Fish 1 under Fish Weigh-In.

The name of the Big Fish 1 category can be named under [Settings](#).

2.1.3.8 CanAm Challenge

For tournaments that have teams competing for [Team Canada](#) and [Team USA](#), this report will display those results.

Team Canada will consist of up to 5 Teams and Team USA will consist of up to 5 Teams.

If a competing side has more than 5 Teams, the additional teams weights will be included in the total but only the top 5 team names will be shown on reports.

The results of the CanAm Challenge will be displayed on exported Web Pages if specified in [Settings](#).

2.1.3.9 Audit Report

This report is for checking all weigh-in data that has been entered into the current tournament. It will display all teams along with total weigh-ins, fish caught, big fish, etc. for each day.

2.1.3.10 Fish Released

If Area information was entered during [Fish Weigh-ins](#), this report will display how many fish were caught from each area

2.1.3.11 Alternate Tournaments

These are custom reports that can be used to create "mini" tournaments within the larger Main Tournament.



2.1.3.11.1 Big Fish + Overall Stringer

This report takes the total weight of the Biggest Fish caught in the tournament and puts that team in first place.

Their Biggest Fish weight is subtracted from their overall stringer weight and that team with the adjusted weight is put back in the list of overall weights.

The remaining overall weights then compete for 2nd, 3rd, 4th, etc. place.

With this type of tournament it is possible for the 1st place team to also win 2nd place.

2.1.3.11.2 Flight B- 50

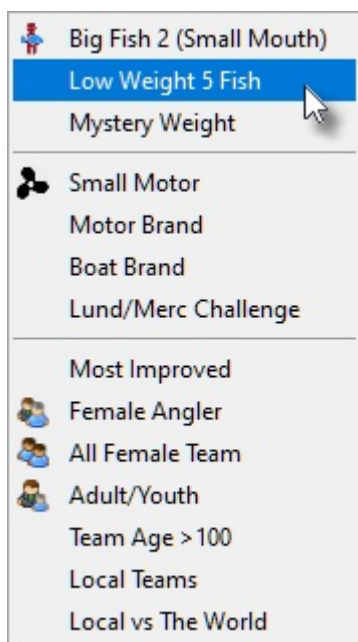
Flight B - will take the last specified Anglers (default is last 50) and list their top weights. The default value can be changed in the Settings menu.

2.1.3.11.3 Flight B 1/2

Flight B 1/2 will divide the total anglers participating in the tournament in half and display the top weights of the second half.

2.1.3.12 Extra Reports

Additional reports that do not have quick access buttons on the [Main Interface](#) are located in this section of the [Menubar](#).



2.1.3.12.1 Big Fish 2

This report will display the top weights of fish from teams that have weighed in a big fish and the weight was specified as Big Fish 2 under [Fish Weigh-In](#).

The name of the Big Fish 2 category can be named under [Settings](#).

2.1.3.12.2 Low Weight 5 Fish

This report will display the anglers with the lowest weight who have caught 5 fish.

2.1.3.12.3 Low Weight Single Fish

This report will display the anglers with the lowest weight who have only caught a single fish.

2.1.3.12.4 Mystery Weight

This report will display the anglers who have come closest to the [Mystery Weight](#) specified in the [Settings Menu](#) without going over.

2.1.3.12.5 Small Motor

This report will display top weights of all anglers using a motor less than or equal to the horse power specified under [Settings](#).

Motor HP information MUST be specified under [Register Teams](#) for anglers to be included in this report.

2.1.3.12.6 Motor Brand

This report will display top weights of all anglers using a specified Motor Brand.

Motor Brand information MUST be specified under [Register Teams](#) for anglers to be included in this report.

2.1.3.12.7 Boat Brand

This report will display top weights of all anglers using a specified Boat Brand.

Boat Brand information MUST be specified under [Register Teams](#) for anglers to be included in this report.

2.1.3.12.8 Lund/Merc Challenge

This report will display top weights of the anglers using and Lund/Merc boat/motor combo.

Motor Brand and Boat Brand information MUST be specified under [Register Teams](#) for anglers to be included in this report.

2.1.3.12.9 Most Improved

This report will display the anglers who have made the greatest improvement from the first day of the tournament.

2.1.3.12.10 Female Angler

This report will display the Teams that have at least one female angler.

Sex MUST be specified in the [Angler Database](#) for anglers to be included in this report.

2.1.3.12.11 All Female Team

This report will display the teams where both Anglers are female.

Sex MUST be specified in the [Angler Database](#) for anglers to be included in this report.

2.1.3.12.12 Adult/Youth

This report will display the Teams that have a team member under the age specified in [Settings](#). The default age of an Adult is 18.

Birth date MUST be specified in the [Angler Database](#) for anglers to be included in this report.

2.1.3.12.13 Team Age >100

This report will display the teams where the combined age of the anglers is greater than the age specified in the [Settings](#) (default is 100 years).
The default value can be changed in the Settings menu.

Birth date MUST be specified in the [Angler Database](#) for anglers to be included in this report.

2.1.3.12.14 Local Teams

This report will display the top weights of all anglers that have been specified as Local Teams under [Register Teams](#).

2.1.3.12.15 Team1 vs Team2

For teams to participate in this challenge, you must specify under [Register Teams](#) that the team is either Team1 or Team2.

The total weight of the Top 5 Team1 and the total weight of the Top 5 Team2 will be used to determine

results for Team1 vs Team2.

The name of Team1 and Team2 can be specified under [Settings](#).

The results of Team1 vs Team2 will be displayed on exported Web Pages if specified in [Settings](#).

2.1.4 Print

The **Print** menu allows you to print information related to the Anglers, Volunteers, Sponsors and Registered Teams in the AnglerPro database.



2.1.4.1 Display Tag Printer Que

The Tag Printer Que holds all the Anglers, Sponsors and Volunteer Tags that you select for printing. This allows you to save paper by waiting for at least 8 tags in the Que before printing, since AnglerPro prints 8 tags per sheet.

At any time you can clear the Tag Printer Que by pressing the **Empty Que** button.



To print the tags that have been added to the Tag Printer Que, press the Print ALL button. The Printer Guide will appear allowing you to fine tune your printout based on your printer hardware and to select a custom image for your tags by pressing the image button. The default image is the AnglerPro fish logo.

Printer Guide


Printer Adjustment

Page Width:

Page Height:

Nudge Up/Down:

Nudge Left/Right:



☐ Include Cut Lines on Printout

☒ Include QR Code for Anglers

Print Position

1	2
3	4
5	6
7	8

Select Starting Print Position

Once your test page lines up with the tags paper you are using, you can print tags by selecting where on the page you would like to start printing tags.

Pressing 1 will start printing tags from the top left of the page while pressing 8 will print the first tag at the bottom right before continuing from the top left on the next page.



To print Cut Lines on the tags paper, select "Include Cut Lines in Printout". If you are using pre cut tags paper you would not select this option.

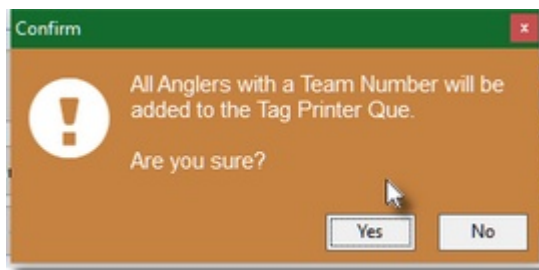
If you would like a QR Code included on each tag, select "Include QR Code for Anglers". The QR Code will include the text entered in the [Settings menu](#) along with the Anglers First & Last name.

This will allow devices to scan the QR Code and forward the user to a web page containing the Anglers Weigh In Position.



2.1.4.2 Angler/Team Tags

Selecting **Angler/Team Tags** from the menubar will automatically add ALL Anglers which are grouped as a team to the Tag Printer Que.



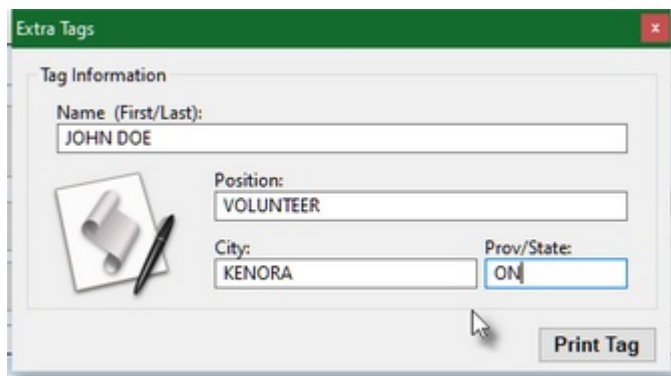
The [Tag Printer Que](#) will appear showing all Angler which have been added, allowing you the option to print them.



If you would like to Print individual Angler Tags, use the Print Tag option under Edit/[Angler Database](#). If the Angler is on a Team, you will have the option to add the Tag to the Tag Printer Que.

2.1.4.3 Extra Tags

Selecting Extra Tags from the menubar allows you to quickly print extra tags without having to add extra information to your database.



After entering the appropriate information and pressing the **Print Tag** button, the extra tag will be added to the [Tag Printer Que](#).

2.1.4.4 Anglers List

Selecting **Angler List** from the menubar will collect a list of all Anglers in the AnglerPro database and allow you to print them.

You can print the entire list by pressing the **Print All** button or print specific Anglers by holding the CTRL Key while selecting with the left mouse button, then pressing the **Print Selected** button.

Last	First	City	State	Country	Level
BLOME	JASON	I FALLS	MN	USA	
BLOME	KELLY	I FALLS	MN	USA	
BLUMER	THOMAS	WINNIPEG	MB	CANADA	
BOEHM	JAMES	WINNIPEG	MB	CANADA	
BOGGS	RICHIE	LAKESHORE	MN	USA	
BOHONIS	DARRIN	WINNIPEG	MB	CANADA	
BONES	GEORGE			CANADA	
BONKE	DAVE	NESTOR FALLS	ON	CANADA	
BONNEMA	SCOTT	ZIMMERMAN	MN	USA	
BORUP	KELLY	KENORA	ON	CANADA	
BOUKE	DAVE	FORT FRANCES	ON	CANADA	
BOWEN	DAVE	WINNIPEG	MB	CANADA	
BOYCHUK	JAMIE	KEEWATIN	ON	CANADA	
BOYER	GENE	SAVAGE	MN	USA	
BRETT	LORNE	THUNDER BAY	ON	CANADA	
BRIGHAM	NATHAN	EMO	ONTARIO	CANADA	
BROWN	AARON	ABBOTSFORD	BC	CANADA	

Export All Print Top 10 Print Selected Print All

2.1.4.5 Registered Teams List

Selecting **Registered Teams List** from the menubar will collect a list of all Registered Teams in the AnglerPro database and allow you to print them.

You can print the entire list by pressing the **Print All** button or print specific Teams by holding the CTRL Key while selecting with the left mouse button, then pressing the **Print Selected** button.


Team	Name	City	State	Country
001	BRUCE, JAMIE	KENORA	ON	CANADA
001	GUSTAFSON, BRYAN	FORT FRANCES	ON	CANADA
002	GIBBONS, OLIVER	SLEEMAN	ON	CANADA
002	GIBBONS, JASON	SLEEMAN	ON	CANADA
003	SAMSAL, JAY	KENORA	ON	CANADA
003	NORMAN, TROY	FORT FRANCES	ONTARIO	CANADA
004	GIBBONS, PAT	MORSON	ONT	CANADA
004	HANDORGAN, PAT	MORSON	ON	CANADA
005	COOK, SCOTT	WINNIPEG	MB	CANADA
005	COOK, KYLE	WINNIPEG	MB	CANADA
006	DINGWALL, SCOTT	KENORA	ON	CANADA
006	MILLER, MIKE	OSHAWA	ONT	CANADA
007	IACARELLA, HEATH	RAMSEY	MN	USA
007	WALSH, SCOTT	ELY	MN	USA
008	BENNETT, DAVE	Longbow Lake	ON	CANADA
008	LIBITKA, MARK	KENORA	ON	CANADA
009	O,CONNOR, JON	WINNIPEG	MB	CANADA
009	CLAPP, BYRON	STRATHMORE	ON	CANADA

Export All Print Top 10 Print Selected Print All

2.1.4.6 Volunteers List

Selecting **Volunteers List** from the menubar will collect a list of all Volunteers in the AnglerPro database and allow you to print them.

You can print the entire list by pressing the **Print All** button or print specific Volunteers by holding the CTRL Key while selecting with the left mouse button, then pressing the **Print Selected** button.



Last	First	Address	City	State	Zip	Phone
STAHLs	AVIS					
STAHLs	CATHY					
STAHLs	GARFIELD		KENORA	ON		
STASKA	BRENDEN					
STEFANIK	BRANDON		KENORA	ON		
STEFANIK	CHERYL		KENORA	ON		
STRACHAN	JEFF		KEEWATIN	ON		
SWEJDA	CASSIDY					
TACKNYK	TRISH					
THERRIEN	JESSICA					
THERRIEN	TRISH					
THIBODEAU	MARTIN		KENORA			
THOMPSON	TYLER		KIENORA			
THORNTON	CAROL					
THORSTEINSON	SANDRA					
TINTINALLI	KIM					
TINTINALLI	CHARON		KENORA	ON		

2.1.4.7 Sponsors List

Selecting **Sponsors List** from the menubar will collect a list of all Sponsors in the AnglerPro database and allow you to print them.

You can print the entire list by pressing the **Print All** button or print specific Sponsors by holding the CTRL Key while selecting with the left mouse button, then pressing the **Print Selected** button.

Company	Contact	Address	City	State
LAKE OF THE WOODS ELECTRI...	GLEN MCDUGALL	BOX 81	KENORA	ON
LAKE OF THE WOODS FREIGHT				
LAKESWOOD CREDIT UNION		346 SECOND STREET SO...	KENORA	ON
LEVY'S LEATHERS				
LOWERY'S LTD	ARCADE ZILINSKI	136 MAIN ST S	KENORA	ON
LUND BOATS / MERCURY MAR...	GEORGE CARLSON	BOX 68 LAUGHING WAT...	SIOUX NA...	ON
MAILBOXES ETC.	NEIL BROPHY	428 2ND ST S	KENORA	ON
MARMUS SUPPLY LTD/SHELL ...	BARRY MARMUS	1030 RAILWAY ST	KENORA	ON
MCDIARMID LUMBER	MIKE MCLEAN	1666 HWY 17 WEST	KEEWATIN	ON
MCDONALD'S RESTAURANT	STEVE FORD	900 HWY 17E	KENORA	ON
MCTAGGART'S	GORD MCTAGGART	133 MAIN ST S	KENORA	ON
MERRIDEW FINANCIAL ADVIS...	DAMEN MERRIDEW	301 1 ST AVE S	KENORA	ON
MID WEST TROPHY	DAVE SMITH	BOX 45659	DEL CITY	OK
MOLSON'S BREWRIES				
MORGAN FEULS				
NENISKA REPAIR	SHARON NENISKA	BOX 155	KENORA	ON
NIRRIER'S NOOK	??		KENORA	ON

Export All Print Top 10 Print Selected Print All

2.1.4.8 Leader Board

Selecting **Leader Board** from the menubar will collect a list of all Registered Teams participating in the current Tournament and format and print them for a Leader Board.

You can print the entire list by pressing the **Print All** button or print specific Teams by holding the CTRL Key while selecting with the left mouse button, then pressing the **Print Selected** button.

Leader Board

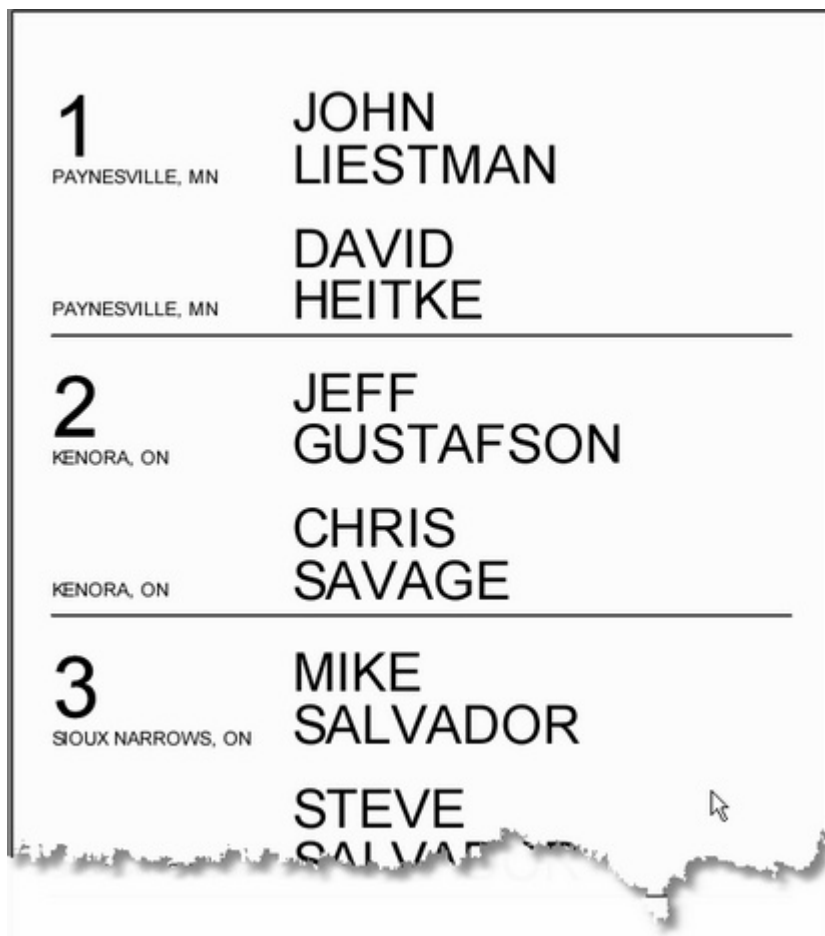
Team	Captain		City	Prov	Partner		City	Prov	CanAm
11	TIM	STREMLER	WINNIPEG	MB	TERRY	MCCLYMONT	LONGBOW...	ON	
12	DEREK	WAGENAAR	KENORA	ON	JAMES	HENDY	KEEWATIN	ON	
13	BILL	MCGHIE	BRADENTON	FL	KEN	MCGHIE	MCCORMI...	SC	
14	COEL	FORSYTH	KENORA	ON	PAUL	FORSYTH	KENORA	ON	
15	JOE	PRITCHETT	KENORA	ON	ARCHIBALD	HIRAM			
16	BERNARD	BENOIT	KEEWATIN	ON	DENNIS	GRAFHAM	KEEWATIN	ON	
17	JEFF	GUSTAFSON	KENORA	ON	CHRIS	SAVAGE	KEEWATIN	ON	
18	ALLEN	KOBYLKA	KEEWATIN	ON	LEN	CARLSON	KEEWATIN	ON	
19	DARRYL	GALUSHA	FORT FRA...	ON...	GORD	ADAMS	KENORA	ON	
20	CURTIS	SCOTT	KEEWATIN	ON	BILL	SCOTT	KEEWATIN	ON	
21	TONY	SHIRELY	WINNIPEG	MB	PAUL	JANZEN	ARNAUD	MB	
22	ADAM	BACHYNSKI	KEEWATIN	ON	ANDREW	BEERNAERT	KEEWATIN	ON	
23	CLARENCE	GIBBINS, SR.	MORSON	ONT	CLARENCE	GIBBONS, JR.	MORSON	ON	
24	DARREN	MARCINE	KENORA	ON	WADE	COX	KENORA	ON	
25	ANTHONY	GRIFFITHS	KENORA	ON...	BRAD	MCCANN	NEW BOTH...	MB	
26	OWEN	DOERKSEN	KEEWATIN	ON	BRANDON	SCOTT	KEEWATIN	ON	
27	DARREN	NENISKA	KENORA	ON	JOHN	NENISKA	KENORA	ON	
28	TIM	HULL	RICHMOND	BC	HUGH	HULL	WINNIPEG	MB	
29	JEFF	ENGSTROM	KENORA	ON	CONNOR	BURTON	KENORA	ON	

Print Selected

Print All

The Leader Board is formatted as 3 Teams per page, showing Team Number, Captain, Partner and

their current hometown's.



2.1.5 Help

The **Help** menu gives you access to various help and support resources as well as application information.



2.1.5.1 Help

Selecting **Help** opens the windows help file containing all the information you are reading here. For quick reference, you can open the help file at any time while using AnglerPro.



2.1.5.2 Angler Pro Website

Selecting **Angler Pro Website** will open your default web browser and take you to the official Angler Pro Website.

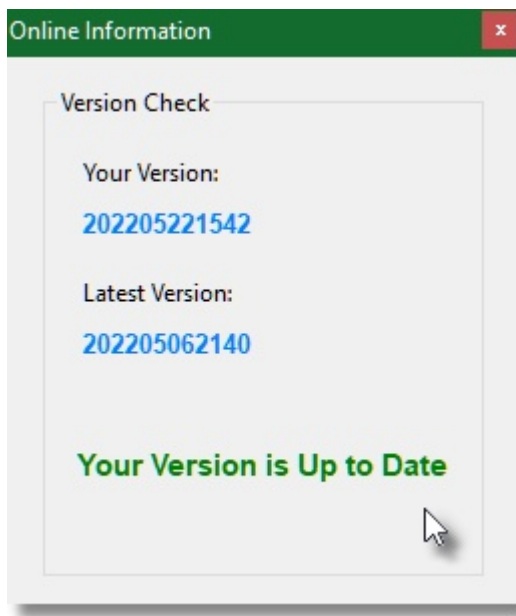
The Angler Pro Website contains the latest software updates as well as a support forum for extra help.

<https://reelmedia.org/anglerpro>

2.1.5.3 Check for Online Updates

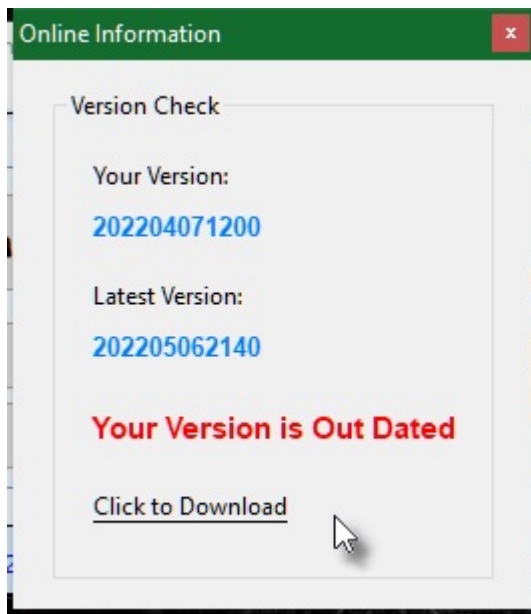
Check for Online Updates will connect to the AnglerPro Version Server and compares your version of AnglerPro to the newest version available for download. This gives you a quick and easy way to ensure you are always using the latest and best software.

If you are using an old version of AnglerPro, you will be prompted to go to the AnglerPro Website to download the newest version.



2.1.5.4 Disable AutoUpdate Checking

Each time you start the main Angler Pro Tournament Module, it will check the Angler Pro website to see if there are any newer versions of the software available and if there is, it will let you know. If you would like to prevent this feature from checking for new versions of the software, make sure this option is checked.



2.1.5.5 Enter Registration Key

The Demo Version of AnglerPro has certain features disabled until a full version is purchased. When a key is purchased, a personal registration key will be emailed to you.

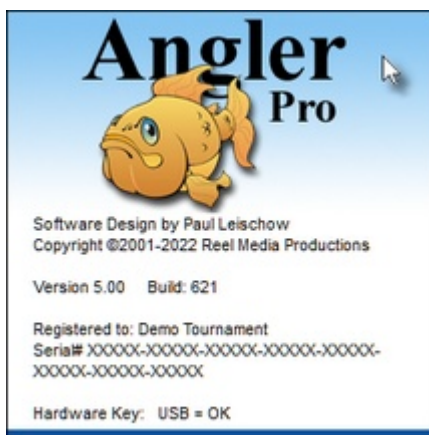


Select **Enter Registration Key** and enter your personal key code into the appropriate fields.



2.1.5.6 About

Selecting **About** will display the current AnglerPro version you are using along with personal license information.



2.2 Main Interface

The AnglerPro Main Interface offers quick access to [Weigh-Ins](#) as well as the most often used [Reports](#).

The [MenuBar](#) allows access to all additional features in the AnglerPro software.



2.3 Gettings Started

PostgreSQL Database Server Installation

AnglerPro Tournament Software requires the installation of the free PostgreSQL Database Server and it is recommended to install PostgreSQL on the same computer you will be installing the AnglerPro Tournament Software.



Please visit the PostgreSQL Website to download the appropriate Database Server Software.

<https://www.postgresql.org/download/windows>

<https://www.enterprisedb.com/downloads/postgres-postgresql-downloads>

AnglerPro has been tested with PostgreSQL version 9.4.24 and is demonstrated in the **Help Video** available on the [AnglerPro website](#).

AnglerPro Software Installation

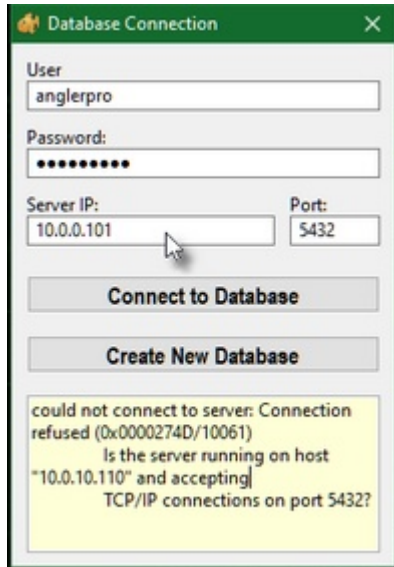
Download the Angler Pro software from the link provided to Registered Users.

Install the software once it has been downloaded to your computer.

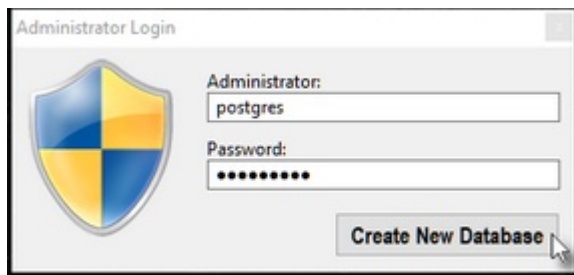
A quick start link to the main Angler Pro Tournament Module will be placed on the Windows Desktop.

Double click this link to start the software.

The first time you run any of the modules, you will be asked to supply a User Name and Registration Key. Once this information has been entered, you will be ready to run the software. You will also be asked to connect to the Angler Pro Database Server by specifying the IP address along with the Username and Password.



NOTE: If you are setting up the software/database for the first time, enter a Password you would like ALL the AnglerPro modules to use, then press the "Create New Database" button.



You will be asked to enter the Administrator Name and Password to access the Database Server. (This is the Name and Password used when installing the PostgreSQL Database Server software)

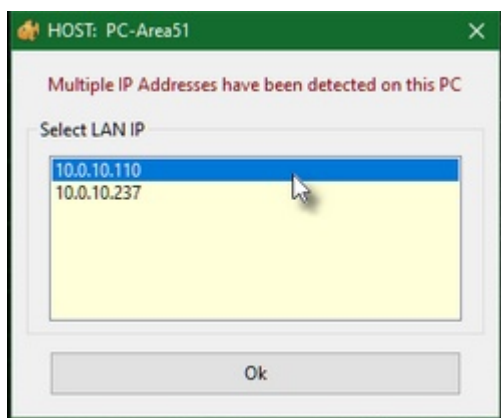
Press the "Create New Database" button to create the Angler Pro database. (This may take a few minutes)

If you are unable to connect to the PostgreSQL database server, make sure the PostgreSQL app is able to communicate through the Windows Firewall by adding it to the "Allowed app and features" list under "Windows Defender Firewall --> Allowed apps"

The software will automatically detect the IP address of the current computer and use it to connect to

any of the other Angler Pro Modules.

If more than one IP address is detected (example: you have a LAN connection and a WiFi connection), you will be asked to select which IP address to use.



NOTE: To prevent this message appearing every time you start the Angler Pro Software, simply disable the network devices you are not using in Windows Network Settings.



Angler Pro Tournament

Start by selecting Angler Pro Tournament from the link provided on the Windows Desktop or from the Windows Start Menu. Enter the required registration information. You may be required to restart the Angler Pro software.

Next go into the [Settings](#) and customize your tournament by entering the start date, numbers of days, weight deducted per penalty and access rights. If this is your main terminal, it is best to give access to all features in the program.

Press the [Update Settings](#) button when done.

Under [Edit](#) in the menubar, select [Angler Database](#) to add or modify Angler Information. This is also a good time to enter [Volunteer](#) and [Sponsor](#) information.

Now it's time to start building your teams by selecting [Edit](#) from the menubar and then [Register Teams](#).

You can assign team numbers while you build your teams or after you have put all your teams together.

The more information you provide when building your teams (bios, sponsors, etc), the more will be available to your [MC Display](#) later in your tournament.

When your tournament is underway, press the [Fish Weigh-In](#) button to start weigh-ins. Enter the team number that is weighing in (or select from the team list) and press the Enter key or the  button.

NOTE: If you are running Angler Pro Remote and Angler Pro Display in your tournament for generating TV displays, make sure you have [Display Override](#) enabled and press the **Modify** button right away. This will force the information for the team you are currently weighing in to be displayed on the [AnglerPro Display](#) computer.

Enter all the weigh-in data for that day and press the **Modify** button when done.

Up to date reports can be generated at any time through out the tournament.

When the weigh-ins for the day are over and all the data has been checked for accuracy, select [Reports](#) from the menubar and press [Officiate Daily Results](#).

NOTE: Weight-ins can only be entered on the computer containing the USB Key. If the USB Key is lost or stolen, you will NOT be able to enter any weigh-in data. It is recommended to insure the USB Key for the cost of replacement in case it is lost or stolen. Pricing can be found on the [Angler Pro](#) website.

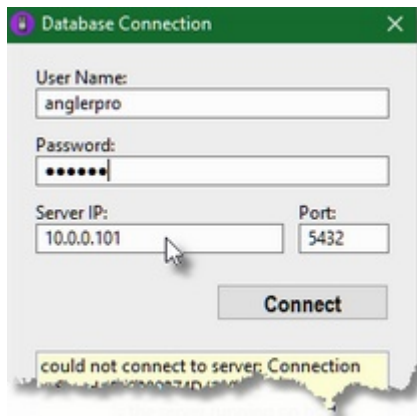
Part



3 Angler Pro Remote

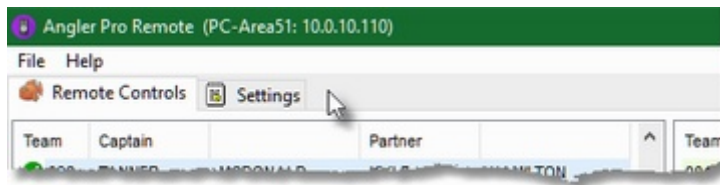
AnglerPro Remote generates data to the AnglerPro Display module as well as web pages for the Internet. The AnglerPro Remote module will also follow the weigh-in progress as weights are entered in the main [AnglerPro Tournament](#) module.

The very first time the Angler Pro Remote module is started it will ask you to enter the IP Address of the Angler Pro Database Server, along with User Name and Password..



3.1 MenuBar

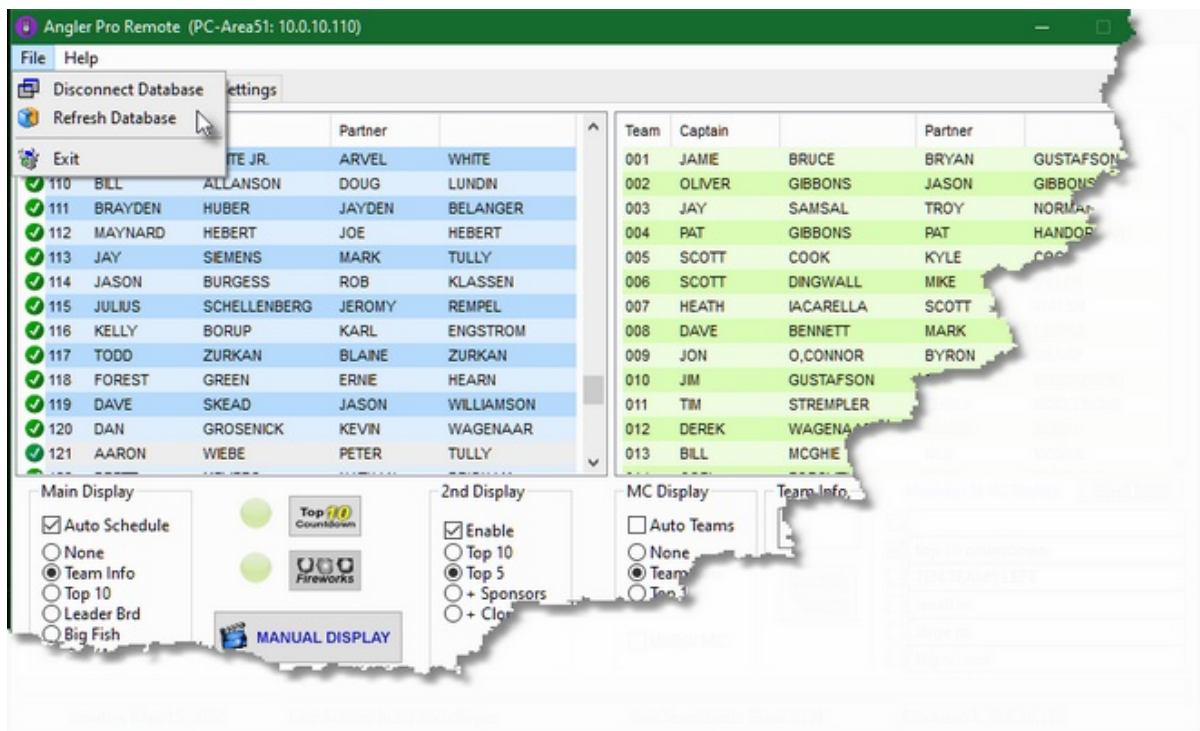
The [AnglerPro Remote](#) MenuBar is used for help and additional information.



To use the MenuBar, simply select the appropriate heading and then select the required action.

3.1.1 File

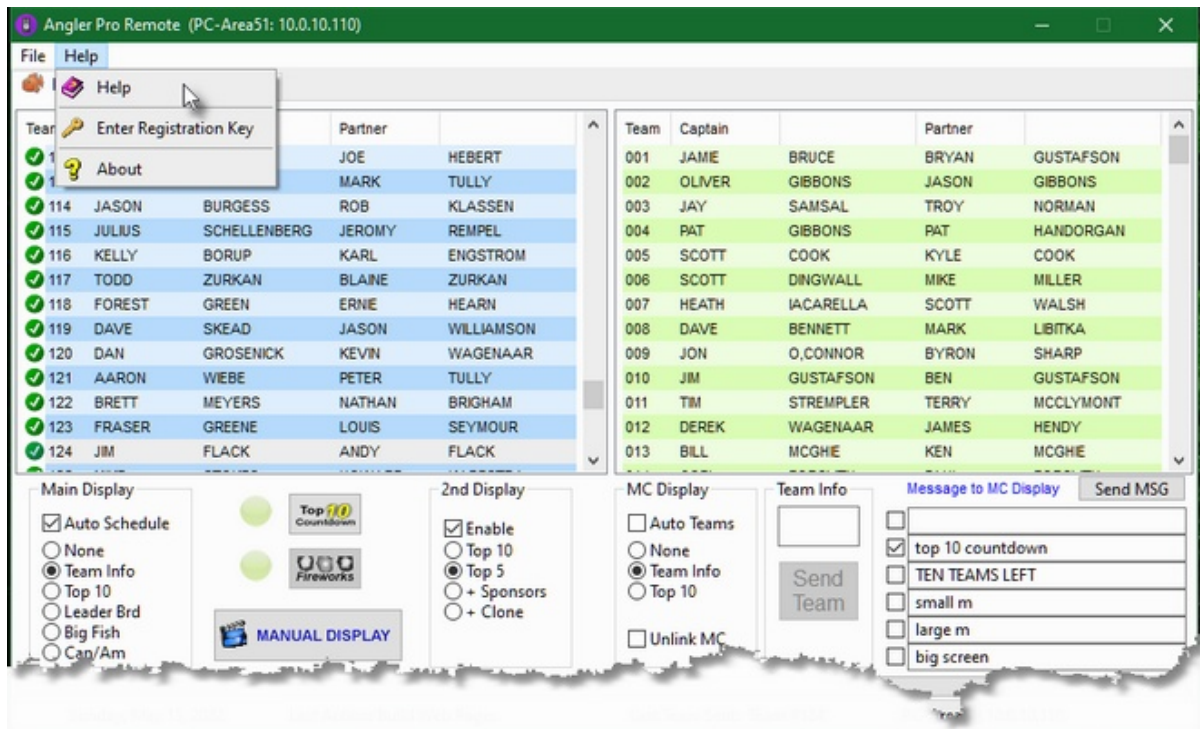
Selecting **File** from the menubar will allow you to **Disconnect Database**, **Refresh Database** or **Exit** the program.



Refresh Database may be necessary if Angler or Team information has been changed or added to the Angler Pro database after the Angler Pro Remote Module has been started.

3.1.2 Help

Selecting **Help** from the help menubar gives you access to various help and support resources as well as application information.



Help opens the windows help file containing all the information you are reading here. For quick reference, you can open the help file at any time while using AnglerPro.

Enter Registration Key allows you to enter your personal key code into the appropriate fields. The Demo Version of AnglerPro has certain features disabled until a full version is purchased. When a key is purchased, a personal registration key will be emailed to you.

About will display the current AnglerPro version you are using along with personal license information.

3.2 Main Interface

The AnglerPro Remote **Main Interface** is broken into 3 areas:

Remote Controls

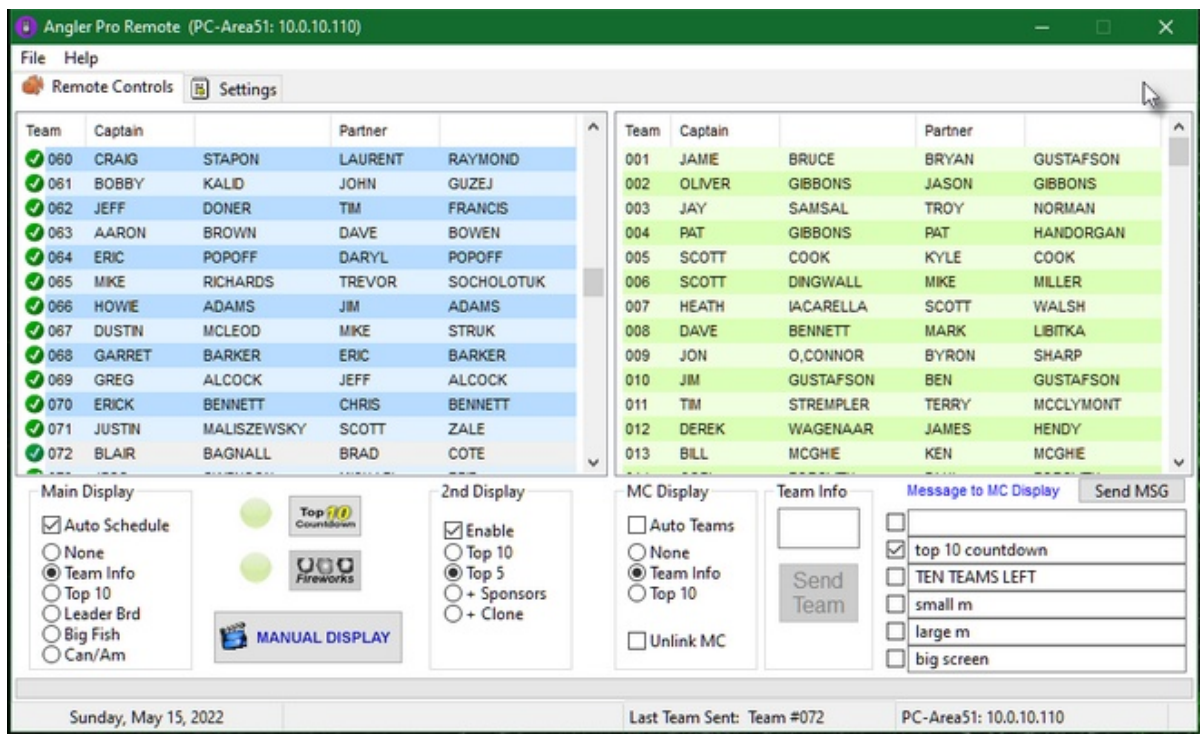
- This is where information for the [AnglerPro Display](#) and Web pages are generated.

Settings

- This is where you can tell AnglerPro Remote what schedules to play, where to send web page data and where the other AnglerPro Modules are located on the network.

Menubar

- This is where additional information regarding the [AnglerPro Remote](#) module can be found.

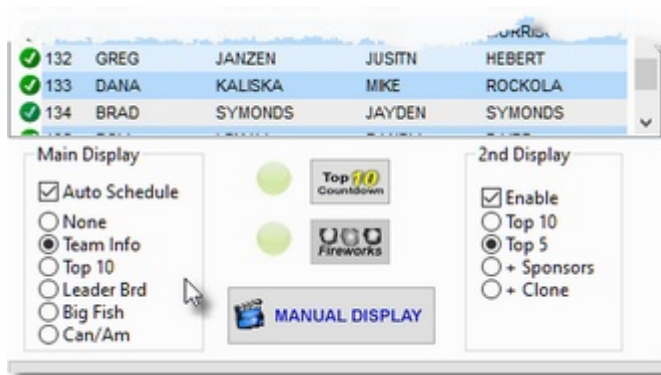


3.2.1 Remote Controls

Main Display

When **Auto Schedule** is checked, displays are generated on the Main [TV Display](#) based on a schedule created in the [Settings](#) interface.

When the Manual Display button is pressed, displays are generated on the Main [TV Display](#) based on selected options... None, Team Info, Top 10, Leader Board, Big Fish, Can/Am. Selecting None will cause nothing to be generated on the Main [TV Display](#). Selecting Team Info will generate a Team Info screen for the team that is currently selected in the Team List.

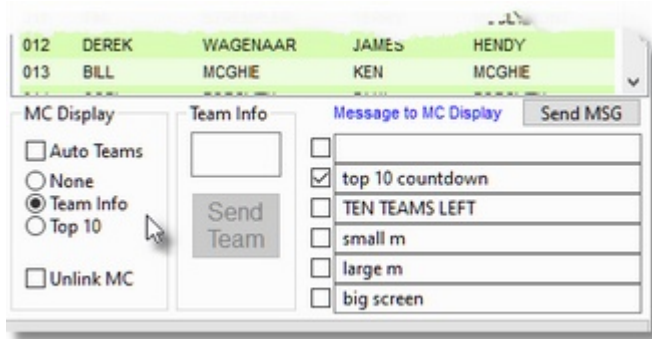


2nd Display

If you are running a second display, you can enable it by checking **Enable** under **2nd Display**. The second display can have a constant Top 10 list, a constant Top 5 list (Leader Board), Team Info with Sponsor Banners or can be an exact Clone of the Main [TV Display](#).

MC Display

To have the [MC Display](#) follow along with the Main Display, check the **Auto Teams** option.



When the **Manual Display** button is pressed, displays are generated on the [MC Display](#) based on selected options... None, Team Info or Top 10.

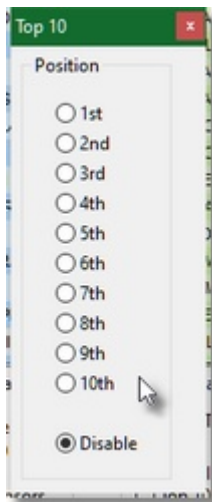
Selecting None will cause nothing to be generated on the [MC Display](#). Selecting Team Info will generate team stats for the team that is currently selected in the Team List.

When **Unlink MC** is checked, all Team info sent to the MC Display is done manually by entering the Team number in the **Team Info** box and then pressing the **Send Team** button. It will not follow the TV Display or the Angler Pro Weigh In module when weighins are updated.

You can send messages to the [MC Display](#) by entering text in any of the six message slots and pressing the **MC Message** button. Message slots that are checked off will be sent to the [MC Display](#). Messages are removed from the [MC Display](#) by pressing the **MC Message** button again.

There are two additional buttons which enhance the [TV Display](#), Top 10 Countdown and Fireworks.

The **Top 10 Countdown** button will display the Top 10 list but will do it one Angler at a time, from 10 to 1. A special window will appear which allows you to manually select which position to display.

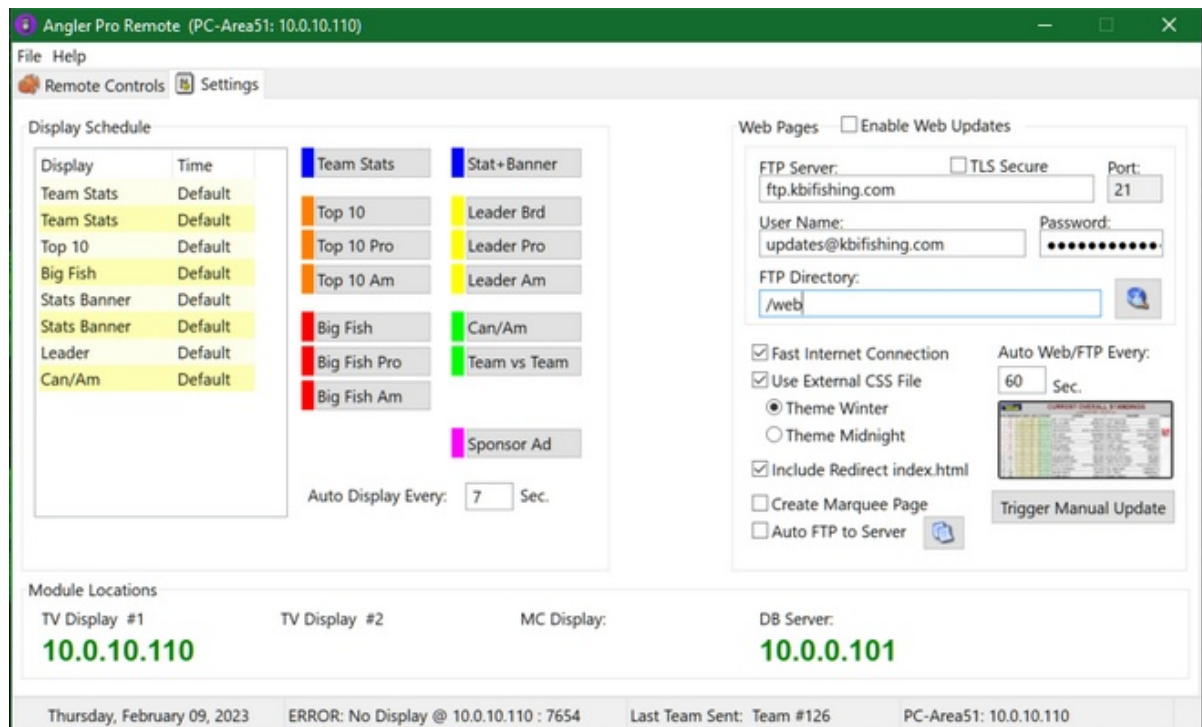


The **Fireworks** button will add fireworks graphics over the Team Info that is currently being displayed on the [TV Display](#).



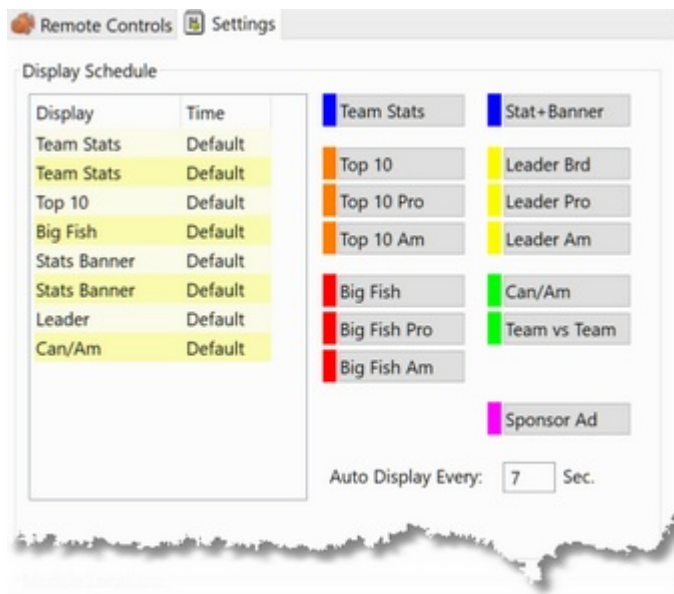
3.2.2 Settings

The AnglerPro Remote **Settings** is broken into 3 areas: Display Schedule, Web Pages & Folder Settings.



Display Schedule

For the [AnglerPro Remote](#) module to generate display data automatically, you must set up a Display Schedule. Display data will be generated in the order from top to bottom and will change based on the time entered in **Auto Display Every __ Sec**. The default time is 5 seconds.



To add a display item, press the appropriate button and it will be added to the schedule. To remove an item from the schedule, double right click on the item you wish to remove. You can also change the order of the items by selecting the item and pressing the **PageUp** or **PageDown** keys.

You can customize the [Stats+Banner](#) and [Sponsor Ads](#) that are displayed by adding your own images to the appropriate folders.

Web Pages

AnglerPro Remote can automatically generate web pages that can be served locally by using the provided AnglerPro Server software (located in the Main AnglerPro Tournament folder) or transferred via FTP to a remote web server.

To automatically generate web pages, check off **Enable Web Updates**.

If you are having your web pages sent to a remote server, fill in the required FTP Server information and check off **Auto FTP to Server**. Web pages will be generated every 60 seconds. If you would like to shorten or lengthen this time, simply change the default value.

If you do not wish to have web pages automatically generated, you can still create web pages manually by pressing the **Trigger Manual Update** button.

If you have a slow internet connection, AnglerPro Remote will only send a single web page each time. For a fast internet connection, check **Fast Internet Connection** and AnglerPro Remote will send five web pages each time which will allow the Internet viewer to sort results interactively.

The webpage generated containing the statistics is called **results.html**

If you are sending this webpage to a web server which does not have an **index.html** file that will link to this **results.html** page, you can have one automatically generated by selecting the option **Include Redirect index.html**

Angler Pro Remote will display the IP Address of the various Modules it needs to communicate with. If you want to display data on the TV Display but no IP address is listed, that means it cannot communicate with that Module and it will not work.

NOTE: Always start the TV Displays or MC Display before starting the Remote Module. This will make sure the IP address of those Modules has been registered with the Angler Pro Database Server and

the Remote Module will be able to see them on the Network.

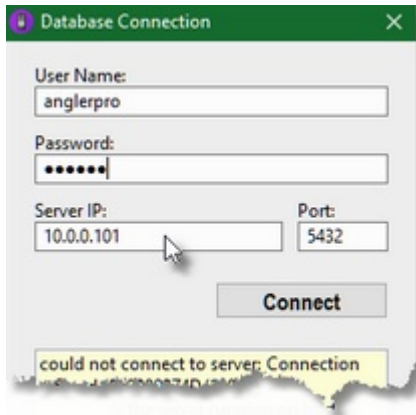
Part

IV

4 Angler Pro Display

The **Angler Pro Display** creates graphic screens based on the information sent to it from the [AnglerPro Remote](#) module.

The very first time the Angler Pro Display module is started it will ask you to enter the IP Address of the Angler Pro Database Server, along with User Name and Password..



NOTE: It is recommended to start the Display Module before starting the Remote Module. This allows for the IP address of the Display Module to be pre registered with the Database and the Remote Module is able to connect to the Display Module faster.

4.1 MenuBar


The [AnglerPro Display](#) MenuBar is used for help and additional information.



To use the MenuBar, simply select the appropriate heading and then select the required action.

4.1.1 File

Selecting **File** from the menubar gives you the option to **Disconnect Database** or **Exit** the program.

This is the same as pressing the  button in the top right corner of the window.



4.1.2 Settings

Selecting **Settings** from the menubar will allow you to select how the DirectX screens will be displayed. By default the screen will be displayed Full Screen on the computer monitor.



The default screen setting is **Full Screen**, which will generate a display that covers the entire monitor.

If you have a dual monitor setup, you can select **Multi Monitors** which will generate a display that covers both monitors. Both monitors should have the same screen resolution or the Display will not be divided evenly.

If you are running a Tournament on a single Laptop, the **HDMI Laptop** option allows you to run the Display Module on the same system as the Angler Pro Software and TV/MC Displays are generated and sent to the HDMI port connected to a secondary monitor.

Special considerations for this option:

1. Laptop must have a secondary monitor connected to the HDMI port of the Laptop
2. Under Windows Settings/Display Settings, 2nd display must be to the right of the main display
3. Under Windows Settings/Display Settings, Multiple Displays must be set to "Extend these displays"
4. Laptop should have enough processing power to generate high resolution graphics while also running the other Angler Pro Modules
5. When all the Angler Pro Modules are running on the same computer system, there will be no failsafe if the Windows Operating System fails (crashes)

The **Escape** key is used to shut down the Display Module if the screen setting is **Full Screen** or **Multi Monitors**.

The **Escape+LeftShift** key is used to shut down the Display Module if the screen setting is **HDMI Laptop**.

The Angler Pro **Remote Display HD** Module uses DirectX11 which takes advantage of the latest computer graphics cards. If you have display issues or DirectX will not initialize, you can try "Remote Display HD DirectX9" which is included in the Angler Pro folder and uses the older DirectX9 standard.

4.1.3 Help

Selecting **Help** from the help menubar gives you access to various help and support resources as well as application information.



Help opens the windows help file containing all the information you are reading here. For quick reference, you can open the help file at any time while using AnglerPro.

Enter Registration Key allows you to enter your personal key code into the appropriate fields. The Demo Version of AnglerPro has certain features disabled until a full version is purchased. When a key is purchased, a personal registration key will be emailed to you.

About will display the current AnglerPro version you are using along with personal license information.

4.2 Main Interface

The **Main Interface** for the AnglerPro Display Module is a simple design with two main options, TV Display and MC Display.

The [TV Display](#) generates special stats pages designed specifically for display on television and takes advantage of Video Cards with TV Out.

The [MC Display](#) is for giving information to the tournaments MC so he can see and talk about the current team that is weighing in.



Additional information is available from the menubar at the top of the window.

4.2.1 TV Display

The **TV Display** is capable of generating a number of professional graphic screens designed for television broadcast.

The **Team Info** screen displays both the Captain and Partner of a team along with photos if photos have been assigned. If no photo has been assigned, the default AnglerPro fish logo is used. The weights, fish caught for each day and overall totals are also displayed.

TEAM# 2		Rank: 2 Needed: 3.66 lbs	
			
OLIVER GIBBONS		JASON GIBBONS	
	DAY 1	DAY 2	DAY 3
WEIGHT	16.07	22.20	0.00
FISH	5	5	0
			TOTAL
			38.27
			10

Team Info + Banner displays the same info as above but with the addition of customer banners which can advertise sponsors.

TEAM# 20 Rank: 26 Needed: 11.92 lbs




CURTIS SCOTT

BILL SCOTT

	DAY 1	DAY 2	DAY 3	TOTAL
WEIGHT	13.57	16.44	0.00	30.01
RISK	5	5	0	10

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Professional Fishing Tournament Software

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The **Top 10** screen shows the current top 10 anglers along with animated flags if they are on Team Canada or Team USA.


TOP 10 ANGLERS			
TEAM	WEIGHT		
17	41.93		JEFF GUSTAFSON - CHRIS SAVAGE
2	38.27		OLIVER GIBBONS - JASON GIBBONS
9	38.18		JON O'CONNOR - BYRON SHARP
56	32.90		BEHN CARLSON - JON PEARSON
8	32.63		DAVE BENNETT - MARK LIBITKA
113	32.50		JAY SIEMENS - MARK TULLY
91	32.29		DARRIN BOHONIS - STEVE ELLIE
37	32.22		BRAD DOERKSEN - RENNIE BALCIUNAS
12	32.19		DEREK WAGENAAR - JAMES HENDY
139	31.69		JULES GIBBINS - JEFF MORRISON

The **Big Fish** screen shows the current team and weight of the big fish that has been caught for each day of the tournament.

BIG FISH - OVERALL

DAY 1
 # 102 BLAKE LUNDIN - MITCH LAWRENCE
5.79 lbs

DAY 2
 # 2 OLIVER GIBBONS - JASON GIBBONS
 6.28 lbs

DAY 3
 # 17 JEFF GUSTAFSON - CHRIS SAVAGE
 5.87 lbs

The **CanAm Challenge** screen shows the current standings of Team Canada and Team USA for the CanAm Challenge.



The **Leader Board** screen shows the current leading 5 anglers along with animated flags if they are on Team Canada or Team USA.



4.2.2 MC Display

The MC Display consists of a special screen designed to give the MC of the tournament information about the team that is currently weighing in.

PART / CAPT	JAY SAMSAL KENORA, ON CANADA TROY NORMAN FORT FRANCES, ONTARIO CANADA				TEAM 3 --- --- ---
FISHES	DAY 1	DAY 2	DAY 3	TOTALS	POS: 17 NEED: 11.02 lbs
	15.32 lb	15.59 lb	0.00 lb	30.91 lb	
	5	0	0	5	
	0	0	0		
TEAM BIOS					
	21 ft. BASSCAT / MERC 250HP				
SPONSORS					
	Cabela's, Rapala				
	Shimano				
	G-Loomis				
Top Weight: Team 17 = 13.76 lb Top Fish: Team 17 = 5.87 lb IN: 1 LEFT: 141 22:58:38					

Another screen which can be brought up for the MC throughout the tournament is the Top 10 Anglers.

TEAM		WEIGHT	TOP 10 ANGLERS	
17	41.93		JEFF GUSTAFSON - CHRIS SAVAGE	
2	38.27		OLIVER GIBBONS - JASON GIBBONS	
9	38.18		JON O'CONNOR - BYRON SHARP	
56	32.90		BEHN CARLSON - JON PEARSON	
8	32.63		DAVE BENNETT - MARK LIBITKA	
113	32.50		JAY SIEMENS - MARK TULLY	
91	32.29		DARRIN BOHONIS - STEVE ELLIE	
37	32.22		BRAD DOERKSEN - RENNIE BALCIUNAS	
12	32.19		DEREK WAGENAAR - JAMES HENDY	
139	31.69		JULES GIBBINS - JEFF MORRISON	

4.3 Sponsor Banners and Ads

The AnglerPro Display module is able to display two types of sponsorship information, full page ads and small banner ads.

Banner Ads

When [AnglerPro Remote](#) is told to generate Team Info + Banners, [AnglerPro Display](#) will look in the folder "Documents\AnglerPro5\Banners". Any JPG image that is formatted **1040x90** (HD) or **520x60** (SD) can be used for Banners across the bottom of the Team Info screen.



If AnglerPro Display finds 3 images in the folder, it will rotate through those 3 images. If there is a problem loading an image or it does not find any images, it will display the default Angler Pro Banner.

TEAM# 48 Rank: 15 Needed: 10.71 lbs



STUART NENISKA



DIANE NENISKA

	DAY 1	DAY 2	DAY 3	TOTAL
WEIGHT	15.36	15.86	0.00	31.22
RISK	5	5	0	10

 **coca-cola** **DIAMOND SPONSOR**

Sponsor Ads

When [AnglerPro Remote](#) is scheduled to generate a [Sponsor Ad](#), [AnglerPro Display](#) will look in the folder "Documents\AnglerPro5\Ads". Any JPG image that is formatted **1280x720** (HD) or **640x480** (SD) can be used and displayed as a full page ad.



PLATINUM SPONSORS
\$1000+

 **2001**

 **ROYAL BANK FINANCIAL GROUP**

 **Kenora District Credit Union**

 **Best Western**

Lakeside Inn

Tim Hortons

AnglerPro Display will rotate through all the images it finds in that folder. If there is a problem loading an image or it does not find any images, it will display the Tournament Startup Page (Welcome to "Your Tournament").

NOTE: Images must be placed in the "Ads" folder or the "Banners" folder on the computer running the Display Module.

Part

V

5 Additional Hardware Support

Angler Pro supports the H2 Series digital scale



and the CS19 digital scale* from [ProTournament Scales](#).



***NOTE:** The CS19 requires the additional "WiFi Radio Hub" or the "Legacy Module"

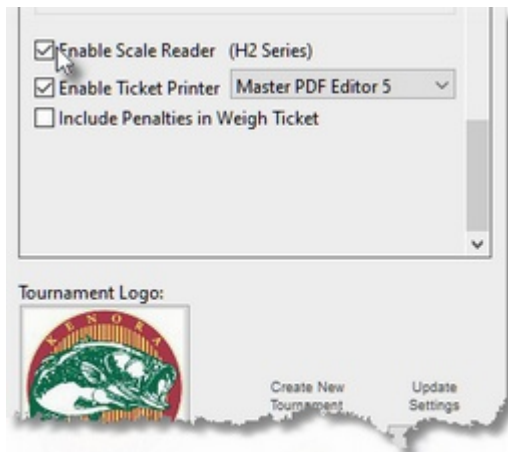
Angler Pro supports the Epson Tournament Ticket Printer from [ProTournament Scales](#).



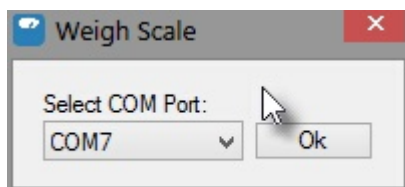
5.1 Angler Pro Scale Reader

The H2 & CS19 Series digital weigh scale comes with a wireless receiver that plugs directly into the USB port of your computer.

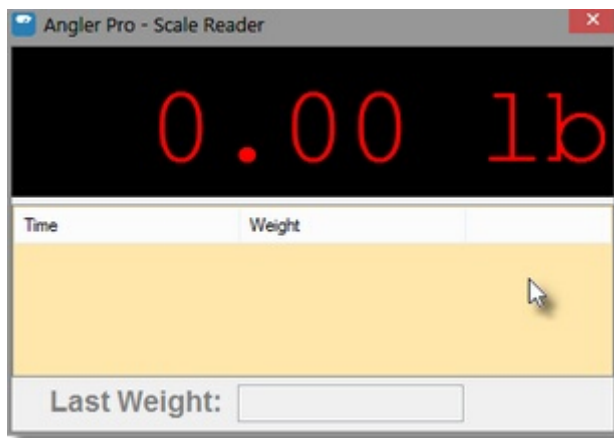
To enable the Scale Reader in the Angler Pro Tournament software, go into the [Settings Menu](#) and place a check in the box labeled Enable Scale Reader.



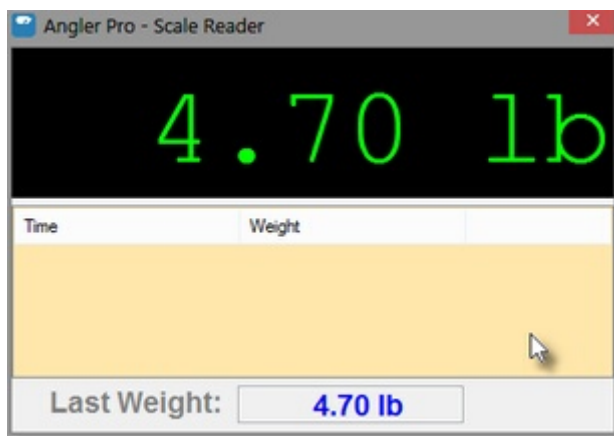
When you go into the [Fish Weigh-In](#) screen the Scale Reader will open and you will be prompted to select the COM Port which the Weigh Scale Receiver is connected to.



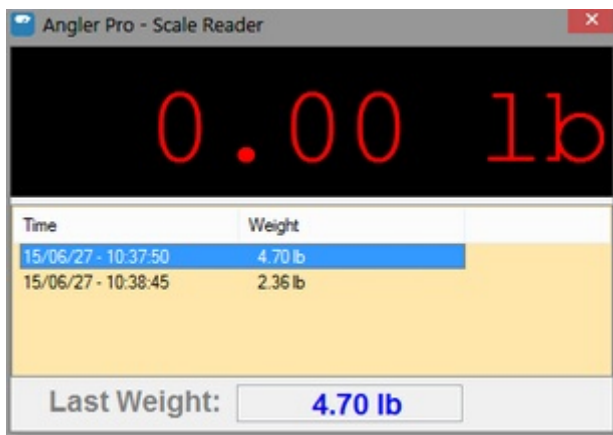
You should see the current weight being sent from the Scale if the connection is successful.



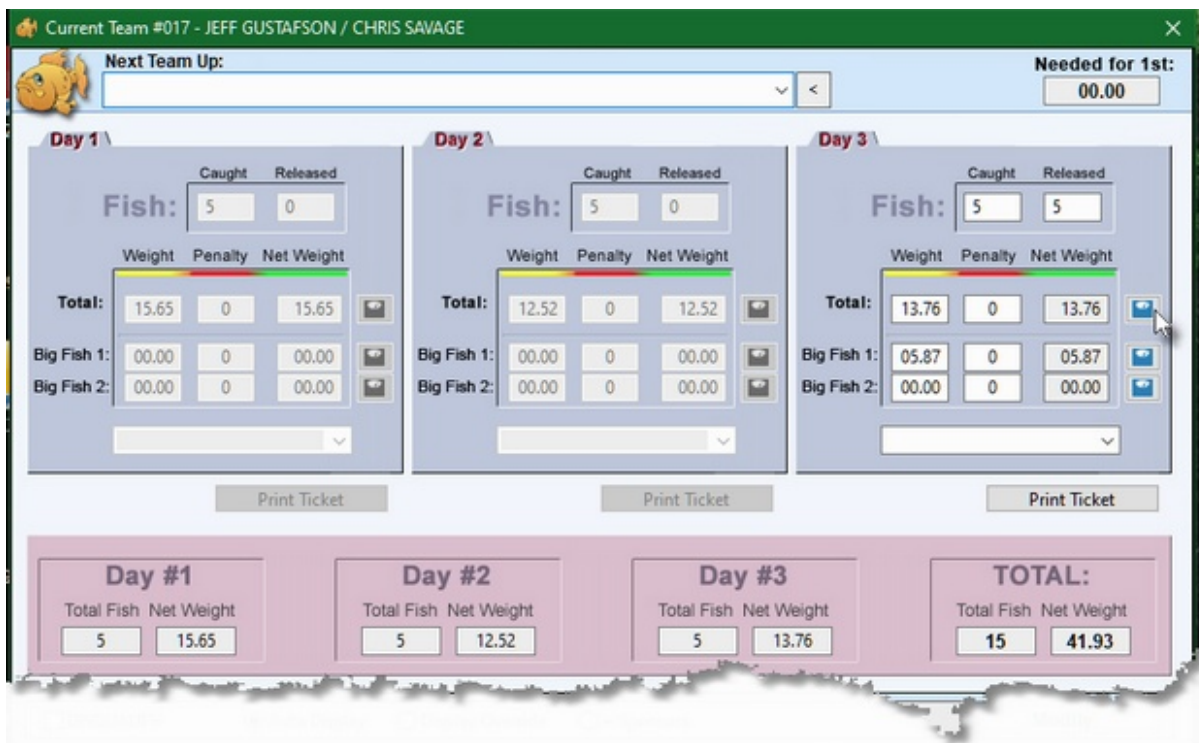
When the Weigh Master places a weight on the Scale, the Software operator will see the weight in the Scale Reader display. When the weight is locked in, the display will change to **Green** indicating the weight is final.



When the weight has been removed the Scale Reader display will return to 0.00
A history will be kept showing the last weight and all previous weights during that weigh in session.
If you would like to pull up a previous weight from the History List, simple double left click on that weight and it will be displayed as Last Weight.

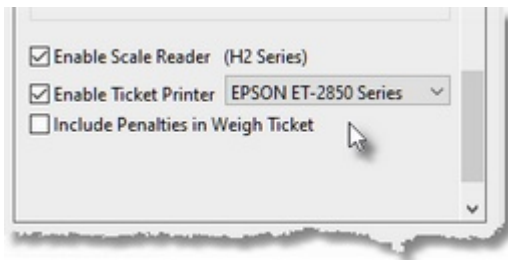


When a weight has been Locked In, the software operator can press the button next to the appropriate weigh field and the Last Weight will be transferred



5.2 Epson Ticket Printer

The Epson Ticket Printer plugs directly into the USB port of your computer. To enable the Ticket Printer in the Angler Pro Tournament software, go into the Settings Menu and place a check in the box labeled Enable Ticket Printer.



Select the Ticket Printer in the drop down list so the software knows where to find it.



Once you have completed entering weights in the Fish Weigh-In screen, you can print a Weigh Ticket by pressing the **Print Ticket** button.

Needed for 1st: 00.00

Day 3

	Caught	Released
Fish:	5	5

	Weight	Penalty	Net Weight
Total:	13.76	0	13.76
Big Fish 1:	05.87	0	05.87
Big Fish 2:	00.00	0	00.00

Print Ticket

TOTAL:
Total Fish Net Weight
.93

A printed Weigh Ticket will contain the Team Number and Day of tournament the weight was recorded along with the names of Team Captain and Partner. It will have the number of fish weighed along with the total weight of those fish.

If a Big Fish has been weighed, it will also be included on the Weigh Ticket.

The Date/Time recorded will be the Date and Time the Weigh Scale locked the weight.

Team #46 / Day 3

DARREN NENISKA
JOHN NENISKA

Fish Caught: 5

WEIGHT: 15.33 lbs.

BIG FISH 1: 03.96 lbs.

15/06/27 - 13:41:26
Demo Tournament

* weights printed do not include penalties *

If a weight has been entered manually instead of using the Scale Reader, the separator line will start and end with the + sign and the Date/Time recorded will be the Date & Time the **Print Ticket** button was pressed.

Team #84 / Day 3

RICHIE BOGGS
DAN PLAUTZ

Fish Caught: 3

WEIGHT: 07.06 lbs.

+-----+

15/06/27 - 13:44:57

Demo Tournament

* weights printed do not include penalties *

Part

VI

6 Various Angler Pro Configurations

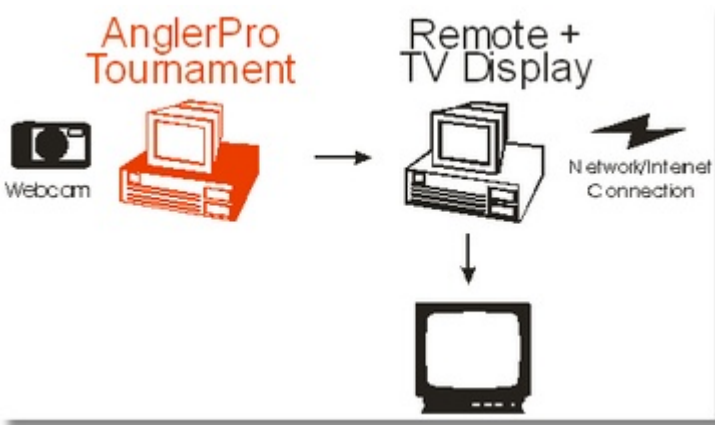
This is a single computer running the AnglerPro Tournament.



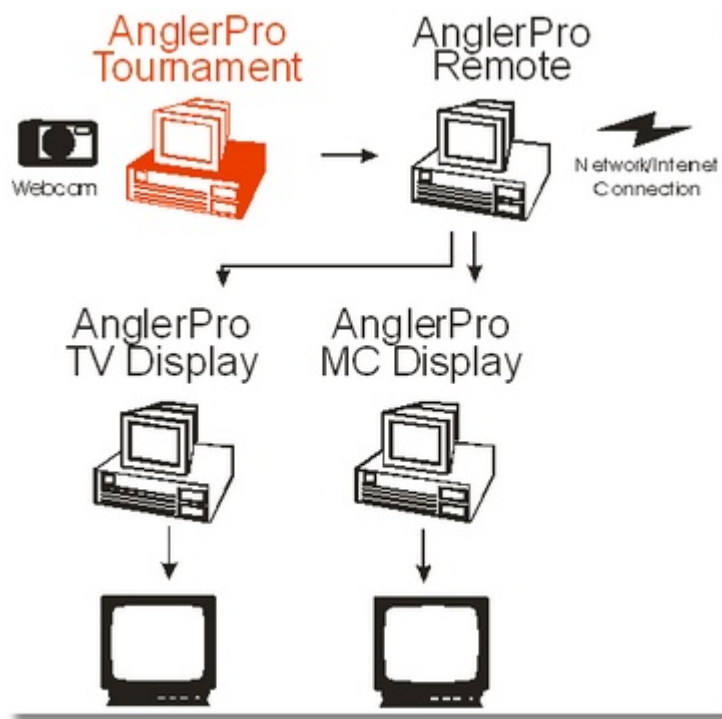
This shows AnglerPro Remote running on the same computer as AnglerPro Tournament. This will allow for web pages to be created and either accessed via the AnglerPro Server Software or sent to an external website via FTP.



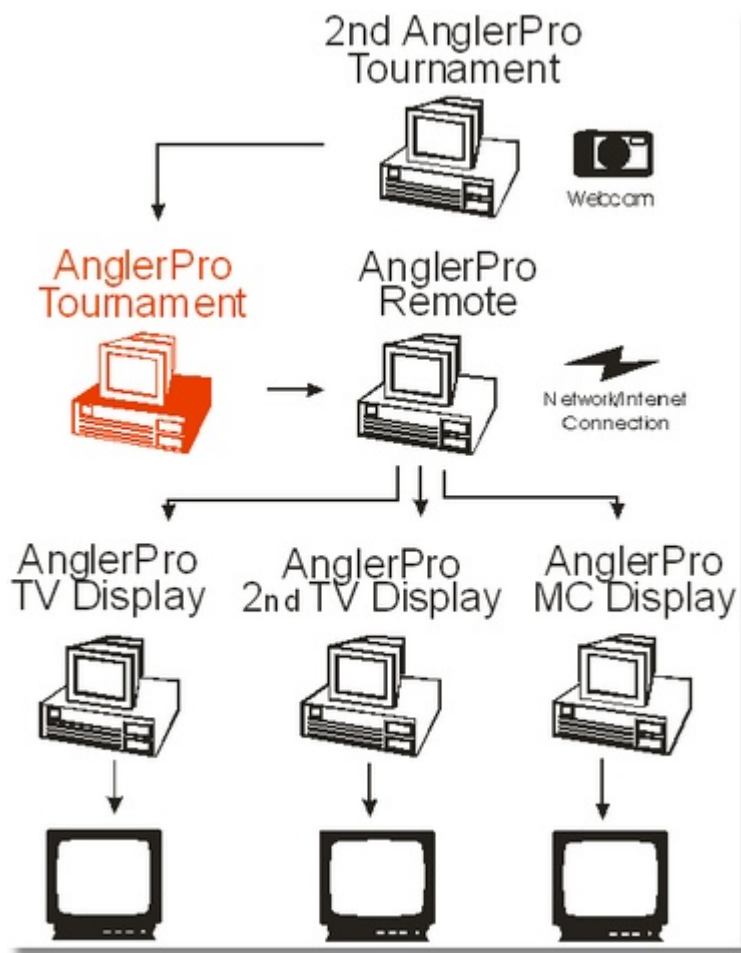
This shows AnglerPro Tournament running on one computer which is networked to a second computer running AnglerPro Remote and AnglerPro Display. This allows for web pages to be created as well as displays for television (using a video card with video out). A schedule would be setup to display various information which would be overridden by AnglerPro when weigh-ins were taking place.



This configuration has AnglerPro Tournament running on computer 1. Computer 2 is running AnglerPro Remote which is networked to computer 1 as well and being networked to computer 3 and computer 4 which are running AnglerPro Display (TV) and AnglerPro Display (MC).



This configuration has 6 computers networked together. AnglerPro Remote is networked to AnglerPro Display (MC) and two AnglerPro Display (TV) computers. There is also a second AnglerPro Tournament computer which allows for reports to be printed, photos to be captured, etc. while weigh-ins are taking place.



Part



7 History

Version 5.05

- Added: Display Module can run on same Laptop as Angler Pro Software as long as Laptop has [HDMI Output](#) to 2nd Monitor
- Added: Remote Module can export [index.html](#) page to link to [result.html](#) page

Version 5.04

- Added: Faster Sorting of Reports and Registered Teams
- Added: Low Weight Single Fish
- Changed: Highlight Color now Black for better visibility
- Changed: Scratched Teams are displayed better in Registration List

Version 5.03

- Fixed: Team Bios printing small and some info in the wrong position

Version 5.02

- Changed: Local vs World to Team1 vs Team2 with option to name teams
- Fix: Background for Main Module incorrectly sized when used as Secondary Weighin

Version 5.00

- Add: New Postgres Database Support
- Add: Angler Photos stored in Database
- Add: New WebCam Drivers to support more Cameras
- Add: USBpass Hardware Keys
- Add: New HD TV and MC Displays
- Add: New FTP for standard and secure connection with Test option
- Changed: Removed Microsoft Access Database
- Changed: Removed LPT Hardware Key Support
- Changed: Removed SD TV and MC Displays

Version 4.22

- Fix: Display issue on Weighin Screen for tournaments less than 3 days long
- Fix: Unable to Officiate while running Demo Version

Version 4.21

- Add: Option to Specify Main Weigh In and Secondary Weigh In Station
- Add: TLS Support in FTP Module
- Add: Light & Dark Theme for Web Pages
- Add: Create Marquee (Rolling) Display for Web Page on a Kiosk
- Add: View FTP Logs from Remote Module
- Add: Ability to Manually Control TV & MC Display Separately
- Fix: Bug in Day 2 & 3 Start Order Report
- Fix: Crosstalk with Remote Module when using Secondary Weigh In Station

Version 4.20

- Add: Motor Brand Report
- Add: Boat Brand Report
- Add: Customize Big Fish 1 & Big Fish 2 Report Name
- Add: Ability to customize Adult Starting Age
- Add: Support for ProTournament Scales - H2 Scale
- Add: Support for ProTournament Scales - Epson Tournament Ticket Printer
- Add: Auto Launch Scale Reader when opening Team WeighIns
- Add: Export Reports to TXT or HTML
- Add: Auto Update checking on startup option
- Changed: Small Boat Report to Small Motor Report
- Fix: Display Module not saving display settings

Version 4.11

- Add: Local vs The World Report
- Add: Display Module now stores last display preference
- Add: Display Module can display Local vs World results
- Add: CanAm Challenge and Local vs World can be excluded from exported Web Pages
- Add: Local vs World can be scheduled in Remote Module

Version 4.10

- Add: Backed Up Data is now archived in standard ZIP format
- Add: Option for Display Module to display across dual monitors
- Add: Flight B+ Custom Setting
- Add: Flight B- Custom Setting
- Add: Oldest Team Custom Setting
- Add: Ability to "Scratch" a Team
- Add: Option to include QR Code on Angler Tags
- Add: Adult/Youth Report
- Add: All Female Team Report
- Add: Female Member on Team Report
- Add: Flight B- Report
- Add: Oldest Team Combined Age Report
- Fix: Can/Am Report not printing properly if less than 5 teams per side

Version 4.04

- Add: New Printer Routines for more professional reports
- Add: Selectable Day 1,2 or 3 for Mystery Weight, Small Boat & Lund Merc Challenge
- Fix: If database connection is lost, Remote Module will not update web pages via FTP
- Fix: If new tournament is started, Officiate Daily Results will be reset to Start of Tournament
- Fix: Problem with the way Flight B was calculated
- Fix: Bug in Remote Module which could cause a crash when Angler Pro sent weight updates

Version 4.03

- Force Angler Pro modules to run as Administrator under Windows Vista to resolve issues with access rights to folders
- Added Mystery Weight to Extra Reports
- Fixed bug where Custom Tournament Image would not display in Tag Printer Que
- Fixed bug where highest daily weight was displayed on web page instead of total daily weights
- Fixed bug where PhotoID would load .jpg but not .JPG

Version 4.02

- Added ability to Archive Database and Photos
- When creating Database Backup or Archive, all Angler Pro Modules can continue to run

Version 4.00

- Angler Pro Tournament 4.0 officially released

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