



Manage your SGF files easier

User Guide

Version 1.1A

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Revision History

Version 1.1A July-11-2005

Add "Prepare SGF Files" section

Version 1.1 June-29-2005

First version for public release

Overview

Introduction

SgfMan is a SGF (Smart Game Format, best known as record format for Go game) file manager running on PalmOS 4.0 and higher. You can use it to browse and edit SGF files on expansion card, categorize and import files to build-in memo pad's database which can be replayed by third party SGF viewer such as PilotGOne.

System Requirement

- Handheld with Palm OS 4.0 or higher
- Expansion card slot
- Card reader or third party software that turns your handheld into card reader (to copy SGF files between PC and memory card)
- To browse or read SGF file in Chinese, Korean or Japanese, third party module such as CJK OS is required

Installation

Download SgfMan from

<http://www.palmgear.com/index.cfm?fuseaction=software.showsoftware&prodid=102648> or <http://sgfman.freewebspace.com/>. Unzip sgfman.zip to a temp folder, you will find single file sgfman.prc which can be installed by Palm Quick Install. Please see Palm user document for how to install an application using Palm Quick Install.

For those of you who want to use modified PilotGOne to work best with SgfMan 1.1, please download it (with source codes) from <http://sgfman.freewebspace.com/> as well.

How To Use

1. Prepare SGF Files

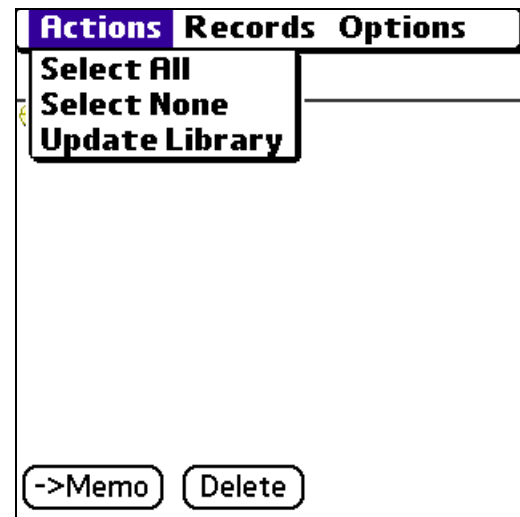
Use card reader or third party software that turns your handheld into card reader (like Softick Card Export II or WiFile Pro™ if your handheld has wi-fi or blue tooth) to copy SGF files between PC and memory card. Plug the memory card into your handheld if it's not there.

2. Build Game List

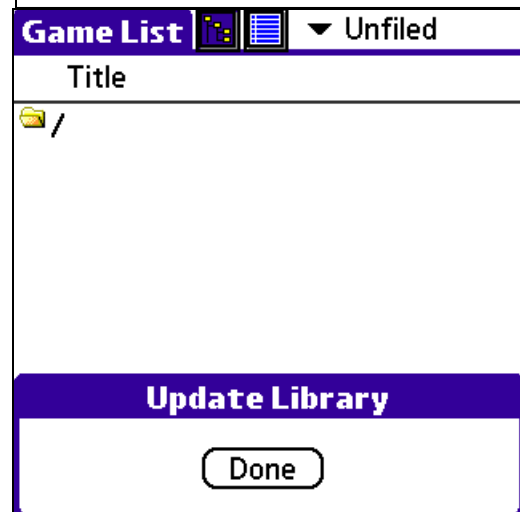
When you first time launch SgfMan, you will see an empty game list.



Then you have to build game list by choosing Update Library from menu. SgfMan will scan your memory card for all files with extension name .sgf and add them to game list.









When this process finishes, you have to tap on Done button to return to game list.



3. Game Status

SgfMan shows status for each game record in Game List. There are five status available:

-  SGF file exists on extension card and no game information (including title) is changed in SgfMan since last time you ran Update Library.
 -  SGF file exists on extension card but game information (including title) is changed in SgfMan since last time you ran Update Library.
 -  Game record exists in memo and no game information (including title) is changed in SgfMan since the record was copied to Memo last time.
 -  Game record exists in memo and no game information (including title) is changed in SgfMan since the record was copied to Memo last time.
 - R** Game record uses to be copied to memo. But it is now deleted from memo.
- If no  or  found for a record, it means the original SGF file of the game either does not exist in the extension card or there is problem to read the file from the extension card. The statuses can be update by running Update Library.

4. View Modes

SgfMan offers two modes for viewing games. They are Tree Mode and Sheet Mode that can be toggled by tapping on the graphic buttons beside form title “Game List”.

Tree Mode

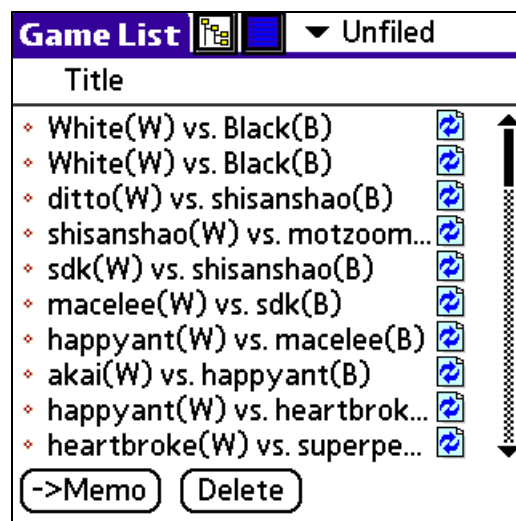
In Tree View, you can manipulate files in a tree structure. You can expand or collapse a folder by tapping on the folder name, or [select/unselect](#) all files under a certain folder by tapping on the particular folder icon.



Sheet Mode

In Sheet Mode, you are able to see more information about the games regarding to your setting. SgfMan displays titles using its pre-defined rules. The titles are built in following order:

- Players
- Game Name
- Event
- File Location









However, you can [change the title](#) in Details Form of a game. If you do so, the new title will be displayed in Game List.

5. Update Game List

Sometimes you will find these situations that either the game records are deleted from Memo by Memo Pad or third party applications or deleted from or added to extension card by any means. If this is the case, you have to update game list by running Update Library again. Update Library does two things. First, it verifies the existing records of game list and updates their status icon. Second, it adds new records to game list if the SGF files did not exist when you ran Update Library last time.

6. Select Games

SgfMan allows you to select multiple games for further operations, such as Change Category, Copy to Memo and Delete. You can select a game by tapping on its selection icon  in both Tree Mode and Sheet Mode or on the folder icon  or  if you want to select all files under a certain folder in the Tree Mode.

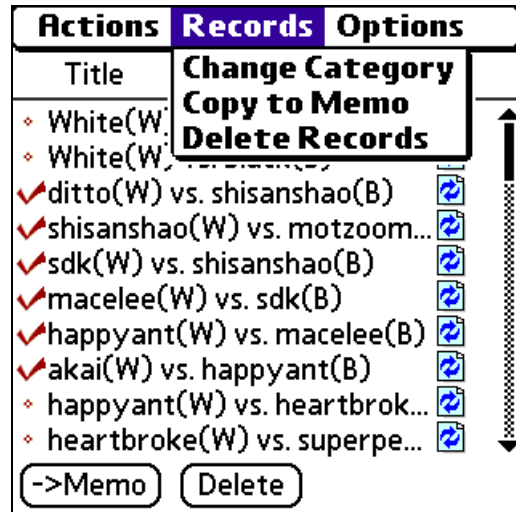
The selected games are now marked as , and the selected folders are marked as  or .

7. Change Category

After building the game list, you might want to categorize the game records. SgfMan allows you to change the category of a game by two methods.

- Change single game's category
You can change category for a single game in the Edit Game form.
- Change multiple games' category
You can also select multiple games and then use menu Change Category to do the job.

Edit Game		Untitled
Name	shisanshao-motzoom(B) NNC	
Date	2000-10-11	
Round		
Event	None	
H'cap		Komi 5.5
Black	motzoom	5k
White	shisanshao	NR
Place	NNGS Worldwide: nngs.cosmic	
Times	1800	
Result	W+Resign	
OK Details Play Cancel		

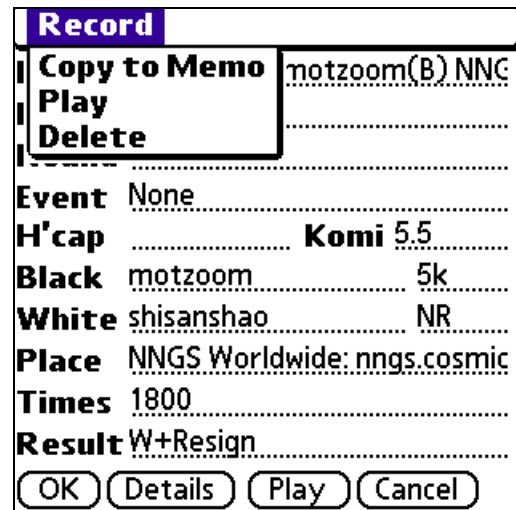


Note: SgfMan shares the categories with Palm OS build-in application Memo Pad. Edit categories in caution.

8. Copy Games to Memo

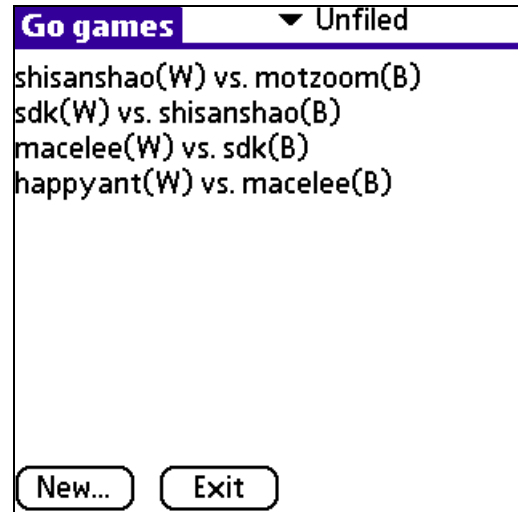
In order to view the games in a SGF viewer like PilotGOne, you have to copy the game record to Memo Pad. You can do this in two different ways.

- In Game List form
You should select your desire game(s) and tap on ->Memo button or choose Copy to Memo menu.
- In Edit Game form
You can only use Copy to Memo menu.



9. Play Game Using PilotGOne

Since version 1.1, SgfMan is able to launch SGF viewer PilotGOne in Edit Game form. If you have a modified version of PilotGOne that can be downloaded from SgfMan's home page <http://sgfman.freewebspace.com/>, you can even return to the point where you were browsing the game list from PilotGOne. To play game directly from SgfMan, tap Play button in Edit Game form. To exit PilotGOne, tap Exit button in Go games form.



10. Delete Games

You probably want to delete games to save memory or speed the HotSync process after you have been replayed a lot Go games. SgfMan allows you to delete games in both Game List form and Edit Game form.

- In Game List form
You should select your desire game(s) and tap on Delete button or choose Delete from menu.
- In Edit Game form
You can either choose Delete menu, or go into Game Details form and tap on Delete button from there.

There are three options when you are going to delete games:

- Delete game from list
The game record will be removed from SgfMan's database, and will be disappeared from game list.
- Delete game from Memo
The game record will be removed from Memo Pad's database if it has been copied, otherwise nothing happens.
- Delete SGF file from card
The original SGF file will be deleted from the file system of extension card.



11. Edit Game Information

When you tap on a game record in Game List, SgfMan open the Edit Game form for you. You are able to edit game information such as game name, date, event and players, etc.

Note: As of version 1.1, SgfMan does not allow you to change game information (except changing the Title) in Edit Game form. It will be functioning in future version.

12. Change Title

Title is the first line of copied game record in Memo. It is also displayed in game list in Sheet Mode. You can build title by choosing different combination from the drop down list in Details form.

There are eight options to build a title. You can manually enter title as well. The new title won't be stored in SgfMan's database until you tap on OK button in both Game Details form and Edit Game form.

Edit Game Unfiled

Name sdk-shisanshao(B) NNGS

Date 2000-10-21

Game Details ⓘ

▼ Titled As:

File Location: /bbsgames/game03.sgf

File Size: 3873 Bytes

OK Cancel Delete

Edit Game Unfiled

Name shisanshao-motzoom(B) NNC

Date 2000-10-11

Game Details ⓘ

Players

Event

File Location

Game Name

Players and Date

Players and Event

Players and Place

Players and Game N...

OK Cancel Delete