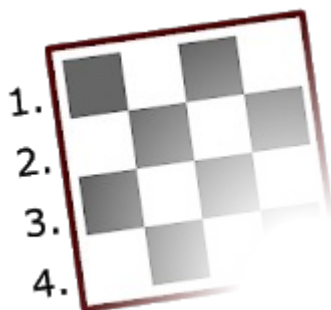


Users: Team Captains, Club Secretaries, Chairs, ...
Versions: Joomla! 3.9.x and CLM 3.6.x
Date: 24/01/2019

How To... CLM App

1. Download and install the CLM App



The CLM App is available at the Google Play Store.

Go to this store and search for "ChessLeagueManager", download and install.

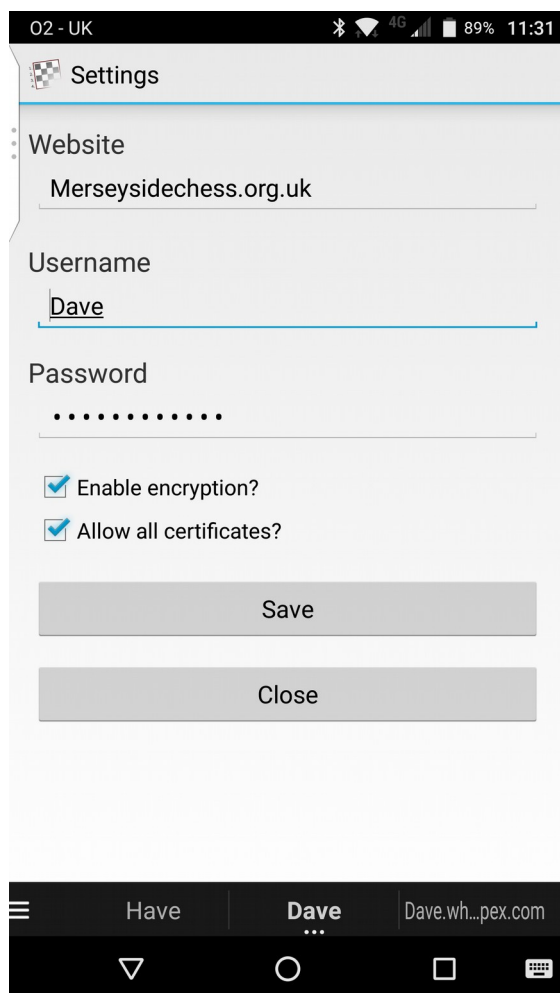
Hint: Do not put spaces in the search term. Otherwise it will not be at the top but in the 102nd position.

Or go directly to:

<https://play.google.com/store/apps/details?id=com.CLM>

The image left shows the CLM App Logo.

2. Connecting to the Website



Open the CLM App and enter all the settings.

website = **merseysidechess.org.uk**

user = **<your username>**

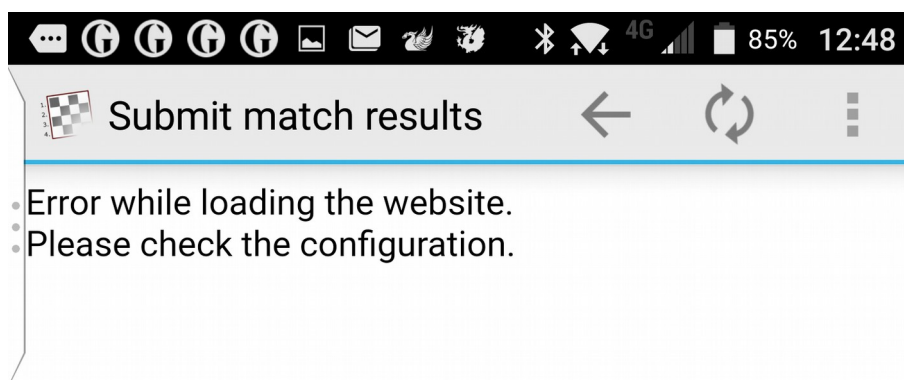
password = **<your password>**

Enable Encryption (https) = **Yes**

allow all certificates = **No** (Choose "No" in almost all cases; "Yes" only in cases, if the website uses unsigned certificates)

Hint: Firstly it is important to stress that the URL must be exactly right. On my smartphone my keyboard detected that I was entering the MCA URL and I can do a "swipe-up" to accept the suggested entry. However it adds a space at the end and this was sufficient to give the configuration error screen. I've tripped over this before elsewhere and removing the space overcame the error.

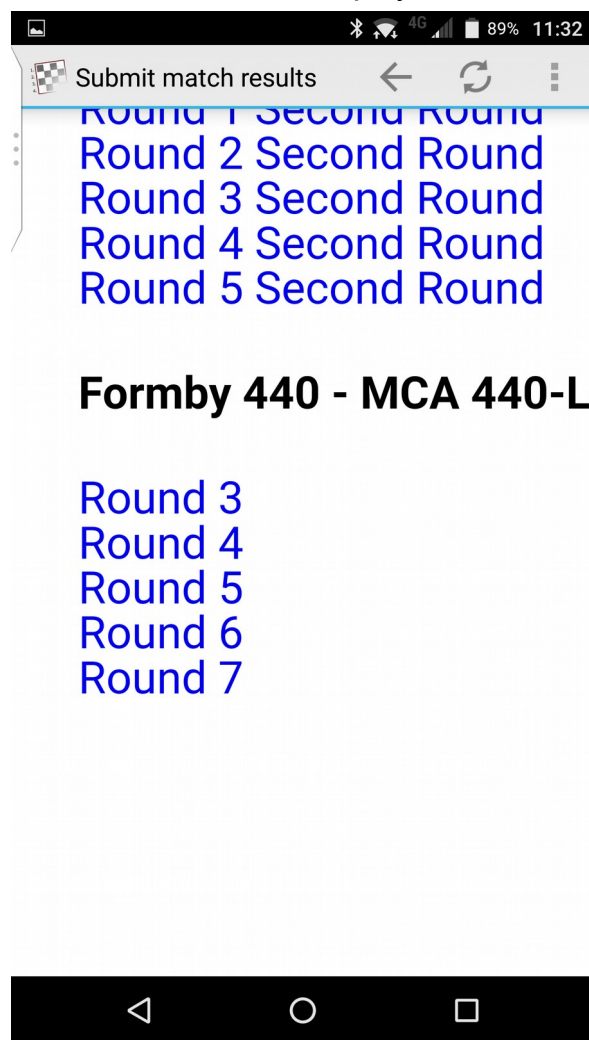
Now press "Save" to save your settings and to connect to CLM. If there are any mistakes, e.g. a blank or "space" at the end of the URL, you will get an error:



Please check your settings and make sure that all the settings are correct. If you don't have the CLM rights at least as a team captain on our website, you won't be able to login and you will also get this error message.

3. Choose the Match

Now a list of matches sorted according to leagues and divisions will be displayed.



Hint: You may need to zoom in to be able to select the match or the drop-down buttons:

Choose the match by clicking on the Round.

In the next step you can enter players of both teams and the individual results.

4. Entering the players and board results

Firstly the screen is exactly the same as you submit the match results via your web-browser with your computer or laptop.

The example chosen is the match *Formby 440* v *Hoylake 440* in Round 6 of the 440-League. This match is played on four boards.

The image displays two side-by-side screenshots of a mobile application interface for submitting match results. Both screenshots show a form titled "Submit match results" for the "MCA 440-League, Round 6 on 28th January 2019".

The left screenshot shows the main form with the following fields:

- Board
- Home
- Result
- Guest
- Formby 440
- 0 : 0
- Hoylake 440

Below these are four board sections, each with a board number (1, 2, 3, 4) and three dropdown menus for player selection and result.

The right screenshot shows the same form but with the board numbers 3 and 4 filled in, and the result dropdowns set to '0'. A blue notification bar at the bottom says "Not all Entries have been done." and there are "Back", "Check Input", and "Send Input" buttons.

These two screenshots show the framework for entering the match details.

Hint: you can enter the details when using the phone in portrait mode but it is not very easy to see clearly what is happening. Turning the phone around and using landscape mode can make it a lot clearer.

The next images shows this framework in landscape mode and this is exactly the same as on a Computer or laptop:

Bord	Home	Result	Guest
	Formby 440	0 : 0	Hoylake 440
1	-- Select Player --	-- Result --	-- Select Player --
2	-- Select Player --	-- Result --	-- Select Player --
3	-- Select Player --	-- Result --	-- Select Player --
4	-- Select Player --	-- Result --	-- Select Player --

Notes about pairing (if necessary)

Select the players from each drop-down-list. You can not choose a player twice.

Hint: Please note that a previously selected player cannot be chosen again as it is greyed out in the drop-down list.

5 - McNab, Duncan B

6 - McKee, David

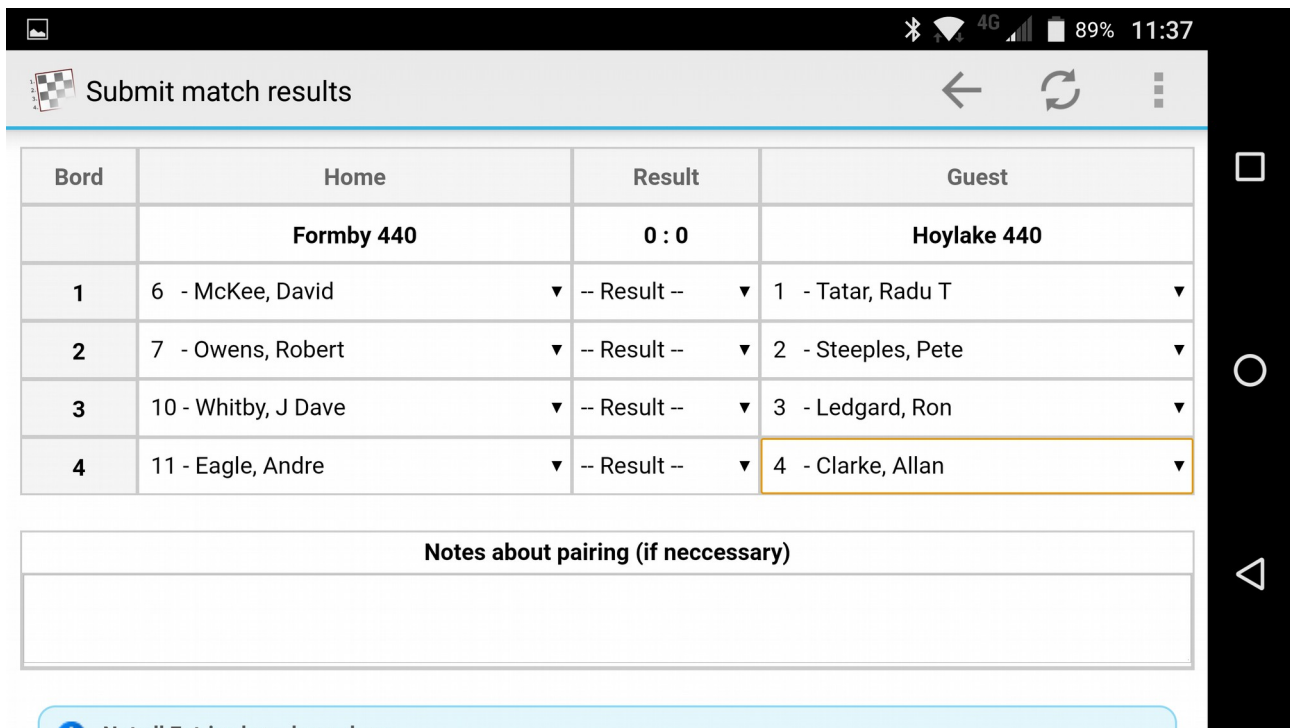
7 - Owens, Robert

8 - Greaves, Robert

9 - Patten, Edward

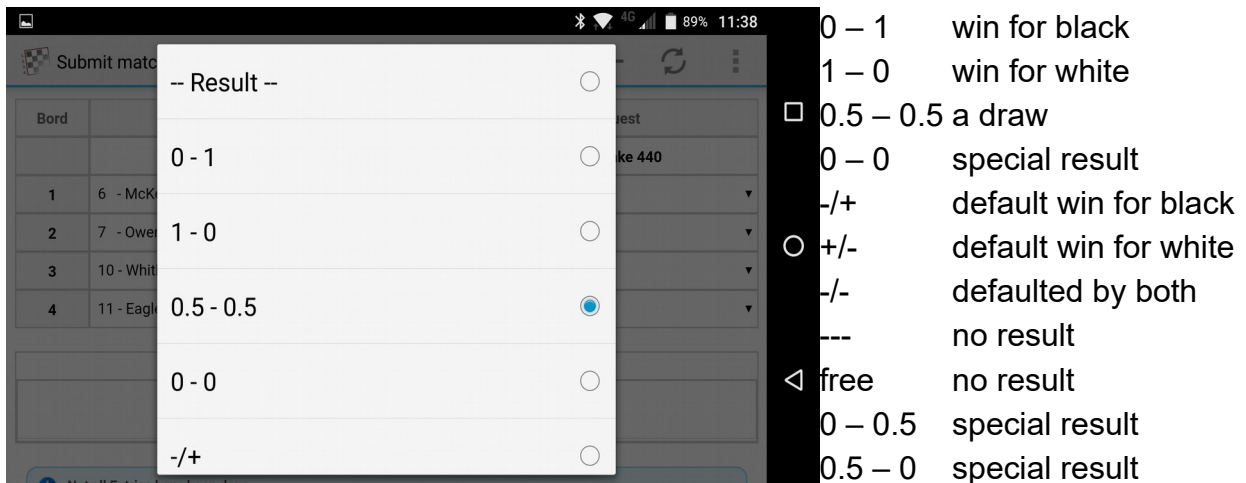
10 - Whitby, J Dave

For more players please scroll down.



Now enter the results of each board, i.e, choose the result from the drop-down-list.

4.1 Some explanation about the Board Results:



To get access to other results listed in the drop-down-menu, please scroll down.

There are some strange and really weird-looking results, but there are Chess association with rules recommending those results in case of disputes. The decision may be taken by a league controller or an arbiter or a commission.

I recommend to choose “---” as a result in case of a dispute.

Text-box below (Notes about pairing (if necessary)): In case of a dispute you may mention this here e.g. board 3, dispute, or if a player is not listed in the drop-down-menu, you may enter his/her name and details here.

5. Finishing and Sending the Match Result

	White	Score	Black
1	6 - McKee, David	0.5 - 0.5	1 - Tatar, Radu T
2	7 - Owens, Robert	0.5 - 0.5	2 - Steeples, Pete
3	10 - Whitby, J Dave	0 - 1	3 - Ledgard, Ron
4	11 - Eagle, Andre	1 - 0	4 - Clarke, Allan

Notes about pairing (if necessary)

All Entries are now completed. Please double-check. Thank You.

Back Check Input Send Input

Please check all entries: Is everything correct? Have all remarks and notes been entered in the text-box? Then click "Check Input".

After clicking "Check Input" all entries are locked. If you spot an error now, no problem: click "Back" (unlock input) and all entries are unlocked. Now you can correct the error.

If everything is all right, click "Check input" Send Input". The result will be immediately sent to the CLM on the website, the table and everything there will be updated straight away.

Your league controller and team captain will get e-mails automatically.

The match result and league table will be available on the MCA website as normal.

6. If you have Questions or Problems

Please contact your League Controller or the MCA Webmaster.

Enjoy the CLM and the CLM App!