

## VSM 2.0 Revision History

VSM 2.0a Basic/original Version Release 9 July 2009

VSM 2.0b \* First Revision \* Released: 8 October 2009

- Added "Flip" to left/right reverse scores and cards
  - use F or 5 key on keyboard
  - use 5 button on XP MCRemote
  - use 5 button on Vista MCRemote
  - or just click on a score.
- Added: "Team" mode under "# of Periods"
  - use 0 key on keyboard
  - use 0 button on XP MCRemote
  - use 0 button on Vista MCRemote
  - With "Team" checked, automatic rest periods are suppressed and priority is only invoked with a tie after round 9. Current period will not advance and is "grayed" out.
- Added: "Team Round" indicator and selection form.
- Added: "dry" mode.
- If no VSM interface device is detected, you can check the block to disable repeated checking for an interface and use the program for dry fencing score and time functions.
- To resume checking for an interface device, click on the "Weapons Parameters and Start Up Defaults" icon (the clock symbol) and un-check the "disabled" box
- Added: Options on Start Up to use selected defaults or to use "Last Settings" when initially starting program
- Changed the "red" valid touch graphic to a slightly brighter color.
- Added: "Right click" will now start and stop the clock.
- Changed: "Mute" function now works while "Rest Period" or "Priority" windows are open.
- Changed the clock function so that when less than one second remains, the display will count down in tenths of a second, and if halted during the last second show hundredths of a second.

VSM2.0c \*\* Second Revision \*\* Released: 3 January 2010

- Modified Epee Auto score to include a check box that causes auto scoring to only occur if the clock has been run. This prevents nuisance scoring when epees are tested.
- Added a single keystroke score decrementing key, <F11> for left, and <F12> for right.
- Changed "end of time" period logic from " = 0" to " < 1" to avoid "negative time" issues on very slow computers.
- Added 720p resolution screen: 1360x768
- Added 1080p resolution screen 1920x1080
- Added new "buzz" sounds and "allez" and "Bell" sounds for differentiating adjacent strips.

- Added more intelligent re-positioning of mouse cursor after command execution to facilitate next forecast operation.

VSM2.0d \*\*\* Third Revision \*\*\* Released: 8 May 2010

- Added to "Sound Configuration" page an "LPT Repeater Port". Select the check box to enable output of digital data through any installed LPT/printer port. The port address can be selected on the drop-down list or another hexadecimal address value can be manually entered. This allows use of an optional "Hardware Repeater interface" which can be used to control extension or repeater lights or operate relays. PCs without installed LPT ports will also need a USB2LPT adapter.
- Selecting Periods 2 and 3 will now cause a color change of the numeric period indicators to blue meaning that those periods are enabled. This is in addition to the "radio dot" that previously served as the only indication for how many periods are selected. White numerals still indicate the period in progress.
- Added a "NoSound" sound so that silence is also an option for any of the sound producing fencing events.
- Added <F11> as left-score-decrement, and <F12> as right score decrement using a single keystroke (verses the previous 2 keystroke method.) This allows future possible assignment on a remote control.
- Clock on/off command is now inhibited when any scoring light is on. This prevents inadvertent restarting of the clock after an automatic halt resulting from a hit.
- "Weapons Parameters and Start Up Default Configuration Editor" is now renamed to "Weapon Parameters, Start Up Defaults, and Manual Timers" and includes manual timers for 1 minute and 10 minute breaks which can be used as needed.
- Added a "increment clock by 10 seconds" function. Press <D> on keyboard or click on "10s" digit of seconds display. This function adds ten to seconds with each press but will wrap to zero without incrementing number of minutes.
- "Auto Score Epee with SelfStart" has been updated to include a method for removing scored points using only the fencer's weapons. If a touch has been auto-added (in error) to "Fencer A's" score, to remove a point "Fencer A" should test his point against "Fencer B's" bell-guard (just as is normally done prior to starting a bout.) For this feature to be active, the clock must be halted AND "Auto Score Epee" must be enabled AND Self-Start must be enabled AND no scoring light can be illuminated during the test-hit. The test-hit must also last for a minimum of 100 milliseconds (a very deliberate/slow hit).

VSM2.0e, \*\*\*\* Fourth Revision \*\*\*\*, Released: August 10 2010

- The VSM "Custom" Remote has been added as a control device. A device-specific "driver" is needed. Each remote is programmable with an identifying ID code that is sent along with each press of any command button. The VSM application has a check-box option to respond to any code, or only to a specific code. This lets you "pair up" remotes and applications so that there is no interference between strips. The VSM custom remote has a standardized layout and is clearly labeled for VSM-specific use. The main "bread-and-butter" functions used to control every bout are permanently set, but there are also 9 buttons that can be assigned by the user to operate some of the unique-to-VSM features.

- A “Reset to Factory Settings” function has been added. Clicking this button, and entering the password will eliminate any saved settings, and reset all the settings back to the way VSM starts out on first use. The password is not changeable, and is not case-sensitive: It is: “resetvsm”.
- A “Data-Dump” feature has been added that allows data files to be written out containing the “events” recorded by VSM’s “Replay” feature. This feature is a direct response to a request made by a group of “classical” fencers in Poland who like to 'tinker' with the hit and lockout values when fencing Epee (as an attempt to find settings that might be considered more “realistic” for simulating historical combat.) If selected, the data is written to files with “date/time” filenames in a “.CSV” file format that can be opened with most spreadsheet programs. The files are ONLY written out when a “Reset” is executed (if you didn't press “Reset”, there will be no data files.) Previously existing data files are automatically erased every time VSM runs to prevent the accumulations of large amounts of old data.

VSM2.0f, \*\*\*\* Fifth Revision \*\*\*\*, Released: 25 May 2011

- Melee! is now included as a companion program with the “standard” VSM software. Included in it are three “unconventional” fencing programs: Melee!, Quick Foil, and Epee-Lite. All three are fencing derivatives using the foil as the weapon, and all three eliminate stopping for off-target hits. Quick Foil is much like conventional foil, just without off-target lights. Melee! is a continuous action (very fun) game that only stops when one competitor has won. And Epee-Lite is a “less-bruising” version of epee using the lighter foil (just add an epee bell-guard), and is aimed at younger epeeists. See the program manual for more info.
- Added when quitting the VSM program via a key press or remote button is a confirmation screen. This is added to prevent accidental closure of VSM in the middle of a bout by an errant finger.
- Auto Mute. There is now a check-box on the Sound Configuration screen called "Auto Mute" (it defaults to on.) When checked, anytime foils or sabers unplug (or if a body cord fails), you get one "Buzz" of sound, and that's all... till you plug back in or fix the body cord. Also, in saber, if you are using the "Big Lights" display and you develop a bad body cord that results in a white light, the display will automatically change to "Small Lights" to show you which side has the fault. When the white-light causing problem is fixed, the display automatically goes back to "Big Lights" if that had previously been selected. This automatic switching to "Small Lights" when a white light comes on in saber is designed to make it obvious when there's a bad cord or weapon... however it is a function of "Auto Mute", so if you don't like it, just uncheck Auto Mute.