

Pin Score Saver Manual

This manual will explain some of the features of Pin Score Saver.



If you have comments or feedback please contact pinscores@tinypin.nl

Introduction

I've been playing pinball for a long time and since 2003 have had about 40 machines. My current collection consists of :

*RfM, TotaN, LotR, NGG, RBION, Swep1 (conversion kit), Jack*Bot, WCS
(I even had a Cactus Canyon once)*

So yeah, lots of machines to play and score on..

I always used to write down my pinball scores on a scorelist on paper. I like to keep track of scores as a way to measure my (lack of) progress and also as a kind of memorandum. But of course, as these things go (especially if machines come and go), these lists get lost or dirty (beer).

Also, if you play somewhere else you ususally don't have a list with you.

So for me, the need for a portable solution was obvious and what is more portable than a mobile phone ?

One approach could have been to make a mobile friendly website and use that to save scores, but even in these modern times, the Internet is not always 'on' - especially in my basement.

So I decided to make an app that would save the scores locally on the phone itself, while allowing you to export/import them later - just in case.

One of the most important things for me was to be able to enter a new score as easy and fast as possible - even when it's 02:00 a.m. and you had way too many beers ;-)

That's why you'll find big buttons that also give a bit of feedback when touched.

Futhermore, the app is about scores, so no fancy graphics or anything (besides the splash screen) - just the scores and the lists.

Compared to seeing well know names like AFM, MM etc, adding a picture of pinball machine will not add a lot of value in my opinion.

After much coding and testing (making the app was an excuse to work on my mobile development skills) the app is maybe a bit basic (no graphics) but functional enough for me and I really like to 'carry' my scores with me wherever I go - hope you'll like it too !

DZY - Amsterdam, October 2015

Setup

When you first start the app, it will ask for your players name, which should be the 3 letter Tag you usually enter when setting a new highscore.

Examples :

SRP, PML, POP - you name it ;-)

It will also ask for a Venue/Location where you (intend to) play. So, if you play mostly at home, enter 'Home'. But any name will do.

Finally, it will ask for the name of a pinball machine. We recommend using the common abbreviations like Totan, RFM, TZ etc.

There's not much space on mobile phone screens, so shorter names look better and allow a reasonable font size.

Pins

After saving, you will be taken to the 'Pins' overview.

Note:

You will see the word 'pin' all the time as it's nice and short (compared to 'pinball machine').

The pins screen will show a list of all the pins you entered for this venue or event, along with the current highest score for that pin.

Touch the name of a pin to select it.

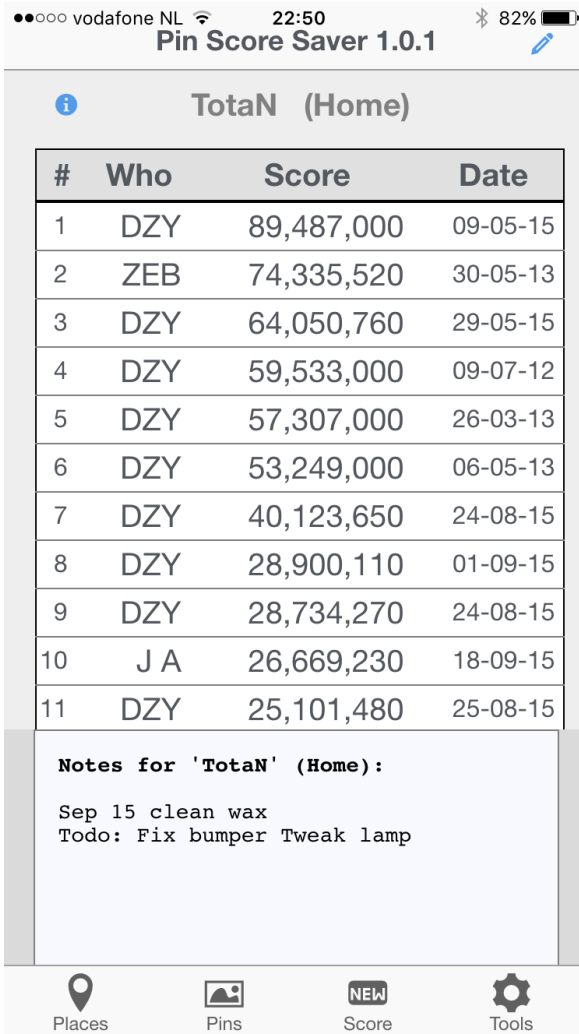
You will see the 'score list' screen that shows all the scores for this pin.

Adding a new pin

Touch the + icon in the top right corner. This will take you to the 'Add new pin' screen.

Score List

The score list screen as pictured below gives you an overview of the scores for that pin. The list is self explanatory, but some features of this screen are :



The screenshot shows the 'Pin Score Saver 1.0.1' app interface. At the top, the status bar displays 'vodafone NL', '22:50', and '82%' battery. Below the title bar, there is an information icon and the text 'TotaN (Home)'. The main content is a table with 11 rows of score data. Below the table is a section for notes, and at the bottom is a navigation bar with four icons: Places, Pins, Score (with a 'NEW' badge), and Tools.

#	Who	Score	Date
1	DZY	89,487,000	09-05-15
2	ZEB	74,335,520	30-05-13
3	DZY	64,050,760	29-05-15
4	DZY	59,533,000	09-07-12
5	DZY	57,307,000	26-03-13
6	DZY	53,249,000	06-05-13
7	DZY	40,123,650	24-08-15
8	DZY	28,900,110	01-09-15
9	DZY	28,734,270	24-08-15
10	J A	26,669,230	18-09-15
11	DZY	25,101,480	25-08-15

Notes for 'TotaN' (Home):
Sep 15 clean wax
Todo: Fix bumper Tweak lamp

press the edit icon in the top right corner to add notes for this pin

press the Title or 'i' icon to see/hide notes for this pin

'swipe' left/right over the list to go to the next/previous pin (if any)

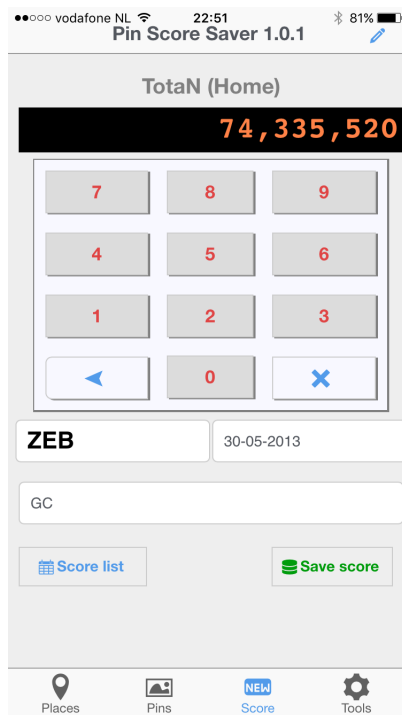
'swipe' up/down to scroll the list

touch a score to see details and/or edit it

To enter a new score, touch the 'new score' button in the footer. This button will always lead to the last selected machine (even after you re-start the app)

New Score

You will see the currently selected Pin and Venue/Event.
Touch the black input field to reveal the numeric key pad.
Use this to enter a score.



Use the three fields below the keypad to enter :

- your Tag (prefilled, but you can change it),
- the current date (also prefilled but you can change it using the phone specific interface for date entry)
- a Note.
Notes will be remembered from score to score so that if you play 5 games with Steve, you only need to enter 'with Steve' (for example) once. Erase the note if you don't want it.

Use the 'Save Score' button to save the score.

Use the 'Score list' button to go the overview of the scores for this pin. The score will not be saved !

Edit Score

On the score list screen you can touch a score to edit it.

You will see the same 'New Score' screen as mentioned above, only this time all the details have been prefilled for you to edit.

Touch the black input field to reveal the numeric key pad.
Use this to change a score.

You can also change the TAG, date and note.

Deleting a score

To delete a score, select it for editing, but erase it using the 'x' on the keypad.
Then, do 'Save score'.
You will need to confirm that you want to delete this score.

Venues/Locations/Places/Events

So many names for where you can play..

The nice thing of this app is that you can quickly add a new venue or event and the pinball machines you find there.

So if you take part in a tournament for example, you can add that to keep track of your scores in that tournament.

And if you find a new bar that has a pinball machine, than that can be added as well. Going to a friend to play his machines ? Add his place !

Use the 'Where' button in the footer to select the venue that has the pin you play on.

You will see a list of venues, including the nr of pins for each venue.

Use the 'plus' icon in the top right corner to go to the 'add Venue/Event' screen.

Select a venue / event by touching it's name in the list. You will see the pins in this venue /event (the 'pins' screen).

Export/Import

OK, so it's nice that you don't need an Internet connection to save your scores, but what if you lose your phone or delete the app ? Then all your scores are gone...

That's why the app features an export/import facility.

Export

Go to the 'Tools' screen and touch 'Export'. You will see a textfield which shows your scores in some kind of weird format (actually it's called JSON).

Enter a email address in the input field and touch 'Send'. This should open the email program on your phone with a new email message which contains your scores.

Use the program to actually send the message. Check your inbox to see if it has been sent.

Now you can go ahead and lose your phone ;-)

Import

This is a bit more involved (but it really works).

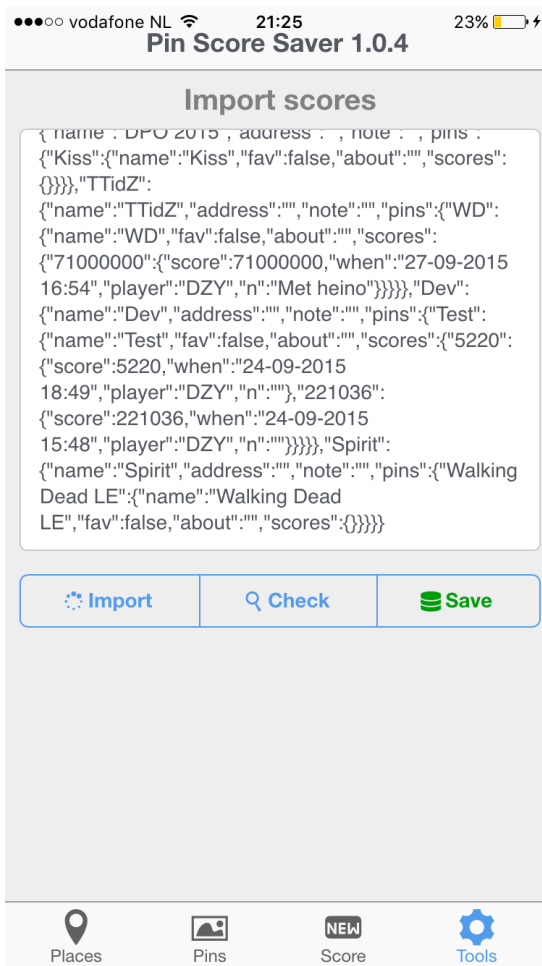
First, you need to be able to view the exported scores. Ideally this could be done from an email message that you can see on your phone.

Select the message contents and touch it until you see a 'copy' option. Press copy and then switch to Pin Score Saver.

Go to Tools>Import

Touch the big text field until you see the 'paste' option. Touch 'paste'.

You should see the exported scores :



Touch the 'Import' button. This will delete all your current scores in memory (but not in the phone storage).

You will see some message about imported scores.

Press 'Check' to see what has been imported. At this point, the import has not been saved yet. So if you restart the app, your old scores will still be there.

To really save the imported scores, go back to Tools>Import and touch the 'Save' button.

The Import has been completed and saved.