

# Inband Range Officer

## Manual

(for version 1.8/1.9.2019)

1	Downloading and Installation of the InBand Range Officer software.....	2
2	Start list allocation .....	2
2.1	Start list allocation with LibreOffice Calc software.....	3
2.2	Start list allocation with Google Sheets .....	5
3	Implementation of the Range Officer .....	6
3.1	Determination and modifying shooting defaults .....	6
3.2	Connecting firing point computers.....	6
3.3	Settings for the firing point computer (InBand Scoring) .....	6
4	Managing a Competition.....	9
4.1	Quick match menu.....	10
	Buttons in the upper control bar of the Quick match menu .....	11
	Buttons for the individual firing points.....	12
	Managing a shooting relay .....	13
4.2	Results file.....	14
4.3	Result service by the CSVFileView programme.....	14

# 1 Downloading and Installation of the InBand Range Officer software

This manual is compatible with following softwares

- InBand Range Officer v1.8
- InBand Scoring v4.3

Before using the InBand Range Officer software in training or in competition, it is recommended to download and install the latest version of above mentioned softwares.

The latest version of the InBand Range Officer is downloadable from:

<https://drive.google.com/open?id=12FdQEf0sIyjE921cfWPY2BOJwKCSkv5h>

The latest version of the InBand Scoring is downloadable from:

<https://drive.google.com/open?id=0B3rKx5S-sD2TYUpDNTk2WW0ySkU>

## 2 Start list allocation

A start list allocation can be done in advance before a competition day. Then it can be published also in a notice board of your shooting club or in your website. Utilizing computer aided forms (LibreOffice, Google Sheets, Excel) or registration systems start list allocation is even easier. A start list file is in csv form (comma separated values) without spaces between data items.

**Relay,Firing point,Family name,First name,Shooting Club,Discipline,Class**

1,1,Donald,Duck,Duckburg Shooting Club,Air rifle,M  
1,2,Scrooge,McDuck,Duckburg Shooting Club,Air rifle,M  
1,3,Huey,Duck,Duckburg Shooting Club,Air pistol,JM  
1,4,Dewey,Duck,Duckburg Shooting Club,Air pistol,JM  
1,5,Louie,Duck,Duckburg Shooting Club,Air pistol,JM  
1,6,Daisy,Duck,Duckburg Shooting Club,Air pistol,W  
1,7,May,Duck,Duckburg Shooting Club,Air pistol,JW  
1,8,John,Rockerduck,Duckburg Shooting Club,Air pistol,M  
1,9,Phantom,Blot,Hustle Stalkers,Air pistol,M  
1,10,Flinthaert,Glomgold,Plute Shooters,Air pistol,M

Start list allocation can be produced with whatever text editor (like Windows Wordpad). However, in this manual we guide you use two useful way to make list allocation.

1. Libre Office Calc software
2. Google Sheet.

## 2.1 Start list allocation with LibreOffice Calc software

LibreOffice is a commonly used free software packet. You can download it without expenses from:

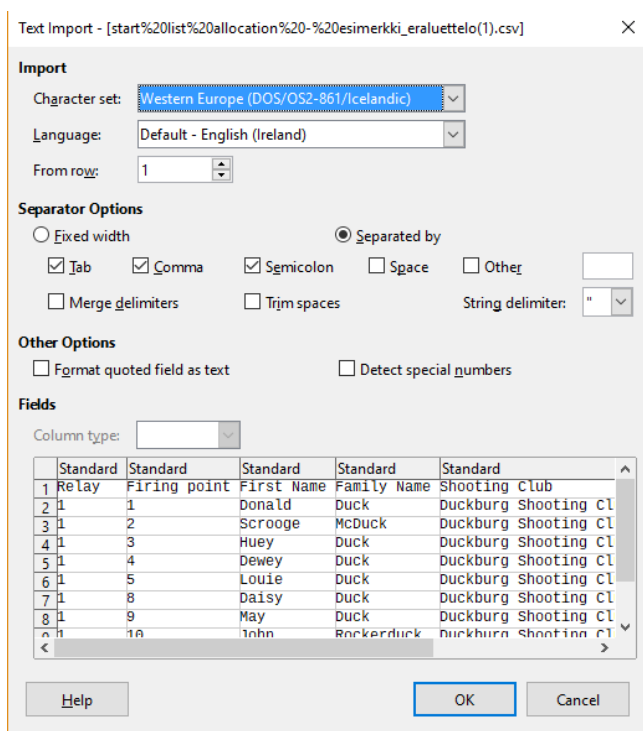
<https://www.libreoffice.org/>

You can start making a start list allocation by using an example of a start list, which you can find here:

[https://drive.google.com/open?id=1Of8kWN-\\_-r8fGKjrFdTR-\\_B-9MaQ3lSz](https://drive.google.com/open?id=1Of8kWN-_-r8fGKjrFdTR-_B-9MaQ3lSz)

When you open a start list mentioned above in a LibreOffice software, it will open a window seen in the picture 1. It is important that you choose the right charactres (UTF-8). Also, you need to choose a comma as a separator (note: comma separated values).

LibreOffice software recalls these settings, so you do not have to re-set them every time you start making start lists.



Picture 1. Start list allocation in LibreOffice Calc software

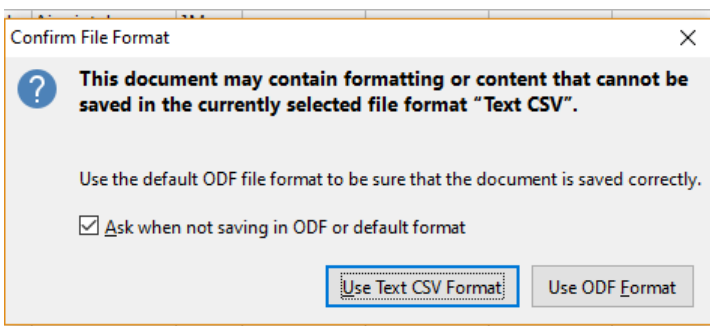
Modifying an old start list is very simple, but you have to notice following issues:

- Abbreviations for classes must follow official class names (note paragraph 3.1 - Determination and modification shooting defaults)
- There must not be empty rows in start list in LibreOffice Calc table. Empty firing points will be considered by numbering the firing points (second column)
- There must not be firing points which does not exists, otherwise the data transfer into the Range Officer does not succeed.

	A	B	C	D	E	F	G
1	Relay	Firing point	First Name	Family Name	Shooting Club	Discipline	Class
2	1	1	Donald	Duck	Duckburg Shooting Club	Air rifle	M
3	1	2	Scrooge	McDuck	Duckburg Shooting Club	Air rifle	M
4	1	3	Huey	Duck	Duckburg Shooting Club	Air rifle	JM
5	1	4	Dewey	Duck	Duckburg Shooting Club	Air rifle	JM
6	1	5	Louie	Duck	Duckburg Shooting Club	Air pistol	JM
7	1	8	Daisy	Duck	Duckburg Shooting Club	Air pistol	W
8	1	9	May	Duck	Duckburg Shooting Club	Air pistol	JW
9	1	10	John	Rockerduck	Duckburg Shooting Club	Air pistol	M
10	1	11	Phantom	Blot	Hustle Stalkers	Air pistol	M
11	1	12	Flinthaert	Glomgold	Plute Shooters	Air pistol	M
12							

Picture 2. Start list modification in LibreOffice software

Start list will be saved in normal way. You can save it of course with a new name corresponding the competition, discipline and day-time-group. The software will ask you the file format in which the saving will be done – use then a CSV format!



Picture 3. Saving a start list in the LibreOffice software

## 2.2 Start list allocation with Google Sheets

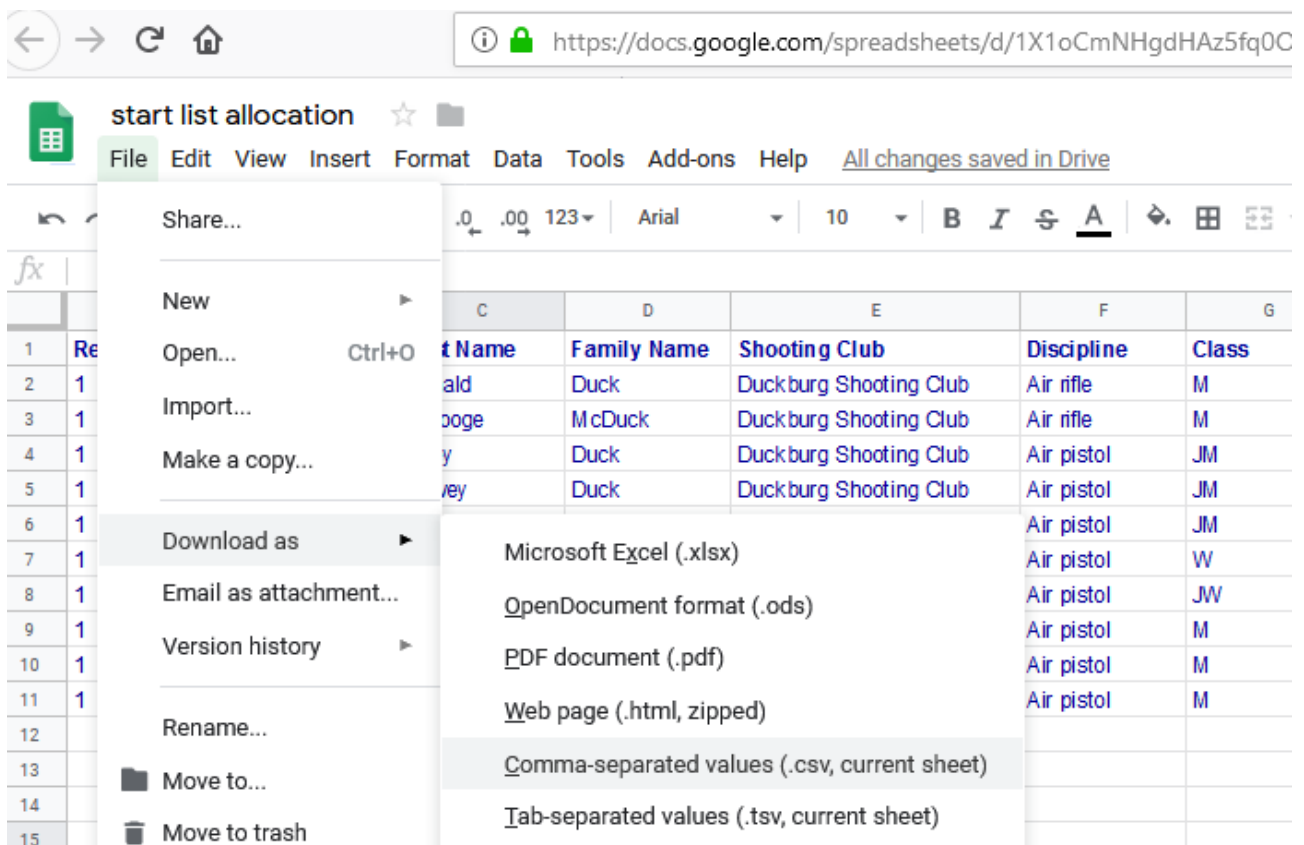
Another easy way to create a start list is to use Google Sheet software. It can be used by normal internet browser without any special softwares. The sheet can be edited simultaneously by many people if needed. To share Google Sheets forms, an internet connection is needed. An operator needs also a Google account. If a person has a gmail account, then he/she has also a Google account. A shared gmail account can be created also for a shooting club.

An example of a Google Sheets start list you can find here:

[https://drive.google.com/drive/folders/1Of8kWN-\\_r8fGKjrFdTR-\\_B-9MaQ3lSz](https://drive.google.com/drive/folders/1Of8kWN-_r8fGKjrFdTR-_B-9MaQ3lSz)

To edit a Google Sheets start list is done as with any spreadsheet. In this example the classes are set in to dropdown menu. When Google Sheets are used it will automatically save the changes: a user do not have to save it by himself/herself.

A start list can be saved and transferred to a user's computer easily in a right format like it stands in the picture 4. As a default, the file is saved in CSV (comma separated values) format in to computers Downloaded files, from where you can import it to the InBand Range Officer.



Picture 4. Saving a start list in Google Sheets software

## **3 Implementation of the Range Officer**

### **3.1 Determination and modifying shooting defaults**

The InBand Range Officer software uses simple text file format for defining different amount of shots and specific classes (based on age or other skills). In the text file amount of shots and classes are on their own rows (starting with amount of shots) separated by commas.

```
60,M,MJ,M18,M20,W,WJ  
40,N,N16,N18,N20,N45,N50,N55,N60,N65,N70,N75,N80,N85,M16,M45,M50,M55  
30,14VT,14HT  
20,8IT,10IT,12VT,12HT,11-14A
```

Above mentioned text file can be found in the same Google Drive address as this manual. In the InBand Range Officer software that setting is a default. These classes are used in the Finnish Shooting Sport Association.

A class definitions are imported in to the InBand Range Officer via SETTINGS menu. There you can find SERIES DEFINITIONS button. Press the button and import the file specifying number of shots and classes. The software saves all definitions which are automatically in use in a restart of the software.

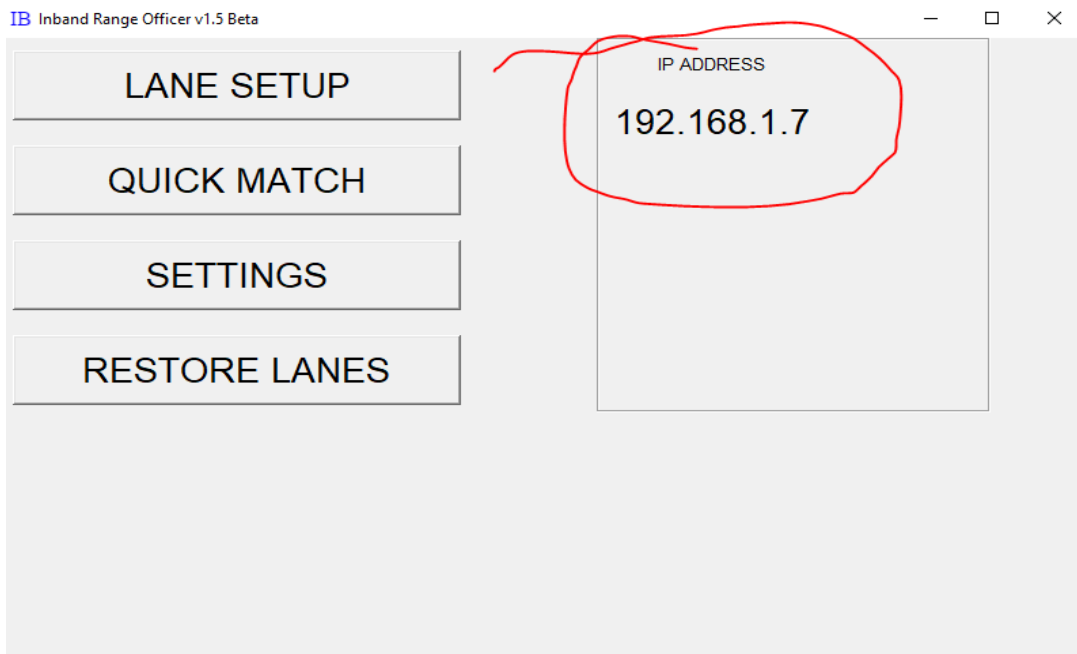
### **3.2 Connecting firing point computers**

Connecting necessary firing point computers with the InBand Range Officer software will be done by following steps

1. All firing point computers must be first in the same network. This can be done for example by WLAN Access point or by IP switch.
2. Execute the InBand Range Officer software
3. Check out the settings of firing point computers and connect them to the competition management computer (see paragraph 3.3)

### **3.3 Settings for the firing point computer (InBand Scoring)**

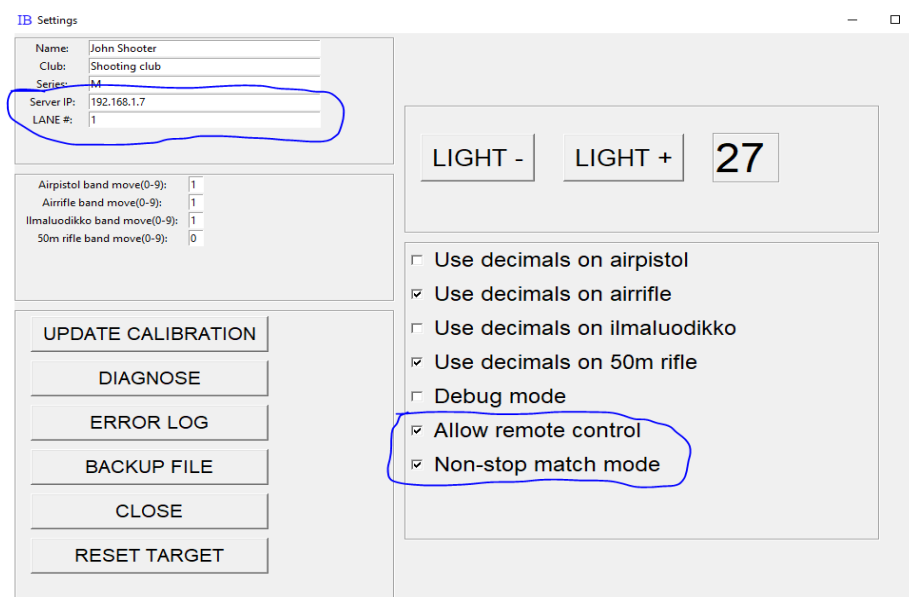
After you have executed the InBand Range Officer software you can find the internet protocol (IP) address of the competition management computer in its main view (picture 5).



Picture 5: The main window of the Inband Range Officer. IP address must be set in the settings of all firing point computers.

Execute InBand Scoring programme in every firing points and go to the SETTINGS menu. Check that following data is correct (picture 6)

- The IP address of the competition management computer
- Number of the firing point
- Allow remote control square is ticked.

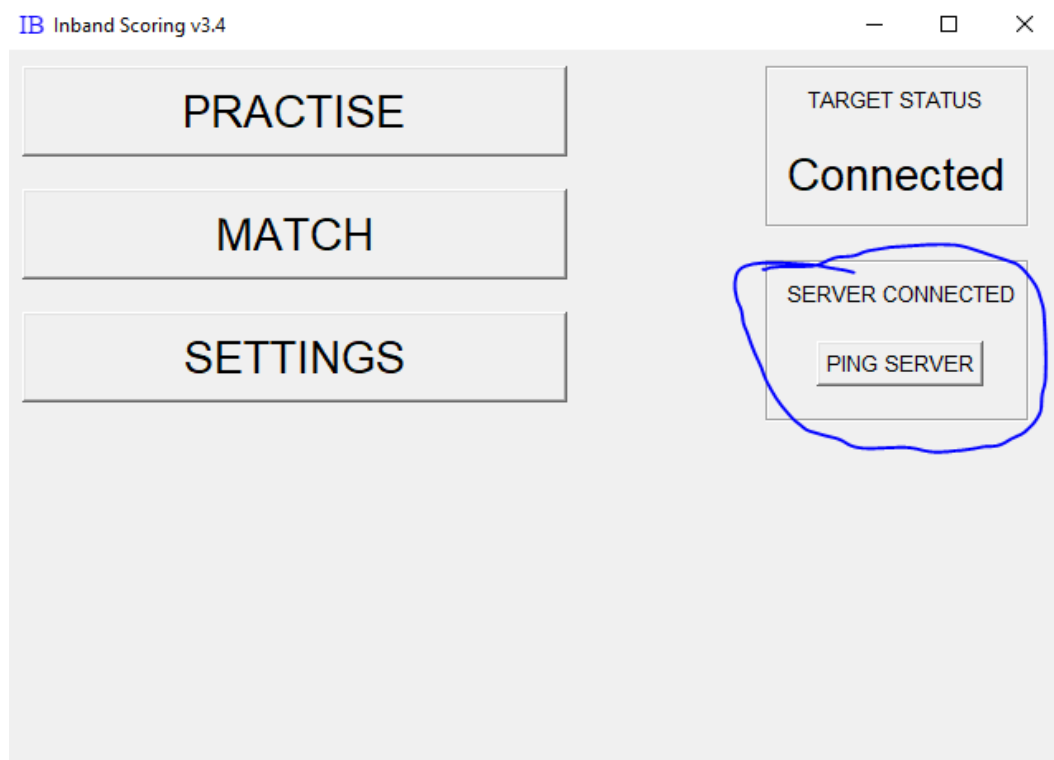


Picture 6. Settings in the InBand Scoring software

In the main menu of the firing point computer you can find a setting for Non-stop match mode. Ticking this function on (✓) a shooter can bypass the competition management computer if an event is run by a non-stop schedule without any special relays. So, an individual lane can be started and stopped whenever needed. Non-stop mode is recommended also to be kept on also in normal competitions, if there should be some connection malfunctions (f.ex WLAN collapses) between the competition management computer and a firing point computer. If this kind of case a firing point computer can overtake the command and competition can be completed.

The software maintains all settings if the software is shut down, so they are always ready for the next competition.

Next the SETTINGS menu can be closed after which you must push the PING SERVER button. If all settings are correct, a text SERVER CONNECTED should be visible (see picture 7) to mark that this firing point computer is connected to the competition management computer.



Picture 7. Connecting the firing point computer (InBand Scoring) with a competition management computer (InBand Range Officer)

In the LANE SETUP menu of the InBand Range Officer can be monitored all the lanes which are connected to the competition management computer. In the picture 8 you can see that there are 22 connected firing points. In this menu you can easily test whether the targets also are connected properly. By pushing BLINK button of a firing point, the target of that lane blinks its led illumination system.



IB Lane setup

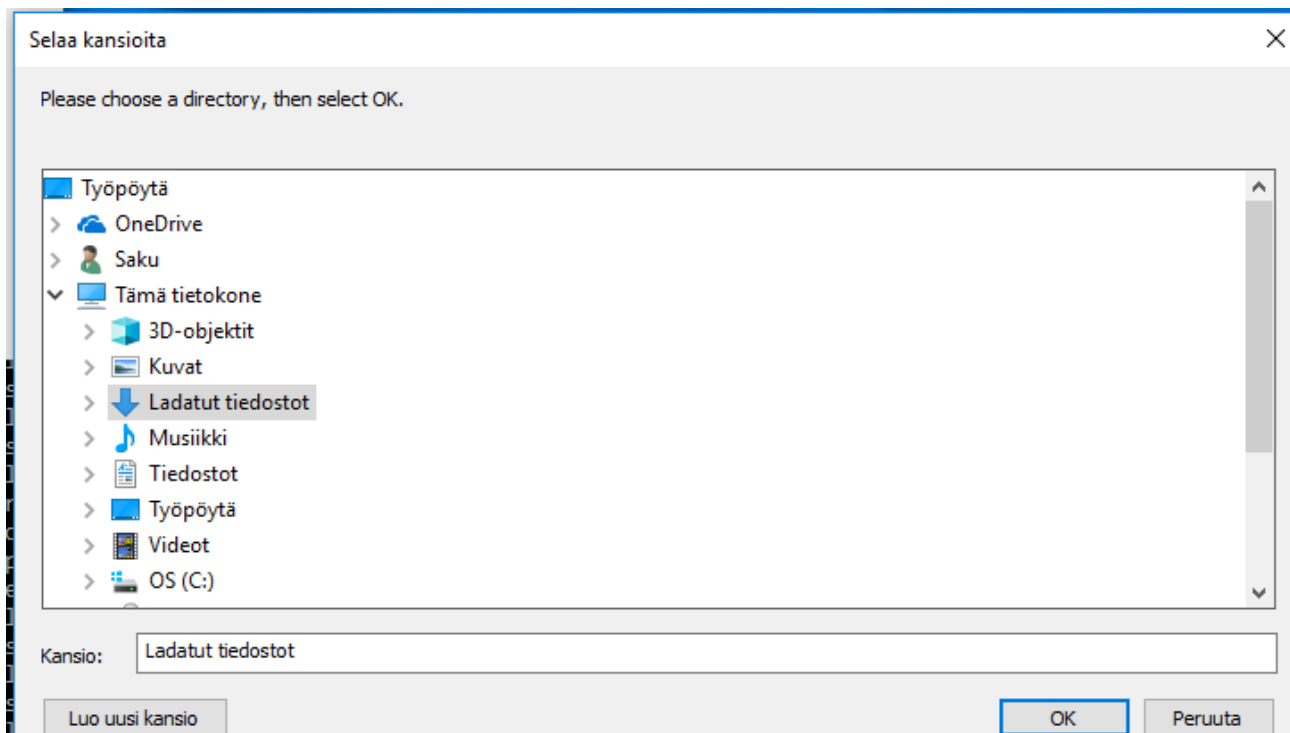
1	192.168.1.10	BLINK
2	192.168.1.11	BLINK
3	192.168.1.12	BLINK
4	192.168.1.13	BLINK
5	192.168.1.14	BLINK
6	192.168.1.15	BLINK
7	192.168.1.16	BLINK
8	192.168.1.17	BLINK
9	192.168.1.18	BLINK
10	192.168.1.19	BLINK
11	192.168.1.20	BLINK
12	192.168.1.21	BLINK
13	192.168.1.22	BLINK
14	192.168.1.23	BLINK
15	192.168.1.24	BLINK
16	192.168.1.25	BLINK
17	192.168.1.26	BLINK
18	192.168.1.27	BLINK
19	192.168.1.28	BLINK
20	192.168.1.29	BLINK
21	192.168.1.30	BLINK
22	192.168.1.31	BLINK

Picture 8. Lane Setup view in competition management computer (InBand Range Officer)

## 4 Managing a Competition

To organise a competition, push the QUICK MATCH button in the main menu of the InBand Range Officer. The software request a user to determine the file address where to save the competition data (results). The user can choose a file defined earlier or make a new file by pushing CREATE A NEW FILE button.

All the competition data will be saved into this file.



Picture 9. Determining the result directory in the begin of the competition

## 4.1 Quick match menu

During a competition a QUICK MATCH window is the main menu to manage firing point computers.

IB QUICK MATCH											
<input type="button" value="INIT"/> <input type="button" value="START"/> <input type="button" value="STOP"/> <input type="button" value="REFRESH GROUP"/> <input type="button" value="CHECK LANES"/> <input type="button" value="LOAD RELAY"/> <input type="button" value="RESET GROUP"/> <input type="button" value="DEFAULT"/> <input type="button" value="DEBUG"/>											
Group	#	Name	Club	Disc.	Decim.	Series	Shots	Last	Total	Command	Status
<input checked="" type="checkbox"/>	1	<input type="text" value="Anku Ankka"/>	AA	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="8IT"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	2	<input type="text" value="Roope Ankka"/>	AA	<input type="text" value="Airrifle"/>	<input type="text" value="ON"/>	<input type="text" value="N"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	3	<input type="text" value="Tupu Ankka"/>	AA	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="8IT"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	4	<input type="text" value="Hupu Ankka"/>	AA	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="10IT"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	5	<input type="text" value="Lupu Ankka"/>	AA	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="12VT"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	6	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	7	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	8	<input type="text" value="Iines Ankka"/>	AA	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="14VT"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	9	<input type="text" value="Liinu Ankka"/>	AA	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="11-14A"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	10	<input type="text" value="Kroisos Pennonen"/>	AA	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="14HT"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	11	<input type="text" value="Musta Kaapu"/>	KelmienAS	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="M18"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	12	<input type="text" value="Kulta-Into Pii"/>	PohattaAs	<input type="text" value="Airpistol"/>	<input type="text" value="OFF"/>	<input type="text" value="M80"/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	13	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	14	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	15	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	16	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	17	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	18	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	19	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	20	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	21	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT
<input checked="" type="checkbox"/>	22	<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	0		0	<input type="button" value="INIT"/>	NO CONNECT

Picture 10. The Quick Match menu

## Buttons in the upper control bar of the Quick match menu

To manage firing points collectively with the InBand Range Officer software, click (✓) the small square on the Group column on the left side of the QUICK MATCH window. After this all commands given with the buttons in the upper bar will affect to the all chosen firing point computers.

**INIT** Initializes computers of firing points with the shooter information. The status of the firing point computer must be IDLE in order to make initialization. Before this initialization you must have created the start list with some text editor (look paragraph 2.1 or 2.2)

**START** Sends a START command to the firing points computers. Depending of the stage of the competition the preparation and sighting time or the competition time will start.

**STOP** Sends a STOP command to the all firing points computers. Depending of the stage of the competition the preparation and sighting time or the competition time will be stopped.

## **REFRESH GROUP**

Collects the shooting data from all firing points. This operation is needed only if there has been a connection failure between the competition management computer and the firing point computers. Usually this function is not needed.

## **CHECK LANES**

By pushing CHECK LANES button, you can check that the main competition computer has a connection to all firing point computers. It also checks that the firing point computers are in the correct status. First, after pushing CHECK LANES button the firing point status of all firing point computers shows WAIT CONNECTION status and after a connection is checked it turns to the right status (CONNECTED). If some firing point status remains in WAIT CONNECTION status, it means that the competition management computer cannot create a connection to that lane.

## **LOAD RELAY**

To load a starting list.

## **RESET GROUP**

Resets all the firing point computers.

## **DEFAULT**

Returns all the firing point computers to default settings. Note: this does not affect to the illumination level of the targets.

## **DEBUG**

Lays all the firing point computers to a DEBUG mode. This is mainly used in testing and trouble shooting.

## **Buttons for the individual firing points**

<b>Group</b>	The group box ticked makes the upper bar buttons effective for this single firing point.
<b>OPEN</b>	This button opens firing point menu for this single lane. So far the single lane menu includes only the settings for the target illumination device.
<b>Name</b>	Name of the shooter
<b>Club</b>	Shooting club
<b>Disc</b>	Discipline. The InBand Range Officer supports currently air pistol, air rifle and 50 metre rifle. The support will be extended to the other InBand Scoring disciplines to come.
<b>Desim.</b>	Decimal scoring is on or off. Default settings are off for air pistol and on for rifles.

**Series** Shooting class of an athlete. In the drop down menu the earlier defined shooting classes are selectable (note paragraph for determination and modifying the shooting classes).

**COMMAND** With COMMAND button commands can be given to the single firing point computers. The exact command is depending on the status of the single lane (for example, if the lane status is WAIT SIGHTERS, it stands START in the COMMAND button).

## Managing a shooting relay

The procedure to manage a shooting relay is as follows (presumed that all needed firing points are luckily connected with the InBand Range Officer programme and QUICK MATCH menu is open and running).

1. Check that all lanes are really connected to the InBand range Officer programme by pushing CHECKS LANES button. The status of all lanes should become IDLE.
2. Import the beforehand prepared relay file into Inband Range Officer programme by pushing LOAD RELAY button. You can also write the shooter name and shooting club details straight in the QUICK MATCH menu.
3. Compose a group by ticking the GROUP square of the firing points which have an athlete in the relay.
4. Press INIT button in the upper control bar. After this it will appear a target graphic to all firing point computers including details of a shooter and a red STOP text on the target figure.
5. After the chief range officer (CRO) has given a start command for the preparation and sighting time, press START button in the upper bar. The STOP text in the firing point computer will disappear and the count-down clock will start running (note that the sighters are not visible in the QUICK MATCH menu).
6. After the preparation and sighting time has ended, press STOP button in the upper control bar.
7. In the beginning of the match time, press START button in the upper control bar. During a match time numbers of shots, the last shot value and a standing result will be indicated in the QUICK MATCH menu.
8. When the match is all over (match time is over or the CRO has commanded the ultimate STOP - UNLOAD!), press STOP button in the upper control bar. The technical officer of the competition management computer should make a back-up copy of the result file (note paragraph Result file).
9. After the results of the relay are definitely secured, a RESET GROUP button in the upper control bar can be pressed. This resets firing points to starting mode of a relay.

If there are multiple relays in a competition and all results are desired to have in the same back-up copy, the next relay can be initialized (load relay, init etc) immediately without closing the QUICK MATCH menu. This adds the results of the following relays automatically into the same result file with the previous relays. You should keep in mind that always after every relay make a back-up copy.

If the back-up copy of the following relay is wanted to have separately (different file), the QUICK MATCH menu must be closed and re-opened.

## 4.2 Results file

InBand Range Officer produces two result files during a competition: results.csv and backup.csv. In the results.csv file the results of every 10 shot series will be saved sorted by shooting classes and by superiority. The results.csv file can be run for real time scoring f.ex by CSVFileView software.

Results.csv file details is in next format

NAME;SHOOTING CLASS;DISCIPLINE;CLASS;SHOTS;LAST;S1;S2;S3;S4;S5;S6;SCORE  
Inner tens

Mickey Mouse ;DSC;Airpistol;M;18;8;82;70;None;None;None;None;152 2-X

Scrooge McDuck ;DSC;Airpistol;M;16;7;89;53;None;None;None;None;142 3-X

Donald Duck ;DSC;Airpistol;M;14;9;84;35;None;None;None;None;119 1-X

Daisy Duck ;DSC;Airpistol;F;22;8;89;86;17;None;None;None;192 2-X

In the Backup.csv file the shot data is saved in the next format:

Donald Duck;DSC;Airpistol;M;9;8;9;9;7;8;7;X;9;8;8;9;9;9;

Scrooge McDuck;DSC;Airpistol;M;9;8;8;10;X;9;9;10;7;9;9;X;X;8;9;7;

Mickey Mouse;DSC;Airpistol;M;9;8;9;9;9;7;6;9;8;8;8;8;X;8;9;9;X;8;

Daisy Duck;DSC;Airpistol;F;X;8;9;10;8;9;8;10;8;9;9;8;9;8;7;8;9;9;9;X;9;8;

Backup.csv file can be utilized by the third part scoring softwares.

## 4.3 Result service by the CSVFileView programme

CSVFileView is a share-ware software, which is developed to monitor .csv files. It is easy to use, and you can use it for simple results, timing and scoring during the competition.

The CSVFileView is downloadable from:

[https://www.nirsoft.net/utills/csv\\_file\\_view.html](https://www.nirsoft.net/utills/csv_file_view.html)

The download link is found in the bottom of the web page

**Feedback**

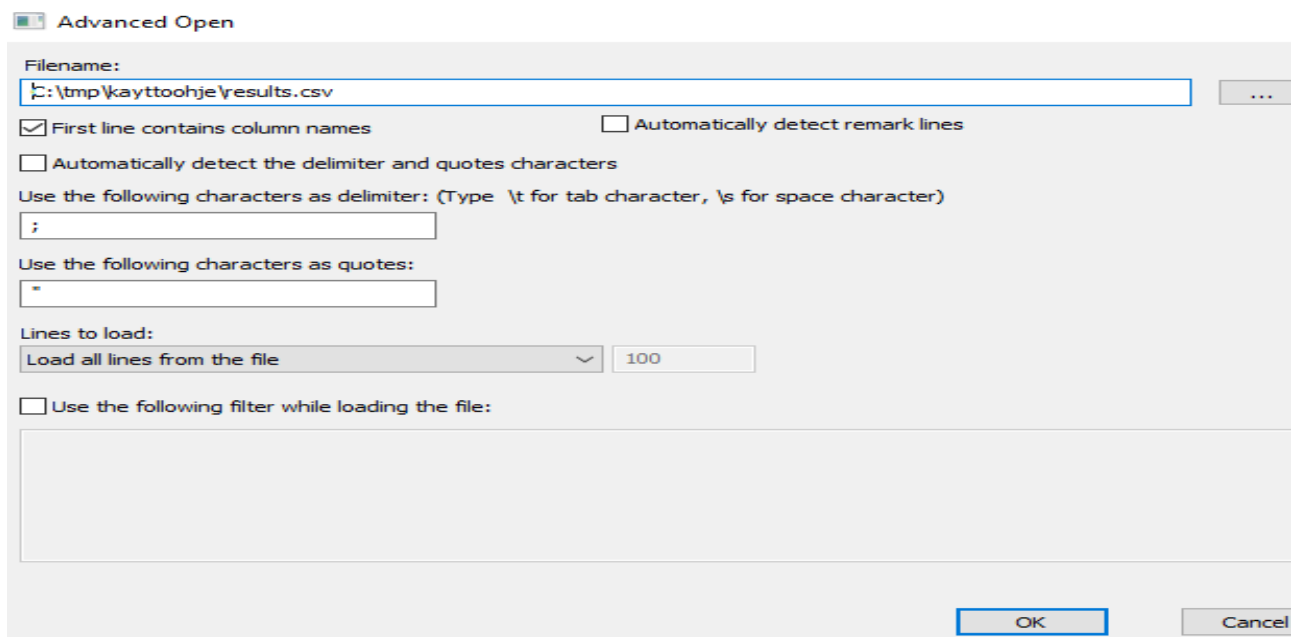
If you have any problem, suggestion, comment, or you found a bug in my utility, you can send a message to [nirsofer@yahoo.com](mailto:nirsofer@yahoo.com)

[Download CSVFileView \(32-bit\)](#)

[Download CSVFileView \(64-bit\)](#)

The results.csv file should be opened by the advance open function of the CSVFileView software. The defaults is shown in picture 11. The semi-comma must be used to separate the data fields as it is done also in the results.csv file.

The “Auto Refresh” must be chosen in the Option window that the results should be updated during a competition.



Picture 11. Opening of the results.csv with CSVFileView’s advanced open function.

CSVFileView - C:\Users\mikko\Downloads\result\_list\_translations-phony.csv

File Edit View Options Help

NAME	SHOOTING CLUB	DISCIPLINE	CLASS	SHOTS	LAST	S1	S2	S3	S4	S5	S6	RESULT
Mickey Mouse	DSC	Airpistol	M	18	8	82	70	None	None	None	None	152 2-x
Scrooge McDuck	DSC	Airpistol	M	16	7	89	53	None	None	None	None	142 3-x
Donald Duck	DSC	Airpistol	M	14	9	84	35	None	None	None	None	119 1-x
Daisy Duck	DSC	Airpistol	W	22	8	89	86	17	None	None	None	192 2-x

Picture 12. Results.csv file via the CSVFileView programme

CSVFileView - C:\Users\mikko\Downloads\result\_list\_translations-phony.csv

File Edit View Options Help

- Unicode/Ascii Save Mode
- Unicode/Ascii Default Open Mode
- After Loading File - Sort By
- Automatic Column Size
- Auto Refresh Mode
- Add Byte Order Mark To Unicode Files
- Add Header Line To CSV/Tab-Delimited File
- Keep Columns Size/Order on Refresh
- Enable String Interning
- Always Use Advanced Open Settings
- First Line Contains Column Names
- Allow MultiLine Fields
- Auto Detect Remark Lines
- Align Numeric Columns To Right
- Automatic Numeric Sorting
- Automatic Date Sorting
- Add Thousands Separator
- Select Another Font
- Use Default Font
- Auto Refresh
- Scroll To Bottom On New Line
- Beep On New Line
- Always On Top
- Explorer Context Menu
- Custom Delimited File Settings Ctrl+F9

S1	S2	S3	S4	S5	S6	RESULT
82	70	None	None	None	None	152 2-x
89	53	None	None	None	None	142 3-x
84	35	None	None	None	None	119 1-x
89	86	17	None	None	None	192 2-x

5 lines

OneDrive

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Verkko

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Picture 13. Option menu of the CSVFileView software. It is important to tick the AUTO FRESH point in order to update results.