

AeroJudge Admin Menu Guide

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This guide explains the functions available in the AeroJudge Admin menus. It is intended for CDs, scorekeepers, and anyone responsible for configuring or fixing AeroJudge devices during an event.

Most judges should not need to use these menus during normal scoring. Admin functions can change event data, device identity, scoring mode, or saved scores, so use them carefully.

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Quick Summary

Use the Admin menu for these tasks:

- Load or refresh event data from Score
- Set single or double known sequences
- Choose standard or alternate sequence files
- Set the device scoring mode
- Set the device flight line and judge number
- Check for software updates
- Clear a mistaken active round before scores exist
- Fix common score assignment problems

Do not use Admin functions casually during a contest. If scores already exist, some changes may be blocked or may require cleanup afterward.

Opening and Leaving the Admin Menu

From the main AeroJudge screen, press the red hamburger menu icon.

The Admin menu gives access to the major setup and correction areas:

- Clear Active Round, when available
- Event Admin
- Score Fixes
- Device Settings

Use **Exit** to return to the normal judging screen.

Use **Admin Menu** to return to the main Admin menu from a submenu.

Clear Active Round (Round by Round Scoring Mode)

Clear Active Round only appears when an active By Round scoring round exists and no scores have been recorded for that round.

Use this when a round was started by mistake before any pilot was scored.

What it does:

- Clears the current active round
- Sends the device back to the new round selection flow
- Does not delete scores, because it is only allowed when no scores exist

When to use it:

- The wrong class, round type, or round was started in round by round scoring mode
- The scorekeeper or judge entered By Round mode and selected the wrong round before scoring began

When not to use it:

- Any pilot has already been scored in that round
- You are trying to erase or redo a round with scores in it

If scores already exist, AeroJudge blocks the action and shows the pilots who already have scores.

Event Admin

Event Admin controls the event data stored on the device and the sequence format used for the contest.

This page has two main areas:

- Local Device Settings
- Score Server Actions

Local Device Settings

Local Device Settings change event format settings on the device without contacting Score.

Known Sequence Count

This controls how many known sequences are expected for each known round.

Options:

- Single (1): one known sequence per known round
- Double (2): two known sequences per known round

Use Single (1) when the contest flies one known sequence per round.

Use Double (2) when the contest flies two known sequences per round. This is the common setup for many IMAC contests.

Important: every AeroJudge device used at the contest must use the same known sequence count.

If you try to change between single and double known sequences after scoring has started, AeroJudge may block the change. It blocks the change when pilots are mid-round or when class round counts are uneven. Resolve those issues in Score Fixes first.

Default Sequence Type

This selects which sequence set the device should use by default and is only active when a manual event was created that did not originate as an event package from IMAC.

Options:

- Standard: normal sequence files
- Alternate: alternate sequence files

Use Standard unless the event specifically requires alternate sequences.

Update Settings

Update Settings saves the selected Known Sequence Count and Default Sequence Type locally on the device.

This does not contact Score and does not reload pilots or sequence files.

Use this only when you need to correct the local format settings for an already loaded event.

Score Server Actions

These functions contact the Score computer. Score must be running, the Score server must be started, and the device must be connected to the AeroJudgeNET Wi-Fi network.

The Score server should be listening at:

192.168.8.100

Refresh Event

Refresh Event reloads current event data from Score without treating the device as a brand-new contest.

What it does:

- Contacts the Score server
- Reloads pilot data
- Reloads sequence data
- Applies the selected Known Sequence Count and Default Sequence Type from this page
- Keeps the current scoring mode
- Keeps the existing event as the current event
- Sends the device to sequence validation after the refresh

When to use it:

- Pilots were added or corrected in Score
- Sequence files were updated in Score
- You need the device to refresh its event information without wiping current score files

When not to use it:

- You are setting up a device for a brand-new contest
- You intentionally want to archive old scores and start fresh

Load NEW Event

Load NEW Event starts a new event on the device using data from Score.

WARNING: This archives current scores, clears current pilot score data, and loads fresh event data from Score.

What it does:

- Contacts the Score server
- Archives existing device files and scores
- Clears current pilot score data
- Downloads pilots from Score
- Downloads sequences from Score
- Applies the selected Known Sequence Count and Default Sequence Type from this page
- Keeps the current scoring mode
- Loads the current contest information from Score
- Sends the device to sequence validation

When to use it:

- Initial contest setup
- A device is being prepared for a different contest
- The device has old contest data that must be replaced
- Device identity was changed and the device needs a clean event load

When not to use it:

- During a contest after scores have been collected, unless you are intentionally starting over
- When you only need to refresh pilots or sequences for the same event

Device Settings

Device Settings controls how this physical AeroJudge box identifies itself and how it presents scoring.

This page has three main areas:

- Scoring Mode
- Device Identity
- System Update

Scoring Mode

Scoring Mode controls how judges select pilots and rounds on the device.

Global

Global mode shows the normal pilot list. Judges pick pilots from the list and score flights as they occur.

Use Global mode for the standard AeroJudge workflow where the device is not locked to a specific active round.

This is the safest default for most contests using the current preconfigured kits.

By Round

By Round mode uses an active round workflow. The round is selected first, and the device expects scoring to happen inside that active round.

Use By Round only when the event workflow specifically requires round-by-round control.

Important: If a By Round scoring round is active, AeroJudge may prevent switching back out of By Round mode until the round is finished or cleared.

Attempt auto sync scores

This option is only shown when By Round mode is selected.

Options:

- Off: the scorekeeper manually uploads/syncs score files
- On: the device attempts to sync scores automatically after a round workflow

Use Off unless you specifically want the By Round workflow to attempt automatic score sync.

Save Mode

Save Mode saves the selected scoring mode locally on the device.

It does not reload the event from Score.

Device Identity

Device Identity sets the flight line and judge number for this physical device.

These values matter because uploaded score files identify which line and judge sent the data.

Line Number

The flight line number for this device.

The current controls allow values from 1 through 8.

Typical preconfigured kit setup:

- Line 1, Judge 1
- Line 1, Judge 2
- Line 2, Judge 1
- Line 2, Judge 2

Judge Number

The judge number for this device on its flight line.

The current controls allow values from 1 through 8.

Save & Load NEW

Save & Load NEW saves the new line and judge numbers, then loads a new event from Score.

WARNING: This requires a working connection to Score. Current scores are archived as part of the new event load.

This function uses the scoring mode currently selected on the Device Settings page. The event load currently uses double known sequences and standard sequence type, so verify the event setup and sequence validation afterward.

What it does:

- Saves the new line number
- Saves the new judge number
- Contacts Score
- Archives current scores
- Loads fresh event data
- Uses the selected Global or By Round scoring mode
- Sends the device to sequence validation

If the device cannot connect to Score or the event load fails, AeroJudge rolls the line and judge settings back to their original values.

Use this when:

- A device was assigned to the wrong line or judge number
- You are reconfiguring a kit for a different flight line layout
- You are preparing the device before the contest starts

Avoid using this during a contest unless you understand the effect on score files.

System Update

System Update checks for and installs AeroJudge software updates.

The device must have internet access. This usually means AeroJudgeNET must be connected to an outside internet source through the router.

Current version

The page displays the software version currently running on the device.

If the version cannot be read, it may show unknown.

Check for Updates

Check for Updates contacts the AeroJudge release server and compares the current version with the latest available release.

If no update is available, the device reports that it is already up to date.

If an update is available, the device shows the current version and the available version, then asks for confirmation.

Install Update

After confirmation, the device downloads and installs the update.

During the update:

- The device downloads update files
- The app restarts
- The device checks whether the new version started correctly
- If the update fails, the device attempts to roll back to the previous version

Do not power off the device during the update.

After the update, the page will report whether the update succeeded, failed and rolled back, or did not complete cleanly.

Score Fixes

Score Fixes contains tools for correcting score data on the device.

Use these tools only after you understand what went wrong. They directly change saved pilot score files.

The available tools are:

- Resolve Mismatches
- Swap Round Scores
- Zero Unflown Rounds
- Audit Log, coming soon

Resolve Mismatches

Resolve Mismatches scans score data and looks for pilots whose round counts do not match others in the same class and round type.

It can help fix two common problems:

- A known round has sequence 1 scored but sequence 2 missing
- A round was recorded under the wrong pilot

When the page opens, AeroJudge scans for mismatches.

If it finds issues, it shows cards by class and round type. Select the card for the problem you want to fix.

If it does not find issues, it shows that all scores look good. You can still use **Force Round Edits** to manually choose a class and round type.

Fix Missing Sequence

Use this when a pilot flew sequence 1 of a known round but did not fly sequence 2.

What it does:

- Adds sequence 2 to that pilot's known round
- Fills sequence 2 with zero scores
- Marks the known round complete for that pilot
- Advances that pilot to the next known round

This tool is only valid for known rounds.

It requires another pilot in the same class to already have sequence 2 for that round, so AeroJudge can match the correct number of figures.

Use this for:

- A pilot who flew known sequence 1 but did not fly known sequence 2
- Cleaning up an incomplete known round before moving or zero-filling other scores

Do not use this for:

- A pilot who missed the entire round
- Unknown or freestyle rounds
- A score that belongs to another pilot

Move Round

Use this when a round was scored under the wrong pilot.

What it does:

- Moves all scores for one round and round type from one pilot to another
- Gives the destination pilot the next needed round number
- Removes the round from the source pilot
- Renumbers later rounds for the source pilot if needed

Use this for:

- Pilot A was selected on the device, but Pilot B actually flew
- One pilot has an extra round and another pilot is missing that round

Before Move Round is allowed, unresolved missing sequence 2 issues must be fixed first.

Do not use this when two pilots both have scores for the same round and the scores are swapped. Use Swap Round Scores instead.

Force Round Edits

Force Round Edits lets you manually choose a class and round type even when AeroJudge did not automatically detect a mismatch.

Use it when you know a correction is needed but it was not flagged automatically.

Swap Round Scores

Swap Round Scores exchanges the scores for two pilots in the same class, same round type, and same round number.

Use this when two pilots' scores were attributed to each other.

Example:

- Pilot A flew and was scored as Pilot B
- Pilot B flew and was scored as Pilot A
- Both pilots have the same round number, but the scores are on the wrong pilots

What it does:

- Keeps both pilots' round counts the same
- Swaps the selected round scores between the two pilots
- Requires both pilots to be in the same class
- Requires both pilots to have matching sequence sets for that round

If one pilot has sequence 1 only and the other has sequence 1 and 2, the swap is blocked. Fix the incomplete round first.

Do not use this when only one pilot has the score and the other pilot is missing the round entirely. Use Resolve Mismatches > Move Round instead.

Zero Unflown Rounds

Zero Unflown Rounds adds zero scores for a pilot who legitimately missed a round and needs to be caught up to the rest of the class.

What it does:

- Adds zero scores for the selected pilot and round
- Uses peer scores to determine the correct number of figures
- Advances the pilot's round state
- Works sequentially, one missing round at a time

Use this for:

- A pilot did not fly a round
- A pilot needs a zero recorded so reports and round counts line up

Do not use this for:

- A score that was recorded under the wrong pilot
- A known round where sequence 1 exists but sequence 2 is missing
- Skipping ahead multiple rounds at once

Important: zero-fill is sequential. If a pilot needs zeros for rounds 2 and 3, zero round 2 first, then zero round 3.

For known rounds, unresolved missing sequence 2 issues must be fixed before zero-fill is allowed.

Audit Log

The Audit Log tile is currently marked coming soon.

It is intended to show the history of score changes and corrections, but it is not active yet.

First Boot Event Setup

If a device has no event loaded, it may show the First Boot setup screen instead of the normal Admin menu.

First Boot setup combines the minimum required setup items:

- Known sequences: single or double
- Sequence type: standard or alternate
- Scoring mode: Global or By Round
- Line number
- Judge number
- Load Event

Load Event saves the line and judge identity, contacts Score, downloads event data, and sends the device to sequence validation.

Use First Boot setup when preparing a device that does not already have a current event loaded.

Sequence Validation

After loading or refreshing an event, AeroJudge sends the device to sequence validation.

Use that screen to confirm the device received the expected sequence files from Score.

Do not start judging until sequence validation looks correct.

General Safety Rules

Before using Admin tools during a contest, confirm:

- Score is running on the scorekeeper computer
- The Score server is started
- The Score server is listening on 192.168.8.100
- The device is connected to AeroJudgeNET
- Any score files you need have already been uploaded

Use Refresh Event when you want to update the current event.

Use Load NEW Event only when you intentionally want to archive current scores and start fresh from Score.

Use Score Fixes only when you know what correction is needed.

After using a score fix, review the pilot's scores and reports in Score before publishing results.

Troubleshooting

If a Score Server Action fails:

- Confirm the device is connected to AeroJudgeNET
- Confirm the Score computer is connected to AeroJudgeNET
- Confirm Score Services is running
- Confirm Score is listening on 192.168.8.100
- Move the device closer to the router and try again

If a format change is blocked:

- Check for pilots between sequence 1 and sequence 2
- Check for uneven known round counts in a class
- Use Score Fixes to resolve the issue first

If a score correction is blocked:

- Read the message shown on the device
- Fix missing sequence 2 issues before moving or zero-filling known rounds
- Use Move Round for one misplaced score
- Use Swap Round Scores when two pilots' scores were traded
- Use Zero Unflown Rounds when a pilot truly did not fly

If a system update fails:

- Confirm the router has internet access
- Try again when the connection is stable
- If the device reports rollback, continue using the installed version and contact support

Support

For help with questions or errors, contact:

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