

Introduction

About Smarter Agility Designer (SAD)

SAD is a **course designer and management tool** that :

- Is available on a variety of devices (laptop/pc, tablet as well as smartphone).
- Synchronizes courses between your devices.
- Can be used online as well as offline.
- Provides all the features you need to design, share, print and export/import courses.
- Helps you build your courses (by specifying obstacle coordinates and/or displaying differences with another course).
- Helps you manage, categorize and find your courses.
- Has the capability to restore earlier versions of a course and even restore a previously deleted course.

How does it work?

Smarter Agility Designer (SAD) is a so-called web-app. This provides a number of advantages over regular apps and regular web sites. That is:

- It looks and feels the same, whether you use it on pc/laptop, tablet or smartphone.
- You can use it directly in your **browser**. But you can also **install** it on your pc/laptop, tablet or smartphone.
- All your courses (and related data) are stored locally. This allows you to access and design your courses **even when you are offline**.

As SAD is web-based, there may be minor differences in functionality or the availability of specific features depending on the browser you use.

Where are my courses stored?

When you create a course, it is **stored locally**.

In addition, your courses are **synchronized to the SA server**:

- If you are **online** while saving a course, a copy is uploaded to the server,
- If you are **offline**, the course is uploaded to the server during the next synchronization cycle (which is typically executed every 20-30 minutes).

When a course is uploaded to the server, that specific version is saved. This allows you to **restore** earlier versions of a course. Moreover, this allows previously deleted courses to be **restored**. For more info, check the restoration faq.

The standard synchronization process will include all changes made since the previous sync. However, if needed, you can set a different time frame (on the Synchronization page).

How can I use SAD offline?

Once you install SAD (or better, added to your home screen / added to your desktop), SAD can be used offline!

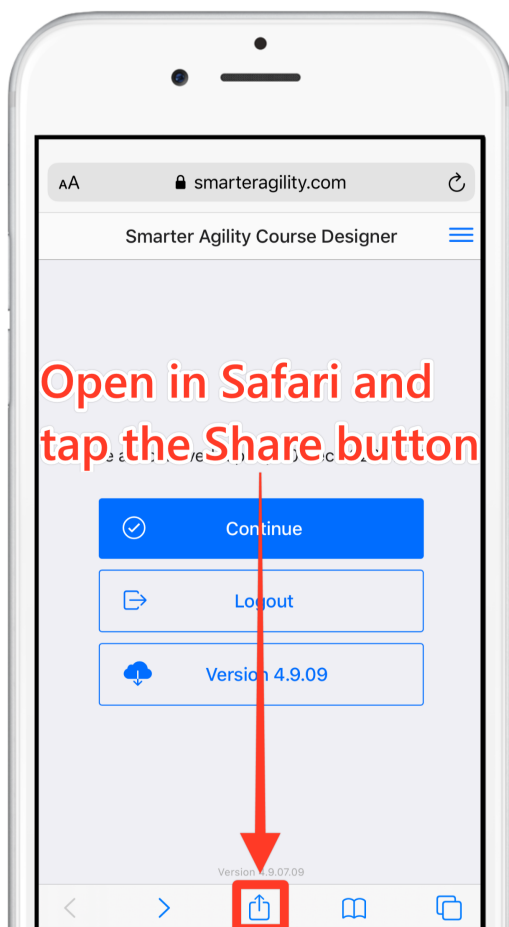
You can check whether or not all program files have been downloaded via the Tools page

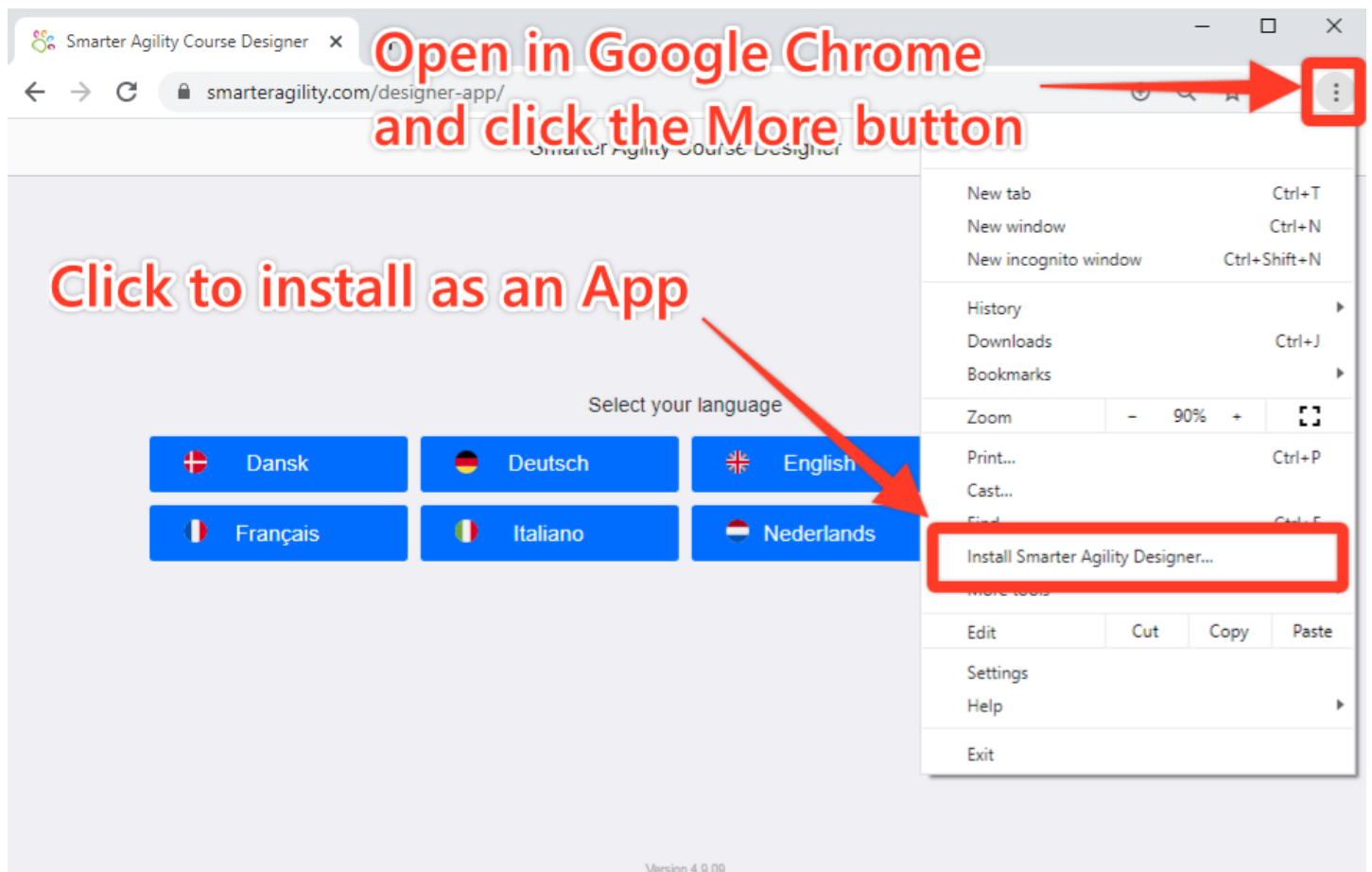
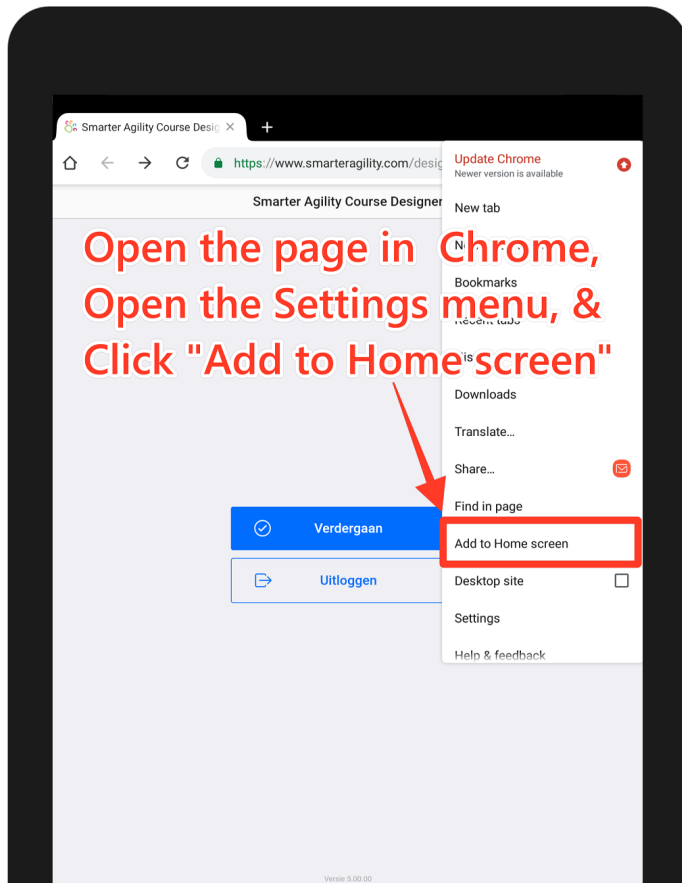
If the available space is low and you do not use the app for several weeks, **iOS may remove program files and data**. Therefore, if you need to use SAD offline after a long time of inactivity, please ensure iOS has not done so.

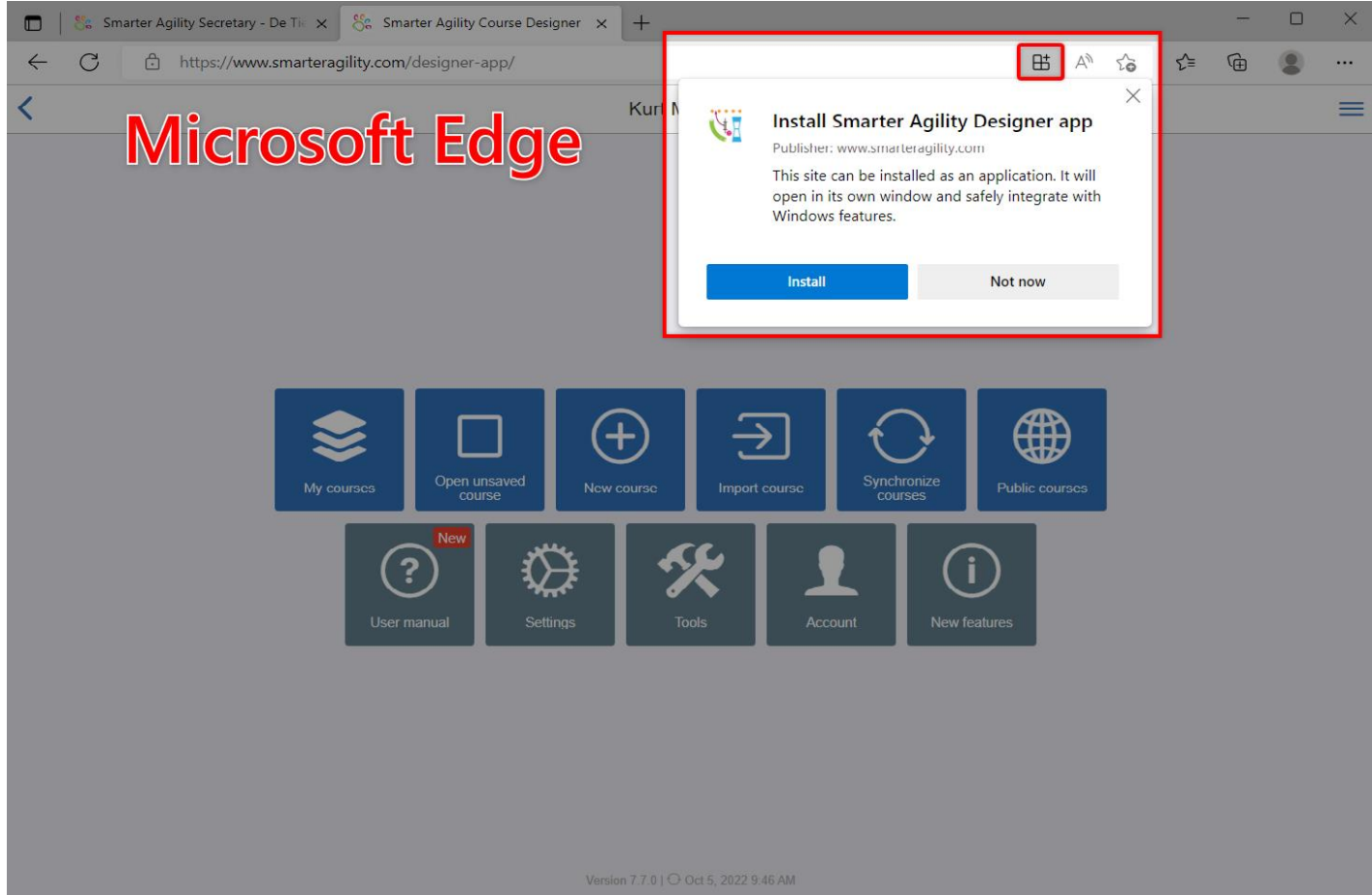
How to install SAD?

To install SAD, open <https://www.smarteragility.com/designer-app/> in Google Chrome, Microsoft Edge or Safari. Then click the 'Install' button (in Chrome or Edge) or 'Add to home screen' button (in Safari).

Click on the images for a full-screen preview.







Main page layout

The main page provides access to all other pages and features.

Note that some buttons may only be visible under certain conditions.



1. **Renew subscription:** Links to your subscription page at <https://www.smarteragility.com/user/premium> where you can renew your subscription. The button is only visible once your subscription is expired. Note, however, that the Account page also includes the link.
2. **Version x.x:** Starts the upgrade to the latest version. The button is only visible when an update is available.
3. **My Courses:** Provides a list of and is the main access point to your courses.
4. **Open unsaved course:** Opens the last unsaved course in design mode. The button is only visible when there is an unsaved course.
5. **New course:** Creates a new, blank course.
6. **Import course:** Allows you to import another course (from a text file, a text string or an url). Note that only other Smarter Agility courses can be imported.
7. **Synchronize courses:** Allows you to manually start the synchronization (with more options than the automated synchronization)
8. **Public courses:** Links to the public courses page <https://www.smarteragility.com/public-courses>.
9. **User manual:** Opens the user manual (i.e. this) page.
10. **Settings:** Allows you to customize parameters related to course design, course layout and app behaviour.
11. **Tools:** Allows you to (partially or fully) remove and download the app as well as verify all files were downloaded correctly.
12. **Account:** Provides an overview of your account as well as access to your (global) account page and public courses page.
13. **New features:** Lists the additions and modification that are included in each update.

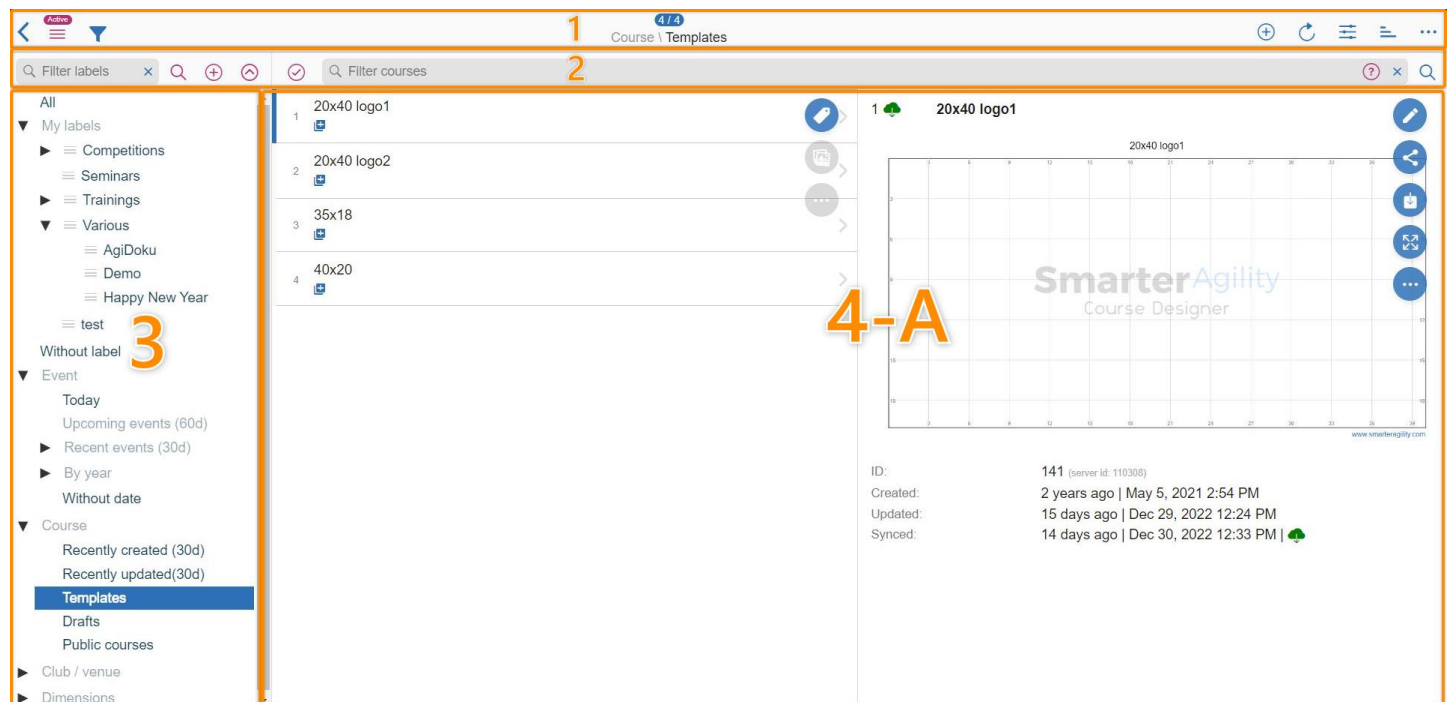
Courses page (version 8)

Courses page layout

Note that, to properly display this help page, please ensure you have the latest update.

The **default view (A)** consists of :

1. A top menu bar,
2. A second menu bar,
3. A labels or folders panel,
4. A list of courses and a preview of the selected course.





Via the top menu, you can activate an **alternative view (4-B)** :











1 - Top menu bar

The left part contains the following buttons:

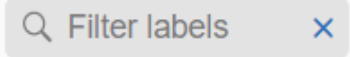



-  Show or hide the folders/labels panel (#3 on the above screenshot)
-  Show or hide the second menu bar (#2 on the above screenshot)

The right part contains:


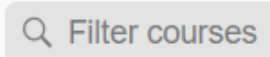


-  Create a new course. Note that, if you have selected a custom folder/label (see elsewhere), the course will be saved in that folder.
-  Refresh the courses list
-  Switch between both versions of panel 4 (4-A and 4-B on the above screenshots)
-  Set the sorting order for the list of courses. Note that some predefined folders (e.g. "Recently added" and "Recently updated") use a dedicated sorting order.
-  Open the panel with additional functions:
 -  Create a new course using an existing template
 -  View and restore recently deleted courses (but still available on the server)
 -  Synchronize courses with the server

2 - The second menu bar

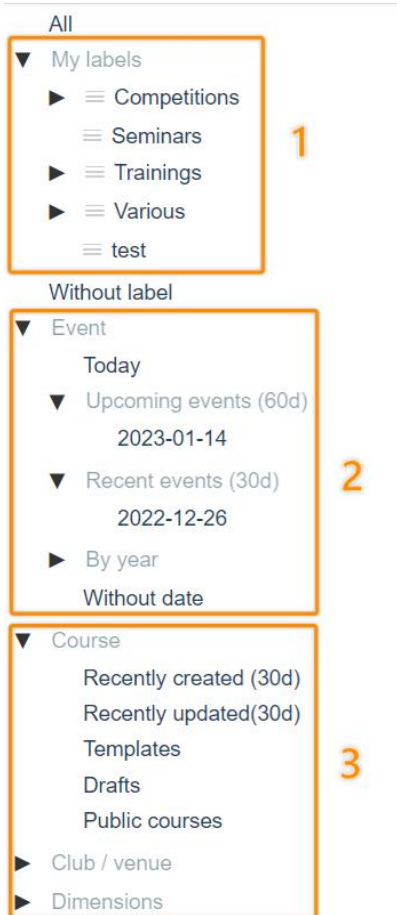
The left part controls the folders/labels panel:

-  Enter a term to filter the folders, then click the [Enter] key to apply the filter.
-  Apply the filter. This is an alternative for clicking the [Enter] key in the previous item.
-  Create a new, custom (root) folder/label.
-  Collapse the tree structure.

The right part controls the list of courses (view 4-A) or previews (view 4-B):

-  Toggle multi-select mode (which allows you to select and process courses in bulk). Note that this button is **only** available when the course list (i.e. view 4-A) is visible.
-  Enter a term to filter the list of courses / previews, then click the [Enter] key to apply the filter.
-  Show a list of predefined filter terms.
-  Apply the filter. This is an alternative to clicking the [Enter] key in the second item.

3 - Folders/labels panel



The folders panel contains several **predefined folders**. In addition, you can add your own **custom folders**.

3.1 - Predefined folders


The predefined folders are based on the properties of existing courses and allow you to quickly find courses that meet specific criteria. E.g. :

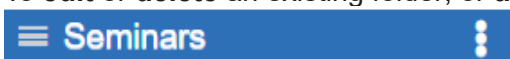
- All courses for an upcoming event (date)
- All courses for a past event (date)
- Courses recently created
- Courses recently updated
- Even all courses for a specific venue or with specific dimensions

While the predefined folders are based on course properties, the folder structure is not updated automatically when you create a course with new properties. For example, when you create a course for a new, upcoming event, the event date will only be added to the "Upcoming events list" when you refresh the data.

3.2 - Custom folders/ labels

In addition, the panel allows you to add your **own, custom folders/labels** and arrange them as you please (see #1).

- To **add a root** folder, click the  button
- To **edit** or **delete** an existing folder; or **add a subfolder**, select the folder, click the "3 dots":











- To move a folder on laptop or pc, just **drag and drop** it to the appropriate parent folder.










- Drag and drop is not available on tablet and smartphone. However, you can move it using the Edit function.

4 - Courses panel

The course list (when shown/visible), contains several buttons:

-  Add the selected course(s) to 1 (or more) folders. Or remove it/them from the existing one(s).
-  Open a new page that contains full screen previews off all selected courses.
-  Additional features to process courses in bulk:
 -  Show full screen previews of the selected courses, with the option to customize selected elements.
 -  Download the selected courses in PNG or TXT format, with the option to customize selected elements.
 -  Delete the selected courses
-  Select all courses in the course list (only available when multi-select is on)
-  Inverse the current selection

The course preview (or, when the alternative view is active, each active course preview), comes with the following buttons:

-  Edit the course
-  Download, share or preview the course (in PNG, PDF, SVG as well as TEXT format) (*)
-  Download the course (in PNG format and XL size)
-  Show a full screen (printable) preview of the course. Pinch to zoom in or out.
-  Access additional features, such as:
 -  Share a link to the course (i.e. to the version synchronized to the server)
 -  Publish the course to <https://www.smarteragility.com/public-courses>. If needed, you can also "unpublish" courses.
 -  Duplicate the course and open the duplicate in design mode.
 -  Delete the course.

(*) Courses created in version 8 can be customized to some extent. That is, specific elements (such as the paths, path lengths, obstacle numbers, grid lines, ...) can be hidden whereas others (such as obstacle numbers) can be added - even without opening the course.

Designer page layout

Page layout

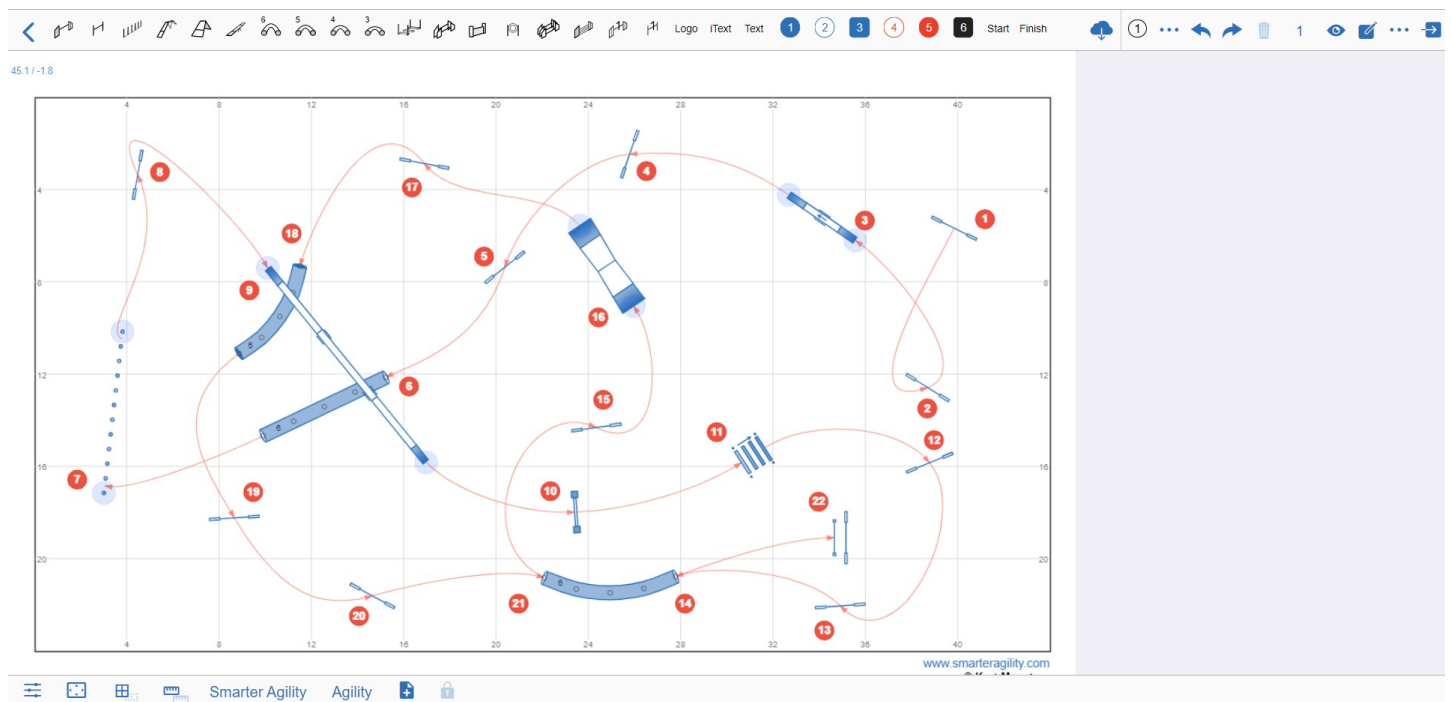
The Designer page is organized in **4 sections**:

1. Central **canvas**: contains the course
2. **Top menu** bar: contains various menu items, including obstacle and action buttons
3. **Bottom section**: contains the bottom menu and the rotator bar.

Central canvas

This is where you design your course, add obstacles, obstacle numbers and so on.

To add an obstacle or object, activate it (by clicking the corresponding button on the top menu bar or dropdown menu), then click or tap the canvas to add it. Do not release but drag the object to the required location.



The canvas consists of several layers, each with their own functionality. For example, when you add a logo or manual lines (such as the judge's path), the corresponding layer will be opened. To continue designing the rest of the course, you'll need to close the layer and return to the design layer.

Top menu bar

The top menu bar contains numerous buttons. On narrow screens, a number of them may be hidden. However, they remain accessible via the dropdown menus.

Full menu:

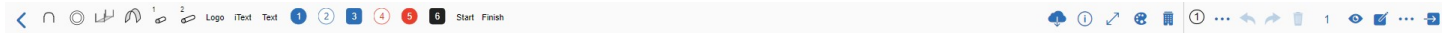


Minimized menu:



The organization you selected (during initial startup, via the Settings page or for the active course) determines which obstacles are visible on the top menu bar.

Here it is for the Canine Hoopers UK:



Additional (bottom) menu bar

By default, the additional menu bar is placed at the bottom of the page. It can however be moved to the right side. Which position is most appropriate will depend on (1) the size of the course and (2) your screen dimensions. Click the first button on the menu bar to set the position of your choice.

It is important to remember that the content of the bottom menu bar depends on the obstacle (or object) you selected. While obstacles share a number of buttons, most obstacle types have 1 or more dedicated buttons. For example:

- For several objects (such as the **weave**, **long jump**, **A-frame**, **dog symbol** and **handler symbol**) there is an **Edit** button that allow you to modify specific properties
- For the **tunnel**, there is a **Lock shape** button. As the name says, you can use it to lock the shape, preventing you from accidentally changing it during movement or rotation.
- For **contact obstacles**, the **weave** and the **jump**, there is a **Label** button which allows you to add a (visible) label to the obstacle.
- For regular (unlocked) **tunnels**, there are several buttons which allow you to set the shape to a certain curvature.
- For (regular) **obstacle numbers**, there are various buttons which allow you to (1) remove the entire set of numbers, (2) hide the numbers (keeping only the corresponding lines), (3) hide the corresponding lines, (4) switch between straight and curved lines), ...

Rotator bar

The rotator bar allows you to easily rotate an obstacle or object.

Here is an example where the selected object is rotated to a 95° angle. Just move the circle to change the angle.



When the Bottom menu bar is shown, the Rotator bar may be hidden (this depends on the course and screen dimensions).

Designer shortcut keys (as of version 8.11.1)

Key	Regular	Shift	Ctrl/Cmd
A	Toggle the a-frame button		
B	Toggle the barrel button		
C	Toggle the chute button	Open the "Color scheme" menu	Copy selection
D	Toggle the dogwalk button or, if not available, the dashmat button	Open the "Course dimensions" menu	Open the "Delete by type" menu
E	Edit obstacle	Open the "Edit" menu	Edit the active obstacle
F	Toggle funnels (for contact obstacles)	Open the "Course comparison" menu (same day)	
G	Toggle the gate button	Open the "Course comparison" menu (previous day)	
H	Toggle the hooper button or, if not available, the wingless jump	Open the manual line drawing layer (in Handler mode)	
I	Open the "Course info" menu	Open the "Course info" menu	
J	Toggle the jump button	Open the line drawing layer (in Judge mode)	
K	Toggle the dog (K9) button		Toggle object lock
L	Toggle the long jump button	Open the logo layer	<ul style="list-style-type: none"> - No object selected: toggle total distance. - Regular obstacle number: toggle path segment distances. - Else: edit obstacle label (if active object can have a label)

M	Toggle the handler (man) button	Toggle manual path modifications	Open the “Replace obstacle” menu (if the active object is an obstacle), or the “Replace set of numbers” (if the active obstacle is a [regular] number)
N	Toggle the display of the distances from the active obstacle to the nearest obstacles	Toggle the display of the distances from the active obstacle to the nearest obstacles	
O	Toggle the double jump (oxer) button	Open the “Organizations” menu	
P	Toggle the panel jump button	Open the "Performance" menu	
Q	Toggle the wall button		
R			
S	Toggle the see-saw / teeter button	Open the “Download & share” menu	
T	Toggle the tunnel (6m/20ft) button or, if not available, the tunnel (1m/3ft) button		
U	Toggle the tunnel (5m/16ft) button or, if not available, the tunnel (2m/6ft) button		
V	Toggle the tunnel (4m/13ft) button or, if not available, the tunnel (3m/10ft) button	Open the “Visibility” menu	Paste selection
W	Toggle the weave button		
X	Toggle the “obstacle coordinates” flag (for usage during download)	Toggle the display the active obstacle coordinates (while designing)	Toggle the “obstacle coordinates” flag (for usage during download)
Y	Toggle the tire button, of not available, the pylon button		Redo
Z	Toggle the iText button		Undo
1	Activate the obstacle numbers button, set 1		

2	Activate the obstacle numbers button, set 2		
3	Activate the obstacle numbers button, set 3		
4	Activate the obstacle numbers button, set 4		
5	Activate the obstacle numbers button, set 5		
6	Activate the obstacle numbers button, set 6		
Up arrow	Move up selection	Rotate selection (90°)	
Down arrow	Move down selection	Rotate selection (30°)	
Left arrow	Move left selection	Rotate selection (-1°)	
Right arrow	Move right selection	Rotate selection (1°)	
Esc	Deactivate the active object button; hide the context menu		
Backspace	Delete selection (MacOS)		
Del	Delete selection		

Default and custom course properties

Original default course properties

Whenever you create a **new** course, the default property values are applied. After the initial installation, those defaults are:

- **Units:** metric
- **Dimensions:** 40m x 20m
- **Spacing** between gridlines: 3m
- **Origin** (i.e., the start of the coordinate system and gridlines): left-top

How to change the default properties?

When you first use the app, you are asked to confirm the units (metric or imperial).

In addition, all default properties can be set via the Settings page:

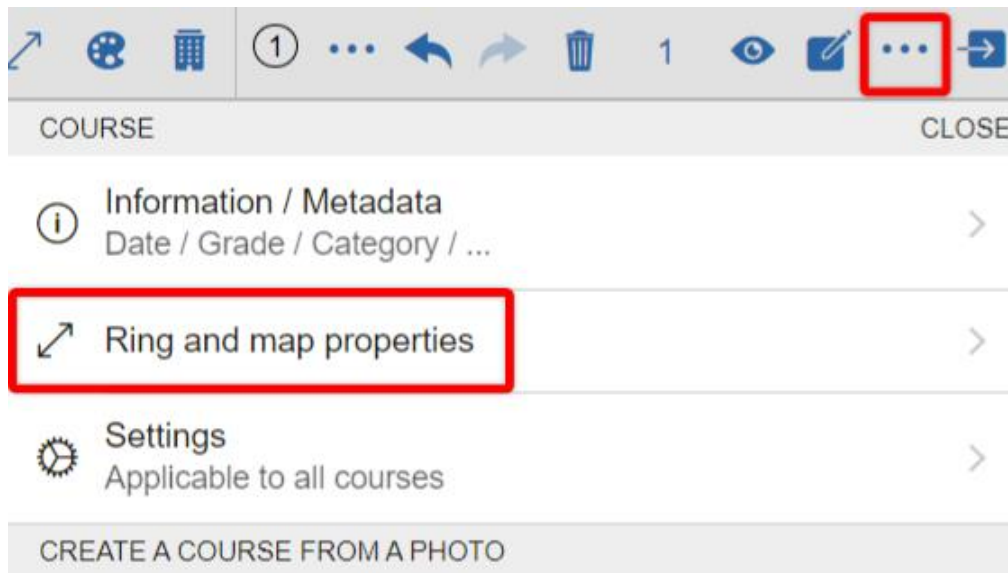
- **Units:** metric (m) or imperial (ft)
- **Dimensions:** from 5x5m to 60x60m | 15x15ft to 180x180ft
- **Spacing** between gridlines
- **Origin:** left-top, left-middle, left-bottom, center-top, center-middle, center-bottom, right-top, right-middle or right-bottom
- **Background color**
- **Grid color**
- **Border color**
- Top and bottom **padding** (the amount of empty space above and underneath the course - useful if you want to add lengthy text and/or your logo above or below the actual course)

Changing these default properties does **not** impact existing courses.

What about existing courses?

1. Via the properties page

You can easily change the properties of an existing course via the properties page, available via the Actions menu:



Note that, when your screen is wide enough, the access button is also available from the top menu bar.

2. Via the shortcut buttons

You can also modify certain individual properties via the bottom menu bar:



1. Change the course width, height, grid line spacing and padding
2. Toggle (show or hide) the grid lines (only the lines, not the labels)
3. Switch course width and height and left-rotate the obstacles and objects

Remember that the content of the bottom menu bar depends on the object you selected. To see the buttons that apply to the course (as well as some generic buttons), please ensure none of the objects is selected.

Difference between Personal and Pro subscriptions

Personal and Pro subscriptions

Below, I'll try to explain the difference between both subscription types.

Personal subscription

The Personal subscription has all the tools you need to **create** your courses.

Creating courses is only one aspect of Smarter Agility Designer; the other aspect is managing your courses. This is where the Pro subscription comes in: it has several (new) functions to make life (managing your courses) easier.

Pro subscription

The Pro subscription has several features that allow you to **more easily** and **more quickly manage your courses**. Further, it has several **additional features** that are not available to the Personal subscription.

Here is a list of the Pro features:

- ✓ The ability to organize your courses in custom folders, allowing you to more easily find your courses
- ✓ The availability of predefined folders that contain all courses that meet specific criteria. For example:
 - Today's courses
 - All courses on a given (future or past) date
 - All courses built for a specific venue / organization
 - All courses that were recently created / recently updated
 - All your templates
 - All courses of specific dimensions
 - ...
- ✓ The ability to download courses in bulk - either in PNG or TEXT format. This works perfectly in combination with the folders. Just select the folder and the courses you want to download.
- ✓ The ability to print courses in bulk. As for the download, this works perfectly in combination with the folders.
- ✓ The ability to delete courses in bulk.
- ✓ The ability to customize courses prior to downloading or viewing them - even without opening them. Specifically, you can hide obstacle numbers, path lengths, the grid, grid labels, ... Or add obstacle coordinates. This can be done for individual courses but also in bulk. This is ideal if you need multiple "versions" of a course, for example: a version with obstacle coordinates but without obstacle numbers for the builders; another for publication, ...
- ✓ The ability to restore previous deleted courses as well as earlier versions of an existing course.
- ✓ The ability to add dog and handler icons/symbols whose shape and color can be chosen.
- ✓ The ability to create sets of obstacles with custom dimensions. Just select the organization you want to use as a template/starting point and change the dimensions of the obstacle types where needed. This is particularly useful for jumps (as the length of the pole and wings may vary per venue). Note that you can customize obstacle dimensions per course but the use of the predefined set(s) prevent you from having to repeat the process.

Default and custom obstacle properties

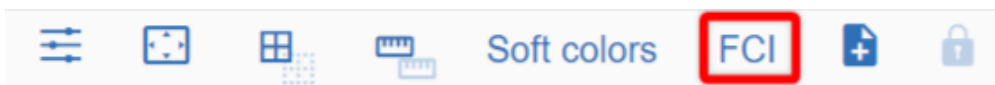
(version 8)

Obstacle dimensions

When you first use the app, you are asked to select the organization of your choice. Your selection determines the dimensions of the obstacles (as well as the visibility of the obstacles in the top menu bar).

Some organizations allow for a range of values for certain obstacles or obstacle components. For example, the jump bar width may sometimes vary between 4 to 5 feet. Where applicable, the dimensions used in SAD are set in collaboration with the organizations.

Whenever you create a new course, the default organization is used. However, for any course, you can change the organization (via the bottom menu bar):



Can I set my own obstacles dimensions?

Yes, as of version 8, you can do so. In fact, there are 2 ways to do so.


1. Create a custom dimensions scheme

Via the Settings page, you can create your own custom dimensions scheme(s). To do so, select the built-in scheme you want to use as a template (i.e. that which most resembles your needs), duplicate it, give the new scheme an appropriate name and update the dimensions that need updating.

Once the above is done, you can use your custom set as any other built-in set (see above).

Note that when you apply a custom scheme to a course, the scheme's custom properties are copied to the course. As a result, any subsequent changes you make to the scheme will not affect existing courses. To do so, you'll need to open the course and re-apply the custom scheme.

2. Update obstacle dimensions while designing

You can update obstacle dimensions while designing. To do so, select the obstacle, then click the edit button  on the bottom menu bar. Alternatively, you can double-click the obstacle.

For some obstacle types (e.g. the jumps), you can choose to apply the custom dimensions to all obstacles of that type (including those you may still add).

For the weave poles and long jump, you can update additional properties (such as the number of poles / elements)

Can I add an obstacle label?

For certain obstacles, such as the **jump**, the **contact obstacles**, and the **weave**, you can add a label (via the Label button on the bottom menu bar):



This is particularly useful to indicate the number of jump bars or the A-frame height:



What about obstacle colors?

There are a few ways to set obstacle colors:

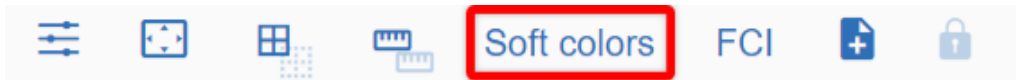
1. Specify the default color set/scheme

SAD comes with several built-in color schemes (Soft colors; Hard colors; Black and white; Flashy colors & SAD). In addition, you can create your own, custom color scheme(s) via the Settings page.

Select the color scheme of your choice; this will be applied to **all courses**, **unless you require them to use a specific color scheme**.

2. Specify the color scheme for the active course

If you prefer, you can select another color scheme (than the default one) for the active course. Use the bottom menu bar to do so:



If you do not specify the color scheme for a given course, the course will always use the default color scheme, whatever that default may be. For example, at the time you create a course, the default is "Soft colors". If you later change the default to "Hard colors", and open the course, the (new) default "Hard colors" will be used.

3. Change the color of an individual obstacle

Using the bottom menu bar, you can change the color of an individual obstacle:



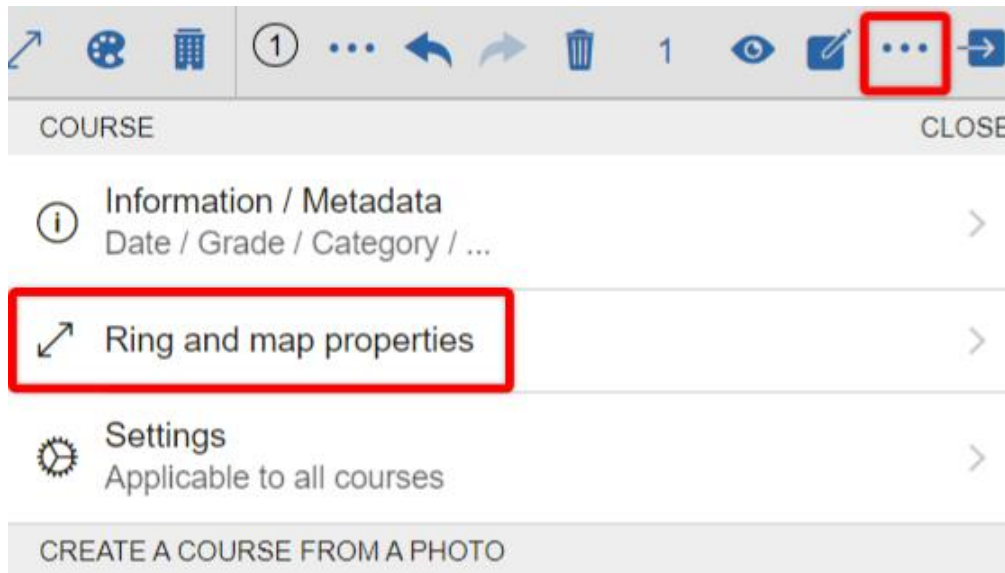
Note that changing the course's color scheme will **not** impact obstacles for which you selected an individual color.

Create your first course

Here is a list of the typical steps required for creating a course. Not all may be necessary for you but all are listed here for completeness.

1. Set the course properties

If needed (that is, if the course dimensions deviate from the default ones), set the dimensions and other course properties:



Note that you can also set the most common properties (such as the **course dimensions**) via the bottom menu bar.

Do you need a **template**:

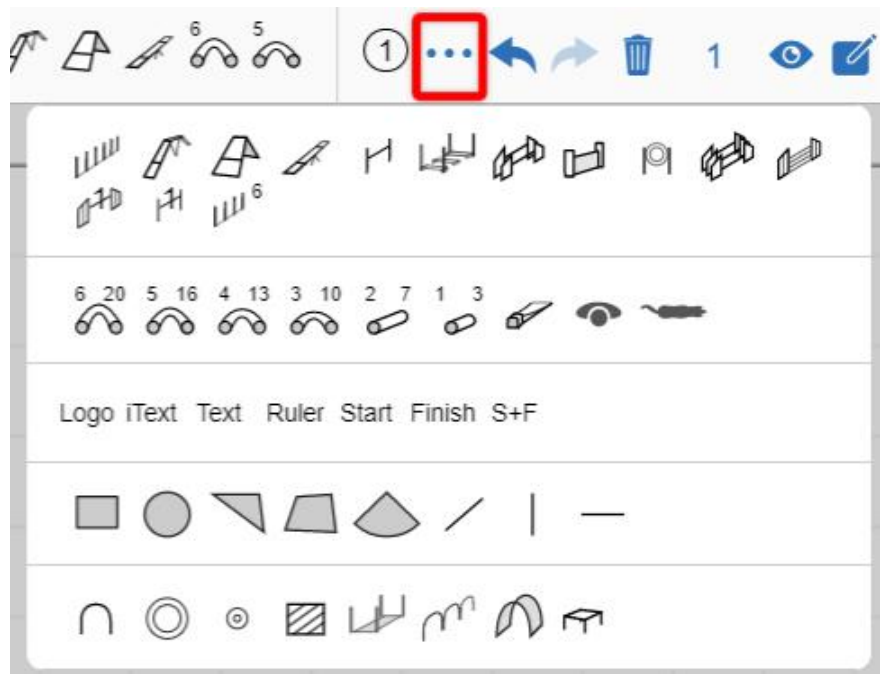
If you have 1 or more terrains for which you regularly design a course, you may want to consider creating a **template** for each of them. Then, when you need to create a course, find the template (you can very easily do so via the Search field) and duplicate it (the result will be a regular course with the appropriate properties)

2. Add and position the obstacles

Add the obstacles

One by one, activate the obstacle button you want to add, then click the canvas/course where you want to add them.

On narrow screens, not all obstacles may be visible on the top menu bar. However, they remain accessible via the dropdown menu:

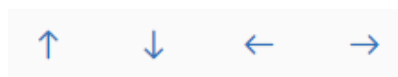


By default, for obstacles which are typically used more than once (such as jumps and hoops) the button will remain active. For the others, the button will become inactive after addition.

Position the obstacles

After adding an obstacle, do not release but drag it to the correct position.

You can finetune the position using the arrow buttons on the bottom menu bar or the arrow keys on your keyboard.



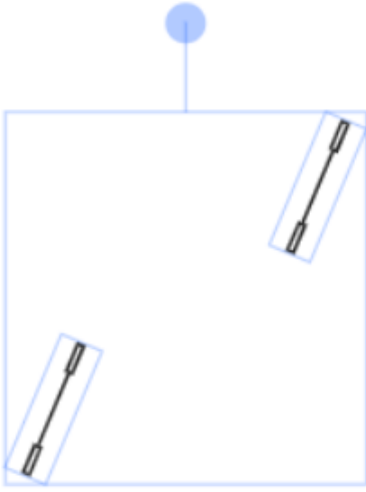
Rotate the obstacles

Once positioned, set the correct angle.

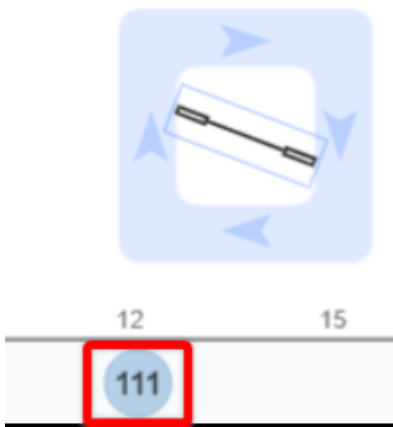
For most obstacles a **rotator frame** becomes visible upon selection. Click the blue area and drag to rotate the obstacle (or object):



For tunnels and group selections, a **rotator button** is available. Click the blue circle to rotate the selection:



Depending on screen dimensions, course dimensions and the position of the additional (bottom) menu bar, an additional **rotator bar** may be visible. Horizontally drag the circle to set the angle:



Additional rotation options

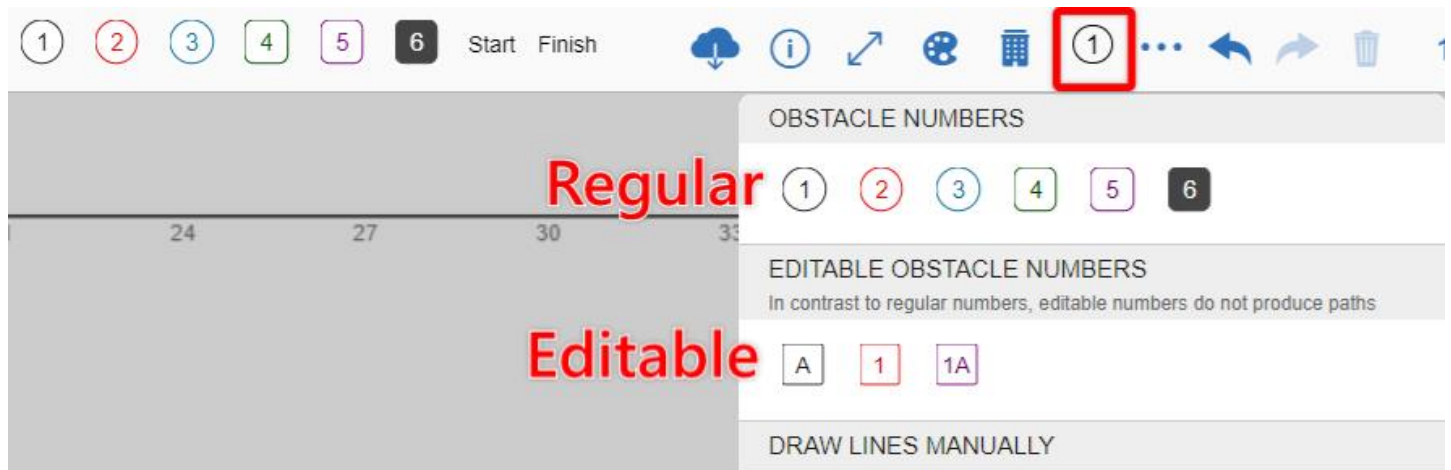
The above methods rotate an obstacle around its center.

For "long" obstacles (such as the contact obstacles and the weave), it is also possible to rotate around one end - by dragging the other end to the required position:



3. Add obstacle numbers

There are 2 types of numbers: **regular** ones and **editable** ones, available via the Numbers button. Note that, if your screen is sufficiently wide, shortcuts to the regular sets are available directly from the top menu.



The **similarities** between both types (regular and editable) are:

- Both types will "snap" to the nearest obstacle. Meaning that, when you move or rotate the obstacle, the linked number(s) will be repositioned accordingly
- When you add consecutive numbers of the same set, the app will calculate the appropriate next number and apply it. That is, when the highest number is 5, the next number will be 6.
- Both sets will always start at 1.

The **differences** are:

- Editable numbers can be set to any number or character. To do so, double-click the number or select it, then click the Edit button (on the bottom menu bar). The app will try to calculate the most likely value for the next number. For example, if the last is set to "A", the next will be "B".
- When you add regular numbers, the app will automatically produce the theoretical path for the dog to run.
- The regular numbers have additional properties (see below)

To start numbering, select the set of your choice and click the canvas. The added number will snap to the nearest obstacle. As for the obstacles drag the number to the appropriate position.

4. As needed, insert or remove obstacle numbers

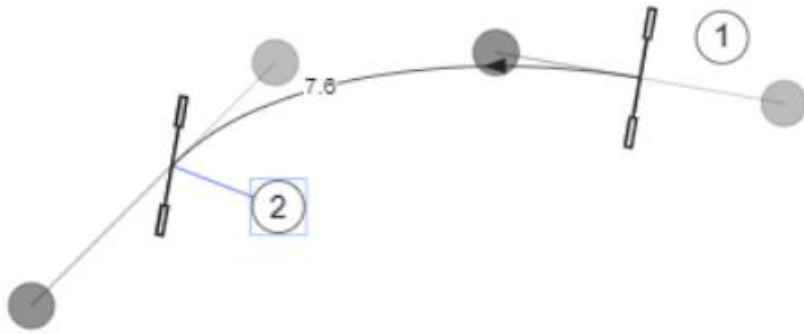
To **remove a single number**, select it, then click the **Trash button** on the **top menu bar**. The following numbers will be renumbered automatically. For example, if you delete 5, the old 6 will be renumbered to 5, and so on.

To **remove an entire set of numbers**, select one of the numbers, then click the **additional Trash button** on the **bottom menu bar**.

To **insert a number** (for example between 4 and 5), select the previous number (4 in the example), then click the Insert button (on the bottom menu bar) and click the course where you want to add the new number (5 in the example; the old 5 will become 6, and so on).

5. Finetune the dog's path

As mentioned above, the (theoretical) dog's path is generated when you add (regular) obstacle numbers. You can change the path by moving the handles that become available when you click a number:



6.

6. Additional path and set actions

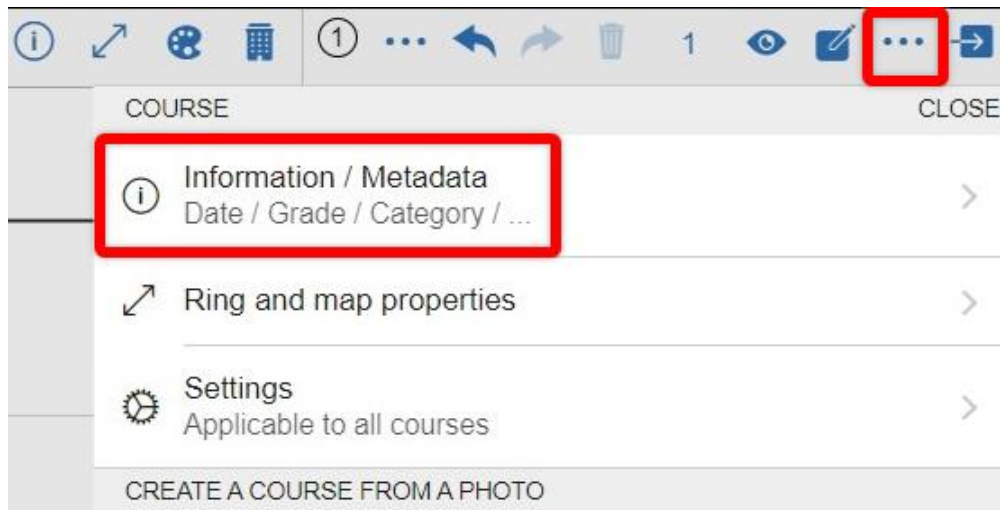
Use the bottom menu bar for further actions:



1. Use the magic wand to switch from one set of (regular) numbers to another set.
2. Show or hide the lines.
3. Switch between curved lines (the dog's path) and straight lines.
4. Show or hide the length of each line segment
5. Show or hide the arrow head of each line segment
6. Show or hide the set of numbers. When hidden, only the lines will be visible. This may be usefull when you want to add an alternative path.
7. Split the set after the selected number. For example, if a course contains numbers 1 to 20 and you select number 10 and click the split button, the number 1 to 10 will remain; the old numbers 11 to 20 will become another set starting at 1.
8. Insert a number after the selected one (see above)
9. Delete the entire set

7. Specify the course information (metadata)

You can open the page as follows:



Specifying the metadata is not necessary but it enables you to more easily find / filter your courses at a later date. In addition, the **Title** and **Info** metadata are displayed on the course.

Course properties		
Title	Agility G2 & G3 Large @ Smarter Agility 2 Oct 2022	
Info		
Course type	<input checked="" type="button" value="Agility"/> <input type="button" value="Gamblers"/> <input type="button" value="Jumping"/> <input type="button" value="Open"/>	<input type="button" value="+"/> <input type="button" value="Filter"/>
Category	<input checked="" type="button" value="Large"/> <input type="button" value="Medium"/> <input type="button" value="Small"/>	<input type="button" value="+"/> <input type="button" value="Filter"/>
Grade	<input type="button" value="G1"/> <input checked="" type="button" value="G2"/> <input checked="" type="button" value="G3"/>	<input type="button" value="+"/> <input type="button" value="Filter"/>
Event (type)	<input checked="" type="button" value="Competition"/> <input type="button" value="Seminar"/> <input type="button" value="Training"/>	<input type="button" value="+"/> <input type="button" value="Filter"/>
Date	10/02/2022	
Club / venue	Smarter Agility	<input type="button" value="Filter"/>
Judge / designer	John Doe	<input type="button" value="Filter"/>
Labels / keywords		
Show total course length		<input type="checkbox"/>
Show copyright		<input checked="" type="checkbox"/>

- The **title** can be derived from the other data (see actual page or click the Edit button at the right side). By default, the title is shown just above the course, but it can be hidden if you prefer so.
- The **Info** is shown under the course and allows you to provide more details. Note that there are other options to add information (such as the **(i)Text** object, see elsewhere).
- Select the **Course type**, **Category**, **Grade** and **Event type** from the available tags. These tags are derived either from a list you can enter or from the data used for other courses. If needed, use the **+button** to add a new value.
- In a similar way, the **Venue** and the **Designer** can be entered or selected.
- **Labels (keywords)** are another method for categorizing and filtering courses.

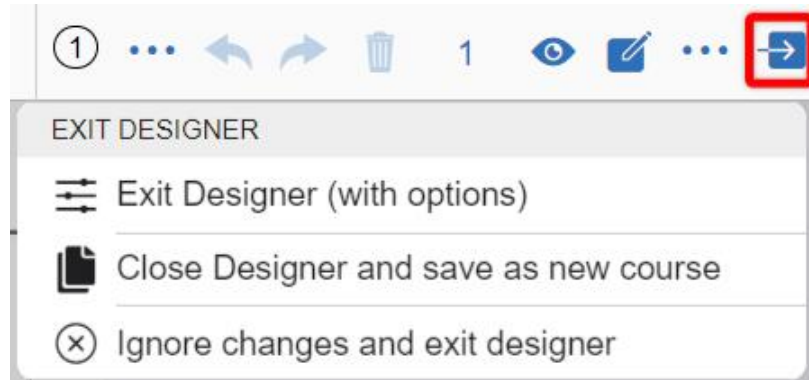
8. Save the course

When you **exit** the design (via the **Back button**):



SAD will ask you if you want to save the course. If you prefer not to be asked again, you can specify so (when asked as well as via the Settings page).

Additional options are available via the right-most exit button:



9. Download, share or print the course

There are various ways to download, share and print the course, from within the Designer page as well as from the Courses page. Please consult the corresponding sections for more information.

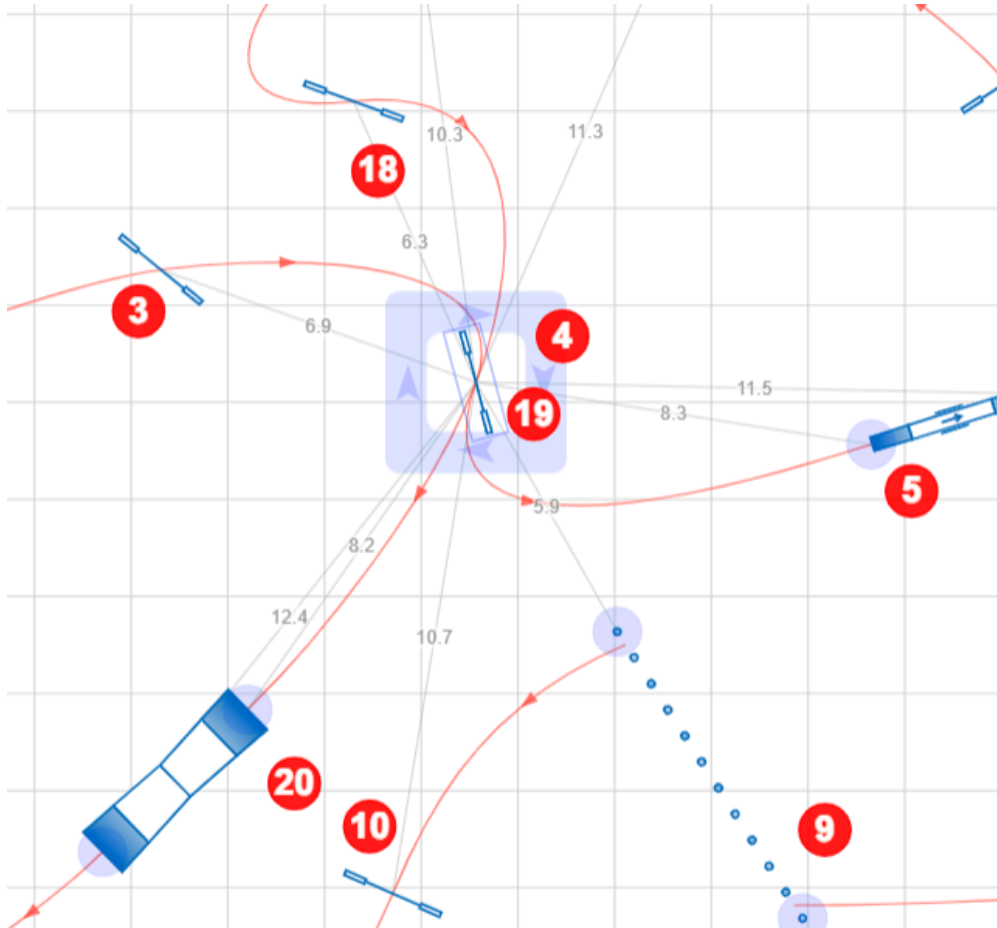
Design aids

To help you design your courses, you can use **distance lines** and **funnels**.

1. Distance lines

Distance lines show the distance between the active/selected obstacle and nearby obstacles - as shown in the screen shot (in meters, in this case).

By default they are hidden. However, you can enable them from the Visibility menu (which can be accessed via the Eye button in the top menu). Alternatively, you can use the keyboard shortcuts [Shift]+[N].



As of version 9, you can set both the maximum number of lines and the maximum distance via the (Advanced Settings section of the) Settings page.

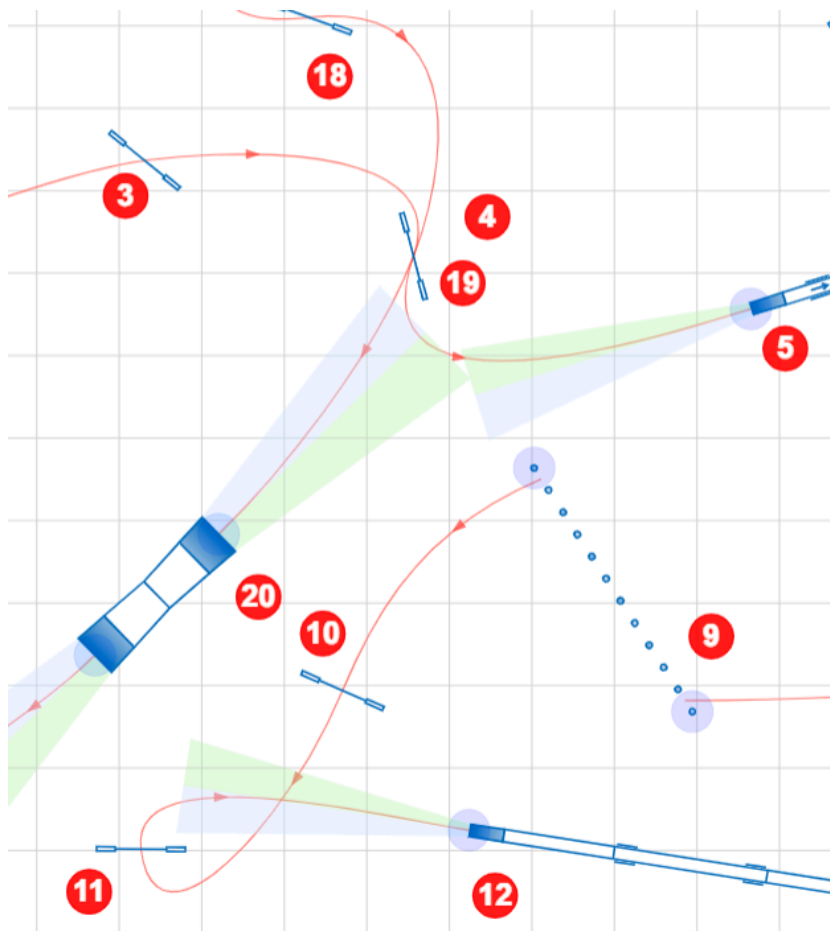
2. Contact obstacle funnels

Funnels for contact obstacles help you determine if the approach to a contact obstacle is considered safe.

They start at the base of the contact, are 7m / 23ft long and are 1 m / 3ft wider (than the contact area) at the opposite end.

Each funnel is divided in 2 sections, each with a distinct color. The idea is that, ideally, the dog's path stays in 1 section; that is, that it does not move between sections.

By default they are hidden. However, you can enable them from the Visibility menu (accessible via the Eye button in the top menu). Alternatively, you can use the keyboard shortcuts [F].

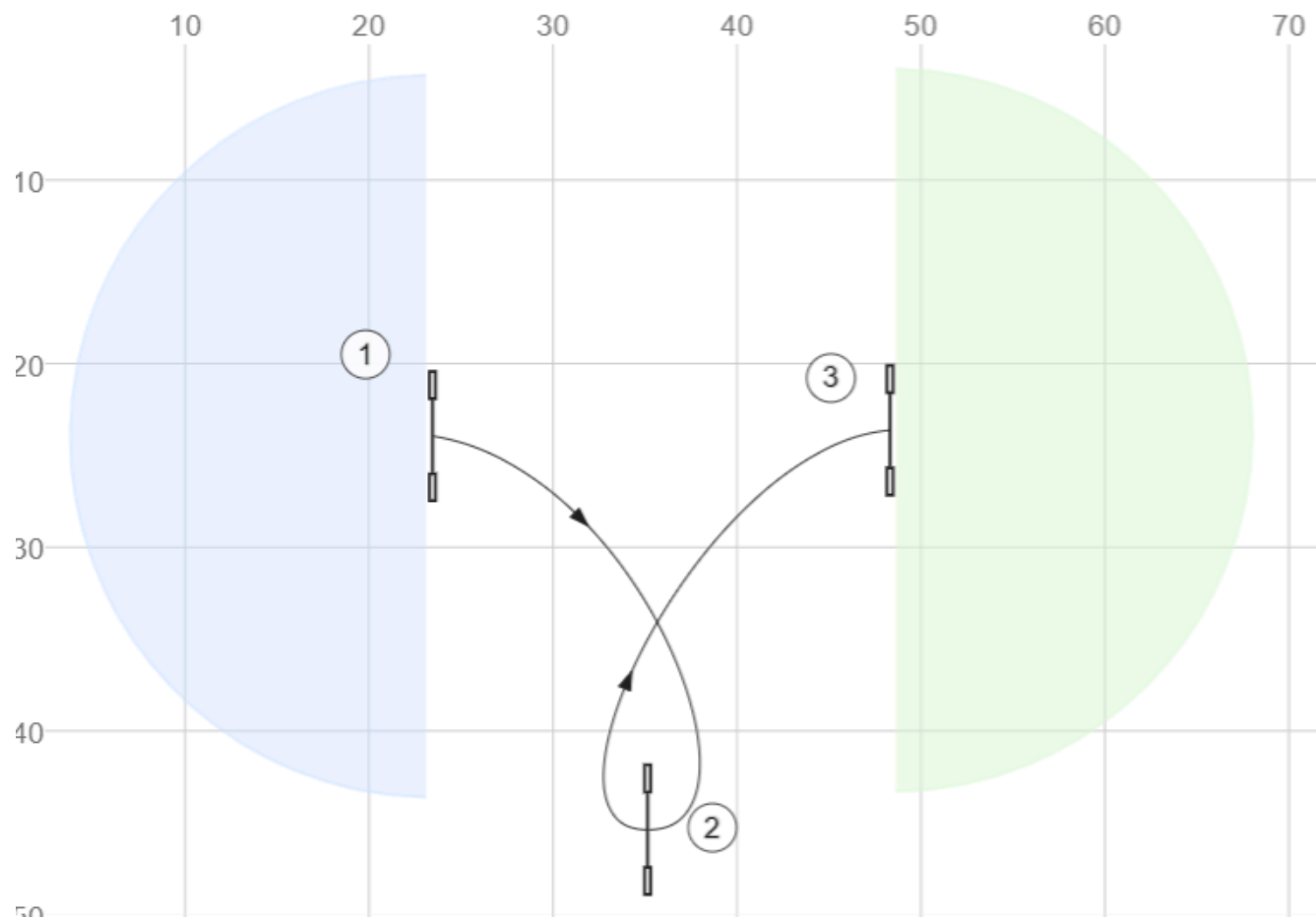


3. First and last jump funnels

As of version 9, funnels are available for jumps/hurdles (and similar obstacles) to help determine if the take-off and landing zones (for respectively the first and last obstacle) are sufficiently large.

Since the size of these zones is specified in the FCI Agility regulations, their size is determined accordingly (i.e. 6 m/20 ft).

By default they are hidden. However, you can enable them from the Visibility menu (accessible via the Eye button in the top menu). Keyboard shortcuts are currently not available.



Note that jump funnels are only visible once you start adding obstacle numbers.

Distance Handling (Areas) - Hoopers

We have added a number of features related to distance handling in Hoopers to the latest update (version 9).

1. Distance Handling Box & Circle

Rather than rectangles and ellipses, you can now use 2 types of dedicated objects, the distance handling box and the distance handling circle (combined, abbreviated as DHA - with A for area).

You can set their **dimensions**, **label** and **color**:

- Their **color** can be set from the Settings page (as you would do for other objects)
- Their **default dimensions** and **default label** can be set from the (new) Hoopers panel on the Settings page. Those default properties are applied when you add the DHA to a course.
- Once added to the course, you can change the **dimensions** via the Edit button (or by double-clicking) and the **label** via the Label button (both available in the bottom menubar).

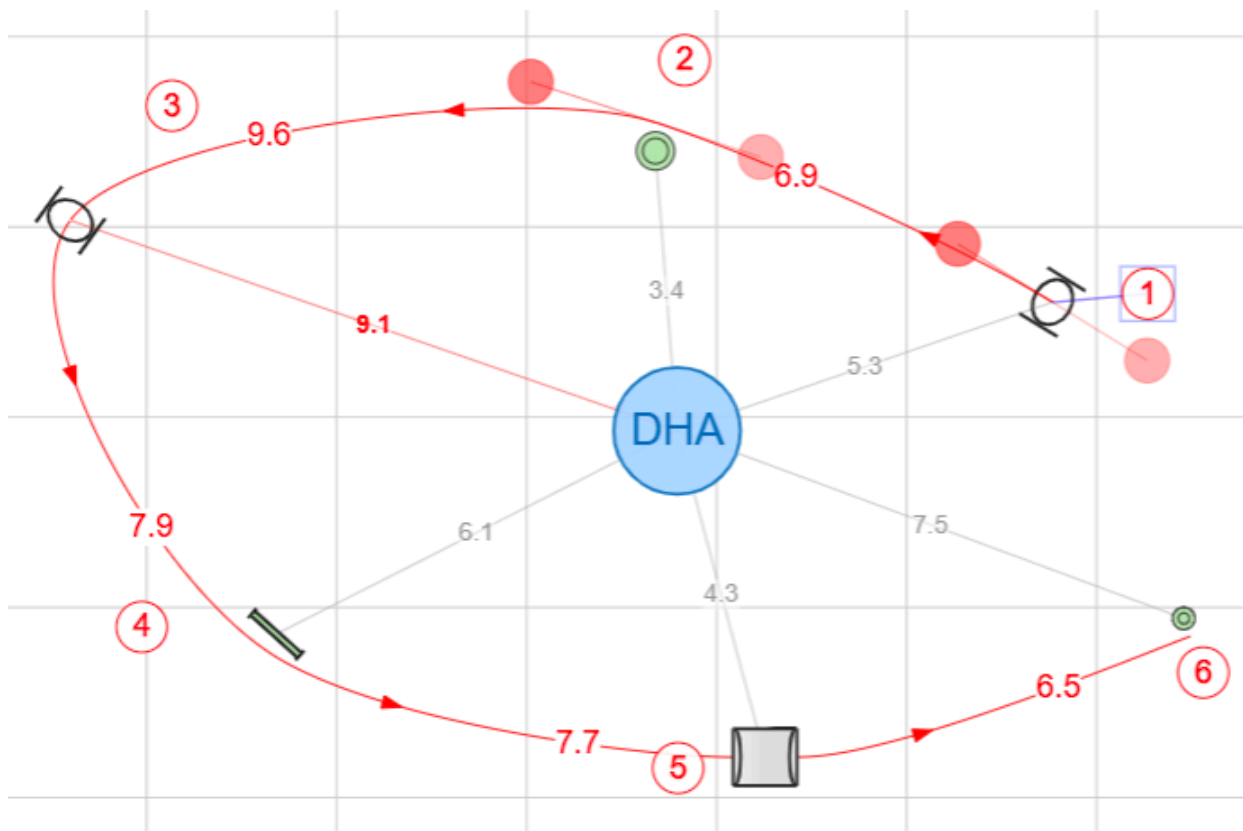
2. Dedicated DHA features

2.1 Distance lines - while designing

When you activate the distance lines (which show the distance to nearby obstacles - see the article on Design Aids), the DHA acts as obstacles.

That is, when you select the DHA object, the distance to nearby obstacles will be shown. In addition, the distance to the farthest obstacle will be highlighted.

While you would (typically) want to limit the number of distance lines (the default value for regular obstacles is set to max 10 lines and a max distance of 10m / 30ft), you probably want more lines and with a larger maximum distance. That is why, for DHAs, the maximum values are set to 30 lines and 30m / 99ft. If you prefer other values, you can do so in the Advanced Settings section of the Settings page.



Note that the distance that is show is measured as follows: (1) for the **distance handling circle**: from the border of the circle to the middle of the obstacle; and (2) for the **distance handling box**: the box acts like a circle when the distance is calculated (that is, the distance shown is measured from the middle of the DHB to the middle of the obstacle **minus** half the width of the DHB).

2.2 Distance lines on the (resulting) course map

When saving/downloading/sharing the course map, you can specify if you want to include **none** of the distance lines to the DHA, **all** of them, or to **selected** obstacles only:

SHOW DISTANCE TO DHA

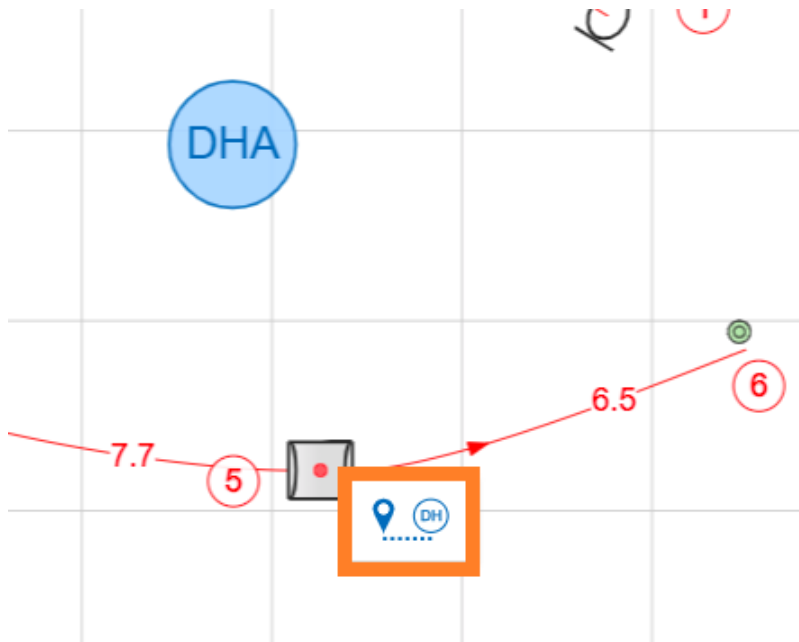
No

Flagged obstacles

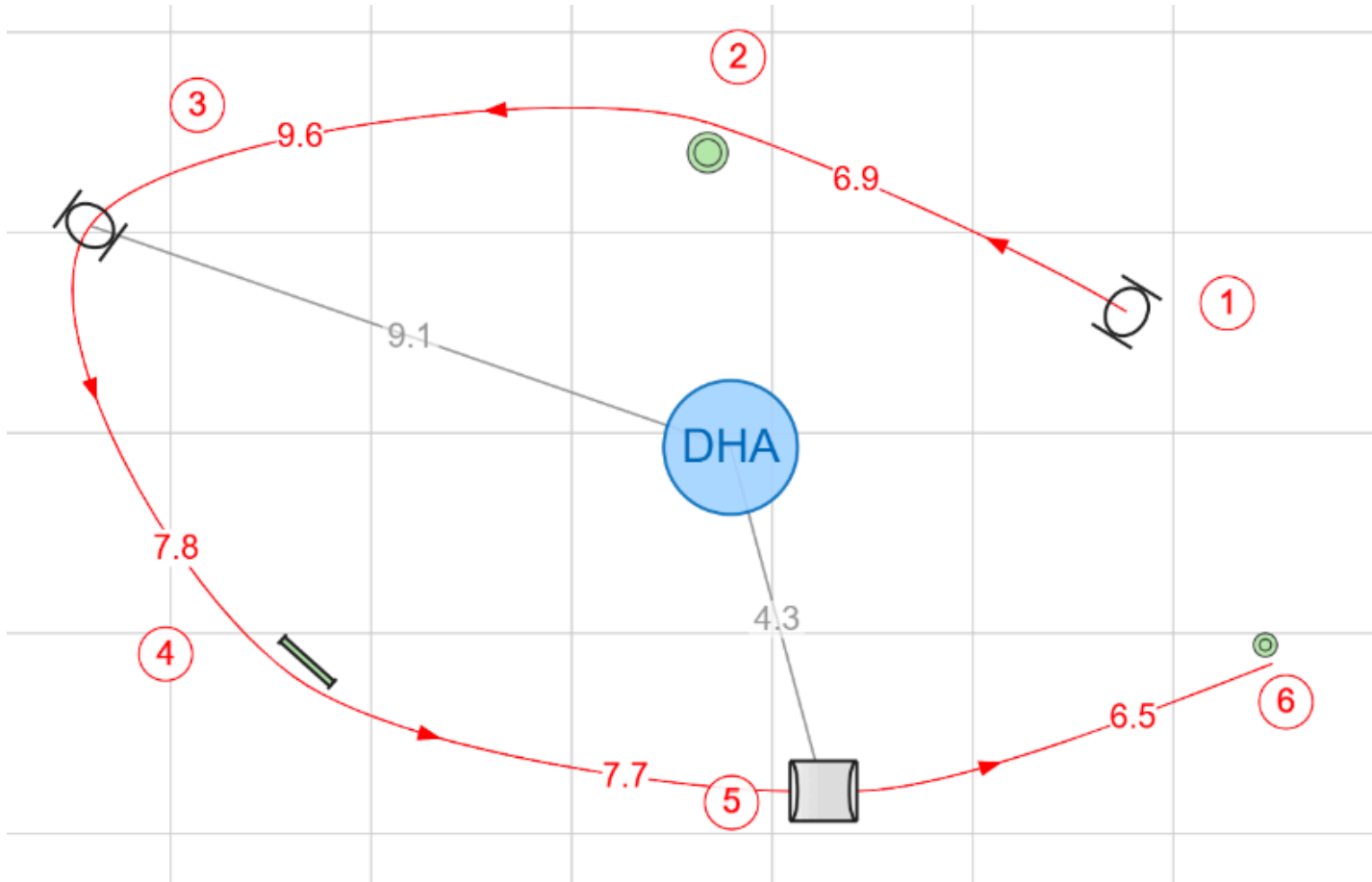
All

Continue

If you only want to include the distances to certain obstacles, you need to "flag" those obstacles. You can do so from the bottom menu bar or via the context menu (available when you right-click a hoopers obstacle):



Here is an example course plan where 2 obstacles were flagged:



Available obstacles and objects

Available agility obstacles

- Jump (winged jump): if needed, you can add a label (for example, to indicate the number of bars)
- Wingless jump
- Double jump
- Tripple jump
- Wall jump
- Panel jump
- Tire jump
- Long jump: you can set the number of elements (2, 3, 4 or 5)
- Tunnels: 3 up to 6 meters / 10 to 20 feet
- Weave: you can set the number of poles (4, 6, 8, 10 or 12 poles), even add channel wires
- A-frame
- Dogwalk
- Seasaw
- Collapsed/flat tunnel

Available hoopers obstacles

- Hooper
- Gate
- Barrel
- Pylon
- Dash mat
- Chute
- Tunnels: 1 up to 3 meters / 6 to 10 feet

Dog and handler

Dog and handler icons are available and their shape and color can be customized.

Obstacle numbers

- 6 sets of automated obstacle number are available. As you add a number, it will snap to the nearest obstacle and set to the correct number. Whenever a number is deleted, the following numbers will be updated accordingly. If needed, you can insert a number and delete the the entire set of numbers. As these numbers are added, the dog's path is calculated and added (if needed, it can my modified manually).
- 3 sets of editable obstacle numbers exist. These can be set to a number or character of your choosing. They also will auto-increment as you add them. These numbers do not have an associated path.

Additional objects

- Rectangle / square
- Circle / ellipse
- Arc
- Irregular shape (always consisting of 4 sides)

- Start and finish lines
- Straight lines (vertical, horizontal and oblique)
- Text object: add free text of predefined keywords (which are automatically replaced by the corresponding course properties)

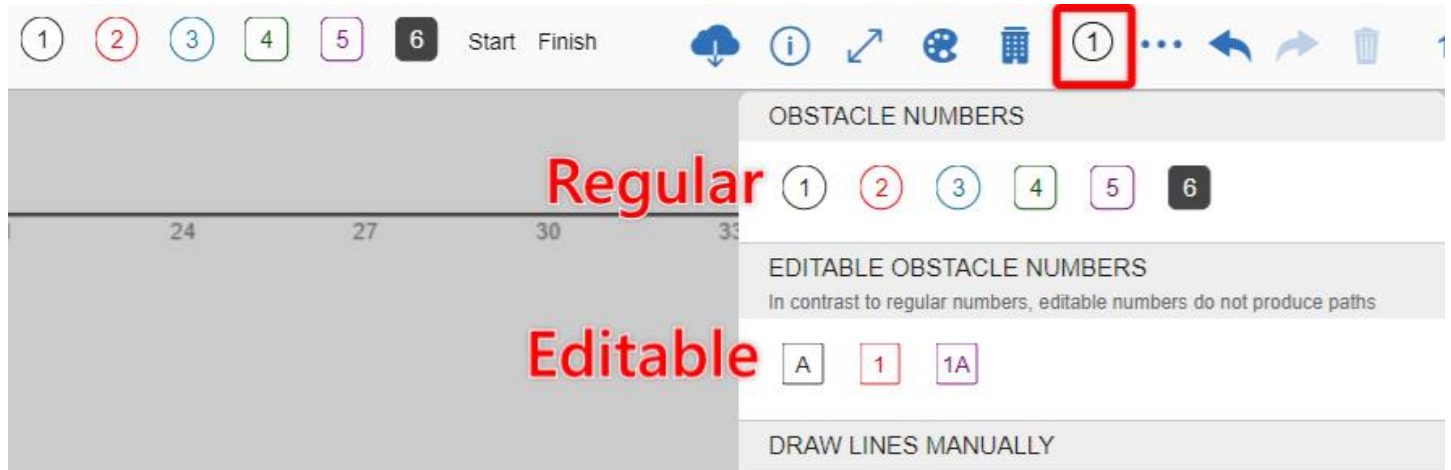
And more

- Logo: add your own logo
- Copyright info: specify a short copyright text or name

About obstacle numbers and the dog's path

Obstacle numbers

You can add up to 6 sets of **regular** obstacle numbers. In addition, there are 3 **special** sets. Select / activate the set you want to use, then click the canvas where you want to add the number.



Both sets have common features:

The properties of the numbers in each set (i.e. the font **size**, font and background **color**, ...) are determined by the **color scheme** you selected (see the topic on colors).

The new number will automatically '**snap**' to the nearest obstacle. In fact, most obstacles have more than 1 point / location where the number can snap to the obstacle. Drag the number to snap to the appropriate obstacle and the appropriate point of that obstacle.

In addition, each set has specific features (see below).

Once activated, a set will remain active; that is, each time you click the canvas, a new number will be added. To stop doing so, deactivate the set or click the Escape key.

Regular numbers

Regular numbers always start with the number **1** (that is, the first number you add (of a given set) will always be 1). As you add them, the new numbers will be numbered appropriately (that is, you can't change a given number).

To **remove a single number**, select it, then click the Trash button on the top menu bar. The following numbers will be **automatically renumbered**. For example, if you delete 5, the old 6 will be renumbered to 5, and so on.

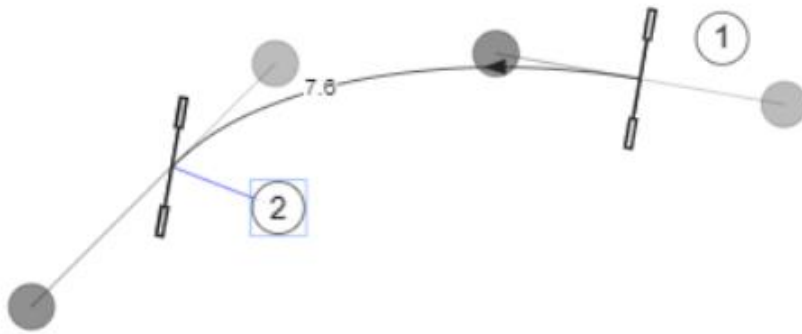
To **remove an entire set of numbers**, select one of the numbers, then click the additional Trash button on the bottom menu bar.

To **insert a number** (for example between 4 and 5), select the previous number (4 in the example), then click the Insert button (on the bottom menu bar) and click the course where you want to add the new number (5 in the example; the old 5 will become 6, and so on).

Other options include the ability to **split a set** (after the selected number) and the ability to **hide** the numbers.

The dog's path

As you add (regular) obstacle numbers, the **dog's (theoretical) path** is calculated and added to the course. You can change the path by moving the handles that become available when you click a number:



Available bottom menu buttons

Use the bottom menu bar for further actions:



1. Use the magic wand to switch from one set of (regular) numbers to another set.
2. Show or hide the lines.
3. Switch between curved lines (the dog's path) and straight lines.
4. Show or hide the length of each line segment
5. Show or hide the arrow head of each line segment
6. Show or hide the set of numbers. When hidden, only the lines will be visible. This may be useful when you want to add an alternative path.
7. Split the set after the selected number. For example, if a course contains numbers 1 to 20 and you select number 10 and click the split button, the number 1 to 10 will remain; the old numbers 11 to 20 will become another set starting at 1.
8. Insert a number after the selected one (see above)
9. Delete the entire set

Editable numbers

Editable numbers do **not** result in the calculation of the dog's path.

Editable numbers can, as the name suggests, be **modified**. To do so, double-click them or use the edit button on the bottom menu bar. In contrast to what the name suggests, they can contain both **alphanumeric characters** (up to a length of **5 characters**)

As you add consecutive numbers, the app will try to increase the "number". For example, if the highest "number" contains "10", the next one will contain "12". If it contains "B", the next one will contain "C".

About obstacle (and other object) colors

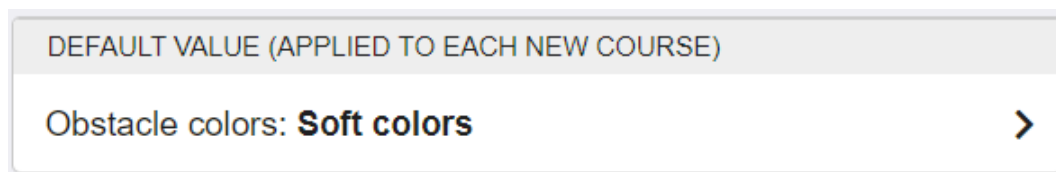
The color of most objects (that is, the course, the obstacles, text and other objects) can be set to a value of your choice. You can do so by:

- Applying one of the built-in color schemes
- Defining (and applying) custom color schemes
- Setting the color of individual obstacles and objects

Built-in color schemes

There are several built-in color schemes: soft colors, hard colors, flashy colors and black and white. Each scheme contains the color definitions for the available obstacles and objects.

Go to the Settings page to set/change the default color scheme. This scheme is applied to each (new) course.



Custom color schemes

You can define one or more custom color schemes. To do so:

- Select the scheme you want to use as a basis
- Change obstacle color(s)
- Save the scheme (give it an appropriate name).

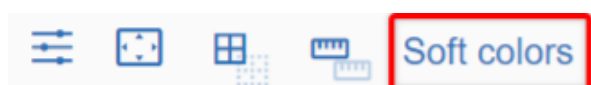
While the title is "**color** scheme", you can set related properties such as: line thickness (all), font size (obstacle numbers) and line type (paths linked to obstacle numbers)

The page that allows you to set the colors of an individual obstacle contains a "**More**" button. You can use it to apply the selected color(s) to all obstacles or related/similar obstacles.

Set the default color scheme

Select the color scheme you want to use as the default scheme. It will be applied to any (new) course.

To apply a different color scheme to the active/open course, click the color scheme button on the bottom menu bar:

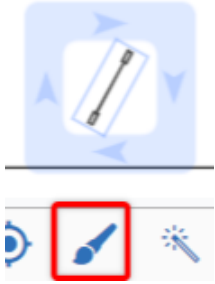


Remember that the content of the bottom menu bar depends on the object you selected. To see the generic buttons, please ensure none of the objects is selected.

Individual obstacle colors

As explained above, the color of an obstacle (or other object) depends on the color scheme you applied to the course.

However, you can override the color of any individual object by selecting it, then clicking the brush button on the bottom menu bar:



Similarly, you can reset the obstacle colors (to those defined by the color scheme).

The selected color will remain in effect, even if you afterwards change the course's color scheme.

Add your copyright info

Copyright format and position

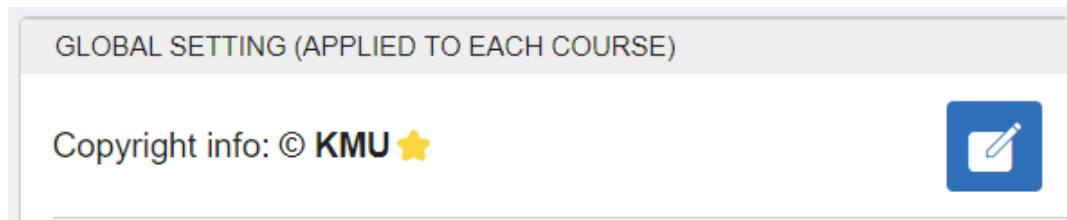
You can specify a copyright text (this may include special characters).

If you do so, it will be positioned in the bottom right corner, below the course.



Where to specify it

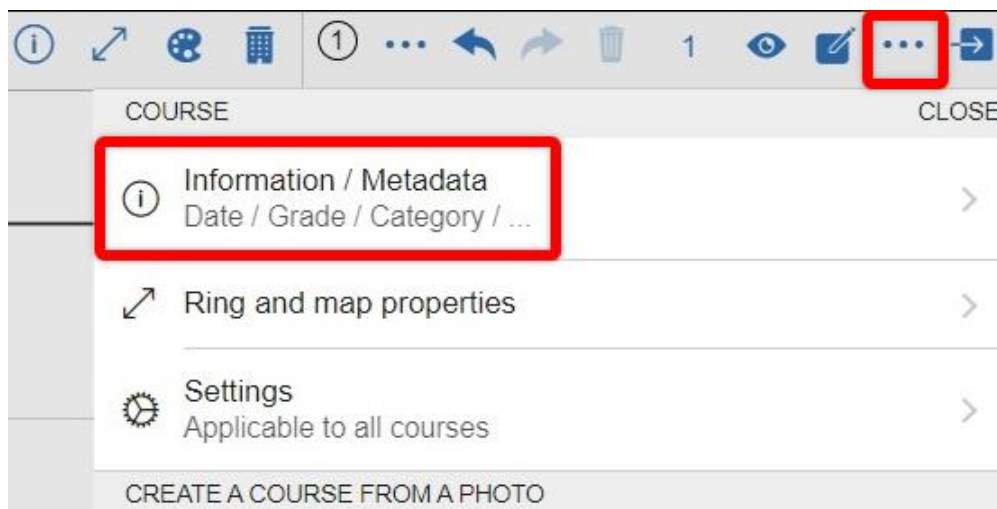
You can specify your copyright text on the settings page.



How to add it to a course

Once you've set the copyright text, it will be automatically added on each course.

However, if needed, you can hide it from any given course by going to the course information and metadata page



And unchecking the "Show copyright" box.

Show copyright



Add your logo

File format

Your logo should be in **PNG**, **JPEG**, **BMP** or **GIF** format and the file size should not exceed 500kb.

We advice using a PNG file with a **transparent** background.

Upload your logo to the server

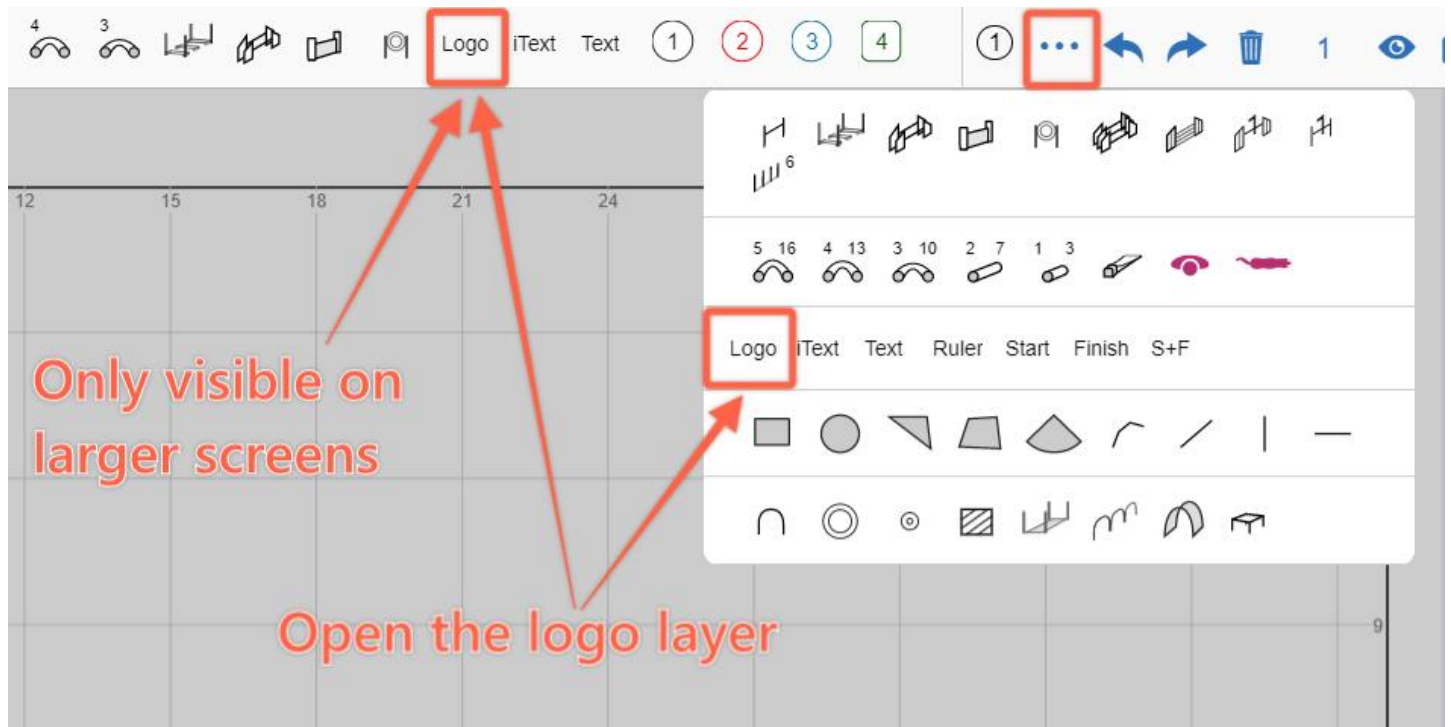
Before you can add your logo to a course, you need to upload it to our web site. You can do so at <https://www.smarteragility.com/designer/logos>.

You'll need to login (using the email and password you use to log into the course designer).

If you forget to do so, the course designer will direct you to the web site.

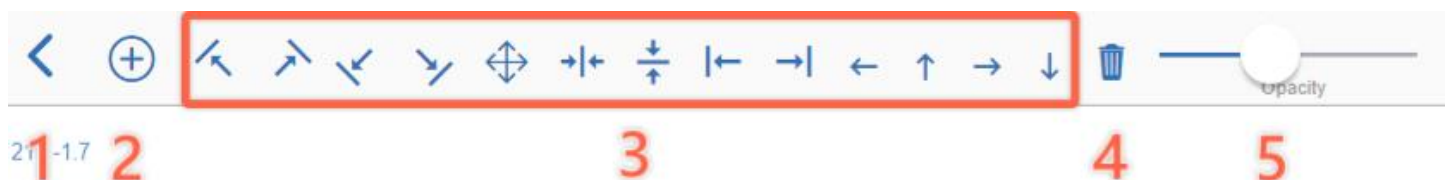
Open the logo layer

Logos are handled in a separate "**layer**". Click the logo button to open that layer.



Logo layer top menu

The logo layer has a **dedicated top menu** bar. This is what the top layer looks like:



1. **Exit** the logo layer
2. **Add** a(nother) logo
3. **Position** or move the selected logo
4. **Delete** the selected logo
5. Change the logo's **opacity / transparency**

Add a logo

To add a logo, click the plus button. A preview list containing your logos will appear. If you have not yet uploaded a logo, you'll be prompted to do so.

Select the logo you want to use; it will be added to the middle of the course (with default dimensions).

Drag it to the appropriate position or use the top menu buttons to align it (left, right, top, bottom, middle). Use the arrow buttons (or, where available, the arrow keys) to finetune its position.

If needed, change the transparency:



Synchronizing courses between your devices

Data and courses are stored locally

As mentioned elsewhere, all data and courses are stored locally on your device (whether it is a pc/laptop, tablet or smartphone). This allows you to design and consult your courses offline. It does, however, require courses and other data to be synchronized between your device(s) and the server.

How are courses synchronized?

1. Upload

Whenever you work online (and have not disabled the synchronization), any course you create or update is also uploaded to the server.

You can verify the synchronization status on the *Courses* page. It displays the date and time the course was synchronized as well as a green or red icon (which indicates whether or not a course was synchronized with the server).



Judge / designer:

Created: 21 days ago | Oct 7, 2020 8:54 AM

Modified: 21 days ago | Oct 7, 2020 8:54 AM

Synced: a few seconds ago | Oct 28, 2020 8:50 AM |

2. Download

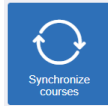
To ensure that any changes you make on another device are available on the current device, the app will look for recent changes on the server. This happens whenever you open the app and, from there on, every 30 minutes.

To avoid conflicts, the automatic synchronization is disabled while the Designer page is open.

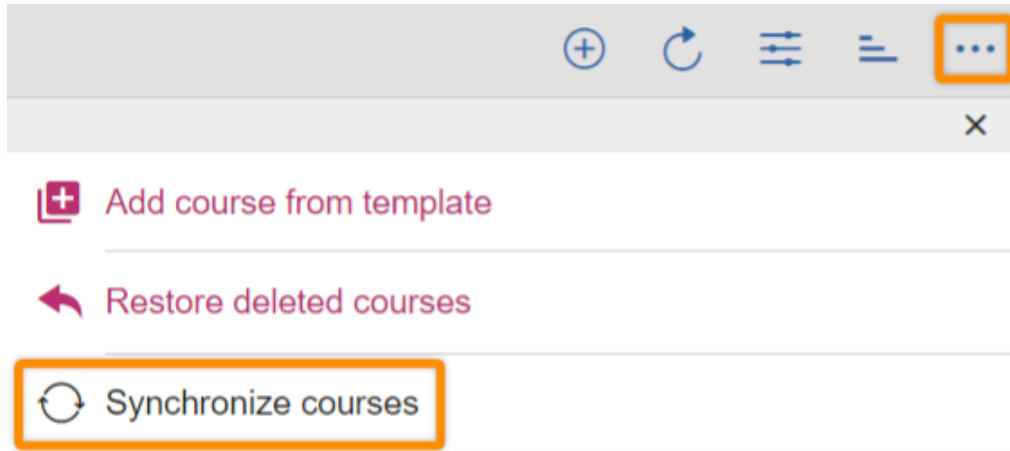
Manual course synchronization

If needed (for example, to have immediate access to a change made elsewhere without exiting and reopening the app), courses can be synchronized manually.

You can do so via the **Main** page



or from the **Extras** menu on the Courses page:



Import a course

There are 3 ways to import a course created in Smarter Agility.

From a text file

- Select the corresponding file (with extension '_sadesign.txt', though older exports from older versions can also be imported)
- Automatically, the encoded settings will be shown
- Then click the import button

From text

- If you received a text string via mail or social media, past them in the corresponding field.
- Then click the import button

From a url

- Paste the url in the corresponding field (it will always have the format [https://www.smarteragility.com/public-design?id=\[import-code\]](https://www.smarteragility.com/public-design?id=[import-code]))
- Then click the import button

Printing 1 or more courses

There are various ways to print 1 or more courses, from the Courses page as well as the Designer page.

1. Print 1 course (Courses page)

The fastest way to print a course is to click the **preview** button



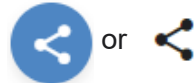
On the preview page, click the **print** button




2. Customize and print 1 course

For version 8 courses, this can be achieved from the Courses page. For older version, you'll need to open the course.

Click the **share and download** button



This button is not always directly visible (this depends on your screen size and the view you selected). If it is not, click the additional functions button  to access it.

On the panel that opens,

- Select **PNG** format
- Deselect the elements you want to hide
- Specify if obstacle coordinates should be included or not
- Click **Continue**

×

FORMAT

PNG

SVG

PDF

TXT

Summary

DIMENSIONS (± 2538 X 1419 PX)

M

L

XL

2XL

3XL

4XL

INCLUDE (VERSION 8 COURSES ONLY)

Segment lengths

Paths

Numbers

Course length

Grid

Grid labels

Background color

Logo

Manual lines

SHOW COORDINATES (VERSION 8 COURSES ONLY)

No

Flagged obstacles

All

Continue

SAD will generate the course with the selected options and display the following options:

Share

Download (0.3MB)

Full screen preview

Click the preview button and print (as explained in section 1).

On mobile devices, you can also use the share button to print the course (using the device's sharing menu).

3. Print multiple courses



Select the courses you want to print (if needed, this is explained in another help topic), then click the **previews** button

On the preview page, click the **print** button

<https://www.smarteragility.com/designer-app-9/>

2/3

4. Customize and print multiple courses

Select the courses, click the **additional features** button , then click the **previews** button 

A panel similar to the one shown in section 2 will open.

Deselect the elements you want to hide and specify if obstacle coordinates should be included or not.

Click **Continue** to display the customized courses; then click the **print** button to print them.

Note that the resolution may be too small to print them on mobile devices.

The print menu of most modern browsers (on laptops and pcs) allows you to "Save as PDF" rather than print.