Agility Course Designer Users Guide

Agility Course designer program for Windows PC

Introduction

The Agility Course Designer program has been made to ease the design of dog agility courses.
You can run the program on all modern versions of Window. From Windows 2000 to Windows 8.

It requires the minimum screen resolution of 1024 x 768.

Illustration of the program showing the design of a simple agility course.

General notes

Use the left mouse button to work with obstacles and path on the course.
When you move the cursor across the course, it will change shape depending on what you point at.

Indicates that you are pointing nothing special.

Indicates that you are pointing an obstacle, a path or a number. Click the left mouse to select it. Or, press the left mouse button and drag to a new position. A selected obstacle is marked with a green outline. A selected path is green.

Indicates that you are pointing a marker. Press the left mouse button and drag to rotate, change obstacle size, bend a tunnel or bend a path.

Indicates that you are pointing a place on an obstacle where you start or end a path.

Indicates that you are pointing a path. Press the left mouse button and drag to bend the path.

Design Modes

Agility Course Designer works in two different modes, Obstacle mode and Path mode.
In Obstacle mode you place obstacles on the course.
In Path mode, you draw paths between the obstacles.
You select design mode by clicking one of the two first buttons above the course.

Obstacle Design Mode

Path Design Mode

Obstacle Design

Select the Obstacle Design Mode button

Possible obstacles to be used on the course are shown as buttons above the course itself.
To use an obstacle, point at it, press the left mouse button and drag it to wanted position on the course. You can later move it again by pointing and dragging it.
All obstacles can be rotated. When obstacle is selected, you will see a green handle as shown for the see-saw below.
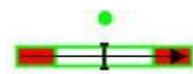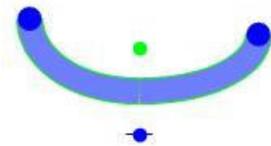
To rotate the obstacle, point at the handle, press the left mouse button and rotate the pointer around the obstacle. The obstacle will follow your rotation.

You can also change the size of long jump, weaving poles, and tunnel. These obstacles have, in addition to the green handle, a blue handle as shown for the long jump below.

To change size, just drag the blue handle to the left or to the right.

Finally, the tunnel has two additional blue handles. One in each end of the tunnel.

To bend the tunnel end, point at the handle, press the left mouse button and rotate the pointer around the tunnel. The tunnel will bend according to your rotation.

Note the text button .

This is not an obstacle but rather a button for drawing text messages on the course. When you place it on the course, a dialog will show up, where you can type in the course message.

Path Design

Select the Path Design Mode button

To describe a path on the course you can place number on de different obstacles and/or you can draw a path in the form of lines and curves between the different obstacles.

You can make four different paths. White path, Black path, White Dash path and Black Dash path. You deside which to make by selecting one of the corresponding buttons above the course window.

To place numbers at each obstacle so that the order of obstacles emerges is very easy. Just click on the number button above the course window and then click inside the course to place numbers in increasing orders. There are different number designs for the four different paths.

Drawing a path using lines and curves is also fairly easy. You just draw a path between the different obstacles. Each obstacle has two areas where you can attaché the start or the end of the path. These areas are shown as redlines. the cursor changes shape to an arrow , when you point such a red line. Click to attach a path at the exit of one obstacle, move the pointer to the next obstacle and attach the end of the path at the entry to that obstacle.

 The figure below shows such a path between two obstacles.
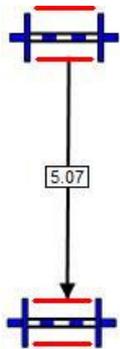
Notice that the length of the path between the obstacles is shown. This helps you find the correct distance between the obstacles.

This was a very easy path. Often you will need a path with curves. The figure below shows such a path.
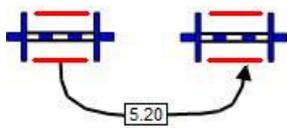

To make such a curved path, do the following:

Attach the path to the two obstacles in the normal way as shown below.
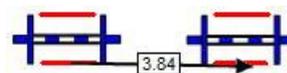
Then point at the path line. (The pointer changes shape to a pointing finger when you point the path)

Press the left mouse button and select the path. (It will change colour to green when selected)

Point the path again, press the left mouse button and drag. By doing so you shape the path line to a curve. At the point where you grabbed the path line, you will see a red handle. Use this handle to shape the curve further if needed.

To shape the path as shown above, four such handles have been made.
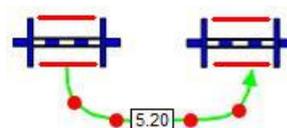
The buttons on the left hand side

Setup Use it to set the size of the course, the displayed course grid and names for the course and the designer of the course.

Green Backgr. Use it to toggle between a green and a white course background.

New Design Use it to start a new fresh course design.

Delete Path Use it to delete the whole selected path

Delete Selected Use it to delete selected obstacle, path segment or number. **Note** that you can also use the Del key to do this.

Edit Text Use it to edit selected course text.

Hide Paths Use it the hide the display of all paths in Obstacle mode and unselected paths in Path mode.

Hide Numbers Use it the hide the display of all numbers in Obstacle mode and numbers belonging to unselected paths in Path mode.

Hide Distances Use it to hide display of path distances.

Open Use it load a previous saved course design from file.

Save Use it to save the course design on file.

Eksport Use it to export the course design to a pdf file or to jpg, png or bmp images.

Print Use it to print the course design.

Help Use it to display this users guide.