



**Hulp dokumente om makliker te werk.
Documents to assist and explain procedures.**



Logo (school badge) change.

The badge must be available as a .bmp file.

When downloaded from the internet it is usually a .jpg or a .png file.

Use a graphical program capable of opening the badge and saving it as a .bmp (Windows Bitmap) file.

It doesn't work to simply Rename it from xxx.jpg to xxx.bmp.

Copy this then to **C:\Program files(x86)\BSport**

The current USASSA logo will be there as Own.bmp

Use Rename and change it to Own1.bmp (just in case it is needed to restore it).

Change the badge.bmp to Own.bmp

Sometimes the extension is not shown. Do not add the extension in such cases. Only check if the file is the correct format.

If the new logo doesn't show on the main screen, the format is probably wrong. Delete Own.bmp and rename Own1.bmp back as Own.bmp

Multiple logos.

If various meetings are presented, requiring different logos, they can all be copied to the program directory with recognizable names. For a specific meeting just rename the corresponding logo as Own.bmp.

Using graphical software it is possible to create customized logos or to combine a set of badges as a single file.

Aid in converting formats.

If you don't have the software to do format conversions, you can email the image file to me and I will do the conversion. The badge can also be in a letterhead as a MS Word document. (Documents in .pdf format normally doesn't produce good images.)

**Sarel Bekker – 083 734-7079
sbekker@bsport.co.za**