

## Swirls Lesson 2: Main Displays

**Main Displays** There are five main displays with swirls

**Edit Display** **e** shows the edit display.

This display is for the swirls operator – it allows one to edit dancers’ information (luck vs must, who their partner is (if any), the program level they can handle, dancing style (M F MF FM E), name).

Clicking on a dancer’s name will tell Swirls that they’re present and ready to dance. Clicking a second time will take them out of the dance.

Pressing **o** will toggle all the dancers in or out of the dance.

**Present Display** **p** shows the “who’s present” display.

This display (blue and white stripes) gives a simple display of people’s names if they’re present.

Really useful for checking that you’ve gotten everyone as available to dance that’s present. Use the **t** key to get dancer totals, and if doesn’t match what’s on the floor, and you can’t seem to figure out who you forgot to enter, have the dancers look at the screen and let you know who’s missing.

I use this display at The Crossfires in between tips.

**Roll Squares** **r** shows the rolled squares display.

This display (green and white stripes) is the workhorse display, showing who has been assigned to which squares.

A common question that singles have: why am I on the display twice? Swirls shows singles as “A+B” and “B+A”; it also sorts the names, so that singles can look for themselves on the display. Remember, singles don’t know a priori who their partner will be, so this helps them find who they’ve been partnered with.

**Setup** **s** shows the setup display.

Usually one won’t use this display much except at the very beginning when you’re setting up your club information. Shows such things as the club’s name, caller’s name, program level, and how Swirls will display dancers’ names.

**New Dancer** **n** The new dancer display.

This display asks for the dancer’s name and allows you to enter in the dancer’s program level, dancing style (M F FM MF E), and who their partner is.

As a quick way to enter in couples, if the dancer’s “firstname” is two words separated by an ampersand, it’ll generate two dancers as partners.

*Example: firstname: “Joe & Jane” lastname: “Bandana” will generate two partnered dancers, Joe Bandana and Jane Bandana.*

*Example: firstname: “Joe & Jane” lastname: “One & Two” will generate two partnered dancers, Joe One and Jane Two.*

**Menu and Shortcuts** **m** Every command Swirls accepts has a one-letter command shortcut; check them out by pressing **m** to get the menu. Press **m** again and you’ll make the menu disappear.