Introducing:
the Virtual Scoring Machine

VSM

Turn your PC or laptop into a state-of-the-art three-weapon fencing scoring machine.

- Compliant with all current FIE rules.
- All three weapons.
- Anti-blocking.
- All the features of any other scoring machine.
- Integrated Scoring and Clock.
- User configurable.
- Advanced Features not found anywhere else.
- Can be updated from home via a website download.
- Many types of remotes can be used.
- Scalable to any size display.
- Backwards compatible to Windows 98SE and above
- Can be run on almost any laptop/desktop/netbook PC with an available USB port.
- Oh yeah, and quite affordable for any school, club, or individual.

◆ INEXPENSIVE

ANY club, school, or individual can afford Olympic caliber scoring for about the price of a decent weapon.

◆ SCALEABLE

Use any size display, from portable Netbook, to a big screen TV or monitor. Picture your gold-metal match on a wall-sized projector.

◆ FLEXIBLE & CUSTOMIZABLE

You have complete control over the many training options and advanced features available.

Our goal is for VSM to be the best fencing scoring machine on the planet. Well, this planet, anyway.

Minimum System Requirements:

A PC (laptop/desktop/netbook/whatever)

Windows 98 SE: Pentium 3 (or equivalent) processor (or above) at 450 Mhz (or faster) with 128MB memory. Windows XP: Pentium 4 at 1.0 Ghz, 512 MB memory. Windows Vista: Pentium T3200+, 2.0 Ghz, 2.0 GB memory. Basically, if you can run Windows 98 or later, you can run VSM.

These requirements are estimates based on testing -- less capable systems will work depending on particular system configuration.

20 MB of storage space available, can be on an external drive. (e.g. a thumb drive)

Windows 98SE, Windows XP, Vista, or Windows 7 operating system, with at least (1) USB port available.

Also recommended is a supported remote control device. Supported devices are the VSM "Custom " Remote, an XP or Vista "Media Center" IR remote control, or any (wired or wireless) 10 button game pad.