Daktronics Scorebook Generator Software

Operation Manual

DD1361705 ***Rev 5 – 15 July 2011***

DAKTRONICS

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DAKTRONICS

DD1361705
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Section 1: Introduction

The purpose of this manual is to assist users with the installation and operation of the Daktronics Scorebook Generator application.

The manual is divided into four main sections:

- **Introduction** covers the basic information about the program and this manual. Take time to read the introduction as it defines terms and explains concepts used throughout the manual.
- **Installation** describes the installation procedures of the Scorebook Generator application.
- **Operation** details the specific operation of the Scorebook Generator application.
- **Contact Information** offers details about who to contact for help.

Daktronics identifies manuals by an ED or DD number located on the cover page of each manual. Any manuals referenced in this document will be identified by its ED/DD number. For example, this manual would be referred to as ***DD1361705***.

1.1 Software Overview

The Scorebook Generator application creates digital scorecards, similar to those that are traditionally written out by hand. Data of current and previous plays is received from DakStats® Baseball, and then it is rendered in graphical representations that can be sent to displays using Daktronics display controllers.

1.2 Major Features

The major features of the Scorebook Generator application are:

- Displays at a glance what's has happened with the ball and batter each time they have been at bat during the game.
- Offers users the choice of showing the previous at bats for the current batter, previous at bats for due ups, for the action so far in the inning, or all of the above for home and visiting teams.
- Allows up to five different configurations for displaying at bat data.
- In-depth customization of colors and fonts.

1.3 System Requirements

The Scorebook Generator application has the following system requirements:

- Microsoft® Windows® XP or better
- IBM® or 100% compatible PC, Pentium® 1.5 GHz or higher
- 1GB RAM
- 20MB free disk space
- Mouse or other pointing device
- Keyboard

1.4 Software Conventions

This manual contains the following software conventions and terminology:

Bold	Indicates an item that requires direct action, such as clicking, pressing, selecting or formatting.
Italics	Indicates onscreen text or labels that are not clickable.
Bold Italics	Used to reference items within the manual, such as figures or sections, as well as other documents and important notes.
[X]	Represents a keyboard key that needs to be pressed.
"Quotes"	Text or commands that may be typed. Quotes also indicate folder names.
Click	Press and release the left mouse button.
Double-click	Press and release the left mouse button twice.
Right-click	Press and release the right mouse button.
Select	Highlight or mark, such as by placing a check mark ✓ in a nearby box; clicking will not necessarily perform an action.
>	Followed by (ex. **File > Open**).

1.5 Definitions

The following terms and definitions are used throughout this manual and the software:

- **Configuration:** All settings used to create a graphical representation of at bat data.
- **DSTI:** Daktronics Scoring-Timing Interface. The application that provides scoreboard and requested data feeds to the Daktronics display controllers.
- **ITF:** Input Template File. A file for Daktronics software that specifies the format of the data being received by a Daktronics data source.
- **ERTD:** Enhanced Real Time Data. A Daktronics protocol used to share data between applications and to send commands to display controllers.
- **User/Operator(s):** The person(s) running and configuring the application.
- **Venus 7000:** Daktronics control software used to send data/commands to a display.

Section 2: Installation

2.1 Installing the Software

To install the Scorebook Generator application:

1. Open an Internet browser to http://dakfiles.daktronics.com/downloads/DakStats.
2. Click the "ScorebookGeneratorInstall.exe" file, and then click **Run** to begin the installation procedure.

   Note: Click **Run** again if a security warning appears.

3. In the *Setup Wizard* window, click **Next** (***Figure 1***).

Figure 1: *Setup Wizard Window*

4. Choose the appropriate installation options if necessary, and then click **Next**,
5. In the following window, click **Next** once more.
6. In the Daktronics Licensing window (***Figure 2***), click **OK** if the initialization was successful, or click **Try Again** if the initialization failed.

Figure 2: *Daktronics Licensing*

7. Wait for all the files to be extracted, and then click **Close** (***Figure 3***).

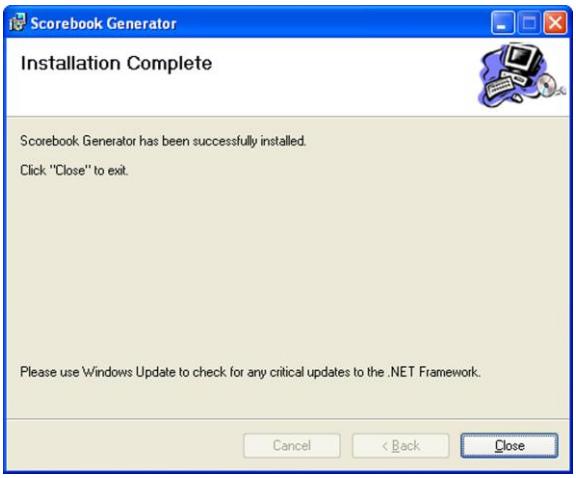

Figure 3: *Installation Complete*

2.2 Running the Software

To open the Scorebook Generator application:

- Double-click the "Scorebook Generator" icon on the desktop.
  Or
- Go to **Start > All Programs > Daktronics > Scorebook Generator**.

2.3 Registering the Software

When the Scorebook Generator application is first opened, users are required to attain a new software license (***Figure 4***) in order for the program to work.

To renew the subscription:

Figure 4: *Registration Screen*

1. Highlight and Copy the *Lock Code*.
2. Email the *Lock Code* to dakstats@daktronics.com with the subject line "Scorebook Generator Lock Code" and a license file will be emailed back.
3. When the license file is received, save it to a location that is easy to remember, such as "My Documents" or the "Desktop".
4. Click **Load License,** and then locate and open the license file.
5. Click **Continue** to begin using the Scorebook Generator application.

Section 3: Operation

The Scorebook Generator application gathers game data from DakStats Baseball, and it runs on the same computer as the Daktronics display controller. By creating configurations, image files of at bat data are saved to the computer to be accessed by the display controller and sent to a display. After the initial setup, an operator is needed only to launch the application and occasionally modify the configurations or resolve errors.

Refer to the ***DakStats Baseball Software Operation Manual (DD1385420)*** and the ***DakStats Baseball Software Display Manual (DD1533474)*** for more information on how to use this program.

This section of the manual on program operation covers four main topics:

- DakStats Baseball Setup
- Main Application Screen
- Scorebook Configurations
- Managing Configurations

3.1 DakStats Baseball Setup

Before and during use of the Scorebook Generator application, there are additional configuration and processes that must be performed in DakStats Baseball.

Enabling Hit Chart RTD

1. Open DakStats Baseball.
2. Click **Configure**.
3. Click **Auto Start Hit Chart RTD,** (*Figure 5*) and it will be marked with a check.

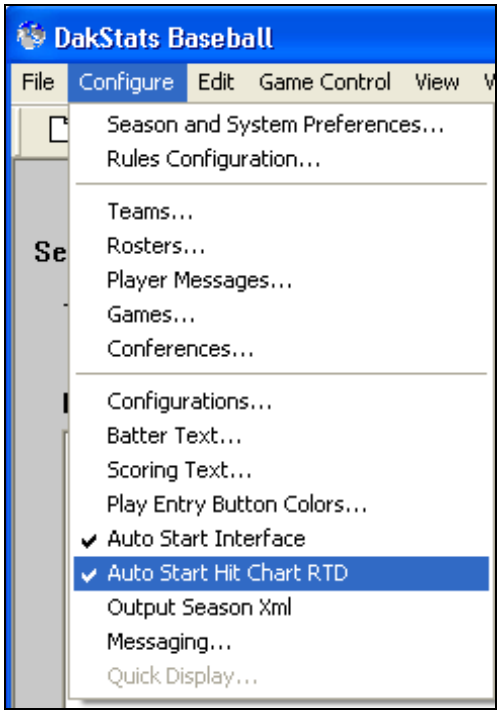

Figure 5: *Auto Start Hit Chart RTD*

Entering Hit To Locations & Sequences

When entering a *Hit To* location in DakStats Baseball, it will be necessary to click on the location in the picture rather than typing them in the text box (***Figure 6***). It is also necessary to click on the names/numbers of the players when entering the *Sequence* of an out (***Figure 7***). This is how the Scorebook Generator application generates the correct coordinates to display.

Figure 6: *Clicking a Hit To Location*

Figure 7: *Clicking Player Locations*

3.2 Main Application Screen

The Scorebook Generator main application screen (***Figure 8***) contains three menu buttons, a status area, a list of available configurations, and five control buttons.

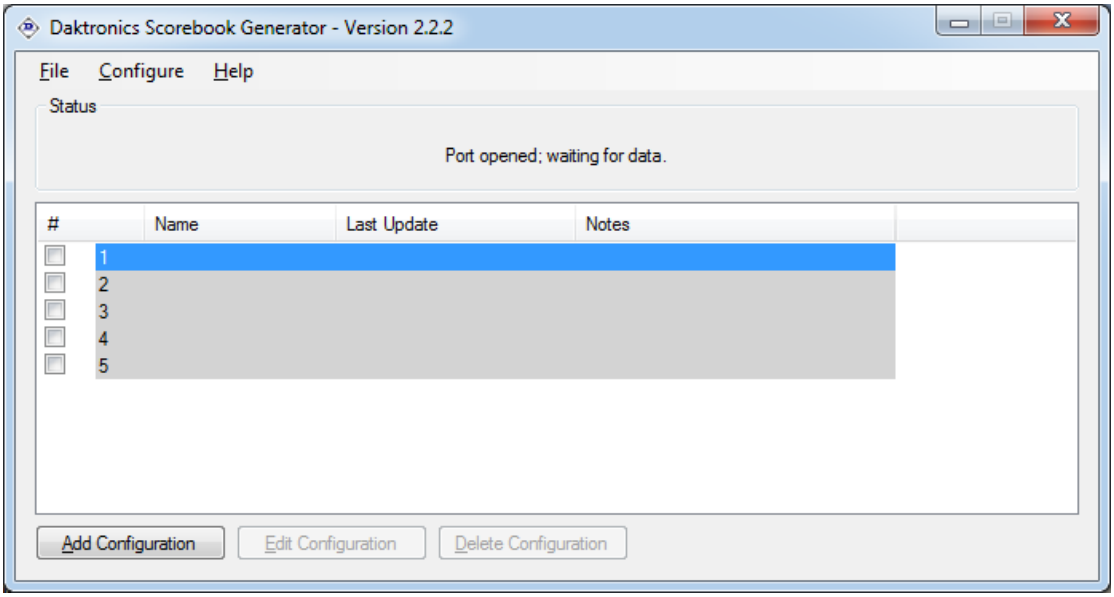

Figure 8: *Main Application Screen with no Configurations*

File Menu

The File menu (***Figure 9***) contains the following buttons:

- **Exit:** Click to close the program.
- **Redraw Images:** Click to manually redraw and save every image.

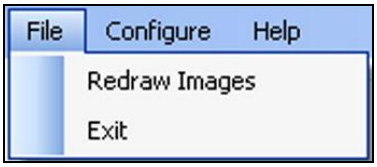

Figure 9: *File Menu*

Configure Menu

Use the Configure menu (***Figure 10***) contains the following buttons:

- **Add Configuration**: Click to add a new configuration to the list after an empty number has been selected (***Section 3.2***).
- **Edit Configuration**: Click to modify a chosen configuration (***Section 3.3***).
- **Delete Configuration**: Click to delete a chosen configuration (***Section 3.3***).
- **Play Text:** Click to request/view play text from DakStats Baseball (***Section 3.5***).

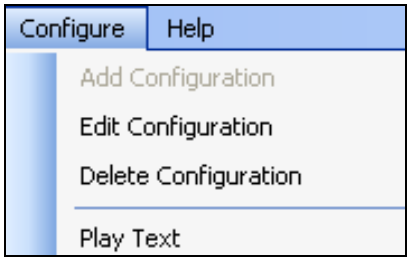

Figure 10: *Configure Menu*

Help Menu

The Help menu (***Figure 11***) contains the following buttons:

- **About Scorebook Generator:** Click to view version and contact information about the Scorebook Generator application.
- **View Manual:** Click to open a PDF file of the operation manual.
- **Registration:** Click to load new registration license files.

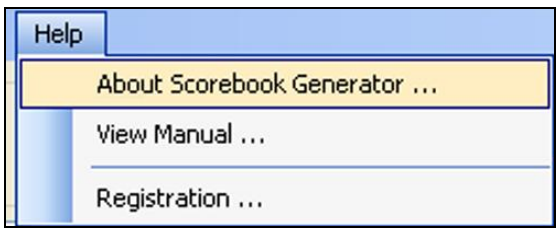

Figure 11: *Help Menu*

Status

The *Status* area (***Figure 12***) displays messages about port availability and data reception from DakStats Baseball. This area can be used to help diagnose connection problems.

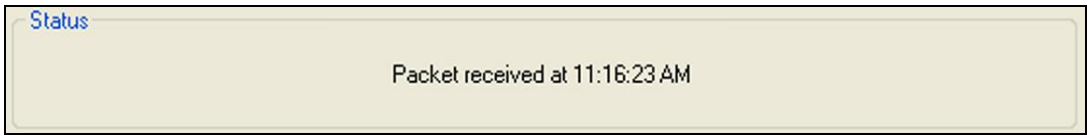

Figure 12: *Status Area*

Configuration List

The Configuration List area (***Figure 13***) will show the following information about configurations as they are created and enabled:

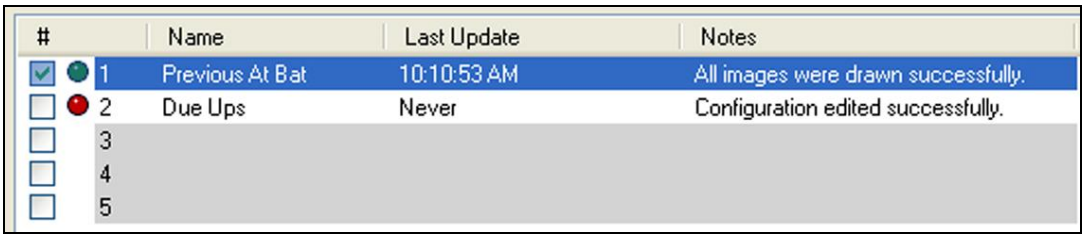

Figure 13: *Configuration List*

- #: The configuration number
- *Name*: The user-defined configuration name
- *Last Update*: The last time an image was rendered for that configuration
- *Notes*: Messages related to configuration editing and image rendering

Control Buttons

The control buttons on the bottom of the main application screen can also be found in the **Configure** menu:

- **Add Configuration**: Click to add a new configuration to the list after an empty number has been selected (***Section 3.2***).
- **Edit Configuration**: Click to modify a chosen configuration (***Section 3.3***).
- **Delete Configuration**: Click to delete a chosen configuration (***Section 3.3***).

3.3 Scorebook Configurations

The Scorebook Generator application features a wide variety of options for displaying at bat information. This section explains the process of creating a new configuration that sets up these options. Each option on the *Configuration* screen (***Figure 16***) is defined, as well as how it may be customized.

Creating New Configurations

To create a new configuration:

1. On the main application screen, click an empty number *1-5* to highlight the line in blue (***Figure 14***).

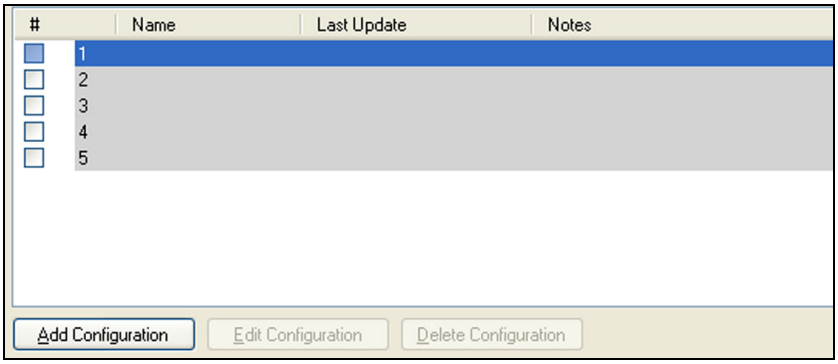

Figure 14: *Adding a New Configuration*

2. Click **Add Configuration** or navigate to **Configure > Add Configuration** and the *Configuration* screen will appear (***Figure 15***).

   Note: Most of the options will be unavailable at this point.

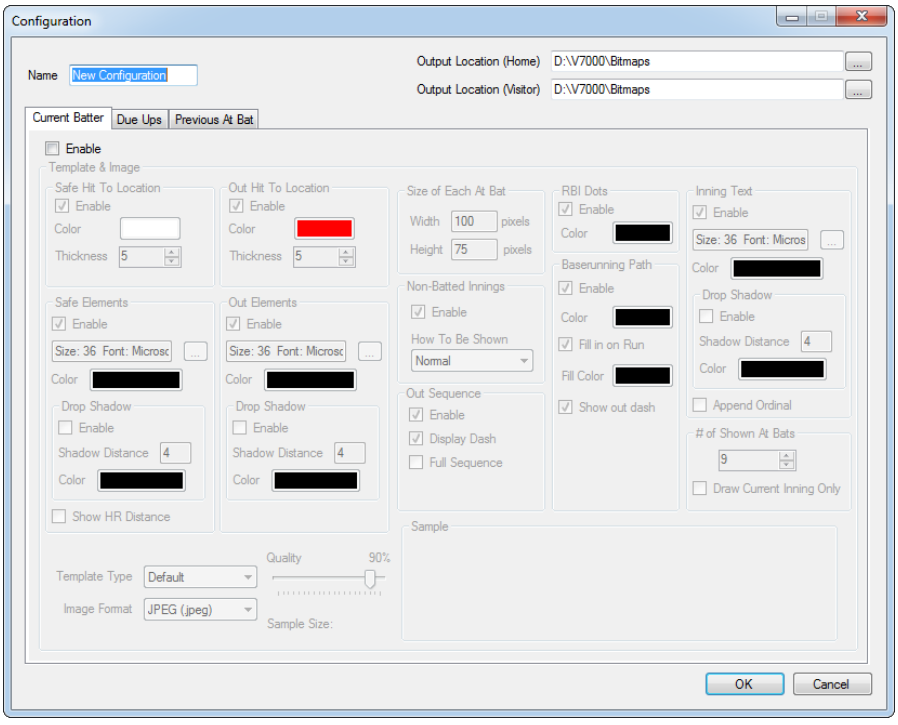

Figure 15: *Empty Configuration Screen*

3. Type in a descriptive *Name* for the configuration.
4. In the *Output Location (Home)* and *Output Location (Visitor)* text boxes, type in or click the [...] button to navigate to the file path to the folder where the image files will be saved if different from the "D:\V7000\Bitmaps" default path.
5. Choose one of following three tabs depending on the type of information this particular configuration will display:
   - **Current Batter:** Displays information about any number of the current batter's previous at bats.
   - **Due Ups:** Displays the previous at bats for the three upcoming batters.
   - **Previous At Bat:** Displays the at bats for previous batters in the inning.

   Note: The options contained within each tab are identical unless indicated otherwise.

6. Click **Enable**, and the options will become selectable, as shown in ***Figure 16***.
7. Adjust each option to the desired settings (see ***Configuration Options***).
8. Repeat steps ***6–7*** for additional tabs if desired.
9. Click **OK** to save the configuration, or click **Cancel** to discard the changes.

Configuration Options

When creating or modifying an enabled configuration, the following options are available:

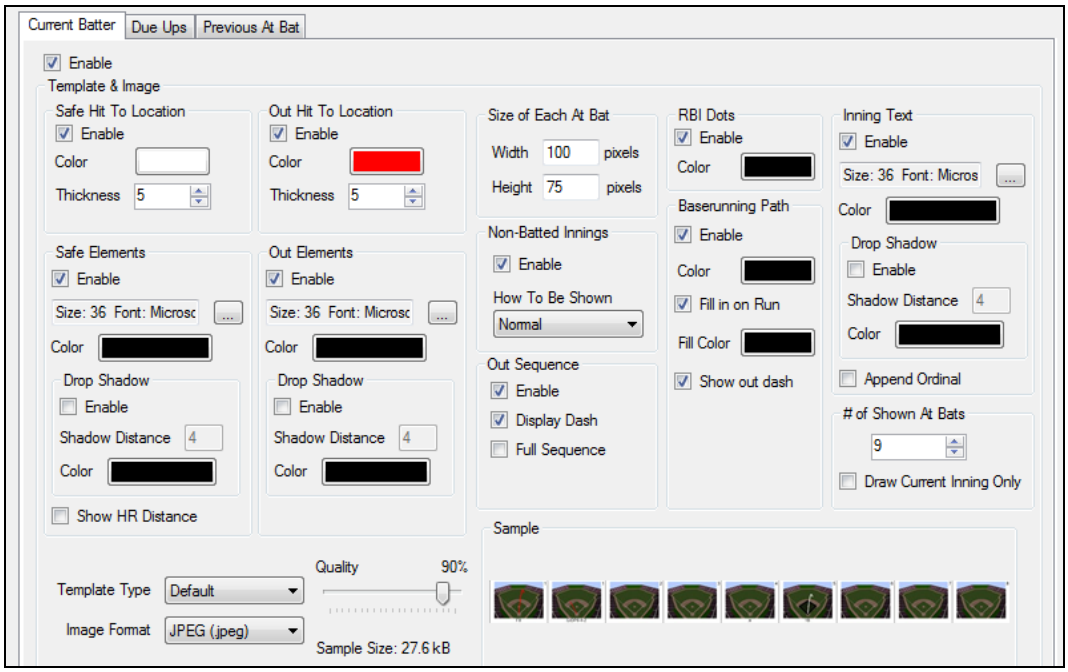

Figure 16: *Enabled Configuration Screen*

- *Safe Hit To Location*: Enable this option to show an arc to where a safe ball was hit. Select a *Thickness* of the arc, and click the colored box to select the font *Color*.

- *Safe Elements*: Enable this option to display text stating what base the batter reached after hitting a safe ball. Click the [...] button to format the *Font*, and click the colored box to select the element *Color*. Enable *Drop Shadow* to put a shadow on the element text, and click the colored box to select the *Color* (enter a *Drop Shadow Distance* from "1"-"10" if desired). Enable *Show HR Distance* to display the distance of a home run (this value must be set in DakStats).

- *Out Hit To Location*: Enable this option to show an arc where a ball was hit that resulted in an out. Select a *Thickness* of the arc, and click the colored box to select the font *Color*.

- *Out Elements*: Enable this option to display text stating the type and sequence of an out. Click the ... button to format the *Font*, and click the colored box to select the element *Color*. Enable *Drop Shadow* to put a shadow on the element text, and click the colored box to select the *Color* (enter a *Drop Shadow Distance* from "1"-"10" if desired).

- *Size of Each At Bat*: Enter in the *Width* or the *Height* in *pixels* for each at bat image.

  Note: Be sure to multiply the *Width* value to find the total length of a series of at bat images when setting up display sequences.

- *Non-Batted Innings*: Enable this option to display an image even if the batter did not bat that inning. Choose **Normal** to show an empty ballpark image, or choose **Darken** to grey out the image.

  Note: This option will always be unavailable on the **Previous At Bat** tab.

- *Out Sequence*: Enable to show the sequence of throws leading to an out. Enable *Display Dash* to place a dash between players in the sequence of outs. Enable *Full Sequence* to avoid automatically shortening long out sequences.

  Note: If *Full Sequence* is disabled, only the first, second, and last throws of the out sequence will be displayed.

- *RBI Dots:* Enable this option to display a small dot to indicate that the batter was eventually batted in. Click the colored box to select the dot *Color*.

- *Baserunning Path:* Enable this option to put a thick line indicating what base the batter made it to. Click the colored box to select the path *Color*. Enable *Fill in on Run* to darken the infield when a batter makes it back to home plate. Click the colored box to select the *Fill Color*. Enable *Show out dash* to place a slash across the path where the runner was tagged out.

- *Inning Text*: Enable this option to show the inning number with each image. Click the ... button to format the *Font*, and click the colored box to select the font *Color*. Enable *Drop Shadow* to put a shadow on the element text, and click the colored box to select the *Color* (enter a *Drop Shadow Distance* from "1"-"10" if desired). Enable *Append Ordinal* to display innings as 1st, 2nd, 3rd, etc., instead of 1, 2, 3, etc.

- # *of Shown At Bats*: Select or type in the number of total at bats to display at once. As this number decreases, the most recent at bats are displayed. Enable *Draw Current Inning Only* to show a single at bat for both the current and previous half inning. For example, at the top of the 5th, the last at bat for the Visitor will be displayed along with the last at bat for the Home team in the bottom of the 4th; at the bottom of the 5th, the last at bat for the Home team will be displayed along with the last at bat for the Visitor in the top of the 5th.

  Note: This option will always be unavailable on the **Previous At Bat** tab. *Draw Current Inning Only* is available on **Current Batter** tab only.

- *Template Type*: Choose **a** template to determine the look and dimensions of the baseball diamond background image. Contact Daktronics to create custom templates.

- *Image Format*: Choose from **Bitmap**, **JPEG**, **GIF,** or **PNG** image formats. **Bitmap** is the largest file size, **PNG** second largest, **GIF** is typically the smallest, and **JPEG** is variable. PNG images allow for transparency effects on supported display outputs.

- *Quality*: Use the slider bar to adjust the file size of **JPEG** images only.

- *Sample*: This area displays an active preview of all the current settings applied to some sample at bat data. Click the image(s) to view the at bat(s) in a separate window (***Figure 17***).

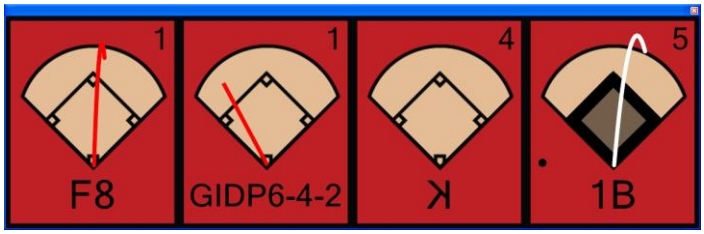

Figure 17: *Sample At Bat Images*

Note: If the preview image(s) cannot be rendered due to invalid image dimensions, a symbol will appear in the *Sample* area that looks like this: . Be sure to change the appropriate settings and make this error symbol go away before saving the configuration.

3.4 Managing Configurations

After configurations have been created, the Scorebook Generator main application screen provides several ways to manage them (***Figure 18***). This section explains how to edit, enable/disable, and delete configurations.

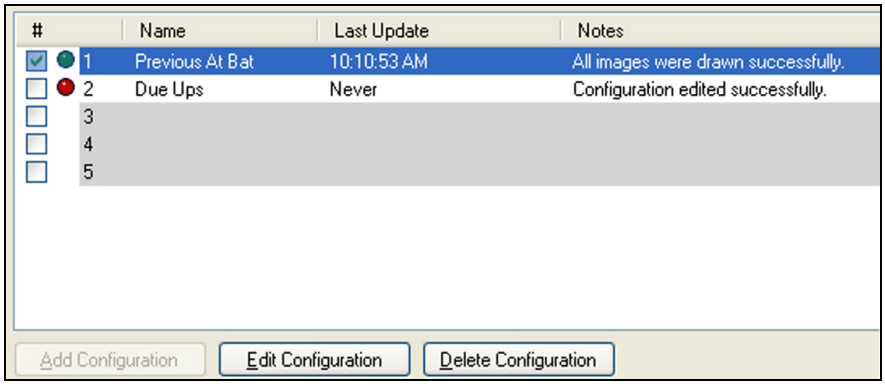

Figure 18: *Main Application Screen with Configurations*

Editing Configurations

To edit a configuration:

1. On the main application screen, click the configuration to be modified, and it will be highlighted in blue.
2. Click **Edit Configuration** or navigate to **Configure > Edit Configuration** to return to the *Configuration* screen (***Figure 16***).
3. Go to the tab(s) that require changes and adjust the configuration options accordingly.

4. Click **OK** to save the configuration, or click **Cancel** to discard the changes.

Enabling & Disabling Configurations

As new configurations are added, they are enabled by default.

To disable a configuration:

- On the main application screen, click the checkbox next to or double-click the information of the configuration to be disabled. The green light will turn red to indicate the configuration is no longer creating and sending images to the *Output Location* folder(s) (***Figure 19***).

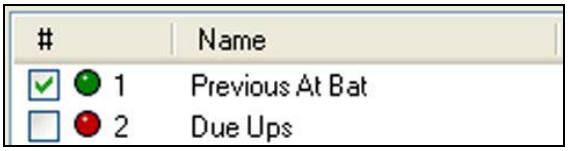

Figure 19: *Enabled & Disabled Configurations*

To re-enable a configuration:

- On the main application screen, click the checkbox next to or double-click the information of the disabled configuration to turn it back on.

  Note: New images are rendered and saved every 30 seconds, and the green light will become brighter during this process (***Figure 20***).

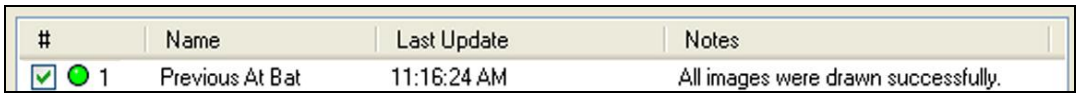

Figure 20: *Active Configuration*

Deleting Configurations

To delete a configuration:

1. On the main application screen, click the configuration to be deleted, and it will be highlighted in blue.
2. Click **Delete Configuration** or navigate to **Configure > Delete Configuration**.
3. Click **Yes** to permanently remove the configuration.
4. Rearrange any remaining configurations as needed.

3.5 Editing & Viewing Play Text

Changing the wording of the play text is accomplished in DakStats Baseball.

1. With DakStats Baseball open, go to **Configure > Scoring Text**.
2. In the *Edit Scoring Text* window (***Figure 21***), there is a *Play* description along with some abbreviated *Text* that is displayed for that play type. Double-click a field under the *Text* column to edit.
3. Click **OK** to save the changes, **Cancel** to discard the changes, or **Restore Defaults** to bring back the original text settings.

To break the *Text* into multiple lines, type in "<BR>". The <BR> tag will not appear in the RTD

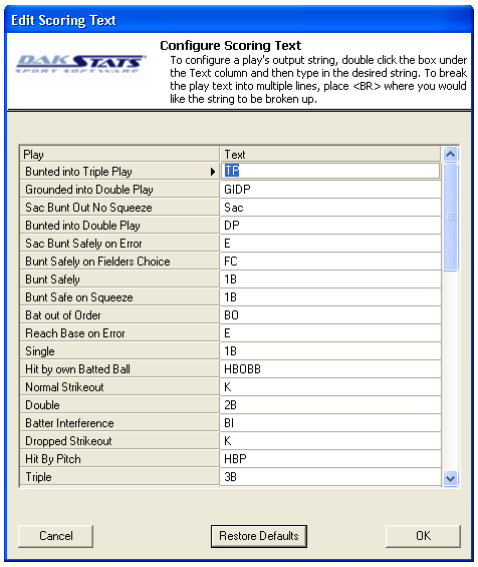

Figure 21: *Edit Scoring Text Window*

stream, but instead will split any remaining text onto another line to better fit on scorecard graphics.

Play text can be viewed in Scorebook Generator by going to **Configure > Play Text**.

If DakStats Baseball is open and nothing appears in the *Play Text* window (***Figure 22***), click **Request Strings** to retrieve the most recent play text fields.

> **Note:** It is not possible to edit the play text from within Scorebook Generator.

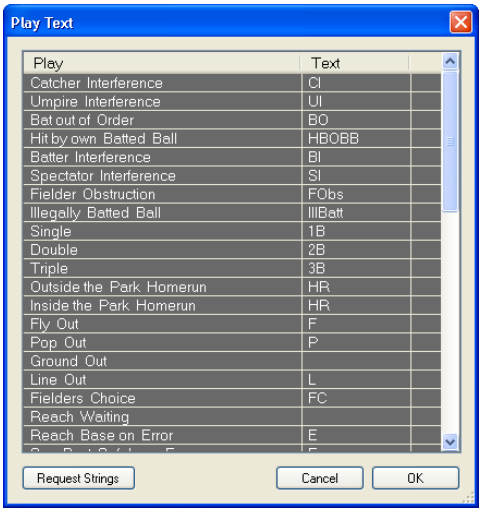

Figure 22: *Play Text Window*

3.6 Creating Display Sequences with Scorecard Graphics

Once the proper configurations have been set up and the program is outputting the desired scorecard graphics, users can begin integrating these images into their display sequences. The ***Daktronics Sport Software Baseball Display Cookbook (DD1584319)*** offers several tips and tricks for laying out display sequences featuring both text and image RTD.

Each scorecard graphic can be placed into a display sequence as a standalone piece of image RTD or as a complement to at bat text (***Figure 23***).

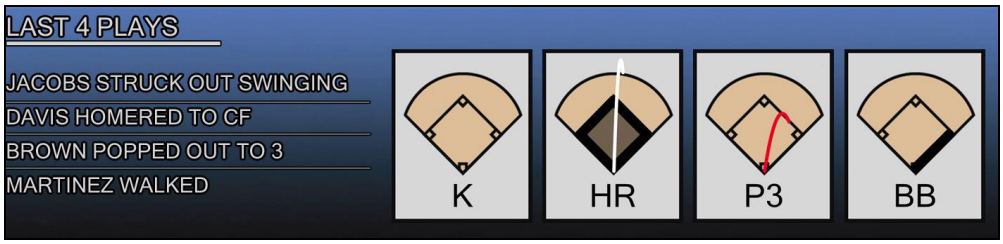

Figure 23: *Sample Sequence with Scorecards*

Note: Outputting the scorecard graphics to the display controller requires an additional port in the Daktronics Scoring-Timing Interface (DSTI) application. Contact Daktronics to receive an updated DSI file that includes a Scorebook Generator output port.

Section 4: Contact Information

If there are any questions about installing, registering, or setting up any of the programs mentioned in this manual, please contact DakStats Customer Service:

Mail: Daktronics, Inc., Customer Service
201 Daktronics Drive
P.O. Box 5128
Brookings, SD 57006

Phone: DakStats Help Desk: 1-888-325-7828

DakStats Fax: 1-605-697-4700 Attn: DakStats

Email: dakstats@daktronics.com