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# 1 Introduction

The purpose of this manual is to assist with outputting and displaying Real-Time Data (RTD) using the DakStats® Baseball application. The manual includes the following 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.
- DSTI Setup, Viewing & Modifying RTD, RTD Configurations, Quick Display, and Player Messages explain how to control and configure the application.

This manual assumes previous knowledge of creating new seasons, teams and rosters, as well as creating and opening new games. For general program installation and operation instructions, refer to the **DakStats Baseball Software Operation Manual** (DD1385420).

## 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. Also used for reference items within the manual, such as figures or sections, as well as other documents and notes.						
Italics	Indicates onscreen text or labels that are not clickable.						
[Brackets]	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 (example: <b>File &gt; Open</b> ).						

# 2 DSTI Setup

In order for DakStats Baseball to output RTD, the Daktronics Scoring-Timing Interface (DSTI) must have been installed. The DSTI software is pre-configured by Daktronics and cannot be altered at the installation site. Any desired configuration changes in DSTI must be addressed through Daktronics. Refer to the **DSTI Software Operation Manual (**ED-13009**)** for more information on installing and setting up the DSTI.

## DakStats/DSTI Messaging

The default setting is that the DakStats Baseball program is on the same computer as the DSTI program (**Figure 1**). Use the following procedure if DakStats and DSTI are on separate machines:

- 1. On the DakStats computer, browse to "C:/Program Files/Daktronics".
- 2. Right-click the Daktronics folder, and then select **Properties**.
- 3. Click the Sharing tab.
- 4. Click Share this folder.





Figure 1: DakStats/DSTI Messaging

- 6. In DSTI, go to Edit > DakStats Messaging, and then select Different Machine.
- 7. In DakStats, go to **Configure > Messaging**, and then select **Different Machine**.

#### **Networked Campus**

In some facilities, multiple DakStats systems may be located on the same network. Data communication issues can arise when more than one game is taking place at the same time, for instance a baseball game on one field and a softball game on another. In these cases, certain default configuration settings must be modified as described below so the separate DakStats systems can communicate properly via network messages.

- 1. Set DakStats and DSTI Messaging for all systems on the network to **Different Machine** as described above.
- 2. On one DakStats computer navigate to "C:\Daktronics\DakStats Baseball" and open the "DakStats Baseball.ini" file in Notepad.
- 3. Locate the "Main Port" field and change the value to "32224".
- 4. On the corresponding DSTI computer, navigate to "C:\Daktronics\Daktronics Scoring-Timing Interface" and open the "Daktronics Scoring-Timing Interface.ini" file in Notepad.
- 5. Locate the "Main Port" field and change the value to match the setting in the DSTI file.
- 6. Repeat steps 2-5 for any other systems on the network, increasing the "Main Port" value by "1" for each additional system (32225, 32226, etc.).

## Selecting DakStats Interface and Database

DSTI must point to the correct sport interface and DakStats database.

- 1. In DSTI, make sure the Sport is set to **Baseball/Softball** and that the Interface is set to **DakStats** (Figure 2).
- 2. Go to Edit > Data Configuration.
- **3.** The Database Path must be set to "X:\Daktronics\DakStats Baseball" where X represents the appropriate local or network drive (**Figure 3**).

Data	Configuration		×
	-Database Location - Select Sport:	DakStats® Baseball	
	Database Path:	C:\Daktronics\DakStats Baseball\	
		OK Cancel	

Figure 3: Data Configuration

#### Auto Start Options

- 1. In DakStats Baseball, click Configure.
- 2. Check Auto Start Interface to automatically start DSTI when a game is opened.
- 3. Be sure to also check Auto Start Hit Chart RTD if using other RTD outputs, such as spray charts or scorecards.

## Testing DakStats/DSTI Communication

- 1. Open a game in DakStats Baseball.
- 2. Open DSTI if it did not already open automatically, and click View Data.
- **3.** The DSTI Message Log shows that a Competition opened, and DakStats sends the game information, as shown in **Figure 4**.

🔆 Daktronics Scoring-Timing Interface Application																		
<u>File Edit Control View Event</u>	He	lp																
		Name	# 1	Game	Ava	AB	н	HR	Balls	Strikes	Total	Record	ERA	IP	Saves	SO	BB	~
	1	Butler	1 (	CF 0-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	2	Thompson	2 2	2B 0-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	3	Clark	3 1	B 2-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	4	Mitchell	4 L	.F 2-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	5	Williams	5 5	S 0-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
DAKTRONICS	6	Riles	6 [	DH 0-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
INC.	7	Maldonado	7 F	RF 0-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	8	Kennedy	8 (	0-3	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	9	Oberkfell	10 3	B 0-0	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	I	LaCoss	14 F	0-0	.000	0	0	0	4	9	13	0-0	0.00	0.0	0	0	0	
Sport	I	Brantley	13 E	F 0-0	.000	0	0	0	10	13	23	0-0	0.00	0.0	0	0	0	
Basahall/Catholl	I	Garrelts	11 E	F 0-0	.000	0	0	0	26	45	71	0-0	0.00	0.0	0	0	0	=
Dasebait/Suitbait	I	Uribe	9 E	F 1-2	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	I	Hammaker	12 E	F 0-0	.000	0	0	0	8	18	26	0-0	0.00	0.0	0	0	0	
Interface	I	TOTALS		5-33	.000	0	0	0	48	85	133	0-0	0.00	0.0	0	0	0	
DakStats 🗾																		
View Configuration	1	Henderson	1 (	.F 2-5	.000	0	0	0	0	0	0	0- 0	0.00	0.0	0	0	0	
View Dete	2	Phillips	9 3	3B 2-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
View Data	3	Canseco	-4 F	RF 0-3	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
N 1500 D: 1	4	Parker	5 0	DH 1-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
Venus 1500 Displays	5	Henderson	6 (	CF 0-3	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	6	McGwire	7 1	.B 3-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
Press Row Monitors	17	Steinbach	8 (	C 1-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	8	Gallego	3 2	2B 0-0	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
Start/Stop Switch	9	Weiss	10 5	5 1-4	.000	0	0	0	0	0	0	0-0	0.00	0.0	0	0	0	
	I	Stewart	11 1	0-0	.000	0	0	0	42	/3	115	0-0	0.00	0.0	0	0	0	Ŧ
Competition opened Santo Domingo State University at North Delaware State University Control Port Request: Interface Configuration																		
For Help, press F1																NUM		

Figure 4: DSTI with DakStats Data

r
•

Figure 2: Sport & Interface

# 3 Viewing & Modifying RTD

## At Bat Text

The **At Bat** tab displays the previous at bat text and game summary for the current batter. This area is used to monitor the text that being sent out to electronic displays as well as for online Webcasts.

STRUCK OUT SWINGING		_
3rd-2 RUN HOMER TO LEFT		/
1-2, HR, 2 RBI, Run	1	ENTER



Note: At bat text modification is only available for seasons configured with MLB Rules.

If there is a problem with the text, or it is not appearing correctly:

• Click the pencil icon, modify the text, and then click the green checkmark to save the changes (**Figure 5**).

To modify batters' text before they are at bat:

 Right-click a player's name in the roster and click Edit Batter Text to open the Edit Batter Text window (Figure 6). Make the appropriate changes and click OK.

Edit Batter Text		×
PAK STAL	Edit Batter Text Modify any of the batter text lines then click Ok to save the changes.	
	# 3 C. d'Arnaud	
At Bat #1	WALKED	ŋ
At Bat #2		]
At Bat #3		[
At Bat #4		]
Batter Summary	0-0, BB Ø	
	Cancel	OK



Note: Once the at bat text has been modified, it will no longer receive updates. Click the undo 🕅 button to return to the default values and resume automatic updates to this field.

#### **Editing RTD Batter Text**

The Edit RTD Batter Text window (Figure 7) sets how certain types of text will appear for batters' previous at bats.

- 1. Go to Configure > Batter Text.
- 2. Click a text box once to select it, and then click it again to begin typing in the new at bat text.
- Click Restore All Defaults to return the original settings, or click OK to save the new text.

This dialog allows yo electronic displays ar displayed. If DakStat	u to edit how the text will app nd by the webcast. Changir is is not using these outputs,	pear for a batter's og the items on thi there is no need	previous at bat text. This s screen will directly effect to modify any values on t	text is used when interfacing t the way previous at bats a his screen.	g to re
The total combined te Batter Text Al	ext for a single at bat can no ert Length: 50	t exceed 50 chart 	acters. Be careful to keep Summary Text A	within the maximum limit. Alert Length: 45	
N	Main Play Strings		Misc. Strings	(Player Positions and Loca	tions)
Description	Display Text	*	Description	Display Text	-
SINGLED	SINGLED		TO EXTRA	TO EXTRA	
DOUBLED	DOUBLED		TO PITCHER	TO PITCHER	
TRIPLED	TRIPLED	=	TO CATCHER	TO CATCHER	
FLIED	FLIED		TO FIRST	TO FIRST	
POPPED	POPPED		TO SECOND	TO SECOND	1
GROUNDED	GROUNDED		TO THIRD	TO THIRD	
LINED	LINED		TO SHORT	TO SHORT	
FIELDER'S CHOICE	FIELDER'S CHOICE		TO LEFT	TOLEFT	
REACHED	REACHED		TO CENTER	TO CENTER	1
REACHED BASE ON	REACHED BASE ON		TO RIGHT	TO RIGHT	
BUNT	BUNT		TO EXTRA	TO EXTRA	
HIT BY PITCH	HIT BY PITCH		TO PITCHER	TO PITCHER	1
SACRIFICE FLY	SACRIFICE FLY		TO CATCHER	TO CATCHER	
INTO DOUBLE PLAY	INTO DOUBLE PLAY		TO FIRST	TO FIRST	
INTO TRIPLE PLAY	INTO TRIPLE PLAY		THRU HOLE AT 2B	THRU HOLE AT 2B	
STRUCK OUT	STRUCK OUT		TO SECOND	TO SECOND	
REACHED BASE ON	REACHED BASE ON	-	UP THE MIDDLE	UP THE MIDDLE	

Figure 7: Edit RTD Batter Text

#### Viewing & Modifying RTD

**Note:** It is possible set alerts when the text is close to reaching the length that the RTD field occupies on the display layout to make sure data does not get cut off. The text box turns yellow when the limit is approaching and turns red when the limit is exceeded.

# At Bat #1 FIELDER'S CHOICE At Bat #2 ILLEGALLY BATTED BALL

#### **Enhanced Batter Text**

Use enhanced batter text to include additional play or player information along with previous at bat text.

- 1. Go to Configure > Configurations.
- 2. Click **Configure** to open the Enhanced Batter Text Configuration window (**Figure 8**).
- 3. Check the box next to Errors, Home Runs, RBI, Sequence, Run, and/or Stolen Bases to display this extra information in the batter text.
- 4. Insert other stats and information as desired according to the Legend.
- 5. Click **Restore Default** to bring back the original settings, or click **OK** to save the enhanced text.

Configure Enhanced Batter Text								
DAK STATS	Configure Enhanced Batter Text Select a checkbox and modify the text in the for that category.	textbox to what you would like to display						
□ Errors	E[POS]	Available: [POS], [PLR]						
Sample Output:	E9	Example: E[POS]						
☐ Home Runs	[DIST] FT	Available: [DIST], [#]						
Sample Output:	425 FT	Example: [DIST] FT						
□ RBI	[#] RBI	Available: [#]						
Sample Output:	3 RBI	Example: [#] RBI						
□ Sequence	([[SEQ,->])	Available: [SEQ,->], [SEQ, ]						
Sample Output	(6->4->3)	Example: ([SEQ,->])						
☐ Run	[RUN]	Available: [RUN]						
Sample Output:	RUN	Example: [RUN]						
☐ Stolen Bases	[#] SB	Available: [#]						
Sample Output:	2 SB	Example: [#] SB						
Legend There are keywords within square brackets ([]) that you may use for displaying data. [POS] will display the position on the field as a numeric value. [PLR] will display the player's jersey number. [DIST] will display the tatance in feet of a homerun. [#] will either display the season total for a homerun, total RBIs for a single at bat, or stolen base amount. [SEQ] will display the out sequence with the user defined delimiter between the numbers. An example of a sequence would be [SEQ.*]. The output of that will be 6*4*3. [RUN] will display if the current batter scored after that at bat.								
Cancel	Restore Default	ОК						

Figure 8: Configure Enhanced Batter Text

## Manual RTD Output Control

#### Manual Mode

Use the Manual tab (**Figure 9**) to manually enter game stats to send scoring data to scoreboards and displays live during a game. This keeps the current scoreboard output correct while allowing the operator to get caught up from editing or deleting plays in the commentary.

F2 Ba	F2 Batted Ball   F3 Base Runner   F4 At Bat   F5 Subs   F6 Special   Runs   F7 Manual							
В	0	Balls	<u>B</u> (+)	Sh-B (-)	Outs	<u>0</u> (+)	Sh-0 (-)	
S	0	Strikes	<u>S</u> (+)	Sh-S (-)	Runs	<u>R</u> (+)	Sh-R (-)	
F	0	Fouls	<u>E</u> (+)	Sh-F (-)	Inning	<u> </u> (+)	Sh-I (-)	
0	0	C	lear Balls/S	trikes	AtBat	<u>A</u> (+)	Sh-A (-)	
			Visitor			Home		
H	its	H (+	) [	Sh-H (-)	Ctrl-H	(+)	Sh-Ctrl-H (-)	
Er	r	E (+		Sh-E (-)	Ctrl-E	(+)	Sh-Ctrl-E (-)	
LC	ЭB	L (+)		Sh-L (-)	Ctrl-L	(+)	Sh-Ctrl-L (-)	
	Exit Manual Mode							

Figure 9: Manual

Viewing & Modifying RTD

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Stats may be entered by clicking the following buttons or Hotkeys:

- **<u>B</u>(+)**: Add a ball
- Sh-B (-): Subtract a ball
- **<u>S</u>(+):** Add a strike
- Sh-S (-): Subtract a strike
- E(+): Add a foul •
- Sh-F (-): Subtract a foul
- Clear Balls/Strikes (press **[C]**)

- R (+): Add a run

- [(+): Add an inning
- Sh-I (-): Subtract an inning
- ٠ A (+): Add an at bat
- Sh-A (-): Subtract an at bat ٠

Visitor

- H(+): Add a hit •
- **Sh-H (–):** Subtract a hit
- E(+): Add an error
- Sh-E (-): Subtract an error
- L(+): Add an LOB
- **Sh-L (–):** Subtract an LOB

• Ctrl-H (+): Add a hit

Home

- Ctrl-Sh-H (-): Subtract a hit
- Ctrl-E (+): Add an error
- Ctrl-Sh-E (-): Subtract an error
- Ctrl-L (+): Add an LOB
- Ctrl-Sh-L (-): Subtract an LOB
- Note: Sh means to hold the [Shift] key while pressing the letter key.

Once any stats have been manually changed, the linescore will become yellow to indicate the program is operating in Manual Mode (Figure 10).

Team 1 2 3 4 5 6 7 8 9 Runs Hits Err LOB 🖊 CLE 0 0 0 0 0 0 0 5 🔄 MIN 2 1 5 15 0 0 1 n F2 Batted Ball | F3 Base Runner | F4 At Bat | F5 Subs | F6 Special | Runs F7 Manual B 1 Balls Outs <u>B</u>(+) Sh-B (-) 0(+) Sh-0 (-) S O Strikes Sh-S (-) Runs Sh-R (-) <u>S</u> (+) <u>B</u> (+) F 0 Fouls Inning Sh-I (-) <u>|</u> (+) 0 At Bat 2 Clear Balls/Strikes <u>A</u> (+) Sh-A (-) Visitor Home

Figure 10: Manual Mode

To exit Manual Mode:

- 1. Click Exit Manual Mode. A window will appear showing a comparison between the changes that were made in manual mode and the plays as entered in the play-byplay commentary (Figure 11).
- 2. Click Yes to confirm that the stats are up-to-date and leave manual mode.

Evit Manual Mode										
Exit Manual Mode										×
	Linesco	re Runs	Hits	Error	L	.0B	Count- Balls	Strikes	Outs	
		0	0	0	0		2	0	1	
	1	0	0	0	0		-			
		0	0	0	0					
[	Batter									1
	Visitor	r				Home				
	Harris	on, Jost	ı			NISHIOK	A Tsuvos	hi		
	Harrison, Josh NISHIOKA, Tsuvoshi									
•	* Manual mode stats are highlighted in yellow.									
	Exit Manual Mode									
	Yes No									



## Editing the Pitch Count

If the pitch count (number of pitches thrown by current pitchers) is incorrect on the scoreboard or display:

- 1. Go to Edit > Edit Pitch Count.
- 2. In the Edit Total Pitches Thrown window (Figure 12), update the number of balls or strikes for the appropriate pitchers.
- 3. Click Select Previous Pitcher if a previous pitcher's count needs to be adjusted.
- 4. Click OK when finished, or click Cancel to discard the changes.

## Right-Click Menu

Players in the roster list can be rightclicked to access additional editing tools (**Figure 13**).

Note: Right-clicking is only available for seasons configured with MLB Rules.

- Edit Batter Text: Refer to At Bat Text (p.4).
- Edit Season Stats: Click to quickly modify a player's season stats without leaving play-by-play mode (Figure 14).

Edit Total Pitches Thrown		×							
Edit RTD Pitch Count This dialog allows you to edit the Total Pitches thrown for the current pitchers. Changing these values will update the values in the RTD stream.									
Select Previous Pitcher		Select Previous Pitcher							
PIT		MIN							
Barmes, Clint	Pitcher	OLIVEROS, Lester							
	Balls	8							
	Strikes	5 🛓							
0	Total	13							
X Cancel		🖌 ОК							



BO	No	STL	Pos	AB	R	Н	RBI	BB	Avg
1	7	Holliday	Ρ	1	1	1	0	0	1.000
2	10	<u></u>	^	-	^	-	0	0	1.000
3	2	#19 M. Carp	enter				0	0	1.000
4	3	Edit Pattor T	out.				0	0	1.000
5	4	Eult batter i	ext				4	0	1.000
6	4	Edit Season	Stats				0	0	0.000
7	5	Add to Dulle	#1				0	0	0.000
•8	5	Add to Bullp	en #1				0	0	0.000
9	6	Add to Bullp	en #2				0	0	0.000
-		Clear Bullpe	n				0	0	0.000
-	3						0	0	0.000
-	2	Add to Rem	aining P	Pitcher	s		0	0	0.000
-	5	Clear Remai	ning Pit	chers			0	0	0.000
_	d						0	Ο	0.000

#### Figure 13: Right-Click Menu

Edit	Sea	son Stats																									<b>X</b>
		K \$7475	E.	This	Seaso dialog	on St allows	ats s you t	o mod	ify only	a playe	er's season t	o date s	itats. Do	ouble-	dick or s	single-c	lick a stat	;, type i	n a nev	w value	e, and then	pres	s enter to	modify a	stat for a	player.	
	#14 Batti	Casey McGeł	nee Dito	hina	Carr	•				>>																	
Г	#	Player N	AB	R	H	1B	2B	3B	HR	GS	BatAva	RBI	SH	SF	IBB	BB	HBP	SO	SB	CS	SB Att	BI	RLOB	ILOB			
ľ	14	McGehee	14	2	4	2	2	0	0	0	0.286	2	0	0	0	0	0	1	0	0	0	0	0	0			
	14	McGehee	0	0	0	0	0	0	0	0	0.000	0	0	0	0	0	0	0	0	0	0	0	0	0			
	+	Player To	14	2	4	2	2	0	0	0	0.286	2	0	0	0	0	0	1	0	0	0	0	0	0			
																											ОК



- Click the **Batting**, **Pitching**, or **Pitching Game** tab.
- Either double-click a stat to increase it by one, double-right-click to decrease by one, or select a stat and type in the new value.
- Use the [<<] and [>>] buttons to switch between players or select another player from the team's roster list.

- Add to Bullpen #1 & Add to Bullpen #2: Use these options to denote which pitchers are in the bullpen. Pitchers currently in the bullpen will have B1 or B2 next to their jersey number. If the pitchers are marked as Remaining, they show a 1/P or 2/P instead.
- **Clear Bullpen:** Click to remove all pitchers from the team's bullpen. To remove a specific player from a bullpen, right-click the player and select the appropriate **Remove from Bullpen** option.
- Add to Remaining Pitchers: Use this option to denote which pitchers are left. Pitchers marked as remaining will have a P next to their jersey number. If the pitchers are marked as in a bullpen, they show a 1/P or 2/P instead. In the output, remaining pitchers are grouped by Right-Handed and Left-Handed, with up to 8 of each on both teams (32 max pitchers).
- Clear Remaining Pitchers: Click to clear all pitchers marked as Remaining.

**Note:** Outputting bullpen RTD requires another port in addition to the scoreboard and requested stream outputs in the Daktronics Scoring-Timing Interface (DSTI) application. Contact Daktronics to request an updated DSI file that includes a Bullpen output port.

## Scoring Text

Similar to at bat text, the Edit Scoring Text window (Figure 15) allows customization of the appearance of scoring decision text. This is also used for the text that appears in the graphics created in the Scorebook Generator program.

- 1. Go to Configure > Scoring Text.
- 2. Click a text box once to select it, and then click it again to begin typing in the new scoring text.
- 3. Select Display Out Sequence Dash and/or Display Full Out Sequence if desired.
- 4. Click **Restore Defaults** to return the original settings, or click **OK** to save the new text.

To break the Text into multiple lines, type in "<BR>". The <BR> tag will not appear in the RTD stream, but instead will split any remaining text

in the des like the st	red string. To break the play text into multiple lines, ing to be broken up.	place where you wo
Diau	Text	
Bunted into Triple Play	TP	
Grounded into Double Play	GIDP	
Sac Bunt Out No Squeeze	Sac	
Bunted into Double Play	DP	1
Sac Bunt Safely on Error	E	
Bunt Safely on Fielders Choice	FC	
Bunt Safely	1B	
Bunt Safe on Squeeze	1B	
Bat out of Order	BO	
Reach Base on Error	E	
Single	1B	
Hit by own Batted Ball	НВОВВ	
Normal Strikeout	К	
Double	28	
Batter Interference	BI	
Dropped Strikeout	К	
Hit By Pitch	HBP	
Triple	3B	
Spectator Interference	SI	
7 Display Out Sequence Dash Display Full Out Sequence		

Figure 15: Edit Scoring Text

onto another line to better fit on scorecard graphics.

Click **Send Text** to resend the updated play abbreviations, for example if the Scorebook Generator program was running at the time they were modified.

#### Viewing & Modifying RTD

## Pausing Outputs

Sometimes it may be necessary to change data in DakStats without it being immediately displayed. In these cases, go to **View > Pause/Resume Outputs Toolbar** and click the **Pause Outputs** button (**Figure 16**). This will keep all data currently being displayed as is while changes can be made. The green circle will turn red to indicate no data is outputting. When finished making changes, click the **Resume Outputs** button, and the red circle will turn green again to indicate the updated data is being sent.



Figure 16: Pause/Resume Outputs

# 4 RTD Configurations

The Configurations window includes several settings related to outputting RTD. Go to **Configure** > **Configurations** to access the Configurations window (**Figure 17**).

- Under Display of Batter's Previous at Bats, select to display the batter's previous at bats by Ascending or Descending.
- Select whether to use
   Enhanced Batter Text. Refer to
   Enhanced Batter Text (p.5).
- Check whether or not to **Use Hit/Error Info Control for RTD**. This will enable an edit control in the toolbar to instantly update the RTD stream about the play:

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').	<ul> <li>✓ Show Defensive Player</li> <li>✓ Show Defensive Position</li> <li>✓ Show Hit to Location</li> <li>✓ Batted Ball Setting</li> <li>✓ Start with Hit to Location</li> </ul>
	<ul> <li>Display of Batter's Previous At Bats (max 4 At Bats)</li> <li>Ascending - most recent at bat listed last</li> <li>Descending - most recent at bast listed first</li> </ul>
D	Enhanced Batter Text Settings (RBIs, Sequences, HRs)
J	Update Earned Runs with every Run scored Use Hit/Error Info Control for RTD Use Automatic Scoring Decision
ł	RTD Linescore Settings Linescore Grouped Or Shifted Shifted
] it	OK Cancel

- Season Stats

Select whether there was a hit or error (or none), type in the desired text, and press **[Enter]** to update. The number of characters is limited to 25.

▼ 18

Figure 17: Configurations

• Enable **Use Automatic Scoring Decision** to automatically send the scoring text as soon as the play is entered. This can be used in conjunction with the Hit/Error Control described above to fill in the play for the user to edit.

Configurations

Field Settings

• Under RTD Linescore Settings, select to have the linescore **Grouped** (place inning 10 in the first inning position) or **Shifted** (remove the earliest innings to make room for additional innings), and how many innings to show in the RTD Linescore.

# 5 Quick Display

The Quick Display option allows users who interface with Daktronics display controllers to run sequences from DakStats Baseball. These settings do not need to be modified if the DakStats Baseball program is not interfacing with a display controller. For more information about creating sequences, refer to the documentation provided with the display control software.

- 1. Make sure to have DakStats Baseball, DSTI, and the display controller running.
- In DakStats Baseball, go to Configure > Quick Display, and the Quick Display window will appear (Figure 18).
- 3. If the Empty Interface Configuration File! message appears at the bottom of the window, click **Request Config**.
- 4. Right-click an empty cell, and then click Add Item; to modify an existing cell, right-click the cell, and click Edit Item:
  - a. In the Configure Quick Display Item window (Figure 19), check the box next to Show on toolbar.
  - **b.** Type in a descriptive Item Name.
  - c. Fill in the Enhanced RTD Parameters to specify the desired sequence to play.
  - **d.** Fill in the Request Parameters to specify what type of data to output.

Note: Items with the **%Select** Nickname are not compatible with quick display buttons.

- e. Click OK to save the changes to the quick display button.
- 5. Repeat Step 4 to assign up to 20 other commands on the toolbar.
- 6. To delete an existing cell, right-click the cell, and click **Delete Item**.

Quick Display	
Quick Display Control Control sequences on Daktronics me click the cell to start the sequence.	ressage centers with this dialog. Configure each cell with the appropriate sequence information. Then
Visitor (V): PIT_Pirates_M  2 McLouth. Note 3 d'Arnoud, Chose 5 Herrison, Josh 7 Presley, Alex 12 Barms, Clint 14 McGahee, Casey 15 Wolker, Neil 26 McCulcher, Andrew 24 Alvarez, Pedro 25 McCulcher, Joniel 1 1	Home (H): MIN_Twins_M
c	



Configure Quick Display Item		<b>—</b> ×
ltem Nam	Game Summary	how on toolbar
Enhanced RTD Para	meters:	
Sign Numbe	r 0 Offset 0	
Display Mod	e 0 - Continuous 💌	
Times To Displa	y 0 Frame Number 0	
Drive Lette	r D	
Library Nam	e Default	
Sequence Nam	GameSummary	
- Request Parameters		
DSTI Port Nam	Venus Request - Network	
Forma	t GameSummary	
	<b>v</b>	
	<b>v</b>	
	<b>v</b>	
Cancel		ОК

Figure 19: Configure Quick Display Item

- 7. Click Close when finished creating the quick display buttons.
- 8. Go to View > Quick Display Toolbar to make the Quick Display Toolbar appear above the standard toolbar.
- 9. The QD Toolbar can be undocked and moved, and it also will dock on either side or the bottom of the screen.

# 6 Player Messages

Use player messages to add any number of informative notes about individual players that can be sent as RTD to displays.

## Creating Player Messages

- 1. Go to Configure > Player Messages.
- 2. In the Player Messages window (Figure 20), select a Season and a Team.
- 3. Select a *Player*, and then click **Add New** to create a new message for the player.
- 4. Type in a short Description of the message.
- 5. Type in the message one line at a time, using up to 26 characters per line.

Demo99Season	-	Messaae1
Select Team		
North Delaware State University	•	
Select <u>P</u> layer		
Hendelson, H.     Weiss,     Weiss,     Stewart,     Blankenship,     Moore,     Laws,     Eckersley,     Eckersley,     Auvier,     Javier,     Javier,     Auvier,     Aleson,     Phelps,     Censeco,     Parker,     Henderson,D,     McGwire,     Steinbach,     Philips,	De	Messages can be used to display notes on each player.         Each message will consist of 4 lines of 26 characters.         Each player can have an unlimited number of messages configured. The description will not be sent in the RTD.         If Wrap Text       C Left         Control       Add New Message         Line 1       Add New Message         Line 2       Line 3         Line 4       Line 4
Add New X Delete		ave 🗘 Cancel Close

#### Figure 20: Player Messages

- 6. Check Wrap Text if desired to automatically push longer words to the next line.
- 7. Choose Left, Center, or Right alignment for the text.
- 8. Click **Delete** to remove the message, or click **Save** to keep the message.
- 9. Repeat Steps 2-8 to create as many messages as needed for each player.

#### **Displaying Player Messages**

To display messages for a specific player, set up a Quick Display button.

- 1. Follow Steps 1-4c in Section 5: Quick Display (p.11).
- 2. In the Configure Quick Display Item window (Figure 19), enter the following settings under the Request Parameters area:
  - DSTI Port Name: Venus Request Network
  - Format: PlrMessages
  - Nickname: Select either Home or Guest, or a specific team name.
  - Number: Select the player's jersey number.
  - (Lastname): Select the player's last name.
  - Message#: Type in the message number to be displayed.
- 3. Click **OK** when finished.

At this point, a message request button for each player may be created.

# A Available RTD Items

Refer to the **DakStats Baseball Interface Product Specifications (**<u>SL-06041</u>) for the latest list of available RTD fields.

All ITF/DID files below are located at <a href="http://dakfiles.daktronics.com/downloads/Data/">http://dakfiles.daktronics.com/downloads/Data/</a>

#### Scoreboard Stream Files:

• "DSTI DSBA Scoreboard" (Pre-2007: "dsba sbrd")

#### **Requested Stream Files:**

- Game and Season Stats: "dsba req"
- Game Summary: "DSTI DSBA Game Summary req"
- Player Message: "DSTI DSBA Plr Msg req"
- Player Positions: "DSTI DSBA Position Lineups"
- Pitchers in Bullpen: "DSTI DSBA Bullpen"

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