DAKSTATS BASEBALL SOFTWARE

DISPLAY MANUAL

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DAKTRONICS

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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: **File > Open**).

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:

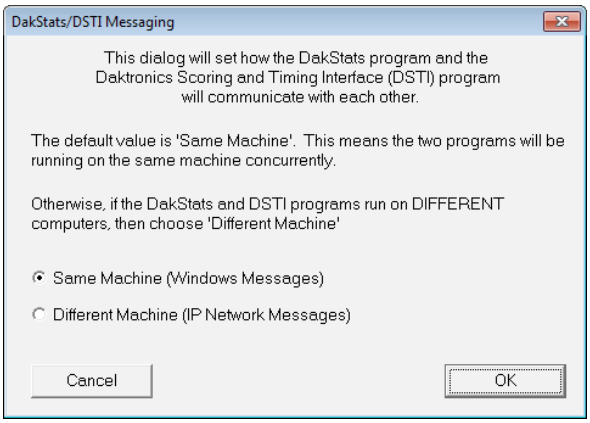


Figure 1: *DakStats/DSTI Messaging*

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**.
5. Click **OK**.
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**).

Figure 2: *Sport & Interface*

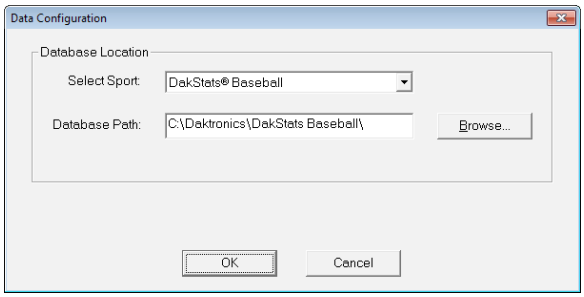


Figure 3: *Data Configuration*

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**.

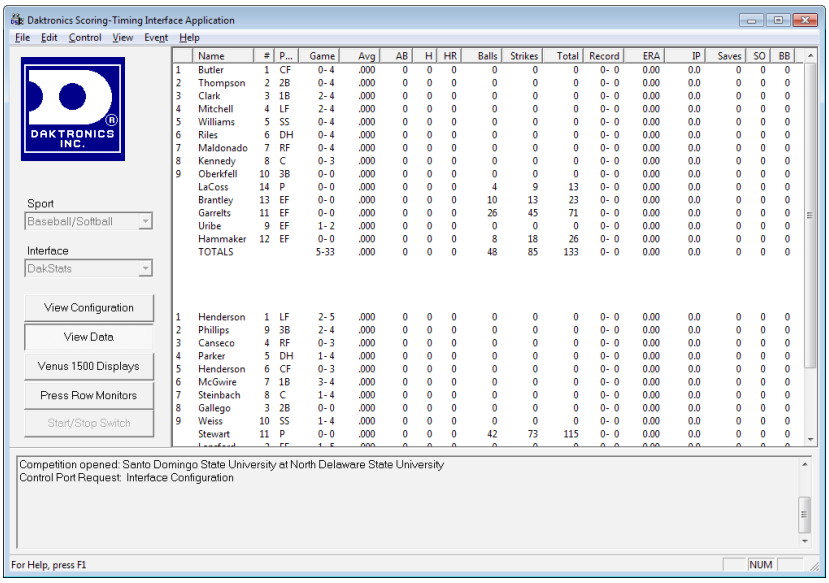


Figure 4: *DSTI with DakStats Data*

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.

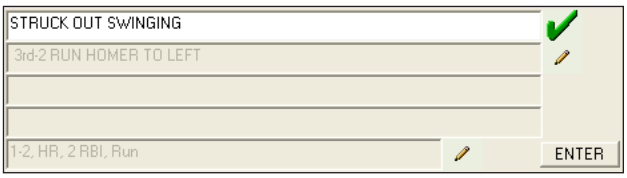


Figure 5: *Editing At Bat Text*

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**.

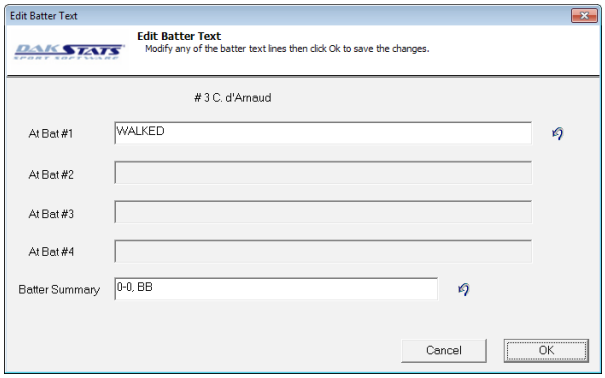


Figure 6: *Edit Batter Text*

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.
3. Click **Restore All Defaults** to return the original settings, or click **OK** to save the new text.

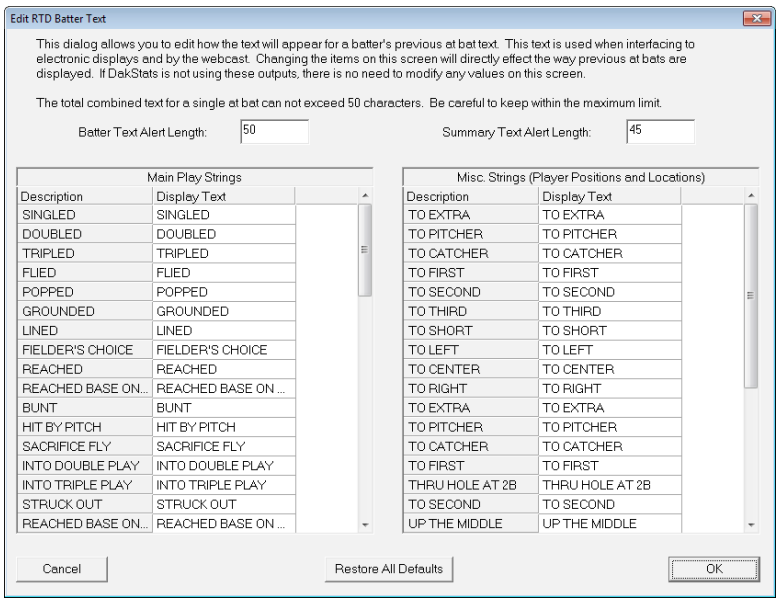
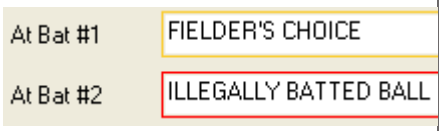


Figure 7: *Edit RTD Batter Text*

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.



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.

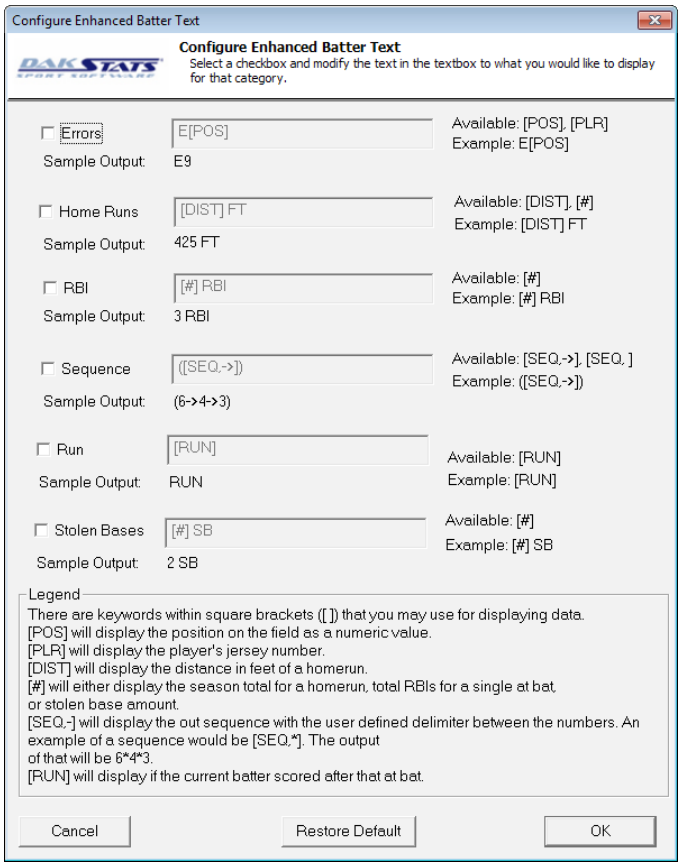


Figure 8: *Configure Enhanced Batter Text*

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.

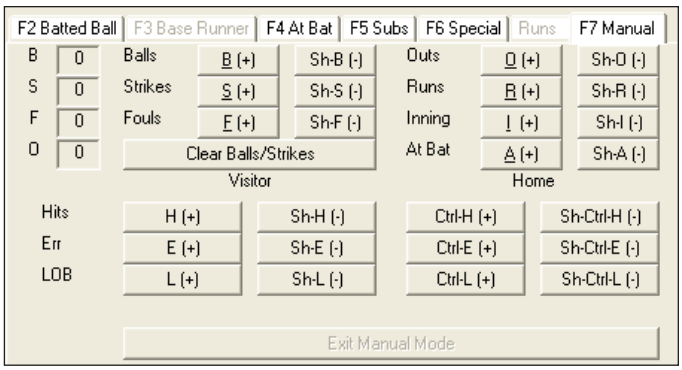


Figure 9: *Manual*

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

- **B (+):** Add a ball
- **Sh-B (–):** Subtract a ball
- **S (+):** Add a strike
- **Sh-S (–):** Subtract a strike
- **F (+):** Add a foul
- **Sh-F (–):** Subtract a foul
- **Clear Balls/Strikes** (press **[C]**)
- **O (+):** Add an out
- **Sh-O (–):** Subtract an out
- **R (+):** Add a run
- **Sh-R (–):** Subtract a run
- **I (+):** Add an inning
- **Sh-I (–):** Subtract an inning
- **A (+):** Add an at bat
- **Sh-A (–):** Subtract an at bat

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

Home

- **Ctrl-H (+):** Add a hit
- **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**).

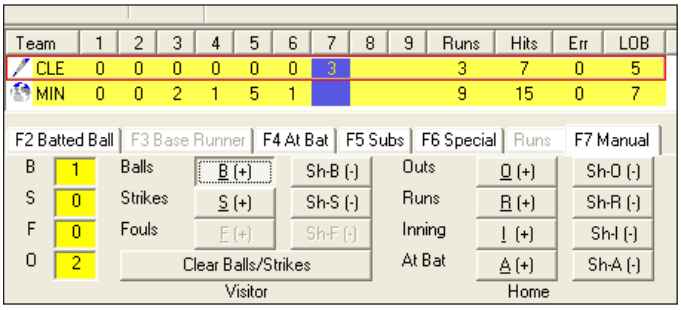


Figure 10: *Manual Mode*

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-by-play commentary (**Figure 11**).
2. Click **Yes** to confirm that the stats are up-to-date and leave manual mode.

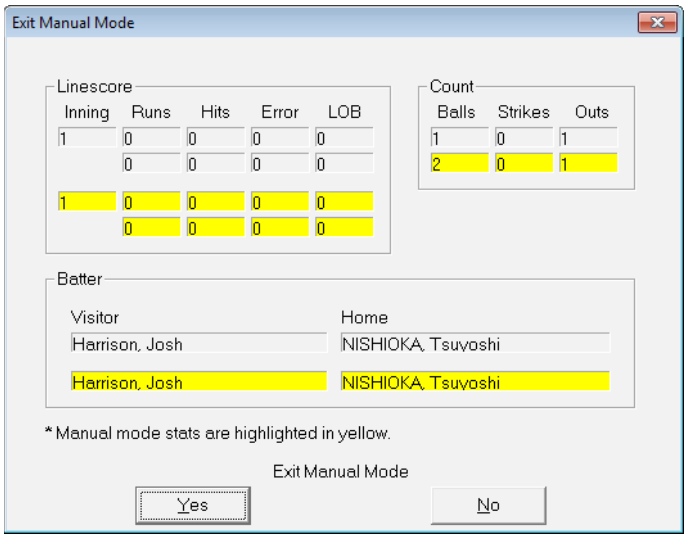


Figure 11: *Exit Manual Mode*

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.

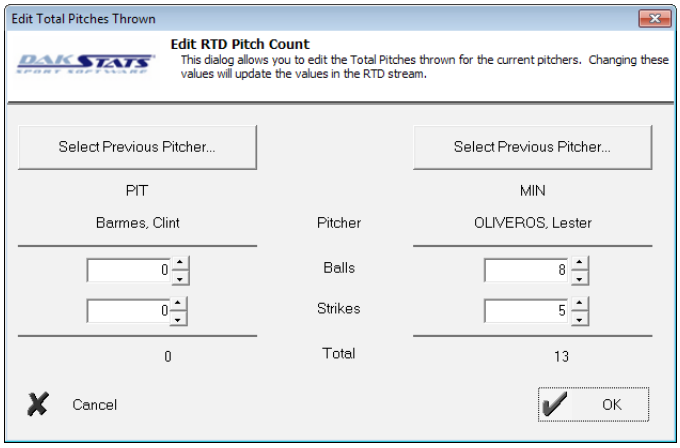


Figure 12: *Edit Total Pitches Thrown*

Right-Click Menu

Players in the roster list can be right-clicked 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**).

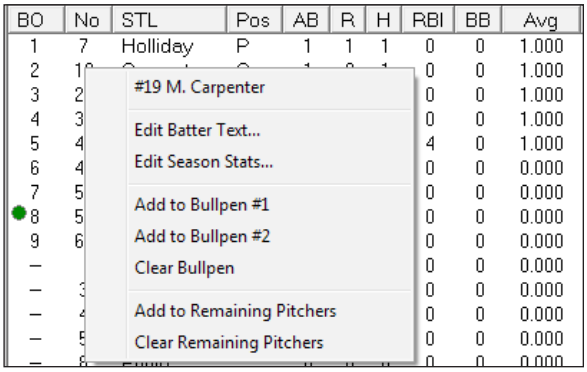


Figure 13: *Right-Click Menu*

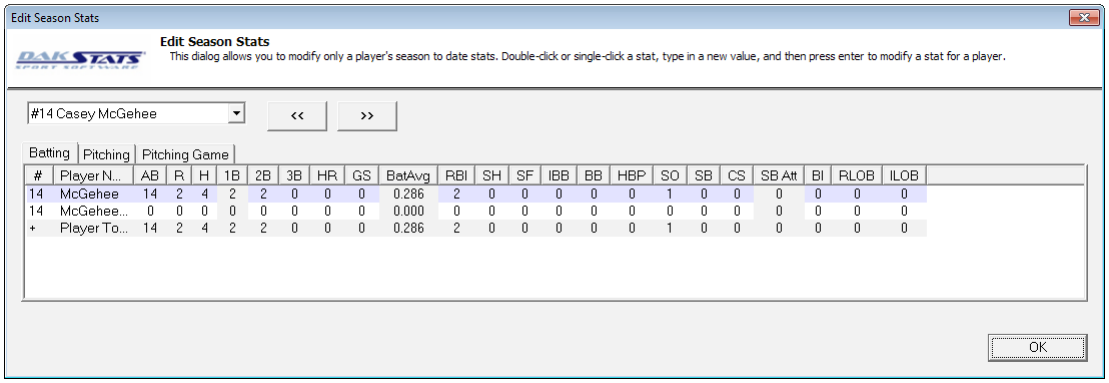


Figure 14: *Edit Season Stats*

- 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.

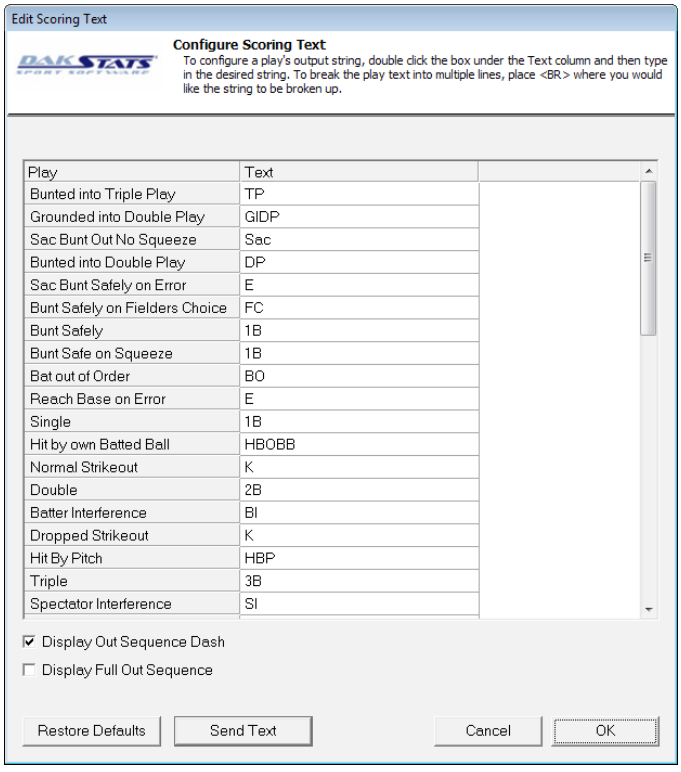


Figure 15: *Edit Scoring Text*

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 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.

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.

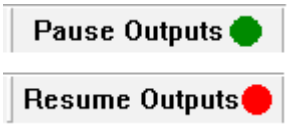


Figure 16: *Pause/Resume Outputs*

4 RTD Configurations

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

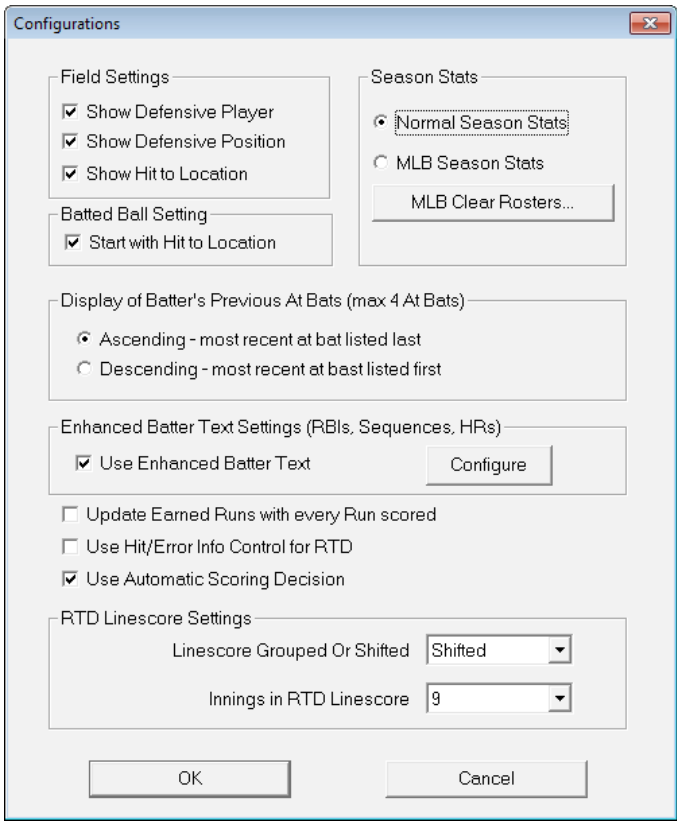


Figure 17: *Configurations*

- 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:

  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.

- 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.
- 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.
2. 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**.
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.

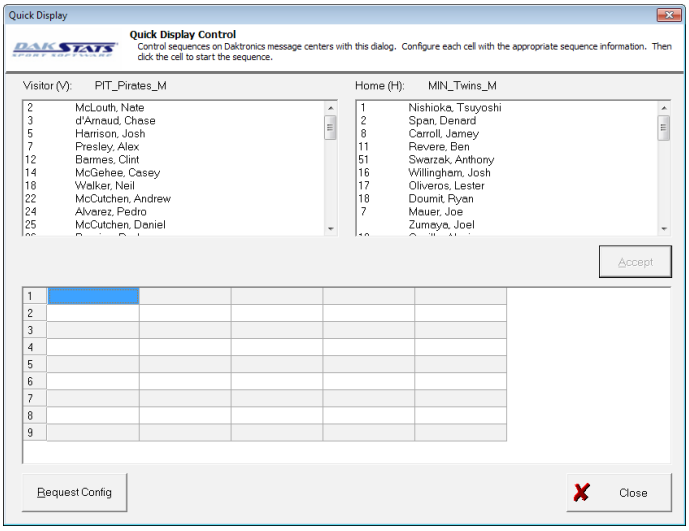


Figure 18: *Quick Display*

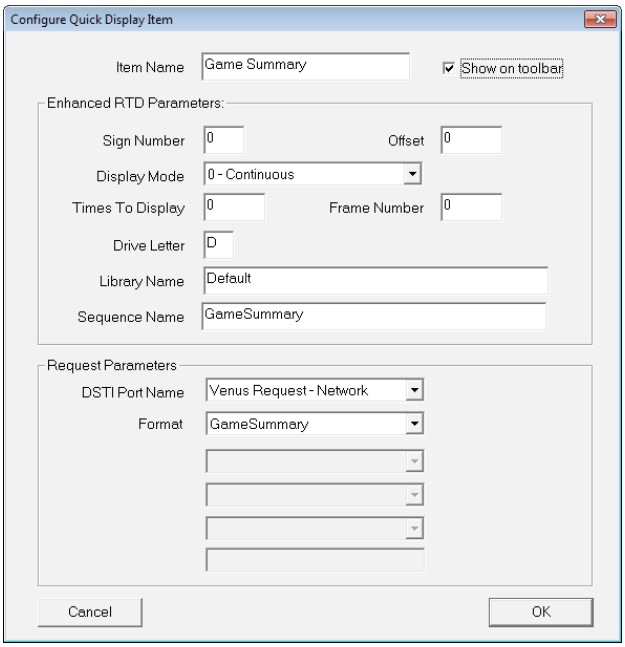


Figure 19: *Configure Quick Display Item*

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.

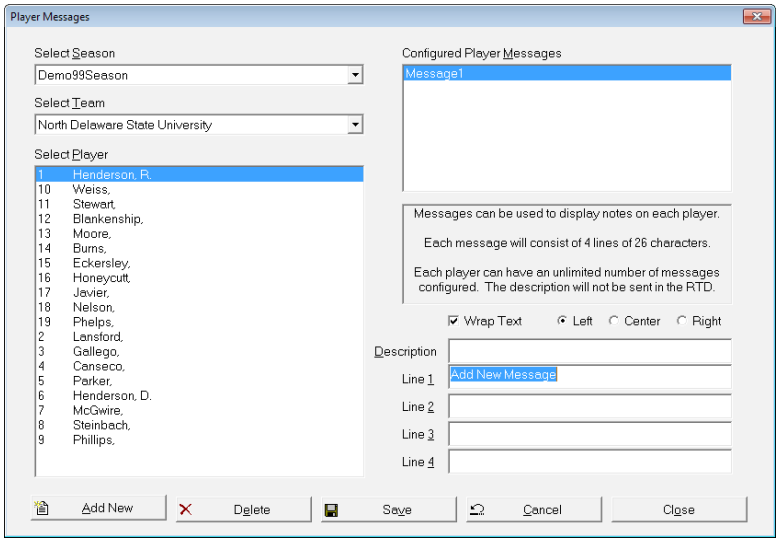


Figure 20: *Player Messages*

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 (**SL-06041**)** for the latest list of available RTD fields.

All ITF/DID files below are located at http://dakfiles.daktronics.com/downloads/Data/

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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