DAKSTATS FOOTBALL GAMECAST

INSTALLATION & OPERATION MANUAL

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1   Introduction

The purpose of this manual is to assist with the installation and operation of the DakStats® Football GameCast application. This software is designed to be viewed by press personnel, including newspaper reporters, radio announcers, and other on-air personalities. Not only is GameCast a simple way to navigate through statistics and find exactly what is newsworthy, it can also be used as an interactive report for coaches to analyze team and player performance.

The following information is readily available through GameCast:

- Game overview
- Offensive stats
- Defensive stats
- Special teams stats

- Scoring plays
- Drive charts
- Individual statistics
- Game/season leaders

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.

- **Installation** describes the software installation procedures.

- **Initial Setup** and **In Game Operations** explain how to control and configure the application.

Software Requirements

- Microsoft Windows® 7 or higher Operating System

- CPU and RAM must at least be equal to minimum requirements of operating system

- 1024 x 768 resolution

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 Installation

The DakStats Football GameCast application can be downloaded from the Internet or installed from an installation CD. The program will typically be installed on a separate computer from the DakStats Football stats-entry program, but on the same network.

For more information about the DakStats Football software, refer to the **DakStats Football Installation and Operation Manual (**ED-18036**)**.

Downloading from the Internet

1. Open an Internet browser and go to http://dakfiles.daktronics.com/downloads/ DakStats/DsFootballGameCast.exe

2. In the window that appears, click **Run**. If an additional window opens, click **Run** once more.

3. Follow the on-screen instructions.

4. Click **Finish** when done.

5. Double-click the desktop icon (**Figure 1**) to open the program.
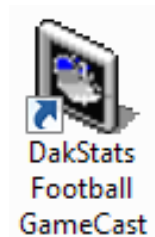
Installing from the Installation CD

1. Insert the installation CD.

2. Navigate to the "FootballGameCast" folder.

3. Double-click the "DsFootballGameCast" file to begin the installation process.

4. Follow the on-screen instructions.

5. Click **Finish** when done.

6. Double-click the desktop icon (**Figure 1**) to open the program.

Figure 1: Icon

3   Initial Setup

DakStats Football Setup

To use the GameCast feature, these settings must be configured in DakStats:

1. Go to **Webcast > Configure**.

2. Click on the **GameCast** tab, and then click **Enable GameCast** (**Figure 2**).

3. It is recommended to select **Network** using the **Default** *UDP Port Number*.

> **Note:** Refer to **Creating Game Files (p.4)** to set up a game file instead of using a network connection.

4. Click **Apply**, and then click **OK**.

5. With a game open, go to **Webcast > Start** to begin sending data to the GameCast program.

GameCast Setup

When the DakStats Football GameCast program is first opened, the *Configure* screen (**Figure 3**) appears. These settings must exactly match those set up in DakStats. After ensuring the settings are the same, click **OK** to begin using the GameCast program.

Creating Season Files

Figure 2: *GameCast Properties - Network*

Figure 3: *Configure - Network*

In order to show season stats, a season-to-date file must first be exported. The operator may choose to show only the stats for the home team, only the guest team, or both teams. To export season stats:

1. Open DakStats Football.

2. Go to **File > Export Season to Date**.

3. Select a *Season*.

4. Under *Select File Output Format*, select **NCAA XML**.

5. Select the Home team.

6. If necessary, click **Change Directory** to navigate to different folder in which to save the season file.

7. Click **Export**.

> **Note:** If the following error appears: "*Export Failed! [Team] needs to have a valid Team Code*", go to **Configure > Teams** and click **Look Up ID/Code** to locate the appropriate code or use Team Code "99999" for non-league teams.
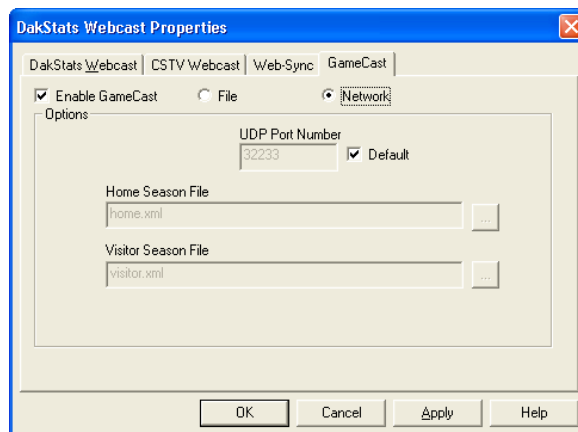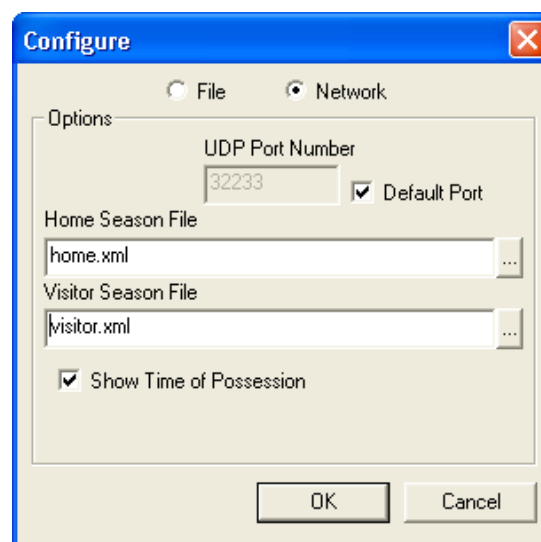
8. Open DakStats Football GameCast.

9. Click **Configure**.

10. Under *Home Season File*, click the **[…]** button to locate the XML season file that was just created.

11. Click **OK** to load the home season stats.

Visitor Season Files

To show season stats for visiting teams, the opposing team must perform **Steps 1–7** above and provide the XML file to the home team. This file may be emailed beforehand, burned to a CD, or saved to a USB drive. The visitor season file may be loaded into the GameCast program just like home team stats (see **Steps 8–11** above).

> **Note:** If both the home and visiting teams have a Non-Member School Code (99999), it is possible that the season files will have the same file name. If this is the case, rename the visitor season file or save it in a different directory to avoid overwriting the home file.

Creating Game Files

Instead of reading the game live over the network connection as described in **DakStats Football Setup (p.3)**, a game file may be opened.

To create a game file that constantly updates during the game:

1. Open DakStats Football.

2. Go to **Webcast > Configure**.

3. Click on the **GameCast** tab, and then click **Enable GameCast**.

4. Select **File** (**Figure 4**).

5. Click the **[…]** button to navigate to the folder where the file will be saved.

6. Enter a generic game file name, and then click **Open**.

7. Click **Apply**, and then **OK**.

8. With a game open, go to **Webcast > Start** to begin outputting the XML game file.

9. Open DakStats Football GameCast.

10. Click **Configure**.

11. Click **File** and then click the **[…]** button to locate the XML game file (**Figure 5**).
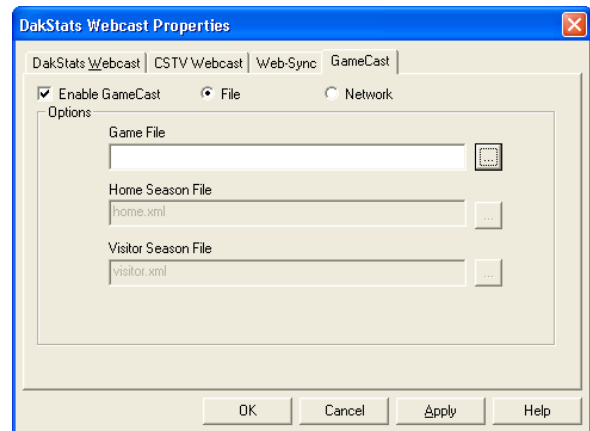
12. Click **OK** to open the game.

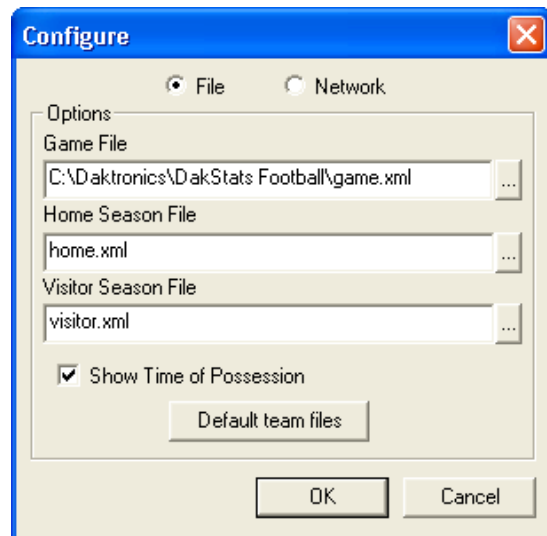*Figure 4: GameCast Properties - File*

Figure 5: Configure - Network

As new information is entered into DakStats and the file changes, it will update within the GameCast program every 10-15 seconds.

The following method describes how to open a game that DOES NOT update. This can be used as an analysis tool after the game is finished.

1. Open DakStats Football.

2. Select a season and open a competition.

3. Go to **Game Control > Export game as XML file**.

4. Select the destination folder and give the game a descriptive name. Click **Save**.

5. Open DakStats Football GameCast.

6. Click **Configure**.

7. Click **File** and then click the **[…]** button to locate the XML game file just created.

8. Click **OK** to open the game.

> **Note:** If any changes are made to the game in DakStats, the XML file must be exported again. As long as the file name remains the same, the GameCast program will still open it.

Saving Files to Network Drives

Game and season files may be saved to a network drive to share information between computers; however, the default UDP connection should be used whenever possible.

If these files must be saved to a network drive, it is recommended to use a full, qualified server path as opposed to a mapped network drive:

- Server path drive example: "//server/shareddrive/gamefile.xml"

- Mapped network drive: "G:/directory/gamefile.xml"

4 In Game Operations

Once a game is opened and being Webcasted in DakStats Football, operators are able to begin monitoring stats in the GameCast program.

Main Application Screen

The main application screen (**Figure 6**) contains the following buttons and areas:
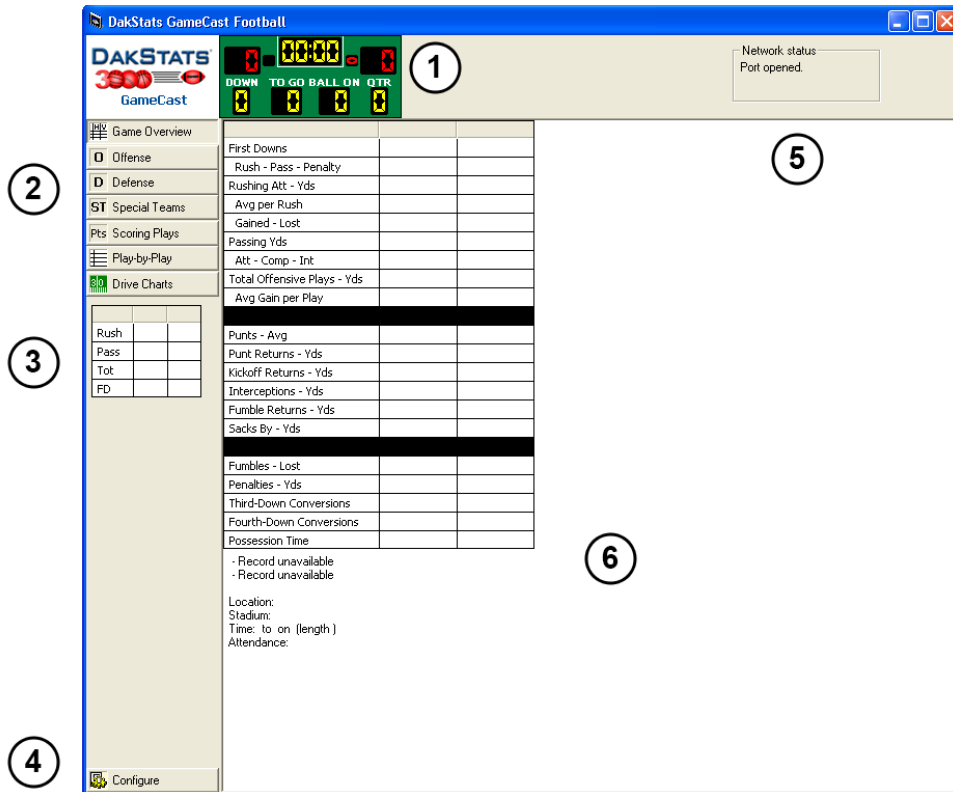
Figure 6: *Main Application Screen*

1. **Scoreboard:** Shows the current scores for both teams, game time, possession indicator, down, ball on, to go, and quarter.

2. **Mode Buttons:** Switch between different game information views.

3. **Quick Stats:** Shows common game stats for both teams, no matter which mode is being viewed.

4. **Configure Button:** Click to set up the network connection or home/season stats files. Refer to **GameCast Setup (p.3)**, **Creating Season Files (p.3)**, and **Creating Game Files (p.4)** for more information.

5. **Network Status:** Shows the status of the network connection. This area will display "Disabled." when using game files.

6. The information in this area differs depending on the selected mode (refer to the following sections for a description of the data available for each mode).

Game Overview Mode

Click **Game Overview** to enter the Game Overview mode (**Figure 7**). This screen provides a quick side-by-side comparison of the stats for both teams. Other information, such as the location, attendance, and game officials, may also be displayed.

Figure 7: *Game Overview*

Offense Mode

Click **Offense** to enter the Offense mode (**Figure 8**). This screen provides 3 categories of offensive stats including passing, rushing, and receiving with the home team on the left.

Figure 8: *Offense*

- Stats in red text are game highs for the team.

- Stats in green exceed the player's season average (must have at least 2 games).

- By default, stats are sorted alphabetically by player name.

- Clicking on a specific column heading (*CMP*, *ATT*, etc.) once will sort stats from highest to lowest, and clicking it again will sort lowest to highest.

- Double-clicking a player will bring up an individual stats page (**Figure 9**). This page provides both offensive and defensive game/season stats and a listing of every play in which the player was involved during the game.

Figure 9: *Individual Player*

> **Note:** Click the red X in the upper-right corner to close the window. It is not necessary to exit out of the window before double-clicking another player.

Defense Mode

Click **Defense** to enter the Defense mode (**Figure 10**). This screen shows defensive stats in a grid for both teams, with the home team on top. Only the players who have defensive stats for that game will be displayed.

Figure 10: *Defense*

- By default, stats are sorted by unassisted tackles (*U*).

- The same actions can be performed here as in Offense mode, such as sorting stats by column heading and double-clicking individual players. Refer to **Offense Mode (p.7)**.

Special Teams Mode

Click **Special Teams** to enter the Special Teams mode (**Figure 11**). This screen shows seven lists including home and guest statistics for field goals, punting, kickoffs, kick returns, punt returns, intercepted returns, and fumble returns.
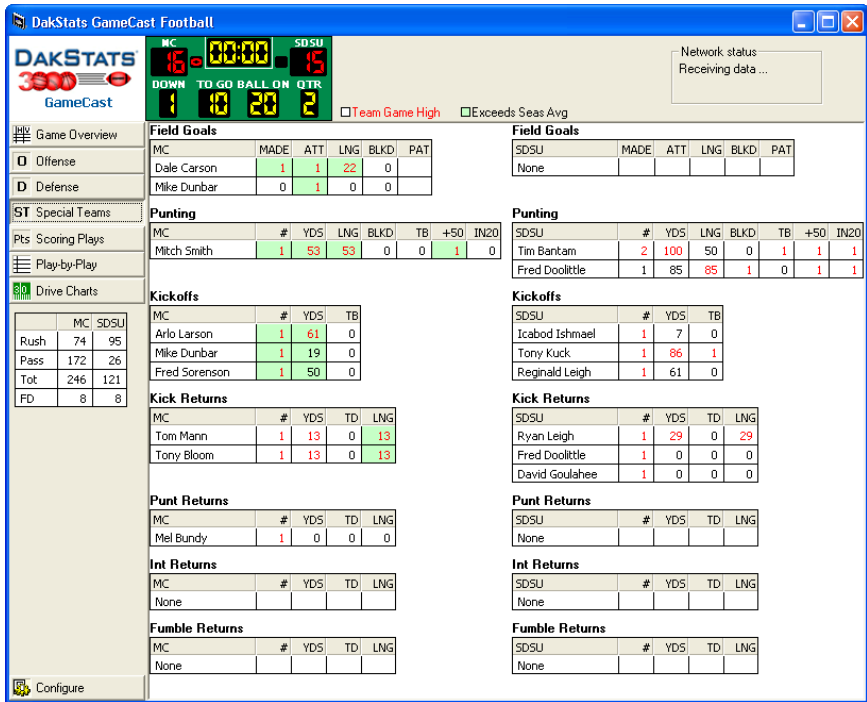

Figure 11: *Special Teams*

- By default, field goal stats are sorted by *MADE* and all other lists are sorted by number (#); only the players who have special team stats will be displayed.

- The same actions can be performed here as in Offense mode, such as sorting stats by column heading and double-clicking individual players. Refer to **Offense Mode (p.7)**.

Scoring Plays Mode

Click **Scoring Plays** to enter the Scoring Plays mode (**Figure 12**). This screen shows information about all plays that resulted in a score.


Figure 12: *Scoring Plays*

- Both home and guest scoring plays are listed from first to last and are color-coded; home team plays are in white, and guest team plays are in dark gray.

- If the description of a play extends beyond the amount of text space that is given, as indicated by an ellipses (…), there are two options to view the entire play:

    - Click and drag the *Play* column header to make it wider.
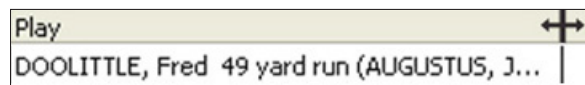
    - Hold the cursor over the play and a box with the whole play will pop up.
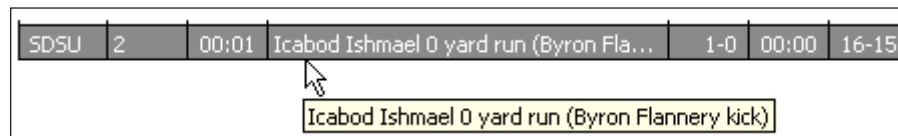
Play-by-Play Mode

Click **Play-by-Play** to enter the Play-by-Play mode (**Figure 13**). This screen shows a complete listing of each play in the game, with the very first play at the top.
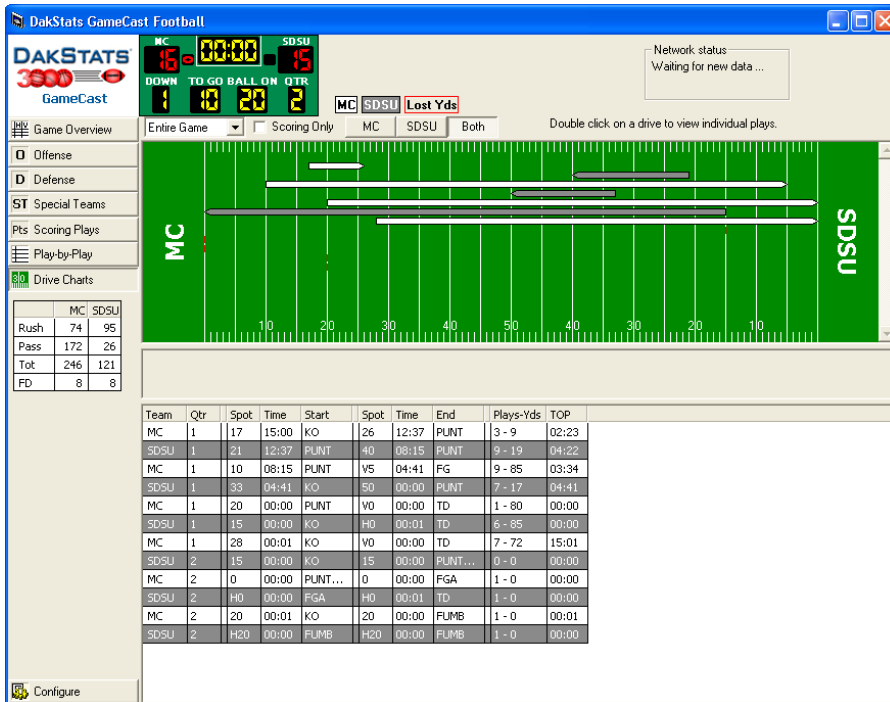

Figure 13: Play-by-Play

- Underneath the scoreboard at the top of the screen, operators may select to view plays for the **Entire Game** or by each **Quarter**.

- Different colors are used to identify key points in the action:

  - The start of a drive is indicated in black.

  - Each new play of a drive will appear on a differently-colored line.

  - The end of a drive is indicated in dark gray.

  - After a successful scoring play, game scores appear in yellow.

- Team abbreviations in the *Ball On* column show which team has possession.

- Plays that exceed the available text space will automatically split into two rows. To fit the entire play on one line, click and drag the *Play* column header to make it wider.

- The far-right column of the list shows a simple summary of the play type and how many yards were gained/lost:

  - r = Rush

  - p = Pass

  - x = Penalty

> **Note:** Plays that earned a first down (*FD*) are capitalized and bold.

Drive Charts

Click **Drive Charts** to enter the Drive Charts mode (**Figure 14**). This screen provides a graphical representation of each drive in the game for both teams, as well as a brief summary of each drive in the lower half of the screen.


Figure 14: *Play-by-Play*

- Underneath the scoreboard at the top of the screen, operators may select to view the drives for the **Entire Game** or by each **Quarter**.

- Click **Scoring Only** to display just the drives that resulted in a score.

- Click on a team abbreviation button or click **Both** to select specific drives to view.

- Alternating colors are used to identify teams in the drive chart and summary:

  - The home team is shown in white.

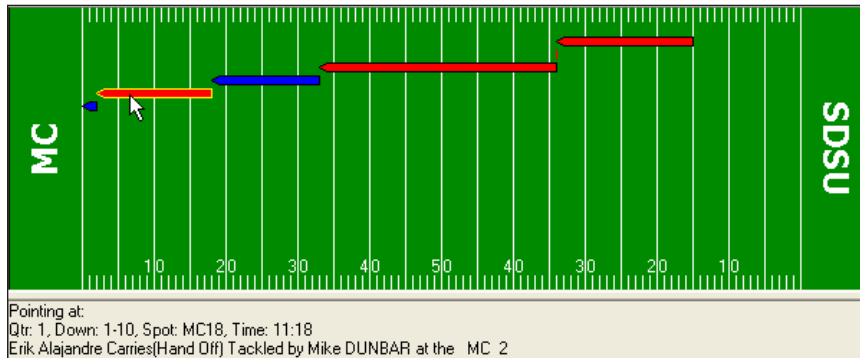 - The guest team is shown in dark gray.

  > **Note:** Plays that resulted in lost yardage are indicated in red.

- Hold the cursor over a drive in the chart and additional information about the drive will appear below the field.

In Game Operations
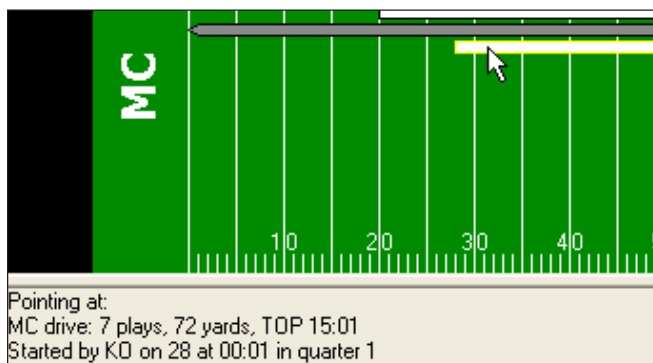
- Click on a drive either in the chart or its summary to highlight them both in blue; the drive information below the field will remain selected until the user clicks elsewhere.

- Double-click a drive in the chart to show the individual plays that make up the drive. Rushing plays are red, passing plays are blue, and penalty yards are yellow:

Pointing at:
Qtr: 1, Down: 1-10, Spot: MC18, Time: 11:18
Erik Alajandre Carries(Hand Off) Tackled by Mike DUNBAR at the MC 2

- Right-click anywhere on the field to view all of the drives again.

Note: Hold the cursor over a play in the chart and additional information about the play will appear in the box below the field.