DakStats Basketball GameCast

Installation and Operation Manual

ED-15732 ***Rev 1*** ***16 September 2009***

DAKTRONICS

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Section 1: Introduction

This purpose of this manual is to assist users with the installation and operation of the DakStats® Basketball GameCast software. 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 readily available through GameCast:

- Game overview
- Box score
- Leaders
- Play-by-play runs
- Team shot charts (home & visitor)
- Individual shot 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 & Registration** describes the software installation procedures.
- **Initial Setup** and **In Game Operations** explain how to control and configure the 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 ***ED15732***.

1.1 System Requirements

The DakStats Basketball GameCast application has the following recommended requirements:

- Windows® 2000 or XP
- CPU: 1.0 GHz or faster
- Video: 1024 x 768 resolution
- Internet Explorer® 6.0 or higher
- Memory: 512 MB or more of RAM

1.2 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**).

Section 2: Installation & Registration

2.1 Installation

The DakStats Basketball 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 Basketball stats-entry program, but on the same network.

Downloading from the Internet

1. Open an Internet browser and go to http://dakfiles.daktronics.com/downloads/DakStats/DsBasketballGameCast.exe
2. In the window that appears, click **Run**. If an additional window opens, click **Run** once more.
3. Follow the onscreen instructions.
4. Click **Finish** when done.

Installing from the Installation CD

1. Insert the installation CD.
2. Navigate to the "BasketballGameCast" folder.
3. Double-click the "DsBasketballGameCast" file to begin the installation process.
4. Follow the onscreen instructions.
5. Click **Finish** when done.

2.2 Registration

The DakStats Basketball GameCast software requires no registration of its own. However, the DakStats Basketball program must first be registered in order to output stats to GameCast. Refer to the ***DakStats Basketball Installation and Operation Manual (ED-18169)*** for more information about registration.

Section 3: Initial Setup

3.1 DakStats Basketball Setup

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

1. Go to **Webcast > Configure**.
2. Click on the **GameCast** tab, and then click **Enable GameCast** (***Figure 1***).
3. It is recommended to select **Network** using the **Default** *UDP Port Number*.

   Note: Refer to ***Section 3.4*** to set up a game file instead of using a network connection.

4. Click **Apply**, and then click **OK**.
5. Go to **Webcast > Start** to begin sending data to the GameCast program.

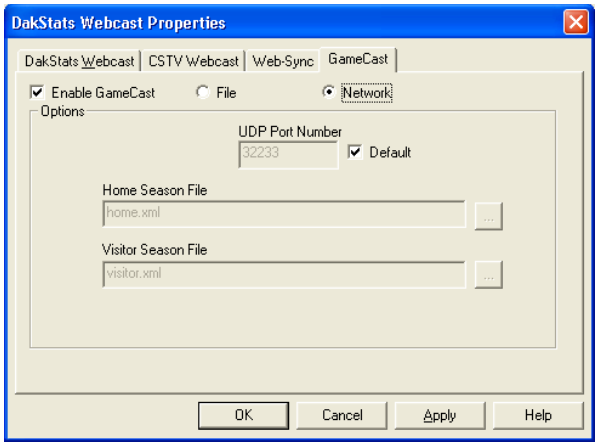

Figure 1: *GameCast Properties*

3.2 GameCast Setup

When the DakStats Basketball GameCast program is first opened, users will see the *Configure* screen (***Figure 2***). 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.

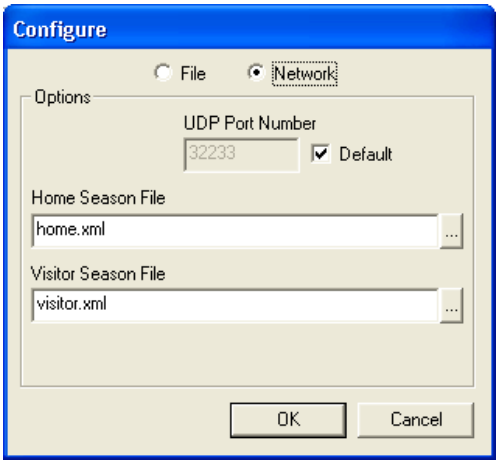

Figure 2: *Configure Screen*

3.3 Creating Season Files

In order to show season stats, users must first export a season-to-date file. Users 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 Basketball.
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 Name] 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 Basketball 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.

3.4 Creating Game Files

Instead of reading the game live over the network connection as described in ***Section 3.1***, users may open a game file. To create a game file that constantly updates during the game:

1. Go to **Webcast > Configure**.
2. Click on the **GameCast** tab, and then click **Enable GameCast**.
3. Select **File** (***Figure 3***).
4. Click the **[…]** button to navigate to the folder where the file will be saved.
5. Enter a generic game file name, and then click **Open**.
6. Click **Apply**, and then **OK**.
7. Go to **Webcast > Start** to begin outputting the XML game file.
8. Open DakStats Basketball GameCast.
9. Click **Configure**.
10. Click **File** and then click the **[…]** button to locate the XML game file (***Figure 4***).
11. Click **OK** to open the game.

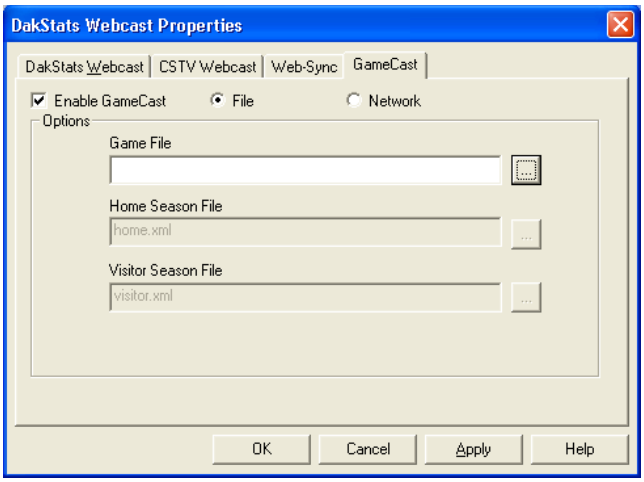

Figure 3: *Webcast Configuration*

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

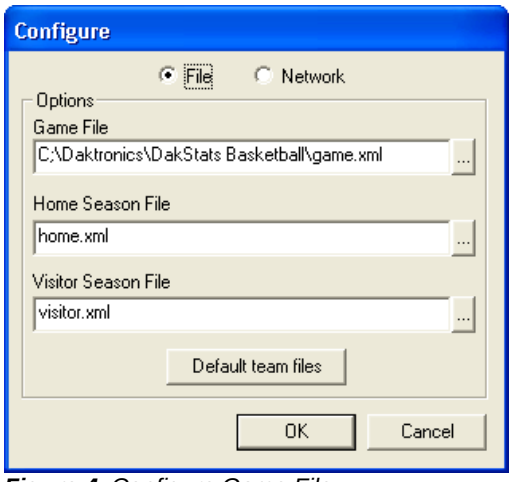

Figure 4*: Configure Game File*

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 Basketball.
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 Basketball 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.

3.5 Saving Files to Network Drives

Game and season files may be saved to a network drive to share information between computers; however, users should use the default UDP connection 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"

Section 4: In Game Operations

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

4.1 Main Application Screen

The main application screen (***Figure 5***) contains the following buttons and areas:

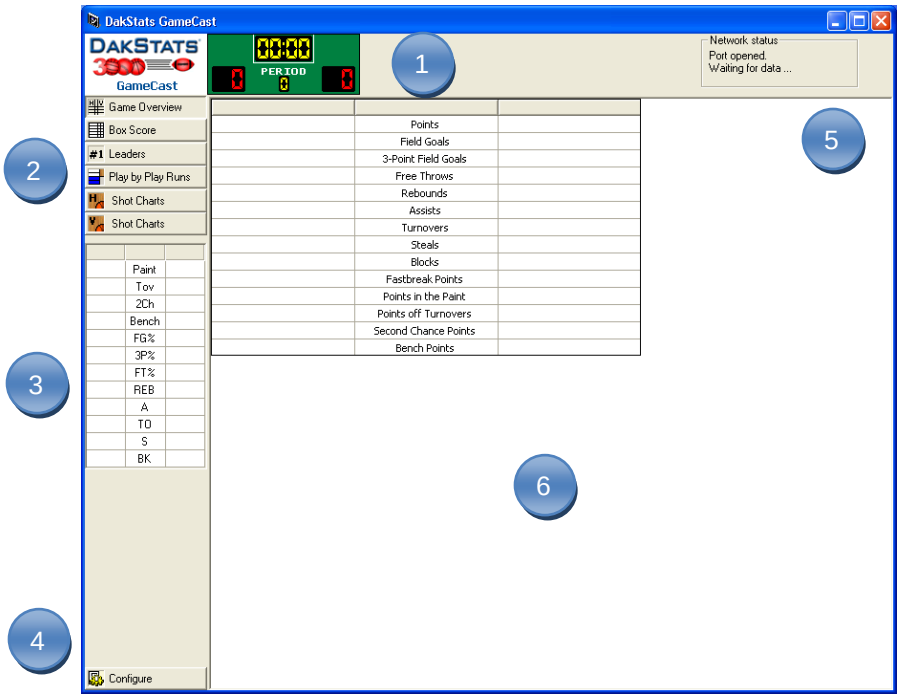

Figure 5: *Main Application Screen*

1) Scoreboard: Shows the current scores for both teams, game time, and period

2) Mode Buttons: Switch between different game information

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 ***Sections 3.2*** - 3.4 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)

4.2 Game Overview Mode

Click **Game Overview** to enter the Game Overview mode (***Figure 6***). 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.

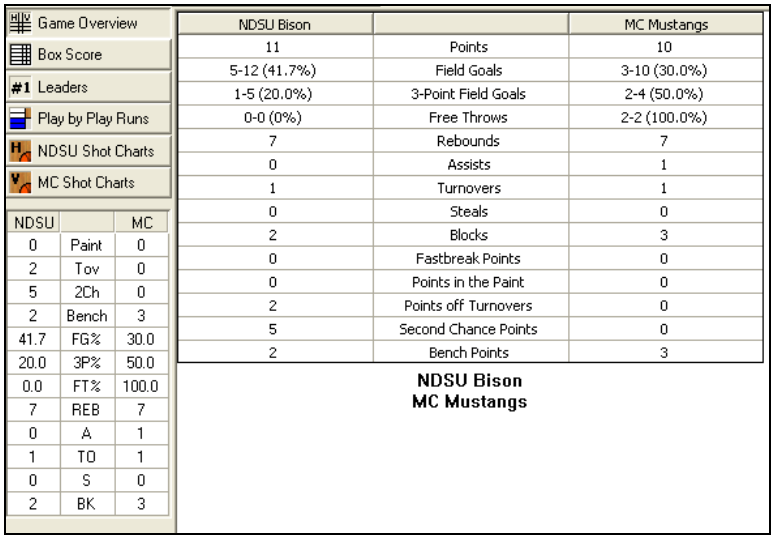

Figure 6: *Game Overview Mode*

4.3 Box Score Mode

Click **Box Score** to enter the Box Score mode (***Figure 7***). This screen provides a grid of stats for players on both teams with the home team on top.

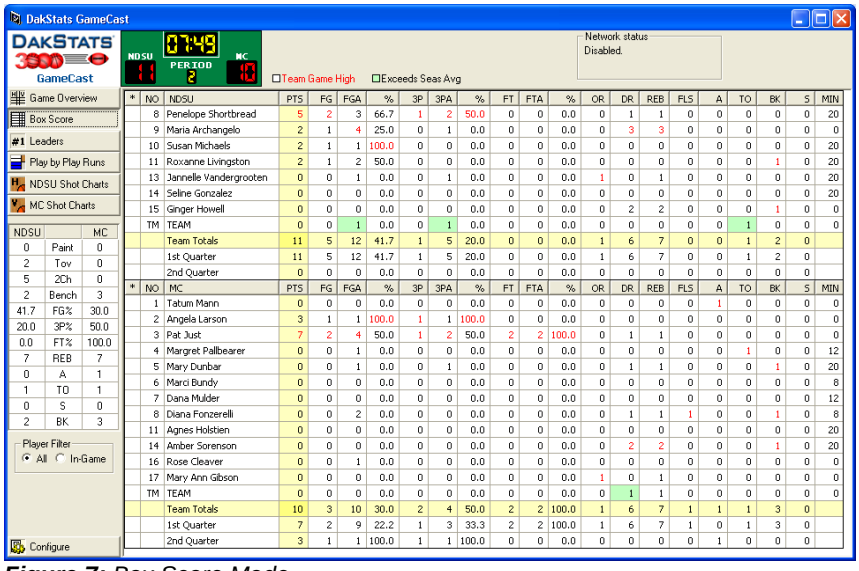

Figure 7: *Box Score Mode*

- Stats in red text are game highs for the team.
- Stats in green exceed the player's season average (must have at least 5 games).

- By default, stats are sorted by number with in-game players shown first, as indicated with an asterisk (*). Use the *Player Filter* to show **All** or just **In-Game** players.
- Clicking on a specific column heading (PTS, FG, 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 8***). This page provides game/season stats, a shot chart, and a listing of every play in which the player was involved during the game:

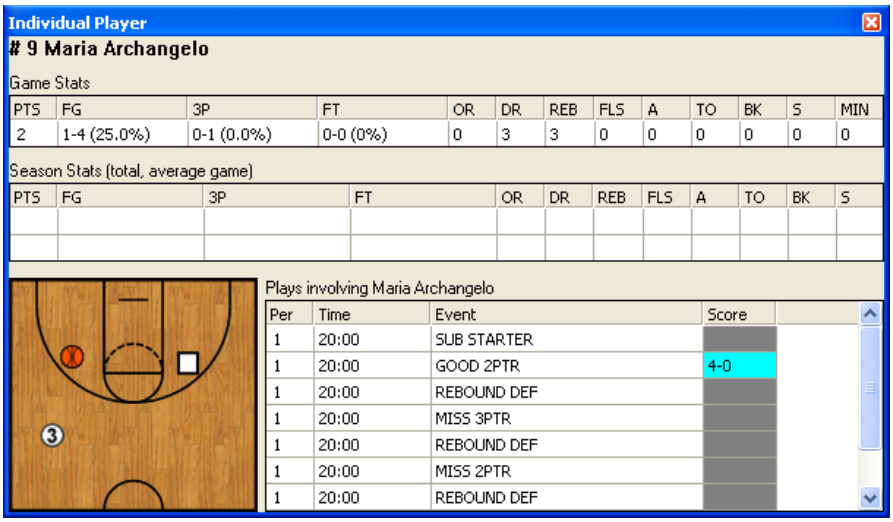

Figure 8: *Individual Stats Page*

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.

4.4 Leaders Mode

Click **Leaders** to enter the Leaders mode (***Figure 9***). This screen shows each team's top 5 leading players in 8 stat categories along with the total numbers:

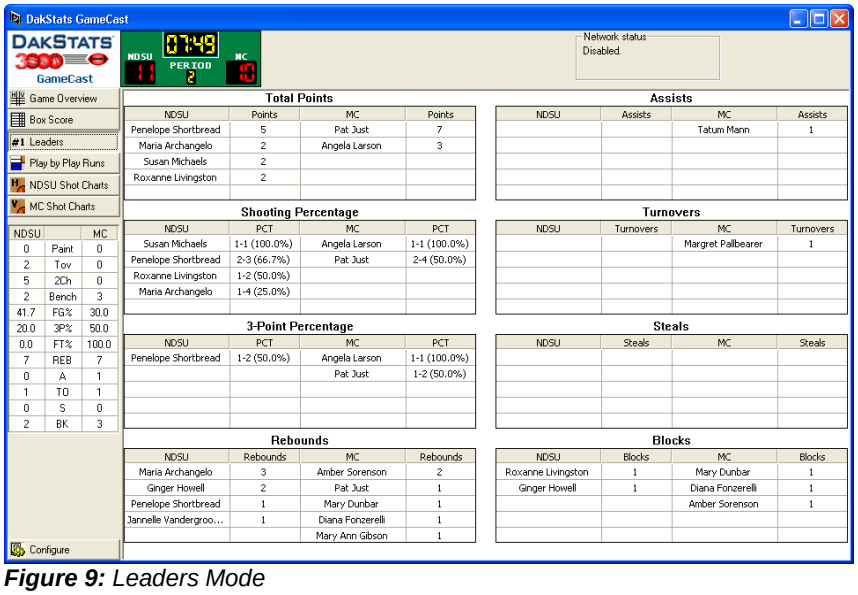

Figure 9: *Leaders Mode*

- Double-click individual player names to view their stats in a separate window (see ***Section 4.3***).

4.5 Play by Play Runs Mode

Click **Play by Play Runs** to enter the Play by Play Runs mode (***Figure 10***). This screen shows a full-court shot chart and a listing of every play description so far in the game.

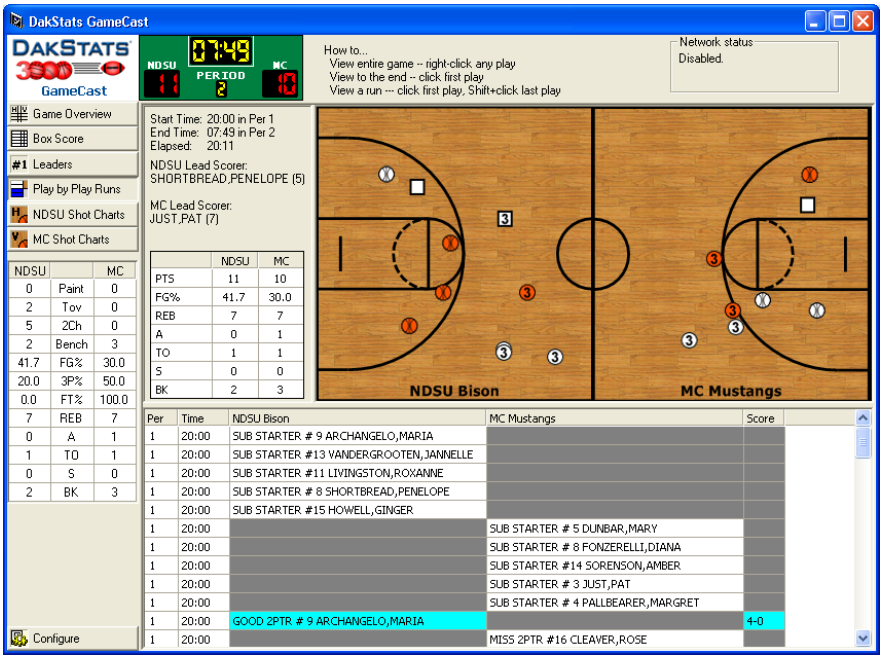

Figure 10: *Play by Play Runs Mode*

Shot Icons

Successful field goal

Missed field goal

Blocked field goal

Successful three point shot

Missed three point shot

Blocked three point shot

- If no play is selected, stats are calculated for the entire game.
- If one play is selected, stats are calculated from that play until the end of the game.
- If two plays are selected, stats are calculated from the first selected play to the second one, highlighting only the selected time frame in the game. To select a certain time frame click on the first play and hold down **[Shift]** while selecting the second play.

  Note: When the selection changes, the stat box is recalculated and the shot chart is regenerated to reflect the selection.

4.6 Home/Visitor Shot Charts

There are two buttons with the home and the visitor team abbreviation that enter the Shot Chart mode (***Figure 11***). This screen shows individual player shot charts and stats.

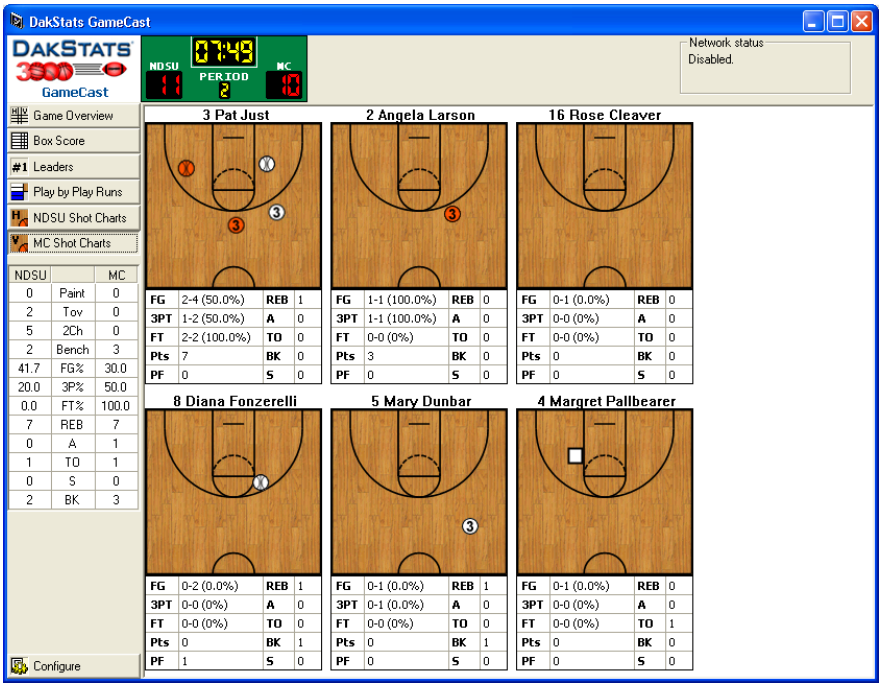

Figure 11: *Individual Shot Charts*

- Double-click the bold player names or their shot chart to view all of their stats in a separate window (see ***Section 4.3***).

Section 5: Contact Information

If there are any questions about installing, registering, or operating the DakStats Basketball GameCast program that are not covered in this manual, please contact DakStats Customer Service:

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

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

Fax: 1-605-697-4000 Attn: DakStats

Email: dakstats@daktronics.com