

Daktronics Character Generator Interface – Revision History:

Version 1.4.3.0

Release Date: April 17, 2015

Description

1. Bug Fix: The start sequence command wasn't being honored for automated outputs.
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Version 1.4.2.0

Release Date: March 17, 2015

Description

1. The port library was modified so that it could write files as an output.
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Version 1.4.1.0

Release Date: February 27, 2015

Description

1. Enhanced the ITF/OTF data views so that they update when being viewed.
 2. Changed the input encoding because the + in the wildcard standings games back was being encoded wrong.
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Version 1.4.0.0

Release Date: March 14, 2012

Description

1. Added dual channel output support.
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Version 1.3.2.0

Release Date: February 23, 2012

Description

1. The layer numbers in an OTF no longer need to be sequential in order to work.
 2. Bug Fix: Handles some exceptions that were being thrown better.
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Version 1.3.1.0

Release Date: August 16, 2010

Description

1. Bug Fix: When receiving large amounts of data at one time (9000+ bytes) the end of the data wasn't always received because of the UDP receive buffer size.
 2. The list views for the data were being wrapped in a scroll viewer causing the whole control to scroll.
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Version 1.3.0.0

Release Date: June 28, 2010

Description

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1. Modified the way that the OTFs are filled with data in Automated mode. Instead of staging the data all of the time, it will be populated when the OTF plays to output.
 2. Bug Fix: Multiple subscriptions were taking place between the Inputs and the Outputs causing processes to be handled multiple times and possibly slowing down the system.
 3. Changed to a 32-bit only application to work with Sentinel on Windows 7 – 64-bit machines.
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Version 1.2.2.0

Release Date: April 23, 2010

Description

1. Clubs were seeing issues where the All Sport BSO data wouldn't always update in their graphic when the batter changed. The BSO data is sent via the update command and the CG was processing these commands in the middle of the preview/program command for the graphic. A resend time attribute is an optional with an OTF update layer so that the update command is sent twice. The value for the time is saved in milliseconds.
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Version 1.2.1.0

Release Date: April 7, 2010

Description

1. Bug Fix: The data for an input that doesn't set the update flag in the ERTD protocol (ie. StatVision) wasn't being flushed for use with the OTFs. When a sequence is played on that input the buffer is flushed before the sequence is played.
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Version 1.2.0.0

Release Date: March 24, 2010

Description

1. The reserved bytes in the Send RTD function of the ERTD protocol that was being used to tell the size of a stream was already being used for a different undocumented feature. The update flag will be used instead to signal when a stream has been received fully and actions can be taken on the stream.
 2. Changes to the data were being observed with each packet received. Now they are observed after a complete update has been signaled with the update flag.
 3. Added the Name column to the OTF view.
 4. Sorting on the item number in the ITF view can only be done in ascending order.
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Version 1.1.3.0

Release Date: April 30, 2009

Description

1. Bug Fix: DSTI is sending the scoreboard stream in multiple packets. When DCGI reads in these multiple packets, if a packet ends in the middle of a defined ITF field it separates the data in this field and adds it to the next packet so the all of the data for the field can be processed at one time. If there happens to be dual networks it is possible for DCGI to receive the same packet twice in a row. When this would happen DCGI would add the data from the end of the packet #1 to the beginning of packet #1 when it was received the second time creating incorrect data.
 2. Bug Fix: An OTF was set up so that the actual data being shown didn't change but the criteria to highlight the data did. DCGI wasn't checking for changing criteria data so the highlight never change causing the display to look wrong. (Showing the current batter in a lineup for baseball.)
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Version 1.1.2.0

Release Date: April 15, 2009

Description

1. Bug Fix: Not all fields were updating properly because they landed on a boundary between packets sent by DSTI.
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Version 1.1.1.0

Release Date: March 31, 2009

Description

1. Bug Fix: The BSO from an All Sport didn't update when only the changes were sent via ERTD.
 2. Bug Fix: The displaying of a message was switched around between the Chyron and the Deko. The message was flashing when played in the Chyron and the message wouldn't display on the board for a Deko.
 3. Bug Fix: All of the changes from a data stream were not being caught all of the time.
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Version 1.1.0.0

Release Date: March 16, 2009

Description

1. Added Inscriber support.
 2. When updating a field with the Chyron output only the font style can be used.
 3. Implemented File RTD as an input.
 4. Added ChyTV support.
 5. Added an update data feature for each output and to update all outputs.
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Version 1.0.1.0

Release Date: August 8, 2008

Description

1. Initial Release
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