

NFL Interface v2 Software – Revision History:

Version 2.8.6.0

Release Date: June 20, 2022

Description

-
1. Washington Football Team name change to Washington Commanders
-

Version 2.8.5.0

Release Date: August 31, 2020

Description

-
1. Oak Raiders moved to Las Vegas. Changed DB. OAK to LV, Oakland to Las Vegas
 2. Washington Redskins changed name. Still WAS, Washington. But, mascot is now 'Football Team'
-

Version 2.8.4.0

Release Date: December 11, 2017

Description

-
1. NFL started crashing when left running all of the time. Gets Leaders and Scores every minute. Figured out that the OLE2T conversion has a memory leak when used in deep loops. Removed those calls since they are no longer needed and it is better.
 2. Duplicate non-game files are no longer processed.
 3. BUG FIX: Capture folders were not being cleaned up properly.
 4. The season leader file contains more players than it used to. Only 10 can be shown today so only 10 are going to be processed.
-

Version 2.8.3.0

Release Date: June 30, 2017

Description

-
1. Changed the Chargers team code to LAC in the database.
-

Version 2.8.2.0

Release Date: August 16, 2016

Description

-
1. Bug Fix: Requests wouldn't work for players in the Pro Bowl that shared the same jersey.
 2. Changed the Rams team code from STL to LA in the database.
-

Version 2.8.1.0

Release Date: August 26, 2013

Description

-
1. Bug Fix: The jersey numbers were not updating with the roster file.
-

Version 2.8.0.0

Release Date: August 19, 2013

Description

1. Parses the full first name from the Roster and Leaders files. During initial implementation on the first initial was available for the player's name. The full first name will only be added when a player is added. Existing player's information isn't changed in case the user sets it to something not in the file like a nickname.
 2. The large jump in version numbers is due to the fact that the install version was changed to this number and it is easier to change this number than trying to decrement the install number on customer machines.
-

Version 2.3.1.0

Release Date: August 12, 2013

Description

1. Bug fix: The roster information was being overwritten if it didn't match what was in the XML file.
 2. Bug fix: The database is compliant with the latest version of DSTI.
-

Version 2.3.0.0

Release Date: October 19, 2011

Description

1. The received times were not being updated in the UI.
 2. Made it 64 bit compliant with the Program Files and ProgramData directories.
-

Version 2.2.6.0

Release Date: October 15, 2010

Description

1. Changed hard coded paths to relative paths to work on Windows 7 x64 machines.
 2. Saves the plays from the in-game file to the database for use in the summary database output from DSTI.
 3. Bug Fix: Timeouts Left were not being set to the database properly.
-

Version 2.2.5

Release Date: September 19, 2006

Description

1. Bug Fix: The scores would lock up after an error in the file.
-

Version 2.2.4

Release Date: August 18, 2006

Description

1. Added red zone and goal to go proficiency to the season to date stats.
-

Version 2.2.3

Release Date: August 29, 2005

Description

1. Added the ability to export the roster file for a team in the DakStats format.
-

Version 2.2.2

Release Date: August 17, 2005

Description

1. Database was setting the Cincinnati and Tennessee abbreviations incorrectly
 2. Bug Fix: Couldn't change the nickname of a team.
 3. Added user feedback about the leaders configuration to the button text.
-

Version 2.2.1

Release Date: August 11, 2005

Description

1. Logs when the leader files are retrieved from the Internet.
 2. Set the read interval for the leader files from the Internet at 1 minute for weekly leaders and 10 minutes for season and team leaders.
 3. Saves the Last Play Description.
-

Version 2.2.0

Release Date: August 8, 2005

Description

1. Bug Fix: When players switch teams the player is now switched in the database as well.
 2. Added the ability to retrieve weekly, season, and team leaders from the Internet. A button was added to the main dialog to configure this option. Users will have to specify the year, season type, and week to get the correct data.
 3. Old scores are automatically removed from the database and the new scores are added.
 4. Added a delete all players button to the Rosters dialog. All of the players for a team will be removed when pressed.
-

Version 2.1.11

Release Date: 23 November 2004

Description

1. Out of town start times were not being converted to the proper time zone.
 2. Error in editing team information.
 3. Out of town leaders were not using the team abbreviation from the database.
 4. Changes to the team information were not being sent to Sportswire for out of town scores.
-

Version 2.1.10

Release Date: 10 December 2003

Description

-
1. Sacks and sack yardage were not being handled correctly.
-

Version 2.1.9

Release Date: 11 November 2003

Description

1. Bug Fix: If the XML failed to load the program would continue until an exception was thrown. Then the thread was shut down without alerting the user. Now the result of the load is watched and if there is an exception the thread is restarted.
 2. Instead of relying on a string array for passing the stats between the threads we are going to pass the address of the string with the message.
-

Version 2.1.8

Release Date: 6 November 2003

Description

1. Enhanced logging because of the game feed being disabled.
-

Version 2.1.7

Release Date: 30 October 2003

Description

1. Added identifiers to any logging string that is associated with a particular type of data.
 2. Added ERROR: to any logging strings that are errors.
-

Version 2.1.6

Release Date: 23 October 2003

Description

1. Added a half second delay in when the Interface tells DSTI to update non-game stats.
 2. Added critical sections and locks to the top of some functions.
 3. Added more logging and changed the way messages are looked for by using only one PeekMessage.
-

Version 2.1.5

Release Date: 16 October 2003

Description

1. There was a possibility that the last play description would not be saved.
 2. Weekly leaders were not handling errors correctly.
 3. Added a verification so that we only receive XML formatted information from GSIS.
 4. Keeps track of timeouts left for the Pinnacle interface
 5. Bug Fix: Now the team abbreviations can be changed to the user's preference.
 6. Enhanced the logging feature.
 7. Added a menu option to the system menu (right click in the title bar) to view the manual in pdf form. This will require Adobe Acrobat to reside on the computer.
 8. Added a Clear Scores button that will need to be used between games to clear the scores out of sportswire.
-

Version 2.1.4

Release Date: 24 September 2003

Description

1. Added a Clear Scores button to remove the scores from the Sportswire and Season Scores tables in the database. The previous weeks games will no longer be removed automatically, the user will have to do this manually.
2. The interface sets a status flag in the database to tell DSTI when the database has been updated.

Version 2.1.3a

Release Date: 11 September 2003

Description

1. Test for Philly.
2. The interface sets a status flag in the database to tell DSTI when the database has been updated.

Version 2.1.3

Release Date: 11 September 2003

Description

1. If a player's stats are being entered using the Instant Update feature, they need to be added to the saved list of player stats if they do not exist.
2. Allows a user to close the interface and leave DSTI running.
3. All of the player's info can be changed except for their GSIS ID.
4. The interface will delete all of the games in the scores table that are not for the current week.
5. If a player get stats that they aren't suppose to get and they don't have any previous stats this player needs to be removed from the database and the saved player data.
6. Added a receive time stamp on the user interface for the XML files.

Version 2.1.2

Release Date: 5 September 2003

Description

1. Put a pause between when the Interface updates the database and when DSTI reads the updates.
2. Formatted the last scoring play for OOT scores to include the quarterback on passing plays.
3. When a new visiting team is detected the previous game will be removed from the database.

Version 2.1.1

Release Date: 28 August 2003

Description

1. The last scoring play for OOT scores was not accounting for safties.

Version 2.1.0

Release Date: 27 August 2003

Description

1. The interface only uses the season database now.

-
2. Out-of-town scores time was not updating after halftime.
 3. Only one teams season data was being saved.
-

Version 2.0.11

Release Date: 23 August 2003

Description

1. Fixed the Instant Update so old info is removed.
 2. Sends the last scoring play to sportswire for out-of-town scores. It is formatted as Team ScoreType Player Description.
 3. Errors corrected when GSIS edits a play are now corrected in our stats.
-

Version 2.0.10

Release Date: 22 August 2003

Description

1. Stats being sent to the team player were trying to access an invalid array element.
-

Version 2.0.9

Release Date: 21 July 2003

Description

1. For the out of town scores and weekly leaders we will only send the changed data to the database for speed.
 2. For the leader data we only display the top 10 of each category so that is all we will be adding to the database.
 3. The rosters dialog uses a list control instead of a list box.
-

Version 2.08

Release Date: 24 January 2003

Description

1. Bug Fix: On team stats for the game, the database was being queried for every column.
 2. Keeps a record of all game stats so that the database is accessed only when something changes instead of all of the time. Results in a drastic reduction in process time.
-

Version 2.07

Release Date: 27 December 2002

Description

1. A player is only searched for using the GSIS player id instead of the player's name.
 2. Bug Fix: Season Leaders is really fixed now.
-

Version 2.06

Release Date: 27 December 2002

Description

1. Added incompletes to the Instant Update
 2. Added a flag to disable the game feed from GSIS
-

-
3. Bug Fix: Season Leaders was crashing the program. If any XML is over 500 KB it will now be broken up for reading. I don't think that this is a permanent fix so it needs to be looked at later.
-

Version 2.05

Release Date: 13 November 2002

Description

1. Added TDs for leaders of out-of-town scores
 2. Uses separate attributes for leader parameters for out-of-town scores.
-

Version 2.03

Release Date: 10 October 2002

Description

1. Removed the Add Player button from the Roster Configuration dialog.
 2. Added quarter description to the databases for Out-of-town scores.
 3. Bug Fix: The clock for Out-of-town scores can't be shown during a halftime/final for a game
 4. Bug Fix: The last game stats need to be removed from the database tables before current game stats are added
-

Version 2.02

Release Date: 27 September 2002

Description

1. Bug Fix: The Out-of-town scores weren't being parsed properly if no Sports Wire database was found.
 2. Added Out-of-town scores to the season database.
 3. Home team Out-of-town scores are not included in the databases
 4. Removed summary database control from the program.
 5. Bug Fix: Couldn't put negative numbers in for the yards of the Instant Update feature.
 6. Bug Fix: When looking for items in a database with one criteria item, the found flag needs to be set when that item is found.
 7. Parses the XML using attribute names.
 8. Searches for players based on their GSIS player id.
-

Version 2.01

Release Date: 18 September 2002

Description

1. Was not notifying DSTI of changes at the correct time.
-

Version 2.00

Release Date: 27 August 2002

Description

1. Initial Release
-