

DakStats GameDay Graphics Generator

Installation & Operation Manual

ED-16290

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DAKTRONICS

DAKTRONICS, INC.

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Section 1: Introduction

The purpose of this manual is to assist in the installation and operation of the DakStats GameDay Graphics Generator. The manual includes the following main sections:

- **Introduction** covers 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.
- **DakStats Setup, All Sport 5000 Setup, Main Application Screen, Baseball Options, Basketball Options, and Football Options** explain how to control and configure the application and additional software/hardware.
- **Troubleshooting** presents common issues that may occur while operating the program.
- **Contact Information** offers details about who to contact for help.

Daktronics identifies manuals by an ED or DD number located on the cover page. Any other documents referenced in this manual will be identified by the ED/DD number. For example, this manual would be referred to as *ED-16290*.

1.1 System Requirements

The DakStats GameDay Graphics Generator application has the following requirements:

- Operating system: Windows® 2000 or better
- CPU: 1 GHz or higher
- Video: 800 x 600 resolution
- Memory: 512 MB of RAM
- Storage Space: 20 GB
- Input device: Mouse & Keyboard
- DakStats Baseball, Basketball, and/or Football
- All Sport 5000 console & Daktronics Scoring-Timing Interface (DSTI) for Ball On charts (see *Section 8.2*)
- One serial (COM) port, or USB port and serial-to-USB adapter to connect to All Sport
- Additional serial ports or networking may be needed based on the individual facility

1.2 Definitions

The following are terms and definitions used throughout the manual and software:

Bitmap RTD: A Daktronics feature that allows pictures to be dynamically shown on a Daktronics display controller sequence based on data from an RTD screen.

BMP: Bitmap is defined as a representation, consisting of rows and columns and dots, of a graphics image in a computer memory. Resolution is often expressed in dots per inch (dpi) or simply by the number of columns and rows.

DSTI: Daktronics Scoring-Timing Interface. A Daktronics Program that interfaces with DakStats products to provide data to display controllers.

ERTD (Enhanced RTD): A Daktronics protocol that allows the updating of changes in the RTD stream. It also allows the stream to control the content on a display.

JPEG format: Joint Photographic Experts Group. JPEG is a still-image graphics format that allows for variable levels of quality (compression). JPEG and GIF are the most commonly used image formats on the Internet. JPEG may be used for either full-color or black-and-white graphic images, and because JPEG supports greater pixel depth, it allows for more colors than GIF files. JPEG files are usually smaller in size than GIF files. Some other advantages of JPEG over GIF include higher compression ratios (faster downloading) and excellent results in photos.

RTD (Real Time Data): A Daktronics protocol for sending data from one application to another on the same or different machines.

1.3 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.
<i>Italics</i>	Indicates onscreen text or labels that are not clickable.
<i>Bold Italics</i>	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 GameDay Graphics Generator application can be downloaded from the Internet or installed from an installation CD.

Downloading from the Internet

1. Download the DakStats GameDay Graphics Generator program.
 - a. Open an Internet browser.
 - b. Type <http://dakfiles.daktronics.com/downloads/DakStats/> in the address bar.
 - c. Click the “GameDayGraphicsGeneratorInstall.exe” file.
 - d. In the window that appears, click **Run**. If an additional window opens, click **Run** once more.
2. Follow the onscreen instructions.
3. Click **Finish** when done.
4. Restart the computer if prompted to do so.
5. An icon should appear on the desktop. Double-click this icon to open the program.*

Installing from the Installation CD

1. Insert the installation CD.
2. Double-click the “GameDayGraphicsGeneratorInstall.exe” file.
3. Follow the onscreen instructions.
4. Click **Finish** when done.
5. Restart the computer if prompted to do so.
6. An icon should appear on the desktop. Double-click this icon to open the program.*

Note for Windows 7 users:* In order to properly open and register the program, right-click the desktop icon and select **Properties. Click on the **Compatibility** tab, and under *Privilege Level*, enable **Run this program as an administrator** (Figure 1).

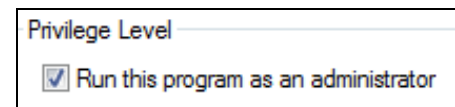


Figure 1: Run As Administrator

2.2 Registration

A subscription is required in order to operate the DakStats GameDay Graphics Generator application.

The message in Figure 2 will appear upon starting the program to inform the user that a valid license file does not exist. To acquire or renew a subscription, email the *Serial* number to dakstats@daktronics.com.



Figure 2: Subscription Expired

When the license file is emailed back, save it in “C:\Program Files\Daktronics\GameDay Graphics Generator” (or “C:\Program Files (x86)\Daktronics\GameDay Graphics Generator” for Windows 7).

Section 3: DakStats Setup

3.1 Enabling Chart RTD

Before opening the DakStats GameDay Graphics Generator application, ensure the following settings are configured within the DakStats program being used.

DakStats Baseball

1. Go to **Configure > Auto Start Hit Chart RTD** (Figure 3).
2. Create or Open a competition. Refer to the *Dakstats Baseball Software Operation Manual (DD1385420)* for further instruction on opening/creating games.
3. Open the DakStats GameDay Graphics Generator application.

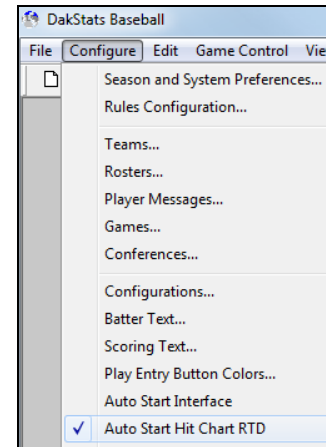


Figure 3: DakStats Baseball Setup

DakStats Basketball

1. Go to **Configure > Auto Start Shot Chart RTD** (Figure 4).
2. Create or Open a competition. Refer to the *Dakstats Basketball Software Operation Manual (ED-18169)* for further instruction on opening/creating games.
3. Open the DakStats GameDay Graphics Generator application.

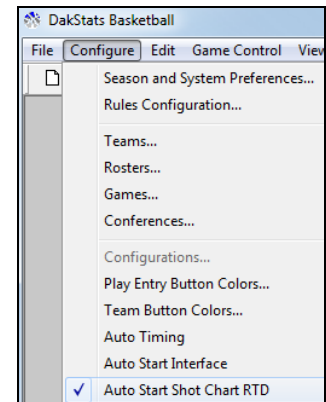


Figure 4: DakStats Basketball Setup

DakStats Football

1. Go to **Configure > Auto Start Chart RTD** (Figure 5).
2. Create or Open a competition. Refer to the *Dakstats Football Software Operation Manual (ED-18036)* for further instruction on opening/creating games.
3. Open the DakStats GameDay Graphics Generator application.

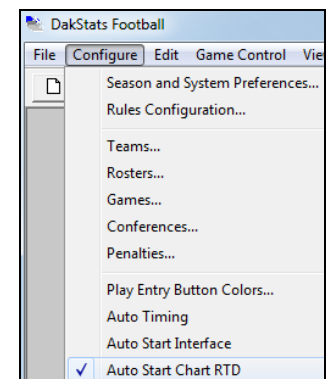


Figure 5: DakStats Football Setup

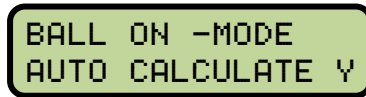
Section 4: All Sport 5000 Setup

In order to use the All Sport Ball On Configuration (see *Section 8.2*), certain settings must be enabled and plays must be entered in a specific way in the All Sport 5000. For more information, refer to the *All Sport 5000 Operation Manual (ED-11976)*, available online at www.daktronics.com/manuals.

4.1 Enabling Auto Calculate

Note: *Auto Calculate* must be enabled in order for the DakStats GameDay Graphics Generator application to receive the correct ball coordinates. *Auto Calculate* is disabled by default.

1. Press <MENU>.
2. Use the down arrow to find the *Edit Settings* menu and press <ENTER> to select it.
3. Use the down arrow to find the *Ball On Mode* option.
4. Ensure *Auto Calculate* is set to on (Y), as shown below:



A screenshot of the All Sport 5000 display showing the 'BALL ON -MODE' menu. The second option, 'AUTO CALCULATE Y', is highlighted, indicating that the 'Auto Calculate' feature is currently enabled.

If *Auto Calculate* is set to off (N), press <ENTER>.

4.2 Play Entry

With *Auto Calculate* enabled, the possession, down, and distance will be entered differently than when it is disabled. Ensure the All Sport 5000 operator knows the proper sequence to enter this information if they are not already familiar with this mode.

Changing Possession

1. Press the appropriate <POSS> (possession) key for either the Home or Guest team.
2. Use the left or right arrow (or press <1> or <3>) to select the play direction.
3. Use the left or right arrow (or press <1> or <3>) to select the side of the field the ball is on.
4. Use the keypad to type in the yardline the ball is on and press <ENTER>.

Changing Down & Distance

1. Press <BALL ON>.
2. Use the left or right arrow (or press <1> or <3>) to select the side of the field the ball is on.
3. Use the keypad to type in the yardline the ball is on and press <ENTER>.
4. Use the keypad to type in the yards to go (if different from the value shown) and press <ENTER>.

Section 5: Main Application Screen

The main application screen (*Figure 6*) is where users set up the image output configuration(s) for each sport as well as switch between sports and monitor the graphic generating process.

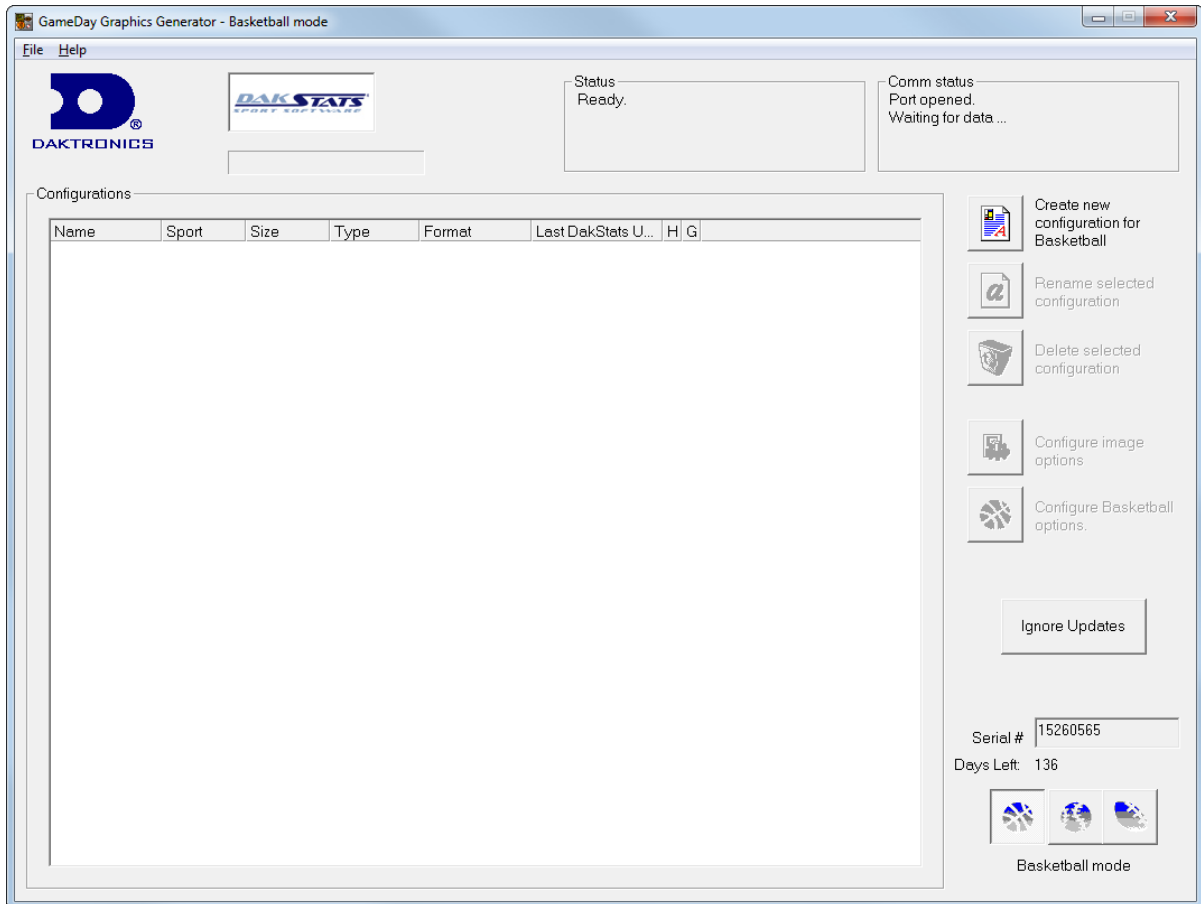


Figure 6: Main Application Screen

5.1 Selecting a Sport

Click the appropriate icon in the lower right corner (*Figure 7*) to select the sport to match the current sport in use.

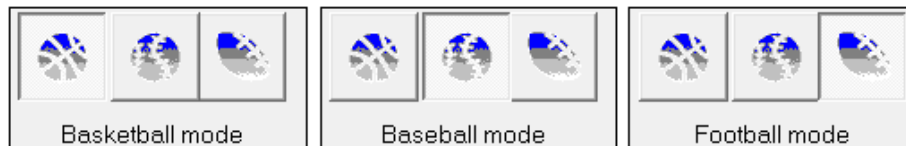


Figure 7: Sport icons

5.2 Creating New Configurations

Click the **Create new configuration for [Sport]** button to add a new configuration to the *Configurations* list. In *Figure 8* and *Figure 9*, Basketball is shown as an example.

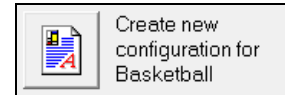


Figure 8: Create New Configuration

The *Configurations* list shows the configuration *Name*, chosen *Sport*, image *Size/Type/Format*, and *Last DakStats Update* shows the last time the configuration was successfully updated from DakStats.

Name	Sport	Size	Type	Format	Last DakStats U...	H	G
New Setup	Basketball	256 x 240	Bitmap R...	Bitmap (*.bmp)	Never		

Figure 9: New Configuration

The colored icons underneath the *H* and *G* (Home and Guest) columns indicate the current status of the configuration. These only apply to information coming from DakStats, not an All Sport console.

- = Ready/Done
- = Update pending
- = Updating now
- = Error occurred: This is most commonly caused by having an image destination folder that does not exist, the files being read-only, or not having sufficient rights to update the files.

5.3 Renaming Configurations

1. Click the desired configuration to highlight it in blue.
2. Click the **Rename selected configuration** button (*Figure 10*).
3. In the window that appears, type in a new descriptive configuration name, and then click **OK**.

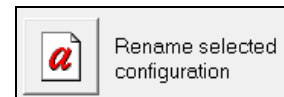


Figure 10: Rename Configuration

5.4 Deleting Configurations

1. Click the desired configuration to highlight it in blue.
2. Click the **Delete selected configuration** button (*Figure 11*).
3. In the window that appears, click **Yes** to confirm.



Figure 11: Delete Configuration

5.5 Configure Image Options

1. Click the desired configuration to highlight it in blue.
2. Click the **Configure image options** button (*Figure 12*).
3. The image configuration window (*Figure 13*) lets users customize the following options:

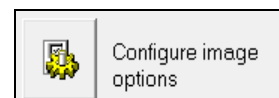


Figure 12: Configure Image Options

- *Size*
 - *Target* – sets the image dimensions in pixels. Enter the desired image **width** in the first box and the **height** in the second box.
 - *Adjusted* – will change automatically if needed to avoid skewing in certain sports.
- *Format*
 - *Output type*
 - **Bitmap RTD** (most common) – used to send files in a format to be displayed by the Daktronics display controller.
 - **PDA Webcast** – locks the target size to 128x128 and the image format to JPEG, which is the best compatibility setting for Personal Digital Assistants or websites.
 - *Image format*
 - **Bitmap (*.bmp)** – most common format used by Daktronics display controllers. Produces images with the largest file size.
 - **GIF (*.gif)** – usually a good option if the charts are generated with a solid background color. Produces images with the smallest file size.
 - **JPEG (*.jpg)** – the best choice for most situations. Produces images of variable size.
 - *JPEG Quality* – use the slider bar to adjust the quality of JPEG format images.
- *Destination folders*
 - *Home* – click the [...] button to select the folder to save the home team images.
 - *Guest* – click the [...] button to select the folder to save the guest team images.

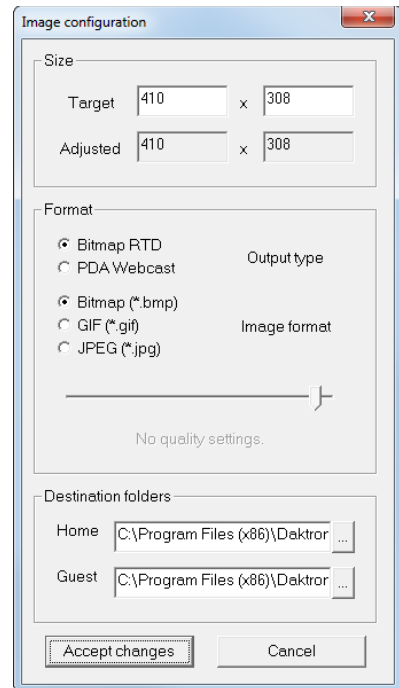


Figure 13: Image Configuration

- Note:* The default quality of 95% produces high quality images with a reasonable file size, while 75% produces files about half the size of 95%, but with reduced image quality. Lower quality settings produce images with much lower resolution for only a small improvement in file size. However, smaller files can be generated and written faster than higher quality files. Lower this value if the system is overloaded or slow.
- *Destination folders* – this is where the images are saved. It is recommended to save files to a local drive to increase performance. Network drives may be too slow.
 - *Home* – click the [...] button to select the folder to save the home team images.
 - *Guest* – click the [...] button to select the folder to save the guest team images.
4. Click **Accept changes** to save or **Cancel** to discard the changes.

5.6 Configure Sport Options

With a configuration selected, click the **Configure Basketball options**, **Configure Baseball options**, or **Configure Football options** button to modify the desired sport settings.

Refer to *Section 6* for basketball, *Section 7* for baseball, or *Section 8* for football.

5.7 Ignore Updates

Click the **Ignore Updates** button (*Figure 14*) to prevent older chart images from being overwritten.

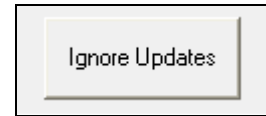


Figure 14: Ignore Updates

Note: This setting applies to all configurations for every sport!

5.8 Status Areas

The DakStats GameDay Graphics Generator application includes two status areas at the top of the main application screen for monitoring the chart generation process (*Figure 15*). These areas only apply to information coming from DakStats, not an All Sport console.

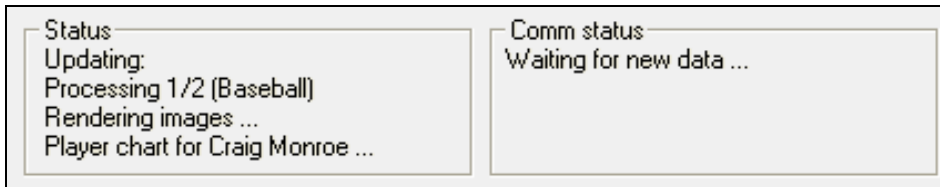


Figure 15: Status Areas

The *Status* area shows the chart generation (rendering) progress. This will typically display a *Ready* or an *Updating* message. After clicking on the **Ignore Updates** button, this area displays the message *Updates disabled*.

The *Comm status* area shows the communication status with the DakStats program. This will typically display a *Waiting for new data* or a *Receiving data* message.

5.9 File Menu

The **File** menu includes the following options:

- **Save all configurations** – backs up all image and sport configurations.
- **Load all configurations** – restores all previously saved image and sport configurations.

Note: **Load all configurations** cannot be undone!

5.10 Help Menu

The **Help** menu includes an **About** option for viewing program and system information.

Section 6: Basketball Options

When in *Basketball mode*, click on a configuration, and then click the **Configure Basketball options** button to open the *Basketball options* window (Figure 16). After adjusting the following settings, click **Accept changes** to save or **Cancel** to discard the changes.

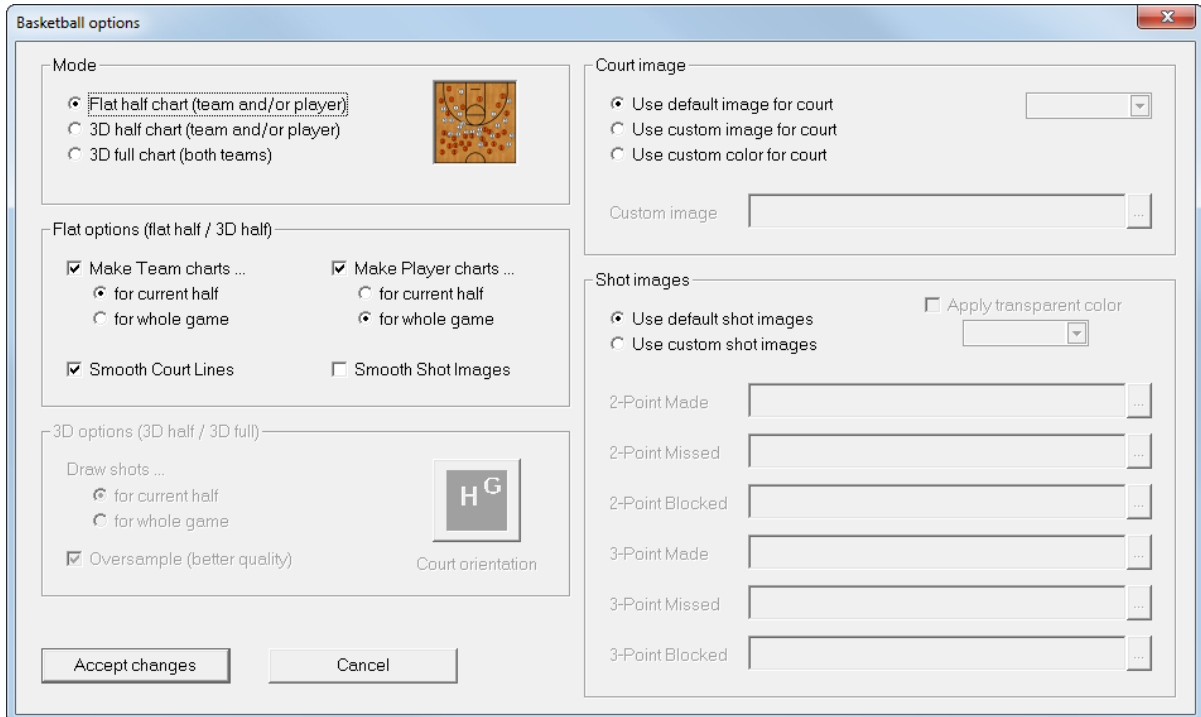
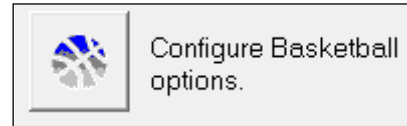


Figure 16: Basketball Options

6.1 Mode

The mode determines the appearance of the court images, either flat from above, or tilted for a 3D effect. The image preview shows an example of how the court appears in each mode using the default images.

Flat Half Chart

Select **Flat half chart (team and/or player)** to display a top-down view of half of the court.

3D Half Chart

Select **3D half chart (team and/or player)** to display a tilted 3D view of half of the court.

3D Full Chart

Select **3D full chart (both teams)** to display a tilted 3D view of the whole court.

6.2 Flat Options

These options apply to both the flat half and 3D half court display modes.

Team Charts

Click **Make Team charts** to enable or disable shot charts for the whole team. Select whether to only show shot charts **for current half** or **for whole game**.

Player Charts

Click **Make Player charts** to enable or disable shot charts for single players. Select whether to only show shot charts **for current half** or **for whole game**.

Smoothing Options

Clicking **Smooth Court Lines** or **Smooth Shot Images** drastically improves image quality. However, it will take longer to generate the charts. Leave these options unchecked if the system appears to be too slow.

6.3 3D Options

Draw Shots

Select whether to show shot images **for current half** or **for whole game**. This is available only for 3D full court images.

Court Orientation

Click the court orientation button to switch which half of the court the home and guest shots will appear. This is available only for 3D full court images.

Oversample

Clicking **Oversample (better quality)** will improve the appearance of the rendered images. However, it will take longer to generate the charts. Leave these options unchecked if the system appears to be too slow. This is available for both 3D half and 3D full court images.

6.4 Court Image

Default Image

Select **Use default image for court** to leave the image as is.

Custom Image

Select **Use custom image for court** to specify a different court image saved on the computer. Click the [...] button to browse to the custom image file.

Custom Color

Select **Use custom color for court** to edit the color used for the court image. Click the drop-down arrow box to select another color and adjust the custom color values as needed.

6.5 Shot Images

Default Images

Select **Use default shot images** to leave the shot indicator images as is.

Custom Images

Select **Use custom shot images** to specify different shot images saved on the computer. Click the [...] button to browse to the custom image files. Select custom images for a *2-Point Made*, *2-Point Missed*, *2-Point Blocked*, *3-Point Made*, *3-Point Missed*, or *3-Point Blocked*.

Note: If any fields are left blank, the default image will be used. If any filenames are invalid, no image will be drawn.

Transparent Color

Click **Apply transparent color** to set the transparent color of the custom shot images. For Daktronics display controllers, "true black" (R=0, G=0, B=0) will appear transparent. Use the drop-down arrow boxes to select the transparent color and adjust the custom color values as needed.

6.6 Sample Shot Charts

The sample images below are created with the default graphics available in the software. Custom images may be used for the court as well as each shot element.

Flat Team/Individual Charts

The shot chart shown in *Figure 17* shows all made/missed/blocked 2 and 3 point shots for either one player or a whole team.

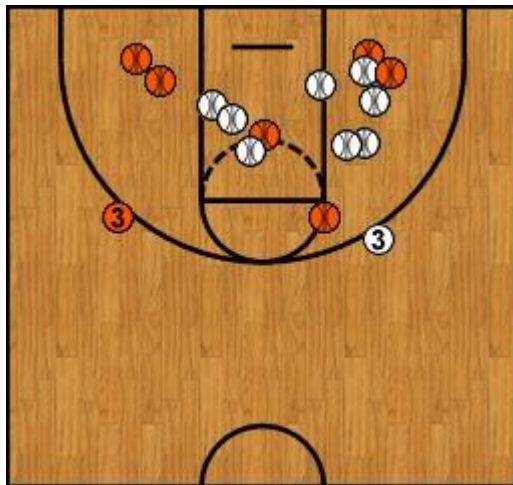


Figure 17: Flat Half Court Shot Chart

3D Half Team/Individual Charts

The shot chart shown in *Figure 18* shows all made/missed/blocked 2 and 3 point shots for either one player or a whole team.



Figure 18: 3D Half Court Shot Chart

3D Full Team Charts

The shot chart shown in *Figure 19* shows all made/missed/blocked 2 and 3 point shots for both teams.



Figure 19: 3D Full Court Shot Chart

Section 7: Baseball Options

When in *Baseball mode*, click on a configuration, and then click the **Configure Baseball options** button to open the *Baseball options* window (Figure 20). After adjusting the following settings, click **Accept changes** to save or **Cancel** to discard the changes.

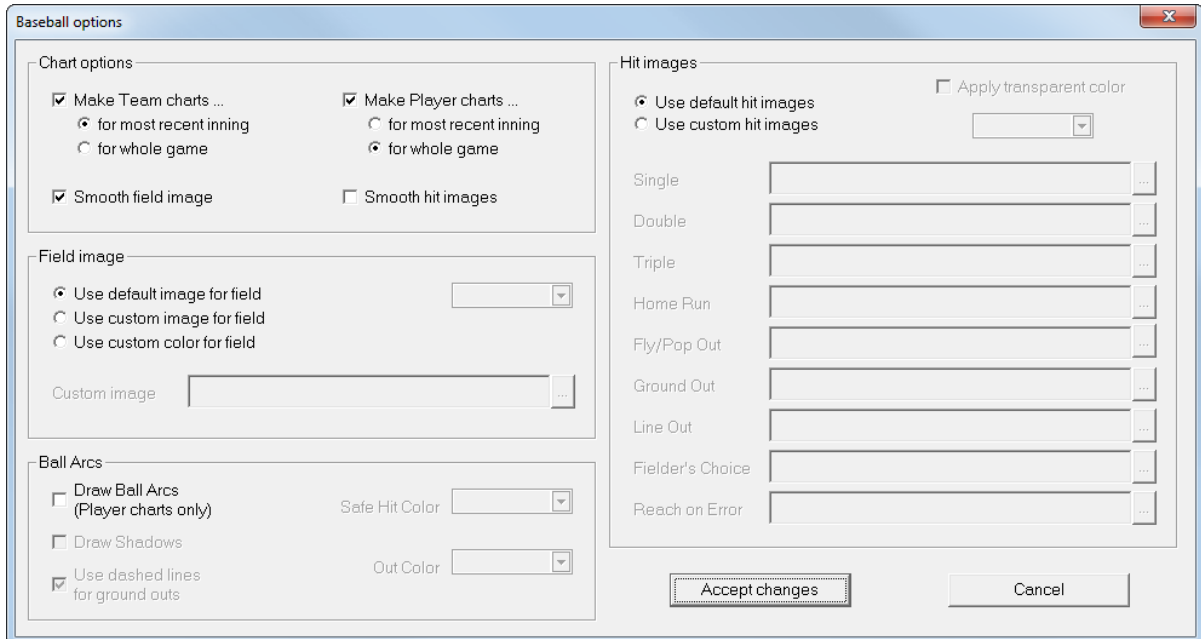
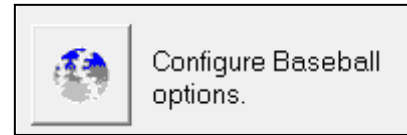


Figure 20: Baseball Options

7.1 Chart Options

Team Charts

Click **Make Team charts** to enable or disable hit charts for the whole team. Select whether to only show hit charts **for most recent inning** or **for whole game**.

Player Charts

Click **Make Player charts** to enable or disable hit charts for single players. Select whether to only show hit charts **for most recent inning** or **for whole game**.

Smoothing Options

Clicking **Smooth field image** or **Smooth hit images** drastically improves image quality. However, it will take longer to generate the charts. Leave these options unchecked if the system appears to be too slow.

7.2 Field Image

Default Image

Select **Use default image for field** to leave the image as is.

Custom Image

Select **Use custom image for field** to specify a different field image saved on the computer. Click the [...] button to browse to the custom image file.

Custom Color

Select **Use custom color for field** to edit the color used for the field image. Click the drop-down arrow box to select another color and adjust the custom color values as needed.

7.3 Ball Arcs

Draw Ball Arcs (Player charts only)

Click **Draw Ball Arcs (Player charts only)** to enable visual indicators of the path of safe and out hits. Refer to *Figure 22* for an example of how ball arcs appear on the hit chart.

Draw Shadows

Click **Draw Shadows** to apply a shadow effect below the ball arcs.

Dashed Lines

Click **Use dashed lines for ground outs** to apply dashed lines to ground out hits.

Safe Hit/Out Colors

Use the drop-down arrow boxes to select both a *Safe Hit Color* and an *Out Color* and adjust the custom color values as needed.

7.4 Hit Images

Default Images

Select **Use default hit images** to leave the hit indicator images as is.

Custom Images

Select **Use custom hit images** to specify different hit images saved on the computer. Click the [...] button to browse to the custom image files. Select custom images for a *Single*, *Double*, *Triple*, *Home Run*, *Fly/Pop Out*, *Ground Out*, *Line Out*, *Fielder's Choice*, or *Reach on Error*.

Note: If any fields are left blank, the default image will be used. If any filenames are invalid, no image will be drawn.

Transparent Color

Click **Apply transparent color** to set the transparent color of the custom hit images. For Daktronics display controllers, "true black" (R=0, G=0, B=0) will appear transparent. Use the drop-down arrow boxes to select the transparent color and adjust the custom color values as needed.

7.5 Sample Hit Charts

The sample images below are created with the default graphics available in the software. Custom images may be used for the field as well as each hit element.

Team Chart

The team chart shown in *Figure 21* plots the position of every safe and out hit for every player on a specific team.



Figure 21: Team Hit Chart

Individual Chart

The individual player chart shown in *Figure 22* plots the position of every safe and out hit of one player on a particular team. This chart uses ball arcs with shadows leading to each hit.

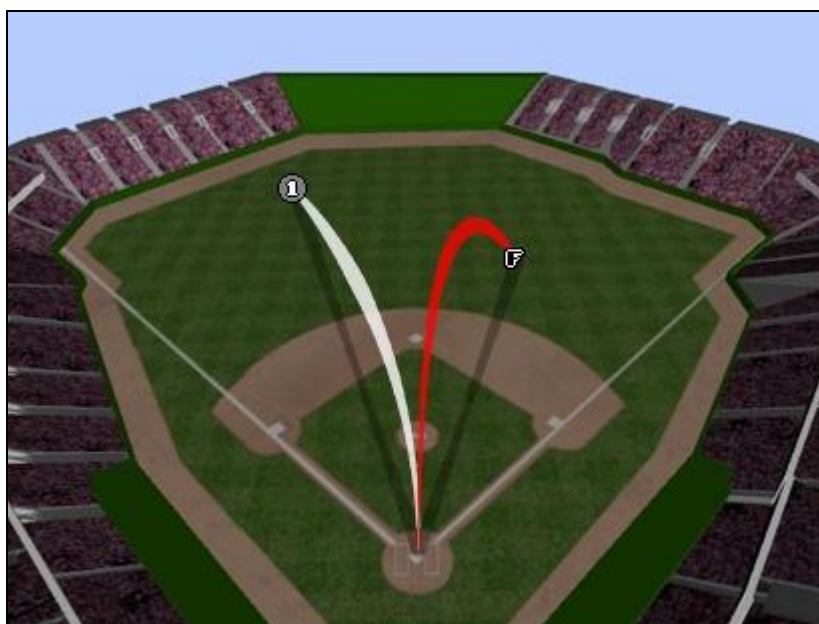


Figure 22: Individual Hit Chart

Section 8: Football Options

When in *Football mode*, click on a configuration, and then click the **Configure Football options** button to open the *Football options* window (Figure 23). After adjusting the following settings, click **Accept changes** to save or **Cancel** to discard the changes.

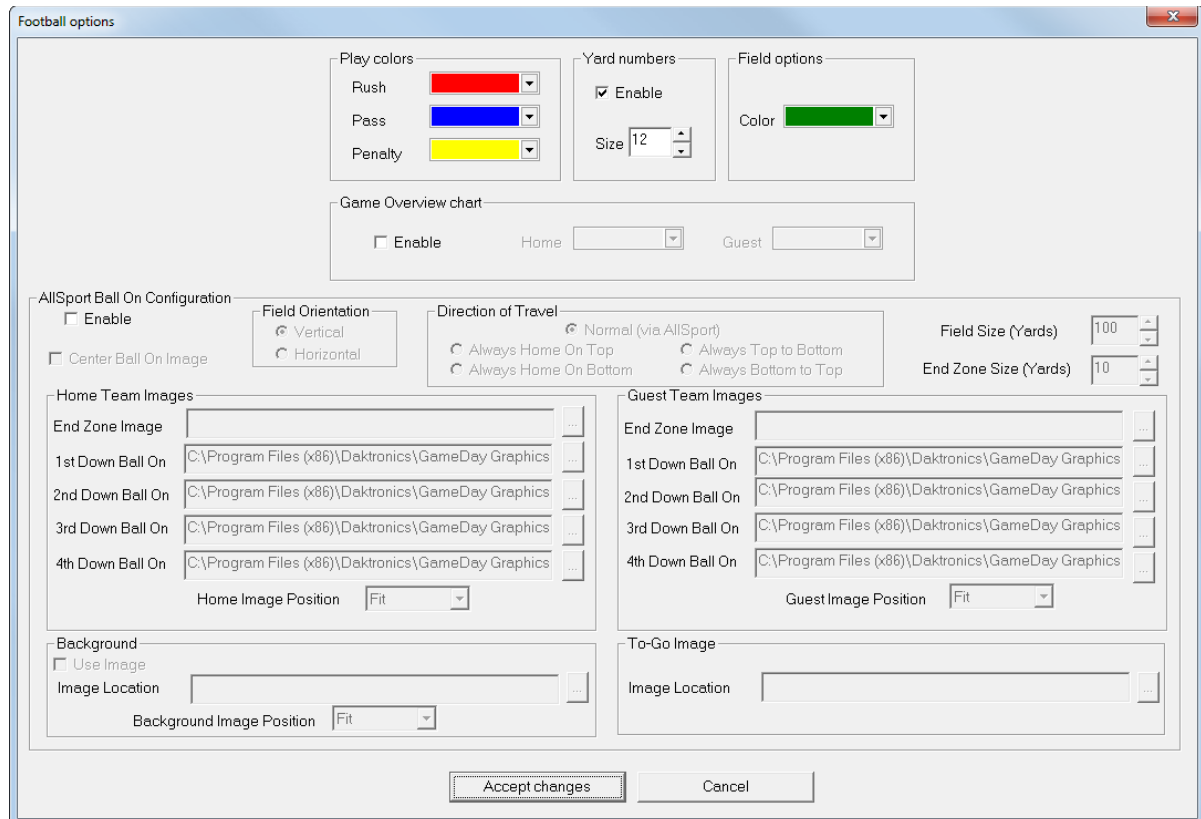
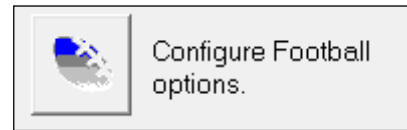


Figure 23: Football Options

8.1 Drive Chart Options

Play Colors

Use the drop-down arrow boxes to select the three different colors and adjust the custom color values for a *Rush*, *Pass*, and *Penalty* play as needed.

Yard Numbers

Click **Enable** to show yard numbers on the football field image. Select or type in a font *Size* in points from "1" to "500".

Field Options

Use the drop-down arrow box to select the field color and adjust the custom color values as needed.

Game Overview Chart

Click **Enable** to create a complete overview of all drives for both teams. Use the drop-down arrow boxes to select the two different colors and adjust the custom color values for the *Home* and *Guest* teams.

AllSport Ball On Configuration (Not Applicable)

Sample Drive Charts

The sample images below are shown with the default element colors and size "12" Yard numbers enabled.

Drive Chart

The drive chart shown in *Figure 24* shows all rushing, passing, and penalty plays in the current drive.

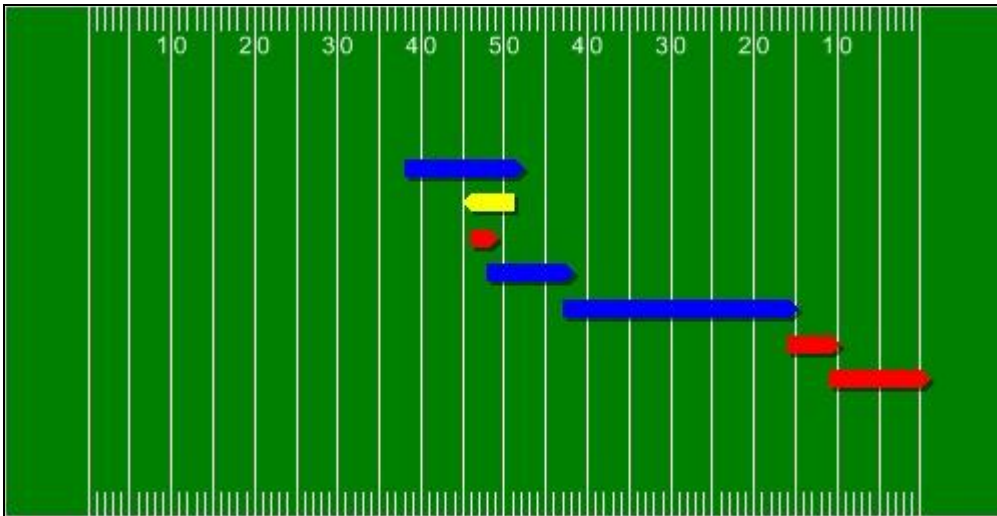


Figure 24: Drive Chart

Game Overview Chart

The game overview chart shown in *Figure 25* shows all drives made so far by both teams.

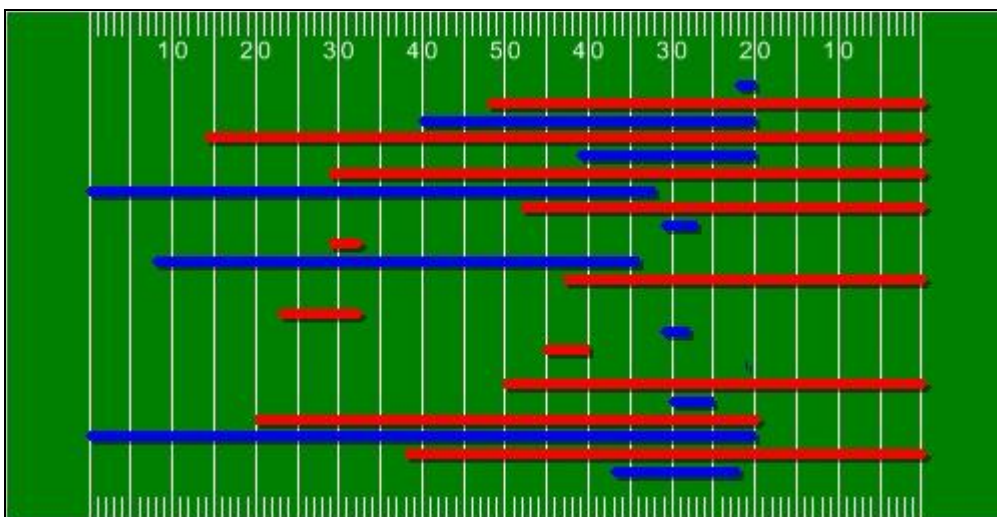


Figure 25: Game Overview Chart

8.2 All Sport Ball On Options

Unlike the drive chart information, which comes from DakStats, ball on (down and distance) information comes from an All Sport 5000 controller. Refer to *Section 4* for more information on setting up and operating the All Sport 5000.

Note: All Sport firmware **version 4.0.2** or later is required.

In addition to an All Sport 5000 controller, the Daktronics Scoring-Timing Interface (DSTI) is also required. This software needs a DSI configuration file that can communicate with the All Sport. Contact Daktronics to create a new DSI file if necessary.

Play Colors (Not Applicable)

Yard Numbers (Not Applicable)

Field Options

Use the drop-down arrow box to select the field color and adjust the custom color values as needed.

Game Overview Chart (Not Applicable)

AllSport Ball On Configuration

Click **Enable** to begin selecting the settings for this type of chart.

Center Ball On Image

Check this option to center the ball on image on the current yardline. If unchecked, the ball on image always will be behind the current yardline.

Field Orientation

Select a **Vertical** or **Horizontal** orientation for the field. Note that when switching between these options, it is likely that the image size dimensions (width and height) will also have to be switched. Refer to *Section 5.5*.

Direction of Travel

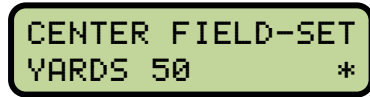
The text of these options will vary depending on the *Field Orientation*:

- **Normal (via AllSport):** Displays the ball based on the settings in the All Sport
- **Always Home On Top/Left:** Home end zone will always be on the top or left
- **Always Home On Bottom/Right:** Home end zone will always be on the bottom or right
- **Always Top to Bottom/Left to Right:** Direction of play will always move from the top to the bottom or from the left to the right
- **Always Bottom to Top/Right to Left:** Direction of play will always move from the bottom to the top or from the right to the left

Field Size (Yards)

If using the default of “100” yards, nothing must be changed. If using a different number of yards, this value must be twice what is shown for the *Center Field* value in the All Sport:

1. Press <MENU>.
2. Use the down arrow to find the *Edit Settings* menu and press <ENTER> to select it.
3. Use the down arrow to find the *Center Field-Set Yards* option.
4. Use the keypad to type in the center field yardline if needed, and press <ENTER>.



End Zone Size (Yards)

Enter the size of the end zone in yards.

Home & Guest Team Images

Click the [...] button to browse to the custom image files. Select custom images for the *End Zone Image*, *1st Down Ball On*, *2nd Down Ball On*, *3rd Down Ball On*, or *4th Down Ball On* for both the *Home* and *Guest Team*.

Note: If any fields are left blank, the default image will be used. If any filenames are invalid, no image will be drawn.

Under *Home/Guest Image Position*, select **Center** to use the full-size home/guest images or **Fit** to stretch or shrink the images to the width of the field.

Background

Check **Use Image** to enable the use of a custom background image. Click the [...] button to browse to the custom image file. Note that if there is no background image, the *Field options Color* determines how the field will appear.

Under *Background Image Position*, select **Center** to use the full-size background image or **Fit** to stretch or shrink the image to the width of the field.

To-Go Image

Click the [...] button to browse to the custom image file.

Sample Ball On Charts

The sample images below are shown with **Center Ball On Image** enabled and the *Image Home Position* set to **Fit**.

The image shown in *Figure 27* has the default ball on image and background color.



Figure 27: 560x32 Chart #1

The image shown in *Figure 26* has the default ball on image along with a custom background image and a custom to go image.



Figure 26: 560x32 Chart #2

Section 9: Displaying Image RTD

The following sections list the proper Input Template Files (ITFs) needed to display the images generated by the software for each sport.

9.1 Baseball

Input Template File: "DSTI DSBA Scoreboard.itf"

RTD Field Name	Field#	Item#	Length	Field Type
HOME TEAM NAME	90	604	20	BMP RTD
GUEST TEAM NAME	439	1965	20	BMP RTD
BATTER BITMAP SPRAY CHART	785	3315	10	BMP RTD

9.2 Basketball

Input Template File: "dsbb sbrd.itf"

RTD Field Name	Field#	Item#	Length	Field Type
Any player Number and Name fields next to each other	(multiple)	(multiple)	14	BMP RTD
Home Data - Team name	161	521	20	BMP RTD
Guest Data - Team name	202	678	20	BMP RTD

Note: If player headshots are using the same naming format ("##Player"), they will have to be renamed in order to use the shot charts. Try using either the number or name only.

9.3 Football

Drive Charts

Input Template File: "dsfb sbrd.itf"

RTD Field Name	Field#	Item#	Length	Field Type
CURRENT DRIVE - BITMAP RTD FIELD	539	3398	15	BMP RTD

Ball On Charts

Input Template File: "AS5-Football.itf"

RTD Field Name	Field#	Item#	Length	Field Type
BALLON	84	340	6	BMP RTD

Section 10: Troubleshooting

Below is a list of possible situations that may occur while operating the software. With each situation is a solution to the problem as well as a reference to another section of this manual that may assist with the problem.

Problem	Solution
The icon in the main application window is red and the images are not being refreshed.	<ul style="list-style-type: none">• Check the image destination folder to make sure it exists (see Section 5.5).• If the directory exists, make sure the user has the necessary read/write permissions.
The files are not updating.	<ul style="list-style-type: none">• Check to see if the DakStats software is running and if RTD is enabled (see Section 3.1).• Check to make sure the TCP/IP protocol is installed on the DakStats GameDay Graphics Generator computer and the DakStats computer.• If using an All Sport 5000 console, ensure it is properly connected to the DSTI computer and using the appropriate settings (see Section 4).

Section 11: Contact Information

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

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

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

DakStats Fax: 1-605-697-4700 Attn: DakStats

Email: dakstats@daktronics.com