
Setup Instructions

For StatBroadcast's Broadcastr and
StatCrew Legacy



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StatBroadcast Systems
www.statbroadcast.com

Quick Start: Setting Up StatBroadcast on your Computer

Below is the quick start guide for operating StatBroadcast. For more detailed instructions, please see the additional pages of this document.

Initial Setup

(do this the first time you install and run Broadcastr for a sport):

1. Launch the StatBroadcast Broadcastr app. You will be prompted to select your version of StatCrew. If you are **NOT** using Next Generation or a third-party statistics app, choose the StatCrew button.
2. Press the the dark gray button labeled '**Configure StatCrew.**' (on the right side). This function will attempt to configure your StatCrew settings and create a folder for XML
3. If you were previously using TASFTP to send files, open up Game Reports, go to the Live menu, select Live Stats Setup. Under the section labeled '**FTP Settings**', uncheck the box labeled **Auto-send FTP** to deactivate TASFTP

Game day Setup

(do this before every game):

1. Open up Game Reports and select your game. In the Live Stats Setup menu, check the box next to Activate and press OK. From the Live Setup menu, select '**Send stats files**'.
2. Launch StatBroadcast Broadcastr and press the blue button labeled '**Load New Event**'; when prompted select your event from the list and press '**Load Configuration**'.
3. Press the green button labeled '**Start Transmitting**'
4. Start scoring your game in StatCrew

Installing The Broadcastr Software

StatBroadcastr has a setup program that will make it easy for you to install and start running the software within minutes. To download the setup program, point your web browser to:

<http://software.statbroadcast.com>

and log in with the username/password provided to your organization. You will be automatically taken to our Software Download page. It is recommended that you save the setup file to your local drive, and then run it to complete the installation.

***TIP:** You may also access the download page anytime by logging into the Control Panel from our website and selecting the 'Download Software' link from the righthand menu. This page will also have information and download links for the latest Broadcastr product upgrades.*

Detailed Setup Instructions

Using the Configure StatCrew button in Broadcastr should take care of setting up your settings within StatCrew. However, below are some helpful tips as well as manual setup instructions in case you are having issues.

Configure StatCrew Live Setup

1. Launch the StatCrew DOS Scoring application for either baseball, basketball, or football as well as the TAS Game Reports app.
2. In the Stat Crew Game Reports app:
 - a. Select the current game by clicking on the Game List button to bring up the list of current games.
 - b. From the 'Live' menu, select 'Live Setup' and enter the following settings:
 - i. Under the 'Copy file settings' area,
 - Check the 'Auto-copy files' box and select the 'XML' radio button
 - In the 'Target directory' textbox, enter a folder name to store the XML file
[You may want to create a specific folder for these files, such as c:\xml. If you specify a folder that does not exist, Broadcastr will automatically create it for you when you begin transmitting.]
 - ii. Under the 'XML output' area,
 - Check the 'Enable XML stats feed' box
 - In the 'Xml filename' textbox, enter the school's three- or four-character code
 - iii. Under 'Other Settings',
 - Check the 'Show stats on screen' box
 - In the 'Poll rate in seconds' textbox, enter a number between 2 and 4
 - Check the box next to 'Activate' at the top and then click the OK button
 - c. From the Live Setup menu, select the option 'Send stats files'

If you are running Broadcastr in place of TASFTP:

In Game Reports->Live Settings, under the 'FTP settings' area, uncheck the box next to 'Auto-send FTP.'
Any remaining settings entered in that section will be ignored.

If you are running Broadcastr at the same time as TASFTP:

In Game Reports->Live Settings, under the 'FTP settings' area, check the box next to 'Auto-send FTP', select the button next to 'Xml' and enter the FTP site, user id, password and target directory information given to you by your live stats provider.

Configuration view in StatCrew Game Reports Live Settings

Live stats settings
✕

Activate Gametracker ID:

FTP settings

Auto-send FTP Html
 Xml

FTP site:

User ID:

Password:

Target directory:

Copy file settings

Auto-copy files Html
 Xml

Target directory:

Retries after copy failure:

XML output

Enable XML stats feed

Xml filename:

Include XSL data

Code:

Other settings

Show stats on screen

Reverse play-by-play

Generate lastplay.htm

Poll rate in seconds:

TIP: To generate a stats XML file to send to your stat monitors before your event has started, such as after inputting Starting Lineups, do the following:
From the Game Reports window, select the 'Live' menu and choose 'Send stats file'

Starting your live stats transmission in StatBroadcastr

Launch the StatBroadcast Broadcastr Software from either the desktop icon or the Start Menu. Inside of the Broadcastr application, take the following four steps in the StatBroadcastr app:

1. Click on the 'Load an event' button
 - a. When prompted, enter the login credentials given to your organization by StatBroadcast and press the blue 'Login' button.
 - b. From the dropdown list displayed, select the current game and press the 'Load Configuration' button.
2. In the main window of the Broadcastr application, in the box on the left side labeled 'Transmit stats to,' ensure that the proper checkboxes for your stats destinations have been checked or unchecked.
3. Press the 'Start Transmitting' button to begin the game monitoring.
 - The app will attempt to send the initial upload of your live stats. If it is successful, the icon next to 'Transmission Status' will become a green check mark.
 - If you receive a dialog box that says your XML file does not exist, you may need to select 'Send stats file' from the TAS Game Reports window. See the tip box on the previous page for more information.

You may now switch to another application or minimize the Broadcastr app for the remainder of the game. However do not exit or close it, as it must be running in the background to function.

Advanced Settings

Should you need to adjust any settings (including those automatically downloaded from an event), you can do so from the Advanced Settings window (button to launch that is on the leftside of the main window)

Transmission Settings

XML file to transmit – manually point Broadcastr at your XML file from StatCrew or DakStats

Gametracker ID# - add a CBSi Gametracker ID without accessing Game Reports

HTTP Mode – allows you to transmit to your FTP destinations through the StatBroadcast cloud through the web. Helpful when FTP is being blocked.

FTP Destinations

Use the grid layout to enter/edit the information for the six additional FTP destinations in the app

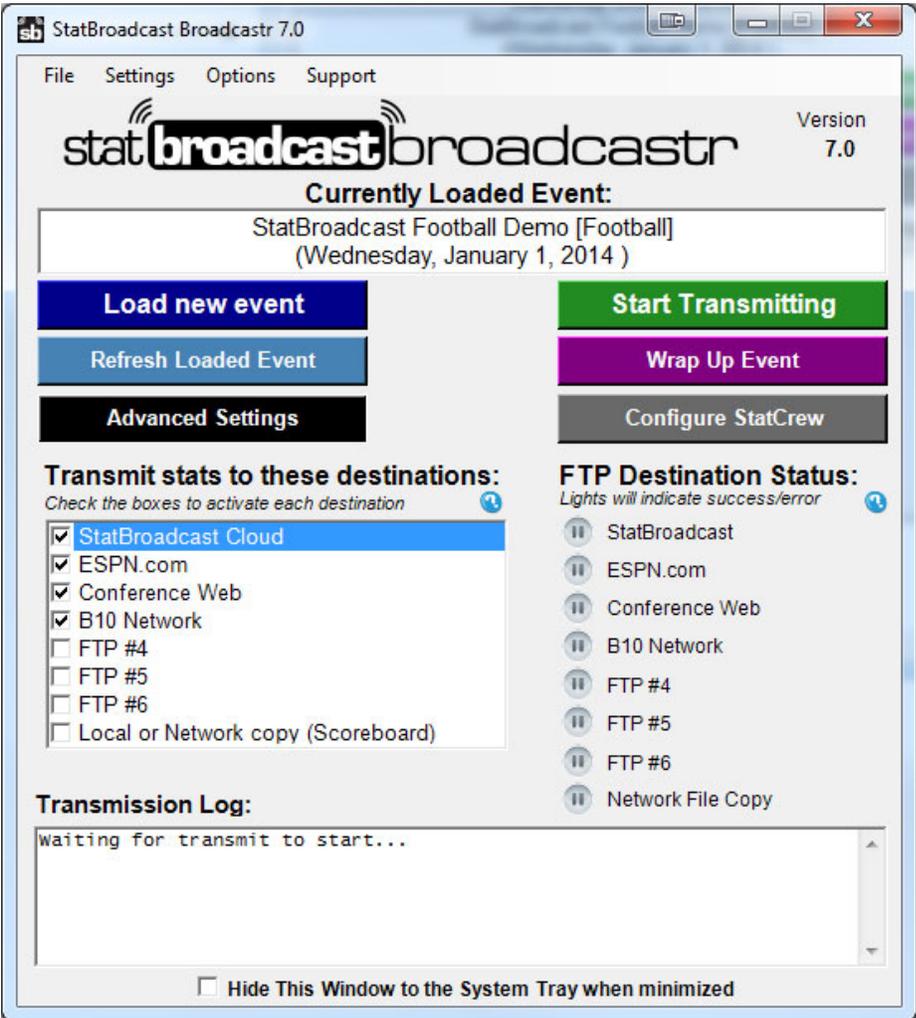
Network/Local File Copy

If you require an additional copy of the XML file for your scoreboard system (or another application), use this tab to configure the **Destination folder or drive** where you want the file saved and the **Destination file name** to save it as (be sure to add .xml to the end of this)

Application Settings and StatBroadcast Cloud Settings

More program settings that may be changed if directed by StatBroadcast support

Broadcastr Interface



The screenshot shows the StatBroadcast Broadcastr 7.0 application window. The interface includes a menu bar (File, Settings, Options, Support), a title bar, and a main content area. The main content area displays the 'Currently Loaded Event' as 'StatBroadcast Football Demo [Football]' for 'Wednesday, January 1, 2014'. Below this, there are several buttons: 'Load new event', 'Refresh Loaded Event', 'Advanced Settings', 'Start Transmitting', 'Wrap Up Event', and 'Configure StatCrew'. There are two columns of destination settings: 'Transmit stats to these destinations' with checkboxes for StatBroadcast Cloud, ESPN.com, Conference Web, B10 Network, FTP #4, FTP #5, FTP #6, and Local or Network copy (Scoreboard); and 'FTP Destination Status' with status indicators for StatBroadcast, ESPN.com, Conference Web, B10 Network, FTP #4, FTP #5, FTP #6, and Network File Copy. A 'Transmission Log' at the bottom shows 'waiting for transmit to start...'. A checkbox at the bottom right allows the user to 'Hide This Window to the System Tray when minimized'.

Callouts:

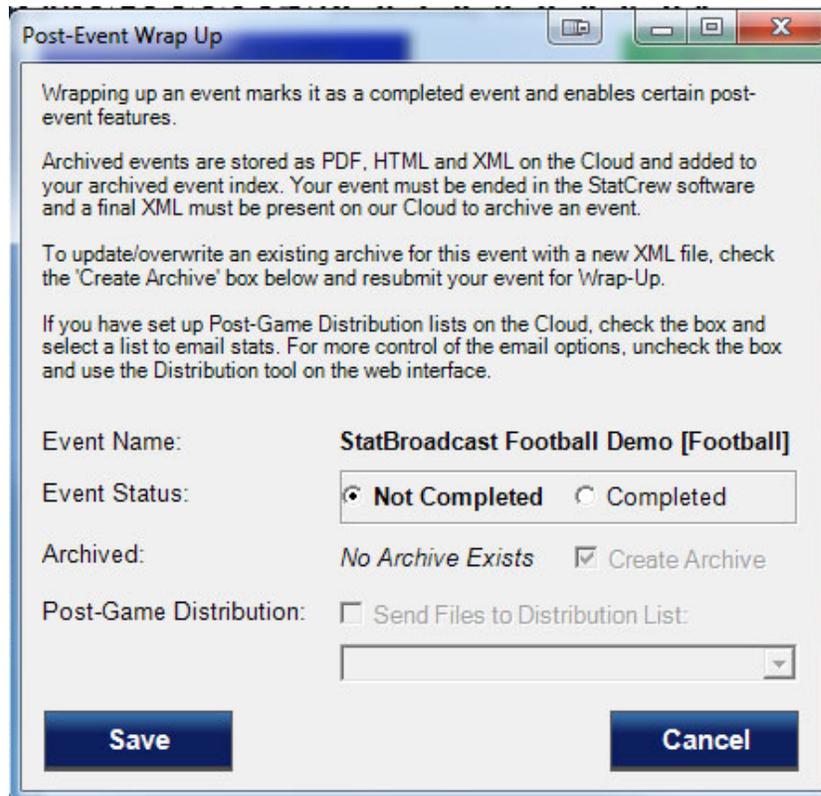
- Currently Loaded event
- Load a new event in
- Access more settings
- Determines which sites will receive live XML. Check box to activate
- Start sending to selected destinations
- Configure Live Setup
- Shows if file was sent

Wrap Up Event

Following the completion of a game, you can mark the event as completed and choose whether you wish to create an archive of stats.

Marking an event completes records it as finished in the database and updates a final score. Archiving an event adds it to your archive index and automatically creates and stores a PDF, HTML and XML of your final stats. An XML of a completed game must be uploaded to complete this task.

If you have setup Distribution Lists on the StatBroadcast admin site, you can also send final stats PDF, XML and HTML to your list recipients automatically from this screen by selecting the option and choosing a list from the drop down box.



The screenshot shows a dialog box titled "Post-Event Wrap Up". It contains the following text and controls:

Wrapping up an event marks it as a completed event and enables certain post-event features.

Archived events are stored as PDF, HTML and XML on the Cloud and added to your archived event index. Your event must be ended in the StatCrew software and a final XML must be present on our Cloud to archive an event.

To update/overwrite an existing archive for this event with a new XML file, check the 'Create Archive' box below and resubmit your event for Wrap-Up.

If you have set up Post-Game Distribution lists on the Cloud, check the box and select a list to email stats. For more control of the email options, uncheck the box and use the Distribution tool on the web interface.

Event Name: StatBroadcast Football Demo [Football]

Event Status: Not Completed Completed

Archived: No Archive Exists Create Archive

Post-Game Distribution: Send Files to Distribution List:
[Dropdown menu]

Buttons: Save, Cancel

Troubleshooting/Notes

Using Broadcastr in a Tournament or Doubleheader setting

When running the StatBroadcast system in a setting with multiple games on the same day, such as a tournament or double header, it's important that you follow these steps in this order between games to ensure that the stats are transmitted to the proper URL and not overwritten once a game has completed.

Do not switch the game in TAS Game Reports until you have completed the following steps:

- Make sure the completed game is selected in TAS Game Reports and check the web site to see if the final stats are being shown and are correct.
- **Due to a bug discovered in TAS Game Reports**, once you have created all your post-game files in the application, completely exit out of TAS Game Reports before selecting your next game.
- Switch to the Broadcastr application and press the 'Stop Transmitting' button and dismiss the dialog box
- Press the gray '#5 Wrap Up Event' button, update the status fo the event to tell the StatBroadcast servers that the game is completed and the stats are final. You may want to also want to check the 'Create Archive' box to make a final PDF and HTML available for viewing.
- Relaunch TAS Game Reports and select the next game to be played from the Games List.
- Repeat the necessary start up instructions for transmitting stats for an event.

Previous game's live stats are showing

Try each of these steps to resolve

- Exit StatCrew Game Reports and reopen. Be sure to re-check Activate in Live Setup
- In Game Reports, change the 'XML filename' on the right; add or increase a number after the current name (ex. event -> event1)
- In Game Reports, make sure Auto-copy files is checked and a location is set in Target Directory
- Make sure the Target Directory set in Game Reports exists on your computer.
- In Broadcastr Advanced Settings -> Transmission Settings, make sure the location of the XML file to transmit matches the following settings in Live Setup: 'XML output - Target Directory' + 'XML filename' + .xml

'XML file could not be found'

If an event has not yet started or the destination folder does not exist, StatCrew will not generate an initial XML file to send via FTP.

1. Ensure that the 'target directory' specified in Game Reports – Live Setup – Copy File Settings exists on your computer.
Do this opening 'My Computer', looking on the drive you specified (i.e. C:) and looking for the folder (i.e. xml). If the folder does not exist or was not automatically created by Broadcastr, go the file menu and create a new folder.
2. Create a pre-game XML file from Stat Crew.
In Game Reports, go to the Live menu and select 'Send Stats Files'.
Note: In TAS Baseball, activating a live stats feed before entering starting lineups for both teams will cause Game Reports to crash.

'No Internet connection available'

If your Broadcastr is able to connect and load an event configuration, but then fails to connect to the FTP servers (showing the error 'An internet connection is not available'), your network may be blocking FTP access.

To switch Broadcastr into HTTP mode:

- Press the Advanced Settings button
- Check the box next to 'Enable HTTP Mode for Transmissions'
- Press Save and try transmitting again.

In HTTP compatibility mode, your XML files will be transmitted to our servers first via HTTP (webpage) and then FTP'd to your assigned destinations.

Additional Notes

- Changing the game selected in TAS Game Reports at any time while Broadcastr is in still transmitting will immediately change the stats on the stat monitors and website. If for some reason another game needs to be selected, you need to stop transmitting in the Broadcastr app first.
- The Broadcastr software automatically gives you visual cues when it successfully transmits stats and when it encounters errors. The stoplights in the bottom right corner will change from the Pause icon to the Connection icon to green, red or yellow depending on their status. As well, the StatBroadcast icon in the system tray (bottom right next to clock) will also change colors.
- If your stat computer loses its internet connection, Broadcastr will automatically pause all transmissions and check to see if your connection has been restored every 10 seconds. Once it has, your stats will begin transmitting automatically again.
- If you believe you have everything configured but the Broadcastr app is not detecting a new XMLfile when stats are inputted, make sure you have checked the 'Activate' box in the Live Setup menu in TAS Game Reports. Also, if you have made any changes in Game Reports Live Setup, you may need to press the button labeled 'Refresh Event Config' to correct your configuration.