

Lacrosse - Sending a "packed" game file (*gameid.CPK*)



To send a lacrosse game file to the conference office or to another team, first use the "Pack game" utility function:

1. Run the UTILITIES program
2. Select Import/Export | Pack game files
3. Choose a directory (such as **a:**) to save
4. Select the *gameid* from the Games List
5. A file named *gameid.CPK* is created



Next, start your email software, and include the game file as an attachment:

1. Select the "attach file" function
2. Locate the save directory (from above)
3. Attach the *gameid.CPK* file
4. If needed, set the email attachment options in your email software to send attachments "as is" or "binary" -- consult your email software vendor for questions



To import a "packed" game file that is sent to you, unpack the game file and then import it:

1. Save the *gameid.CPK* attachment to a working directory (such as **a:** or **c:\temp**)
2. Run the UTILITIES program
3. Select Import/Export | Unpack game files
4. Choose the working directory (above)
5. Select the *gameid* from the Games List
6. The game files are "unpacked"
7. Select Import/Export | Import game to import