TAS For Lacrosse Live Internet Stats

Installation and Setup User Guide

Introduction

TAS For Lacrosse contains functions that let you update an FTP site with game statistics and play-by-play information while you are scoring a game. You score the game as you normally do with the DOS *In-game scoring* program. To update your FTP site, you concurrently run the TAS For Lacrosse *Windows Game Reports* in the background. When the *Windows Game Reports* program detects a new play entered by the In-game scoring program, it builds updated HTML files and sends them to your web site using the TasFtp tool.

Although you can run all of these functions on a single computer, it is highly recommended that you run the *Windows Game Reports*/*TasFtp* tools on a second computer connected to your In-game scoring computer via a local network; this ensures that the scorekeeper is not affected by any problems that may occur in your Internet connection, and is not impacted by the additional overhead involved with building and transmitting HTML files to your FTP site.

On the "live stats" computer, map a network drive pointing to a shared folder on the "scoring" computer with access to the TASLC game files. It is recommended that you share the "c:\taslc" folder, not the actual games directory itself.

Installation

1. Install the TAS Lacrosse software on your scoring computer
2. Install the TAS Lacrosse software on your live stats computer
3. Install the TasFtp software on your live stats computer

Scoring program setup

1. Run the TASLC (DOS) *In-game scoring* program
2. Important: Select Options and set the Auto-save field to "1" (save after every play)
3. Select Game setup | Teams and identify the visitor and home teams for the game
4. Select Game setup | Game info to enter general game information
5. Select File | Save game to save the game setup information to disk
6. Score the game as you normally do; game data will be saved to disk after every play (since the Auto-save option is set to "1")
7. At the end of the game, after entering Wrapup game information, select File | Save game to save and send final game information

Live stats initial setup

1. On the "live stats" computer, select My Computer | Map network drive or Network Neighborhood (you can right-click on a shared drive to access the Map network drive function) to map a drive letter to the shared folder on your scoring computer; enable the "Reconnect at logon" option so you don't have to re-map the drive each time you reboot your live stats computer

2. Determine the FTP site, userid/password, and remote directory to update on your web site

3. Run the *Windows Game Reports* program and select Live | Live setup

4. Enable the "Show stats on screen" option; this presents an updated stats display on the live stats screen while the game is being scored

5. Enable the "Auto-send FTP" option; this causes updated files to be sent to your FTP site whenever a new play is entered (or whenever the game file is saved to disk on the scoring computer). Select Html format for the TAS-style Html, or select Xml format to send game data to a server as required.

6. Fill in the FTP site, Userid, Password, and Target directory fields for your web site; since several files are built and transmitted it is recommended you specify a separate directory on your web site to hold the live stats files

7. You can leave the Copy files settings entries blank -- these settings are only useful if you have direct write authority to your web site over the network (or for local testing). Select Html format for the TAS-style Html, or select Xml format to send game data to support the game viewer as required.

8. If sending Xml data to an FTP site, or if copying Xml data to support a local game viewer, select the "Enable XML stats feed" option and fill in the XML gameid field.

9. Click Okay to complete the Live setup dialog

10. At this point you should stop and verify that the target directory you specified in Live setup exists on your FTP site, or create it if it does not exist; note that the target directory is for your *FTP site* (which may be different from the URL address used for accessing pages on your web site thru a browser)

Live HTML tailoring

Next, select Live | Live HTML tailoring to tailor the appearance of the live HTML pages.

Colors: Tailor the color scheme for various areas of the Html pages; use either RGB (red-green-blue) designations or valid color names (see the RGB Colors Reference).

Use stylesheet (CSS): This option is enabled by default. If you disable this option the format of the Html pages will revert to the "old" frame-based layout instead of the "crisper" stylesheet layout.

Refresh rate (seconds): Enter the number of seconds for automatic refresh of the viewers browser window.

Image size (pixels): Enter the size of the visitor and home logos in pixels, followed by a "w" to indicate width, or followed by "h" to indicate height. For example, specify a 50-pixel wide image with "50w"; specify a 50-pixel high image with "50h".

Visitor and home logos (URL): Enter the internet location of the visitor and home logo files.

Sponsor text: An area in the lower-right portion of the main screen can be used to display custom information such as sponsor ads, links to live audio, and so on. [The dimensions of this area are 160 pixels wide by 275 pixels high]. To customize this area, click on the "Sponsor text" button to create the "sponsor.txt" file in the program directory. Paste the desired Html code into this file.

Live stats game-time operation

1. On the scoring computer, run the I*n-game scoring* setup as described above

2. On the live stats computer, run the *Windows Game Reports* program

3. In *Windows Game Reports*, click on Directory and open the games directory on the scoring computer (if you are running with a network as recommended the games directory will be accessed via the network drive letter you mapped earlier (for example, "**x:** " or "**e:** ") instead of "**c:** "

4. Click on the "Games List" button and select the game to monitor

5. Select Live | Live setup and enable the "Activate" option
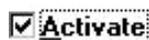
☑ **Activate**

6. If you haven't already done so, enable the "Show stats on screen" option

7. If you haven't already done so, enable the "Auto-send FTP" option, and verify your FTP settings

8. Click Okay to complete the Live setup dialog and activate live updates for the selected game

Now, whenever a change to the selected game is detected, the live setup will re-build HTML stats and play-by-play files for the game and send them to your FTP site; you will see an updated screen display (if you have the "Show stats on screen" option enabled; and you will see the TasFtp icon minimized on the taskbar while the transmit is in progress.

Web site setup

- One of the files created on your FTP site is named "**xlive.htm**" which is used to display all of the HTML stats and play-by-play files created by the live stats function; you should create a link somewhere on your web site that links to this "**xlive.htm**" file to provide access to the game stats for your Internet audience. Create the link in the following format:

```
<a href="javascript: window.open('xlive.htm','','toolbar=no,width=780,height=540');
void(' ');">Live Stats</a>
```

- The top frame of the live stats display shows icons for the visiting (default is "**vlogo.gif**") and home (default is "**hlogo.gif**") logos. Store these on your FTP site so they can be accessed as specified on the Live HTML tailoring window.

Additional notes

- Live | Send initial files - normally you will not have to use this function -- it is useful only if you have disabled the "Use stylesheets (CSS)" option on the Live HTML tailoring window; use this to send the "pre-initialized" files to your FTP site; these files are found in the **c:\taslc\liveinit** directory.

- Live | Send stats files - normally you will not have to use this function -- since HTML files are built and sent automatically when you have the Live setup | Activate option enabled. However, you can select Live | Send stats files to force a transmit if you don't want to wait for a game update to activate the auto-FTP feature.

- Live | TasFtp - this function is not useful currently -- except in certain instances to assist in technical support over the phone.

- Live setup | Copy to file settings - normally you will only use these settings to support the Game Viewer tool; however, there are a couple of situations where you may find the copy file function useful:

  1. Instead of transmitting files to your FTP site, you want to copy them directly to your web server. In this case you can disable the "Auto-send FTP" option, and enable the "Auto-copy files" option instead. Fill in the "Target directory" field with the direct path to the desired directory on your server over the network. For example,

  2. Before sending files to your FTP site, you want to test the setup on your local computer to get a feel for the live stats update process and output. In this case you can disable the "Auto-send FTP" option, and enable the "Auto-copy files" option instead. Fill in the "Target directory" field with the path to a local directory on your computer (you must create this directory yourself if it does not exist). Use the Live | Send initial files function to send the pre-initialized files, and then enable "Activate" or select Live | Send stats files to build and copy files to the local directory. You can use your browser and open the "xlive.htm" file to view the HTML output. For example,


- If a problem is encountered where *TasFtp* seems to "hang" or send repeated error messages, you can manually stop the *TasFtp* process by pressing Ctrl+Alt+Delete and selecting "End task" for the *TasFtp* program. *TasFtp* should then operate properly the next time a transmit is performed by the *Windows Game Reports* program.
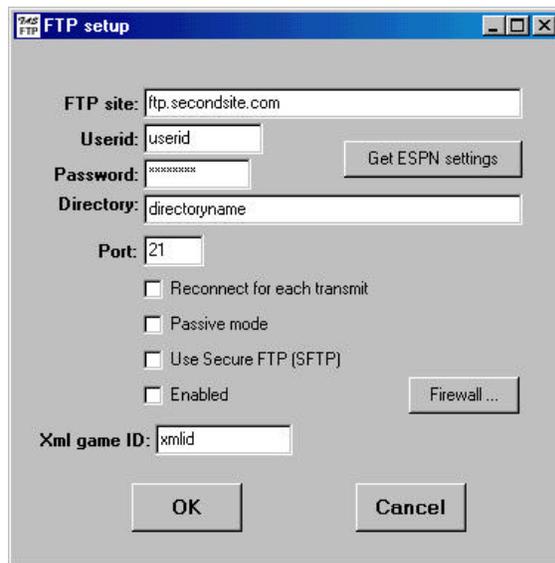
Sending to multiple sites

TasFtp can now transmit a primary site/server, and to a secondary site. To do this:

For the Html site select Game Reports | Live | Live setup. Supply the FTP settings for the primary FTP site. Then run Start | Programs | TasFtp | TasFtp, click the "2nd FTP site" button, and supply the FTP settings for the secondary FTP site. Check the "Enabled" button to make this setting active.
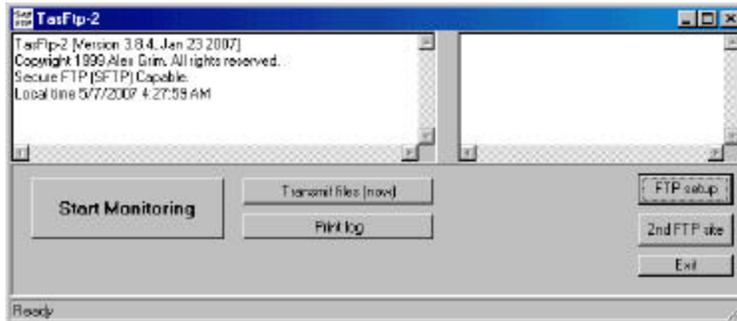
Support for SFTP

TasFtp now support transmitting via the SFTP protocol. To do this, run Start | Programs | TasFtp | TasFtp, click the "FTP setup" (or "2nd FTP site") button, and enable the "Use secure FTP (SFTP)" option.

Sending Html and Xml

TasFtp can now transmit Html to a primary site, and Xml to a secondary site. To do this:
For the Html site select Game Reports | Live | Live setup. Select the "Html" format and supply the FTP settings for the site to receive the Html-format output.
For the Xml site enable the Live | Live setup | XML output | Enable XML stats feed option. Then run Start | Programs | TasFtp | TasFtp, click the "2nd FTP site" button, and supply the FTP settings for the site to receive the Xml-format output. Check the "Enabled" button to make this setting active.