

STATVISION FOR BASEBALL

INSTALLATION & OPERATION MANUAL

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DAKTRONICS

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1 Introduction

The purpose of this manual is to assist with the installation and operation of the Daktronics StatVision™ for Baseball application.

The manual includes the following main sections:

- **Introduction** covers the 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** describes the software installation procedures.
- **Setup** explains the necessary configurations to gather and output Real-Time Data (RTD).
- **Pregame Operation** and **In-game Operation** detail the specific operation of the software.
- **Appendix** contains information pertaining to specific protocols and setting up display sequences.

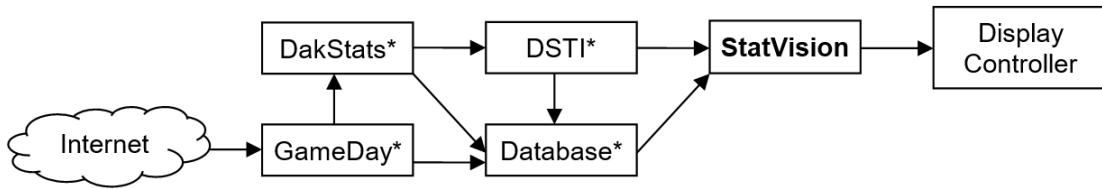
Software Overview

StatVision significantly reduces pre-game preparation by instantly analyzing the large amounts of data from sources such as DakStats, MLB.com, and Elias Sports Bureau. The data is pulled up in easy to use categories (**Figure 1**). Positive categories are highlighted for the operator and can be sent to a display with the press of a button.

The screenshot shows the main application screen for GameDay StatVision™ for Baseball. The interface is complex, featuring a central field diagram, a scoreboard, and several data tables. The 'Fixed Categories' table lists various performance metrics for Pedroia, with some values highlighted in red. The 'Situational Categories' table provides more detailed statistics for Pedroia in specific game situations. The 'Category Specifics' table shows performance against different pitcher types. The 'Non-updating' section displays real-time statistics for Pedroia during the game. The bottom of the screen contains control buttons for the display, including 'Blank Sign', 'Play Sequence', 'StartPlaylist AL', 'StopPlaylist AL', and 'Stat Buttons' for 'Preview', '2_2', 'RISP', and 'Righties'.

Figure 1: StatVision Main Application Screen

The StatVision program gathers data from other software and presents it in a way that is easy to select what to display. Below is a diagram of how the many pieces fit together.



1. GameDay downloads the latest stats and standings and creates the day's game in DakStats.
2. DakStats sends game-in-progress (GIP) data to the Daktronics Scoring-Timing Interface (DSTI), which in turn is sent to StatVision.
3. StatVision displays the GIP data from DakStats and can request more detailed statistics based on the current situation from a shared database. StatVision sends this data and various control commands to the Daktronics display controller.

* Typically located on a separate computer from StatVision, but on the same network

Note: DMP-7000 refers to a Venus® 7000 player that is being used as part of an integrated Show Control System. Some features/functions described in this manual are specific to the Venus 7000 player outside of Show Control at this time and are noted as such. DMP-8000 refers to a V-Net® player as part of an integrated Show Control System.

Software Requirements

- Microsoft Windows® XP/Vista/7 or higher Operating System
- CPU and RAM must at least be equal to minimum requirements of operating system
- Additional serial ports/networking may be needed based on interface requirements

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. Also used for reference items within the manual, such as figures or sections, as well as other documents and notes.
<i>Italics</i>	Indicates onscreen text or labels that are not clickable.
[Brackets]	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 (example: File > Open).

2 Installation

Downloading from the Internet

1. Download the StatVision program.
 - a. Open an Internet browser and go to http://dakfiles.daktronics.com/downloads/Sports_Products/StatVision/
 - b. Click on the "StatVision Install.exe" file.
 - c. In the window that appears, click **Run**. If an additional window opens, click **Run** once more.
2. Follow the on-screen instructions.
3. Click **Finish** when done.
4. Repeat **Steps 1-3** on each computer that must have StatVision installed. The "StatVision Install.exe" file may be downloaded and saved to be transferred to other computers without Internet access.
5. Double-click the desktop icon (**Figure 2**) to open the program.*



Figure 2: Icon

***Note for Windows 7 users:** it will be necessary to run the program as an administrator to operate correctly. Right-click the desktop icon and select **Properties**. Click on the **Compatibility** tab, and ensure **Run this program as an administrator** is checked. Be sure to also do this for DakStats, DSTI, and GameDay for best compatibility.

Installation Checklist

- Download StatVision
- Set up DakStats messaging and share folder
- Set up DakStats database connection
- Set up signs
- Create sequences
- Set up sequence names
- Test sequences
- Edit category titles if necessary

3 Setup

After installing StatVision, four steps are necessary to set up the software for the first time:

1. **Set Up DakStats (p.4)** – Specifies the messaging between StatVision and DakStats
2. **Set Up Data Configuration (p.4)** – Specifies the location of the DakStats database.
3. **Set Up Signs (p.5)** – Specifies which signs will be controlled by StatVision.
4. **Set Up Sequences (p.6)** – Specifies sequences that StatVision will tell the display controller to play.
5. **Game Day Setup (p.9)** – Describes setup steps to perform before each game.

Set Up DakStats

For StatVision to work correctly with DakStats Baseball, the operator must set up messaging and share the folder.

Set Up Messaging

1. In the DakStats Baseball program, go to **Configure > Messaging**.
2. Ensure **Different Machine (IP Network Messaging)** is selected if DakStats is on a different computer than StatVision (most common).
3. Click **OK**.

Sharing the Daktronics Folder

If the DakStats and StatVision programs are on different computers, the directory where the DakStats database is located must be shared:

1. Go to the computer with the DakStats program.
2. Browse to the "C:\Daktronics" directory.
3. Right-click the folder.
4. Select **Sharing and Security**.
5. Share the folder with full permissions.

***Note for Windows 7 users:** After right-clicking the folder, select **Properties**, and click on the **Sharing** tab. Click on **Advanced Sharing**, select **Share this folder**, and click **OK**.

Set Up Data Configuration

Note: Open a demo game in DakStats before performing the following steps.

1. Open StatVision.
2. Go to **Edit > Data Configuration**.
3. In the *Data Configuration* window (**Figure 3**), click the [...] button.
4. Locate the "Baseball" folder within the "Daktronics" folder that was just shared on the DakStats computer as described in **Set Up DakStats (p.4)**.
5. Click **OK** to save the data configuration.

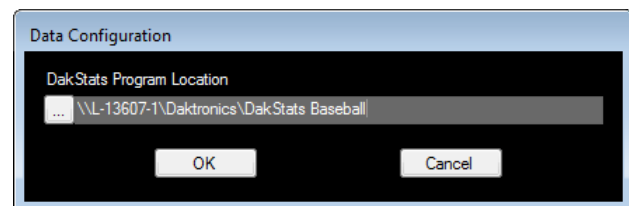


Figure 3: Data Configuration

Set Up Signs

Sign configuration allows the operator to configure the display that StatVision will control and send information to. At least one sign must be configured.

Configuring Signs

1. Open the Daktronics Scoring-Timing Interface (DSTI), if not already running, by double-clicking the DSTI icon on the desktop.
 - DSTI is typically installed on the same computer as DakStats.
 - The RTD ports available in StatVision are configured in DSTI by Daktronics.
2. Open StatVision, either on the same computer as DSTI or on a separate computer.
3. Go to **Edit > Signs**, and the *Sign Configuration* window will appear (**Figure 4**).

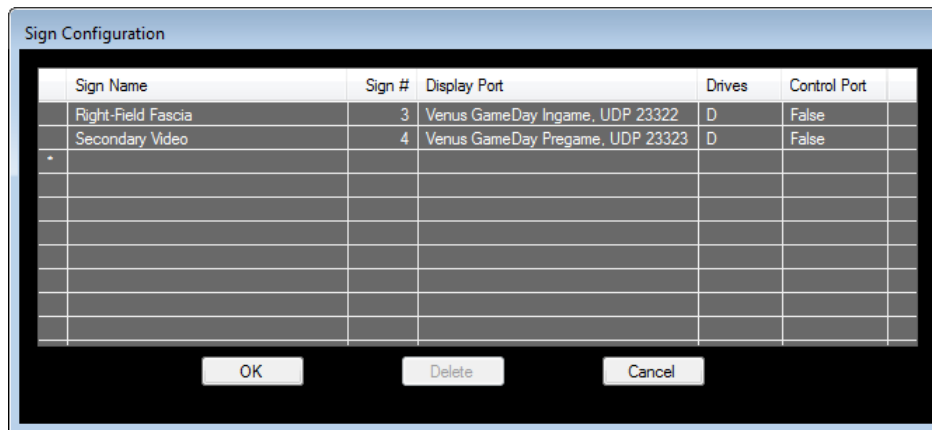


Figure 4: Sign Configuration

4. In the *Sign Name* column, enter a descriptive name for the sign. The name of the sign can be anything that makes sense to the operator.
5. In the *Sign #* column, select the sign number of the sign that StatVision will control.

To check the sign number in Venus 7000:

 - a. On the Venus 7000 computer, open the **Venus 7000 Shell**.
 - b. Go to **Configure > Signs**.
 - c. Double-click the desired sign, and go to the **Advanced** tab.

To check the sign number in V-Net:

 - a. On the V-Net computer, right-click the V-Net Manager icon in the task bar (4) and select **Control Panel**.
 - b. Click on the **Edit Configuration Settings** tab.

Note: If the sign number is **0**, change it to any number that is not already being used. If multiple signs are set to **0**, the same data and commands will be sent to every sign on the network configured with that sign number.

6. In the *Display Port* column, select the port to be used for the sign from a list of available ports supplied by DSTI.

Note: A display port can only be selected once. If more than two signs are controlled, contact Daktronics to have the DSTI configuration file modified.

7. Use the *Drives* column to select the drive letter(s) where content is stored for the selected sign. In the *Drive Letter Configuration* window (**Figure 5**) type in a new drive letter (if different from the default “D” drive) and click **Add**. Click **OK** when finished.
8. If using a V-Net controller, be sure to click in the *Control Port* column and then click **Yes**. This will send display commands over a specific port.
9. Click **OK** to save the sign.

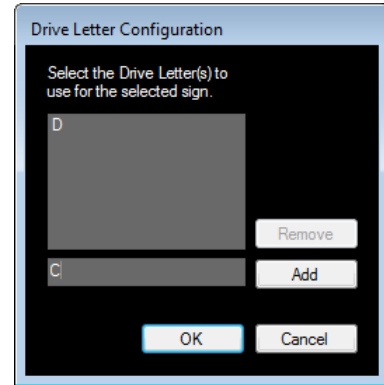


Figure 5: Drive Letter Configuration

Checking Signs

After a sign has been configured, it appears as a button on the top of the screen (**Figure 6**).

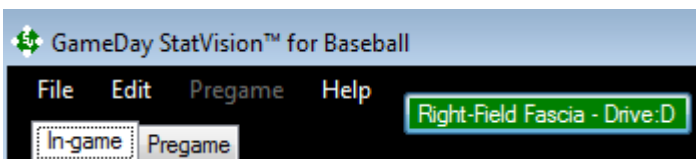


Figure 6: Checking Signs

- Click a sign once to enable it. Enabled signs are highlighted in green.
- Click a sign again to turn it off. Disabled signs are highlighted in red.
- If a sign has more than one drive letter assigned, there will be a different button for each sign and drive letter combination.

Note: More than one sign may be checked at a time, and at least one sign must be checked to output stats/messages. Standings/leaders can be displayed without any signs checked.

Set Up Sequences

When a certain combination of stats is to be displayed, StatVision tells the display controller to play a sequence that matches the selected data. The *Sequence Configuration* window is where the names of these sequences are specified.

Note: At a minimum, there must be a sequence for *1 Category/3 Stats* and *1 Category/4 Stats*. It is not necessary to create sequences for every possible category/stat combination.

Creating Sequences

Sequences are built on the Venus 7000 or Show Control computer. They determine the layout of the statistics and standings on the sign, including how many and what statistics are to be displayed. Separate sequences are required to display leaders and standings. Refer to **Appendix A** for further assistance with creating display sequences.

Use the following table to determine what input template file (ITF) or Data Interface Definition (DID) file to use for each type of data that StatVision sends out:

Data Type	ITF/ DID File	Dynamic Data Library Folder
Fixed, Situational, & Non-updating Stats	StatVision Stats	StatVision Stats
League Leaders	StatVision Leaders	StatVision Leaders
Standings	StatVision Standings	StatVision Standings
Player & Quick Messages	DSTI DSBA Plr Msg req	Requested: Player Messages
Elias Messages	StatVision Elias Message	StatVision Messages

Setting Up In-game Sequences

By default, double-clicking the *Fixed* or *Situational* Categories will make StatVision play 1 Category and 3 Stats (AVG, HR, and RBI) for Batter information and 1 Category and 4 Stats (ERA, IP, BB, and K) for Pitcher information. Operators must set up at least these two sequences.

1. Go to **Edit > Sequences**, and the *Sequence Configuration* screen will appear (**Figure 7**).
2. Type in the file name of each desired sequence into the table as named on the Venus 7000 or V-Net computer.

Note: Any file name may be used for the sequences, but it is recommended to use names such as "1_3" for simplicity.

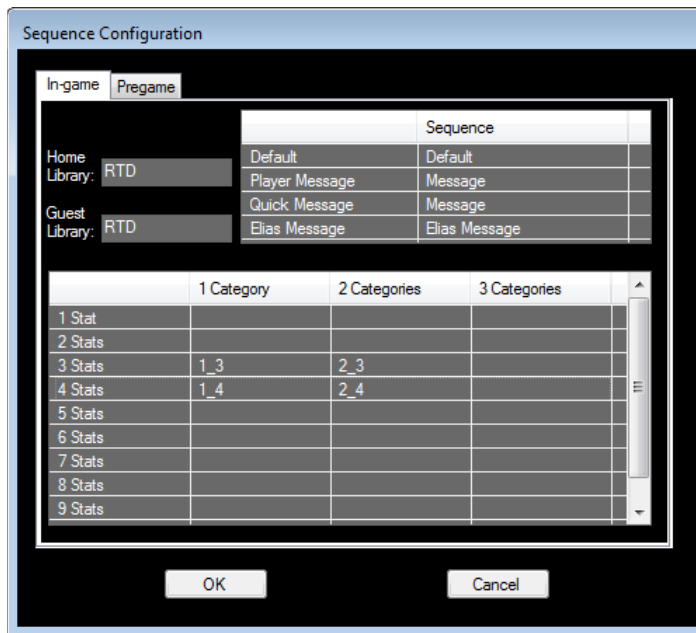


Figure 7: Sequence Configuration - In-game

The fields on the **In-game** tab of the *Sequence Configuration* window are described in the following table:

Home Library & Guest Library	The library name indicates the library/folder where the StatVision sequences are stored. There is one library for the <i>Home</i> team and one library for the <i>Guest</i> team. If the same sequences will be used for the Home and Guest teams, enter the same library name. Having separate libraries allows sequences for each team with a unique appearance (for example, a team logo as the background).
Default	If a <i>Default</i> sequence is entered, StatVision will automatically play this sequence when the batter/pitcher changes.
Player Message	Under <i>Sequence</i> in the <i>Player Message</i> row, enter the name of the sequence to use for player messages.
Quick Message	Under <i>Sequence</i> in the <i>Quick Message</i> row, enter the name of the sequence to use for quick messages.
Elias Message	Under <i>Sequence</i> in the <i>Elias Message</i> row, enter the name of the sequence to use for messages from Elias.
Stat/Category Table	Enter the names of each sequence for every category and statistic combination that will be used.

Note: If configuring multiple signs, the sequences must have the exact same names and be in a library with the same name for each sign.

Setting Up Pregame Sequences

The pregame sequences control how to display league leaders and standings.

1. Go to **Edit > Sequences**.
2. In the *Sequence Configuration* window, click the **Pregame** tab (**Figure 8**).
3. Type in the appropriate names for the *Libraries* and *Sequences*.

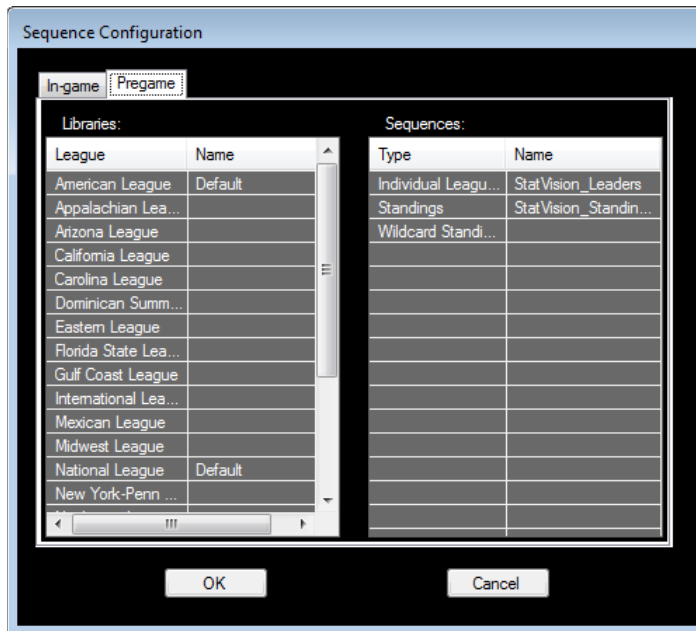


Figure 8: Sequence Configuration - Pregame

The fields on the **Pregame** tab of the *Sequence Configuration* window are described in the following table:

Libraries	The library name indicates the library/folder where the StatVision sequences are stored. If the sequences reside in the same library for multiple leagues, the library name will need to be typed into each league. Having separate libraries allows sequences for each league with a unique appearance (for example, a league logo as the background).
Sequences	Indicates the sequences to be used for displaying <i>Individual League Leaders, Standings, and Wildcard Standings</i> . Wildcard Standings are separate from Division Standings because up to 13 teams are possible for Wildcard Standings, while only 6 are included in Division Standings. If the sequence for both is the same, the name will need to be entered in both rows.

Leaders and standings sequences are displayed in pages. To configure how many stats to show per page and how long to display them, refer to **Pregame Options (p.10)**.

Game Day Setup

Be sure to perform the following steps before every game:

1. Open the GameDay Baseball program and perform a successful download.
2. Open DakStats Baseball and open the day's game that GameDay created.
3. Ensure DSTI is open and communicating with DakStats.
4. Open StatVision and ensure the connection status indicators in the lower-right corner of StatVision are all green (**Figure 9**).



Figure 9: Connection Status

Note: If all indicators are not green, refer to **Section 8: Troubleshooting (p.32)**.

For more information about the above programs, refer to the following manuals, which may be included in the software **Help** menu, downloaded from www.daktronics.com/manuals, or requested from Daktronics:

- **DakStats Baseball Software Operation Manual (DD1385420)**
- **DakStats Baseball Software Display Manual (DD1533474)**
- **Daktronics GameDay Baseball Software Operation Manual (ED-13979)**

4 Pregame Operation

The **Pregame** tab (**Figure 10**) configures how and what league leaders and standings are displayed through playlists. By default, categories are highlighted in yellow for home and blue for visitors to see which stats are applicable to the two current teams. Operators can click on individual Stat categories and see the full details in the lower half of the screen.

The screenshot shows the 'Pregame' tab interface. On the left is a 'Playlists' area. The main content is divided into 'League Leaders' and 'Standings' sections. The 'League Leaders' section has two sub-sections: 'Batting' and 'Pitching'. Each has a table with columns for 'Stat', 'AL', and 'NL'. The 'Batting' table lists stats like AVG, HR, RBI, SLG, OBP, OPS, Total Bases, Walks, Extra Base Hits, Games, Hits, Runs, and 3B. The 'Pitching' table lists stats like Wins, Losses, Saves, ERA, WHIP, Starts, IP, K, Walks, CG, Shutouts, Hits, and HR. The 'Standings' section has two tables: 'AL On Base Percentage' and 'NL On Base Percentage'. Both tables have columns for Rank, Name, Team, and OBP. The AL table lists players like Longoria, Markakis, Jackson, Murphy, Pena, Cabrera, Johnson, Rodriguez, Bautista, and Sweeney. The NL table lists players like Wright, Montero, Cozart, Ellis, Hart, LaRoche, Berkman, Bonifacio, Furcal, and Sandoval.

Figure 10: Pregame Tab

Pregame Options

The pregame options are used to customize the leaders and standings output.

1. Go to **Pregame > Options** (**Figure 11**). Note that the **Pregame** menu is only accessible while on the **Pregame** tab.

The screenshot shows the 'Pregame Options' dialog box. It has two main sections: 'Leaders' and 'Standings'. The 'Leaders' section includes a dropdown menu set to '20' for 'Highlight the leader category if a game player is in the top'. Below it are checkboxes for 'Apply RTD color to the leaders lists.' with options for 'Home Team' and 'Guest Team'. A note states: 'If the top player for the home team isn't displayed but is in the top 20 they will be set to the bottom of the list and the last leader will be removed.' The 'Standings' section includes checkboxes for 'Apply RTD color to the standings.' with options for 'Home Team' and 'Guest Team'. A note states: 'If the home team isn't displayed in the top of the wildcard standings then move them to that spot.' At the bottom right are 'OK' and 'Cancel' buttons.

Figure 11: Pregame Options

2. Use this window to adjust the following options:

Leaders

- Select the minimum rank that leaders must meet in order to be highlighted. This affects how stats appear in the user interface.
- Choose to apply *RTD Colors* to leaders for the *Home Team*, the *Guest Team*, both teams, or neither team (Venus 7000 only).
- Choose to show the top player from the home team if they would not normally be visible. For example, if an operator chooses to display the top ten leaders, but a player on the home team is in 17th place, this option would allow the 10th position to be replaced by that player instead.

Standings

- Choose to apply *RTD Colors* to standings for the *Home Team*, the *Guest Team*, both teams, or neither team (Venus 7000 only).
- Choose to show the home team in a specific spot of the wildcard standings if they would not normally be visible. For example, if an operator chooses to display only the top five teams, but the home team is in 7th place, this option would allow the 5th position to be replaced by the home team instead.

RTD Colors (Venus 7000 Only)

- Click **Change** to choose from 64 basic colors for the *Home Team* and *Guest Team*. Changing RTD colors will not affect the appearance of the user interface.

Note: If a specific color is needed that is not selectable, contact Daktronics to customize the RTD color values.

3. Click **OK** to save the options.

Creating Playlists

To display any of the information on the **Pregame** tab, operators must set up a playlist that defines what specific leaders and standings categories to show.

1. Go to **Pregame > Add Playlist**.

2. In the *Pregame Playlist Configuration* window (**Figure 12**), type in a descriptive playlist *Name*.

- Select the sign(s) to send the playlist to. Refer to **Set Up Signs (p.5)**. Hold **[Ctrl]** while clicking to select more than one sign.

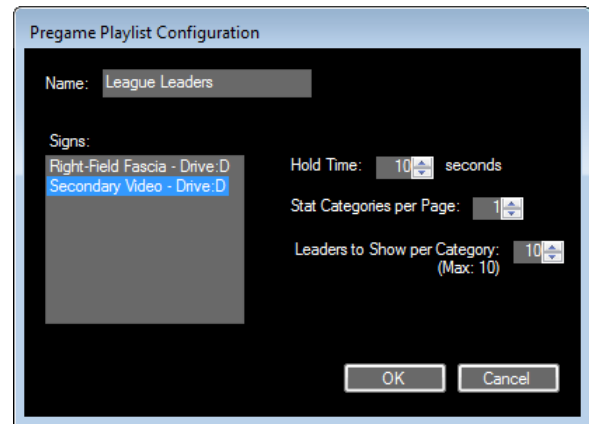


Figure 12: *Pregame Playlist Configuration*

- Enter the *Hold Time* in seconds for how long each page will remain on display.
- Enter the number of *Stat Categories per Page* to display. Setting this to “2” would allow the operator to show AL and NL stat leaders at the same time.
- Enter the number of *Leaders to Show per Category* at one time.

- Click **OK**, and the new playlist will appear in the *Playlists* section (**Figure 13**).

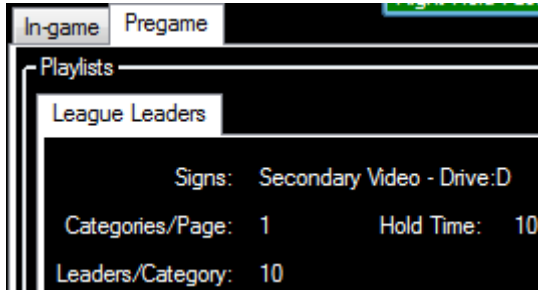


Figure 13: New Playlist

Note: Each additional playlist will have its own tab.

Adding League Leaders to a Playlist

Click in the space next to a *Batting* or *Pitching* stat category under the available league to mark it with a check. At the same time, the stat category will appear in the *Playlist* (**Figure 14**).

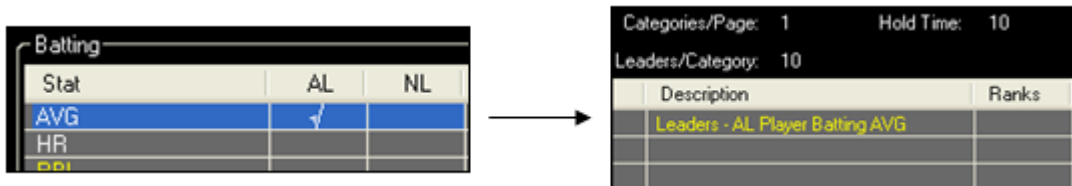


Figure 14: Adding League Leaders to a Playlist

Note: Alternately, click and drag the empty space where the checkmarks normally appear to the move stats to the desired position in the *Playlist*.

Adding Standings to a Playlist

- Click the **Standings** tab (**Figure 15**).

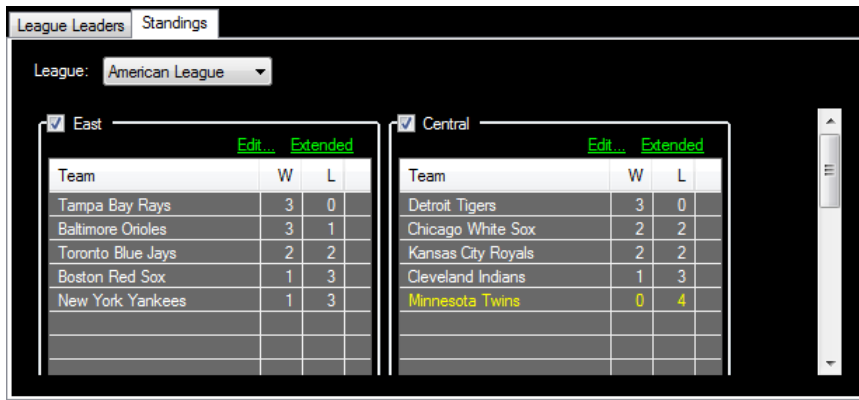


Figure 15: Standings Tab

- Choose a *League* if necessary.
- Check the box(es) to add different division and wildcard standings to the *Playlist*.
- Click **Extended** to show a list of all available stats for the division and wildcard standings in the lower half of the screen.

If needed, click **Edit** to modify the standings. This allows standings to be updated immediately after the game is finished or if there was an error in the download process. In the *Edit Standings* window (**Figure 16**), click in the desired field to edit and type in the new value. Note that *W%* and *GB* are calculated fields and not editable. Click **Save** to keep the changes or **Cancel** to discard them.

Rank	Team	W	L	W%	GB	E#	Streak	L10	Home	Road	East	Central	West	Interleague
1	Tampa Bay Rays	3	0	1.000	-	-	W3	3-0	3-0	0-0	3-0	0-0	0-0	0-0
2	Baltimore Orioles	3	1	.750	0.5	159	L1	3-1	3-1	0-0	0-1	3-0	0-0	0-0
3	Toronto Blue Jays	2	2	.500	1.5	158	L2	2-2	0-1	2-1	0-1	2-1	0-0	0-0
4	Boston Red Sox	1	3	.250	2.5	157	W1	1-3	0-0	1-3	1-0	0-3	0-0	0-0
5	New York Yank...	1	3	.250	2.5	157	W1	1-3	0-0	1-3	1-3	0-0	0-0	0-0

Figure 16: Edit Standings

Affiliate Leaders & Standings

StatVision can display MLB leaders and standings for AAA, AA, A Advanced, A, A Short Season, and Rookie affiliates.

1. Close out of StatVision, DakStats Baseball, and DSTI if open.
2. Open GameDay Baseball.
3. Click on **Configuration** (**Figure 17**).
4. Select the *League*, *Team*, and *Opponent* (typically **Automatic**).
5. Enable **Download MLB Standings/Leaders**.
6. Click **OK** to save the changes.
7. Slick **Start** to download the latest game and pregame files.
8. Reopen DakStats Baseball, DSTI, and StatVision.

Figure 17: Download MLB Standings/Leaders

Back in StatVision on the **Pregame** tab, notice that in addition to the selected league, it's now possible to enable AL and NL on the **League Leaders** tab, as well as select American League and National League on the **Standings** tab (**Figure 18**).

Stat	AL	NL	INT
AVG	✓		✓
HR			

Figure 18: Leaders/Standings for MLB Affiliates

Arranging & Removing Stat Categories

1. Select the leader or standing entry in the playlist.
2. Use the up and down arrow buttons to rearrange the order of the stats as needed, or simply click and drag them to the desired location.
3. Click the trash can icon to remove the stat category.

Note: Hold **[Ctrl]** while clicking to select and view, move, or delete multiple categories at the same time.

4. As stat categories are added to the list, they get highlighted in alternating rows of gray and black according to the *Categories/Page* setting (**Figure 19**).

Description	Ranks
Leaders - AL Player Batting AVG	
Leaders - NL Player Batting AVG	
Leaders - AL Player Batting HR	
Leaders - NL Player Batting HR	
Leaders - AL Player Batting RBI	
Leaders - NL Player Batting RBI	

Figure 19: Playlist with Different Category/Page Values

The black arrows indicate what categories are currently being sent out. These arrows will move down to the next category (or categories) according to the *Hold Time*.

Editing Playlists

1. Select the tab for the playlist to be edited.
2. Go to **Pregame > Edit Playlist** and the *Pregame Playlist Configuration* window appears (**Figure 12**). Here any setting may be changed but the *Name*.
3. Click **OK** to save the settings.

Copying Playlists

1. Select the tab for the playlist to be copied.
2. Go to **Pregame > Copy Playlist** and the *Pregame Playlist Configuration* window appears (**Figure 12**).
3. Type in a new *Name* for the copied playlist, and then click **OK**.

Deleting Playlists

1. Select the tab for the playlist to be deleted.
2. Go to **Pregame > Delete Playlist**.
3. Click **Yes** to confirm the deletion.

Outputting Playlists

Leaders and standings are outputted by using **StartPlaylist** and **StopPlaylist** Script Buttons. Refer to **Section 6: Preset Buttons (p.20)** for more information on creating scripts and script buttons.

5 In-game Operation

Statistics are displayed under three main categories for batters (**Figure 20**) and for pitchers (**Figure 21**):

- *Fixed Categories* are always displayed no matter the player or the situation.
- *Situational Categories* apply to the current game situation based on the GIP information received from DakStats Baseball. For example, if the batter is up with runners in scoring position and two outs, **Career With 2 Outs & Scoring Pos.** will be selectable only as long as that situation lasts. This ensures that the most relevant information is available.
- *Non-Updating* categories are only valid before the players' first at bat. Unlike the other two categories, these stats do not update throughout the game.

Double-clicking a category in the *Fixed*, *Situational*, or *Non-updating* list will send the statistics to a display controller that will display the stats on the sign according to the sequence setup.

Batting Pitching			
Fixed Categories			
Pujols	AVG	HR	RBI
For the Game	0/0	0	0
For the Season	214	0	1
For his Career	328	445	1330
Career vs. Perkins	250	0	0
In Road Games (2012)	0/4	0	0
In Road Games (Career)	323	241	648
vs. Left-Handed Pitchers (2012)	200	0	1
vs. Left-Handed Pitchers (Career)	337	114	313
2012 vs. Minnesota (1 Games)	0/4	0	0
Career vs. Minnesota (7 Games)	391	2	6
2012 at Target Field	0/4	0	0
Career at Target Field	0/4	0	0
2012 with Runners On	143	0	1
Career with Runners On	333	203	1088
Month of April (2012)	214	0	1
Month of April (Career)	319	78	231
Month of March (2012)	0/0	0	0
Month of March (Career)	125	0	1

Situational Categories			
Pujols	AVG	HR	RBI
2012 with Runners in Scoring Pos.	0/2	0	1
Career with Runners in Scoring Pos.	342	115	855
2012 after 0-2 Count (2 AB)	0/2	0	0
Career after 0-2 Count (989 AB)	251	45	136
2012 With 2 Strikes (6 AB)	167	0	0
Career With 2 Strikes (2781 AB)	262	139	428

Non-updating			
Pujols	Stat 1	Stat 2	Stat 3
FIRST-PITCH SWINGS (2011): 18%	AVG: .352	HR: 4	RBI: 1
IN LATE-INNING PRESSURE (2011)	AVG: .317	HR: 5	RBI: 1

Figure 20: Batting Statistics

Batting Pitching					
Fixed Categories					
Perkins	ERA	IP	BB	K	
For the Game	.00	0.0	0	0	
For the Season	.00	2.2	0	4	
For his Career	4.38	367.2	100	228	
2012 as Starter	.00	0.0	0	0	
Career as Starter	5.06	251.0	63	121	
2012 vs. Los Angeles (2 Games)	.00	1.2	0	2	
Career vs. Los Angeles (7 Games)	4.01	24.2	4	11	
2012 at Target Field	.00	1.2	0	2	
Career at Target Field	2.76	49.0	11	48	
In Home Games (2012)	.00	1.2	0	2	
In Home Games (Career)	3.90	216.2	52	139	
2012 vs. Left-Handers	.00	0.1	0	0	
Career vs. Left-Handers	3.20	95.2	40	63	
2012 with Runners On	.00	1.1	0	3	
Career with Runners On	7.71	183.1	50	119	
Month of April (2012)	.00	2.2	0	4	
Month of April (Career)	2.25	52.0	15	34	
Month of (2012)	.00	0.0	0	0	
Month of (Career)	.00	0.0	0	0	

Situational Categories		
Perkins	ERA	IP
2012 with Runners in Scoring Pos. (0 AB)	.00	0.1
Career with Runners in Scoring Pos. (349 AB)	12.21	98.0
2012 after 0-2 Count (1 AB)	.00	0.1
Career after 0-2 Count (285 AB)	1.91	80.0

Non-updating			
Perkins	Stat 1	Stat 2	Stat 3
11.2 BASE RUNNERS PER 9 INN. (2011)	H: 8.0	BB:	
DISTRIBUTION OF OUTS (2011)	GRD: 40%	FLY:	

Figure 21: Pitching Statistics

Viewing Player Stats

StatVision automatically selects the current batter and pitcher, but there are several ways to select other players and view their stats at any time.

Batter Modes

Operators can select from three different batter modes. StatVision automatically updates these modes as the batting order changes.

To select batter modes, click **Last Batter**, **Current Batter**, or **Next Batter**. The selected mode will be highlighted in green (**Figure 22**).



Figure 22: Selecting Batters

Team Rosters

If the statistics of a player other than the last, current, or next batter are needed, StatVision lets operators search the team roster and bring up any other player's statistics. The team roster will display all of the players and their numbers that are on the team's roster for that particular game.

The roster separates players into two categories:

- The *Bullpen* lists only the team's pitchers.
- The *Bench* lists every player on the team.

Note: If the bullpen list is empty, make sure that the players have their positions set to pitcher in the DakStats roster.

To view a team roster:

1. Click the team's logo, and the team's roster will appear (**Figure 23**).
2. Select a player from the roster by clicking the player's name. StatVision will display the selected player's batting/pitching statistics in the *Fixed* and/or *Situational Categories*.

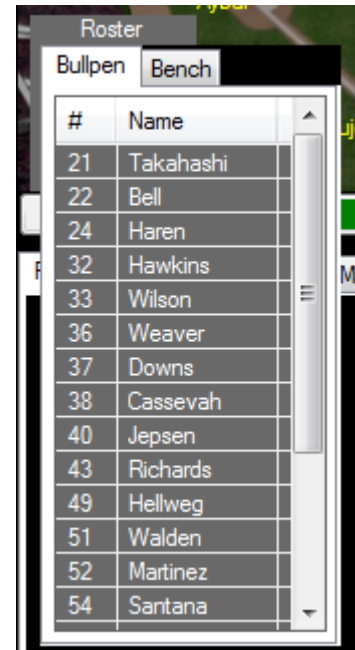


Figure 23: Team Rosters

Viewing Fielder Statistics

To view statistics about players that are currently playing on the field, running the bases, or batting, simply click the player's name shown on the baseball diamond image (**Figure 24**).



Figure 24: Selecting Fielders

Selecting Stats for Display

There are three ways to output stats for display:

- Double-click a single category to quickly display the default stats.
- Use the *Category Specifics* window to select multiple categories to play at once.
- Create Stat Buttons to preview and send frequently used stats. Refer to **Adding Stat Buttons (p.28)**.

When a category is sent for a batter, the three statistics shown by default are: batter average (**AVG**), homeruns (**HR**), and runs batted in (**RBI**). When a category is checked for a pitcher, the four default statistics shown are: earned run average (**ERA**), innings pitched (**IP**), walks (**BB**), and strikeouts (**K**).

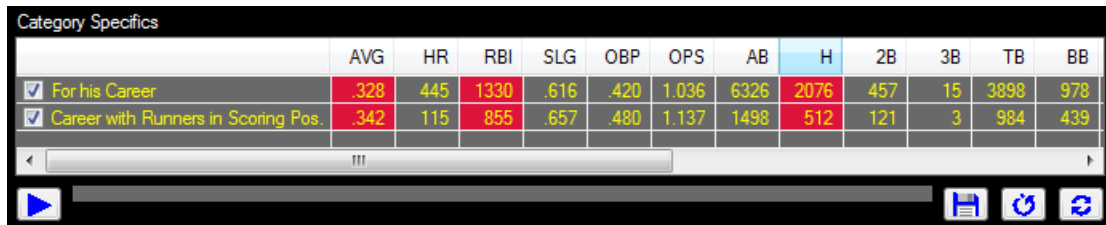
Displaying Multiple Categories

Checking a *Fixed* or *Situational* category shows its available stats in the *Category Specifics* area. Up to ten statistics in three separate categories may be sent at a time. If a fourth category is selected, the first checked category in the list will be deselected.

Make sure the proper sequence has been configured to display the desired number of statistics and categories. Refer to **Set Up Sequences (p.6)**.




Note: Non-updating stats do not appear in the *Category Specifics* window. Only one non-updating category with three stats may be displayed at a time.

1. Check the box next to one or more categories from the *Fixed* or *Situational* lists. The categories appear in the *Category Specifics* area in the order they were clicked.
2. Under *Category Specifics*, click the desired stats and the entire column will be highlighted (**Figure 25**). To deselect a statistic, click anywhere within the column.



	AVG	HR	RBI	SLG	OBP	OPS	AB	H	2B	3B	TB	BB
<input checked="" type="checkbox"/> For his Career	.328	445	1330	.616	.420	1.036	6326	2076	457	15	3898	978
<input checked="" type="checkbox"/> Career with Runners in Scoring Pos.	.342	115	855	.657	.480	1.137	1498	512	121	3	984	439

Figure 25: *Category Specifics*

3. When all of the desired stats are selected, click the play button  to display the stats. Only the categories that are checked will be sent.
4. To clear all the categories in the box, click the **Clear Categories**  button.
5. If desired, click the floppy disk icon  to save the setup as a Stat Button. Refer to **Adding Stat Buttons (p.28)**.

Note: Click and drag column headers to change the default order of the stat columns.

Messages

StatVision provides three different types of messages: Player Messages, Quick Messages, and Elias Messages. Click the appropriate tab to create, view, and display the messages.

Note: Player and Quick Messages may both use the same display sequence. Elias Messages require a separate sequence to display correctly. Refer to **Set Up Sequences (p.6)**.

Player Messages

The **Player Msg** tab displays messages for the selected player (**Figure 26**).

Note: Player messages may be added/edited/deleted in DakStats Baseball by going to **Configure > Player Messages**.

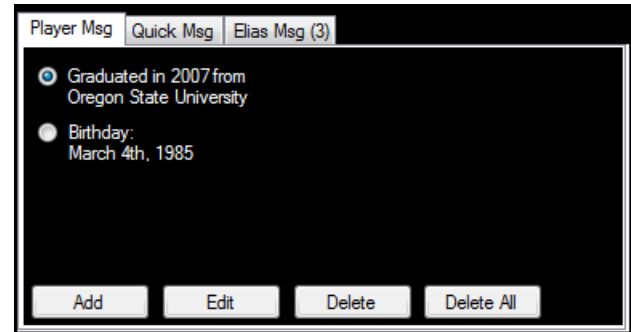


Figure 26: Player Message

Adding Player Messages

1. On the **Player Msg** tab, click the **Add** button.
2. Type out the desired message in the *Player Message Editor* window (**Figure 27**).
3. Click **Save**.

Displaying Player Messages

On the **Player Msg** tab, simply double-click a message to display it.

Editing Player Messages

1. On the **Player Msg** tab, select the message to edit, and then click the **Edit** button.
2. Modify the message text in the *Player Message Editor* window (**Figure 27**).
3. Click **Save**.
 - With **Word Wrap** checked, longer words are automatically pushed down to the next line.
 - **Left**, **Center**, and **Right** refer to the text alignment.

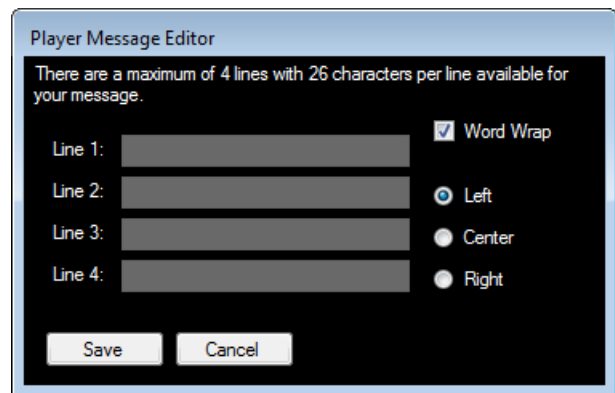


Figure 27: Player Message Editor

Deleting Player Messages

On the **Player Msg** tab, there are two ways to delete messages.

- Select a message to delete, and then click **Delete**. Click **Yes** to confirm.
- Click **Delete All** to remove every message for the selected player. Click **Yes** to confirm.

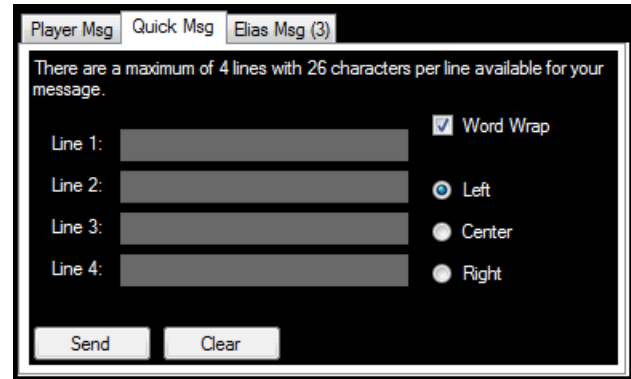
Note: These actions cannot be undone!

Quick Messages

The quick message option allows operators to create a brief message and send it to the display without first saving it to a specific player.

On the **Quick Msg** tab (Figure 28), type in a message, and then click **Send** to display it. Click **Clear** to remove all text from the boxes.

- With **Word Wrap** checked, longer words are automatically pushed down to the next line.
- **Left**, **Center**, and **Right** refer to the text alignment.



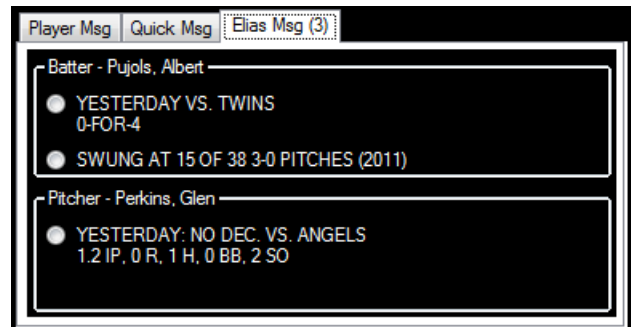
The screenshot shows a dialog box titled "Quick Msg" with three tabs: "Player Msg", "Quick Msg", and "Elias Msg (3)". The "Quick Msg" tab is active. The dialog contains a text area with four lines, each with a label "Line 1:" through "Line 4:". To the right of the text area are three radio buttons for text alignment: "Left" (selected), "Center", and "Right". Above the alignment options is a checked checkbox for "Word Wrap". At the bottom of the dialog are two buttons: "Send" and "Clear". A message at the top of the dialog reads: "There are a maximum of 4 lines with 26 characters per line available for your message."

Figure 28: Quick Message

Elias Messages

Elias messages come directly from Elias Sports Bureau (ESB). Messages for the current batter and pitcher are displayed at the same time. Elias messages may not be edited before being sent to a display (Figure 29).

1. Click the **Elias Msg (#)** tab. The # will change depending how many messages are available for the current batter and pitcher.
2. Double-click a message to display it.



The screenshot shows a dialog box titled "Elias Msg (3)" with three tabs: "Player Msg", "Quick Msg", and "Elias Msg (3)". The "Elias Msg (3)" tab is active. The dialog displays two sections: "Batter - Pujols, Albert" and "Pitcher - Perkins, Glen". Each section contains a list of messages with radio buttons. Under "Batter - Pujols, Albert", there are two messages: "YESTERDAY VS. TWINS 0-FOR-4" and "SWUNG AT 15 OF 38 3-0 PITCHES (2011)". Under "Pitcher - Perkins, Glen", there is one message: "YESTERDAY: NO DEC. VS. ANGELS 1.2 IP, 0 R, 1 H, 0 BB, 2 SO".

Figure 29: Elias Messages

6 Preset Buttons

Preset Buttons provide control over what data is sent to displays and how it is displayed.

- **Script Buttons** allow operators to display sequences other than just statistics. Display any sequence desired, blank the sign, and much more. Script Buttons eliminate the need to switch back and forth between StatVision and the display controller to use basic commands.

Note: Only one button can be running at any time. If a button is pressed while another script is running, the script will stop before a new script may start.

- **Stat Buttons** allow operators to assign frequently used stats into convenient buttons. Stat Buttons may be predefined to display the same group of stats, or let the operator select certain stats just before being sent to a display.

The *Preset Buttons* area is dockable, meaning it can be placed anywhere on the StatVision main screen, and re-docked on the screen's border. To move the area, click on the words *Preset Buttons*, and drag the box to the desired location.

By default, the Preset Buttons are on the bottom of the screen (**Figure 30**):

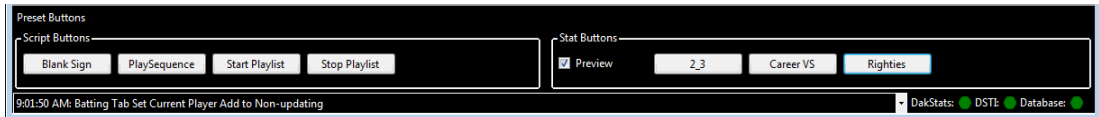


Figure 30: Preset Buttons on Bottom

Preset Buttons can also be placed at the top of the screen (**Figure 31**):

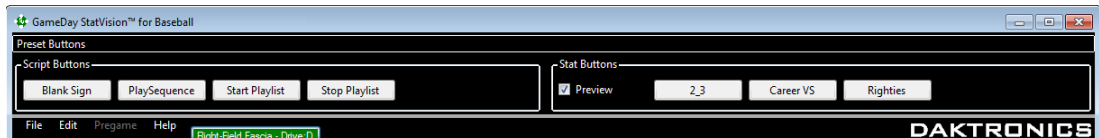


Figure 31: Preset Buttons on Top

Or on the left or right sides of the screen (**Figure 32**):

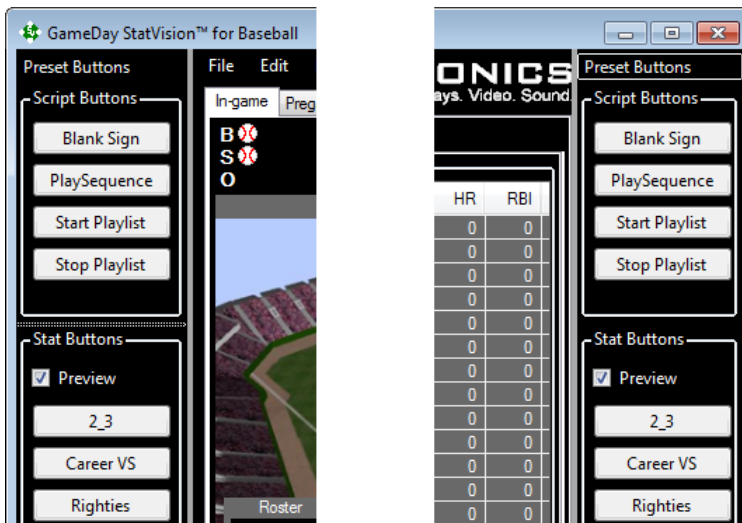


Figure 32: Preset Buttons on Sides

Note: Hold [Ctrl], and then click and drag the buttons to arrange them vertically.

Script Configuration

Before any Script Buttons may be set up, the operator must first create scripts to assign to the buttons.

Right-click the *Script Button* area and click **Edit Scripts** (Figure 33).

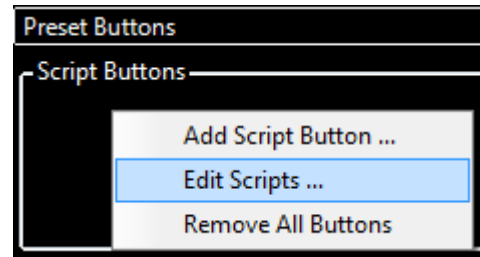


Figure 33: Edit Scripts

Adding Scripts

1. Click **Add New** on the *Select Script* window (Figure 34).

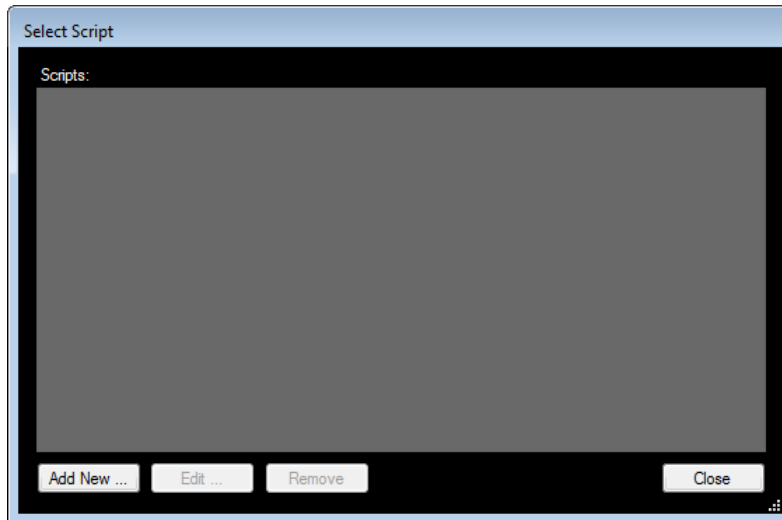


Figure 34: Adding a Script

2. Click **Add Line** on the *Edit Script - Add New* screen (Figure 35).



Figure 35: Edit Script - Add New

3. Select a scripting command from the Select Scripting Command window (**Figure 36**).

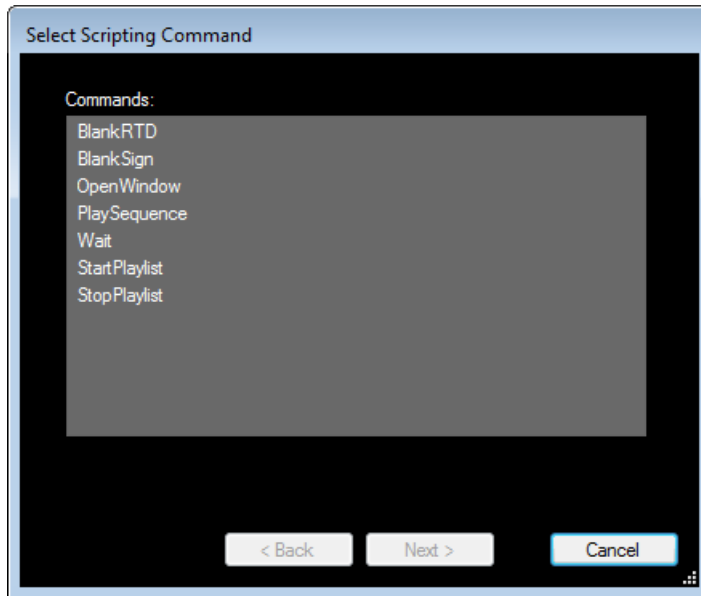


Figure 36: Select Scripting Command

The remaining steps will differ depending on which script command is selected:

- BlankRTD (Venus 7000 only)
- BlankSign (Venus 7000 only)
- OpenWindow (Venus 7000 only)
- Play Sequence
- Wait
- StartPlaylist
- StopPlaylist

BlankRTD (Venus 7000 Only)

The **BlankRTD** script will blank the real-time data in the buffer for the display. Up to ten (10) blocks of data can be cleared.

1. Select **BlankRTD** from the *Select Scripting Command* window (**Figure 36**).
2. Click **Next**.
3. Select the sign on which the command will run.
4. Click **Next**.
5. The *Set RTD Offsets* screen will appear (**Figure 37**).

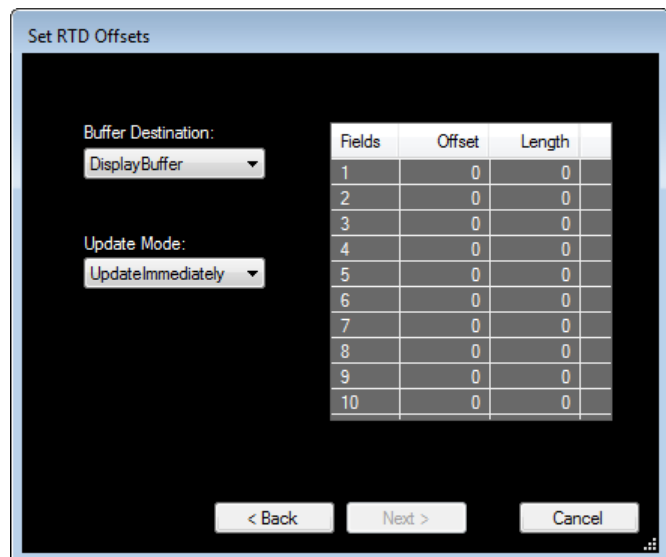


Figure 37: Set RTD Offsets

6. Set the *Buffer Destination* by selecting either:
 - **Display Buffer:** sends the RTD information to display
 - **Capture Buffer:** captures the RTD information to a sequence
 - **Both**
7. Set the *Update Mode* by selecting either:
 - **Update Immediately:** updates data immediately
 - **Update on Refresh:** updates data when a sequence is started or refreshed
8. Insert the appropriate value in the *Offset* column for the block(s) of data.
9. Insert the appropriate value in the *Length* column for the block(s) of data.
10. Click **Next**.
11. Verify the command and make sure it is correct, and then click **Finish**. The *Edit Script - Add New* screen will appear again, this time containing the new script line in the box.

BlankSign (Venus 7000 Only)

The **BlankSign** script will stop a selected sequence that is running on the display.

1. Select **BlankSign** from the *Select Scripting Command* window (**Figure 36**).
2. Click **Next**.
3. Select the sign on which the command will run, and then click **Next**.
4. Verify the command and make sure it is correct, and then click **Finish**. The *Edit Script - Add New* screen will appear again, this time containing the new script line in the box.

OpenWindow (Venus 7000 Only)

The **OpenWindow** script opens, moves, or closes one window on the display.

1. Select **OpenWindow** from the *Select Scripting Command* window (**Figure 36**).
2. Click **Next**.
3. Select the sign on which the command will run, and then click **Next**. The *Open Window* screen will appear (**Figure 38**).

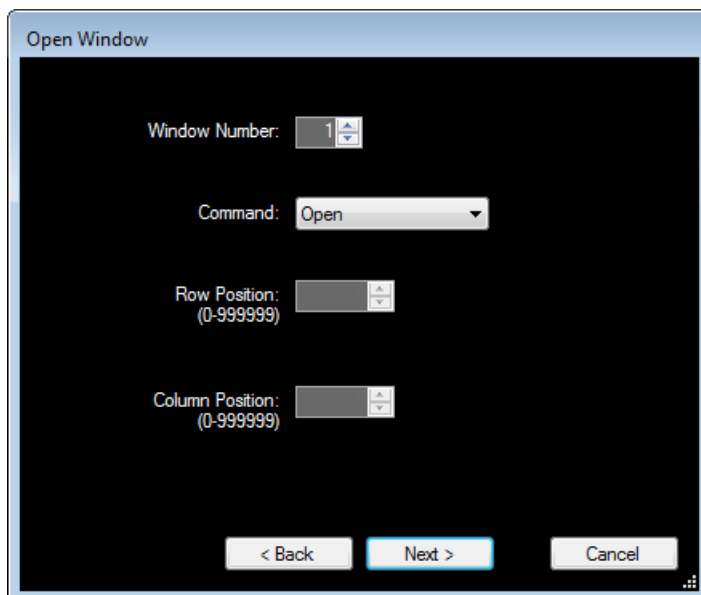


Figure 38: *Open Window*

4. Select the window number that matches the window set up in Venus 7000.
5. Click on the drop down menu to select a *Command*.
 - **Open:** Opens the window.
 - **Close:** Closes the window.
 - **Move:** Moves and opens the window. Enter the row and column position.

Note: If a window moves, the next time it is opened it opens in the previous position.

6. Click **Next**.
7. Verify the command and make sure it is correct, and then click **Next**. The *Edit Script - Add New* screen will appear again, this time containing the new script line in the box.

PlaySequence

The **PlaySequence** command plays a specified sequence on the display.

1. Select **PlaySequence** from the *Select Scripting Command* window (**Figure 36**).
2. Click **Next**.
3. Select the sign on which the command will run.
4. Click **Next** and the *Select Sequence* window will appear (**Figure 39**).

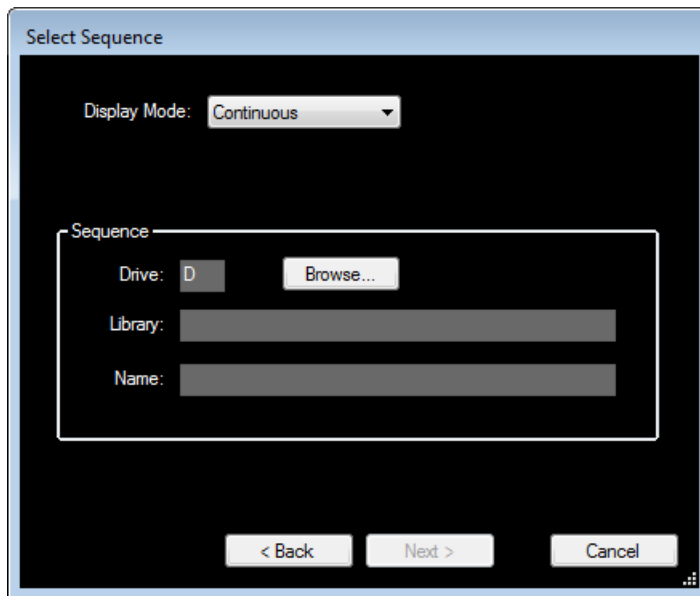


Figure 39: *Select Sequence*

5. Select the *Display Mode* from the following options:
 - **Continuous:** the sequence will play continually.
 - **Times:** once selected, insert the number of times in the *# of Times* box.
 - **Selected Frame:** once selected, insert the frame number in the *Frame* box (Venus 7000 only).
6. Fill in the information in the *Sequence* section. For Venus 7000 only, click the **Browse** button to find the appropriate file and fill in all of the blanks in this area.
7. Click **Next**.
8. Verify the command and make sure it is correct, and then click **Finish**. The *Edit Script - Add New* screen will appear again, this time containing the new script line in the box.

Preset Buttons

Wait

The **Wait** script command inserts a pause in the script between commands.

1. Select **Wait** from the *Select Scripting Command* window (**Figure 36**).
2. Click **Next**.
3. In the *Set Wait Time* window, set the *Minutes*, *Seconds*, and/or *Milliseconds* to wait (**Figure 40**).
4. Click **Next**.
5. Verify the command and make sure it is correct, and then click **Finish**. The *Edit Script - Add New* screen will appear again, this time containing the new script line in the box.

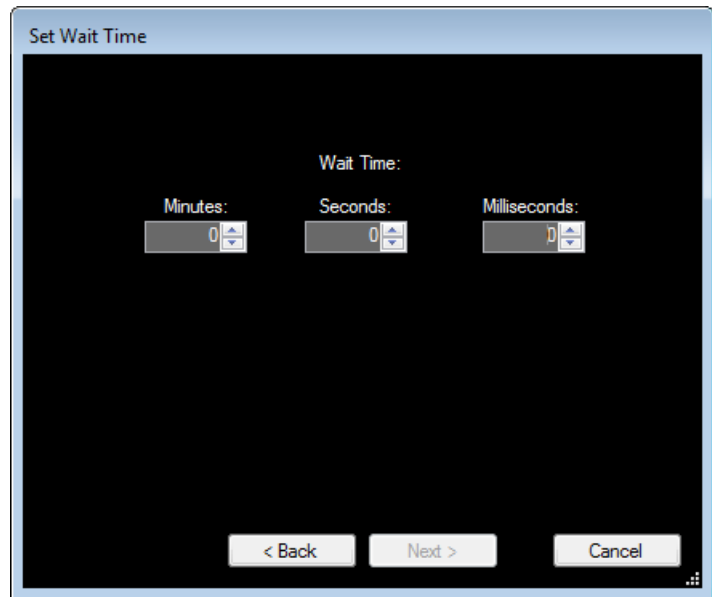


Figure 40: Set Wait Time

In order to display pregame content, both `StartPlaylist` and `StopPlaylist` commands must be configured. Refer to **Section 4: Pregame Operation (p.10)** for more information about setting up pregame playlists.

StartPlaylist

The **StartPlaylist** command is how pregame stat playlists are outputted.

1. Select **StartPlaylist** from the *Select Scripting Command* window (**Figure 36**).
2. Click **Next**.
3. Select a single playlist or multiple playlists by holding **[Ctrl]** while clicking.
4. Click **Next**.
5. Verify the command and make sure it is correct, and then click **Finish**. The *Edit Script - Add New* screen will appear again, this time containing the new script line in the box.

StopPlaylist

The **StopPlaylist** command stops sending out pregame stat playlists.

1. Select **StopPlaylist** from the *Select Scripting Command* window (**Figure 36**).
2. Click **Next**.
3. Select a single playlist or multiple playlists by holding **[Ctrl]** while clicking.
4. Click **Next**.
5. Verify the command and make sure it is correct, and then click **Finish**. The *Edit Script - Add New* screen will appear again, this time containing the new script line in the box.

After entering the desired command lines to a new script, click **Save**. A prompt will appear to enter a *Script Name*. Type in a name, and click **Save**. Once a script is assigned to a button as described in **Adding Script Buttons (p.27)**, the script name will appear on the button.

Editing Scripts

In the *Select Script* window, highlight the script to edit, and then click **Edit (Figure 41)**. Scripts currently used in script buttons are denoted with *(Assigned)*.

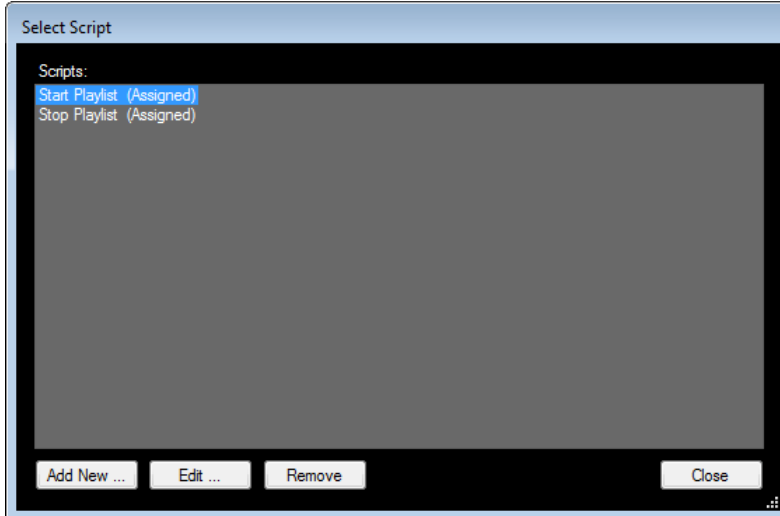


Figure 41: *Selecting a Script*

In the *Edit Script* window that appears (**Figure 42**), operators may select from the following options:

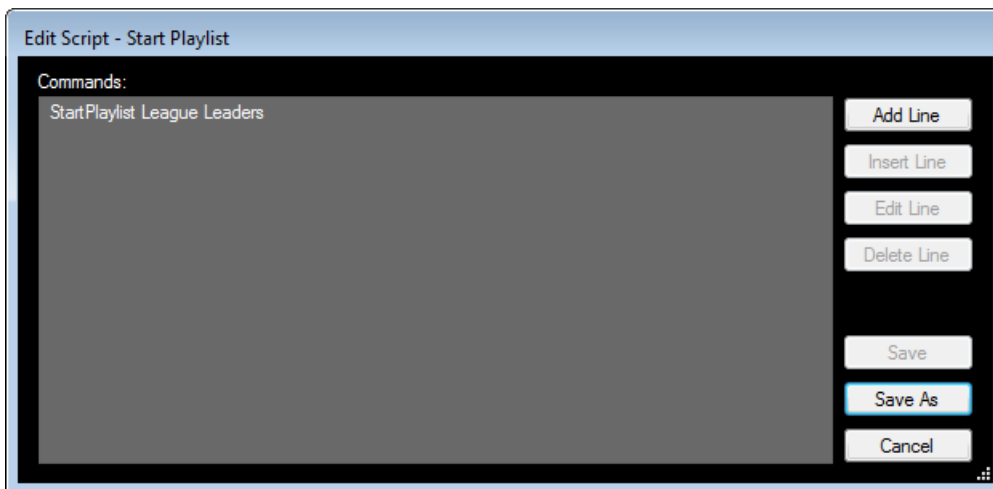


Figure 42: *Editing a Script*

Inserting a Script Line

1. Select the script line that will go immediately after the new script line.
2. Click **Insert Line**.

Note: **Add Line** places a new line at the end of the list of commands while **Insert Line** places a new line before a selected command. Refer to **Adding Scripts (p.21)** to add a command.

Editing a Line

1. Select the script line to edit.
2. Click **Edit Line**.

Deleting a Line

1. Select the script line to delete.
2. Click **Delete Line**.

Save

The **Save** button saves any changes to the script and closes the *Edit Script* window.

Save As

The **Save As** button – available only when editing scripts – is used to rename scripts.

Cancel

The **Cancel** button cancels any changes or additions, and closes the *Edit Script* window.

Adding Script Buttons

Operators are able to create Script Buttons for any purpose and at any time.

1. Right-click in the *Script Buttons* area, and then click **Add Script Button (Figure 33)**.
2. Select the desired script.
3. Click **OK**.

Note: If there are no scripts in the *Select Script* window, refer to **Script Configuration (p.21)**.

Editing Script Buttons

Editing Script Button Cell


1. Right-click the script button.
2. Click **Edit Cell**.
3. Click the desired script.
4. Click **OK**.


Editing Script Files

1. Right-click the script button.
2. Click **Edit Script File (Figure 42)** to edit, add, insert, or remove script files. Refer to **Editing Scripts (p.26)**.
3. Click **Save** when finished.

Adding Stat Buttons

There are two primary kinds of Stat Buttons: **User Selected** or **Preset**. Preset stat buttons are assigned with specific Categories (For the Season, vs. Right-Handed Pitchers, etc.) as well as specific stats (AVG, HR, etc.). User Selected buttons, on the other hand, only define the stats, allowing the user to select the desired Categories on the fly.

1. Check up to three boxes next to the desired stats in the *Fixed* or *Situational Categories* areas (**Figure 43**).
2. In the *Category Specifics* area, click the stats or their column headers to highlight them (**Figure 44**).
3. Click the floppy disk icon  below the *Category Specifics* area, and the *Stat Button Order* window will appear (**Figure 45**).
4. Type in an appropriate *Button Name*.
5. Select one of the following *Categories*:
 - **User Selected**: allows the operator to show the stats in the *Stat Order* list for any selected *Fixed* or *Situational Categories*.
 - **Preset**: always displays the *Fixed* or *Situational Categories* shown in the gray box with the stats defined in the *Stat Order* list.
6. In the *Stat Order* list, the stats may be clicked and dragged into the desired priority.
7. Click **Save** to put the new button in the *Stat Buttons* area.
8. To make changes, right-click the button and click **Edit Button Configuration**. This re-opens the *Stat Button Order* window.

Note: With the *Preview* box checked, all stats assigned to the button will first appear in the *Category Specifics* list. It is then necessary to click the play button  to send the stats to a display. With the *Preview* box unchecked, the stats will be sent right when the button is clicked.

Fixed Categories			
Aybar	AVG	HR	RBI
<input type="checkbox"/> Career vs. Waldrop	0/0	0	0
<input type="checkbox"/> Career vs. Burroughs	0/0	0	0
<input type="checkbox"/> Career vs. Burton	0/0	0	0
<input type="checkbox"/> In Home Games (2012)	.231	0	3
<input type="checkbox"/> In Home Games (Career)	.258	9	97
<input type="checkbox"/> In Road Games (2012)	.333	0	7
<input type="checkbox"/> In Road Games (Career)	.291	15	113
<input checked="" type="checkbox"/> vs. Right-Handed Pitchers (2012)	.222	0	3
<input checked="" type="checkbox"/> vs. Right-Handed Pitchers (Career)	.278	15	155
<input type="checkbox"/> vs. Left-Handed Pitchers (2012)	.286	0	7
<input type="checkbox"/> vs. Left-Handed Pitchers (Career)	.270	9	55

Figure 43: Select Fixed Categories

Category Specifics				
	AVG	HR	RBI	SLG
<input checked="" type="checkbox"/> vs. Right-Handed Pitchers (2012)	.222	0	3	.444
<input checked="" type="checkbox"/> vs. Right-Handed Pitchers (Career)	.278	15	155	.386

Figure 44: Select Category Specifics

Stat Button Order

Button Name:

Categories

User Selected

Preset

vs. Right-Handed Pitchers (<Year>)

vs. Right-Handed Pitchers (Career)

Stat Order

AVG

HR

RBI

SLG

(Click and drag to change order)

Figure 45: Stat Button Order

Maintaining Preset Buttons

Editing Preset Button/Text Color

1. Right-click the desired Script or Stat Button.
2. Click **Set Button Color** or **Set Text Color** and a color palette will appear.
3. Select or define a new color for the button/text.
4. Click **OK**.

Deleting Preset Buttons

Note: The actions below cannot be undone!

Deleting All Script or Stat Buttons

1. Right-click within the Script or Stat Button area.
2. Click **Remove All Buttons**, and **Yes** to confirm.

Deleting One Script or Stat Button

1. Right-click the desired Script or Stat Button to delete.
2. Click **Delete Script Button** or **Delete Stat Button**, respectively, and **Yes** to confirm.

Rearranging Preset Buttons

- Hold **[Ctrl]**, and then click and drag the preset buttons to a new location.
- The Script and Stat Buttons areas can be expanded or contracted to accommodate for more or fewer buttons.

7 Customizing StatVision

Category Titles

When a category title is too long for display or needs abbreviation or editing, use the following process to change the category titles.

1. Go to **Edit > Category Titles**.
2. In the *Category Titles* window (**Figure 46**), click on a *Title* to edit.
3. Type in the abbreviated or changed title. Use the legend to insert placeholder text (<Year>, <#G>, <Abbr>, etc.) for StatVision to fill with the correct value.
4. Press **[Enter]**.
5. Repeat **Steps 2-4** to modify additional category titles.
6. Click **Apply** to save changes, or click **OK** to save and close. The **Restore Defaults** button may be used to bring back all of the original titles.

Note: A common title to change is *At Stadium*. Leaving the title as **<Stadium>** will use an underscore “_” in place of any spaces. Ex: “Fenway_Park” versus “Fenway Park”.

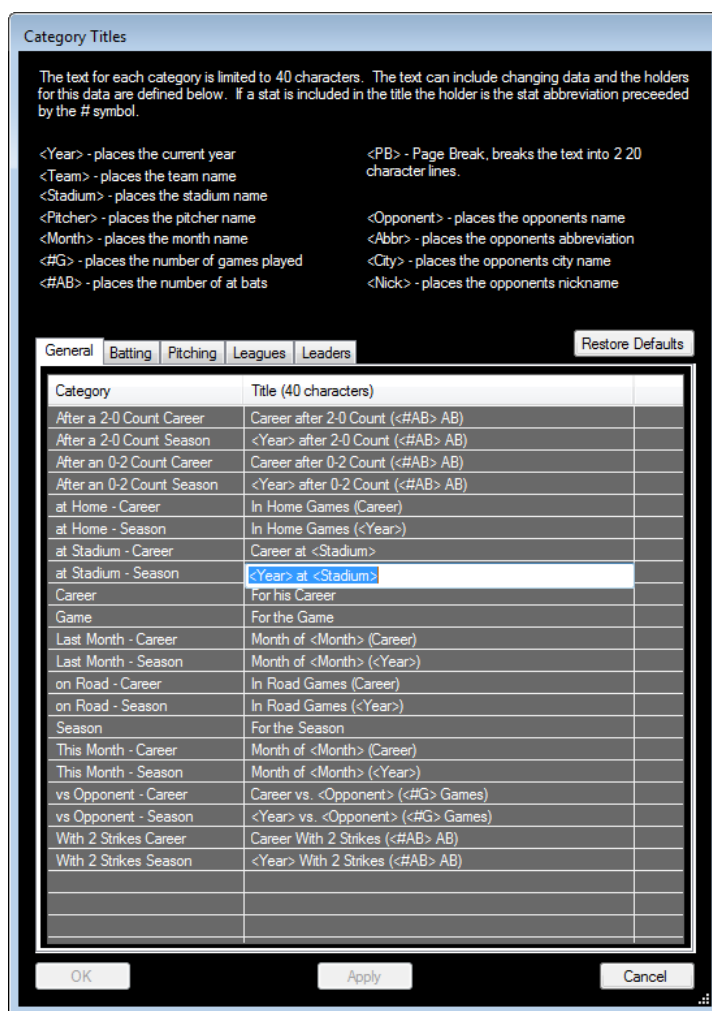


Figure 46: Category Titles

Threshold Configurations

StatVision highlights positive stats using threshold values (In-game only).

To change category thresholds:

1. Go to **Edit > Thresholds**.
2. The *Threshold Configuration* window will appear (**Figure 47**).

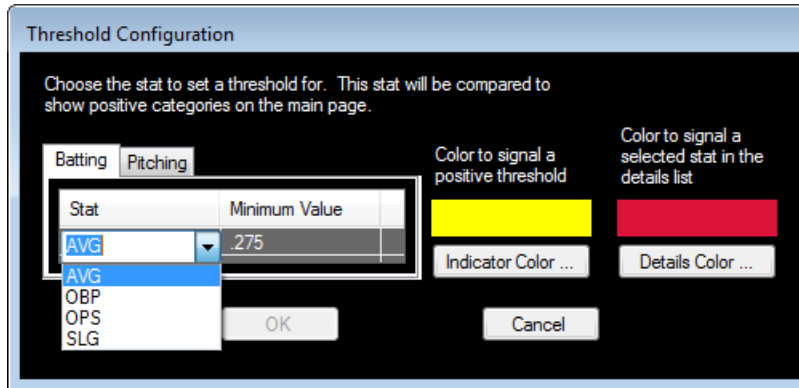


Figure 47: *Threshold Configuration*

3. Click on the **Batting** or **Pitching** tab.
4. Select a stat under the *Stat* heading.
5. Under the *Minimum Value* heading, type in the value that the statistic must meet in order to be highlighted (**Figure 48**).

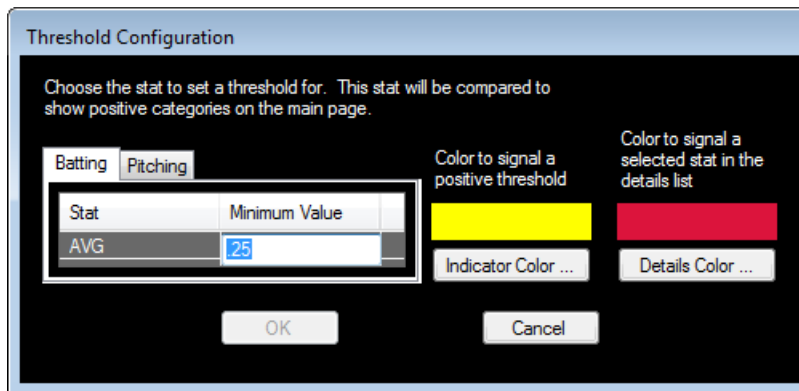


Figure 48: *Threshold Configuration - Minimum Value*

6. Change the color options if desired:
 - a. Click either **Indicator Color** or **Details Color**.
 - b. Choose a color from the palette, or define a custom color.
 - c. Click **OK**.
7. Click **OK** to save the threshold settings.


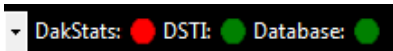
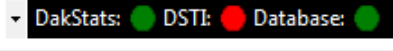

Note: Thresholds can only be set for calculated stats. This way they are valid throughout the entire season.

Set Output To Uppercase

Go to **Edit > Set Output to Uppercase** to display all stats in uppercase letters.

8 Troubleshooting

The following table provides a list of common problems and suggested solutions. If a problem occurs that is not listed below or cannot be resolved, contact Daktronics.

Problem	Solution
Not receiving visitor information	<ul style="list-style-type: none"> Do a manual download from GameDay Baseball.
Connection attempt failed sending stats/ V7000 is not responding to message	<ul style="list-style-type: none"> Verify that the sign service is running. Verify that a command port is configured.
Invalid Sign Error / Invalid Sequence	<ul style="list-style-type: none"> Verify that the configured Sign # in StatVision matches the Venus 7000/V-Net sign numbers. Verify the sign numbers are identical on both the primary and backup controllers. Verify the sequence is configured in StatVision with the proper drive, library, and file name. Verify the sequence in StatVision exists on both the primary and backup controllers.
Template Not Found	<ul style="list-style-type: none"> Ensure a sequence exists and has been assigned for the specific group of stats being sent. Refer to Set Up Sequences (p.6).
Batter not refreshed	<ul style="list-style-type: none"> Click the Refresh  button.
Log File errors	<ul style="list-style-type: none"> Navigate to "C:\Documents and Settings\All Users\Application Data\Daktronics\GameDay StatVision" for Windows XP or "C:\ProgramData\DAKTRONICS\GameDay StatVision" for Windows 7 and delete the log file for that day. <p>Note: It may be necessary to view hidden files and folders to find these log files.</p>
Edit > Signs menu option disabled	<ul style="list-style-type: none"> Verify DSTI is running and that it is configured with GameDay ports.
Player & Quick Messages do not display (V-Net)	<ul style="list-style-type: none"> Verify the "DSTI DSBA Plr Msg req.DSRC" file is pointing to the correct input port. By default this is set to "21322", but it must match the GameDay Ingame port configured for the sign (typically "23322").
Red DakStats Indicator 	<ul style="list-style-type: none"> Verify DakStats is running and the current day's game is the open competition.
Red DSTI Indicator 	<ul style="list-style-type: none"> Verify DSTI is running, the correct <i>Sport</i> and <i>Interface</i> are selected, and the competition from DakStats is open.
Red Database Indicator 	<ul style="list-style-type: none"> Verify the path to the database folder is correct (Edit > Data Configuration).
Sending Errors	
No Sign is Checked.	Check a sign.
No situations are selected.	Check a stat category.

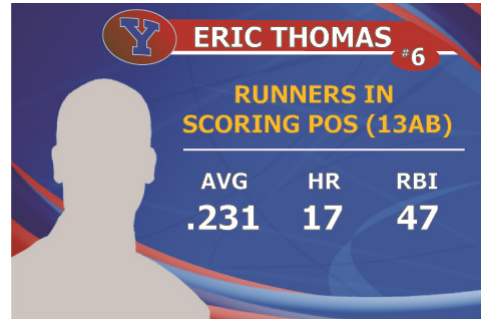
A Creating Display Sequences

Creating Stat Sequences

This guide illustrates the common sequences used with StatVision to display statistics. Sequences must be created in Venus 7000 or Content Studio and assigned in StatVision. Most stats can be displayed using just a small set of basic sequences. For more information about setting up display sequences, refer to the **Daktronics Sport Software Baseball Display Cookbook (DD1584319)**.

RTD Fields in “StatVision Stats”

- Bitmap Fields
- Player Number , Last Name, First name, Full Name
- Team City, Name, Abbreviation
- Category Description
- Stat Fields 1-10



Using the Basic Sequences with StatVision

To set up the sequences in StatVision go to **Edit > Sequences**. Refer to the screenshot below. It is only necessary to set up the sequence configuration for the combinations that you intend to use.

Daktronics recommends setting up the following basic sequences to fit the display:

Default

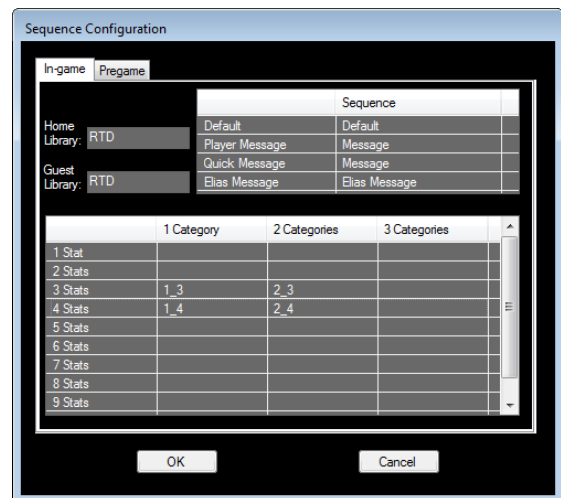
Specifies the sequence to display when the batter changes, such as your default batter sequence or a team logo. Leave *Default* blank if you do not want StatVision to automatically switch sequences.

Player Message & Quick Message

Specifies a sequence built with “DSTI DSBA Plr Msg req”

Elias Message

Specifies a sequence built with “StatVision Elias Message”

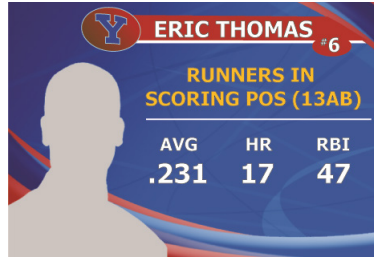


Single Category Sequences

By default, 3 stats are shown for the selected category for batters, and 4 stats are shown for pitchers. You should always configure the **1 Category, 3 Stats** and **1 Category, 4 Stats** fields. Additional sequences will need to be configured if you will be displaying more than the default 3 stats.

1 Category: 3 Stats

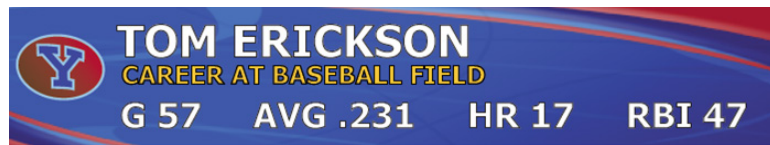
- 1 Text Description
- 1 Category
- 3 Stats



Player Name		
Number		
Cat 1 - Description		
Cat 1 - Stat Name 1	Cat 1 - Stat Name 2	Cat 1 - Stat Name 3
Cat 1 - Stat Field 1	Cat 1 - Stat Field 2	Cat 1 - Stat Field 3

1 Category: 4 Stats

- 1 Text Description
- 1 Category
- 4 Stats



Player Name							
Cat 1 - Description							
Cat 1 - Stat Name 1	Cat 1 - Stat Field 1	Cat 1 - Stat Name 2	Cat 1 - Stat Field 2	Cat 1 - Stat Name 3	Cat 1 - Stat Field 3	Cat 1 - Stat Name 4	Cat 1 - Stat Field 4

Multiple Category Sequences

You may display up to 3 stat categories at a time. For the selected categories, you may display 1-10 stats.

Creating sequences for multiple categories is basically the same as the default sequences. For the 2nd or 3rd categories, use the RTD fields that begin with "Cat 2" or "Cat 3".

2 Categories: 4 Stats

- 1 Text Description
- 2 Categories
- 2 Stats



Player Name							
Cat 1 - Description				Cat 2 - Description			
Cat 1 - Stat Name 1	Cat 1 - Stat Field 1	Cat 1 - Stat Name 2	Cat 1 - Stat Field 2	Cat 2 - Stat Name 1	Cat 2 - Stat Field 1	Cat 2 - Stat Name 2	Cat 2 - Stat Field 2

With just the 3 sequences shown above, you can display literally thousands of statistic combinations!

Creating Standings and Leaders Sequences

Before creating sequences for pregame leaders and standings:

1. Set up a sign to receive the GameDay Pregame data. Refer to **Set Up Signs (p.5)**.
2. Create a "Pregame Playlist". Refer to **Creating Playlists (p.11)**.
3. Create "Start Playlist" and "Stop Playlist" script buttons. Refer to **Script Configuration (p.21)**.

Design the sequences as follows:

"StatVision Leaders"

AMERICAN LEAGUE HR LEADERS		
JONES	TM1	25
WILLIAMS	TM2	22
COOK	TM3	22
RODREIGUEZ	TM4	20
FREDERICK	TM5	19

Cat 1 League Name		
Cat 1 Stat Name		
Cat 1 - Leader 1 - Last Name	Nickname	Stat Value
Cat 1 - Leader 2 - Last Name	Nickname	Stat Value
Cat 1 - Leader 3 - Last Name	Nickname	Stat Value
Cat 1 - Leader 4 - Last Name	Nickname	Stat Value
Cat 1 - Leader 5 - Last Name	Nickname	Stat Value

Depending on the settings of the Pregame Playlist, StatVision can output up to 4 different stat categories per page with up to 10 leaders per category.

"StatVision Standings"

NATIONAL LEAGUE EAST STANDINGS			
	W	L	GB
TEAM 1	35	10	--
TEAM 2	35	11	.5
TEAM 3	34	11	1
TEAM 4	31	14	4
TEAM 5	31	14	4

League Name			
Division Name			
Team 1 Nickname	Wins	Losses	Games Back
Team 2 Nickname	Wins	Losses	Games Back
Team 3 Nickname	Wins	Losses	Games Back
Team 4 Nickname	Wins	Losses	Games Back
Team 5 Nickname	Wins	Losses	Games Back

Depending on the settings of the Pregame Playlist, StatVision can output up to 6 regular division standings or 13 Wildcard standings.

Note: If using the option of applying color to RTD as described in **Pregame Options (p.10)**, be sure to check **Color From RTD** (Venus 7000) or **Advanced Field Properties > Color** (DMP-7000) for each applicable RTD item in the sequence. Color RTD is not available for V-Net/DMP-8000 players.

<input checked="" type="checkbox"/>	Color From RTD
<input type="checkbox"/>	Font From RTD
<input type="checkbox"/>	Effect From RTD

- After saving the sequences, set which files StatVision should use. Refer to **Set Up Sequences (p.6)**.
- Click the **Start Playlist** script button and make the appropriate changes to the sequence files if any incorrect values appear.

Advanced Field Properties		
Enhanced RTD Properties		
<input type="checkbox"/>	Flashing	<input type="checkbox"/>
<input type="checkbox"/>	Font	<input checked="" type="checkbox"/>