

The SportApps® 3.4 software suite includes an updated MAM (Media Asset Management) file structure that takes a package-first approach instead of the sport-first approach as seen in previous versions.

Folder Structure

As shown in **Figure 1**, the highest level folders are the Partner-level folders that host all the needed resources to create state-of-the-art sports graphics. A Partner folder can contain multiple Graphics Package folders.

LeagueAssets Folder

LeagueAssets folders contain team logos and headshots grouped as leagues. These are located under the Graphics Packages within Partner folders as well as directly within Partner-level folders.

For example, **Figure 1** shows a LeagueAssets folder under the ESPN 2020 Graphics Package and a LeagueAssets folder under the ESPN Partner folder. This means that any template within ESPN 2020 will use the team logos found in ESPN\ESPN 2020\LeagueAssets. In contrast, any template within ESPN 2015 (or any other Graphics Package) will use the team logos found in ESPN\LeagueAssets.

AJT Folder

A new Partner-level folder named **AJT** contains a LeagueAssets folder for team logos and headshots. All new SportApps® programs will use this unless a Graphics Package or Partner folder contains its own LeagueAssets folder. The AJT folder is also the location of all AJT-created templates that will be added in the future and contains the default SuperGeneric template.

User Folder

A Partner-level folder named **User** must be created to contain any custom template packages. To automatically import these custom templates at launch, refer to **Content Installers (p.2)**. This is also where all manually-imported packages are located: User\Imported\Scoreboard. Any insert graphics related to a manually-imported package must be copied to User\Imported\ShowInsertGraphics. Create this ShowInsertGraphics folder under User\Imported if it does not exist.

MAM structure for SPORT APPS 3.4 and above		Levels Description
C:\ProgramData\AJT Systems\MAM		
ESPN		Partner (replaced Sport)
	ESPN 2020	Graphics Package (New)
	ESPN CFB 2020 Clips	Miscellaneous Assets
	LeagueAssets	League Assets(under package level)
	NCAA	Leagues
	Logos	Primary Team Logos
	TeamBlue.png	Team Logo
	Secondary	Alternate Team Logos
	Primary_Knockout	Alternate Team Logos
	Scoreboards	Scorebug and GTB Templates
	ESPN_CFB_2020_Scorebug.xml	Scorebug Template
	Graphics	Scorebug Template Assets
	ShowInsertGraphics	Show/Insert Graphics Templates
	Lowerthirds	Show Sub-folder
	9000-PlayerStat.xml	Insert Templates
	NetworkLogos	Network Logos(under package level)
	SponsorLogos	Sponsor Logos(under package level)
	ESPN 2015	Graphics Package
	LeagueAssets	League Assets(under partner level)
AJT		Partner - All AJT created packages
User		Partner - All custom (user-created) packages

Figure 1: MAM Folder Structure

Content Installers

Content installers are available to automatically import packages to help adopt the new folder structure and simplify the installation of graphics packages. These installers are in the form of EXE files and will place selected content, fonts, and LeagueAssets in the correct location with one click.

All newly downloaded packages contain a new JSON file next to the scoreboard (score bug) template. This JSON file is used by the SportApps® programs to identify and automatically import the package at launch.

To create a JSON file that will import custom templates at launch, follow these steps:

1. Open Notepad on the LiveBook GFX®.
2. Copy and place the following text:

```
{  
  "Schema": "1",  
  "Template": "scoreboard_name.xml",  
  "TemplateFriendlyName": "Scoreboard Name",  
  "ApplicableApplications": [  
    "Football"  
  ]  
}
```
3. Replace "**scoreboard_name.xml**" with the file name of the custom scoreboard (score bug) template including the file extension.
4. Replace "**Scoreboard Name**" with the name of the custom scoreboard (score bug) template.
5. Add all desired applications that apply, e.g. "Baseball", "Basketball", "Football", "Hockey", or "Soccer".
6. Save the file at the scoreboard (score bug) and Go To Break location with the same name as the scoreboard (score bug) template but with **.json** as the file extension.

Content installers are currently being created for all current templates on the AJT Dashboard and will include the JSON file for automatic import.

To move any packages into the new structure before an installer is available, refer to **Figure 2**. This structure must be followed or content installers will fail when trying to place content into the correct location.

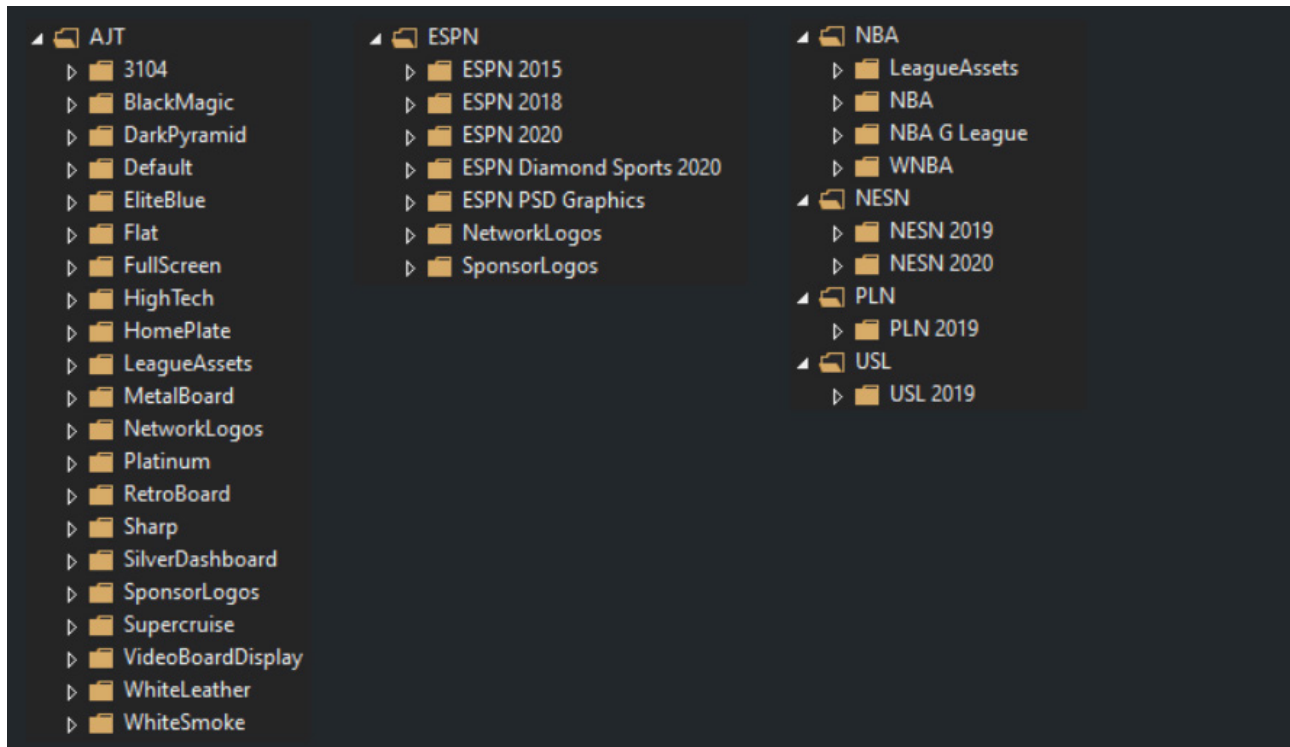


Figure 2: Package Organization

Team Logos

Starting with the SportApps® version 3.4, all templates will use the team logos located here: C:\ProgramData\AJT Systems\MAM\AJT\LeagueAssets unless the package has its own set of logos. For example, the ESPN 2020 templates have their own set of logos located at C:\ProgramData\AJT Systems\MAM\ESPN\ESPN 2020\LeagueAssets as shown in **Figure 1**.

Team logos are found in two locations because there are two different logo sizes. AJT Systems/Daktronics has provided logos at 379x256 pixels; however ESPN now provides logos at 1024x1024 pixels. Therefore, the new 1024x1024 logos will become the standard size starting with the new ESPN CFB 2020 graphics package. As new templates are created, only 1024x1024 pixel logos will be used with the 379x256 pixel logos eventually retiring.

To use the 1024x1024 pixel version of the NCAA logos in a custom package, just copy the LeagueAssets folder from C:\ProgramData\AJT Systems\MAM\ESPN\ESPN 2020 to C:\ProgramData\AJT Systems\MAM\User.

Technical Support

Please visit our website for updates: <https://ajtsystems.com/support-all/>

E-mail: support@ajtsystems.com

If further assistance is required, Daktronics Customer Service is available 24/7 via phone or online.

- Domestic (U.S. and Canada): 1-800-325-8766
- International: +1-605-697-4000
- www.daktronics.com