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# Setup Instructions for StatCrew Next Generation

using the StatBroadcast's Broadcastr software



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StatBroadcast Systems  
[www.statbroadcast.com](http://www.statbroadcast.com)

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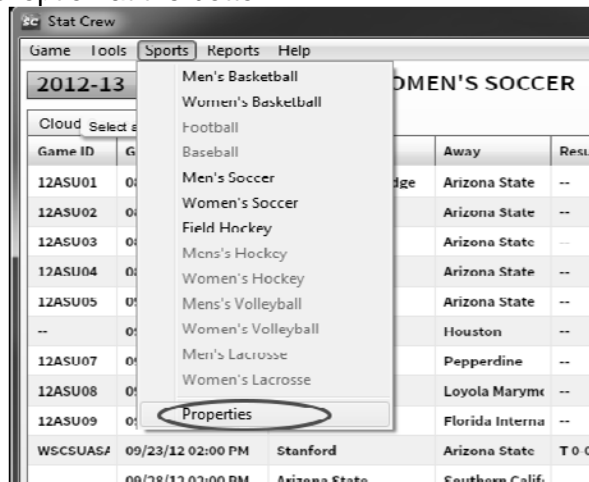
## Quick Start: Setting Up StatBroadcast on your Computer (using StatCrew Next Generation Software)

You must first download and install the Broadcastr software first. If you have not yet completed this step, please refer to the Download Instructions on Page 3 of this document before continuing.

### Initial Setup

*(do this the first time you install and run Broadcastr on a computer or for a sport)*

- Launch the StatBroadcast Broadcastr app. You will be prompted to select your version of StatCrew. For StatCrew Next Generation, select the button labeled '**Other (Next Gen)**'.
- Open up StatCrew Next Generation and select your sport. From the menu labeled '**Sports**', select the '**Properties**' option at the bottom.



From the Properties window, select the 'Stats' tab at the top and check the box next to '**Enable XML Copy**'. In the field labeled '**Location**', set the location to **C:\xml** (if you wish to use a custom file location you may; please make note of it, ensure the folder exists and that the path is writable).

*TIP: Open up My Computer, browse to the C:\ drive and ensure that a 'xml' folder exists. If it does not, you may need to create one in order to enable the XML output in StatCrew.*



## Game day Setup

(do this before every game)

1. Launch StatCrew Next Generation, select your game/match and enter the starters. **StatCrew Next Gen will not create an XML file until starters have been entered for at least one team.**
2. Launch StatBroadcast Broadcastr and press the blue button labeled '**#2 Load New Event**'; when prompted select your event from the list and press '**Load Configuration**'.
3. Broadcastr will prompt you to locate the StatCrew XML file. Browse to the c:\xml folder (or a custom location you specified in the NextGen properties) and select the XML file that corresponds to your current event's StatCrew GAME ID.
4. Press the green button labeled '**#3 Start Transmitting**'
5. Start scoring your game in Next Gen.

## Downloading StatBroadcast Broadcastr

StatBroadcast requires use of its latest version of the Broadcastr FTP software which is available at:

**<http://software.statb.us>**

*The download requires your school's StatBroadcast login credentials.*

To setup the StatBroadcast system, you'll need to install a small application, called the **StatBroadcast Broadcastr**, which is similar to TASFTP which will send the live stats XML to our servers to run stat monitors and/or the web-based stats.

**You will need Administrator Access to your computer to install this software.** If you are receiving errors overwriting files, you may need your Campus IT staff to temporarily unlock your computer.

This application also has the ability to simultaneously send your live stats to up to six additional FTP destinations (including ESPN, Neulion, Sidearm, etc.) as well as a networked computer or scoreboard, if needed. These FTP destinations can be configured when you add schedules, add events, edit events or can be setup manually within the app.

## Troubleshooting Broadcast Issues

### *'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.

- **Ensure that the 'target directory' specified in Next Generation properties 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.
- **Make sure that you have entered starters for at least one team into StatCrew Next Generation.**  
StatCrew will not begin creating XML until starters have been entered

### *'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 and 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.

## 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, in between games you will need to stop Broadcastr's transmission and load the new event once you have created/loaded it in Next Generation.

## Additional Application Notes

- 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 an event's status has been marked as 'Completed' before the event is over, updates to live feed may be hidden from users. To correct this, update the status by clicking on the 'Wrap Up Event' button and switching the status back to 'Not Completed'.
- If your event's stats change after you have created an archive, you can either update the archive by clicking on 'Wrap Up Event' and checking the 'Create Archive' box again. You can also do this from the web-based Admin Control Panel by going to 'Create Event Archive'.