



Stats & Video Analysis System

Tutorial – Advanced Subjects

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Table of contents

Introduction	3
Pro_SYS – ProWess System Libraries	3
System Requirements	3
Report Writer - Crystal Reports™	3
Database Files & Tables	4
System Selection & Management.....	5
Pop Up Menu	5
Pull Down Menus.....	6
Creating a New System.....	6
Changing or removing a system link	6
Activate A System.....	7
Using Pro_Util.....	8
Borland Database Engine (BDE).....	10
BDE Configuration	10
Alias Settings	11
Network Configuration Guidelines	11
Mapping Network Drives	12
BDE Network Settings	12
INI & Configuration Files	13
Example Pro_SM32.INI.....	13
Upgrades & Patches.....	14
Pro_Upgrade - Data Table Upgrades	15
Using Pro_Upgrade	15
Technical Support.....	17
Licensing Agreement.....	18

Introduction

This document has been designed to guide through some of the supervisory functions available in DVCoach

After completing this tutorial you should be confident and knowledgeable in the following subjects:

- ✓ Database Tables and their contents
- ✓ Report design and maintenance
- ✓ Database backup options
- ✓ Repair/rebuild database
- ✓ System selection & management
- ✓ Creating a new system
- ✓ System activation
- ✓ Upgrades and software downloads

Pro_SYS – ProWess System Libraries

A fundamental requirement for all ProWess developed software is the system libraries known as Pro_SYS. The libraries include the following utilities, drivers and files:

- Borland Database Engine drivers for Paradox Ver 7
- BDE Configuration utility – BDECFG32.EXE
- Crystal Reports runtime libraries
- Report drivers for export to 3rd party formats such as Word, Excel, HTML, etc
- Security registration libraries (PWREG.DLL)

System Requirements

To use the DVCoach in it's most efficient way, it should run on a PC with the following *recommended* configuration:

- Pentium III processor (P300 or greater)
- 128 Mb RAM (or greater)
- Large Fast Hard disk
- CD - ROM Drive
- 3 1/2" Floppy Disk Drive (*optional but recommended*)
- USB, Serial & Parallel printer ports
(*It is preferable that the report printer is a laser or ink-jet printer.*)

Report Writer - Crystal Reports™

Crystal Reports is a 3rd party report designer and processing package that provides you with the power and flexibility to develop your own set of custom reports.

Although the system comes with a comprehensive set of standard reports, there will be no doubt that changes will be necessary in terms of presentation and format as well as content.

Crystal allows you to create your own personal reports in any way you wish and can include graphical representation if desired. Designing your own reports is simple, however it does require some expertise to do it properly and knowledge of the data structures is essential.

Alternatively you can request ProWess technical support to assist you in putting the reports together, which can be costed out.

Database Files & Tables

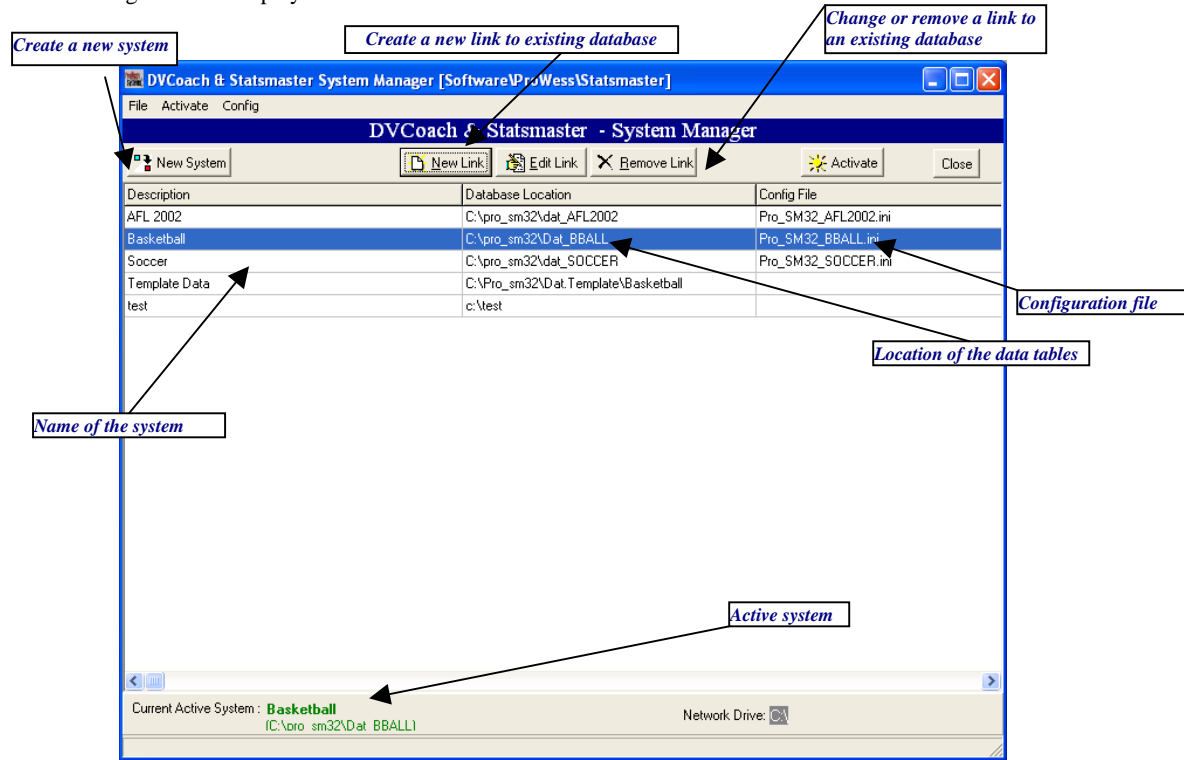
The main data file are stored in *Paradox for Windows* (Ver 7) format and are as follows:

SM_COMP	Competition Master	CONFIG	System Configuration/Reg'n
SM_MLST	Match Team Roster List	OPERATOR	Operator Security
		ACCESS	Access control
SM_LADDR	Ladder Details	CLASS	Ref Classifications
SM_MTCH	Match fixture & details	REF*	Terms Of Reference
SM_MTCHR	Match Results/Scores	FAVOURITES	Favourites
		PRO_HELP	Operational Help
SM_CLUB	Club Master Details	VERSION	Version control info
		MODULES	Installed Module Details
SM_PLYR	Player Details	REPORTS	Reports Master File
SM_TLIST	Player/Team List	RFILTER*	Report module filters
SM_RPT*	Match Stats Reports	RMODULES	Report Modules
		SH_EDGE*.*	Edge History tables
SM_STATM	Team/Player Match Statistics	SH_RPT	Edge Reports
SM_STATX	Statistics Code Profiles	SH_RANK*	Edge Rankings
SM_STATY	Statistics Extras/Quals	SH_SCORE	Edge Scoring Analysis
SM_STATDESC	Stats descriptions	SH_STATM	Edge Match Stats
SM_STATW*	Match Stats work tables	SH_TRANS	Edge Transactions
SW_*	Match Stats work tables	SM_BUTTONS*	Scoresheet buttons settings
		SM_EDGE	Match Edge Stats
		SM_GRID*	Match Grid Stats
SM_VENUE	Venue Master	SM_INIT	Match initial values
		SM_KBD	Keyboard settings

System Selection & Management

If you wish, you can set up multiple, segregated systems in different directories as long as there is at least one default database (eg. `c:\Pro_SM32\dat`).

A utility called SM_SYS will allow you to configure new systems and when this is executed via program manager, the following screen is displayed:



All systems should have at least one database directory where all the data tables are located:

- C:\PRO_SM32\Dat.Template Clean (demo) data directory

Your Dat.Template directory should contain a set of complete data tables for each sport that you have a DV Coach system for. Obviously there are differences in the tables in the databases for each sport, as well some tables may not be required for use in some sports. A good example is the SM_STATX tables, which contain the relevant stats codes for each sport.

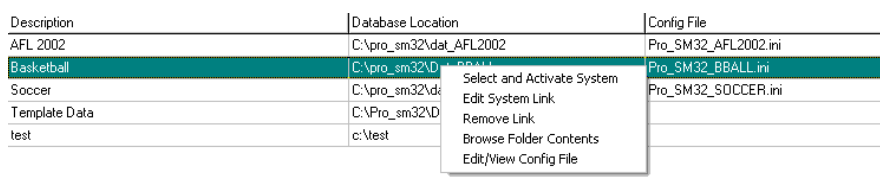
The Dat.Templates are updated when an upgrade is run. These updated template tables are required for use in updating the data tables in your working systems. The utility Pro_Upgrade is used to marry up the table structure between your work directory and Dat.Template.

See the following section on Pro_Upgrade for further details

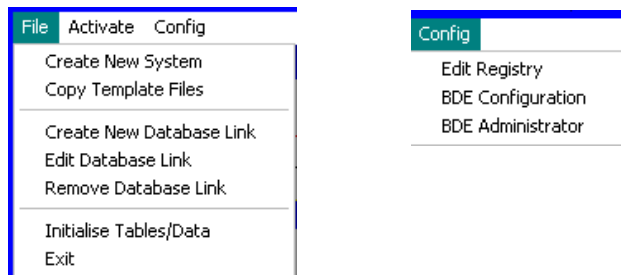
You can create any number of systems for use and it is only restricted by disk size. For example you may run domestic and elite competitions as well having a test/training system.

Pop Up Menu

You have access to the popup menu on right mouse click as follows:



Pull Down Menus



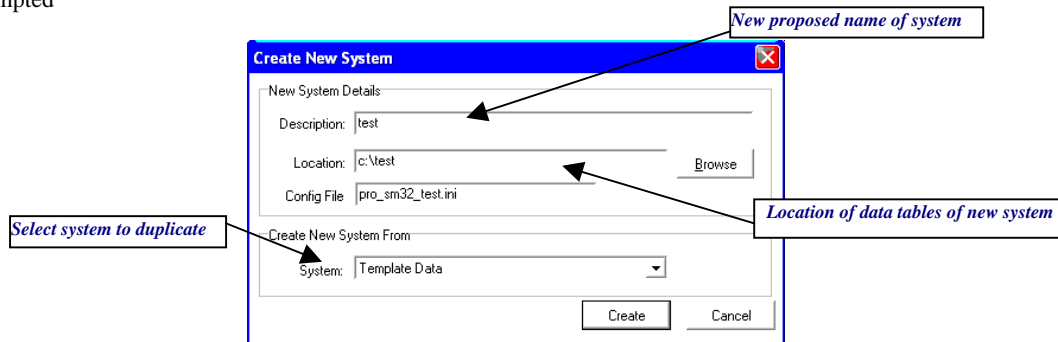
All the options that have buttons shortcuts can be accessed through these menu options. Several other options are also available.

NOTE: The Initialise Tables/Data option should be used with caution, as it will wipe out ALL data in the selected system.

The Config menu option allows advanced users to access the system registry (via Regedit) as well as a direct link to the Borland database engine (BDE) settings. These will be explained in further detail in a following section.

Creating a New System

You can simply create a new system from an existing system and if you select the New System button, you will be prompted

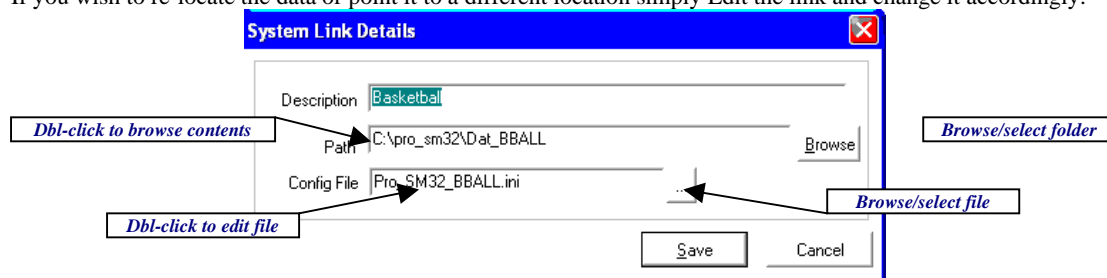


Clicking on the create button will then initiate the copy of data tables into the new directory.

**** Note ** Make sure the destination directory is new as files will be overwritten and data lost.**

Changing or removing a system link

If you wish to re-locate the data or point it to a different location simply Edit the link and change it accordingly:



Activate A System

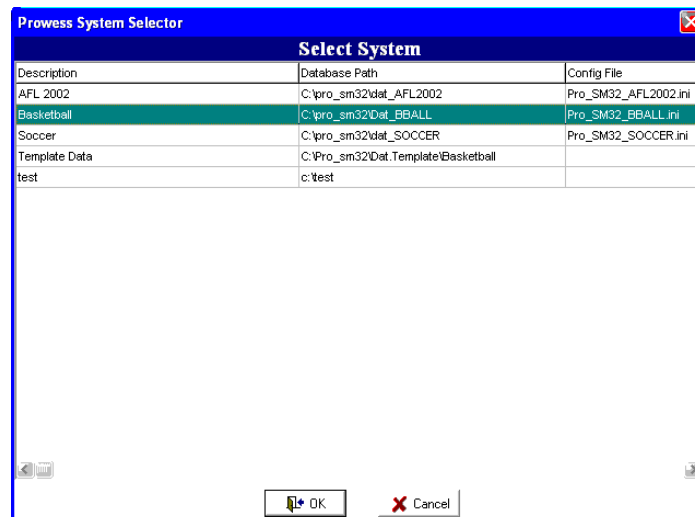
You can activate a system by dbl-clicking on the selected system and the system settings will be changed:



Alternatively, whilst having the main menu loaded you can activate a system by dbl-clicking on the active system button:



This button lists the description of the system as well as the path to the data of that system. To select another system simply double click on the system that you wish to activate.



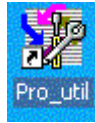
Using Pro_Util

The facility to maintain your data is included as a part of the package. Over time databases and tables can become corrupted. If problems arise in your system, it is advisable to use this facility to diagnose and to 'self repair' your databases.

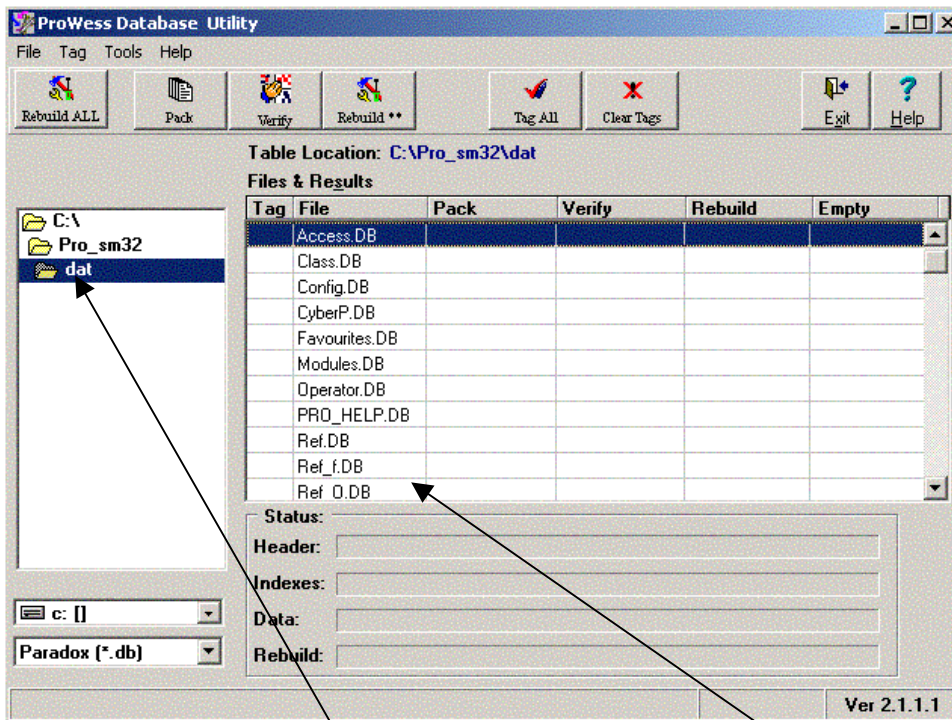
The process works by re-packaging the databases and indexes. The databases become corrupted over time as large amounts of data are added, deleted and manipulated. Individual or groups of databases can be rebuilt by the use of tagging.

Using the Pro_Util program repairs a typical error message, such as "Index out of date".

The stand-alone program Pro_Util.exe is included as part of the installation. There should be a short cut on your desktop.

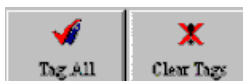


The file is stored in your C:\Pro_SM32 directory and can be accessed from there if the shortcut is not present.



To use this utility you must navigate in the left rectangle (similar tom Windows Explorer) to the folder that is your current data folder. In most cases your data file will be in your C:\Pro_SM32\dat directory.

When you select the folder, the databases (.DB files) in that folder will be listed on the right hand side. There are many several options to choose from. The important thing is to master the use of tagging files to repair.



These shortcut buttons allow you to quickly tag or untag files.

Individual files can be tagged or untagged by double clicking on the tag in the tag column.



'Rebuild all' tags and rebuilds all the listed files.



'Rebuild' rebuilds all the tagged files.

The same options apply for the 'Pack' and 'Verify' options.

The full range of options is available under the File menu option.

File	I	ag	T	ools	H	elp
Pack Selected Table						F2
Pack Tagged Tables						Ctrl+F2
Pack All Tables						Shift+F2
Verify Table						F3
Verify Tagged Tables						Ctrl+F3
Verify All Tables						Shift+F3
Rebuild Selected Table						F4
Rebuild Tagged Tables						Ctrl+F4
Rebuild All Tables						Shift+F4
Empty Selected						
Empty Tagged Tables						
Print Table						F7
Information...						Ctrl+F7
Exit						

The options are to rebuild, pack or verify the database tables. All the databases can be done or it is possible to tag each database (double click in the tag column) to be repaired.

The pack option compresses databases by removing unused data. The verify option checks for errors and the rebuild option is a combination of the two in that it recompiles the databases by identifying errors and compressing and repackaging the data.

When you select any of these you will see the process stepping through each database and noting whether it was successful for each database.

The status area below the listed databases, displays bar graphs that indicate the progress the process is making with each database. The time taken to rebuild each database is relative to the size of the database.

The use of this utility will allow you to maintain your databases and to fix small problems as they occur.

TIP

*Pro_Help.DB and indexes can be very large and is not a necessary system file. It will not contain errors that effect system performance. Untag it to not rebuild it. This will speed up the rebuild process considerably.

Rebuilding all your databases is recommended as a first option trouble shooting solution if errors begin to appear while you are operating DV Coach.

Borland Database Engine (BDE)

The Borland Database Engine (or BDE) is an essential component that is required by DVCoach to operate effectively. If the BDE libraries are not installed correctly, DVCoach will not function as expected.

The BDE is the interface between the DVCoach modules and the Paradox database tables as the data manager.

The *Pro_SYS* libraries that should be installed as a first step incorporate the BDE and also the Crystal Reports Runtime libraries in one consolidated set of files.

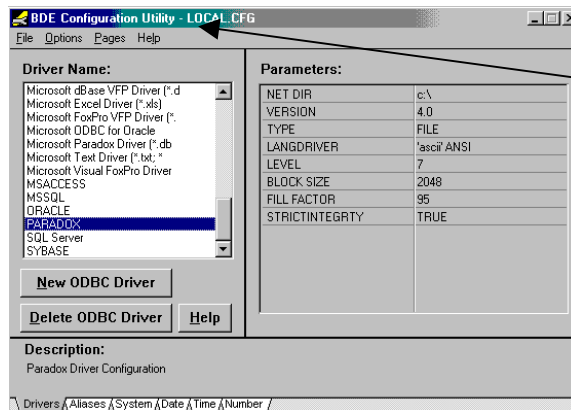
Other 3rd party modules or packages may utilise BDE libraries and it is important to ensure that the version in use is compatible.

BDE Configuration

The system is provided with a simple utility called "BDECFG32.exe" which allows you to manipulate your configuration settings for your database. Although it is mainly used for Paradox interfacing, it allows linking to other databases if necessary.

In essence, you may:

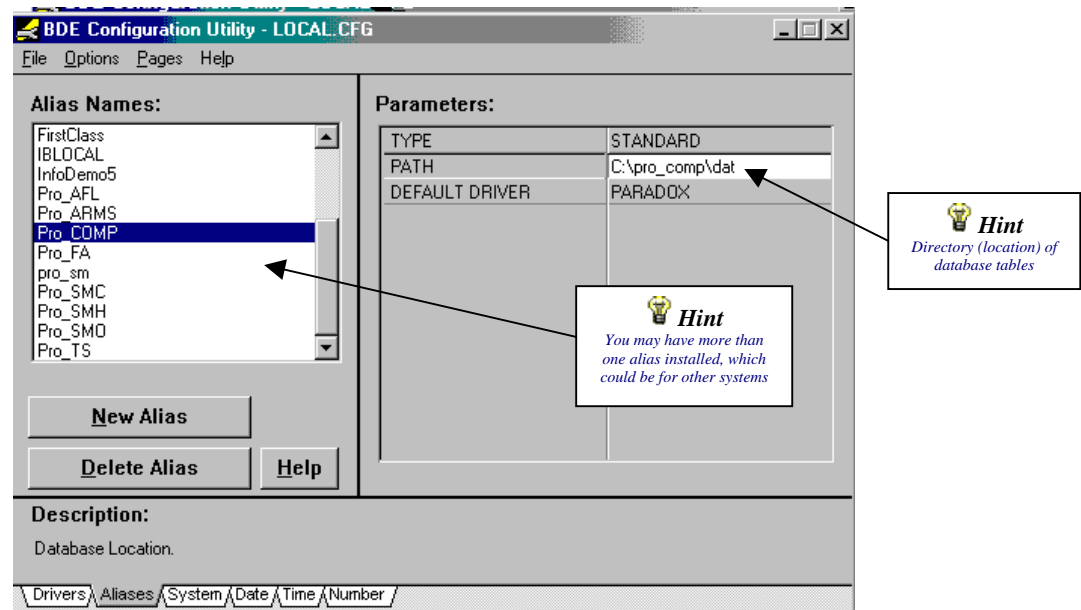
- Install and configure database drivers (e.g. Paradox, Access, Oracle, FoxPro, SQL Server, ODBC, etc)
- Setup an *Alias* for a database
- Configure date/time/number formats
- Configure drivers for use over a network (sharing of tables/database files)



 **Hint**
*Filename of current configuration in use
–you can have multiple versions*

Alias Settings

An alias is simply a method linking the DVCoach modules to the database location.



Network Configuration Guidelines

If you wish to link two systems together to share files and update concurrently, the following guidelines and considerations need to be followed:

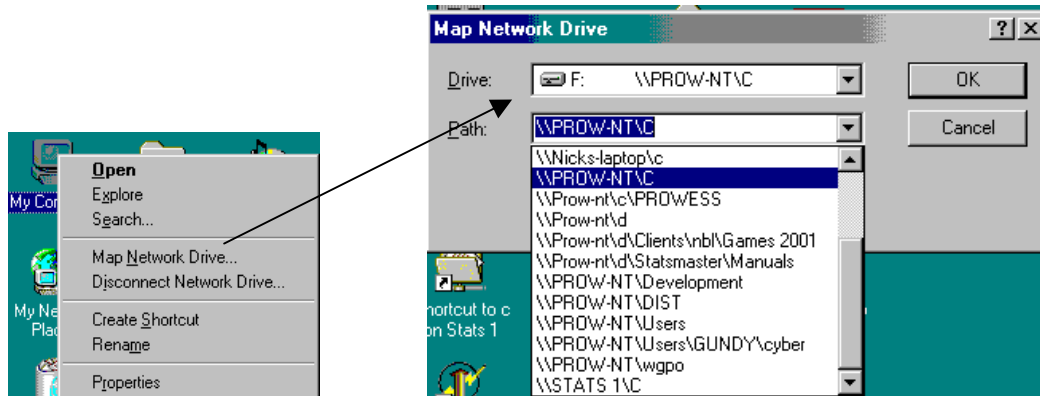
- Paradox is a PC database and is not designed for heavy network usage
- Tables may tend to corrupt whilst being shared across a network and will require rebuilding using Pro_UTIL
- Certain common parameters must set on all PC that are sharing database files over the network, otherwise errors will occur halting effective networking
- A good, stable network connection/cabling is essential for minimal disruption
- Aliases need to be mapped to same directory where tables are located

All configuration and database settings are stored in files that have extension “.CFG” and are normally stored in a directory such as “*program files\common files\borland shared\bde*”.

The standard name use when the system is first installed is IDAPI32.CFG but you may rename this and create multiple configurations if you wish which may be loaded as necessary.

Mapping Network Drives

It is sometimes necessary or practical to have data files centrally maintained on a network. For DVCoach to access the data as if it were local the drive on the network needs to be 'mapped'. This is a standard Windows feature. Simply right click on My Computer and select the drive letter and path of the drive. When this is done the mapped network drive is treated as if it were one of the PC's own drives.

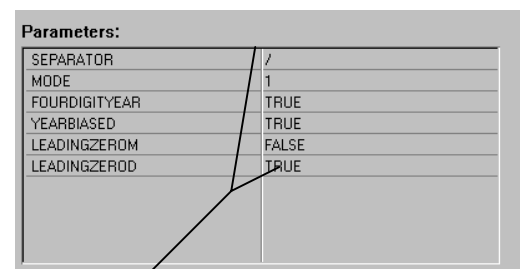
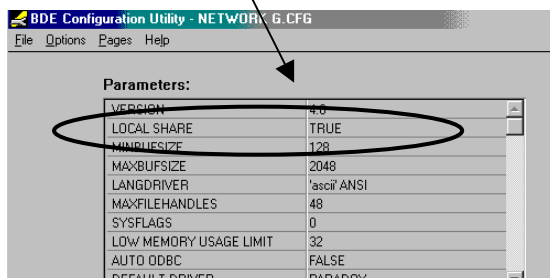
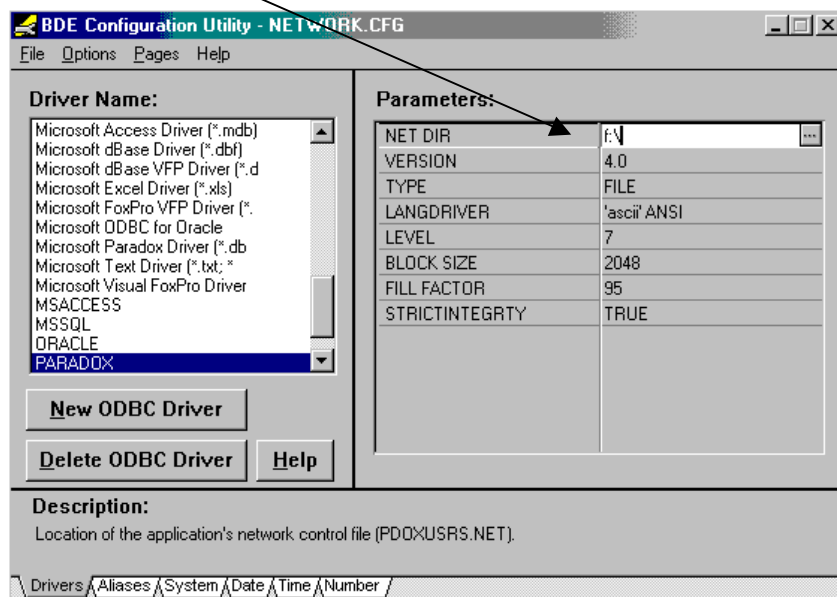


The BDE configuration in the next section must be set up for the mapped drive of this system.

BDE Network Settings

To allow for data to be shared over a network the following BDE settings need to be in place.

The PARADOX driver NET DIR needs to be set to the mapped network drive.



On the system tab the LOCAL SHARE needs to be set to true. On the DATE tab the following settings need to be in place.

INI & Configuration Files

The file called Pro_SM32.INI resides in the WINDOWS directory and contains basic defaults, configuration & location parameters.

Example Pro_SM32.INI

```
[Registration]
KeyNumber=03714305050A5505224152D1
Registration Number=447055D40443274315315342

[Config]
Version=Basketball
Club=PROWESS
Competition=
Season=2002
User=Main Demo - Basketball
Database=C:\PRO_SM32\Dat\
Reports=C:\PRO_SM32\Dat\
Arc Location=C:\PRO_SM32\dat\Arc
Backup=C:\PRO_SM32\dat\backup
DB_Location=C:\PRO_SM32\Dat
Logo=C:\images\P Grey.bmp

[Applications]
Spreadsheet=C:\Program Files\Microsoft Office\Office\Excel.exe
Word Processor=
Report Writer=

[Location]
Transfer=C:\PRO_SM32\Xfer
Transfer Temp=C:\PRO_SM32\Work
Import/Export=C:\Pro_sm32\Cyber
Temp=C:\PRO_SM32\temp

[Cybersports]
Game Module=C:\Program Files\CyberSports\CyberSports for Basketball\BBall4.exe
Prefix=NBL
Secured=1
Location=C:\Pro_sm32\Cyber
Directory=C:\Program Files\Cybersports\CyberSports for Basketball\Games 2001
Export=C:\Pro_sm32\Cyber
Games=C:\Pro_COMP\Cybersports\Games 2003

[Audit]
Log Activity=1
Log Error=1
System=System.Log
System Path=C:\PRO_SM32\dat
Error=Error.Log
Error Path=C:\PRO_SM32\dat

[Module Buttons]
Font=MS Sans Serif,0000,8,0
1=SCORESHEET, Scoresheet, 30,10,120,120,C:\Pro_sm32\Buttons\monitor.bmp
2=TRANSACTIONS, Transaction Processing, 30,150,120,120,C:\Pro_sm32\Buttons\trans.bmp
3=MATCHES, Match Preparation, 150,10,120,120,C:\Pro_sm32\Buttons\files2.bmp
4=CLUBS, Club/Team Details, 150,150,120,120,C:\PRO_SM32\BUTTONS\teams.bmp
5=PLAYERS, Player Profiles, 150,290,120,120,C:\Pro_sm32\Buttons\BBallPlayer.bmp
6=IMPORT, Import Match Data, 30,290,120,120,C:\Pro_sm32\Buttons\import1.bmp
7=COACH, Coaching Enquiry, 30,420,120,120,C:\Pro_sm32\Buttons\coach inq.bmp
8=STATS_REPORTS, Custom Reports, 150,420,120,120,C:\Pro_sm32\Buttons\printer2.bmp

[Speed Buttons]
1=C:\UT\Import.exe, Import,
2=C:\Program Files\Microsoft Office\Office\EXCEL.EXE, Excel,
3=C:\Program Files\Microsoft Office\Office\Msaccess.exe,,
4=C:\Program Files\Microsoft Office\Office\Winword.exe,,
```

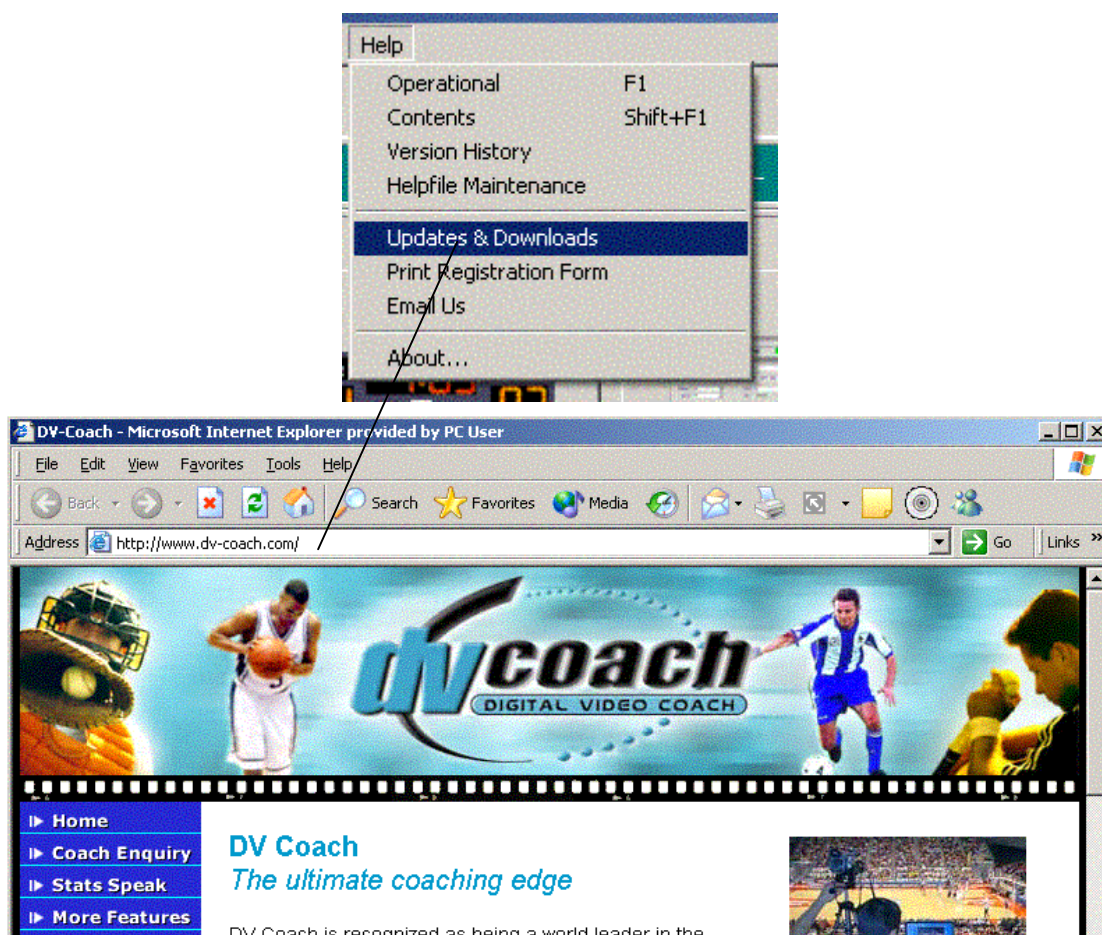
Note : If this file is lost or corrupted in any way, it can affect the performance and functionality of your system

Upgrades & Patches

System upgrades will normally be done via the Internet or in some case by providing a disk or CD-ROM with explicit instructions regarding updating modules and data files or running conversion programs.

It is strongly recommended that a complete backup of the system be done prior to any upgrade being done.

To check for updates, select the following menu option. This will link to the DV-Coach website which will contain an updates page.



NOTE – Details of upgrade distribution procedure are still to be finalized.

The upgrade file will be an executable file that will upgrade the DV Coach executable files as well upgrading the file structure of the relevant Dat.template files. The importance of the Dat.template files and how they are used in the upgrade process is explained fully in the next section.

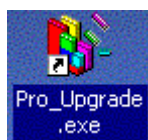
Pro_Upgrade - Data Table Upgrades

Pro_Upgrade is a separate program that is required to be run after a DV Coach upgrade file has been run. It is used to ensure the data tables in your work directory contain the latest data structure required by the latest version of the software. Pro_Upgrade is used to marry up the table structure between your work directory and Dat.Template. It does this by comparing your work directory and the template directory. It then copies across and rebuilds any tables that are different in your work directory.

When an upgrade file is run it will (in most cases) require that changes be made to the database structure that the system uses. The upgrade file will copy the latest database structure to the appropriate template directory. For example a DV Coach basketball upgrade will copy files to the *C:\Pro_sm32\Dat.Template\Basketball* directory and a DV Coach Soccer upgrade will be copied to *C:\Pro_sm32\Dat.Template\Soccer*.

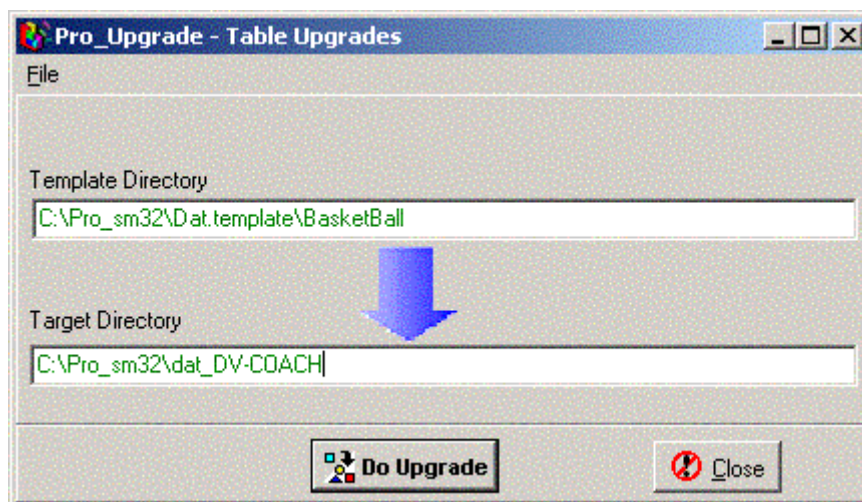
Your Dat.Template directory should contain a set of complete data tables for each sport that you have a DV Coach system for. Obviously there are differences in the tables in the databases for each sport; as well some tables may not be required for use in some sports. A good example is the SM_STATX tables, which contain the relevant stats codes for each sport.

Using Pro_Upgrade



To start Pro_Upgrade, access it from the desktop short cut or from within the *C:\Pro_sm32* folder.

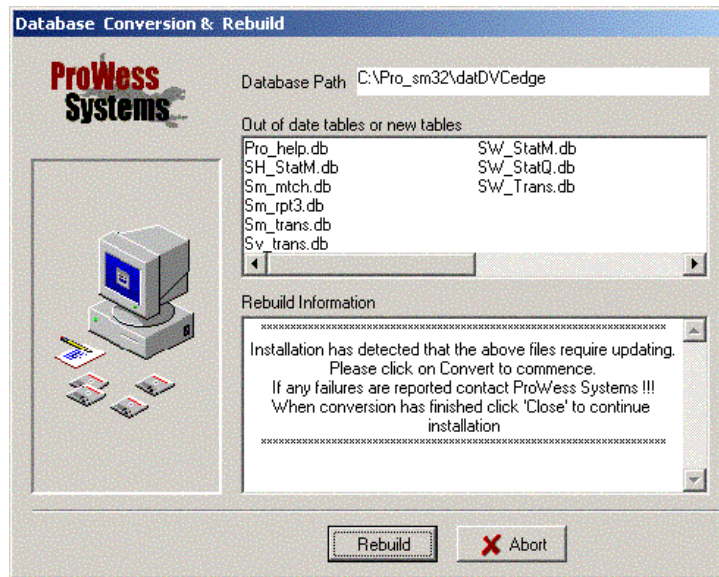
When the program is run the following window is displayed:



To upgrade your data simply select the template directory and the target directory by browsing to them by double clicking in the field.

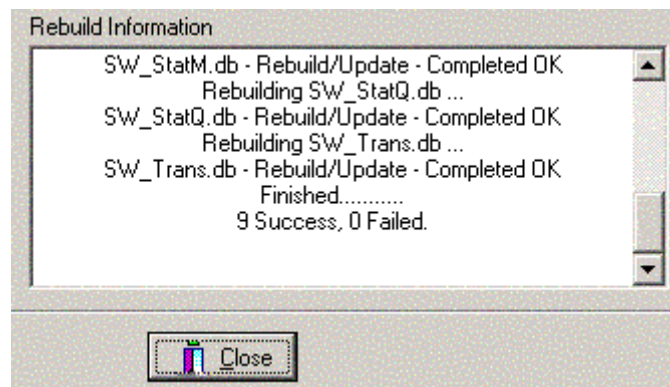
Click 'Do upgrade'.

The files are compared and the following list of out date tables is returned:



Click Rebuild.

At the end of the process the following information is displayed:



This process may take a few minutes, depending on the number of out of date tables and which tables need to be updated. The process is now complete. The data is updated and is now compatible with latest software,

Note: This process needs to be completed for each set of data you are running. Eg. If you have a test system or a previous seasons data that you refer to occasionally then those data tables also need to be upgraded.

Technical Support

Technical support for the product is provided in one of the following methods:

- Phone
- Modem support
- On-site

It can be done by a verbal request or formally in writing using an SMR document , depending on the urgency and magnitude of the request.

All clients who require priority support need to be under an *annual support agreement*, which normally covers:

- Phone support
- Free or discounted program upgrades
- Reduced cost in services

Clients using ProWess products not under support will be charged normal service fees based on the current rates schedule.

Licensing Agreement

This is an agreement between the supplier (**ProWess Systems**) of this software (**Pro_SM32**) and the end user.

To use this software you must agree to the following conditions and indicate your agreement below. If you do not wish to agree to these conditions you must not use this software and you must remove it immediately from your computer.

- The Supplier warrants that the SOFTWARE will perform in accordance to the accompanying material for a period of 90 days from the date of receipt. Any implied warranties on the SOFTWARE are limited to ninety (90) days.
- The supplier's entire liability and exclusive remedy shall be at the supplier's option to either (a) return of the original price paid, excluding commissions, administration and handling fees (b) repair or replace the faulty SOFTWARE or supplied media.
- The limited warranty is void if failure of the SOFTWARE has resulted from an accident, abuse or misapplication.
- Any replacement SOFTWARE will be warranted for the remainder of the original warranty or thirty (30) days, whichever is longer.
- All warranty claims will require proof of purchase and the end user must provide a valid registration number.
- Any administration and handling fees are the responsibility of the end user.
- Should the software prove defective after the warranty period, the user assumes the entire cost of all necessary repair, servicing, or correction unless the user has paid for a support and maintenance agreement. The suppliers will not be liable for any special, incidental, consequential, indirect or similar damages due to loss of data or any other reason, even if the supplier or an agent of the supplier has been advised of the possibility of such damages. In no event shall the supplier's liability for any damages ever exceed the price paid for the license to use the software, regardless of the form of the claim.
- The end user bears all risk as to the installation, quality and performance of the software.
- This software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties.
- This SOFTWARE is licensed, not sold. Each license allows installation on one (1) computer only.
- The end user of this software may not reverse engineer, de-compile, or disassemble this SOFTWARE.
- The user of this software must comply with all applicable laws regarding the use of this software.
- All title and intellectual property rights in and to the software (including but not limited to any images, photographs, animations, video, audio, music, and text incorporated into the software) are owned by the supplier.
- All title and intellectual property rights in and to the content which may be accessed through use of the software is the property of the respective content owner and may be protected by applicable copyright or other intellectual property laws and treaties. All rights not expressly granted are reserved by the supplier.
- This software requires registration to operate past the designated trial period. This registration is effected by a purchase code/ activation key combination. The purchase code is generated automatically in un-registered copies of the SOFTWARE. The activation key is unique to a particular purchase code. The purchase code may change if the computer operating system is changed, updated etc. or the hard disk effectively is re-formatted, changed etc.
- In the event of computer failure or upgrade requiring re-installation of the software, a new purchase code/activation key pair has to be implemented. A maximum of four (4) replacement keys will be provided for each license purchased, with a limit of 2 replacements in any one year. Requests for further activation keys will require a formal, written request from the end user and the supplier reserves the right to reject the request.
- The software is licensed for a period of time designated by the supplier as determined by the issued registration key number. Notice in the SOFTWARE will be given 30 days prior to expiry. On expiry, a new activation key must be issued to continue using the software.
- The end user, at their option may take out a further annual support and maintenance agreement with the supplier at a designated fee which covers technical phone support during normal office hours and subsequent SOFTWARE upgrades once the warranty period has expired.

Any necessary upgrades of the SOFTWARE will be charged at a fee designated by the supplier unless the software is still within the warranty period or the end user has taken out a support and maintenance contract with the supplier.