

GAMEVIEWER LT WIRELESS VIEWERS

GameViewer LT's display Gameviewer stats generated by Stat Crew Software. Gameviewer stats are a comprehensive set of stats viewed on eight or nine user selectable pages per sport.

Baseball	Football	Basketball	Volleyball
General Info	General Info	General Info	General Info
Announcer	Stats Summary	Stats Summary	Stats Summary
Home Box	Scoring	Team Stats	Team Stats
Visitor Box	Team	Home Stats	Home Stats
Team Stats	Offense	Visitor Stats	Visitor Stats
Play-by-play	Defense	Leader Board	Leader Board
Home Season	Special Teams	Play-by-play	Play-by-play
Visitor Season	Drive Charts	Runs	Misc.
	Play-by-play		
Soccer	Lacrosse	Hockey	
General Info	General Info	General Info	
Stats Summary	Stats Summary	Stats Summary	
Team Stats	Team Stats	Team Stats	
Home Stats	Home Stats	Home Stats	
Visitor Stats	Visitor Stats	Visitor Stats	
Play-by-play	Play-by-play	Play-by-play	
Scores/Cautions	Scores/Penalties	Scores/Penalties	

GameViewers can also be set up to display StatView stats, which are the 25 lines of stats displayed on dumb terminals and StatView wireless terminals. The stats you will be able to view is determined by the stats being sent from the Master via the scoring computer.

GameViewer System

The GameViewer system consist of:

- 1. Stat Crew Software.**
- 2. Scoring laptop, provided by each school.**
- 3. GameViewer Master**
- 4. GameViewer Remote Viewers**

1. Stat Crew Software.

Stat Crew Software and StatView Gameserver software residing on a scoring laptop originate and control stats being sent to and displayed by the GameViewer LT.

2. Scoring laptop.

The Scoring laptop is provided by each school using Stat Crew Software and GameViewers.

3. GameViewer Master.

Each GameViewer system requires one Master unit. Software to control the Master, Gameserver, installs on the scoring laptop.

There are two GameViewer Master units available:

GameViewer Master. **GameViewer uses a 1 Watt radio that is capable of sending stats to Viewers located in locker rooms, tv trucks and other areas not in the open arena or stadium.**

GameViewer LT Master. **GameViewer LT uses a 200 MiliWatt radio that is capable of sending stats to Viewers located in the open arena or stadium, but may not be able to transmit stats to a tv truck or locker rooms.**

4. GameViewer Remote Viewers

One Remote Viewer is required for each location you want to view stats.

There are several Viewers available that can receive stats from either the GameViewerMaster or GameViewer LT Master.

- **GameViewer.** This is a self-contained unit consisting of case, serial cable, color LCD screen, radio, antenna, power supply, battery and charger.
- **GameViewer LT.** This is a self-contained unit consisting of case, retractable USB cable, radio and antenna. Power is provided via the laptop USB port. Gameclient software is loaded on your laptop. LT clips to the back of the LCD case of your personal laptop. Gameviewer stats are stored on your hard drive, allowing you to view any Gameviewer stat when you choose, allowing you to research stats or write reports after the game.
- **GameViewer II.** This is a self-contained unit consisting of a ruggedized magnesium case, color LCD screen, radio, antenna and 120 volt power supply.

Stats Displayed

GameViewer software setup screens allow you to choose between StatView or Gameviewer stats for each game. A Master can only transmit one type of stats at a time and the Viewer can only display the stats being transmitted by the Master. Statview stats are displayed by Viewers very quickly, Gameviewer stats, though much more thorough, generally display updates in 5 to 30 seconds. After a play is input, the time required to update Gameviewer stats depends upon the size of the XML file being transmitted, which grows larger as a game progresses, and the harmonics of the radio field (stadium or arena). There can be significant radio interference in a stadium or arena on game day; therefore, stats may update slower in certain locations.

Wireless Features

GameViewers use a 902-928 Mhz, frequency hopping spread spectrum radio. Each sport operates on a separate channel; therefore, multiple GameViewer systems can transmit and display different sports stats at the same time without interference. The radios have a system ID; therefore, they only communicate with other GameViewer radios. This system is compatible with wireless WiFi networks or other 900 Mhz systems such as wireless scoreboards or wireless whistle systems. Call or email us if you have specific compatibility concerns.

Battery Operation

GameViewer LT does not have a battery, power is provided through the USB port of the laptop.

Warranty

All GameViewers are warrantied for 1 year. The warranty includes parts and labor for any repairs that occur under normal wear and tear. You are responsible for shipping cost incurred to ship the units back to us and for us to ship the repaired unit back to you.

Repairs for damage caused by rough treatment or replacement of lost components, such as antennas, are not covered under warranty.

SOFTWARE INSTALLATION

Instructions for installing GameClient 2.2.3 and LT USB Radio drivers.

THIS PROGRAM AND DRIVERS SHOULD BE INSTALLED ON ANY LAPTOP THAT WILL HOST THE GAMEVIEWER LT. (GV LT)

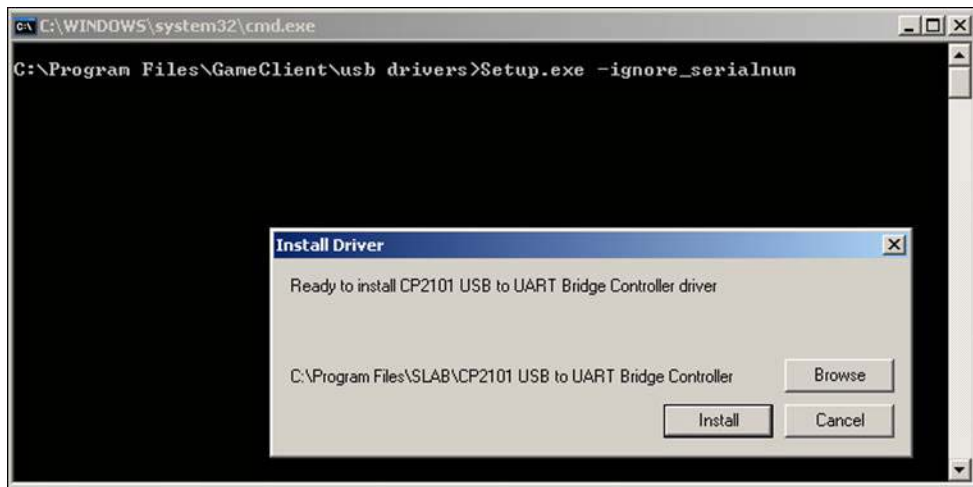
- 1) Insert the Gameclient 2.2.3 CD into the scoring laptop, or download the software from <http://www.statviewterminals.com/software.htm> .
- 2) Using Windows explorer, open the drive containing the CD.
- 3) If you do not have a manual, click on the “GameViewer LT Manual.doc” icon and print the Manual.
- 4) Gameclient 2.2.3 must be installed on the laptop before proceeding with this USB driver installation. Click on the “2.2.3 client setup.exe” icon and follow instructions until the program is installed. **Use default settings.** When prompted, select “Create a desktop icon”
- 5) Remove the CD and store in a safe place.
- 6) Unplug any USB devices currently plugged into your USB port.
- 7) Run the following batch file located in “C:\Program Files\GameClient\usb drivers’:



StatView_USB.bat

This will install a Universal Serial Bus controller named - CP2101 USB Composite Device.

Follow the instructions until it says you are finished.



A screen will pop up stating that this program has not been tested by Microsoft. Non mass produced hardware usually can not afford to obtain this approval and is a common warning when installing drivers.



Click “Continue Anyway” each time this screen appears.

The following screen will appear stating that the USB to UART Bridge Controller Driver was installed successfully.



7) Click “OK”.

8) Plug the GameViewer LT into the desired USB port on your laptop.

The USB port selected should be used every time you plug in the GV LT. This software will create a virtual USB com port - CP2101 USB to UART Bridge Controller (COM*).

The com port number assigned will be the next unassigned com port #, usually COM4.

If you plug the radio into a different USB port, Windows will alert you that new hardware has been found and will prompt you to load USB drivers for the new port. This will create another COM port with the next available COM Port number, usually COM5. This will use one more com port than needed and could interfere with other USB devices using the extra port. It is important that you plug the USB radio into the same USB port every time.

Windows 2000 will install USB drivers automatically.

Windows XP will recognize new hardware and display the following screen:



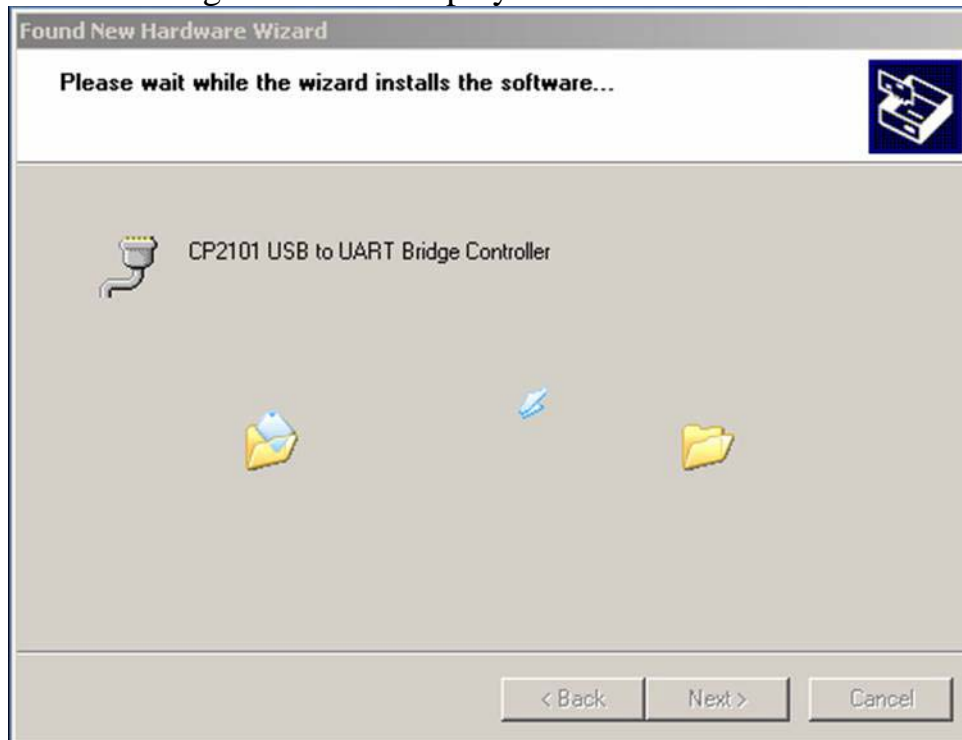
Click “No, not this time” then “Next>”.

The following screen will display:



Click “Install the software automatically”, then “Next>”.

The following screen will display:



The Bridge Controller will begin installing. This screen will pop up stating that this program has not been tested by Microsoft. Low volume manufacturers usually can not afford to obtain this approval.

Click “Continue Anyway” each time this screen appears.



When the driver has been installed, the following screen appears:



Click “Finish”

The CP2101 USB Composite Device has now been installed.

Do not unplug the GameViewer LT.

9) At this point the “Found New Hardware Wizard” screen will again appear.

Follow the same procedure specified above in step 10 to install the CP2101 USB Bridge Controller. The LT is already attached to the USB port.

When you have completed the above steps the second time, the following screen will appear.

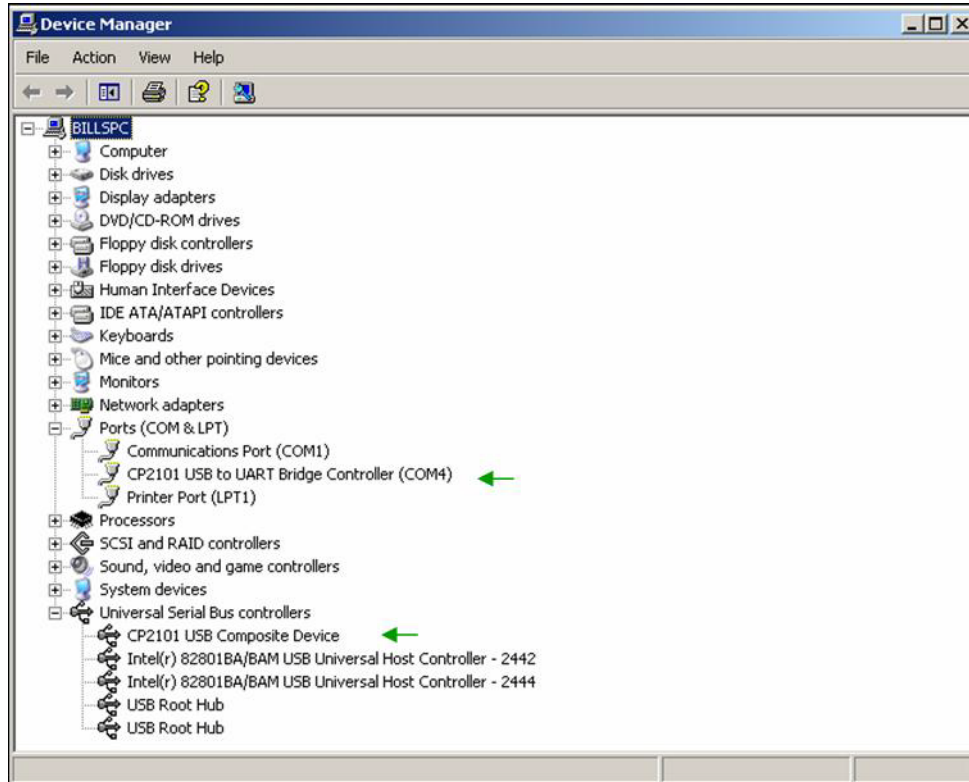


Click “Finish”

The USB drivers for the GameViewer LT have been installed.

The GameViewer LT can now be used. Unplug the LT from the USB port when finished and store in a safe place. These drivers will not need to be installed again unless you delete them from your laptop. The Gameclient program and USB drivers must be installed on any other computer that will be used to display GameViewer stats.

Device Manager on your laptop will display the installed Com port and Universal Serial Bus controller.



Any USB device using the Silicon Labs CP210x USB drivers could malfunction on this PC with these drivers installed. Should any device running Silicon Labs CP210x device fail to connect, plug the USB device into another USB port. Should that fail, go to "Add\Remove programs" in Windows and remove "CP2101 USB to UART Bridge Controller Driver Set".

STATVIEW IS NOT RESPONSIBLE FOR MALFUNCTIONING DEVICES DUE TO THE INSTALLATION OF THESE DRIVERS.

If you are using the GameViewer LT as a Master, refer to the GameViewer Manual for set up instructions.

If you are using GameViewer LT as a Viewer on your laptop, refer to GameViewer LT Instructions that follow.

If you have any problems with or questions regarding set up of the GameViewer LT, go to www.statviewterminals.com or call us at:

662-429-9015 Office, 9-6 Monday-Friday.
901-486-2129 Cell, After hours.

GameClient

Gameclient 2.2.3 software and USB drivers must be installed on the laptop being used to display stats. After reading this manual, refer to the Software Installation section of this manual, and install Gameclient 2.2.3 and the USB drivers located on the CD provided with the GameViewer LT. All software and manuals can also be downloaded from the StatView web site, www.statviewterminals.com.

Gameclient software for GameViewers has been designed to be as thin as possible. In essence, its main function is to listen via its configured Com port and radio channel for incoming packets sent by a GameViewer Master. It chooses which Radio channel to use by keeping track of the last Gameviewer that was launched by a user. When the user launches a Gameviewer, the game client will switch to the radio channel defined in its ini file for that sport.

Configuration

GameClient is shipped to you pre-configured. GameViewers are preloaded with 7 sports supported by Stat Crew Game Viewer software: Football, Baseball, Basketball, Soccer, Volleyball, Ice Hockey and LaCrosse. StatView stats are also selectable as the 8th sport. StatView stats use the Comfile, so it transmits and displays much faster than Gameviewer stats. StatView stats are limited to basic box scores and do not display the complete Gameviewer stats.

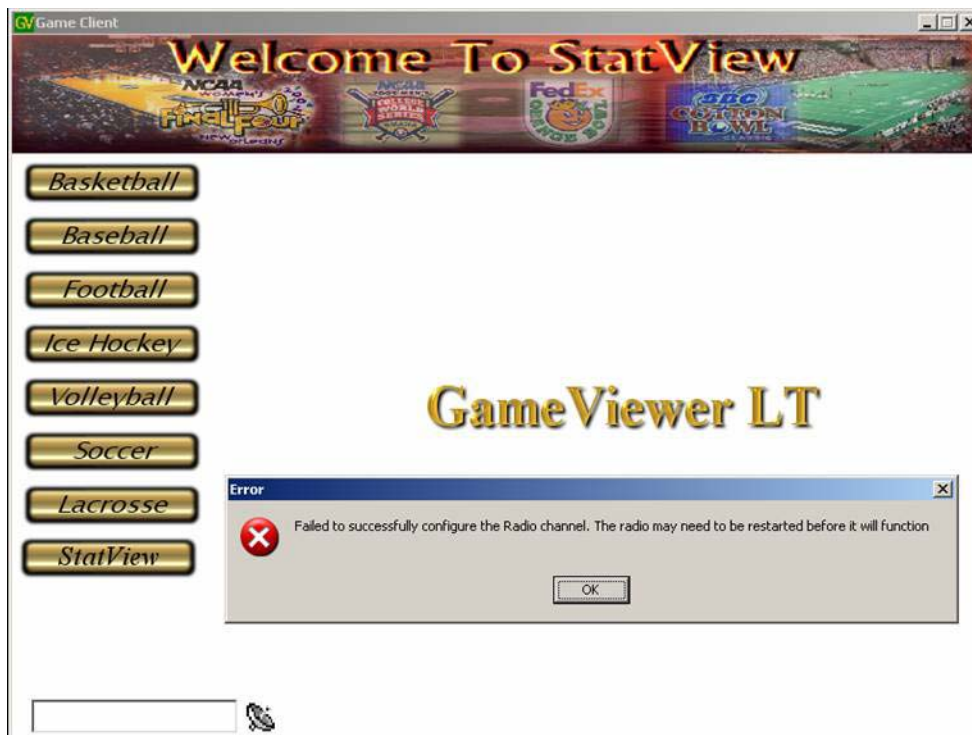
Click on the green and gold GV icon located on your laptop desktop.



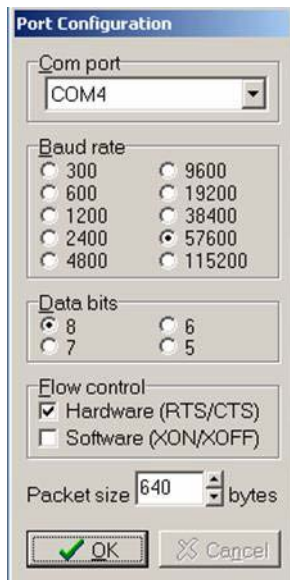
The following screen will open:



GameClient is preconfigured for Com4. If you have plugged the LT into another com port or the installation process has assigned another com port number to the port being used, the following screen will appear:



Click "OK". The following screen will appear:



Click on the Com port down arrow and select the proper Com Port. Do not change any other settings. Click “OK”.

The main set up page will again display.



Single click the desired sport –**do not double click**, doing so will open the Gameviewer twice. Should GameClient open twice, go to the Windows tray at the bottom of your desktop and close one GameClient.

The view screen will display.



If the Master is transmitting test data, you will see numbers scrolling on the scroll bar next to the satellite dish.

If the Master is transmitting data files, you will see unreadable characters scrolling on the scroll bar.

If there is no data scrolling on the scroll bar, either there is no data being transmitted or the radio failed to configure and you will receive an error message.

Important: You can not change sports if the Master is transmitting data files. The radio locks on the last sport selected and error messages will appear if you try to change sports. You must select the proper sport before the scorer begins sending data files. If you last viewed football stats and you are setting up for a football game, your LT will be configured correctly. If your LT was last used to view football and you change to basketball, you must do so before the game starts, at a time when stats are not being transmitted (which is difficult to determine) or before bringing the LT into the arena.

Click the “View” bar.

The current game will display. A sample appears below. If the current game has not been transmitted yet, the last game you viewed will display.

Arizona vs Ohio State, 9/20/1997 at Columbus, Ohio (Ohio Stadium)

AZ 20 Qtr 4 OS 28 Down: 3 To Go: 13 Ball On: AZ 43
 Drive: 5 plays, 9 yards, used 2:26
 TOL: 0 TOL: 1 End of 2nd half, clock 00:00.

General info | Stats summary | Scoring | Team | Offense | Defense | Special teams | Drive charts | Play-by-play

Down: 3 Qtr: 4 ToGo: 13 5-9 Used 02:26 Ball: AZ43
 AZ..... 0 0 0 20 - 20
 OS..... 0 21 7 0 - 28

Team	Player	Att	Cmp	Int	Yds	TD	Lg
AZ	Smith, Keith	37	18	2	210	2	47
OS	Stanley Jackson	11	7	0	104	1	56
OS	Joe Germaine	11	7	1	118	0	39

Arizona			Ohio State				
	#	Yds	TD		#	Yds	TD
---RUSHING---							
1st Downs	19	14		Canidate, T.	26	85	0
Rushes-Yds	44-170	41-70		Smith, Keith	11	69	1
Pass Yds	210	222		Eafon, Kelvin	6	17	0
Passing	18-37-2	14-23-1		Springston, R.	1	-1	0
Plays	81-380	64-292					
Avg/play	4.7	4.6		---RECEIVING---			
Kick ret	3-70	2-28		Brennan, Brad	6	106	1
Punt ret	5-61	2-24		Eafon, Kelvin	3	46	0
Int ret	1-32	2-20		Nadeau, Jeff	3	33	1
Fumb ret	0-0	0-0		Williams, R.	2	13	0
Fumb-Lost	0-0	3-3		Lucky, Mike	2	11	0
Penalties	7-90	2-10		Northcutt, D.	2	1	0
Punts	6-43.5	5-47.4					
Possession	33:07	26:53					
3rd-Dn Eff	4/17	3/13					
4th-Dn Eff	3/6	2/2					

c:\Program Files\gameclient\tas\fbview\samp Help + - Copy Print Update Colors Pause

As the game progresses, updates will appear approximately 5 to 30 seconds after the scorer inputs the play.

You can use the buttons at the bottom of the screen to Pause the updates, change color settings, print, etc.

Use your mouse to change the data displayed by clicking one of the page bars at the top. Should you click “Drive charts”, the following page will display.

Arizona vs Ohio State, 9/20/1997 at Columbus, Ohio (Ohio Stadium)

AZ 20 Qtr 4 OS 28 Down: 3 To Go: 13 Ball On: AZ 43
 Drive: 5 plays, 9 yards, used 2:26
 TOL: 0 TOL: 1 End of 2nd half, clock 00:00.

General info | Stats summary | Scoring | Team | Offense | Defense | Special teams | Drive charts | Play-by-play

Arizona									
Qtr	Spot	Time	Possession	to	Spot	Time	Drive ended	Plays-Yards	TOP
1st	36	13:15	on PUNT	to	H12	07:27	on FGA	12 - 52	5:48
	22	04:46	on PUNT	to	35	01:35	on PUNT	6 - 13	3:11
	H27	01:22	on FUMB	to	H44	00:30	on PUNT	3 - -17	0:52
2nd	12	14:39	on PUNT	to	34	12:03	on DOWNS	7 - 22	2:36
	20	09:06	on KO	to	20	08:59	on INT	1 - 0	0:07
	20	08:55	on KO	to	27	07:23	on PUNT	3 - 7	1:32
3rd	40	06:15	on INT	to	46	05:20	on PUNT	3 - 6	0:55
	30	00:40	on KO	to	H47	00:20	on INT	2 - 23	0:20
	20	14:51	on KO	to	44	12:05	on PUNT	5 - 24	2:46
	H34	11:35	on FUMB	to	H29	09:36	on DOWNS	4 - 5	1:59
	15	07:04	on KO	to	14	05:09	on PUNT	4 - -1	1:55

Ohio State									
Qtr	Spot	Time	Possession	to	Spot	Time	Drive ended	Plays-Yards	TOP
1st	26	15:00	on KO	to	31	13:15	on PUNT	3 - 5	1:45
	20	07:27	on FGA	to	43	04:46	on PUNT	5 - 23	2:41
	30	01:35	on PUNT	to	28	01:22	on FUMB	2 - -2	0:13
2nd	20	00:30	on PUNT	to	24	14:39	on PUNT	3 - 4	0:51
	V34	12:03	on DOWNS	to	V00	09:13	on TD	7 - 34	2:50
	V00	08:59	on INT	to	V00	08:59	on TD	0 - 0	0:00
	32	07:23	on PUNT	to	V28	06:15	on INT	4 - 40	1:08
	37	05:20	on PUNT	to	V00	00:45	on TD	9 - 63	4:35
3rd	44	00:20	on INT	to	46	15:00	on HALF	3 - 2	0:20
	20	12:05	on PUNT	to	34	11:35	on FUMB	2 - 14	0:30
	29	09:36	on DOWNS	to	V00	07:13	on TD	5 - 71	2:23

c:\Program Files\gameclient\tas\fbview\samp Help | + - Copy Print Update Colors Pause

After the game, unplug the LT and store in a safe place.

Game Files



The current game XML file is saved on the laptop in C:\GameFiles. It will be replaced by the next game. If you want to save each game, open Windows explorer, go the C:\GameFiles\game.xml and rename “game.xml” to a descriptive name, retaining the .xml estension, such as “StateCollegeFB1.xml”. This will allow you to build a library of games on the laptop. If you want to bring up an old game, use the browse button under Game XML file.

To view the current game, the path in this window must be “C:\GameFiles\game.xml”.

Communication Settings

For testing and trouble-shooting, you may access more advanced information on the GameClient’s communication screen.



Click on the satellite dish next to the scroll bar (bottom left), then check the echo box. When sending data files from the Master, each packet will register. A good data packet will show “Packet Processed”, bad data packets will show a check sum or parcer fail error. There will be an occasional failed packet due to radio interference. If over half the packets fail, the unit needs to be moved to another location, the antenna needs to be installed, or the Master need to be moved to a better location. If the unit still has many failed packets, call us for help. The more packet failures you have the slower the unit will post new data. The screen shot above is showing excellent data reception.

The **test pattern** sent to the Remotes by the Master when Gameserver is opened **will always show every packet as failed**. The test pattern (**a stream of numbers 1 through 9**) is a data stream, not packets. This window will also display the Client software version.

Virus Software

Norton, McAfee, AOL and other virus software can prevent you from changing sports. GameClient uses an executable file sent over the Com port to change radio settings. Virus programs often prevent executable files being transmitted over Com ports.

It is often mandatory to turn off your virus software when changing sports, especially AOL. You can turn them back on after the new sport has configured.

Sport Selection

You must select the sport that is currently being transmitted by clicking one of the eight sport buttons on the left. This will select the proper radio channel for that sport. The radio will communicate with the Master, provided it is turned on and properly configured. A green light on the LT (just below the antenna) indicates the LT is getting power through the USB connection. The second light will glow red, indicating it is communicating with the Master and that the channel has been set to the selected sport

Maintenance

There is no internal maintenance that can be performed by the user. Contact StatView Tech Support if you have any issues that can not be resolved using this manual.

Do not disassemble the LT or make repairs to the LT. Doing so will void the Warranty.

Clean the LT with a soft, moist cloth. Do not run water or other liquids over the LT.

For current information on GameViewer, software updates, manuals and how to contact StatView, go to www.statviewterminals.com.

Bill Couch 662-429-9015 9-6 Monday-Friday

901-486-2129 after hours

CHANGING LOGOS

Logos must be in .jpg or .bmp format and must be 350 x 350 pixels maximum size. Logos under 100 pixels will be small on the screen. Logos with a white background are preferred.

Place the logo you want to use on your c: drive where you can find it, usually “My Documents”. The standard logo is located in C:\Program Files\GameClient, which is usually the default search location.

To change the logo on the GameClient screen, place the mouse cursor over the current logo, then right click.



Click the “Change Background” Button.

Windows explorer window will open.



Locate the .bmp or .jpg file or photo you want to use. Click the logo, then click “Open”.

The new logo will display.

