



## NFL GSIS Data Interface User Guide

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**National Football League**

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## Overview

The NFL GSIS Data Interface application is a program which allows users to view the information from a specific game, either live or historical, in real time via the receipt of files generated from GSIS Stat Entry. It also allows them to store selected .xml files to a local path on their computer or to a MSMQ or FTP endpoint.

## Requirements

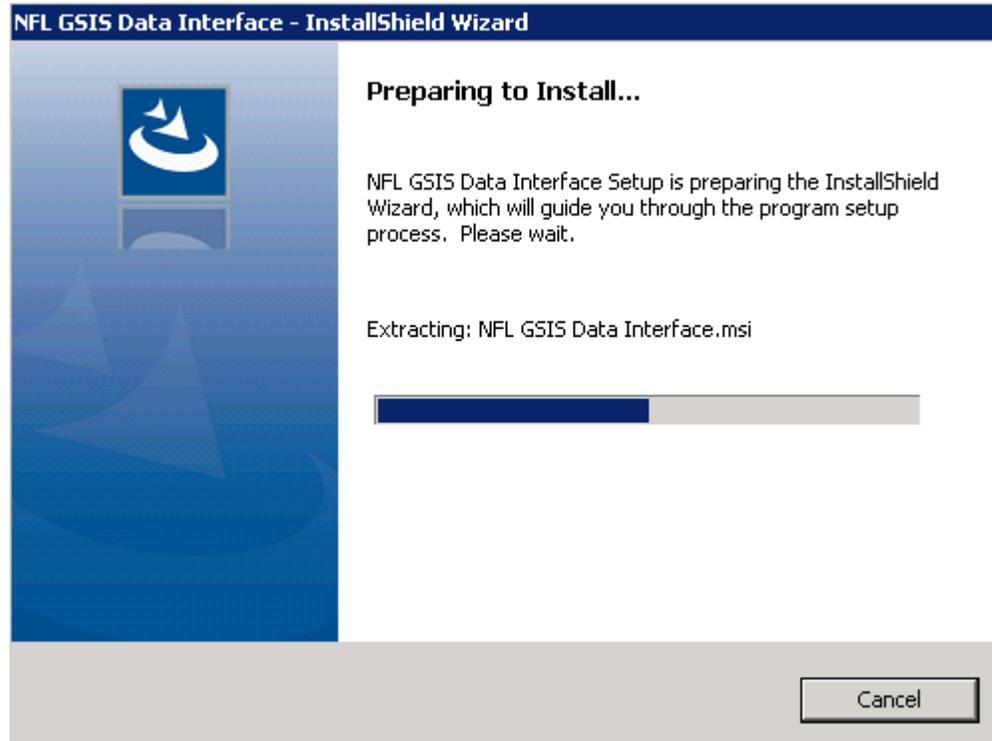
- Windows PC
- Windows 7 or later operating system
- 'Setup.exe' installer file
- Microsoft .NET Framework 4.5.2 or higher (included in install folder)
- Broadband internet connection

## Installation

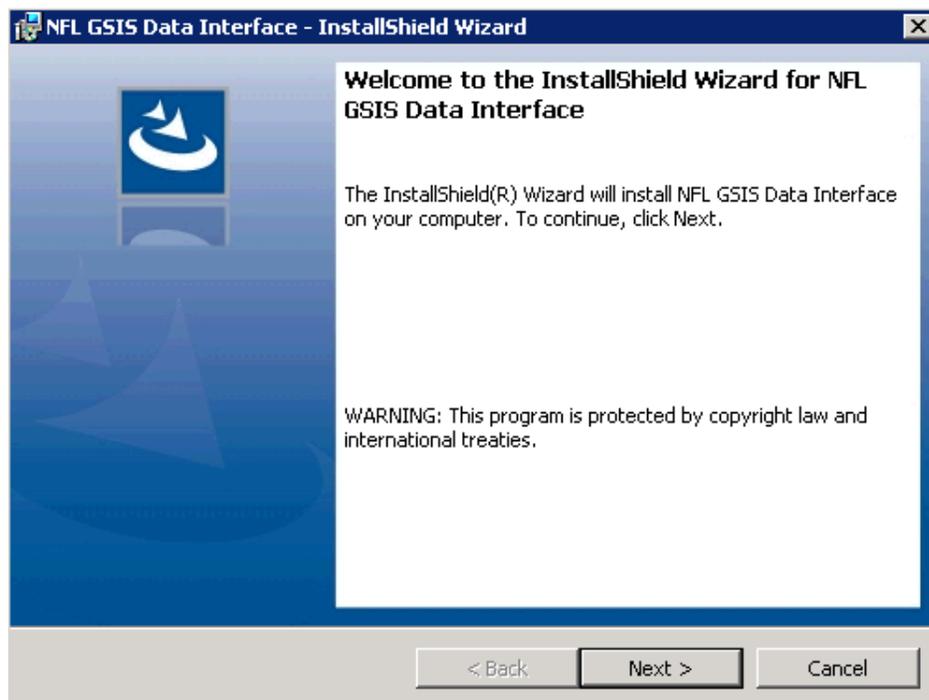
1. Download the latest version of the GSIS Data Interface Client Application provided by the NFL. Unzip the contents of the Zip file to a local folder (ex: C:\GSISDataInterface).
2. Find the 'setup.exe' file and double-click it.

Name ^	Date modified	Type	Size
IS5SetupPrerequisites	5/19/2017 3:26 PM	File folder	
setup.exe	5/18/2017 2:41 PM	Application	3,240 KB

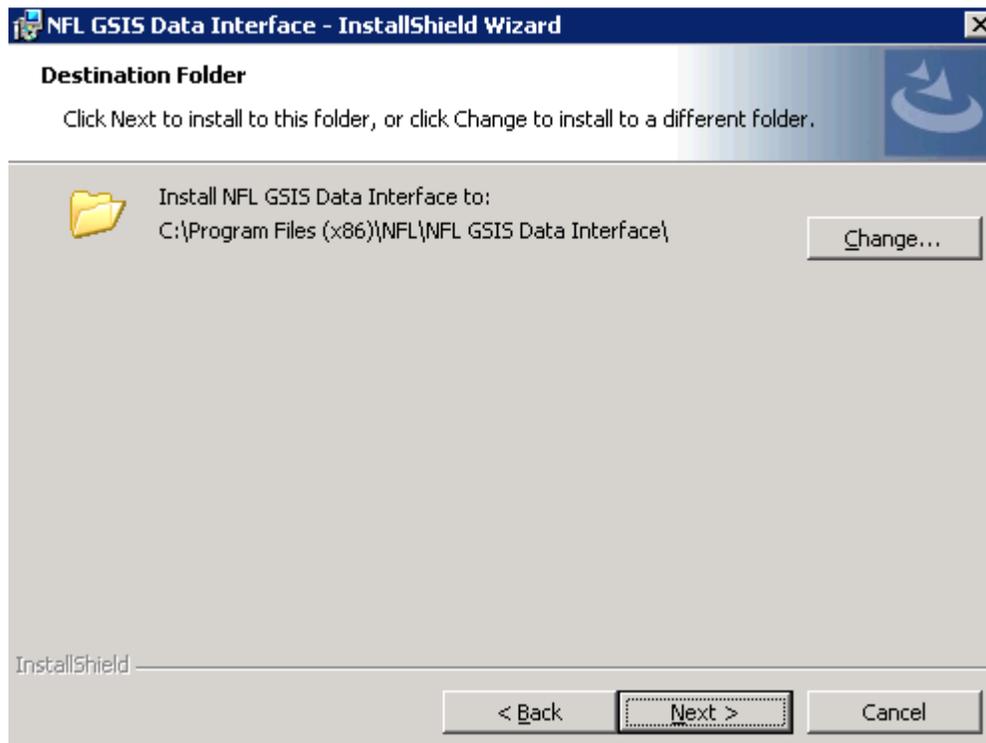
3. The installation preparation will now begin.



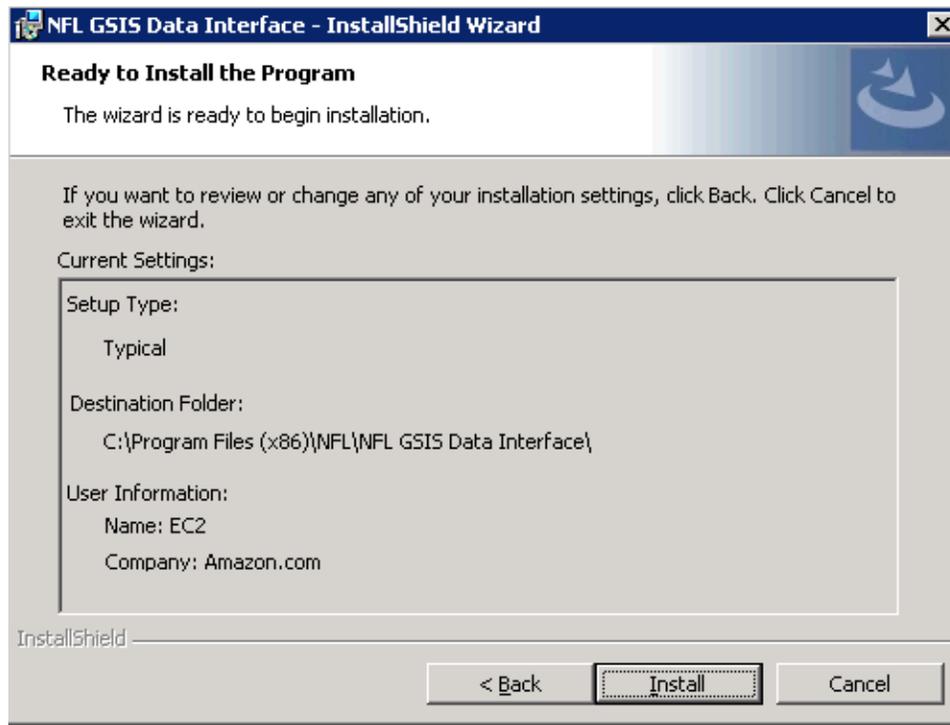
4. Select 'Next' to continue the installation preparation.



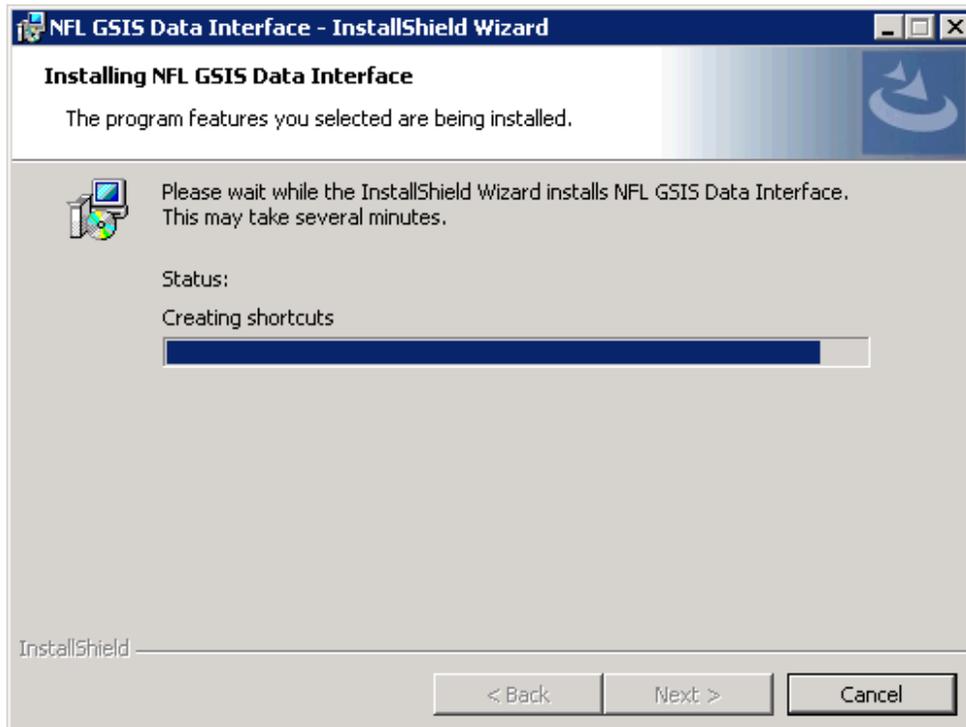
5. Select 'Next' to install the Data Interface in the default location (C:\Program Files (x86)\NFL\NFL GSIS Data Interface\). If you wish to install the Data Interface in a different location, select 'Change...' and pick a new location before pressing 'Next'.



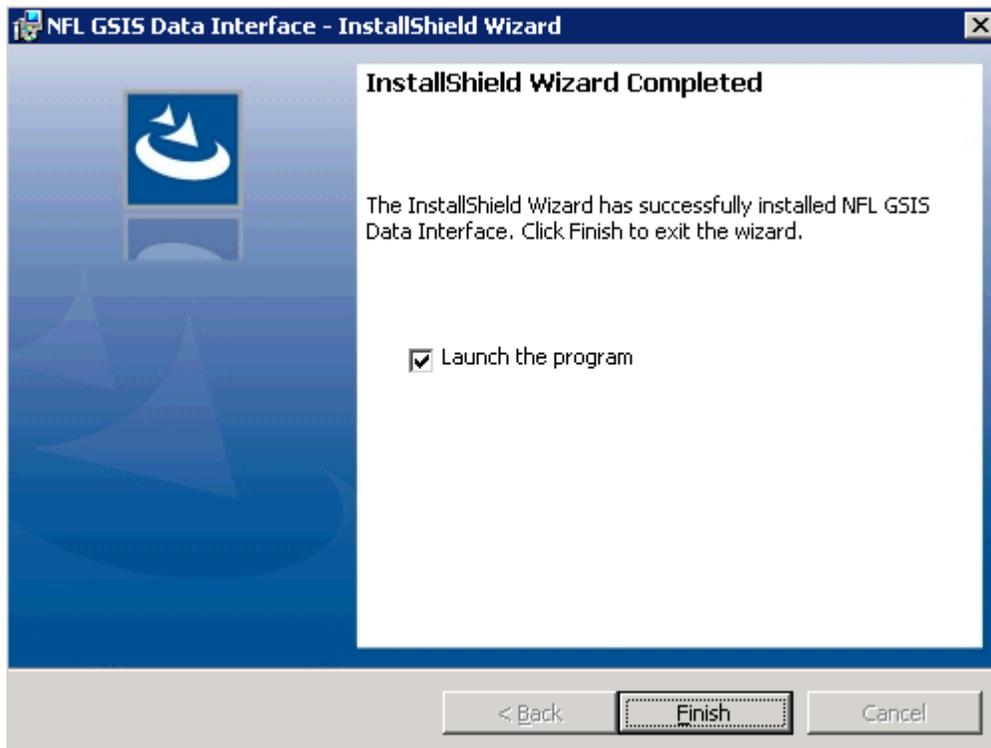
6. Select 'Install' to confirm the installation settings and begin installing the Data Interface program. If you need to make any changes, use the 'Back' button and make them before returning to this screen and pressing 'Install'.



7. The Data Interface will now install.



8. Once the install has finished, Select 'Finish' to complete the installation and launch the Data Interface program. If you want to complete the installation without launching the Data Interface, uncheck the 'Launch the program' box before selecting 'Finish'.



## Using the Application

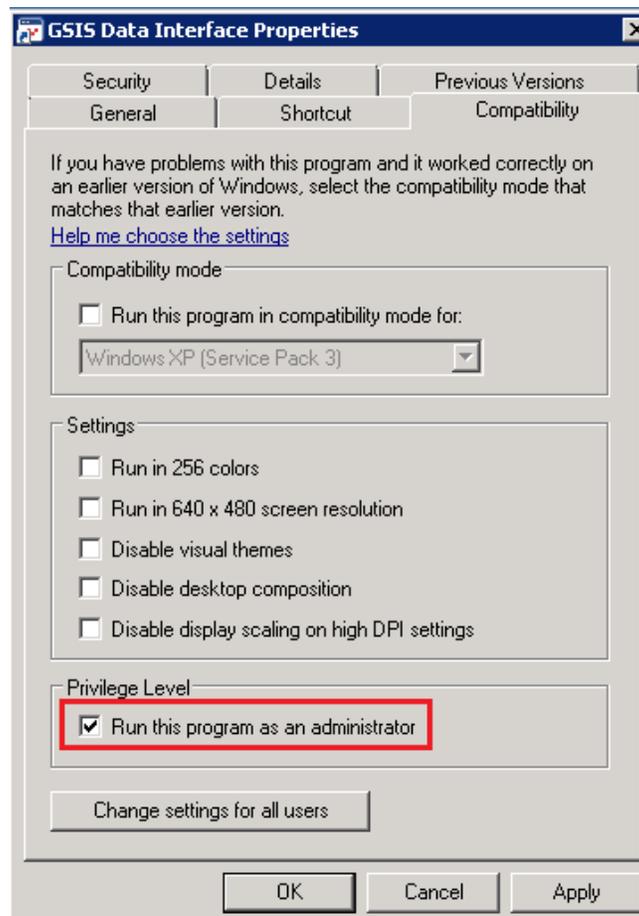
### Starting the Application

1. If not already open, run the Data Interface application by pressing Shift+right-clicking on the 'GSIS Data Interface' desktop icon and selecting "Run as Administrator." Running as an administrator will allow the program to automatically update if needed. If the "Run as Administrator" option is not available, simply double-click the desktop icon, or select 'GSIS Data Interface' from the Start menu.



2. If the app is being run by a user that is a local admin, they should complete the following steps in order to allow the app to always run as an administrator:

- a. Right-click the 'GSIS Data Interface' desktop icon
- b. Select 'Properties'
- c. Click on the 'Compatibility' tab
- d. Check the 'Run this program as an administrator' checkbox



## Login

When you run the application, you will be brought to the login screen. Here you must enter your NFL provided username and password to login to the Data Interface. **NOTE:** You will only need to log in the first time you start the application.



The image shows a login dialog box with a dark blue header containing the text "Please log in...". On the left side of the dialog is the NFL logo, which features a shield with a football and stars, and the letters "NFL" in red. To the right of the logo, the text "Please sign in with your NFL account" is displayed. Below this text are two input fields: "Username:" followed by a text box, and "Password:" followed by a text box. At the bottom right of the dialog are two buttons: "Log In" and "Cancel". At the bottom left of the dialog, the text "NFL GSIS Support Number: 877-635-0171" is visible.

## Registration

1. Once logged in, you are brought to the Device Registration screen. You must register your device in order to continue. You can do this by filling out the form and selecting 'Register'. **NOTE:** All fields except for Description are required.

### Device Registration

**Device registration must be completed to continue**



Stadium:

Company:

Contact Name:

Contact Phone:

Contact Email:

Description:

NFL GSIS Support Number: 877-635-0171

2. Your registration status is now Pending. A pop-up 'Registration Pending Approval' dialog will appear and remain until an NFL GSIS Admin has approved your request. To have your request approved, you may call NFL GSIS Support at (877) 635-0171. You will not be able to use the app until your device registration has been approved.

### NFL Device Registration

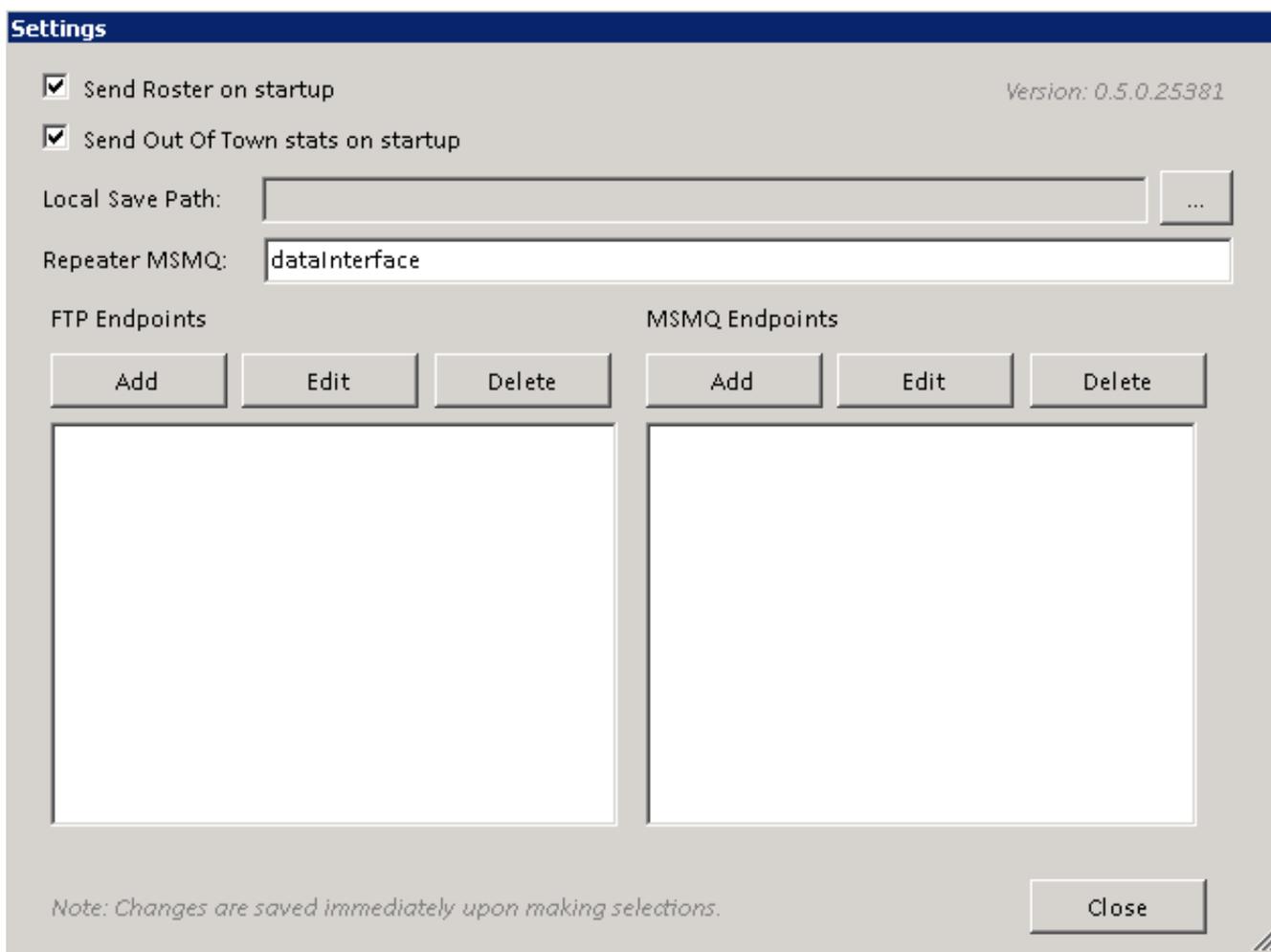
Registration Pending Approval...

3. Once approved, you will automatically be brought into the GSIS Data Interface app. **NOTE:** If this is your first time entering the app, or if no Local Save Path or Endpoints have been previously entered, the Settings screen will automatically open as well (See [Settings](#) section for further details).



## Settings

The Settings window is where you can add and edit the file path where your data will be saved, as well as FTP and MSMQ Endpoints. If this is your first time entering the app, or if no Local Save Path or Endpoints have been previously entered, the Settings screen will automatically open. You must have a Local Save Path or Endpoints enabled in order to use the application. If you do not, anytime you select a mode (Set Live Game, Replay Historical Game, or Receiver Mode), you will be brought back to the Settings window. **NOTE:** Changes made in this window are saved automatically immediately after they are made.



Settings options:

Send Roster on Startup checkbox	Will immediately send the Roster.xml file when either a Historical or Live Game is selected (enabled by default).
Send Out of Town Stats on Startup checkbox	Will immediately send the Scores.xml and Leaders.xml files when either a Historical or Live Game is selected (enabled by default).
Local Save Path	Here you can enter the local folder to which the data files will be saved (ex: C:\GSISData).
FTP Endpoints (Add/Edit/Delete)	Add, Edit, or Delete the endpoints to FTP the data files to, if applicable.
MSMQ Endpoints (Add/Edit/Delete)	Add, Edit, or Delete the endpoints to MSMQ the data files to, if applicable.

## Local Save Path

The local save path is a local folder where the data files will be saved.

1. To set the Local Save Path, select the '...' button.



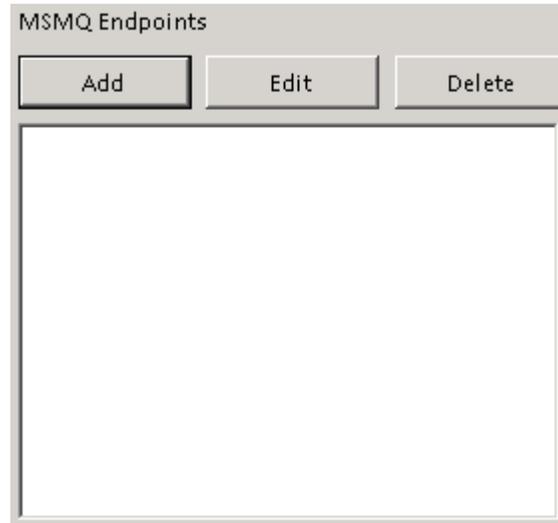
2. Create or select a destination folder, then select 'OK'. The file path you selected will now be visible in the 'Local Save Path' field of the 'Settings' window.



## MSMQ Endpoint

For backwards compatibility with the Realtime Stats Exporter, MSMQ Endpoints are supported.

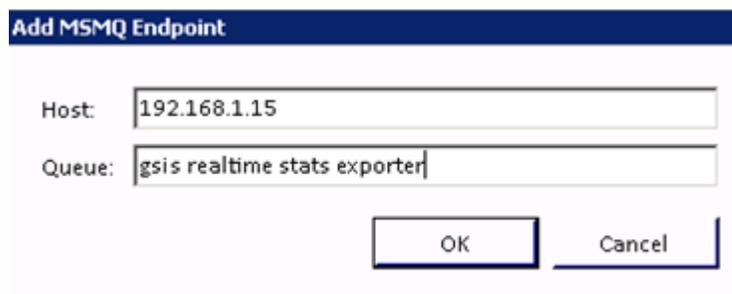
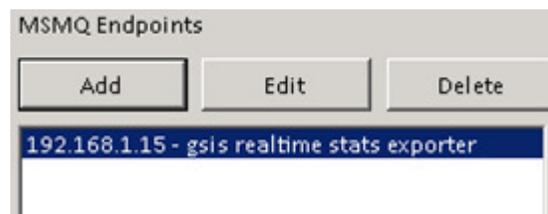
1. To add an MSMQ Endpoint, select the 'Add' button under the 'MSMQ Endpoints' heading.



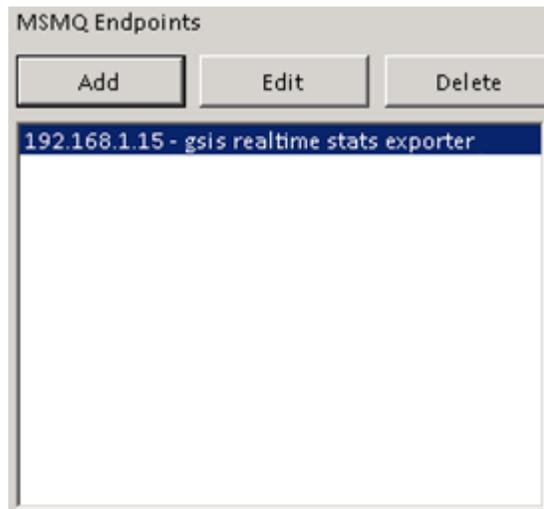
2. Enter a 'Host' and 'Queue', then select 'OK'. Your newly added MSMQ Endpoint will now appear in the MSMQ Endpoints list on the Settings window.

The 'Host' is the IP Address or Computer Name to send the files to. **NOTE:** To send to the local computer, please enter the local IP address or computer name of the local computer. In a future version, you will be able to enter either localhost or 127.0.0.1.

The 'Queue' is the MSMQ queue name. **NOTE: To use the same queue that the GSIS Real-time Stats Exporter used to send to, enter: 'gsis realtime stats exporter' (case sensitive).**

A screenshot of a dialog box titled "Add MSMQ Endpoint". It has a dark blue header. Below the header, there are two text input fields. The first is labeled "Host:" and contains the text "192.168.1.15". The second is labeled "Queue:" and contains the text "gsis realtime stats exporter". At the bottom right, there are two buttons: "OK" and "Cancel".

3. To edit an existing MSMQ Endpoint, select it from the list and press 'Edit'.

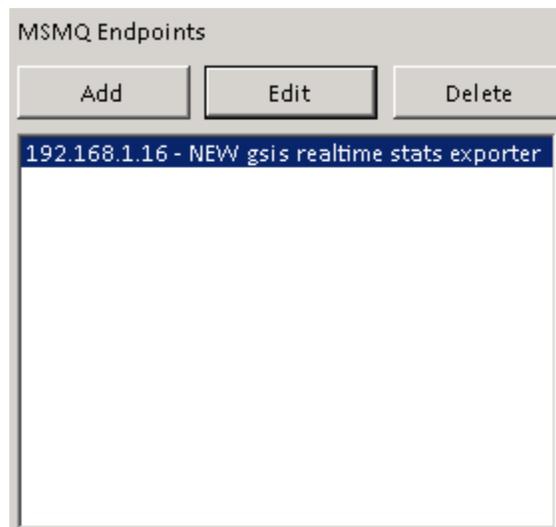


4. Make any necessary changes to the Host and/or Queue and press 'OK'. Your updates will now be saved and reflected in the MSMQ Endpoints list.

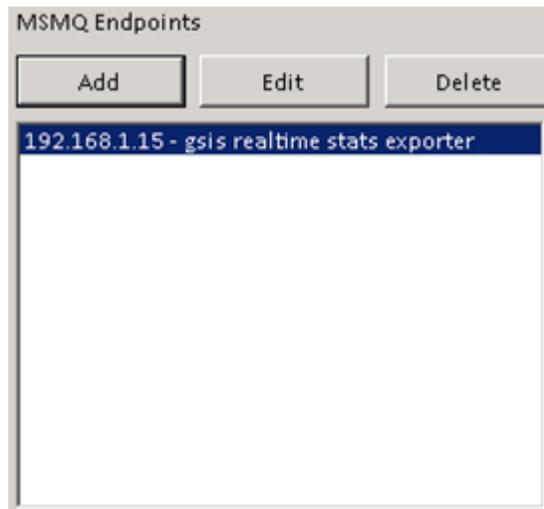
**Add MSMQ Endpoint**

Host:

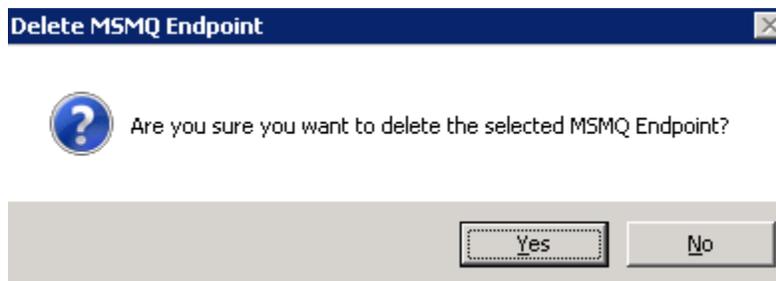
Queue:



5. To delete an existing MSMQ Endpoint, select it from the list and press 'Delete'.



6. Select 'Yes' on the confirmation dialog. The selected MSMQ Endpoint is now removed from the list.



## FTP Endpoint

While this functionality is rarely used, if you need to use an FTP Endpoint, follow the steps below.

1. To add an FTP Endpoint, select the 'Add' button under the 'FTP Endpoints' heading.

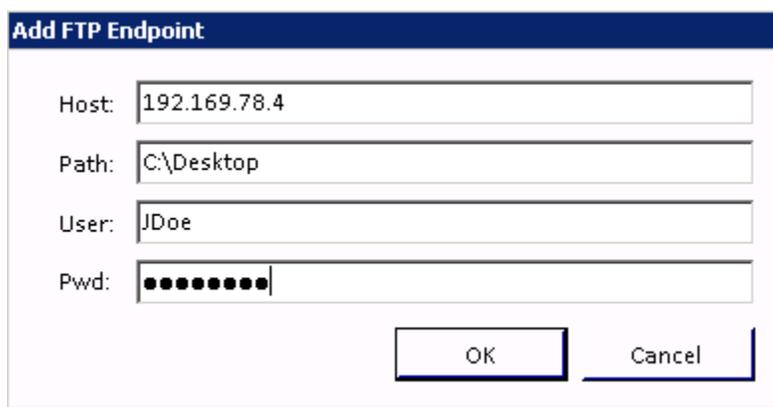


2. Enter a Host, Path, User, and Password, then select 'OK'. Your newly added FTP Endpoint will now appear in the FTP Endpoints list on the Settings window.

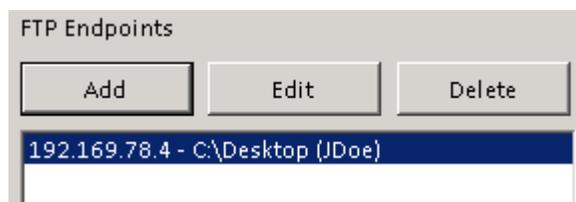
The Host is the IP address (or website that resolves to an IP address) to send the files to. **NOTE:** To send to the local computer, please enter the local IP address or computer name of the local computer. In a future version, you will be able to enter either localhost or 127.0.0.1.

The Path is the file path that facilitates connection to the FTP server.

The User and Pwd are the login information for authentication on the FTP server.

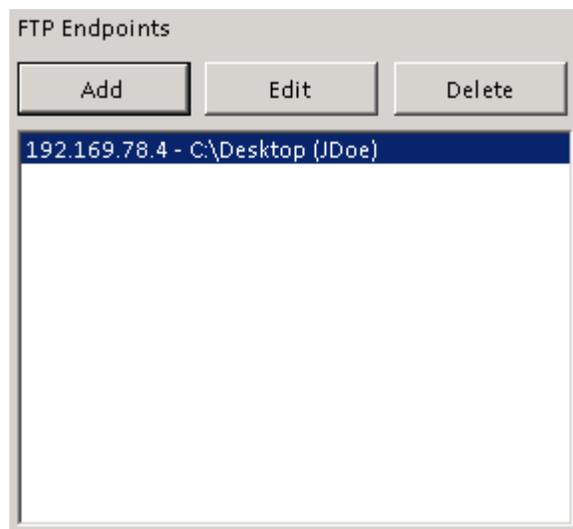


The 'Add FTP Endpoint' dialog box contains four input fields: Host (192.169.78.4), Path (C:\Desktop), User (JDoe), and Pwd (represented by ten dots). At the bottom right, there are 'OK' and 'Cancel' buttons.



The 'FTP Endpoints' window shows three buttons: 'Add', 'Edit', and 'Delete'. Below the buttons is a list with one entry: '192.169.78.4 - C:\Desktop (JDoe)', which is highlighted in blue.

3. To edit an existing FTP Endpoint, select it from the list and press 'Edit'.



The 'FTP Endpoints' window is identical to the previous screenshot, but the 'Edit' button is highlighted with a blue border, indicating it is the active selection.

4. Make any necessary changes to the Host and/or Queue and press 'OK'. Your updates will now be saved and reflected in the FTP Endpoints list.

**Edit FTP Endpoint**

Host: 192.169.78.44

Path: C:\Documents

User: DSmith

Pwd: ●●●●●●●●●●●●●●●●

OK Cancel

**FTP Endpoints**

Add Edit Delete

192.169.78.4 - C:\Desktop (JDoe)

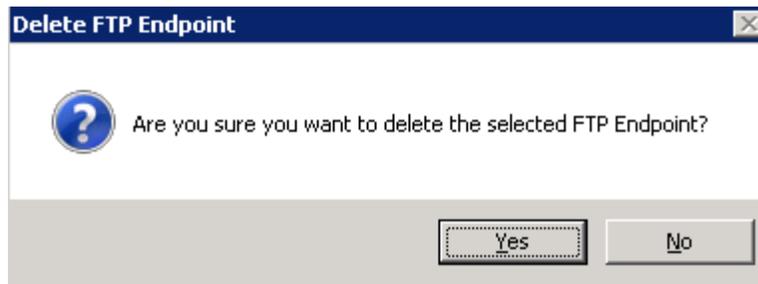
5. To delete an existing FTP Endpoint, select it from the list and press 'Delete'.

**FTP Endpoints**

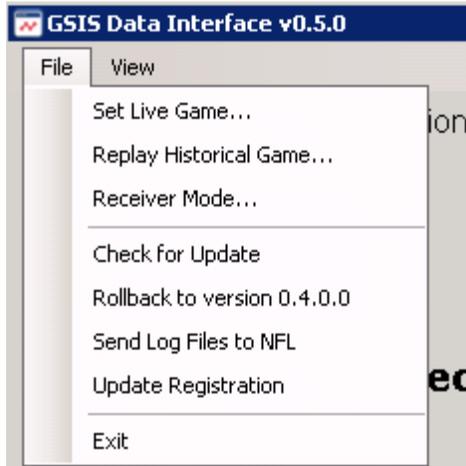
Add Edit Delete

192.169.78.4 - C:\Desktop (JDoe)

6. Select 'Yes' on the confirmation dialog. The selected FTP Endpoint is now removed from the list.



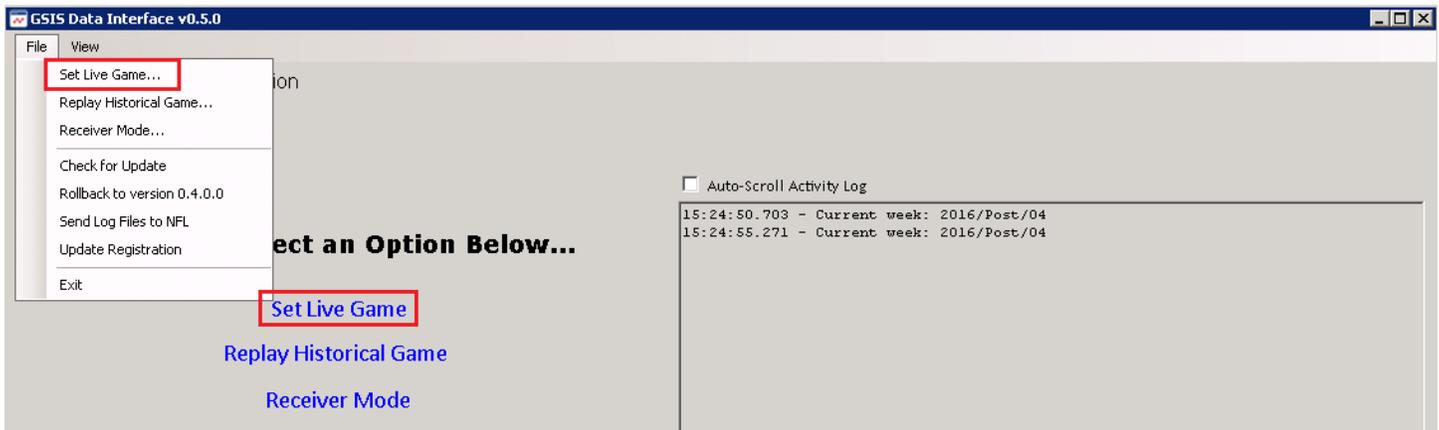
## File Menu



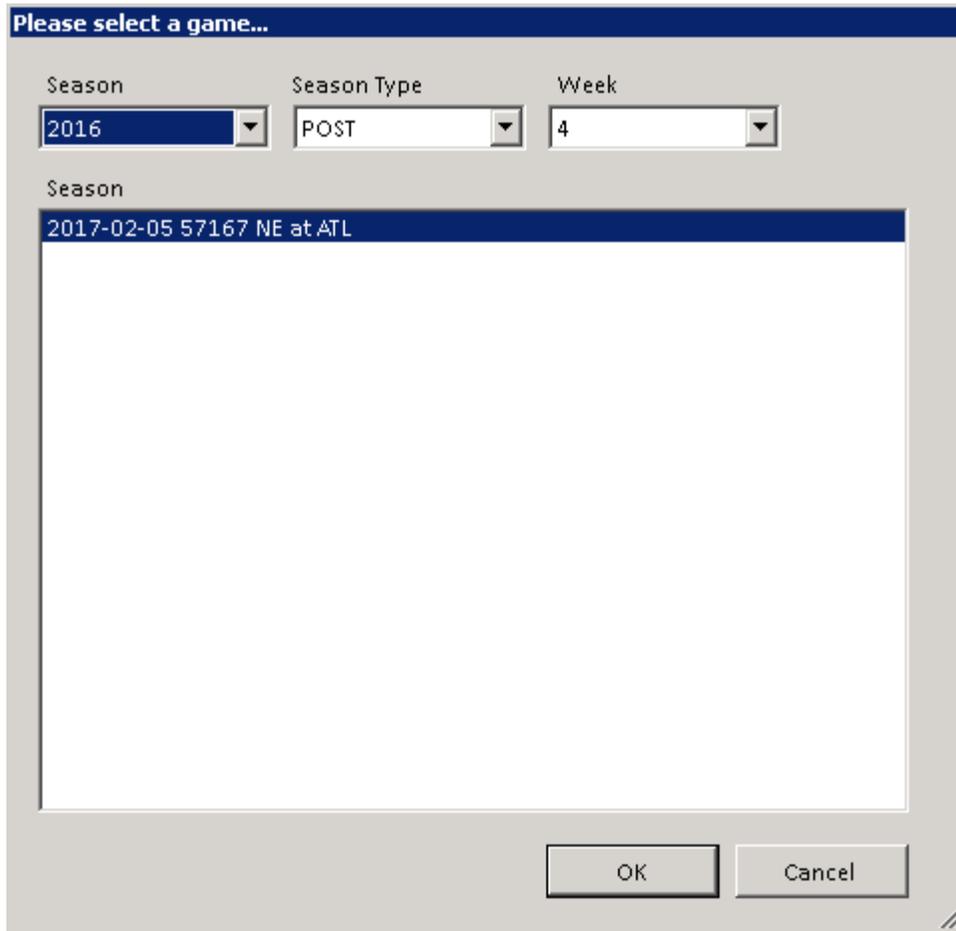
### Set Live Game

You can select any live game currently in progress at the stadium you registered with. You will receive the data files as soon as the stat crew ends the play in GSIS.

1. To start Live Game mode, you can click the 'Set Live Game' link on the main screen, or select 'Set Live Game...' from the 'File' menu.



2. If there is a live game going on at the stadium you are registered to, it will appear under the current week in the Game Select window. Select the live game and choose 'OK'.



3. The live game will now open and all of the information on screen (score, situation, clock, etc.) will update as each file is received.

4. While in Live Game mode, you can use the buttons in the 'Send:' section to retrieve .xml files for the game. These buttons (Season to Date, Out of Town, Game to Date, and Roster) will cause the Data Interface to retrieve the related .xml files and save them in the Local Save Path or Endpoint that you chose in the Settings menu.

Button	Files Generated
Season to Date	<HomeTeam>_SeasonToDateStats.xml <VisitingTeam>SeasonToDateStats.xml IndividualLeaders.xml TeamRankings.xml
Out of Town	Leaders.xml Scores.xml
Game to Date	GSISGameStats.xml
Roster	Roster.xml

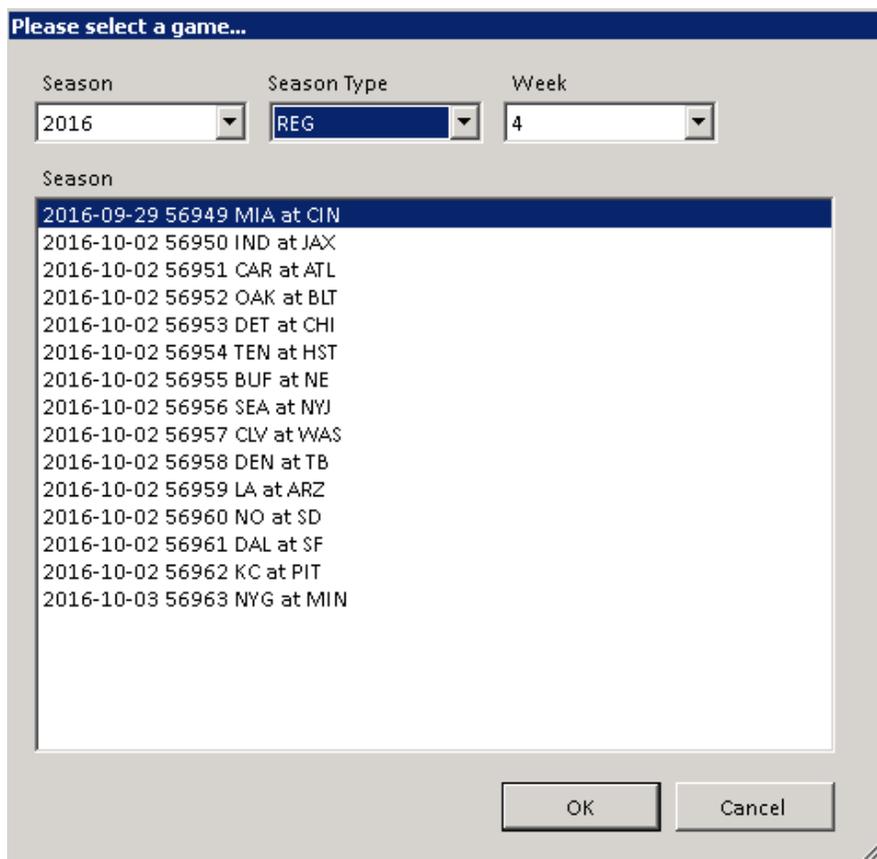
## Replay Historical Game

The GSIS Data Interface client application allows you to choose a previous game to replay for testing purposes.

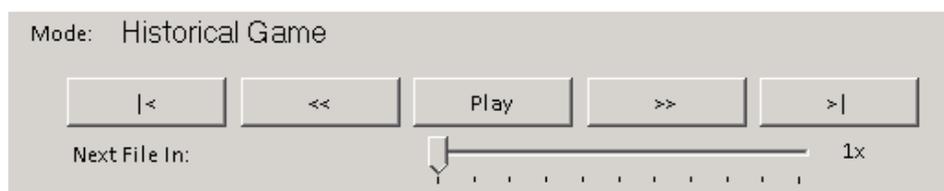
1. To start Historical Game mode, you can click the 'Replay Historical Game' link on the main screen, or select 'Replay Historical Game...' from the 'File' menu.



2. At the Game Select screen, use the dropdown menus to pick the Season, Season Type, and Week of the game you wish to replay. Then click the specific game you want to replay and press 'OK'. Your selected game will now be loaded into Historical Game mode.



3. Select 'Play' to begin replaying the game.



4. While the game is replaying, you can use the slider bar to adjust the speed at which the game replays. This is important because, by default, the plays will load at the same speed they occurred during the game, so there will be long pauses for things like pre-game, halftime, and TV timeouts. You can also use the 'Pause' button to stop the game, the '<<' and '>>' buttons to skip backwards or forwards one play, and the '|<' and '>|' buttons to skip to the first or last play of the game.

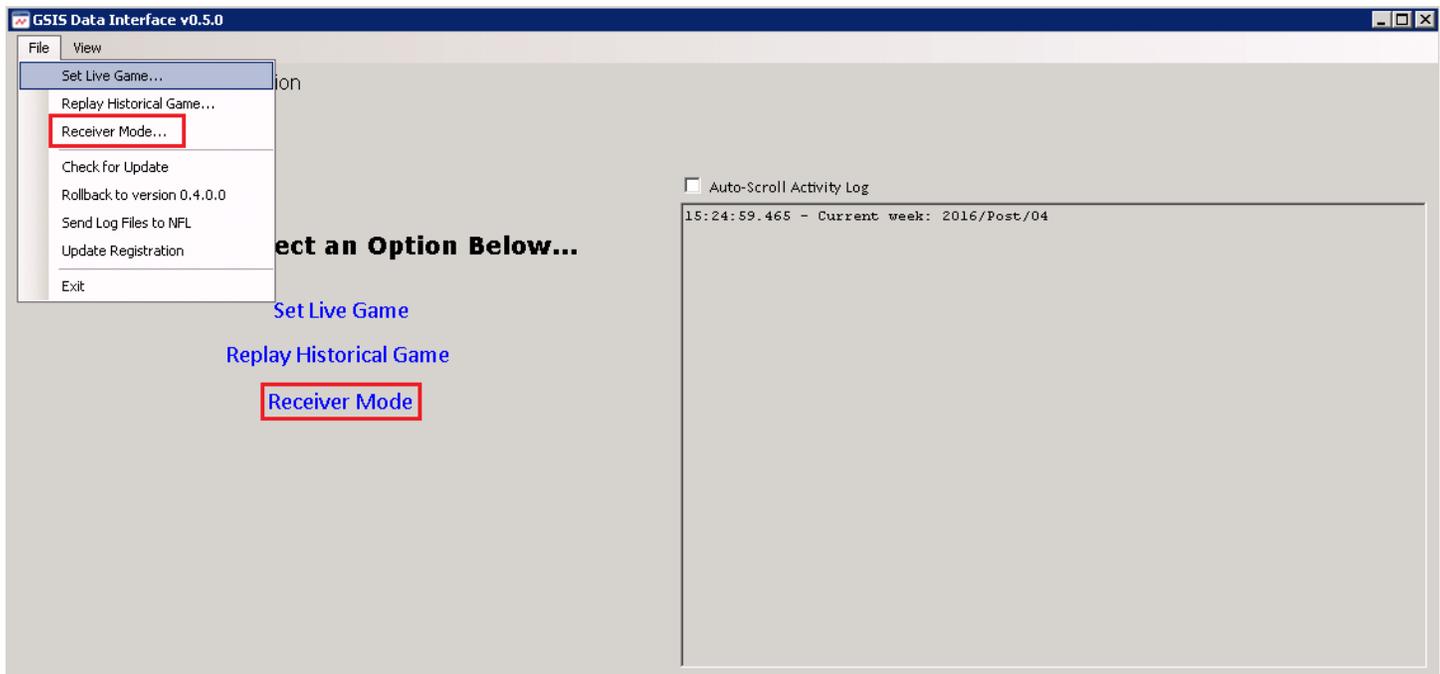


## Receiver Mode

Receiver Mode watches a local MSMQ queue (name must be configured in the Settings menu) for files instead of going over the internet. This mode can be used in a scenario where the machine that Data Interface is running on doesn't have internet access, but another Data Interface client can send it files through MSMQ.

**NOTE:** You must have a message queuing service installed on your computer for this mode to work properly.

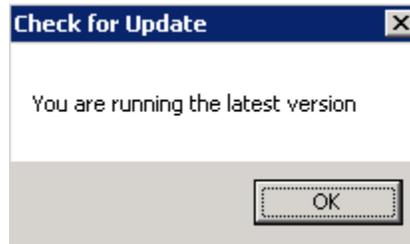
1. To enable Receiver Mode, you can click the 'Receiver Mode' link on the main screen, or select 'Receiver Mode...' from the 'File' menu. You will now be able to receive the files from the local MSMQ Queue.



## Check for Update

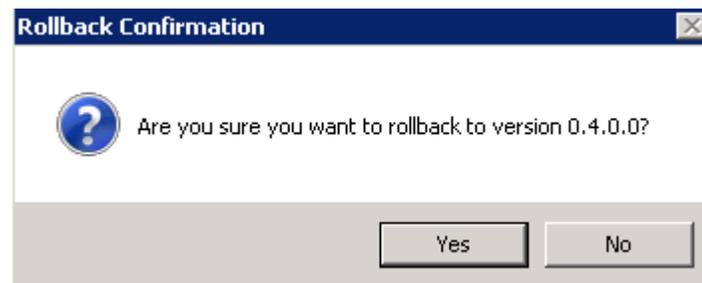
When you start the app, it will automatically run a check to make sure you have the latest version and prompt you if a new version is available. If you want to run this check manually, select this File menu option to make sure that you are running the most current version of Data Interface. If you are, a “You are running the latest version” dialog will appear. If you are not, you will be prompted and asked to download the newest version.

**NOTE:** This app must be run in Administrator Mode in order to auto-update. To run in Administrator Mode, press Shift+right-click the desktop icon and select “Run as Administrator”.



## Rollback to Version x.x.x.x

In the rare case where there is a problem with the version of Data Interface you are using, you may be asked to rollback to the previous version of the application, either to try the update process again, or to use the older version until a newer version with the proper issue fixes is released. Selecting this option from the File menu will ask for your confirmation and then proceed to install the previous version of the application.



## Send Log Files to NFL

If you are ever communicating with GSIS Support to troubleshoot an issue, they may ask you to send them the log files from your Data Interface program. To do this, simply select this option from the File menu and your log files will automatically be sent to the NFL. A success dialog will confirm that the files were sent.



## Update Registration

If you ever need to update any of the registration information you initially entered (Company, Contact Info, and/or Description), select this option from the File menu, make any necessary changes, and select 'OK'.

**Update Registration**



Company:

Contact Name:

Contact Phone:

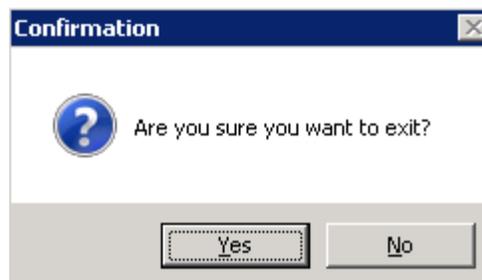
Contact Email:

Description:

NFL GSIS Support Number: 877-635-0171

## Exit

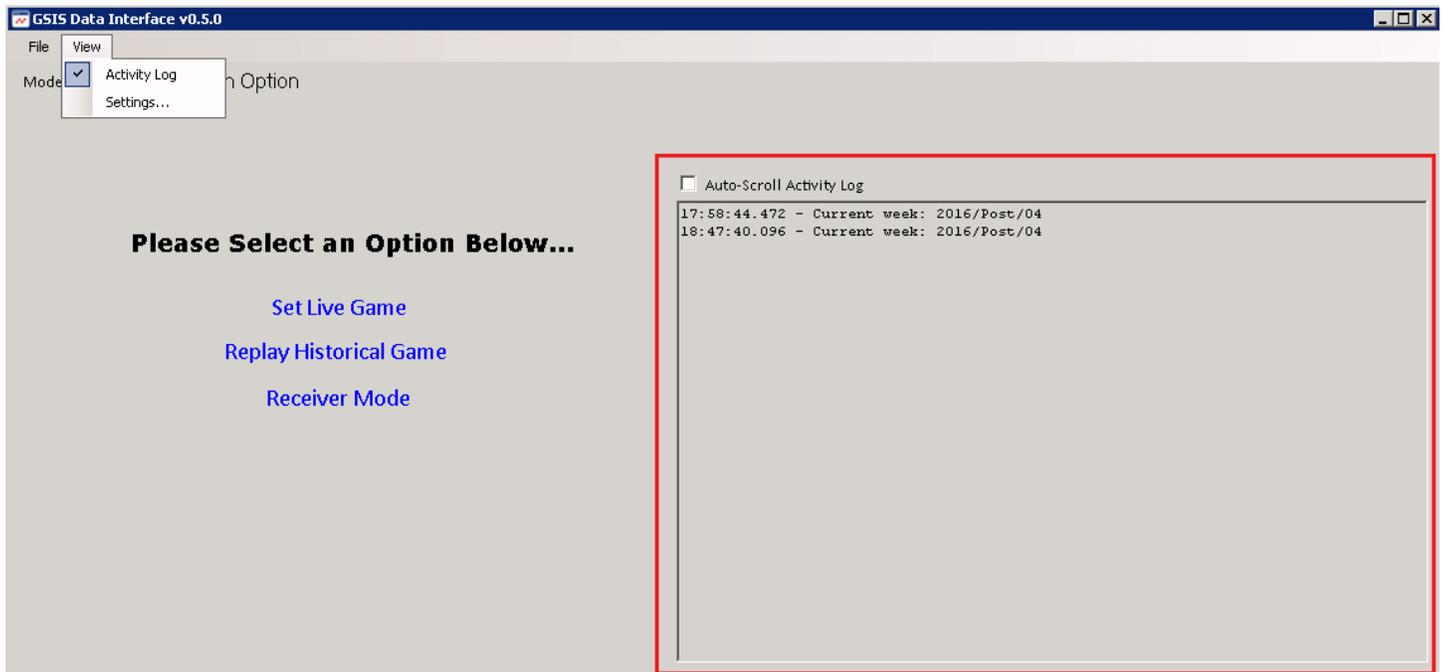
Select this option from the File menu, and 'Yes' on the confirmation dialog, to exit the Data Interface program.



## View Menu

### Activity Log

The Activity Log shows a running list of all files and information being received. You can also select the 'Auto-Scroll Activity Log' checkbox if you want to always have the latest activity visible on screen. The option in the View menu toggles whether or not the Activity Log is visible on screen. It is checked (visible) by default.



## Test Mode

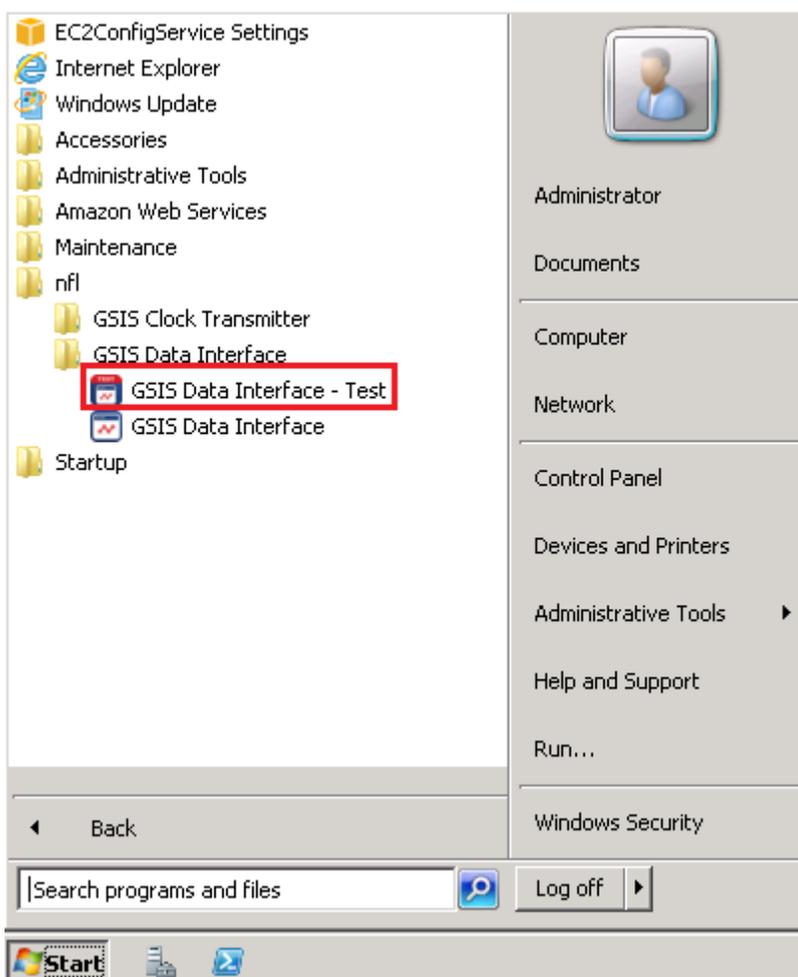
Test Mode is, from a user standpoint, nearly identical to the regular production Data Interface app, but it is pointed at a testing server that will not interfere with the NFL's production server. This is useful when the stat crew or the NFL is entering a "live" game in Test Mode.

The only visual differences between Test Mode and the standard mode is the dark red box in the upper section of the UI that says "TEST MODE".



## Using Test Mode

1. Close the standard Data Interface app if it is open. The Data Interface app cannot be run in standard mode and test mode simultaneously.
2. Find the 'GSIS Data Interface – Test' button in the start menu via All Programs > NFL > GSIS Data Interface > GSIS Data Interface - Test (it will not have an icon on the desktop).



3. Login with your Test Mode username and password. Since Test Mode is in a different environment, you will need to use Test Mode login credentials.
4. From here, you will follow all the same steps to register and use the app just as you would in standard mode.

## Support

For support with the NFL GSIS Data Interface application, call or email GSIS Support:

**Phone:** (877) 635-0171  
(212) 450-2443

**Email:** [GSISupport@NFL.com](mailto:GSISupport@NFL.com)