

Player Participation Newsletter – 2005-02

Wednesday, August 17, 2005

I just wanted to update crews getting ready to head out to their first home game. We have run into some issues in week #1 that are causing crews a lot of grief. Hopefully with some advance information you can avoid some of the problems they've experience.

Software Version

Our current software version is **2.0.0.4**. As early as possible you should start the Player Participation software and check the version number located in the bottom status bar of the window.

- Start Player Participation (Start, Programs, GSIS, Player Participation)
- Enter your first name and last name and choose **Primary**. Then click **Ok**.
- Examine the version number at the bottom of the screen.



If the version number is 1.0.x.x, you'll need to contact your GSIS Stadium Technician to have him install the most recent version of GSIS and Player Participation from the CD.

If the version number is 2.0.0.2, that means the laptop has been updated with the version from the CD but the GSIS Updates have not been applied. Connect the laptop to the GSIS network, logon with administrator privileges and install the updates from the GSIS Update webpage.

Duplicate Uniform Numbers

Often during the preseason there are several players on the team that share the same uniform number as another member of the same team. In most cases, one player is an offensive player and the other is a defensive player. There are several ways the stats crew may handle this. In GSIS, they can enter a letter following the number of the player. For example, if there are two players with the number 70, one player can be added as "70" and the other player "70a". A better way for the stats crew to handle it is "70O" (O for offense) and "70D" (D for defense). When you are entering a player whose number is not unique you must enter all three characters or follow a two-digit uniform number with the <enter> key.

Now you can imagine how difficult it will be when these players are involved in a specials teams play (especially kickoffs). You'll need to look for the player's name in addition to the number on the uniform to help distinguish one from the other.

Needless to say, duplicate uniform numbers will slow you down.

Automatic Import from GSIS

When using the Automatic method of importing data from GSIS, two clubs have experienced problems with the roster information not working. We've attempted to reproduce the problem but have been unsuccessful. We have found however that a good workaround is to manually import the data first by exporting the **Cumulative Stats XML** file and **Roster XML files** from GSIS. Then use the manual import method to load the plays and roster. Once the roster is successfully loaded you may switch back to the automatic method.

Note: if you experience this problem please let us know so we can continue to track the problem.

