USING THE LEGACY IN-GAME PLAY EDITOR (F9)

The following chart shows the valid entries per field for each type of play:

Type of Play	Character or Number Allowed for Each Field					
	1	2	3	4	5	6
Field Goal	J Y D L P	H V	##	F P Z (blank)	Q G Y R X K	time
Free Throw	E	H V	##	(blank)	E R	time
Rebound	R	H V	## B M	(blank)	(blank)	time
Assist	A	H V	##	(blank)	(blank)	time
Blocked Shot	B	H V	##	(blank)	(blank)	time
Foul	F	H V	## B M	(blank)	(blank) T	time
Steal	S	H V	##	(blank)	(blank)	time
Turnover	T	H V	##	(blank)	(blank)	time
Timeout	O	H V	T 3 M	(blank)	(blank)	time
Wrong Basket	W	H V	(blank)	(blank)	(blank)	time

FIELD 1 — Action code: **J** (2- or 3-point attempt), **Y** (3-point attempt),
   D (dunk), **L** (layup), **P** (tip-in)
FIELD 2 — **H** or **V** (home or visitors)
FIELD 3 — player number ("**##**"), or **B** (deadball), or **M** (team), or
   T (media timeout), or **2** (20-second timeout), or **3** (30-second timeout)
FIELD 4 — blank, or **F** (fast break), or **P** (paint) or **Z** (fast break in the paint)
FIELD 5 — result code for shots, or **D** (defensive rebound), or
   T (technical foul), or blank
FIELD 6 — Clock Time — Consists of minutes and seconds
   (leading zero(es) required; colon (:) not required)

To make a change to a play line, type the change(s), and press **ENTER** to validate and save the play. Or press the up or down arrow to update and save the play and move to another one. Use the mouse or arrow keys to move up and down one play at a time; use the **PageUp** and **PageDown** keys to move one page of plays at a time. Press **ESC** or **F9** to exit the play editor. This will also re-sequence any plays with clock time changes. The play editor will not allow entry of a player number not found on that team's roster, and will not allow you to enter a action and result codes that do not go together. To insert a play, press **+** or the **Insert** key. To delete a play, move to that play, press **-** or the **Delete** key.

CBS STATCREW

BASKETBALL REFERENCE CARD

GAMETIME INPUT CODES AND KEYS

FIELD GOAL CODES
 J — 2- or 3-point shot
 Y — 3-point shot
 D — Dunk
 L — Layup
 P — Tip-in
W — Wrong basket (defensive team scores in offensive team basket)

NON-FIELD GOAL CODES
 E — Free Throw   **K** — Block
 R — Rebound   **T** — Turnover
 A — Assist   **S** — Steal
 F — Foul   **O** — Timeout

RESULT CODES
G or **Q** — Good field goal (2- or 3-pointer)
Y — Good 3-point field goal
R — Missed field goal (followed by a rebound)
X — Missed three point field goal (followed by a rebound)
K — Missed field goal (due to a blocked shot)
P — Made field goal in the paint
F — Made field goal on a fast break
Z — Made field goal in the paint on a fast break
E — Made free throw

SPECIAL KEYS
H or **V** — Select the home team or the visiting team
F2 — Make "quick" roster changes to player numbers and names
F3 — Create new period
F6 — Make player substitutions
F7 — Change the clock time
F9 — Display plays; make corrections, additions, deletions
F10 — Clear and do not complete any partially keyed action
SPACEBAR — Start or Stop the clock
Esc — Exit the GAMETIME or Client function

PRE-GAME AND POST-GAME CHECKLIST(S)

BEFORE THE GAME:
Check player numbers; get starters by position
Make any required player name/number changes; select starters)
Press **Esc, G** to go to the Gametime scoring screen

AT THE END OF EACH PERIOD:
Make any changes to plays/stats
Balance the minutes played
Check stats with the Official Scorer (Halftime)
Print a BOX SCORE & PLAY-BY-PLAY
Prepare for the next period
Check/change starters as they come off the bench

OVERTIME:
Make any changes to plays/stats
Balance the minutes played
Set up for the next period

END OF THE GAME:
Make any changes to plays/stats
Balance the minutes
Check stats with the Official Scorer
Wrap Up Game with attendance, team records and comments
Print a BOX SCORE & PLAY-BY-PLAY

POST-GAME EXPORT
To create an .XML game file in Legacy: Game Reports|Reports|XML Output.

To create an .BPK file in Legacy: Windows Utilities|Import/Export/Pack game files

To send game files to the cloud in Next Gen: Client|Game|Upload Final Stats

To create a .BPK or .XML in Next Gen: Client|Game and Export XML or Export Pack

XML Activation for LEGACY Live Statistics

To activate the XML for Stat Crew Software Legacy live stats, make sure you have version X.18 (Game Reports|Help|About).

Go to: Game Reports|Live|Live setup
Check boxes to Enable XML stats feed
           Auto-send FTP
           Auto-copy files
Set the Xml option
Selected Activate button
Click OK

LEGACY CLOUD CONNECTOR (LCC)

1. Log in to cloud account. From the Dashboard tab, install the Legacy Cloud Connector (LCC) on the scoring computer.

2. Set up your season schedule in the cloud.

3. In Windows Game Reports|Live|Live Setup, enable the "auto-copy files" and enter a target directory folder name (i.e.: c:\temp\bkb).

4. Run the LCC. Select your sport and game. Select the same XML directory as the Target directory in Game Reports|Live|Live Setup.

5. Activate the live stats in Game Reports and click **Start** on the LCC. You will see it update with a new time and date stamp.

6. LCC does not make any changes to the game or XML files. It reads the XML file each time it is changed and sends it to the cloud.

CBS STATCREW