TAG and CSS

# TAG (Tigereye’s Allegiance Gamelogger)

TAG is a service process that monitors the Allegiance server for game events, and then relays data to a data server on game completion. TAG initially relayed this data to a web service that was part of ASGS.

# CSS (Community Security System)

CSS is a replacement for ASGS. Because a portion of ASGS was used for data collection, CSS is required to support this as well.

# TAG Changes

TAG was modified to work with the CSS Tag service in the following ways:

1. Additional configuration setting was added to TAG to specify the CSS Tag Service URL.
2. Additional configuration setting was added to TAG enable CSS data posting to be turned on or off. When CSS data posting is turned on, TAG will not post data to ASGS. If CSS data posting is turned off, then TAG will only post data to ASGS.
3. A new data provider called *CssConnector* was added to TAG to perform the actual data relay to the CSS Tag service.

# Using TAG with CSS

Installation of TAG is done via the following steps.

1. Copy the contents of the Tag distribution to a local drive. For this document, use C:\TAG.
2. Edit C:\TAG\TAG.exe.config.
   1. Change the TAG element to appear as such:  
        
      <TAG UpdateTime="5:00" PostTimeout="200000" CSSUrl="http://allegiance.chi-town.com/CssServer/tag.svc" useCss="true" />
3. From a command prompt, execute C:\TAG\tag.exe -service
4. Open service control manager, ensure that TAG is set to auto-start, and start TAG service.

TAG should now begin relaying game data to the CSS server. Tracing for TAG can also be enabled to monitor TAG’s status. See the TAG config file for options.