

# WEB GENERATOR LAG-SIDER

WEBGENERATOR VERSION 1.0.2



JAN-IVAR BØYUM | © JIB 2024 - | 22. JANUAR 2024

## **APPLICATION DESCRIPTION**

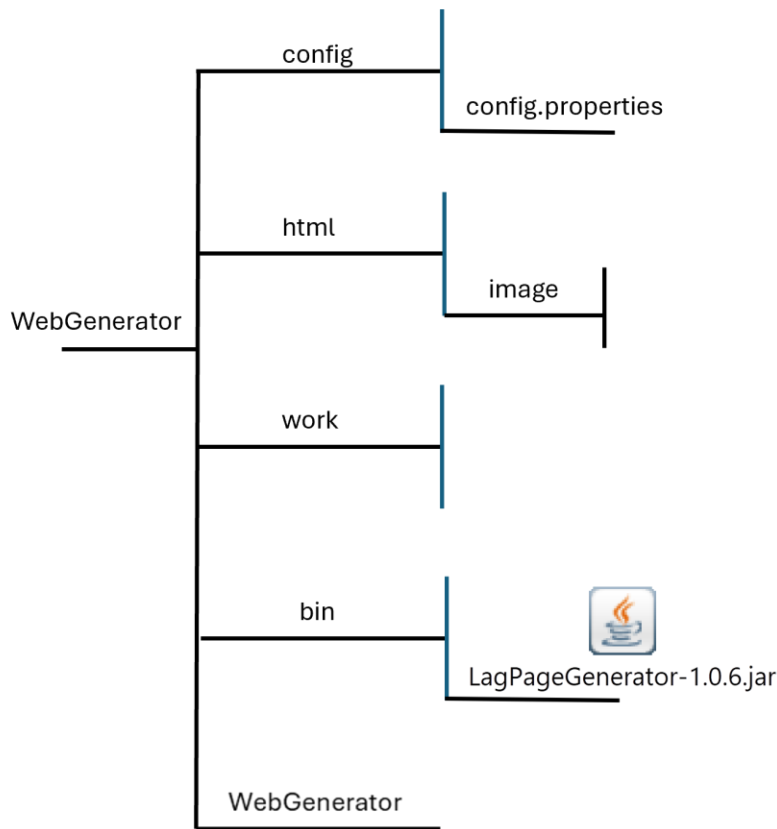
The application is a simple application that provides options for recording text and images to be used to generate a team page for a team in a sports club. The information recorded can be stored and later re-recorded and edited for changes in registered information. Fixed texts, logo and the like. Is configurable and can easily be changed with an editor.

## **TECHNOLOGY**

Application is developed in Java and Swing with IntelliJ Ide as a development platform. Java / Swing should be uniformed and be able to run on most platforms. The start top script included in the ZIP file used for installation is based on the MS Windows platform but should be easy to change to a Bash Shell script for use on Mac and Linux.

# INSTALLATION

When it comes to installing the web generator this in the current situation easily. The entire installation is stored, including directories needed, in a zip file. This file can be downloaded from a download area. As of today, the file is only for the Microsoft Windows platform, but this .Bat file should easily be able to change to a Bash Shell File for Linux or Mac. When the file is packed at the place on the machine you want, you want a file structure that looks like in the figure below.



The various directories under the Directory Web Generator will be empty for some of them. The reason for this is that the application uses these during execution. If any of Directories are missing, the application will not work. Of the empty directories, Work is used as a work-directory when the application appears, while HTML Directory with under-directory image is the result when generating web pages. The other directories have content.

Start -up of application is done by starting the script file "Web Generator" under Directory of the same name. This file will have extension .bat in Windows. In connection with the use of Linux Desktop or Mac, the Windows .bat file can be changed to a Bash Shell File. Once installed software, the system is ready to be configured. This is described during configuration.

## CONFIGURATION

Configuration of the application is relatively simple and is largely done in the "config.properties" file stored under directory config. The file itself contains configuration items that the application reads and uses during the generation of HTML. The elements are as follows in the table below.

hometext	Text describing «Go back to the calling page»	Normally «HOME»
homepage	URL to the page you want to go back to.	
infotext	Here is the heading to the page saved.	This will normally be for example: «Team information» or the like.
clubname	Name of sports club or group in club.	
clublogo	Here Path and the name of the logo you want on web pages are added.	It is recommended that the logo be posted on the Directory Web Generator/HTML/Image. Path will then be eg: image/logo.png
traininghead	Heading for the website section for training place and time.	
leaderhead	Heading for the Team Management Section in the page	
playerhead	Heading for the website's section for players in the team	This heading is only used in cases where you use advanced page containing portrait image and names of players.
leaderA, leaderB, leaderC, leaderD, leaderE	Guide text for the Team Management Section for the individual manager.	These guide texts are not used if you have chosen advanced side, as the management here is also registered with the players with portrait photos.

**Note! It is especially important that the key (values in column 1 in the table) in the configuration file does not change in the whole. If they change, if only with change to uppercase letters, the generation of web pages will not work.**

## USE OF WEB GENERATOR

Using the web generator is basically very easy. The application can generate two types of pages. A simple team page with team image (or possibly a standard image) and information about the team, training times and team management / coaches. It is also possible to generate a more advanced page where you have player numbers and support system described with portrait images and text. This type of page will have an additional registration feature for player numbers and support equipment.

## REGISTRATION FUNCTION BASIS

The first screen looks like the figure below. This screen is the only thing you need to use if you want to create a simple team page that does not contain player information.

The screenshot shows the 'Team-Web Builder' application window. It contains the following elements and callouts:

- 1**: Points to the 'Team Pic.' button.
- 2**: Points to the 'Team name' text input field.
- 3**: Points to the 'Heading' text input field.
- 4**: Points to the 'Text' text area.
- 5**: Points to the 'Place' text input field.
- 6**: Points to the 'Time' text input field.
- 7**: Points to the input fields for 'Leder A', 'Leder B', 'Leder C', 'Leder D', and 'Leder E'.
- 8**: Points to the 'Advanced page' button.
- 9**: Points to the 'Add player' button.
- A**: Points to the 'Subtext' text area.
- B**: Points to the 'Open' button.
- C**: Points to the 'Save' button.
- D**: Points to the 'Generate' button.
- E**: Points to the 'Exit' button.

At the bottom of the window, there is a note: (Note: Remember to save work before exit.)

Explanation of filling in and any rules and standards on those to be filled out on the screen side is as follows.

## ***1. Team Pic.***

This is a «button» that opens a file selection dialog that allows you to choose a team image or if it is desirable to be a standard image. This image may be anywhere on storage media but must be available for the application at all times. A minimized version of the image will appear when the image is selected.

## ***2. Team name***

Here the team's name is recorded. Here the country's standard is used for team names.

## ***3. Heading***

Here is a descriptive heading about the team.

## ***4. Text***

What is recorded here should be a descriptive text about the team, and some humorous text with a twinkle in the eye does not hurt.

## ***5. Place***

Here, the training place(s) is registered.

## ***6. Time***

Here training times are recorded.

## ***7. Leder A, Leder B, Leder C, Leder D, Leder E***

Here the name of up to five managers / coaches (not advanced page) is recorded.

## ***8. Advanced page***

When this button is used, the application will open to record data to advanced website. This means that the «Add Player» button is activated, and you get the opportunity to start registration of players and managers. It should be noted that if advanced page is activated and players / managers is not registered, then generation will fail. One must then press the «Advanced Page» button again to disable the feature again.

## ***9. Add player***

When this button is used, the feature for registration of players and support equipment will replace basic registration. Description of this feature will be described later in the document.

## ***A. Subtext***

Here, text that comes just above the bottom line is recorded on the website and under the team leader / support system. This text can, for example, be used for encouragement to contact / contact information or similar.

## ***B. Open***

This button will start a file selection dialog that allows you to open a previously saved information about a layer. If you are going to start a new layer you will be able to start with an empty registration screen and save the information with the button «SAVE».

### C. Save

This button is used to store the work done. If you have opened a previous work on the Open button, «SAVE» will automatically save this file in the same location it was opened from. If there is a new work that is not opened with the Open, a Save-File dialog will appear where you can decide where to save the file. The starting point for the file name will be based on «Team Name».

### D. Generate

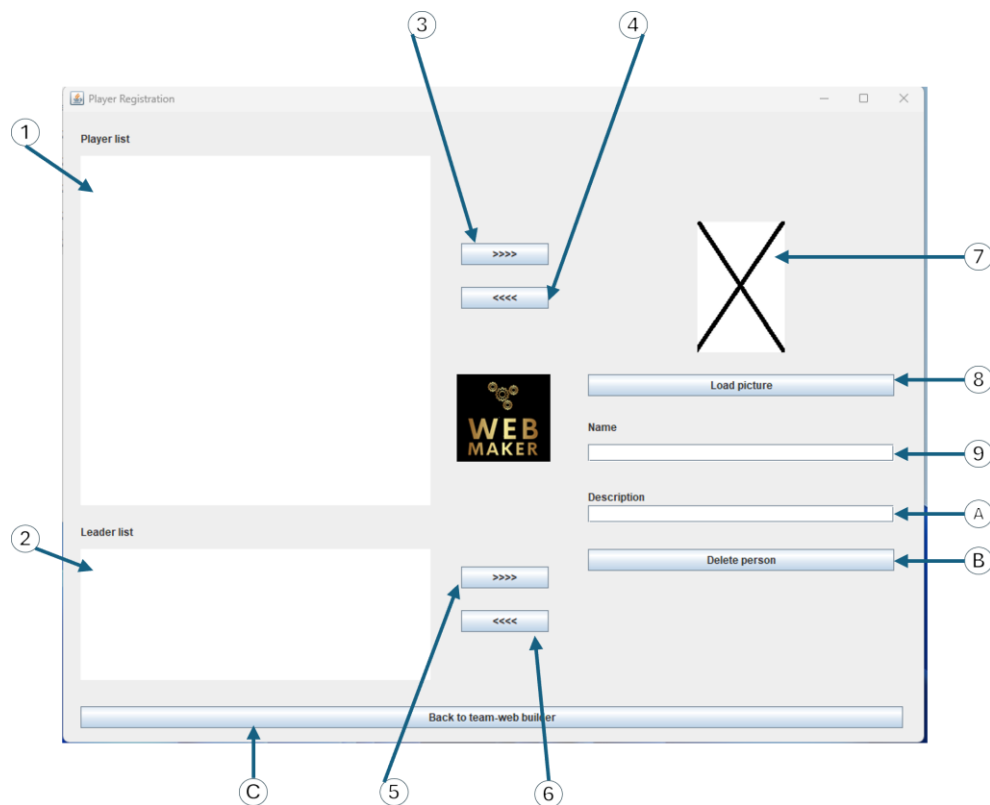
This button starts generation of web pages, while formatting and adapting images to the website. The feature stores the website under HTML Directory for the application and images are stored in the Directory HTML/Image. To move the web page to the web host, both the HTML side and the underlying image Directory must be moved over, and Image Directory must be named Image. Rules for photos etc. will be described somewhere else in this document.

### E. Exit

This button ends the application. **Note! If one does not first save the information it will be lost.**

## REGISTRATION FEATURE ADVANCED

Player/support device screen looks like in the figure below. This screen records players/managers who are then moved out and in by a list for either players or managers.



### I. Player list

This is a list of the players who are registered. Attention! Players located in the registration section on the right are not part of the registered players even if they have moved to the registration picture from there.

## **2. Leader list**

This is the list of the managers who are registered. Attention! Managers who are in the registration section on the right are not part of the registered players even if they have been moved to the registration picture from there.

## **3. Button (>>>>)**

This button moves a player from the player list to the editing area. Player is no longer registered and must be moved back to be registered player.

## **4. Button (<<<<)**

This moves a player from the editing area to the player list. The player is registered a player. To add new player, it is only registered from the blank registration area and entered with this button.

## **5. Button (>>>>)**

This button moves a leader from the manager list to the editing area. Manager is no longer registered and must be moved back to be registered manager.

## **6. Button (<<<<)**

This moves a manager from the editing area to the Leader list. The manager is registered a player. Registration of a new leader is done in the same way as for players.

## **7. (Portrait image)**

Here is a miniature portrait image selected for the player / manager.

## **8. Button Load picture**

This is a «button» that opens a file selection dialog that allows you to choose a portrait image. This image may be anywhere on storage media but must be available for the application at any time.

## **9. Name**

Here the name of the player / manager is recorded.

### **A. Description**

Here is the task the person performs. For a player there may be «position in the field», for a manager it can be «coach».

### **B. Delete person.**

This button removes all information in the editing area and the person is then deleted from the system.

### **C. Back to team-web builder**

This button returns the control back to the previous screen and Advanced image disappears. Attention. Registered data is recorded and stored.



## **RULES FOR PICTURES ETC.**

There are certain rules and standards that must/should be followed in order to generate a presentable website. The reason for this is that although the web generator is relatively generic, it is not possible to develop for all types of formats and standards. Sizes of images etc. also have an impact on whether they can be used in each layout. Therefore, some minimum requirements have been set up that must be complied with. These are listed under.

### **Character sets**

The application requires that standard ASCII character kits be used. In addition, there are support for Norwegian characters such as Æ, Ø and Å (large and small). There is no support for special characters. The reason is that Norwegian characters and special characters need special treatment and must translate into something called "Escape Code". As of date, the translation mechanism in the application contains only support for Norwegian characters.

### **Team images**

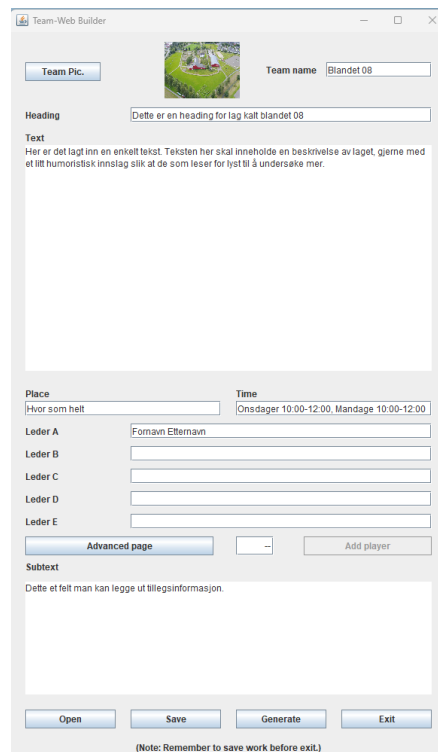
The images used must be of the JPG or PNG format. This means that most images downloaded from the camera or mobile phone can be used purely formatically. The image must have a certain minimum size of 1000 pixel times 750 pixels. The image view is on a PC 1500 Pixel's wide so that the images are less than the minimum size will be of poor quality. The images should also not be too big as you must consider storage capacity on the web server. The images should be larger in width than in height (in so -called landscape format).

### **Portrait photos**

The images used must be of the JPG or PNG format. This means that most images downloaded from the camera or mobile phone can be used purely formatically. The image must have a certain minimum size that is 300 pixels times 100 pixels. The images convert to the correct height during the generation so that they all get the same height. The images should in roughly the same size as convert the width of the images in relation to the height / width of the original image.

## WEB SIDER UTSEENDE

Below is an example of how a web page will look out bases on a given registration in the web generator. The figure below shows how the fields in the application are filled in.



The screenshot shows the 'Team-Web Builder' application window. It contains several input fields and buttons for configuring a team's web page. The 'Team name' field is filled with 'Blandet 08'. The 'Heading' field contains the text 'Dette er en heading for lag kalt blandet 08'. The 'Text' field contains a paragraph of Norwegian text. The 'Place' field is filled with 'Hvor som helt' and the 'Time' field is filled with 'Onsdager 10:00-12:00, Mandage 10:00-12:00'. The 'Leder A' field is filled with 'Fornavn Etternavn'. The 'Advanced page' button is highlighted. The 'Subtext' field contains the text 'Dette et felt man kan legge ut tillegsinformasjon.'. The 'Open', 'Save', 'Generate', and 'Exit' buttons are at the bottom. A note at the bottom reads '(Note: Remember to save work before exit.)'.

When generating (remember to save first as a good rule of thumb) we look the top of the web page look like the picture below. This part of the web page will be the same whether choosing the simple type of side or the advanced.



As you can see, there is a logo, a headline and a menu at the top of the page. These are generated based on information in the configuration and should basically be the same for all pages under the same sports team/group. As you move down

the website you will see the difference between the simple and the advanced side. We will first take care of the simple side. This one has only the necessary information and has no form of person identification except the manager's name.

Dette er en heading for lag kalt blandet 08

Her er det lagt inn en enkelt tekst. Teksten her skal inneholde en beskrivelse av laget, gjerne med et litt humoristisk innslag slik at de som leser for lyst til å undersøke mer.

Treningssted / tid

Hvor som heltOnsdager 10:00-12:00, Mandage 10:00-12:00

Lagledelse

Leder 1Fornavn Etternavn

Dette et felt man kan legge ut tilleggsinformasjon.

Generert av LagPageGenerator version 1.x - (c) JIB 2024 -  
Powered by w3.css

The page is shown in the image above, and it should be easy and compare text from the registration image to text on the website. When we reach the advanced side, it will contain players and support. The picture below shows a simple example. The first picture is screenshot with registration.

Player list

Fornavn Etternavn  
Fornavn Etternavn  
Fornavn Etternavn  
Fornavn Etternavn

>>>>  
<<<<

WEB  
MAKER

Leader list

Fornavn Etternavn

>>>>  
<<<<

Back to team-web builder

X

Load picture

Name

Description

Delete person

As you can see, 4 players and one are registered in the support system. There, one image used as a portrait image for all people, both the players and the support system. When you leave the registration of players / manager, the data you have

stored are transferred further. However, it is a good rule of thumb that you store data when returning to the main screen. When you now generate the page, one will get the following result.

Dette er en heading for lag kalt blandet 08


Her er det lagt inn en enkelt tekst. Teksten her skal inneholde en beskrivelse av laget, gjerne med et litt humoristisk innslag slik at de som leser for lyst til å undersøke mer.

Treningssted / tid

Hvor som heltOnsdager 10:00-12:00, Mandage 10:00-12:00


The top part is quite similar to the simple website with text and training place/time.

Spillerstall




Fornavn Etternavn

Spillerposisjon




Fornavn Etternavn

Spillerposisjon



Fornavn Etternavn

Spillerposisjon



Fornavn Etternavn

Spillerposisjon

The images of the player number come as a starting point of rows of four (since are the responsive the number will change with the width of the screen),

Lagledelse



Fornavn Etternavn

Oppgave

The pictures of the support system will be exactly the same with player numbers but have room for fewer people.

Dette er felt man kan legge ut tillegsinformasjon.

Generert av LagPageGenerator version 1.x - (c) JTB 2024 -  
Powered by w3.css

The bottom of the web page will be quite similar to the simple side.

This should well provide a basic understanding of the web generator such it can be used. When used then only one link (possibly in a menu) is needed to the page and it will work.

Web generator is an Opensource product. That is, it can be downloaded and used at no cost. It is therefore expected that one does not resell or in any other way has a profit of the use of web generator.

Sponsor your sports team.

