Instructions

Use the templates files to take stats during the game. Use the files in the folder corresponding to how many people you have, and be sure to add the game id replacing the ‘X’ after the game. Then drop the files in the ‘Game Files’ directory.

Prior to running `read\_hsmm.R` make sure that the rosters match on the game files. Make sure the info in ‘game\_times.csv’ matches what you’re expecting for that game id. Finally, if you tracked minutes, you’ll need to add these to one of the stats files. How I usually do it: Open up the minutes file and go to the ‘Summary’ sheet, then add the values in seconds into a new column labeled sec on the ‘Stats G1’ sheet of one of the stats files (you can use a column with buttons on either side). Then go to the ‘G1 Box Score’ sheet and add a column called ‘MP’ that is equal to the corresponding cell on ‘Stats G1’ but divides by 60. Finally, they should sum to 200. If you’re struggling with this, check out ‘Minutes G2 July 29.xlsx’ and ‘REBs, STLs G2 7-29.xlsm’ in ‘Powder/Old/Week7’ for an example.

Once you’re satisfied, open `read\_hsmm.R`. Change the game\_id variable on line 12 to be a vector of the game ids of whichever games you’re uploading (you can do multiple at once). Then go ahead and the run the script. I like to highlight chunks at a time so if something goes wrong it’s easier to find the issue. I also usually wait to run the write\_csv or write\_json lines until I’m happy with how everything up to that point has run.

Lines 1-264 update the ‘Master.csv’ file. I would probably comment out line 256, run it (it’s super fast), then if know errors, add 256 back in and run again. Once you’re satisfied run lines 267 through the end to update the player table and write all the data to the correct json files.

Then you’ll need to push your updates to git and let me know so I can update the official website code!