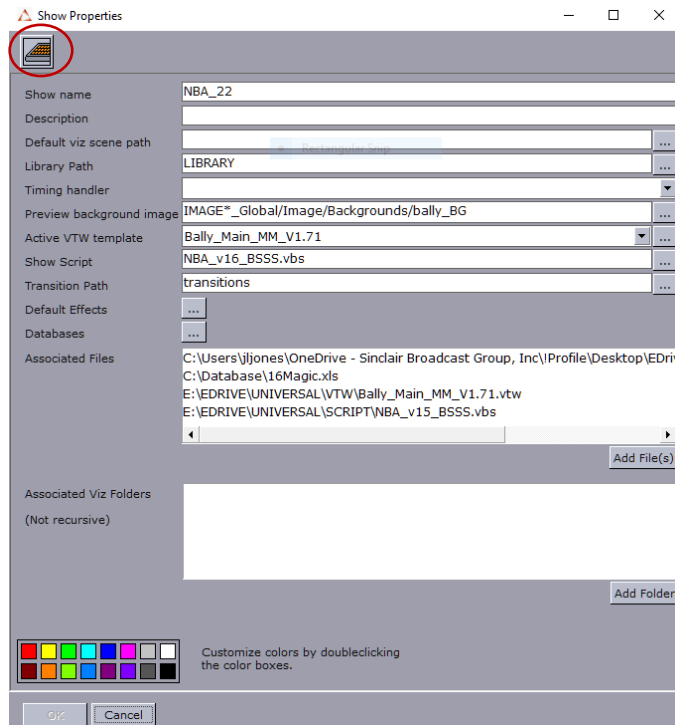


F5 Player/Team Plugin Instructions – Bally Sports

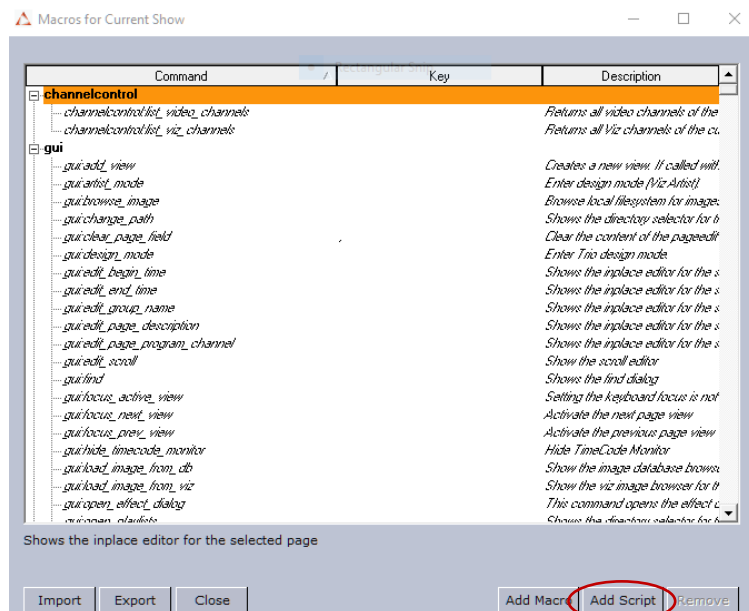
This macro will fill out player or team names, logos & headshots with minimal input from the operator. It does not require any special coding of the tab field properties to work. Most scenes in the Bally graphics package will work with this script such as Full Screens, Slabs, Lower 3rds, Nubs, Widgets, & Mosaics.

Adding the macro to your keyboard file

Open show properties and click on the keyboard icon in the upper left



Select Add Script



Select a shortcut key, name the script and paste the entire script into the window

New script shortcut

Enter Key: F5

Script name: F5-PLUGIN_v21-beta

Description:

Script

```
1 ' F5 PLAYER/TEAM PLUGIN BETA v21
2
3 'on error resume next
4
5 Name = TrioCmd("page:getpagetemplate")
6 a_tfNames = TrioCmd("page:get_tabfield_names")
7 a_blank = ""
8 sVersion = "BETA_v29"
9
```

Show Macros... OK Cancel

Running the macro

Call up a scene you want to build and press the key you chose when adding the script (F5). If the league tab field at A0100 is empty an input box will ask you to enter it. If the league tab field is already filled out you will not see this inputbox.

Tab Fields

Description	Value	Custom
A* (Global Controls)		
A0004 (Background? 0 = Generic, 1 = Team)	0	
A0100 (Global League)		xteam.league
A1000 (Title Team Logo)	NBA	xteam.league
B* (TITLE CONTROLS)		
B0000 (Team 1)		
B0001 (Team 2)		
B0002 (Team 3)		
B0100 (Title)		
B0200 (Sub Title - Optional)		
B0201 (Swap Title Font - 0=No Swap 1=...)	0	
B0210 (Sub Header - Optional)		
C* (ROW CONTROLS)		
C0000-NumRows (Number of Rows?)	3	
C0000-PostRows (Row Positioning?)	0 0 0	
C0000-RowSpacing (Row Spacing?)	28	
C0001 (Column 0 Reposition?)	-80	
C0002 (Column 0 Maxsize?)	200	
C0010 (Column 1 Reposition?)	110	
C0011 (Column 1 Maxsize?)	180	
E* (SPONSOR CONTROLS)		
E0001 (Sponsor 0=OFF 1=Chip 2=Full ...)	0	
E0002 (Sponsor Logo)	IMAGE"/_Sponsor/_Spn_Ovver	
E0102 (Event Image)	IMAGE"/_Global/Image/Holiday/_BlankHoliday	
H* (CONTENT CONTROLS)		
H0009 (Namebar 0=OFF 1=ON)	1	
H0010 (First Name)		
H0011 (Last Name)		
H0021 (Player - Headshot)	IMAGE"/_TeamElements/Headshots/Placeholder_ML...	

Preview

F5 PLAYER/TEAM PLUGIN - LEAGUE

Tabfield (A0100) League is empty

Enter League Example: NHL

OK Cancel

TITLE
SUBTITLE

SUBHEADER

00|XX FIRSTNAME LASTNAME

CATEGORY

The script will ask for team tricode in the first box, then for player name in the second (these are not case sensitive) In the player name box you don't have to type the full name. The script finds the closest match based on the filenames in the headshots folder. In the example below I have entered DET in the first box and LARKIN in the second box.

F5 PLAYER/TEAM PLUGIN - TRICODE

Enter Team Tricode

Example: DET

OK Cancel

Preview

TITLE
SUBTITLE

SUBHEADER

00|XX FIRSTNAME LASTNAME

CATEGORY

F5 PLAYER/TEAM PLUGIN - PLAYER SEARCH

Search Player Tricode on: DET (Leave blank to get TEAM info)

This will find the closest match and path the headshot, name & logo

OK Cancel

LARKIN

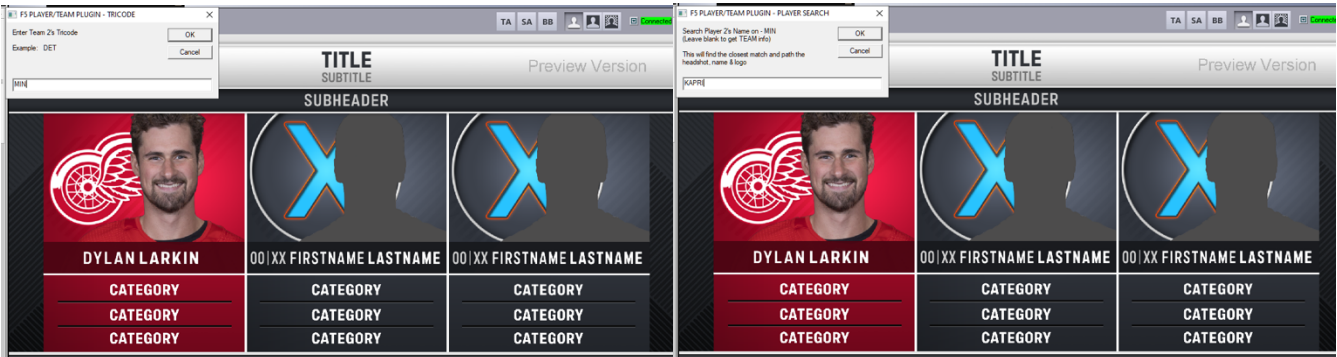
TITLE
SUBTITLE

SUBHEADER

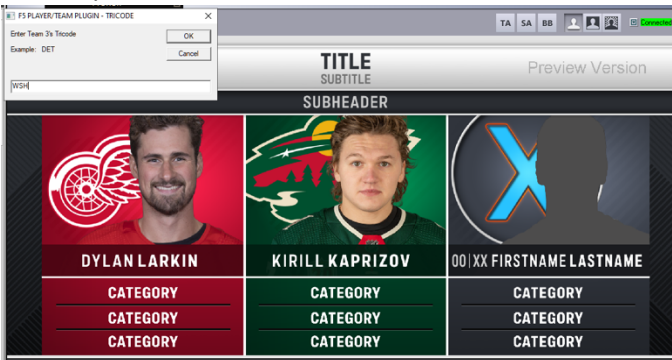
00|XX FIRSTNAME LASTNAME

CATEGORY

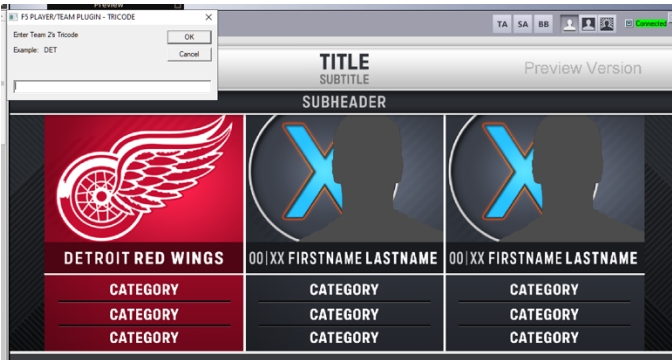
This returns Dylan Larkin from Detroit. It pathed the headshot, logo and filled in his name, the script will then move to the next headshot in the scene and ask the same 2 questions.



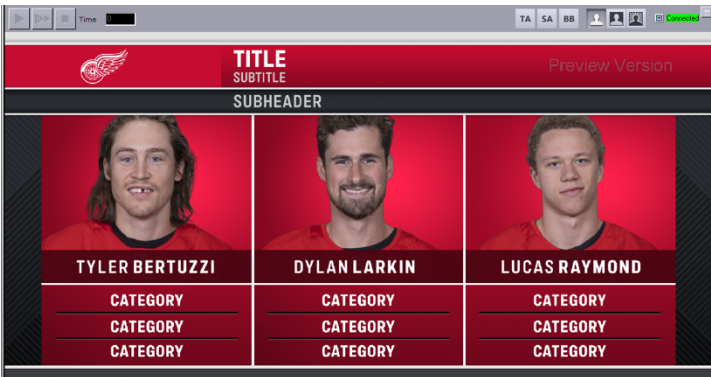
In this example I have entered MIN for the tricode and KAPRI for the player name search. Notice that I did not enter the entire last name since I know there isn't another player on Minnesota that will match "KAPRI" other than Kirill Kaprizov. The script will then move on to the 3rd headshot and ask the same 2 questions.



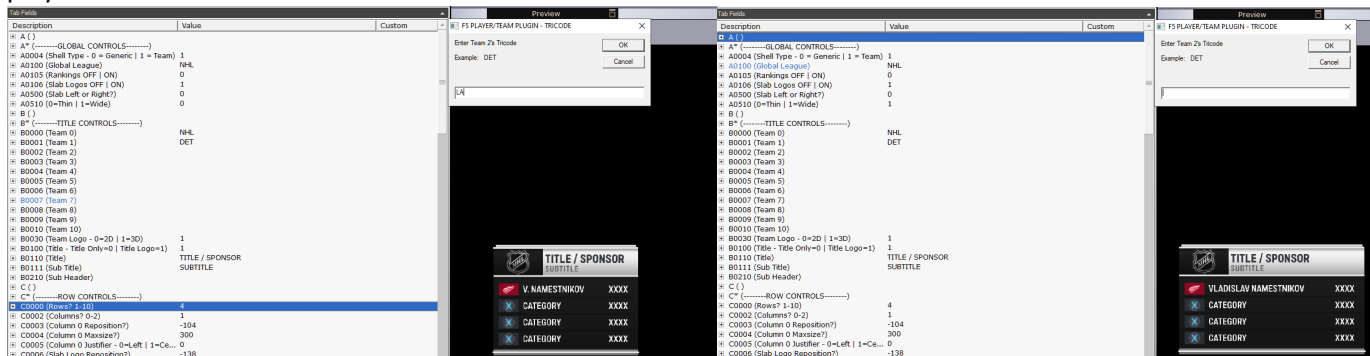
Additionally if you leave the player name search box empty it will return the team name and turn off the headshot for that selection. This currently only works for MLB, NBA & NHL



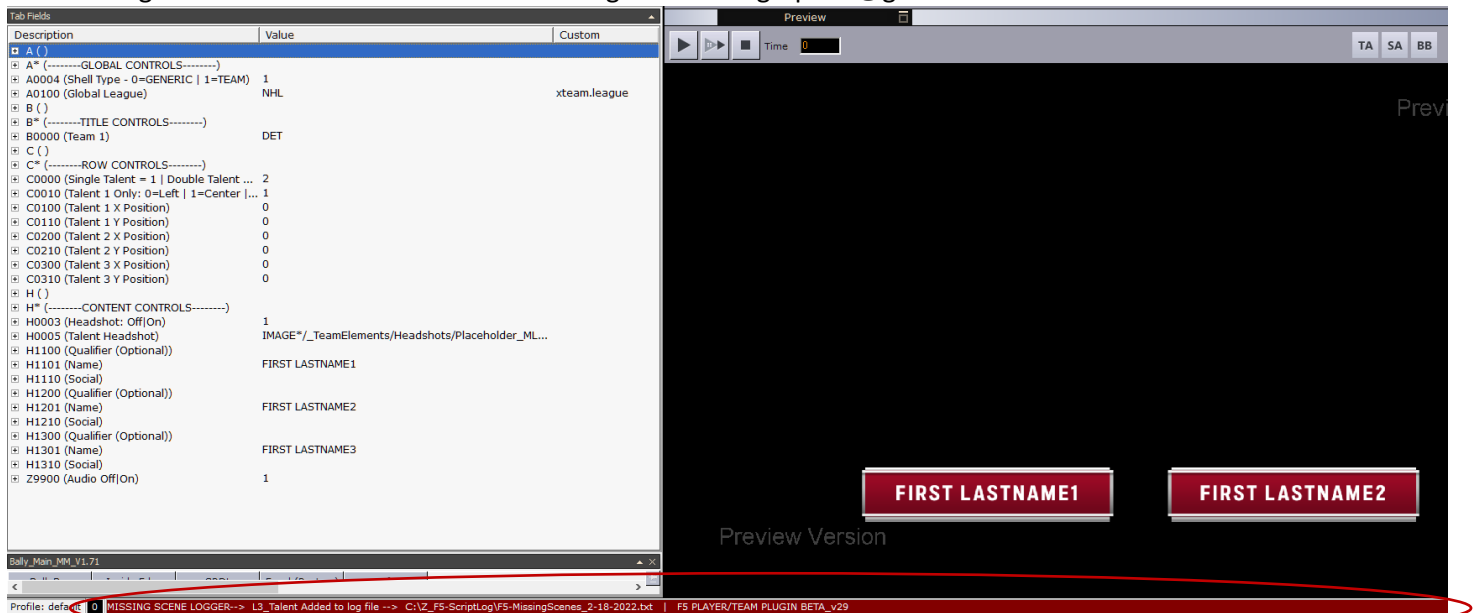
If all players entered for the scene are on the same team the script will turn off the logos behind the heads and add it to the title bar.



On slabs if the scene is set to thin the player name will come in with initial name, while the wide setting will give you the players full name.



This script is setup to work on a majority of the scenes available including lower thirds, slabs, nubs, full screens, mosaics & topic bars without the need for any special coding in the custom property tabs. If a scene is missing from this script you will get a message at the bottom of your trio window letting you know it is missing from the script. It will save a .txt file with each missing scene for that day. This file will be located at "C:\Z_F5-ScriptLog\" You can pass this text file along so that I can add these scenes into the script. The goal is to have this working on all available scenes. Please send log files to reisgraphics@gmail.com



Troubleshooting

Player is not found or name is misspelled:

- This script finds the player based on the headshot files located in "E:\EDRIVE\{sport}\HEADSHOTS\{tricode}"
- Make sure the League on tab A0100 is correct. (ex. NBA, NHL, MLB)
- Check if the headshot file exists in the teams folder
- Check if the headshot file is spelled correctly. The script uses the filename for the search as well as filling in the player name in the tab fields

Wrong player is returned:

- In some cases a team may have multiple players with the same last name (ex. Frank Jackson & Josh Jackson) if you enter JACKSON in the search it will return the first instance it finds. You aren't restricted to just last names, you can enter FRANK or JOSH and it will search for those as well.

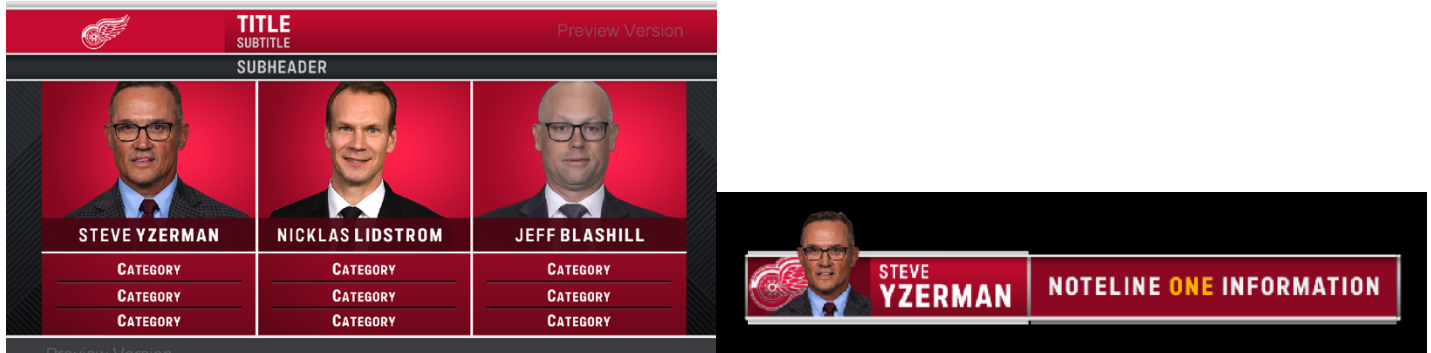
Name with JR or III not going to correct tabfields:

- In some cases a player with a Jr or III on the last name will put the name in the wrong tab fields. To fix this remove the "_" on the filename between the last name & Jr (ex. "DET_SMITH JR_DENNIS_960.png")

Extra info – Tips

Other headshots

Any headshot that exists in the teams headshot folder can be used with this script as long as the filename is formatted the same as the others such as a coach, executive or former player (ex. Headshot file DET_YZERMAN_STEVE_960.png located in the DET headshots folder)



Other Sports

As long as there is a path that end in a teams headshot folder and that folder has headshot files this script will work the same (ex. "E:\EDRIVE\NCAA\HEADSHOTS\MICH\{headshot files}.png")

Adding Players, Coaches, Etc.

Adding a headshot file to a teams folder on the EDRIVE will make them instantly available to use for this script.

Future Updates/Versions

I am working on a version of this script that will work off text files for players for shows that do not have headshots available such as high school football/basketball. This may give more flexibility along with ability to include jersey numbers, positions, etc. It will involve a little more work in the setup since there will need to be a way to generate these text files.

If you have any feedback or suggestions for the current version of this script or would like to send me your missing scenes log file located in "C:\Z_F5-ScriptLog\ please reach out to me at reisgraphics@gmail.com

Working Scenes List

These are the scenes that are currently setup to work with this script version 21.1-beta

[illegible]