

(DVL) Deutsche Volleyball Liga

Scoring Service

using

Data Volley 2007 Professional

Updated 3 September , 2011

This guide covers the operations you need to carry out to run the Federation/League scoring service when using DATA VOLLEY 2007 Professional.

Requirements

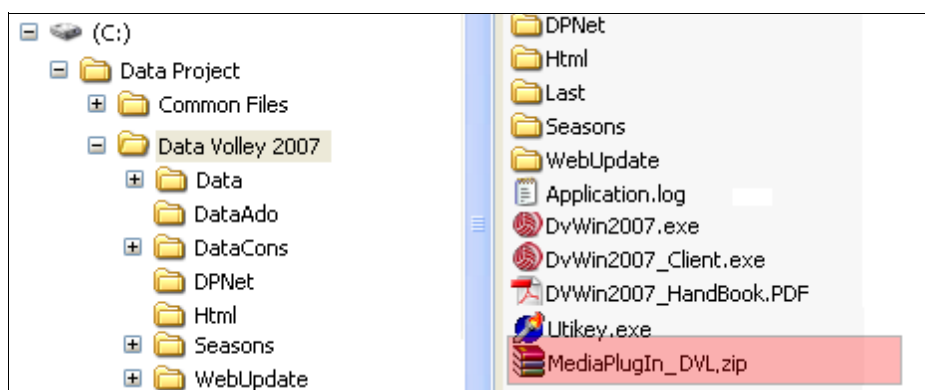
Data Volley 2007 Professional Release 3.4.7 or higher.

If you do not have this release you will need to download the upgrade from www.dataproject.com. Contact info@dataproject.com if you experience any problems.

How to Install

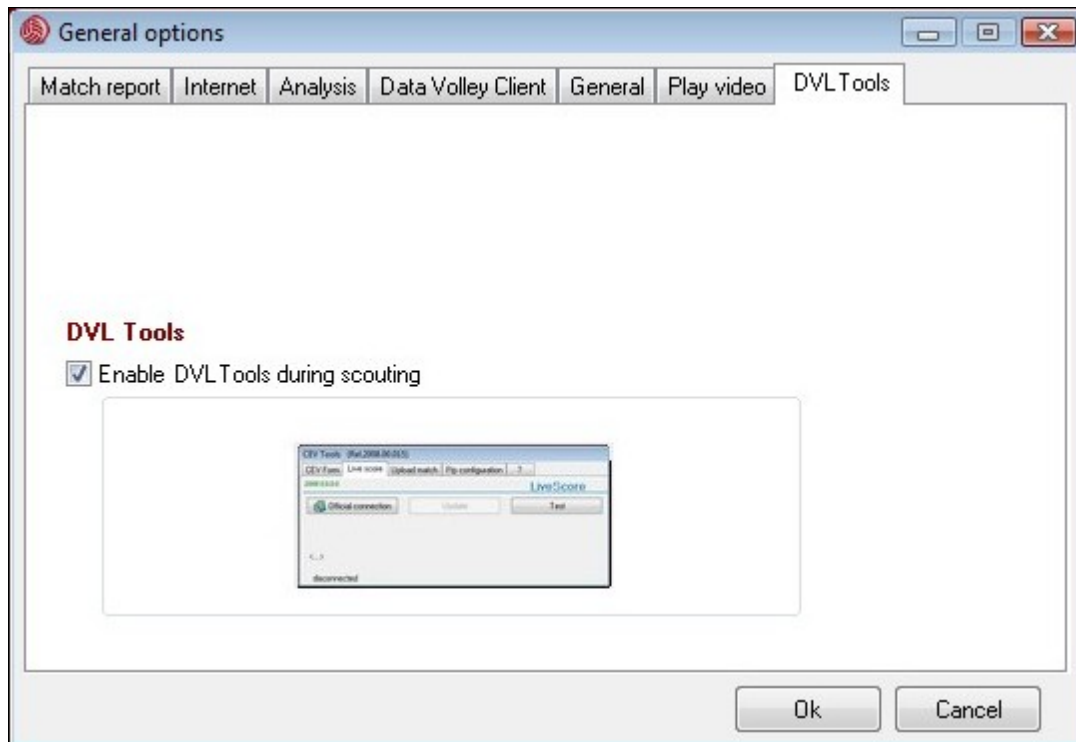
Please follow the below operations to install the scoring services in you Data Volley 2007 Professional:

- Download the zip media plug-in file from the following url www.dataproject.com/DVL/MediaPlugin_DVL.zip and save it into Data Volley 2007 folder.



How to disable/enable the scoring services

To disable/enable the scoring services uncheck the related option in the General Options page.



MEDIA TOOLS

Available for the following programs:

- DATA VOLLEY 2007 MEDIA
- DATA VOLLEY 2007 PROFESSIONAL

INTRODUCTION TO MEDIA TOOLS

Data Volley 2007 Media allows you to download the rosters, the logo, the pool/phase and all additional information of a Competition.

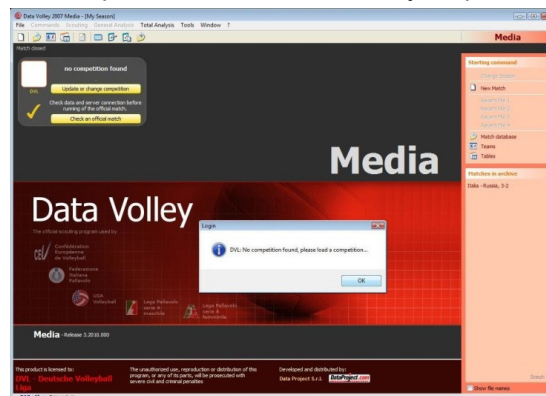
The Media Tools function also allows you to connect to the live score and send the statistics to the database of the Federation.

BEFORE THE START OF THE MATCH

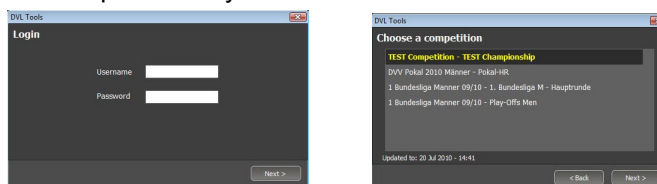
When you launch Data Volley 2007 Media, or Data Volley 2007 Professional with Media Tools installed, for the first time the screen will appear as shown in the below image:

The main window has an additional MEDIA TOOL button positioned in the top left hand corner of the screen.

The first thing you need to do is Add a competition into the program, if you are accessing the program for the first time, or Update or change the competition should one already be present in the program.



Enter login and password provided by the Federation to access the list of available competitions:



Once you have selected the competition press Next to continue. The following window will appear with the name of the competition, the logo, and the date of the last amendment.



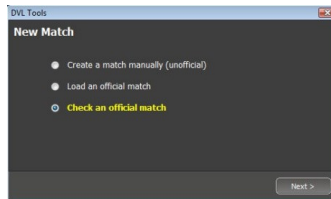
From this window you can update or change a competition or check an official match.

PLEASE NOTE: it is recommended to always update the competition before you start a new match.

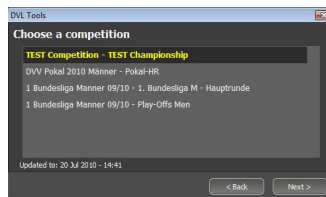
CHECK AN OFFICIAL MATCH (Not present in Italian and Polish championships)

To avoid problems when using Data Volley Media, you must check an official match one or two days prior to the start of the match to make sure the permissions, the notes, the lists are correct and the server connection is up and running.

Click on "Check an official match"



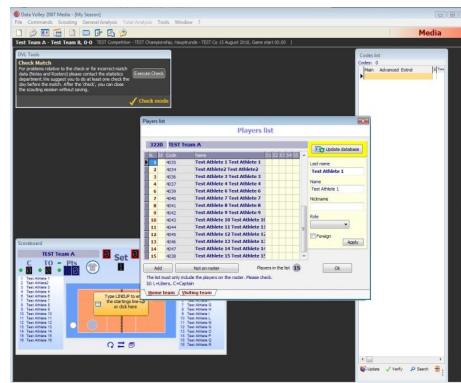
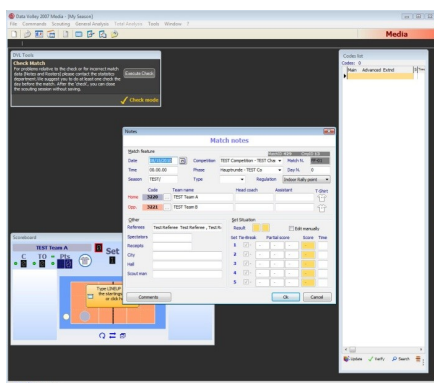
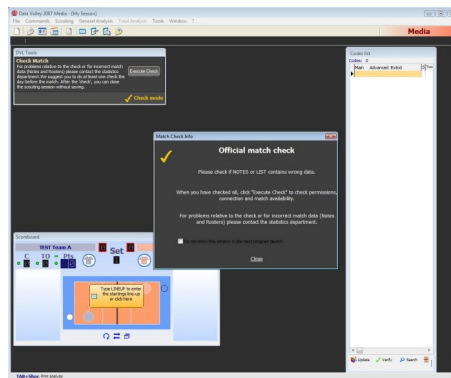
Select the Competition from the list that will appear. The competitions that will appear will be the ones associated to the entered login. Press Next to continue and select the match:



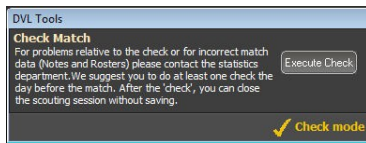
Press Load Match to confirm and continue.



The program will open the match window and you will be reminded to check the team notes and list of players.



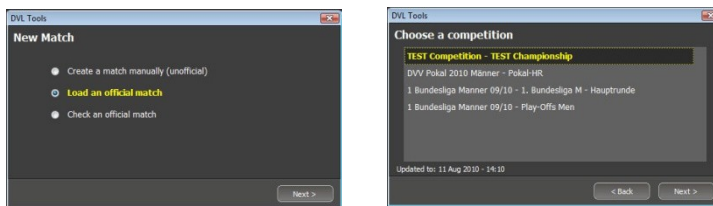
All functions will be disabled as the check official match is only to check the information, permissions and server connection. Press executes check to run the check.



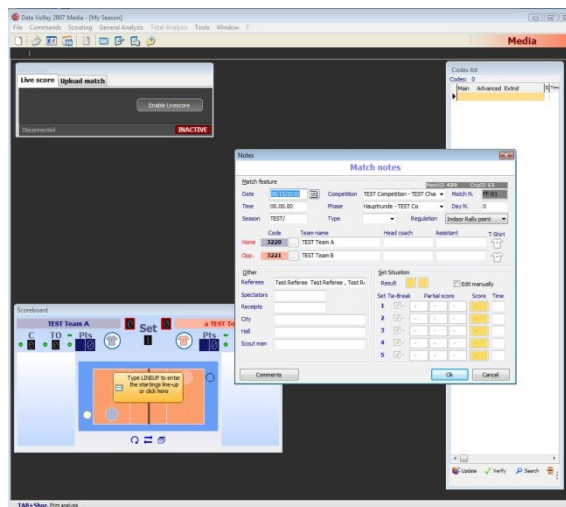
Should there be any problems or incorrect information, contact the Technical Support department of the Federation.

NEW MATCH

Select New Match and follow the wizard to open a new match:



The program will elaborate and display the following window layout:



The match notes window will appear where you need to enter information regarding the match. Most of this information can be found on the website.

Once the match notes are complete press OK to open the players list.

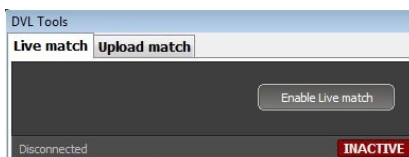


DURING THE MATCH

LIVE MATCH

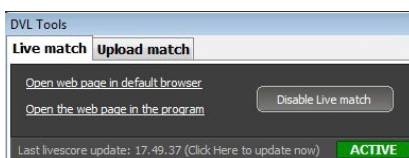
The LIVE MATCH function, when present, must be used during a live match to send the score and the statistics to the official score page on the website of the Federation.

At the start of the match the ENABLE LIVEMATCH button is pressed in order to connect to the website of the Federation and automatically update the website with the live information.



You can choose to open the livematch web page in a separate browser window or in a window in the program (as shown in the image).

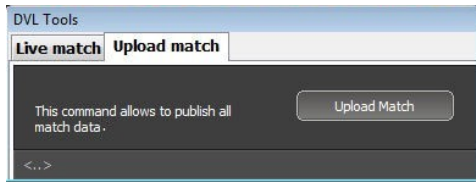
When the match is finished press Disable Livematch.█



AT THE END OF THE MATCH

UPLOAD MATCH

The next step is to Upload the match: the scouting file and the statistics will be sent to the database of the Federation.



The match has therefore been successfully uploaded on the server. Check the web site of the Federation to view the statistic report that has just been sent to make sure the information is correct and the procedure was carried out correctly.