

QuickStream

Version 9.0

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QuickStream

by John Howell

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Introduction

Welcome to *QuickStream*!

QuickStream includes several interfaces that can be used to score a number of different competition formats. It is used with QuickPay to facilitate the running of an event. Here are the formats available.

Broadcasting – Used to stream live all the games and matches in an event

Time Manager – Used to record precise times from an electronic timer

Run Manager – Used to manually record times from a flight of contestants

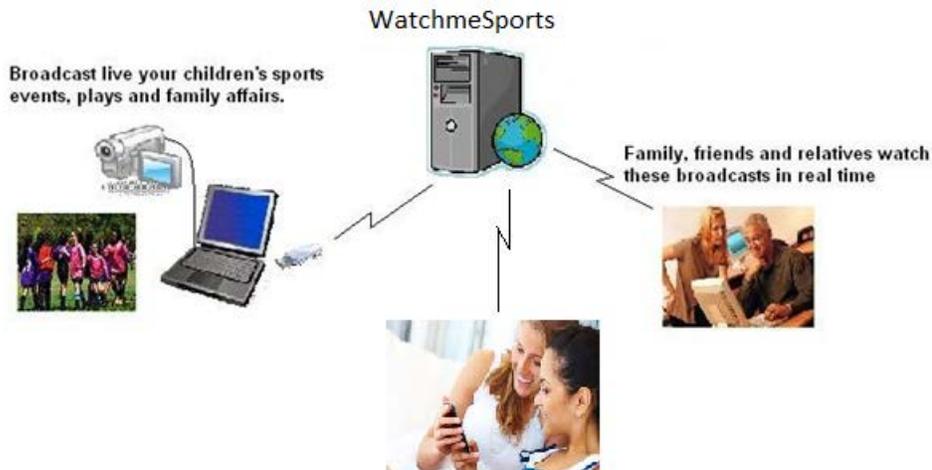
Score Manager – Used to collect scores from one or more judges

How you setup your event in QuickPay will determine which interfaces are available to you. Use QuickPay to setup your event, to generate draws and to compute standings and results. Use QuickStream to broadcast each game or match, and to collect times and scores. If you need to, you can run QuickPay and QuickStream at the same time so you can switch back and forth between them while the race is going on. Even though you could theoretically collect times and scores in the run lists available in QuickPay, it would be very inefficient to do so, and prone to trans-positional errors. This users guide is designed to help you learn how to use each of these interfaces.

Broadcasting

QuickStream doubles as a video production application that allows you to manage cameras and video sources needed to broadcast any kind of live event. With QuickStream installed on your computer, a video camera and an internet air card, you can broadcast remotely a football, basketball, volleyball or baseball game from anywhere. Family, friends and relatives can then view all the games and matches on their own personal mobile devices. You don't need to be a broadcast technician or a professional producer to televise a school or club's sporting event. QuickStream automatically detects and displays up to 6 connected video devices and an unlimited number of video clips and playlists.

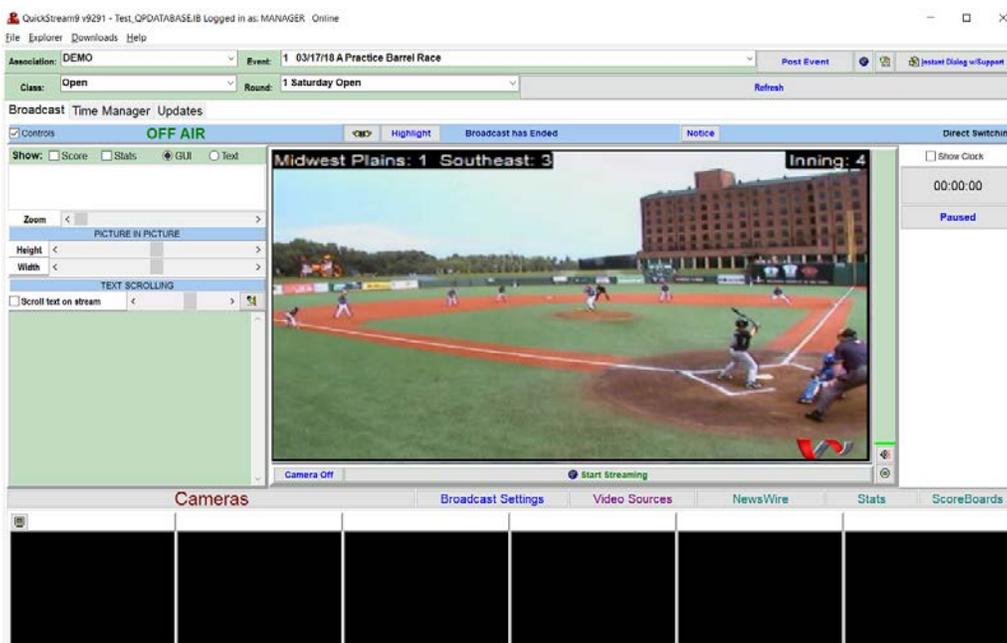
QuickStream also supports both Direct Switching and Software Mixing. Direct Switching allows you to seamlessly plug directly into an existing video production stream, while Software Mixing provides you with seamless mixing of all the video sources giving you a very professional look and feel. Since the broadcasting and scoring is performed at the same time, you can show scores, and statistics as the event is going on. Everything you need to produce an end to end broadcast is already built into QuickStream.



Setting up Video

Before you can start broadcasting you need to have QuickStream and Windows Media Encoder installed on your computer.

All of your cameras and media sources will appear below the main broadcast screen. Clicking the "Camera On" button will default to the first media source, which happens to be in this case a Sony MiniCam. To change your main view simply click on any of the 6 active screens below and the software will switch to that source automatically. To start a broadcast that can be viewed on WatchmeSports simply click on the Start Streaming button. Within seconds QuickPay will contact our media server and establish a broadcast publishing session. Now anyone with access to the internet can see you by selecting your posted event.



As you can see, there really isn't a lot to this process. However, if you want to broadcast a football game then you're going to need some type of WiFi connection, probably an Internet 3G air card. You can get one from any of the more popular providers such as at&t, Verizon, Alltell and Sprint. At this time Sprint has the fastest cards on the market. Compared to the money you can make from advertising, the average cost for one of these air cards is \$50/mo making it well worth the expense.

Starting a Broadcast

Just before your broadcast is about to start, make sure your camera(s) are properly positioned. When all is ready click on the "Start Streaming" button.

As soon as QuickStream has established a connection to the media server the "Start Streaming" button will change to "Stop Streaming".

Archiving a Session

When you broadcast an event the session is being automatically streamed to the WatchmeSports server where it is automatically archived in your publishing point folder. This folder is your Producer ID prefixed by PID_. For example: PID_1. Every time you start streaming, a new media file is started, and it is closed as soon as you stop streaming. When you stop streaming you will be prompted for a description. A folder by that description name will be created under your event number on the server.

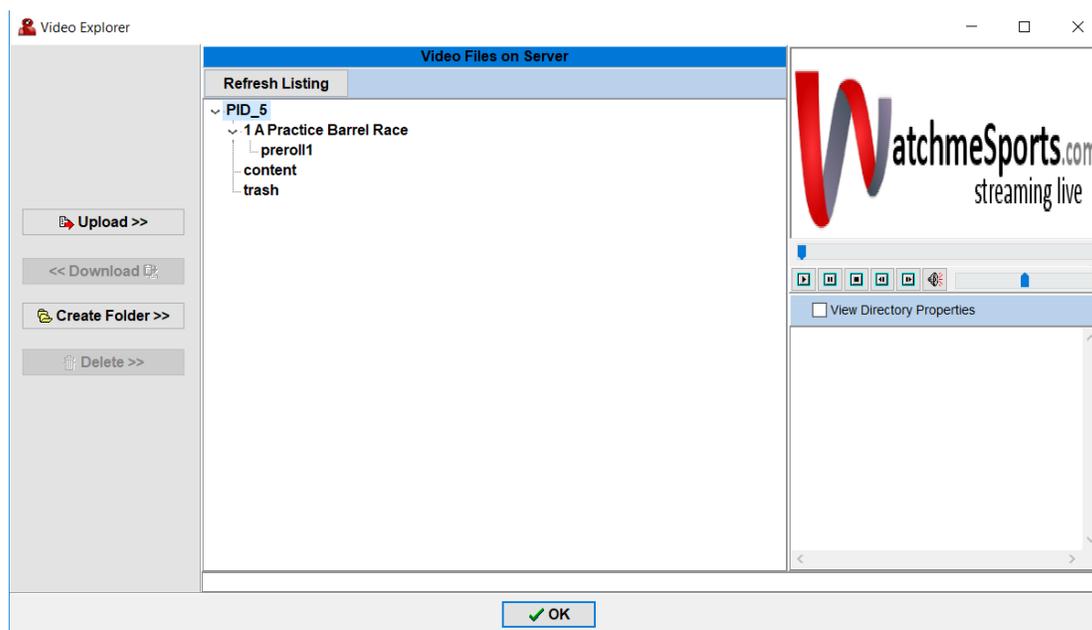
For example, if your publishing point is PID_5 and the event number is 1 and you archived the first and second half of the football game you are broadcasting.

```
PID_5
  |_1
    |_1st Half
    |_2nd Half
```

As soon as you finish with a session such as the 1st Half of a football game save the session. The public is still watching a stream of the game, but nothing is being saved until you tell QuickStream to start the second half. After the game, family, friends and relatives can watch either the 1st or 2nd half of the game at their leisure.

Video Explorer

Explorer allows you to inspect your publishing point on the server. You can download, edit and upload edited media files. Using Video Explorer you can browse your own computer for a video file and then upload that file to any folder under your publishing point. This is useful in that you can take video files that you have created and uploaded and use for prerolls and disconnections. You can also create archive folders under any of your events and cut and paste files on the root folder into these archive folders.

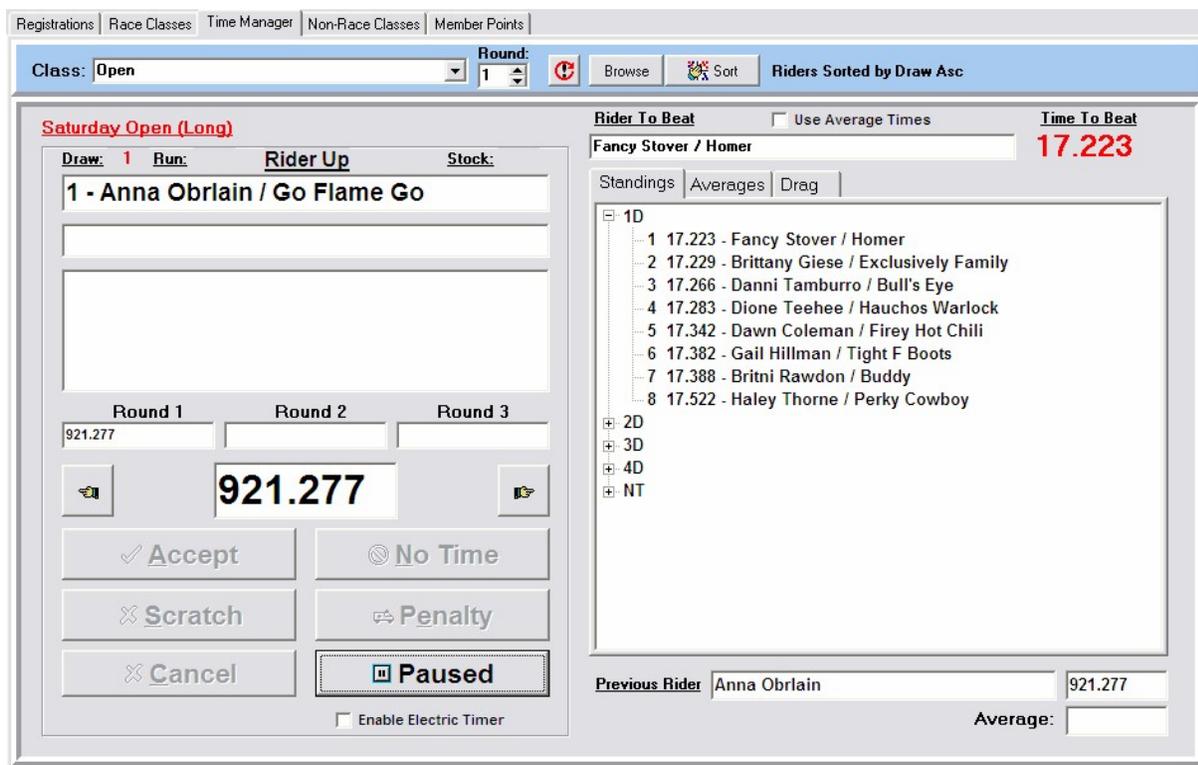


To play a file select it and then click on the Play button. This will open the Player with the name and path of the file you selected below the player. If the file doesn't start playing then click on the Play button to start the video. You can also use the Player to play video's located on your local drive by clicking on the Open File button next to the player controls. This allows you to review video files before uploading or downloading.

The Time Manager

The Time Manager is where the race is run. It has been designed to provide the time keeper with ease of use and lots of information for the announcer. At first glance things look confusing, but with a little familiarity you will find that all you need is right here. Whether you are running a single or multi-round race. The left panel shows all that is known about the rider up. The draw and run number, the rider and horse name, the city, state and zip, the contestant's bio and any previous round times make up the top half of the panel. The large field with hands on either side is for the time value generated by the electronic timer. The hands buttons allow you to move forward and backward through the current run list. The greyed out buttons below the time field will be enabled as soon as a time is received. If you do not have an electronic timer then you can manually type the time in by hand, by not enabling the Timer. When you click on the Paused button the focus of the cursor will move to the Time field waiting input.

Below is a description of each buttons function as well as further explanation of each item on the page.



Accept - Saves the time presented in the time field and advances the drag to the next rider.

No Time - Will place a "9" before the received time and will place focus back on the Accept button. Ex. 917.734 The time will not be saved until Accept is pressed.

Scratch - Will replace any time received with "999.999" and place focus back on the Accept button.

Penalty - Will add to the time the penalty value specified in System Setup under the Time Manager page.

Note: Valid times are values below 900.000. The value of placing a 9 before a riders time on a turned barrel is that it allows you to go back and see the actual time run.

Cancel - Clears the time field.

Started - When you first start the program this button will read "Paused" until it is pressed after which it will change to "Started". The program will not accept times unless this button reads "Started". If you are using an electronic timer then you must first enable the timer before pressing the "Paused" button.

Enable Electric Timer - Checking this field will tell the program to start looking at the com port for times as soon as the "Paused" button is pressed.

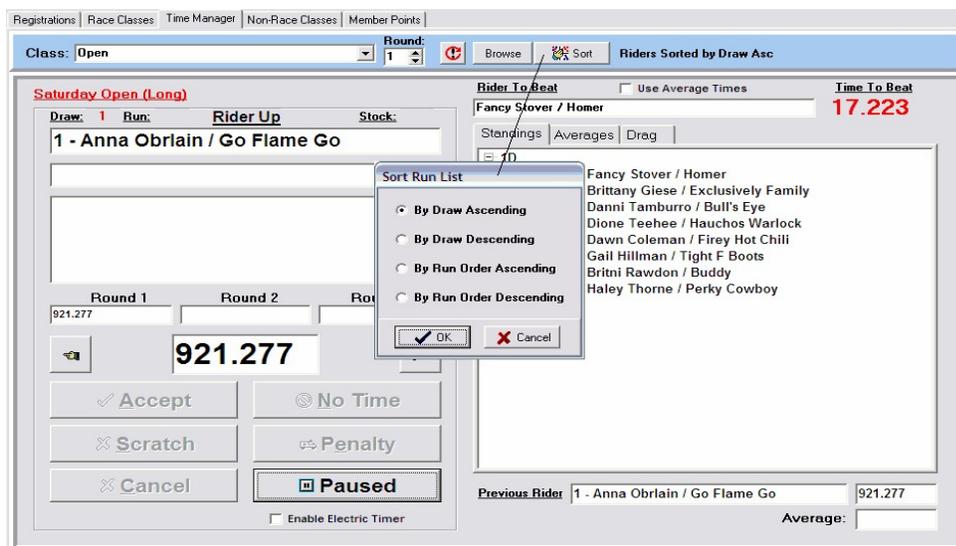
The rider and time to beat as well as race standings is automatically updated after each time is accepted. The previous rider is shown at the bottom right hand corner with the time received and if it is the second round of a two round average the average is shown as well. This allows the announcer to report on the riders average time seconds after the run.

The drag automatically advances after each accepted time. This is especially helpful identifying where you are in the drag and gives the announcer the ability to call out the names for the next drag.



Sorting the run list

Always make sure the run list is properly sorted before collecting times. The Time manager will move through the list in the fashion that it is sorted.



Browsing the run list

The Browse button opens the run list in a dialog window so that you can see all the times entered. It is a quick way to go back and make corrections quickly. Whichever record you place the record pointer on will be the record that is displayed as the Rider Up in the time manager when you exit resetting the drag accordingly.

The screenshot shows the 'Browse Riders' dialog window. At the top, there are tabs for 'Registrations', 'Race Classes', 'Time Manager', 'Non-Race Classes', and 'Member Points'. Below the tabs, there is a 'Class' dropdown set to 'Open', a 'Round' dropdown set to '1', and a 'Browse' button. To the right, it says 'Riders Sorted by Draw Asc'. The main area of the dialog is titled 'Browse Riders' and contains a table of rider data. The table has the following columns: Rnd, Name, Horse, Group, Draw, Run, Time, and Drag. The first row is selected, showing Anna O'Blain with a time of 921.277. To the left of the table, there is a 'Draw: 1 Run:' section with a '1 - Anna Obr' entry. Below this, there is a 'Round 1' section with a '921.277' entry. At the bottom of the dialog, there are 'OK' and 'Cancel' buttons. On the right side of the dialog, there is a 'Time To Beat' section with a '7.223' entry and a '921.277' entry below it.

Rnd	Name	Horse	Group	Draw	Run	Time	Drag
1	Anna O'Blain	Go Flame Go	1	1		921.277	<input type="checkbox"/>
1	Cody Akridge	Moon Worlds Eclipse	1	2		18.789	<input type="checkbox"/>
1	Chasty Tamburro	Cashem In	1	3		20.733	<input type="checkbox"/>
1	Heather Abrams	Tiffany Sails	1	4		918.722	<input type="checkbox"/>
1	Donna Ramsey	Dash	1	5		19.723	<input type="checkbox"/>
1	Callie Oatman	Jet Perfection	1	6		21.345	<input type="checkbox"/>
1	Audrey Ridgeway	JR Sixes	1	7		19.225	<input type="checkbox"/>
1	Dione Teehee	Hauchos Warlock	1	8		17.283	<input type="checkbox"/>
1	Becky Brooks	Trucka Glen	1	9		19.273	<input type="checkbox"/>
1	Brittany Giese	Exclusively Family	1	10		17.229	<input type="checkbox"/>
1	Dara Hopkins	Desert Eagle	1	11		18.723	<input type="checkbox"/>
1	Cambra Blessing	Bone	1	12		19.330	<input type="checkbox"/>
1	Irene Wade	Magic	1	13		17.923	<input type="checkbox"/>
1	Carolyn Houston	Pepper	1	14		17.822	<input type="checkbox"/>
1	Cindy Smith	Deets	1	15		19.772	<input type="checkbox"/>
1	Fancy Stover	Homer	1	16		17.223	<input type="checkbox"/>
1	Haley Thorne	Perky Cowboy	1	17		17.522	<input type="checkbox"/>
1	Gayle Dickerlie	Threes Serious	1	18		18.388	<input type="checkbox"/>
1	Gail Hillman	Tight F Boots	1	19		17.382	<input type="checkbox"/>
1	Gretchen Hilton	Patch	1	20		22.891	<input type="checkbox"/>
1	Britni Rawdon	Buddy	1	21		17.388	<input type="checkbox"/>

Electronic Timer

The FarmTek Timer is by default designed to send a Serial data stream from the Electric Eyes to the Timer console. This same data stream is also available for the large display unit FarmTek sells with a cable that has a 3.5 mm stereo male connector that plugs into the Display port on the Timers Console unit. In order to send this data from the console to the display as well as a printer or your computer you will need to get a Y-adapter from Radio Shack.

By buying a Y-adapter from Radio shack P/N 42-2570 you can plug in the Y-adapter to the Timer Console in the Display port and then connect your display to one leg of the Y-adapter and a FarmTek computer cable to the other leg of the Y-adapter which will send times to your computer for use by the Time Manager.



This computer interface cable can be obtained from FarmTek and depending on whether you have an RS232 Serial port on your computer or not will determine whether you need to buy an additional cable for interfacing with a USB port. Most newer computers don't even come with a serial port anymore, in which case you need to have a Serial to USB connector in addition to the FarmTek Serial computer cable.

Connecting the Timer to the computer via USB

Before you try setting up the Timer settings you should install the [software](#) that came with your USB/serial connector or you can install the USB/Serial device drivers that you can buy from FarmTek. Once these drivers have been installed you should inspect the port settings defined in the Device Manager of the System Properties under Serial Ports and identify which port is being associated with a USB device. If you want you can use trial and error to first test the port then the Timer. The easiest way to do that is try testing the port at each com setting, Com1 then Com2, etc.

Once you have a good port then hook up your Timer and before triggering the Timer, click on the Test Timer button. The software will then start polling the com port looking for a time value. If a time does not appear then you should look for another port. If you are still unsuccessful then go into the Windows Device Manager, find the port and check its properties. Often times ports will default to 9600 baud, but they work better if assigned a 1200 baud rate. Make sure that QuickPay's port and baud rate settings are the same as what is defined in the Device Manager.

When testing the Timer make sure that the cord coming out of the computer is plugged into the Display port on the FarmTek Timer. Then click on the Test Timer button and the caption on the button will change to "Waiting". Then run your hand through the timer twice to start and stop the Timer producing a time. The time displayed on the Timer should also appear in the field to the right of the Time label. If they are the same then your Timer is setup correctly.

NOTE: Windows can sometimes change the port set to the USB device, especially if you unplug the Timer cable to move it and plug it into a different USB slot later. In which case you might have to reconfigure your port settings in QuickPay to match what Windows has changed it to.

Identifying Com Port

The cable software you install will create a com port that is mapped to a USB port. To identify the com port assigned by the computer you will need to open the Device Manager screen found in the System Properties screen. Open "My Computer" and click on the View system information Hardware page. Then click on the Device Manager button to display all of the devices hooked to your computer as shown below. Scroll down until you find Ports and click on it to expand the com ports mapped to USB.

