

StatsLab SQL Utilities for OOTP11

Documentation for Patch 2

Version 2.2.0

by fhomess

OOTP Forums: fhomess

Email: fhomess@gmail.com

Introduction

This document contains details on the additions and fixes found in StatsLab 2.2.0. You must have StatsLab11 v2.1.0 installed in order to take this patch, as it does not include all files needed to run StatsLab. Consult the StatsLab documentation for details on configuring StatsLab.

Installation

This patch for StatsLab requires a database conversion in order to take advantage of the new chat features. Failure to run the conversion, even when not using the new chat features may result in some pages reporting error messages.

To install:

1. Backup your existing copy of StatsLab.
2. Unzip these files into your existing StatsLab directory and overwrite the existing files.
3. Log into StatsLab using a commissioner account.
4. Manually edit the URL of your browser to point at the "conversion2-2.php" file.
5. Go to your manager's profile page, and enter a chat alias and color for your manager record.
6. Click save.
7. After the page reloads, verify that the settings match what you entered. If they do, the conversion worked.

In addition, if you have instrumented any dynamic player leaderboard widgets, please review the section on Widgets below for whether or not you may need to update your admin settings.

Enhancements and Additions Summary

- New Live Draft Page
- New Chat Module
- Standings page replaces Spring Training Page
- Player and Team Leaderboards completely rewritten
- New Milestones Reached page
- New Standings Projection view during preseason period in Sim Preview

- Additional flexibility in scheduling the draft
- More...

Enhancements and Additions Detail

Admin

Widgets

Dynamic player leaderboard widgets have run into the problem that the player hyperlinks point to the StatsLab player page, but the widgets are often running in a context that StatsLab doesn't have an ability to predetermine. As a result, a new field has been added to the Admin page of StatsLab allowing you to specify the StatsLab install path relative to your URL.

StatsLab Path: Enter the StatsLab path relative to your Server URL. For example, if you access StatsLab by going to <http://www.domain.com/tools/StatsLab/login.php>, then this field should contain `"/tools/StatsLab"`.

e.g. `/tools/StatsLab`

Last Sim

Standings Page

The Spring Training Standings page has been replaced with a generic standings page. The new Standings page has a date range selector which allows display of league standings during any time frame within the current season.

Sim Preview – Standings Predictions view

The Sim Preview page is enabled using a checkbox located on the Last Sim Admin page. As originally released in StatsLab11 v2.1.0, this page showed upcoming matchups, streaks, accomplishments, disabled list status, and hot/cold lists. Now, there is a new view that will appear during the preseason, which will display standings predictions. Each team's roster adjustments will be evaluated and an estimate of the team's record in the coming season will be determined. Each team will also have a subsection of the page indicating notable holdovers, departures, and additions to the roster as compared to the players who contributed to the team's success in the prior season.

Milestones Reached

The Milestones page now has a Milestones Reach view in addition to the two previous views. This view is similar to the Milestone Watch view, except that it focuses on those milestones already surpassed in the current season.

Chat Utility

The new Chat module is enabled from the main StatsLab Admin page, and allows StatsLab to host a chat room for any user logged in to StatsLab.

Chat Admin

Unlike most other StatsLab modules, the Chat Admin page is accessible from the main StatsLab admin submenu. The reason for this is that the chat functionality is shared between the Chat module and the new Live Draft module.

Lock Aliases: Every user has the ability to edit their chat alias from their StatsLab profile page. Commishes also have the ability edit user aliases from the Chat Admin page. This setting prevents changing of a user's alias from anywhere but the Chat Admin page. This can be useful for commishes who want users consistently using the same chat alias.

By default, a user's alias will be their username followed by their team abbreviation in parentheses.

Lock Colors: Every user has the ability to edit their chat color from their StatsLab profile page or from any of the chat enabled pages. Commishes also have the ability edit user chat colors from the Chat Admin page. This setting prevents changing of a user's color setting from anywhere but the Chat Admin page. This can be useful for commishes who want users chatting in a team specific color and don't want GM's editing those colors to something else.

User Controls: The user controls setting allows the commish to see a list of all StatsLab users and their associated chat alias and chat colors. The aliases and colors are editable by the commish and must be saved individually for each user that is edited, or the change will be lost.

When editing chat colors, either the text entry or the drop down selection are valid choices. Text entry must be in hexadecimal format with a preceding "#".

Chat Page

The Chat Page is accessible when the commish enables chat from the StatsLab admin page. The user must first enter the chat room before the chat pane will appear. At this point, StatsLab has not enabled alternate chat rooms, but that may be the case in the future. The main chat page, and the live draft chat pane, however, are not connected.

The chat page has several user controls of note:

Auto Scroll Chat Window: By default, the chat pane will scroll to the bottom of the chat pane as messages come in. Should the user wish to reread a series of messages that have since scrolled off the page, unchecking this box will allow them to do so while new chat messages come in.

Enable Sound: The chat room will play a sound when a private message is received or a flagged user posts a public message. By default, commish posts are flagged for audible notification. To toggle the flag for sound on user public messages, click the bell icon next to the user's alias in the Active Users list.

Color: If the commish has not locked user colors, users will be able to adjust their chat color directly from the chat room. They can either enter a new hex code manually, or choose a color from a drop down list. To toggle the color input method, users need to click on the "Color:" prompt.

Hyperlink: To add a hyperlink to a chat message, a user can click the hyperlink icon or paste the hyperlink directly into their chat message. Clicking the hyperlink icon has the advantage that you can easily enter alternate display text for the hyperlink, or if the user highlights some text prior to clicking the hyperlink icon, the link will be applied to the highlighted text.

Style Icons: The bold, italic, and underline style icons will insert the appropriate formatting tags around whatever text is highlighted in the chat message.

Smilies: Clicking on a smiley will insert that icon's smiley text into the chat message at the location of the cursor. There is no way to disable smiley's from a specific chat message.

Draft Utility

There are three significant enhancements to the draft utility, including appropriate labeling of supplemental draft rounds, a floating draft timer, and draft list filtering on the team war room page.

Draft Admin

The draft utility now has the ability to enter an alternate number of picks for a specific draft round. This allows a commish complete control over how many draft picks appear in a draft round, although some rework of the draft order will almost certainly be necessary. By default, all draft rounds will have exactly as many picks in the round as there are teams in the league, so only draft rounds with a different number of picks than the number of teams in the league require this setting to be set.

Alternate Round Length: The Alternate Round Length field requires a very specific format as follows:

Round ID,Length;Round ID,Length;

In addition, it's important to remember that the Round ID and the Round Number may not match if you're using supplemental draft rounds. The Round ID is the round number with the supplemental round counted as an additional round in the proper order. So the 2nd round of the draft, which occurs after the first around and the first supplemental round has a Round ID of 3.

It is recommended that commishes define the supplemental rounds and the alternate round lengths, then review how the draft looks on the draft board prior to adjusting the draft order for each round. Also bear in mind that if a draft round has just a few picks missing, it may be simpler to use the Skip Pick function from the draft board than to use the Alternate Round Length setting. Both will work, but the Skip Pick function is friendlier on the draft order.

Live Draft Room

The Live Draft Room is designed as a one-day league event type of utility with optimal league interaction in mind. It consists of a draft status pane including user settings, a chat pane, a draft order pane, a player list pane, and a commish user controls pane. Note that the live draft requires a commish to be present while the draft timer is running.

Draft Status: The current pick, pick and auto delay settings, draft timer, and logos for the next 12 picks will display in the draft status section. Any team set to auto pick will have their logo surrounded by an orange box.

Team Settings: The Live Draft room does not respect the Team War Room auto draft settings from a literal standpoint. Any team configured to be on auto draft, regardless of what round they indicated an auto draft after, will be placed on auto draft in the live draft room. However, any user that logs into the live draft room will be automatically taken off of auto draft when they enter the room. Users can edit their auto setting themselves by checking the Auto Draft check box under team settings.

Commish Settings: The commish can start and stop the draft timer, but prior to doing so needs to set the Pick Delay and the Auto Delay. Each setting should be entered in seconds. The Pick Delay is the amount of time a team has to make a manual draft pick. The Auto Delay is the amount of time a team on Auto will be given prior to making a draft pick. Any team that does not pick within the Pick Delay time period will be set to auto draft. Any team that is not human controlled will be set to auto draft.

Chat Pane: See the documentation on the Chat Module for details on the Live Draft chat pane. Note that the active users list will display names in red if they are set to auto pick.

Draft Order: The draft order pane lists all the draft picks in the draft in order. This view can be filtered by team, draft round, or both.

Available Players: All undrafted players eligible for the draft will be viewable in this section. The section is filterable by position and the view can be adjusted between potential ratings, current ratings, feeder league stats, and defense or pitch ratings depending on the player pool. All views are sortable by clicking on the column headers.

Short List: The short list and the team's auto draft list from the team war room are the same list. Any list preconfigured in the team war room will automatically pull in here. Unlike the team war room, changes to the short list update the list immediately, and there is no need to save them.

The Draft Player button will become active when it is your team's turn to pick. To select a player, either click the radio button on the Available Players pane or the player's name in the Short List. The player's name should appear above the Draft Player button. If you click the Draft Player button, the player listed there will be drafted, even if he's not first on your draft list. To choose the top player on your draft list, either click his name and then click Draft Player, or remove any player listed above the button and then click it. If the Draft Player button is clicked with no player selected, the Live Draft will draft the top player off your list.

The Commish Pick button works similarly to the Draft Player button, except it drafts a player on behalf of the active team. If the Commish Pick button is clicked with no player selected, the top player off the current team's draft list will be drafted.

User Controls: Commishes also get a User Controls section which will display all StatsLab users along with their team and alias. From here, commishes can toggle a team's auto draft status, see how many picks each team has remaining on their draft list, as well as ban users from the Live Draft room should the need arise.

IMPORTANT: The live draft timer and the scheduled draft timer do not interact. When the live draft timer is started, the scheduled draft timer will be turned off and the draft schedule adjusted. Do not turn it back on while the live draft timer is running.

RECOMMENDATION: Invite all your GM's to test the Live Draft room prior to holding a live draft. The draft room is not compatible with older web browsers, and some users may need to upgrade in order to access it. It's also beneficial for users to have some familiarity with the interface prior to the draft.

The Live Draft room has been verified functional in Internet Explorer 8, Firefox 3.5, Safari 5.0. Chrome 3.0 and Opera 10.5 should also work but have not been verified.

Metrics

StatsLab's Metrics section now defaults to your team's history index page when you click on this module. User testing indicated this was a more popular view than the player page with no player selected.

Leaderboards

The player and team leaderboards pages have been combined into a single point of entry and completely rewritten. There are a few benefits of the rewrite, one of which being performance and memory usage, making these pages a more enjoyable experience. From a functionality standpoint, the basic search criteria are all still there. Each result set will now come back with additional statistics so it's easy to compare players in a result set in terms of a different stat than the one you searched on.

A couple of new filter options are now available:

Stat Conditions and Secondary Stats: When performing a player leaderboard search, you can now specify that a secondary stat (from the same stat SQL table), meet a certain condition. This allows you to do searches like the lowest batting average among players with at least 30 home runs, for example.

Minimum Playing Time: By default, rate stats and Bottom 100 searches are limited to batting and ERA title qualifiers. This setting now allows you to specify an alternate playing time criteria for inclusion in the result set. Want to know the batting average qualifiers based on 2.0 PA/TmG rather than the default 3.1 PA/TmG? You can do that now.