Real-Time Leaderboard

Hub Guide

September 15, 2018

This guide provides details as to the interactions between the Scoring Manager and the Real-Time Leaderboard (RTL). Additionally, web-based features for viewing testing data are discussed.

Interaction with the Scoring Manager

When you start the Scoring Manager software, you are presented with the Competition Config dialog. In this dialog you can choose how data is posted to the real-time leaderboard.

- To make data visible **publicly** (such as on Game Day), the checkbox to the left of Testing **should not be checked**.
- When testing the Scoring Manager and you do not want data visible publicly, **check** the box next to Testing.

Note: You cannot change between testing and live once you save this configuration.

When are matches and scores uploaded?

When your scoring computer has a Wi-Fi or internet connection, the software will upload match and score data to the website via the private BEST API. Data uploads are done in the background; an indicator of the upload is shown in the lower right corner of the software window. Each time an upload occurs the *Last Sync* date and time will change.

Last Sync 09-13-2018 16:58:08

Live Mode

When in live mode (i.e. testing was **not checked**), matches and scores are updated after schedule creation and after each match, respectively. Users viewing the site on their computer or mobile device will see refreshed information either every 3 minutes or when they press the refresh button at the bottom of the page.

You are currently viewing

Robotics BEST

Watch Another Game >

| Phase | Seeding | Match | 10 |

Scores

Rank	Team	Last Played	Score
1	N High	10	520

Testing Mode

When in testing mode (i.e. you **checked the box beside testing**), matches and scores will still be uploaded but are not publicly visible. You as a hub administrator/volunteer can see these uploads by navigating to the private Debug page.

Open any web browser and navigate to http://best.eng.auburn.edu/apps/debugtime.php. At the top, you are presented a list of hubs (containing the hub names, current phase and software mode). The mode indicates wether the data is available publically or for testing purposes only. You can use the Debug page to verify your Scoring Manager is uploading data correctly the RTL.

- Live – Matches and Scores are avaialble on the Real-Time Leaderboard.
- Testing – Matches and Scores are only visible on the Debug page.

Hubs

Click a hub to view and modify data.

Hub	Phase	Mode
Big Country BEST	Seeding	Live Switch
Bison BEST	Seeding	Live Switch
River Valley BEST	Seeding	Testing Switch
War Eagle BEST	Seeding	Testing Switch

To select a hub: Click on the hub name. A STAR will appear in the hub row. Below, three tables will be populated with data: Phase/Match, Scores and Matches.

Please note: the features below DO NOT affect data in the Scoring Manager. This only affects data online and only until that data is overwritten by the Scoring Manager.

- To delete a score or match: Click Delete in the row with the team or match number you wish to delete.
- To delete the scores for a complete match or phase: Click the Delete [Phase] link below the scores or matches tables, respectively.

Note: This page does not automatically refresh. To refresh data, you will need to refresh your web browser.