

Sportscode Design Toolkit Read-Me

Field of Play:

Adding the images to your Code Window:

- Once the file is unzipped, open Sportscode and go to File > New > Code window
- Drag the field of play image file into the code window
- Double click to open the Inspector for the image
- Resize the button by holding Shift and dragging the corners of the image

Buttons:

Utilizing the included Code Window:

- Once the file is unzipped, open Sportscode and go to File > New > Code window
- Open your **SCToolkit(Color)** code window file
- Select a button you would like to use in your own window and press Command + C or right click and press Copy.
 - An easy shortcut here is to hold down Option then click and drag to the new window. You can also use the shortcut once in the window.
- In your new window, press Cmd+V to paste it into your window or right click and press Paste.
- Double click on the button to edit the name or type of button.

Using just the images?:

- Once the file is unzipped, go to the **Assets** folder to access the images
- Open Sportscode and go to File > New > Code window
- Drag the image file into the code window
- Double click to open the Inspector for the image/button
- Resize the button by holding Shift and dragging the corners of the button
- Double click on the button to open the Inspector
- Use the color selection tool in the Design tab to change the background color (note that not all colors will match).

Backgrounds:

- Once the file is unzipped, open Sportscode and go to File > New > Code window
- Select the Settings icon in the top right of the code window
- Select Choose Image... and find your downloaded background
- Select Scale to Fill if you would like the background to fill the window

Scripts and Graphs:

- Once the file is unzipped, open Sportscode and go to File > New > Code window
- Open your **SCToolkitDonut** or **SCToolkitBar** code window file
- Select all of the pieces of the graph by holding down Command then press A to select all.
- Press Command + C or right click and press Copy.
 - An easy shortcut here is to hold down option then click and drag to the new window.
- In your new window, press Cmd+V to paste it into your window or right click and press Paste.
- Create an additional button that outputs a specific number along with a button ID, then stack the buttons on top of one another in order of 0-100.
 - You can use the Design tab within the Inspector tool to line up the exact X/Y coordinates.
- You can use the following scripts to help generate the graph you're looking for:
 - if (button "output" = \$thisbutton, button opacity 100, button opacity 0)