

## Introduction

This document describes the web exporter in GMS, a tool for creating a complete web site from the data in a games.

GMS Web Export Tool take you through the process of setting up and exporting the games as a web site. The exporter creates a self-contained web site within the directory you choose that can be uploaded to a web server and linked to from any page, or left un-linked and made available only to individuals and groups you chose to share it with.

Illustration 1, Web Exporter

## Design

Select the export template to use. For most users, “(use system default)” is the ideal, since it includes all of the major features. (Users can create their own templates, but this is only for the most ambitious since it requires substantial programming and HTML knowledge.) Check “Show design options” to bring up the list of design options on the right-hand side, which allow you to customize the export.

## Page Options

Select the basic export options here: whether each entrant should get his/her own page, including non-competitors (like coaches), and photos, if qualifying scores should be included, to only include final round information (not preliminary), and whether or not to make a page for each team.

## Output

Choose the folder into which GMS should export its files. GMS will not immediately upload the files to your website, so this needs to be a valid (and preferably empty) folder on your hard drive.

Don't update or create files that haven't been changed: after making an exported file, GMS compares the file to the last time it created that same file. If it has not been changed, GMS will not output the file. This lets you look at the dates on the files GMS has created and only upload the ones that have been recently changed.

Override default index file name: the “root” file which GMS creates, which contains the links to all of the other files, is normally called “index.html”. To give it a different name, check this box. You *cannot* just change the name of the file once it's been output: the other files link to that file by name, and those links would not work if you rename the file.

Automatically upload files: GMS has a built-in tool for uploading the results of the web export to your website using the FTP protocol. See the section “Uploading” for more details.

### One-time output versus Use schedule agent

One-time output only runs the web exporter when you click the [Execute] button, and then only once. If you only run the exporter after your games are over with, use the one-time output.

If you enable the schedule agent, GMS will run the exporter on a set schedule.

The example shows the exporter doing a full export every 45 minutes. If tracing is enabled, GMS will also monitor the things that are changed and export just those changed objects every five minutes. Tracing does not catch every change or side-effect of every change, so you'll still want to have the full exporter running occasionally as well.



Illustration 2, Schedule agent settings

### Results

The result of the web export process is many, many individual HTML files, and possibly JPEG files for entrant images. If you double-click on the “index.html” file, you'll see what the web site will look like when uploaded.

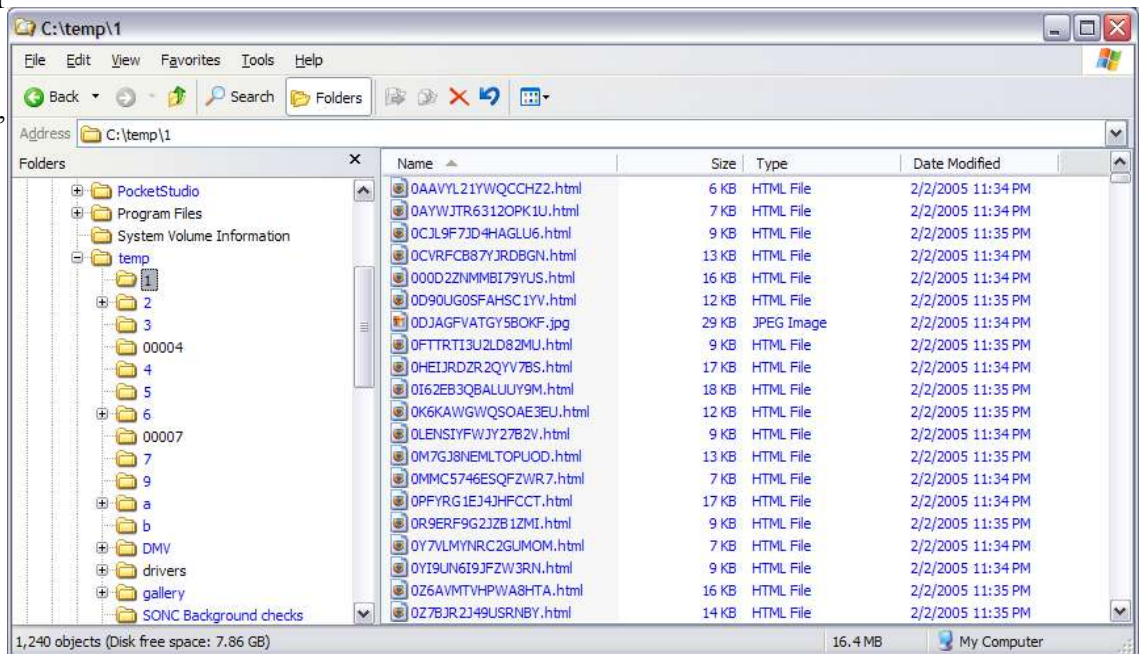


Illustration 3, Example output files from the web exporter

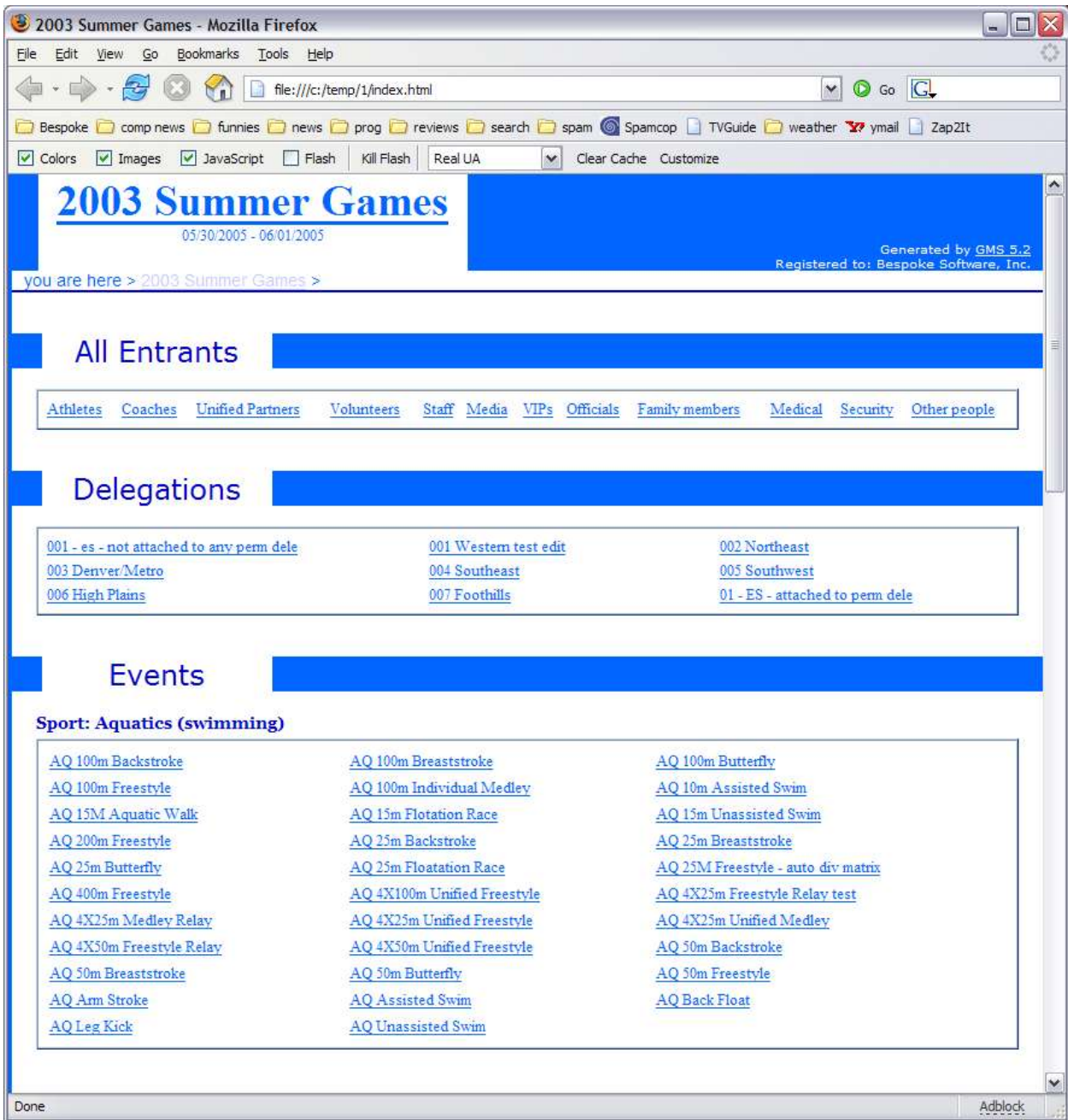


Illustration 4, Sample exported web site

### Uploading files

After exporting your files, you'll need to upload them to your website. You can do this with any standard FTP tool (we recommend Filezilla; <http://filezilla.sourceforge.net> – it's very good, and it's free), or GMS' built-in upload tool.

*Automatically upload files*

GMS' built-in file upload tool can automatically upload the results of your web export to your website. To do this, you must enter the server name, valid user ID and password, and the folder that the files will be uploaded to. (The “Account” field is usually not necessary.)

*Illustration 5, FTP settings*

*Illustration 6, File upload tool*

Once you've enabled the upload tool by checking the “Enabled” checkbox, any new files you export will automatically be sent.

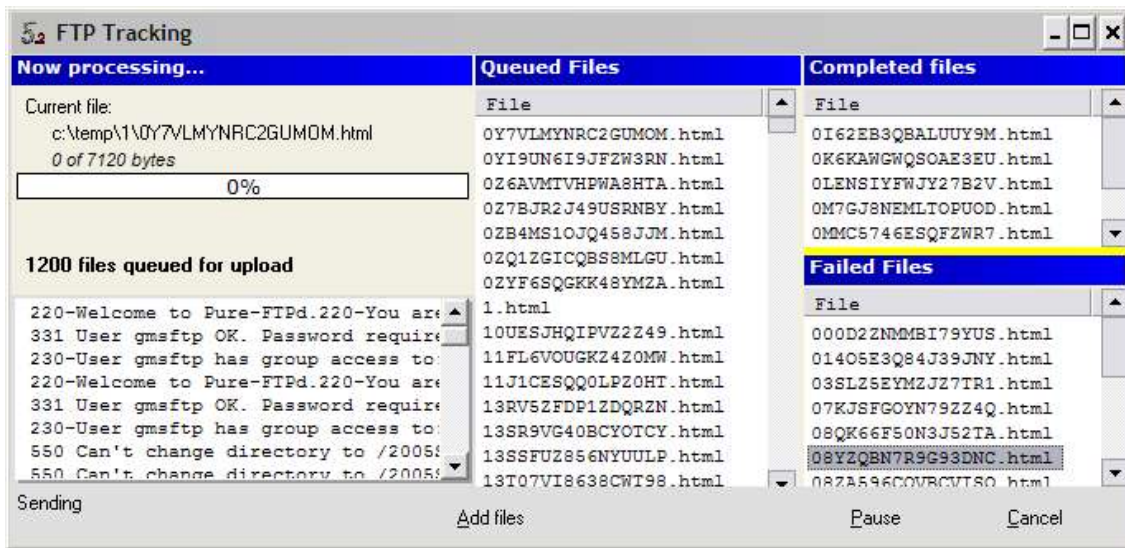


Illustration 7, FTP Upload Monitor

When “Show upload details” is checked, you can monitor the files as they upload.

[Pause] will pause the upload file after the current file completes; [Cancel] will stop the current file mid-stream and pause all remaining files.

Right-clicking on any queued file lets you cancel that file, or clear the entire list without sending it. Do the same thing to a failed file, and you can retry that specific file.