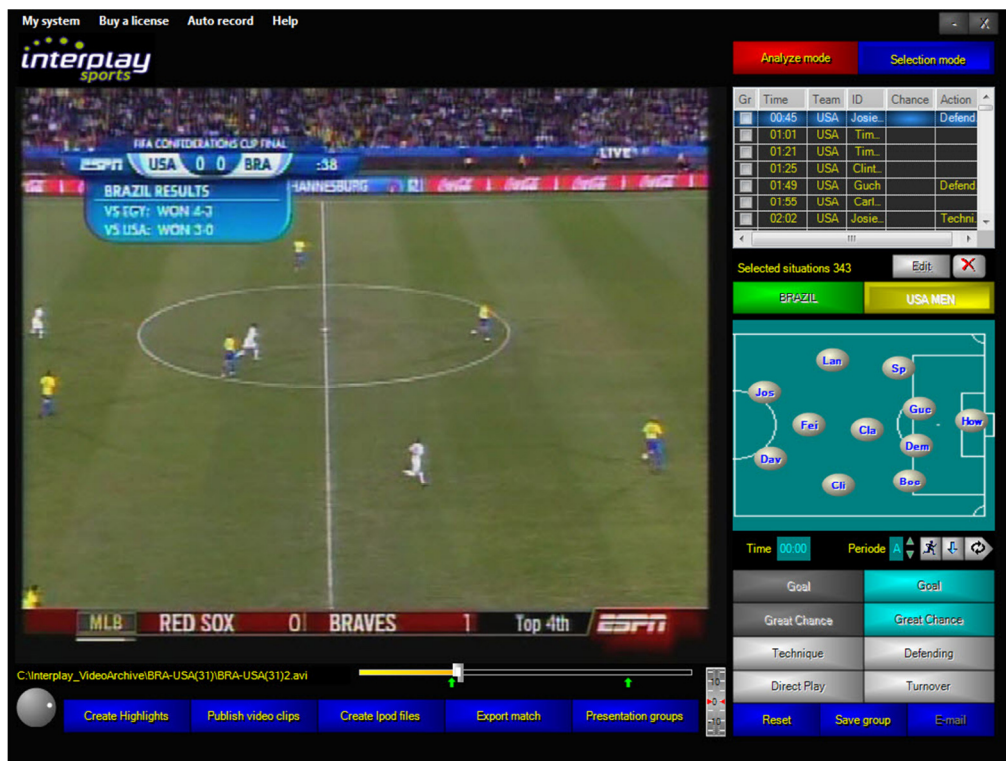


GET STARTED

Interplay MiniPro

Simple user guidance for Interplay-sports MiniPro

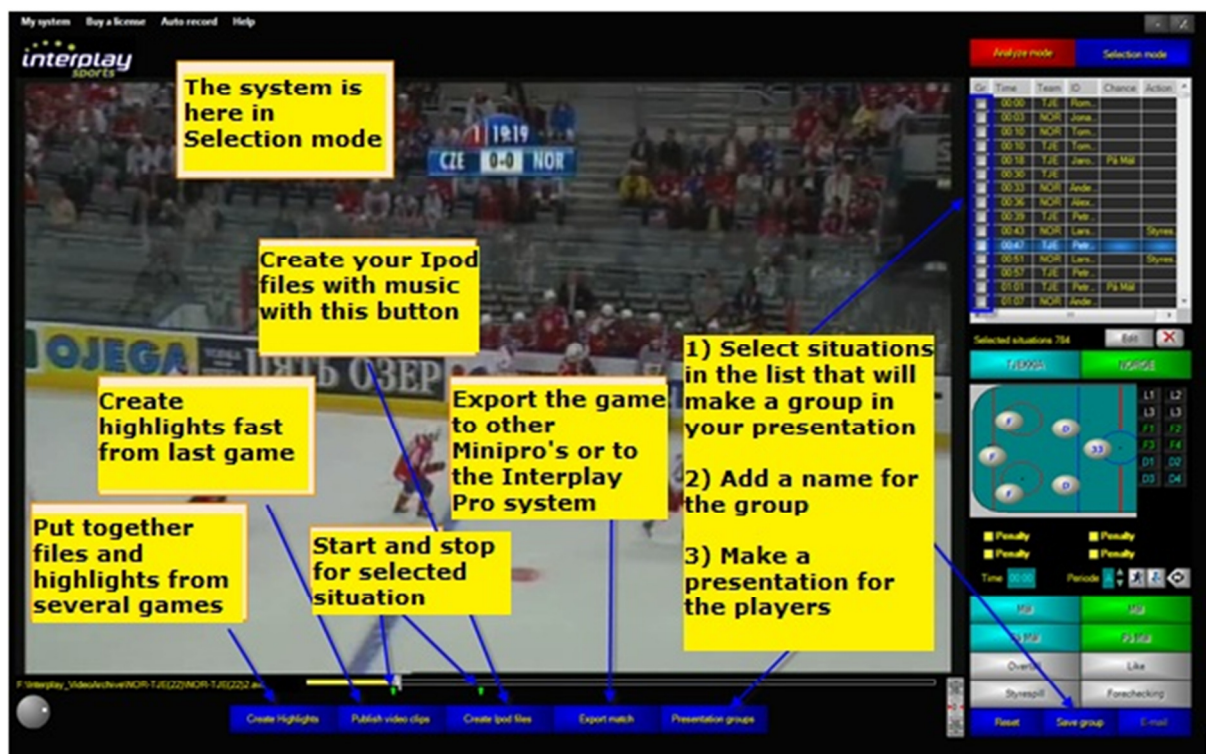
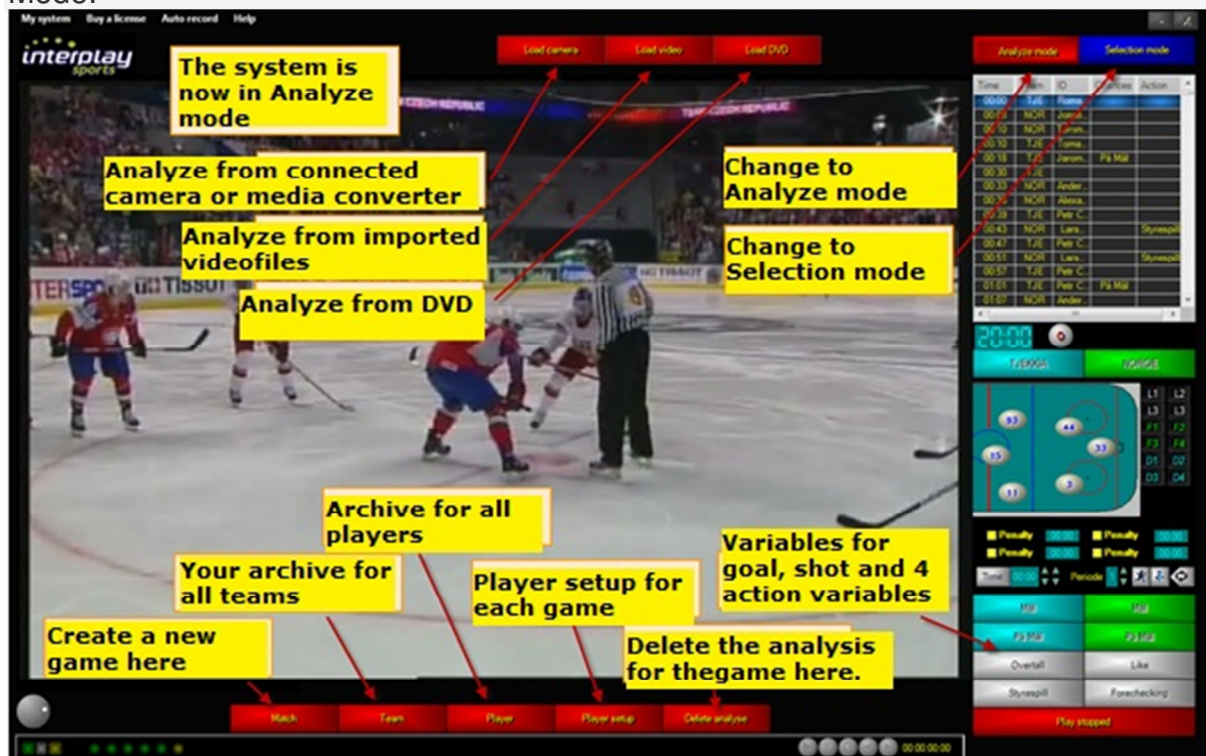
Video analysis of children and youth for cool feedbacks



Get started information for all MiniPro sport applications

Overview

Interplay MiniPro has 2 different modes that we call the Analyze Mode and Selection Mode.





Before you start

Your computer:

The machine should have at least 2 GHz Duo processors, or at least 1.6 GHz if the machine has Quadro processors.

The machine must have at least 2 GB of RAM Memory.

Installation:

Installation is simple. Download first MiniPro current version of Interplay website.

Some browsers have built-in security to prevent the installation of programs that may damage your computer.

If you get a similar message when you install your MiniPro version:

Do you want to run or save **Interplay-sports Soccer Setup 4.2.msi** (64,1 MB) from **www.interplay-sports.net?**

Run Save Cancel

... click on Run

If you then get this message:

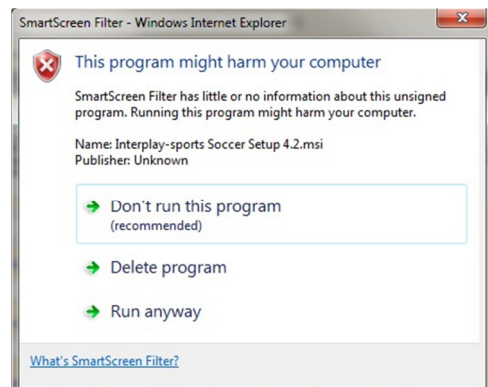
Interplay-sports Soccer Setup 4.2.msi is not commonly downloaded and could harm your computer.

Delete Actions View downloads

...click actions.



...click More options



...and click Run anyway

Then click next and OK all the questions you get during the installation.

Before you start to analyze

You need first to register 2 teams in analysis mode. Click here:

Team



teams

Team name:
 Manager:
 Address:
 Postal code:
 Region:
 Country:
 Phone:

New Delete Save

- AUSTRIA
- CANADA
- CANADA SASK
- CSKA
- DANMARK
- FASSA
- FRANKRIKE
- ITALIA
- KLADNO
- NORGE
- RENON
- RYSSLAND
- SKA

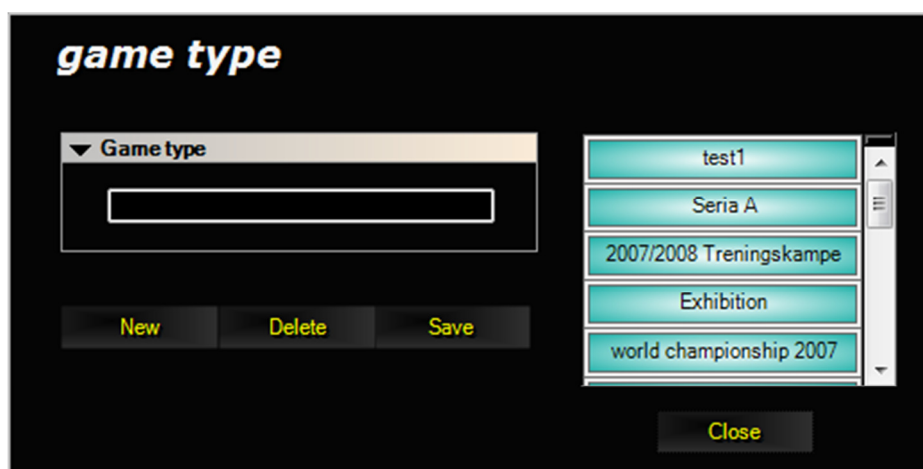
Close

Click New and enter teams - one at a time. You will see teams from the list on the right.

Next step is to register the game. Click here:

Match

- 1) You must first register game type



game type

▼ Game type

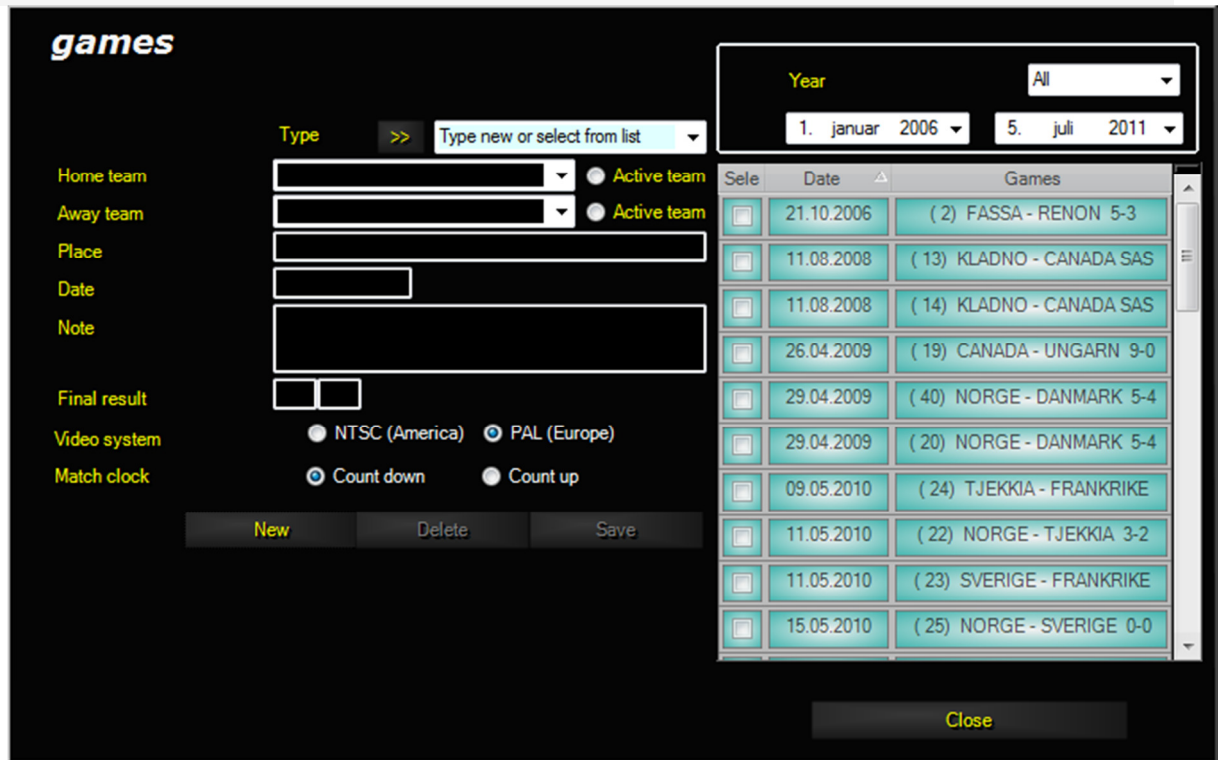
New Delete Save

- test1
- Seria A
- 2007/2008 Treningskampe
- Exhibition
- world championship 2007

Close

One tip is to record the matches with the date of the season such as 2011 League matches or 2011/2012 Series. Then click Close.

Then click New in the Match window:



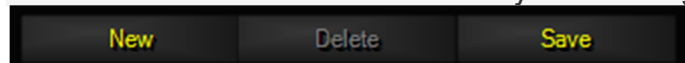
Sele	Date	Games
<input type="checkbox"/>	21.10.2006	(2) FASSA - RENON 5-3
<input type="checkbox"/>	11.08.2008	(13) Kladno - CANADA SAS
<input type="checkbox"/>	11.08.2008	(14) Kladno - CANADA SAS
<input type="checkbox"/>	26.04.2009	(19) CANADA - UNGARN 9-0
<input type="checkbox"/>	29.04.2009	(40) NORGE - DANMARK 5-4
<input type="checkbox"/>	29.04.2009	(20) NORGE - DANMARK 5-4
<input type="checkbox"/>	09.05.2010	(24) TJEKKIA - FRANKRIKE
<input type="checkbox"/>	11.05.2010	(22) NORGE - TJEKKIA 3-2
<input type="checkbox"/>	11.05.2010	(23) SVERIGE - FRANKRIKE
<input type="checkbox"/>	15.05.2010	(25) NORGE - SVERIGE 0-0

You are then only through a process where you specify the following:

- 1) Match type
- 2) Home team
- 3) Away team

Then, specify which of the teams that are your current team (Team Active).

Save button will then be active and you have registered the game.



PAL button has to be active for European videos with 25 frames per second.

NTSC has to be active if you have videos at 30 frames per second (U.S.)

You can also specify whether the game clock will count up or down.

Then click Close.

The match is now registered and you are ready to start the analysis when you have connected a camera, uploaded video clips, or ready to analyze from a DVD.

Connection to the camera and the media converter:

If your computer has firewire connector then you can perform live analysis with cameras with firewire (older DV cameras) or use the media converter to analyze the camera with TV output, DVD players, or directly from TV or other sources. If the machine does not have firewire connection it will be an alternative since most machines have an express card port that can be used for external firewire cards.

Firewire cards are available in 3 different editions.



Canopus ADVC 110 Mediakonverter



An older firewire card that is suitable for older machines



54 mm firewire express card



34 mm firewire card

Check the shape of the plastic insert that is in your machine. Firewire is also called IEEE1394B, DV or iLink (Sony)

You then use this button to activate the camera device:

When you do your analysis with camera, firewire or USB converters then the video files will be created on your hard disk during the analysis. When the game is finished the analysis is also finished in a real live analysis, but you can of course also do the analysis later.

Load camera

USB connection to the camera

Most modern cameras today do not have firewire, but the ability to connect your PC with a USB cable and move captured video clips from your hard drive or memory chip on the camera to the computer. The problem is that the huge video files in HD format will fill up your computer in short time.

You will find a lot of software for converting files in the net that can convert these files to AVI format. You can then load the converted avi-files for analysis with this button:

Load video

You can also use USB converters that can be connected to the TV output in your camera and load like a firewire converter, but the quality is poor and some computers will have problem to use these USB converters. We don't recommend these converters after feedback from customers.



After you have converted the video files to a AVI-format, you can load the files into Interplay-sports MiniPro.

To analyze the imported video files then do the following:

Load video files

Files in folder 90

Find the videofiles you want to import

Mark the files you will import... or select all...

Select	Name	Date/Time	Size	Ord
<input type="checkbox"/>	NOR-DAN(20)1.avi	29.04.2009 16:13	18 044 KB	0
<input type="checkbox"/>	NOR-DAN(20)2.avi	29.04.2009 16:15	11 107 KB	0
<input type="checkbox"/>	NOR-DAN(20)3.avi	29.04.2009 16:15	8 286 KB	0
<input type="checkbox"/>	NOR-DAN(20)4.avi	29.04.2009 16:17	43 807 KB	0
<input type="checkbox"/>	NOR-DAN(20)7.avi	29.04.2009 16:18	17 904 KB	0
<input type="checkbox"/>	NOR-DAN(20)9.avi	29.04.2009 16:19	31 061 KB	0
<input type="checkbox"/>	NOR-DAN(20)10.a	29.04.2009 16:20	12 645 KB	0
<input type="checkbox"/>	NOR-DAN(20)11.a	29.04.2009 16:21	39 286 KB	0
<input type="checkbox"/>	NOR-DAN(20)12.a	29.04.2009 16:22	11 620 KB	0
<input type="checkbox"/>	NOR-DAN(20)14.a	29.04.2009 16:22	15 343 KB	0
<input type="checkbox"/>	NOR-DAN(20)16.a	29.04.2009 16:23	8 233 KB	0
<input type="checkbox"/>	NOR-DAN(20)18.a	29.04.2009 16:24	27 091 KB	0
<input type="checkbox"/>	NOR-DAN(20)21.a	29.04.2009 16:28	19 560 KB	0

Start importing the selected video files

Select all ☒ Import as AVI-files

Unselect all

Import video clips

Cancel

Click on the button when the video is finished imported.

Start Analyze

If you perform the analysis from a DVD then click on the button:

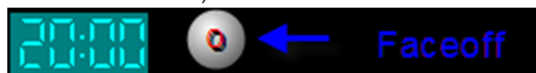
Load DVD

DVD player will then start up and you get the pictures from the DVD in image analysis,

The analysis method is the same for both cameras, imported videos and DVDs.

Hvordan analysere

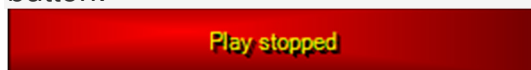
Hockey starts the analysis by clicking faceoff button and then that of the team that won the faceoff. Other sports, click directly on the team buttons to start the analysis (and recording from the camera).



You then click on the team buttons to toggle between the teams to add a goals, shots and variable. The active team is highlighted yellow. The white analysis variables will be connected to the active team when you click them.

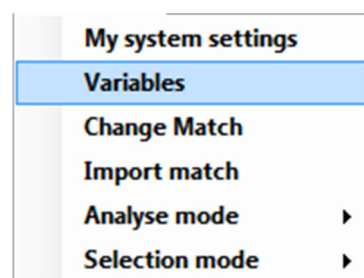


At the next whistle and stop in the game, click the Stop button:



You restart the analysis as described above by clicking on the faceoff or team buttons

In order to change variables or create a new variable set, then click on the menu and then variables in the menu.



Remember that you change the previous analysis, if you change a variable. Make it a new set if you want functional changes. You then can continue with the new set.

You can have a variety of simple analysis kits. Click New for a new set.

You specify two chance variables in a group and 4 variables in a group.

Click Save to save the set.

