

User Guide

Interplay-sports Pro 4.5

Ice hockey

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Register and validate

When you start your application for the first time you need to validate your copy.

1) To get a license key you need to fill in the required fields (red arrows)

2) When you are done press the Save button. Your program will now get a serial number which you will need to get the license key.

1) To get the license key you need to send the serial number to Interplay-sports. When you have signed and paid for the program, we will send you the license key to the mail address you have given us.

2) When you have received the license key you have to enter the key in the license key field EXACTLY in the same way as you received it in the mail.

3) When you are done PRESS the Register license button

Register new user

Welcome to the registration screen for Interplay

1) Fill out the fields with the red dots
2) Press the button: 'Save'

Organization:

Users name:

Address:

Postal code:

Country:

Phone:

Mobile phone:

E-mail:

System version:

Your serial number: OJEYG09987

C/N:

Region:

Select country

Pro Version 4.2.1.23

Enter your license key:

Register your license

Save

Close

Register new user

Welcome to the registration screen for Interplay

1) Fill out the fields with the red dots
2) Press the button: 'Save'

Organization:

Users name:

Address:

Postal code:

Country:

Phone:

Mobile phone:

E-mail:

System version:

Your serial number: OJEYG09987

C/N:

Region:

United States - English

Pro Version 4.2.1.23

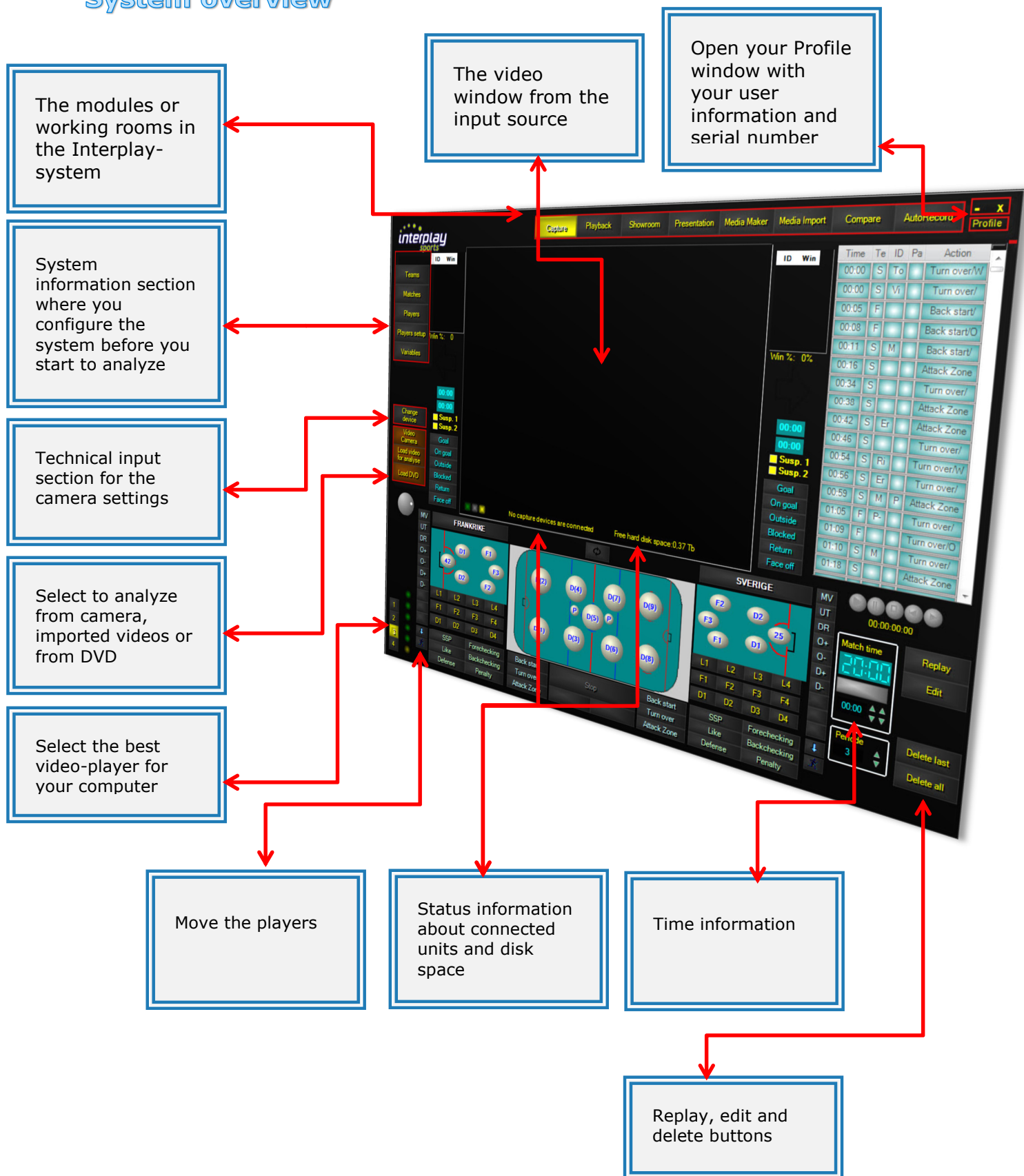
Enter your license key:

Register your license

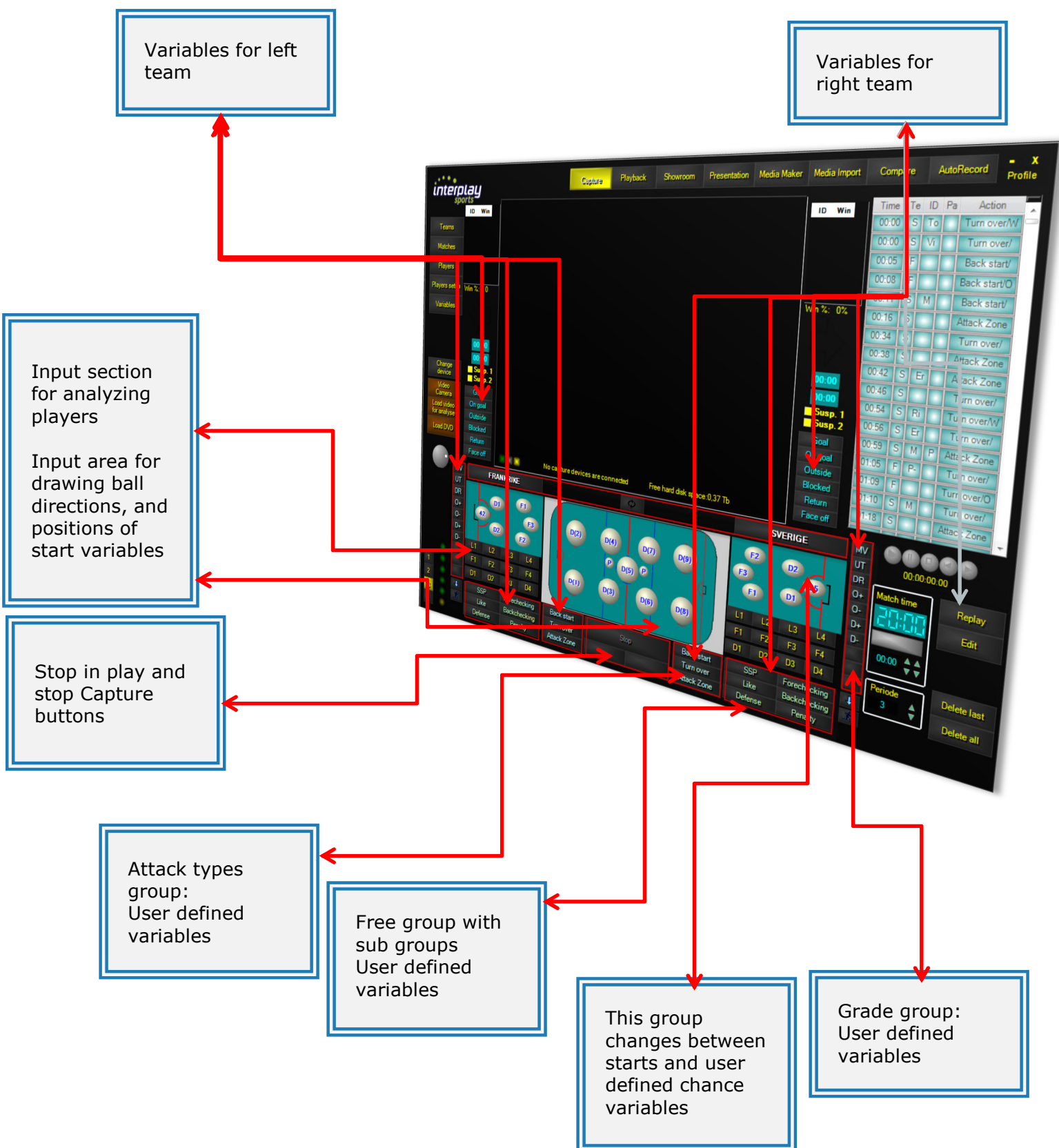
Save

Close

System overview



Variable sections

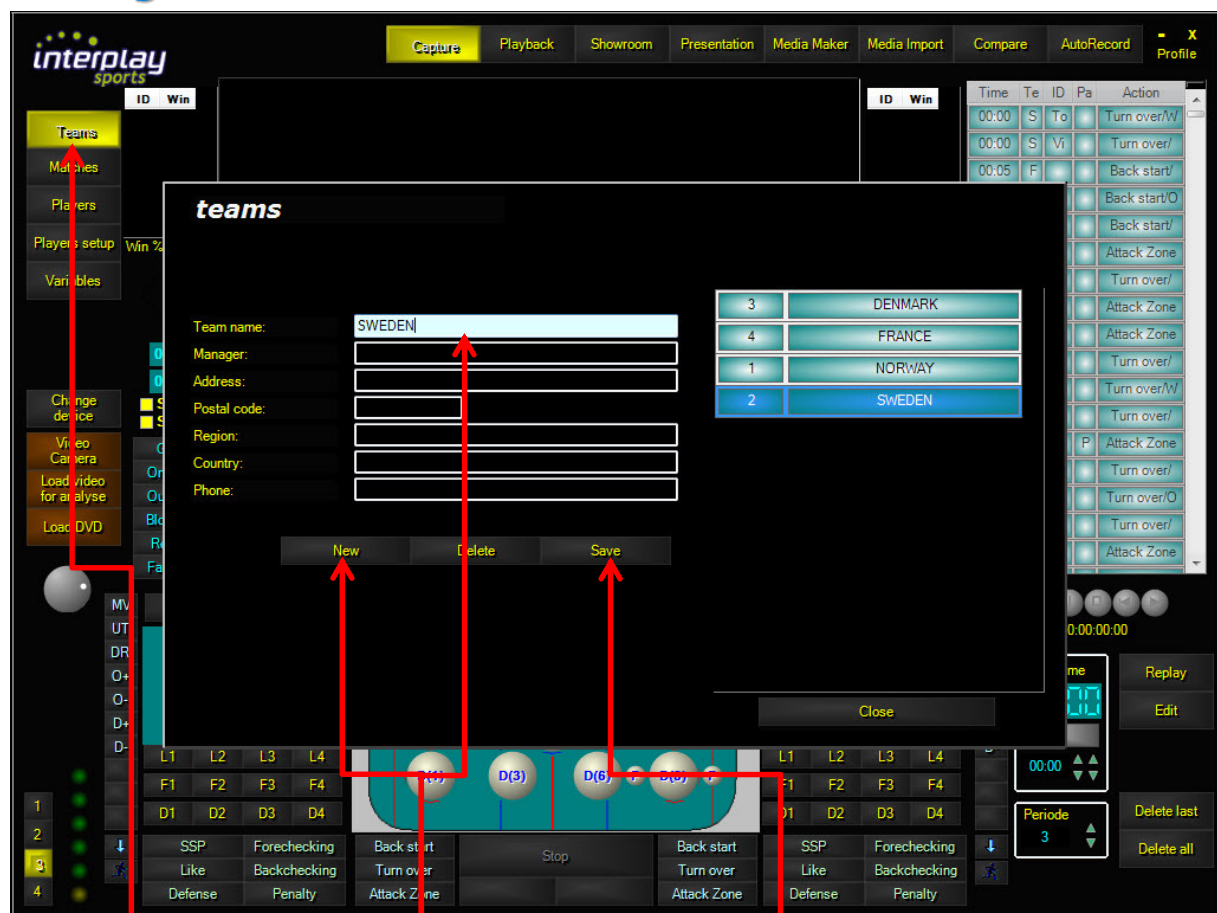


Getting started

There is certain information that must be updated in the system before you can make a video analysis.

- You have to enter 2 Teams into the system
- You have to update the system with at least one Match
- You have to set your Variables (What do you want to analyze)
- If you want to analyze players you have to tell the system who they are (Players) and you have to configure the line-up for each Match (Players in Match)

Adding teams



Click Teams for open the team window

Click new or into the Team name field. Add Team name. The other fields are optional

Add 2 teams and then close the window. The new teams will be added to the list. If you later want to change information, click at the team in the list and do your edits before you save.

Create a new match

Click Matches for open the Matches window.

First time you create a new Match you need first to add Match types for easy organization of the matches.

match type

▼ Match type

Found 1 match(es)

New Delete Save

Close

G17 2011/2012
World Champion
Senior 2011/2012
G19 2011/2012

interplay sports

Capture Playback Showroom Presentation Media Maker Media Import Compare AutoRecord Profile

ID Win

Matches

Players

Players setup

Variables

Change device

Video Camera

Load video for analyse

Load DVD

MV

UT

DR

O+

O-

D+

D-

L1 L2 L3 L4

F1 F2 F3 F4

D1 D2 D3 D4

SSP Forechecking Back start

Like Backchecking Turn over

Defense Penalty Attack Zone

1 2 3 4

matches

1) Type >> Match type

2) Home team

3) Away team

Place

Date

Note

Final result

Video system

Match clock

NTSC (America) PAL (Europe)

Count down Count up

New Delete Save

Year

All

1. januar 2009 21. juli 2011

Sele Date Matches

29.04.2009 (1) NORGE - DANMARK(1) 5

11.05.2010 (2) SVERIGE - FRANKRIKE 3

Close

Replay

Edit

Delete last

Delete all

Periode 3

Click New

1) Select Match type from the list

2) Select Home team from the list

3) Select Away team from the list

Click Save and close

Change match information

Click at the match in the list. You can then edit or add new information as results and other game info.

When changing information, click save

You can sort the games by date or select individual matches within a period of time.

The screenshot shows the 'matches' software interface. It includes a form for entering match details, a list of matches, and a file management section. Red arrows point from the text boxes to specific elements in the interface:

- From the top-left box to the match list (specifically to the match on 11.05.2010).
- From the top-middle box to the 'Save' button.
- From the top-right box to the date range selector (1. januar 2009 to 21. juli 2011).
- From the bottom-left box to the 'NTSC (America)' radio button.
- From the bottom-middle box to the 'Move' button in the file management section.
- From the bottom-right box to the match list.

matches

Type >> A-VM 2009

Home team: SVERIGE

Away team: FRANKRIKE

Place: SAP Arena, Mannheim

Date: 11.05.2010

Note:

Final result: 3 2

Video system: ☐ NTSC (America) ☐ PAL (Europe)

Match clock: ☐ Count down ☐ Count up

New Delete Save

Select action

C:\Interplay_VideoArchive SVE-FRA(2) Files: 67

Move Duplicate

D:\Interplay_VideoArchive (No video folder)

Close

Year: All

1. januar 2009 21. juli 2011

Sele	Date	Matches
<input type="checkbox"/>	29.04.2009	(1) NORGE - DANMARK(1) 5
<input type="checkbox"/>	11.05.2010	(2) SVERIGE - FRANKRIKE 3

Select your television system.
NTSC – America, Asia
PAL- Europe

When connected to an external hard disk drive, you can move the video files from and to the computer,

You can select several games for moving files

Add your Players

Click the player button in Capture.



Select team name

Click New
You need to add the
shortname or number

You need to add a first
name OR a last name
Click then Save.
The player will be
added to the list.

players

☐ Active player in the team

Short name/ID/Number:: Team:

First name: Last name:

Address:

Postal code: Region:

Country:

Phone:

Fax:

E-mail:

Players in the list:

Short n	First name	Last name
25	Jacob	Markström
77	Victor	Hedman
6	Magnus	Johansson
21	Jimmie	Ericsson
26	Marcus	Nilson
9	Tony	Mårtensson
11	Carl	Gunnarsson
65	Erik	Karlsson
80	Mattias	Weinhandl
51	Richard	Wallin
3	Oliver	Ekman Larsson
5	Christian	Backman

To change the player information,
click at the player in the list and then
edit the information. Click Save when
ready.

To delete a player, click at the player
in the list, then click Delete

Player setup for the match

Click Players Setup

1) Select Team
(Active Match is
selected)

2) Press New
Player Setup to
enter a new lineup

players in match

Teams: SVERIGE, FRANKRIKE, New player setup

ID	First name	Last name
11	Carl	Gunnarsson
65	Erik	Karlsson
80	Mattias	Weinhandl
51	Richard	Wallin
3	Oliver	Ekman Larsson
5	Christian	Bäckman
23	Linus	Omark
24	Johan	Harju
22	Niklas	Persson
20	Andreas	Engqvist
71	Jonas	Andersson
92	Michael	Nylander

Lineup selection buttons: L1, L2, L3, L4, F1, F2, F3, F4, D1, D2, D3, D4, SSP, Forechecking, Back start, Turn over, Stop, Defense, Penalty, Attack Zone.

You can manually move the buttons to the formation you want. To do this press the player symbol who releases the lock function

The active player is highlighted. Click at the actual player in the list for this position

Select your lineup for the player setup. The Goal keeper is possible to add just in Line 1

Manage your variable set

Some god advices:

- The variables are where you decide how you want to do your video analysis or what you are looking for in the game.
- In the beginning it is wise to build a variable set with a few variables. It is a lot easier to extend it as you get better.
- The variables are grouped in sections on the screen and placed so it is possible for you to do an analysis in real time, effectively, accurately and with a little bit of training, with a quality that makes your edit and post work to a minimum.
- The ways the variables are grouped and placed are based on feedback and experience from many users.
- It is therefore a good investment for you to spend some time in finding out how you want to organize your variables.
- The default setup is very often the common variables within the sport. Look at the way they are organized and try them out.
- Think how you can group variables in a way for you to make it easy to edit them with more details afterwards. Example, if you want to register shots and would like to split shot into several sub categories, then at least start with the registration of the shot, then select the shot variable for the team you want and mark each shot with the correct sub category. On the following slides you will find a more detailed explanation of the variables and their grouping.



Click Variables
to edit your
variables

All variables are organized in logical groups that
make it easy to do advanced selections
You can have several set of variables.

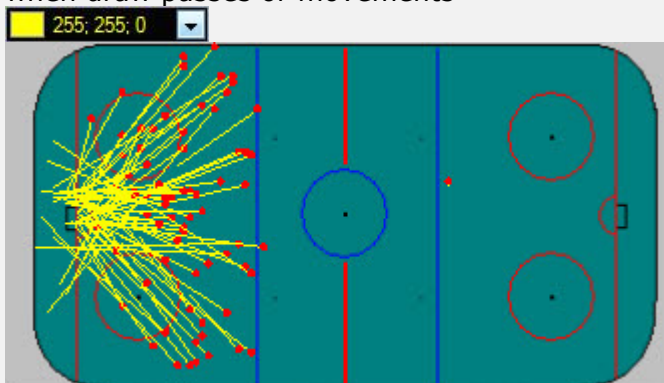
Your variable sets

New-Create a new variable set, click New. This feature will blank out all fields so you create a new set from scratch. Click Save when ready.

Copy variables are another way to create a new variable set. This feature moves all existing variables into a new variable set. You can then change the variables without making problems for earlier analyzed games. Make the new set to your default set when you are saving.

Change variable set when you have created a new game and want to use another variable set that default.

The color for each variable will change the color when draw passes or movements



0; 255; 255

Chances-this variable set is for goals and chances. In the figure to left, all goals and chances is in blue. In Capture the variables are placed on both side of the screen. One set for each team.

Your variables

Attack Types—These variables are group variables. When you press these variables all situation are marked with this tag until you release it. It is released when you hit one of the other attack variables or you hit a team or the stop button. Based on feedback these variables are defined as Win, counter and Long. If you do the same for both teams you have a very powerful match analysis here. How do you play the ball when you win, and how do you play when you lose. Just look at the other team if you want to see how you lose...

Attack end—A variable you can define for stop in play. (Offside and free kick are very common) If you want to give feedback to the referee the button can be marked with referee.

Starts—This group of variables starts the play and capture in the analyze mode. They should have the same place in the variable set as defined in the default set.

Variables—If you press the folder button a new display pops up making it possible for you to enter in an unlimited number of sub-variables. To speed up your capture process use the mother variable when you do the capturing and update this variable with the correct children variable in Playback mode. Example Shot with shot type variables.

GRADES— Can be used as any other variable in the system. Very many uses this variable to give specific variables a plus (+) or a minus (-). This makes the selection process and the feedback easier because you add a feedback value to a situation.

Prepare for your first video analysis



You have 4 methods to do your analysis

- Connect a firewire source as camera or Media converter
- Connect a USB Media converter for all video sources
- Import video clips from hard disk cameras or the net
- Analyze from a DVD

Connect to a firewire camera or media converter

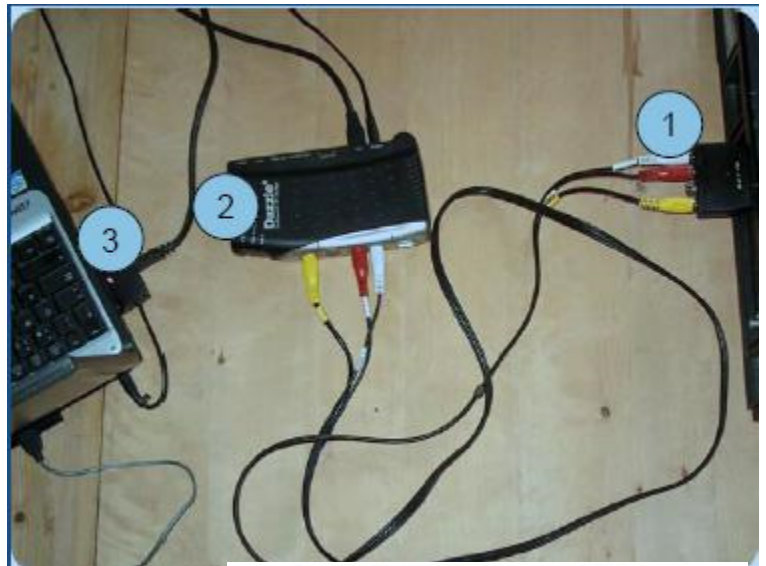
It is our recommendation to use Fire wire cables as the connection method to the PC. This method gives very stable stream of video. We recommend PCs that are equipped with a 4 pin fire wire connector. You can also use a fire wire card in PCI or PCMCIA format (for notebooks)

There are two main types of input sources

- Directly from a digital firewire video camera
- Through a firewire media converter bridge. The bridge is used for all devices having an analogue signal such as old TVs, old video cameras and most of the Video records.

The connection method for a Media converter is

- 1) Signals are going OUT from the video source (TV, Video recorder or Video camera)
- 2) Signals are linked to the IN ports on the Media converter. The media converter supports different contacts (RGB, S-video, fire wire). Look at symbols on the Media converter to make sure they are connected correctly.
- 3) Connect the fire wire cable from the OUT ports of the Media converter to IN fire wire connector on your PC.



There are different types of Media Converter with Firewire. Canopus ADVC 110 is a good quality Media converter from Grass Valley.



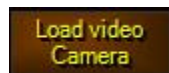
Another method is to use USB Media converters for connections to video camera without firewire and other sources with video or television output. USB Media Converters can give some jaggging in the video stream when the capture starting, and the video stream is not so stable like firewire connections but can give an alternative to computers without firewire.

The USB converter in the picture is a TerraTec G1. You connect the USB media converter to the AV-out connection in the camera. This is the same connection you connect the camera to a TV set. You can also connect to other sources like TV, VCR, DVD-players etc.



Setup a camera or media converter

Click the button:



Video codec

The system is preconfigured for XviD MPEG4 video compression to minimize your video files. Default data rate is set to 3000. We recommend that you increase it to 6000 if you intend to create videos from the analysis. Then press OK.

No video signals

Make sure the equipment is attached correctly. Close Interplay-sports

Press the Reload button. If the video quality menu does not pop up then unplug and connect your firewire cable to the computer or try to turn the video camera on and off. Then connect the camera to the computer. This should give a message from the computer that a Digital Video device is found. The mean the OS has recognized the camera. Open Interplay.

Still no video signals

Close Interplay. Click the Start button. Click

Default Programs

Click Change AutoPlay settings
Click Play CDs or other media automatically

Change too: Digital Video Device
 Ask me every time

*Restart
then the
computer*

Setup a USB media converter

Connect the USB Media converter to the TV-output connection in the camera and to a USB port in your computer.

Most media converters have input for S-VHS or a RCA connection with a yellow pin (for the video) and red and white pin for the audio.

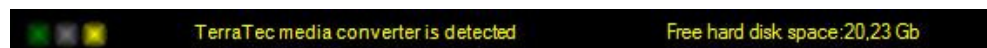
No need for external power

The huge benefit with a USB converter at the field will be that you don't need any power for the converter. The converter gets the power from the computer.

Like a firewire converter you can connect the camera for live analysis or do the analysis after the game.



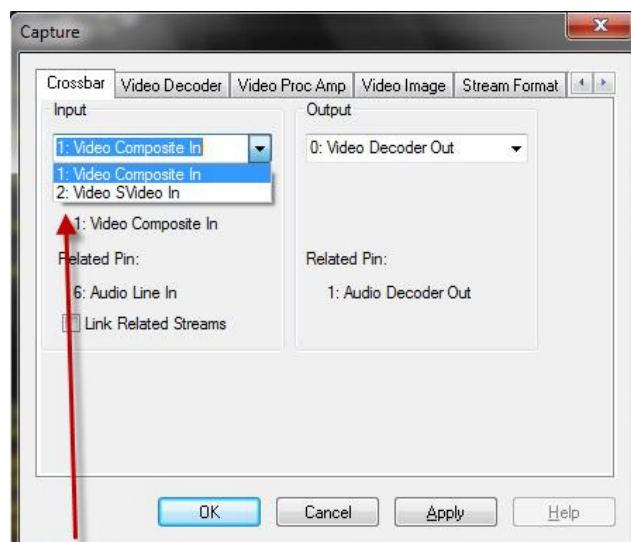
When you open the Capture screen, you should have this message for known converter types.



Load video
Camera

Click at the button in Capture:

Interplay will now search for all sources. When Interplay has found the device, select type of input you are using, S-VHS or RCA (yellow, red, white plugs) SVideo In = S-VHS or Video Composite In = RCA.



You will then be asked about the video quality.

See information at previous page.

If the converter is a new type or unknown for the system, Interplay will open these options for you. You can select your device from the dropdown boxes. All devices connected to the computer will be listed.



Hints before your first video analysis

Make sure your variables are defined. Spend some time in getting familiar with their location on the screen

Start out with few variables. You can build up your variable set later.

Praxis has shown that the most efficient way of making a good video analysis is to analyze the attacking actions for each team. Then it will be easy to find all attacking and defending actions for your team.

Place the teams correctly on the field, meaning the teams line up should correspond side they are playing in the first and second half. Use the arrow button placed between the teams to change side

Do only the player analysis on your own team in the beginning. Click at the player when they are involved in the play and combine a pass or with grade-, chance- or free-variables.

You will do most of the analysis in Capture mode with some praxis, but in the beginning you can correct or add more information in the Playback-screen. It is very easy to edit the overall variable with the correct sub-variable in Playback mode

Remember to use the hot-key functions. Consider to use tag teams and attack types with the hot-keys, and the rest with the mouse. (Left and right hand)

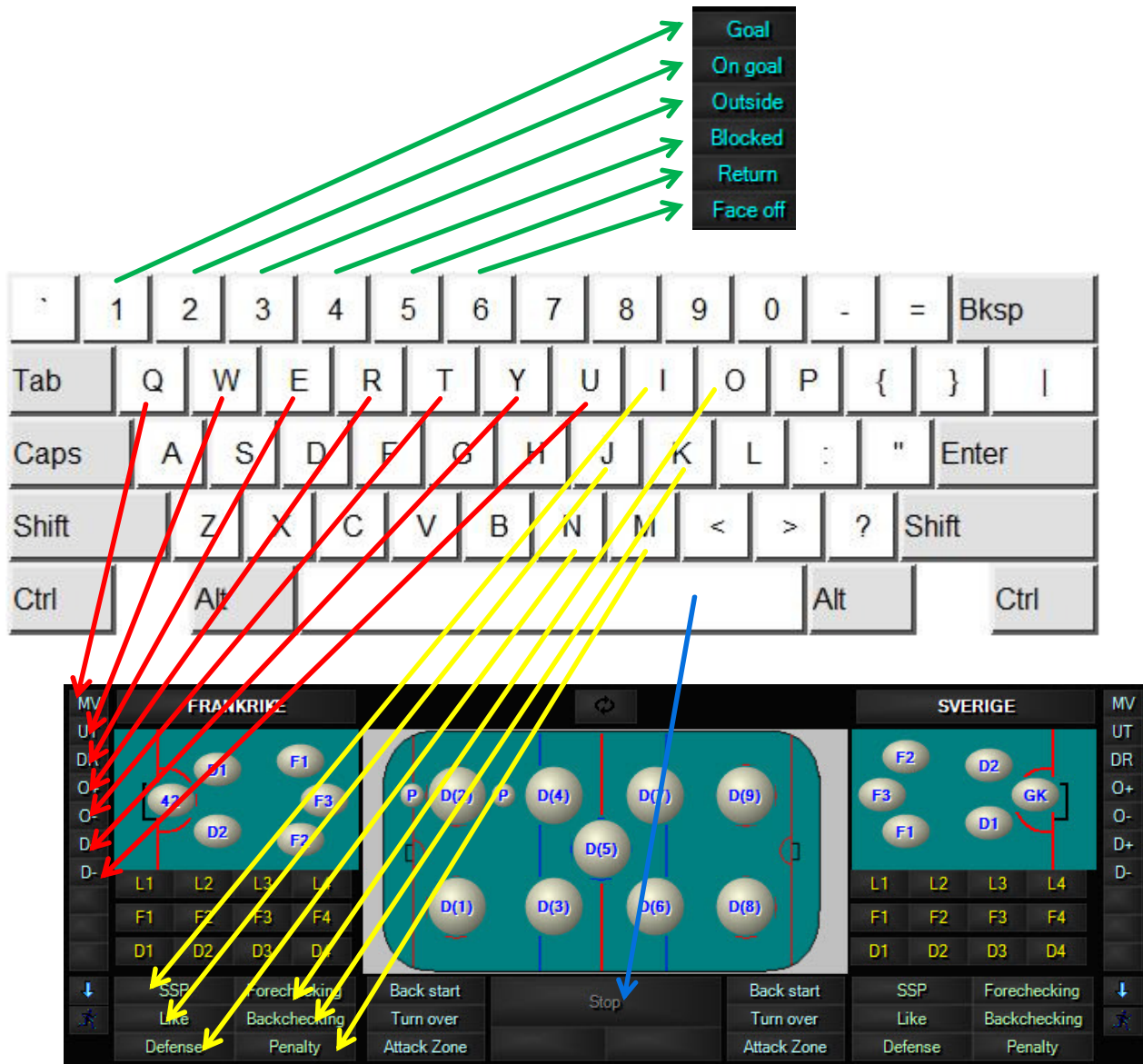
Learn these fixed hot keys:



The buttons Z and X will change the possession for the attacking team.
The buttons A, S and D will change the attack type for attacking team.

Other hot keys:

Remark: The Goal and Shot variables should not be changed because the Goal buttons count the goals in the game. The shot buttons do not count.



Press the Space key when stop in the play. Then you will open the start variables for next attack start.

Press the Space key will stop the capturing. This means you will save the active play in the game so you don't use hard disk space unnecessary for all pauses. This will also make captured files shorter and much easier for the computer to handle.

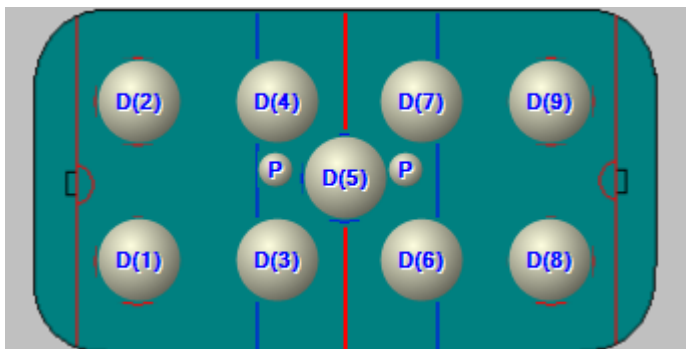
We recommend in the beginning that you use the mouse for other variables.

Your first video analysis

1)

Start a new analyze sequence with clicking at the actual Face off button. This will also start the capture process when connected to camera or a media converter.

Then click at the team that's won the Face off with the mouse or your Z or X key at your keyboard.



Cross	GK action	Counter
Player foul	Good defense	First press
Brake out	Miss	Long

Counter	Cross	GK action
First press	Player foul	Good defense
Long	Brake out	Miss

Both teams have a set of the attack types, grades, free and chance variables. When you click one of these buttons for attacking team, you also can start the capture and make the attacking team button active.



2)

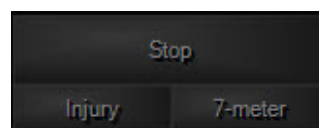
Use the Short keys Z=left team and X=right team when possession change.

Use the A, S and D keys to tell the system about what attack types in use.

Click at the players, draw passes and click other variables when situations occur.

3)

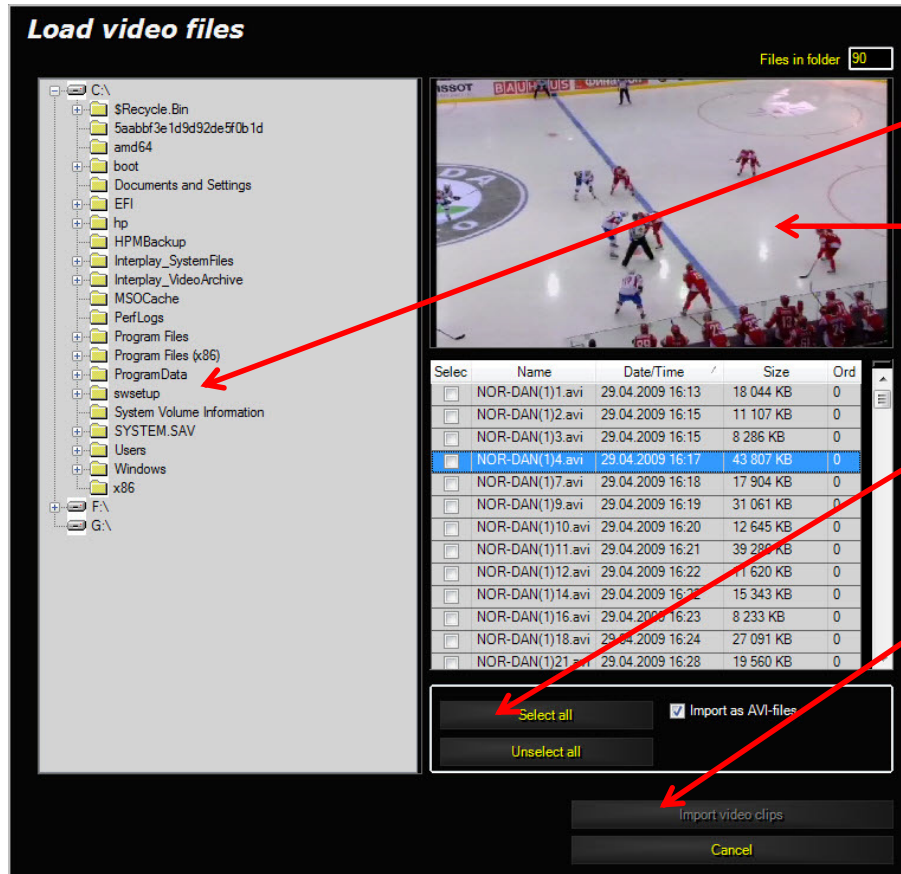
Press Space button when the referee stop the play. Then you start new attack with click at one of the team. Remember to press double space as often you can to make the files smaller.



Analysis with imported video clips

Load video
for analyse

Click at the button:



- 1) Go to the location for the video files.
- 2) You will see the game here.
- 3) Select all video clips or click at the list to select specified clips.
- 4) Import the video clips into the video archive.

What files can be imported

Video files have a lot of different formats, qualities, codecs and types. Some of High definition (HD) files are very huge and other can be impossible to play in your computer

Anyway, you don't want to fill up your computer with huge HD-files even they have very good quality. Good quality means large video files. In video analysis you need to find a quality that's is good enough but also give you space for having a number of games in your analyze computer. AVI-files are the most common format. AVI is a container that keeps different mpeg formats with different codec and quality. Several of the mpeg formats can rename the extension and be played as an ordinary AVI-file.

If you get your video files from a camera, check out the possibility for them to import them into Interplay. Alternative use a software converter and convert them to a common AVI format. Find a solution at www.interplay-sports.com

Perform your analysis as you were connected to video camera. If you have imported several video files, click the button for next video file:

Load next
imported
videofile
(0/12)

Analysis from a DVD

There are two types of DVDs.

- 1) Data-DVD where you can store all kinds of files, backups, exported analyzes from Interplay and other files. This Data-DVD can also contain video clips you can import with the button "Load video for analysis". You can't use Data-DVDs in this feature.
- 2) Video-DVD contains a file system that makes the DVD possible to play in DVD-players or in your DVD-player in the computer. Video-DVDs can be used to analyze from DVD.

DVD's contain a lot of different codecs, rights and methods. Before you do a complete analyze from a match, do a 5 minutes analyze test of the DVD. You need to be sure you can use the DVD.

Click the button:



If you got this message, you probably have inserted a Data-DVD:



If video-DVD the DVD will open up and you got this screen:



Here you can see title and chapter information from the DVD. You can change position in the DVD here.

Click at the title to play the DVD.

Play-buttons control the DVD. The stop button starts the DVD from beginning.

Perform your analysis as you were connected to video camera.

When you have finished the analysis from the DVD, the video clips are still on the DVD. The next step will be to get out video clips from the parts of the DVD that is analyzed.

Rip the DVD

After you have done your analysis, the next process is to rip the DVD so you are not depending to use the DVD in the future.

The convert button will be visible after your first stop in the play. When you are ready with the analysis, press the button:

Convert

This opens the panel for the DVD ripper where you can change the settings. We recommend using the default codecs if you are not an experienced user.

Click at the button Start convert:

DVD Set
 Index : [00] Length:01:53:32
 Audio Track:
 SubTitle :

DVD Quality
 Video codec: XviD MPEG-4 Codec
 Audio codec:
☒ PAL ☒ Video size: 720x576
☐ NTSC FPU (Best quality, All) Angle 0

Converted: 0 Remaining: 5

Started: EST time:

Start convert

Normally will the ripping process use about the same time as the used game time.

Convert speed %

Converted: 1 Remaining: 4

Started: 10:33 10:34 EST time: 10:42

Stop process

DVD time (min): 29.43
 Current Frame: 1043/5155.2
 Converted (sec): 34.8
 Elapsed time (sec): 41.2
 Convert time rate (%): 84.5
 Estimated time (min): 08:12

3815 Added: CHI-DER(40)2
 3816 Added: CHI-DER(40)2
 3817 Added: CHI-DER(40)2
 3818 Added: CHI-DER(40)2
 3819 Added: CHI-DER(40)2
 3820 Added: CHI-DER(40)2
 3821 Added: CHI-DER(40)2
 3822 Added: CHI-DER(40)2
 3823 Added: CHI-DER(40)2

The quality is very much depending of the compress rate that is used in the DVD. The DVD should contain 3 Titles for the 3 periods to have just the play of the game.

If the DVD contains just one title with all pauses and other filming in front or after the game then the DVD-burning software reduce the quality of the video files so they can fit the available space in the DVD.

Playback – overview

- Select team you want to edit by pressing the team button
- Press the See all button (or press the S-key) and make your selection again if the result is not what you expected
- Remember that when the edit button is shown it is very easy to correct and change the value of any record that is highlighted. This is done to make the edit function effective and up to speed. So if you do not want to edit just view, use the Showroom mode.
- If you have missed a situation it is very easy to add it to the video analyze. Just find the situation on the video, and press the Insert button. Make sure you link the correct team and variables to the new situation.

The screen has two modes:

Edit mode

And

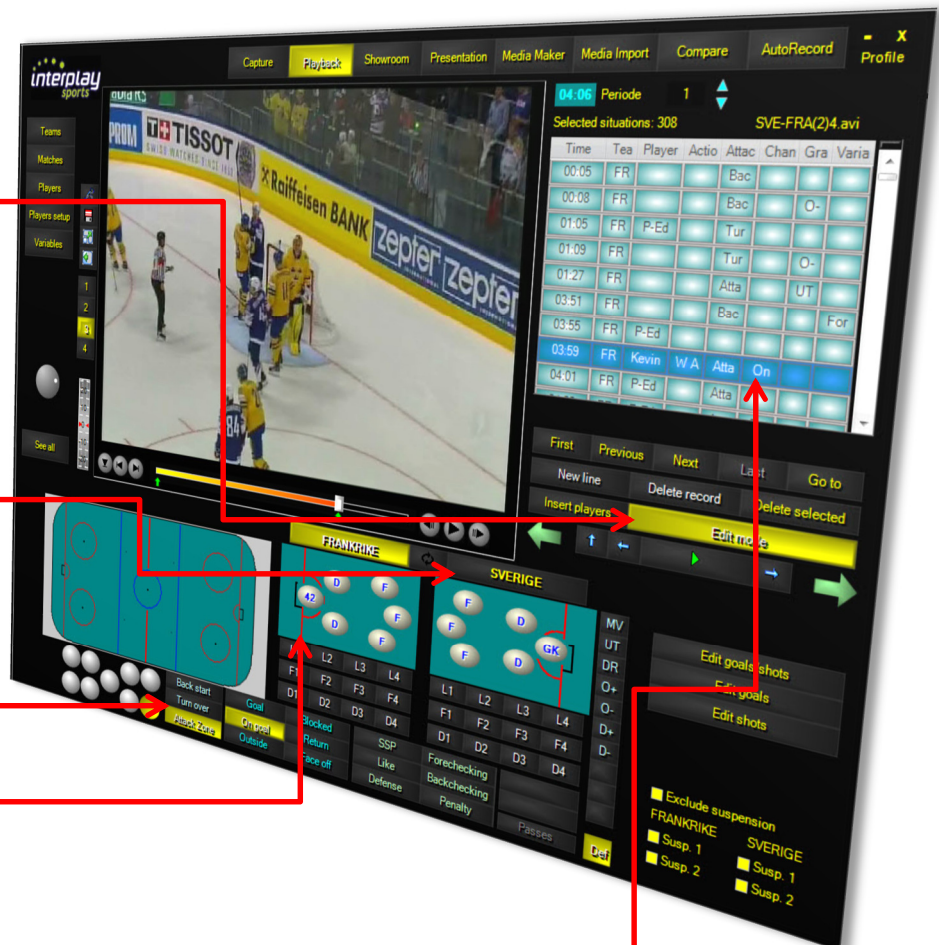
Select mode

Select which team you want

Select which situations you want to look at by pressing and combining the variables

You can look at all situations for a specific player. Click at the player and combine with other variables

You can edit the situation in the list. Click the situation. The system change to Edit mode when clicking in the list and you can then add or remove information with the variable buttons, player buttons or draw passes.



Playback – edit the game

Click in the list on the situation you want to edit.

The click opens the video clip and the situation will be played in the video player. The situation length is default 12 seconds, and starts with the left green arrow and stop with the right arrow.

The system changes to Edit Mode.

All situations that are registered on the situation will be highlighted in yellow.

You are now ready to edit



Change in and out point of the situation by pulling the arrows to the new positions or use the in/out buttons. You can also use the I-key and the O-key at your keyboard.

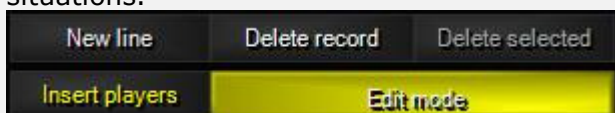


Change player or variables by clicking and highlighting other variables. Draw or change passes.



All changes will be saved when they are done.

You can add new situations, delete others or add new playing situations.



Remember to change from the Edit Selection mode when you have finished editing the situation.

Some short keys:

Z=one frame backward
X=one frame forward
C=one second backward
V=go to start point
B=one second forward
N=next situation
M=slow motion
F=full screen
Esc=back
S=See all

Showroom – overview

- This is the screen where you can create groups of video files for the player meetings or perhaps scouting your next opponent.
- You can combine all variables and variables group, players or passes in your selections.
- You will find all your groups and selections in the Presentation screen.
- Short keys as shown in Playback also works in Showroom

Select one of the teams

Combine variables from the same or different variables groups, players or passes.

You can save groups based on the selection you made, such as goals and shot in a single group, and again give a separate name for the group.

You can highlight situations in the selection you made, and then archive the archive group with an optional name.



контратака	большой	гол
дл атака	средний	позиция
повторная	маленький	+

Combine the variables to find your selections on your areas of focus from the game.

You will see the selection in the list and could make a closer evaluation of what you want to focus on.

Time	S	Player	Start	Attac	Chan	Grad	Varia
07:41	<input type="checkbox"/>	Драман		кон	поз		орг.
37:18	<input type="checkbox"/>	Сычев		кон	бол		чер
43:23	<input type="checkbox"/>	динияр		кон	гол		чер

Save
selection

Save all

You can then save the selected situations and give it a name that describes the selection.

Showroom – select situations and passes

The large variation possibilities of queries are unique in Interplay and you need not worry of complex queries to the database to get what you want.

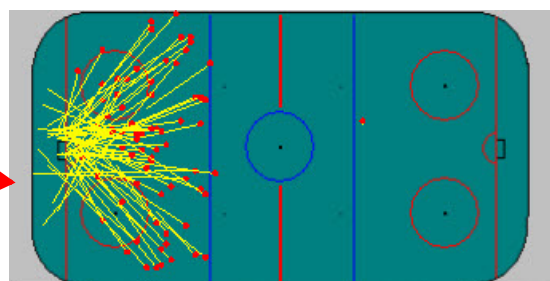
You need not be a computer expert to make your selection. Interplay has predefined groups for specific actions, but you decide all your variables within each group that you want.

For example, to see all the goals and chances in all counter attacks then you only press the combination of variables and you get instant results.

Time	S	Player	Start	Attac	Chan	Grad	Varia
07:41	<input type="checkbox"/>	Драман	<input type="checkbox"/>	кон	поз	<input type="checkbox"/>	орг.
37:18	<input type="checkbox"/>	Сычев	<input type="checkbox"/>	кон	бол	<input type="checkbox"/>	чер
43:23	<input type="checkbox"/>	динияр	<input type="checkbox"/>	кон	гол	<input type="checkbox"/>	чер

контратака	большой	гол
дл атака	средний	позиция
повторная	маленький	+

Another example could be that you want to see all the passes from right to the scoring box. You select the "Passes" and can make all the variety you want from certain zones on the court. You can once again combine this with other variables or a particular player.



interplay sports

Capture Playback **Showroom** Presentation Media Maker Media Import Compare AutoRecord Profile

Teams Matches Players Players setup Variables

Selection Groups

See all

Passes

To From

Offensive Attack zone Midfield Clear

Offensive Attack zone Defensive Clear

FRANKRIKE SVERIGE

Back start Goal Blocked SSP Turn over On goal Return Like Forechecking Attack Zone Outside Face off Defense Backchecking Penalty

Left side Cross to right Midfield Cross to left Right side Side to middle

Clear all Close

Susp. 1 Susp. 2

Play all Edit Save selection Save all E-mail Charts

Time line View selection

Goals/Shoots

Time Period: All Selected situations: 438 SVE-FRA(2)2.avi

Time	S	Player	Start	Attac	Chan	Grad	Varia
00:00	<input type="checkbox"/>	Tony M	<input type="checkbox"/>	W N	Tur	<input type="checkbox"/>	
00:00	<input type="checkbox"/>	Victor H	<input type="checkbox"/>	Tur		<input type="checkbox"/>	
00:11	<input type="checkbox"/>	Magnus	<input type="checkbox"/>	Bac		<input type="checkbox"/>	
00:16	<input type="checkbox"/>		<input type="checkbox"/>	Atta		<input type="checkbox"/>	

On Out

Showroom – get statistical information

Interplay-sports can also obtain statistical data from your analyzed games with ease. The statistical data can then be used to look at the interesting parts of the match.

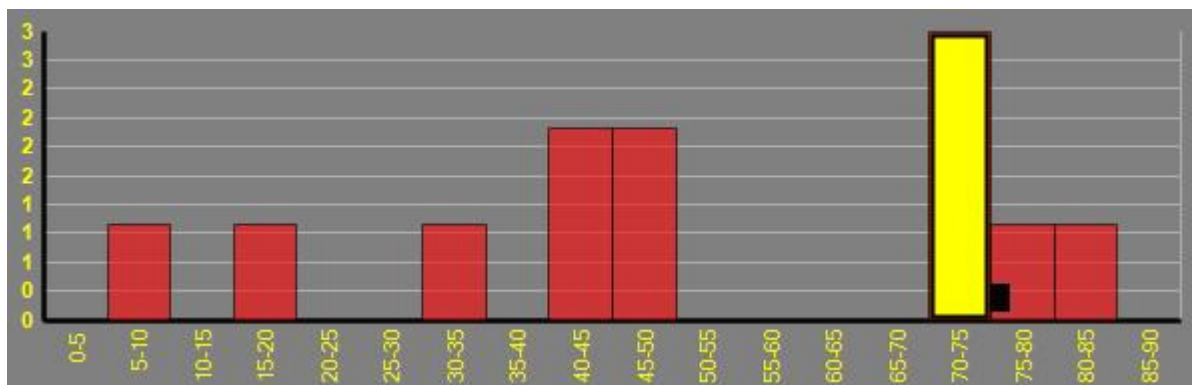
For example, is interested in seeing the goals and opportunities, combined with attack type defined as "Transition", see the statistical time-when this happened in the match.

Back start	Goal	Blocked
Turn over	On goal	Return
Attack Zone	Outside	Face off

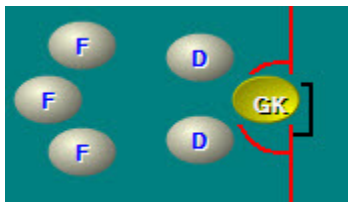
Then click on the button "Time line".

Time line

You will then see when the situations, based on your selection, happened in the match for 5-minute periods. You can then select a time period to examine video footage from the game.

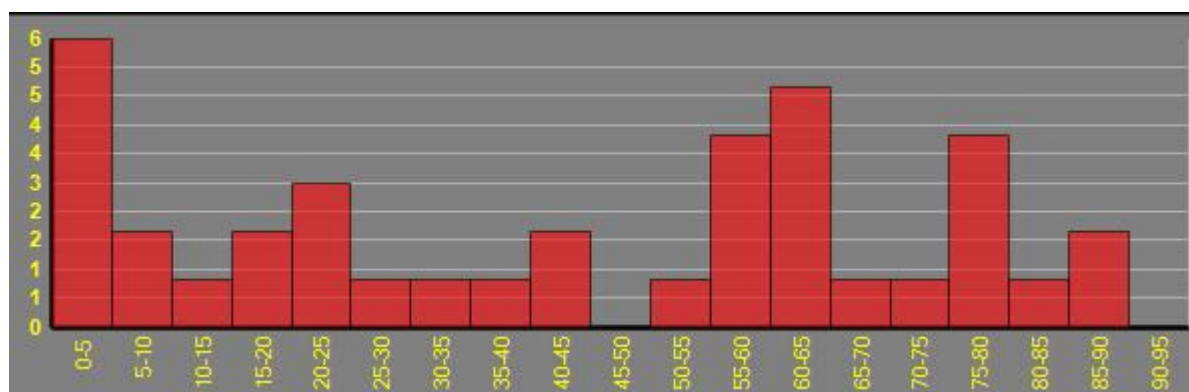


Another example could be that you want to watch the goal keepers' involvements in the match and when it happened. This can of course also combine with other variables.



You choose your player and get instant all situations for the player to the list. If you again click on "Time Line" then you can see when it happened.

Time	S	Player	Start	Attac	Chan	Grad	Varia
02:00	<input type="checkbox"/>	Jacob		Tur		MV	
02:54	<input type="checkbox"/>	Jacob		Tur			
08:28	<input type="checkbox"/>	Jacob		Bac			
18:11	<input type="checkbox"/>	Jacob	Def	Tur		MV	
27:26	<input type="checkbox"/>	Jacob		Tur		MV	
32:37	<input type="checkbox"/>	Jacob	Def			MV	
41:08	<input type="checkbox"/>	Jacob	Def	Bac		MV	
41:09	<input type="checkbox"/>	Jacob		Atta		MV	
44:08	<input type="checkbox"/>	Jacob	Def	Bac		MV	



Showroom – edit situations

You can adjust the start and stop points in Showroom as described earlier in Playback.

All tagged situations have the opportunity to be associated with several variables that provide great flexibility for you.

You have therefore also in the Showroom the opportunity to add more variables or correcting errors in the analysis.

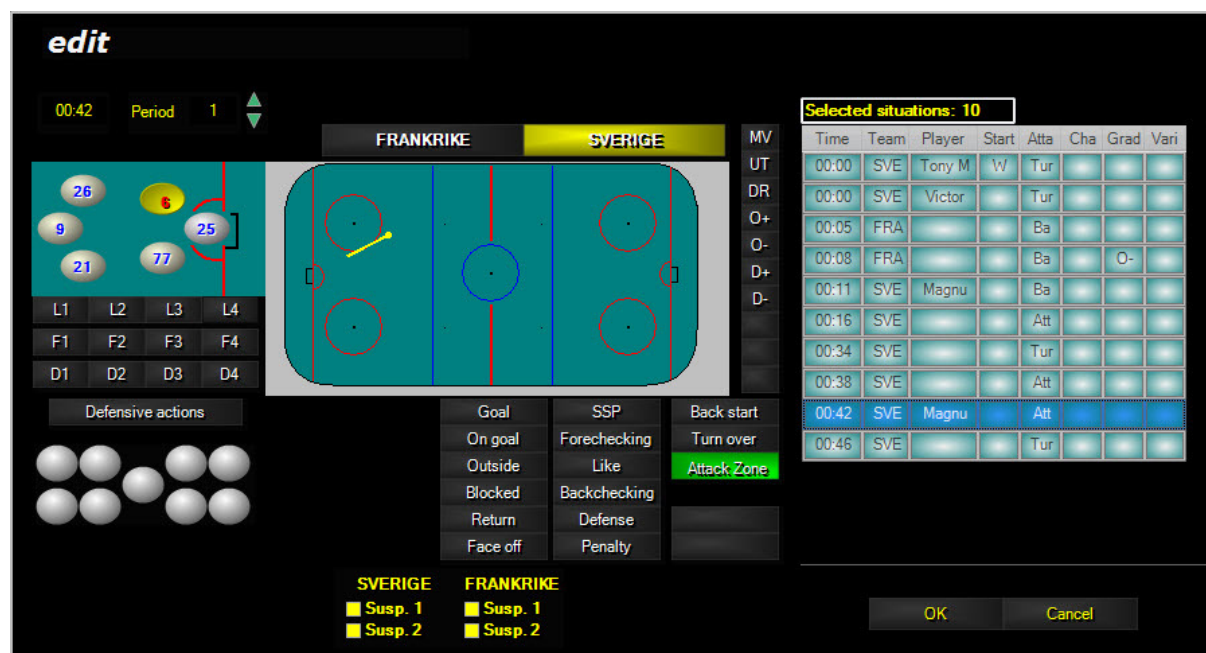
Showroom has an edit function for the current situation you have clicked on the list.

This will enable the "Edit" button that will open the Edit window. All variables connected to the situation are highlighted with yellow and green colors.

Click at the Edit button:



This will open the Edit window:



Click at the teams, players or variables for adding or removing information. You can also add passes or change a pass to the situations.

The list in the Showroom will be updated with the new information when you click OK.

If you click Cancel then all changes will be removed and the original information will remain.

Showroom – send and easy create Videos for e-mail

Showroom has a simple function that allows you to easily put together a group of video situations and either sends it by e-mail or archive the video in your own computer for attach it and sending the file with your standard e-mail program.

First, highlight and check mark the situations that you want to put together a video file.

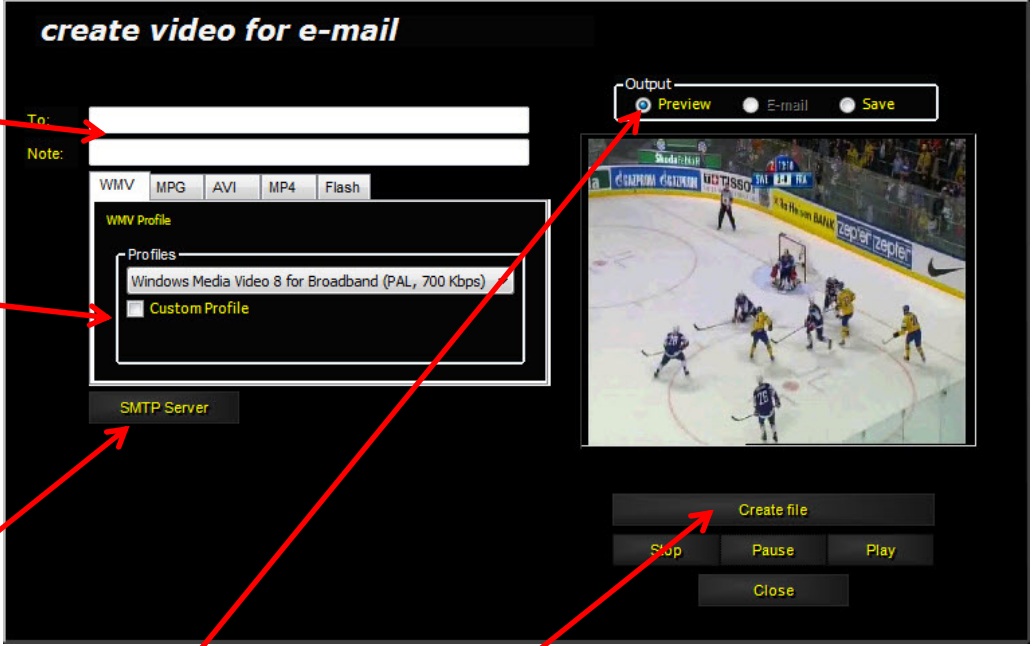
Time	S	Player	Start	Attac	Chan	Grad	Varia
00:00	<input checked="" type="checkbox"/>	Tony M	W N	Tur			
02:23	<input checked="" type="checkbox"/>	Tony M		Tur			
09:12	<input checked="" type="checkbox"/>	Tony M	W A	Atta			
09:37	<input checked="" type="checkbox"/>	Tony M		Atta	Out		
12:37	<input checked="" type="checkbox"/>	Tony M		Tur		O-	
12:43	<input checked="" type="checkbox"/>	Tony M		Tur		D-	
15:33	<input checked="" type="checkbox"/>	Tony M		Atta			
20:27	<input checked="" type="checkbox"/>	Tony M		Atta			
23:34	<input checked="" type="checkbox"/>	Tony M	W N				

Then click the button:

E-mail

The button is not enabled if you not have selected any situations.

This will open this window:



The screenshot shows the 'create video for e-mail' window. It includes a 'To:' field, a 'Note:' field, and a 'Note:' label. Below these are tabs for video formats: WMV, MPG, AVI, MP4, and Flash. A 'WMV Profile' section shows a list of profiles, including 'Windows Media Video 8 for Broadband (PAL, 700 Kbps)' and a 'Custom Profile' option. An 'SMTP Server' field is also present. On the right, there is a video preview window showing a hockey game. At the bottom, there are buttons for 'Create file', 'Stop', 'Pause', 'Play', and 'Close'. Red arrows point from text boxes to specific elements in the window.

Annotations:

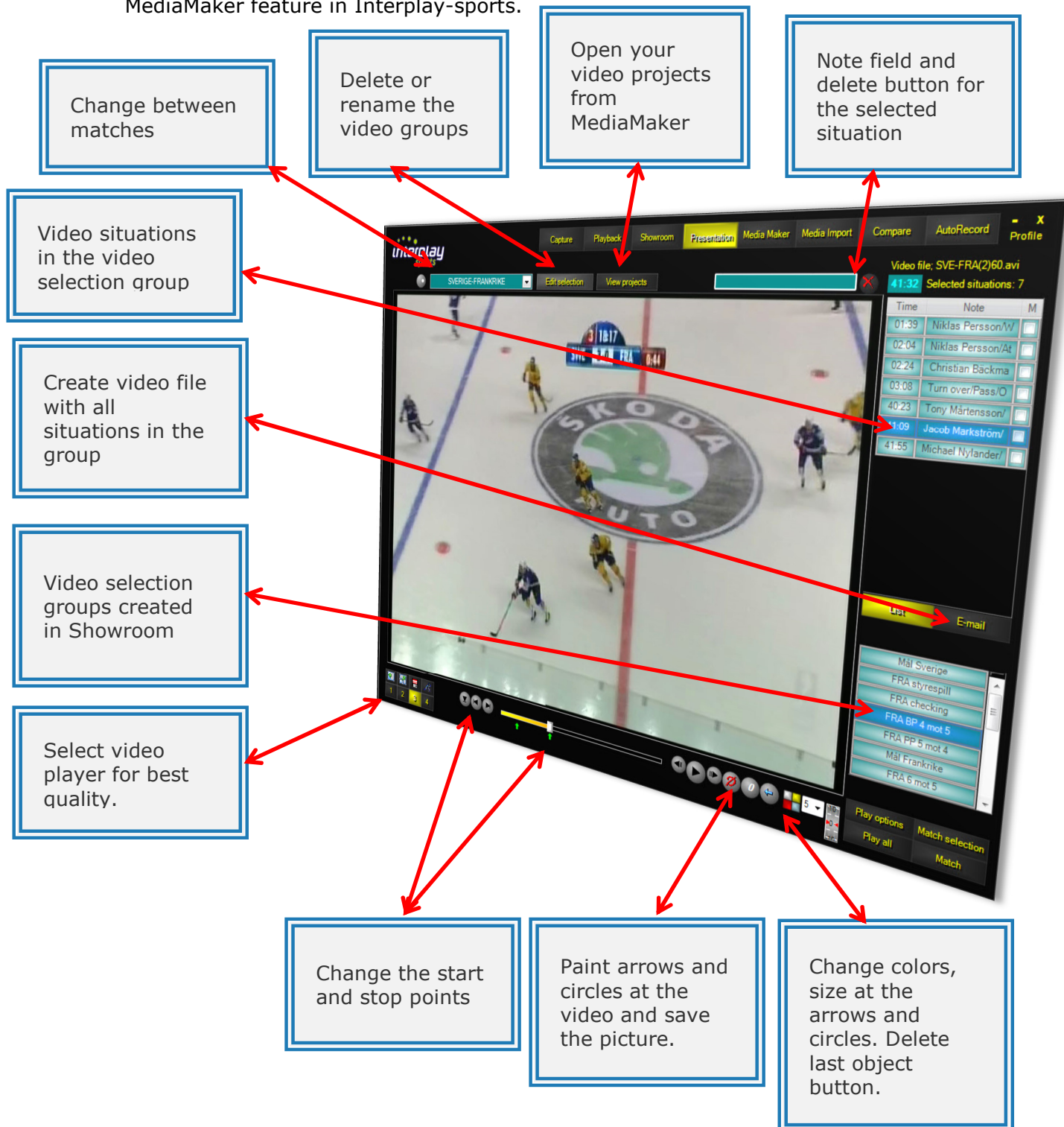
- Add an e-mail address and a Note to the receiver.** (Points to 'To:' and 'Note:' fields)
- You can create the video file in different formats and qualities.** (Points to the video format tabs)
- You need to add your outgoing SMTP server for sending e-mails from Interplay.** (Points to the 'SMTP Server' field)
- You can Preview, send as E-mail or Save the video file in your computer.** (Points to the 'Preview', 'E-mail', and 'Save' buttons in the 'Output' section)
- Start the process by clicking on the "Create file"** (Points to the 'Create file' button)

Hint: Some e-mail programs do not allow other programs in the computer uses the SMTP server without specifying that the program sends the default e-mail program. In other cases, you must specify in the protection program in the machine that Interplay will send e-mail.

The easiest method for you is to Save the video files and then send them using your default e-mail program.

Presentation – overview

- Nothing is shown in this screen unless you have saved a Selection in Showroom.
- You can use the same short cuts for playing the video as in Playback
- You can paint arrows and circles in the video files and save the presentation as a picture.
- You can adjust the start and stop points in Presentation as described in Playback.
- Match selection allow you to make selections from several games.
- You can open and make a presentation of your Projects that are created in MediaMaker feature in Interplay-sports.



Presentation – use arrows and circles in the presentation

Presentation is the screen where you present your analysis in player meetings or internal coaching meetings.

Features screen allows you to create educational presentations with the use of pictures, arrows and circles in the presentation to strengthen or emphasize certain situations.

You stop the playback of the video when you want to use the drawing tools.



Create straight and curved lines



Mark areas on the field or highlight situations and players



Delete the last drawn object

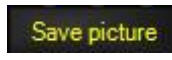


Choose the color of the drawn object



Change the size of the arrows

To draw curved lines, then release the right mouse button when you draw in the point you start to draw the curve. Click then the right mouse button again at the same point and then draw in a different direction. This will create the curve.



To save your drawings with this button is available when you start to draw.



Give the picture a name that describe the situation and Save the picture.

You may also save the image somewhere else to use the image in other contexts.

Close the save picture feature when finished.

Time	Note	M
24:00	Win	<input type="checkbox"/>
00:00	Tony Mårtensso	<input type="checkbox"/>
00:00	Victor Hedman	<input type="checkbox"/>
00:05	Back start	<input type="checkbox"/>
00:08	O-	<input type="checkbox"/>
00:04	Magnus Johans	<input type="checkbox"/>
00:16	Attack Zone	<input type="checkbox"/>
00:34	Turn over	<input type="checkbox"/>

Nu	Picture
1	Attack start
2	Turn over



You will find the images stored in a separate list and also just under the position slider

You click on the list or on the button that marks the position of the image. If no images associated with video situation so you can access the photo archive by clicking this button:



Presentation – Play the match

This function plays the game from start to finish and shows all registered situations while the match is played.

You can jump as you will in the match to other situations or times

The function has an opportunity to select 4 different situations as separate variables. When you look at the game, you can tag situations you want to examine later. These can later be put into the ordinary analyze through the analysis functions you have in the Playback screen.

Click at this button to view the game:

Match



All video sequences in the match with the variables from the first situation

All tagged situations in the active video sequence. The highlighted situation will change when playing the video.

This is 4 buttons variable that you define as you wish. You click the buttons with your mouse or use the keys W, E, R or T as a shortcut on the keyboard.

Stop playback of the match by clicking on the Match button

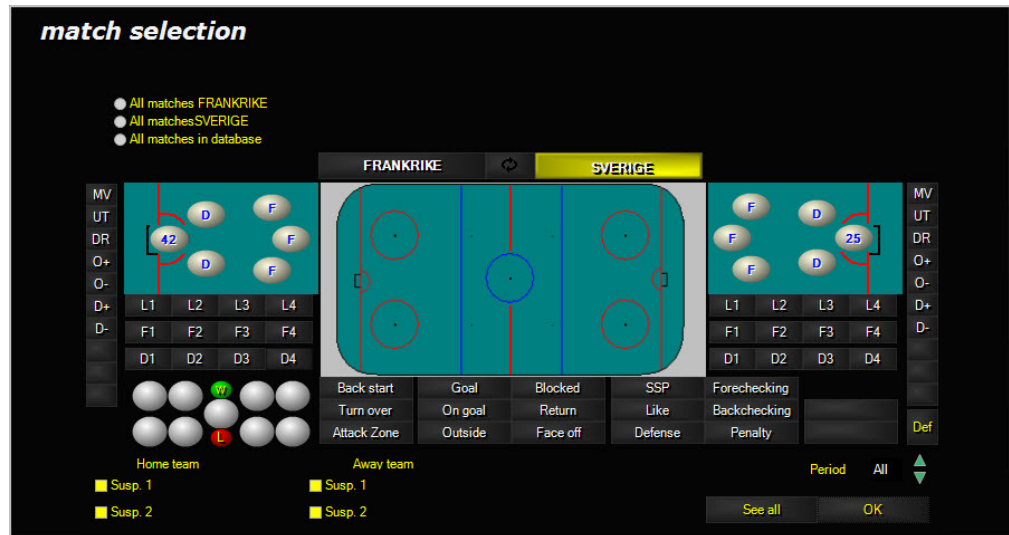
Presentation – Using Match selection

This feature allows you to quickly choose from the analysis of situations when you want to show situations that have not been pre-filed. You can choose from active match situations, but also bring situations from all or selected games for certain teams.

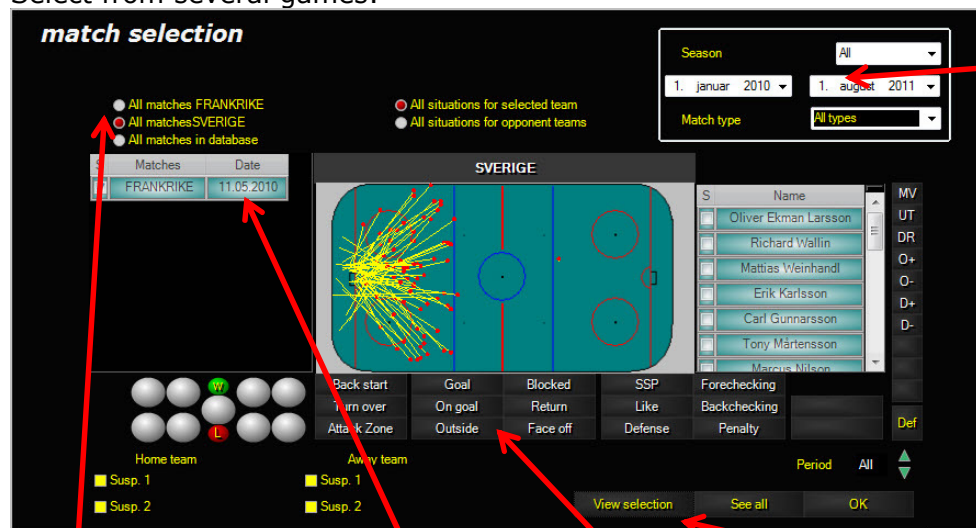
Click this button:

Match selection

This feature helps you to select from the active Match the situations you want to see. You do this the same way as you do in Showroom by selecting team and any variable combination. The selections you do are shown in the record table. Close the Match selection form by pressing OK and play your selection(s)



Select from several games:



You can also select games by date

Select the team you want to see more games from

Select the matches

Select the variables or the players

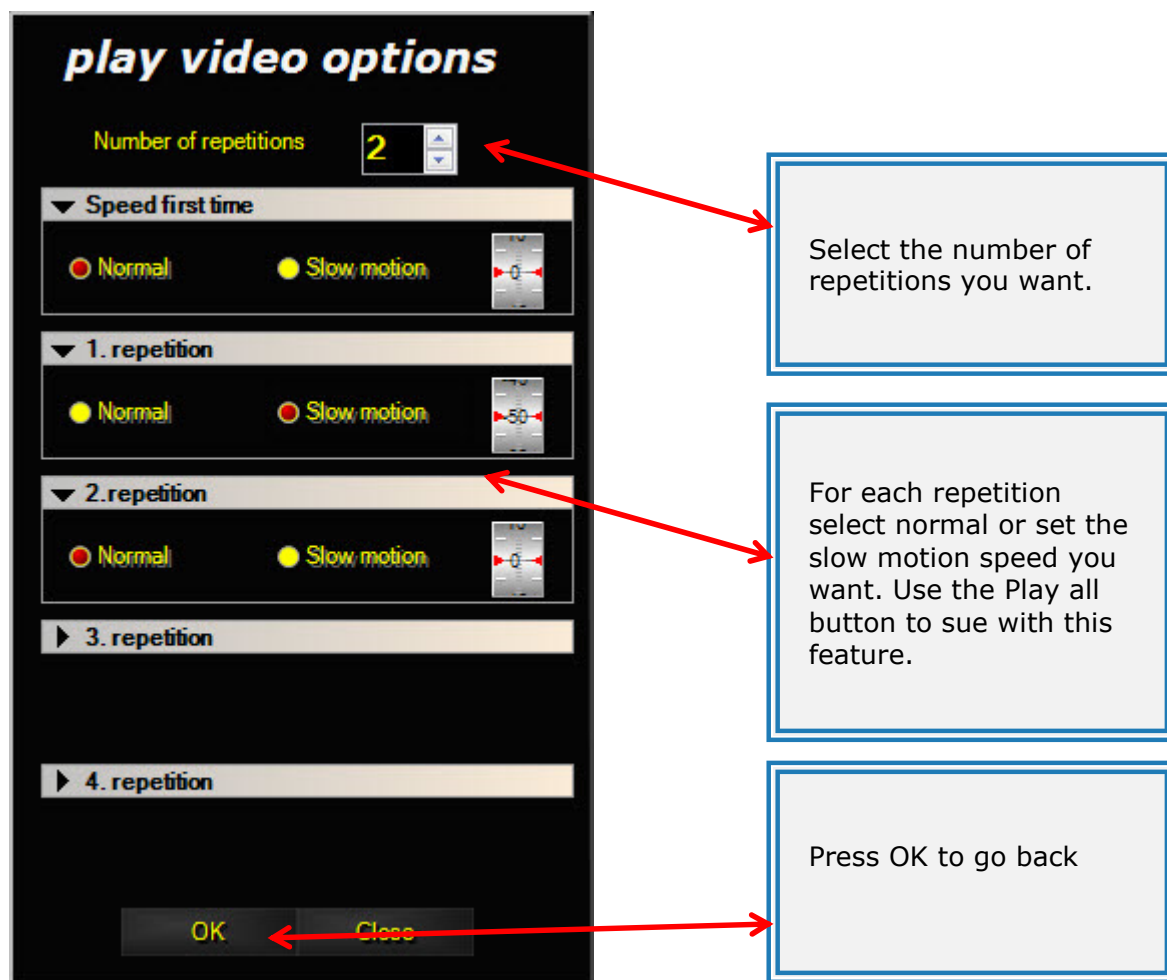
Refresh the selection by clicking "View selection" when you have selected the variables. Click OK

Presentation – Play video options

You can add a replay option to the video clips you present in Presentation mode and you can add different slow motion speeds to the clip.

Click the button:

Play options



The screenshot shows the 'play video options' menu. At the top, 'Number of repetitions' is set to 2. Below this are sections for 'Speed first time', '1. repetition', '2. repetition', '3. repetition', and '4. repetition'. Each section has radio buttons for 'Normal' and 'Slow motion', and a speed slider. Red arrows point from text boxes to these elements: one to the 'Number of repetitions' field, one to the '2. repetition' section, and one to the 'OK' button.

play video options

Number of repetitions: 2

▼ Speed first time

Normal Slow motion

▼ 1. repetition

Normal Slow motion

▼ 2. repetition

Normal Slow motion

► 3. repetition

► 4. repetition

OK Close

Select the number of repetitions you want.

For each repetition select normal or set the slow motion speed you want. Use the Play all button to sue with this feature.

Press OK to go back

Once you have selected the desired settings then click the play button to watch selected video situations.

Click at this button:

Play all

The purpose of this feature is that a repetitive playback with slow motion functions can give a presentation opportunity to see more detail than just a simple playback.

The feature also makes it easy for you to start a repetitive playback of several situations in a selection group or other situations in the game.

You can always temporary stop playback by clicking the video image, respectively, stops or starts playing. You can also use the space key in the keyboard to stop or start the video.

Hints – Change default start and stop points

Interplay-sports has a default setting to mark the start (in) and stop (out) point by playing a video situation.

This setting can be changed as desired.

Click on the profile button up in right corner in Capture:

Profile

Click at

System options

This will open the window for changing the system options:

Click at Adjust video time settings

This is an adjustment for your reaction time to correct the match time in capture

This setting specifies the number of seconds of playback before the situation

This setting specifies the number of seconds for playing the situation.

Hints – Change language

English is default language in Interplay-sports.

Interplay-sports can bring language modules for most modules and messages.

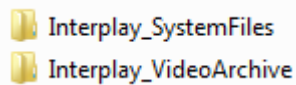
The user can also change to their own words and expressions used in the language module.

It is also easy to create a separate language module by copying from the English and then translate into your language.

Click Apply when changing to another language.

Hints – Update your system

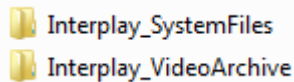
When you upgrade Interplay-sports to a newer version, this will not affect your analyzed data. All your data will remain in these 2 folders in C



Uninstall your old version before installing a new version.

Hints – Move your information to a newer computer

- 1) Move the Interplay-sports system folders to the new machine



- 2) Install the latest version of Interplay from our website
- 3) Send the serial number from the new installation to Interplay-sports to get the new license number.

Hints – Use external hard disk for your video clips

Interplay-sports will scan all available hard drives for the folder name Interplay_VideoArchive. This directory contains videos from your analyzed games organized in game directories.

If you move your old games to an external hard drive:

- 1) Create a new directory with the name Interplay_VideoArchive at the root in the HD.
- 2) Move the game folders with your old games to the new Interplay_VideoArchive
- 3) The directory Interplay_SystemFiles must be located in the c drive, but remember to back up this folder regularly to the external hard drive