User Guide

Interplay-sports MiniPro 1.2

Soccer

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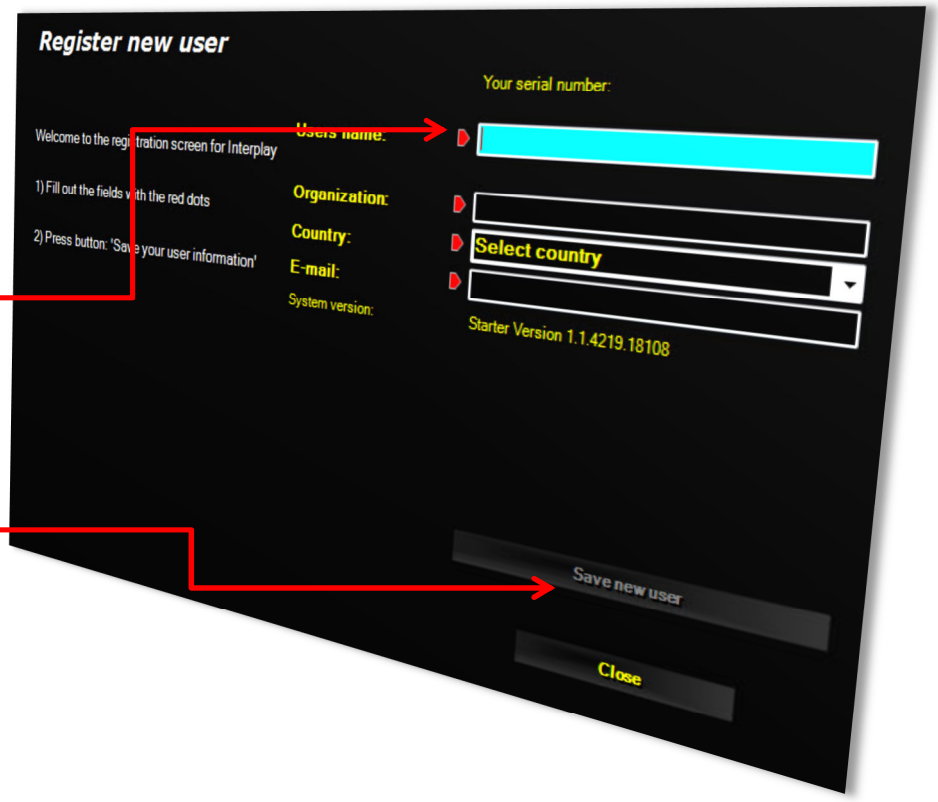
Register and validate

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

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 buy a year license from the netshop. When you have paid for the program, we will send you the license key to the mail address you have given us. If you are connected to the net, the license key will automatically be added after about 60 seconds.

2) If not the license key is added automatically then you need to enter the key from the e-mail in the license key field EXACTLY in the same way in the mail.

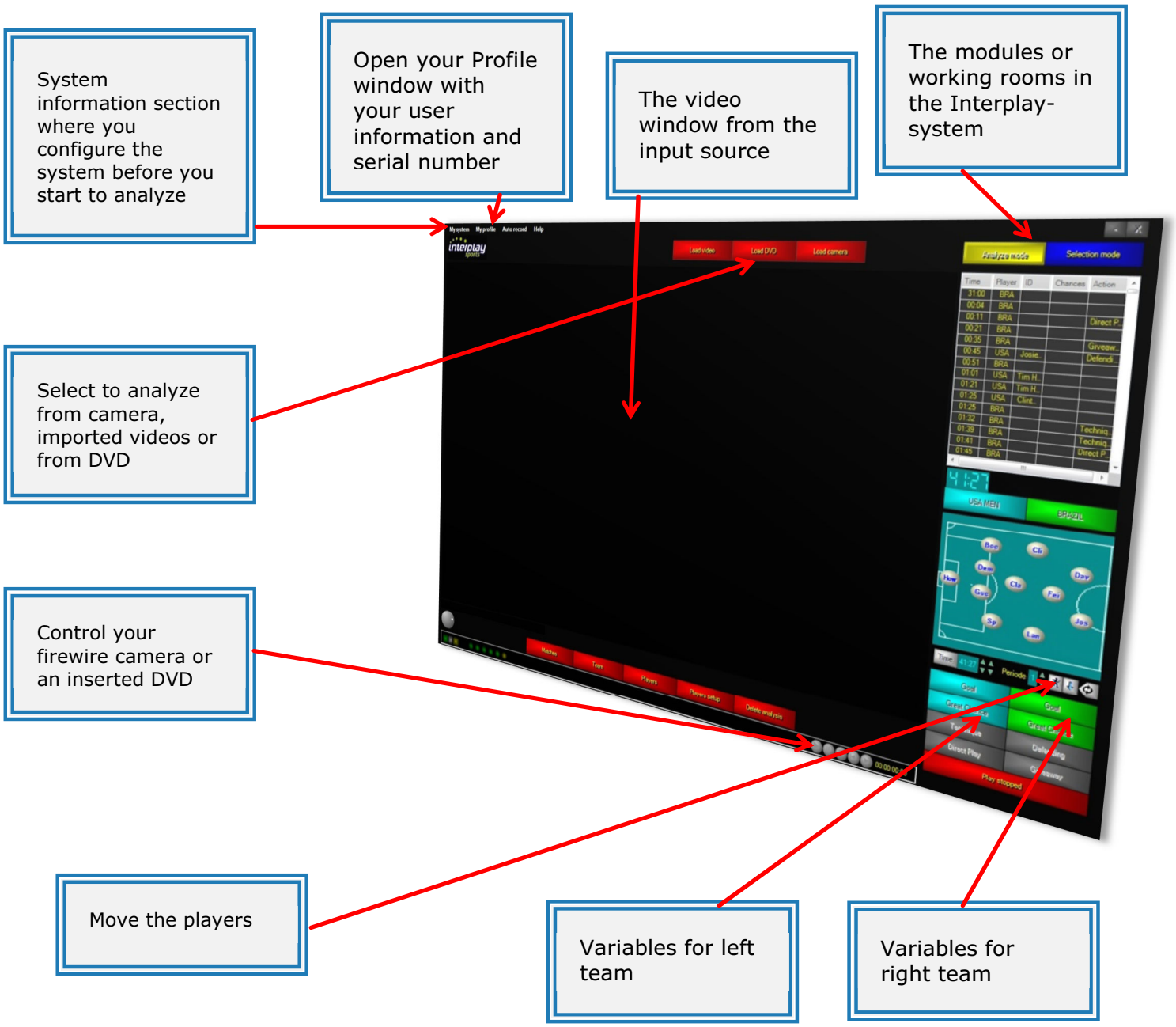
3) When you are done PRESS the Register license button (save).

System overview

MiniPro has 2 working modes, Analyze mode and Selection mode.

You do your analysis in the Analyze mode. You use the Selection Room to edit and create your video projects.

Analyze mode



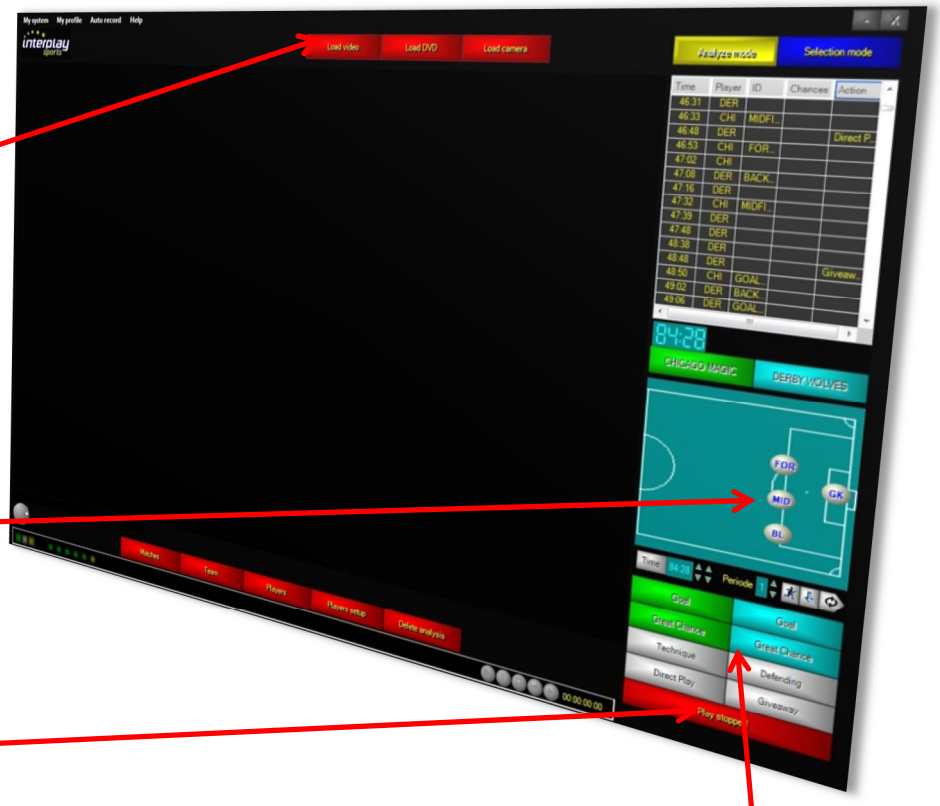
Analyze mode is the window where you do your analysis. You can connect your computer to the camera by firewire or USB converter for live analysis. For postproduction you can use import video clips or do the analysis from DVDs.

Analyze mode cont.

You can do analysis from loaded video files, from a DVD or from a camera using firewire or a camera connected to a media converter for input by firewire or USB.

Input section for analyzing players

Stop in play and stop Capture buttons



Goal and shot variables for each team and a common group of 4 free variables

The analyze mode will give you:

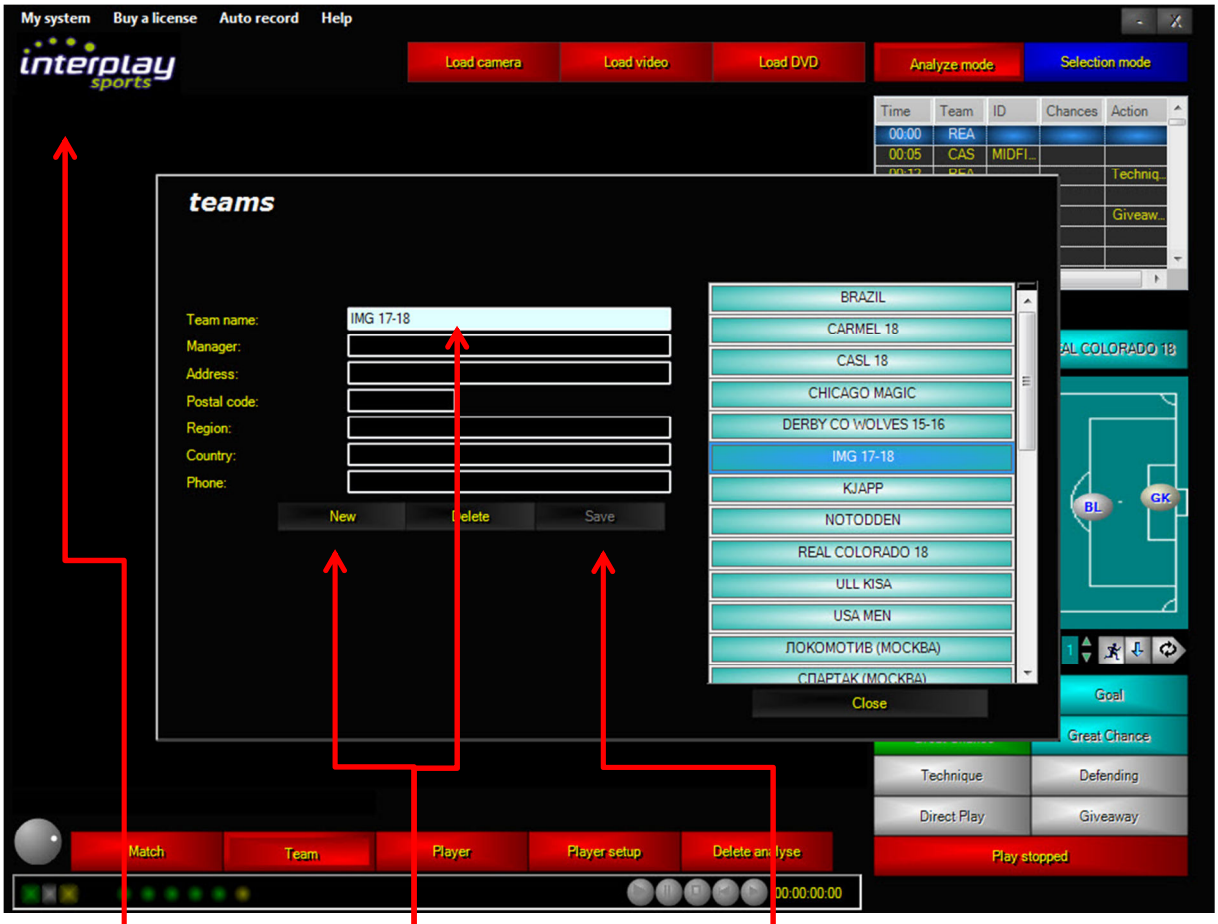
- Real time or post production analysis with video capture directs from a camera via USB, Firewire, DVD or import video clips.
- Archive with all your matches
- Archive with the teams
- Archive with all players
- Player setup for each match
- Access to all player situations in all analysed matches
- All goals and chances in all analysed matches
- 4 variables in all analysed matches
- Export the matches to DVD, USB-disk or to a local archive
- Create and upload your video projects to YouTube or Facebook

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

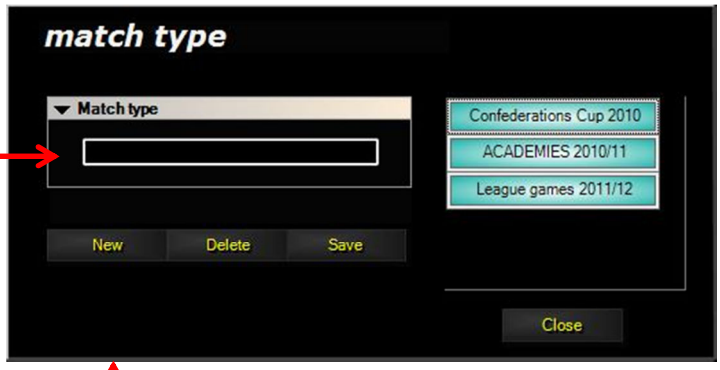
Click new or into the Team name field. Add Team name. The other fields are optional

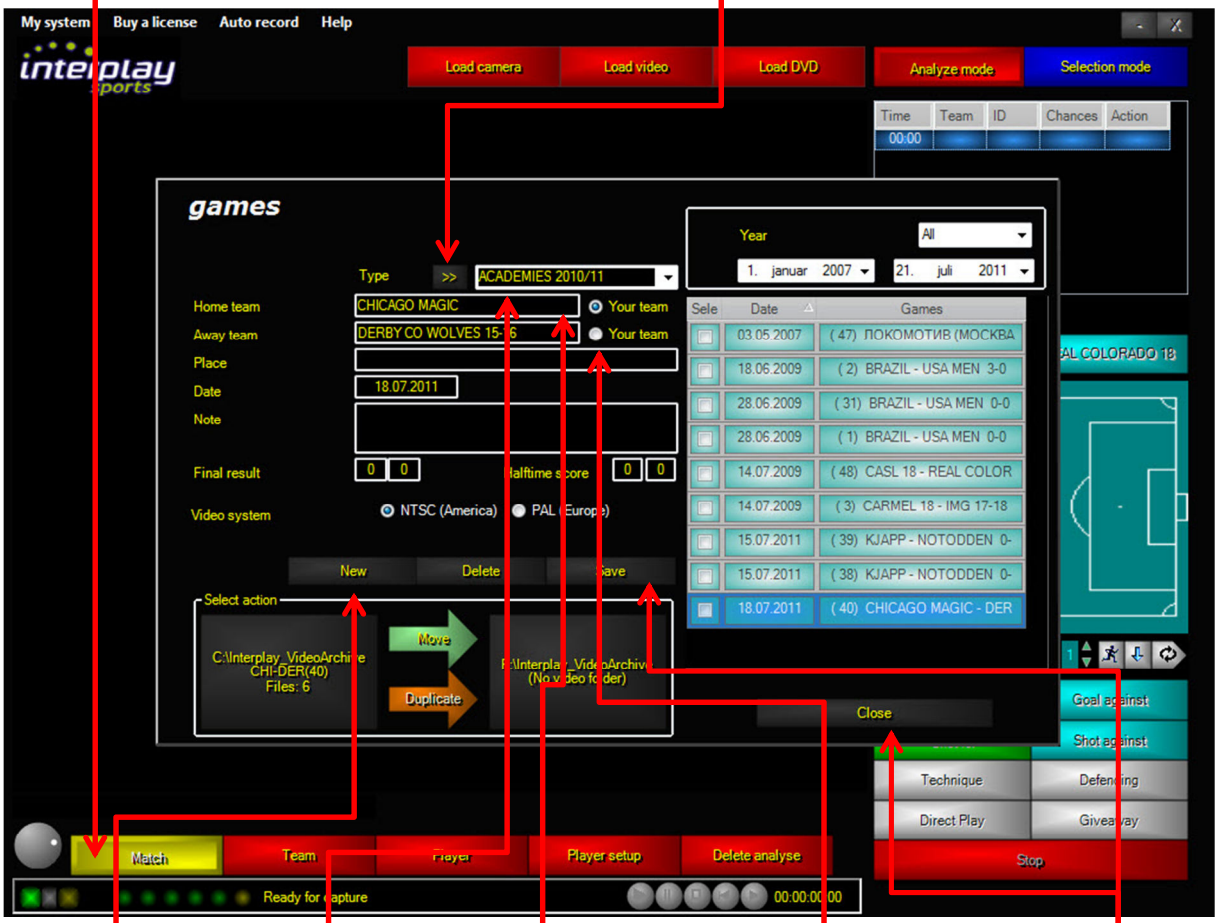
Add 2 teams and then close the window. The new teams will be added to the list.
If you later want to change information, click at the team in the list and do your edits before you save.

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.





Click New

1) Select Match type from the list

2) Select Home team from the list

3) Select Away team from the list

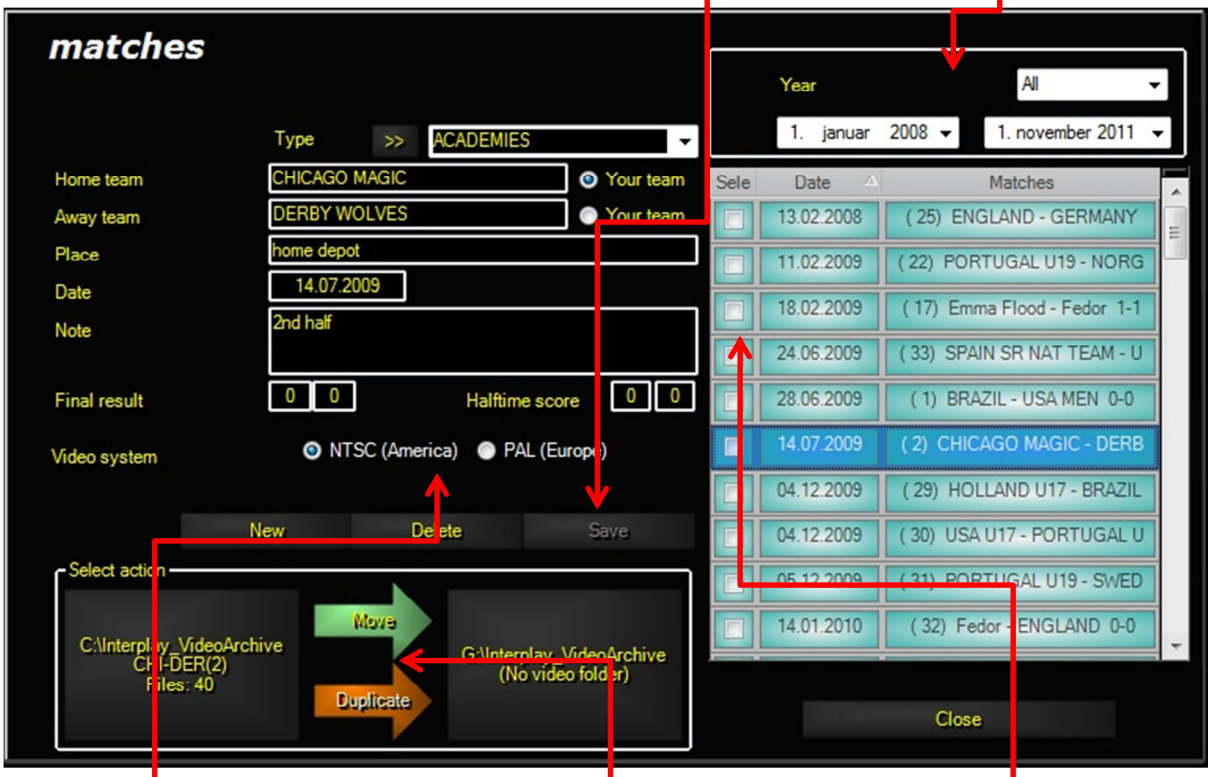
Click Save and close

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.



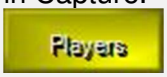
Select your television system.
NTSC – America, Asia
PAL- Europe

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

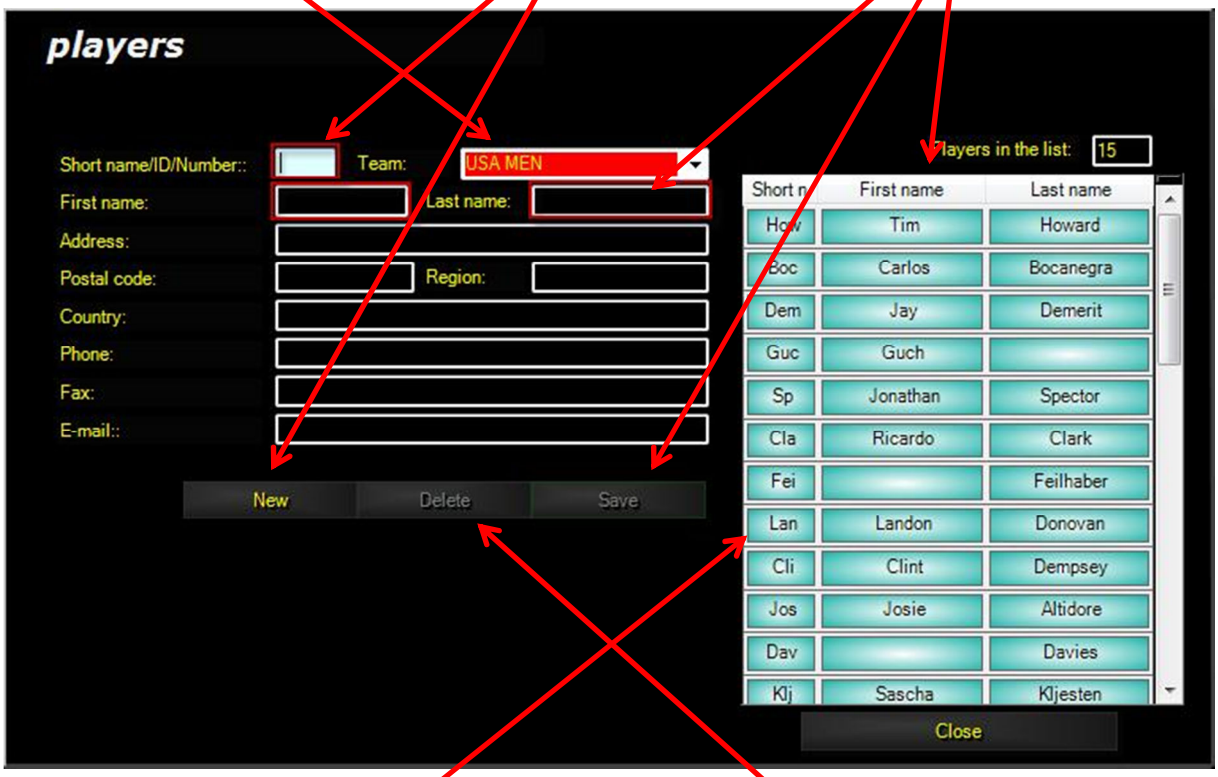
Click the player button in Capture.



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.



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

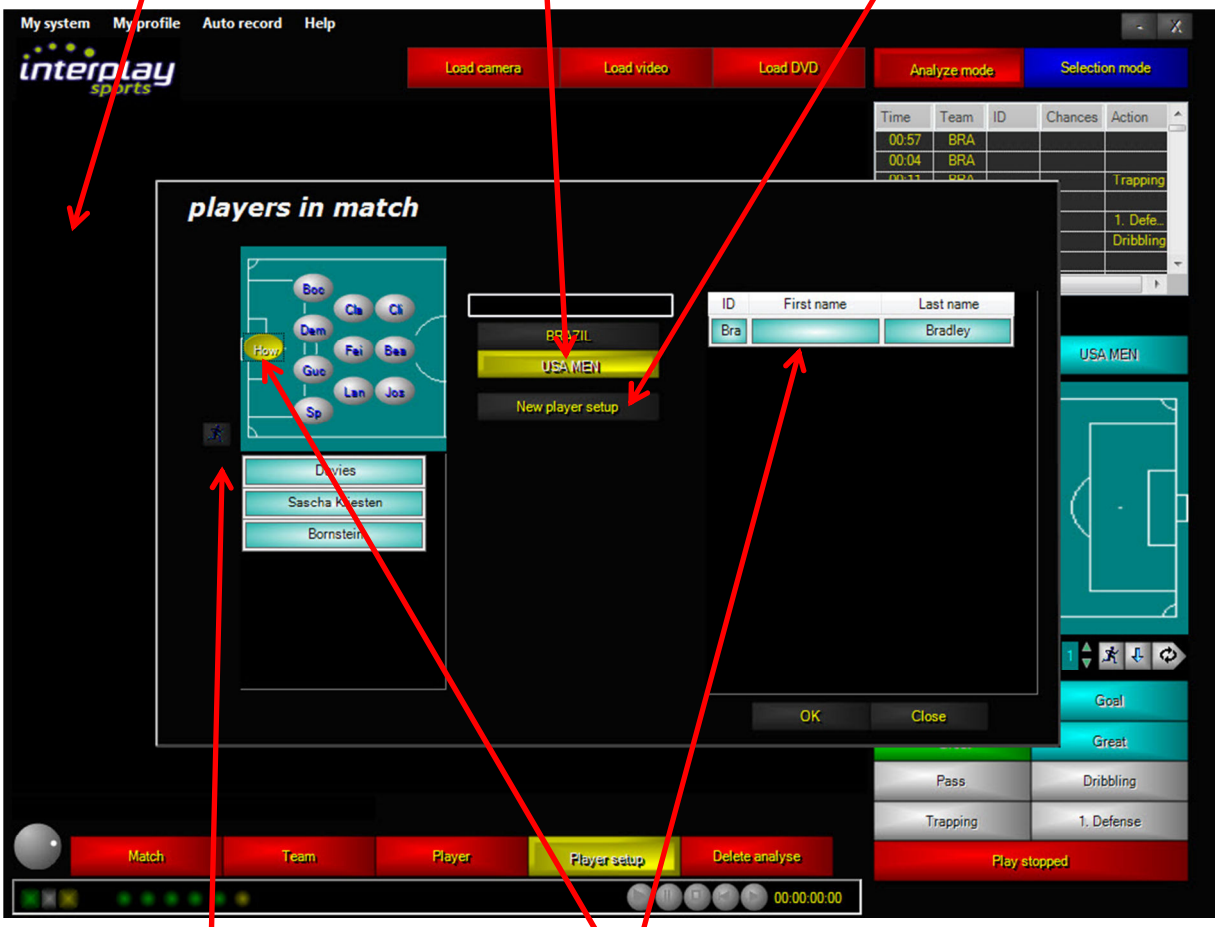
To delete a player, click at the player in the list, then click Delete

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



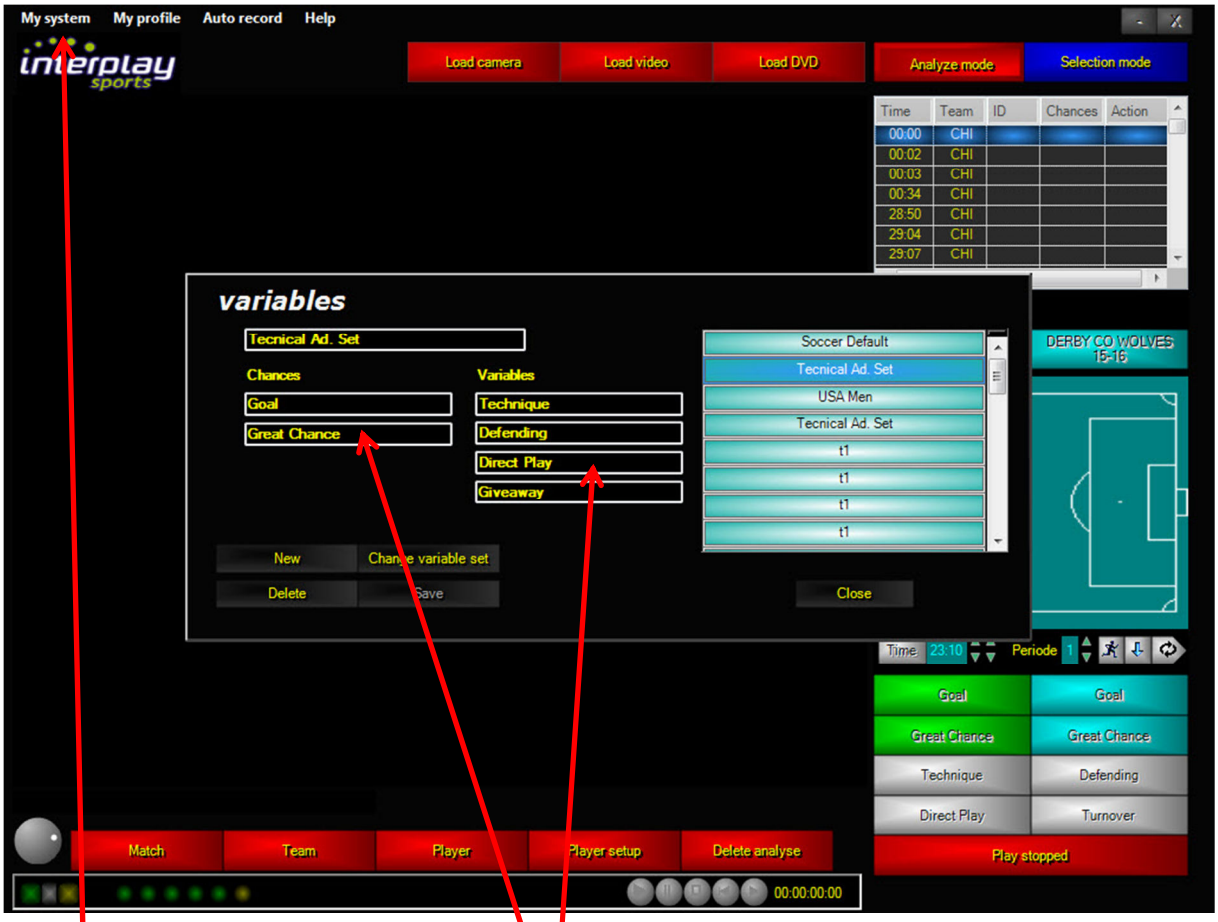
You can manually move the buttons to the formation you want. To do this press the player symbol who releases the lock function

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

Manage your variable set

Some good advices:

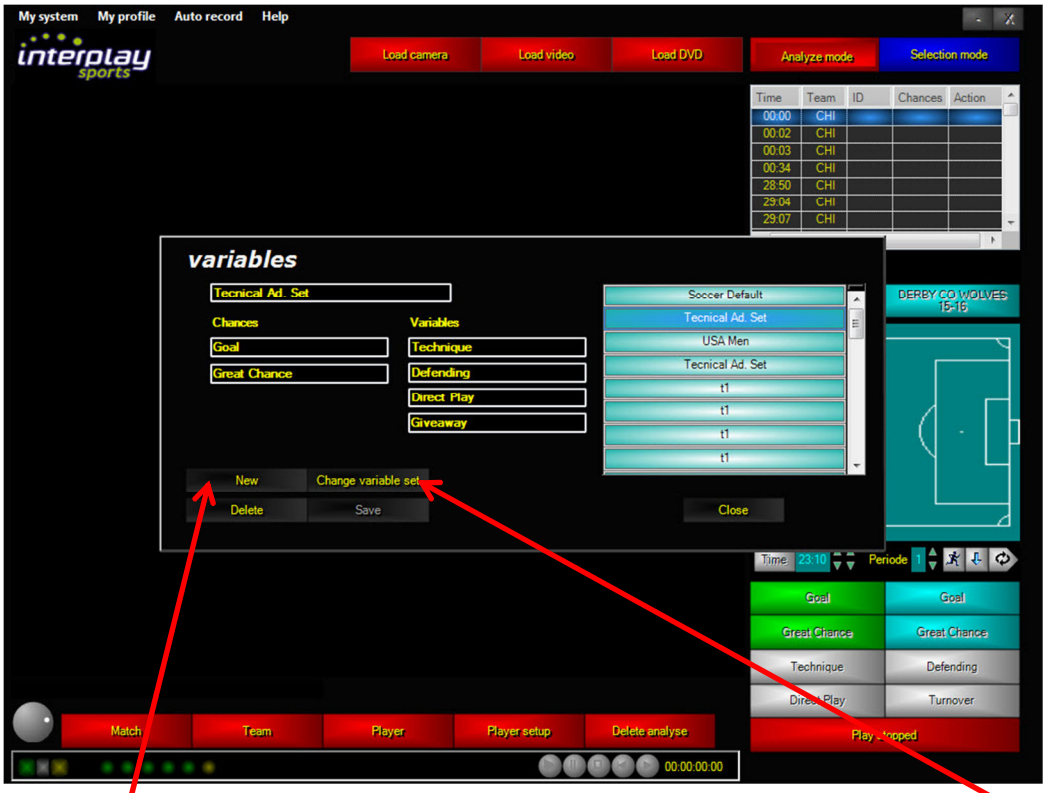
- The variables in the variable sets are your tags in the analysis and what you are looking for in the game.
- It is wise to build a variable set with positive variables for young players. It is a lot easier to get attention if the analyzes give positive feedback.
- The variables are grouped in sections of goal/shot for each team and a common group of 4 variables. These are 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 what variables you want to use.
- The default setup is very often the common variables within the sport. Try them out.
- All variables can be combined with the player. Example, if you want to register shots and would like to add a player to the situation then select the shot variable for the team and then click at the player. You can also add a free variable to the same situation.



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.

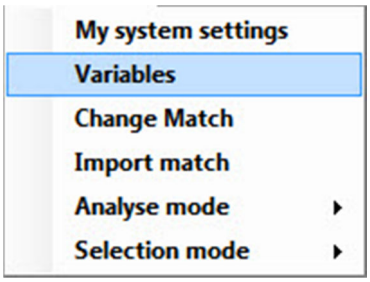
Your variable sets



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.

Variables– Your variable set contains of 4 different variables, but you can have a lot of different variable sets for different use.

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



You open the variable window from the menu. Click My System and select Variables.

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

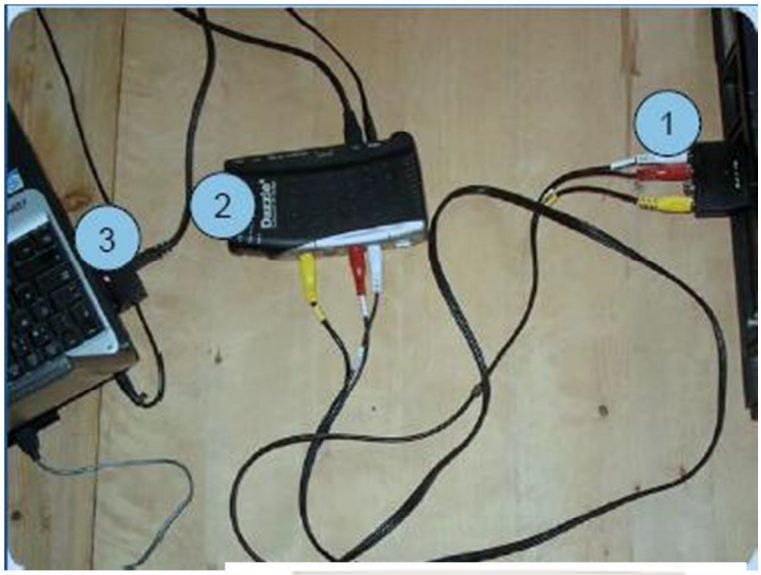
It is our recommendation to use Fire wire cables as the connection method to the PC. This method gives very stable stream of video. We recommend PCs that are equipped with a 4 pin fire wire connector. You can also use a fire wire card in PCI or PCMCIA format (for notebooks)

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.

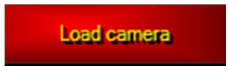


There are different types of Media Converter with Firewire. Canopus ADVC 110 is a good quality Media converter from Grass Valley.

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 jagging in the video stream when the capture starting, and the video stream is not so stable like firewire connections but give a good alternative to 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: 

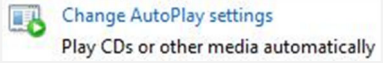
Video codec
The system is preconfigured for XviD MPEG4 video compression to minimize your video files. Default data rate is set to 3000. We recommend that you increase it to 6000 if you intend to create videos from the analysis. Then press OK.

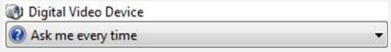
No video signals
Make sure the equipment is attached correctly.
Close Interplay-sports

Press the Camera button again. 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

Click 

Change too: 

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

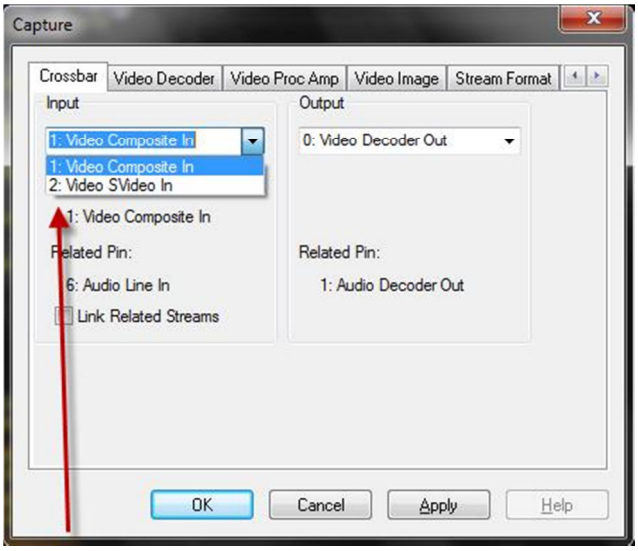
The huge benefit with a USB converter at the field will be that you don't need any power for the converter. The converter gets the power from the computer.

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

When you open the screen in Analyze mode, you should have this message for known converter types.

Click at the button in Analyze mode:

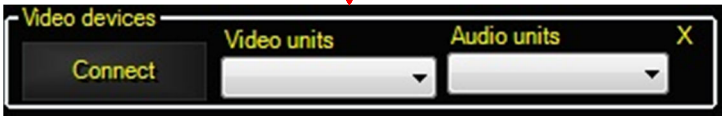
Interplay will now search for all sources. When Interplay has found the device, select type of input you are using, S-VHS or RCA (yellow, red, white plugs)



You will then been 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.

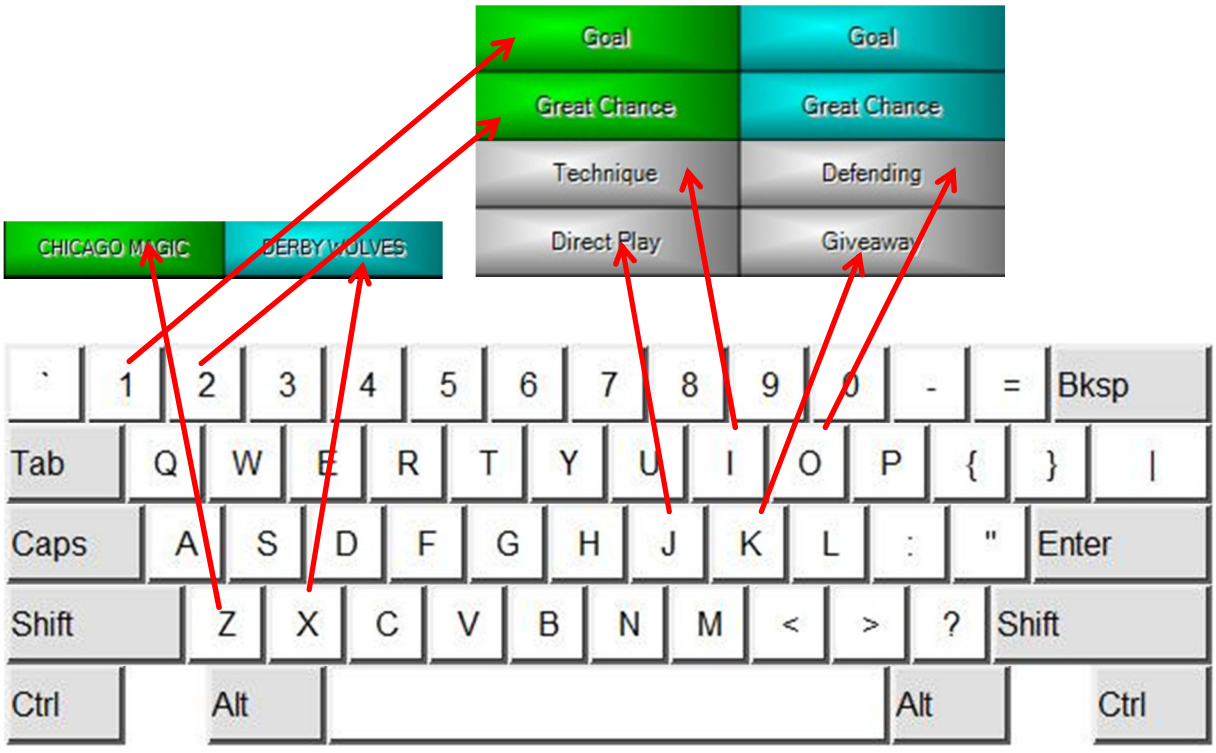


Hints before your first video analysis

Make sure your variables are defined. Spend some time in getting familiar with their location in the screen and what they mean in the analysis.
Start out with positive variables. You can change 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 the player analysis on your own team. Click at the player when they are involved in the play and you can combine with a chance- or free-variables.
Your will do must of the analysis in the Analyze mode with some praxis, but you can correct or add more information in the Selection-screen.

Remember to use the hot-key functions. Consider to use tag teams and attack types with the hot-keys (Z=left team, X =right team)

Learn these fixed hot keys:



The buttons Z and X will change the possession for the attacking team.

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

Double press the Space key when you have longer pauses in the game. This will stop the capture so you don't use hard disk space unnecessary. This will also make captured files shorter and much easier for the computer to handle. Double press Space as soon you see a pause in the play. This will save hard disk space.

Your first video analysis

1)

Start capture by clicking one of the team buttons.

When you click at the team button for attacking team, you start to capture the video stream to your hard disk and create video clips from the match. You will find these video clips in your C:\Interplay_Videoarchive.

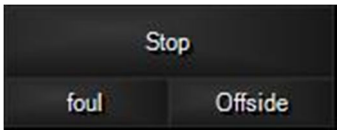
2)

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

Click at the players and combine player with other variables when situations occur.

3)

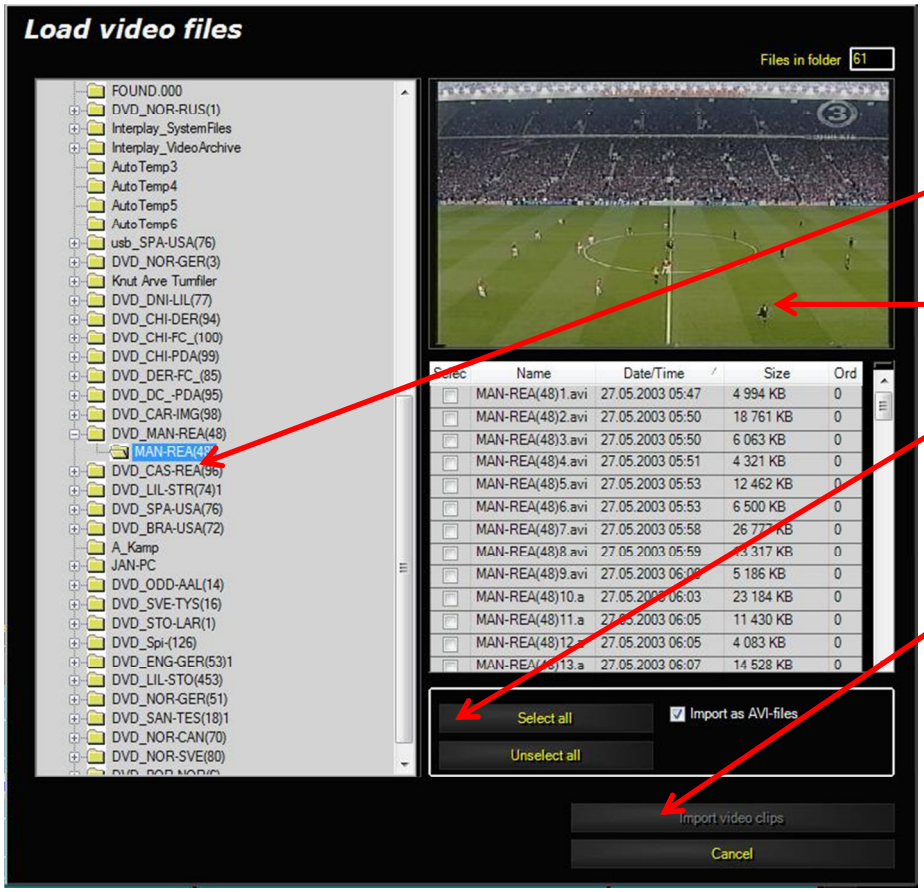
Press Space button when the referee stop the play. Then you start again with a new starter variable.



Press double space with longer pauses as often you can to make the files smaller.

Analysis with imported video clips

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:

Analysis from a DVD

There are two types of DVDs.

1) Data-DVD were 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 tile 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.

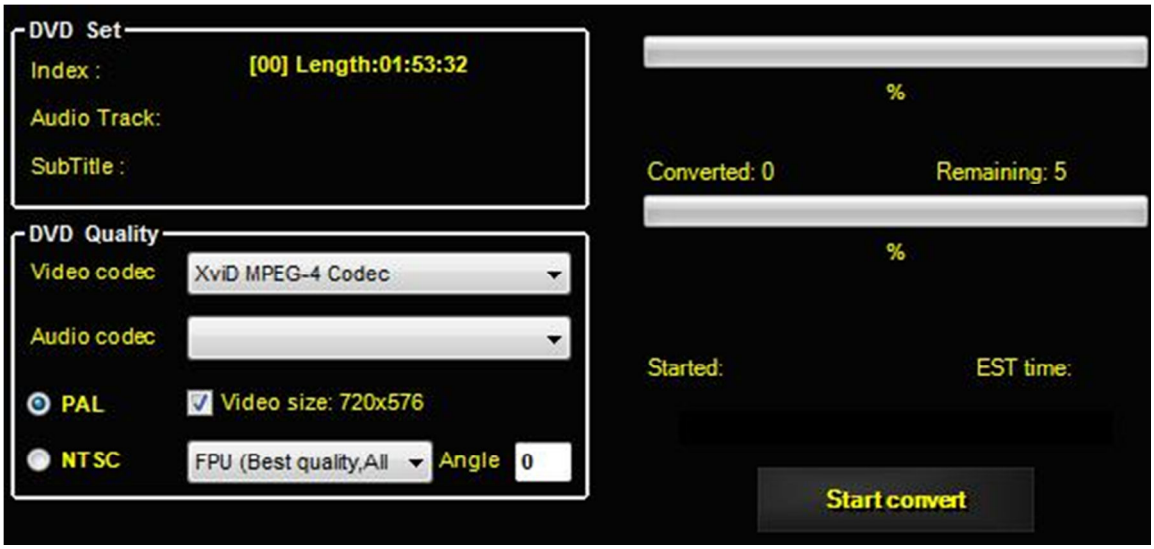
Rip the DVD

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.

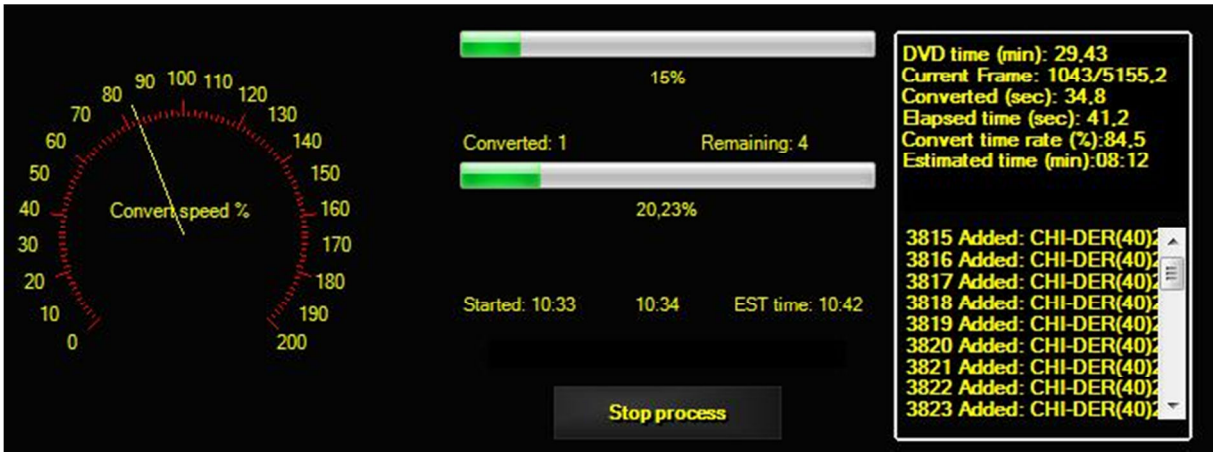
The convert button will be visible after your first stop in the play. When you are ready with the analysis, press the button:

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:



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



The quality is very much depending of the compress rate that is used in the DVD. The DVD should contain 2 Titles for the 2 periods to have just the play of the game.

If the DVD contains both halves, the pause 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.

Selection mode – overview

- Select team you want to edit by pressing the team button and select variables.
- Press the Reset button 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.

The screen has two modes:

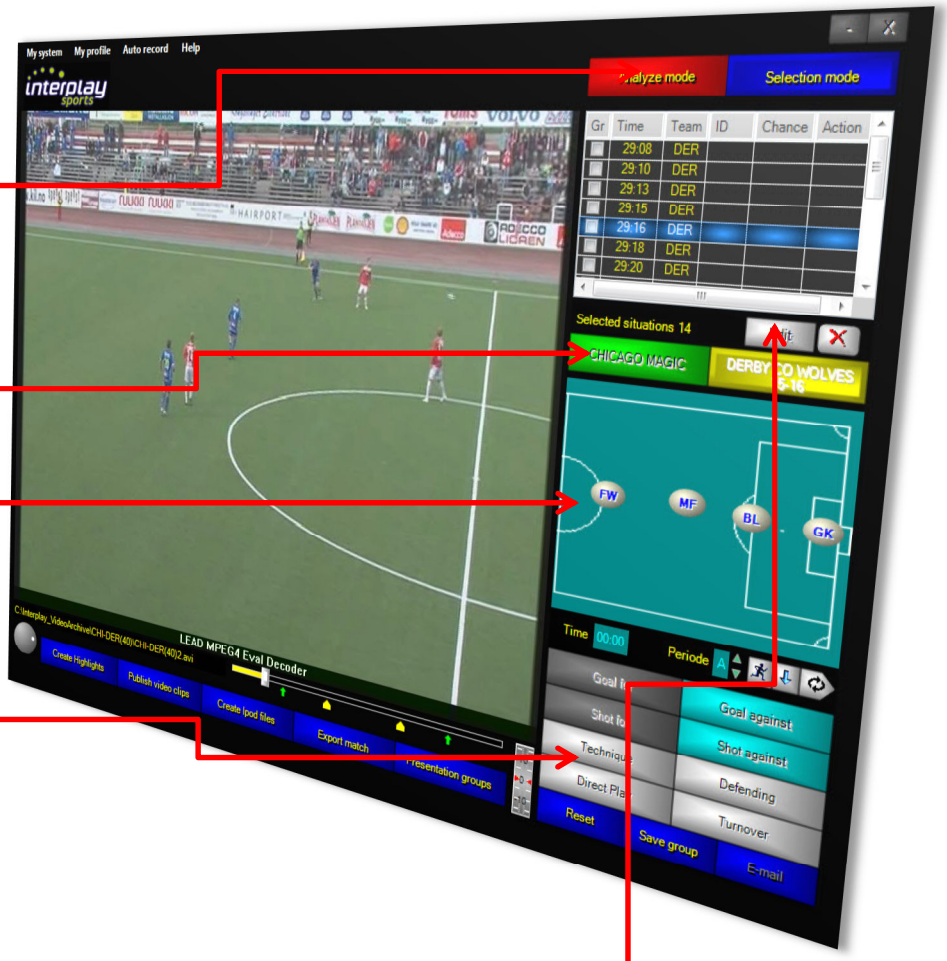
Edit mode

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.

Selection mode – 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 opens the Edit button.

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.

All changes will be saved when they are done.

Selection mode – Create groups

- This is the screen mode 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 (Blue button).

Select one of the teams.

Combine variables from the chance variables, action variables or players.

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.

Save group

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

You will see the selection in the list.

Click twice to mark the situations you want or save all situations in your selection

Gr	Time	Playe	ID	Chance	Action
☐	00:45	USA	Josie...		Defend
☑	01:49	USA	Guch		Defend
☐	07:56	USA	Davi...		Defend
☑	18:49	USA	Josie...		Defend
☐	19:54	USA	Jay...		Defend
☐	21:46	USA	Feilh...		Defend
☑	23:00	USA			Defend

Save group

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

Selection mode – 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.

Then click the button:

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

This will open this window:

Add an e-mail address and a Note to the receiver.

You can create the video file in different formats and qualities.

You need to add your outgoing SMTP server for sending e-mails from Interplay.

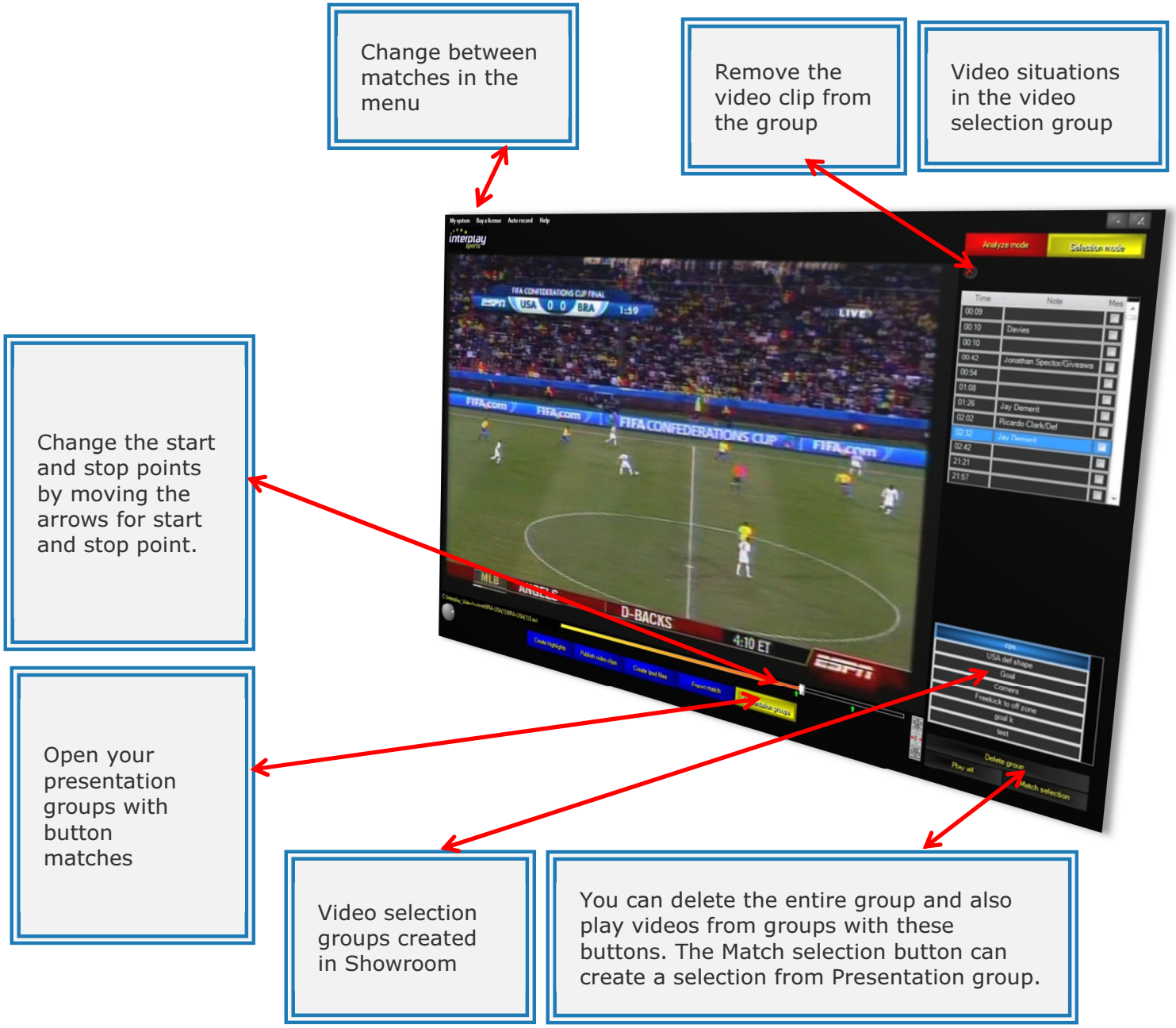
You can Preview, send as E-mail or Save the video file in your computer.

Start the process by clicking on the "Create file"

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 groups – overview

- Nothing is shown in this screen unless you have saved a Selection in the Selection mode.
- You can adjust the start and stop points in Presentation as described in page 23.
- Match selection allow you to make selections from several games.



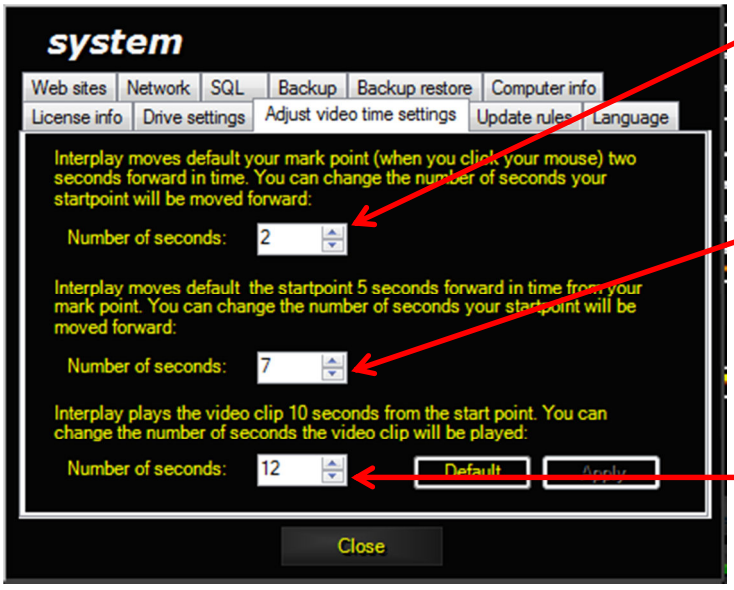
Hints – Change default start and stop points

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 in the Menu:

Click at

This will open the window for changing the system options:

Click at Adjust video time settings

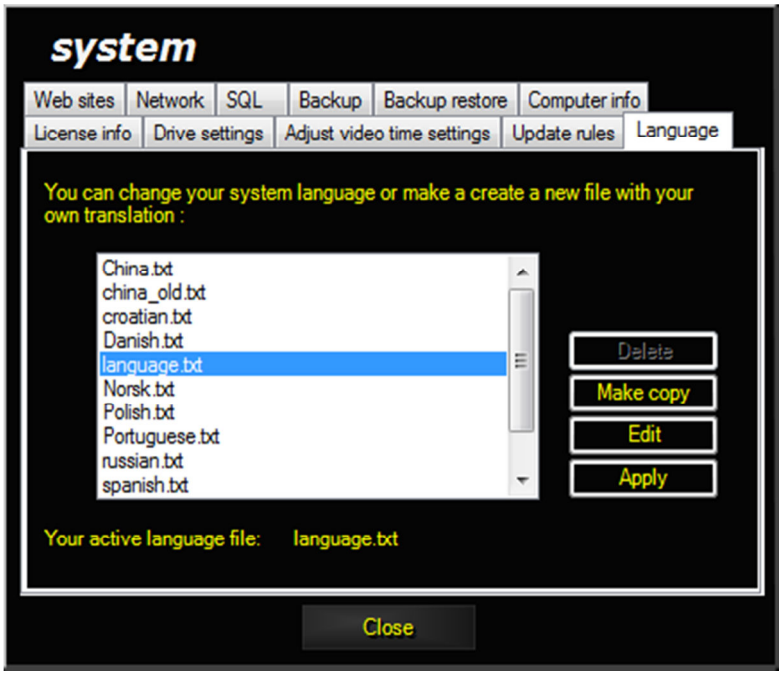


This is an adjustment for your reaction time to correct the match time in Analyze mode

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.

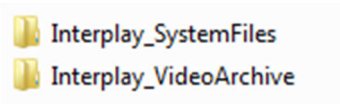
The user can also change to their own words and expressions used in the language module.

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

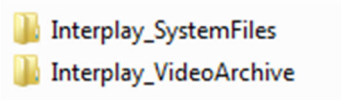
When you upgrade Interplay-sports to a newer version, this will not affect your analyzed data. All your data will remain in these 2 folders in C



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