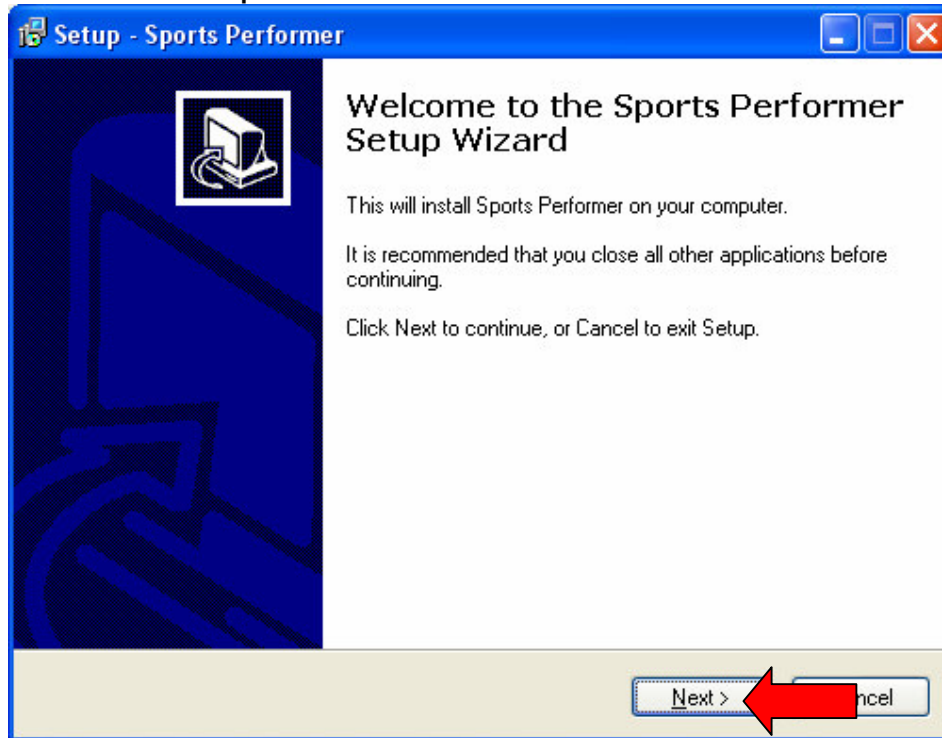
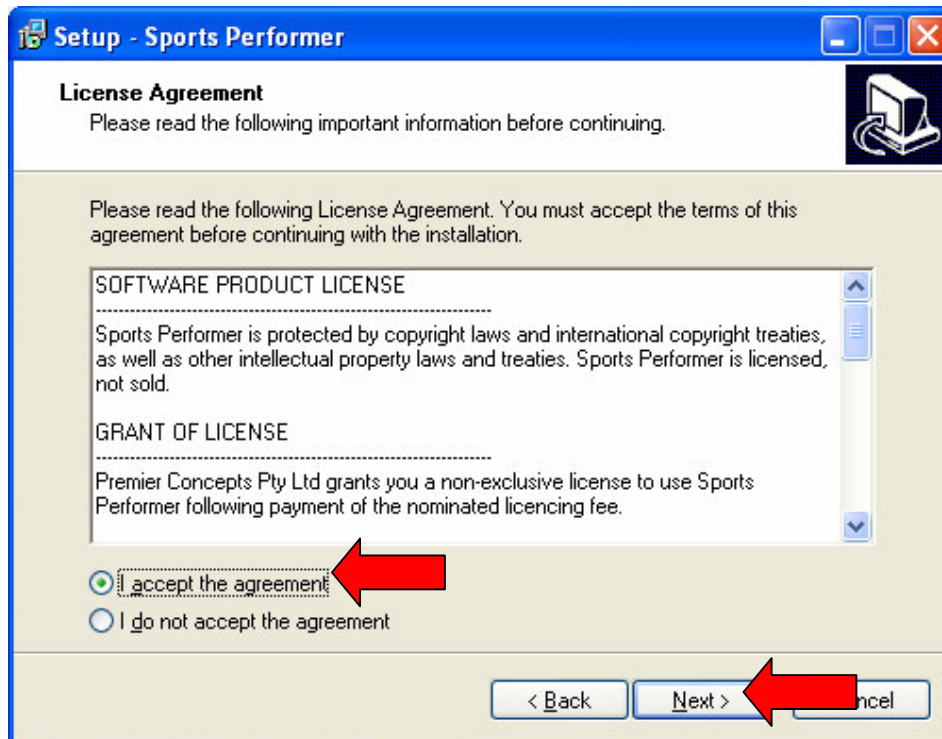


Installation

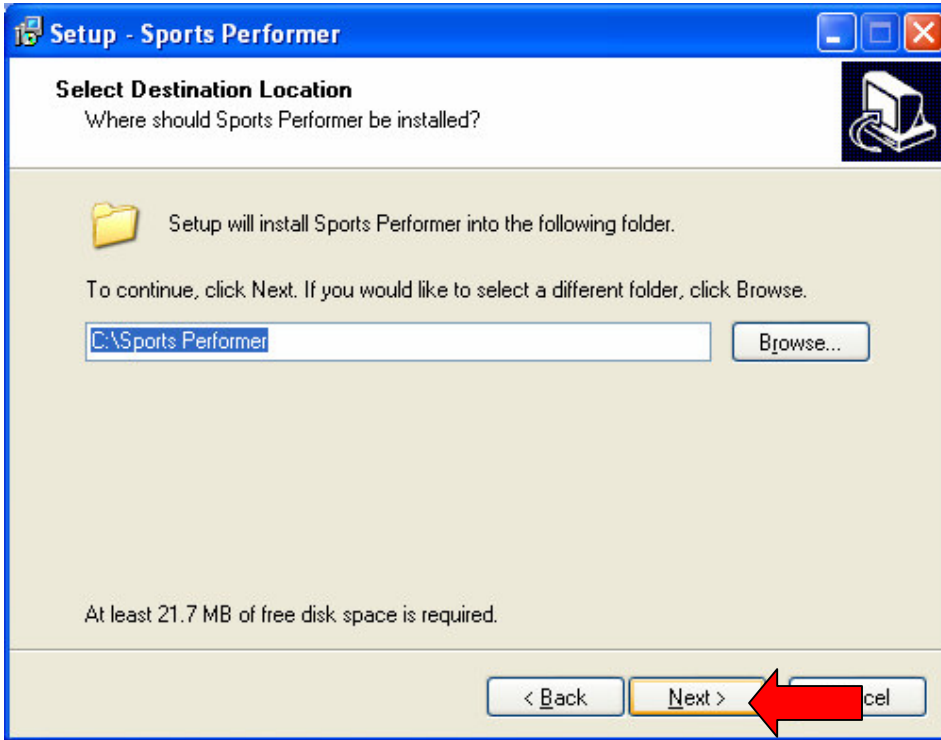
Execute the file **Setup.exe**.



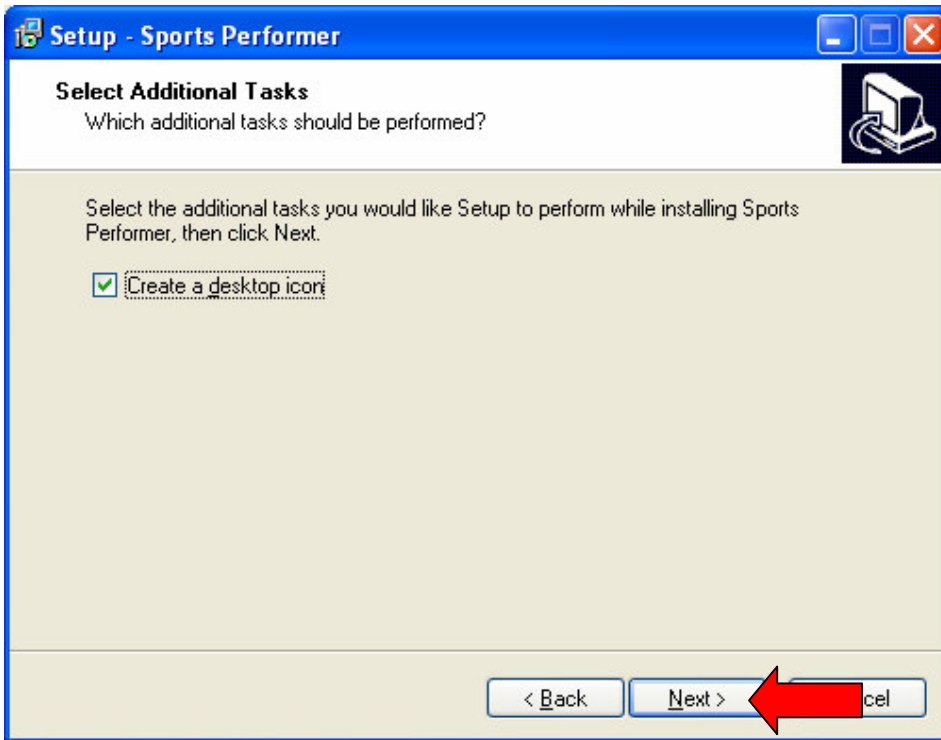
Click **Next**



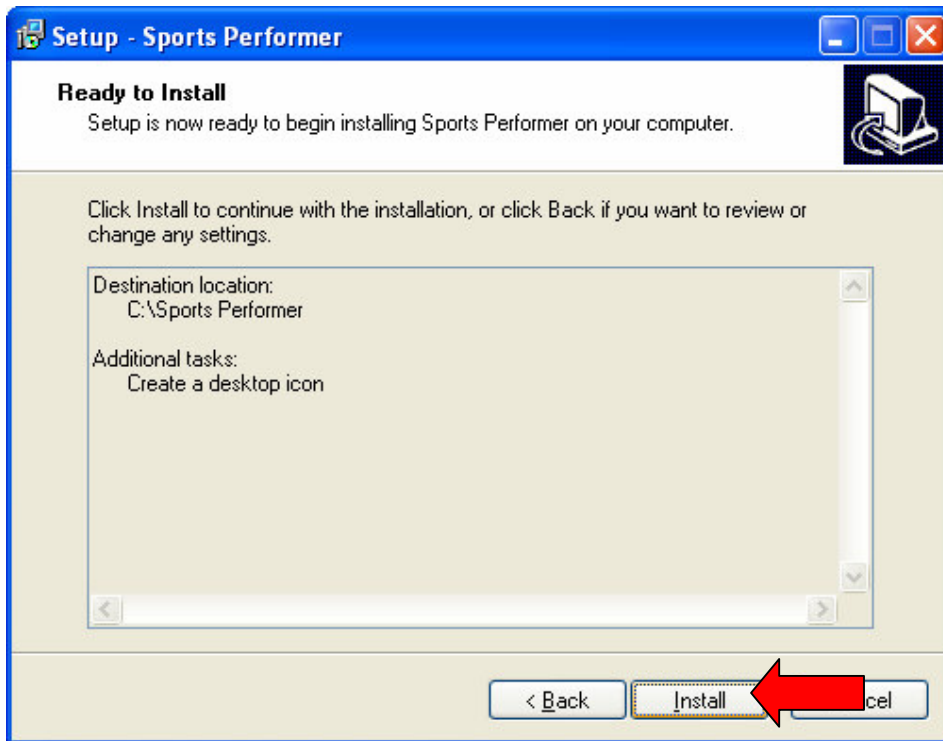
Accept the agreement and click **Next**



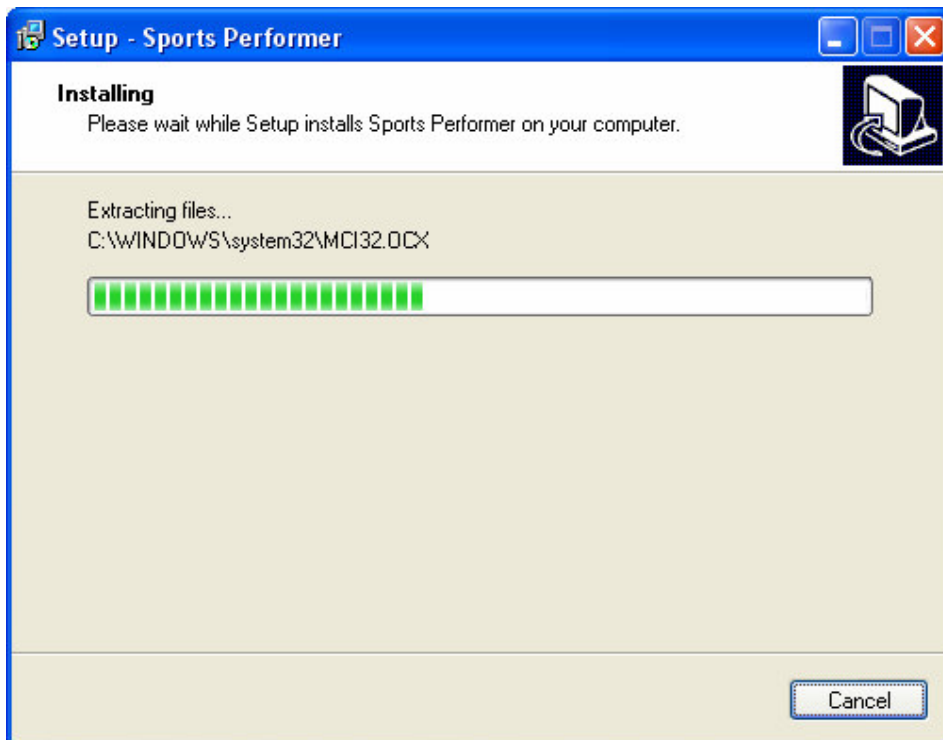
The setup routine will default to install Sports Performer in the c:\Sports Performer folder. Modify it now if you would like to install it somewhere else.
Click **Next**

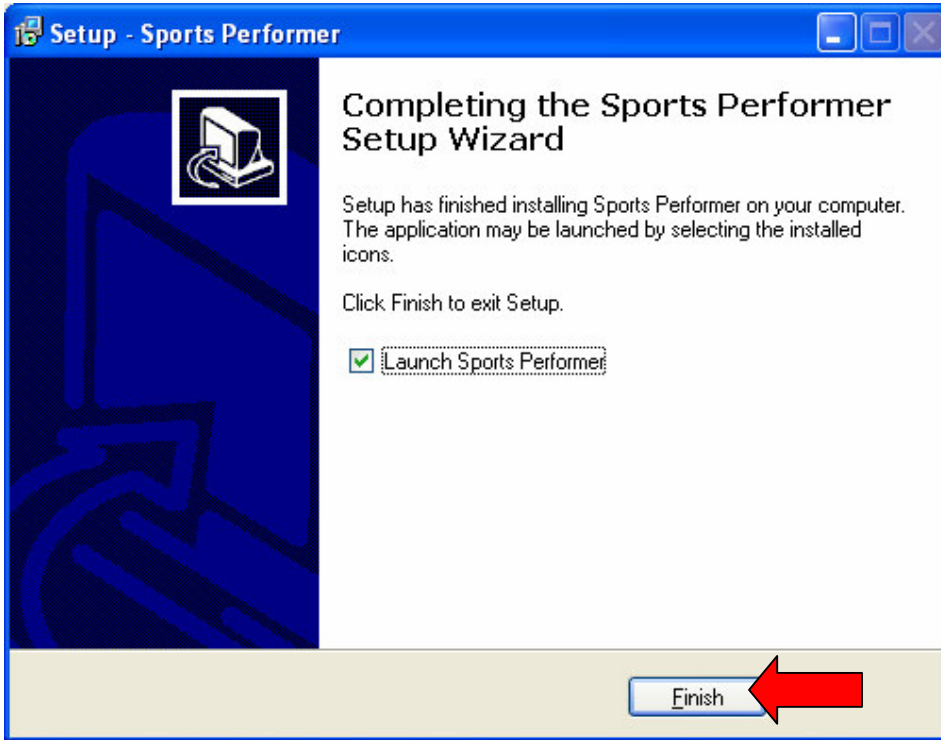


The Setup routine can automatically create a desktop shortcut icon for you.
Click **Next**



Click **Install**





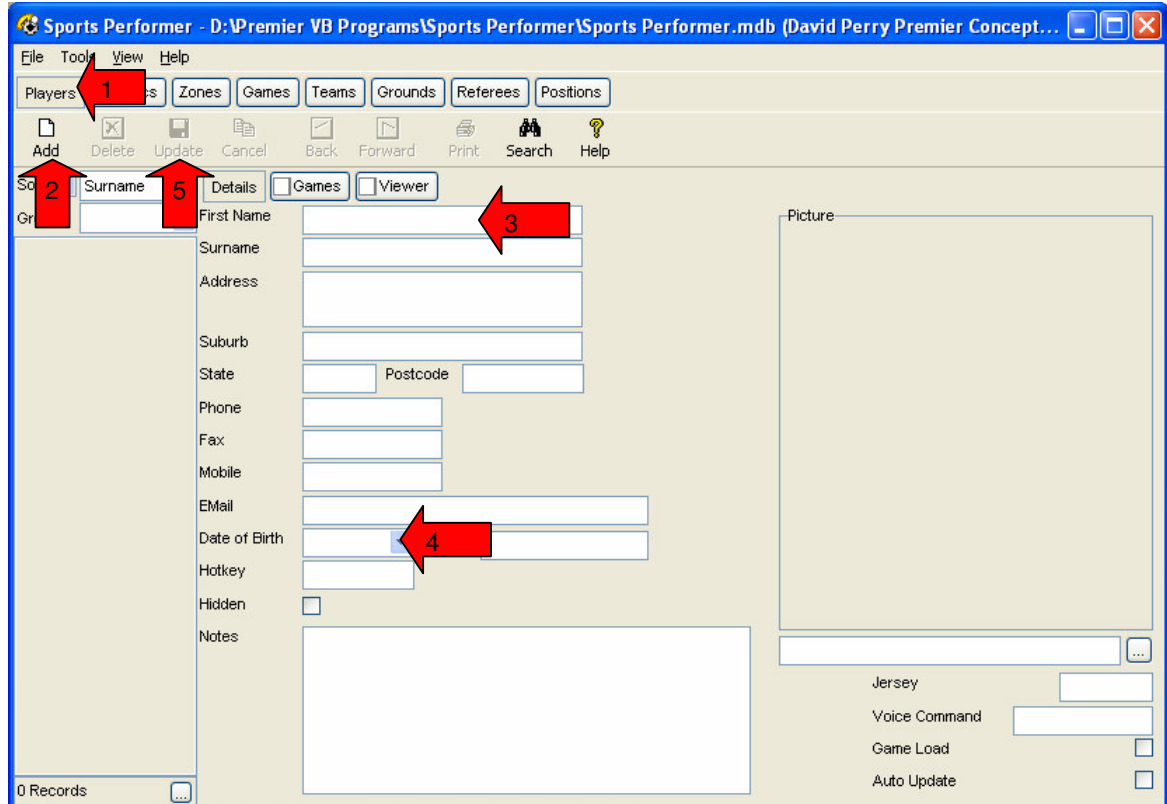
Setup is Complete

Quick-Start

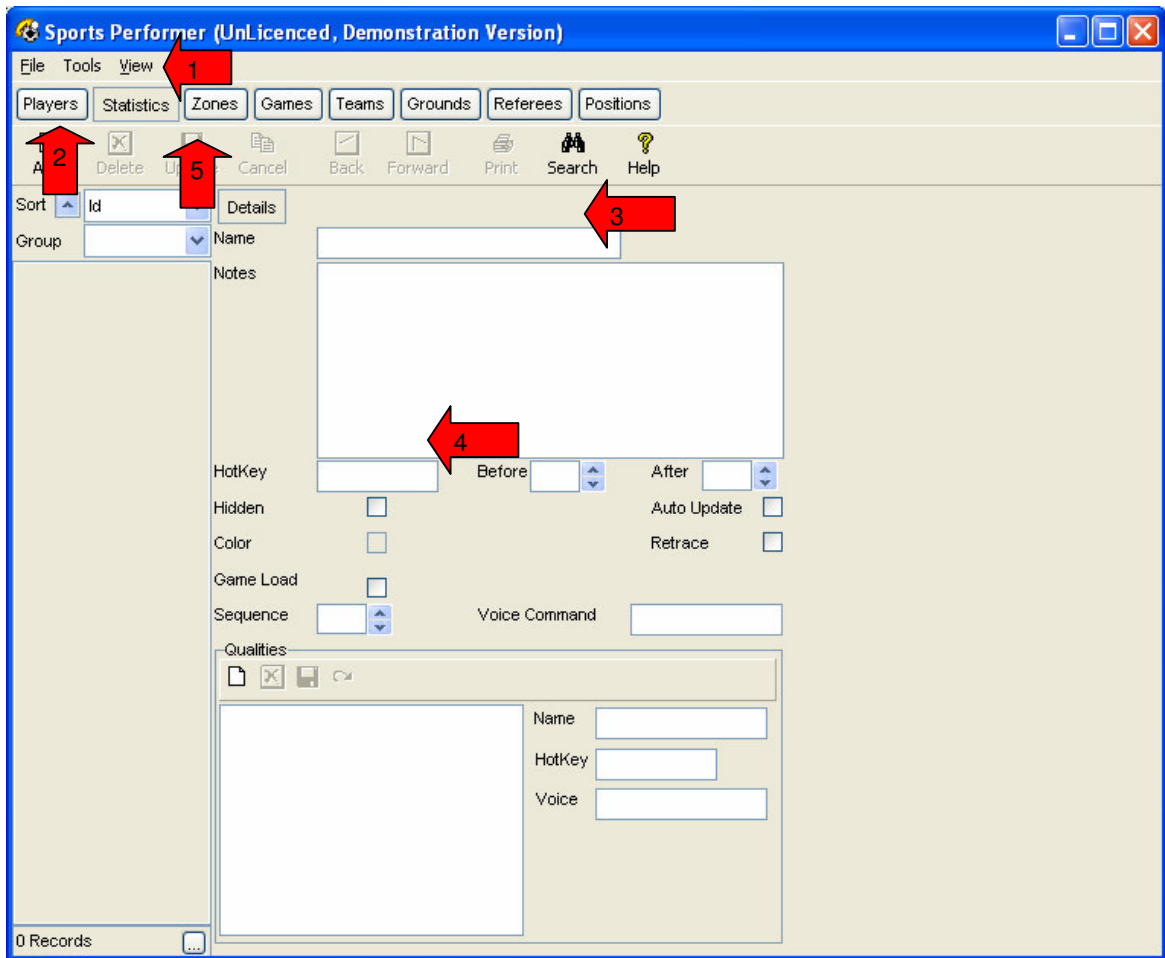
Running the program for the first time will create a couple of folders in the c:\Sports Performer folder. Should you wish to use the demonstration database and video file that are included on the CD, then you should do the following at this point:

1. Copy the file **Clip.mpg** from the CD to the c:\Sports Performer\Clips folder
2. Copy the database **Sports Performer.mdb** from the CD to the c:\Sports Performer folder.
You will need to ensure that the application is not running when you copy this second file.

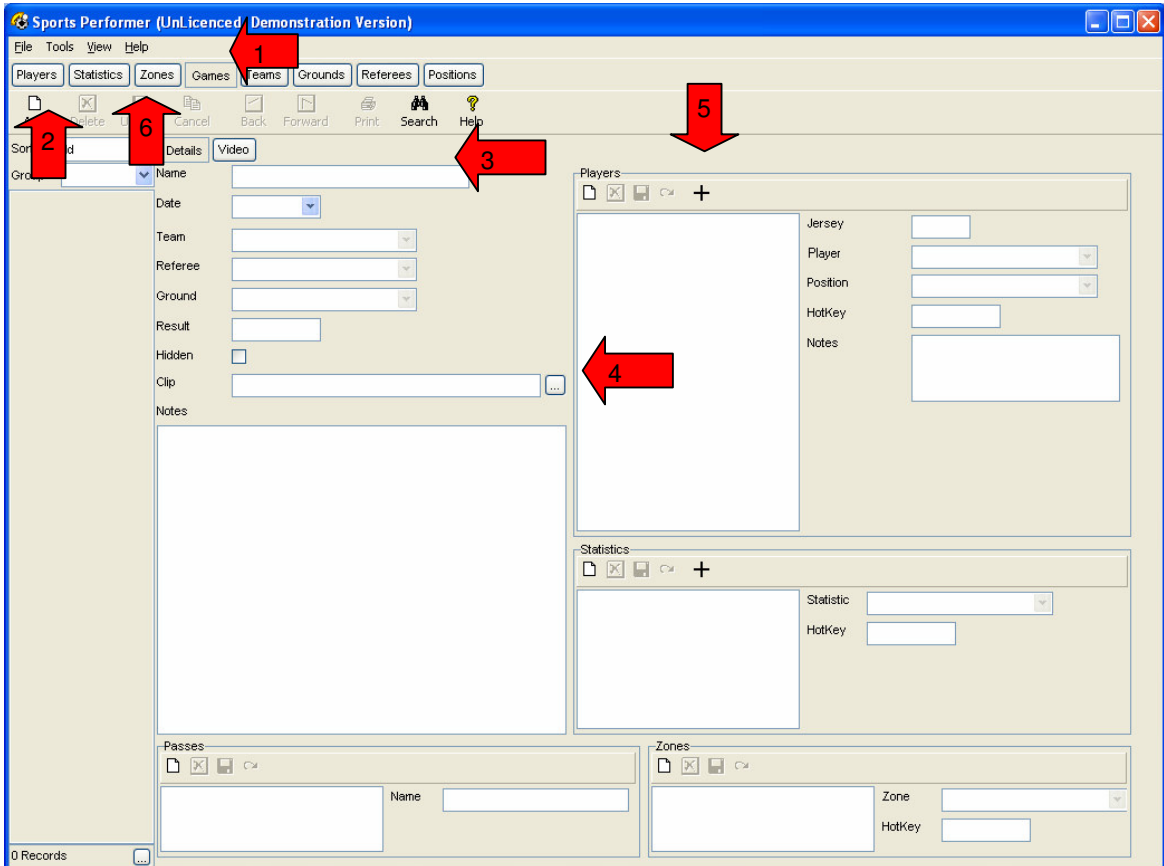
Alternatively, you can setup your own players, statistics and games by carrying out the following instructions:



1. Click **Players**
2. Click **Add** (You could also press F5 to add a new item)
3. Type a player's First Name and Surname into the appropriate **First Name** and **Surname** boxes.
4. Click on the box next to **Hotkey** and press a key to (eg 1,2,3) to apply a Hotkey to this player for tagging.
5. Click **Update** (You could also press F2 to update an item)
Repeat this step for each player.



1. Click **Statistics**
 2. Click **Add** (You could also press F5 to add a new item)
 3. Type a Statistic (eg Tackle) into the **Name** box.
 4. Click on the box next to **HotKey** and press a key (eg T) to indicate this statistic when tagging.
 5. Click **Update** (You could also press F2 to update an item)
- Repeat this step for each statistic.



1. Click **Games**
2. Click **Add** (You could also press F5 to add a new item)
3. Type a Game Name (eg v Melbourne) into the **Name** box.
4. Click the [...] button next to **Clip** and to browse for the video file of this game.
5. Click the [+] button to display the Player Selection Window. Double-click on each of the players in order to select them for this game. Then choose Update.

Note that by default, all statistics previously keyed into the "Statistics" table will display as maintainable in this game. You can add new ones or delete inappropriate ones here.

6. Click **Update** (You could also press F2 to update an item)

Now click the **Video** tab and the video will display.

Use the “VCR-type” buttons underneath the video display to Play, Pause, Stop etc.

When the game is playing you are able to click on the players and the Statistics on the left then **New** button to “Tag” the events in the video

Alternatively use the “Hot Keys” previously setup against the Player or the Statistic and use the **Enter** key to register the tag.

Be aware that as soon as either a statistic or player is selected, the system will record the instant as the time that the event takes place.

For example, to tag players making a tackle – At the instant the collision takes place on the video file, press the “T” key (assuming you have set “T” as the Tackle hotkey). You then have time to determine the players that have made the tackle and key their hotkeys against the event. When you press **Enter** the system will register that tag into the database.

To make things a bit easier, there is a flag on the Tools>Controls menu called **Retrace**. If this flag is ticked when you begin the tagging process, you will find that once you hit **Enter** to accept a tag, the video will skip-back to the instant of that tag taking place. This allows you as much time as you wish to determine who the players are that have made the tackle etc and then let you look at the next event.

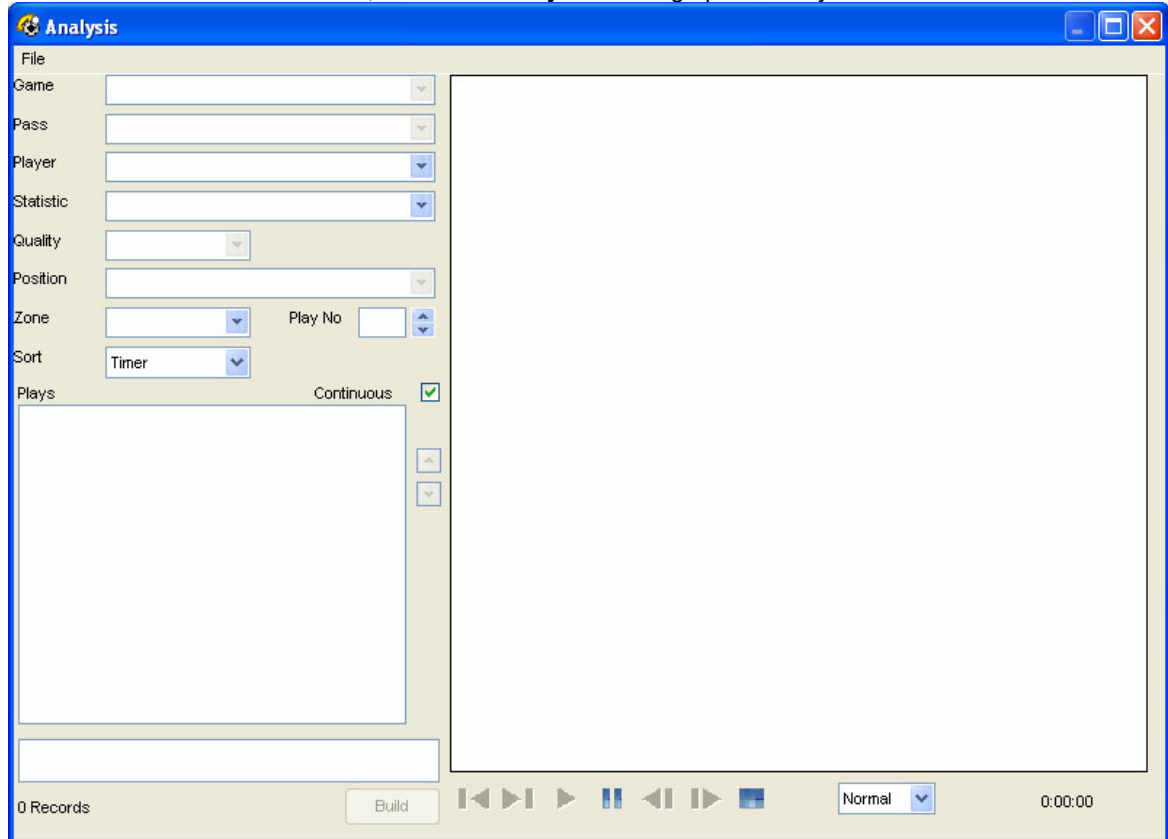
Remember you can go back over the same video and either correct or add more tags.

To correct a tag, click on the tag in the “Plays” window. This will pause the video at the instant that this tag has been registered. You are then able to either modify the player or the statistic. Eg you tagged the wrong player against an event or the player performed a “Missed tackle” instead of a tackle. When happy with an individual tag, clicking **Change** or hitting **Enter** will register those changes.

To remove a tag completely, click on the tag in the Plays Window and press **Del** key. The system will ask you to confirm that you wish to delete that tag.

When you are happy with the tagging process, now what??

Click **Tools** from the main Menu, then click **Analysis** to bring up the Analysis Window.



Click on a player (and/or) statistic to show all tags selected.
Click in the “Plays” window to play each tag individually.

As you begin to add more games and more clips, the other drop-down boxes for **Game**, **Player** and **Statistic** come into play allowing you to narrow down the selection of tags from only one game etc. By having the “Continuous” flag set on this screen, the system will step through playing each of the tags in the display window. If this flag is unchecked, the system will just play on the entire video from the point of the event.

The time shown before and after the instant of a tag is globally determined in the “Tools>Controls” screen as “Seconds Before” and “Seconds After”.

You can override these controls by statistic by modifying the “Seconds Before” and “Seconds After” in the Statistics table. Obviously the clip of video that you view on a player you have tagged as “Handling the Ball” (a catch and pass) is different to that of a player making a tackle or a carry.

Feel free to modify these increments and see the effect on the playback.

Should an individual tag obviously fall outside these increments (eg a player catches a pass and runs the entire length of the field to score a try taking more than the 4 seconds after a carry) you can flag an individual tag with a start and end time on that tag only. This is done during the tag process by using the “[” as start and “]” as end on the tag. This becomes evident during the tag process.

Or you can use the “Start” and “End” buttons in the Analysis Window.

By clicking the **Build** button, this allows you to enter a filename and all the tagged events will be built into a single mpg file for distribution.

You may build a file for every player in a game showing every instant that you tagged them in a particular game. This can be freely distributed to the players to play on their home computer running “Windows” and using “Windows Media Player”

It is also possible to play the file back out to the video recorder in the same way that you loaded the video onto the computer in the first place.