

DV-Coach Pro

This document is intended as an introduction and overview of the new module known as DV-Coach Pro. DV-Coach Pro is an adaptation of the Statsmaster system with new options and features.

Screen Overview

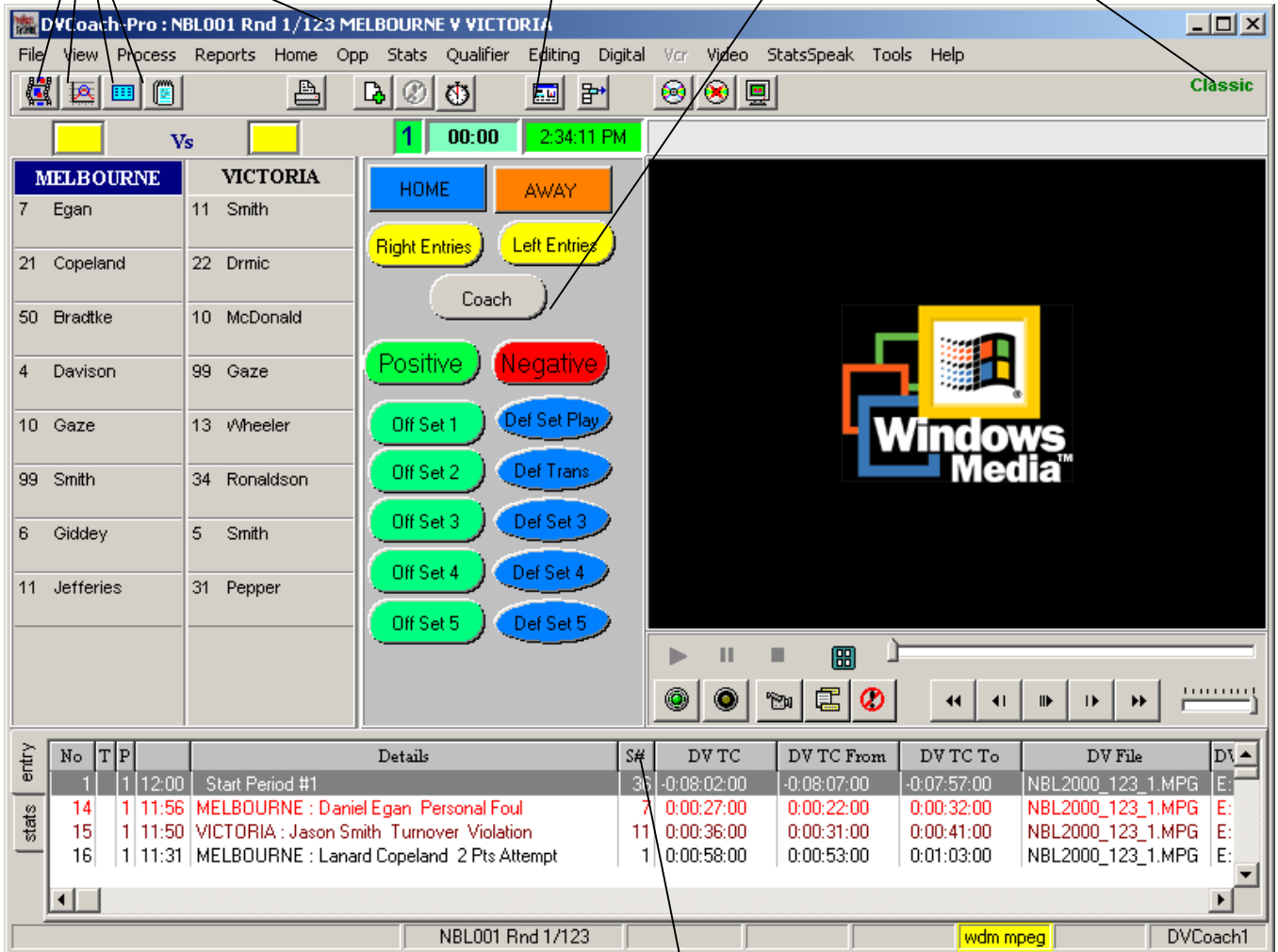
Screen view buttons (in viewer region)

View Stats Matrix

Configurable stats buttons

DbI click - Classic or Simple view button

Loaded Match



The order that transaction columns are displayed is also now configurable. Clicking in this area allows the column to be dragged to any position. This position will be saved and remain configured this way upon re-entry to the program. You may also resize player columns to give you more room for buttons if you wish.

Phases of Play

There are now two types of events that can be configured :

- Statistic codes
- Phase codes

In the statistic profiles, if you have PHA in the type field, it is considered a phase code. The difference being is that a phase has a discrete timespan.

Phase buttons are now included as part of the stats button. An example of a phase could be an Offensive Set Play. This phase starts, so the button is clicked (Button stays depressed – start TC is marked). Other stats are continuing to occur so these are also marked. When the Set play finishes, that button is clicked again, marking the finish of that set play (End TC is marked).

Phase stats are created by accessing 'stats codes and profiles' from the main page. Edit (or create) the stat, from this window set the **type** of stat to 'Phase'. This assigns the on/off properties to this stat.

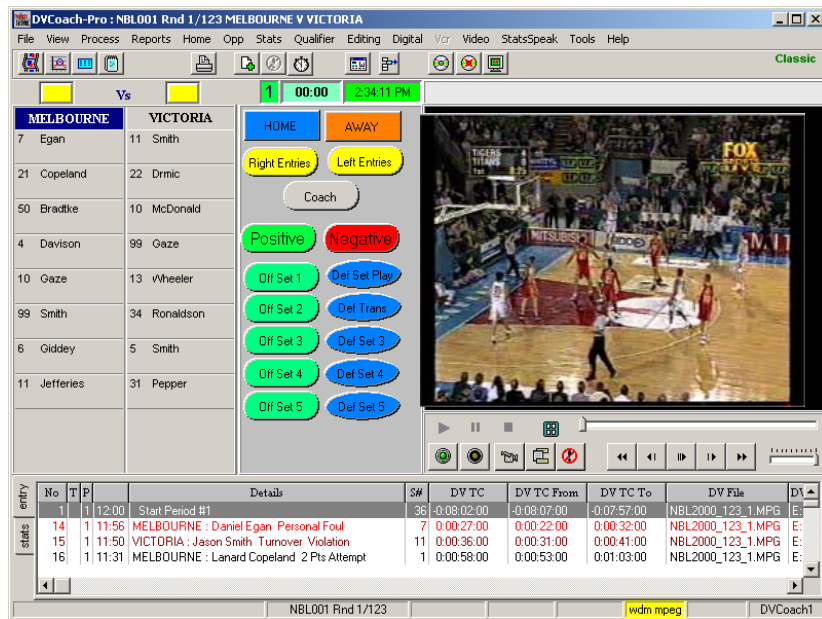
The menu option 'Process/All Phases OFF', which may be a useful if multiple phases are running and you wish to end them concurrently.

Entry Modes – Classic/Simple

There are two methods of entry modes that can be used, depending on the preferences and circumstances and you can easily toggle between the modes.

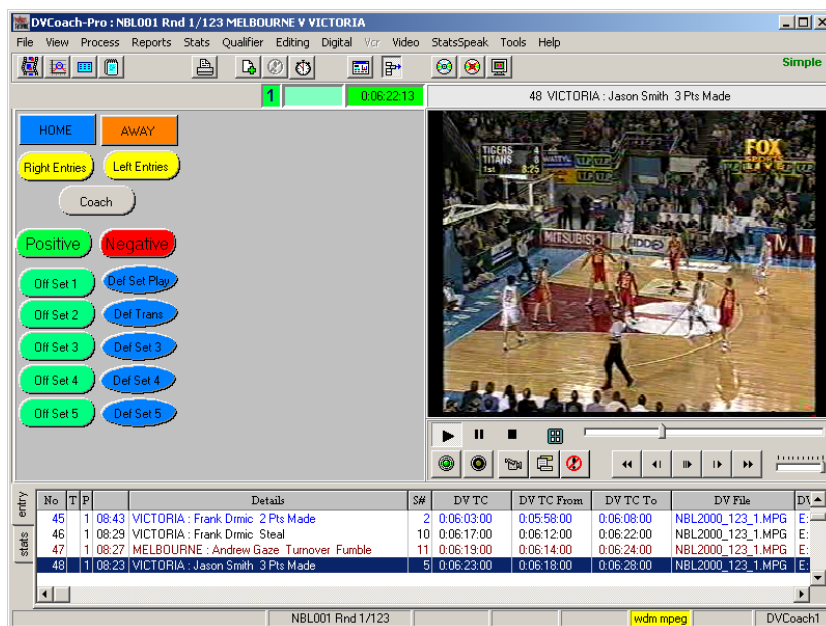
Classic Mode

This mode is the normal view that can be expected where match details, teams and players are configured for use.



Simple Mode

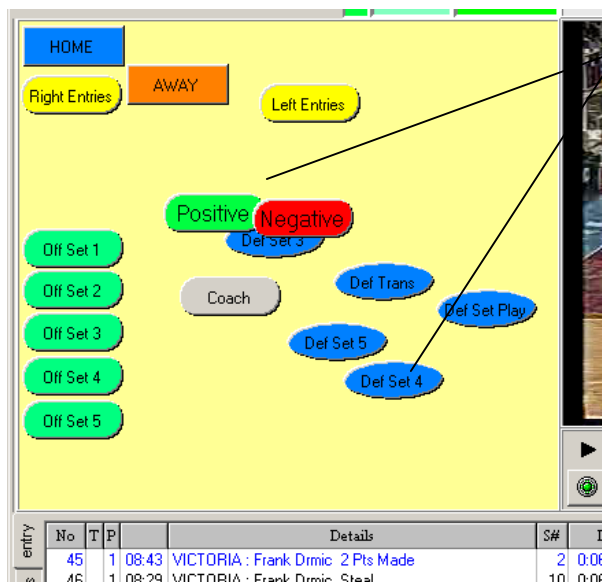
If you wish to do some very basic entry that does not require any formal or complex recording of statistics (eg. scouting opponents, training sessions) and may simply be logging of phases, generic events, etc



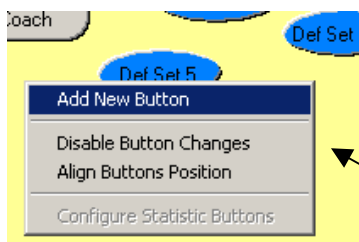
The buttons function in exactly the same way.

Configuring Stats buttons – As Required

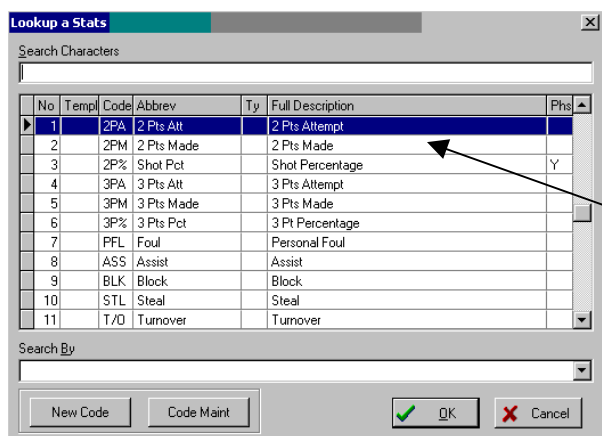
Double clicking (or Right click – enable button changes) within the button area puts it into edit mode. This allows you to configure your buttons. The background colour is displayed as yellow to indicate this.



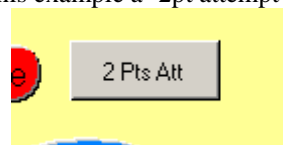
Buttons can be dragged to any position.



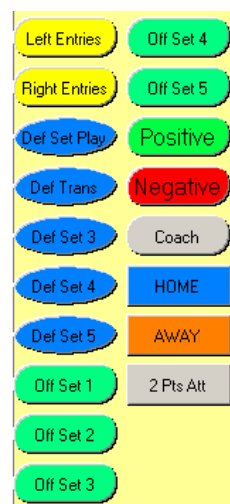
Right click brings up this menu.

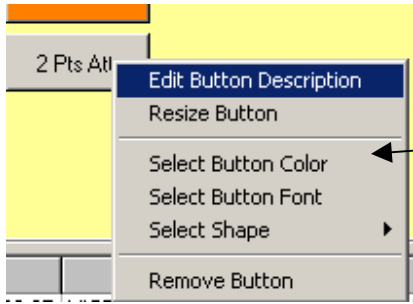


This window appears when 'add new button' is selected. This accesses the stats profile in your system. Any stat appearing here can be added as a button (and any stat can be added). In this example a '2pt attempt' button is added.



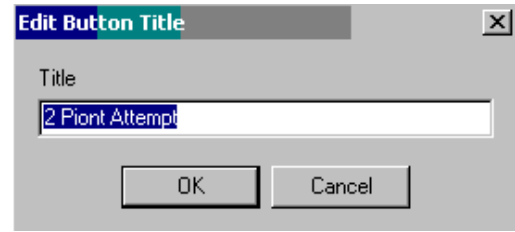
When 'Align Buttons Position' is selected the buttons are re-arranged in this manner.



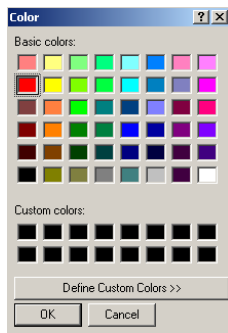
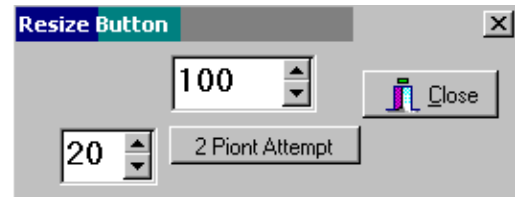


Individual button size, shape and colour can also be configured. To access this, right click on the button. This brings up this menu.

Selecting 'Edit button description' brings up this window. Enter the new text you want the button to display.

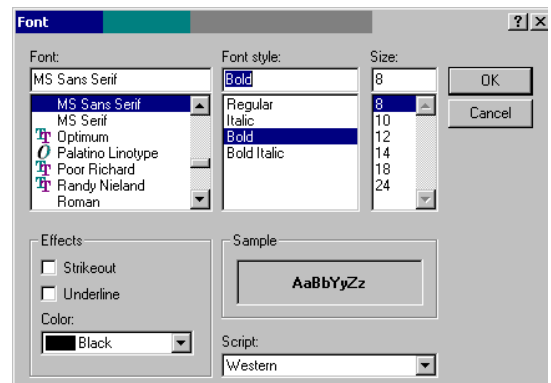


Selecting 'Resize Button' brings up this window. Enter the desired height and width (in pixels). A visual of the button is displayed.

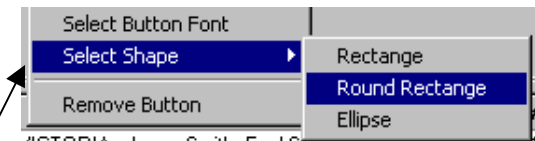


Selecting 'Select Button Color' brings up this window. Choose the color you want.

Selecting 'Select Button Font' brings up this window. Choose your font, style and size.



Selecting 'Select Button Shape' allows you to choose from 3 shapes.

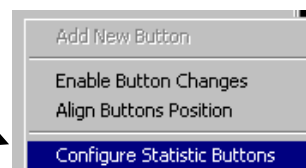


To remove a button, simply select 'Remove Button'



Configuring Stats buttons – As a group

To configure all the buttons, right click on the button area (when not in edit mode) and select 'Configure statistic buttons'.



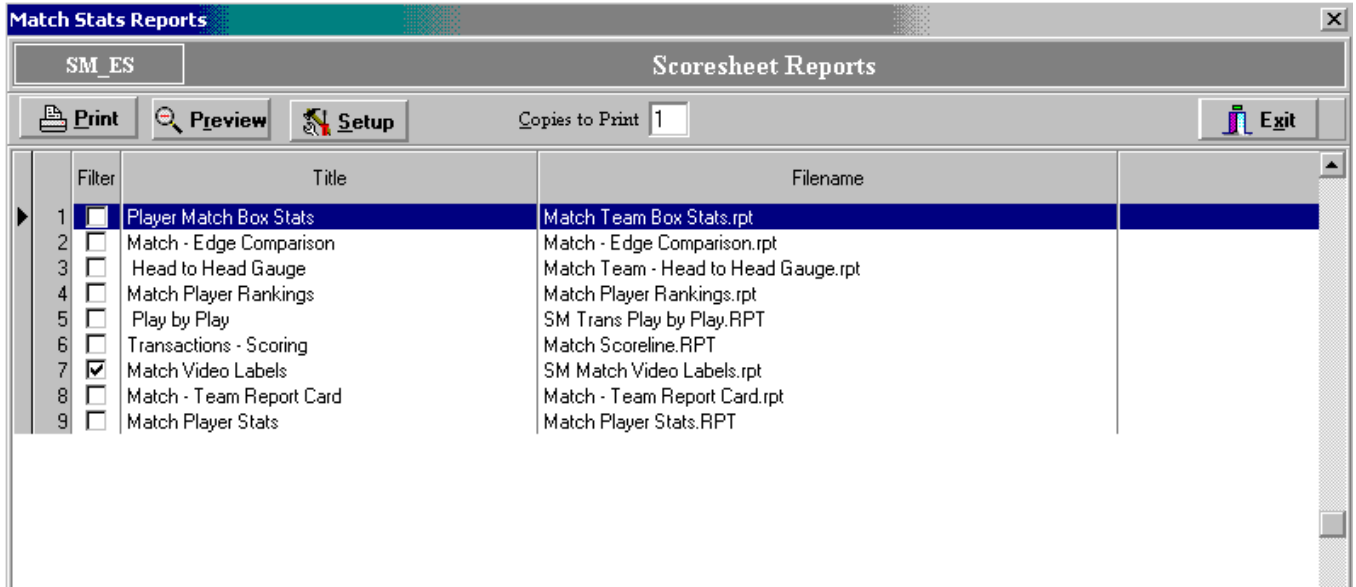
This window is opened and allows for the user to configure all the stats buttons. This is the easiest method to configure all the buttons at once. Individual modifications can be made using the above methods.

Using this table is easy. Select each stat and then fill in the details as required for each field.

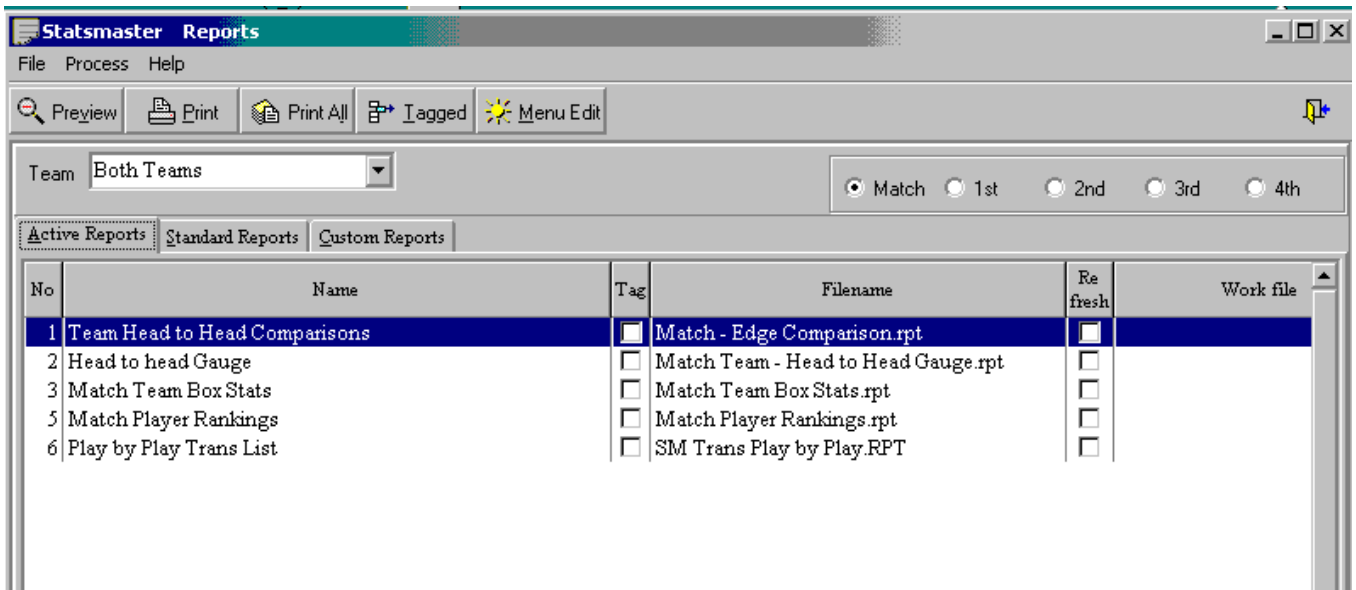
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...	2PA	2 Pts Attempt	2 Piont Attempt	0	30	75	255	27	255	MS Sans Serif	<input type="checkbox"/>		8	0	
2	2PM	2 Pts Made	2 Pts Made	1	30	75	293	30	33023	Ms Sans Serif	<input type="checkbox"/>		8	0	
27	LFT	Left Entries	Left Entries	1	30	75	8	1	65535	Ms Sans Serif	<input type="checkbox"/>		8	0	
28	REN	Right Entries	Right Entries	1	30	75	43	1	65535	Ms Sans Serif	<input type="checkbox"/>		8	0	
31	DS1	Defensive Set Plays	Def Set Play	2			78	1	16744448		<input type="checkbox"/>				
32	DS2	Defensive Transition	Def Trans	2			113	1	16744448		<input type="checkbox"/>				
33	DS3	Defensive Set #3	Def Set 3	2			148	1	16744448		<input type="checkbox"/>				
34	DS4	Defensive Set #4	Def Set 4	2			183	1	16744448		<input type="checkbox"/>				
35	DS5	Defensive Set #5	Def Set 5	2			218	1	16744448		<input type="checkbox"/>				
36	OS1	Offensive Set #1	Off Set 1	1	30	75	80	80	8453888	Ms Sans Serif	<input type="checkbox"/>		8	0	

Reports & Inquiries

There are two report menus available with the “standard” reports having a core suite of generic reports that will provide printed analysis of players/teams, etc

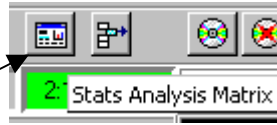


Additional and custom reports may be printed or previewed for the secondary menu. Custom reports can be easily added as necessary:



Stats Analysis Matrix

DV-Coach Pro now has a Stats matrix included as a tool to easily view and sort statistics by whatever stats code you desire. This is designed to be easily exported to spread sheet or for a coach to quickly check player stats rankings.



Click on this button to access the stats matrix.

Export stats to Excel

Click on any column header to sort in that order including club/player.

Create Export file

Reverse sort order (Descending/Ascending)

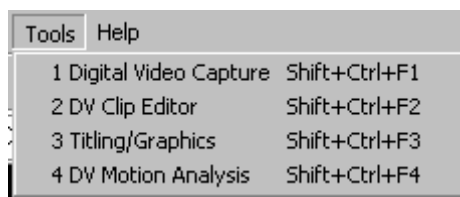
Filters

Current stat sorted by.

**** **NOTE** **** *This module is incomplete and still under development*

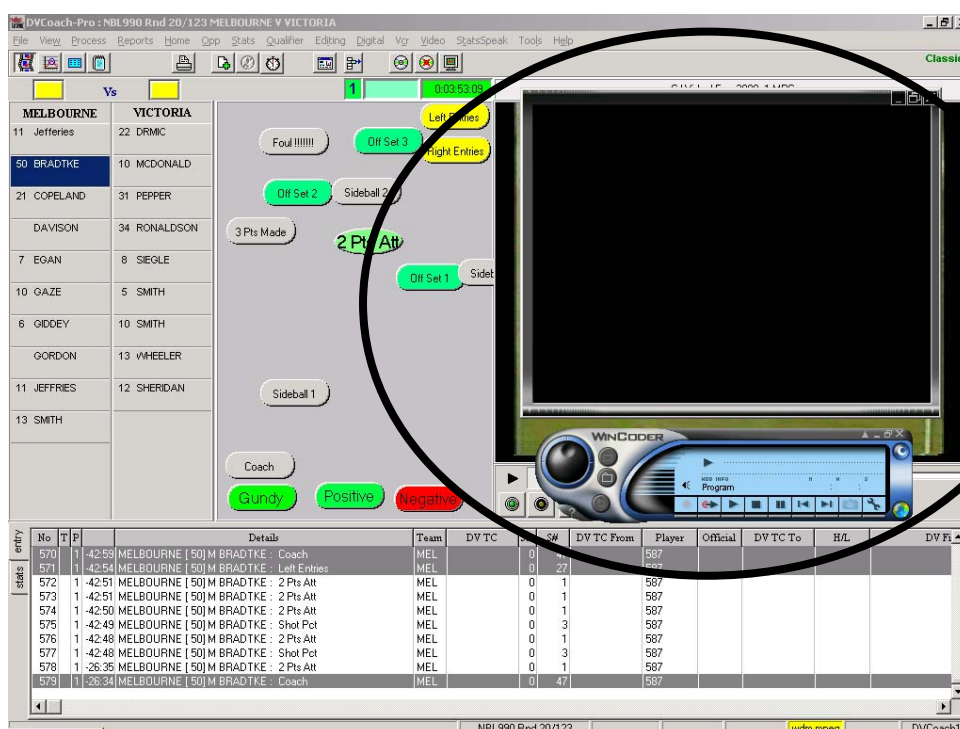
Companion Tools

A range of companion tools are automatically configured to work with DVCoach-Pro if installed as expected. The most important being the WinCoder capture module. These options can be found under the Tools menu.



DV-Capture – Wincoder

If installed, loading the Wincoder module will open the screen and control VCR panel. Position/move the capture window over the video window area so you are still in a position to log events/stats.



It can be used for live match capture whilst logging stats or back-office to capture footage post-game.

MPEG Clip Editor

The clip editor MyFlix XE or the more advanced M2-EDIT module can be configured to provide the ability to create and save highlight clips from the large game video files. This is done using the logged transactions placed in an EDL (Edit decision list) created in DV-Coach Pro and then importing them into My FlixXE or M2-EDIT.

Swinger – Motion Analysis

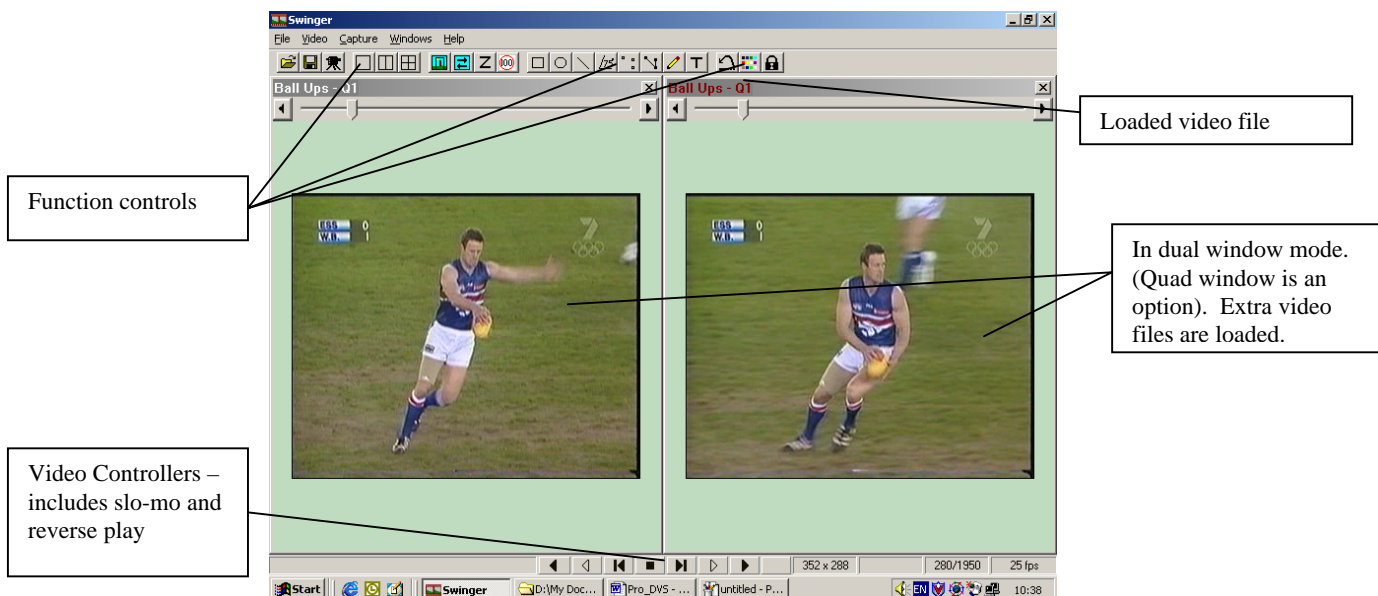
Swinger is computer software that allows easy analysis of motion. The program has a wide range of applications but is particularly relevant to sports coaching.

Using Swinger, coaches and athletes can readily capture and study aspects of a skill that are difficult or impossible to analyse using conventional analog video equipment.

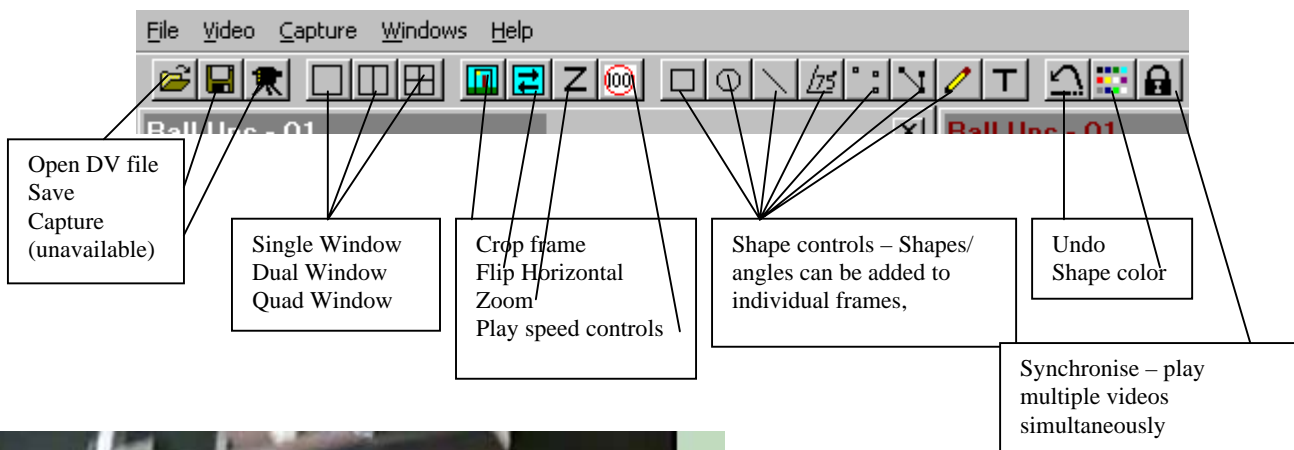
Swinger is a third party product that can be used for extensive biomechanical and motion analysis. Uses include technique analysis and motion comparison between players or previous performance. Other features include -

- overlay one video action on another - for example, position your golf swing, or that of your student, over that of a suitable leading professional;
- convert a right-handed action to left-handed;

- simultaneously display multiple windows of separate video clips - for example, the same video of a tennis serve from different angles;
- use slow motion and analyse video clips frame by frame;
- add geometric shapes to a video clip to emphasise important points throughout an action - for example, to illustrate the path of a clubhead throughout a golf swing or to draw the correct plane of the swing on the screen;
- annotate individual frames with instructional notes at any point on the screen - this allows a coach to note at the exact point of the screen a reminder of what the student is to practise;
- synchronise different video clips for comparison of various actions;
- create sufficiently small clips to email to a student; and print individual frames of a video clip.



Screen Modes / Features



Angles can be measured

Note: Small files created from batches in DV-Coach Pro are easy to manipulate and save changes to.

For skill/performance analysis specifically shot close up footage would be ideal.