



Quick Start Guide



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This document has been designed to guide you through setting up and using DV Coach.

First step – Installation

Two installation files need to be run.

1. Install Pro_SYS – the ProWess Sports database and reporting engine.

Browse to CD and double click on **Pro_Sys Setup.exe**

2. Install DV Coach.

Browse to CD and double click on **DV Coach for Basketball Setup.exe**

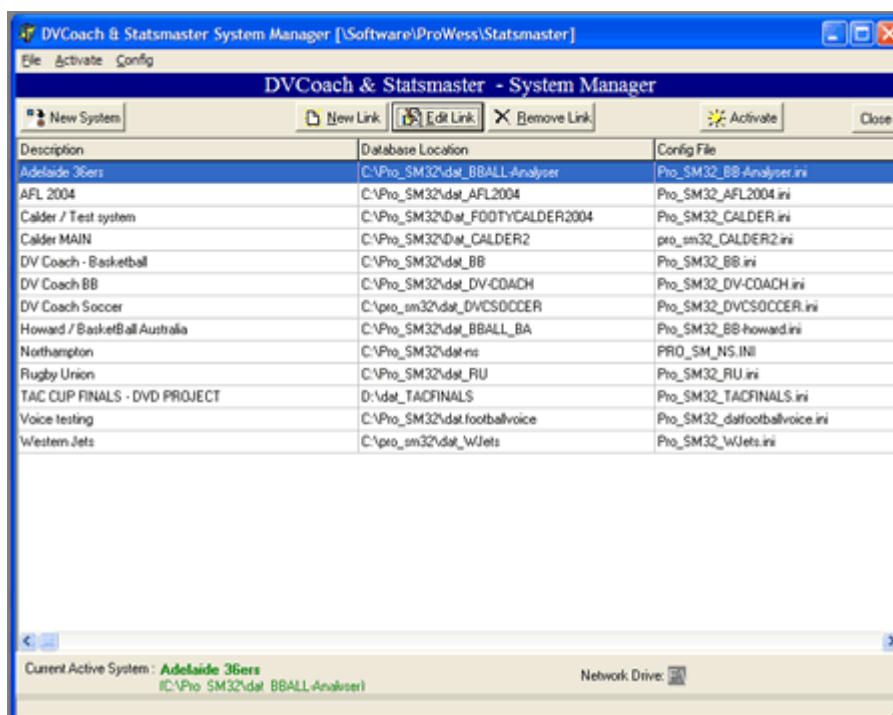
After DV Coach has been installed three desktop Icons are available. The System Manager, DV Coach and the DV Coach User guide (In Adobe PDF format).

Second Step – Set up system link.

To access the DV Coach System Manager – double click on the Desktop icon,

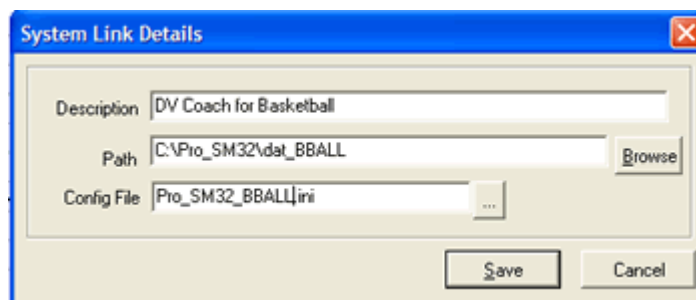


The following window is displayed. This screen is an example of a DV Coach system with 13 different systems setup.



DV Coach cannot be used unless one system is setup and activated. The DV Coach program needs to access information in the database, as well as in a configuration file. When DV Coach is first installed this setup of a system is performed.

To set up a link to an existing database, click . The following window is displayed.



Name the System in the Description field. Browse to the database folder or type the location in the Path field. The Config file needs to be in the C:\Windows folder. The button allows you to browse straight to the C:\Windows folder.

When 'Save' is clicked this new system will now appear in the System manger list.

Click 'Activate' to ensure this system is active.

Step 2 – Activate / Register DV Coach

Double click on the DV Coach desktop icon.



The following window will be displayed.

A screenshot of the DV Coach registration window. The window has a blue title bar with the text 'Registration' and 'DV Coach'. Below the title bar is the ProWess Sports logo and contact information: '49-51 Wyong Street, East Keilor, VIC, Aust 3033', 'Ph 61-3-9331 6811 Fax 61-3-9331 6822', 'Email : admin@prowess.com.au', and 'www.prowess-sports.com'. There are buttons for 'eMail Us' and 'WEB Site'. The main content area is titled 'Unregistered Copy' and contains a registration form with fields for 'Registered User', 'Address', 'Phone', 'Fax', 'Email', 'WEB', and 'Contact'. Below the form is a message: 'Please complete the form and forward the Lock Number provide below to ProWess Systems at the above contact addresses. You will then be supplied with the unlock KEY number to register your software for this PC'. There are two input fields: 'LOCK Number' (containing '3626 2D2C 4054 575A') and 'Unlock KEY Number'. At the bottom are buttons for 'View Licence', 'Print', 'Continue', and 'Skip'.

The lock number needs to be forwarded to emma@prowess.com.au and your unlock key number will be returned to you.

Each module in DV Coach need to be registered to be fully functional.

You will need an unlock number for each module you wish to use.

DV Coach Modules include:

- Main
- Scoresheet
- Transaction Processing
- Video Alignment
- Reports
- Deploy
- Cybersports Wizard

Step 3 - Login



To enter the program, double click on the desktop shortcut icon - **DVCoach** - this will bring up the following logon screen. Use the Login name **SYS** and **no password** and press **enter**, to get into the program.

A screenshot of the 'DV Coach Logon (US)' window. The window title bar is blue and contains the text 'DV Coach Logon (US)'. The main area has a grey background with a blue header bar that says '***** BASKETBALL - DEMO *****'. Below the header, the text 'Demo System' and 'DVCoach' is displayed. On the left is the 'ProWess Sports' logo. In the center, there are two input fields: 'Login Name' with 'SYS' entered and 'Password:' which is empty. To the right of the password field is a small icon of a hand with a plus sign. At the bottom, there are three logos: 'dvc coach', 'Ver 6.3.1.5 US', and 'ProWess Systems'. At the very bottom of the window, it says 'Ready: C:\Pro_SM32\dat_BB_DEMO'.

Main Screen

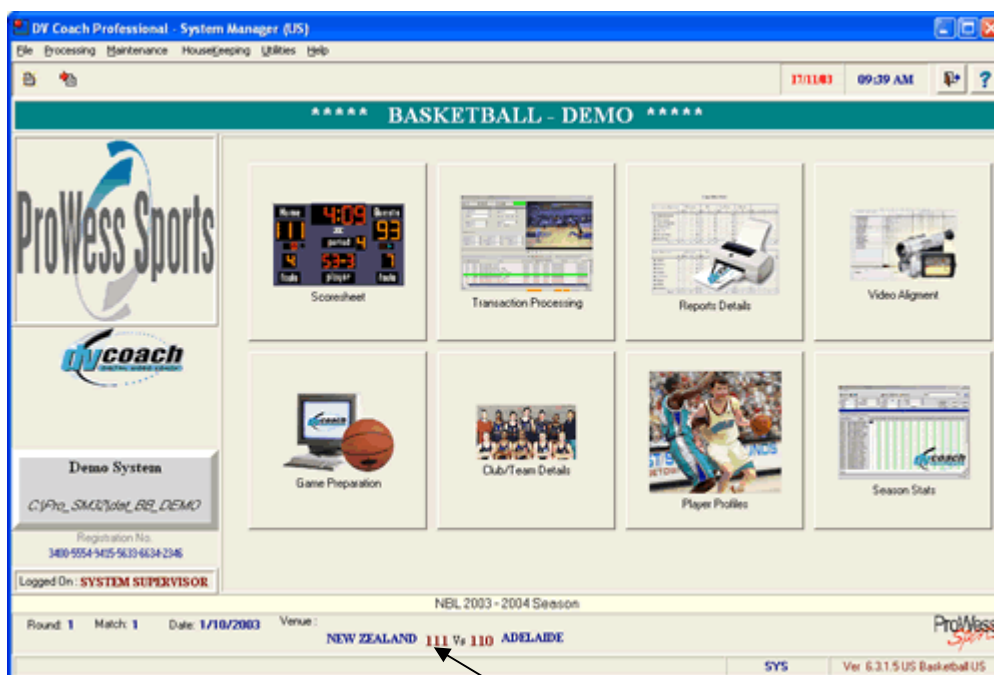
This screen provides the front-end to access all the areas of the program. The main buttons can be configured in any way you please and are usually configured to access the most commonly used areas of the program. All areas of the program can also be accessed through the drop-down menus.

The two main areas of DV Coach are **Scoresheet** and **Transaction Processing**. These modules have separate chapters describing the basic functions.

DV Coach requires that certain data be entered into the system. This is required as the framework around which stats can be entered on your game. This is all information that is required to create a game.

This required data (stored in databases) includes

- Competitions
- Teams
- Players
- Games



DV Coach has a currently loaded game, which is listed at the bottom of the screen. When you enter any module within the program, this is the game that you will be working on.

To put it into context the loaded game in the demo system you have installed is

- Competitions – NBL 2003 –2004 Season
- Teams – New Zealand Vs Adelaide
- Players – All the New Zealand and Adelaide from this game
- Games – Game 1

The game preparation, competition, team and player information is all entered here via the main screen. Video alignment and Season Stats have not been included in this demonstration version. Please check the full DV Coach user guide if you wish to learn more about these modules.

Use this main menu to access the main working modules of DV Coach - **Scoresheet** and **Transaction Processing**. Feel free to explore the Game preparation, Club and Player entry modules.

Note: Each Module needs to be unlocked / registered with ProWess Sports. Please refer to the full DV Coach user guide if you wish to learn more about these modules.

Scoresheet

The Scoresheet module is the primary starting point for logging stats into the system. Put simply if you mark an event while the video is playing, the stat you logged and the timecode of the event on the video file is added to the database. The event will then contain a window of time – in this case 10 seconds – 5 seconds before the event and 5 seconds after it.

Each transaction is recorded by using a custom keyboard or simple mouse entry.

This timecoded information links the stats and the corresponding video event. As a result that transaction can be viewed instantly by double clicking on it. This accesses the event through the timecode. DV Coach then has the ability to filter on events allowing the user to view 'batches' of your choice.

The screenshot shows the DVCoach-Pro interface for a match between New Zealand and Adelaide. The top left shows the match details, including the score (5) and time (0:21:18:00). The top right shows the video playback time. The central area contains a grid of statistic buttons for various actions like 2 Pts Made, 3 Pts Made, F/T Made, etc. The bottom left shows the teams: NEW ZEALAND and ADELAIDE. The bottom right shows a list of transactions with columns for No, P, Details, PW, Stat, Ser, S1, S2, TC From, TC To, DV_File, and DV_Folder. The video player at the bottom right shows a basketball game in progress.

To log a stat select the player/team and the stat. When the button is clicked the details are automatically added to the transaction list.

Please feel free to log some events. They are automatically added as the next transaction. If the video is loaded and playing the DVTC (Digital Video Time codes) and the link to the video file is automatically assigned to that transaction. Now when this transaction is double clicked the event will play – it is set to play 5 second before and 5 second after the time.

Transaction Processing

The Transaction Processing module is where you can use the stats you entered in the Scoresheet module and set filters to view groups of events – called a **batch**. An example of a batch may be all of a player's 3 point attempts – this batch can be played and all these events viewed.

The process of creating batch video edits from this transaction event list is called filtering. The level to which filters can be applied is related to the depth that the stats were logged. The normal filters focus on these criteria - team, player, statistic and event. When a filter is applied the transaction list displays only the transactions that meet the filter criteria.

In the following example NEW ZEALAND player Casey FRANK - 2 pts MADE is the filter that has been applied.

Click on this button to **clear** all filters

Filter area Advanced filters

133 NEW ZEALAND : Casey Frank 2 Pts Made

Batch time = 0:00:40:00

Trans	Ty	T	Per	Elapsed	Details	DV_TC	TC_From	TC_To	DV_File	DV_Folder	S/Code	S/No	F
41	4	1	09:34		NEW ZEALAND : Casey Frank 2 Pts Made	0:04:37:00	0:04:32:00	0:09:42:00	NBL04_R1_M1_NZBvADE_Q1.mpeg	C:\Pro_SM32\2PM		2	61
45	4	1	09:34		NEW ZEALAND : Casey Frank 2 Pts Made ** DUNK **	0:05:05:00	0:05:00:00	0:05:10:00	NBL04_R1_M1_NZBvADE_Q1.mpeg	C:\Pro_SM32\2PM		2	61
49	4	1	09:34		NEW ZEALAND : Casey Frank 2 Pts Made	0:05:27:00	0:05:22:00	0:05:32:00	NBL04_R1_M1_NZBvADE_Q1.mpeg	C:\Pro_SM32\2PM		2	61
133	4	1	02:25		NEW ZEALAND : Casey Frank 2 Pts Made	0:17:09:00	0:17:04:00	0:17:14:00	NBL04_R1_M1_NZBvADE_Q1.mpeg	C:\Pro_SM32\2PM		2	61



Filtered transaction list Video Controls

Currently playing segment

Click on this button to play a selected batch.

Please feel free to explore the filtering. For your testing it will be best to focus on using the team, player, and stat filters. If a filter returns no results it means that the selected event did not occur.


For simple operation

- **Set a filter, this creates your batch in the transaction list.**
-  **Click on this button to play a selected batch.**
-  **Click on this button to clear all filters.**

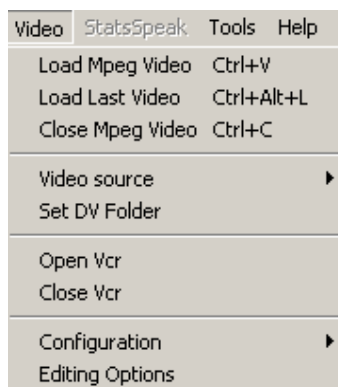
Loading and playing back the Video files within DV Coach

Digital Video (DV) is a vital component of the program. DV Coach uses a video window in both the Scoresheet and Transaction Processing Modules.



The corresponding DV file needs to be opened. To do this click on the  button and browse to the location of the DV file. Double click on the file name and the footage will load up and begin playing.

Alternatively it is also possible to load the DV file by double clicking on any event within the transaction list and the corresponding video will load up. You will need to Ensure the Video source is set. This controls how DV Coach accesses and controls the video file.



Video Source – Has 3 options that define where the DV file is stored and played back from. This option under normal circumstances should be set on 'From Database'

Specified Folder – If the stored location of the DV file has changed. You can set this and then do not need to adjust the transaction list.

From Database – The file location specified in each transaction. This is specified during the alignment/adjustment phase.

Current Active – When this option is selected the DV-TC fields will be applied to whatever video is currently active / playing.

Set DV Folder – The location for "Specified Folder" mentioned above is set here.

For this installation the loaded match when set to **From Database** is pointing to the **D:** drive and the video file is **NBL04_R1_M1_NZvADE.mpg**.

This means that DV Coach is looking for a file of that name (**NBL04_R1_M1_NZvADE.mpg**) at that location (**D:**). This can be altered by the alignment module.

Using the Video controllers - Scoresheet

These video controller buttons control your Digital Video. Developing a familiarity with their functions will streamline your use of DV.



1. Play 2. Pause 3. Stop 4. Record (see separate notes on recording) 5. Toggle video to full screen (Alt+Enter or Esc to toggle back) 6. Video time line bar – you can drag to any point in the video. 7. Mark Start Timecode 8. Mark End Timecode 9. Play selected segment 10. Play selected batch 11. Cancel current batch or segment. 12. Back 20 seconds 13. Back 5 seconds 14. Back half a second 15. Forward one frame 16. Back one frame 17. Forward half a second 18. Forward 5 seconds 19. Forward 20 seconds 20. Video speed controller – slow motion control.

Using the Video controllers – Transaction Processing

Several extra buttons are used in the transaction processing module.



21. Skip current playing segment **22.** Replay current segment **23.** Replay previous segment.



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