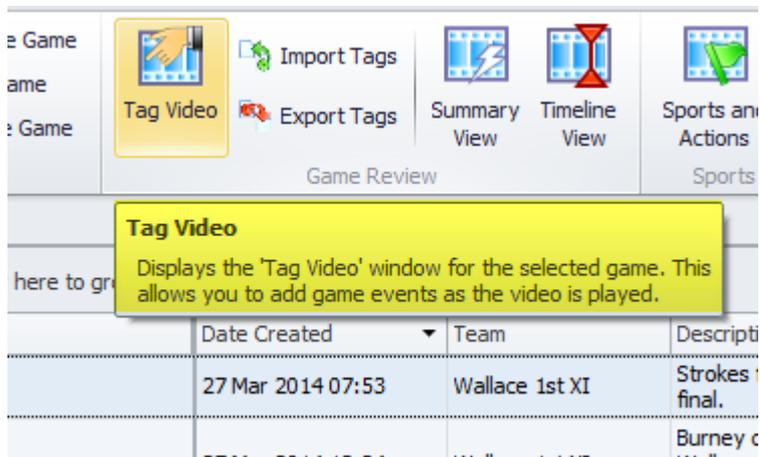


Contents

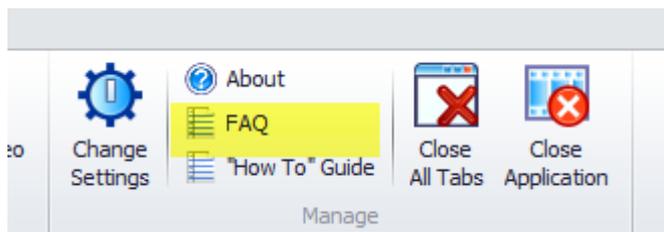
How to know what all the buttons do?	2
How to Create a Game.....	3
How to Delete a Game.....	5
How to Edit a Game	6
How to Add, Remove or Edit a Sport	7
How to Add, Remove or Edit a Team.....	9
How to Tag a Video.....	11
How to view the Summary.....	13
How to view the Timeline	14
How to filter “Tags” in the Timeline View.....	16
How to change the “grouping” in the Timeline View	18
How to export the selected clips	20
How to export ALL clips for a Game (by Player or Event).....	23
How to Compress / Convert a video format	26
How to remove the sound from a video.....	28
How to Join videos	30
How to Draw on a video	32
How to import iStatsManager tags to your StatsManager game.....	34
How to get your game video from your camera into StatsManager.....	37
How to setup the automatic export of video clips to Google Drive	38
How to setup the automatic export of video clips to Dropbox	40

How to know what all the buttons do? [\[Top\]](#)

1. All of the user interface elements in StatsManager have “Tooltip” help. To see a description of what any button does, simply hover the mouse over the button.
2. In the example below, the mouse is hovering (without clicking) on the “Tag Video” button which causes the extended “Tooltip” to appear.



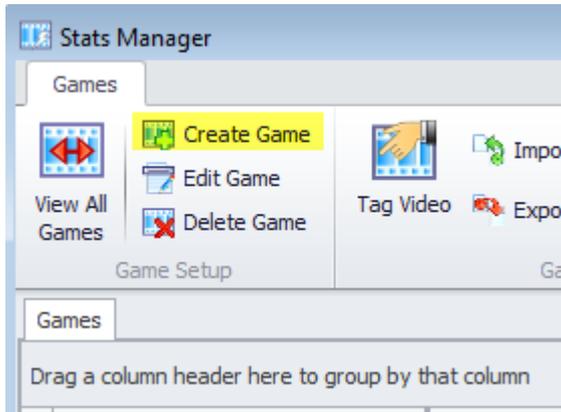
3. Another source of information is the “FAQ” (Frequently Asked Questions) which can be accessed from the main toolbar and answers the most common user Questions.



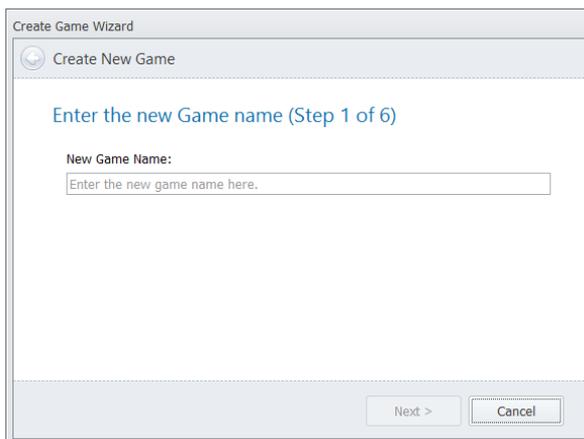
4. Read the remainder of the topics in this “How To” guide as all the major functionality is covered.

How to Create a Game [\[Top\]](#)

1. Click on “Create Game” to display the “Create Game” dialog.



2. Follow the steps in the “Create Game Wizard” to define the game name, team, sport and video file.



NOTE:

- The “Sport” and “Team” are picked from already existing Sports and Teams that you should have entered. If you have not done this, you will be offered the chance to create a new Sport or Team during the “Create Game Wizard”.
3. The “Game” you have created appears as the selected game in the list of games.

StatsManager "How To" Guide

Games

Drag a column header here to group

Game Name	
▶ U18's vs Scotland Game 1	20 Apr 2014 03:51
Burney Strokes	27 Mar 2014 07:53
Burney Final 2014	27 Mar 2014 12:24
Raphoe 3's	24 Mar 2014 12:16
TRR IHL	24 Mar 2014 11:12
...	...

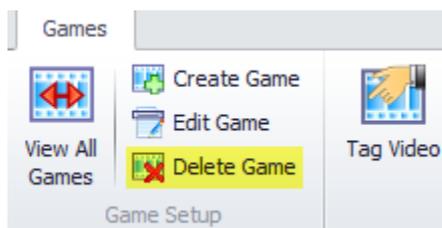
"New" game appears in list of games.

How to Delete a Game [\[Top\]](#)

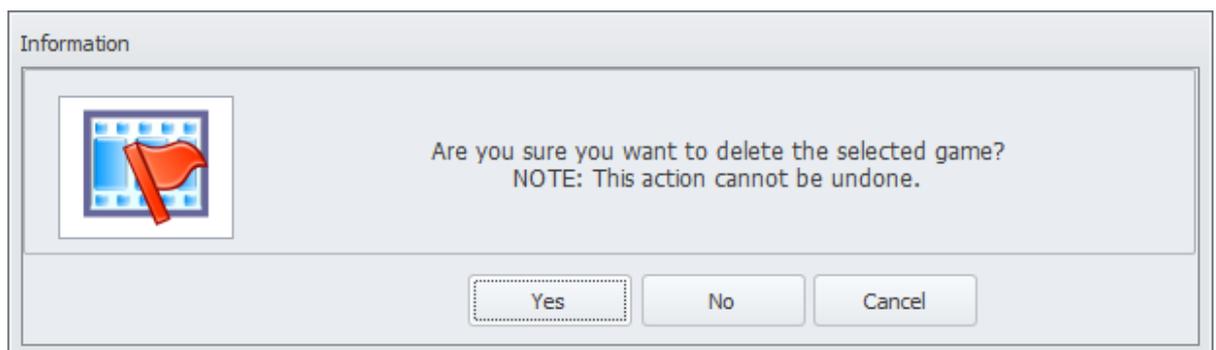
1. Select the game that you wish to delete from the list of games (e.g. the “Test Game” is selected in the image).

Games			
Drag a column header here to group by that column			
Game Name	Date Created	Team	Description
▶ Test Game	24 Apr 2014 04:37	Wed Night Trainers	A game for testing
U18's vs Scotland Game 1	20 Apr 2014 03:51	Ireland U18's 2014	First of the three matches against Scotland. Ireland Goals from Johnny McKee Madeley.
Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI	Strokes from the 2014 Burney final.
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI	Burney cup final vs. Bant Wallace won 4-1 on strokes drawing 3-3 aet.
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's	
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI	
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Club	

2. Click on the “Delete Game” button to delete the game.



3. The confirmation dialog will appear. Select “Yes” to delete.



NOTE:

This action will delete the Game settings and tags. It will NOT delete the game video.

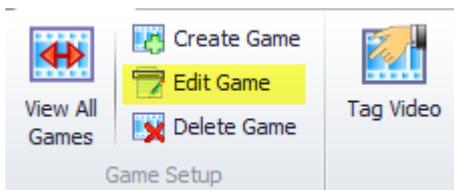
Once deleted the game tags cannot be recovered so be absolutely certain you want to delete the game.

How to Edit a Game [\[Top\]](#)

1. Select the game that you wish to edit from the list of games (e.g. the “Test Game” is selected in the image).

Games			
Drag a column header here to group by that column			
Game Name	Date Created	Team	Description
Test Game	24 Apr 2014 04:37	Wed Night Trainers	A game for testing
U18's vs Scotland Game 1	20 Apr 2014 03:51	Ireland U18's 2014	First of the three matches against Scotland. Ireland Goals from Johnny McKee Madeley.
Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI	Strokes from the 2014 Burney Cup final.
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI	Burney cup final vs. Bankfoot. Wallace won 4-1 on strokes drawing 3-3 aet.
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's	
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI	
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Club	

2. Click on the “Edit Game” button to edit the game settings.



3. The “Edit Game” dialog will appear.

The 'Edit Game' dialog box contains the following fields and controls:

- Name:** Text input field containing 'TRR IHL'.
- Sport:** Dropdown menu set to 'Football'.
- Date:** Text input field containing '24/03/2014'.
- Team:** Dropdown menu set to 'Garvey 1st XI'.
- Description:** Large text area for entering details.
- Video File:** Text input field containing 'TRR IHL 23Mar2014 W3-1.mp4' and a 'Select...' button.
- Buttons:** 'OK' and 'Cancel' buttons are located on the right side.

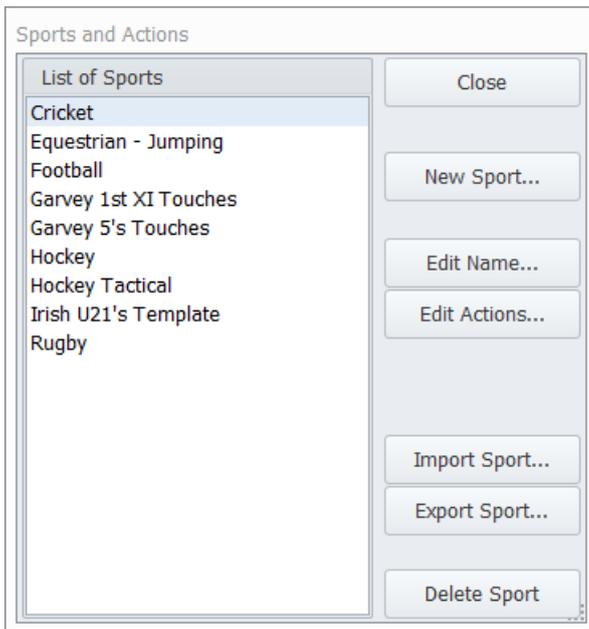
Edit the settings as desired then press “OK”.

How to Add, Remove or Edit a Sport [\[Top\]](#)

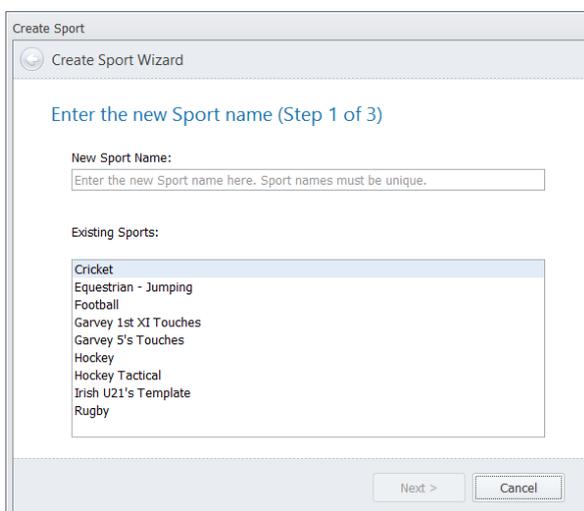
1. Click on the “Sports and Actions” button.



2. A list of the existing Sports will be shown.



3. To create a new sport, press the “New Sport...” button. The “Create Sport Wizard” will be shown. Follow the steps as indicated to create a new sport. Sport names must be unique.



StatsManager “How To” Guide

- To edit the “Actions” for a specific sport choose the “Edit Actions...” button. The “Edit Action Details” wizard will appear too allow you to change the defined Actions for the currently selected sport.

The screenshot shows a dialog box titled "Edit Sport Actions" with a sub-header "Edit Action Details (Step 1 of 2)". It contains the following elements:

- New Action Name:** A text input field with the placeholder "Enter a new Action here" and an "Add To Sport" button.
- Description:** A text input field with the placeholder "Enter the new Action description here".
- Existing Actions:** A list box containing the following items: Cross, Free Kick, Goal Against, Goal For, Offside, Penalty, Shot off Target, Shot on Target, Tackle, and Turnover. To the right of the list are "Edit Selected" and "Delete Selected" buttons.
- Show Action Descriptions:** A checkbox at the bottom left.
- Navigation:** "Next >" and "Cancel" buttons at the bottom right.

- To remove a sport, select the sport to be removed and press the “Delete Sport” key.

NOTE:

Sports cannot be deleted if they are still being used within a game.

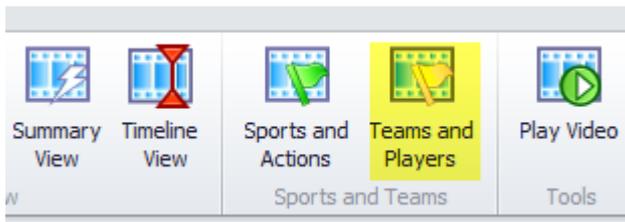
- To change the name of a specific sport, choose “Edit Name...” and follow the instructions when the “Edit Sport Name” dialog is displayed.

NOTE:

If you want to have different sets of actions for the same sports simply create a number of sport templates with slightly different names. For example, “Football – Senior”, “Football – U18” and “Football – junior” are all valid sports names but could have totally different actions defined.

How to Add, Remove or Edit a Team [\[Top\]](#)

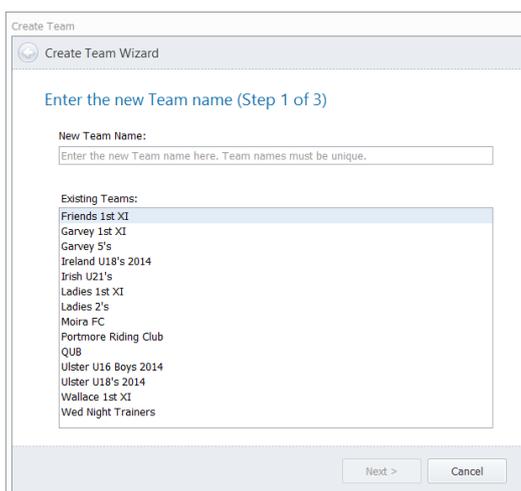
1. Click on the “Teams and Players” button.



2. A list of the existing teams is displayed.



3. To add a team, choose “New Team...” to display “Create Team Wizard”. To create a team follow the steps indicated. Team names must be unique.



4. To edit just the players in a team, choose the “Edit Players” button to display the “Edit Player Details” wizard. Follow the indicated steps to add, remove or edit player details for your team.

StatsManager “How To” Guide

Edit Player Details

Edit Players Wizard

Edit Player Details (Step 1 of 2)

New Player Name:

e-Mail Address: Currently Selected in Team

Players (22 in team, 19 selected)

- Andy Hye
- Andy Watt
- Connor Baird
- Craig Getty
- Darren Scott
- Darryl Scott
- Finn Harkin
- Finn McCrory
- Grant Hayes
- James Brown
- John McCullough
- Mark Murray
- Marty Rodgers

5. To remove a team, select the team to be removed and press the “Delete Team” button.

NOTE:

Teams cannot be deleted if they are still being used within a game.

7. To change the name of a specific team, choose “Edit Name...” button and follow the instructions when the “Edit Player Details” wizard is displayed.

NOTE:

Only “Currently Selected in Team” players are shown when in the “Tag Video” window.

E-mail addresses for the team make it easy for StatsManager to send out group e-mails to your team.

How to Tag a Video [\[Top\]](#)

1. Select the game you wish to tag from the list of games (e.g. TRR IHL in this example).

Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Cl
Wed Night 2nd Period	14 Mar 2014 05:33	Wed Night Trainers
Burney Cup Semi Final 2014	13 Mar 2014 08:57	Wallace 1st XI
McCullough Cup Final Goals	12 Mar 2014 02:34	Wallace 1st XI

2. Click on the “Tag Video” button.



3. The “Tag Video” window appears.

4. As the video plays click on the “Player Name” for each time they touch the ball. Each time you click on the button a “Tag” is created for that player at that point in the video.
5. If a “team event” (such as “Goal For” or “Goal Against”) occurs, click on the appropriate “Action” and a “Tag” is created for the “Team” at that point in the video.

StatsManager "How To" Guide

6. Use the video controls to slow down / speed up the replay of the video as required.

NOTE:

You can also use the "hot keys" to control the replay of the video. Pressing the "z" key moves the video back 3 seconds, "x" moves the video forward three seconds.

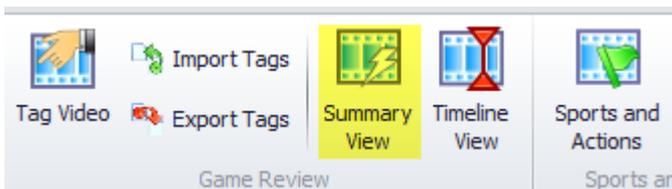
7. You DO NOT have to tag the video "all at once". Each "Tag" event is a separate item and they can be added at any time.
8. "Tag" event types can also be modified later when reviewing in the "Timeline" window if an error is made so there is no need to be concerned if the occasional "mis-tag" occurs.

How to view the Summary [\[Top\]](#)

1. Select the game that you wish to view from the list of games (e.g. U18’s vs Scotland Game 1 in this example).

Games		
Drag a column header here to group by that column		
Game Name	Date Created	Team
U18's vs Scotland Game 1	20 Apr 2014 03:51	Ireland U18's 2014
Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Club

2. Now click on the “Summary View” to see an “at a glance” overview of the game.



3. The “Summary View” is generated automatically (example below)

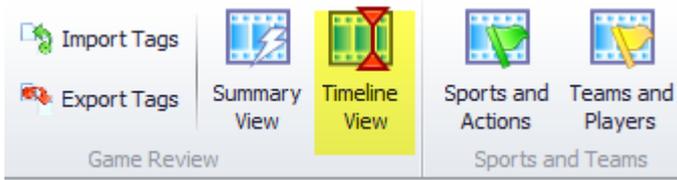
Player	Basics Error	Goal Against	Pass Complete	Pass Incomplete	Shot Off Target	Shot on Target	Tackle Win	Touches	Turnover	Player Total
Aaron Reid	0	0	8	0	0	0	2	0	0	10
Alex Burns	0	0	13	1	0	0	0	0	5	25
Daniel Nelson	2	0	4	0	0	0	0	0	0	9
Darragh Walsh	0	0	0	0	0	0	0	0	0	29
Freddie Morris	3	0	0	1	0	0	0	0	4	11
James Milliken	0	0	0	0	0	0	0	2	0	2
Jamie Carr	0	0	0	0	0	0	0	1	0	1
Johnny McCormack	0	0	0	0	0	1	4	0	5	19
Johnny McKee	0	0	0	0	0	0	0	30	1	31
Julian Dale	0	0	2	0	0	3	4	0	0	11
Keith O'Hare	0	0	0	0	0	0	0	40	0	40
Luke Madeley	0	0	0	0	0	0	0	93	0	93
Mark McLeis	0	0	0	0	0	0	0	31	0	31
Neil Byrne	0	0	0	0	0	0	0	14	0	14
Peter McGibbin	1	0	48	4	0	0	9	0	7	69
Ryan Getty	0	1	1	1	1	1	3	0	2	9
Sean Murray	0	0	16	1	0	0	9	0	7	33
Simon Wolfe	3	0	3	0	0	1	1	0	0	8
Team	0	1	0	0	0	0	0	0	0	1
Ziggy Agnew	0	0	0	0	0	0	0	18	0	18
Event Total	11	1	107	9	1	6	40	258	31	

How to view the Timeline [\[Top\]](#)

1. Select the game that you wish to view from the list of games (e.g. U18’s vs Scotland Game 1 in this example).

Game Name	Date Created	Team
U18's vs Scotland Game 1	20 Apr 2014 03:51	Ireland U18's 2014
Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Club

2. Now click on the “Timeline View” to open the “Timeline View” window.



3. The “Timeline” window opens with the tags already grouped by “Player Name”.

StatsManager “How To” Guide

4. To view a single clip, double click on the “tag” and the video will move to the appropriate location and begin to play.
5. To view multiple clips, select multiple tags then press the “Play Selected Events” button to play all the tags one after the other as a series of clips.
6. The length of time that each clip plays for is controlled by value in the “Clip Display Time” box (just below the “Play Selected Events” button).

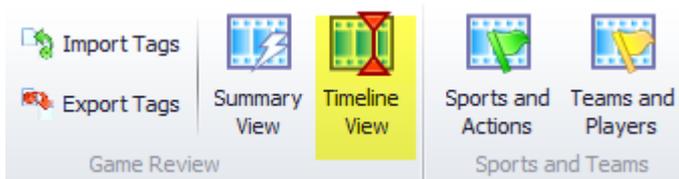


How to filter “Tags” in the Timeline View [\[Top\]](#)

1. Select the game that you wish to review/edit from the list of games (e.g. U18’s vs Scotland Game 1 in this example).

Games		
Drag a column header here to group by that column		
Game Name	Date Created	Team
U18's vs Scotland Game 1	20 Apr 2014 03:51	Ireland U18's 2014
Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Club

2. Now click on the “Timeline View” to open the “Timeline View” window.



3. The “Timeline” window opens with the tags already grouped by “Player Name”. To “filter” by a specific “Event Type”, enter that event name into the filter row. In the example shown the filter is for the “Turnover” action.

Player Name	
Elapsed Time	Event Name
00:00:00	Turnover
Player Name: Sean Murray	
	Turnover
	Turnover
	Turnover
00:43:32	Turnover
00:37:43	Turnover
00:16:25	Turnover
00:05:46	Turnover
Player Name: Ryan Getty	
01:00:55	Turnover
00:29:30	Turnover
Player Name: Peter McKibbin	
Player Name: Johnny McKee	

StatsManager “How To” Guide

NOTE:

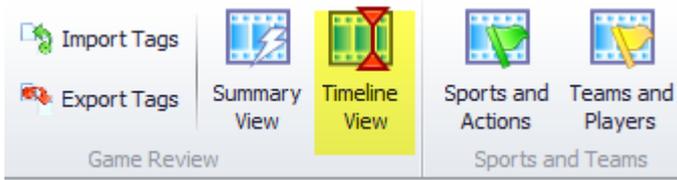
More than one filter field can be active if desired.

How to change the “grouping” in the Timeline View [\[Top\]](#)

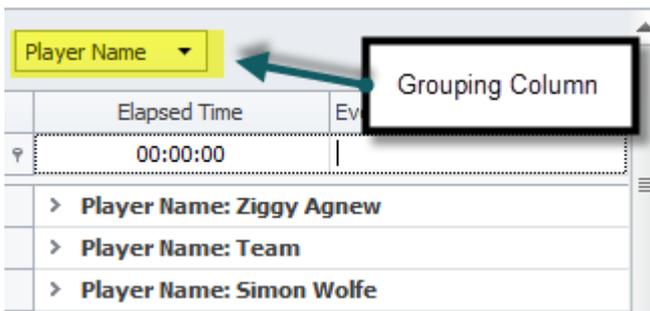
1. Select the game that you wish to view from the list of games (e.g. U18’s vs Scotland Game 1 in this example).

Games		
Drag a column header here to group by that column		
Game Name	Date Created	Team
▶ U18's vs Scotland Game 1	20 Apr 2014 03:51	Ireland U18's 2014
Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Club

2. Now click on the “Timeline View” to open the “Timeline View” window.



3. The “Timeline” window opens with the tags already grouped by “Player Name”.



4. To change this to “Event Name”, drag the “Player Name” column back to the column header row and drag the “Event Name” column header to the grouping area. This should look as below.

StatsManager "How To" Guide

Player Name	Elapsed Time
	00:00:00
> Event Name: Basics Error	
> Event Name: Goal Against	
> Event Name: Pass Complete	
> Event Name: Pass Incomplete	
> Event Name: Shot Off Target	
> Event Name: Shot on Target	

Now "grouped" by the "Event Name"

NOTE:

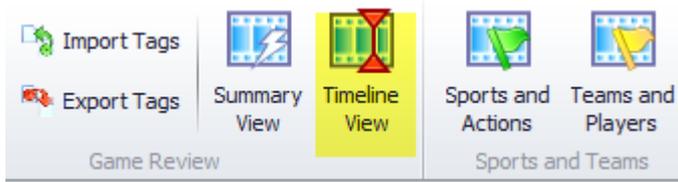
More than one column can be grouped at a time.

How to export the selected clips [\[Top\]](#)

1. Select the game that you wish to view from the list of games (e.g. U18’s vs Scotland Game 1 in this example).

Games		
Drag a column header here to group by that column		
Game Name	Date Created	Team
U18's vs Scotland Game 1	20 Apr 2014 03:51	Ireland U18's 2014
Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Club

2. Now click on the “Timeline View” to open the “Timeline View” window.



3. The “Timeline” window opens with the tags already grouped by “Player Name”.

Player Name	
Elapsed Time	Event Name
00:00:00	
> Player Name: Andrew O'Hare	
> Player Name: Daniel Nelson	
> Player Name: Fraser Rodgers	
> Player Name: Jack Wilson	
> Player Name: Josh Curragh	
> Player Name: Mark McNellis	
> Player Name: Ross Kelly	
> Player Name: Ryan Getty	
> Player Name: Scott McCabe	
▼ Player Name: Sean Murray	

4. Select the players whose clips you want to export.

StatsManager “How To” Guide

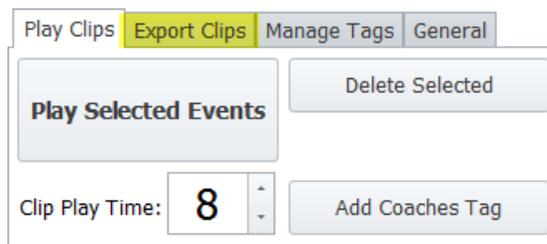
Player Name ▾	
Event Name	Elapsed Time
▼	0:00:00.000
>	Andrew O'Hare (9)
>	Coach (1)
>	Daniel Nelson (29)
>	Fraser Rodgers (4)
>	Jack Wilson (45)
>	Josh Curragh (29)
>	Mark McNellis (51)
>	Ross Kelly (69)
>	Ryan Getty (40)
>	Scott McCabe (14)
>	Sean Murray (56)
>	Team (4)

The example above shows “Mark McNellis”, “Ross Kelly”, “Ryan Getty” and “Scott McCabe” selected.

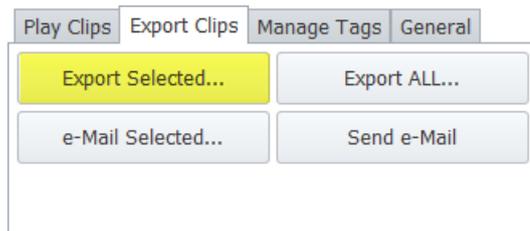
NOTE:

Clips do not have to be in one continuous block.

5. Now click on the “Export Clips” tab.

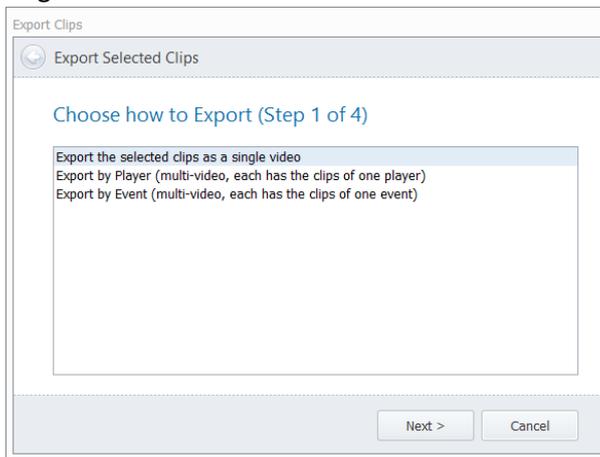


6. Followed by the “Export Selected...” button.



7. This displays the “Export Clips” wizard that guides you through the remainder of the export process.

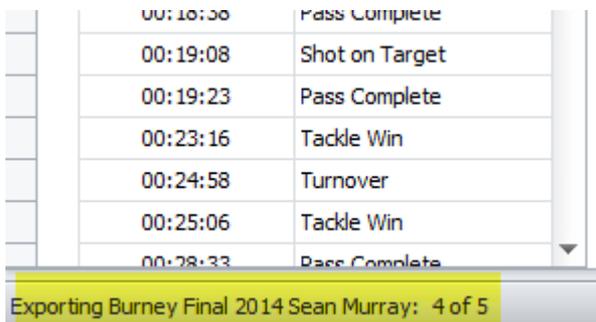
StatsManager “How To” Guide



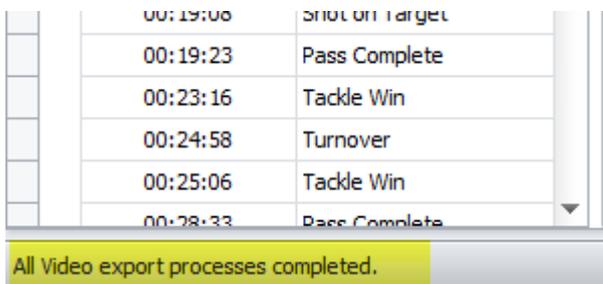
NOTE:

Selected clips can be exported in three ways.

- a) All the selected clips in a single video.
 - b) “By Player”, the selected clips are exported into multiple videos with all of the clips for each player in one file.
 - c) “By Event”, the selected clips are exported into multiple videos with all of the same events within one video.
8. Exporting of clips occurs as a background task as the videos normally have to be converted. Notifications on progress occur in the “Status” window area. Carry on tagging or using StatsManager while the video clips are being exported.



9. Once processing is complete a final message is displayed.



NOTE:

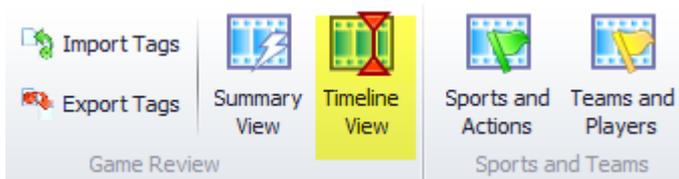
Exported video clips will be in the “My Documents\StatsManager\Videos\Exports” folder by default.

How to export ALL clips for a Game (by Player or Event) [\[Top\]](#)

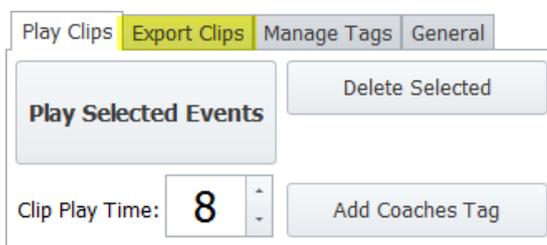
1. Select the game that you wish to export from the list of games (e.g. U18’s vs Scotland Game 1 in this example).

Games		
Drag a column header here to group by that column		
Game Name	Date Created	Team
U18's vs Scotland Game 1	20 Apr 2014 03:51	Ireland U18's 2014
Burney Strokes	27 Mar 2014 07:53	Wallace 1st XI
Burney Final 2014	27 Mar 2014 12:24	Wallace 1st XI
Raphoe 3's	24 Mar 2014 12:16	Garvey 5's
TRR IHL	24 Mar 2014 11:12	Garvey 1st XI
Laura Jumping	19 Mar 2014 02:30	Portmore Riding Club

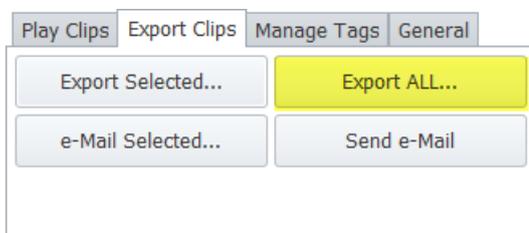
2. Now click on the “Timeline View” to open the “Timeline View” window.



3. Now click on the “Export Clips” tab.

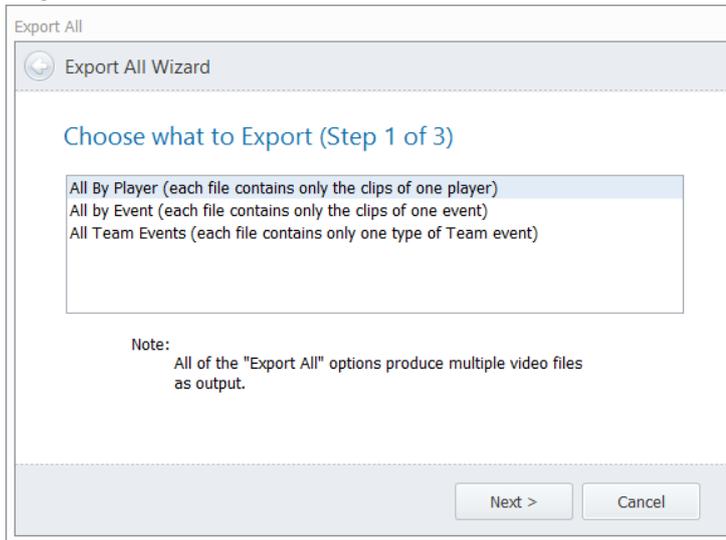


4. To export all clips click on the “Export All...” button.



5. This will display the “Export All” wizard that will guide you through the remaining steps.

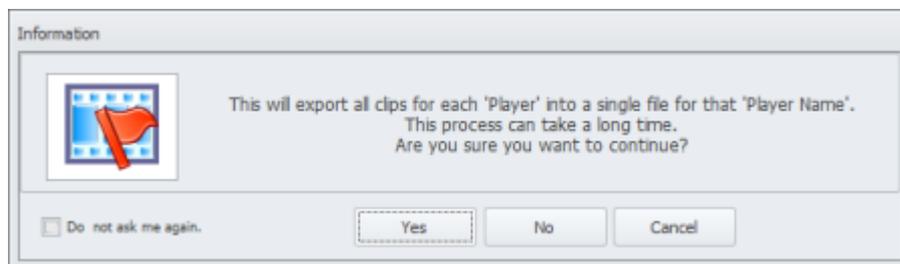
StatsManager “How To” Guide



NOTE:

Clips can be exported in three ways. All choices will produce multiple video files.

- d) “By Player, all the clips for each specific player in one file with the player name appended to the file name.
 - e) “By Event”, all the clips for each event type in one file with the event type appended to the file name.
 - f) “By Team”, all the “Team” for each team event with the specific “Team Event” name appended to the file name.
6. A confirmation dialog is displayed as this process can take a long time. Press “Yes” to continue.



The clips can be found in the “My Documents\StatsManager\Videos\Exports” folder in a sub-folder with the game name. So in the example for the game selected in “Step 1” the final location would be “My Documents\StatsManager\Videos\Exports\U18’s vs Scotland Game 1 Clips”

NOTE

The clip quality can be selected as one of the wizard steps.

7. Exporting of clips occurs as a background task as the videos normally have to be converted. Notifications on progress occur in the “Status” window area. Carry on tagging or using StatsManager while the video clips are being exported.

StatsManager "How To" Guide

00:18:30	Pass Complete
00:19:08	Shot on Target
00:19:23	Pass Complete
00:23:16	Tackle Win
00:24:58	Turnover
00:25:06	Tackle Win
00:28:33	Pass Complete

Exporting Burney Final 2014 Sean Murray: 4 of 5

- Once processing is complete a final message is displayed.

00:19:08	Shot on Target
00:19:23	Pass Complete
00:23:16	Tackle Win
00:24:58	Turnover
00:25:06	Tackle Win
00:28:33	Pass Complete

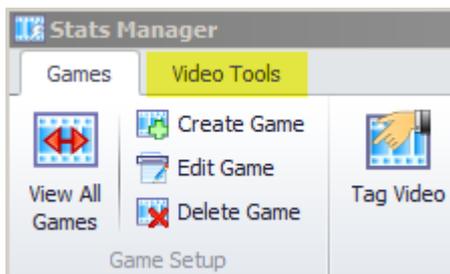
All Video export processes completed.

How to Compress / Convert a video format [\[Top\]](#)

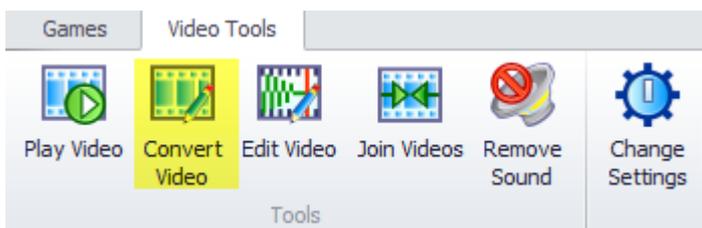
StatsManager will play any video format providing the correct “codecs” are installed on your computer so it is generally not necessary to convert video formats. However, sometimes the original video is so large that converting will dramatically reduce the size (e.g. from AVHCD format to .MP4 format).

So if you need to convert/compress perform the following steps:

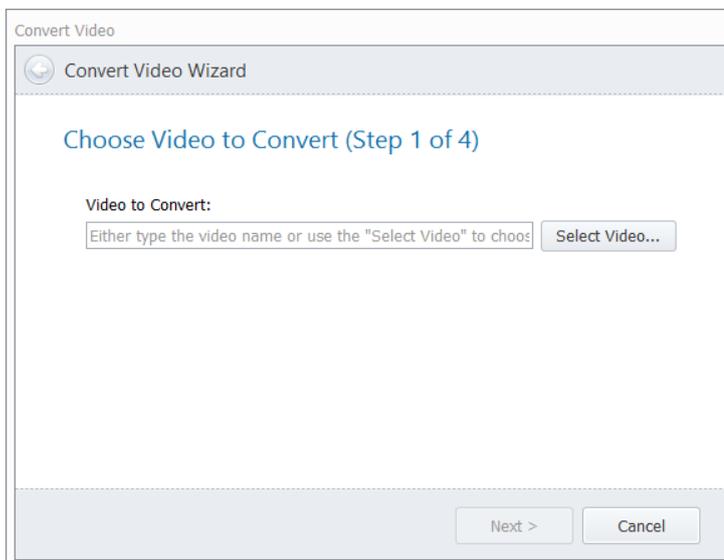
1. Click on “Video Tools” to display the “Video Tools” tab.



2. Click on “Convert Video” button to display the “Convert Video” dialog.

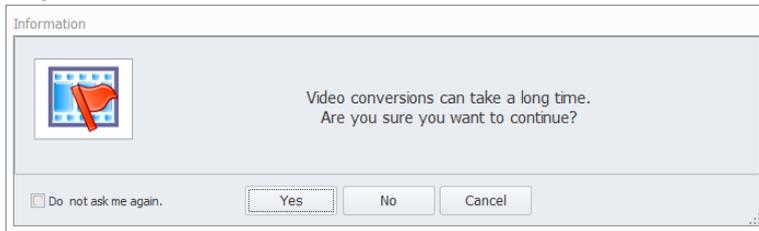


3. The “Convert Video” wizard is displayed that will guide you through the remaining steps.



4. When the wizard is completed successfully, the following message will appear.

StatsManager “How To” Guide



5. Conversion of videos occurs as a background task as the process can take a long time. Notifications on progress occur in the “Status” window area. Carry on using StatsManager while the video is being converted.

A screenshot of the StatsManager status window. It shows a table with two columns: time and event type. The table is partially obscured by a yellow highlight at the bottom. The text below the table reads "Exporting Burney Final 2014 Sean Murray: 4 of 5".

00:18:30	Pass Complete
00:19:08	Shot on Target
00:19:23	Pass Complete
00:23:16	Tackle Win
00:24:58	Turnover
00:25:06	Tackle Win
00:28:33	Pass Complete

Exporting Burney Final 2014 Sean Murray: 4 of 5

6. Once processing is complete a final message is displayed.

A screenshot of the StatsManager status window. It shows a table with two columns: time and event type. The table is partially obscured by a yellow highlight at the bottom. The text below the table reads "All Video export processes completed.".

00:19:08	Shot on Target
00:19:23	Pass Complete
00:23:16	Tackle Win
00:24:58	Turnover
00:25:06	Tackle Win
00:28:33	Pass Complete

All Video export processes completed.

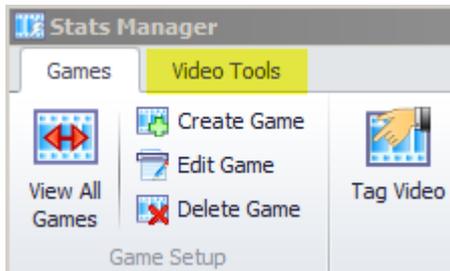
7. The newly created video can be found in the “StatsManager\Videos” folder.

How to remove the sound from a video [\[Top\]](#)

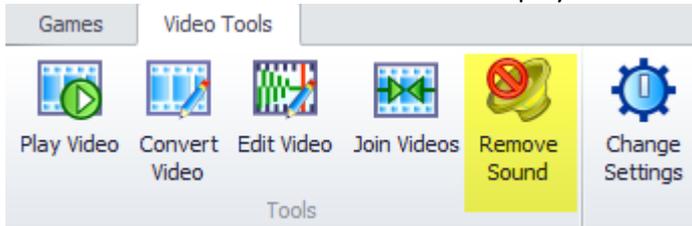
Sometimes it is convenient to remove the sound from a video file. For example, on a windy day, the camera may pick up the wind noise on the microphone or on other occasions you might want to remove any tactical comments picked up while recording.

To remove the sound from a video file, perform the following steps:

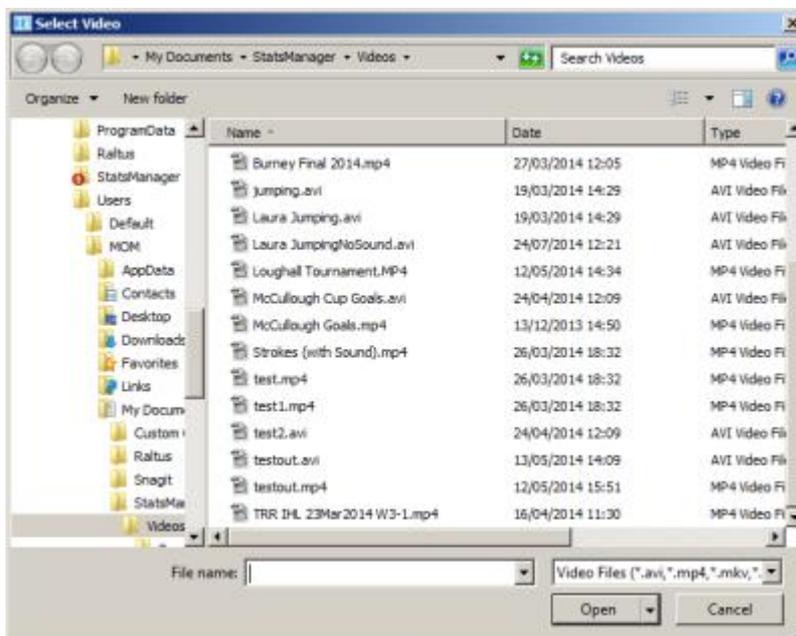
1. Click on “Video Tools” to display the “Video Tools” tab.



2. Click on the “Remove Sound” button to display the “Convert Video” dialog.



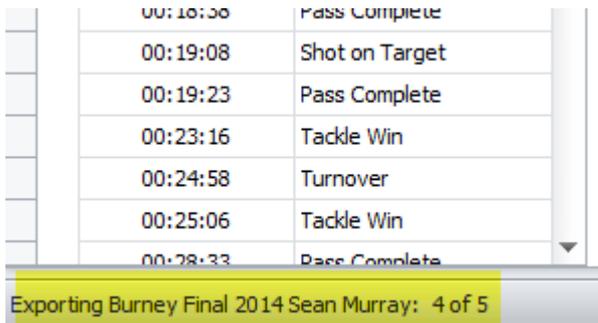
3. The “Select Video” dialog is displayed to allow you to choose which video to remove the sound from.



4. Pick or type the name of the video then press “Open”. A copy of the original video will be made with the additional name “NoSound” appended (e.g. if the original video was called “MatchOne.mp4” the new video will be called “MatchOneNoSound.mp4”).

StatsManager “How To” Guide

5. Creation of the new video without sound is very quick but does occur as a background task in case you are processing a very large video. Notifications on progress occur in the “Status” window area. Carry on using StatsManager while the video is being created.

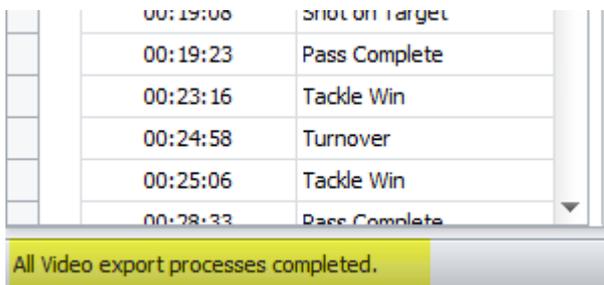


A screenshot of the StatsManager status window. It features a table with two columns: 'Time' and 'Event'. The table contains the following data:

00:18:00	Pass Complete
00:19:08	Shot on Target
00:19:23	Pass Complete
00:23:16	Tackle Win
00:24:58	Turnover
00:25:06	Tackle Win
00:28:33	Pass Complete

Below the table, a yellow status bar displays the text: "Exporting Burney Final 2014 Sean Murray: 4 of 5".

6. Once processing is complete a final message is displayed.



A screenshot of the StatsManager status window, identical to the previous one, but with a different status bar. The table data remains the same:

00:18:00	Pass Complete
00:19:08	Shot on Target
00:19:23	Pass Complete
00:23:16	Tackle Win
00:24:58	Turnover
00:25:06	Tackle Win
00:28:33	Pass Complete

The yellow status bar now displays the text: "All Video export processes completed."

7. The newly created video can be found in the “StatsManager\Videos” folder.

How to Join videos [\[Top\]](#)

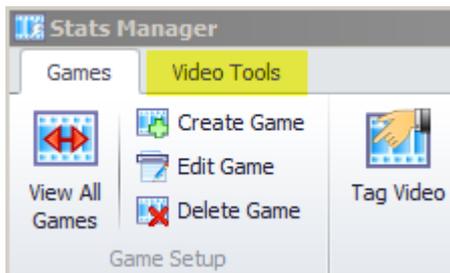
Sometimes match or game videos are recorded in multiple pieces (e.g. quarters or halves) and it is necessary to combine them into a single video so the whole game can be tagged as one continuous video.

NOTE:

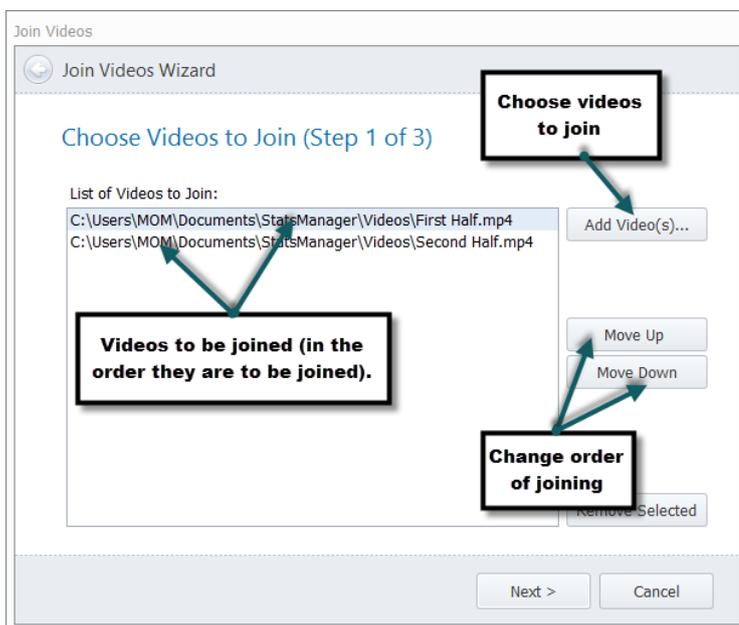
This is “good practice” anyway as it means that there is no “housekeeping” to do when looking for the file that contains the right portion of video for a specific incident during a game. Once joined, the whole game will be in one file.

To join multiple videos into one new combined video, perform the following steps:

1. Click on “Video Tools” to display the “Video Tools” tab.



2. The “Join Videos Wizard” is displayed that will guide you through the steps required to join videos. Firstly select the videos to be joined.



3. Then select the “output” name and follow the steps to complete the wizard.
4. Creation of the new “joined” video is a quick process but does occur as a background task in case you are joining very large videos. Notifications on progress occur in the “Status” window area. Carry on using StatsManager while the video is being created.

StatsManager "How To" Guide

00:18:30	Pass Complete
00:19:08	Shot on Target
00:19:23	Pass Complete
00:23:16	Tackle Win
00:24:58	Turnover
00:25:06	Tackle Win
00:28:33	Pass Complete

Exporting Burney Final 2014 Sean Murray: 4 of 5

5. Once processing is complete a final message is displayed.

00:19:08	Shot on Target
00:19:23	Pass Complete
00:23:16	Tackle Win
00:24:58	Turnover
00:25:06	Tackle Win
00:28:33	Pass Complete

All Video export processes completed.

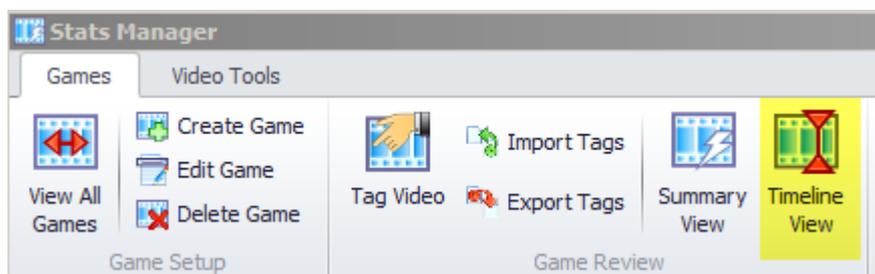
6. The newly created "joined" video can be found in the "StatsManager\Videos" folder.

How to Draw on a video [\[Top\]](#)

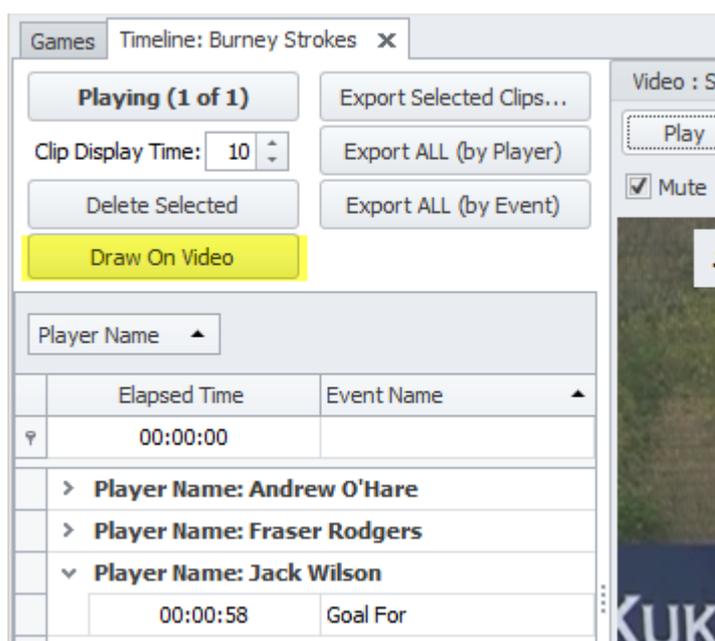
StatsManager allows you to draw (arrows, lines, circles, boxes and text) onto the currently playing video in the Timeline window. A snapshot of the current video frame is taken and a new drawing window is opened to allow editing.

This process is shown below.

1. Click on “Timeline View” for any video from the main “Games” tab.



2. The “Timeline View” will open for the selected game and the video for that game will begin to play. Once the video has reached the position that you wish to draw upon, press the “Draw on Video” button.

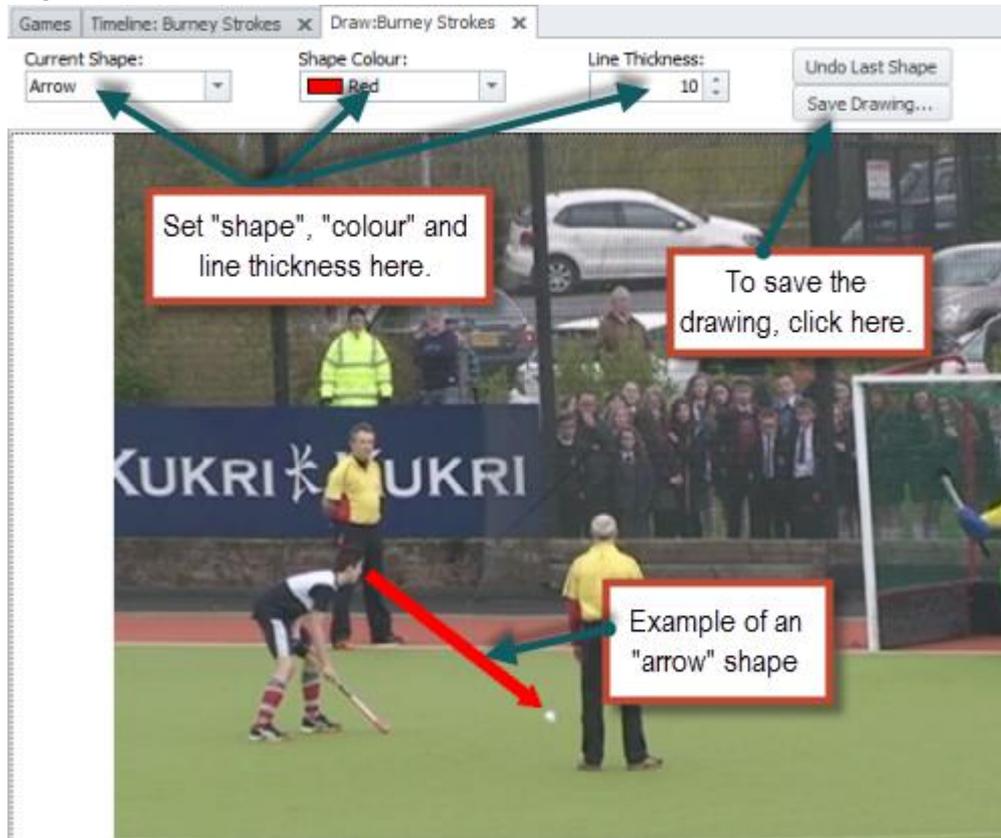


3. A new “Draw” window with a snapshot of the current video frame will open and present drawing options.

NOTE:

To draw a shape, click the mouse down at the start point that you wish to draw the selected shape (e.g. an arrow) and release the mouse at the end point of the selected shape.

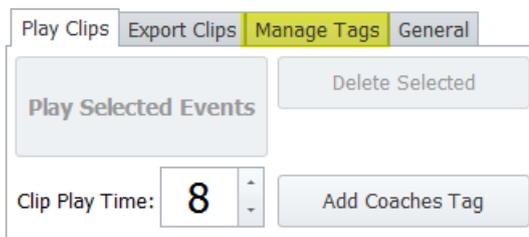
StatsManager “How To” Guide



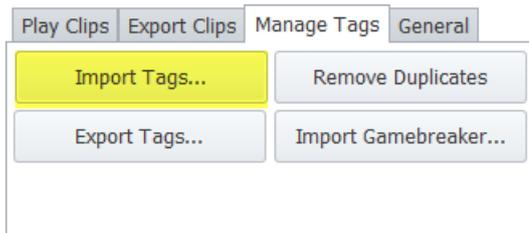
4. The last added shape can be removed by pressing the “Undo Last Shape” button.
5. The “drawing” can be saved by clicking on the “Save Drawing...” button. The output file can be found in the “My Documents\StatsManger” folder.

How to import iStatsManager tags to your StatsManager game [\[Top\]](#)

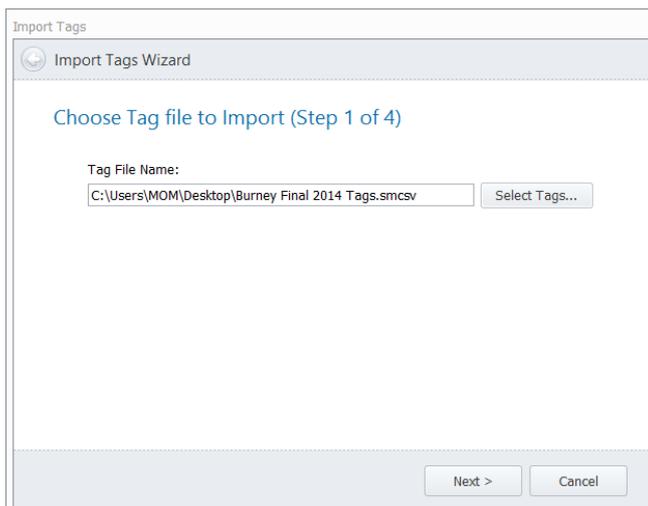
1. Using your iStatsManager handheld app, e-mail the tags to the computer that has the main StatsManager software installed.
2. Open your e-mail and save the Tags attachment file (.smcsv) from the email sent in step 1. to a convenient location (e.g. your desktop).
3. Run StatsManager and open the “Timeline View” of the game that you want to add the tags to.
4. Choose the “Manage Tags” tab within the Timeline view and then the “Import Tags...” option.



5. Choose “Import Tags...”.



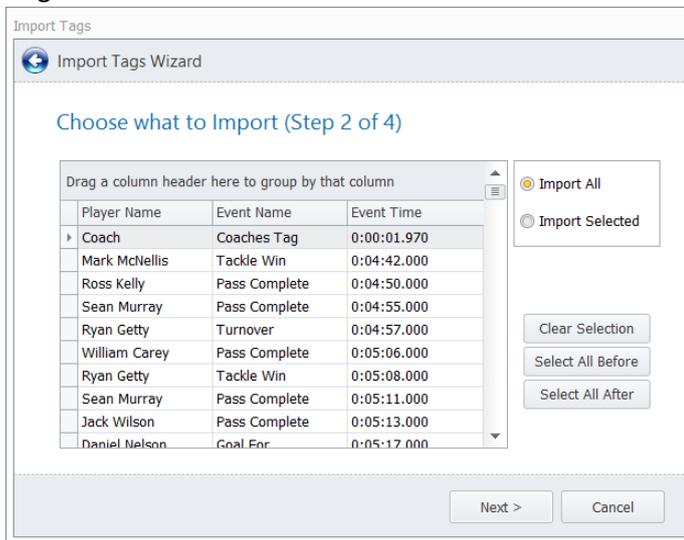
6. The “Import Tags Wizard” dialog is then shown.



Select the tags file that you saved in step 2 using the “Select Tags” button and once complete press “Next”.

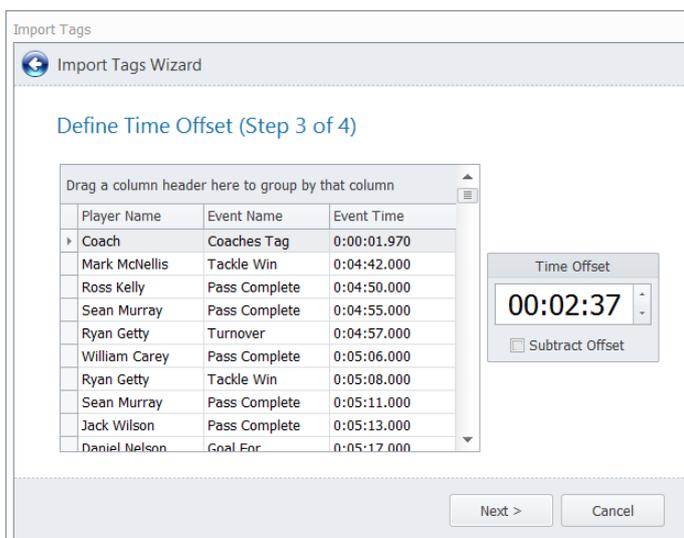
7. Once the tags file has been read, the next step of the wizard will show all of the tags and allow you to choose “Import All” (default) or “Import Selected”.

StatsManager “How To” Guide



- Define the “Time Offset” to be added to each tag in the tags file. This is the time difference between when the video recording started and when the tagging was started on the hand held app.

To find this time easily, look for the “Start Clock” tag which is normally pressed as the game gets underway. That is usually at time “0:00:0” in your tags but could be a few minutes into your video recording. In the example below this is “00:02:37” (i.e. 2 minutes and 37 seconds).



- Press “Next” to see the confirmation screen. Press “Finish” to complete the import.
- That’s it. All your tags will now appear in the timeline view correctly synchronised with your game video (see example below).

StatsManager "How To" Guide

Player Name ▾	
Event Name	Elapsed Time
♀	0:00:00.000
▶	> Andrew O'Hare (9)
	> Coach (1)
	> Daniel Nelson (29)
	> Fraser Rodgers (4)
	> Jack Wilson (45)
	> Josh Curragh (29)
	> Mark McLellis (51)
	> Ross Kelly (69)
	> Ryan Getty (40)
	> Scott McCabe (14)
	> Sean Murray (56)
	> Team (3)
	> Thomas McRoberts (34)
	> William Carey (17)

How to get your game video from your camera into StatsManager [\[Top\]](#)

1. Plug your video cameras USB cable into your computer and browse using Windows Explorer to the video camera memory stick.
2. Copy the game file (or files) for the game onto your desktop as this usually makes processing faster. If you have a “dual record” camera, the .MP4 quality video is usually perfect for video analysis.

NOTE:

Copying your video files only takes a few minutes.

3. Run StatsManager
4. If you have more than one video file (often games will be recorded in quarters or halves) then use the StatsManager “Join Videos” feature to join the videos to make one video that includes the entire game. The joined video will be placed in the default video folder.

NOTE:

Video joining is usually very fast and only takes a few minutes.

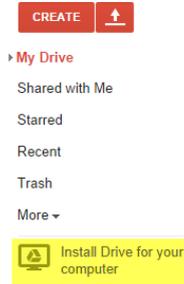
5. Create a new game within StatsManager adding the team and default sport. Pick your newly created video from the list of videos. Press “OK” to close the “Create Game” screen and that’s it, your video is transferred!

NOTE:

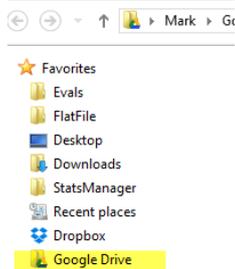
If you “Double Click” on the new game entry the StatsManager Timeline view will open and begin to play your game video.

How to setup the automatic export of video clips to Google Drive [\[Top\]](#)

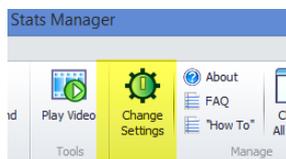
1. Login to your google mail account. If you not already downloaded the Google Drive PC app, created a click on the “Apps” icon and select “Drive”.
2. Click on “Install Drive for your computer” to install this on your PC .



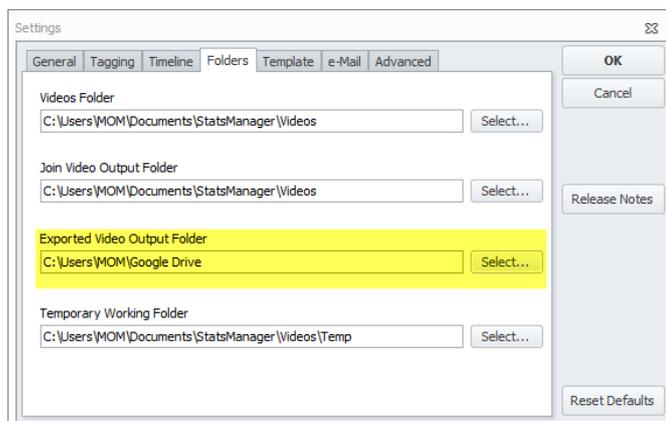
3. Follow the Google prompts to download the required component and install to your computer. Once the install completes, sign in to Google Drive with your Gmail address and password and the “Google Drive” location will appear in the Windows Explorer favorites.



4. Run StatsManager and then click on “Change Settings” from the main toolbar.



5. Now set your “Exported Video Output Folder” to be your “Google Drive” folder (use the “Select...” button to pick the folder) from the “Folders” tab.



StatsManager “How To” Guide

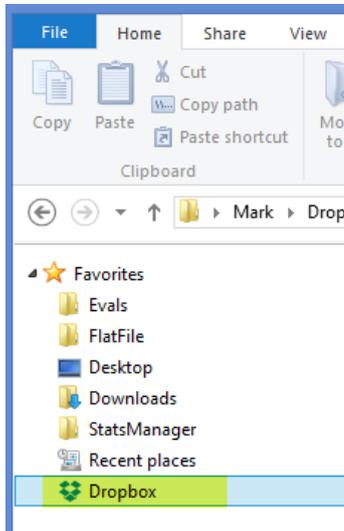
6. Now all video clips that you “export” from the Timeline will automatically be loaded into your Google Drive and automatically synced with the cloud.

NOTE:

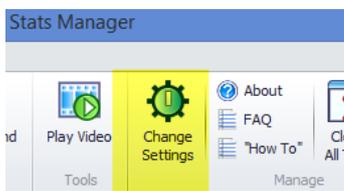
Use the Google Drive browser console to create a link that you can email to your players to view your shared content.

How to setup the automatic export of video clips to Dropbox [\[Top\]](#)

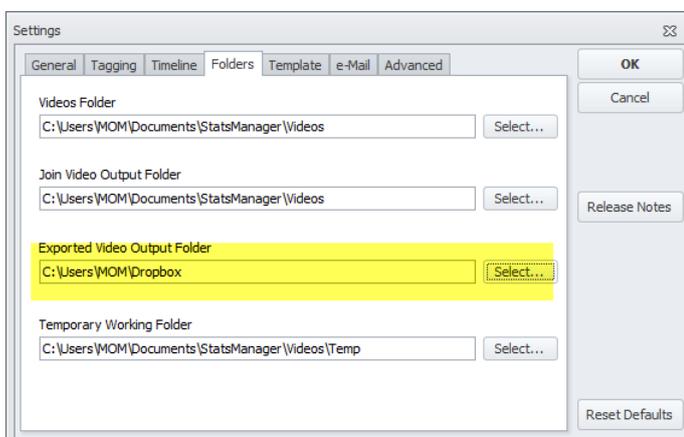
1. Download and install the Dropbox PC client from www.dropbox.com
2. Sign into Dropbox and the “DropBox” folder will appear in Windows Explorer. It will usually be in your “Favorites” and also can be found in the “Users” folder for the logged in user.



3. Run StatsManager and then click on “Change Settings” from the main toolbar.



4. Now set your “Exported Video Output Folder” to be your “Dropbox” folder (use the “Select...” button to pick the folder) on the “Folders” tab.



5. Now all video clips that you “export” from the Timeline will automatically be loaded into Dropbox and synced with the cloud.

StatsManager “How To” Guide

6. To create a link that you can email to your players, right click on the appropriate Dropbox folder and choose “Share Dropbox link”. Copy this link into an email and send as required.