

**AMPLIFY YOUR COACHING™**



**SMART VIDEO REPLAY ▶**

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# SERVER USER MANUAL

SEPTEMBER 15, 2015

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## ***Before we start...***

*What we expect from a Smart Video Replay Server user:*

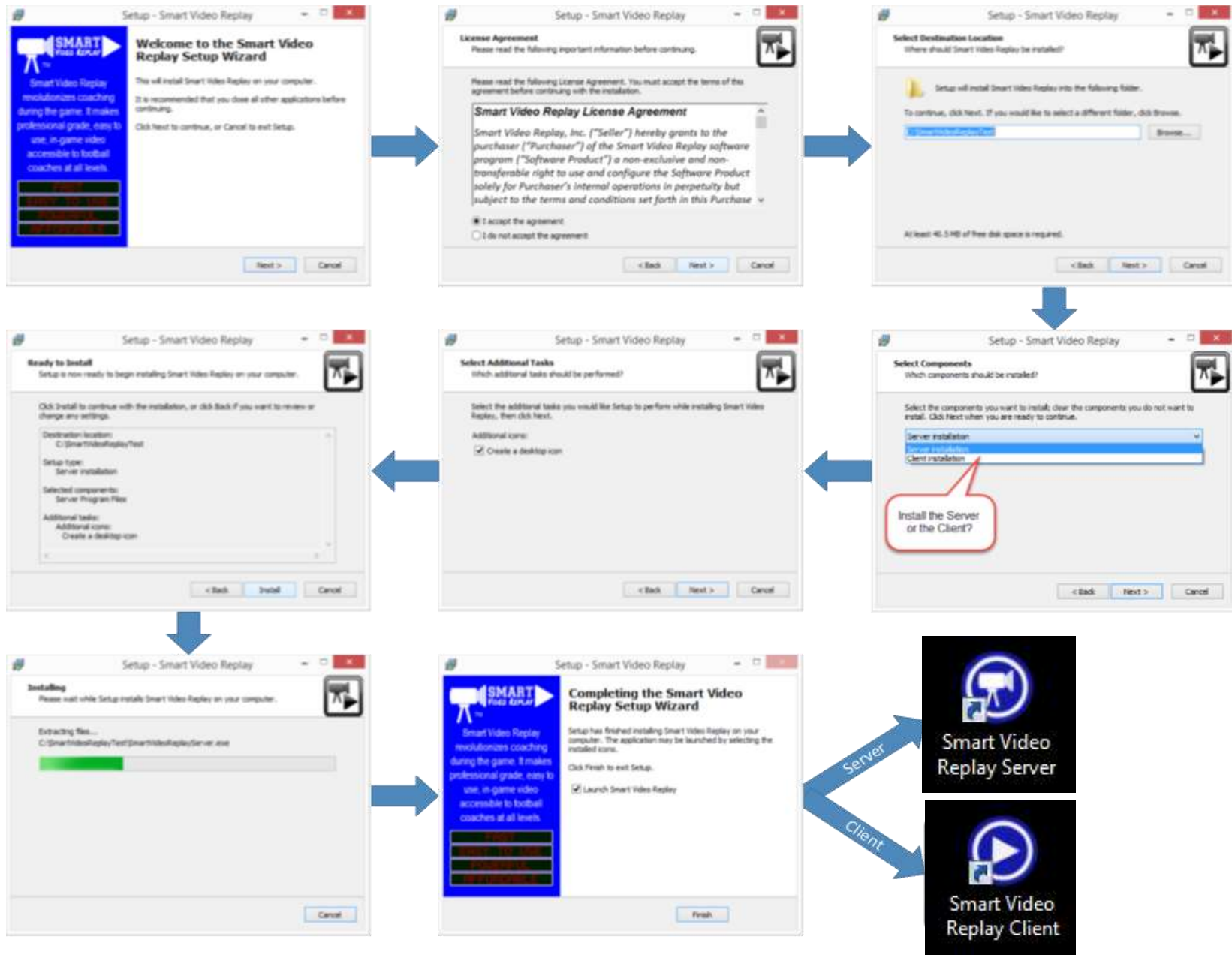
- *You have an understanding of Football.*
- *You have an understanding of the Microsoft Windows™ operating system.*
- *You have an understanding of computer networking.*
- *You have an understanding of wireless networking routers.*

*If you are not this person and have been tasked with setting up the Smart Video Replay system, you need to seek the help of someone who meets the above criteria.*

*Before you read this manual, here are a few things you should know:*

- *When you see a (1) or other number, we are more than likely referencing a red circle with the same number on a picture in the manual.*
- *We purposely insert page breaks (leaving lots of white space) where we feel it is necessary to keep text and graphics together on the same page.*
- *“Client” in this manual refers to the Smart Video Replay Client software program running on a computer or tablet.*
- *“Server” in this manual refers to the Smart Video Replay Server software program installed and running on a computer or tablet.*

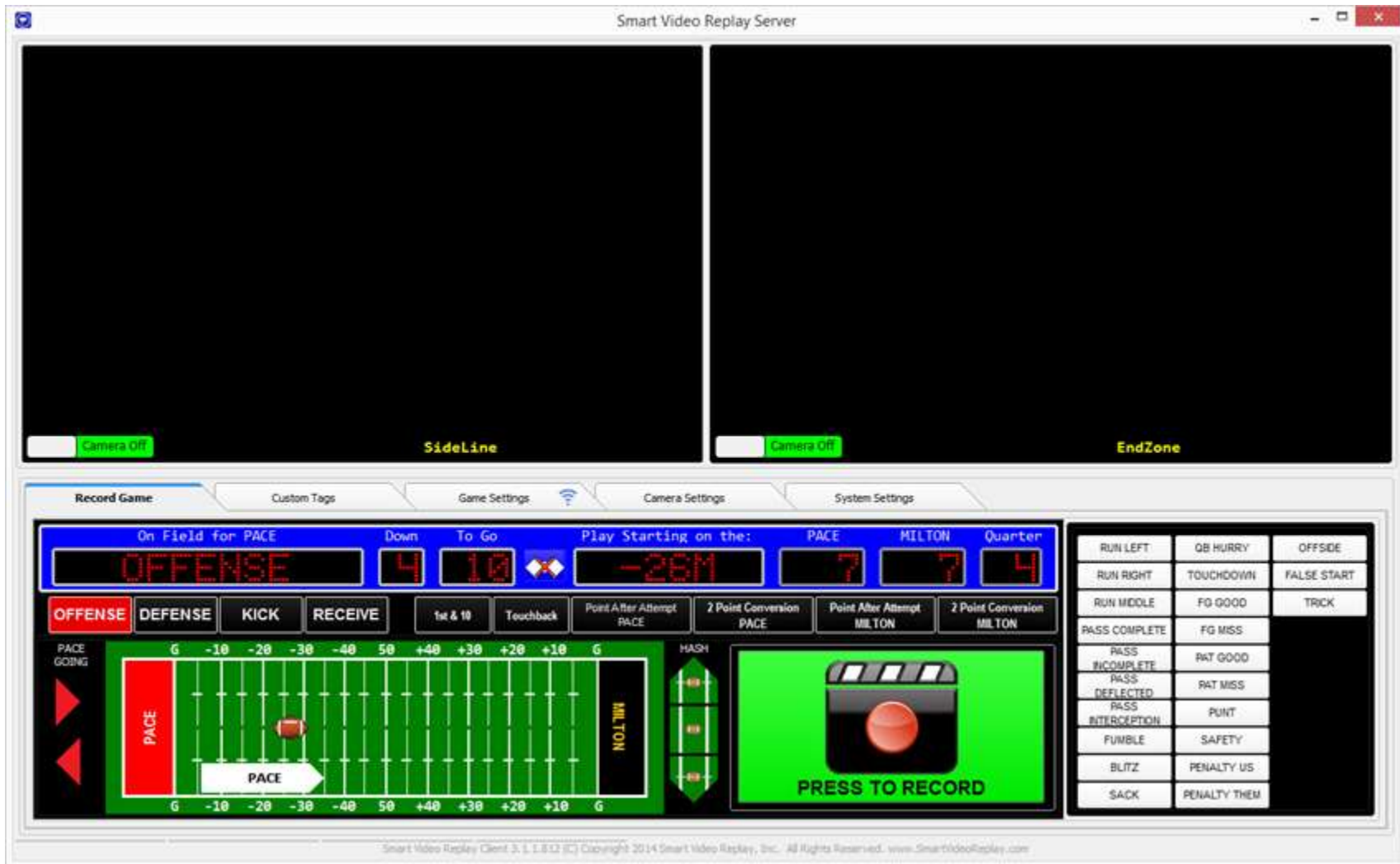
# Installing Smart Video Replay...





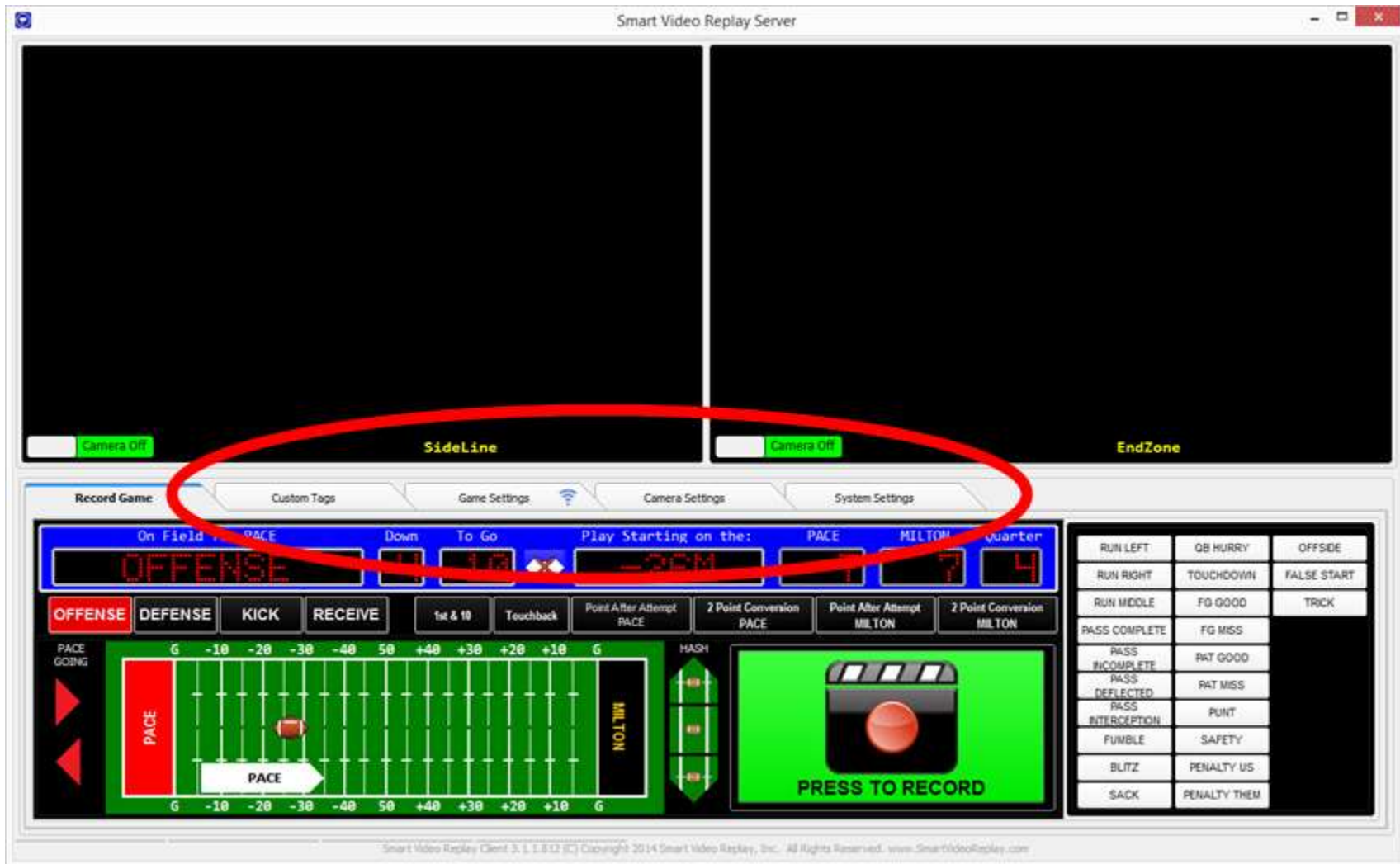
## Starting the Server

After the successful installation of the Server, there will be an icon on your Windows Desktop. Double Click the Smart Video Replay Server icon to start the application. The Server screen will appear. *Later in this manual we will break down this screen for you.*



## Configuring the Smart Video System.

In the next sections, we will go through the tabs on the lower part of the Server main screen and explain the configuration of the system. These configuration tabs are the Custom Tags, Game Settings, Camera Settings and System Settings.



## System Settings

System Settings typically never change once they are set. You can access these settings from the main screen, just click on the far right tab on the lower half of the Smart Video Server main screen. There are 3 tabs under System Settings. Settings, Default Custom Tags and Game Video Parent Folder.

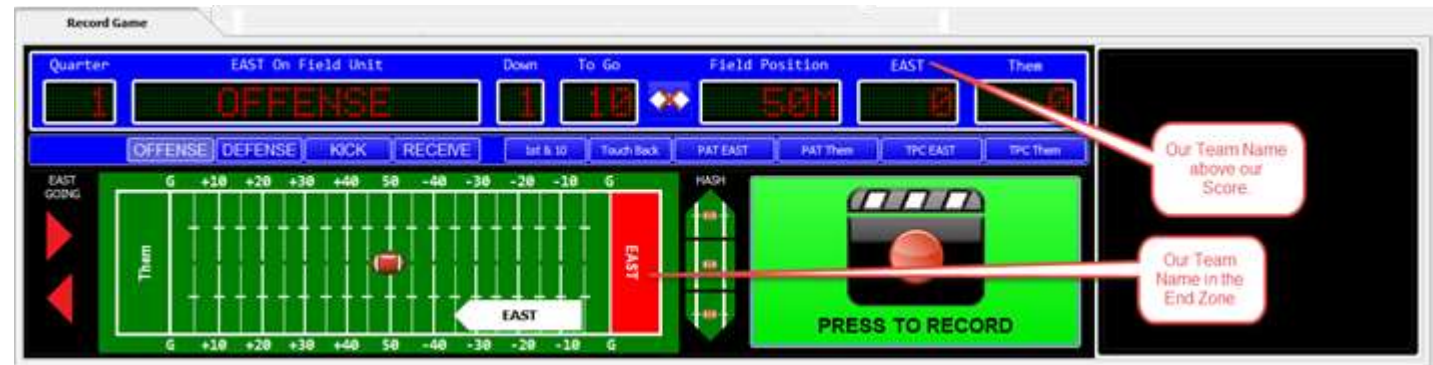


### The Settings Tab

**Our Team Name** Type in your team name. If your team has a very long name, just use initials. We use this above your teams' score and on the Record Game tab for the End Zone lettering.

**End Zone Font Color & End Zone Grass Color** Set these accordingly.

You can check them by clicking on the Record Game.





Also on the Settings tab you will find some configuration choices. They are set, by default, the standard configuration.



**Load Last Game Settings on Application Start:** Check this if you want the system to load the settings from the last game. Our recommendation – check the box. This will load everything under Game Settings automatically. We always check this box because even if we are going to a new game we can modify the existing settings from the last game. Also, if you shut the computer down to take it to the locker room for video playback during half-time, you want to restart it with the right settings.

**Save Last Game Settings on Application Exit:** Check this if you want the system to automatically save your game settings when you exit. Our recommendation – check the box. This will save everything under Game Settings automatically. We always check this box so we do not forget to save the game settings and shut down the application and then start it up and wonder where all the games settings went to...

**Set First & Ten when Switching to Offense:** Check this box if you want the system to automatically set Down to 1 and ToGo to 10 when you click the Offense button when on the Video Capture tab. Basically, if you switch to Offense the computer will set 1&10 for you. Our recommendation – check the box it saves you the head ache of changing the scoreboard manually.

**Set First & Ten when Switching to Defense:** Check this box if you want the system to automatically set Down to 1 and ToGo to 10 when you click the Defense button when on the Video Capture tab. Basically, if you switch to Defense the computer will set 1&10 for you. Our recommendation – check the box it saves you the head ache of changing the scoreboard manually.

**Use SpaceBar as Capture shortcut key:** Check this box if you want to automatically start and stop the recording of the plays using the spacebar. Our recommendation – check the box it saves you from having to move the mouse to the record button and clicking.

**Enable Scoreboard Auto Link:** Check this box if you want to enable the Scoreboard (What?) Auto Link. What is Auto Link? Auto Link is when the To Go yards are linked to the Field Position. That means if you are 1&10 on the -20 and you gain 3 yards, you just change the field position to -23 and the To Go distance will

change to 7. The Auto Link feature can be turned on and off from the Video Capture tab at any time so this setting is more for convenience. The Auto Link feature makes sense to some users and others are freaked out and want to change everything themselves. Our Recommendation: Set it off until you get familiar with the Auto Link feature.

**Turn Off Custom Custom tag Buttons after each Play Recording is finished:** Check this box if you want the Custom tag buttons to turn off after each play. What is a Custom tag? The Custom Tags are explained later in this manual. Our Recommendation: check the box – the Custom Tags should clear automatically after you have used them. If you feel otherwise as you gain experience with Smart Video Replay, then come back and change the setting.

**PAT From:** What distance (in yards) is the extra point from? When you hit the PAT button on the Video Capture tab, the system will set the field position for you automatically.

**TPC From:** What distance (in yards) is the two point conversion from? When you hit the TPC button on the Video Capture tab, the system will set the field position for you automatically.

**TouchBack On:** What field position (yard line) should we put the ball on if you hit the TouchBack button?

**Kick From:** What field position (yard line) should we put the ball on for kick offs? Note: if there is a penalty called, on Kick or Receive just move the field position back or forward accordingly.

There are two buttons on the Settings tab.

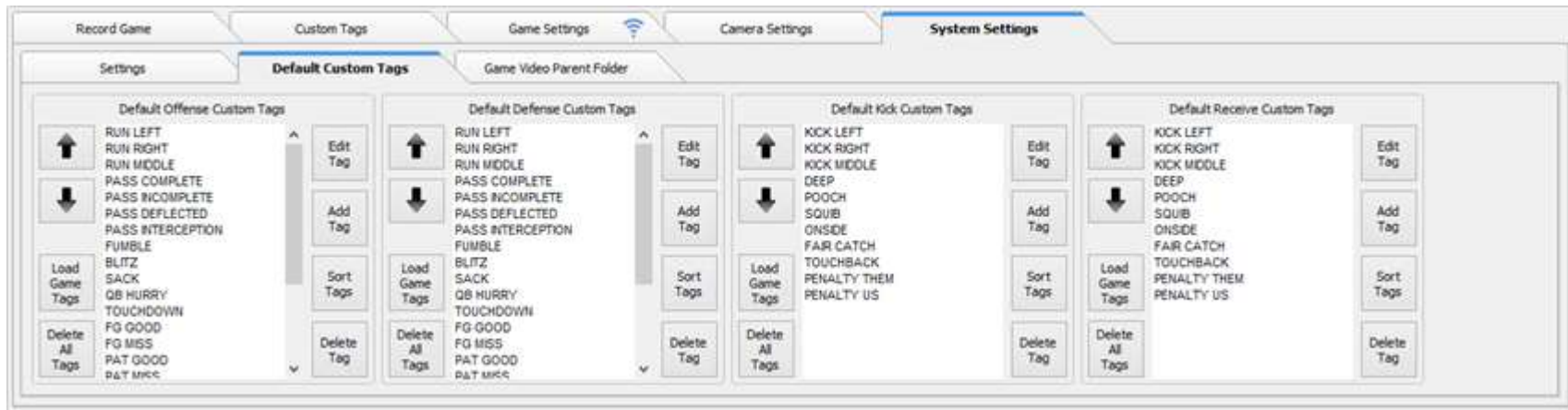


**About Smart Video Replay (Check for Updates)** Click this button to check your software version and to check for any new updates (must be connected to the internet to get updates)

**Save System Settings** If you do change any configuration options on the Settings tab, click this button to save them.

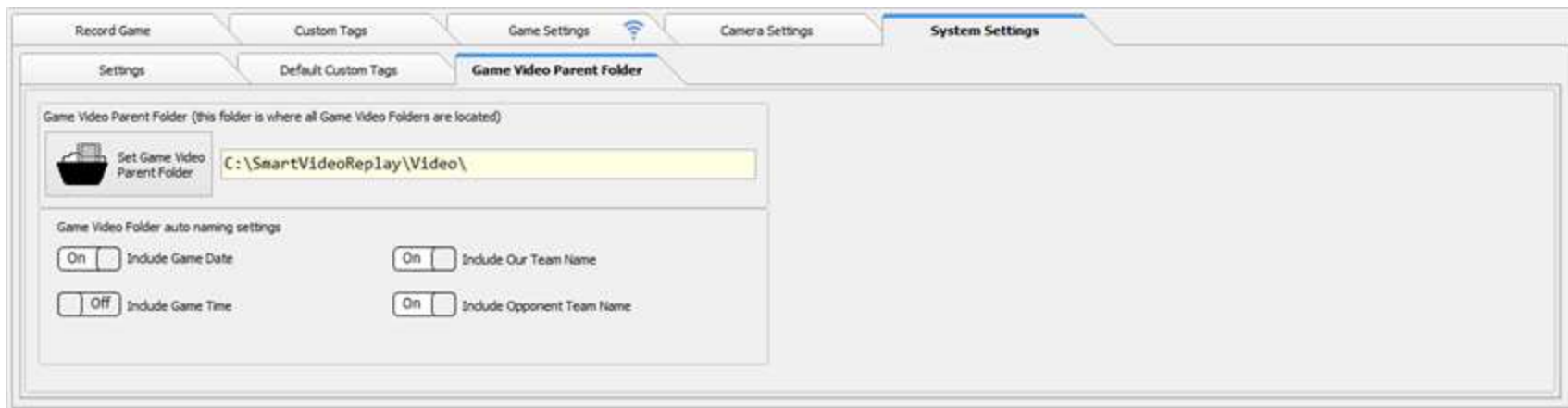
## Default Custom Tags

See the below **Custom Tags** section (under Game Settings) for more information on what Custom Tags are and how they are used.



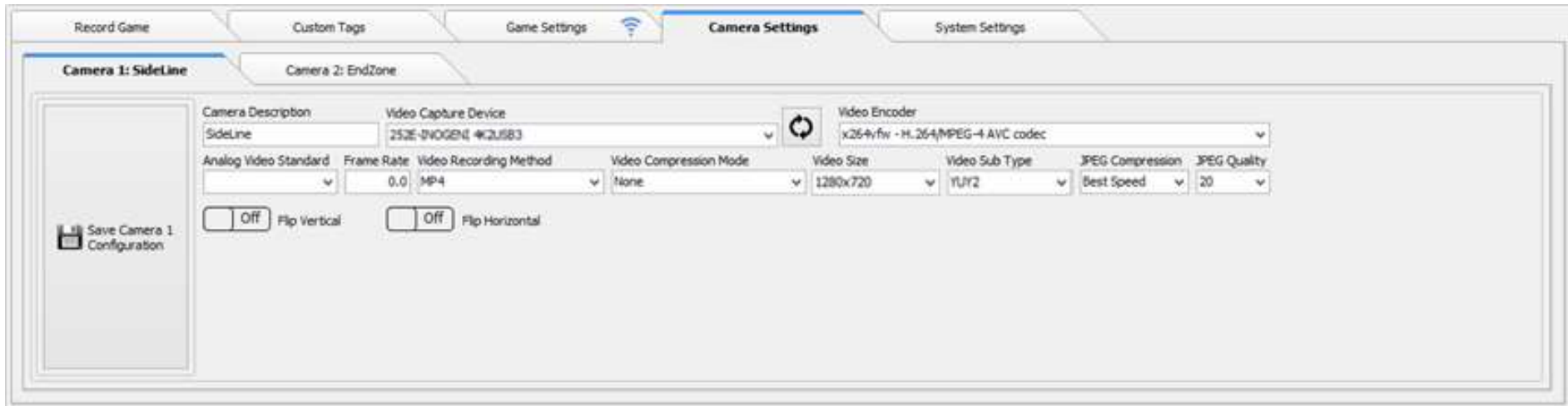
## Game Video Parent Folder

You can change the default location where the system creates Game Video Folders. Unless you are a computer guru who wants to store video on a different drive, etc., leave this setting alone. Remember, this drive must be able shared and accessible by users connecting to the Smart Video Replay Server (more on that later).



**Game Video Folder auto naming settings** is where you can specify what data automatically recommended for your Game Video Folder name (see Game Settings tab and Game Video Folder edit box).

## Camera Settings



***We recommend you set this up to the above defaults. Once you set it up right and save your camera configurations, you should never have to worry about them again. However, if you are a video expert, you may want to tinker with these based on your preferences.***

Smart Video Replay supports 1 or 2 cameras. The video from each camera feed have only 1 single set of controls for ease of operation and to synchronize each video feed. Each video camera must be configured separately. Setting up cameras can be easy if you do it correctly. Once you set them up, unless you change hardware, you never have to set them up again. **VERY IMPORTANT NOTE:** When selecting your camera settings, they will need to be connected to your server computer and turned on so the software can sense then and read their setting options. **Important Note: When choosing your camera settings, unless you have the devices we recommend, you will need to experiment with the settings that produce the best video for your needs and of course hardware capabilities.**

**Camera Description** What do you want to call the camera? This name will be associated throughout Server & Client applications with the video taken with this camera so name it accordingly (e.g., Sideline Camera, End Zone Camera, etc.).

**Enabled (Camera 2 Only):** If you only have 1 camera, you can unclick this check box so the system will not show a video screen for the second camera.

**Camera / Video Input Device:** Select the Camera or Video Device that is feeding the video into the computer.

**Video Encoder:** A video encoder is a software program that enables the compression of the video that is being recorded. The video encoder we recommend is x264. You must download this software, install and configure it accordingly. This only takes a few minutes.

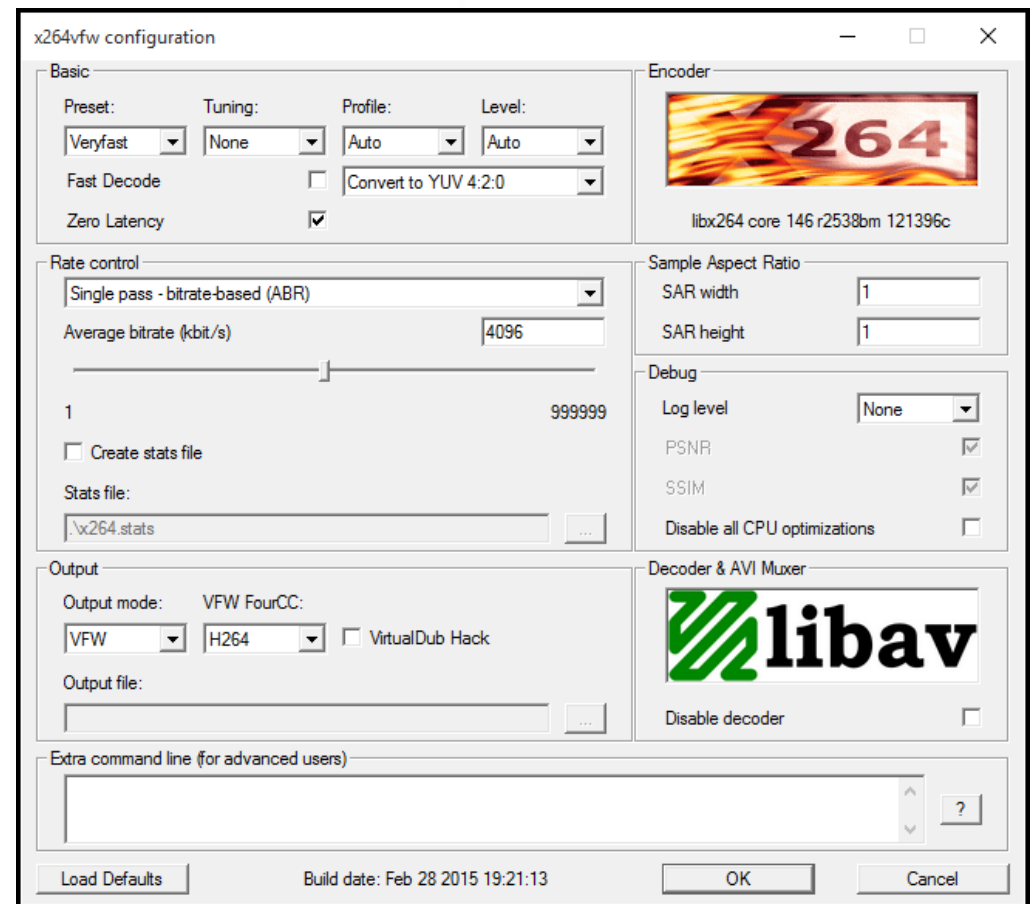
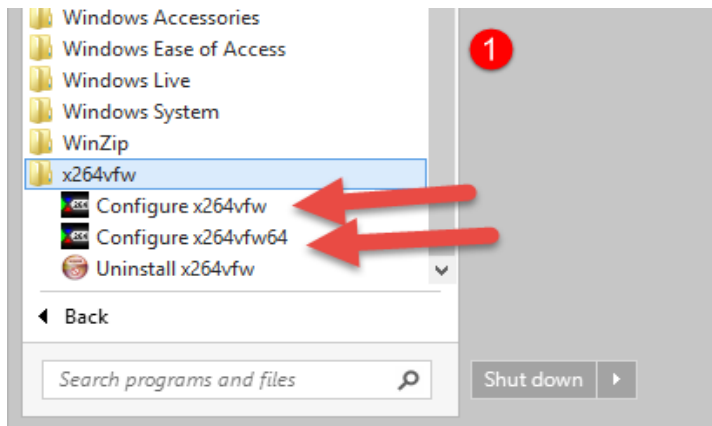
**YOU MUST INSTALL A VIDEO COMPRESSOR (CODEC) ON YOUR SERVER:** We use the **x264 Codec**. X264 is free to use. It is a video decoder and encoder library aimed at providing the best compression efficiency and picture quality possible. In short, x264 produces great quality and small video files. A link to the download can be found at <http://www.smartvideoreplay.com/documentation/>. The image to the right shows you the link location.

Download and run the application. Once the codec is installed on your server computer, you will see it as a choice under the Video Compressor (see above image) as x264vfw.

**IMPORTANT: AFTER INSTALLATION, YOU MUST CONFIGURE THE x264 CODEC CONFIGURATION:** once you have installed the x264 codec (install the 32 and 64 bit), you need to start up the x264vfw configuration and make a few setting changes... this is only a onetime thing you have to do. The configuration applications are installed on your computer when you install the x264 codec.



- 1) **Right click** on the **Configure x264vfw** application and select **"Run as Administrator"**. Note: the reason you run as administrator is the settings are saved in your Windows Registry. If you do not run as administrator the settings will not save. Even if your user is an administrator, you must still "Run as Administrator" when using this application.
- 2) When the program comes up, change the values to the exact values in the screen to the right and then press the OK button. Now repeat these steps with the **Configure x264vfw64** program.



**Video Size:** Options here will depend on the actual video cameras you have and their video output. If you don't care or don't know what to use, then skip to the "Video Size Recommendation" paragraph below. You are looking for a balance of quality and video size. Too much quality and the size can be 100's of megabytes of video that is very slow to stream even over wired networks. Too little quality and you will have a very small video size but the video will simply be unusable. The perfect settings is different for everyone because it depends on your wireless router and your server hardware. Fortunately the balance is easy to find. Choose a setting, turn the camera on, record some video and then play it back on one of your client computers/tablets over your wireless. If the video is good and the speed is good and you are happy with the aspect ratio (wide, narrow, etc.) then go with that setting.

*Video Size Recommendation: We have a couple of settings we like to use but we always maintain a 16:9 aspect ratio because it looks better. We typically go with 640x360 when the wireless transmission from the server to our sideline is very far away so the video streams fast and there are no delays. If we get closer (normally at home) you can go with 1280x720. However, your video size truly depends on your server hardware power and wireless network coverage – even weather can affect your wireless range and throughput in different ways. Aspect Ratio Note: When we divide 640 by 16 we get 40 and 360 by 9 we get 40. That means we have a 16:9 resolution. Same for 1280x720. While not necessary to have the 16:9 aspect ratio, it looks good and gives a wide view and if a line coach wants just the line they can zoom in on the play back.*

**Analog Video Standard:** Unless you are using a StarTech HDMI to USB3 device, this is blank.

**Frame Rate:** Leaving this value at 0 is best. When set to 0, the system will set the frame rate to the according to the video feed..

**Video Recording Method:** What type of output do you want to record? This depends on your Codec and you can get that information from your codec documentation. If you use our Xvid recommendation, then the output is MP4. Your choices are AVI, MP4, MPG, MOV. You can do an internet search on these formats to learn more about them.

**Video Sub Type:** If you are going with our recommendations of MP4, then set this to YUY2. What type of Video Subtype does your Video Input Device subtype. Video Recording Method will determine this and your choices will vary. You can experiment with these and select the one you like the best. If you are going with our recommendations of MP4, then set this to YUY2.

**JPEG Compression Performance:** Set this to Best Speed. When you start a recording, we take a snapshot of the first video frame. This snapshot we use on the Client to display in the list of plays. We do this for purposes of speed – we want to show the first frame of the video but we sure do not want to load each and every video until you play them. When we take the picture, do you want us to concentrate on quality or speed? Truthfully, speed is the right answer as the image is only used in a grid and is not that big so the quality or speed does not really matter they all look the same.

**JPEG Image Quality:** Set this to 30. This is about compression of the first video frame snapshot (described about in JPEG Compression Performance). 10 is the lowest quality (highest compression) and 100 is the highest quality (lowest compression). After the 30 setting, the quality or speed does not really matter they all look the same due to the size of the image that is displayed so why waste time and space...

**Flip Vertical:** If your camera is upside down (for some reason or another) you can flip the video feed vertically.

**Flip Horizontal:** If your camera is shooting the image from a mirror you can correct it by flipping the video feed horizontally. Obviously our video engineers had too much time on their hands one day...

## Game Settings



The Game Settings tab contains 3 sub tabs. They are the Game Video Folder, Game Opponent & Custom Game Tags. Game settings are stored with the game video in the Game Video Folder for each game.

On the **Game Video Folder** tab we can do quite a few things.

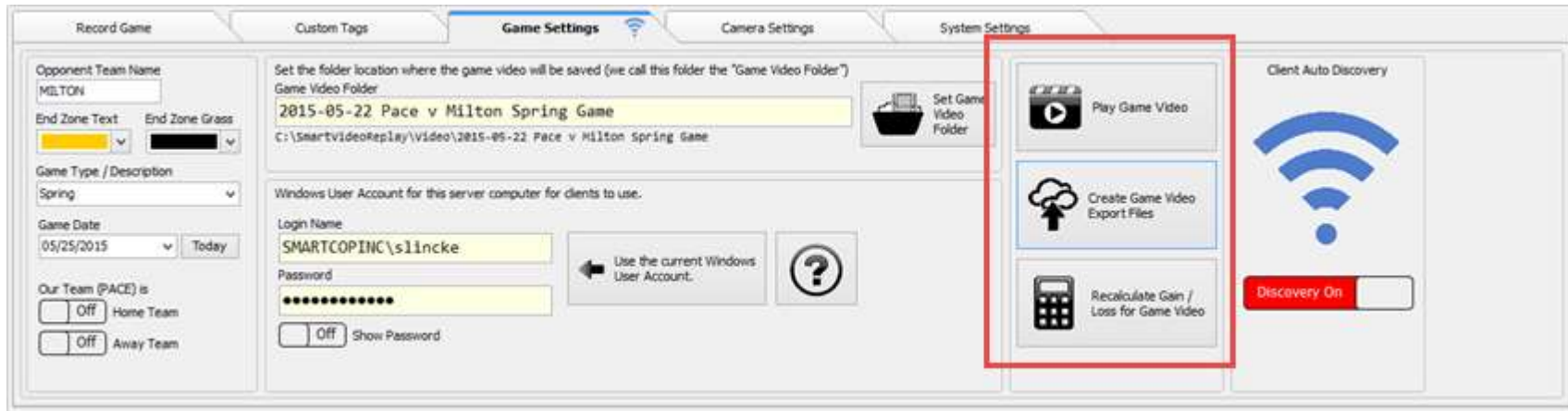
**Game Video Folder** is the folder where the current game video files will be stored. For each game you record, you should have a different folder. (Advanced users, these are sub folders under the Game Video Parent Folder – which we mentioned earlier in this document and is found under the System Settings tab).

**Windows User Account for this server computer for clients to use** is where the Login Name and Password is entered for a valid user account on the server computer. The clients are sent this information in the Client Auto Discovery broadcast (we talk about that next). This is so you do not have to continually login each client device (Windows or iPad). The client users will never see the login and password, but their client software will use it in the background. For your convenience, we have added a button that inserts the current user login name into the Login Name edit box. NOTE: THE SECURITY OF YOUR SYSTEM IS IN YOUR ROUTER PASSWORD AND SETUP. IF SOMEONE CANNOT CONNECT TO YOUR WIRELESS NETWORK, THEY WILL NEVER SEE THE CLIENT AUTO DISCOVERY BROADCAST.

**Client Auto Discovery** is a simple broadcast on the connected network (wireless, wired) that the Smart Video Replay Client software (Windows or iPad) listens for when a user attempts to connect to the server so they can see video. Typically, every time the Client software is started, the user will need to connect to the server using the Auto Discover Server option on their client. The Client Auto Discovery will typically start just a few seconds after the Server software is started. The Game Settings tab has a little blue “WiFi” image that appears when the auto discovery is turned on (for convenience so you know it is working without having to click on the Game Settings & Game Video Folder tab).

**Important Note: For the iPad to see video, the Smart Video Replay Server software must be running.**

There are 3 buttons on the Game Settings tab that provide some nice features for the Server user.



The **Play Game Video** button starts up a copy of the Smart Video Replay Client inside the server and automatically points to your Game Video Folder. This is a very easy way for you to “see” what you have recorded.

The **Create Game Video Export Files** button allows you to create a folder and export game video and play data to that folder so you can upload it to HUDL. Check out our website for an instructional video – or just figure it out... it is super easy.

The **Recalculate Gain/Loss for Game Video** button goes through all the game video and makes sure that the gain / loss calculation for each play is correct. The system automatically does this after every game recording and when a user changes the field position for a play – we just give you this button in case you import a game that has incorrect data.



The **Opponent** information on the Game Settings tab is where you can set up some information on your opponent and the game. The system will put the Opponent Team name in their end zone with the colors you set and above their score on the scoreboard (on the Record Game tab). This is very similar to how you set up your team information under System Settings tab – except your team settings are saved with the System Settings and in each game folder settings too.

The screenshot displays the 'Game Settings' tab of the Smart Video Replay software. The 'Opponent Team Name' field is highlighted with a red box. The interface includes tabs for Record Game, Custom Tags, Game Settings, Camera Settings, and System Settings. The Game Settings tab is active, showing fields for Opponent Team Name (MILTON), End Zone Text (yellow), End Zone Grass (black), Game Type (Spring), Game Date (05/25/2015), and Our Team (PACE) settings. The Game Video Folder is set to C:\SmartVideoReplay\Video\2015-05-22 Pace v Milton Spring Game. A Windows User Account for clients to use is also configured with the login name SMARTCOPINC\s1lncke.

*Very Important Tip/Hint: Before you set the Game Video Folder, set up the Opponent information and Game Information. Then, if you have the auto name settings on the System Settings tab enabled, the Game Video Folder will insert a consistent and sortable Game Video Folder name.*

## Custom Tags

Custom Tags are customizable data tags (we just happen to call them Custom Tags) you can configure for each game. So what is a data tag? Basically it is a word or phrase or number that you can stick to a video of a play so you can identify the play and search for plays with similar “tags.”

You get 30 tags each for Offense, Defense, Kick and Receive (in future versions that will be unlimited). For example, when you are on Offense and a play is being recorded, you can quickly assign one or more tags to the play record. From the client, you can filter plays by tags.

The easiest way to really understand Custom Tags for Smart Video Replay is to show you with pictures.

In this picture, we are on (1) OFFENSE so the (2) Custom tags we have set up for OFFENSE appear to the right of the (3) Video Record button.

When a play we are recording is over, we press the Video Capture button to STOP recording, the scoreboard (down, distance, etc.) is saved with the play video and the selected Custom tags are saved, in this case the RUN tag.

RUN LEFT	QB HURRY	OFFSIDE
RUN RIGHT	TOUCHDOWN	FALSE START
RUN MIDDLE	FG GOOD	TRICK
PASS COMPLETE	FG MISS	
PASS INCOMPLETE	PAT GOOD	
PASS DEFLECTED	PAT MISS	
PASS INTERCEPTION	PUNT	
FUMBLE	SAFETY	
BLITZ	PENALTY US	
SACK	PENALTY THEM	

In this picture, you can see where the (1) Scoreboard Data and (2) Custom tags are saved with the video for play 167 and when viewed on the Client software application, they are visible with the video. Now imagine if you said give me all Offense plays for First Down where we have a BLITZ on the Client... that is the power of the Custom tag and Scoreboard data when we assign them to the video of the plays.

**NOTE: The custom tags are saved to the play at the time the play recording is complete. So the server operator can change tags and scoreboard up to the point where they press the recording button to stop the recording.**

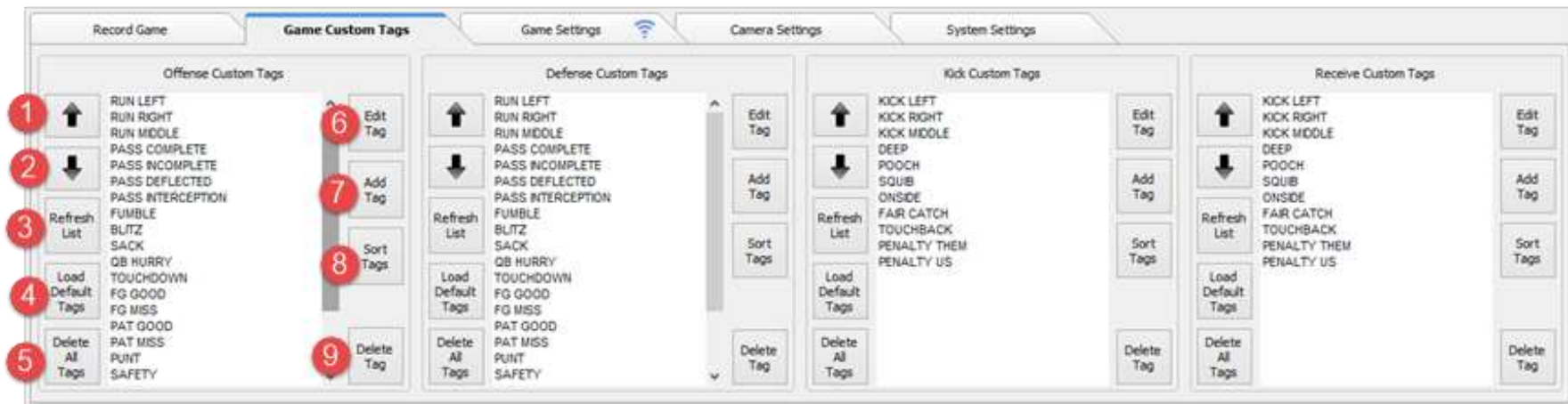
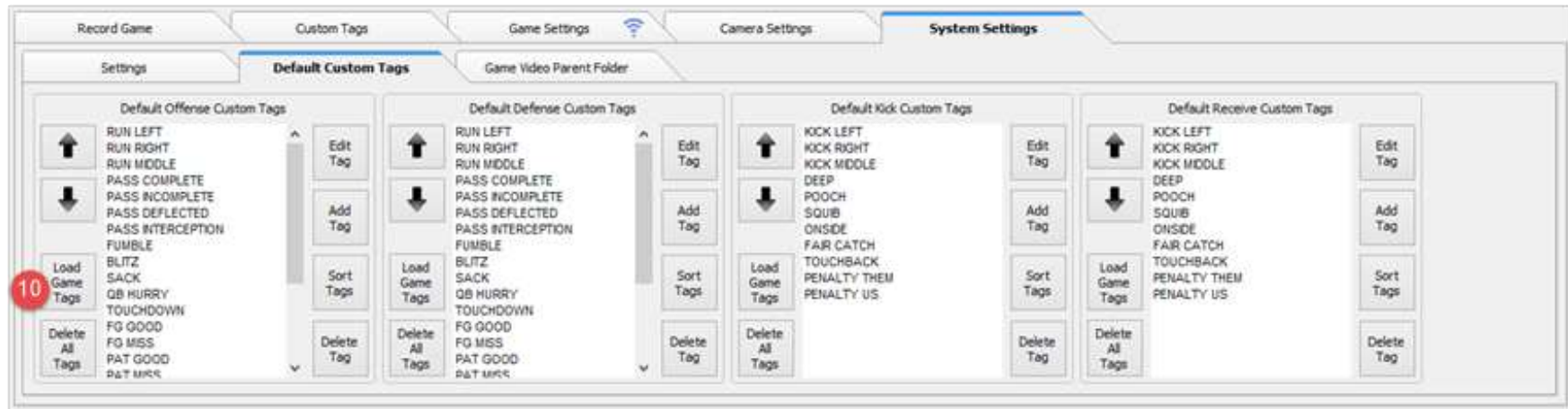
While you need to understand the Scoreboard Data and Custom tags so you know why we use them on the Server, we will talk about the Client filter capability in that specific user manual.



So what are those ‘Default Custom Tags’ for under the System Settings tab? Well, the Game Custom Tags are tags that are configured and saved for each game. This allows you to customize the tags for each game according to whom your opponent is. That means each game can have a different set of tags – this is good when you change your defensive coverage, etc., to adjust for the different opponents you face.

So the Default Custom Tags are your “baseline” set of Custom Tags. You can simply copy them over to the Game Custom Tags. That simply.

In the next section we will go over all the buttons on the Custom Tag tabs so you can learn how to manage them and how to copy the default ones to a game.



To maintain the Game Custom tags (or the Default Custom tags under System Settings), there are some buttons you need to know:

- (1) Move the selected Custom tag up in the list.
- (2) Move the selected Custom tag down in the list.
- (3) Refresh the Game Custom Tags list... you will want to press refresh in case any new tags have been added by client users.
- (4) Load Default Tags -- replace the Game Custom Tags for this game with the Default Custom Tags from System Settings. This helps when we need to replace custom tags for a specific game with our default ones (which we can then modify to for the next game we play). Don't worry, if we ever review game video, the specific tags for the game are saved with the game video too.
- (5) Delete All Tags will delete every Game Custom Tag for the current Game.
- (6) Edit the selected Custom tag. If you have no tag selected, nothing happens. You can also double click on the tag you want to edit.
- (7) Add a new Custom tag. You can also right click on the list and select Add Custom tag from the pop up menu.
- (8) Sort the Custom tags in Alphabetical Order. You cannot undo this (but you can still move them around with the Move buttons).
- (9) Delete the selected tag. You can also right click on the list and select Delete Custom tag from the pop up menu. If you have no tag selected, nothing happens.
- (10) Load the Custom Game Tags into the Default Custom Tags. Do this is you want the current Game Custom Tags to be set as your Default Custom Tags.  
All the other buttons on the Default Custom Tags screen function the same as the Game Custom Tag buttons.

So the Default Custom tags under the System Settings tab are merely our base list of defaults that we can always go back to and then tweak for a game. You do not have to use them but they are there if you want them.

**Video Capture** While covered the Video Capture tab somewhat in the Custom tags section, there are a few more things you need to know. This picture will explain all the screen.

The screenshot shows the Smart Video Replay Server interface with two video feeds at the top and a control panel below. The control panel includes a scoreboard, a field diagram, and a list of game events.

**Callouts and Features:**

- 1: On Field Unit
- 2: Camera 1 On/Off
- 3: Down & Distance (ToGo)
- 4: Auto Link button to link ToGo and Field Position
- 5: Field Position the play is starting from...
- 6: Camera 2 On/Off
- 7: Score
- 8: Current Quarter
- 9: Quick Buttons
- 10: Game Video Tags for On Field Unit
- 11: Change Field Direction buttons
- 12: Possession and Field Direction Indicator
- 13: Field Position Hash Buttons
- 14: Record Start and Stop button

**Scoreboard Data:**

On Field for	PACE	Down	To Go	Play Starting on the:	PACE	MILTON	Quarter
	OFFENSE	4	10	-261	7	7	4

**Game Event List:**

OFFENSE	DEFENSE	KICK	RECEIVE	1st & 10	Touchback	Point After Attempt PACE	2 Point Conversion PACE	Point After Attempt MILTON	2 Point Conversion MILTON
PASS COMPLETE	PASS INCOMPLETE	PASS DEFLECTED	PASS INTERCEPTION	FUMBLE	BLITZ	SACK	QB HURRY	TOUCHDOWN	FALSE START
TRICK	FG GOOD	FG MISS	PAT GOOD	PAT MISS	PUNT	SAFETY	PENALTY US	PENALTY THEM	

Numbers 1 through 8 our Scoreboard displays. When a video recording is stopped, the values in these displays are saved with the videos (and the custom tags too). **IMPORTANT:** Changing the values for these requires a left mouse click to increase the value and a right mouse click to decrease the value. If you press and hold the mouse button the value change will repeat and speed up to make it easy to make big value jumps.

- (1) Displays your teams On Field Unit of Offense, Defense, Kick or Receive. This display is the only exception to the “press the mouse to change” option. To change this value you must press one of the 4 buttons below the display for OFFENSE, DEFENSE, KICK or RECEIVE.
- (2) Camera 1 on/off button (camera must be configured correctly to turn on)
- (3) The Down of the current play. You can blank it by increasing value past 4 or previous to 1. To Go yardage for the current play. You can set it to G for Goal by decrementing it past 1. You can blank it by decrementing it past G.
- (4) The Auto Link button: when this is on, the button is an arrow left & right. When off, the arrow has a red X. Basically the button links the ToGo yards and the Field Position. When you increase or decrease the field position (6) the To Go will change accordingly (and vice-versa). Confusing for some but invaluable to others...
- (5) Field Position and the Hash the ball is on. This is set to what the field position is at the start of each play. The yardage is numbered from -1 to the -49, the 50, then the +49 to the +1. When your ball is in the plus (+) numbers, it is in your opponents “territory” (on their side of the field) and closer to the opponents end zone so plus (+) is good for your offense and defense. On the contrary, the minus numbers are in your “territory” (on your side of the field) and closer to your end zone so minus (-) is not so good for your offense and defense. **IMPORTANT:** Field Position must be accurate if you want the automatic calculation of the Gain/Loss to be accurate.
- (6) Camera 2 on/off button (camera must be configured correctly to turn on)
- (7) The Game Score
- (8) Quarter: What quarter is it... the last value is OT for overtime.
- (9) Quick Buttons
  - a. 1st & 10 pressed sets down on 1 and To Go on 10.
  - b. Touchback pressed sets the ball on the configured Touch Back yardage (see System Settings). The system is smart enough to figure what side to put the ball on based on what unit you have on the field when the button is pushed. For example, if you are Receive and you press Touchback, the ball will go to the -20 and you will go on Offense. If you are on Kick, the ball will go to the +20 and you will go on Defense. Note: now you know why we just don’t have O, D, K for the On Field Unit.
  - c. PAT <Your Team Name> pressed sets the ball on the PAT yardage (+) for a Field Goal attempt (see System Settings).
  - d. PAT <Their Team Name> pressed sets the ball on the PAT yardage (-) for a Field Goal attempt (see System Settings).
  - e. TPC <Your Team Name> pressed sets the ball on the TPC yardage (+) for a Two Point Conversion attempt (see System Settings).
  - f. TPC <Their Team Name> pressed sets the ball on the TPC yardage (-) for a Two Point Conversion attempt (see System Settings).
- (10) Custom tags are displayed for your On Field Unit setting. When the On Field Unit is changed, the Custom tags change accordingly.
- (11) Change Field Directions buttons. Press the appropriate red arrow to set the field up to the direction your team is going at the start of the first and third quarters. We will figure out direction for the second and third for you when you change the Quarter on the score board.
- (12) Possession and Field Direction indicator. This arrow will have the name of the team who has the ball and point in the direction of their possession. This helps the server operator make sure they have the right info on the scoreboard so when the coaches see the play list on the Client the information is correct.

(13) The Hash setting for the Field Position. If the Offense is going Right, then the top button is Left Hash and bottom button is Right Hash. If the Offense is going left, then top button is Right Hash and bottom button is Left Hash. The middle button is always the Middle of the Field. The ball on the field will move to the appropriate location on the field display. Also, the Field Position will have the letter L, M or R after the yardage. If you push any of the buttons 2 times, the Hash indicator on the Field Position will simply be blank.

The Football on the field is the graphical Field Position display. This shows you where the ball is and makes it easy for server operators who get lost in all the Plus and Minus jargon. You can grab the ball with the mouse and move it around the field too. Your end zone (where they want to go) and their end zone (where you want to go) are colored according to the System Settings (for yours) and Game Settings (for theirs).

The Field Position display Yardage Markers. The yardage is numbered from -1 to the -49, the 50, then the +49 to the +1. When your ball is in the plus (+) numbers, it is in your opponents "territory" (on their side of the field) and closer to the opponents end zone so plus (+) is good for your offense and defense. On the contrary, the minus numbers are in your "territory" (on your side of the field) and closer to your end zone so minus (-) is not so good for your offense and defense. When the field direction changes, the yardage will adjust accordingly.

(14) Press this button (the entire green one) to record. When recording the button turns red. Press it when recording again to stop recording. The one button controls both video camera feeds. If you have turned on the Spacebar quick key (see System Settings) then you can control this button with the spacebar too. **IMPORTANT NOTE: WHEN THE RECORDING IS STOPPED, THE VIDEO FILES FOR THE PLAY ARE SAVED AND ALL THE SCOREBOARD DATA FOR THAT PLAY (INCLUDING CUSTOM TAGS) ARE SAVED WITH THE PLAY (This means you can still change the tags and scoreboard data while the play is recording and it will save with the play when you stop recording the play).**



## Night before the Game Check List

- Charge Tablet and other batteries (e.g., HDMI transmitter battery packs, cameras, etc.)
- For an away game, pack everything up and have it ready to travel.

## Game Day Check List (Setup & Run Test)

- Set up your server computer.
- Set up your wireless router. Make sure you have the antennas are connected tightly and correctly positioned to point towards your sideline. Connect your server computer via a network cable (and make sure it is not connected wirelessly to the router).
- Select the Server Game Video Folder – this is the location on the server drive where the game video will be stored.
- Setup the Game Settings – make sure you have the opponent name, colors and the specific Custom tags to be used for this game. When this is complete, Save Game Settings.
- Set up and connect your video cameras to the server computer.
- Turn on the video cameras and ensure both video feeds are correctly displaying in the video feed windows.
- Get your client tablets (or whatever they are -- computers, laptops, etc.) and turn them on.
- Make sure your clients are connected to the correct WiFi.
- Auto Discover your clients to the server (so they know where the video is on the server).
- Now everything is ready, record some sample video and verify all the clients are connected and reading the video. When you are done, you can delete the video from the server by going to the Game Settings tab and selecting the Play Game Video button, which will start the Client inside the Server.

***While the Smart Video Replay software program does some very powerful things, it is simple to understand and use. Most persons become Power Users in just 30 minutes or less.***

***Thank you for purchasing this product. Our goal is to provide the best Video Replay and Management for affordable prices... in the best interest of football.***