EASY-SCOUT XP ANALYZER

Online Help and User Instruction Manual

OVERVIEW

The Easy-Scout XP Analyzer is a companion product for the Easy-Scout XP family of football scouting software.   Easy-Scout XP Analyzer was designed to expand the analysis capabilities of the Easy-Scout XP program by enhancing **BOTH** the on-screen *Sorting* and *Searching* capabilities and the *Reporting* capabilities of the Easy-Scout XP system.

"Analyzer" includes the Easy-Scout XP Report Manager and all of the Easy-Scout XP Reports. What is "special" about Analyzer is a new group of reports that can be used as "templates" for presenting tendency information combined with user-specified criteria. These reports are "launched" from a new and enhanced **Analysis Grid** that looks and feels like the View Game and Find "grid" included in Easy-Scout XP.

However, unlike Easy-Scout XP, Analyzer is ……

1. designed to work with data from *more than one game at a time in the analysis grid*

2. capable of *generating reports directly from the grid* at the conclusion of an "analysis session"

In addition, *"Analyzer" includes*

1. An **enhanced Search** function that makes it easier to build "result sets". A Result Set is a group of plays from one or more games that is created when a Search is performed (Filter is applied) in Analyzer.
2. A **Search "criteria" display area** that displays the conditions, or "filters" specified
3. A **Result Set Manager** that makes it possible to save and retrieve "Result Sets". By saving a Result set it is possible to store groups of games and some or all of the plays from those games for fast access at a later time. Result Sets can be "cascaded" which means new Result Sets can be created from a Saved Result Set.
4. A **Printer Selector** on both the Report Manager and Filtered Reports Manager screens. The Printer Selector makes it possible to send reports to any printer defined in Windows and is especially useful for saving reports in PDF (Acrobat) or Windows MDI format. This makes Analyzer an ideal tool for generating scouting reports and distributing them by email to other coaches or players.

5. An improved *Export utility* that makes it possible to *save data from Multiple Games in a Microsoft Excel worksheet file.*

6. Built- in *Easy-Import technology* that makes it possible to use Analyzer as a standalone analysis and reporting tool

What can't you do in Analyzer?

It is **NOT** possible to enter or Modify data in the Easy-Scout XP Analyzer program. Rather, *"Analyzer"* **USES** data from Easy-Scout XP or imports it from other programs in either MS Excel or CSV format. Since it is based on Easy-Scout XP, *Analyzer* can be configured to automatically open existing Easy-Scout XP data each time *Analyzer* is started as long as Easy-Scout XP is installed on the same computer.

LEARNING HOW TO USE THE EASY-SCOUT XP ANALYZER
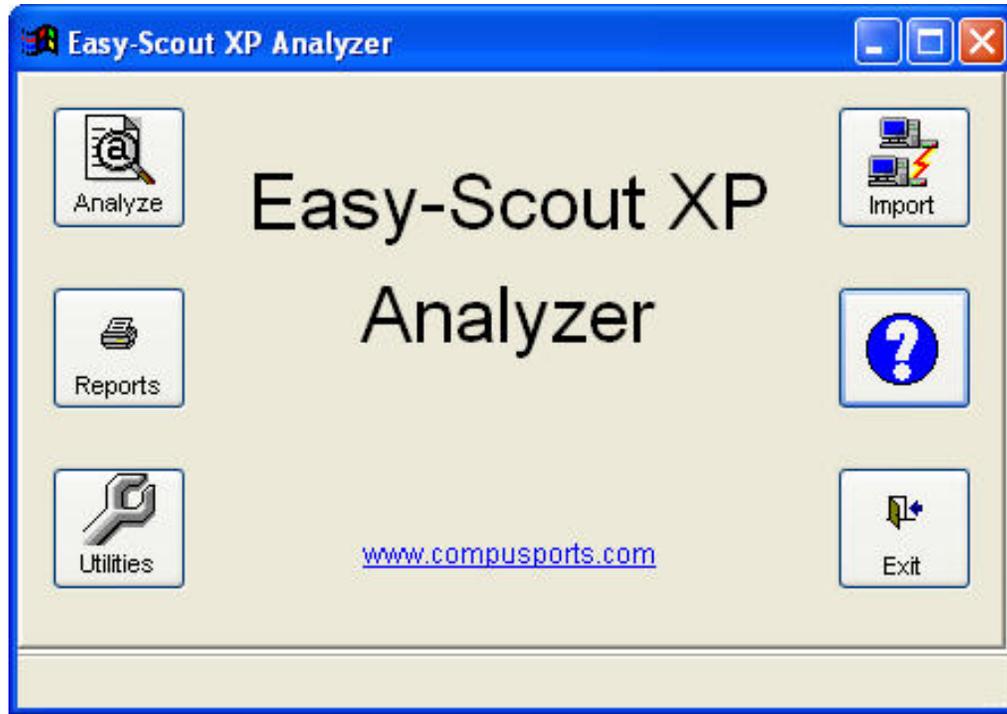
Easy-Scout XP Analyzer Main Menu

The Easy-Scout XP Analyzer uses a "Dashboard" or "Switchboard" style of user interface for its Main Menu. When the program is started in Trial Mode, an icon will appear in the center of the screen that prompts the user through the registration process and disappears when the program is purchased and a serial number is entered.

The Analyze and Reports buttons will be used most of the time, as they launch the Search and Analysis Grid and Report Manager respectively.

The Utilities button launches a submenu, from which the user is able to perform less common tasks, as illustrated below:
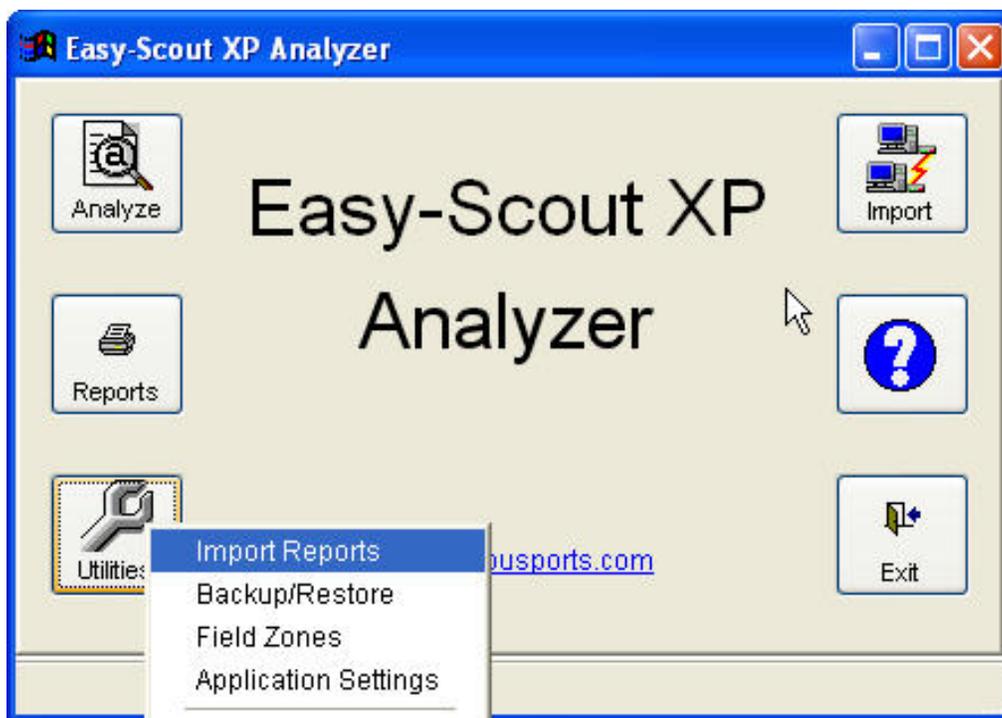
Easy-Scout XP Analyzer Main Menu with Utilities Submenu

"Analyzer" shares a number of common functions and procedures with Easy-Scout XP - such as the Report Manager (reports) and most of the Utilities.

The Analyzer functions that are **new** or *significantly enhanced* are:

The **View/Select Games** screen - *Select Games or Result Sets*, *Select a subset of the plays (Result Sets)* *from those games*, and launch the Analysis Grid.

The **Analysis Grid** - *View, Analyze and Process* plays in a *result set* by *Sorting*, *Filtering* and *Printing Advanced Reports*; *then* *Save those plays as a new RESULT SET* or *Exporting them an Excel worksheet*

The Filtered Reports Manager Screen - Create a report that uses a subset of the plays in a **Result Set**. By "*filtered reports*", we mean a report that is based on a subset of the plays in the game or group of games being analyzed.

Help is available by clicking on any *BLUE* Question Mark.

When connected to the internet, Context-Sensitive Help provides Analyzer assistance with the task being performed at the time the Question Mark is clicked.

Without an internet connect, "**local help**" is available. Local Help is installed with the Analyzer program and resides on the computer's disk drive. **Local help** is also available by *DOUBLE CLICKING* on a help icon.

Help Topic Index

Detailed help and instructions for using the individual features of the Analyzer program is available by clicking on the links below.

- [View/Select Games](#) , [Analyze Games](#) and [Print Advanced Reports](#)

- [Print Standard Reports](#)

- Analyzer Utilities: [Importing Reports](#), [Backup and Restore](#) data, [Data Management Utilities](#) (Delete Games, Delete Result Sets, Cleanup Files), Customizing [Field Zones](#) and other [Analyzer Settings](#)

- [Importing Games](#) using Easy-Import Technology

- [Registering Analyzer](#)

Easy-Scout XP Analyzer User Manual

The Easy-Scout XP Analyzer Manual is provided in Adobe PDF format and is installed with the program. It can be accessed by locating the shortcut in the CompuSports Program Group on your Start Menu.

RESOLVING EASY-SCOUT XP ANALYZER PROBLEMS

While great care has been taken to minimize errors, or "bugs" in the Analyzer program, it is possible that problems will occur. When an error message is encountered, it is usually possible to click **IGNORE** and the program will attempt to recover. Reporting errors to us is much appreciated, and can be done by clicking Copy to Clipboard, pasting the error message into an email, and sending it to support@compusports.com.

When we discover issues with Easy-Scout XP Analyzer or any of our products, we post an update on our [Technical Support web site](#).   Refer to the installation instructions included with the program for a *USERID* and *PASSWORD* for accessing the Technical Support site.

VIEW/SELECT GAMES

Easy-Scout XP Analyzer makes it possible to **View and Analyze Plays from Multiple Games** on the screen at one time.

The screen below shows the Analyzer 2006 "multi-purpose" screen for **Selecting Games and Result Sets for Analysis and Reporting.** In the example below, the data "source" will be full games that are selected from the list of available games. Result Sets are a new feature in Analyzer 2006 discussed later.
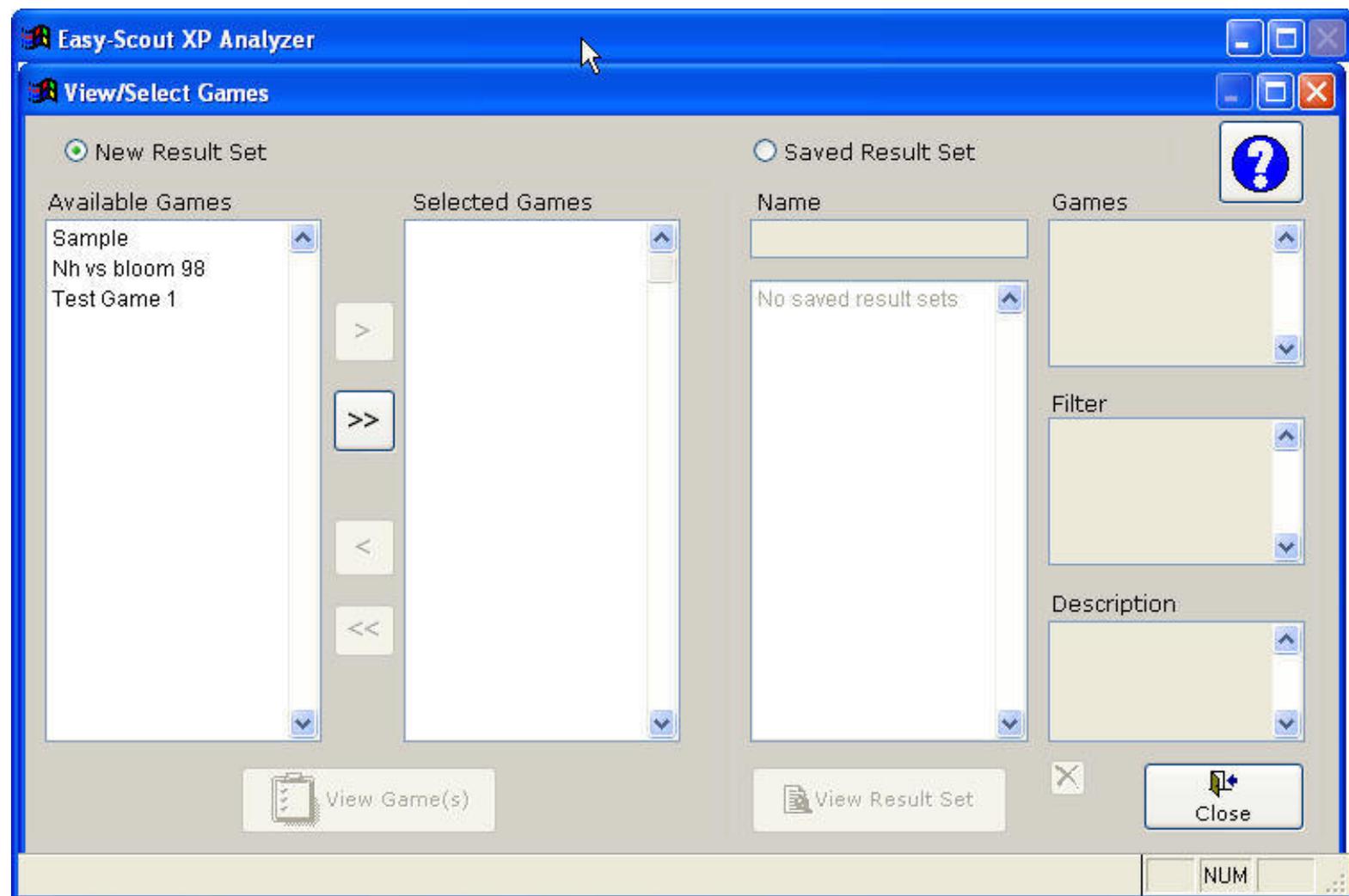
Analyzer defaults to New Result Set. A new Result Set is created by selecting games (either click and drag, double click, or click the game name and then the right arrow) and clicking View Games to go to the Analysis "Grid".

To analyze a Saved Result set, the process is similar, except the Saved Result Set "radio button" and then the View Result Set button would be clicked.

To delete a Result set, left click on (select) the Result Set and click the "X" at the bottom of the screen. To delete ALL Result Sets, use the Delete Result Sets function on the Utilities Menu.

ANALYZE GAMES

USING THE ANALYSIS GRID

Easy-Scout XP Analyzer has an enhanced version of the View Games "Grid" that is present in Easy-Scout XP. Designed to work with more than one game at a time, the *analysis Grid* in Analyzer includes a number of powerful yet easy-to-use features and is capable of displaying plays from more than one game at a time.

The form is structured so that the "controls" at the top of the Grid adjust the Grid's "contents" (plays) and how they are displayed and those at the bottom "process" those contents.

To add a Filter "condition":

1. Click the Field list and select one of the Grid's column names

2. Click the Radio button for one of the "operators", such as Equal to, Contains, Greater than, etc.

3. Enter or Select a Value for that operator.

4. Click Results

5. Repeat Step 1 to cascade Filter Results or Click Reset to remove the Filter(s) and start with the full Result Set.

There are a number of things worth noting about the Analysis grid (shown above):

1. The title bar in the upper left of the Grid Window shows the names of the Games that are being analyzed in the Result Set. The width of the game list is limited and may concatenate the game list if a large number of games are being analyzed at one time. The games are still in the grid, though even if the names of the games don't appear in the Window Title Bar (see the Game Name column)

2. A "cascaded" "Search" or "Filter" is being applied to these games. In the example above, the first part of the Filter limits the plays displayed in the grid to those on 1st Down (Down = 1) and the second part of the Filter further reduces the plays to those run from any Pro Set (Formation Name contains Pro). We call this process of combining Filter "conditions" *cascading*.

3. No Sort is also being applied to the Search results at the moment. To **SORT** the plays in the Grid, simply "double-click" on any column heading. If we wanted to Sort by Play Name, we would just "double-click" on the Play Name heading. Clicking on the same column a second time changes the order from Ascending to Descending.

4. To adjust the position of the columns in the grid, click and drag one or more columns to the left or right until the columns are positioned as desired. The column positions will be "remembered" by Analyzer.

5. To adjust the width of a column, click and drag the line between the column heading and the field to its right. Changes in column widths will also be "remembered" by Analyzer.

6. The buttons at the bottom of the screen will "process the search results". The choices for processing the results are printing "filtered" **REPORTS**, saving a **RESULT SET** and creating an **EXCEL** worksheet.

7. The Close button will **DISCARD** the plays and return to the Previous screen.

The Analysis grid is an extremely powerful and flexible tool. With just a few clicks of the mouse it is possible to perform extensive "on-screen" analysis on single or multiple games. Then, using one of the built in templates, this data that results from this analysis can be formatted and presented in a "paper-report" format or even exported to Microsoft Excel. The result is a tool for the analytical coach that makes it possible to quickly isolate and review any play in any game as well as perform further analysis.

REPORTS

Clicking Reports will open the Filtered Reports Manager . This is explained in detail on its own help screen.

SAVE SET

Clicking Save Set will save the plays that are "in the grid" at that time to a file. When saving a result set, you will be asked to provide a Result Set Name and Result Set Description. These labels along with the names of the games that were used to create the result set will be displayed on the Select Games screen to make it easy to identify the contents (plays) that are contained in each "set".

EASY-EXPORT

The Easy-Export capability in Analyzer has multi-game capability - meaning it can create an Excel file with data from more than one game. Plus, Analyzer will remember the way you arrange the column headings and apply that to the order in which it creates columns in Microsoft Excel. Coaches who are accustomed to using Excel for analysis or preparing charts and graphs, will find that Easy-Scout XP Analyzer makes that much easier to do.

Taken alone, the Multi-Game analysis and Easy-Scout Export are powerful new capabilities. These capabilities are significantly enhanced when combined with the printing process.

ANALYZE AND PRINT
ADVANCED REPORTS

In addition to printing "pre-designed", (Standard or Basic reports), "**Analyzer**" has the ability to print "**filtered reports**". By "**filtered reports**", we mean a report that is based on less than a full set of data (or less than all of the plays in the game or games being analyzed). **With Easy-Scout XP Analyzer, it is possible to first "Filter" plays from one or more games, and then create a report that uses ONLY those "filtered" plays**!
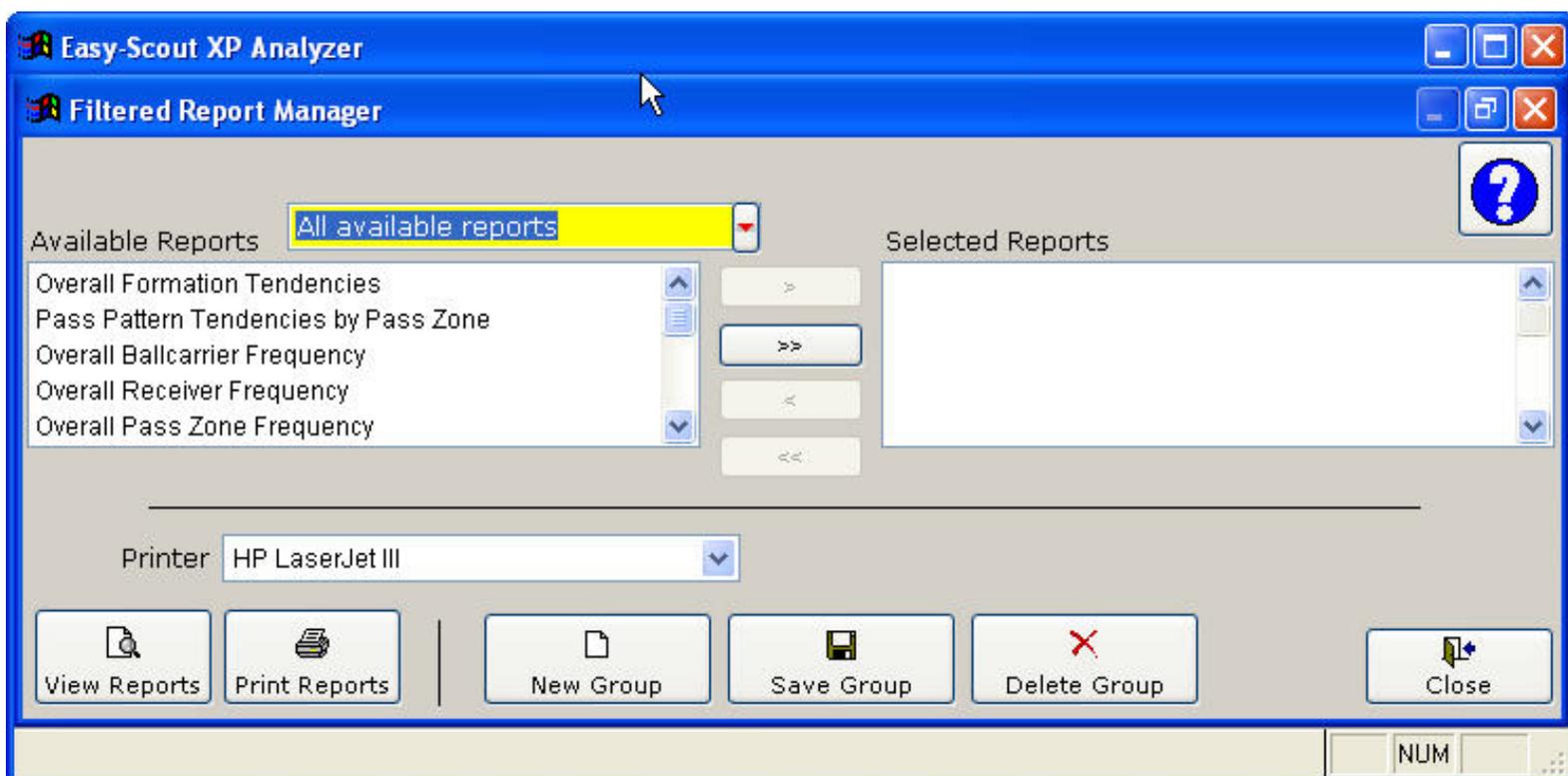
The screen above is a variation of the Report Manager that was designed to work with filtered reports. It functions just like the Report Manager in Easy-Scout XP (and also contained in Analyzer) with the following exceptions:

1. There is no place to select Games, because the games have already been selected on the View Games screen (see above). When the Reports button is clicked on the Multi-Game View Games screen, the "filtered" Report Manager screen appears.

2. Reports that are designed to work with the Filtered Report Manager will display the "filter" information in the heading on the first page of the report. The heading will be similar to what is displayed to the right of the "controls" at the top of the Search Grid.

3. The Filtered Report Manager is designed to make it easy to identify "filter-enabled" reports. Only filter-enabled reports will be available.

4. The Printer selection list makes it possible to send the Report to a printer other than the Default Windows Printer (Easy-Scout XP only prints to the Windows default printer). It will display the Default printer and no

further action is required in order to print to the default printer. Clicking the Printer select list will display all printers defined in Windows, from which it is possible to select one for this particular set of reports.

5. If a PDF printer driver or the Microsoft Office Document Image Writer is available, reports can be sent to a file on your computer. This is very handy for distributing reports by email or for archiving them electronically or both. Printing to file is best done one report at a time since it will be necessary to name each report and specify its folder location.

PRINTING STANDARD REPORTS

In Easy-Scout XP analyzer, the Report Manager screen is identical to that in Easy-Scout XP, as are the reports that are available. It is possible to maintain different Report Groups in Easy-Scout XP and Easy-Scout XP Analyzer, however.

The Report Manager form (shown below) enables the user to specify a list of games and a report using a **Mover List**. It is then possible to view reports, print reports, and save/delete a group of reports for later use.
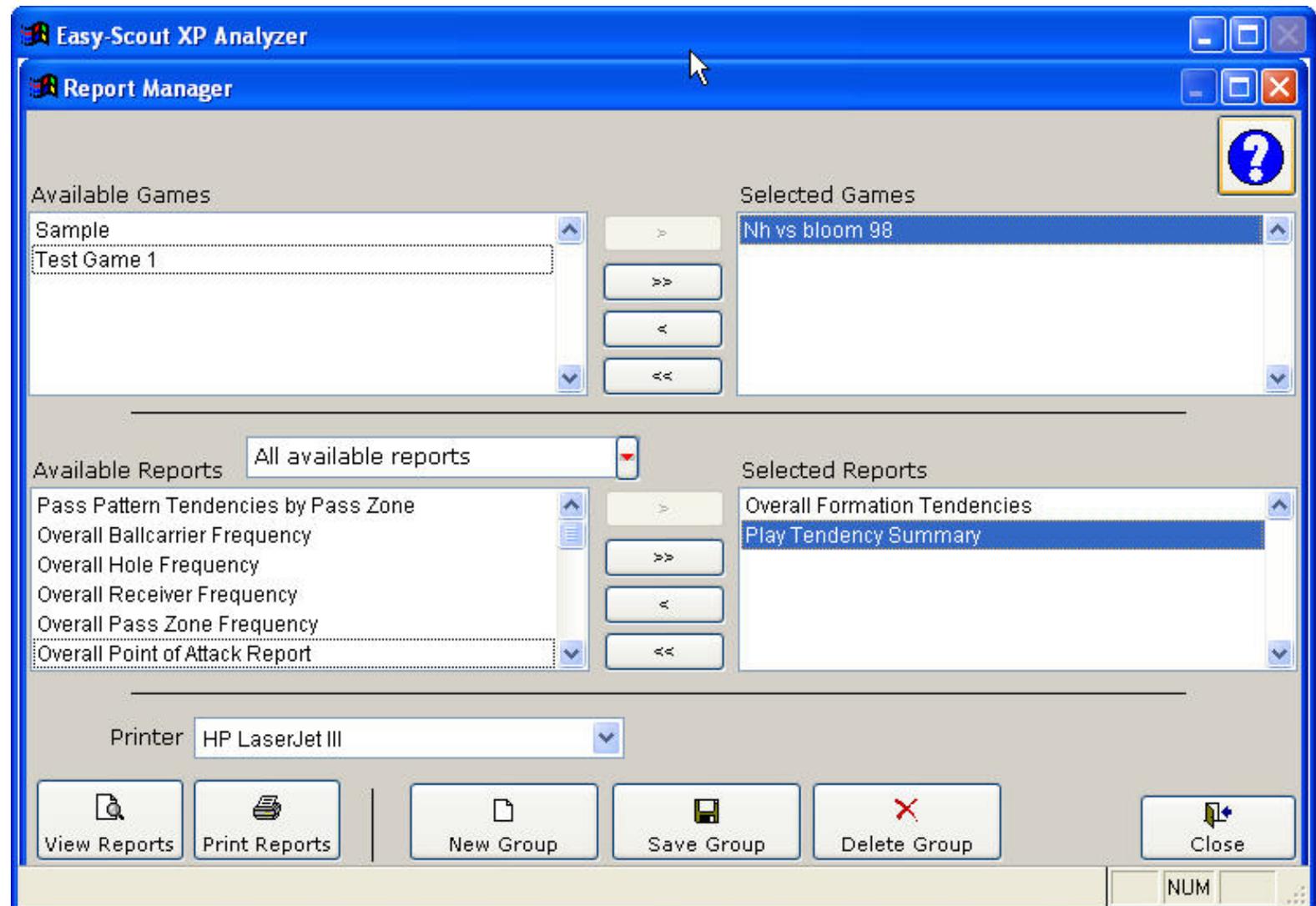
Basic Functionality

The Report Manager Form is designed to ease the burden of printing repetitive reports for games. It allows the user to create and manage sets of reports that can be printed for any and all games.

Mover List

A Mover List consists of two scroll boxes and a set of buttons. The objective is to move the items between the boxes until the desired selections have been made. Any highlighted selections can be moved with the > or <

buttons. All available elements may be moved with the > and < buttons. Multiple selections may be made by holding down the shift key and clicking additional items. Selections may also be moved by 'double clicking' or by using the 'drag and drop' method.

Use the upper Mover List on this form to Select Games.

Use the lower Mover List on this form to Select Reports.

There are two Mover Lists on the Report Manager form. The upper Mover List (shown below) is the **Available Games** list. This control allows you to select a game or a group of games to generate reports.
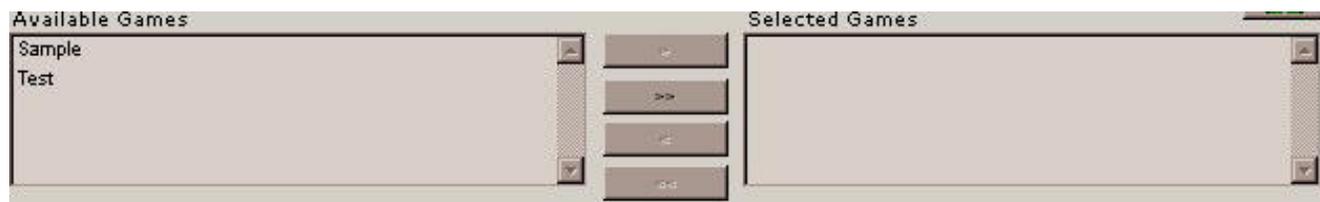
A Mover Lists consists of 2 scroll boxes and a set of buttons. The objective is to move the items between the boxes until the desired selections have been made. Any highlighted selections can be moved with the > or < buttons. All available elements may be moved with the > and < buttons. Multiple selections may be made by holding down the shift key and clicking additional items. Selections may also be moved by 'double clicking' or by using the 'drag and drop' method.

You must also Select Reports before using the Report Manager form Print Reports.

Printing and Viewing Reports

Use the Report Manager form to generate reports. Easy-Scout will use information from the Selected Games in the upper Mover List to send the Selected Reports to the Screen or Printer depending which button/icon is clicked. This allows you to generate a single report and/or print multiple reports in succession.
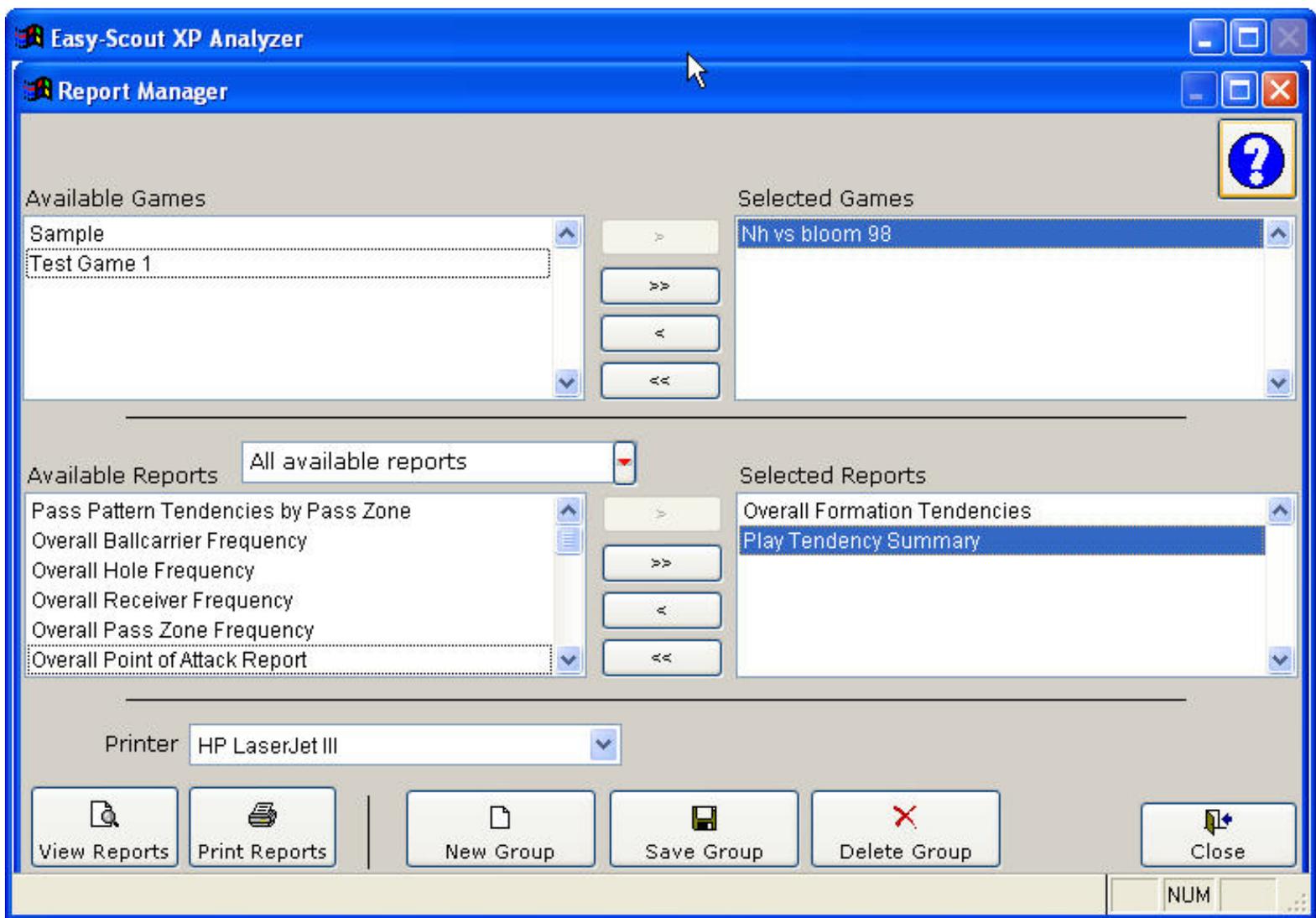
There must be at least one Selected Game and one Selected Report to print or View Reports. To print Standard, or Basic reports without "*filtering*" the data, the process is identical to that in Easy-Scout XP - with the one possible exception that it is possible to specify any Printer (or PDF, MDI etc) as the output destination.

1. The Printer selection list makes it possible to send the Report to a printer other than the Default Windows Printer (Easy-Scout XP only prints to the Windows default printer). It will display the Default printer and no further action is required in order to print to the default printer. Clicking the Printer select list will display all printers defined in Windows, from which it is possible to select one for this particular set of reports.

2. If a PDF printer driver or the Microsoft Office Document Image Writer is available, reports can be sent to a file on your computer. This is very handy for distributing reports by email or for archiving them electronically or both. Printing to file is best done one report at a time since it will be necessary to name each report and specify its folder location.

Tip! Try to review your Report List before sending reports to the Printer to ensure that you are not tempted to interrupt the printing process.

IMPORTANT - DO NOT INTERRUPT THE PRINTING PROCESS ONCE IT BEGINS!

Once your reports are selected, and you choose either View Reports or Print Reports, you can't stop the Report Engine until all of the reports are printed (or viewed). You MUST allow Easy-Scout to send all of the selected reports to the Printer or to the Screen.

If you choose View Reports, clicking the square (stop) VCR button will close the report on the screen and display the next one until all reports that you selected are displayed on the screen.

If you choose Print Reports, you will need to wait until the reports are all sent to your printer.

NOTE: Depending on how your printer is configured, you may be able to stop some of the reports from actually being printed by opening the Windows Printer Utility that shows in the lower right corner and deleted some of the print jobs. Do not attempt this unless you are an experienced Windows user.

View Reports

Click the View Reports icon to send all of the selected reports to the Screen in succession. Easy-Scout "hands control" over to the Reporting Engine until all reports are printed. The toolbar below will be displayed in the Upper Left corner of your screen when the Report Engine is running.

In the example above, even though you are in the View Reports mode, you can Print the report on the screen by clicking the Printer button on the toolbar. To skip the report, click the square close (Stop) VCR button. The next report in the sequence will appear on the screen.

Note the title at the top of the Screen. When the Report Engine is running the title bar will always display the report name followed by the .rrw extension. This is an abbreviation for the report name, which s followed by R&R XBase. Report abbreviations follow a naming convention that uses the first letter of the name of the report. For example Overall Formation Tendencies is OFT, Hole Frequency by Down and Distance is HFDD and so on.

Print Reports

Easy-Scout will use information form the Selected Games in the upper Mover List to send the Selected Reports to the printer. This allows you to generate a single report and/or print multiple reports in succession.

Working with Groups

Groups of reports may be defined and saved for later use. These groups can be managed with the following controls. The default report group is "All available reports," as shown below.
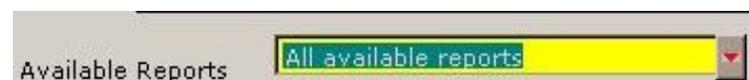
The **All Available Reports** group is automatically loaded on startup. To select a new group of reports, click the red down arrow beside the textbox and choose another group from this pick list.

A new group can be created by pressing the **New Group** button. The group selection textbox will empty and allow the user to type the new group name. Next, to save to selected reports in the group press **Save Group** the **New Group** button will remain active until saved or until clicked again to cancel the operation.

Appending and removing reports from a group can be accomplished in a similar manner. Use the VCR buttons to edit the Selected Reports list and then click the **Save Group** button.

IMPORT REPORTS

Easy-Scout XP analyzer, like Easy-Scout XP has a feature that makes it easy to add reports to your system as they become available.

The **Import Reports** screen illustrated below enables you to "locate" a report import "control" file that is provided by CompuSports, usually by download, to add reports to your system.
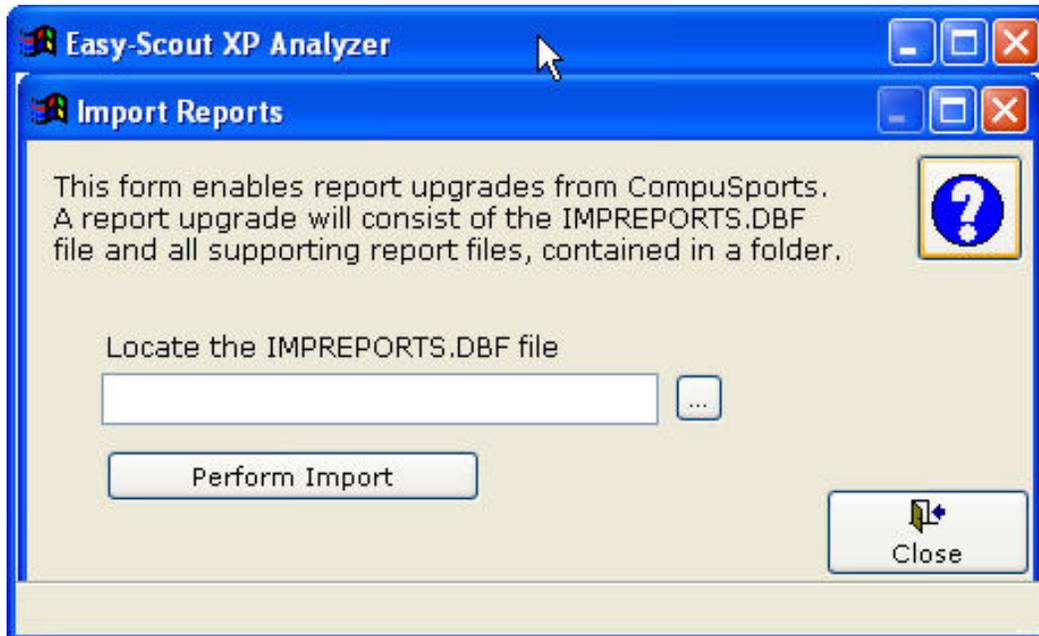
A report upgrade will consist of the impreports.dbf file and various supporting files contained in the folder. Use the ellipses (…) button on this screen to locate this file and then click the **Perform Import** button to add the new reports to your version of Easy-Scout XP Analyzer.

BACKUP AND RESTORE

Easy-Scout XP Analyzer enables users to create a BACKUP copy of the information in its data files. In addition, it is possible to RESTORE a data "set" to return Easy-Scout XP Analyzer to a previous state.
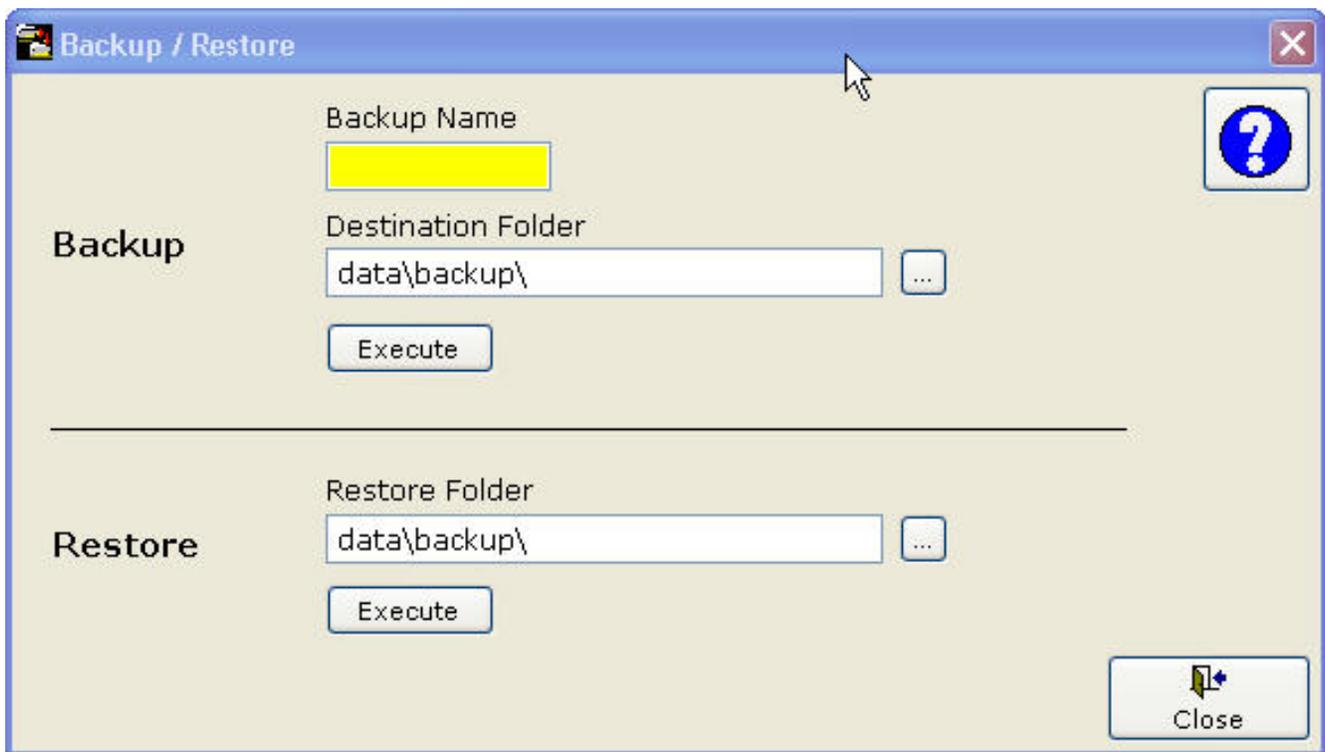
Backup

Use the upper section of this screen to Create a BACKUP. Specify the Backup Name and click the Execute button to begin the backup process. After processing the backup data will be copied to a folder with the Backup Name. The destination folder is the location specified to store the backup folder plus the Backup Name. A valid destination can be reached by typing manually or by using the ellipses (...) button.

Note: an emergency backup is also created each time the application is closed. The emergency backup files are store in the data\backup folder in the Easy-Scout XP Analyzer Program folder.

Restore

Use the lower section of this screen to RESTORE a backup file and return Easy-Scout XP Analyzer to a previous state. Locate and select one of the previously created backup folders and click the **Execute** button.

MANAGING AND MAINTAINING
GAME DATA

Easy-Scout XP Analyzer includes a number of Data Management and Maintenance Utilities. Like all Utilities, the Data Management Utilities are accessed from the Utilities menu:
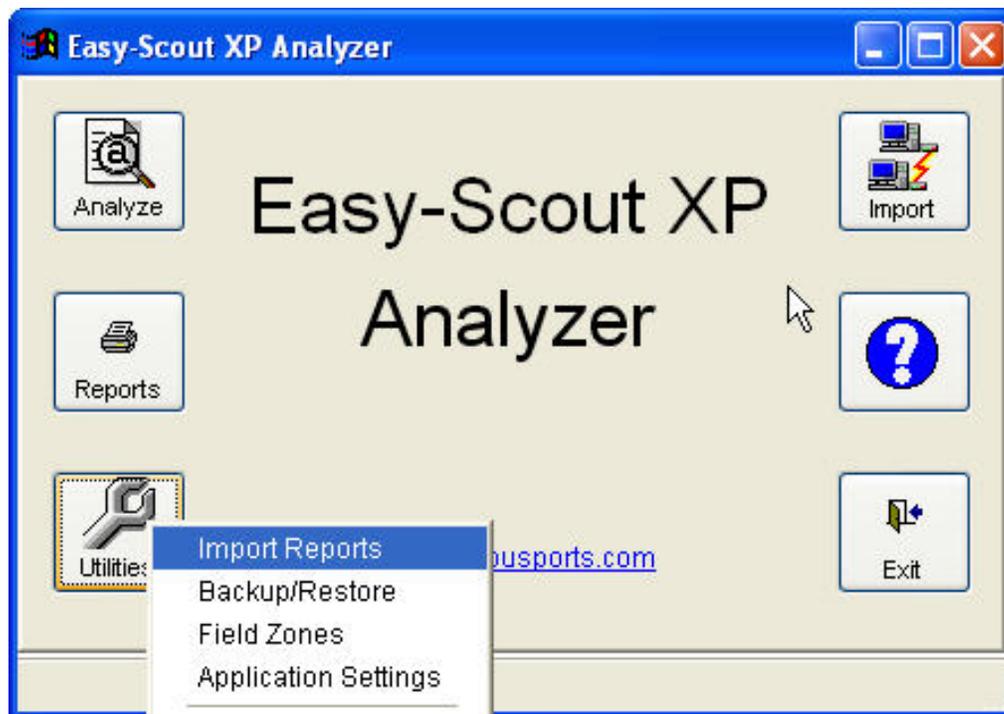
The Data Management Utilities include:

1. Deleting Games

   In most cases, Deleting Games will not be performed in Analyzer, but rather in Easy-Scout XP itself if both are installed on the same computer. This is because when both programs are installed on the same computer the Analyzer game data will be overwritten by the data from Easy-Scout XP each time Analyzer is started. If you do want to use this feature, it is important to first UNCHECK the Use Easy-Scout XP data setting.

   The Delete Game function is performed using a screen identical to that in Easy-Scout XP as shown below. All available games will be displayed in the Game List. Click the checkbox next to each game that you wish to delete and then press the Delete Game(s) button to delete all of the games that you have selected.

   The comment box is shown for reference to aid in picking the correct game. Comments can not be edited in this form.
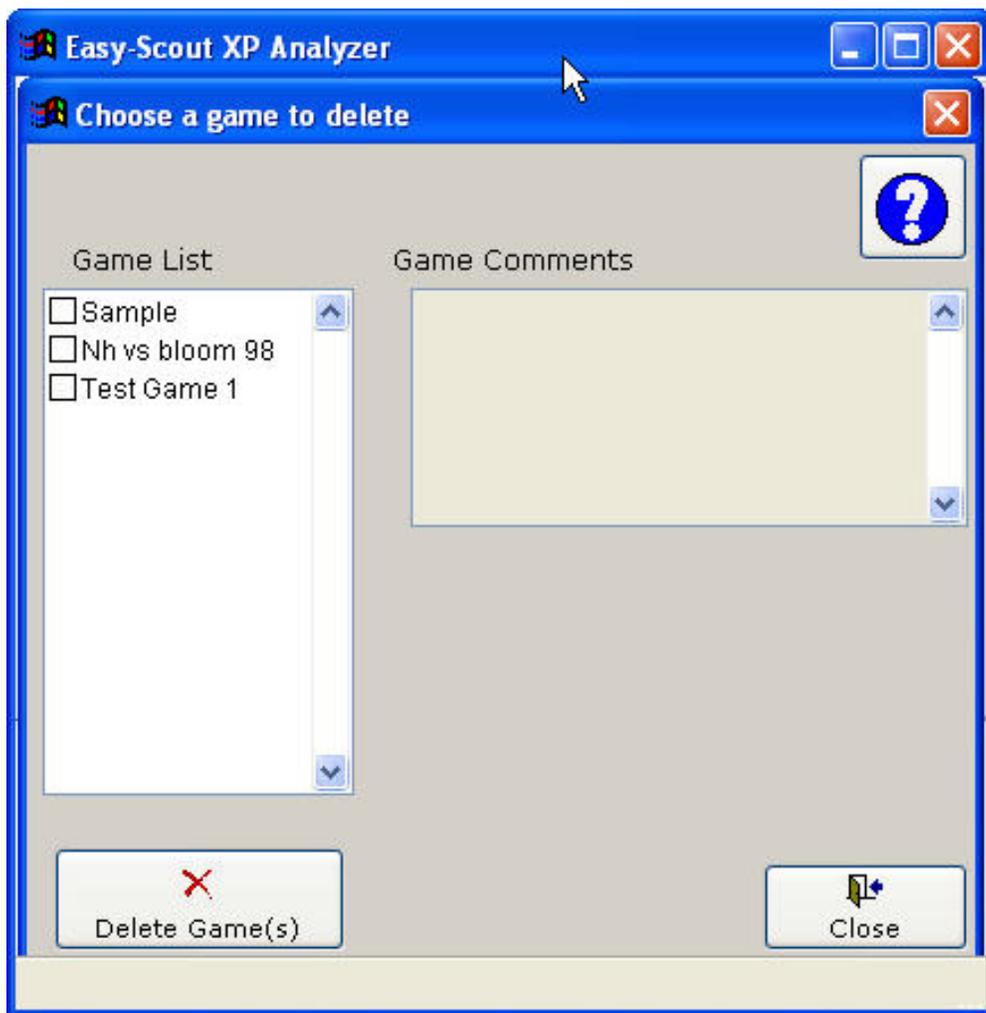
2. Deleting Result Sets

   To Delete ALL Saved Result Sets, select Delete Result Sets from the Utilities Menu. This will not delete the games themselves, but will delete the Result Sets, or Collections of plays that are saved in Analyzer. This may be necessary occasionally to make the list of result sets easier to use and faster to navigate.

   When you click Delete Result Sets, you will be asked if you are sure that you want to delete all result sets. Click OK if you do.

   To Delete individual result sets, use the Delete Result Set button on the Select Games Screen.

3. Cleanup Data Files

   This utility will inspect and reindex your data files. It is a good idea to run this utility periodically as it will ensure the smooth operation of Analyzer and reduce the chances of a problem occurring. It will also make Analyzer work faster, especially if you are not using Easy-Scout XP for your data or if you are creating a lot of result sets.

   You will see a progress bar as the various Analyzer files are processed. Due to the nature of this utility, Analyzer will close automatically when it completes.

   Due to the more complex nature of the Import and Export Games, Import Reports and Backup and Restore Utilities, they are discussed on individual help items.

IMPORTING GAMES

Use the Easy-Scout XP Analyzer's *Easy-Import* technology to "migrate", or convert game files from other programs to Easy-Scout XP Analyzer. Easy-Import can "translate" files in either Microsoft Excel or CSV (comma separated values) text format.

The Import icon is inactivated when Use Easy-Scout data is checked. This is because when both programs are installed on the same computer the Analyzer game data will be overwritten by the data from Easy-Scout XP each time Analyzer is started.

If you do want to use this feature, it is important to have the Use Easy-Scout XP Data setting unchecked.

Easy-Import requires a DMT (Data Migration Technology) file, which is a special type of file that tells Analyzer how to transfer information from the source file. The Easy-Import technology in Analyzer is the same technology provided in the standalone version of Easy-Import, and will only function if the standalone Easy-Import has been licensed and installed. Otherwise, Analyzer should be set to "Use Easy-Scout XP Data".

Click here to View the Easy-Import Video Tutorial

RETURN TO HELP INDEX

FIELD ZONES

Field Zones are used to divide the playing field into ranges based on the line of scrimmage. Field Position reports use the Field Zone settings, which can be adjusted to reporting and analysis requirements. The the **Field Zones** screen shown below is used to configure Analyzer's Field Zones.
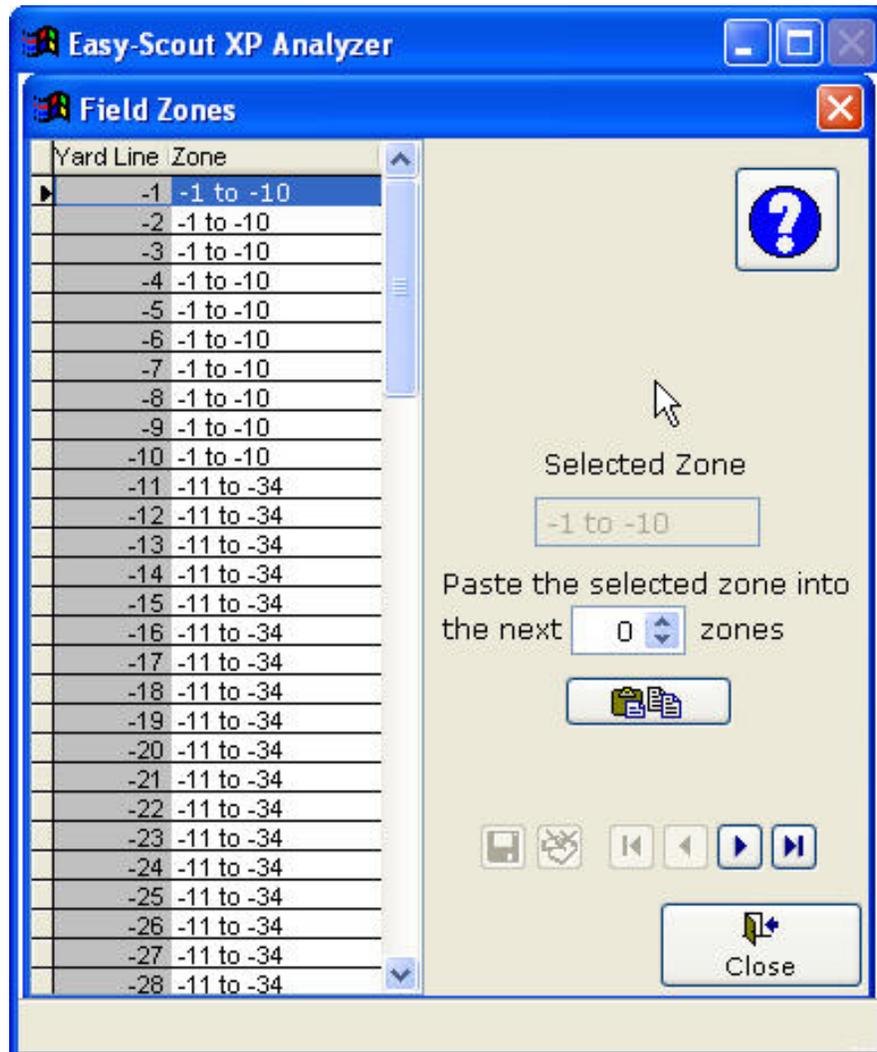
The grid on the left side of this screen has two columns labeled Yard Line and Zone. The **Yard line** column corresponds to the value that is entered in the Field Position location in Easy-Scout and is for reference.

The **Zone** column is assigns a label to each yard line. A label or series of labels may be changed by clicking individual rows in the grid or using the VCR buttons to navigate the list of field zones and using the Edit menu options to cut/copy/paste labels between rows.

To customize the Field Zones:

1. Use the tool illustrated below (located on the right side of the screen) to assign a label to a

sequence of Yard Lines. To assign a zone label, select the first zone to be changed by clicking on it, modifying it if necessary. Note the new value will appear in the "Selected Zone" box shown below.
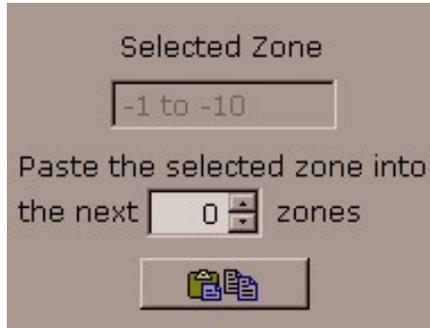
2. Use the spinner (below the text box) to designate the number of remaining zones to populate with the same label shown for the selected zone in the grid.
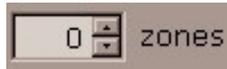
For example, to copy -1 to -10 to 10 rows, select the -1 Yard Line, advance the spinner to 10 (or type 10 into the box).
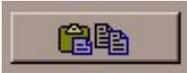
3. Press the button to populate the designated zones.

Note: The spinner will only allow a number less than or equal to the remaining number of records to be entered.

SETTINGS

Easy-Scout XP Analyzer makes it is possible for the user to change a number of settings as illustrated below:
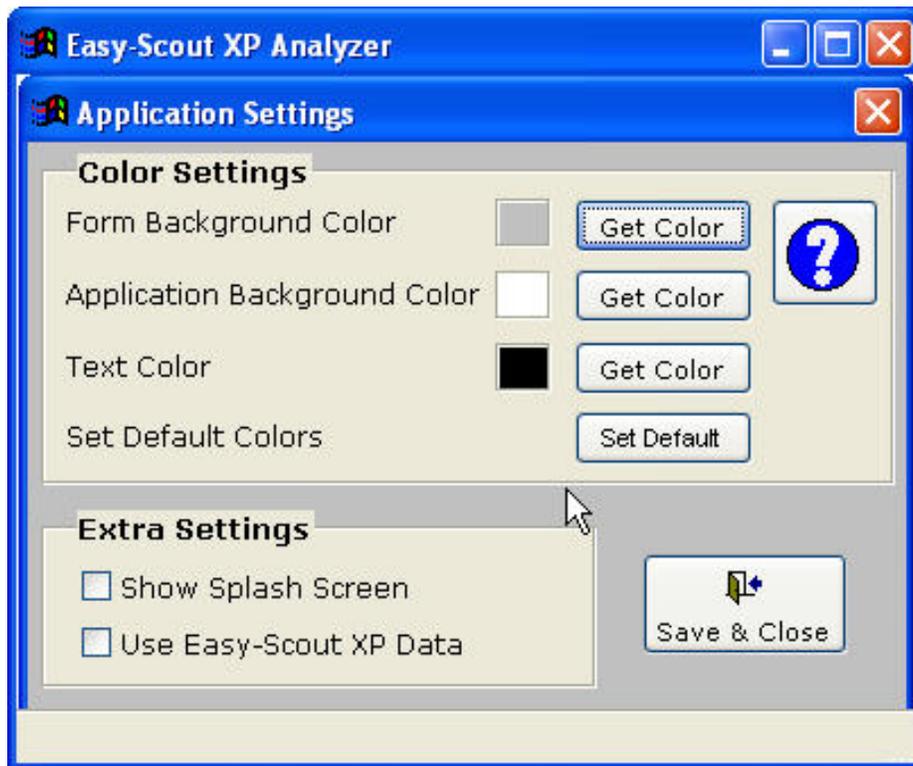
There are 3 color settings available on the upper portion of the Settings screen. These settings can be modified by pressing the "Get Color" button. This will open the color selector, for choices. The following items can be changed to suit individual preferences:

- **Form Background Color**

- **Application Background Color**

- **Text Color**

The colors have been selected to optimize viewing and should only be changed after first viewing the current color settings.

Show Splash Screen - There is a splash screen displayed when the application is first launched. Un-checking this, will suppress the splash screen.

Use Easy-Scout XP Data - If this option is checked the application will always use the data from Easy-

Scout XP installed on the same computer. **This should be checked when Analyzer is installed with Easy-Scout XP and unchecked when using Analyzer standalone.**

If this setting is not checked, since Analyzer has no data entry capabilities, game data must be either imported or moved to Analyzer using the Restore utility.

REGISTERING ANALYZER

Easy-Scout XP Analyzer will run in "trial mode" until the product is registered with CompuSports and a Serial Number is entered. A message is displayed on startup when running in Trial mode and the user has the option of working in trial mode or registering Analyzer.

The first screen below is displayed if the Trial Mode is selected....
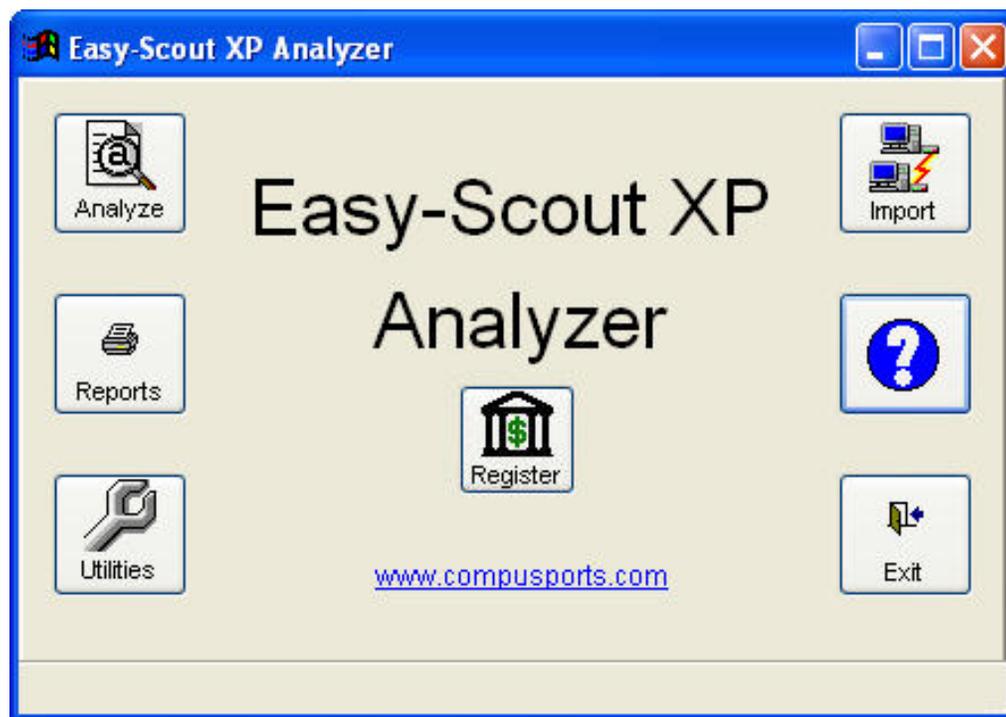
and the second screen is displayed when either the Register button is clicked on the startup screen or the Register icon is clicked from the Analyzer Main Menu.

Easy-Scout XP Analyzer

Register Easy-Scout XP Analyzer

Easy-Scout XP Analyzer will open 10 times in Trial Mode. After 10 uses, it is necessary to enter a serial number to "register" the software and continue to use it. Licenses to use Easy-Scout XP Analyzer are available for purchase from CompuSports at www.compusports.com.

Hardware ID   548462

Name

Email

Phone ( )   -

School/Team

www.CompuSports.com

Send Hardware ID By eMail

Send Hardware ID By FAX/Mail

Enter Your Serial Number Here

_____ – _____

Register Now

Close

Analyzer 2006 limits the number of times that the program can be opened and restricts access to several features on the Utilities Menu.   When the limit is reached, Analyzer will display the screen below:

Easy-Scout XP Analyzer

Unregistered

Your trial period is now complete, please register now.

Exit   Register Now
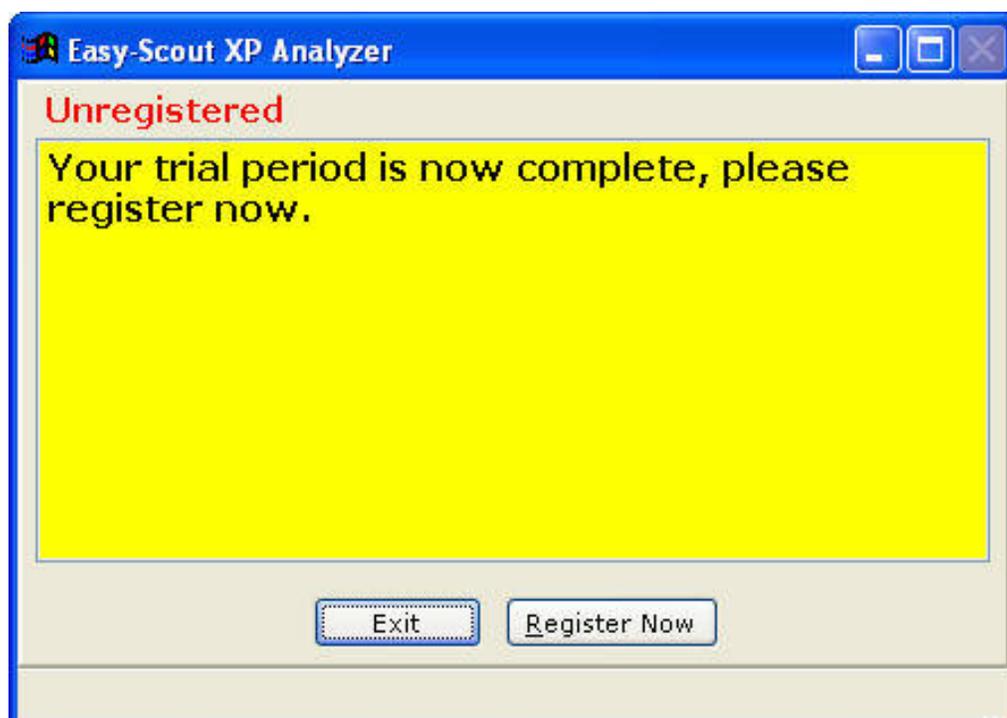
CompuSports offers a number of ways for you to register software, including a number of online methods that offer the fastest response time, 7 day coverage and increased response time during football season.

To register using an online registration form, click here . Upon validation of your customer information, a serial number will be provided. Enter the Serial Number in the space provided and click Register Now. "Double-clicking" in the first part of the Serial Number will automatically complete it for you.