Video Sharing

Manual Updated to Release 4.0.0

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1 - INTRODUCTION

Video Sharing 4 is a program for sharing digital videos of volleyball matches through the internet.
This program associates the digital visual qualities of the new video compression technologies with the straightforward and user friendly functions of a P2P program (peer to peer): Video Sharing 4 creates a compressed video file in order to share it with other teams in one simple click of the mouse. The created file can be directly used with Data Video 3 and Data Video 2007.

This manual will guide you through the first stages of the program.

2 - INSTALLATION

Video Sharing 4 can only be installed through the internet.

2.1 - INSTALLING VIDEO SHARING 4 FROM THE INTERNET

Download
Connect to the Internet and access www.dataproject.com/videosharing and click on [Download] button.

Setup
1. launch the **VideoSharing4_setup.exe** file following the on screen instructions;
2. launch the **Video Sharing 4** program from Start/Programs/Data Project/Video Sharing 4 or by clicking on the icon on your desktop;
3. launch the **eVideoSharing4_man.pdf** file to open the instruction manual in PDF format and print if necessary.

2.2 - MAIN MENU

Once the installation is complete, when the program is launched, the following screen will be displayed with these two buttons:

- ➢ Login
- ➢ Ticket Download/Upload

In this window you will either need to enter login and password for authentication or enter a download/upload ticket.
Before you enter login and password you must select the league you want to use. Use the Change option to change league.

A ''ticket'' is an alphanumeric code made up of at least 10 digits that represents a ticket to allow you to download (ticket download) or upload (ticket upload) a match. The use of the ticket will be outlined further on in the manual.

3 - LOGIN AND CHAMPIONSHIP LIST

When you access the program (using your login and password). If you have a queued download or upload, the following window will appear. You can select [Skip>>] to go to the next screen.

To access the list of the matches in a championship click on the icon or on the name of the championship you are interested in. In the Free Slot championship there are private slots associated to the user that has accessed the service.

The videos that can be found in this championship can be viewed only by the user who is the owner of the free slot. You need to create the appropriate ticket download in order to share the videos with other users.

The ''download or upload queue'' will appear on the right hand side of the screen in the event of incomplete downloads or uploads executed in the current account.

The order of the incomplete matches can be changed and rearranged and you can also choose to delete one or all the matches from the list. Once you have arranged the matches in the desired order, click on Download now to start downloading the matches. If you want to continue Uploading the match, click on Continue Upload.
Click on [Skip] to go to the next window if you do not want to elaborate the download or upload operation now.

4 - MATCH LIST

The games associated to the selected championship will be displayed in the match list. In the panel on the left hand side of the screen you can filter the matches by day, team or phase. The information regarding the selected match will be displayed in the panel on the right hand side of the screen.

The following operations can be performed in this page:

Download Video:
to download one or more selected matches (select more than one match by double clicking on the match or by using [CTRL]+click on the match)

Download Scout:
downloads (if available) the scout of the selected match.

Upload Video:
to send a video file in the selected slot. If the slot has already been taken, the match will be replaced. This operation can be performed if your account has the upload authorisations for the selected match.

Upload Scout:
links a scout to a previously sent match. This operation can be performed if your account has the upload authorisations for the selected match.

Capture:
You have a dual choice "Capture Now" or "Reserve Offline Capture".
• **Capture Now**: after checking any rights to upload the selected game, a new window will open to capture. In this window you can select the video / audio source, change the aspect ratio (16:9 or 4:3) and select the output file. The quality of capture is automatically set according to the selected league. In the case of HD championship: if the PC is not able to hold a real-time video-capture automatically decreases the quality to XviD standards. If during the capture had been detected by the drop in framerate, you will be advised of the loss and will be invited to check the file before sending it. Once you have completed the capture (ie: when you click on stop) will be asked whether or not to send the file. In case the user wants to send it directly closes the capture and opened directly in the shipping form with your captured file.
• **Offline Capture**: a new entry will create in the main menu in which it is made a summary of the selected game and possible video quality. The user can capture a maximum of 4 times before being forced to re-login.

Preview:
to open a 60 seconds preview of the match selected so as to see the quality of the videos, ect.

Delete match:
Permanently deletes a match from the server. This operation can be performed if your account has the upload authorisations for the selected match

Edit Note:
allows you to add/change the notes for the current match (a note is the additional information that the owner of the match enters and that is visible to the other users). This operation can be performed if your account has the upload authorisations for the selected match.
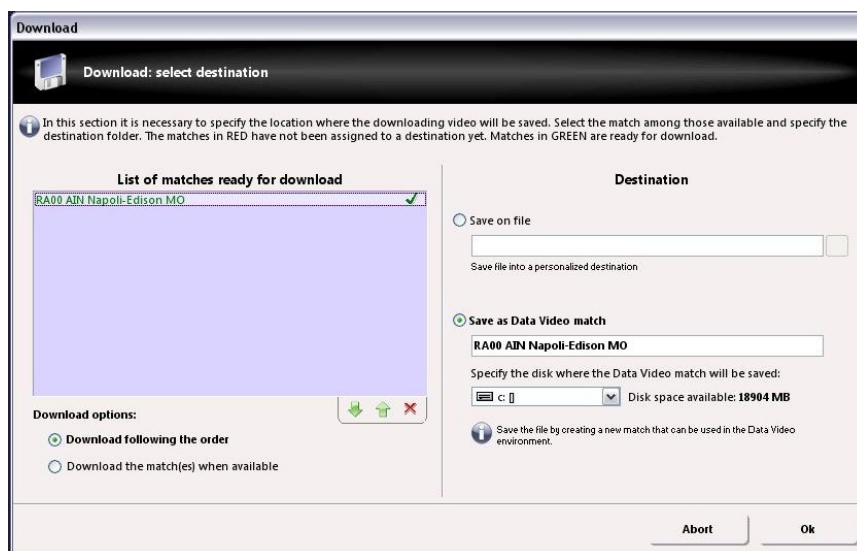
Click on [**Back**] to return to the previous menu.

5 - VIDEO DOWNLOAD

When you have selected a match (or matches), Video Sharing will check to make sure you have the authorisations needed to download the selected match.
You can download the matches of a particular day (or of a particular team) if for example, you have uploaded the home matches of your team (this upload/download rule is arranged with the affiliated league/federation).
The below window will be displayed if you have the authorizations to download the matches and you will be asked to save the file on the local computer. For every match, you can choose to either save the file in a custom path or save the file as a compatible Data Video match.

5.1.1 - List of matches to download

the matches you have selected to download will appear in this panel. If a match is highlighted in green it means it is correctly associated to a file (or to a new Data Video match). If the match is highlighted in red it means the match has not been associated to a file (or to a Data Video match). In this case click on the red match and select the desired destination. Use the buttons on the bottom of this panel to change the order of the list or to delete a match.

5.1.2 - Destination

- <u>Save on file</u>: this option allows you to save a match in any chosen destination. In the selection panel that will appear you can also select ''temporary files'' as the type of file. Thanks to this function you can retrieve the download of a partially downloaded file but only if it is a temporary file of the same match.

- <u>Save as a Data Video match</u>: if you select this option and enter the name of the match, Video Sharing will save the video creating a new Data Video match (you can also select the disk where you want to save the match).

5.1.3 - Download options

- <u>Download following the order</u>: if you select this option Video Sharing will complete the download of the current match before downloading the next one (if this is during the upload phase or if it has not been sent yet, Video Sharing will wait for completion). This option is generally used to give priority to a certain match.
- <u>Download the first available match</u>: if you select this option, if the current match is incomplete or not completely uploaded, Video Sharing will scroll through the matches to find the next available one. If you choose this option, the first available match will be the first downloaded match.
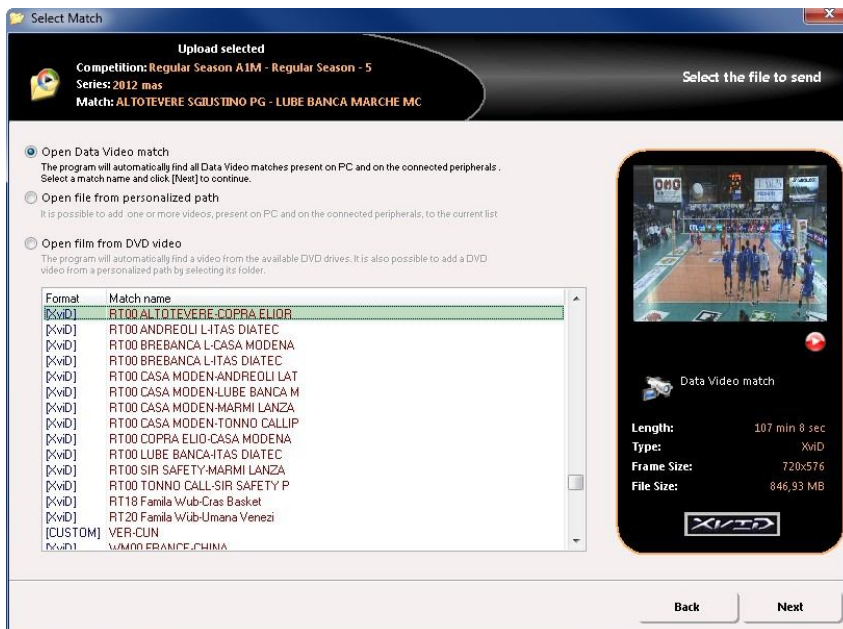
Click on [Ok] button to start the download when all the options have been selected.
The match download can be paused and retrieved when required, Video Sharing will start downloading the next selected matches (if available). Video Sharing will advise you during the login phase if incomplete downloads are present (as figured).

The [Download now] button allows you to retrieve the paused download. The ⬇⬆ buttons are used to change the order of the matches in the download queue. The ✖ button is used to delete a match from the queue (please note: the temporary files cannot be deleted in this phase).

6 - UPLOAD VIDEO

If you click on the [Upload] button in the match list, the upload option window will be displayed relative to the sending options and their relative compression format.

 In the following window you can:

6.1.1 - Open a Data Video match

Use this option if Data Video System 3 or Data Video 2007 are installed on your computer and if the match you want to send is amongst the Data Video matches.

6.1.2 - Open a video from a custom path:

Use this option if you want to send one or more videos present on your computer in a custom path. Click on the Browse icon on the right of the box to add a video to the list.
Please note: if you select more than one video, Video Sharing will link and compress the files into a single file following the indicated order. Use the [**Pg up**], [**Pg down**] and ✖ buttons to change the order of the matches.

6.1.3 - Import a match from a DVD Video

Select this option if the video you want to send is on a DVD Video. Select the DVD Video path and click on [**Next**]. Video Sharing will analyze the DVD Video and will prepare it for the compression phase(this operation could take a few minutes).
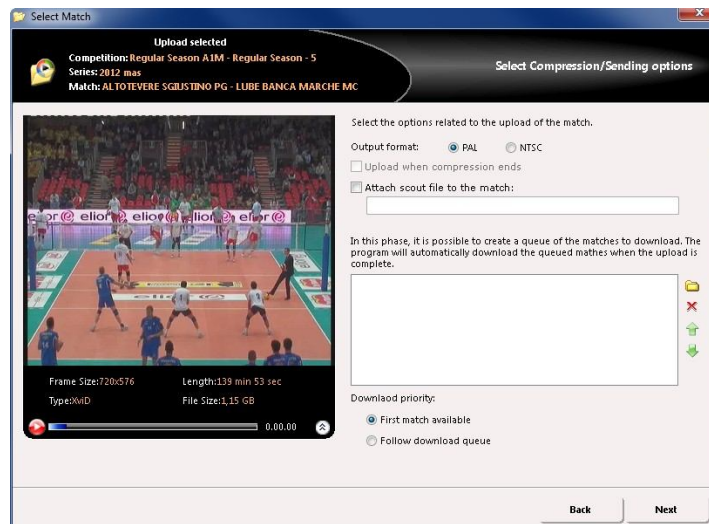
Supported formats include MP4 and XviD. If the match video is in compliance with these specifications, it is ready for shipment. Otherwise Video Sharing, prior to shipment, it will compress the file into MP4 or XviD format automatically. The compression is required even in the case where the user does specify two or more films to be joined even if these were in accordance with the Video Sharing specifications.

6.2 - COMPRESSION/SENDING OPTIONS

Click on [**Next**] when you have selected the video (videos) to send. If the file needs compressing again in this phase, you can select the path were you want to save the compressed file. You can create a new Data Video match or save the compressed file in a customized folder. Please note: this section will be indicated if the video should not comply with the Video Sharing standard.
By clicking on next, the above page will be displayed:
Please note: this section will be indicated if the video does not comply with the Video Sharing standards. By clicking on next, the following page will be displayed:

The following options can be found in this page:

Output format

By changing the video standard (PAL/NTSC) it is possible to transform a PAL video into a NTC video standard and vice versa to make the video compatible if the original video is in a different standard. This operation requires the re-compression of the video.

Upload when compression ends

By activating this option (active only if a video re-compression has been programmed) the program will automatically send the video when the compression is complete.

Attach scout to the video

By activating this option you can attach a scout file (or any type of file, i.e. PDF, HTML, etc.) to the relative video. Other Video Sharing users will be able to download this file with or without the match using the [**Download Scout**] button in the main window.

Download Queue

You can add matches in the download queue. These matches will be downloaded when you have uploaded the current video.

Download priority

This option is used to determine the priority of the matches you want to download that are present in the download queue (as described in the Download section).

Click on the [**Next**] button to check the selected options in the summary panel. Click [**Back**] if you want to go back to the previous screen to modify the selected options or click [**Forward**] if the selections are correct. If the selected options are ok, the program will start the compression phase (or the upload if the video follows the Video Sharing standards).

7 - TICKET

A ticket is an alphanumeric code of 10 digits used as a ''ticket'' to download or upload private or championship matches between Video Sharing users and non.
There are two types of tickets: Upload Ticket and Download Ticket. The tickets are entered in the main Video Sharing page in the appropriate box (as figured).
Please note: you don't have to log into the program to use a ticket. A ticket can therefore be used by people who do not have a Video Sharing account.

7.1.1 - Ticket download

This type of ticket allows you to download a specific match even if you don't have a valid Video Sharing 4 account. For example, an outside user (i.e. player or coach) can download a private match (i.e. practice or friendly matches) using Video Sharing.
To use a download ticket, simply enter the supplied code in the ticket download/upload box in the main page of Video Sharing and press [>]. Data Sharing will check the validity of the code and if it is ok, it will start the download procedure for the match associated to that ticket. An error message will be displayed if the ticket is expired or has reached the maximum number of allowed operations. You will need to contact the owner of the match to obtain a new ticket (the owner of the match is the only one who can generate a new ticket.)

7.1.2 - Ticket Upload

This type of ticket allows you to upload a match in a slot of the user that provided the ticket even if you don't have a Video Sharing 4 account.
To use an upload ticket, simply enter the supplied code in the ticket download/upload box on the main page of Video Sharing and press [>]. Data Sharing will check the validity of the code and if it is ok, it will start the

upload procedure for the match associated to that ticket. An error message will be displayed if the ticket is expired or has reached the maximum number of allowed operations. You will need to contact the owner of the match to obtain a new ticket (the owner of the match is the only one who can generate a new ticket.)

7.1.3 - Generating a new ticket

To generate a new ticket (upload or download), access your account using login and password, select a championship from the list, select the match you want to generate a ticket for and click on the [**New Ticket**] button on the right hand side of the match list page.

If your account is authorized to upload/download the match, the following panel will be displayed:

In this window you will have to select the following options:

Type of operation

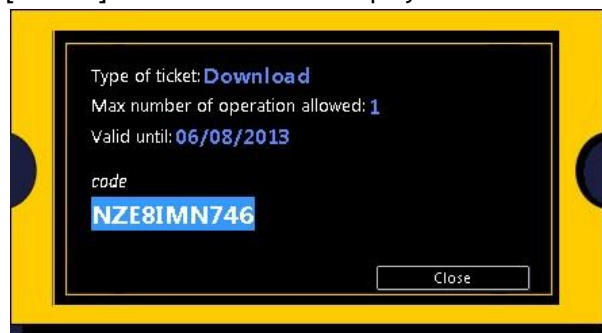This option determines if the selected match can be uploaded or downloaded using this ticket.

Maximum number of allowed operations

This number indicates the maximum number of upload/download operations that can be done using this ticket. This number will decrease after every successful upload or download operation. When the number reaches ''0'' the ticket will expire and it can't be used again.

Valid until

This date indicates the expiry date of the ticket. After this date the ticket cannot be used.
To generate a ticket click on [**Create**]. The ticket will be displayed as shown:

An image of a ticket will be displayed with the previously selected options and a ticket CODE that will indicate the actual Ticket.
PLEASE NOTE: The ticket code will not be displayed again and cannot be retrieved in any way. You need to copy this code number for future reference. If the code is lost or misplaced you will need to generate a new one.

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