



# **iCODA**

by **SPORTSTEC**

## USER MANUAL

Easy Analysis

Live Coding

Detailed Information

Statistics Generator



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# Preface

iCODA is an application exclusive to the Apple iPhone, iPad and iPod Touch. iCODA will link to the CODA Command Centre and vice versa, and iCODA will also link directly with SportsCode for Timeline exports. This manual describes the principles and techniques you need when using iCODA. For a more detailed description of CODA functions, consult the CODA User Manual.

iCODA supports the operating System for iPhone 3GS, iPhone4, iPod Touch and iPad. iCoda supports the following screen sizes :

320 x 480 (iPhone 3GS, iPhone 3G)

640 x 960 (iPhone 4)

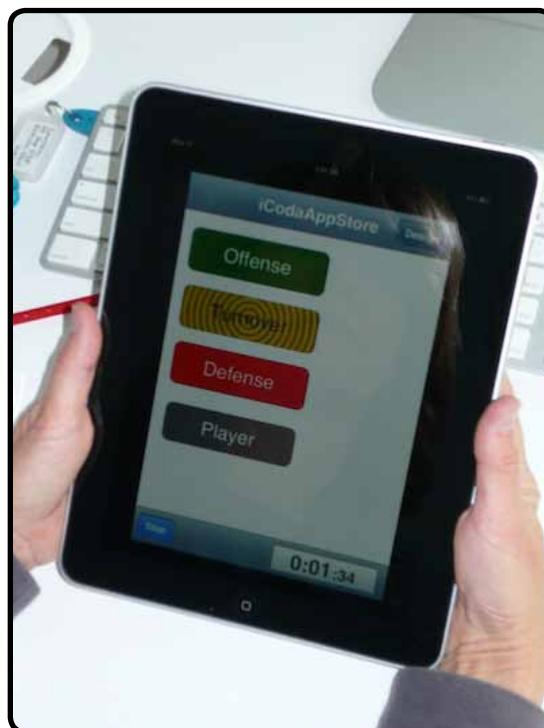
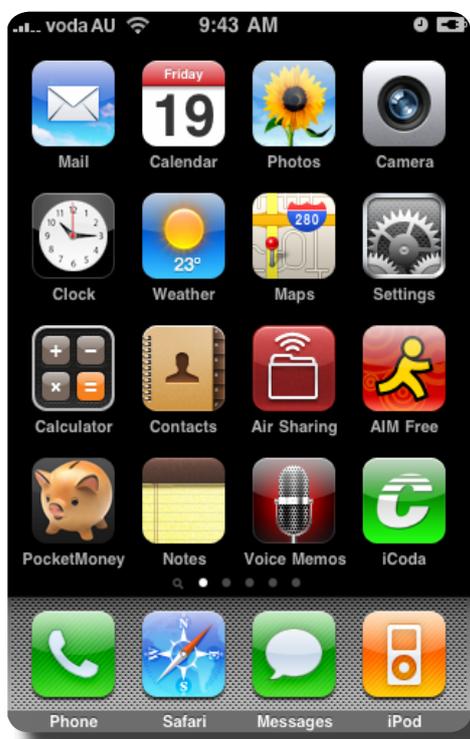
768 x 1024 (iPad)

iCODA supports portrait and landscape screen orientation & auto orientation rotation.

Your iCODA application is downloadable from the iTunes App Store. The application must be activated by a CODA Command Centre license before it can be used as an iCODA device.

Once an iCODA device has been activated by its host CODA application, it is able to be linked to any licensed CODA Command Centre and to share Forms and Timeline files.

For a detailed description of the coding process please refer to the CODA manual.



## Current iCODA Version

The current version of iCODA which this Manual applies to is **Version 1.3.1**

# Navigation between iCODA screens

In the iCODA application there are 4 Mode windows. These are the List Mode (Lists Forms or Timelines) ; Design Mode (which includes the Inspector window) ; Code Mode and Timeline Share. (see **Figure 1**) You can navigate between them at any time by using relevant the navigation bar at the top of the screen. or by using the tab bar at the bottom of the screen



**Figure 1** (L to R) List Mode ; Design Mode ; Code Mode ; Timeline Share

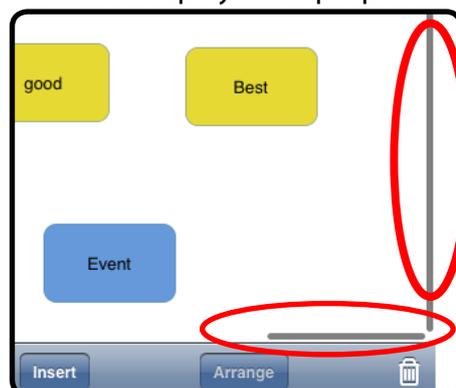
**In List Mode**, you may “toggle” between Forms and Timelines.

- From the Timelines screen you may only navigate to the Send Email function. There is no facility to email any other screen.
- From the Forms screen you may navigate to Design Mode and to the Code Mode.

**In Design Mode** you may navigate to the Inspector functions and to Code Mode.

**In Code Mode** you may navigate to the Forms screen in List Mode , to Design Mode and to Online Coding.

**In Design and Code Mode**, for a Coding Form which has been uploaded from a Coda Command Centre (refer to page 53 of the CODA Manual) and the dimensions of which are larger than the screen size, the form display will be scrollable in the X and Y axis. There is also a bar display at the bottom and right of the screen to display what proportion and which part of the form is displayed on the screen.



When you Stop & Save a coding session you will be returned to List Mode.

# Gestures

iCODA employs the following gestures: single tap, slide, double tap, resize. Each of these gestures performs a particular action on the target object.

## Single tap

The single tap gesture is what you use to select buttons. It is performed by tapping an object once without moving your finger before you release it.

In Design mode a single tap is used to select an object allowing you to “arrange” links etc. in Code mode use a single tap to activate/deactivate coding objects.

## Slide

The slide gesture begins by placing your finger on the target object, the finger slides into another location and then is released.

Use the slide gesture to move an object on the screen in Design mode or to delete a Form or Timeline in List mode.

## Double tap

The double tap is a gesture that consists of two single taps, one after the other.

Use double tap to open the Inspector view for an object in Design mode.

## Resize

The resize gesture is performed with two fingers touching the screen when at least one of them slides.

Use this gesture to change the bounds of the selected object. The bounds of the selected object will follow the fingers.

---

An object must not be locked to be moved with slide or resized with the resize gesture.

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# Objects

The following objects can be created in iCODA.

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See CODA Principles in the CODA manual for a detailed description of the objects and the coding process.

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## Event Button

An Event Button is a coding object that opens and marks the log of Events in the Edit List when it is activated and closes the log after it has been deactivated.

An Event Button can be both the initiator and target of a Link.

## Popup Tag Button

A Popup Tag Button is a tag (see below) that is exclusively linked to its target Event. It appears in the screen on the Popup tag mat only when its target Event is active.

A Popup Tag Button can be the initiator of a Link only to an object outside of its Popup tag mat.

## Tag Button

A Tag Button is a coding object that is able to describe coding instances in the timeline. A Tag can mark instances in two ways: by activating outbound Links and passing its tag information down the Link chain or by marking all open instances if the Tag is global. A Tag Button can be both the initiator and the target of a Link.

## Dummy Button

A Dummy is a decorative graphical object that helps you to create your visual scene on the coding form. It can be turned into any picture you need, like any code button.

However, a Dummy is not a coding object, i.e. it cannot affect the coding process.

## Text Box

A Text box is a decorative object that allows you to create an artistic text on the Form.

A Text Box is not a coding object, i.e. it cannot affect the coding process.

## Link

A Link is a coding object that links an initiator with a target. This means that a Link has direction. Depending on the defined properties, a Link can activate and/or deactivate its target code button, reactivate lag time of the target event and/or pass tag information from the initiator to the target.

These actions are activated when the initiator becomes activated if the link is an Activation Link or deactivated if the initiator becomes activated when the link is a Deactivation Link.

## List Mode

In List Mode you may toggle between Forms and Timeline Lists by tapping the relevant tab in the tab bar at the bottom of the screen.



The Forms List contains all the coding Forms previously created in iCODA or uploaded from CODA using the Command Centre function. (Refer to page 53 of the CODA User Manual) *Importing Forms into iCODA cannot be initiated by iCODA.* The Form Name is preceded by the Form icon



The Timeline List contains all the Timelines previously created in iCODA when you stop and save a Coding session. The Timeline Name is preceded by the Timeline icon.

In List mode you can open an existing Form or create a new one. You may also remove or change the name of a Form or Timeline.

## Open a Form

To begin working with a Form just select it in the list by a single tap. The screen will slide to the right going directly to the Code mode.



## Create a new Form

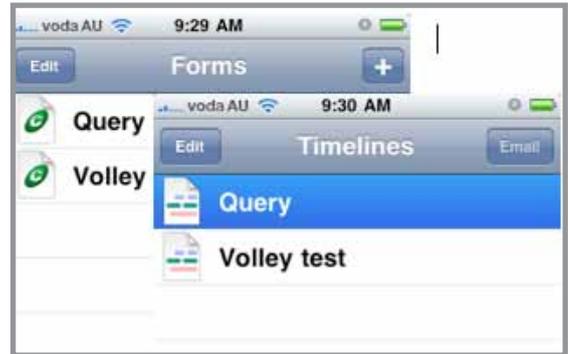
To create a new Form tap the Add button, (the + sign,) in the upper-right corner. Type the new Form name in the opened dialog box (see **Figure 2**) and tap the Save button. The screen will then slide to the right going directly to the Design mode.



**Figure 2** Type the new Form name

## Remove a Form or a Timeline

If you want to delete a Form or Timeline, tap the Edit button in the upper-left corner (see **Figure 3**). The list will switch to Edit mode. Tap the delete mark on the left side of the List and press the Delete button which will appear.



**Figure 3** The Lists in Edit mode

Alternatively, to delete a Form or Timeline right from the List without entering into Edit mode, you can tap the Form or Timeline name and slide it sideways, (either left or right,) to make the Delete button appear.

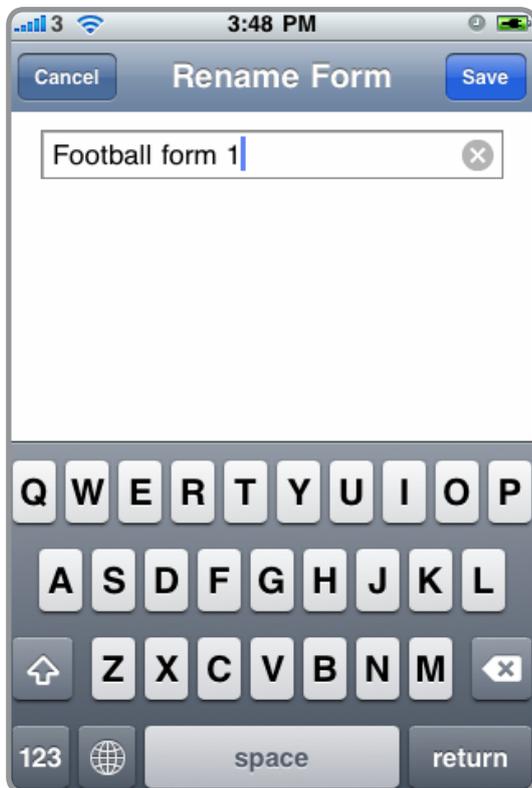
---

Warning! You cannot undo deletion of a Form or Timeline.

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## Edit a Form or Timeline Name

Tap the Edit button in the upper-left corner to switch the List to Edit mode (see **Figure 3**). Tap the Form or Timeline name to make the Rename dialog screen appear (see **Figure 4**). Rename the Form or Timeline and tap Save.



To clear the name use the grey round button, (with an x sign,) on the right side of the text field.

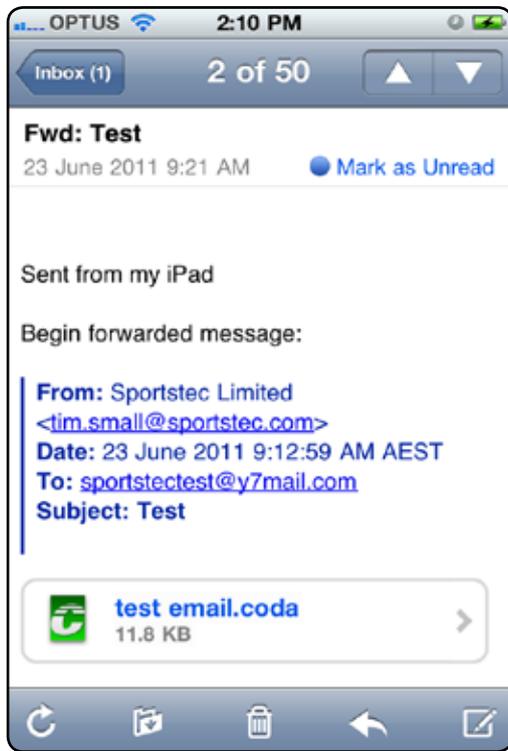
Tap the Save button or return button to accept the changes.

When you save the new or amended form, you will be taken to the Design Mode Screen

**Figure 4** The Rename Form screen

## Receive a Form by Email

Forms attached to emails can be opened and stored in iCODA.



Select the attachment (tap the attachment or swipe the arrow to the right), if iCODA is installed a popup menu will appear with the option to "Open in iCoda" or to Cancel.



Upon opening, the form attachment will automatically be copied into the iCODA Form List. However, if a form with the same name already exists, you will be offered the options to overwrite the existing form, rename the received form or cancel the Open instruction.

Note: If you are engaged in an active coding session and you choose to open an email which contains a form attachment, in order to avoid losing coding data, iCODA will not open the form but will save it to the Form List. If the form attachment has a name which already exists in the Form List, then the new form will be renamed with a sequentially numeric suffix.



# Design Mode

Design mode allows you to modify your Form both when a coding session has not been started and during the active coding session. Within Design Mode you will find the Inspector window which will allow you to modify properties of the Code window objects.

Warning “ If you decide to modify a Form during a coding session, you should be careful. Changing or removing any coding objects that have already been used in the timeline may lead to data inconsistency. This may happen because your timeline may contain instances from the objects that may no longer exist in the Form if the objects were removed or renamed.

The Toolbar at the bottom of the screen contains two popup menus - Insert and Arrange. The far right button with the trash icon will help you to delete objects.

The Navigation bar in the upper part of the screen contains the button, (Code) that switches the application into Code Mode. In the upper right corner there is an Undo button which helps you undo operations made on objects.



**Figure 5** Design Mode

In Design mode you can insert/remove objects and modify their properties.

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Use the Undo button to reverse changes made to objects on the screen.

---

## Insert a new object

To add new objects to the Form tap the Insert button on the toolbar. In the popup menu, refer to the list of objects on page 7 & 8, tap the type of desired object. A new object will be created on a vacant space in the screen or in the middle of the screen if there is no free space. Once you have finished tap the Insert button again to close the popup menu.



## Move an object

Objects can be moved to a new space using a slide gesture (see Gestures chapter).

## Resize an object

Objects can be resized by using a resize gesture (see Gestures chapter) or by modifying the Geometry properties in Inspector. The Geometry property "Locked", on the Geometry Inspector bar, must be switched off to be able to resize or move an object.

## Create a link to an object

Links are useful to add a link to an object you must select the object from the form and then tap the Insert button on the toolbar. In the popup menu, tap link and the button will flash blue. Tap the insert button again to close the popup up menu, place your finger on the selected object and slide it to the wanted target and release your finger at this point the link will appear between each object.

## Delete a link to an object

To delete the link created, tap the link a purple hue will show, then tap the trash icon.

## Modify an object's properties

All an object's properties can be modified by using the Inspector functions. To call the Inspector, double tap the object. See the Inspector chapter for more details.

To open the Inspector for the Form's properties, double tap an empty space on the Form.

---

You can Undo all changes made to properties in the Inspector screen.

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## Arrange objects

Every object on the screen has its own Z-position, i.e. an order of objects along the Z-axis, which is perpendicular to the screen. Consider each object as a single sheet in a stack.

When the Form is being constructed, by default, the objects are arranged in order from the top of the Form with each new object being added beneath the last one on the Form, but ahead or in front of the former object in the Z-axis.

It may be useful, (in the interests of saving screen real estate,) to arrange objects in a stack. Use the Arrange popup menu, which opens when the Arrange button is tapped..

Bring to Front. takes any object from the stack and puts it at the fore-front position.

Bring Forward swaps the object with the closest object forward of it, if any.

Send to Back puts the object to the furthest position rearward.

Send Backward swaps the object with the closest object rearward of it, if any.

Please note that Z-ordering for Popup tags behaves opposite to that of Event Buttons

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Popup tags always follow their target Event when the Event's Z-order is changed.

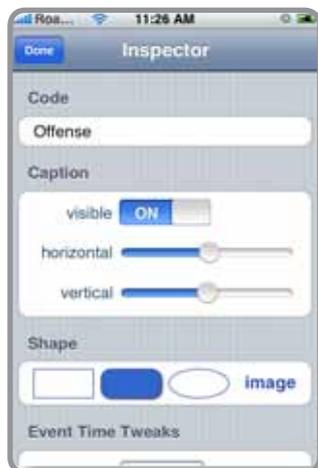
---

## Remove an object

Select an object and tap the trash icon in the lower-right corner of the screen.

# Inspector

The Inspector displays an Inspector window depending on the object type and allows you to modify the corresponding properties of the object. The Inspector Screen for the iPad is a single display which contains all the Inspector functions. Scroll up or down by swiping the screen.



**Figure 6** Inspector screen for the Player Event illustrated in **Figure 7b**.

Double tap an object on the form and the Inspector screen for that object type will rotate into view. For the iPad, the edge of the screen will contain an arrowhead pointer which will indicate the object that the screen relates to.

For the iPad, the Inspector screen will “auto-hide” when you tap any blank area on the form.

## Code

The Code bar contains a text field to name the object. The text in this bar is written into the timeline during a coding session.

This bar is displayed for Events, Tags and Popup tags.



# Caption

The Caption bar allows you to manipulate the visible representation of the object's code name on the screen. You can switch it on/off and shift it horizontally and/or vertically from the object's center.

Even if the caption's visibility is switched off, it will not affect the coding process, coding objects will mark coded instances with their Code Name. This bar is displayed for Events, Tags and Popup tags.



# Shape

The Shape bar allows you to specify the shape of the object. It can be a rectangle, a rounded rectangle, an oval shape or turned into a more sophisticated shape of the image, assigned in the Fill function in the Inspector bar. This bar is displayed for Events, Tags, Popup tags and Dummies.



# Event Time Tweaks

The Event Time Tweaks bar is used to modify the lead and lag time of a selected Event. This bar is displayed for Events only.



# Exclusive Link Cluster

The Exclusive Link Cluster bar is used to include an Event into an exclusive link cluster. You can also remove the Event from a cluster using this bar. This bar is



# Fill

The Fill bar manages the internal style of an object's appearance.

- None - the object will have no fill.
- Color - select any color to fill the object's shape.
- Image - fill the object's shape with an image.



Alternatively the image's shape (different shapes made by using transparent zones in the image) can become the shape of the object. See Shape's bar description. This bar is displayed for Events, Tags, Popup tags and Dummies.

## Stroke

The Stroke bar manages visibility, color and thickness of the object's outline.

This bar is displayed for Events, Tags, Popup tags and Dummies.



## Popup Tag Mat

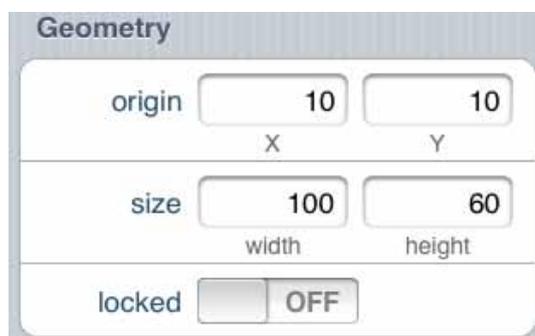
The Popup Tag Mat allows you to specify the color and the width of the Event's Popup Tag Mat.

This tab is displayed for Events only.



## Geometry

The Geometry bar manages the coordinates and the size of the object's frame. It also allows you to lock the frame, preventing it from further changes. This tab is displayed for Events, Tags, Popup tags, Dummies and Text boxes.



## Tag Group



The tag group property sets the parent group for the tag. A tag button can only belong to one group, but a group can contain as many tags as required. Using tag groups is recommended as it helps organize and sort tags when using the Matrix, Sorter and Find windows in SportsCode. When using the tag groups, try to avoid using tags that belong to the same group when coding a single event. This can create sorting problems in the Sorter window of SportsCode.

## Tag Mode

A global tag button, when pressed down, will insert into all active event buttons. With this option turned off, the tag can be passed down a link, making it possible to exclusively insert the tag into only one linked event.



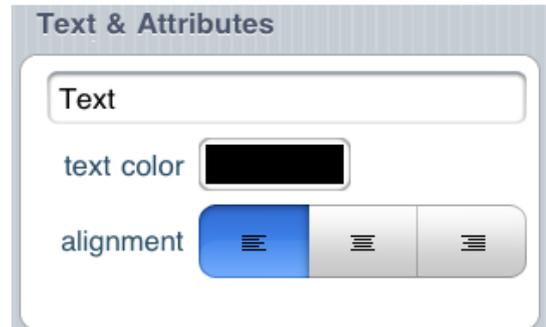
# Link

The Link bar contains the properties for linking objects. This tab is displayed for links only.



# Text & Attributes

The Text & Attributes bar allows you to modify text attributes of the selected object, such as color and alignment. This tab is displayed for linked text boxes only.



# Document Background

The Document Background bar manages the background color of the document. This tab is displayed when the empty space on the document screen has been double tapped.



## Code Mode

Use this mode for coding, i.e. to create a timeline. Only the single tap gesture is used in Code Mode.

### iCODA supports multi-task and fast app-switch on iOS4.1

During a coding session, if you choose to answer a telephone call or respond to other notifications, your coding session will automatically be suspended.

iCODA will save your coding and will return you to the Coding Form and current coding session as soon as you terminate your call. You will be returned to the coding session in real time. ie. the timeline will be advanced by the duration of the call.

If you do not wish to be interrupted during your coding session, we recommended you to switch your iPhone into the Airplane Mode before starting your coding session.

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Switch your iPhone into Airplane Mode before coding.

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To activate Airplane Mode tap the Settings icon on your iPhone screen. In the popup Settings view, Airplane Mode is located on the first position. Slide the switch to ON. In this mode your iPhone cannot receive any incoming calls or text messages.

## Start a Coding Session

The Navigation bar in the upper part of the screen allows you to go back to the Form list or switch to the Design mode (see **Figure 1**).

Before you start a coding session all the coding objects on the form are displayed "opaque".



**Figure 7** Code mode awaiting start of coding session (a) and the coding session in progress (b).

To start a new coding session with the opened Form tap the Start button on the baseline and a timeline will be activated. To code, simply tap the relevant button(s).

A coding session timer will appear at the right hand side on the baseline toolbar (see **Figure 7b**) and begin recording the elapsed time.

During the coding session you may return to the Design Mode by tapping the Design button in the navigation bar at the top of the screen. Important: Refer to the Design Mode section of this manual before adding, amending or deleting objects from your Form during a coding session.

## Coding History

When you begin coding in Code Mode, a "History" button will appear in the footer bar at the base of the screen

As you are coding, the following coding history will be recorded, saved and available for display and edit.

- EDIT Buttons**
- Start and End time of each instance
  - Tag Buttons attached to each Event

To display the Coding History, just tap the History button and a History screen will rotate with the coding history information relative to the coding file open. This coding history is available to be edited.

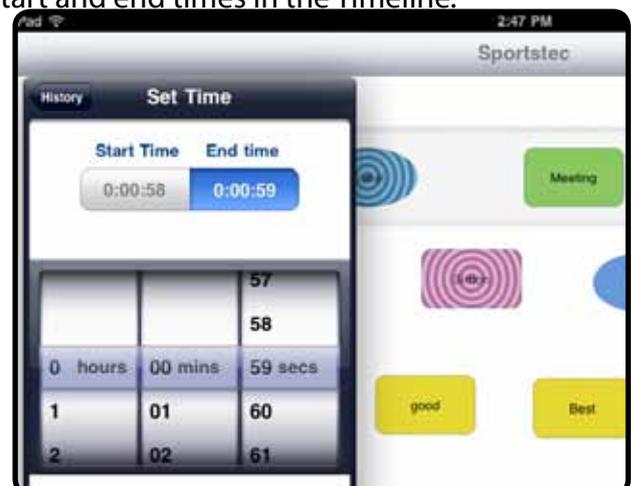
The Coding History will be displayed in the chronological order of the Event start times with the most recent Event displayed at the top of the window.



If a  graphic is displayed alongside and to the left of the Event name, this indicates that the Event is still open.



There is a blue arrow graphic  displayed alongside and to the right of the Event name. Tapping this arrow graphic will rotate a screen which displays the Start and End times of the Event. This display has a "pin-wheel" which can be scrolled to edit the Event start and end times in the Timeline.



An Event may be deleted from the History by either swiping the Event name from right to left and then tapping the Delete button **or** Tap the Edit button at the top left of the screen. Red minus graphics will be displayed alongside and to the left of the Event names in the History. Tap the minus graphic alongside the Event you wish to delete.

**NOTE:** Caution - This delete function is not reversible

Tags attached to an Event may be added and/or deleted.

To Add a Tag, tap the "Add a Tag ..." bar and select the Tag you wish to add from the list displayed. To delete a Tag, swipe the name of the Tag from right to left and tap the delete button.



## Saving your Coding

iCODA has an auto-save feature which will save your .coda file and also the related .xml file. These are updated and saved every 5 seconds.

The file will be saved as the Form Name which you have open for the coding session. If a file already exists with the form name, then the file will be saved and named with the form name followed sequentially by (1) , (2) etc

You are able to change the name of the saved file by specifying another name when prompted when you stop your coding session.

## Stop the coding session

When your coding has been done (completed), you stop the current coding session by tapping the Stop button on the toolbar. You will be asked to confirm your intention in the dialog sheet which appears by tapping the Stop Coding button. If you have tapped the Stop button by mistake, you may return to your coding screen by tapping the Continue Coding button. The coding session timer will still be active until you have confirmed your intention to stop coding.

After confirming the end of the coding session you will be asked to specify an Output File Name to save the created timeline. Saved timelines are stored in the memory.

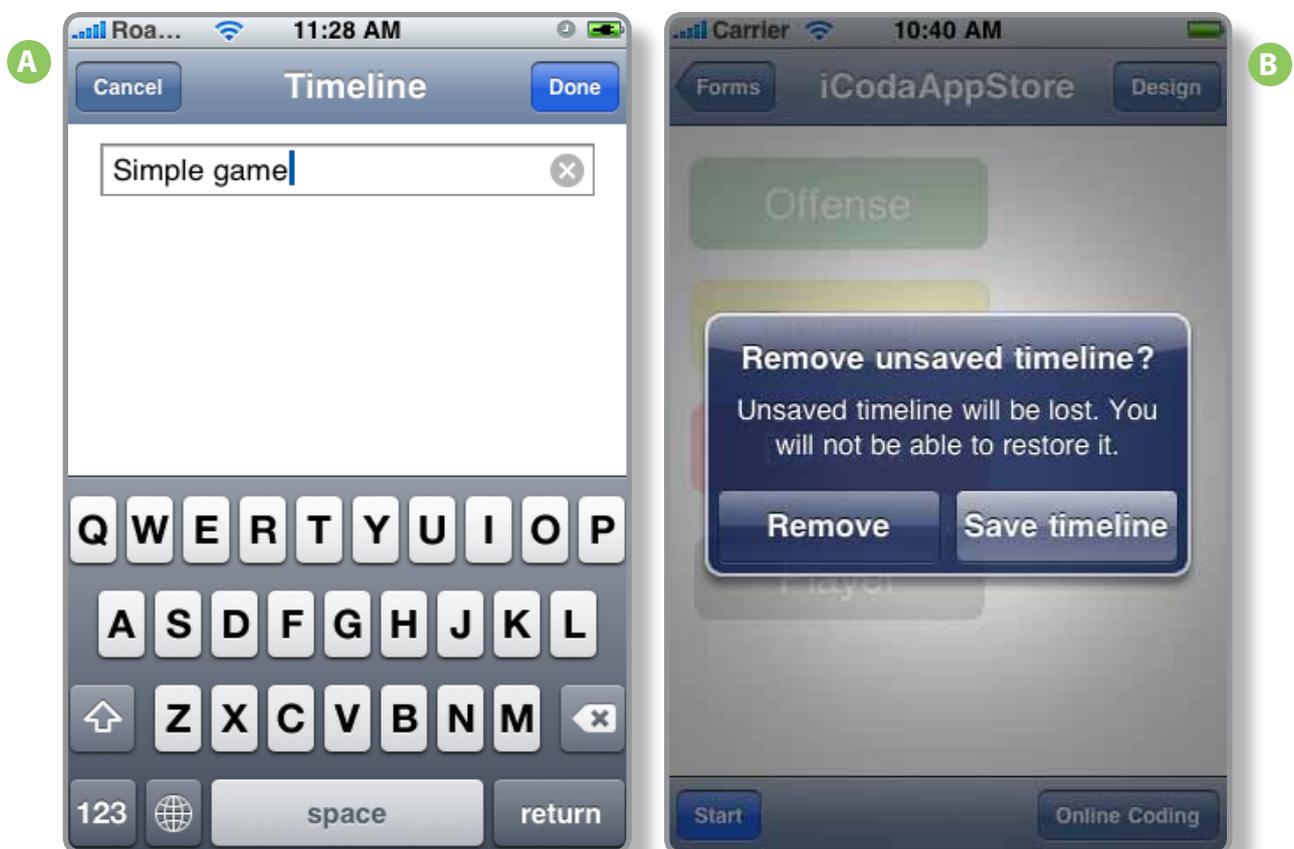


Figure 8

At the left hand side of the navigation bar on the screen in which you specify a file name, is a "Cancel" button. This will take you to the screen illustrated in b) above. If you select Remove, the timeline file will be deleted immediately. This action is irretrievable.

The "Save timeline" button will return you to the screen illustrated in a) above

Once a coding session has been stopped, been given a file name and saved; the file will remain on the iCODA device until the Command Centre in CODA downloads it. You are not able to view a list of saved files which are stored in iCODA. To remove files from iCODA you must use the Command Centre.

# Online Coding

Online Coding is a feature that allows any number of CODA and/or iCODA applications to participate in a synchronized coding session simultaneously and live via the internet. The CODA XML data file which is created from the multiple coding inputs is available to be pulled into SportsCode or Studiocode in real time.

For the iPhone, iPod and iPad, there must be either a WiFi connection to a local area network or a 3G internet connection for remote connection to the server.

At the bottom right of the iCODA screen is a button titled "Online Coding".



When you tap this button, by default, you will be taken directly to the first server available to you in your LAN. If this is the first time you have logged into a CODA server or if the server you connected to last time is unavailable you will be taken to the Servers List screen



The upper panel will display the server(s) active in your LAN only. The lower panel will display the server(s) you have recently connected to which are not in your LAN.

To connect to another network or computer, slide the "Other" name in the panel to the right. The "Other Server" screen will be presented..

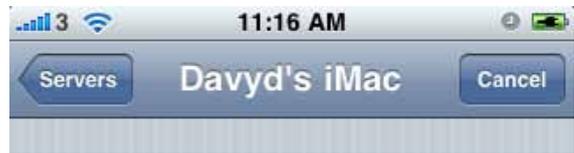
You must enter the public IP address and port number of the computer/server you wish to connect to, you may also choose to enter the server URL or DNS name.

Once you have connected to a server, CODA will retain the server name & address and it will be displayed in the "Recent Servers" panel of the Servers List next time you enter this routine.

Tap the Join button to connect to the nominated server.



If , (by default,) you have been taken to the first available server in your Server List, (which will automatically list all the sessions available at that time on **that** server,) but this is not the server you wish to connect to, tap the “Servers” button at the top left of the screen and you will be returned to the Servers List



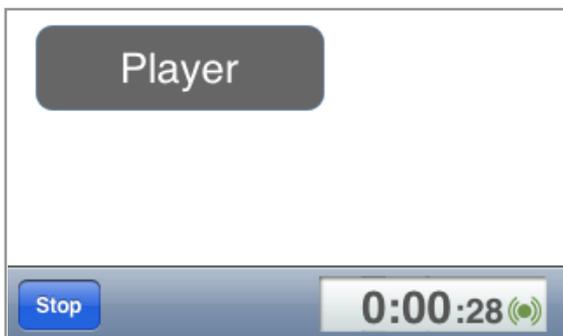
Tap the server you wish to connect to. This will take you to the Session List screen which will list the sessions (if any) which are created and are available to participate in. If there are no sessions active / available you may choose to create a new session.



Note: When you select “Online Coding”, iCODA will automatically search its memory for servers which it has previously connected to. Each of these servers which are available will be displayed for you to choose from. If only one server is available, iCODA will bypass the Server List screen and take you immediately to the Session List screen to display the sessions (if any) which are created and available for connection to.

## The Coding Session

The coding session may be joined by any number of participants. Access to a session may be restricted to participants by password. A participant may join and/or leave a session at any time between when a session is created and when it is stopped.



When a participant joins a session after a coding session has been started, the participants coding timer will display the time elapsed from the start of the coding session (not from the time the participant joined the session.)

The session will be stopped on the CODA Server only when the last participant disconnects.

### The Session Owner

The person / device which creates a session is the “Owner” of the session. The key function which the owner must perform is to “Start” a coding session. No other participant is able to start a session.



## Creating a New Session



From the 'Session List' tap the "New Session" option. The device which creates a new session will become the owner of the session and will be required to start the session.

It is mandatory when creating a session to provide a session name. You may also choose to establish a password, without which other participants may not join the session.

Tap "Done" to create the session. If the session is successfully created, you will be taken directly to the Code Mode screen where CODA will wait for you to **Start** the session.

## Connect to (Join) or Reconnect to a Session



From the Session List Screen, tap the session you wish to join. If a password is required, input the password and tap "Join". If the password is correct, you will join the session and you will be taken directly to the Code Mode.



If the session has not been "Started", the Code Mode screen will be "greyed out" which will prevent you from activating any code button(s), but you will still be connected to the session. A spinning wheel symbol will indicate that you are connected and that you are waiting for the session to start.

There is an Online Coding status indicator located on the Coding Session Timer which indicates that you are connected to the server if it is green. When the connection is broken it turns red.



## Start a Session

If you are the device which has created a session, you will be required to “Start” the session. No coding of the session can take place by any device connected to the session until the session is started. The creator of a session will have the “Start” button at the bottom left of the “Session Name” screen. When this button is tapped, the Code screen will become clear and you may begin coding. The Code screens on all other devices connected to the session on the server will change from “greyed out” to clear to indicate that the session has been started, and the session timer will be activated.



## Start Coding

Once the session owner has started the session, the Code Mode screen will become clear and you may begin coding. If the session is in progress when you join, the Code Mode screen will be clear and immediately available for coding.

## Session Timer and Synchronization

Once a session has been started, all the session participants, (including the Session Owner,) become equal participants as far as the CODA server is concerned. At the bottom right of a participants coding screen a timer displays the server time elapsed since the session was started. All participants will display the time elapsed since the start of the session irrespective of when they joined the session. This ensures that the coding from all participants is synchronized with a common timeline.

Note: It is conceivable that an event could be coded live from devices located in varying time zones. In such an instance, CODA uses UTC as a reference time. (UTC is Coordinated Universal Time which replaced Greenwich Mean Time {GMT} as the world standard time. For CODA purposes, UTC and GMT may be considered as being the same.) For synchronization purposes, the CODA server is concerned only with time synchronization between itself and all the session participants. If there is to be any third party application pulling the timeline data from the CODA server they must ensure that these computers are also synchronized with their network time.

## Disconnect from / Stop a Session

You may deliberately disconnect from the session at any time by tapping the “Disconnect” button at the bottom right of the Code Mode screen. If the Online Coding status indicator which is located on the Coding Session Timer changes from green to red during an online coding session, this indicates that the connection to the server has been broken. CODA will automatically attempt to re-establish the connection. A disconnection which is not deliberate will not affect your coding records because CODA saves your coding data at your device and sends it to the server at intervals. CODA records what data has been transmitted to and saved by the server and as soon as the reconnection is established, CODA will “catch up” on the data coded during the period of disconnection.



## Data Transfer and Storage

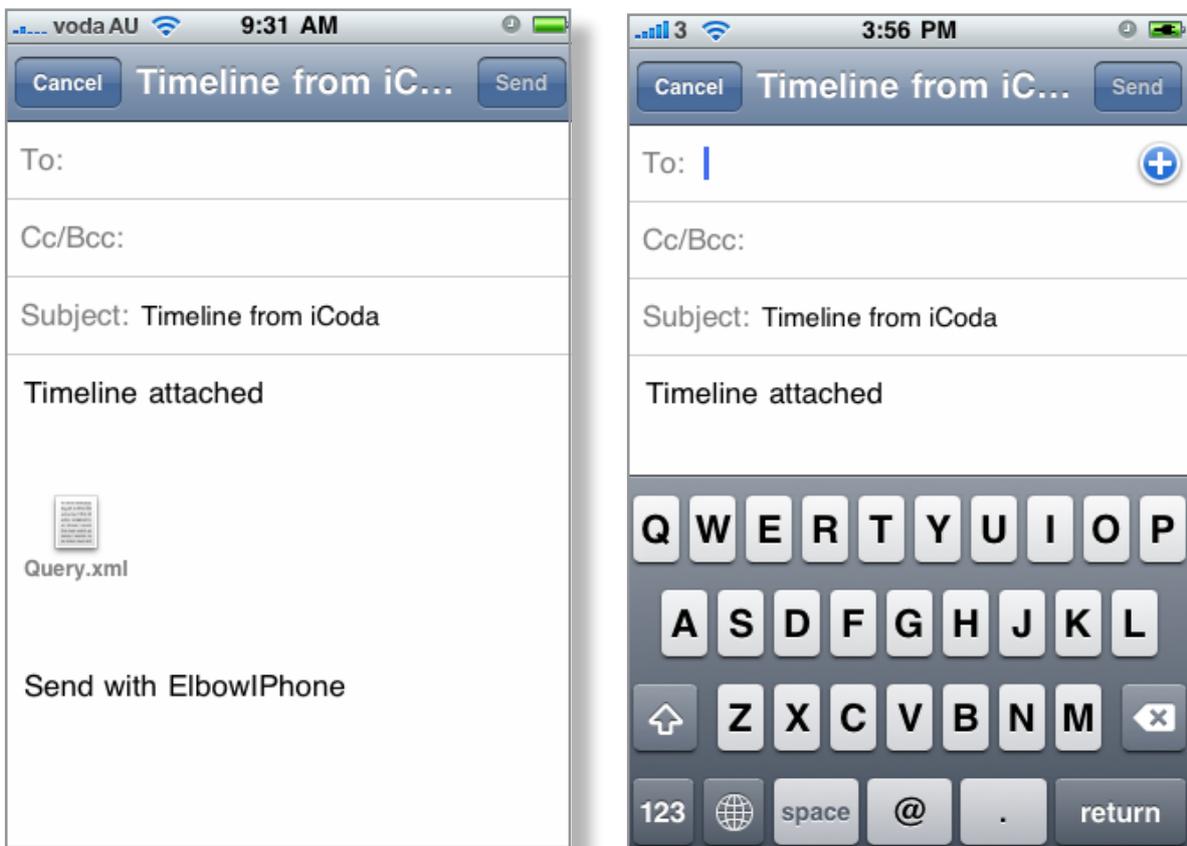
CODA stores the data coded by each device on that device and it also transmits the stored data at intervals to the CODA Server. If the connection between the device and the server is broken, the device will continue to save the coding data. It is recommended that you retain the complete timeline file after you have deliberately disconnected from the server until you have confirmed that your entire timeline file has been received by the server.

# Timeline Share

## Email a Timeline

You must have an active email account setup as a pre-requisite of this function. If you have more than 1 email account, the default email account will be used.

To email a Timeline, tap the Timeline Name to select it, then tap the Email button. In the email screen, tap the address line (**To:**) to activate the addressee edit screen. Enter the addressee details either by tapping the  symbol to activate your Address Book, or by typing the details from the keyboard, .....then tap the Send button.



You will be returned to the Timelines list. The Timeline which has been emailed will display an envelope within the Timeline icon adjacent to the Timeline Name.

