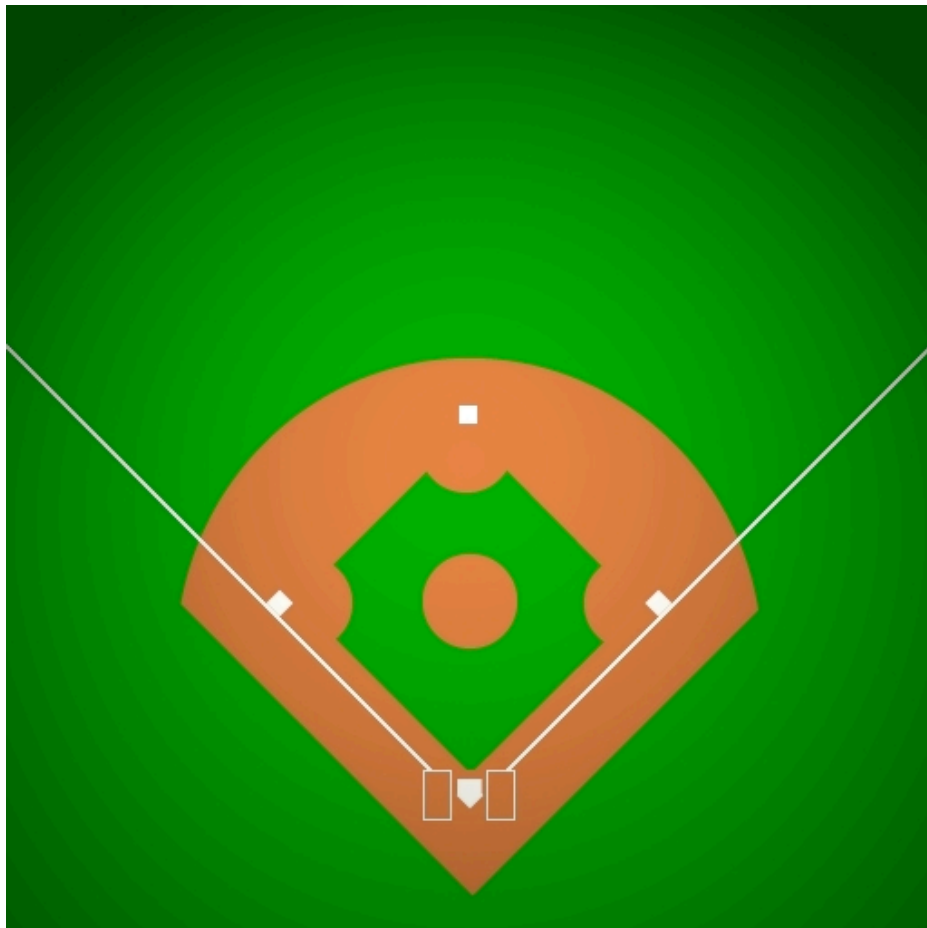

Baseball WhiteBoard

Player Positioning Teaching Aid for your iPhone or iPod touch

User Manual Version 1.3

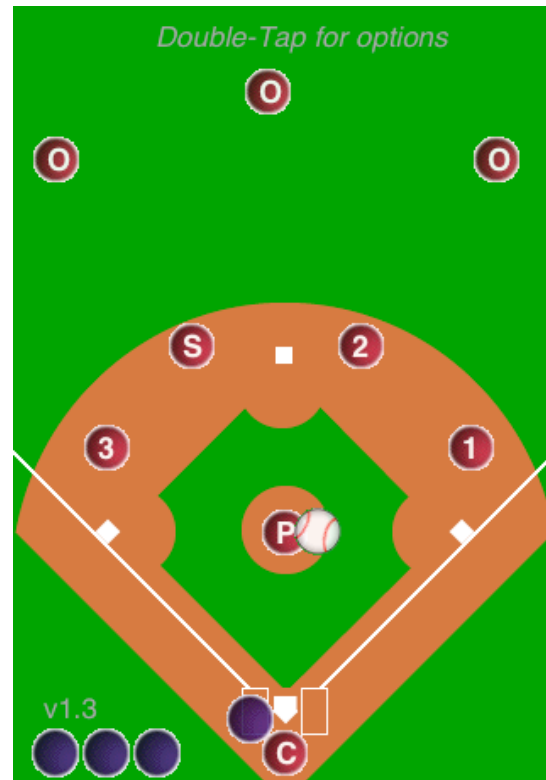


Baseball WhiteBoard

Player Positioning Teaching Aid for your iPhone or iPod touch

USER MANUAL

The Baseball WhiteBoard application can be used in place of a standard dry erase baseball clipboard both in the dugout and off the field. The application presents a full field upon which up to 9 defensive players and four offensive players may be moved by touch/drag to any location on the field. There is also a ball that can be dragged around as well. The players have an alphabetic designation associated with them: “P” for pitcher, “C” for catcher, “1” for first baseman, “2” for second baseman, “S” for the shortstop, “3” for third baseman and “O” for each of the three outfielders. The offensive players have no designation on them and are represented by solid circles.



Using the WhiteBoard

The Baseball WhiteBoard interface is overly simplistic on purpose; we want to maximize our use of the screen for displaying the field and do not display a navigation or tab bar to aid in navigating the application. This is somewhat non-standard but we believe it to be necessary in order to maximize the size of the field.

When the application is first launched, you should see the default configuration above. The screen is a *scrolling* screen which means that you can scroll to the left and the right to see the full

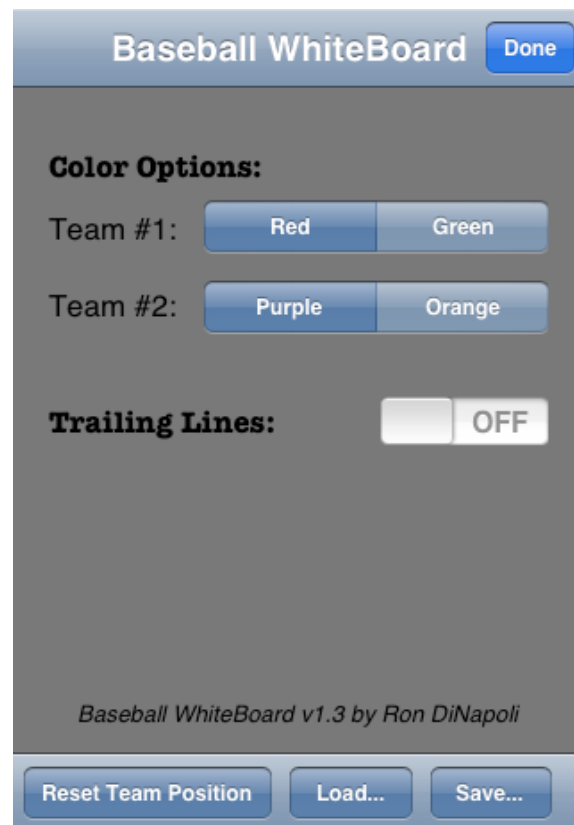
field. In most cases, the part of the field that is displayed is all you will need. At this point you can use your fingers to drag players and the ball anywhere on the field you would like to. The purpose of this is to demonstrate positioning to a player much the same as you might if you used a more traditional dry erase baseball white board.

User Interface Specifics

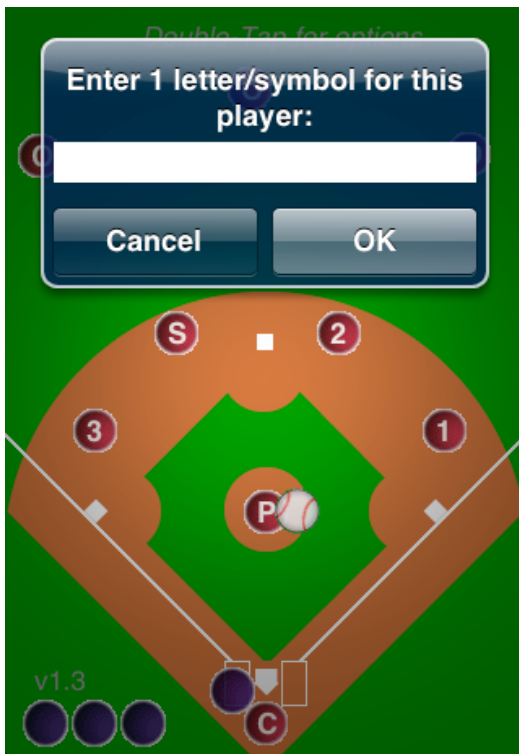
As previously stated, the Baseball WhiteBoard attempts to maximize screen real estate to provide the largest field possible for you to use when teaching your players. As such, even standard UI elements such as the Navigation Bar and Tab Bar have been eschewed in favor of providing a larger field. This necessitated a unique approach to manipulating the settings of the application. To access the settings view for Baseball Whiteboard, double tap anywhere on the field (but not on a player). This activates the “flipside view” containing controls for changing the color of each team. This is quite different from our other white board products for the iPhone; in baseball there is never a need to change the number of players and we only utilize one scrolling field view. All changes happen immediately and can be seen by tapping on the “Done” button to go back to the field view.

The “flipside view” in Baseball Whiteboard also allows you to load and save position information as well as reset teams to a “default” position (a basic “straight away” defensive alignment).

When using Baseball WhiteBoard, you may want to use other symbols to represent the various positions. For example, you might want to use the 1-9 designations that are part of the standard baseball scoring technique. Or, perhaps you want to use other symbols for some reason. Beginning with version 1.3, Baseball Whiteboard allows you to do this. Just double-tap

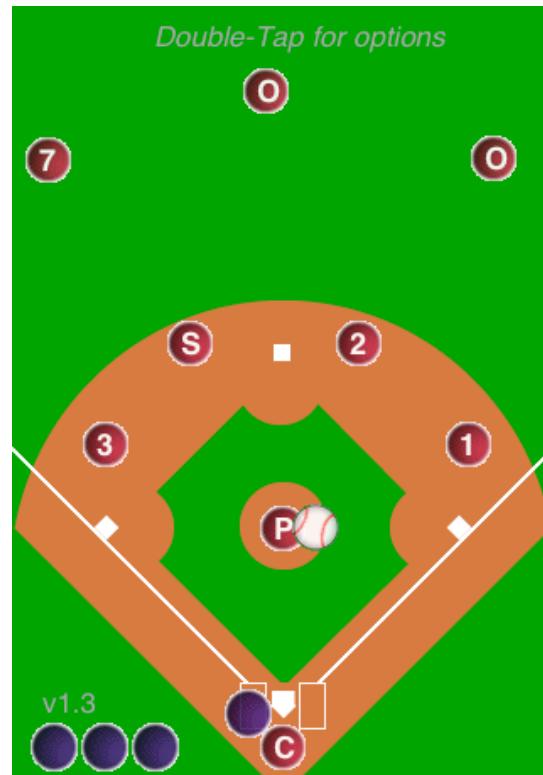


on any of the players in the field (but NOT the offensive players) and you will see the following dialog box appear:

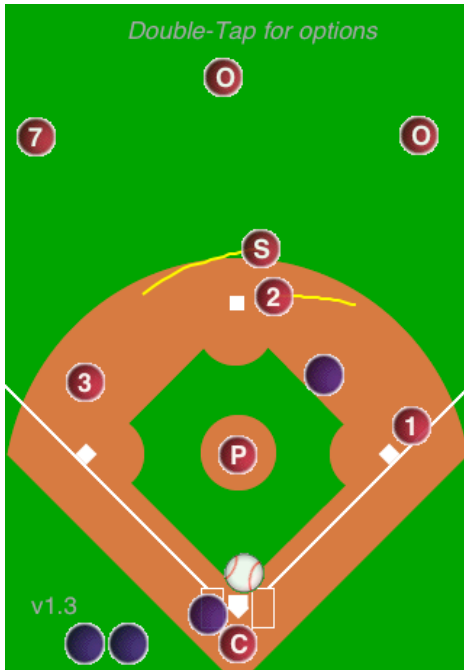


You can enter any letter, number or symbol you would like in this dialog, and the player that you double-tapped to bring up this dialog will have its position designation letter changed to whatever you input.

Assuming I had double-tapped on the left field player and entered “7” in the dialog box, we’d see the following once “OK” was tapped:



One of the newer setting options in Baseball WhiteBoard is the “Draw Trailing Lines” option. When this option is enabled, a thin yellow line is drawn along the path of every player movement you make. The line does not appear while you are dragging, but after you are done dragging you will see the line appear:



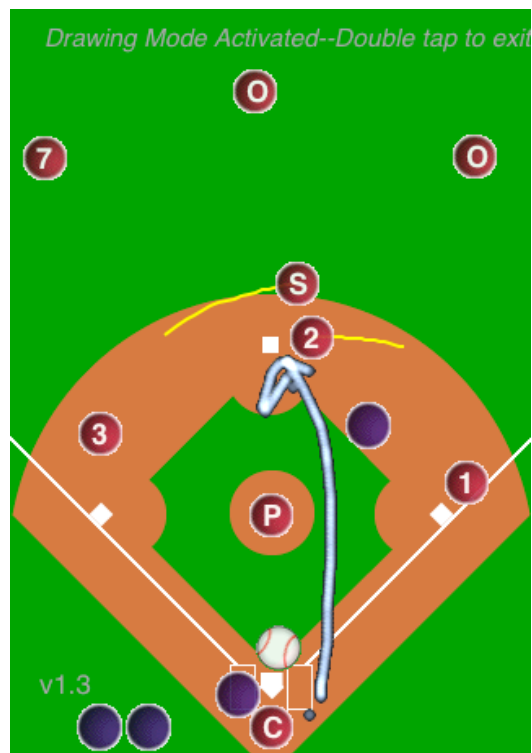
The benefit of using the “Trailing Lines” option is that it becomes clear to the player where each player represented on the whiteboard “came from”. To remove the lines, simply give your device a good, hard shake!

Drawing with your Finger

Some users have provided us with the feedback that they would like to be able to draw on the whiteboard. In version 1.2 of Baseball WhiteBoard, this is now possible! To activate drawing mode, perform a large vertical swipe on the playing surface. In order to qualify for a “Vertical Swipe”, you must drag your

finger either up or down at least 200 pixels. This will put you in to “Drawing Mode” and you will see the text that reminds you to “Double-Tap for options” change to “Drawing Mode Activated–Double tap to exit.” The status bar of the iPhone will also turn black:

Once in Drawing Mode, you may use your finger to draw lines on the whiteboard surface **without** moving any of the players or the ball. Give the device a good shake to erase these lines, and double tap on the whiteboard to return to normal mode. **NOTE:** When double-tapping in drawing mode to return to normal mode the drawing is hidden but not erased. If you return to drawing mode the previous lines drawn will be visible again!





Saving Data

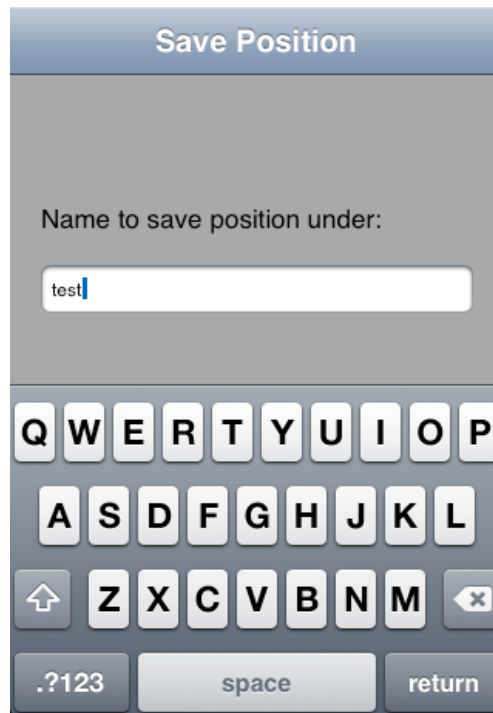
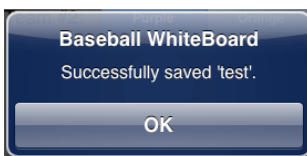
From time to time when you set up a play in Baseball Whiteboard you might wish you could save it to your device so that you could call it up again later when needed. Version 1.0 of the product allows you to do this! The flipside view has two more buttons at the bottom of the screen that allow you to save or load data from/to the whiteboard. We'll talk about saving information first...

When you get to a point where you'd like to save the position information you've just set up, go to the flipside view and tap on the "Save..." button.

You will see the following screen:

Here you are asked to type a file name in to save current position data under. This file will be stored on your iPod for future reference. Suppose we would like to save our current configuration under the name "test". You would bring up the Save... screen and type "test" in when prompted:

After entering data, hit "return" to dismiss the keyboard. You should then tap on the "Save" button to begin the process of saving information to the device. You will see the following confirmation:

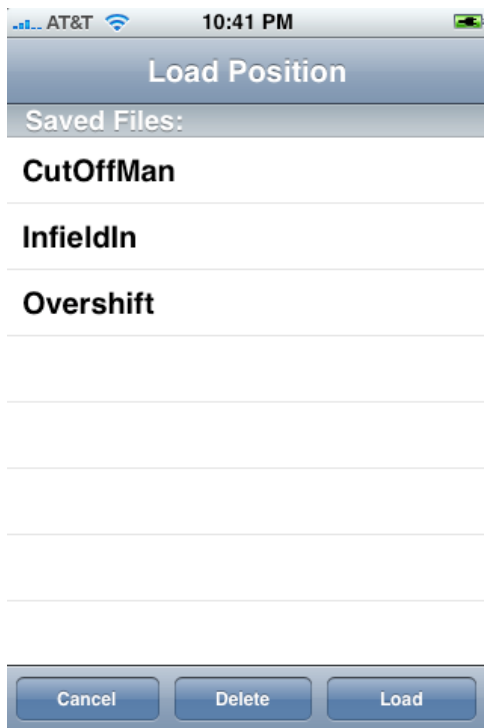


This confirms that the file was saved to the device.

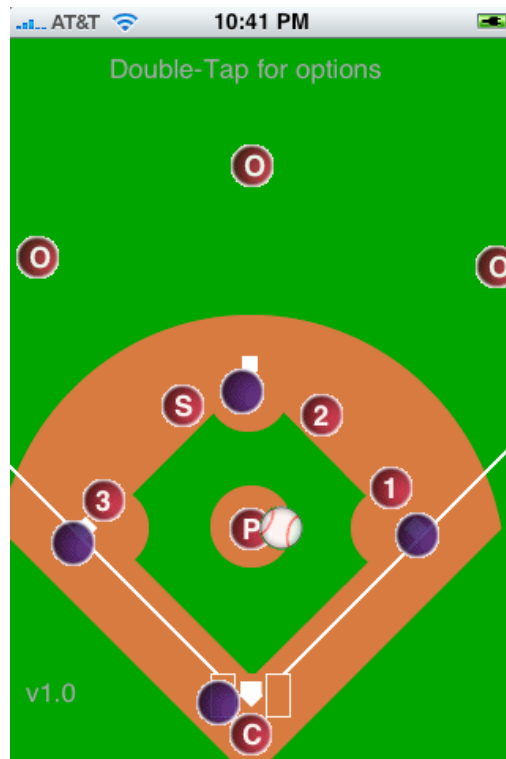
Loading Data

If you have previously saved data in Baseball Whiteboard you will undoubtedly want to know how to load data back in! In the flipside view, look for a button named “Load...” and tap it once.

You will see the following:



This view asks you to choose a saved file containing information on player and ball positioning. Once you have tapped on a file you would like to view, tap on the “Load” button to return to field view with the loaded data. In this example, if we hit “Load” while the “InfieldIn” option is selected, we will load player, ball and position information into Baseball WhiteBoard, like this:



Support

If you have any questions about Baseball WhiteBoard, please direct them to our support email address which is support@sandcrater.com.