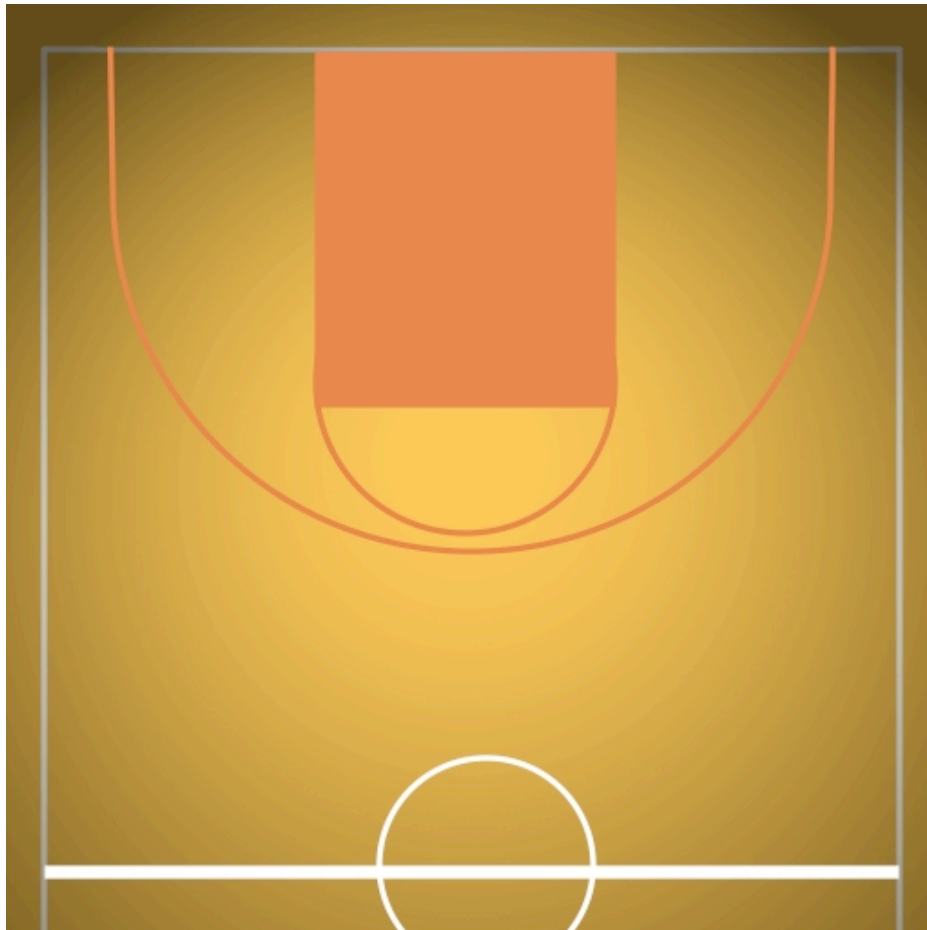

Basketball WhiteBoard

Player Positioning Teaching Aid for your iPhone or iPod touch

User Manual Version 1.3



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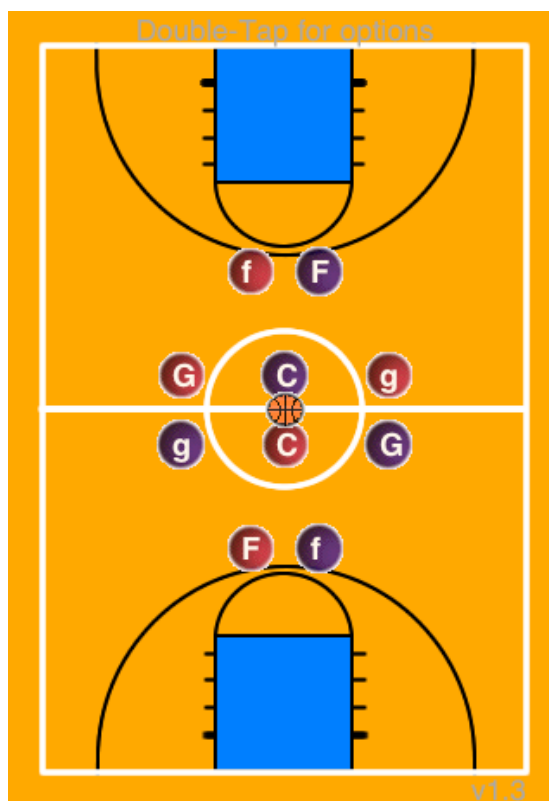
USER MANUAL

The Basketball WhiteBoard application can be used in place of a standard dry erase basketball clipboard both on the bench and off the court. The application presents a full court upon which up to 5 players on two teams may be moved by touch/drag to any location on the court. There is also a basketball that can be dragged around as well. The players have an alphabetic designation associated with them: “G” for shooting guard, “C” for center, “g” for point guard “F” for power forward and “f” for small forward.

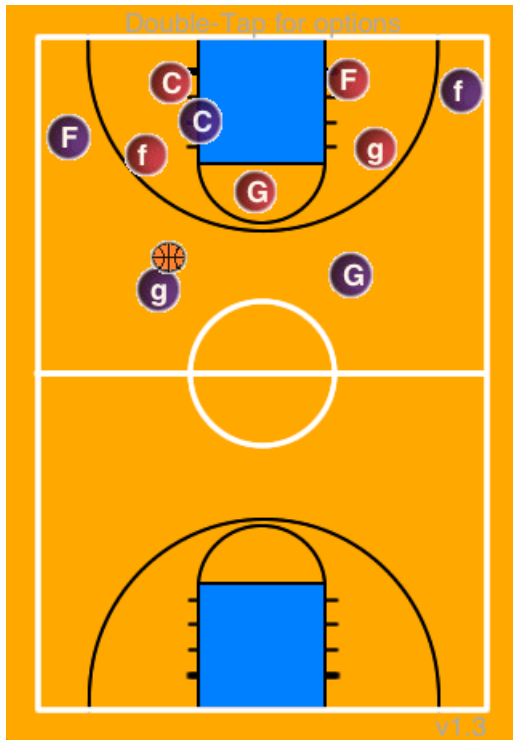
Using the WhiteBoard

The Basketball WhiteBoard interface is overly simplistic on purpose; we want to maximize our use of the screen for displaying the court 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 maximize the size of the court.

When the application is first launched, you should see the default configuration above. Again, at this point you can use your fingers to drag players and the basketball anywhere on the court 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 basketball white board.



One might explain basic positioning for offense and defense in one half of the court by dragging all of the players (and the basketball) into one end. This exercise can be used to show players just where everyone should be in such a situation! Players tend to pay attention as the added factor of technology being applied to basketball helps pique their interest that much more.



Sometimes, however, a standard 5 on 5 full court view is not what is needed. Fortunately, the Basketball WhiteBoard gives you some additional options!

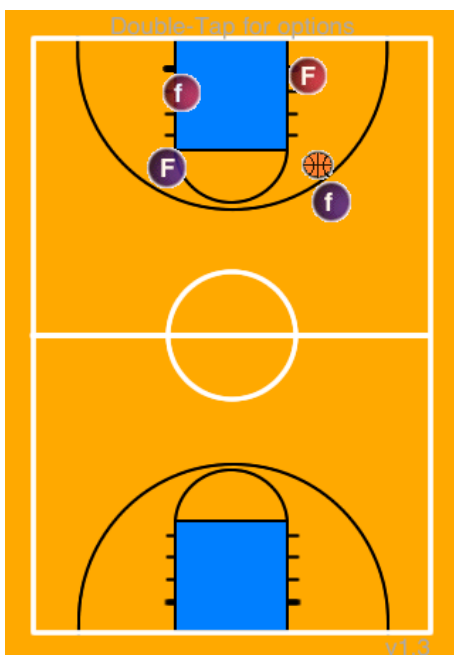
User Interface Specifics

As previously stated, the Basketball WhiteBoard attempts to maximize screen real estate to provide the largest court 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 view. This necessitated a

unique approach to manipulating the settings of the application. To access the settings view for Basketball Whiteboard, double tap anywhere on the court (but not on a player). This activates the “flipside view” containing controls for changing the number of players on each team, the color of each team as well as toggling between full and half court mode. All changes happen immediately and can be seen by tapping on the “Done” button to go back to the court view.

In the event that you reduce the number of players on the court, the Basketball WhiteBoard will always remove the shooting guard first, followed by the





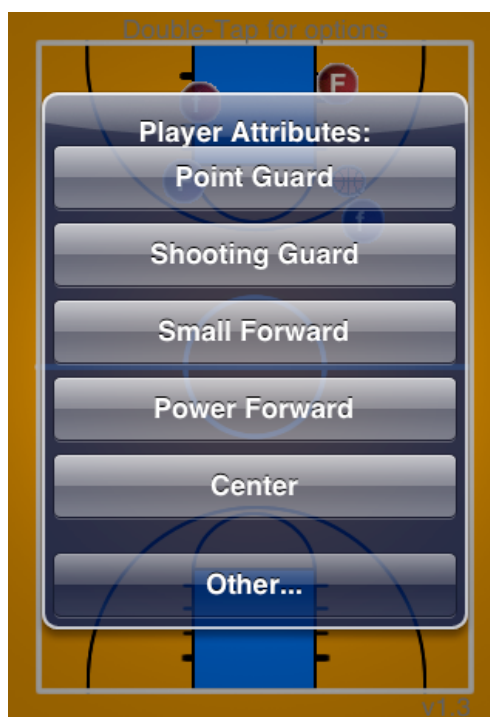
point guard, then the center. So, a 2 on 2 situation will always consist of the two forwards. There may, of course, be times where you do not want this configuration of players in a 2 on 2 situation. Fortunately, you can change the letter designation of any player by double-tapping on that player's circle. This will cause an alert to appear which will give you a choice of how you'd like to represent the player. There is no logic to prevent you from changing all the players on the court to the same "letter", and you even have the option of entering any letter/symbol/number you might want.

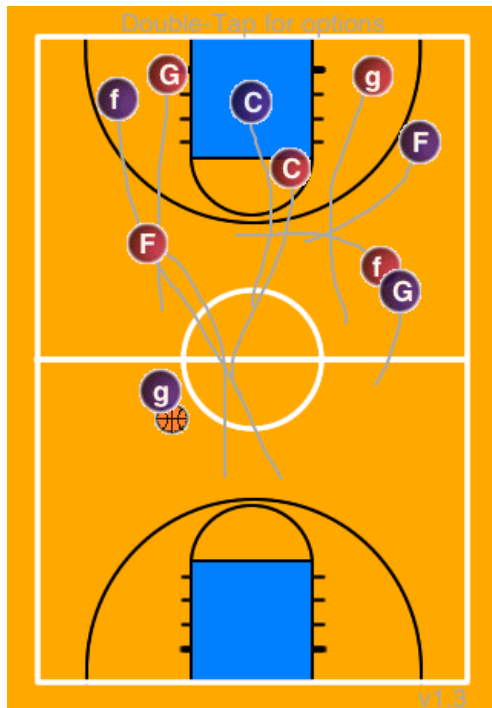
The "Court Options" allows you to choose between "Full Court" and "Half Court" modes. This simply switches between showing a full court image or a half court image. When switching between full court and half court, the positions of any players on the court are not disturbed.

The "flipside view" in Basketball Whiteboard also allows you to load and save position information as well as reset teams to a "center tipoff" position.

One of the newer setting options in Basketball WhiteBoard is the "Draw Trailing Lines" option.

When this option is enabled, a thin gray line is drawn along the path of every player movement you make (except for the ball). 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

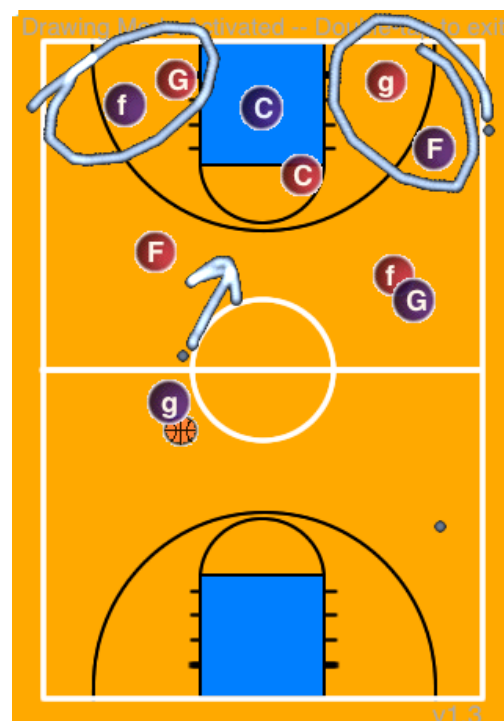
Some users have provided us with the feedback that they would like to be able to draw on the whiteboard. In version 1.2 of Basketball WhiteBoard, this is now possible! To activate drawing mode, perform a large vertical swipe on the playing surface. In order to qualify for a

“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



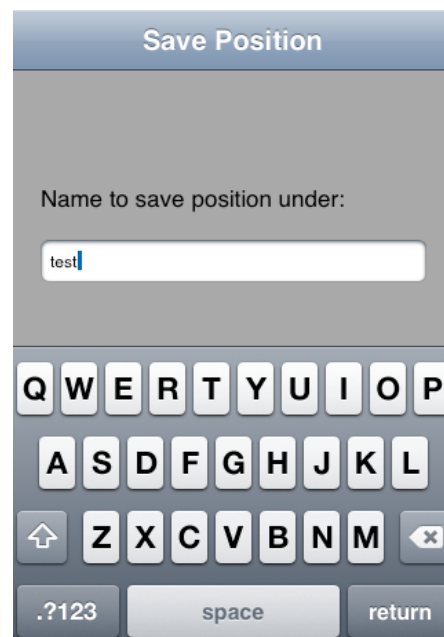
Basketball Whiteboard you might wish you could save it to your device so that you could call it up again later when needed. This can be accomplished by bringing up the flipside view. The flipside view has two more buttons at the bottom of the screen that allow you to save or load data from/to the whiteboard. We'll talk about saving information first...



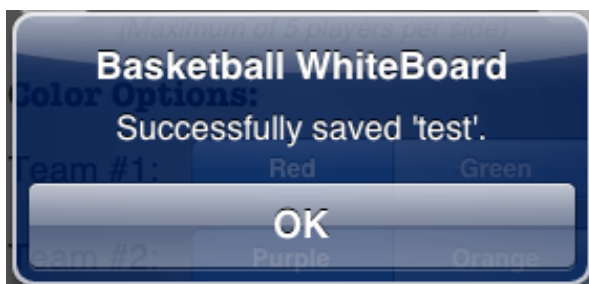
When you get to a point where you'd like to save the position information you've just set up, go to the flipside view and tap on the "Save..." button. You will see the following screen:

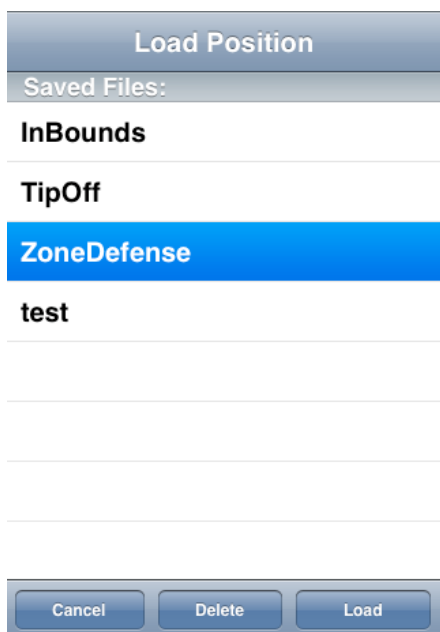
Here you are asked to type a file name in to save current position data under. This file will be stored on your iPod for future reference. Suppose we would like to save our current configuration under the name "test". You would bring up the Save... screen and type "test" in when prompted:

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

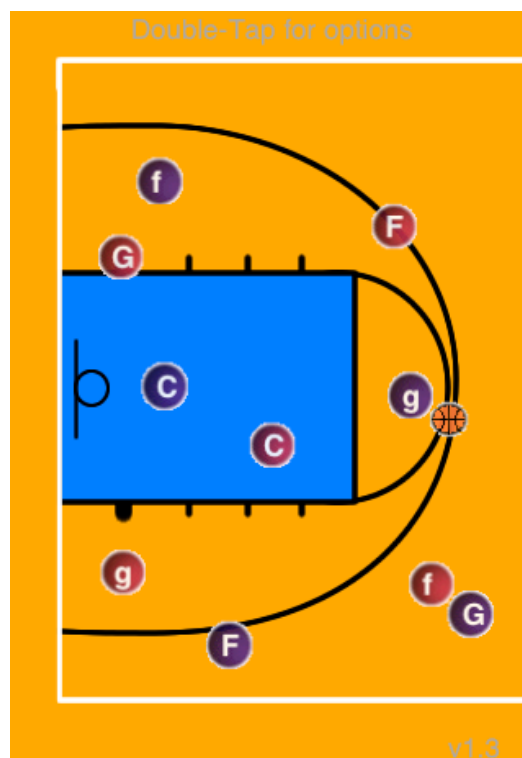
If you have previously saved data in Basketball Whiteboard you will undoubtedly want to know how to load data back in! In the flipside view, look for a button named “Load...” and tap it once. You will see the following:

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 open, tap on the “Load” button to return to court view with the loaded data. In this example, if we hit “Load” while the “ZoneDefense” option is selected, we will load player, court and position information into Basketball

WhiteBoard, like this:

Other Court Modes

Beginning in version 1.2 of Basketball WhiteBoard, two additional court modes have been added. The ability to have international versions of full and half court is now accessible from the “flipside view” settings panel.



Support

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