

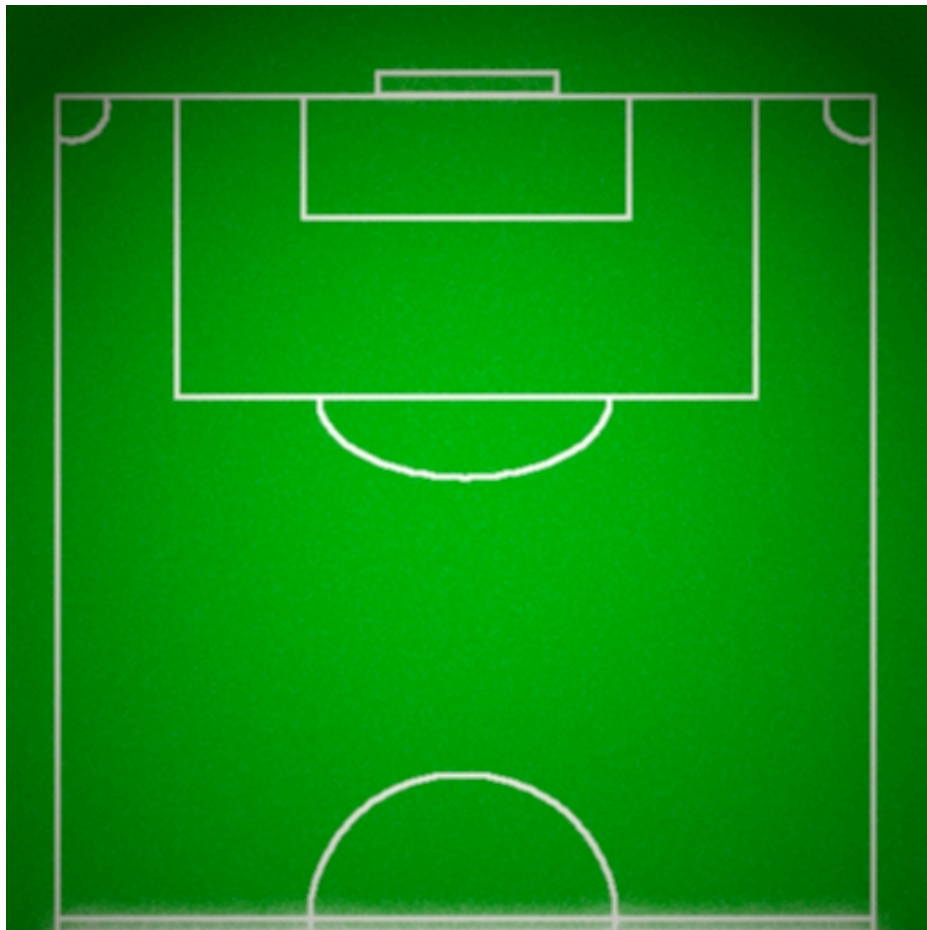
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# Soccer WhiteBoard

Player Positioning Teaching Aid for your iPhone or iPod touch

User Manual Version 1.3

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# Soccer WhiteBoard

Player Positioning Teaching Aid for your iPhone or iPod touch

## USER MANUAL

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The Soccer WhiteBoard application can be used in place of a standard dry erase soccer clipboard both on the sidelines and off the field. The application presents a full field upon which up to 22 players on two teams 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: “D” for defense, “M” for midfield, “F” for forward and “G” for goalie.

### Using the WhiteBoard

The Soccer 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. This screen will look somewhat cramped as putting 22 players on a screen the size of the iPhone’s display is a bit much. Fortunately you will have some additional field modes that are explained below. 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 soccer white board.

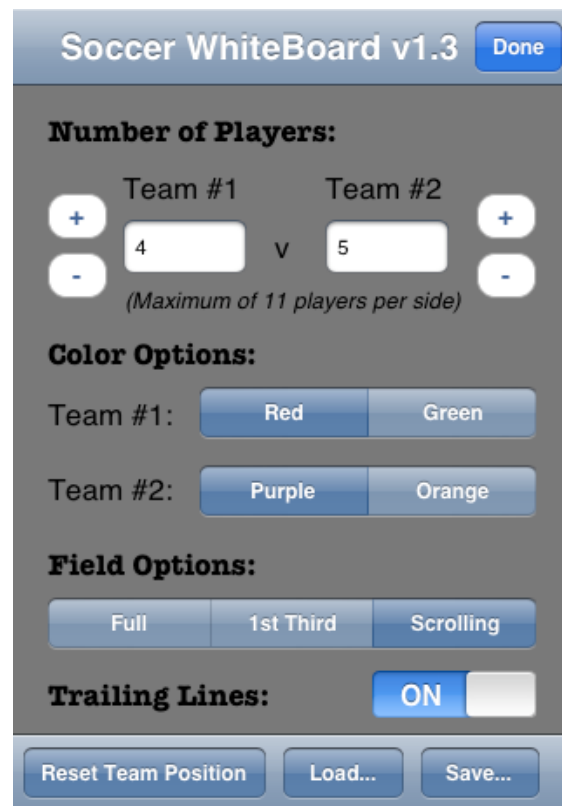


Most of the time, however, a standard 11 on 11 full field display is not what is needed. Fortunately, the Soccer WhiteBoard gives you some additional options!

## User Interface Specifics

As previously stated, the Soccer 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 Soccer Whiteboard, double tap anywhere on the field (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 field, half field, and scrolling field. All changes happen immediately and can be seen by tapping on the “Done” button to go back to the field view.

In the event that you reduce the number of players on the field, the Soccer WhiteBoard will always remove players in the following order: midfielder, midfielder, defenseman, midfielder, midfielder, forward, forward, forward, defenseman, defenseman and goalie. So, a 3 on 3 situation will always contain a goalie and two defenseman. There may, of course, be times where you do not want this configuration of players in a 3 on 3 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 field to the same “letter”. You may choose from “standard” letters or you may specify any letter, number or symbol that you would like by tapping on the “Other...” button.





The “Field Options” allows you to choose between “Full Field” , “Half Field” and “Scrolling Field” modes. This simply switches between showing a full field image, a half field image or a *scrolling* field image. The scrolling field is three times as wide as the iPhone’s display when held in a portrait orientation, and you can scroll to different parts of the field by “dragging” with your finger on the iPhone’s display. When switching between field modes, the positions of any players on the field are maintained so that they are in the “same place” (relatively) when field views change.

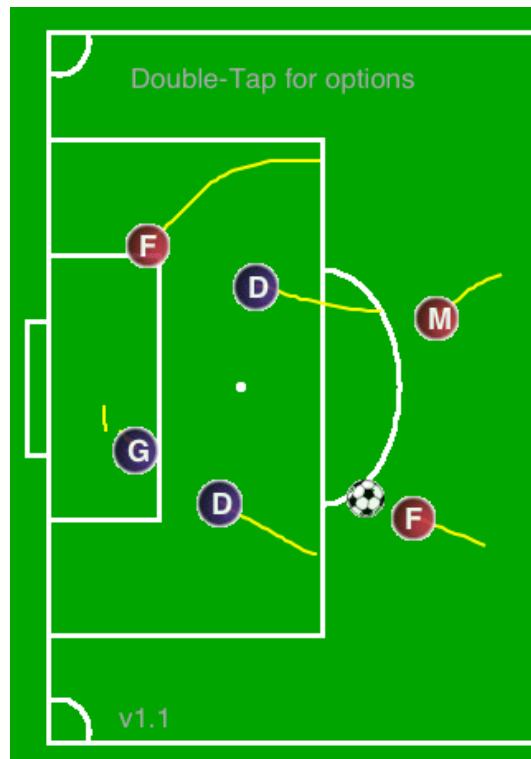
The “flipside view” in Soccer Whiteboard also allows you to load and save position information as well as reset teams to a “center faceoff” position.

One of the newer setting options in Soccer 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 (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!

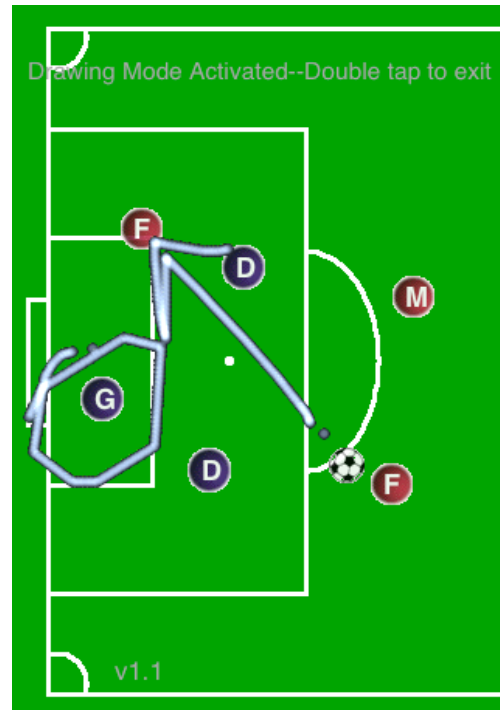
### Drawing with your Finger

Some users have provided us with the feedback



that they would like to be able to draw on the whiteboard. In version 1.3 of Hockey 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 puck. 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 Soccer 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:

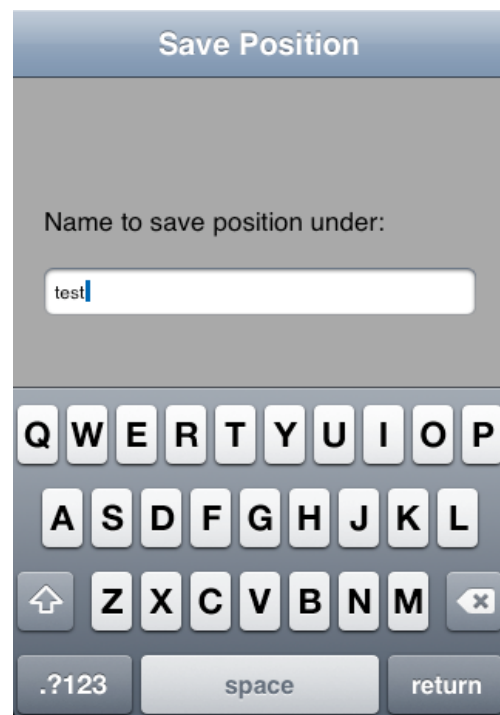
Here you are asked to type a file name in to save current position data under. This file will be stored on your iPod for future reference. Suppose we would like to save our current

configuration under the name “test”. You would bring up the Save... screen and type “test” in when prompted:

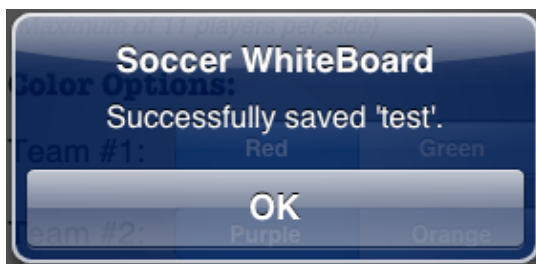


After entering data, hit

“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:



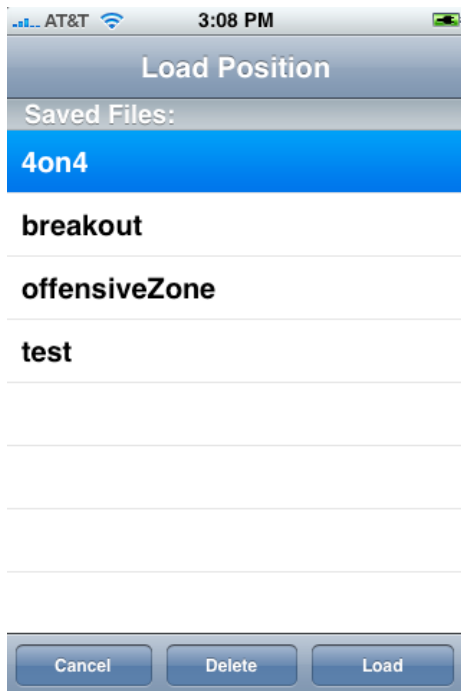
This confirms that the file was saved to the device.



## Loading Data

If you have previously saved data in Soccer 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 “4on4” option is selected, we will load player, ball and position information into Soccer WhiteBoard, like this:

## Support

If you have any questions about Soccer WhiteBoard, please direct them to our support email address which is [support@sandcrater.com](mailto:support@sandcrater.com).

