**PES-VB Manual**

INSTALLATION

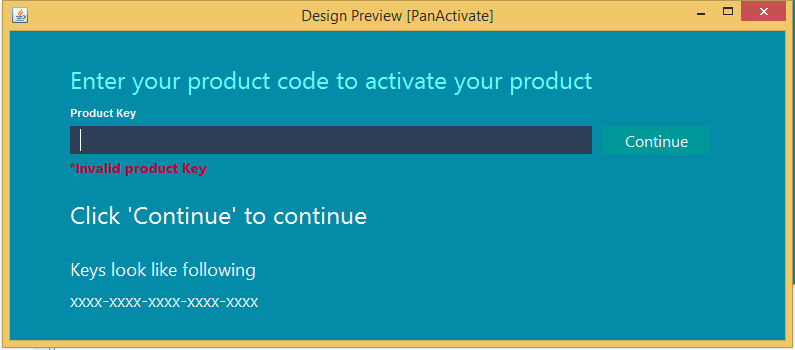
PES-VB can be installed by using the CD-ROM

Once inserted the CD-ROM in the cd reader, the program will start automatically in order to run the various functions supplied (demo, installation, handbook). Should the program not start automatically click and launch the GO.exe file with File Manager Once in the main window (Home page) click on the sport you are interested in, then click on PES-VB and on program installation

Step -1

Run Installed Software

It will ask for product key

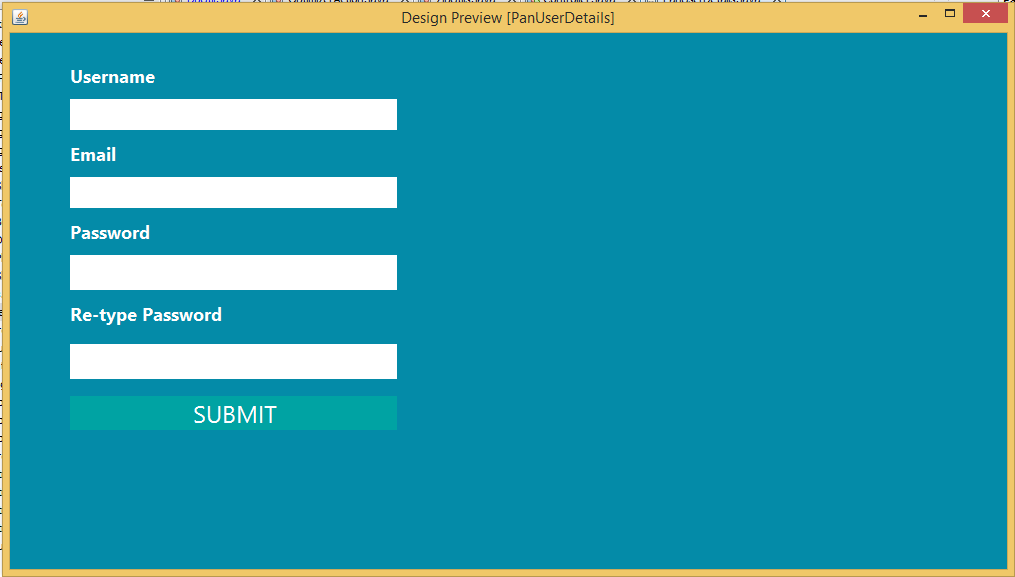


Enter valid product Key

Or continue for enjoy free 7 days Trail period

Step -2

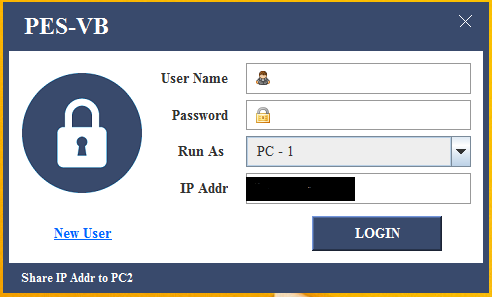
Enter User Registration details



Wait till its processing and setting up connection for you

Step -3

Enter Login details and evaluate through competition and match



HARDWARE CONFIGURATION

Minimum requirements for the use of PES-VB

RAM 512 MB memory (we suggest 1 GB)

we suggest Intel Dual Core Duo

window 64- bit

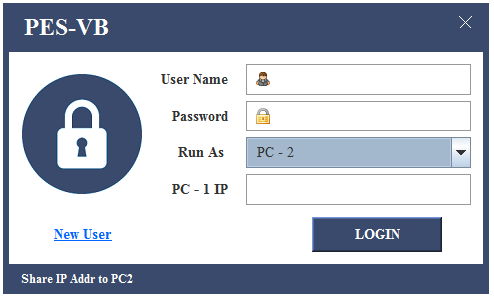
INTERFACE AMENDMENTS

Important amendments to the interface have helped create a quick and user friendly environment for the old and new users of the software. Creation of a totally visual and user friendly interface

Want to connect different machine to one machine

Run the application select PC-2 from dropdown Enter Remote machine IP address and login details of that machine

As shown below in fig..

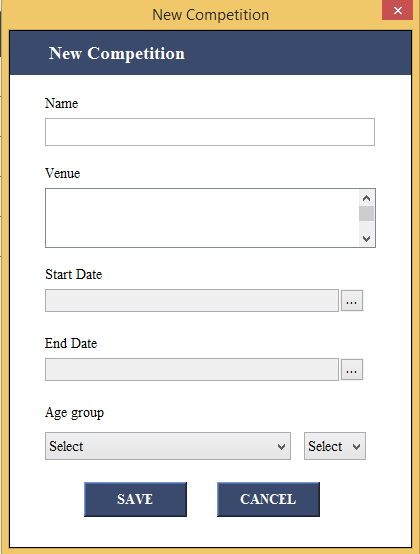


Step -4

After Successful login competition dashboard will be displayed which show competition list

Want to create new competition click on **New** button a dialog will appear as shown in fig

Enter competition details and click save competition will be created



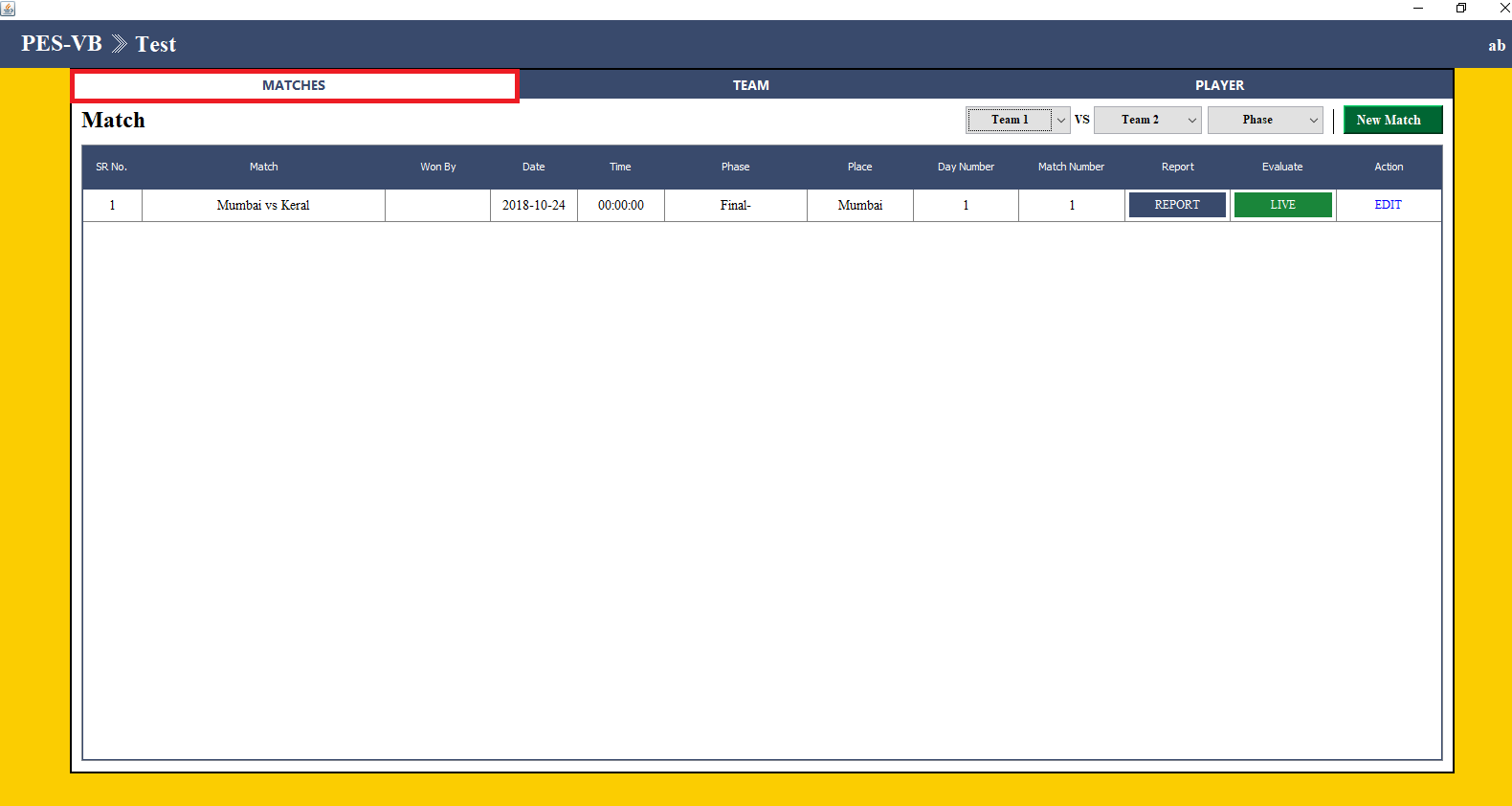
To View Matches in competition Click on View



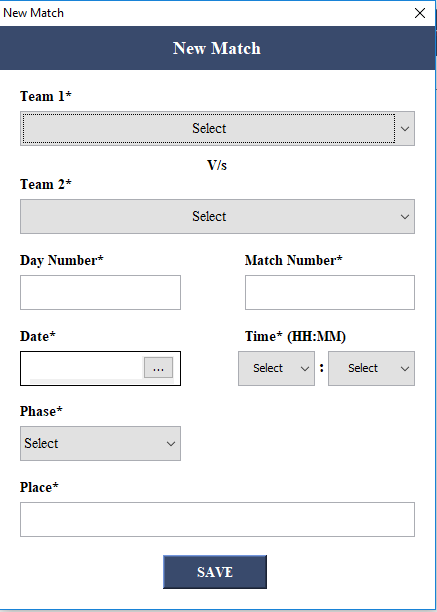
Competition match list will be shown to you as shown in fig.. below

To view match details ,team details,player details navigate through tab

For Matches



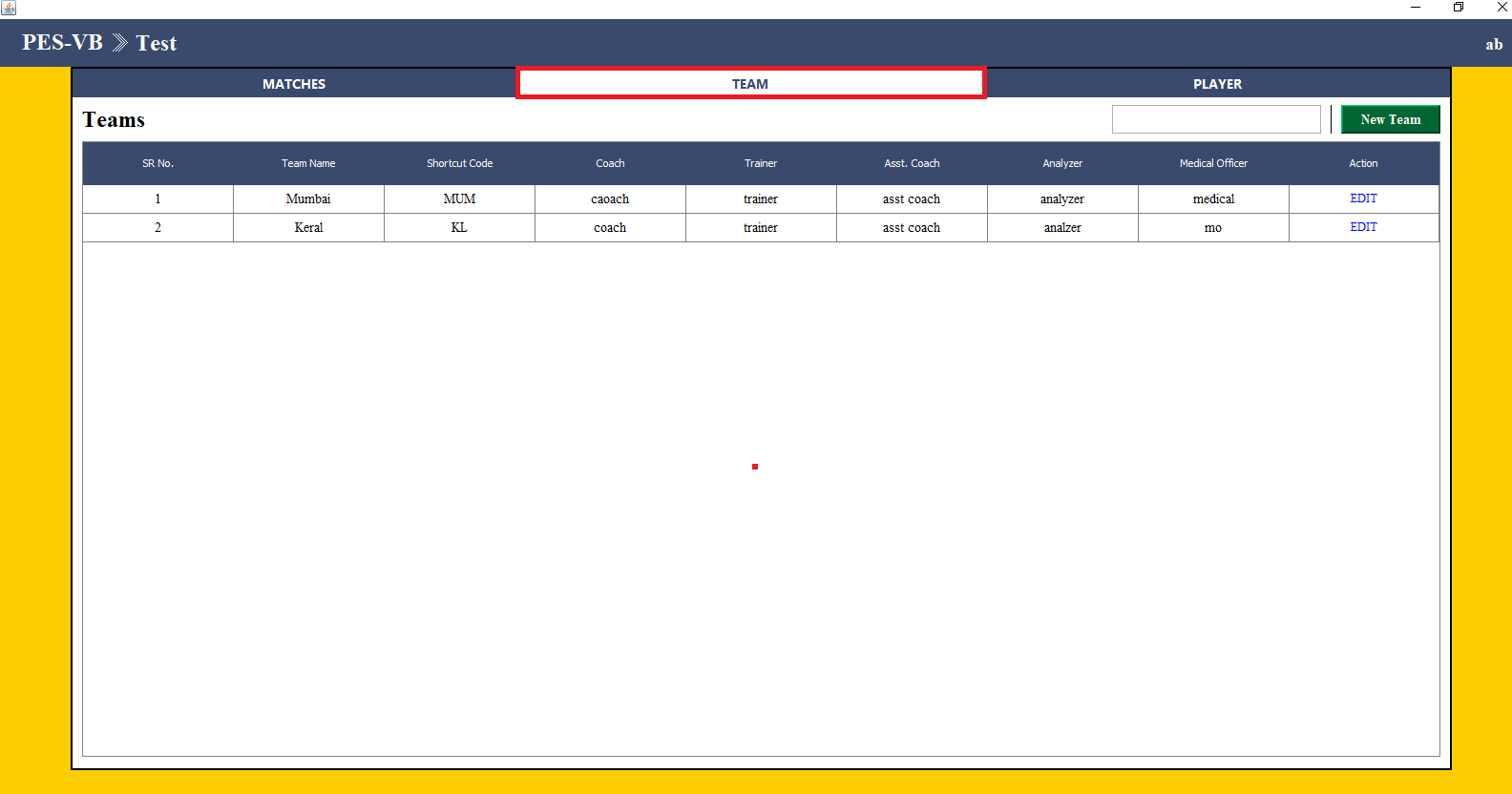
To schedule matches click on new match dialog will appear as shown in below fig



Select teams select date and schedule match and save

To edit match click edit and then do changes and update

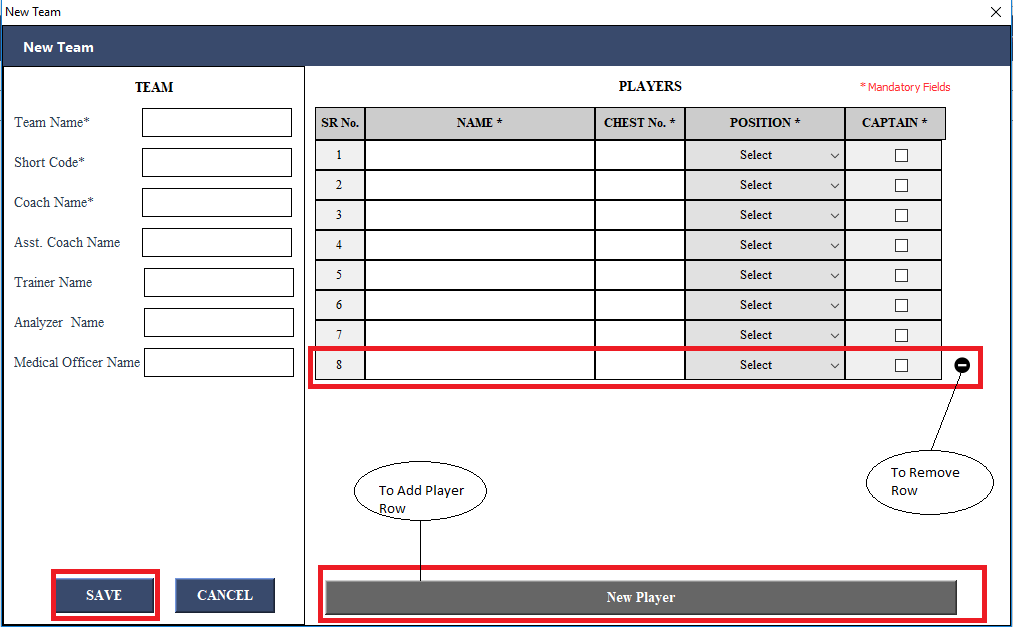
To view teams



To add new Team click on New Team

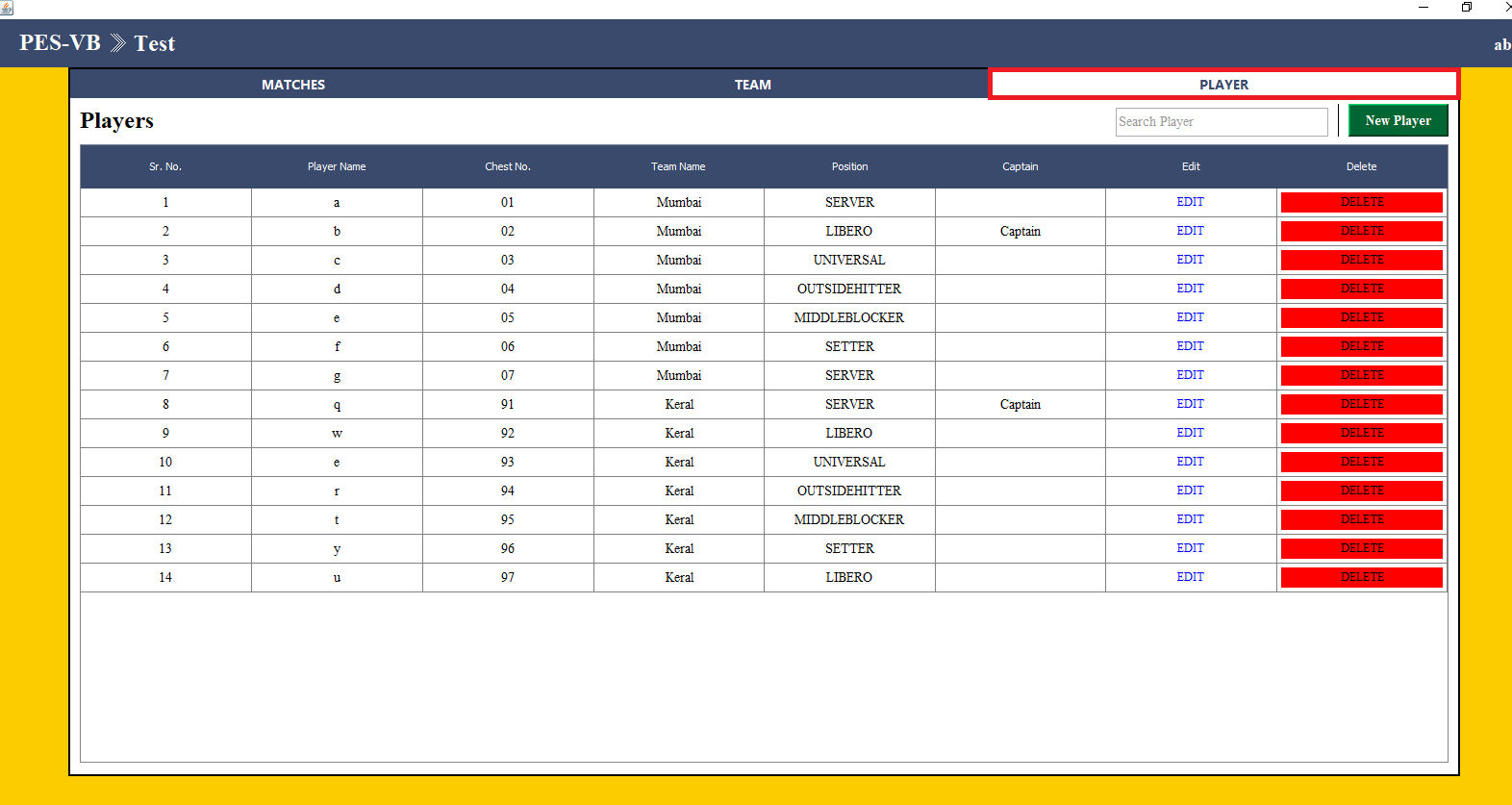
Dialog will appear as shown fill team details and save to add player above 7 click New Player to remove row which is added click on (-)

Click save finally to add team



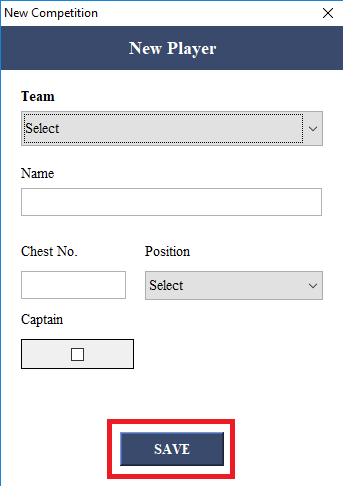
To edit team details click edit and do changes and click save to reflect changes

To view players



To add new Player in team click new Player and select team to which want to add fill details

And click save to reflect

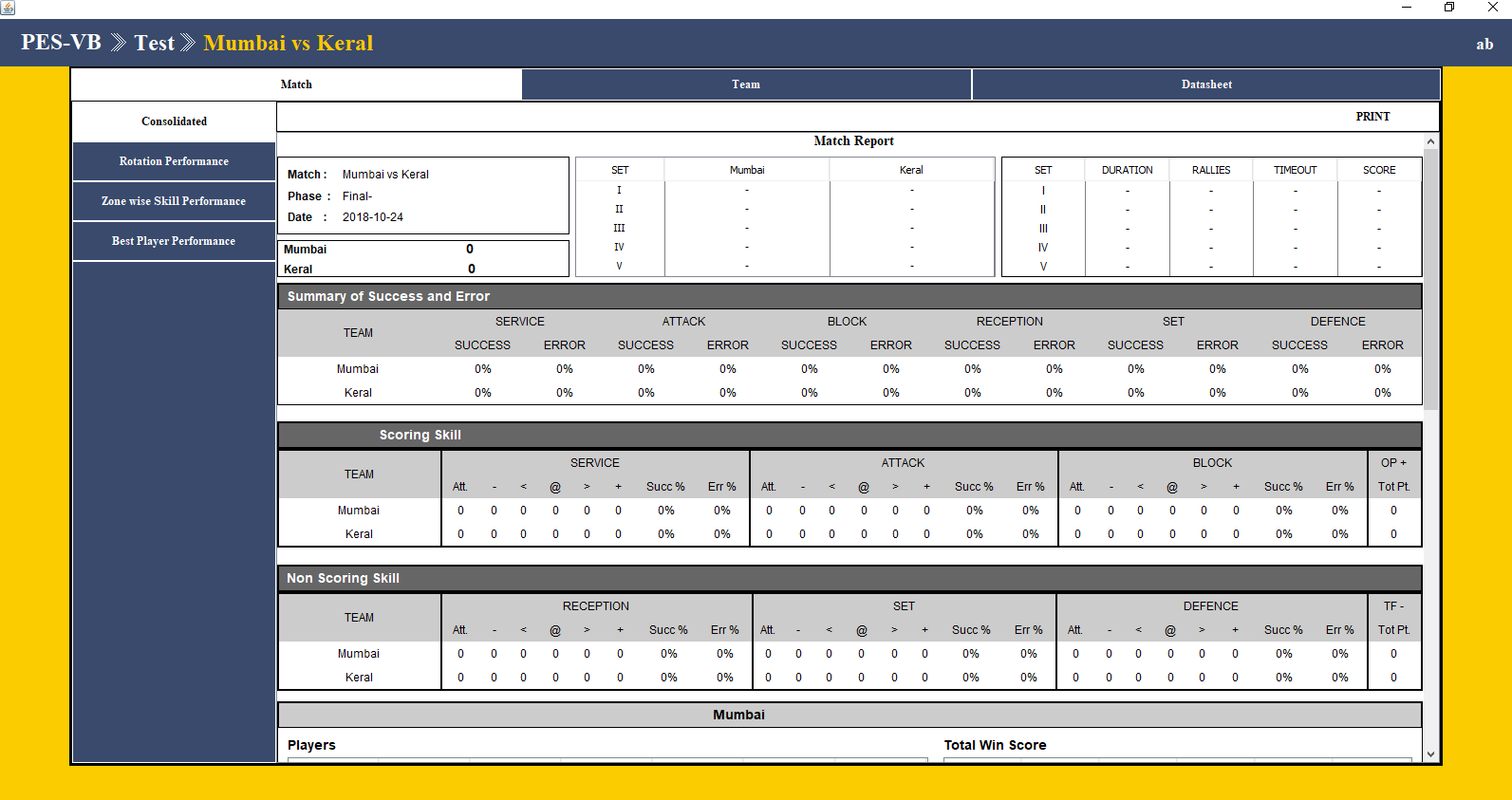


To edit player details click edit do changes and then save

TO view Report

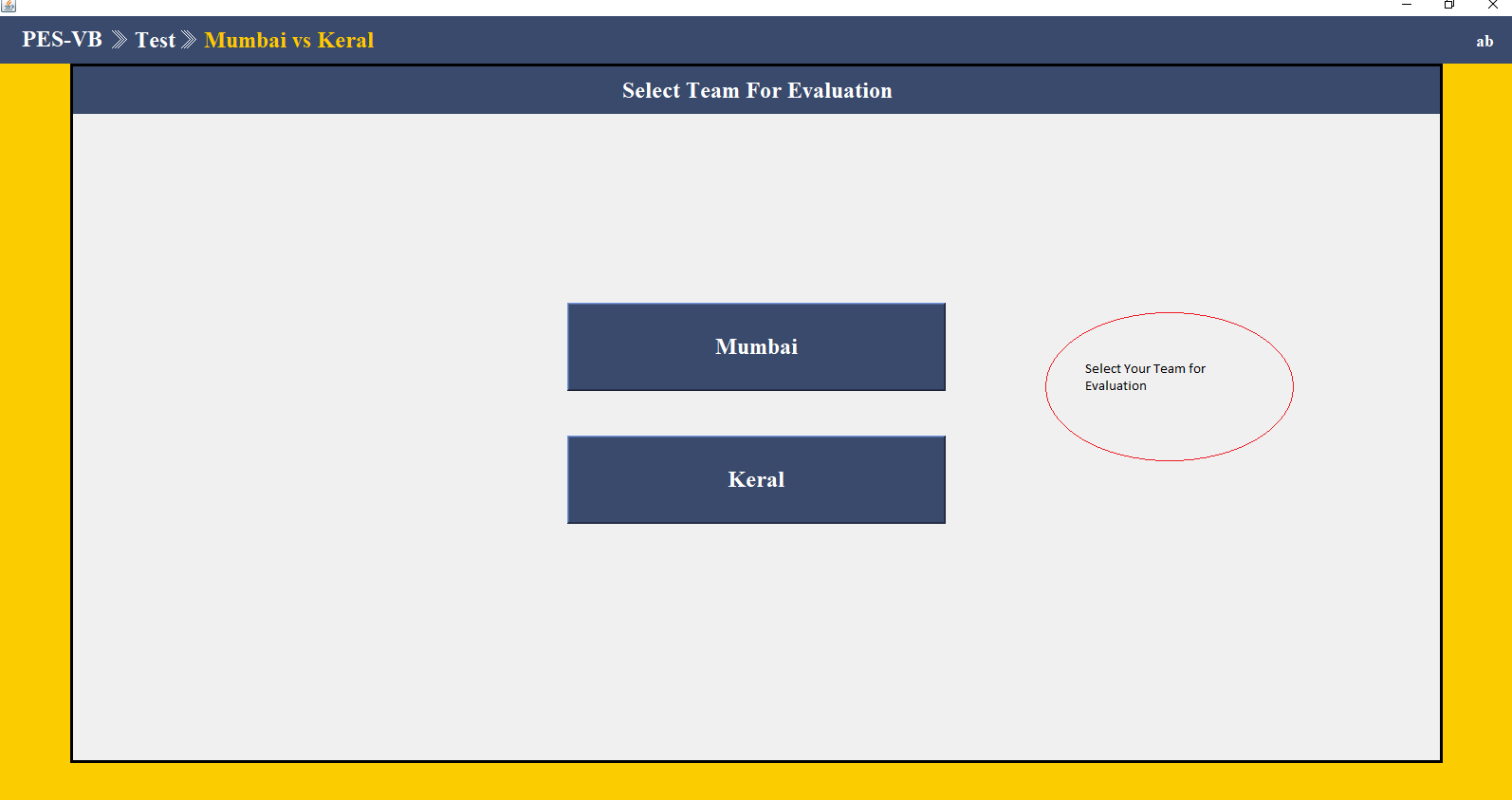
Home >view>match >report

To view report team wise click on team tab and for datasheet click on datasheet tab



To evaluate

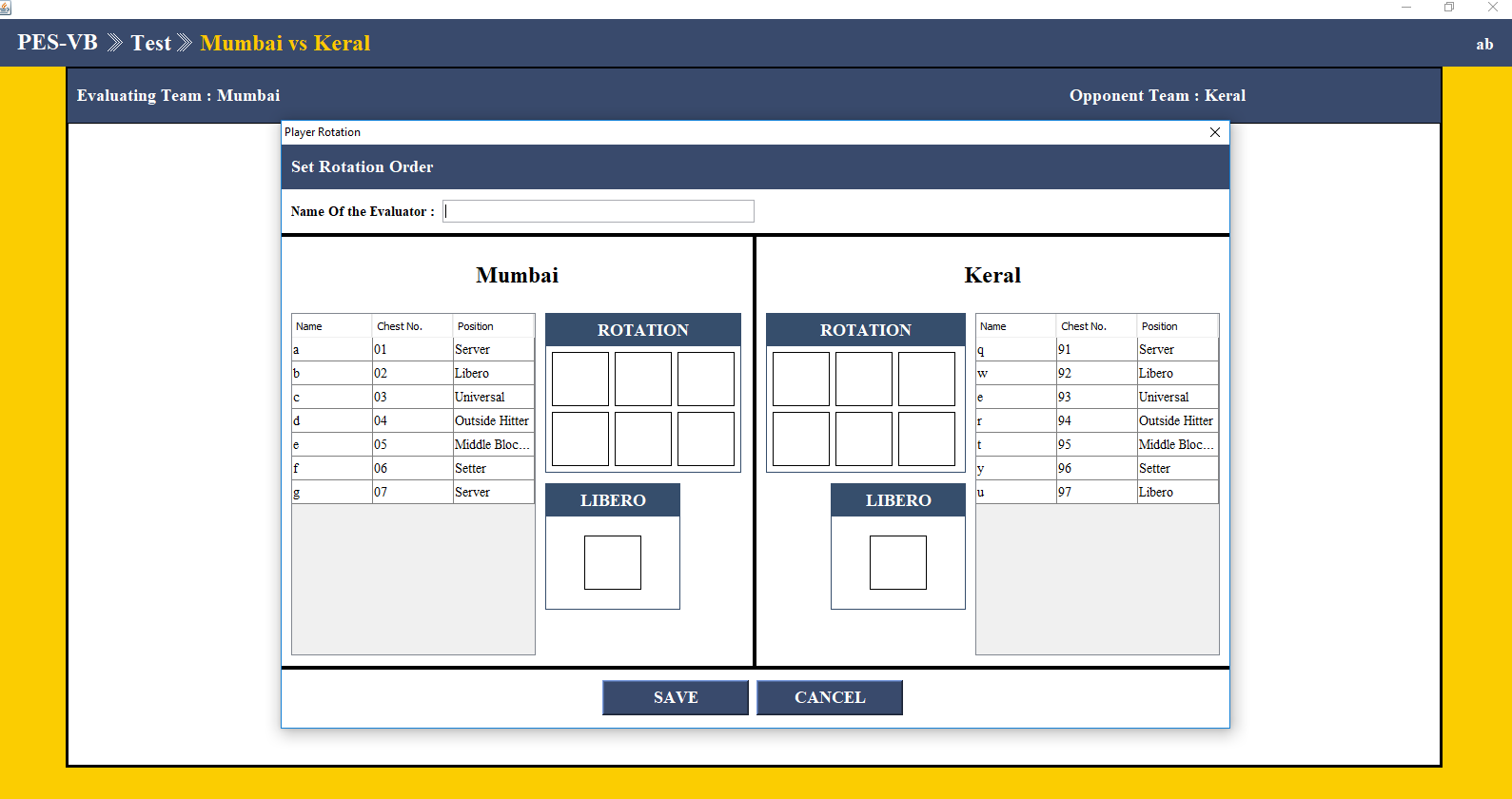
Home >> match >> live



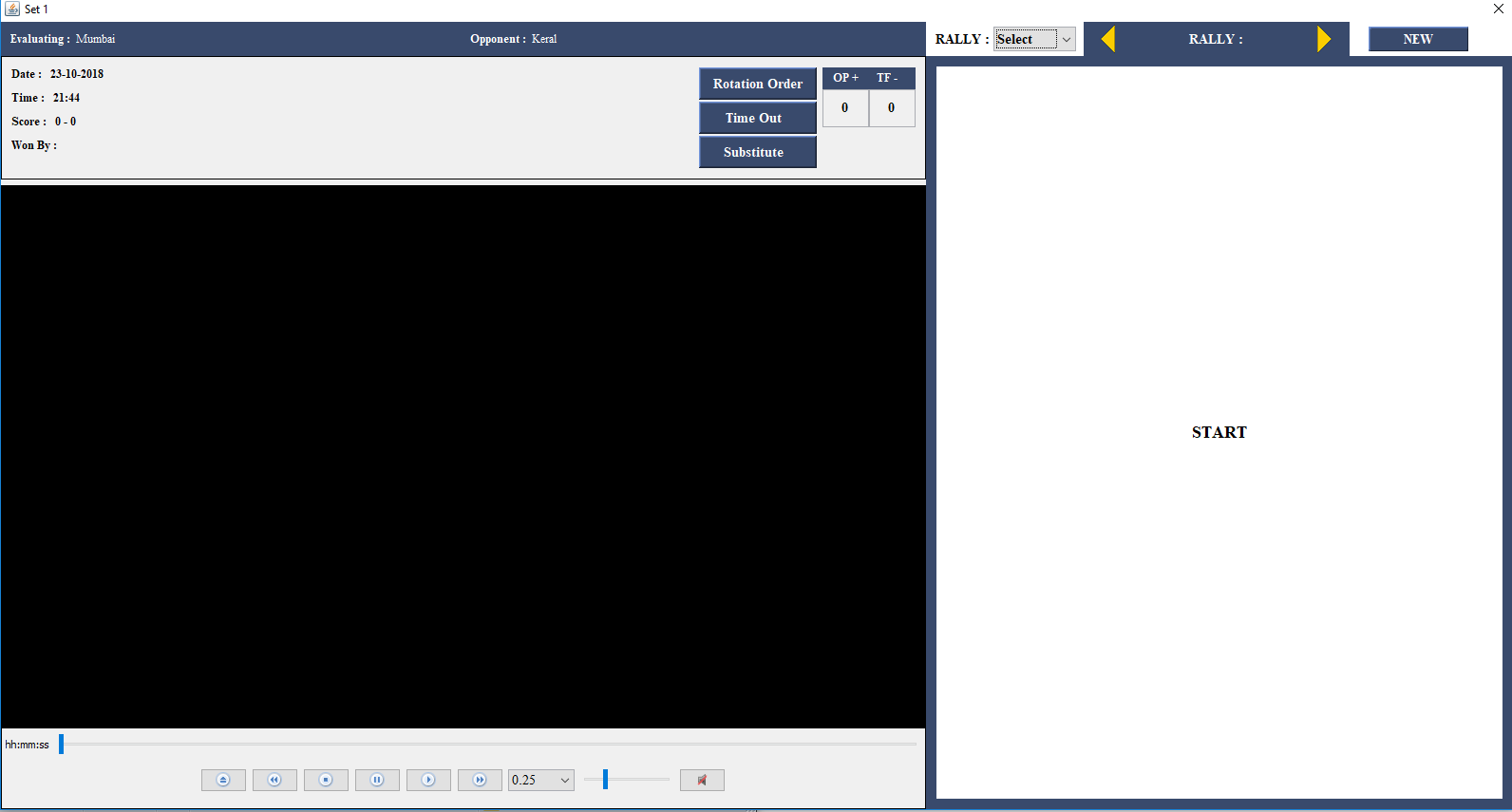
Select your team(Home Team) for evaluation click on you team select set by clicking on set number



Then set rotation order of player by clicking on player name and setting one libero click save to set

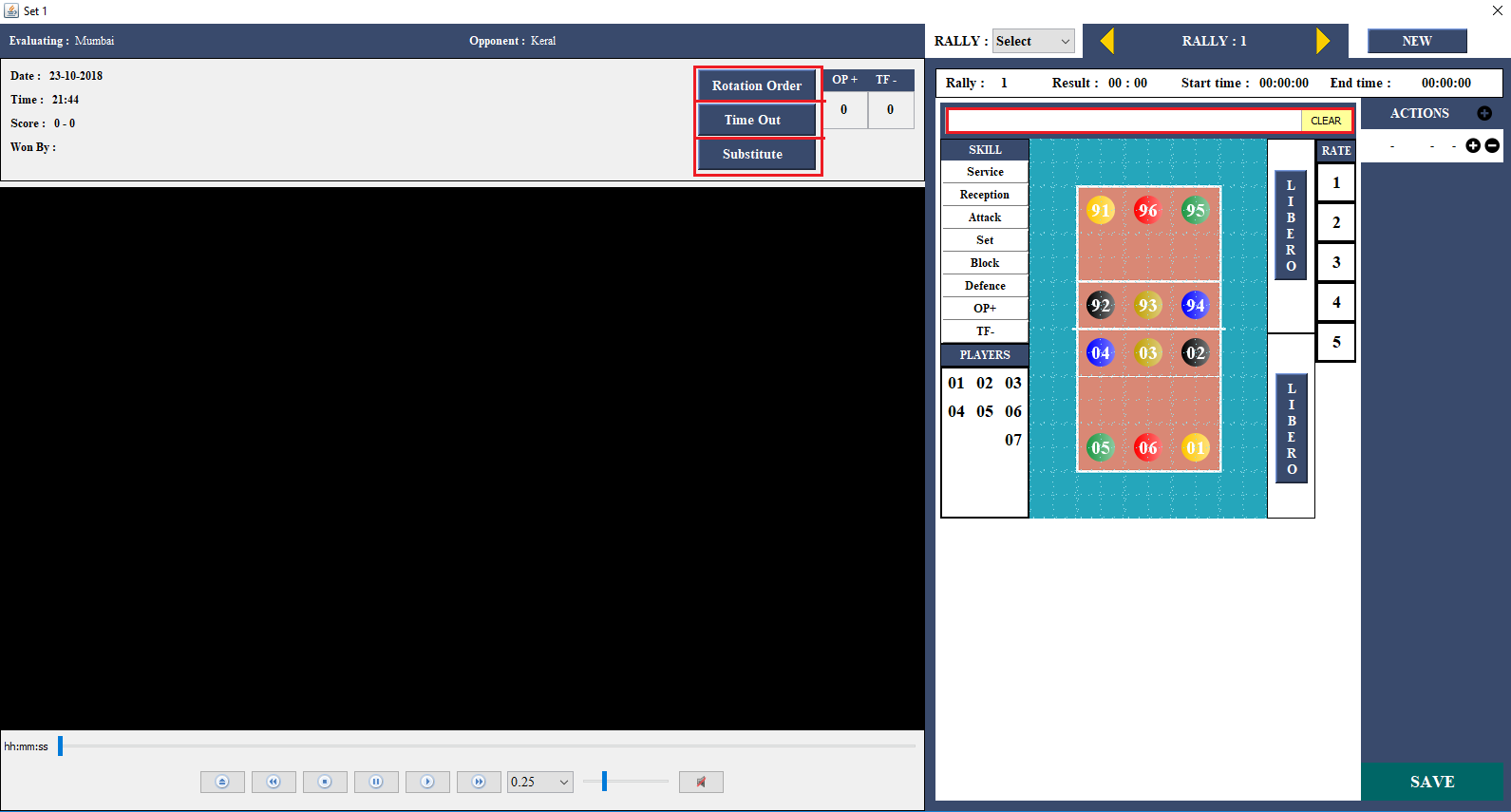


Click ok once saved wait till window as shown below appear



Click on start to evaluate

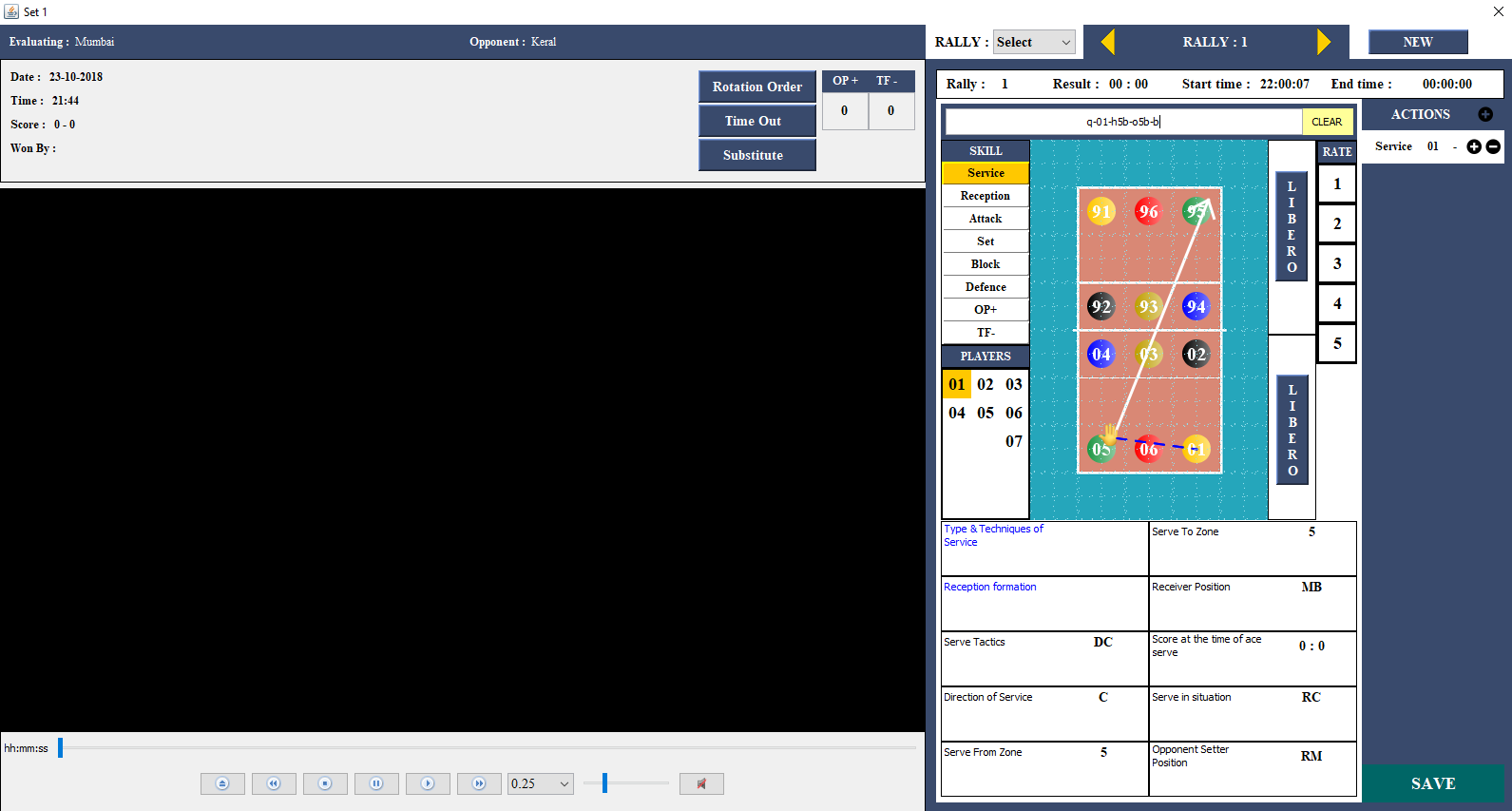
Change player timeout,rotation order,substitution by click on it



THE SCOUTING WINDOW

The scouting window is usually positioned horizontally on the bottom part of the screen. This is where you can insert codes for the action of each player during the match. The window is basically an editable row where the data is typed into. The entered code sequence is saved by pressing the [Enter] key.

Set rally details according to teams performance

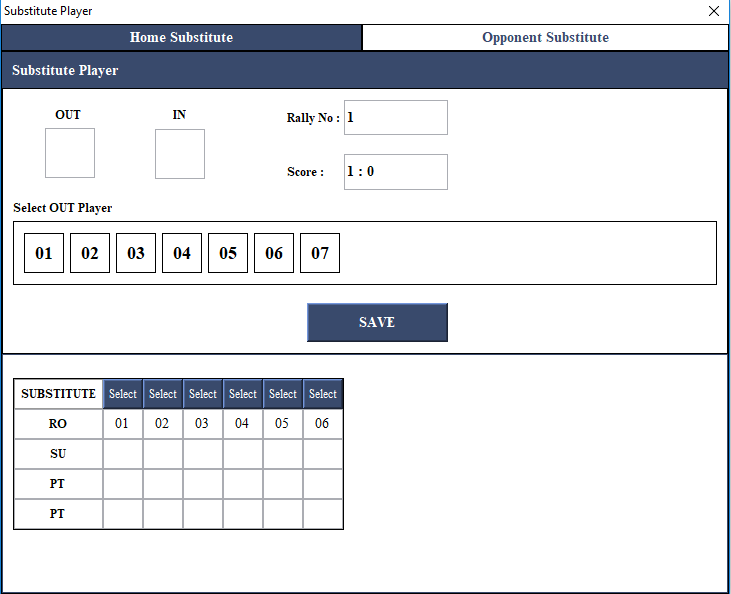


To update Rally details select rally to which want to update

And click update

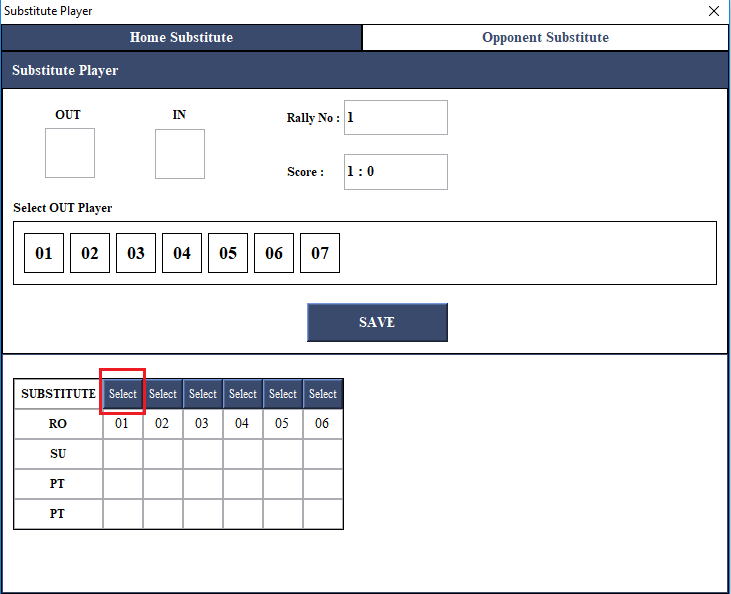
To substitute player click on substitute

Window appear as shown

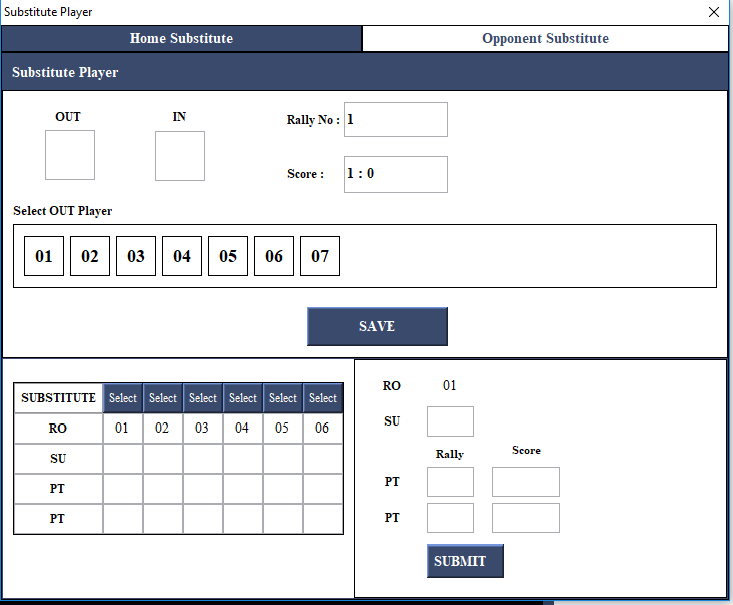


Click on chest number to set out and in for particular rally

To edit substitution click on select

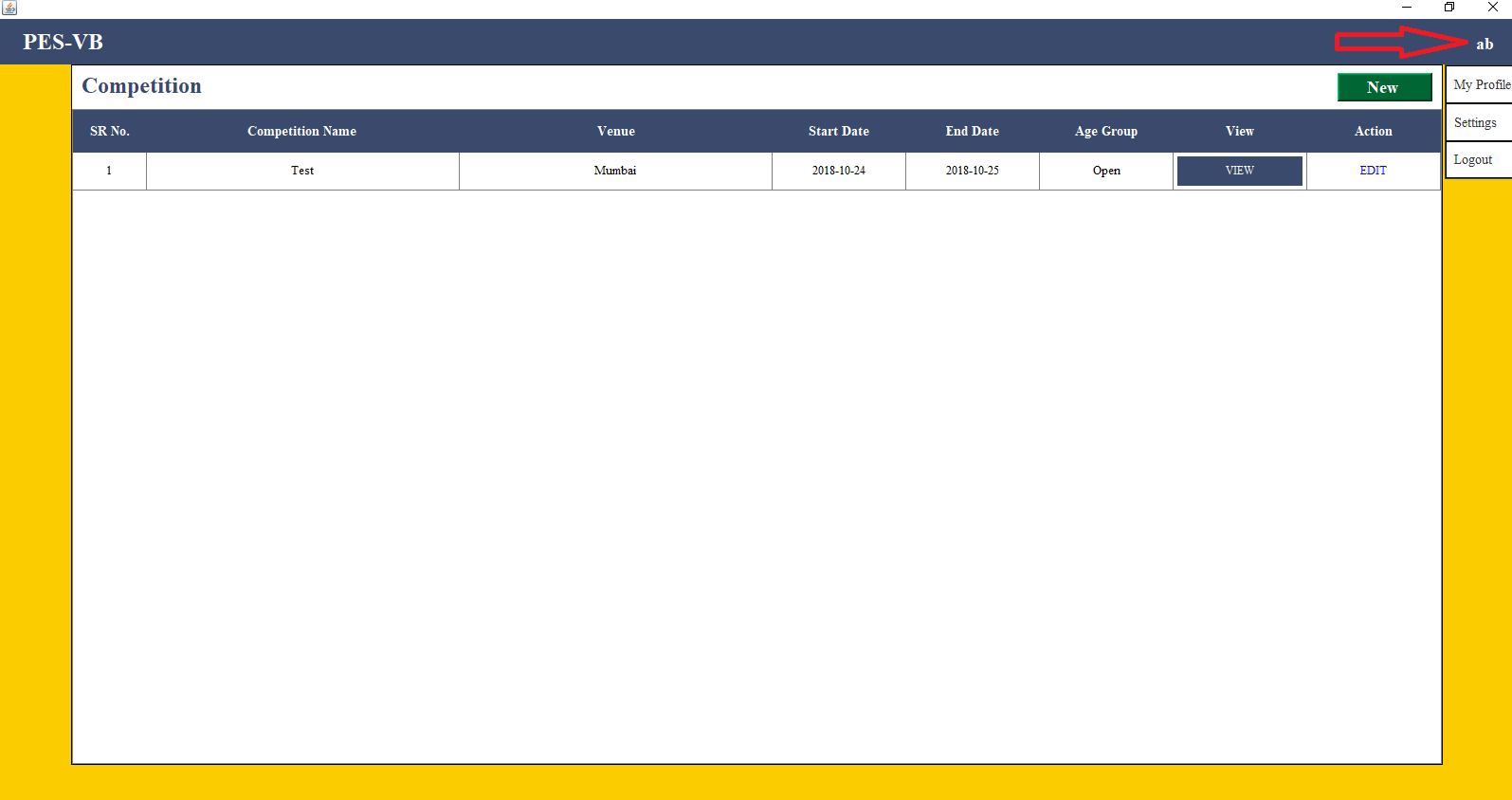


Set substitution point and score



Click submit to save changes

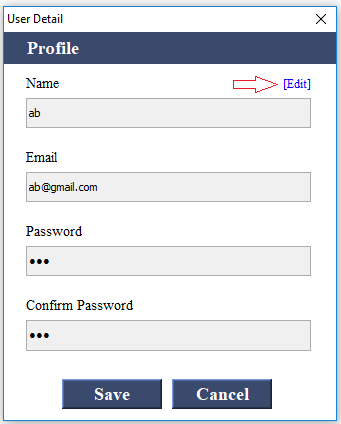
To changes control settings click on user name



Then settings do setting for with unique keys

To edit profile info click profile then edit and save

.



Exit Application by clicking on logout

Window for changing scout codes after the event

We have developed several facilitations for the correct modification and integration of the codes scouted after the match. The insertion wizard is simple and intuitive and allows the codification of the exact coordinates of the main actions in the game

ROTATION WINDOW

This window, generally positioned in the centre of the screen, displays all the information regarding the match that is being scouted. This window will appear once you have created a match, after you have inserted the players of the two teams, or when you decide to open a previously saved scouting.

THE SCOUTING WINDOW

The scouting window is usually positioned horizontally on the bottom part of the screen. This is where you can insert codes for the action of each player during the match. The window is basically an editable row where the data is typed into. The entered code sequence is saved by pressing the [Enter] key. Data Volley 2007 stores a copy of the last entered and saved code: should the computer crash or shut down accidentally you can continue from the last action saved without loosing any work. Should you have several program windows open, press the [Esc] key to return to the scouting window to continue entering data. We have added a few functional buttons to the scouting window to avoid some typing combinations.

CODES LIST WINDOW

The codes that are transferred into this window are normalized (see detailed paragraph) and verified. The program checks the logical action sequence, for example if the player associated with the action is actually on the court and that the sequence between end rally and the player who performs the following serve is correct.

2 CODE SYNTAX

BASIC SKILL

S Serve R Reception A Attack B Block D Dig ñ Defence E sEt F Free ball

TYPE OF HIT

EVALUATION

SERVE =

Error (net ball, out, foot foul)

/ Half point gained for your team (the reception of the opponent ends up in the net and a player of the first line can either spike or block)

- Negative (the opponent receives the ball

# and can attack in any way)

! Decent (the opponent canít attack with a combination, for example reception on the 3 meter line)

+ Positive (the opponent receives and has one chance of attack).

# ACE - Direct Point (the opponent canít receive or loses the ball )

RECEPTION = Error (direct point for the opponent)

/ Half point for the opposition (the ball goes in the net and an opponent can either spike or block

- Negative (you can only perform one mandatory attack)

! Not used during the reception (but associated to a particular type chosen by the user).

+ Positive (ball received within the 3 meter line, more than one attack can be performed but not all the combinations).

# Perfect pass, either position and parabola (all attack combination can be set)

ATTACK = Error (out, net ball, invasion)

/ Blocked attack (point goes to the opponent)

- Poor (easily dug by the opponent who can try and play the ball again)

! Blocked but recovered by the home team

+ Positive (opponent defended with difficulty and the home team can try and play the ball again

# Winning (direct point)

BLOCK = Error (hands out, net ball)

/ Invasion (point goes to the other team)

- Poor (the opponent can play the ball again)

+ Positive (the ball is touched and can be played again by the home team)

# Winning (direct point)

6 CODING BY ZONES

The court is divided into 6 zones. When scouting by zones, for the attack and the serve-reception, you can add a second specification character (A, B, C, D) that will indicate the landing sub-zone of the ball inside one of the main

SPECIAL CODES

ATTACK POINT CONTINUE ERRORS S Block Out ñ Side C Block control S Attack Out ñ Side O Block Out ñ Long O Attack Out ñ Long F Block on floor N Attack in Net

CODE ENTRY IN THE SCOUTING WINDOW

The code, relative to each hit, must never be separated by a space.

By pressing the [Enter] key, the codes are normalized and then saved in the Codes list window. The new scout codes guarantee a specific codification for each hit.

SHORTCUT KEYS

Performing a scouting from a client workstation

INITIAL ROTATION (LINE UP): This command is used to enter the initial line up. Enter the initial line up for both teams at the beginning of each set using this command or by clicking on the button positioned in the centre of the scouting window when starting a new match. The first set will be displayed in the player window set1 that will be empty. Enter the line up for both teams, and indicate the two setters, by either dragging the players in the court picture or by double clicking on the players that need to be positioned on the court (starting from zone 1 and following the normal volley ball rotation system 1-2-3-4-5-6)

MATCH REPORT (REPORT) This command is used for printing the complete statistical match report relative to the match (or to a set) in a journalistic format. This command can be used during a match (during a time-out or at the end of a set) or once the scouting is complete. This window will appear when the function is selected in the Command menu where you can choose any of the following: • choose the set for the match report you want to print (one or all) • match report language (English or Italian) • print preview • print • print as PDF file

STATISTICS ORDER BY PLAYER ñ SKILL - ROTATION The three different type of analyses will now be outlined to define what kind of information you can obtain by each one of them and which type of analysis needs to be used to obtain the desired information. These three types of analyses are very similar to one another: Analysis by player ñ analysis by player allows you to create an analysis prospect where the information is organized by player with the following order:

¬ player/skill/rotation Analysis by skill ñ analysis by skill foresees the following order:

¬ skill/player/players (team)/rotation Analysis by rotation ñ analysis by rotation:

¬ Rotation/player (team)/skill

The difference between these three analyses is the order in which the information can be shown. The choice between one and another depends on the type of information you want to obtain from the statistic tables. For example, the analysis by player can be used when you want to value the performance of one or more players when performing different skills or different rotations (or both), the analysis by skill can be used when you want to view the progress of a skill compared to different players; the analysis by rotation is used if you want to view the trend of a skill depending on the rotations. The first two columns ìIndî and ìEffî show, respectively, the personalized index value according to the parameters indicated in File\_ tables\_weight for custom evaluation and the Data Volley 2007 efficiency according to the parameters indicated in File\_tables\_efficiency.

ZONE CHARTS

This type of analysis allows you to elaborate the developed data of the analysis by player, by skill and by rotation, by also indicating where the hits were performed, from which player, in the different rotations and with determined values. In order to take advantage of this function it is necessary to have scouted the stating zone and the landing zones of the hits using the attack combinations (that automatically associate a starting zone of the attack hit).

DIRECTION CHART The direction chart allows you to view the trajectory of the skills Serve, Attack, attack on reception and transition on a graphically. To use this function it is necessary that the starting and landing zones of the hits on which you want to run the analysis, have been previously scouted.

POINT ANALYSIS This analysis allows you to compare the points won by the two teams in a break point phase and compare them dividing them by skill.

MATCH REPORT

This function allows you to view and print the match report. A match report is a summary of the analysis that provides the fundamental match statistics for both teams divided by player. This function can be found in the General analysis menu and when selected it will open the following window where you will have to decide: • if you want to print a match report for the full match or for one or more sets; • if you want a print preview • print directly on the defined printer • save the match report as a PDF file