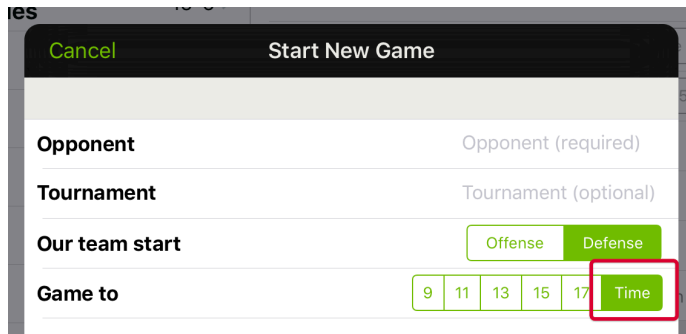


## Suggestions for using the iUltimate (iOS) or UltiAnalytics (Android) app to record AUDL Games

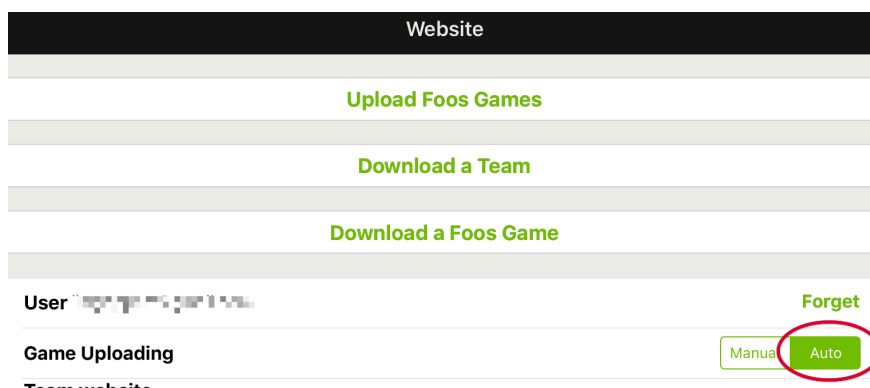
- 1.) Practice! It can be challenging to record a game. Try and get comfortable with the app BEFORE the first game. We recommend recording a practice session as a way of getting comfortable.
- 2.) Set the **Game To** property to **Time**.



The screenshot shows the 'Start New Game' screen in the iUltimate app. It has a dark header with 'Cancel' and 'Start New Game' buttons. Below are several rows: 'Opponent' with a placeholder 'Opponent (required)', 'Tournament' with a placeholder 'Tournament (optional)', 'Our team start' with 'Offense' and 'Defense' buttons, and 'Game to' with buttons for '9', '11', '13', '15', '17', and 'Time'. The 'Time' button is highlighted with a red box.

Time based games allow you to indicate the end of each period. The *Game Over* button will change to reflect the next period end. For instance, while playing the first quarter the button will say “End 1<sup>st</sup> Quarter”. Tapping it will record the quarter end and switch the receiving team for the next point. The app handles overtime as well.

- 3.) Upload often. Your fans are watching! The ESPN announcers need the stats for announcing the game!  
If you are using the iOS version turn on **Auto** Game Uploading. Auto Game Uploading will cause game stats to be uploaded frequently during the game. See notes below about connectivity. To make sure everything is working OK, try this before the game and record a few events to see the upload working (undo the events before the game starts).  
If using the Android version upload your game after each point.



The screenshot shows the 'Website' screen in the iUltimate app. It has a dark header with the word 'Website'. Below are several rows with buttons: 'Upload Foos Games', 'Download a Team', and 'Download a Foos Game'. At the bottom, there is a 'Game Uploading' section with 'Manual' and 'Auto' buttons. The 'Auto' button is highlighted with a red circle.

### **iPhone/iPad connectivity during the game**

In order to upload data to the website during the game it is necessary to have cellular or WIFI availability. If you are using an iPhone (or iPad with cellular) this is probably not an issue. If you are using an iPad without cellular and there is no WIFI access at the stadium you can also tether your iPad to an iPhone for connectivity. There are many online articles on how to do tethering. Here is one: <http://www.imore.com/how-to-tether-ipad-wi-fi-iphone-personal-hotspot>

## **Frequently Asked Questions**

### **How to record Callahan, Stall, or Penalty**

UltiAnalytics allows you to record callahans for your team by long-pressing\* the D button or Throwaway button. Likewise you can record your team's turnovers caused by stall or misc. penalty by long-pressing the Throwaway button.

\* to long-press tap and hold the button. A menu will appear with choices.

### **How to record yardage fouls**

Sorry, we don't support recording yardage fouls. Just ignore the yardage implication.

### **How to enter full names on the website?**

UltiAnalytics allows you to use the full player name (instead of the nickname) on the website. However, to do so you must first upload the team. If you would like to enter player names before the first game...

On iOS: turn on auto-upload for the team. This will force the team to upload (without a game)

On Android: create a dummy game, upload and then delete the game

### **How to switch to a new device**

If you need to start recording games from a different device simply download the app to the new device and download your team from the website.

### **How to change Twitter account in the iOS app**

The twitter accounts get registered via the iOS settings. Go to Settings, Twitter (there may be more than one twitter in settings...pick the first one). iUltimate **refers** to one of the registered iOS twitter accounts. You should be able to pick a different one if you have registered it.