

Electronic Count Sheets

What is Electronic Count Sheets?

Electronic Count Sheets is a webpage designed to help cheerleaders and dancers edit their routines more easily by taking count sheets from paper to the computer.

Program Flow

The user is first given the option to upload an existing project (Figure 1). If they do not have one, they are given the option to import a sound file (Figure 2). If they do not want to import a sound file, they are taken to the interface (Figure 3). If they do import a sound file, the interface shows audio controls (Figure 4).

Starting a Project

The Interface

Once the user has reached the editing interface, they will see a figure on the canvas, an "Export Project" button, a help menu, and, if they imported a sound file, audio controls (Figure 1). This help menu also includes dropdown menus for navigating to a specific count, a button for toggling the animation, a button for toggling animation and music at the same time if the user has provided a music file, and a slider for setting the animation speed.

Using the Interface

Moving the Figure

The user can first navigate to the desired count using the provided dropdowns. The user can then select a part of the figure to move by pushing the 'p' key to turn picking on, clicking the part, and pushing 'p' again to turn picking off. Once the part is picked, the

user can move the mouse to rotate the part.

Working With Frames

Once the figure is in the desired position, the user can add the frame by pushing the enter key, after which they are asked to confirm that they wish to add the frame. They can then repeat the process to continue adding frames. If the user want to delete the frame at a count, they can push the backspace key, where they are again asked to confirm their choice.

Viewing the Animation

If the user wishes to play the animation they have made, they can click the toggle button to play it. To step through frames one at a time, the user can push the 'L' key to view the last frame and the 'N' key to view the next frame. To change the animation speed, the user can move the knob on the slider.

Exporting a Project

Once a user has finished editing frames and is satisfied with their project, they can click the "Export Project" button to the right of the figure. This will print an XML document to the page that the user can copy and paste into a file. This XML file contains the animation speed for the project and the figure's transforms for each of the added frames, stored under tags with the corresponding number attributes.

Editing an Existing Project

If a user has an existing project that they wish to edit, they can import it on the appropriate screen. When they get to the editing interface, they can proceed to add and delete frames as before. If they wish to change an existing frame, they push the enter key as they would to add a new frame. After confirming that they wish to add the frame, they must confirm that they wish to overwrite the existing frame. This edited project must be exported to a file to save these changes.

Appendix

Upload a project?

Choose File

No file chosen

Upload

No

Figure 1: Importing a project

Upload a sound file?

Choose File

No file chosen

Upload

No

Figure 2: Importing music

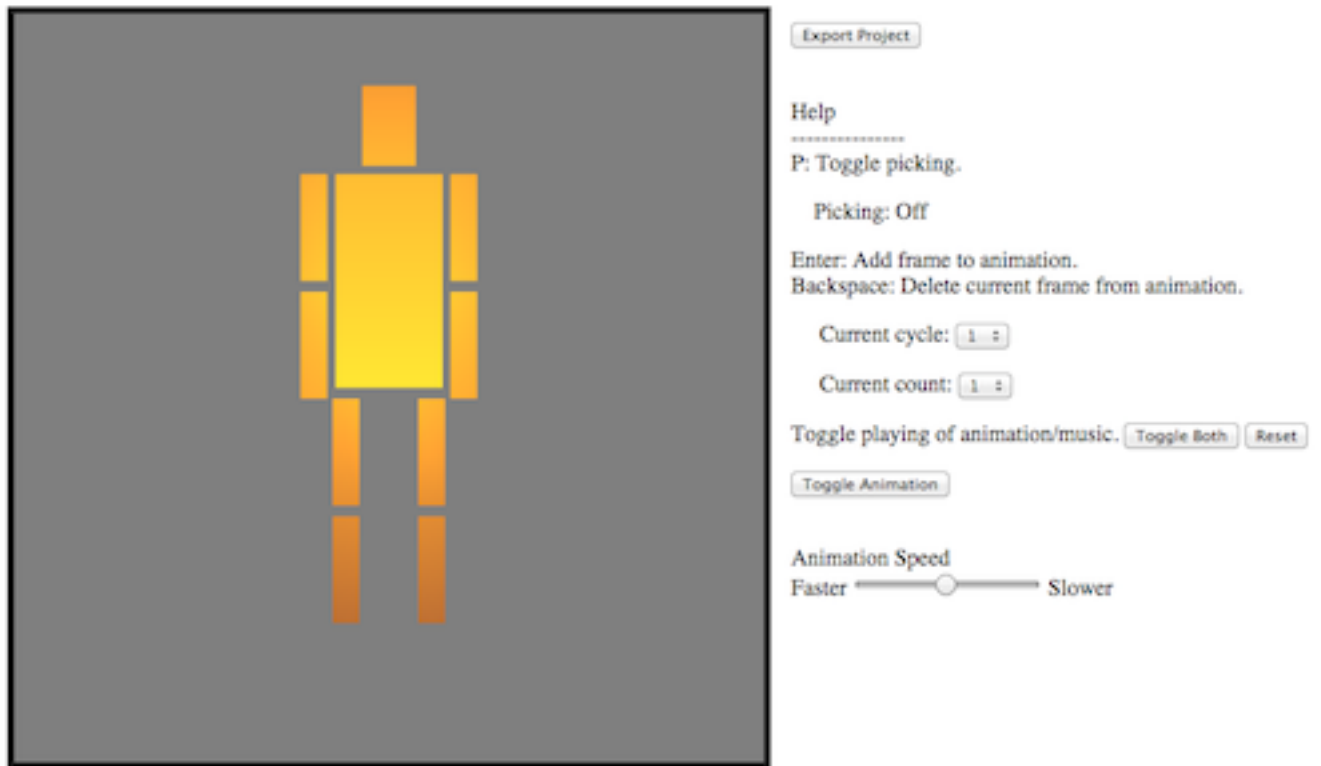


Figure 3: Starting a new project

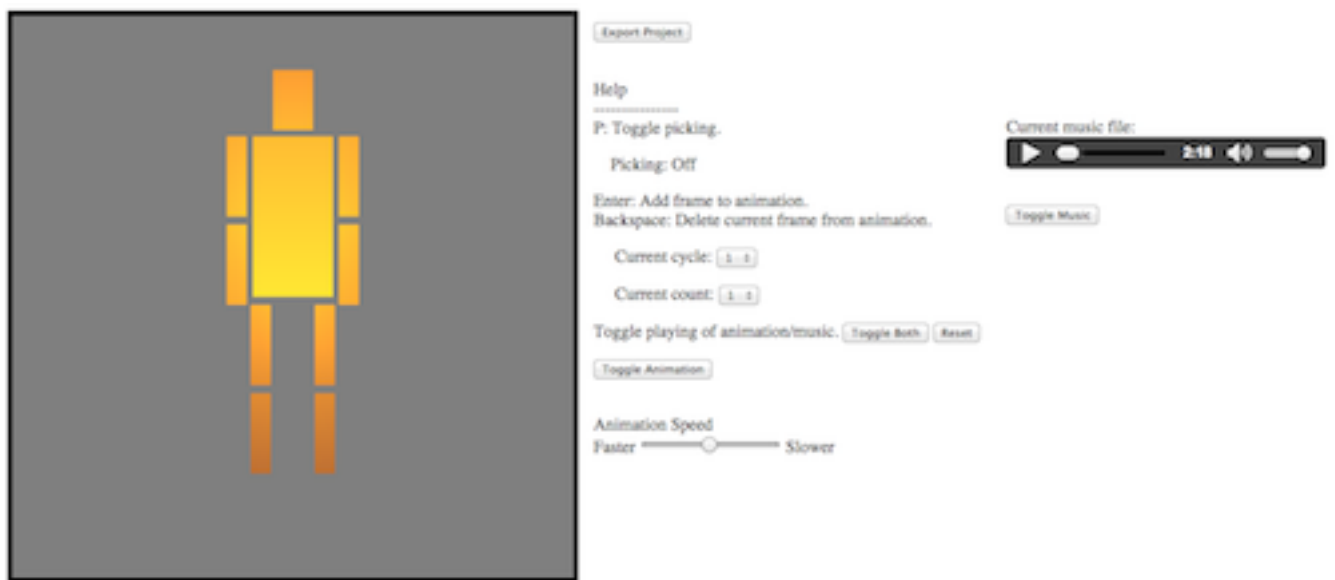


Figure 4: Editing a project with an imported sound file

Attributions

The code for drawing the figure and the mousedown event handler are modified from Angel's code.