

Football Playbook Manual



Football Playbook 011

Introduction

by Jes-Soft

Football Playbook is a tool to help coaches define, draw and share football plays and drills.

Football Playbook has the following features:

An easy to use design tool to sketch football plays and drills.

An animation screen to help you follow the flow of plays.

Storing of plays in a database ordered in categories you define.

A text editor to describe your plays and drills.

Export and import functions to exchange plays with other users of this program.

Printing of graphics in high quality.

Creation of plan lists to prepare your practice.

Football Playbook

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Erik Smit

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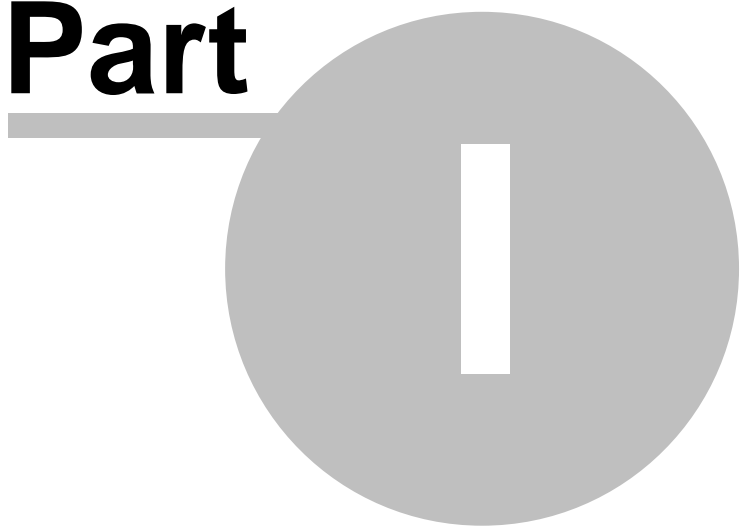
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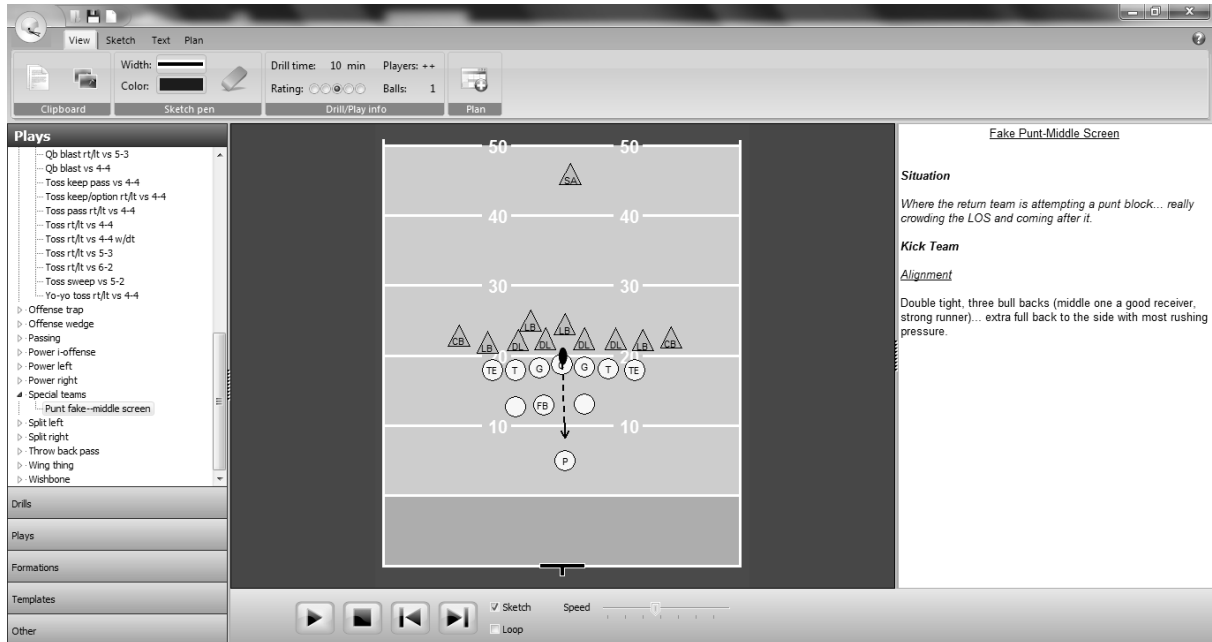
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Part



1 The Main Screen

1.1 The view tab



When the view tab is selected the sketch and the text of the current drill is visible.

At the top of the window there are, quick options to [open](#), [save](#) or [creating](#) a new play.

The ribbon bar has the following buttons and information blocks:

Clipboard



Copy the text and place the text on the clipboard.



Copy the sketch and place the sketch on the clipboard. Short cut CTRL+I or Shift+CTRL+I for a double sized sketch. With the anti-alias option on the [export tab options page](#) anti-alias can be set on or off.

Sketch pen

When an animation is paused you can sketch on the image to emphasize a point. The width and color of the sketch pen can be set here. The sketch can be cleared by clicking with the left mouse button outside the play.



To delete a sketch you made, press the eraser button.

Drill/Play info

Information about the play, how many players and pucks are needed, how long should the drill take and the rating of the drill/play.

Plan



Add the selected play or category to the [plan](#). Short cut CTRL+L

Register



If the program isn't registered the unlock button is visible, to open the [activation window](#).

At the left side the available plays and drills are shown.

There are 5 different play types available (drills, plays, formations, templates and other), which can be selected by clicking on the buttons at the bottom. the header will show the selected play type. In the play type you can then select the category followed by the play or drill of your choice.

By right clicking on a play you can [copy](#), [delete](#), [rename](#) or give it one or [more tags](#).

By right clicking on a category (one level above play) you can [copy](#), [delete](#) or [rename](#) a complete category

When tags are available the tag filter is visible at the top is visible.

At the bottom you can use the Play, Pause, Stop, Previous and Next button to navigate through the play.

When more than one sequence for the current play is available the program will calculate the movement of players and pucks to their new position.

Checking the sketch box will animate the play with sketches, the play will pause whenever a new sequence starts.

If the Loop box is checked the play will run continuously until Pause, Stop or Cancel is pressed.

The best results for an animation are obtained by using numbered players and not too many coaches and pucks.

Also keep in mind that the program only calculates straight-line movement.

Note that in high resolution you will need a fast computer to achieve good results with full screen color animation.

1.1.1 Copy play

To copy a play right click on the play in the list on the left and choose copy.

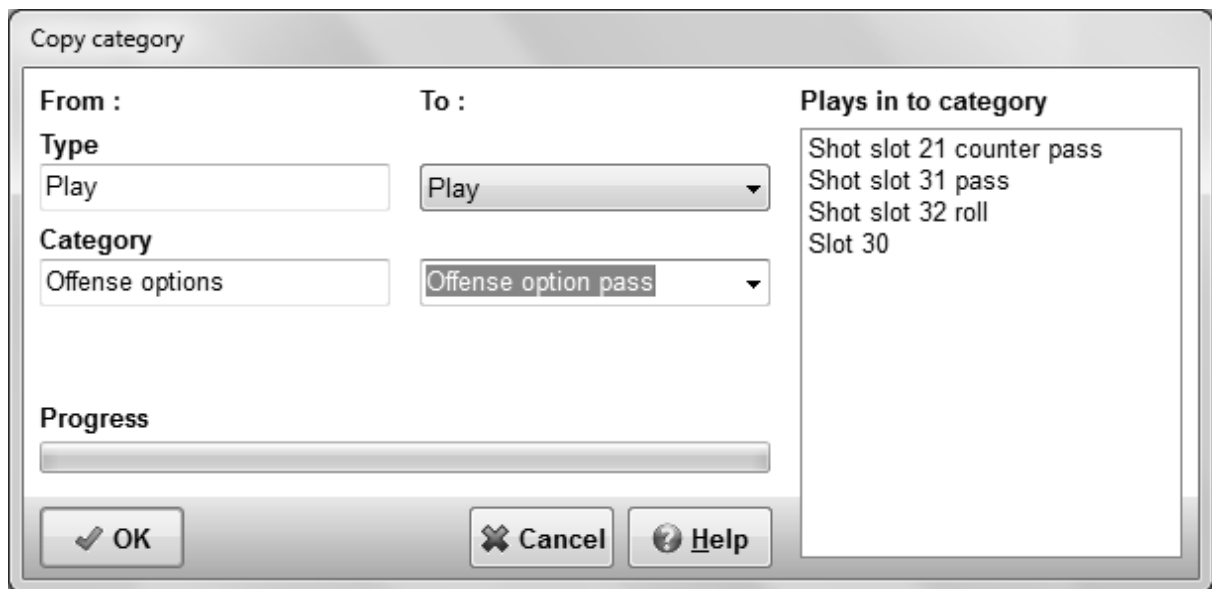
To copy a play either the type, category or the play name must be changed.

The type can be updated by selecting another type from the list box.

The category can be updated by selecting another category from the drop down list, or a new category can be added by over typing the current category.

A new play name can be typed in the play name box, as this must be a unique name a list of all play names currently in use is shown.

1.1.2 Copy category



To copy a category right click on the category in the list on the left and choose copy.

To copy a category either the type or category must be changed.

The type can be updated by selecting another type from the list box.

The category can be updated by selecting another category from the drop down list, or a new category can be added by over typing the current category.

1.1.3 Delete play

To delete a play right click on the play in the list on the left and choose delete.

When deleting a play the visible play will be removed from the current playbook database. No restore is possible.

1.1.4 Delete category

To delete a category right click on the play in the list on the left and choose delete.

When deleting a play the visible play will be removed from the current playbook database. No restore is possible.

1.1.5 Rename play

Rename play

From :	To :	Plays in to category
Type Play	Play	Boot keep rt/lt vs 5-3 Phat trap rt/lt vs 5-3 Reverse pass Reverse rt/lt vs 4-4 Skinny trap rt/lt vs 4-4 Sweep rt/lt vs 4-4 Sweep rt/lt vs 4-4(alt.) Sweep rt/lt vs 5-3 Sweep rt/lt vs 6-2 Te trap rt/lt vs 4-4 Trap option rt/lt vs 4-4 Trap rt/lt vs 4-4 Trap rt/lt vs 5-3
Category Offense single wing power	Offense sweep	
Play name Sweep	Sweep	
Progress <div></div>		
<input type="button" value="OK"/> <input type="button" value="Cancel"/> <input type="button" value="Help"/>		

To rename a play right click on the play in the list on the left and choose rename.

To rename a play either the type, category or the play name must be changed.

The type can be updated by selecting another type from the list box.

The category can be updated by selecting another category from the drop down list, or a new category can be added by over typing the current category.

A new play name can be typed in the play name box, as this must be a unique name a list of all play names currently in use is shown.

Renaming a play can also be achieved by dragging and dropping.

1.1.6 Rename category

Rename category

From :	To :	Plays in to category
Type Play	Play	4-4 pipe
Category Defense 3-5	Defense raiders	
Progress <div></div>		
<input type="button" value="OK"/> <input type="button" value="Cancel"/> <input type="button" value="Help"/>		

To rename a category right click on the category in the list on the left and choose rename.

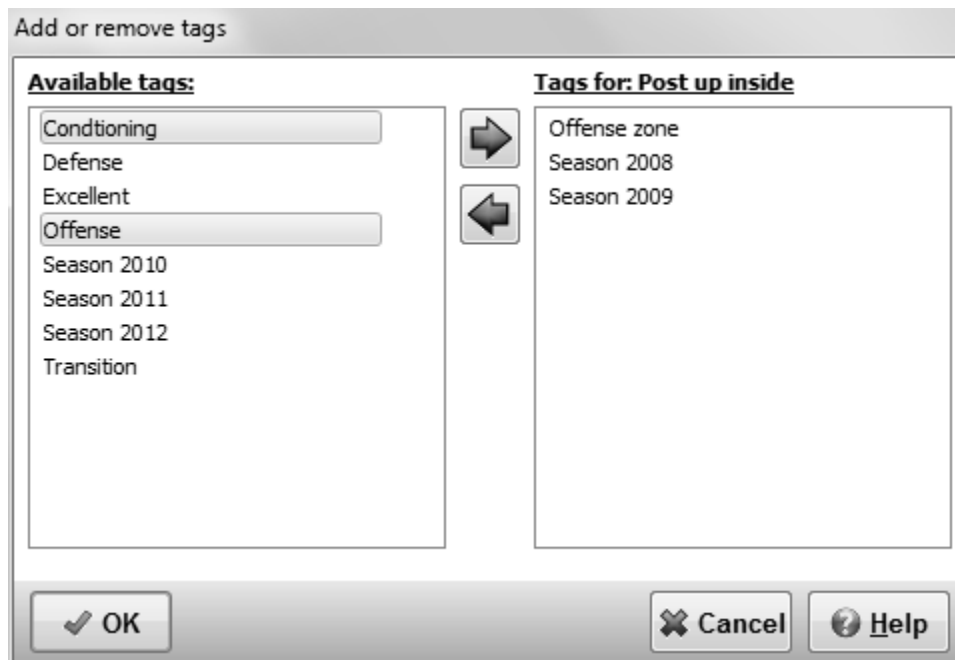
To rename a category either the type or category must be changed.

The type can be updated by selecting another type from the list box.

The category can be updated by selecting another category from the drop down list, or a new category can be added by over typing the current category.

Renaming a category can also be achieved by dragging and dropping.

1.1.7 Tags



if there are a lot of tags, you can assign them in the add or remove tags dialog.

Multiple selection is possible.

1.1.8 Register



If the playbook program is not registered, you can input your activation key here.

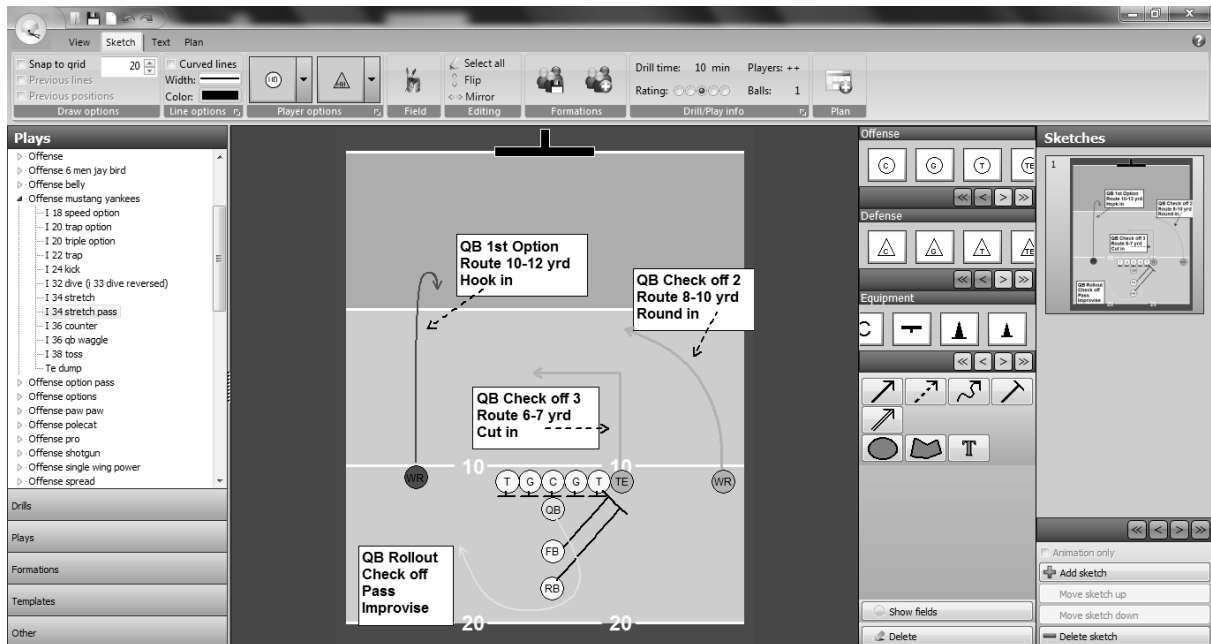
After a 30-day trial period some functions of the playbook program will only be available for registered users.

The registered version of Football Playbook has the following extras:

- Creation and export of plan lists.
- Export to animation in flash format.
- Snap to grid when drawing a sketch.
- Export of a drill in PDF file format.
- Sending a play with e-mail.
- Changing of the line color and line thickness.
- Undo, redo on the edit drawing tab.
- Add text to a play sketch.
- Use of different colors with polygons and ellipses.
- Export of play sketches in PNG file format.
- Curved movement lines.
- Dragging of line points.
- Auto placement of players when adding a new last sequence.
- And more....

More information on registering this product can be found at:
www.jes-soft.com

1.2 The sketch tab



With the sketch tab selected a sketch of the current drill can be edited.

At the top of the window there are, quick options to [open](#), [save](#) or [creating](#) a new play and to undo/redo your last action.

The ribbon bar has the following buttons and information blocks:

Draw options

To align players and lines check the snap function and select the size of an invisible snap grid.

If the previous position checkbox is checked the players of the previous sequence are drawn in light gray.

With the previous lines checkbox you can show or hide the lines of a previous sequence, if there are no lines in the previous sequence the sequences before that will be checked for lines.

Line options

To make curved lines check the curve checkbox.

You can also set the current drawing pen color and width.

Clicking the expand button will open the [default line settings](#) dialog.

Player options

Quickly select the symbols for offense and defense.

Change the [default player settings](#) by clicking the expand button.

Field



Change the [field colors](#) by pressing the paint button on the field block.

Editing

Select all players and lines at once.

[Flip](#) the sketch.

[Mirror](#) the sketch.

Formations



When more than 1 player is selected you can save the selected players [as a formation](#).



The [add formation](#) button, will show a number of predefined formations which can be used in the current sketch.

Drill/Play info

Information about the play, how many players and pucks are needed, how long should the drill take and the rating of the drill/play.

Change the [play information](#) by pressing the expand button.

Plan



Add the selected play or category to the [plan](#).

At the left side the available plays and drills are shown.

There are 5 different play types available (drills, plays, formations, templates and other), which can be selected by clicking on the buttons at the bottom. the header will show the selected play type.

In the play type you can then select the category followed by the play or drill of your choice.

By right clicking on a play you can [copy](#), [delete](#), [rename](#) or give it one or more tags.

When tags are available the tag filter is visible at the top is visible.

On the right side you can select the sketch to work on.

If the Animation only checkbox is checked the current sequence will not be printed.

Add a sketch below the current sketch by pressing Add sketch, The maximum number of sketches per play is 75.

Move a sketch up or down.

And delete the selected sketch.

The players, pucks and coaches can be selected and [dragged and dropped](#) on the field, with the main mouse button.

The movement of players and pucks can be [drawn](#) with the 5 different arrows. The ellipse and polygon can be used to give a part of the field a different color. The text button can be used to add text to a sketch.

See [the symbols](#) for an explanation of the different graphics.

The field can be changed by selecting a new one and pressing the Ok button, sometimes the field button must be pressed to show this option.

Choose apply to whole play to update all sketches in a play in one go.

To select multiple players and lines, lines hold down the CTRL button while clicking on the players/lines.

You can also select an area of the field by holding down the shift key and using the main mouse button to resize a selection rectangle.

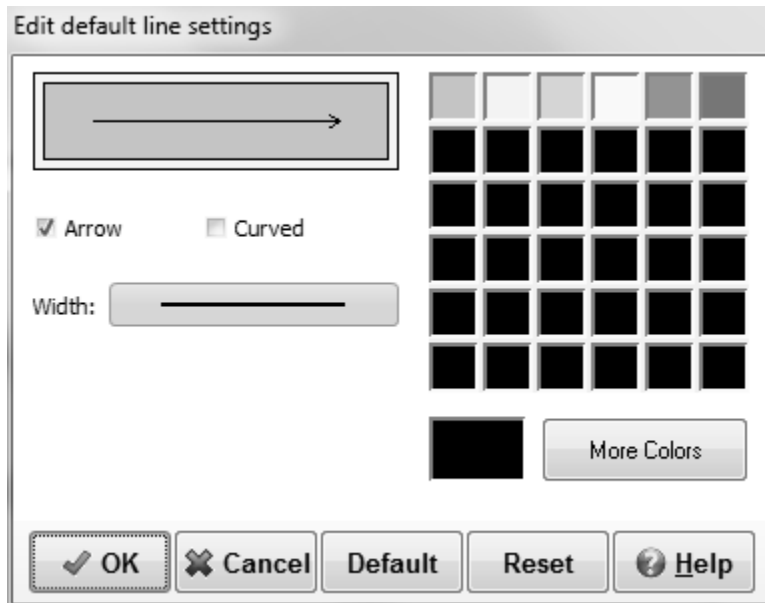
Finally all players/lines can be selected by choosing Edit - Select All or by pressing CTRL-A.

The Delete button will delete [selected](#) players or movement lines.

When a player is selected with the other mouse button, a [player edit window](#) is shown and depending on the player the color, text or rotation can be altered.

The same option can be used for [lines](#), [ellipses](#), [polygons](#) and [text](#).

1.2.1 Default line settings



In the default line settings window the default color of the lines can be altered. This is achieved by selecting a color from the quick color select area or by pressing the more colors button to open a color dialog.

The arrow at the end of a line can be removed or made visible by selecting the arrow checkbox.

If you want a curved line check the curved box.

Finally the thickness of a line can be changed from 1 to 5.

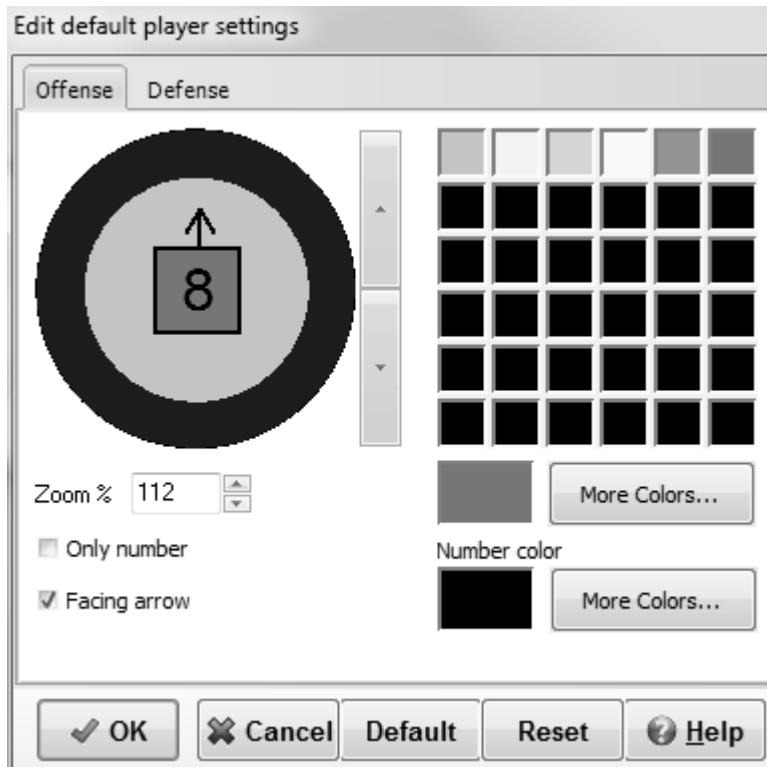
Pressing the OK button will store the new color and appearance and bring you back to the main window.

The Cancel button will reset the color and appearance to its previous values and bring you back to the main window.

The Default button will load the default values for a line.

The Reset button will reset the color and appearance of a line to their previous values.

1.2.2 Default player settings



In the default player settings window, the symbol for offense and defense can be changed by pressing the arrow buttons left of the player.

The players can be resized by changing the zoom level.

It is possible to just show the number without a border outline by checking the only number button, if available.

For some of the symbols that cannot rotate a facing arrow is available to show where the player is looking at.

The default color for offensive and defensive players can be altered. This is achieved by selecting a color from the quick color select area or by pressing the more colors button to open a color dialog.

Finally the number color can be changed.

Availability of the options varies for the different player symbols.

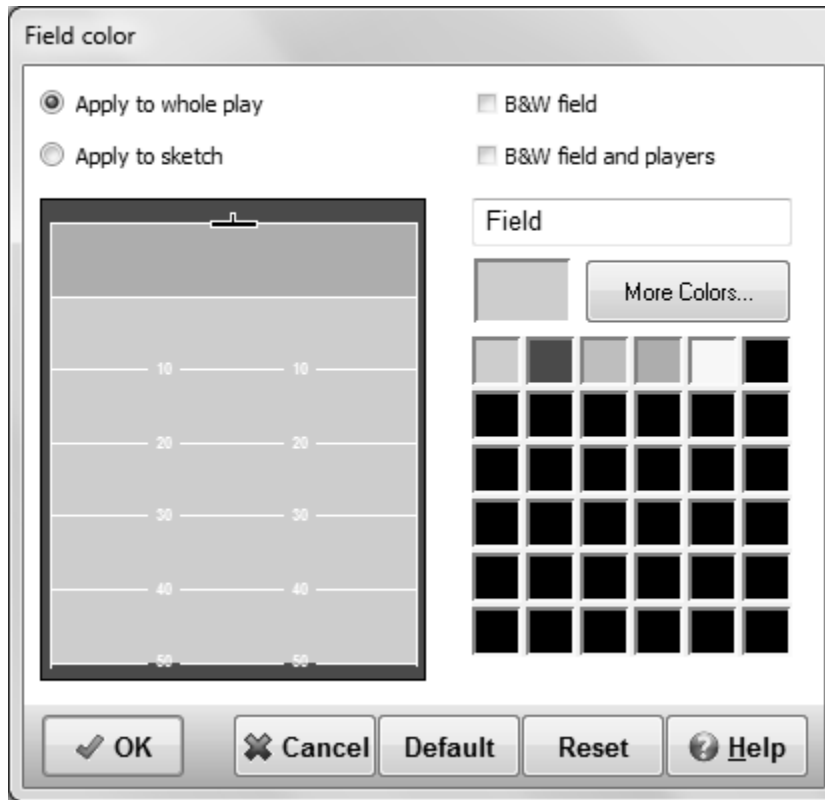
Pressing the OK button will store the new color, label and rotation of the player and bring you back to the main window.

The Cancel button will reset the color, label and rotation of the player to its previous values and bring you back to the main window.

The Default button will load the default values for the colors, label and rotation of the player.

The Reset button will reset the color, label and rotation of the player to their previous values.

1.2.3 Field color



Select if you want the changes you made to be applied to the whole play or only the current sequence.

If you want a black & white field or a black & white field with black & white players then check the corresponding option.

You can alter the colors by first selecting the area on the field and then selecting a color from the quick color select area or by pressing the more colors button to open a color dialog.

Pressing the OK button will store the new colors and bring you back to the main window.

The Cancel button will reset the colors to their previous values and bring you back to the main window.

The Default button will load the default values for the field colors.

The Reset button will reset the colors to their previous values.

1.2.4 Flip sketch

When on the drawing tab you can flip an image.

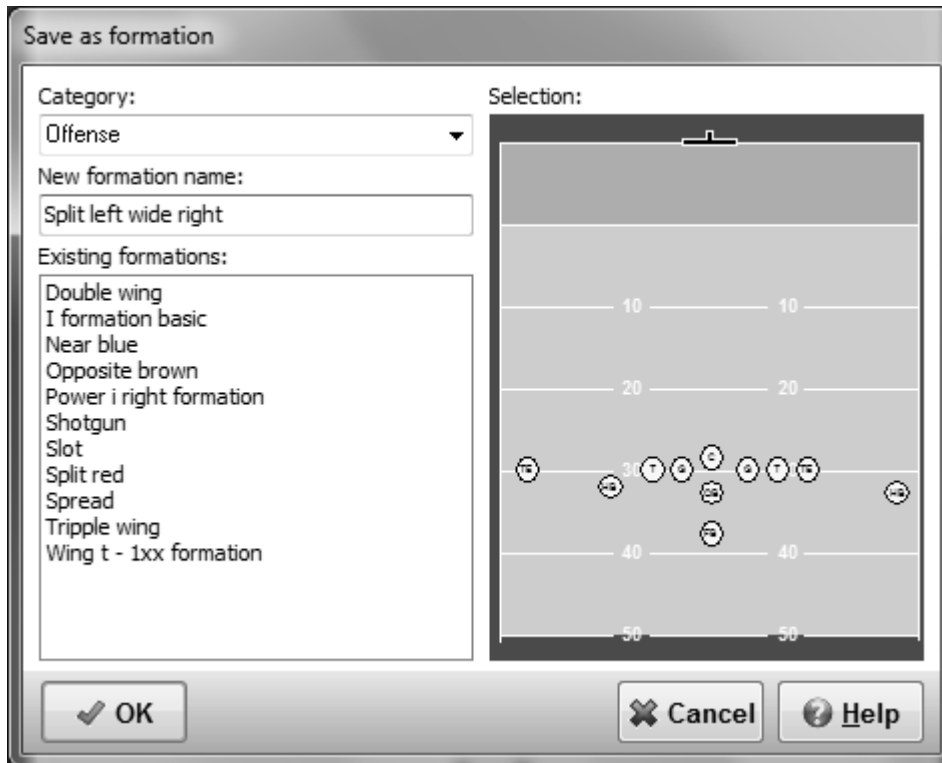
You can choose to flip one sequence or the whole play on the [sketch](#) of the [options](#) menu.

1.2.5 Mirror sketch

When on the drawing tab you can mirror an image.

You can choose to mirror one sequence or the whole play on the [sketch tab](#) of the [options](#) menu.

1.2.6 Save selection as formation



If 2 or more players are [selected](#) on the edit drawing tab the Save Selection As Formation option becomes available in the Edit menu.

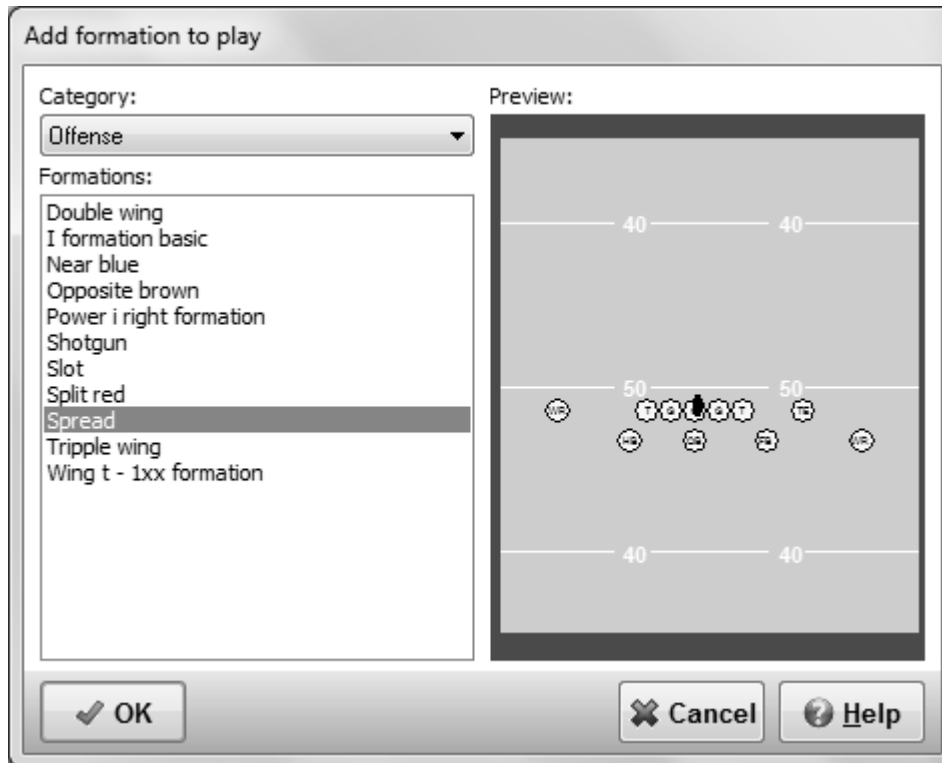
A preview of the formation is given and a new category and formation name can be selected.

The category can be updated by selecting another category from the drop down list, or a new category can be added by over typing the current category.

A new formation name can be typed in the new formation name box, as this must be a unique name a list of all formation names currently in use is shown

After saving the formation by pressing the Ok button, the formation becomes available in the [Add formation](#) list.

1.2.7 Add formation



The add formation window shows a number of predefined formations which can be used in the current sketch.

To use a formation change the Category and select a formation from the list. Press the Ok button and the formation will be added (selected) to the current sequence.

As the formation will be selected, you can move the formation with the arrow keys or by dragging a selected player to its new position.

New formations can be created with the [Save Selection As Formation](#) function in the Edit menu.

1.2.8 Play info

The screenshot shows a dialog box titled "Edit drill/play info". It contains the following fields and controls:

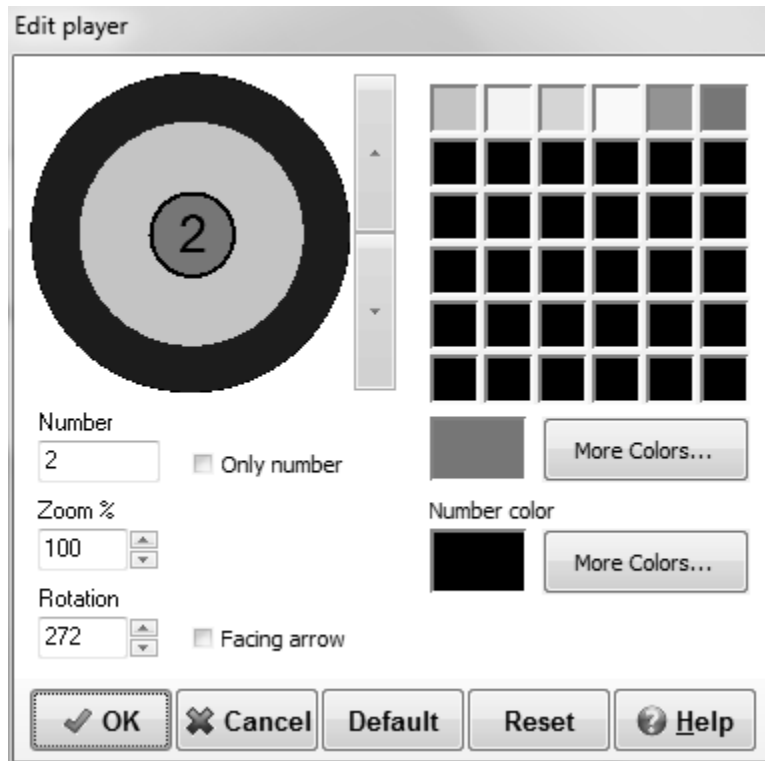
- Drill time:** A dropdown menu with "10 min" selected.
- Nr of players:** A dropdown menu with "2" selected.
- Nr of balls:** A dropdown menu with "1" selected.
- Sub category 1:** A dropdown menu with "Shooting" selected.
- Sub category 2:** A dropdown menu with "None" selected.
- Sub category 3:** A dropdown menu with "None" selected.
- Rating:** A row of five radio buttons labeled 1, 2, 3, 4, and 5. The button for "4" is selected.
- Level:** A row of five radio buttons labeled 1, 2, 3, 4, and 5. The button for "5" is selected.
- Buttons:** At the bottom, there are three buttons: "OK" (with a checkmark icon), "Cancel" (with an 'X' icon), and "Help" (with a question mark icon).

To view, add or update additional play information go to the File menu and choose Play Info...

Information that can be entered include:

- The drill time
- The number of pucks and players required for a drill.
- Additional categories if a drill is multi functional (kicking, blocking and defense).
- The level of the play 1 novice, 5 expert.
- And your own rating of the play.

1.2.9 Edit player



In the edit player window the color of each individual player can be altered. This is achieved by selecting a color from the quick color select area or by pressing the more colors button to open a color dialog.

If it is possible to change the number/name of a player a label edit box is visible to alter the number of a player. It is also possible to just show the number without a border outline by checking the only text button, if available.

The players can be resized by changing the zoom level.

For some of the symbols that cannot rotate a facing arrow is available to show where the player is looking at.

For wheelchairs it is also possible to rotate, by clicking on the rotation circle or by adjusting the value in the rotation edit box.

Finally the number color can be changed.

Availability of the options varies for the different player symbols.

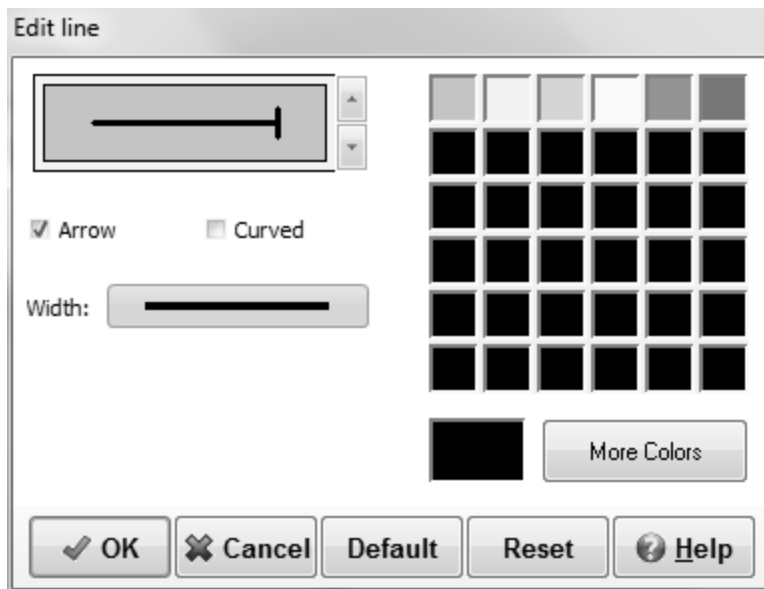
Pressing the OK button will store the new color, label and rotation of the player and bring you back to the main window.

The Cancel button will reset the color, label and rotation of the player to its previous values and bring you back to the main window.

The Default button will load the default values for the colors, label and rotation of the player.

The Reset button will reset the color, label and rotation of the player to their previous values.

1.2.10 Edit line



The type of a line can be changed, from shot to pass for example, by pressing the up and down buttons next to the line.

In the edit line window the color of each line player can be altered. This is achieved by selecting a color from the quick color select area or by pressing the more colors button to open a color dialog.

The arrow at the end of a line can be removed or made visible by selecting the arrow checkbox.

If you want a curved line check the curved box.

Finally the thickness of a line can be changed from 1 to 5.

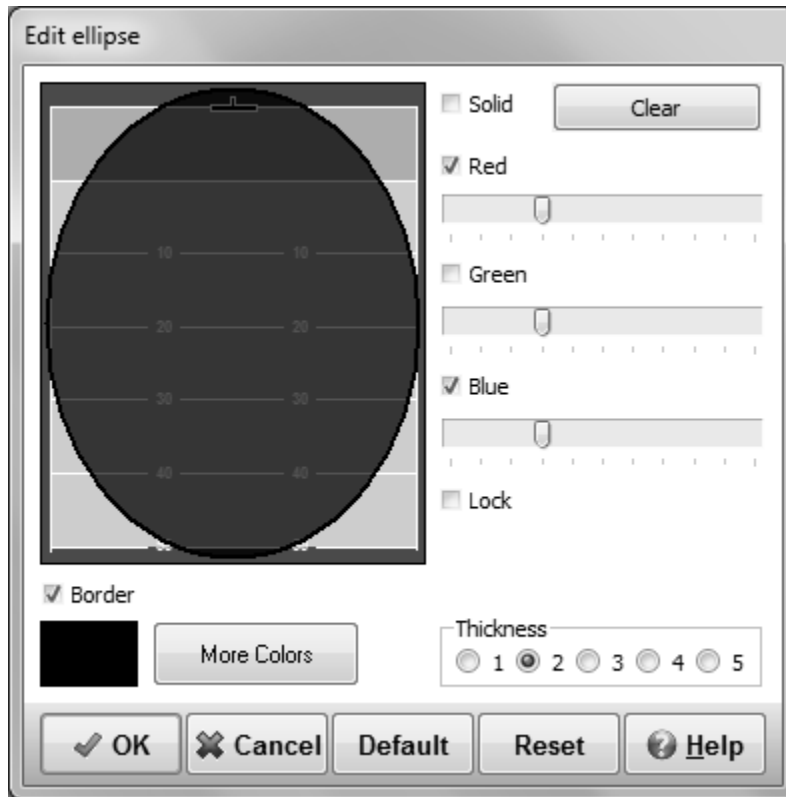
Pressing the OK button will store the new color and appearance and bring you back to the main window.

The Cancel button will reset the color and appearance to its previous values and bring you back to the main window.

The Default button will load the default values for a line, but will not change the line type.

The Reset button will reset the color and appearance of a line to their previous values.

1.2.11 Edit ellipse



When the solid checkbox is checked, the ellipse will have a solid color, which you can change by selecting a color from the color box or by pressing the more colors button below the color box.

If the solid box isn't checked the ellipse will be transparent, the field colors will shine through the ellipse, the colors can be altered and removed from an ellipse by either selecting or altering the red, green and blue color values.

The lock option will change the three colors together.

Pressing the clear button will create an ellipse with 100% transparency, or in other words only the border will be visible, deselecting the border will result in an invisible ellipse.

By selecting the border checkbox a border will be drawn, thickness and color can be changed with the available options.

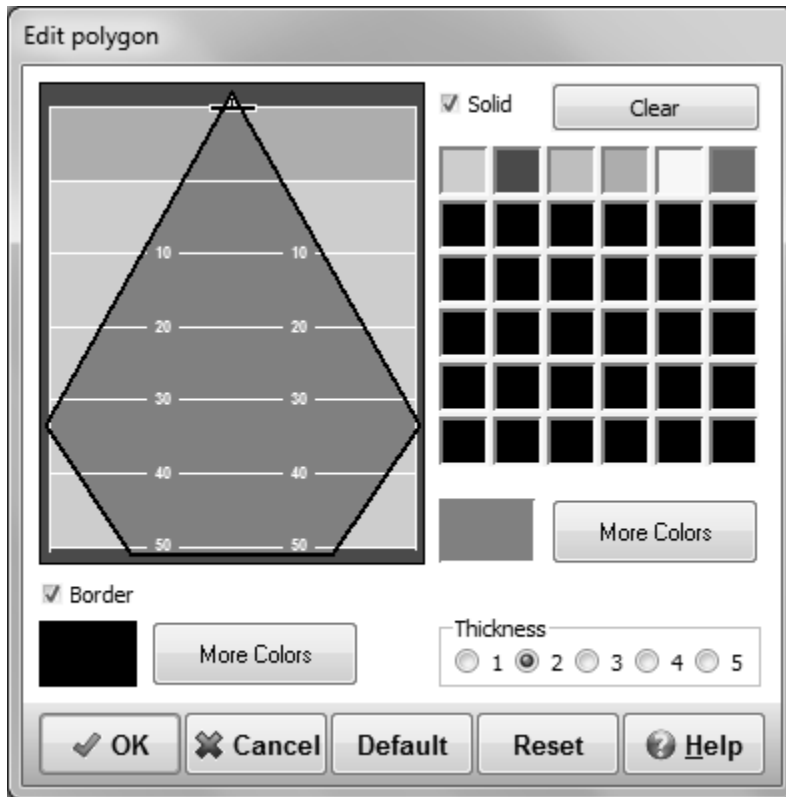
Pressing the OK button will store the new color and bring you back to the main window.

The Cancel button will reset the color to its previous value and bring you back to the main window.

The Default button will load the default values for an ellipse.

The Reset button will reset the color etc... of an ellipse to its previous value.

1.2.12 Edit polygon



When the solid checkbox is checked, the polygon will have a solid color, which you can change by selecting a color from the color box or by pressing the more colors button below the color box.

If the solid box isn't checked the polygon will be transparent, can be altered and removed from a polygon by either selecting or altering the red, green and blue color values. The lock option will change the three colors together.

Pressing the clear button will create a polygon with 100% transparency, or in other words only the border will be visible, unselecting the border will result in an invisible polygon.

By selecting the border checkbox a border will be drawn, thickness and color can changed with the available options.

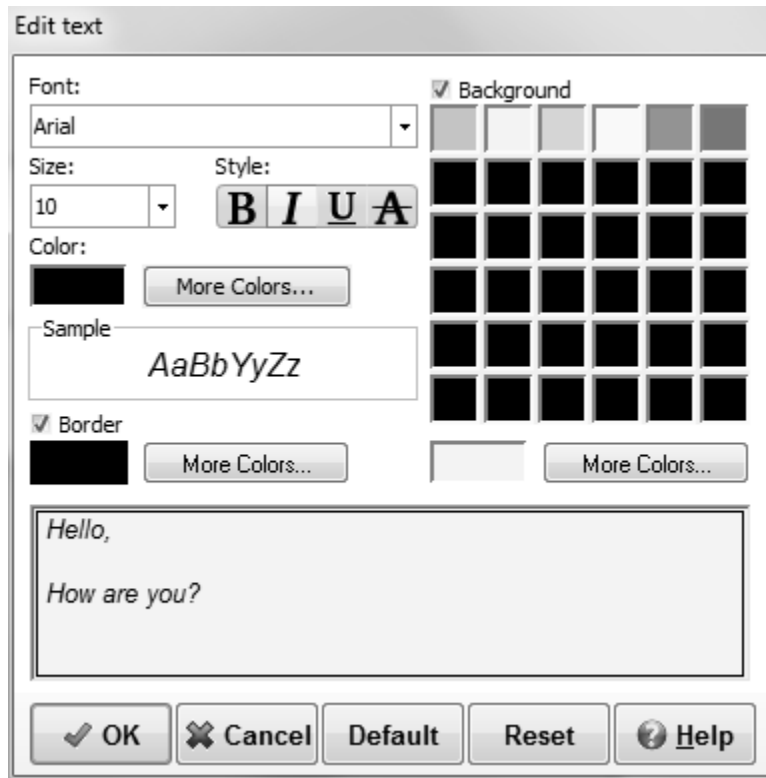
Pressing the OK button will store the new color and bring you back to the main window.

The Cancel button will reset the color to its previous value and bring you back to the main window.

The Default button will load the default values for a polygon.

The Reset button will reset the color etc... of a polygon to its previous value.

1.2.13 Edit text



In the edit text window, text to be added to a sketch can be typed and altered.

The font can be adjusted, by selecting the font name, size and style.

Additional font colors are available by pressing the More Colors... button.

By checking the border checkbox, the text will be drawn in a box. The color of the border can be changed by pressing the More Colors... button.

To give the text a background color check the background box. The color of the background can be changed by selecting a different color from the color box or by pressing the More Colors... button.

The sample area will show a preview of the selected font.

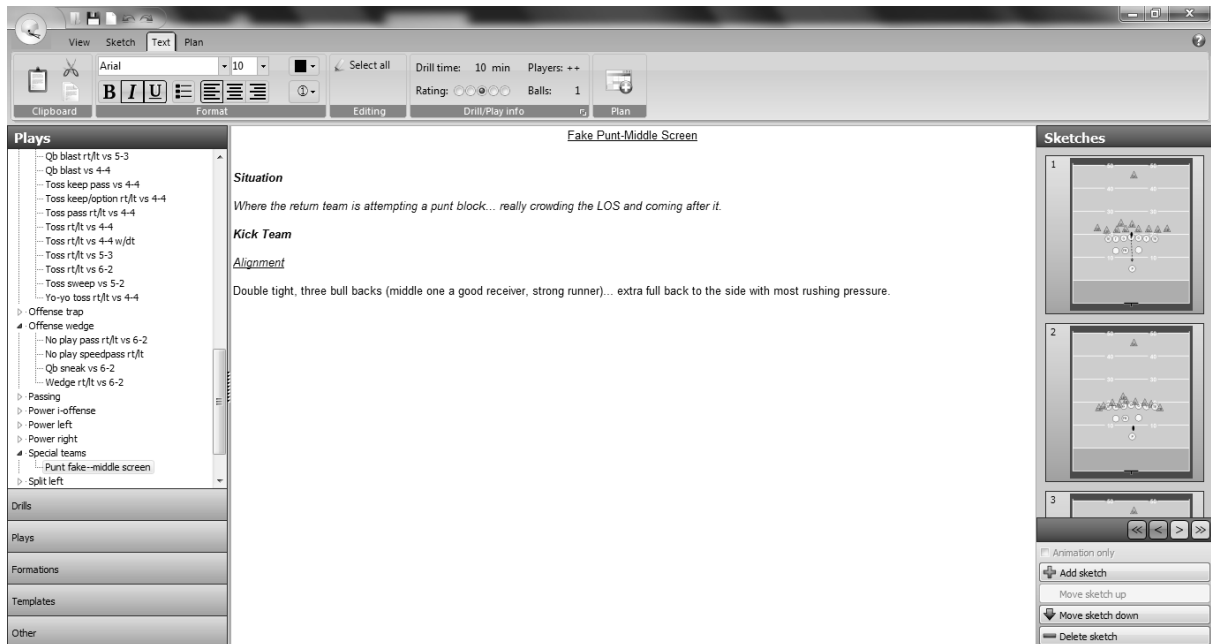
Pressing the OK button will store the new text and bring you back to the main window.

The Cancel button will bring you back to the main window, no changes will be made.

The Default button will load the default values for a sketch text.

The Reset button will reset the values for a sketch text its previous values.

1.3 The text tab



When the text tab is selected the text can be edit, also the associated sketch is visible.

At the top of the window there are, quick options to [open](#), [save](#) or [creating](#) a new play and to undo/redo your last action.

The ribbon bar has the following buttons and information blocks:

Clipboard



Paste the text from the clipboard.



Cut the text and place the text on the clipboard.



Copy the text and place the text on the clipboard.

Format

Change the text style, size and color.

Insert special symbols.

Use the [text edit buttons](#) to format the text.

Editing

Select all the text at once.

Drill/Play info

Information about the play, how many players and pucks are needed, how long should the drill take and the rating of the drill/play.

Change the [play information](#) by pressing the expand button.

Plan



Add the selected play or category to the [plan](#).

At the left side the available plays and drills are shown.

There are 5 different play types available (drills, plays, formations, templates and other), which can be

selected by clicking on the buttons at the bottom. the header will show the selected play type. In the play type you can then select the category followed by the play or drill of your choice.

By right clicking on a play you can [copy](#), [delete](#), [rename](#) or give it one or more tags.

When tags are available the tag filter is visible at the top is visible.

On the right side you can select the sketch to work on.

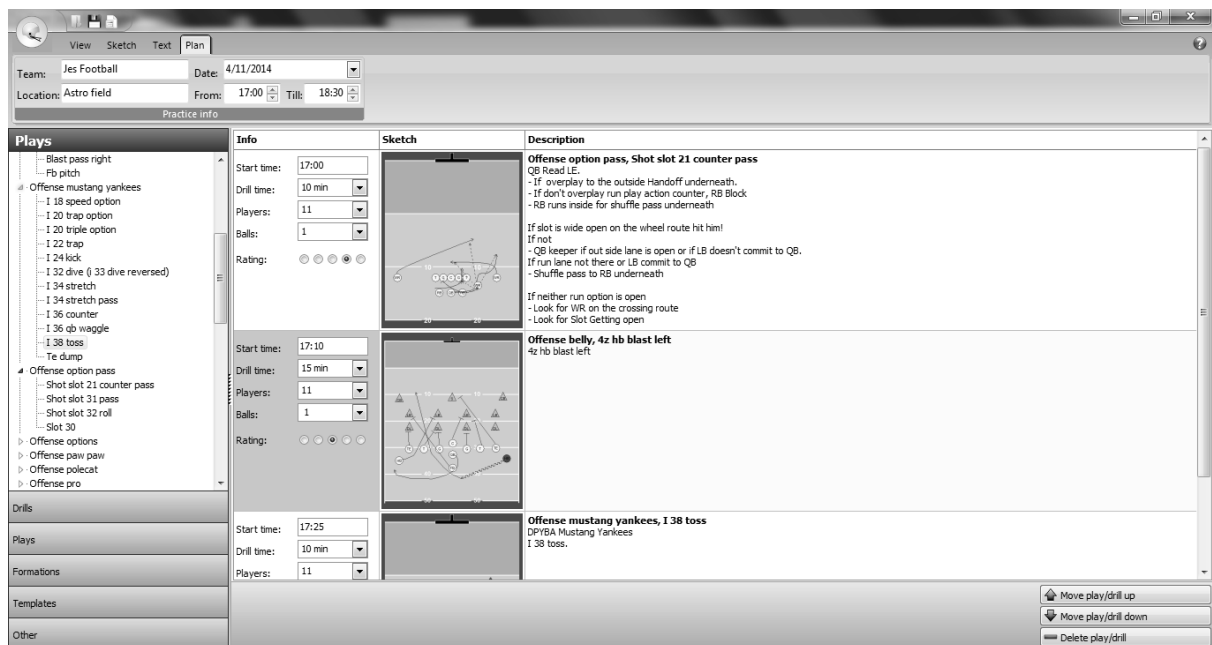
If the Animation only checkbox is checked the current sequence will not be printed.

Add a sketch below the current sketch by pressing Add sketch, The maximum number of sketches per play is 75.

Move a sketch up or down.

And delete the selected sketch.

1.4 The plan tab



When the plan tab is selected, you can create, edit or export a plan list.

At the top of the window there are, quick options to [open](#), [save](#) or creating a new plan.

The ribbon bar has the following buttons and information blocks:

Practice info

Fill in the team, place, date and time for which you are creating a plan.

At the left side the available plays and drills are shown.

Add plays/drills or complete categories by dragging them from the list to the plan.

There are 5 different play types available (drills, plays, formations, templates and other), which can be selected by clicking on the buttons at the bottom. the header will show the selected play type.

In the play type you can then select the category followed by the play or drill of your choice.

By right clicking on a play you can [copy](#), [delete](#), [rename](#) or give it one or more tags.

When tags are available the tag filter is visible at the top is visible.

You can change the play info of each drill in the plan area, by changing the drill time, number of players/pucks and the rating of a play.

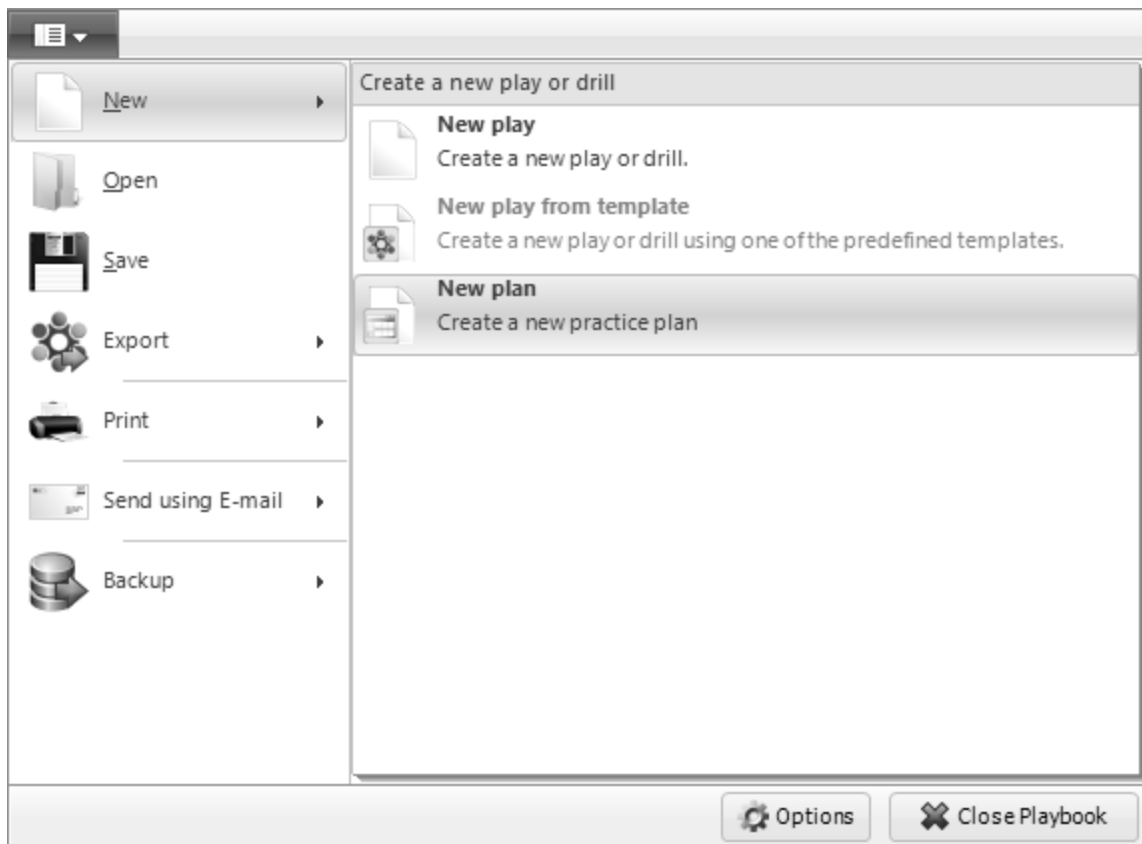
Move a play/drill up or down with the buttons at the bottom.

Finally you can remove a play/drill from the plan list using the delete button.

Part



2 File menu



From the file menu you can:

Create a [new play](#), a [new play for a template](#) or a [new plan](#).

[Open plays and drills](#) or [plan lists](#).

Save [plays and drills](#) or [plan lists](#).

Export [plays and drills](#) or [plan lists](#) to different formats like HTML and PDF.

Print [plays and drills](#) or [plan lists](#).

Send plays in drills via [e-mail](#).

[Backup](#) part of or the complete playbook database.

At the bottom there are two buttons, [Options](#) to set all your preferences and [Close playbook](#) to end the playbook program.

2.1 Adding a new play

The 'New play' dialog box is a window with a title bar. It contains several input fields and a list. On the left side, there is a 'Type' dropdown menu with 'Play' selected, a 'Category' dropdown menu with 'Defense raiders' selected, a 'New play name' text box containing '4-3 linebacker blitz', and a list box titled 'Existing plays' containing '4-4 pipe'. On the right side, there is a 'Field layout' area showing a diagram of a football field with yard lines and numbers (10, 20, 30, 40, 50) on both sides of the center. Below the field diagram are four navigation buttons: '<<', '<', '>', and '>>'. At the bottom of the dialog box are three buttons: 'OK' with a checkmark icon, 'Cancel' with an 'X' icon, and 'Help' with a question mark icon.

To add a play go to the File menu and choose New play.

When in the New play window:

Choose a category from the dropdown list or add a category by typing over the current category with a new category.

After choosing or adding a category fill in a new play name, as this must be a unique name a list of all play names currently in use is shown.

Selecting one of the available fields and pressing the Ok button brings you back to the main window with the new play selected.

Additional plays can be found at the [Football Playbook Homepage](#).

2.1.1 New play from template

Create a new play from template

From :

Type

Category

Play name

Progress

To :

Type
 Play

Category

Play name

Plays in to category

Power i right 27 fake 46 rip
 Power i right 36 zip
 Power i right fake 36 25 zip

OK Cancel Help

When the template play type is selected and you have selected a play you can add a play from a template by going to the File menu and choose New play from template.

Choose a new play type.

A category from the drop down list or add a category by typing over the current category with a new category.

After choosing or adding a category fill in a new play name, as this must be a unique name a list of all play names currently in use is shown.

Pressing the Ok button brings you back to the main window with the new play selected.

2.2 New plan

By selecting the File - New option when on the plan list tab you can start a new plan list.

If your previous plan list has been altered then you will be asked if you want to save the changes. Otherwise the plan list is cleared directly.

2.3 Open plays

To open a play go to the File menu and choose Open...

From the Open menu *.EBP and *.Bak files can be opened and loaded into the Football Playbook Database.

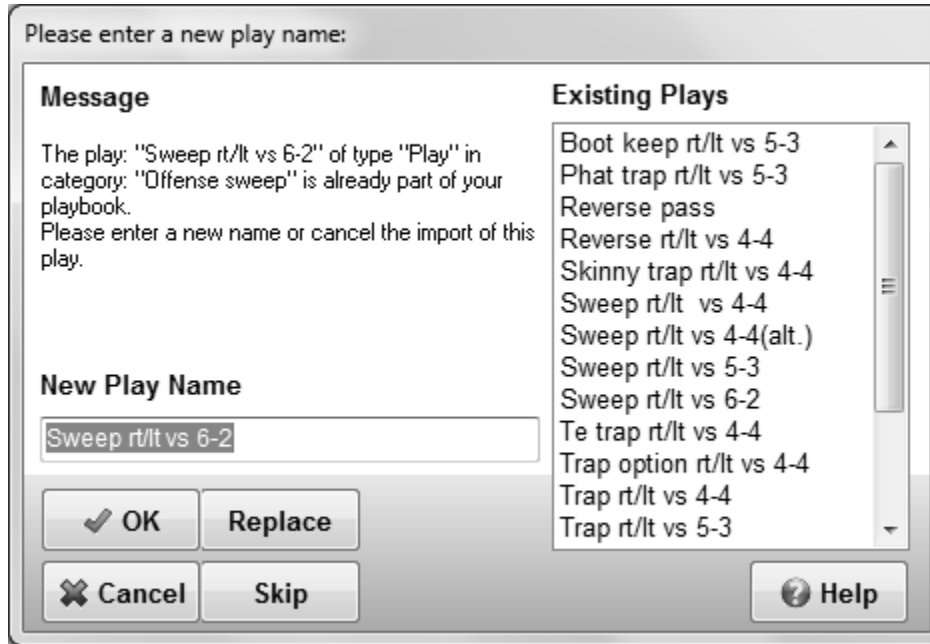
If the play name of the new play already exists in the database the [New Play name](#) window is shown. This allows you to :

- 1.Alter the play name.
- 2.Skip/Cancel the loading of the play.
- 3.Replace the play in the database with the new play.

Additional plays can be found at the [Football Playbook Homepage](#).

If the Edit text tab is selected it is also possible to load text files (*.TXT and *.RTF). The contents of text files is appended to the text in the text window.

2.3.1 New play name



In the New play name window a play can be given a new unique name so it can be loaded in the database.

If a new play name is typed the play can be stored in the database by pressing the OK button.

When a backup file is opened you can choose to skip the current play and continue with the next play in the file by pressing the Skip button.

To avoid pressing the Skip button all the time you can press the Skip All button, this will skip all play names already in your database, but load all the other plays.

It is also possible to replace the plays in the database by the plays being loaded by pressing the Replace button.

As with the Skip All button there is also a Replace All button to avoid pressing the Replace button all the time.

Pressing the Cancel button will end the loading of the file/play and all other plays in the file.

2.4 Open plan list

To open a plan list select the plan list tab, go to the File menu and choose Open...

From the Open menu you can select *.LST and *.CLT files. Where the *.LST files only contain a list of the plays and the *.CLT files contain a list of the plays and the complete description of the plays and drills in the list.

When Opening a *.LST file:

A play might not be in your database, when this is the case you will be asked if you want to continue

loading the plan list.

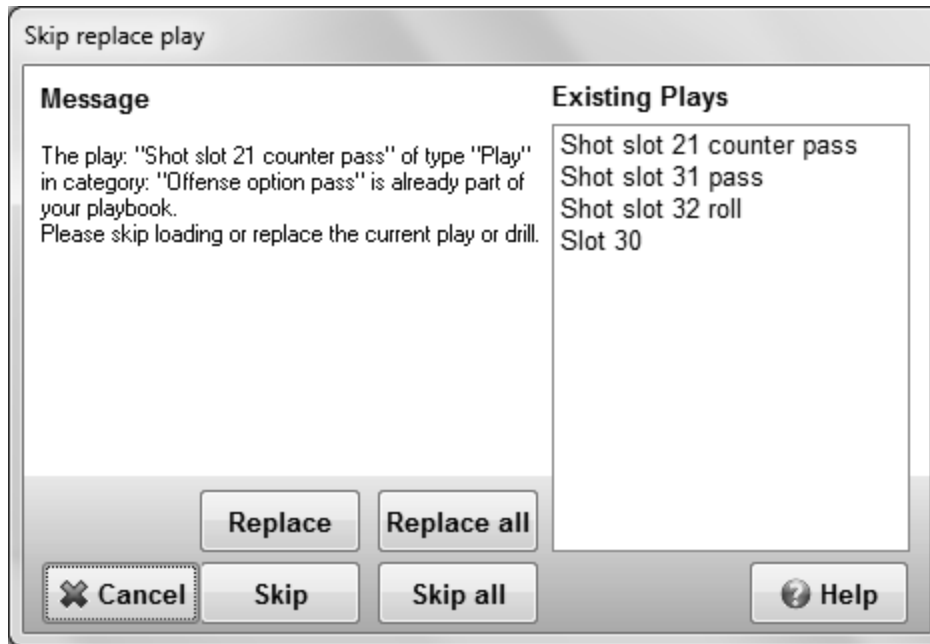
If your answer is No the plan list will not be loaded into the play and drills database.

When opening a *.CLT file, or complete list file:

If the play name of the new play already exists in the database the [Skip replace](#) window is shown. This allows you to :

- 1.Skip/Cancel the loading of the play.
- 2.Replace the play in the database with the new play.

2.4.1 Skip replace play window



Here you can choose to skip the loading of a play, with the same name as a play in your play database, and continue with the next play in the file by pressing the Skip button.

To avoid pressing the Skip button all the time you can press the Skip All button, this will skip all play names already in your database, but load all the other plays.

It is also possible to replace the plays in the database by the plays being loaded by pressing the Replace button.

As with the Skip All button there is also a Replace All button to avoid pressing the Replace button all the time.

Pressing the Cancel button will end the loading of the plays in the file, not the plan list.

2.5 Save plays

To save a play go to the File menu and choose Save...

In the save menu plays can be saved in *.EBP files.

The default file name is the play name of the play.

After saving the file can be distributed to other users of the program, for example as an [attachment](#) in

an e-mail.

2.6 Save play list

To save a plan list select the plan list tab, go to the File menu and choose Save...

From the Save menu you can select *.LST and *.CLT files. Where the *.LST files only contain a list of the plays and the *.CLT files contain a list of the plays and the complete description of the plays and drills in the list.

The default file name is the title of the plan list.

2.7 Export

Export sketch

To export an image in JPG or BMP format go to the File menu and choose Export - [Export sketch](#).

The default file name is the play name of the play with the sequence number attached.

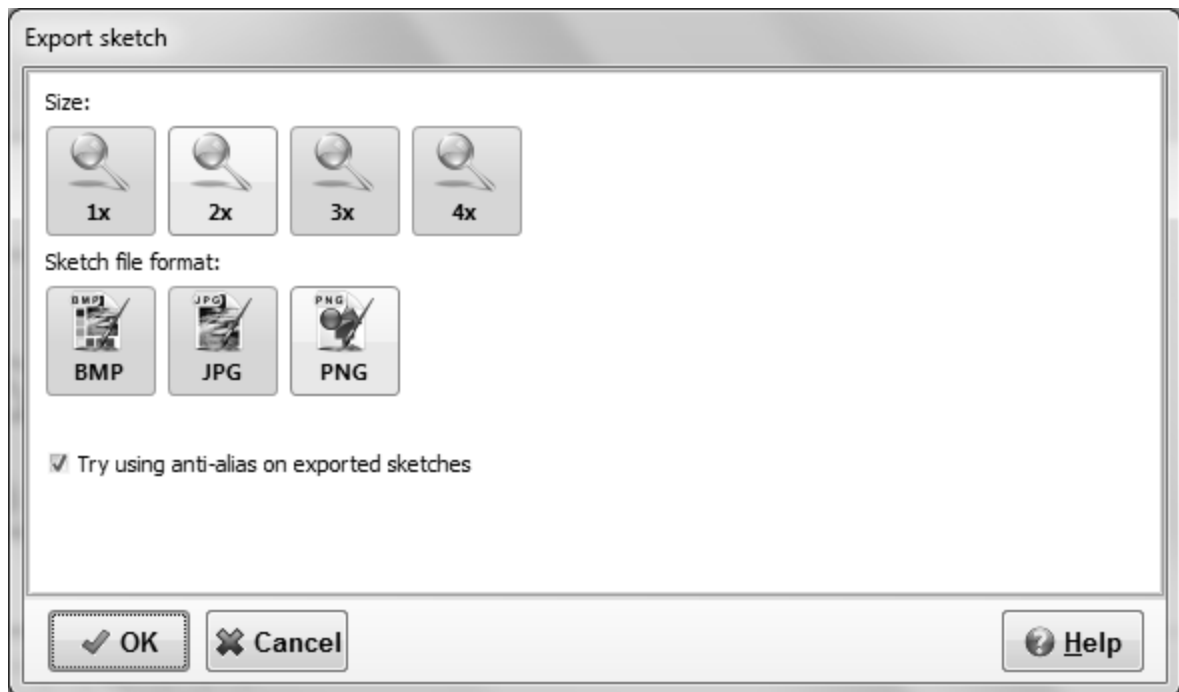
After saving the image it can be loaded in image editors or word processors.

Export play or category

You can also export a complete play or category in formats like [HTML](#) and [PDF](#).

Additionally plays can be exported in, [HTML with animated gif](#) or [HTML with Flash](#).

2.7.1 Export sketch



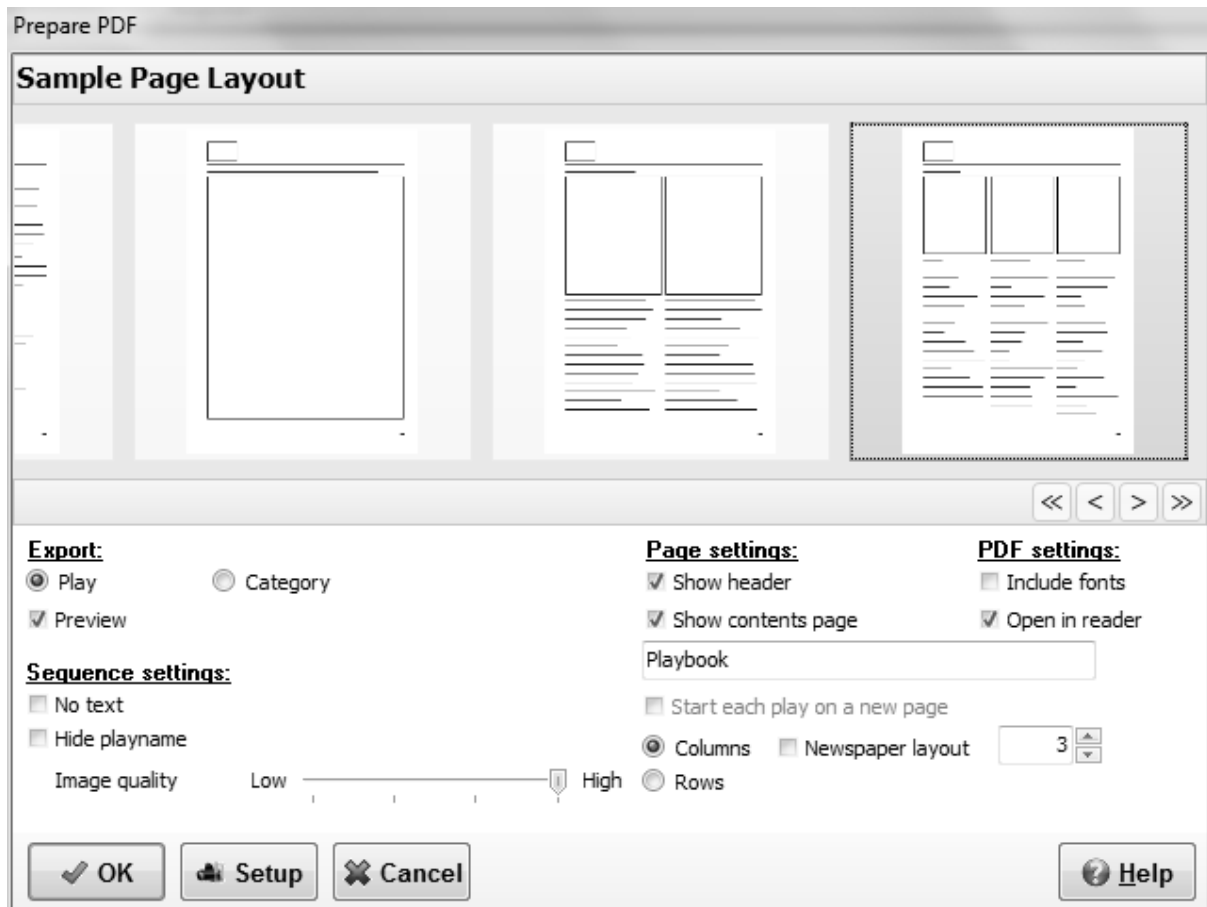
In the export sketch dialog you can change the size of the exported image to 1, 2, 3 or 4 times the original format.

After that choose the file format, Bitmap (BMP), JPG or PNG.

Finally you can choose to use an anti-alias filter on the exported sketches, by checking a check box.

Pressing the Ok button will sent you to the save dialog.

2.7.2 Export to PDF



This option will export the current play in PDF format.

The following options can be set:

If the Show Header checkbox is checked a header is added to the PDF file, containing a logo and the category.

The logo can be changed on the [export](#) tab of the [options](#) menu option.

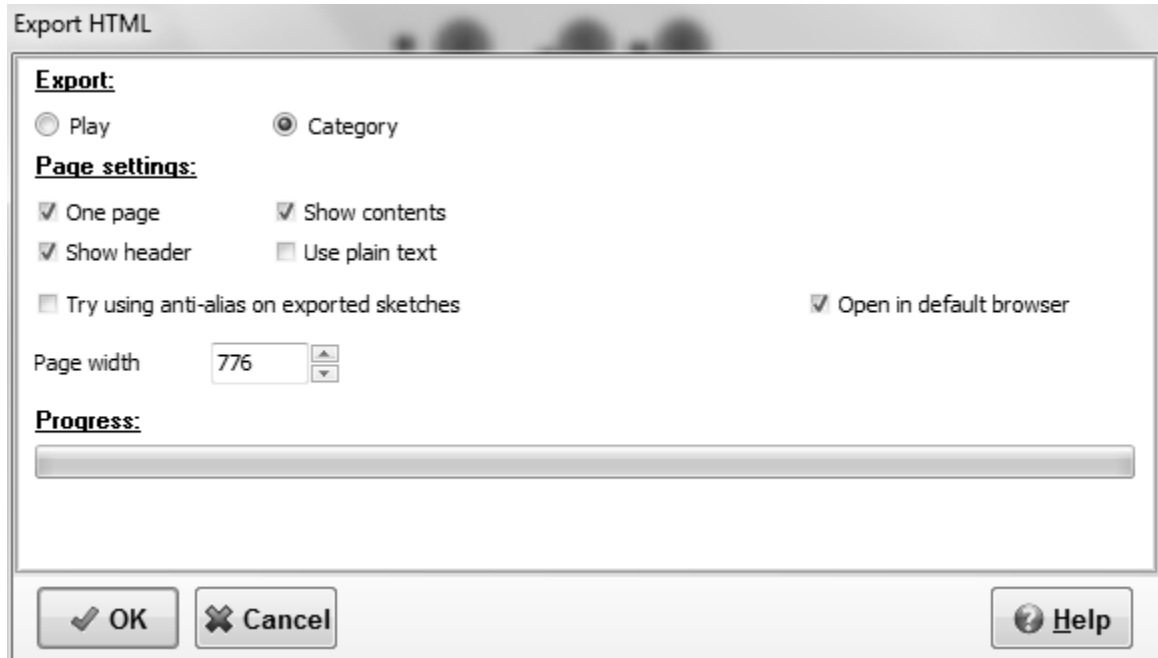
To use unformatted text check the Use plain text checkbox.

Pressing the Ok button will save the play in PDF format. The default file name is the play name of the selected play.

To decrease the file size of the PDF file, you can deselect the Include fonts checkbox and lower the image quality (not recommended).

PDF files can be opened with the free [Adobe Acrobat Reader](#). If you are experiencing problems opening PDF files, please download the latest free version of Adobe Acrobat Reader.

2.7.3 Export to HTML



This option will export the current play or category in HTML format.

The following option can be set:

When exporting a category, you can choose to export the category into one html or multiple html files.

If One page is chosen the contents can be hidden by clearing the Show contents checkbox.

If the Show header checkbox is checked a header is added to the HTML file, containing a logo and the category.

The logo can be changed on the [export](#) tab of the [options](#) menu option.

To use unformatted text check the Use plain text checkbox.

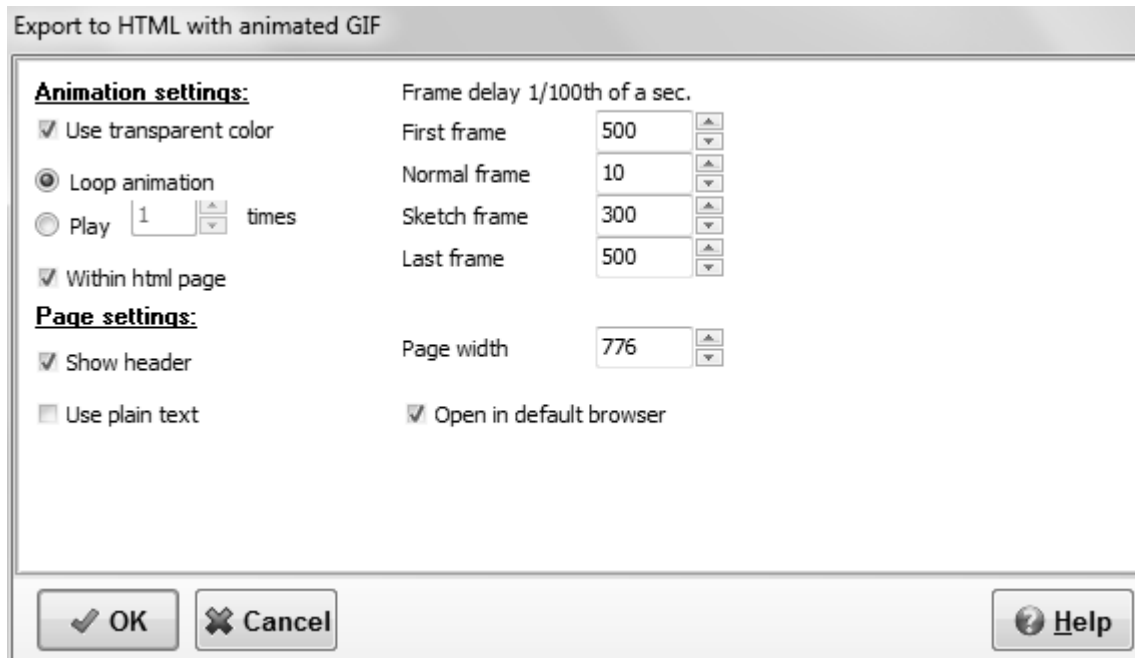
The page width in pixels can be changed by setting a new value.

Pressing the Ok button will save the play in html format. The default file name is the play name of the selected play.

After saving the play in HTML format with static images the file can be used to import the play in all modern word processors.

The file format of the images used with the HTML export can be set in the [export](#) tab of the [options](#) menu option. The images part of the play will be saved with the sequence number added to the filename. Images will be saved in a separate folder with the name of the play.

2.7.4 Export to HTML with animated GIF



This option will export the current play in animated GIF.

The following options can be set:

Use transparent color, if checked only the changes in the frames will be saved in the animation file resulting in a smaller file size.

Loop animation, keep on playing the animation.

Play animation x times, Repeat playing the animation a x number of times.

The time a frame is shown can be set, there are 4 kinds of frames:

The first frame of the animation.

A normal frame, these are intermediate frames created by the application to get from one sequence to another and the sequences where the animation only checkbox is checked.

A sketch frame, the sequence where the animation only checkbox is not checked.

And the last frame of the animation.

When the Within html page checkbox is checked the following options are available:

If the Show Header checkbox is checked a header is added to the HTML file, containing a logo and the category.

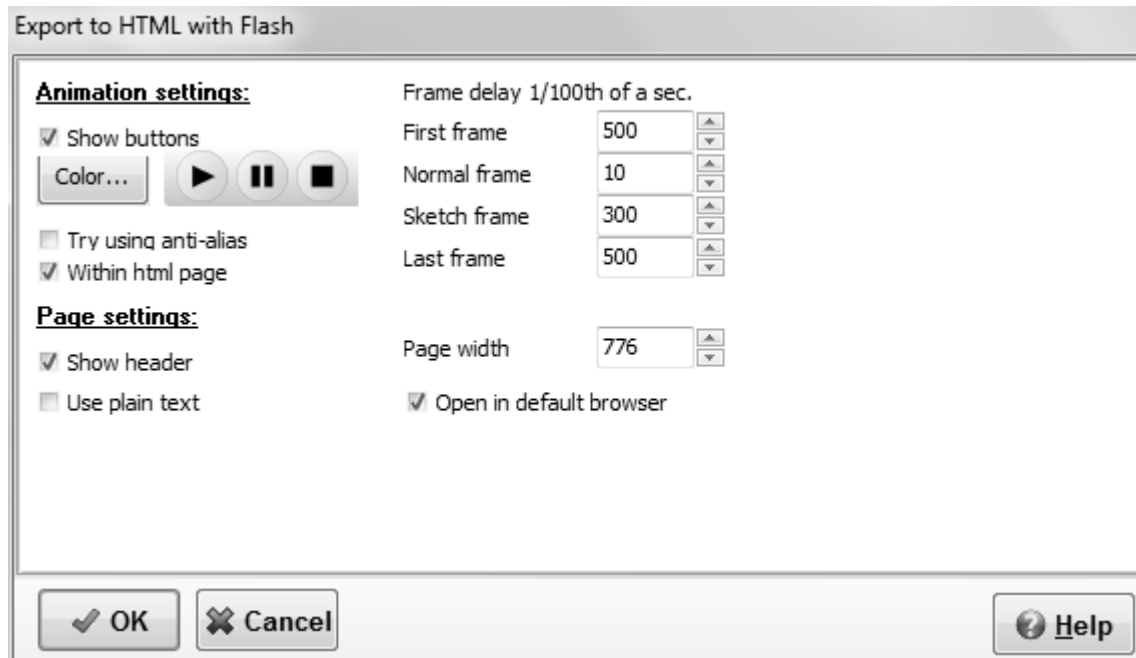
The logo can be changed on the [export](#) tab of the [options](#) menu option.

To use unformatted text check the Use plain text checkbox.

The page width in pixels can be changed by setting a new value.

Pressing the Ok button will save the play in GIF format with a html page if selected. The default file name is the play name of the selected play.

2.7.5 Export to HTML with Flash



This option will export the current play in flash (file format swf).

The following options can be set:

Show buttons, if checked you can also change the button colors by clicking the Color... button.

The time a frame is shown can be set, there are 4 kinds of frames:

The first frame of the animation.

A normal frame, these are intermediate frames created by the application to get from one sequence to another and the sequences where the animation only checkbox is checked.

A sketch frame, the sequence where the animation only checkbox is not checked.

And the last frame of the animation.

When the Within html page checkbox is checked the following options are available:

If the Show Header checkbox is checked a header is added to the HTML file, containing a logo and the category.

The logo can be changed on the [export](#) tab of the [options](#) menu option.

To use unformatted text check the Use plain text checkbox.

The page width in pixels can be changed by setting a new value.

Pressing the Ok button will save the play in swf (flash) format with a html page if selected. The default file name is the play name of the selected play.

2.8 Export plan

When on the plan list tab this option will export the current plan list.

There are 2 export options for a play, depending on what you want choose one of the tabs.

[HTML](#) will export the plan list in HTML format with static images.

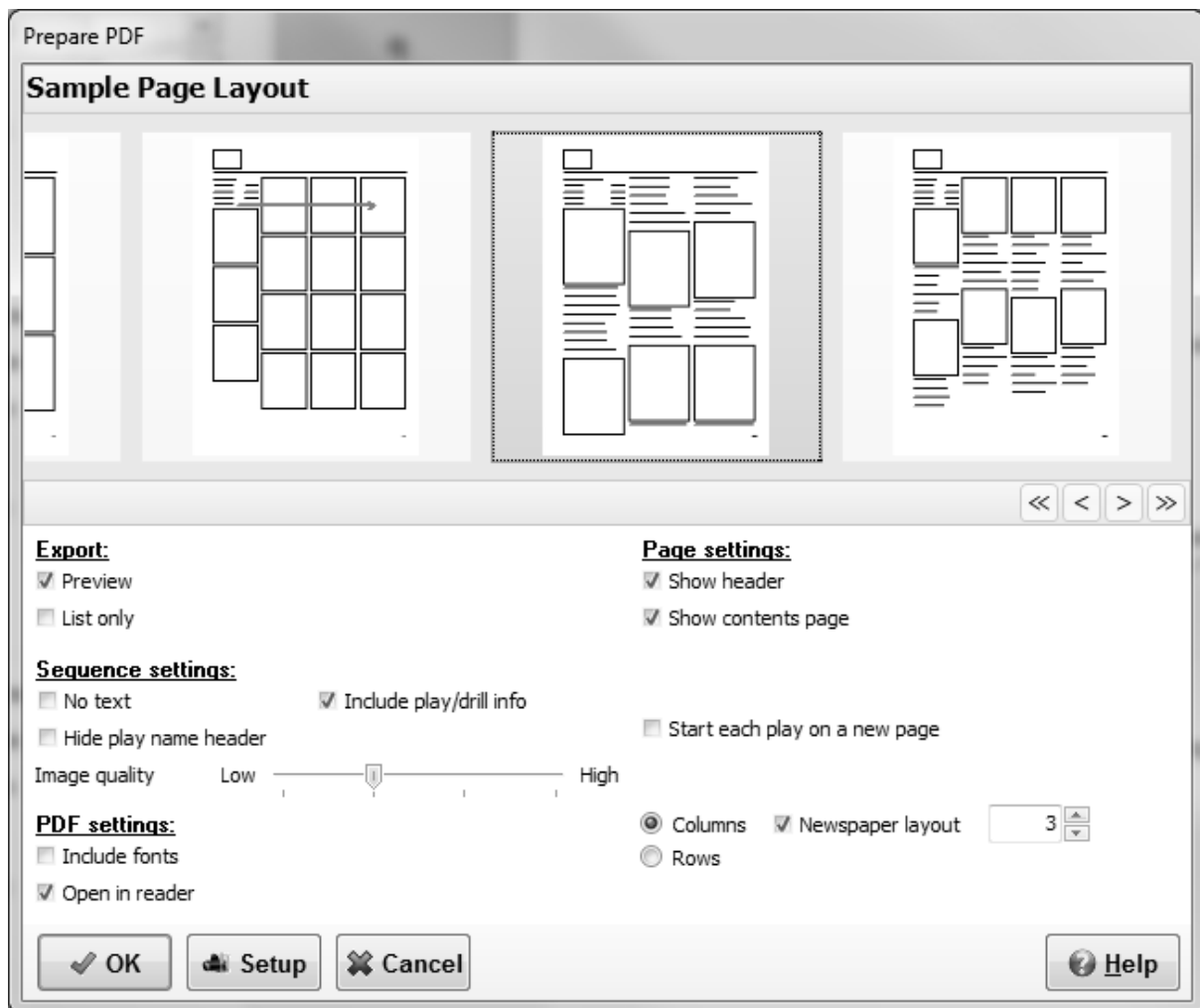
[PDF](#) will export the plan list in PDF format.

The default file name is the title of the plat list.

After saving the plan list in HTML format with static images the file can be used to import the plan list in all modern word processors.

The file format of the images used with the HTML export can be set in the [export](#) tab of the [options](#) menu option. The images part of the play will be saved with the sequence number added to the filename. Images will be saved in a separate folder with the name of the play.

2.8.1 Export plan to pdf



This option will export the current plan list in PDF format.

The following options can be set:

Show a contents page.

If the Show Header checkbox is checked a header is added to the PDF file, containing a logo and the category.

The logo can be changed on the [export](#) tab of the [options](#) menu option.

Each play in the category can be started on a new page, by checking the checkbox.

By selecting Start each play on a new page, every play will be exported on a new page.

To use unformatted text check the Use plain text checkbox.

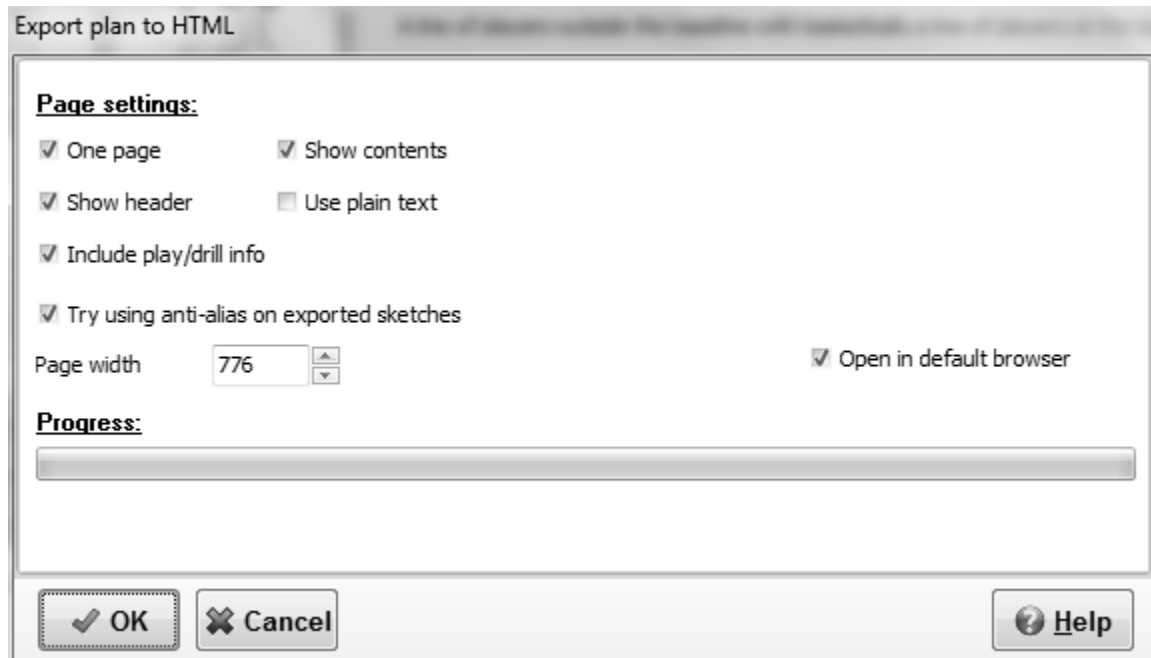
Pressing the Ok button will save the category in PDF format. The default file name is the name of the selected category.

To decrease the file size of the PDF file, you can deselect the Include fonts checkbox and lower the image quality (not recommended).

PDF files can be opened with the free [Adobe Acrobat Reader](#).

If you are experiencing problems opening PDF files, please download the latest free version of Adobe Acrobat Reader.

2.8.2 Export plan to html



This option will export the current plan list in HTML format.

The following option can be set:

One page, if checked all the plays in the plan list will be placed in one html file, otherwise the plays will be placed in separate html files with a separate index.

If the one page option is selected you can choose to add a contents part to the beginning of the file.

If the Show header checkbox is checked a header is added to the HTML file, containing a logo and the category.

The logo can be changed on the [export](#) tab of the [options](#) menu option.

To use unformatted text check the Use plain text checkbox.

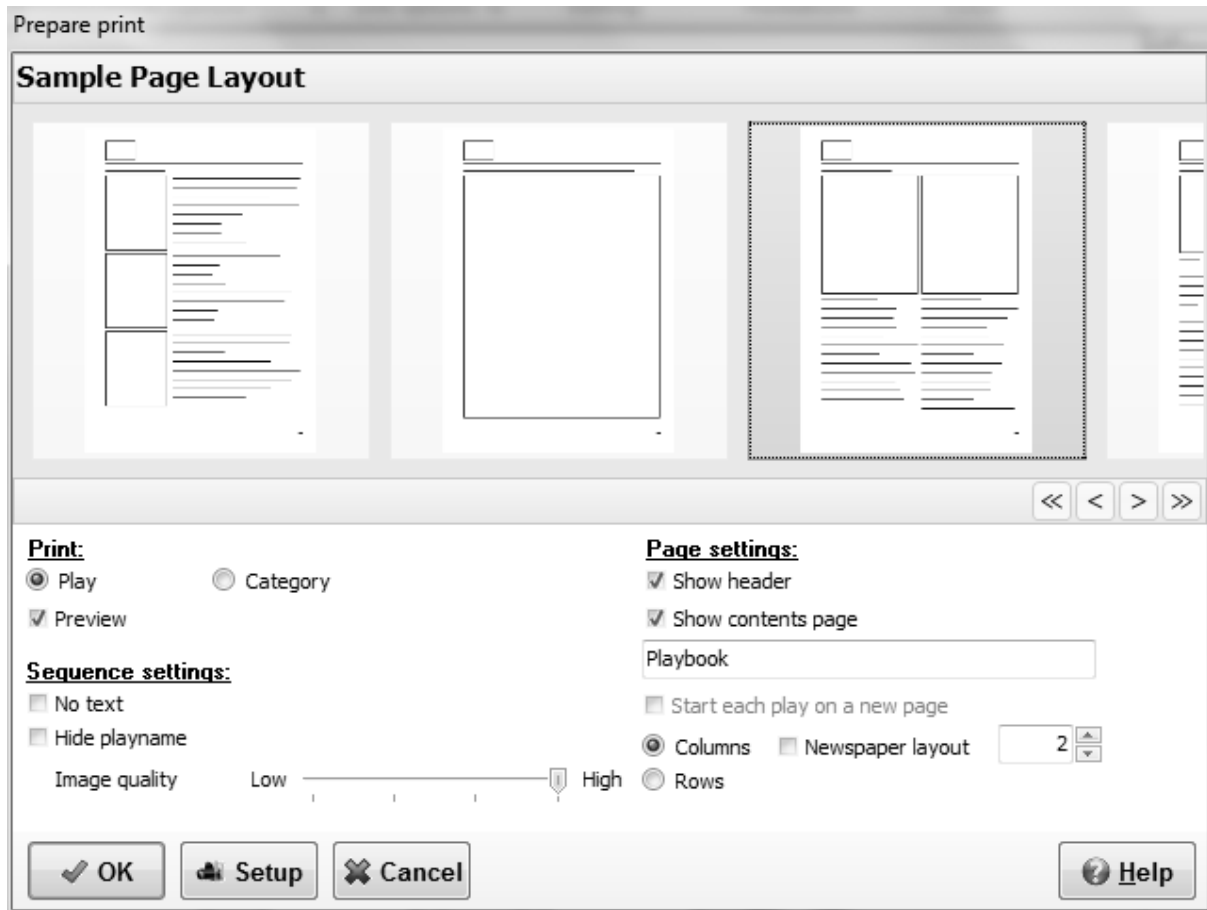
The page width in pixels can be changed by setting a new value.

Pressing the Ok button will save the play in html format. The default file name is the title of the plan list.

After saving the plan list in HTML format with static images the file can be used to import the html file in all modern word processors.

The file format of the images used with the HTML export can be set in the [export](#) tab of the [options](#) menu option. The images part of the play will be saved with the sequence number added to the filename. Images will be saved in a separate folder with the name of the category/play.

2.9 Print



To print a play or a category go to the File menu and choose Print.

Print:

Before printing you can select between printing the current play or the current category.

Selecting the preview option will give you a preview of the print, printing from the preview window is the same as printing with the image quality at its lowest.

Page Settings:

You can choose to print a header with a logo. The logo can be changed on the [export](#) tab of the [options](#) menu option.

When you print a category you can add a contents page.

When you want to change the page header text on the content page from Playbook to for example the name of the team you coach you can alter the Header text.

Each play can be started on a new page when printing a category.

In column mode you can choose to print in newspaper layout.

You can choose to print in rows or a number of columns. To print 1 sketch on a page choose columns, and set the columns number to 1.

Sequence settings:

Check the No text box if you don't want to print any text.

And check the Hide play name header if you don't want to print those.

Finally you can alter the image quality of the sketch, for a normal printer the second position gives

good results.

Pressing the Setup button will allow you to change or setup your printer.

Pressing the Ok button will start the printing or show the preview, you can follow the progress with the progress bar.

You can suppress a sequence from being printed by checking the animation only checkbox on the [edit drawing tab](#) or the [edit text tab](#).

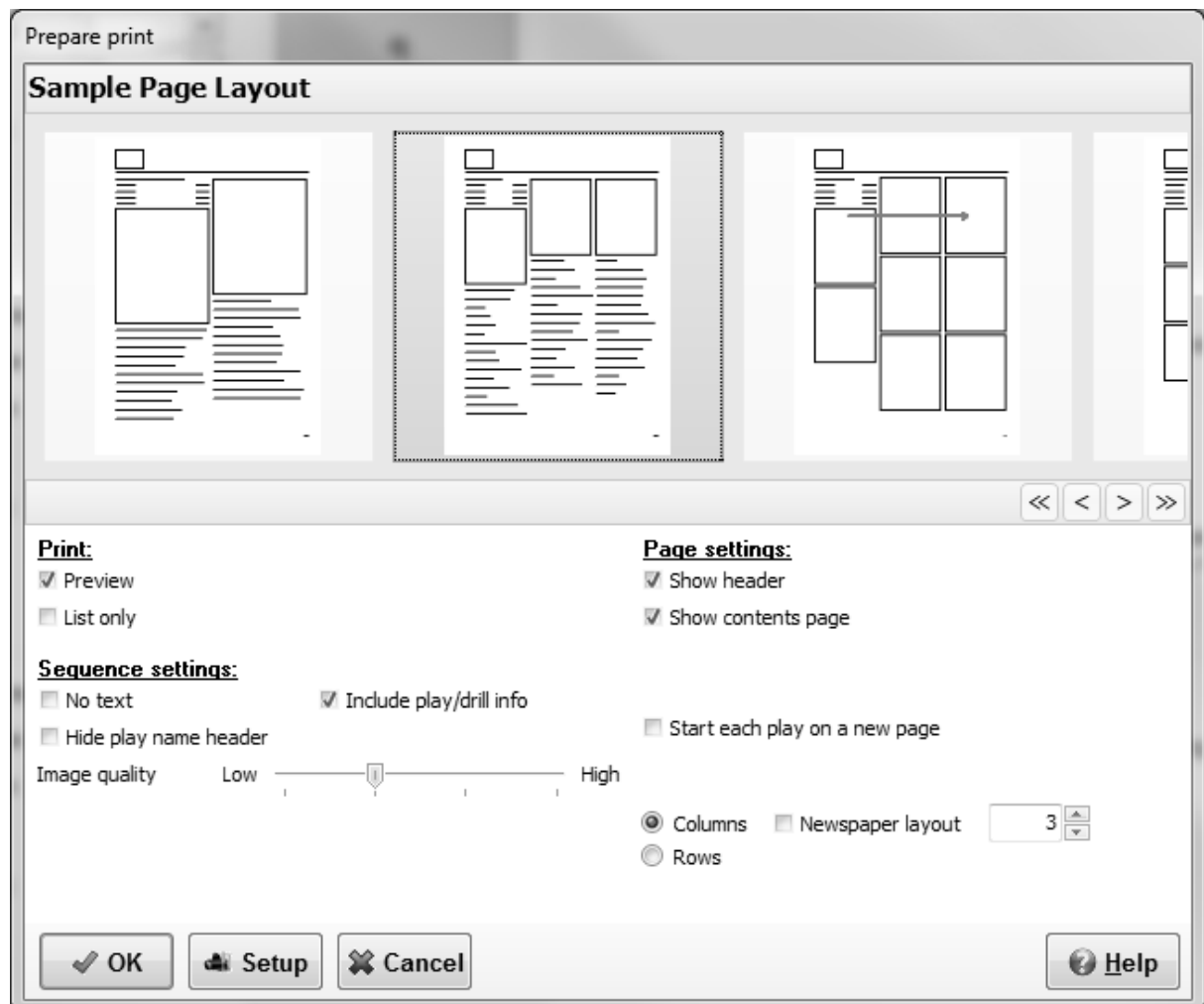
2.9.1 Printer setup

To change the printer setup, press the setup button in the print window.

This window differs per printer and operating system.

Usually you can change the printer, choose the paper layout and switch between color or gray scale printing.

2.10 Print plan list



To print a plan list, on the plan list tab, go to the File menu and choose Print.

Print:

Selecting the preview option will give you a preview of the print, printing from the preview window is the same as printing with the image quality at its lowest.

You can also choose to only print the list including the play info (without the sketches and additional text), handy for quick references.

Page Settings:

You can choose to print a header with a logo. The logo can be changed on the [export](#) tab of the [options](#) menu option.

You can add a contents page.

When you want to change the page header text on the content page from the plan list title to for example the name of the team you coach you can alter the Header text.

Each category can be started on a new page and within a category each play can be started on a new page.

In column mode you can choose to print in newspaper layout.

You can choose to print in rows or a number of columns. To print 1 sketch on a page choose columns, and set the columns number to 1.

Sequence settings:

Check the No text box if you don't want to print any text.

And check the Hide playname header if you don't want to print those.

Finally you can alter the image quality of the sketch, for a normal printer the second position gives good results.

Pressing the Setup button will allow you to change or setup your printer.

Pressing the Ok button will start the printing or show the preview, you can follow the progress with the progress bar.

You can suppress a sequence from being printed by checking the animation only checkbox on the [edit drawing tab](#) or the [edit text tab](#).

2.11 Send play

In default mode the program will try to use your standard e-mail client like Outlook Express or Thunderbird.

You can choose between an EBP or PDF file attachment.

EBP is playbooks own file format; the receiver needs a playbook (same or higher version number) program to be able to view this. With the EBP format the play can be animated and edited by the receiver.

PDF files can be read with the free [Adobe Acrobat Reader](#).

When you enter your [mail preferences](#) then the internal e-mail client of the playbook program will be used and the following options will be available.

You can choose between an EBP or PDF file attachment or HTML with inline images.

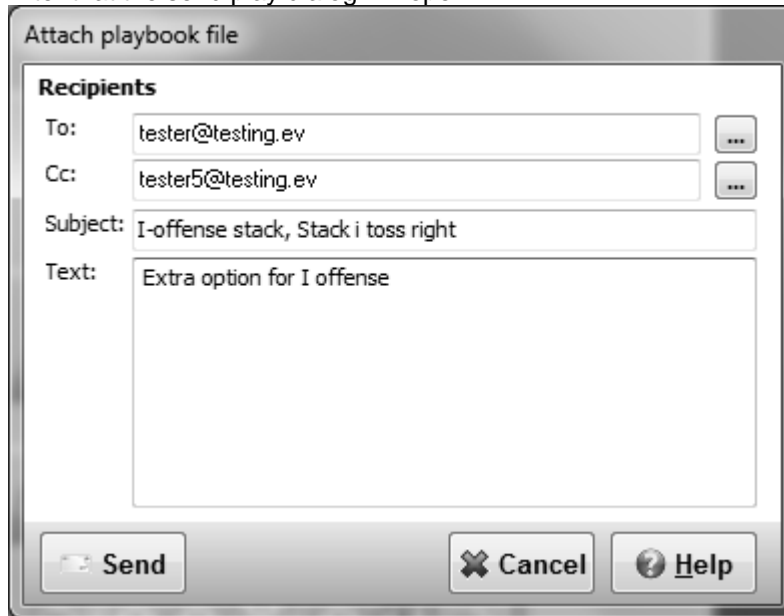
EBP is playbooks own file format; the receiver needs a playbook (same or higher version number) program to be able to view this. With the EBP format the play can be animated and edited by the receiver.

PDF files can be read with the free [Adobe Acrobat Reader](#).

HTML files with inline images can be viewed with most e-mail clients like outlook express, most web mail readers however will cut the e-mail in multiple parts.

The program will ask for some settings, if you decide to attach a PDF or HTML formatted play.

After that the send play dialog will open:



The To and CC (Carbon Copy) fields can be filled with one or more e-mail addresses (separate the e-mail addresses with a ;).

Pressing the more (...) button behind the TO or CC field will open the built-in [e-mail address book](#).

The pre filled subject field can be altered and some additional information can be entered in the Text area.

Connect to the Internet and press the send button.

If you are on dial-up, when done don't forget to disconnect.

2.11.1 e-mail address book

In the address book you can store [e-mail addresses](#) and define [groups](#) of addresses to sent mail to.

Only available if the internal e-mail client is used.

2.11.1.1 select e-mail addresses

Select addresses

Select Edit Groups

- ☐ * The first group
- ☐ Another jes-soft, Second@jes-soft.com
- ☒ Tester Jes-soft, Tester@jes-soft.com

First name: New

Last name: Add

E-mail: Update

Delete

OK Cancel Help

You can select e-mail address or [groups](#) by checking the check boxes in front of them. Groups can be recognized by the * in front of them.

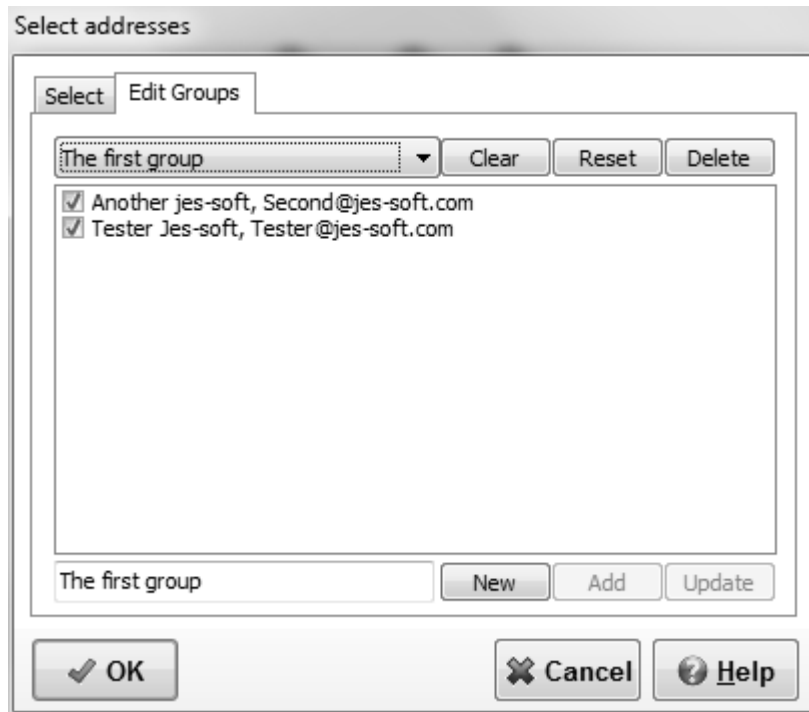
On this tab an e-mail address can also be added, edited or deleted.

To add an e-mail address, press the new button. After filling in the first name, last name and a valid e-mail address press the add button for validation and if all is correct the e-mail address is added to the list.

To edit an e-mail address, select an e-mail address from the list and alter the first name, last name or the e-mail address. When the update button is pressed the address is validated and changed.

An e-mail address can be removed from the address book by selecting it from the list and pressing the delete button.

2.11.1.2 select edit mail groups



First select the e-mail group you want to edit.

Then select the e-mail address by checking the check boxes in front of them.

All address of a group can be removed by pressing the clear button.

This can be undone by pressing the reset button, which will bring up the previous selection.

A group can be removed by selecting it from the list and pressing the delete button.

To add a group, press the new button. After filling in name press the add button to add the new group to the list.

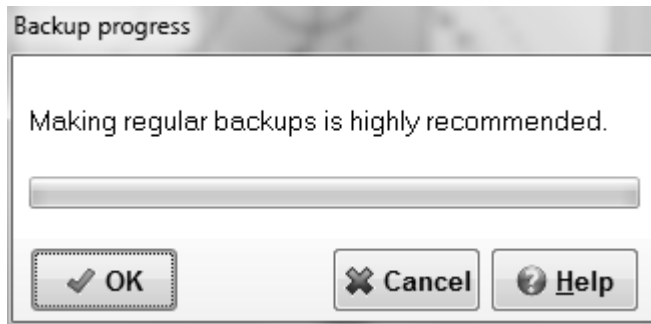
To edit a group name over type the name at the bottom and press the update button.

2.12 Backup

There are two backup options.

1. Backup all the plays and drills by selecting [Backup - Playbook](#).
3. Backup the plays and drills in the current play type (Plays, Drills, Formations, Templates or Other) by selecting [Backup-play type](#)
2. Backup the plays and drills in the current category by selecting [Backup - Category](#).

2.12.1 Backup playbook



There are two ways to backup the database.

1. To backup all the plays currently in the database go to the File menu and choose Backup playbook.
2. Every twenty-fifth time the program starts you will be asked to make a backup, which is highly recommended.

To start a backup of your current plays press the OK button.

To skip a backup press the Cancel button.

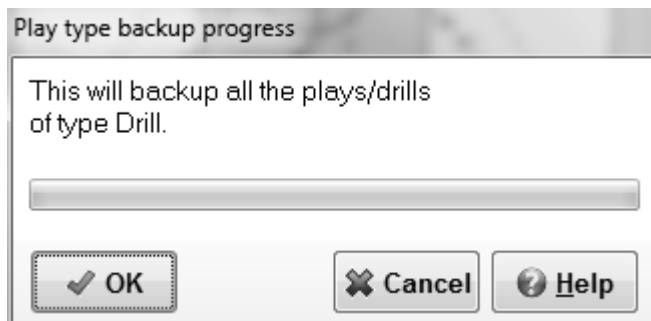
Checking a check box can disable the automated backup question, this is not recommended.

After pressing Ok you can choose the file destination in a save file dialog.

Although backups seem to be time consuming, you would not be the first to have an accident, like a power failure, resulting in a corrupted database and loss of work.

The steps on how to recover a database are described [here](#).

2.12.2 Backup play type



To backup all the plays currently in the database go to the File menu and choose Backup play type

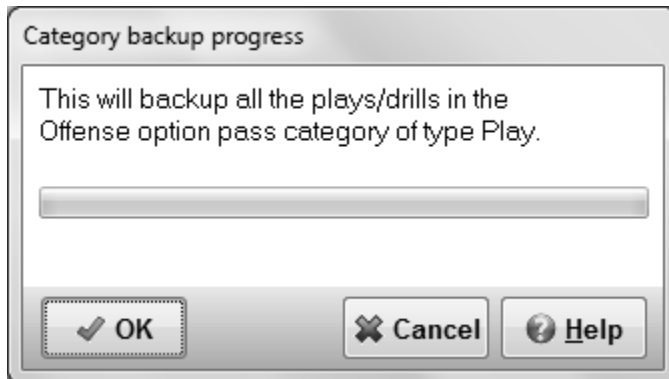
To start a backup of your current current category press the OK button.

To skip a backup press the Cancel button.

After pressing Ok you can choose the file destination in a save file dialog.

The steps on how to load a backup file into a playbook database are described [here](#).

2.12.3 Backup category



To backup all the plays currently in the database go to the File menu and choose Backup category.

To start a backup of your current category press the OK button.

To skip a backup press the Cancel button.

After pressing Ok you can choose the file destination in a save file dialog.

The steps on how to load a backup file into a playbook database are described [here](#).

2.13 Option menu

To set defaults go to the Options menu...

The following sections are available in the options window.

[View](#), options for the view tab.

[Sketch](#), set default values for sketch editing.

[Text](#), select a default font for text and sketch text.

[Plan](#), set defaults for the plan tab.

[E-Mail](#), for activating the internal send mail option.

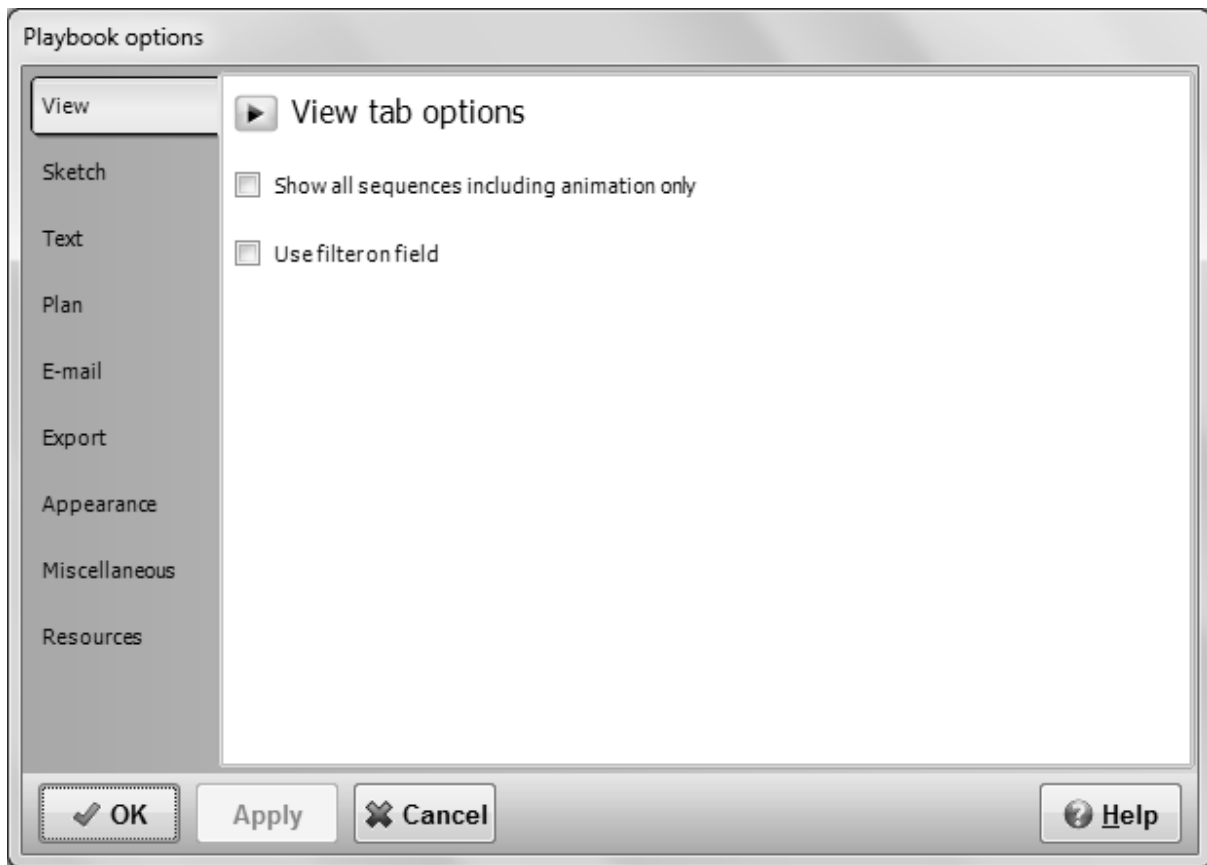
[Export](#), select how images headers will look when exporting them.

[Appearance](#), change the program style template.

[Miscellaneous](#), some additional settings.

[Resources](#), information about the program.

2.13.1 View tab options



Only two options on this tab.

When the first is checked all sequences of the play are shown in the overview tab, otherwise the sequences made to make the animation smoother (with the animation only checkbox checked) are hidden.

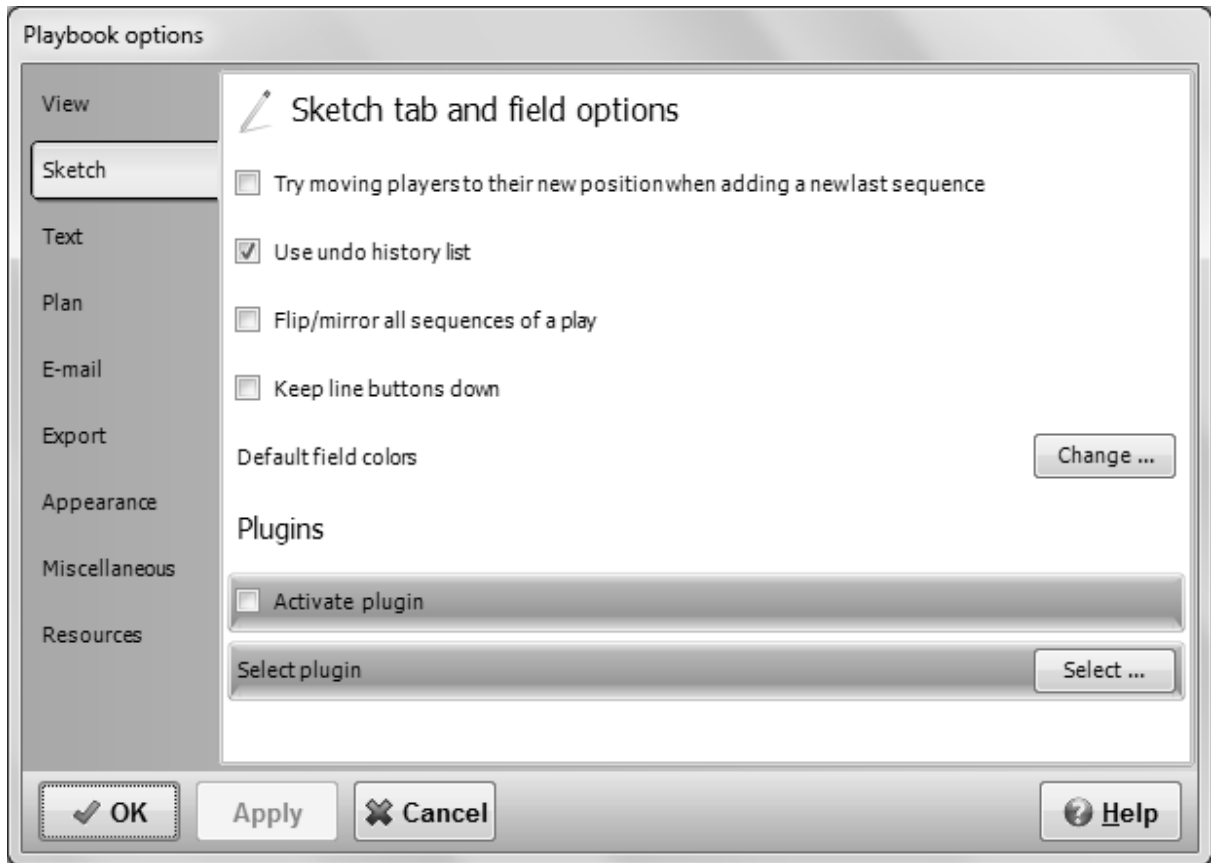
If the filter is applied, the fields on the view tab will appear smoother, use only on a fast computer.

Pressing the OK button will store the changes and bring you back to the main window.

Pressing the Apply button will store your changes.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.2 Sketch tab options



Options - Sketch

If the option "Try moving players to new position when adding a sequence" is checked the program will try to move players and pucks to their next position, when a new last sequence is added.

Checking the option "Use undo history list", will make the undo, redo history available on the edit drawing tab, if this option is not selected the undo function will "remember" only the last action.

If the "Keep line buttons down" option is checked, a line drawing button will stay down after completing a line, this might speed up the drawing of a sketch.

With Flip/Mirror all sequences of play checked, the whole play will be flipped or mirrored instead of just the current sequence, when flipping or mirroring in the edit drawing tab.

For the [default field colors](#) press the Change button.

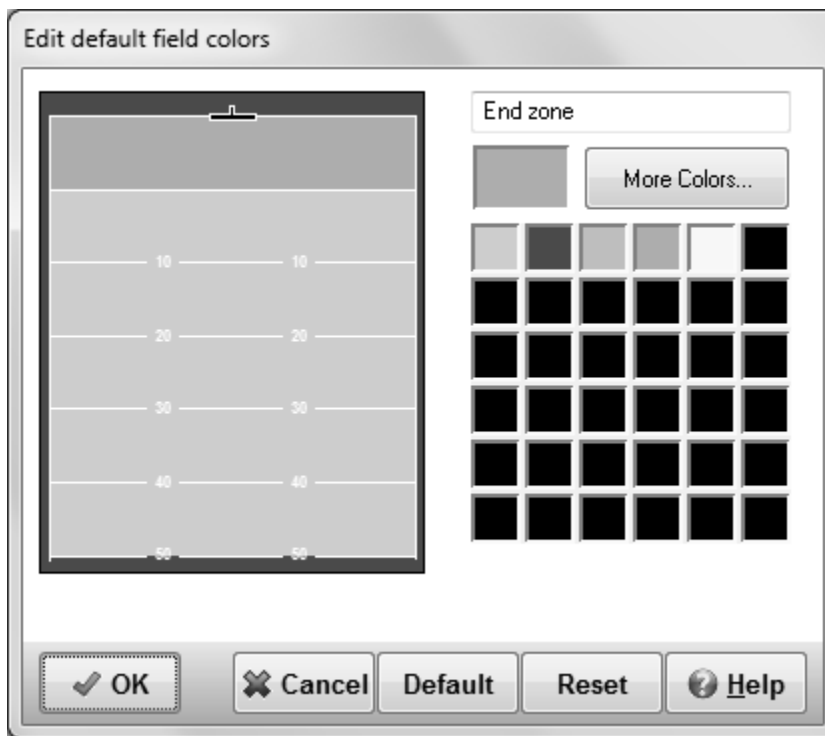
When a plugin is available you can select and/or activate the [plugin](#).

Pressing the OK button will store the changes and bring you back to the main window.

Pressing the Apply button will store your changes.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.2.1 Change default field colors



In this window the default colors of the field can be adjusted.

By clicking on the field the two different areas (border, ice) of the field can be selected

You can alter the default color by selecting a color from the quick color select area or by pressing the more colors button to open a color dialog.

Pressing the OK button will store the new colors and bring you back to the main window.

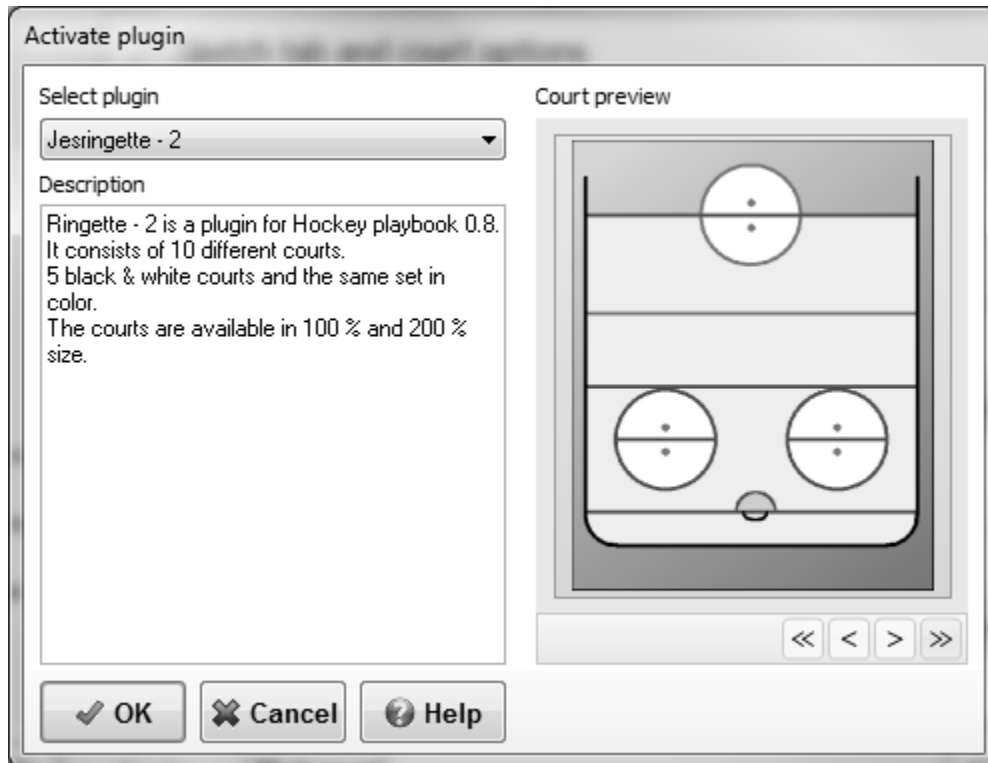
The Cancel button will reset the colors to their previous values and bring you back to the main window.

The Default button will load the default values for the colors for both the field and the players.

The Reset button will reset the colors to their previous values.

Colors only appear when the field is not in black and white.

2.13.2.2 Plugin



If a plugin is available you can click the Plugin option on the [sketch tab](#) of the [options](#) dialog.

In the plugin window you can select and preview the available plugins.

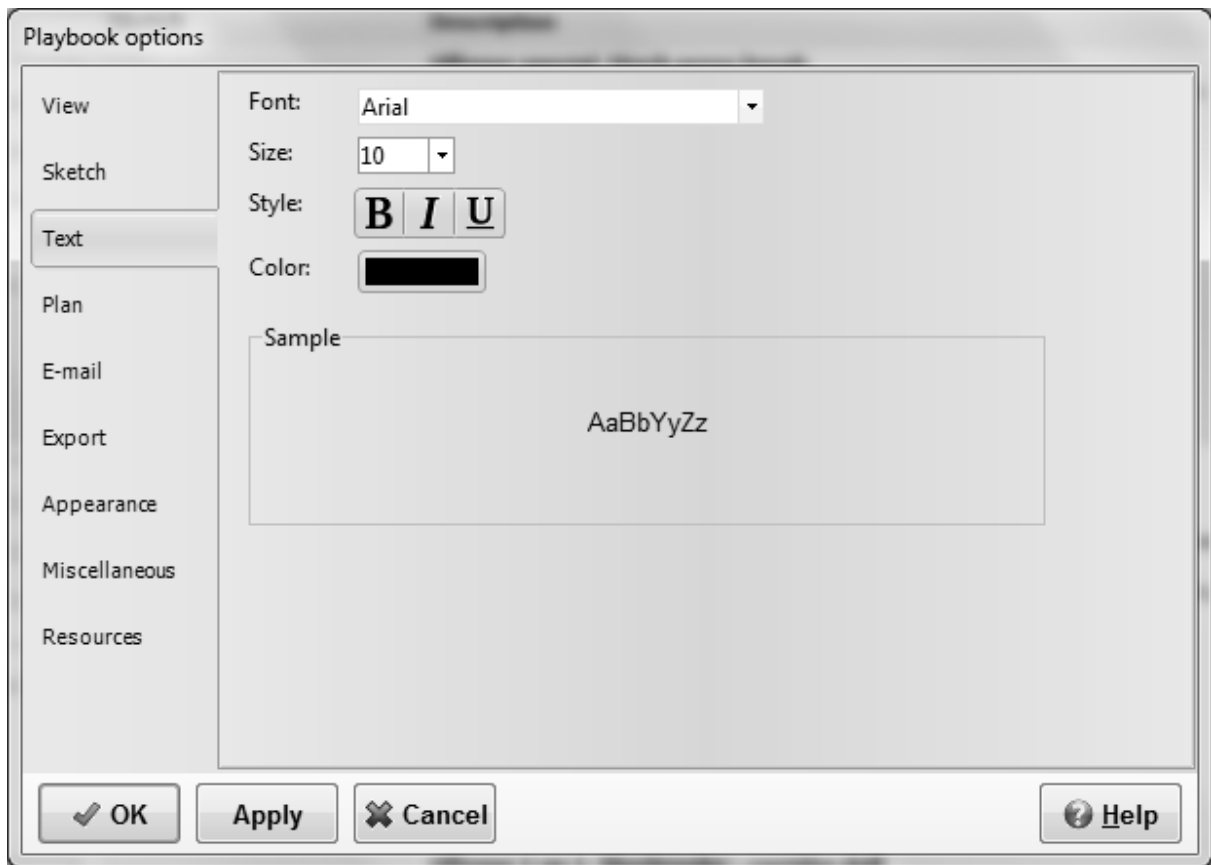
A plugin can be selected from the list.

When selected a short description about the plugin is available and the plugin fields can be viewed on the right.

Selecting Active : Yes will activate plugin, to deactivate select No.

More information about plugins might be available at www.jes-soft.com.

2.13.3 Text tab options



Options - Text

The default font for both the text and the sketch text can be adjusted, by selecting the font name, size and style.

Additional font colors are available by pressing the More... button.

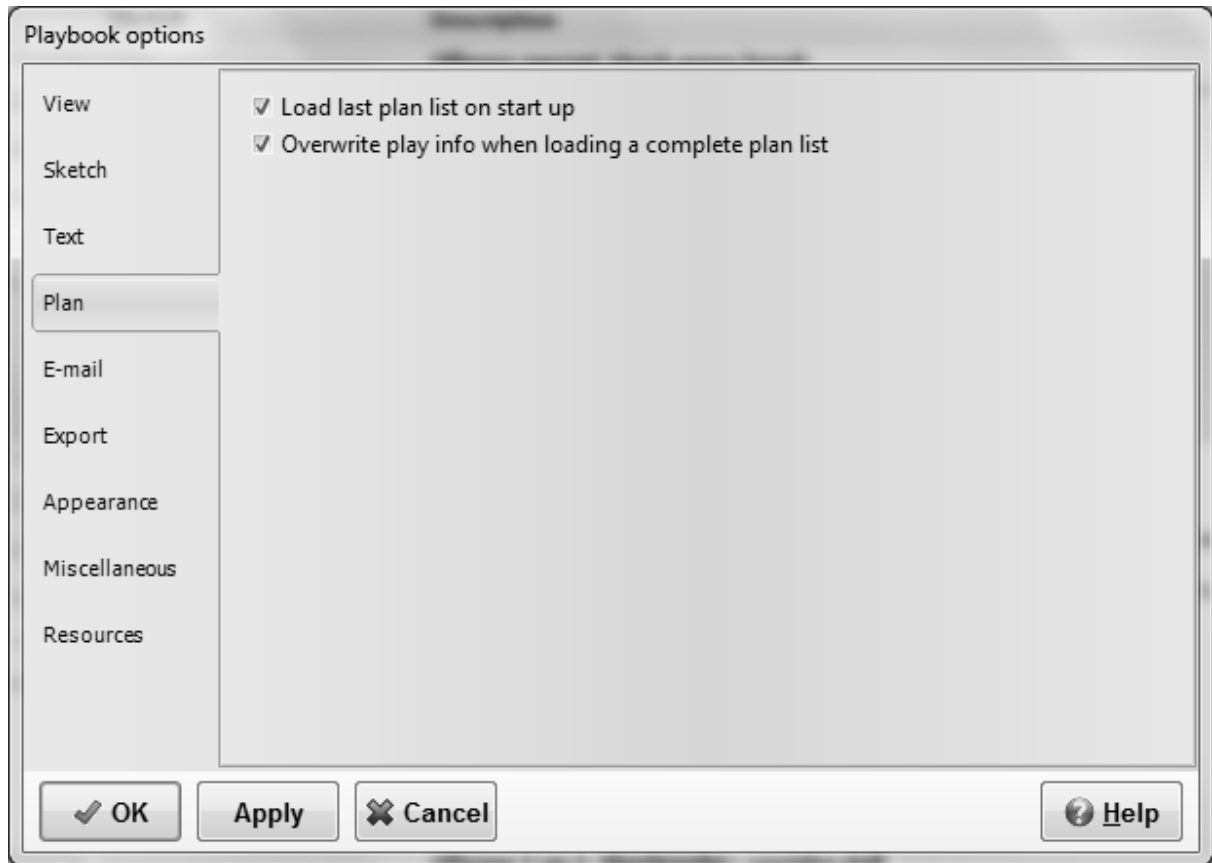
The sample area will show a preview of the new default font.

Pressing the OK button will store the changes and bring you back to the main window.

Pressing the Apply button will store your changes.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.4 Plan tab options



Options - Plan

When checked the plan list will not be automatically reloaded on start of the program. This will result in a blank plan list when the program is started.

If a complete plan list is loaded from an external file the drill time of each play in the file will be used and overwrite the drill time in the database if the overwrite play info option is checked.

Pressing the OK button will store the changes and bring you back to the main window.

Pressing the Apply button will store your changes.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.5 E-mail

Playbook options

View

Sketch

Text

Plan

E-mail

Export

Appearance

Miscellaneous

Resources

The information below is needed before you can use the smtp send mail function. If you do not know the information requested, please contact your system administrator or Internet

☒ Use internal e-mail client

Your name:

First Last

Your e-mail address:

yourname@testing.com

Outgoing mail (SMTP) server:

smtp.testing.com [More ...](#)

Options - E-Mail

You can choose to use the internal e-mail client by checking the Use internal mail client checkbox.

Before the internal mail client is activated, your mail identity must be correctly filled in.

The name field should be filled with your name or the name of your organization.

The e-mail field should contain a valid e-mail address, for example yourname@yourprovider.net.

The outgoing mail (SMTP) server should contain the smtp address of your provider for example smtp.yourprovider.net; the combination of e-mail address and smtp address is often checked for validation.

If your (SMTP) server requires authentication or uses a different port then go to the [SMTP Server Settings](#) by pressing the More button.

If you are on a network connection, there might be a network mail/proxy server, in that case provide the address of this server.

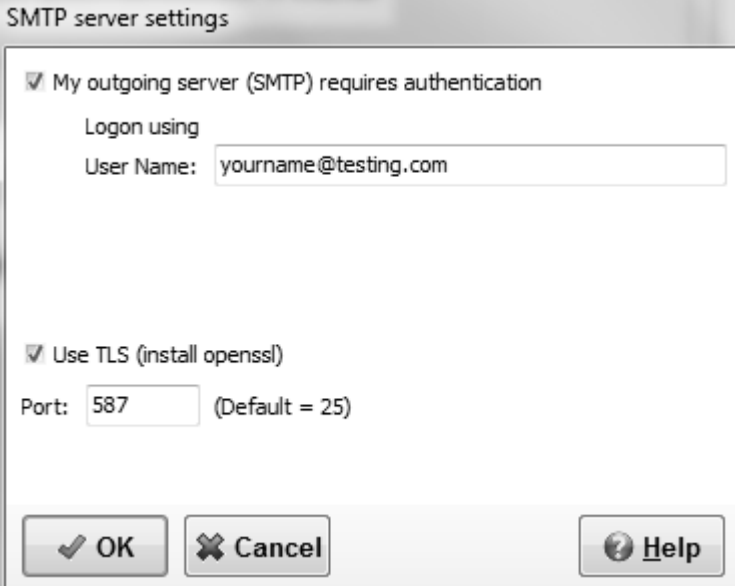
Note that this is basically the same information you would provide in the Internet settings for outlook.

Pressing the OK button will store the changes and bring you back to the main window.

Pressing the Apply button will store your changes.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.5.1 SMTP Server Settings

A screenshot of a 'SMTP server settings' dialog box. It has a title bar with the text 'SMTP server settings'. Inside, there are two checked checkboxes: 'My outgoing server (SMTP) requires authentication' and 'Use TLS (install openssl)'. Below the first checkbox is a 'Logon using' label and a text field containing 'yourname@testing.com'. Below the second checkbox is a 'Port:' label, a text field containing '587', and a note '(Default = 25)'. At the bottom, there are three buttons: 'OK' with a checkmark icon, 'Cancel' with an 'X' icon, and 'Help' with a question mark icon.

Options - E-mail - More

Some times a SMTP server requires authentication, you can check the checkbox if you need this option.

If checked you can fill in your smtp server user name, you will be asked for your password when actually sending an e-mail.

If you want to use Transport Layer Security (TLS), you first have to install it, with for example OpenSSL.

You can read about OpenSSL on their homepage at <http://www.openssl.org>.

A windows installer can be found at [Shining Light Productions](#), as the playbook program is 32bit the Win32 light version should be used.

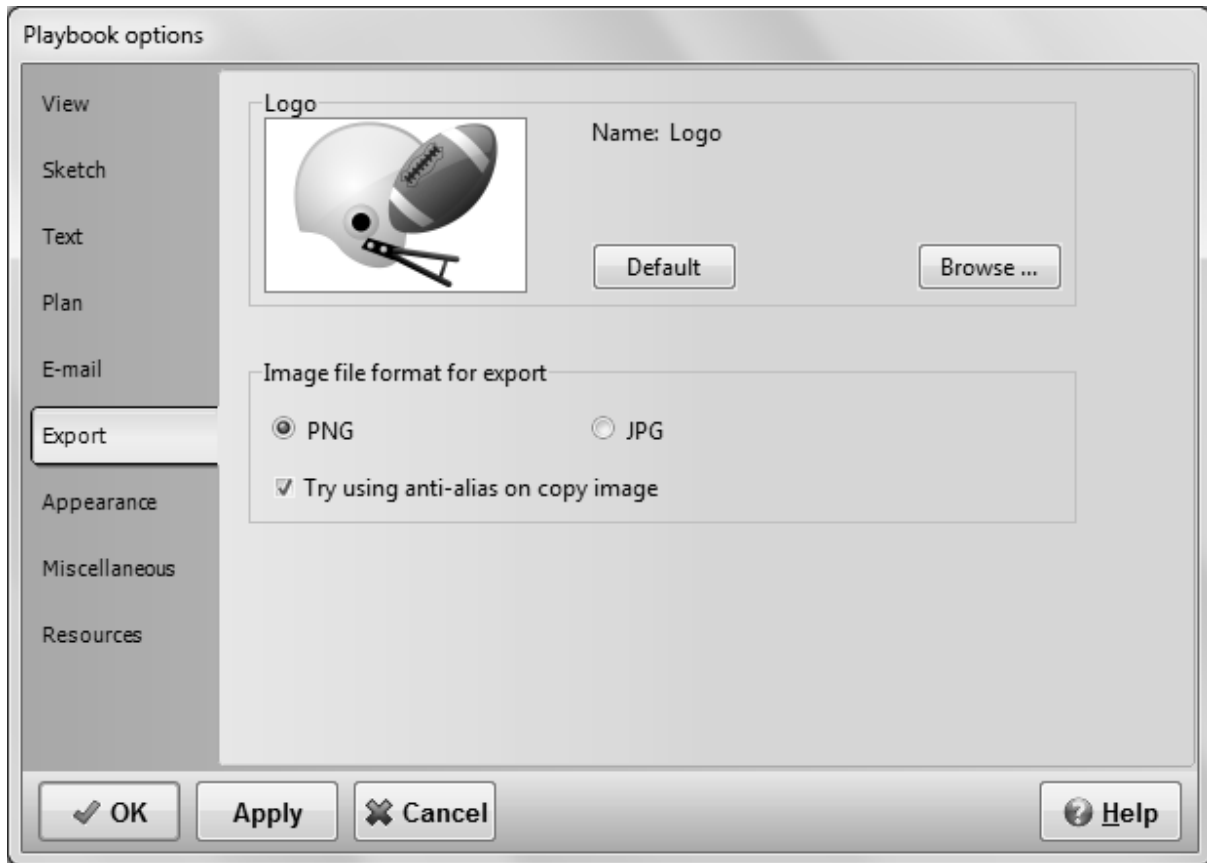
If you like this product please support them. Don't forget that OpenSSL is subject to local and state laws. More information can be found in the legal agreement of the installation.

Some providers also use a different port, just fill in the different port number to change this.

Pressing the OK button will store the changes and bring you back to the [Mail identity](#) window.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.6 Export settings



Options - Export

The following options can be set here.

Logo

You can change the logo used in the header when exporting to PDF, html format or printing by clicking the browse button and selecting a new images. The image will be resized by the program to fit, images with a width of 260 and a height of 180 pixels work fine (13:9).

By clicking the Default button the logo will be reset to the [default logo](#)

Image file format for export

You can choose between the PNG and JPG file format.

PNG is a loss less file format, and works very well for diagrams. However some mail clients don't support it.

JPEG is a lossy file format, and more suited for photographs, which means the quality of a diagram will not be perfect.

For playbook sketches the file size of a PNG file is up to ten times smaller than a JPEG file of the same sketch.

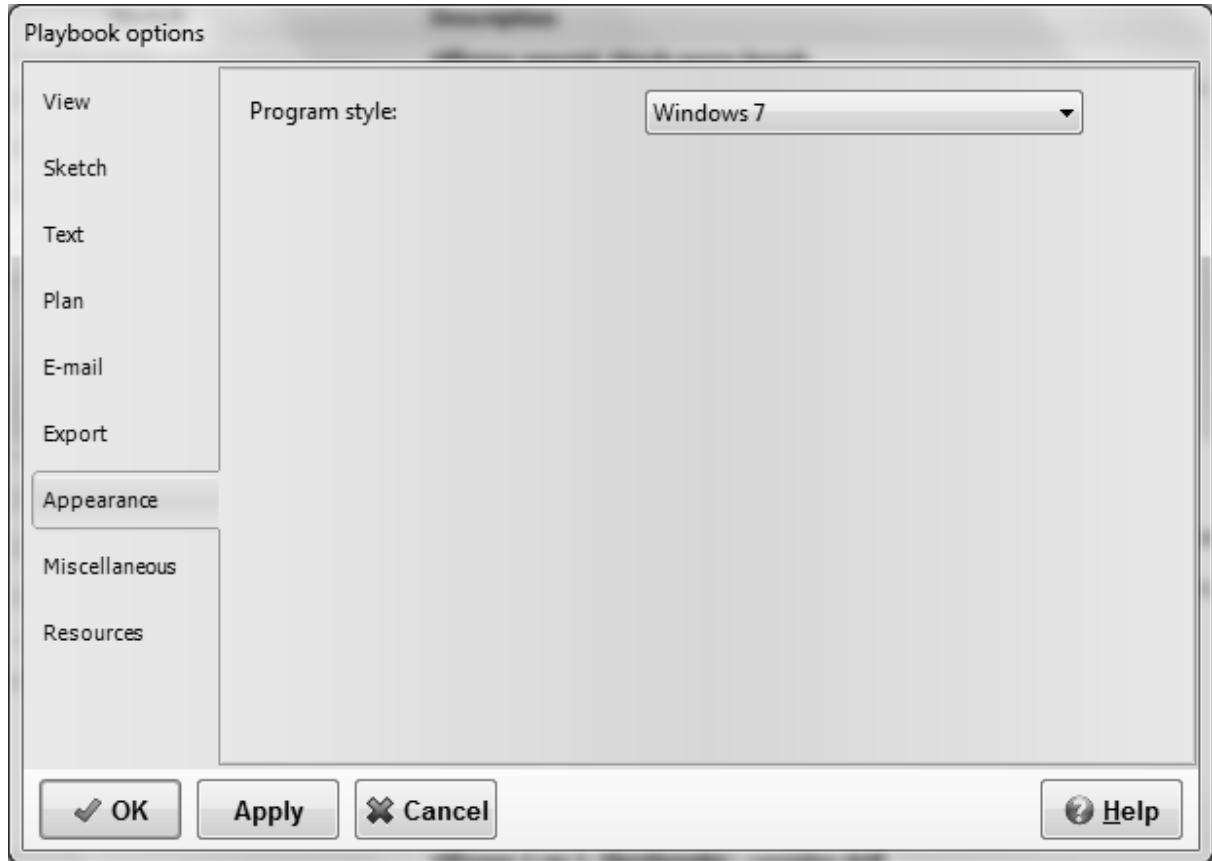
If the "Try using anti-alias on copy image" option is checked the program will try to apply an anti-alias filter on the image, when copying an image to the clipboard (CTRL+I) or (SHIFT+CTRL+I).

Pressing the OK button will store the changes and bring you back to the main window.

Pressing the Apply button will store your changes.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.7 Appearance



Options - Appearance

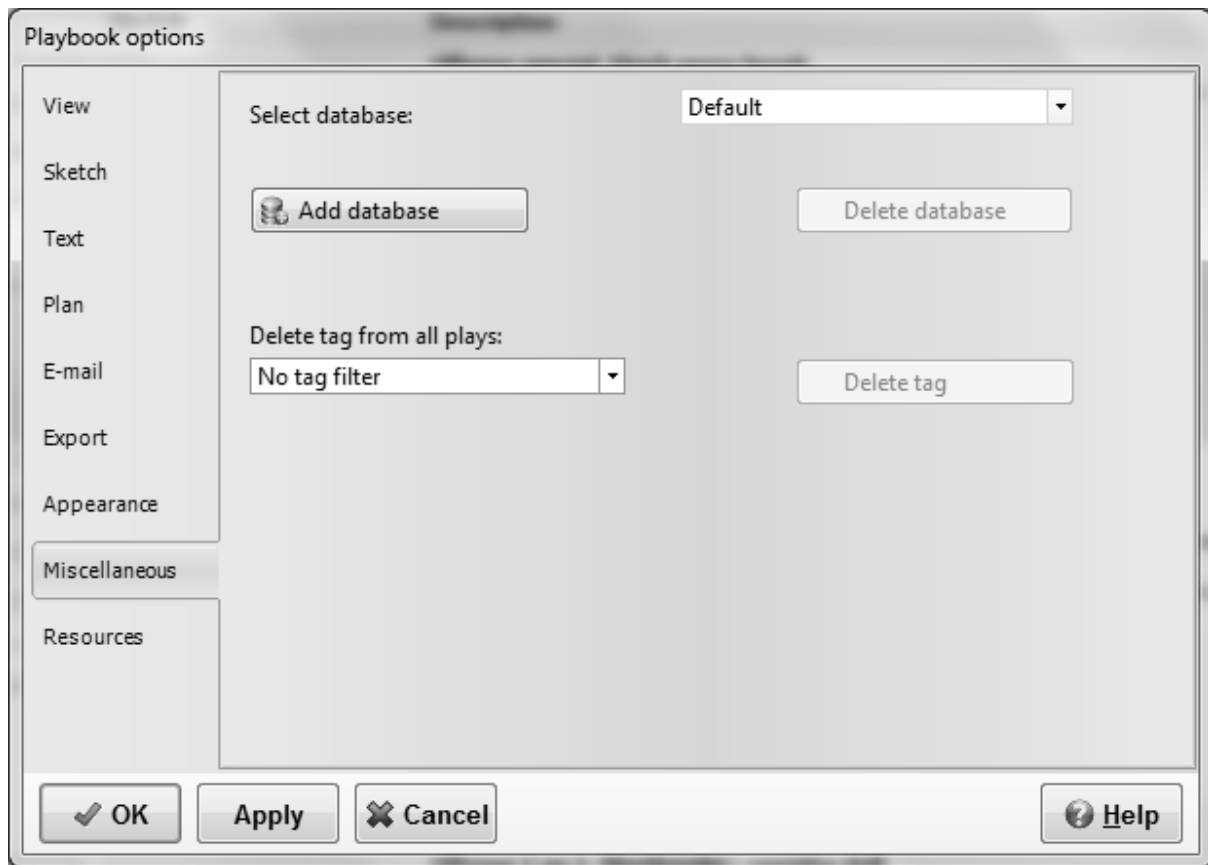
Change the program style by choosing one of the many option, some you will like others are just awful.

Pressing the OK button will store the changes and bring you back to the main window.

Pressing the Apply button will store your changes.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.8 Miscellaneous



Options - Miscellaneous

For power users only, you can create an extra database for your plays and drills, for example we store each year in a different database.

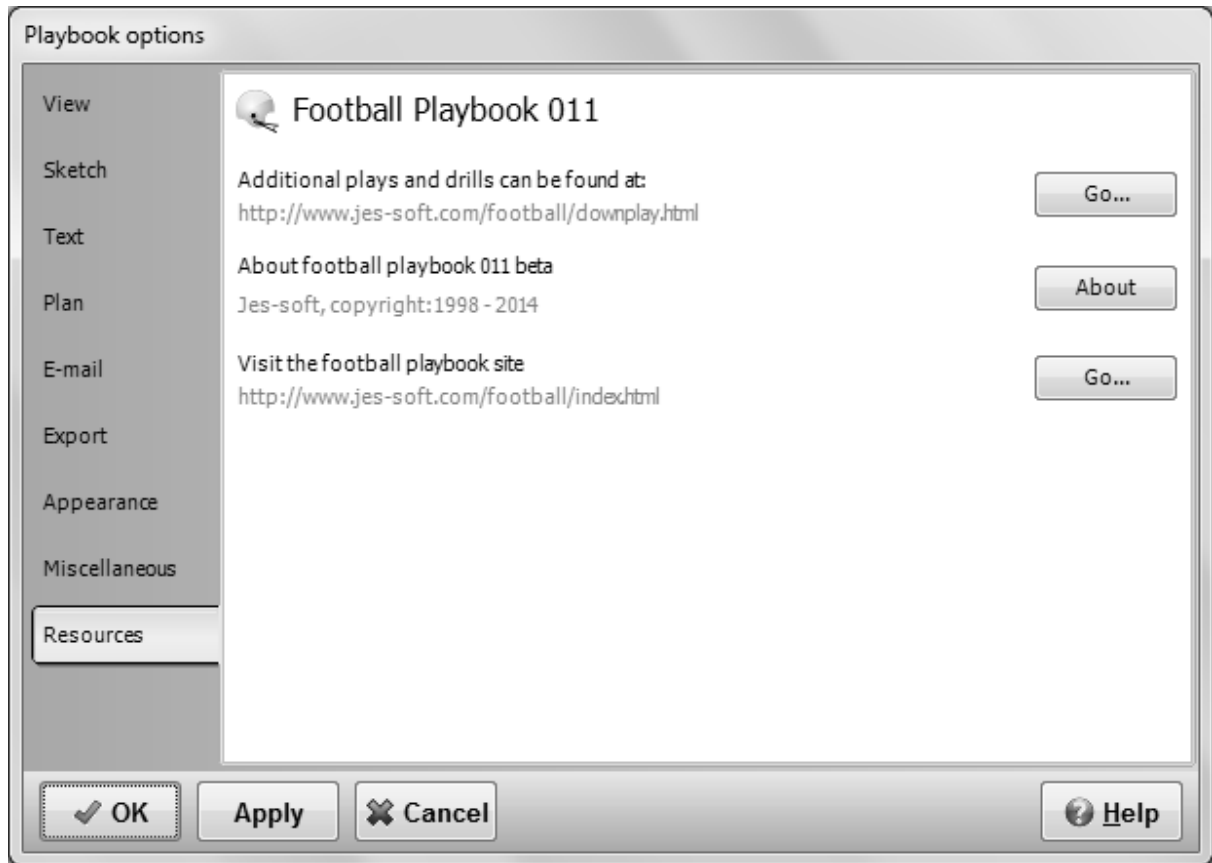
You could also just tag plays with a year, but if at a later state you decide to remove the tag you can do it here, the delete tag options are only visible when you have used tags in your current database.

Pressing the OK button will store the changes and bring you back to the main window.

Pressing the Apply button will store your changes.

The Cancel button will bring you back to the main window, no changes will be made.

2.13.9 Resources



Options - Resources

A quick link to some resources about football playbook 011.

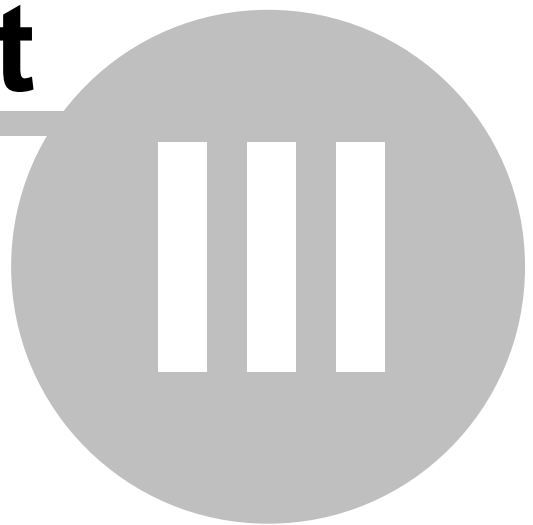
For additional plays and drills go to the download play page by pressing the Go... button
Pressing the About button will give some more info about the program.
Finally there is a link to the index page of the football playbook program.

2.14 Exit program

To exit the Football Playbook program go to the File menu and choose Close Playbook or click on the X in the upper right corner of the window.

Before exiting the program all modifications to the plays and drills are stored in the database.

Part



3 Miscellaneous

3.1 Undo

To undo an action press the undo button or press CTRL-Z.

Undo is available for drawing and text editing.

3.2 Redo

To Redo an action previously undone press the redo button or CTRL-Y.

Redo is available for sketch and text editing; the option Use undo history list on the [sketch](#) tab of the [options](#) dialog should be selected.

3.3 Copy, cut and paste

To use copy, cut or paste go to the edit menu and choose the corresponding option.

Copy sketch

When copy sketch is clicked the current play sketch is copied to the clipboard. The image can then be paste/imported in almost all word processors and graphics programs.

Holding down shift when copying an image will result in a double sized copy of the current sketch.

The appearance of the images can be changed on the [export](#) tab of the [options](#) menu option.

Copy text

When copy text is clicked the selected text to the clipboard. The text can then be paste/imported into the football playbook or other applications.

Copy text is available in the overview tab and the edit text tab.

Cut

When cut is clicked the selected text is moved to the clipboard. The text can then be paste into the football playbook or other applications.

Cut is only available for text editing.

Paste

When paste is clicked the text, if available, is moved from the clipboard to the cursor position in the text screen.

Paste is only available for text editing.

Select all

In text editing when select all is clicked all the text will be selected.

When editing a sketch all players will be selected.

Select all is only available for text and drawing editing.

3.4 Trial period



After a 30-day trial period some functions of the playbook program will only be available for registered users.

The registered version of Football Playbook has the following extras:

- Creation and export of plan lists.
- Export to animation in flash format.
- Snap to grid when drawing a sketch.
- Export of a drill in PDF file format.
- Sending a play with e-mail.
- Changing of the line color and line thickness.
- Add text to a play sketch.
- Use of different colors with polygons and ellipses.
- Export of play sketches in PNG file format.
- Curved movement lines.
- Dragging of line points.
- Undo and redo on the edit drawing tab.
- Auto placement of players when adding a new last sequence.
- And more....

After the trial period you can prevent this message from popping up by checking a check box.

More information on registering this product can be found at:

www.jes-soft.com

3.5 Adobe Acrobat Reader

PDF files can be opened with the free Adobe Acrobat Reader.

If you are experiencing problems opening PDF files, please download the latest free version of Adobe Acrobat Reader.

Get [Adobe Acrobat Reader](http://www.adobe.com/acrobat/)

3.6 Football playbook homepage

On the Football Playbook Homepage you will find the following information:

1. Updates of the program.
2. Additional plays and drills in [zip](#) format.
3. Links for downloading new versions.
4. Reviews of the playbook program.

The [homepage](#) address is <http://www.jes-soft.com/football/>

You can submit your plays as an [attachment](#) in *.EBP format to football@jes-soft.com, received plays will become part of the database and might be published on the website.

3.7 Drag and drop

Dragging and dropping of a player is done by selecting a player with the left mouse button. While keeping the left mouse button down the player can be moved to its (new) position. When the mouse button is released and the player is above the field the player is dropped on the field.

3.8 Drawing lines

Lines can be drawn by pushing one of the movement buttons.

If a movement button is pressed you can click with the left mouse button on the field, this will start the movement line.

Additional parts of the line can be added by clicking with the left mouse button on the field.

Clicking with the right mouse button will end the line.

See [the symbols](#) for an explanation of the different lines.

3.9 E-mail attachments

With Thunderbird:

To attach a file to an outgoing email message:

1. In the message composition window, click and hold Attach (the paperclip) and then choose File.
2. Select the file you want to attach and click Open.

The file appears in the attachments list.

With Outlook Express:

In the new message window. To insert a file, click the Insert menu, click File Attachment, and then double-click the file you want to send.

Additional plays can be found at the [Football Playbook Homepage](#).

3.10 Gif file format

The Gif file format uses a maximum of 256 colors and a very strong compression algorithm which keeps the files small.

The Gif component in the playbook software is based, in part, on the work of Anders Melander.

3.11 Load backup file

To restore or load the plays in a Football Playbook Backup file (PLAYS.BAK, ALLPLAYS.BAK) go to the File menu and choose Open.

Change the file filter (Files of type:) to Football Playbook Backup (*.bak) select the file you want to open and press Open.

If a play in the backup file is already in the database the [New play name](#) window is shown. This allows you to:

- 1.Alter the play name.
- 2.Skip the current play, but load the next.
- 3.Skip all plays in the database, but load all the others.
- 4.Replace the current play.
- 5.Replace all plays in the database.
- 6.Cancel the loading of the rest of the file.

This function can also be used to load the files with plays located at the [Football Playbook Homepage](#).

3.12 Logo



The above logo is the default logo shown in the upper left corner of each [printed](#) page, exported [play](#) or [category](#) or [list](#).

Instead of this logo you can use your own default logo by replacing the file logo.bmp in the installation folder of Football Playbook.

The logo.bmp file should be in windows .BMP format with a width of 260, a height of 180 pixels and a color depth of 256 colors.

3.13 Selecting players

When none of the movement buttons is selected, you can select a player or a line by clicking it in the field window.

To select multiple players and lines, lines hold down the CTRL button while clicking on the players/lines.

You can also select an area of the field by holding down the shift key and using the main mouse button

to resize a selection rectangle.

Finally all players/lines can be selected by choosing Edit - Select All or by pressing CTRL-A.

A selected player or line will have big dots, showing it has been selected.

Players or lines that are selected can be deleted by pressing the Delete button on the [Edit drawing tab](#).

Selected players or lines can be unselected by clicking them again with the left mouse button.

3.14 Shortcut keys

An overview of the shortcut keys available.

General

Shortcut keys	Action	Remarks
F1	Show context sensitive help	Every dialog/windows should have its own help topic
TAB/SHIFT TAB	Walk through the items on the screen	
Arrow keys, END, Page Up, Page Down, Home	Might change a control	

View tab

Shortcut keys	Action	Remarks
CTRL+O	Open play or backup file	You might have to change the file filter.
CTRL+P	Open the print dialog	
CTRL+C	Copy all text to clipboard	
CTRL+I	Copy sketch to clipboard	Check Options-Export to set anti-alias
CTRL+SHIFT+I	Copy double size sketch to clipboard	Check Options-Export to set anti-alias
CTRL+L	Add current play to plan list	

Sketch tab

Shortcut keys	Action	Remarks
CTRL+O	Open play or backup file	You might have to change the file filter.
CTRL+P	Open the print dialog	
CTRL+I	Copy sketch to clipboard	Check Options-Export to set anti-alias
CTRL+SHIFT+I	Copy double size sketch to clipboard	Check Options-Export to set anti-alias
CTRL+A	Select all items on the sketch	
CTRL+Z	Undo	
CTRL+Y	Redo	If use undo history list is checked

CTRL+ALT+Z	Open Redo/Undo History list	If use undo history list is checked
CTRL+mouse	When selecting items and holding down the CTRL key you can add or remove items from the selection	
SHIFT+mouse	While holding the SHIFT button down, a dashed rectangle is drawn on the sketch all items within the rectangle will be selected	
CTRL+SHIFT+mouse	While holding the CTRL+SHIFT buttons down, a dashed rectangle is drawn on the sketch all items within the rectangle will be added to the selection	
DELETE	Delete the selected item(s)	
Arrow keys	Nudge selected items(s)	If you want to move the selected items over a greater distance use the mouse
CTRL+L	Add current play to plan list	

Text tab

Shortcut keys	Action	Remarks
CTRL+O	Open play or backup file	You might have to change the file filter.
CTRL+P	Open the print dialog	
CTRL+C	Copy selected text to clipboard	
CTRL+Z	Undo	
CTRL+X	Cut selected text to clipboard	
CTRL+C	Copy selected text to clipboard	
CTRL+V	Paste text on the clipboard on cursor position or replace selected text	
CTRL+B	Toggle bold font on/off	
CTRL+I	Toggle italic font on/off	
CTRL+U	Toggle underlined font on/off	
CTRL+L	Left align paragraph	
CTRL+E	Center paragraph	
CTRL+R	Right align paragraph	
CTRL+1	Place ① at cursor position	Wingdings 2 font needs to be installed
CTRL+2	Place ② at cursor position	Wingdings 2 font needs to be installed
CTRL+3	Place ③ at cursor position	Wingdings 2 font needs to be installed
CTRL+4	Place ④ at cursor position	Wingdings 2 font needs to be installed
CTRL+5	Place ⑤ at cursor position	Wingdings 2 font needs to be installed

CTRL+6	Place ⑥ at cursor position	Wingdings 2 font needs to be installed
CTRL+7	Place ⑦ at cursor position	Wingdings 2 font needs to be installed
CTRL+8	Place ⑧ at cursor position	Wingdings 2 font needs to be installed
CTRL+9	Place ⑨ at cursor position	Wingdings 2 font needs to be installed
CTRL+0	Place ⑩ at cursor position	Wingdings 2 font needs to be installed

Plan tab

Shortcut keys	Action	Remarks
CTRL+O	Open plan list or complete plan list file	You might have to change the file filter.
CTRL+P	Open the plan list print dialog	
CTRL+L	Add current play to plan list	

3.15 Text edit buttons



Cut the selected text and place the text in the clipboard



Copy the selected text and place the text in the clipboard



Paste the text in the clipboard at the current cursor position



Undo the last action



Redo the last action



Make the selected text bold, or start bold text



Make the selected text italic, or start italic text



Underline the selected text, or start underlined text



Place a bullet in front of the selected paragraph(s) or start a bullet list



Align the text left



Center the text



Align the text right

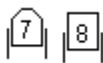
3.16 The symbols



Offense



Defense



Wheelchair



Coach



Ball



Ball rack



Pylon



Goal posts



Passing line, direction of the ball



Direction of the player



Movement of player with ball



Block



Kick



Ellipse



Polygon

T

Text

3.17 Zip and unzip

Here are some points about Zip.

A *.ZIP file is a file which contains one or more compressed files. Compression is very useful in keeping download times low.

This format is standard in windows XP but for older computers you will need a zip program.

To decompress/unzip a zip file you will need a Zip/Unzip program. Zip programs can be found on the Internet, I found several using the following links:

www.tucows.com

www.zdnet.com

Sometimes when unzipping a file you will get an error like: This file is corrupted. Usually this means that you have not downloaded the complete zip file. Downloading it again will often solve the problem.

Part

IV

4 Frequently Asked Questions

4.1 How do I complete the registration process ?

After installing the software, which can be downloaded from one of the links at:

<http://www.jes-soft.com/football/download.html>

Please follow the steps below:

1. Start the program, Click Start, All Programs, Football Playbook 011 and click Football Playbook 011
2. Locate and click on the register menu option (next to the help).
3. Fill in your registration code you received by e-mail and click Ok
4. After registration the register option has disappeared.

4.2 How do I download and open additional plays and drills ?

First go the download play page at:

<http://www.jes-soft.com/football/downplay.html>

Click on the set of plays you like to download, when asked to open or save choose save and save the file (remember where you put it). Sometimes you have to right click on the link to be able to save the zip file.

---- You might skip the part if you are using win Xp

As the plays are placed in a zip file you will need an unzip program, which you can find at

<http://www.tucows.com> or

<http://www.winzip.com>

Some zip programs are free others are shareware.

Start your unzip program and open the file with plays you just downloaded.

Extract the plays (*.ebp or *.bak file) to a (temporary) folder/directory, remember the place.

Start the playbook program.

For the *.ebp files use the File-Open function.

For the *.bak files use the File-Open function and change the file type to Football Playbook Backup (*.bak) or to *.* to see the file you like to open.

After that follow the instructions on screen or press F1 for additional help.

4.3 How do I submit a play ?

The following is a list of steps describing sending plays to other playbook users via E-mail, while not using the built in e-mail functions:

- Locate the play you want to send and choose File - Save, this will save the play in *.EBP format
- Write down in which folder/map and under which name you saved the play
- Start your E-mail program
- Fill in the e-mail address, and any comments you might like to sent with the play
- To attach the play click on the paper clip or attach option
- Browse through your files and folders until you have found the file to attach
- Select the file and press Ok
- Connect to the internet
- Press the sent Button

Note: if you submit multiple files you might want to zip them first, this will decrease the file size by 80%.

.

4.4 **Players/lines that are placed on a field will not go onto the field where I want them.**

Check if the Snap checkbox on the edit drawing tab is unchecked.
If it is not unchecked please remove the check mark and try again.

When the snap function is checked, an invisible grid is used to align players and lines. The size of the grid can be altered by changing the value behind the check box. It really helps if you want to draw straight lines, circles, squares or align text.

4.5 **Error on loading Winsock2 library (WS2_32.DLL)...**

Our last windows 95 machine broke down so for this version we haven't got a clue if it still works.
For those that want to try running this program under windows 95 (not supported).
This version of Football Playbook needs the Winsock2 library.
However this library is not standard with windows 95.

You can download the Winsock2 library from the following page:
[Windows Socket 2 Update](#)

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