

Tennis Board User Manual

version 1

Here is the user manual for Tennis Board on PalmOs. Get the latest version of this document on Tennis board web site.

Document history

Date	Revision	Tennis Board Version	Notes
7 Jan 04	1	1.0	Creation

Modifications

- Version 1 : creation

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1. General issues

1.1 Palm buttons

Keep your eyes on the match by using Palm hardware buttons. Most of information can be generated by pressing those buttons (also named application buttons) instead of tapping onto the screen. It is highly recommended to use this feature as much as possible just because it does not require any effort (no need to look at your handheld!).



Figure 1 : Palm buttons

By instance, according to the charting mode, the right-most button (button 4) generates a smash or a winner. Using Palm buttons requires some training to be automatic to you. It will take you a few games to get really comfortable.

1.2 Court side

Sides are relative to the umpire chair meaning that the left side is the left side for umpiring. But if you (the charter) are on the opposite side of the court, just state that the left side is relative to you. This is quite important because when left player wins the point, you simply have to press one of the left buttons (button 2).

1.3 Auto-Power off

Set the handheld auto-power off to more than 2 minutes to be sure screen does not go blank while players change sides. Read your handheld documentation for more information.

1.4 Menus

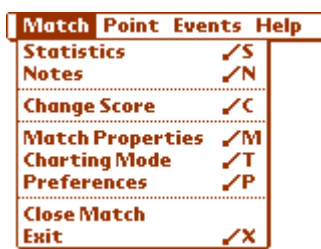
Menus allows you to perform actions relative to current situation. Do not hesitate to try menus to check what you can do.



Figure 2 : Menu usage

1.5 Quit application


Quit application by selecting “Quit” within “Match” Menu. Because application buttons are reserved to match events, you cannot use them to quit application.



Match	Point	Events	Help
Statistics			/S
Notes			/N
Change Score			/C
Match Properties			/M
Charting Mode			/T
Preferences			/P
Close Match			
Exit			/X

Figure 3 : Exit application

1.6 Getting help for dialogs

In dialogs, tap  (if any) on top right of the screen to get appropriate explanations about current dialog.

1.7 Text inputs

To input text, you can use Graffiti as well as the virtual keyboard. Check your handheld manual for further information.

2. Starting a new match

Here comes step by step how to create a new match.

2.1 Start screen : « New »

From start screen, tapping « new » button begins a new match.



Figure 4 : Start screen – List of recorded matches

2.2 Match properties

After tapping « new », match properties comes with players and teams definitions. Use Graffiti or virtual keyboard to set names.

Reach other match properties by tapping the popup list. Match properties are grouped into categories. For instance, “General” category let you indicate you chart doubles and “Format” category let you indicate you want a best of five sets match.



Figure 5 : Match properties - Players

Hint : you can change match properties at anytime during the match.

2.3 Charting Mode

Choose the information you want to track. Of course, the more you track, the deeper analyze you get. You can choose to track each stroke for all players as well as the minimum information for umpiring.

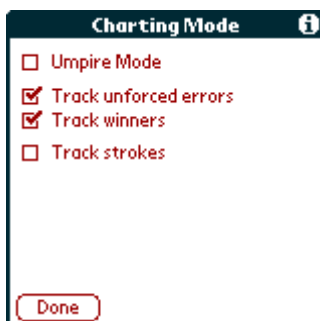


Figure 6 : charting mode

2.4 Warm Up

Warm Up ends with a little sound so you don't need to stare at you handheld.



Figure 7 : Warm Up

2.5 Toss



Figure 8 : Toss

2.6 First point

The first point comes just after the toss.

3. Point

3.1 Introduction

Point depends on current charting mode. Main differences comes with real-time strokes tracking.

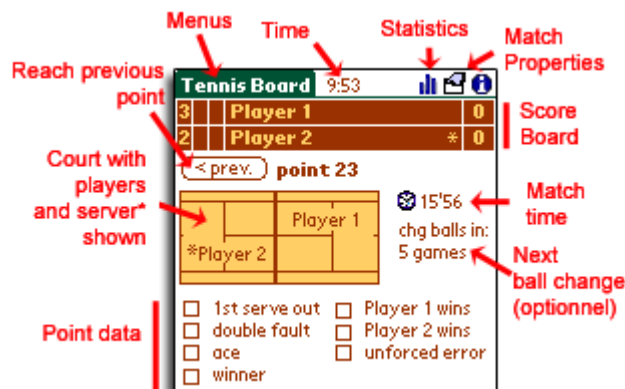


Figure 9 : Point

3.2 Points without tracking strokes

3.2.1 Default buttons roles

Directly track events with your fingers onto Palm application buttons. You won't need to stare at your screen.

Here are the default roles of the buttons when the ball ends (end of the point or first serve out) :

- **[Down] : serve out**
(once when first serve is out and a second time for a double fault)
- **[Up] : Ace**
- **[Button 1] : Unforced error**
- **[Button 2] : Left player wins the point**
- **[Button 3] : Right player wins the point**
- **[Button 4] : Winner**

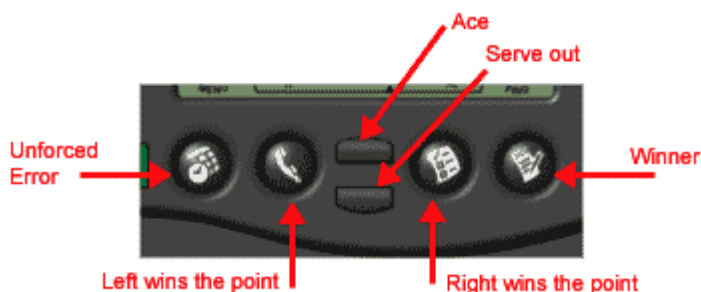


Figure 10 : Ball end : default buttons roles

Note : you can customize buttons with application's preferences.

3.2.2 Charting the point

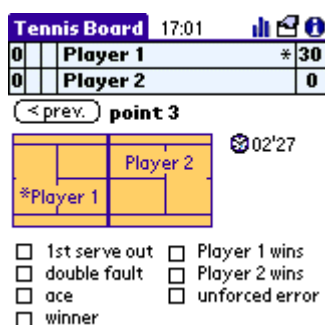


Figure 11 : Point without tracking strokes, with Unforced errors & Winners

In this charting mode (not tracking strokes), just tell your handheld how the ball ends. If first serve is out, track it by tapping the matching widget on the screen or more efficiently by pressing the [Page Down] button with one finger (default behavior).

Continue charting the point in the way. According to the information you decided to track, you may have to track winners and unforced errors. In this case, you must start by these information. Other buttons lead automatically to the next point.

Just enter the minimum information. For instance, an ace will instantly tells the application it is a winner, doubles faults checks unforced error, and so on.

3.2.3 Correcting mistakes

- Argh, I pressed the wrong button !

- If next point not displayed yet :
Directly correct information on the screen or with application buttons. Choosing "Winner" a second time will simply uncheck it.
- If next point already on screen (you made a mistake pressing "Ace" button)
Tap < prev. to come back to the previous point.

3.3 Point with tracking strokes

3.3.1 Default buttons roles

Here is the default behavior or application buttons while tracking strokes :

- **[Page Up]** : Player goes to the net
- **[Bas]** : Player comes back from the net
- **[Button 1]** : Ball end
(first serve out or point finished)
- **[Button 2]** : Backhand
(backhand volley if player at net)
- **[Button 3]** : Forehand
(forehand volley if player at net)
- **[Button 4]** : Smash

Note : serve is performed with any button (this is the first event)

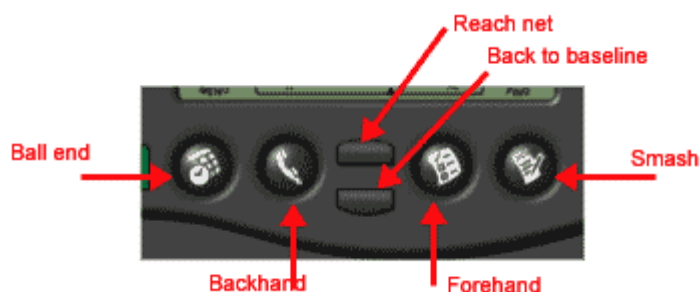


Figure 12 : Default buttons behavior for tracking strokes

3.3.2 Charting the point

As far as the ball is being played, track each stroke for each tracked player. When ball ends, press "Ball end". Ball end comes when all players stopped playing the ball.

If you decided to track both players, their names are alternatively displayed as they are to hit the ball. If you only track returning player, you still need to track serves. It allows application to calculate statistics like effective play time.

- **1st stroke : Serve**

Press any application button or tap the matching button on the screen.



Figure 13 : Point starts with strokes tracked

- **Next strokes**

Track each stroke. On each player turn, his/her name is displayed.



Figure 14 : Service has just been hit

The number of stroke as the last stroke are displayed on the bottom of the screen.

- **Player at net**

When a player comes up to the net, press the [Page Up] button (default button behavior) or tap the matching button on the screen.

Important : you first have to indicate net position **before** the stroke (after the stroke, the opponent becomes active). Then, forehands and backhands become volley strokes.

Illustration : Point beginning with serve and volley.

	Player 1 (at serve)	Player 2 (return)	Notes
1 ^{er} serve	<input type="button" value="serve"/>		Player 1 serves then rushes to the net
backhand return		<input type="button" value="backhand"/>	
Backhand volley	<input type="button" value="volley"/> <input type="button" value="bh volley"/>		<i>Net presence of player 1 is</i>
(point continues)			

When a player is at net, all strokes become volleys, so half-volleys are also considered as volleys.

- **Ball end**

Press **ball end** as soon as players stop playing the ball. This happens when first serve is out or when point is finished.

Then, tell the application some information about how the ball finished (depends on charting mode):

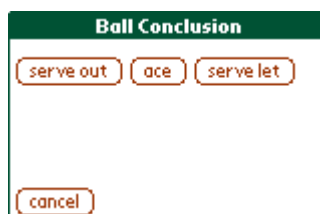


Figure 15 : Ball end just after a service



Figure 16 : Ball ends after a few strokes

Once again, better press application buttons with your fingers instead of the pen.

3.3.3 Correcting mistakes

- **Wrongly pressed « ball end »**

Tap undo on the next screen (you can use your finger directly on the screen, there's enough place left).

- **Wrong stroke pressed**

Just undo the last stroke by tapping **undo st.** in the right bottom corner.

Tip : use your right thumb to tap **undo st.** !

- **Mistake in ball conclusion**

You made an error in the ball conclusion and next point already there. Press **< prev.** to come back to previous point and correct it.

3.3.4 List of strokes

Use "Point" menu to display all strokes hit from the beginning of the point



The image shows a dialog box titled "Stroke List" with a blue border. It contains a table with two columns: "Player 1" and "Player 2". The table lists 9 strokes. An "OK" button is located at the bottom left of the dialog box.

	Player 1	Player 2
1	serve	
2		forehand
3	forehand	
4		forehand
5	backhand	
6		forehand
7	forehand	
8		backhand
9	backhand	

Figure 17 : List of strokes

3.4 Undo / Replay a point

Reach "Point " menu and launch wished action



The image shows a menu titled "Point" with a red border. The menu items are "Stroke List", "Undo Last Stroke", "Replay Point", and "Delete Point". Each item has a checkmark and a letter (L, U, R) to its right. The "Match Point" menu item is visible to the left of the "Point" menu.

Match Point	Point	Events	Help
	Stroke List	✓	L
	Undo Last Stroke	✓	U
	Replay Point	✓	R
	Delete Point		

Figure 18 : "Point" menu

4. Match

4.1 Doubles

Check “Doubles” within General properties of the match. Actual version does not allow to track each player from a team. Teams are tracked as single players.

4.2 Transitions

We talk about transitions whenever server or sides change.



Figure 19 : Transition with time to rest

Tip : Leave transitions and reach next point by pressing one the right application buttons.

4.3 Match Interruption

Rain, night or whatever may interrupt the match. Interrupt the match using “Events” menu : “Match Interruption”.



Figure 20 : Events menu



Figure 21 : Match interruption

Once you entered the reason of the interruption, just turn your handheld off. When you will need to continue the match just turn the power on and tap “Next”.

Automatic interruption

If you stop tracking the match for any reason, application will automatically include an interruption.

4.4 Violations

Violations are mainly reserved for umpiring. The two main categories of violations are time and code violations. To add a violation, use “Events” menu.

For any detail about previous violations, tap the chosen violation then “Details”.



Figure 22 : Violations

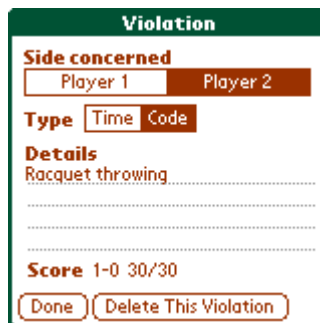

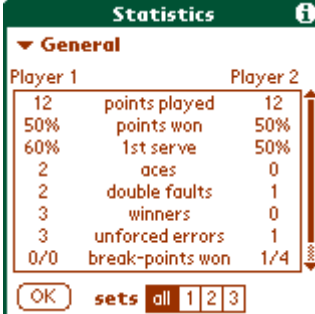


Figure 23 : New violation

5. Statistics

Display statistics at any time during the match. Tap  or “Statistics” in “Match” menu.




Statistics		
▼ General		
Player 1		Player 2
12	points played	12
50%	points won	50%
60%	1st serve	50%
2	aces	0
2	double faults	1
3	winners	0
3	unforced errors	1
0/0	break-points won	1/4

OK sets all 1 2 3

Figure 26 : General Statistics

Use the drop list to reach other categories.



Statistics		
▼ General		
Player 1		Player 2
12	points played	12
50%	points won	50%
60%	1st serve	50%
2	aces	0
2	double faults	1
3	winners	0
3	unforced errors	1
0/0	break-points won	1/4

OK sets all 1 2 3

Figure 27: Categories of statistics

If a question mark is displayed instead of some statistics, it means requested data was not entered. For instance, you'll never get statistics concerning forehands if you do not track strokes.

6. Preferences

6.1 Introduction

Display preferences using menus. It allows to customize the application.

Important : all what you choose into preferences will be kept for next sessions.

Reaching next point as soon as possible makes application reach the next step once end of the point is stated.



Figure 28 : Preferences

6.2 Buttons usage

You can change the behavior of application buttons.



Figure 29 : Preferences – Configuring application buttons

6.3 Live Stats

Live stats displays automatic statistics dynamically during the match. It can display the summary of unforced errors or aces each time one happens.

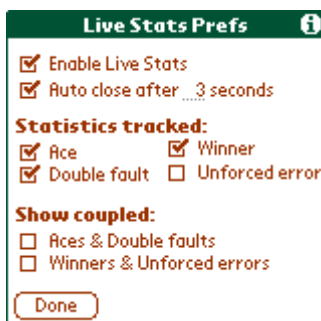


Figure 30 : Customizing Live Stats

6.4 Colors

Change application colors. You can select each color manually or select from predefined color themes.



Figure 31 : Customize colors