



## Coach's Instruction Guide

Model LPA 2100  
Part # 80003-0304

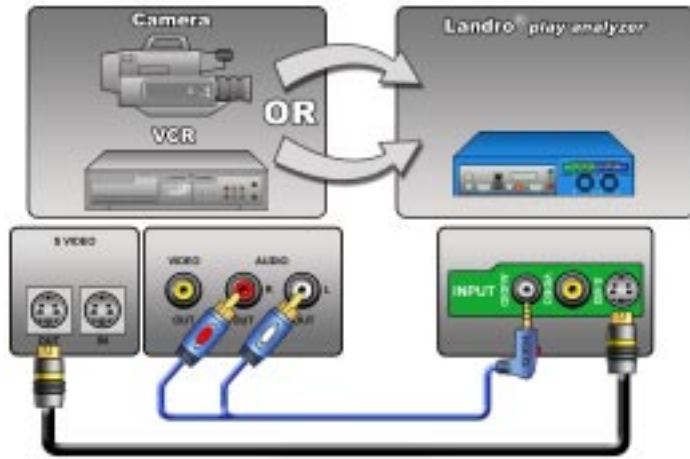
# 1st - Hook It Up

## Connecting your VCR or Camera to your Landro to record a new game

### First, Connect your Video Camera or VCR to your Landro

Using an S-Video cable (preferred), or an RCA cable (yellow connector), connect one end to the Output from your VCR and the other end to the Input in the rear of your Landro.

Then, if you want to also record the audio from your game, using the Landro supplied audio cable, connect the RCA Left (white) and Right (red) Outputs from your VCR to the 1/8" audio input in the rear of your Landro.



### Second, Connect your Landro to your TV

Using an S-Video cable (preferred), or an RCA cable (yellow connector), connect one end to the Output on the rear of your Landro and the other end to the Input of your TV.

Then, to monitor the audio from your game (if you choose to record it), connect the 1/8" stereo output from your Landro to the RCA Left and Right Inputs on your TV. If your TV only has 1 audio input (usually left signal mono), just connect the RCA Left (white) to that input.

Once your Landro is connected to your TV, you'll need to "tell" the TV where the Landro is connected to it by tuning to the appropriate channel. Either press the TV/Video button (if it has one), or channel down below channel 2 to an Aux channel (in some cases, could be Aux, 99, 96, 91, etc.). The Landro screen should appear at this time. If you are unsure of which channel to tune to, consult your TV manual.



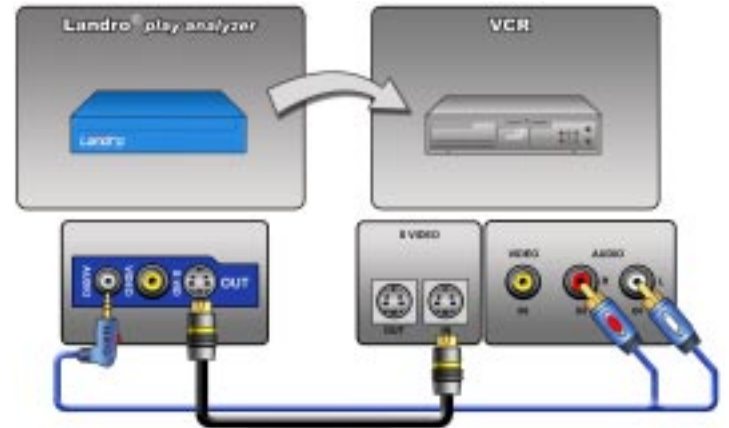
## Connecting your Landro to a TV or VCR to view games or make a game tape

### First, Connect your Landro to your VCR

Using an S-Video cable (preferred), or an RCA cable (yellow connector), connect one end to the Output on the rear of your Landro and the other end to the Input on your VCR.

Then, if you want to also record the audio from your Landro, using the Landro supplied RCA cable, connect the 1/8" audio output from your Landro to the RCA Left (white) and Right (red) Inputs on your VCR.

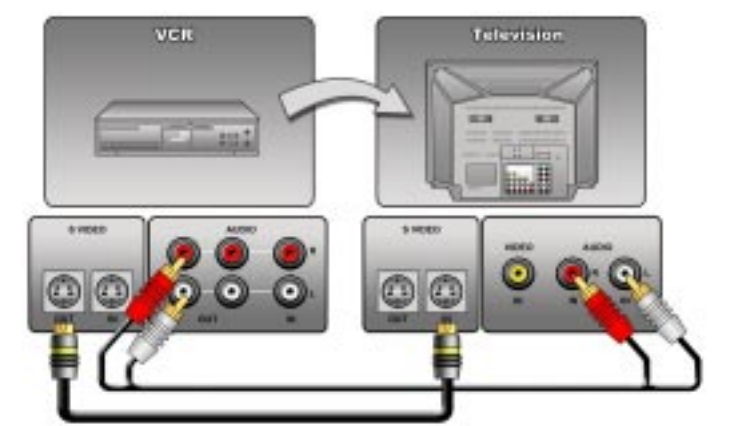
Once your Landro is connected to your VCR, you'll need to "tell" the VCR where the Landro is connected to it by tuning to the appropriate channel. Either channel down below channel 2 to an Aux channel (in some cases, could be Aux, 99, 96, 91, etc.) or look for a "Line In" button. If you are unsure of which channel to tune to, consult your VCR manual.



### Second, Connect your VCR to your TV

Using an S-Video cable (preferred), or an RCA cable (yellow connector), connect one end to the Output from the rear of your VCR and the other end to the Input of your TV.

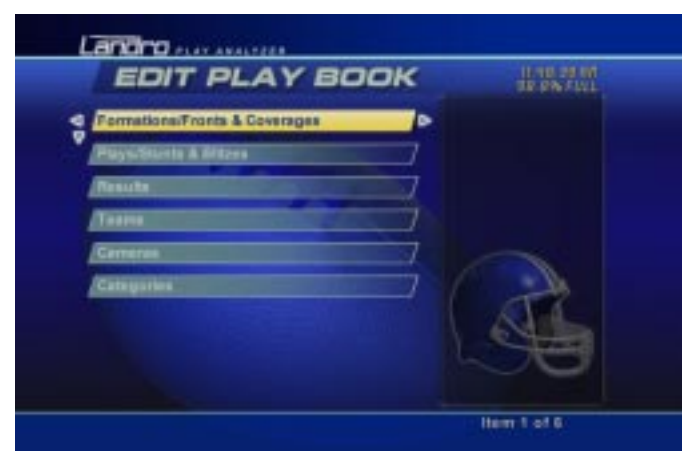
Then, to monitor the audio from your plays (if you choose to record it), connect the RCA Left (white) and Right (red) Outputs from your VCR to the RCA Left and Right Inputs on your TV. If your TV only has 1 audio input (usually left signal mono), just connect the RCA Left (white) to that input.



# 2nd - Set It Up

You will need to "set up" your Landro with your own Teams, Formations, Plays, etc. This preliminary step is critical and will save you a lot of time later. Please note that you can continue to edit and customize Landro at any time through the Edit Play Book screen (not just the first time you set up your Landro).

- A. Press the **yellow** MAIN MENU button.
- B. ARROW to Edit Play Book and press the **yellow** SELECT/ENTER button.
- C. ARROW to the Field you want to change and press the **yellow** SELECT/ENTER button.
- D. Scroll through the field entry list and press the **yellow** SELECT/ENTER button to select the item you want to modify. The highlighted item can be affected as follows:
  - To add an item: Press INSERT, type the new entry, then press the **white** SAVE button.
  - To delete an item: Press DELETE, then, when "Delete this Item?" appears, ARROW to YES and press the **yellow** SELECT/ENTER button.
  - To edit an item: Press the **white** EDIT Button, edit the entry, then press the **white** SAVE Button.

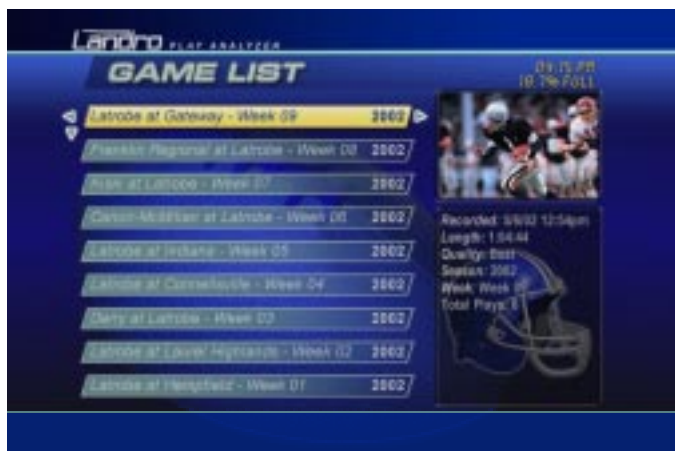


Edit Play Book screen

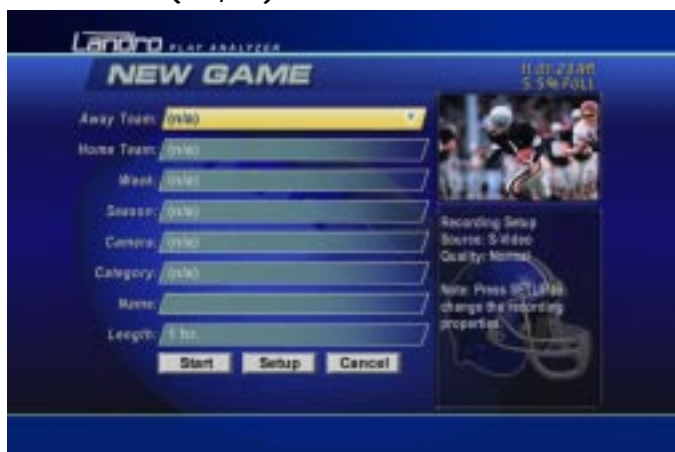
- ▶▶ When you try to edit or delete a Playbook Entry that is being used to define any of the plays on your Landro play analyzer, you will be asked if you are sure you want to change that entry - if you click yes, all of the plays that use that entry in their breakdown will be changed to reflect the new value (if deleted, the new value will return to n/a). It is suggested that you leave the old entry or backup your Playbook before you make such a change.
- ▶▶ Formations and Plays can also be classified by unit (offense/defense/special teams) as set through the Edit Play Book. Classifying your formations and plays by unit will make the classifying process easier.
- ▶▶ Teams will automatically be given a 3 letter abbreviation. This abbreviation, which can be edited through the Edit Play Book, will be used in place of the full team name to help differentiate between the teams in play breakdown and analysis.
- ▶▶ Cameras let you name the different camera angles by which you'll analyze your plays in a game or multiple games. You can even set the camera angle order for how the games will appear in play analysis.



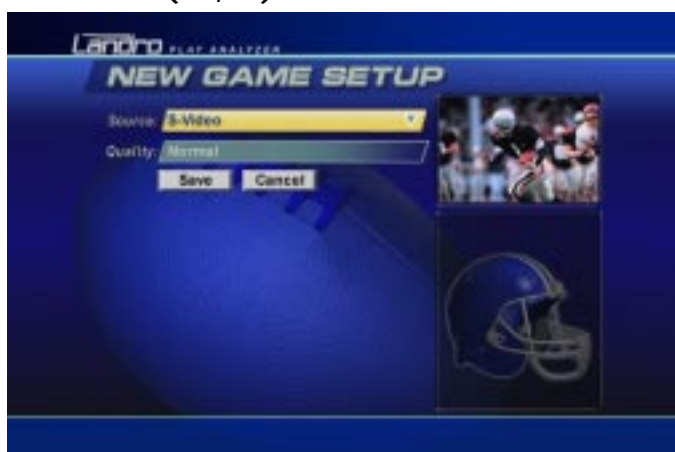
# 3rd - Start Jumping from Play to Play, Instantly!



(1A,4A) Game List screen



(1B,2A) New Game screen



(1C) New Game Setup screen



(3A) Game Breakdown



(4B) Full Screen Playback

With hardware and software setup complete (see "Hook It Up" / "Set It Up," page 2), you are ready to start using your Landro play analyzer to instantly access plays! Just record and mark your game and you're ready to go. Here's how:

## 1 SET UP A RECORDING

A. Press the **yellow** GAME LIST button

B. Press the **blue** NEW GAME button

▶▶ *The first time you record a new game, you must "set up" your Landro for your source device (VCR/Camera, etc.) as outlined in this section. If you've already set up your Landro and haven't changed the source device, you can skip down to the RECORD A GAME section.*

C. ARROW to Setup and press the **yellow** SELECT/ENTER button

D. Press the **yellow** SELECT/ENTER button while the Source field is highlighted

E. ARROW to your source (where your VCR/Camera is connected to the Landro)  
▶▶ *S-Video or RCA are your source options. Use S-Video when possible for the highest quality recording.*

F. Press the **yellow** SELECT/ENTER button

G. ARROW to Quality and set as you did Source

▶▶ *Draft, Normal, High, and Best are your recording quality options, Draft being the lowest and Best being the highest available quality - Normal is the recommended setting. Be aware: the higher the quality at which you record, the greater the size of the recorded game, the fewer games your Landro can hold.*

H. Press the **white** SAVE button

## 2 RECORD A GAME

A. ARROW to Away Team and press the **yellow** SELECT/ENTER button

B. ARROW to the away team for the game being recorded and press the **yellow** SELECT/ENTER button

▶▶ *Game Name is automatically filled in for you, using the Away/Home Team Initials, Week Number, Season and Camera. You can edit this name, or erase it and create one of your own.*

C. Set Home Team, Week, Season, Camera, Category and Game Length as you set Away Team

▶▶ *Camera lets you designate your camera angles (i.e. Sideline, Pressbox, Endzone, etc. as defined in your Playbook). You can then analyze plays from multiple camera angles from a single or multiple games.*

▶▶ *Category lets you organize and sort your games in the Games List and can be created/edited in the Playbook. Game length lets you record for a specified length of time or manually stop the recording when the game ends. When using preset times, be sure to consider the amount of actual recording time you'll need for a game.*

D. Press PLAY on your VCR or camera

E. ARROW to Start and press ENTER

▶▶ *Your game will immediately start recording, and the Game Breakdown screen will appear, giving you the option to breakdown the game while the recording is being made.*

## 3 MARK YOUR GAME

A. Press the **blue** SET button at the start of each play

▶▶ *If the game video gets ahead of you, remember that Landro lets you rewind, pause, and fast-forward, while recording, without affecting the recording.*

B. Press the **blue** END button at the end of each play

▶▶ *You can also classify the Down, Unit and Quarter of each play, as it is being marked, by pressing the blue DOWN, UNIT and QTR buttons. This simple classification takes play analysis one step further by allowing you to instantly separate all of your offensive/defensive/special teams plays by down and/or quarter.*

C. When the game ends, press the **green** STOP button to stop recording

▶▶ *If you've used a preset length of recording time, you can just let the Landro stop recording on its own.*

## 4 PLAY YOUR GAME

A. Press the **yellow** GAME LIST button

B. ARROW to your newly recorded game and press the **green** PLAY/PAUSE button

C. Press NEXT PLAY to jump instantly to the next play or PREV PLAY to jump instantly to the previous play

D. Use the FWD, PLAY/PAUSE, REW and STOP buttons just like you would on a VCR

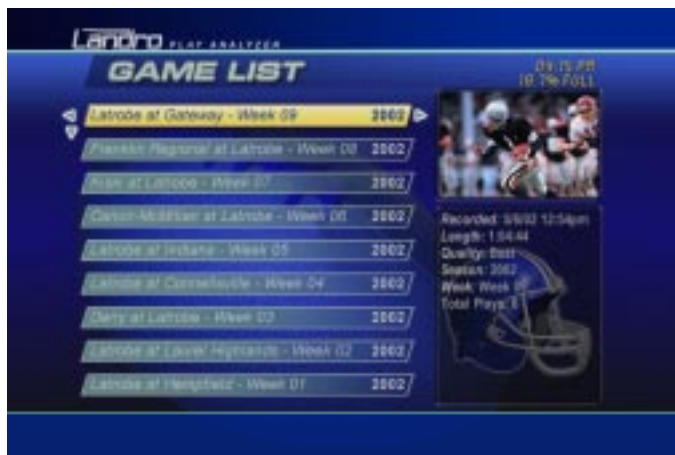
▶▶ *If you press the FWD or REW buttons while the game is paused, you can play in slow motion.*

**That's It! No more fast-forwarding or rewinding. That's all it takes to jump instantly from play to play.**



*Ready for more? Imagine finding any play from any game by pressing a button. Instant access to 20,000 plays. Turn the page to learn how!*

# Preparing Your Plays for Instant Access



(1A) Game List screen



(1B,2A) Game Breakdown screen



Game List screen



Play Transfer screen

Once you feel comfortable using your Landro to mark games and jump instantly from play to play, you're ready to start classifying your plays, so that you can search for specific play scenarios (i.e. all 3rd down conversions in the 4th quarter, etc.) in a game, or in multiple games. Here's how:

## 1 USE PLAY CALCULATOR TO CLASSIFY PLAY SITUATION

▶▶ You can classify each play with as much or as little information as you'd like. Just remember that you can only search for plays by the breakdown fields that you've defined. The following steps assume you've already marked your game while recording (see previous page Step 3 - Mark Your Game). If you haven't, you can also mark them here following the same SET and END procedure.

A. Press the **yellow** GAME LIST button

B. ARROW to the game to classify and press the **blue** BREAKDOWN button\*

▶▶ \*The Breakdown screen has both a simple and a full list configuration. The simple list includes the Down, Unit and Quarter that you can mark with the DOWN, UNIT and QTR buttons. If you press BREAKDOWN again, the full list adds Ball On, To Go, Gained, Formation, Play, Player and Result.

C. Press the **white** EDIT button when "Play 1" is highlighted in yellow in the breakdown timeline

▶▶ Refer to the preview window in the upper right to obtain play information for classifying. Edit mode makes the play loop until you move on to the next play or stop editing.

D. Press the **blue** DOWN, UNIT, QTR buttons repeatedly to set the correct Down, Unit and Quarter for the selected play (if you've not already set these while recording)

▶▶ You can also change the breakdown perspective from Home Team to Away Team by pressing the **green** TEAM button.

E. ARROW to Ball On and press the **yellow** SELECT/ENTER button, then ARROW LEFT or RIGHT to move the Ball On marker to the correct yard line and press the **yellow** SELECT/ENTER button to set the Ball On

F. ARROW to To Go and type the distance "To Go" for a First Down

G. ARROW to Gained and type the number of yards gained

▶▶ When you enter the yards gained for a play, the Down, Unit, Ball On and To Go fields of the next play can be automatically calculated. Just keep in mind that you may still need to adjust these fields from time to time (i.e. after an interception, touchdown, etc.).

H. Press the **green** NEXT PLAY button to edit the next play

I. Press the INSERT button to calculate the Down, Unit, Ball On and To Go fields based on the previous play

J. Type the yards gained in the current play and the other situational information automatically calculates when the next play is set or calculated

## 2 USE ENTRIES TO CLASSIFY PLAY CALLS

▶▶ You can also classify the play Formation, Play, Player (for recruitment tapes), and Result, either while you are using the play calculator or at a later time.

A. ARROW to Formation and press the **yellow** SELECT/ENTER button, then ARROW to the correct play formation and press the **yellow** SELECT/ENTER button

▶▶ Notice that only plays that correspond to the current unit appear in this dropdown list.

B. Set Play in the same way as Formation

C. ARROW to Player and press the **yellow** SELECT/ENTER button, then ARROW to the desired highlight player(s), press the RIGHT ARROW to assign them to that play or the LEFT ARROW to unassign them, and finally, press the **yellow** SELECT/ENTER button

D. Set Result(s) in the same way as Player

E. When finished classifying your plays, press the **white** SAVE button

▶▶ If your Play Start or Play End point is too early or too late, you can move it. ARROW to either the Play Start or Play End field and then press the RIGHT ARROW to move the point forward in time in 1/2 second increments or press the LEFT ARROW to move the point backward in time in 1/2 second increments.

## OPTIONAL TRANSFERRING PLAY INFORMATION FOR MULTI-VIEW PLAY ANALYSIS

▶▶ If you intend to perform a multi-camera-view analysis of your plays, you'll need to

- record each camera-angle game tape into Landro,
- mark the plays in each camera-angle game tape, and
- classify at least one of the camera angle games,
- then transfer the play classifications from that camera angle to the other marked games as follows:

A. ARROW to the game whose camera angle you've marked and classified, and press the **yellow** SELECT/ENTER button

B. ARROW to "Transfer plays to another Game" and press the **yellow** SELECT/ENTER button (From Game will default to the game that you've just selected)

C. ARROW to To Game and press the **yellow** SELECT/ENTER button, then ARROW to the game that you've already marked (but not classified) and press the **yellow** SELECT/ENTER button

▶▶ Please note: the game that you're transferring play classification from and the game that you're transferring play classification to must have the same number of plays marked.

D. ARROW to Save and press the **yellow** SELECT/ENTER button



# Find Any Play in Any Game Instantly!



(Option1A, Option2A) Game List screen



(Option1B) Play Summary screen



(Option2B) Play Search screen



(Option3A) Game Search screen

With all of your plays marked and classified, you can use the Play Summary or Play Search screen to find any play instantly! Here's how:

## OPTION 1 - USE PLAY SUMMARY TO FIND ANY PLAY IN A GAME, INSTANTLY!

- Press the **yellow** GAME LIST button
- ARROW to the game to analyze and press the **green** PLAY SUM button
- Press the **white** SHOW BY button, ARROW to the desired summary and press the **yellow** SELECT/ENTER button
  - ▶▶ Play Summary summarizes the game according to Unit, Formation, Play, Player or Result.
  - ▶▶ You can also use the Play Summary screen to view game statistics as percentages. Just press the **white** STATS button on your keyboard to toggle between numbers and percentages.
- ARROW to the cell whose plays you want to analyze and press the **green** PLAY/PAUSE button
  - ▶▶ You can toggle through the on-screen displays. Just press the **white** DISPLAY button.
  - ▶▶ You can change the play summary perspective from Home Team to Away Team by pressing the **green** TEAM button.
- Use **green** playback control buttons to analyze plays (Rew, Play/Pause, Fwd, Prev Play, Restart Play, Next Play, etc.)
- When you have finished analyzing the selected plays, press the **green** STOP button to return to the Play Summary screen
  - ▶▶ You can sort the summary results alphabetically or by number of occurrences by pressing the **white** SORT button.

## OPTION 2 - USE PLAY SEARCH TO FIND ANY PLAY IN A GAME, INSTANTLY!

- Press the **yellow** GAME LIST button
- ARROW to the Game to analyze and press the **green** PLAY SEARCH button
  - ▶▶ Play Search will find specific plays according to Down, Unit, Quarter, Ball On, To Go, Gained, Formation, Play, Player and/or Result. You can define as many or as few fields as you wish to narrow your search.
- ARROW to the field(s) to search by and press the **yellow** SELECT/ENTER button, then ARROW to the desired entry for that field and press the **yellow** SELECT/ENTER button...notice the change to Results in the lower right corner of the screen
  - ▶▶ For Ball On, ARROW to the Ball On field and press the **yellow** SELECT/ENTER button, then use the ARROWS to adjust the Ball On range (hold the shift key while you arrow to adjust in increments of 10). For To Go & Gained, use the ARROWS to set the range by toggling through the "from" and "to" numbers.
- Press the **green** PLAY button to view all plays matching search results. To view an individual play, ARROW RIGHT, select the play from the list and press the **green** PLAY button
- Use the **green** playback control buttons to analyze plays (Rew, Play/Pause, Fwd, Prev Play, Restart Play, Next Play, etc.)
  - ▶▶ You can toggle through the on-screen displays. Just press the **white** DISPLAY button.
  - ▶▶ You can change the play summary perspective from Home Team to Away Team by pressing the **green** TEAM button.
- When you have finished analyzing the selected play(s), press the **green** STOP button to return to the Play Search screen

▶▶ There is also a Play List screen that lists all of the plays in an individual game in the same way that the Game List screen lists all of the games in your Landro. The Play List screen is only available for individual games. Just push the green Play List button, ARROW to the desired play and press the green PLAY/PAUSE button.

## OPTION 3 - FIND ANY PLAY FROM ALL GAMES, INSTANTLY!

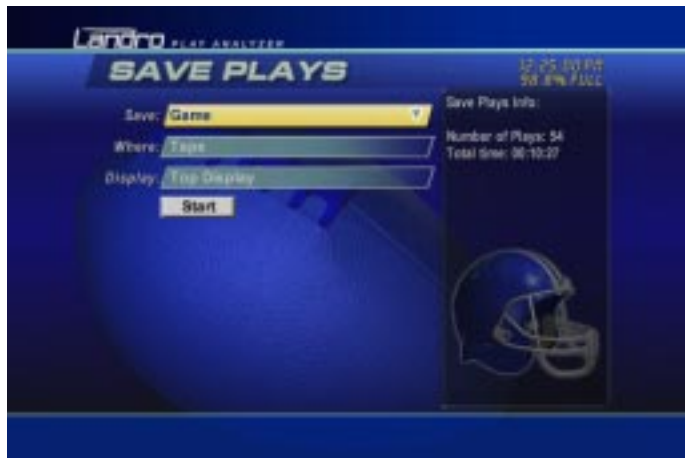
- Press the **yellow** GAME SEARCH button
- Press the **yellow** SELECT/ENTER button to bring up a list of teams to search by
- ARROW to the Team to analyze and press the **yellow** SELECT/ENTER button
  - ▶▶ To perform a multi-game search and analysis, select at least one Team to analyze.
- Further define the game search by adding Home/Away, Opponent, Week, Season, Camera and Category preferences as you did Team...this step is optional
  - ▶▶ If you've recorded the same game from multiple camera angles, Camera will allow to analyze individual angles, or, intercut the same game from multiple angles (see Option 4 below)
- Press either the **green** PLAY SUM button or the **green** PLAY SEARCH button to perform multi-game analysis on all game search results
  - ▶▶ Use the Multi-Game Play Summary or Multi-Game Play Search screens the same way you would use the individual game Play Summary or Play Search screens.
- When you have finished analyzing the selected games' plays, press the **yellow** ESC/BACK button

## OPTION 4 - FIND ANY PLAY AND ANALYZE IT FROM MULTIPLE ANGLES

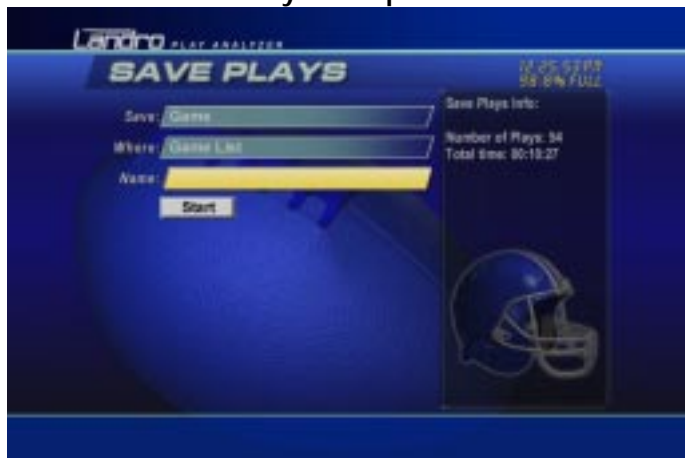
- Press the **yellow** GAME SEARCH button
- With Team highlighted, press the **yellow** SELECT/ENTER button, then ARROW to the Team to analyze and press the **yellow** SELECT/ENTER button
- Select Week and Season in the same way, and leave Camera set to All
- Press the **green** PLAY SEARCH button to perform multi-game analysis on all game search results
  - ▶▶ Use the Multi-Game Play Search screens the same way you would use the individual game Play Search screens.
- If you have chosen to analyze plays using multiple camera angles, you can sort whether the plays are chronological per game camera angle or intercut multiple camera angles by pressing the **white** SORT button, ARROW to "Group by Games" or "Group by Play Numbers" and press the **yellow** SELECT/ENTER button
- Press the **green** PLAY/PAUSE button
- When you have finished analyzing the selected games' plays, press the **yellow** ESC/BACK button



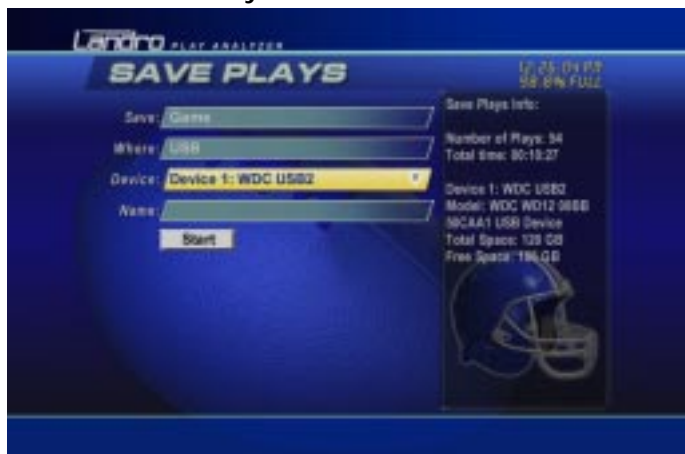
# Save Your Plays



Save Plays to Tape screen



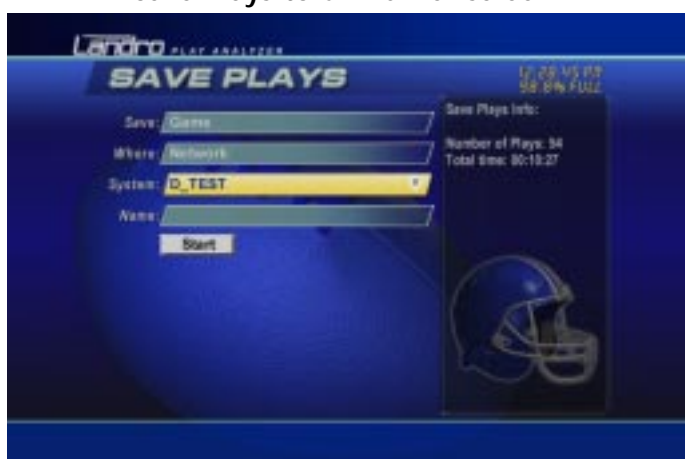
Save Plays to Game List screen



Save Plays to USB screen



Save Plays to CD Burner screen



Save Plays to Another Landro screen

►► From the Play Summary, Play Search and Play List screens, you can select a play or plays from any game(s) to save to tape (VCR), or from any SINGLE game to save to a new game in the Game List, save to a USB Backup, save to CD, or save to another Landro on the network. Just perform the play analysis as you normally would, then, instead of pressing play, follow these steps:

> **SAVE YOUR PLAYS TO TAPE (VCR)**

A. Press the **white** SAVE button

B. With the Save field highlighted, press the **yellow** SELECT/ENTER button, then ARROW to Game and press the **yellow** SELECT/ENTER button

C. ARROW to Where and press the **yellow** SELECT/ENTER button, then ARROW to Tape and press the **yellow** SELECT/ENTER button

D. ARROW to Display and set it as you did the Where field

►► Top Display will make only the top display window appear on your recording, showing Play Number, Quarter, Down, Distance and Timeline. Top and Bottom Display will make both displays appear on your recording, showing all of your breakdown information. Custom Text Display will make the text that you enter appear at the bottom of your recording. If you don't want any display on the screen, select No Display.

E. If you selected Custom Text Display, ARROW to Custom Text and type your text

F. Insert a blank tape into your VCR, then press the RECORD button on your VCR

G. ARROW to Start and press the **yellow** SELECT/ENTER button

> **SAVE YOUR PLAYS TO A NEW GAME**

A. Press the **white** SAVE button

B. With the Save field highlighted, press the **yellow** SELECT/ENTER button, then ARROW to Game and press the **yellow** SELECT/ENTER button

C. ARROW to Where and press the **yellow** SELECT/ENTER button, then ARROW to Game List and press the **yellow** SELECT/ENTER button

D. ARROW to Name and type a name for your new program

E. ARROW to Start and press the **yellow** SELECT/ENTER button

►► Note that only plays from a single game can be saved to a new game.

> **SAVE YOUR PLAYS TO A USB DRIVE**

A. Press the **white** SAVE button

B. With the Save field highlighted, press the **yellow** SELECT/ENTER button, then ARROW to Game and press the **yellow** SELECT/ENTER button

C. ARROW to Where and press the **yellow** SELECT/ENTER button, then ARROW to USB and press the **yellow** SELECT/ENTER button

D. ARROW to Device and press the **yellow** SELECT/ENTER button, then ARROW to the USB device to save to and press the **yellow** SELECT/ENTER button

E. ARROW to Name and type a name for your new program

F. ARROW to Start and press the **yellow** SELECT/ENTER button

►► Note that only plays from a single game can be saved to a USB Drive.

> **SAVE YOUR PLAYS TO A CD BURNER**

A. Press the **white** SAVE button

B. With the Save field highlighted, press the **yellow** SELECT/ENTER button, then ARROW to Game and press the **yellow** SELECT/ENTER button

C. ARROW to Where and press the **yellow** SELECT/ENTER button, then ARROW to CD and press the **yellow** SELECT/ENTER button

D. ARROW to CD Drive and press the **yellow** SELECT/ENTER button, then ARROW to the CD burner to save to and press the **yellow** SELECT/ENTER button

E. ARROW to Name and type a name for your new program

F. ARROW to Start and press the **yellow** SELECT/ENTER button

►► Note that only plays from a single game can be saved to a CD.

> **SAVE YOUR PLAYS TO ANOTHER NETWORKED LANDRO**

A. Press the **white** SAVE button

B. With the Save field highlighted, press the **yellow** SELECT/ENTER button, then ARROW to Game and press the **yellow** SELECT/ENTER button

C. ARROW to Where and press the **yellow** SELECT/ENTER button, then ARROW to Network and press the **yellow** SELECT/ENTER button

D. ARROW to System and press the **yellow** SELECT/ENTER button, then ARROW to the Landro to save to and press the **yellow** SELECT/ENTER button

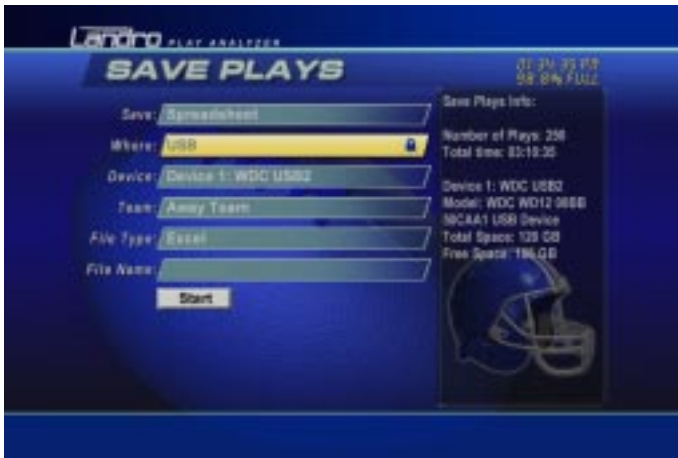
E. ARROW to Name and type a name for your new program

F. ARROW to Start and press the **yellow** SELECT/ENTER button

►► Note that only plays from a single game can be saved to another Landro.



# Save Your Play Data/Backup Your Game & Playbook



Save Play Data to a USB Device screen



Main Menu screen



USB File Backup screen



USB File Restore screen

►► From the Play Summary, Play Search and Play List screens, you can select a play or plays from SINGLE or MULTIPLE games to save play data from to a USB Device. Just perform the play analysis as you normally would, then, instead of pressing play, follow these steps:

> **SAVE YOUR PLAY DATA TO A USB DEVICE**

A. Press the **white** SAVE button

B. With the Save field highlighted, press the **yellow** SELECT/ENTER button, then ARROW to Spreadsheet and press the **yellow** SELECT/ENTER button

C. ARROW to Device (Where field will be defaulted to USB) and press the **yellow** SELECT/ENTER button, then ARROW to the USB device to save to and press the **yellow** SELECT/ENTER button

D. ARROW to Team and press the **yellow** SELECT/ENTER button, then ARROW to either Away Team, Home Team or Both Teams to select whose play data to save and press the **yellow** SELECT/ENTER button

E. ARROW to File Type and press the **yellow** SELECT/ENTER button, then ARROW to either Excel (for a Microsoft Excel formatted file) or Generic (for a generic spreadsheet formatted file that can be imported into other spreadsheet programs) and press the **yellow** SELECT/ENTER button

F. ARROW to File Name and type a name for your new program

G. ARROW to Start and press the **yellow** SELECT/ENTER button

►► You can also backup and restore your plays for later recall. Backup saves all of your plays, completely classified so you can just Restore and access them instantly! In the Game List, ARROW to the game whose plays or playbook you want to backup and follow these steps:

> **BACK UP YOUR GAME/PLAYBOOK**

A. Press the **white** SAVE button

B. With File Type highlighted, press the **yellow** SELECT/ENTER button, then ARROW to either Game or Playbook and press the **yellow** SELECT/ENTER button

C. ARROW to Action and press the **yellow** SELECT/ENTER button, then ARROW to Backup Game and press the **yellow** SELECT/ENTER button

►► When you select Backup as the Action, the File field will either default to the name of the game you are trying to backup or lock to the date of the playbook version that you are trying to backup.

D. ARROW to the To field and press the **yellow** SELECT/ENTER button, then ARROW to the USB device to backup your game/playbook to and press the **yellow** SELECT/ENTER button

E. ARROW to Backup and press the **yellow** SELECT/ENTER button

> **RESTORE YOUR BACKED-UP GAME/PLAYBOOK**

A. Press the **yellow** MAIN MENU button

B. ARROW to Backup/Restore Files and press the **yellow** SELECT/ENTER button

C. With File Type highlighted, press the **yellow** SELECT/ENTER button, then ARROW to either Game or Playbook and press the **yellow** SELECT/ENTER button

D. With Action highlighted, press the **yellow** SELECT/ENTER button, then ARROW to either Restore Game or Restore Playbook and press the **yellow** SELECT/ENTER button

E. ARROW to the From field and press the **yellow** SELECT/ENTER button, then ARROW to your USB backup drive and press the **yellow** SELECT/ENTER button

F. ARROW to File and press the **yellow** SELECT/ENTER button, then ARROW to the Game or Playbook to restore and press the **yellow** SELECT/ENTER button

G. ARROW to Restore and press the **yellow** SELECT/ENTER button



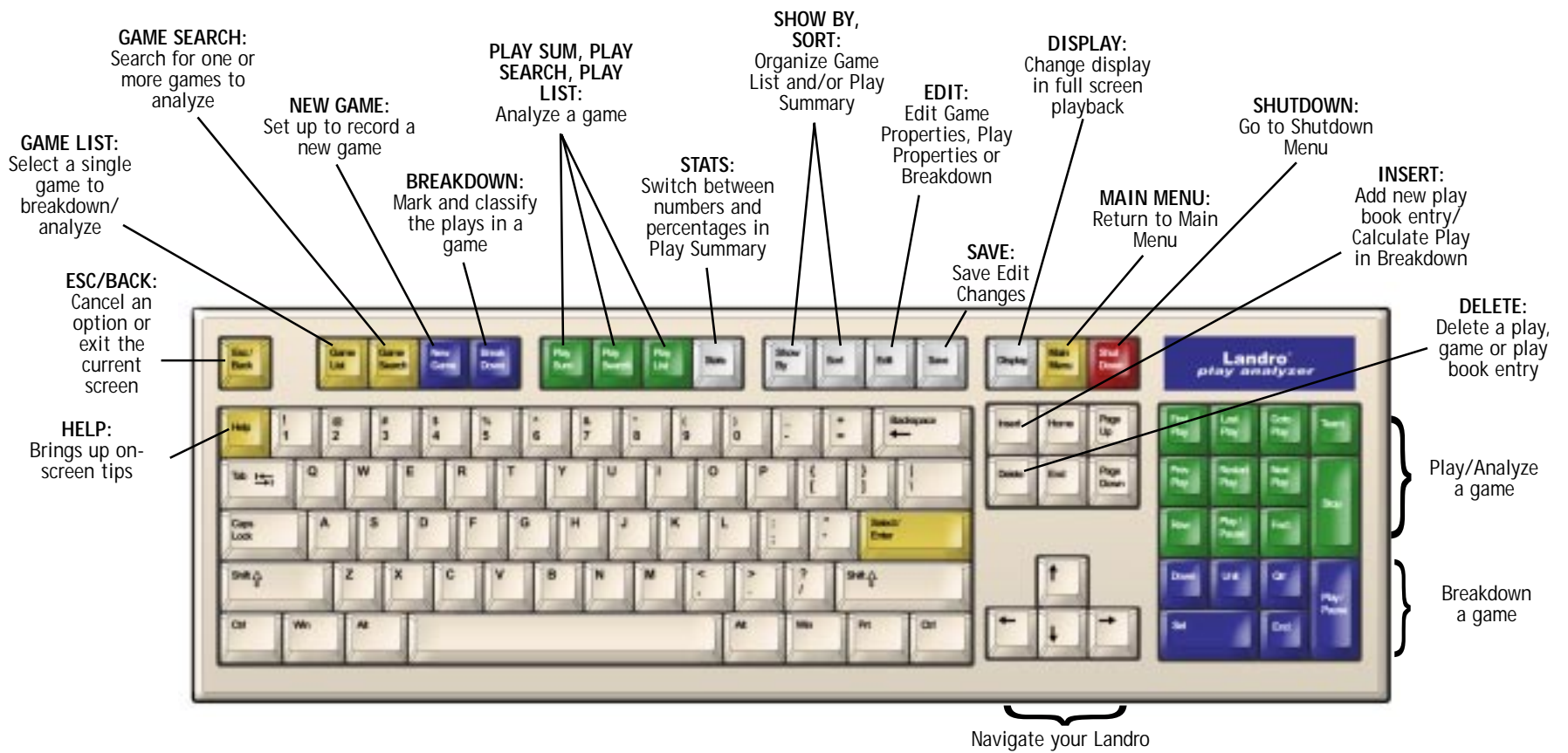
# Appendix

## Shutdown

There are 2 primary ways to shutdown your Landro. First, you can walk up to the unit and press the Power button. Second, you can press the Shutdown key on your keyboard, arrow down to "Shut Down the Landro Play Analyzer" and press the **yellow** SELECT/ENTER button. It is important that you properly shutdown your Landro. NEVER just pull the plug. ALWAYS follow one of the above outlined procedures, otherwise you can damage your unit and void your warranty.

## Landro Keyboard

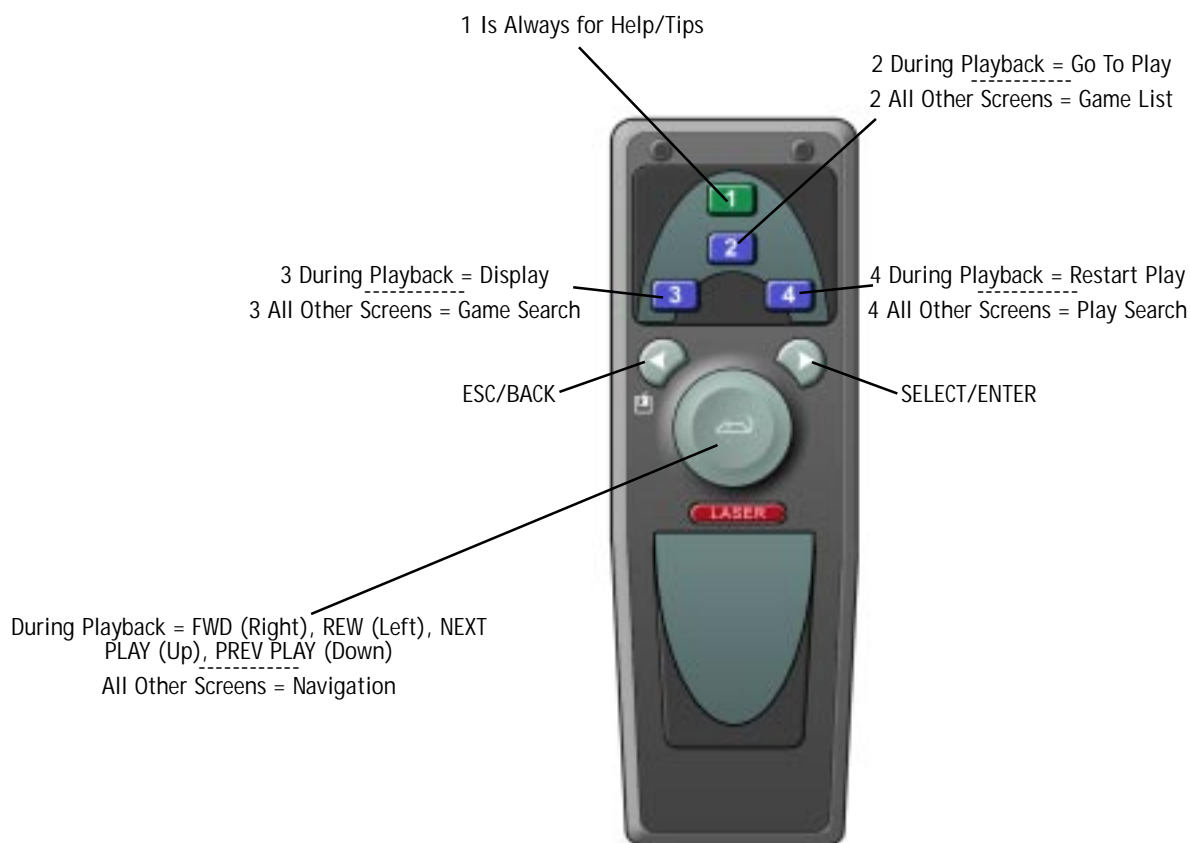
The Landro Football Keyboard has been specially designed for the Landro play analysis process. The color coded one-touch keys (diagrammed and defined below) are organized and designed to make your play analysis faster and easier than ever before.



**Basic Navigation:** You will use the ARROWS, and the SELECT/ENTER and ESC/BACK keys to navigate through the various screens of your Landro. ARROW Up, Down, Left or Right and press the **yellow** SELECT/ENTER button to select an item. Likewise, you can press ESC/BACK to exit the current screen or function.

## Interlink Remote

Also included with your Landro is the Interlink remote. Primarily a presentation tool, the diagram below shows the various uses of the remote hot keys and the mouse. Not diagrammed is the trigger, located on the underside of the remote. During playback it serves as PLAY/PAUSE. In all other screens, it serves as SELECT/ENTER. Note that the mouse and the number 2, 3 & 4 keys have different functions in full screen playback.



# Troubleshooting

PROBLEM	SOLUTION
<p><b>GENERAL</b> Takes a long time to start up</p>	<ul style="list-style-type: none"> <li>Unit performs a system check on every startup...system check time may vary depending on number and quality of games...improper shutdown can further increase startup time</li> </ul>
<p><b>PLAYBOOK</b> Can't add a new entry in a breakdown field</p>	<ul style="list-style-type: none"> <li>There are limits to the number of entries for each breakdown field...to add a new entry, you must first delete an entry to make room</li> </ul>
<p><b>RECORDING</b> NO SIGNAL flashing while attempting a new recording Poor recording quality, weak picture during recording</p> <p>Can't record a new game</p> <p>Game is recording with no sound</p>	<ul style="list-style-type: none"> <li>Check to make sure that your cables are connected correctly and securely</li> <li>Check that you've set the source through the Source Setup screen</li> <li>Landro has a limit of 200 games...backup or delete games to make more space</li> <li>If you record using S-Video, you must also connect audio via the red and white RCA cords, as S-Video only carries a video signal</li> </ul>
<p><b>BREAKDOWN</b> Additional breakdown fields don't appear for breakdown</p> <p>The breakdown fields don't match the play</p> <p>Can't add a new play</p>	<ul style="list-style-type: none"> <li>Make sure you're performing or editing a breakdown, then press the BREAKDOWN button</li> <li>Make sure you are looking at the proper team perspective...press the TEAM button</li> <li>Landro has a limit of 250 plays per game...</li> </ul>
<p><b>SAVING TO TAPE</b> No picture coming from the Landro</p>	<ul style="list-style-type: none"> <li>Check to make sure that your cables are connected correctly and securely</li> <li>Check to make sure your VCR is set to the correct channel or input to receive the Landro signal</li> </ul>
<p><b>MULTI-GAME PLAY SUMMARY/SEARCH</b> Only the first 1,000 plays are available</p> <p>Can't save plays</p>	<ul style="list-style-type: none"> <li>Landro has a summary/search limit of 1,000...only the first 1,000 plays of a search or summary will be available to analysis...narrow your summary or search further to perform a more specific and functional play analysis</li> <li>You cannot save plays to a new game from the multi-game summary/search...you can, however, save plays to tape</li> </ul>
<p><b>SHUTDOWN</b> Unit won't shutdown</p>	<ul style="list-style-type: none"> <li>Push the power button on the front of your Landro and try to power down again</li> </ul>

