



HOW TO NAVIGATE USING YOUR KEYBOARD OR REMOTE

To Navigate using the keyboard, press the **Left, Right, Up** and **Down Arrows** and notice how the items highlighted in yellow moves. To select an item, press the yellow **Enter** key.

To navigate using the remote control, press Left, Right, Up and Down on the circle pad in the middle of your remote, again noticing how the items highlighted in yellow move. To select an item with the remote, pull the **Trigger** on the underside.

Y1

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HOW TO CONNECT A VCR/CAMERA TO YOUR LANDRO FOR RECORDING

- 1) Using an S-Video cable, connect one end to output on VCR or game camera and other end to input on rear of Landro.
(If VCR doesn't have S-Video, use RCA video cable instead.)
- 2) For audio, use Landro audio cable (included) to connect Left (white) and Right (red) audio outputs from VCR to 1/8" stereo input connector on rear of Landro.

Y2

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HOW TO CONNECT YOUR LANDRO TO A TV

- 1) Using an S-Video cable, connect one end to OUT on rear of Landro and other end to IN on TV. (If TV doesn't have S-Video connection, use RCA video cable instead.)
- 2) Press TV/Video button (if TV has one), or channel down below channel 2 to Aux channel (could be Line In, L1, Aux, 99, etc.). Landro screen should appear. If unsure of which channel to tune to, consult TV manual. If you don't use audio, your connections are complete. If you do, follow next step.
- 3) For audio, use Landro audio cable (included) to connect 1/8" stereo output on rear of Landro to Left (white) and Right (red) audio inputs on TV.

Y3

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HOW TO CONNECT YOUR LANDRO TO A VCR TO MAKE A HIGHLIGHT TAPE

- 1) Using an S-Video cable, connect one end to output on rear of Landro and other end to input on VCR. (If VCR doesn't have S-Video, use RCA video cable instead.)
- 2) Press TV/VCR button (if VCR has one), or channel down below channel 2 to Aux channel (could be Line In, L1, Aux, 99, etc.). Landro screen should appear. If unsure of which channel to tune to, consult VCR manual. If you don't use audio, your connections are complete. If you do, follow next step.
- 3) For audio, use supplied Landro audio cable, connecting 1/8" connector to rear of Landro and other end Left (white) and Right (red) audio inputs on VCR.

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HOW TO CONNECT YOUR VCR TO A TV

- 1) Using an S-Video cable, connect one end to output on VCR and other to the input on TV. (If VCR and TV don't both have S-Video, use RCA video cable instead.)
- 2) Press TV/Video button (if TV has one), or channel down below channel 2 to Aux channel (could be Line In, L1, Aux, 99, etc.). Landro screen should appear. If unsure of which channel to tune to, consult TV manual. If you don't use audio, your connections are complete. If you do, follow next step.
- 3) For audio, use RCA audio cable to connect one end to Left (white) and Right (red) on VCR OUT and the other end to Left (white) and Right (red) on TV IN.

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HOW TO SET UP YOUR PLAYBOOK

You must set up your Play Book before you can catalog (breakdown) and find plays.

- 1) Press yellow **Main Menu** button on keyboard.
- 2) **Navigate** to "Edit Play Book" and press yellow **Enter** button.
- 3) **Navigate** to Play Book item to edit and press **Enter**.
 - To add item, press **Insert**, **Type** new item, then press white **Save** button.
 - To edit item, press white **Edit** button, **edit** item, then press white **Save** button.
 - To delete item, **Navigate** to it, press **Delete**, **Navigate** to "Yes" to delete item and press **Enter**.
- 5) When finished adding, editing and deleting items from Play Book, press yellow **ESC/Back** key.

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HOW TO SET GAME PROPERTIES

If you don't set your game properties, particularly Home and Away Teams, you won't be able to fully analyze your games.

- 1) Press yellow **Esc/Back** key on keyboard to go to Game List.
- 2) In Game List, **Navigate** to game to edit.
- 3) Press white **Edit** key.
- 4) **Navigate** to Away Team, Home Team, etc. for game being recorded and press **Enter**, then **Navigate** to the selection for each category and press **Enter**.

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HOW TO RECORD A NEW GAME INTO YOUR LANDRO

- 1) Press yellow **Esc/Back** key on keyboard to go to Game List.
- 2) From Game List, press blue **New Game** key.
- 3) **Navigate** to Away Team, Home Team, etc. for game being recorded and press **Enter**, then **Navigate** to the selection for each category and press **Enter**.
 - This step is critical and all categories must be completed before you breakdown and catalog a game.
 - For "My Team", select the initial team you are interested in analyzing. You can always switch to another team later.
 - For length, select the appropriate recording length of program to have it automatically stop recording or select "Manually Stop" and press the green **Stop** key when finished recording.
- 4) Press **Play** on VCR or **Record** on Game Camera.
- 5) If game appears in Preview Window, skip to Step 9. If the Preview Window flashes "No Signal", **Navigate** to "Setup" and press **Enter**.
- 6) On "Source", press **Enter**.
- 7) **Navigate** to RCA or S-Video and press **Enter**.
- 8) **Navigate** to "Save" and press **Enter**.
- 9) With game playing in Preview Window, **Navigate** to "Start" and press **Enter**. Game will record. To stop recording, press green **Stop** button.

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HOW TO FIX PLAYS

You can actually move the beginning and end marks of a play.

- 1) Press yellow **Esc/Back** key on keyboard to go to Game List.
- 2) In Game List, **Navigate** to game to fix.
- 3) Press blue **Breakdown** key.
- 4) Press green **Next Play** key to navigate to play to fix.
- 5) Press white **Edit** key.
- 6) **Navigate Right** to "Play Start".
- 7) **Navigate Up** to move play mark forward 1/2 second at a time, or **Down** to move play backward 1/2 second at a time.
- 8) **Navigate Right** to "Play End".
- 9) **Navigate Up** to move play mark forward 1/2 second at a time, or **Down** to move play backward 1/2 second at a time.
- 10) Press yellow **Esc/Back** key.
- 11) If you have more plays to fix, press the green **Next Play** or **Previous Play** keys to **Navigate** to other plays and repeat.
- 12) When finished fixing all beginning and end marks, press white **Edit** key, then press yellow **Esc/Back** key to return to "Game List".

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HOW TO MARK THE BEGINNING AND END OF PLAYS

You must mark the beginning and ending of each play before you can catalog and search for plays.

- 1) Press yellow **Esc/Back** key on keyboard to go to Game List.
- 2) In Game List, **Navigate** to game to mark.
- 3) Press blue **Breakdown** key.
- 4) Press either blue **Offense**, **Defense** or **Special Teams** key to mark beginning of play, and then press blue **End** key to mark end of play.
 - Keep in mind you can always rewind, pause or forward the game as you are marking it by using the green **Rew**, **Play/Pause**, and **Fwd** keys. Don't worry if you miss a play or mark it early or late, you can always fix it later (see "How to Fix Plays" Quick Drill).
 - You can save more time by marking plays in fast-forward mode.
- 5) Continue marking plays until entire game is marked, then press yellow **ESC/Back** key to return to "Game List".
- 6) When finished marking game, catalog it (see "How to Catalog a Game" Quick Drill).

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HOW TO CATALOG A GAME (BREAKDOWN)

Before you can catalog plays, you must set Game Properties (see "How to Set Game Properties" Quick Drill Card), and mark plays (see "How to Mark Plays" Quick Drill Card).

- 1) Press yellow **Esc/Back** key on keyboard to go to Game List.
- 2) In Game List, **Navigate** to game to catalog.
- 3) Press blue **Breakdown** key.
- 4) Press white **Edit** key.
- 5) **Navigate** to field to catalog and press yellow **Enter** key.
- 6) Make selection for field as follows:
 - For dropdown list, **Navigate** to selection and press **Enter**.
 - For checkboxes, **Navigate** to selection(s), press **Spacebar**, then press **Enter**.
 - For numbers, **Type** in number and press **Enter**.
 - For Ball On, **Navigate Left** or **Right** to move ball marker (hold shift key and Left or Right Arrow to jump by 10s), then press **Enter**.
- 7) **Repeat** steps to continue cataloging fields.
- 8) When finished cataloging that play, press green **Next Play** button.
- 9) **Repeat** steps to catalog rest of plays for game.
- 10) When finished cataloging game, press yellow **ESC/Back** button twice.

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HOW TO USE PLAY CALCULATOR

- 1) Press yellow **Esc/Back** key on keyboard to go to Game List.
- 2) Press blue **Breakdown** key.
- 3) Press white **Edit** key.
- 4) On first play of game, **Navigate** to "Down" and press yellow **Enter** key.
- 5) **Navigate** to down for play and press **Enter**.
- 6) **Navigate** to "To Go" and **Type** number of yards to go.
- 7) **Navigate** to "Ball On" and press **Enter**.
- 8) **Navigate** Left or Right to move field marker (holding shift key to jump by 10 yards) and press **Enter**.
- 9) **Navigate** to "Gained" and **Type** number of yards gained.
- 10) **Navigate** to "Unit" and press **Enter**.
- 11) **Navigate** to unit on play and press **Enter**.
- 12) Press green **Next Play** button.
- 13) Press **Insert** button. Down, To Go and Ball On fields automatically updated.
- 14) **Navigate** to "Gained" and **Type** number of yards gained.
- 15) **Repeat** until change of possession, penalty or score, then repeat from step 4.

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Buttons

Press **#1** for Screen Tips, **#2** to Go To a Play, **#3** for Displays, **#4** to Replay a Play, **Left Arrow** to Exit Playback, and **Right Arrow** to Play/Pause (same as Trigger on underside of remote).

Navigation Button

Press **Up** to jump to next play or **Down** to jump to previous play, hold **Left** for reverse, **Right** for forward

For slow motion, pause playback, then hold **Left** for slow motion reverse and **Right** for slow motion forward).



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Before you can use the analysis center for a game, you must set Game Properties for Home and Away Team. If your Analysis Center Team reads "Home Team" or "Away Team", see "How to Set Game Properties" Quick Drill Card first.

- 1) Press **Left Arrow** on remote to go to Game List.
- 2) In Game List, **Navigate** to game to analyze.
- 3) **Navigate Right** to "Analysis Center".
- 4) Analysis team appears beneath the words "Analysis Center". If this is team you want to analyze, skip to next step. To change team, press **#1** button, then pull **Trigger** to switch teams.
- 5) **Navigate** to item in Analysis Center (called "Themes") to use and pull **Trigger**. Follow screen prompts to view or analyze the game details. You can view plays or save them, as well as analyze and save plays from play summaries.
- 6) Press **Left Arrow** to return to Analysis Center to select another Theme.

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Quick Drills for Landro 2100/3100 series, version 2 software

- 1) In Game List, press **Left Arrow** on remote.
- 2) **Navigate** to "Game Search" and pull **Trigger** (press #3 button on remote if screen reads Search Builder in the upper left corner).
- 3) **Navigate** to "Team" and pull **Trigger**.
- 4) **Navigate** to team to analyze from multi-view camera angles and pull **Trigger**.
- 5) **Repeat** steps 3-4 for "Opponent", "Week", and "Season".
- 6) **Navigate Right** to Search Results and pull **Trigger**.
- 7) **Navigate** to Multi-Game Play Search and pull **Trigger**. If you are not doing a multi-view analysis, skip to step 10.
- 8) In "My Searches" screen, you will see the number of found games listed at top of screen. Press **#4** button on remote for a list of options of how to analyze plays resulting from Multi-Game Search.
- 9) **Navigate** to "Group by Games" (to keep plays separate for each game) or "Group by Play Numbers" (to intercut plays from multiple games) and pull **Trigger**.
- 10) **Perform** Play Search analysis.

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Quick Drills for Landro 2100/3100 series, version 2 software

You can save any individual play or an entire list of plays from the Play List, Play Search, Play Summary, or Analysis Center:

- 1) In Play List, Play Search, Play Summary or Analysis Center, **Navigate** to the item to save and press white **Save** button on keyboard.
- 2) **Navigate** to "Create" and press **Enter**.
- 3) **Navigate** to "New Game" and press **Enter**.
- 4) **Navigate** to "Where" and press **Enter**.
- 5) **Navigate** to Game List, USB or CD selection and press **Enter**.
- 5) **Navigate** to "Game Name" and **Type** a name for new game.
- 6) **Navigate** to "Start" and press **Enter**.
- 7) Plays are saved as new game to Game List, USB Drive or CD. Press yellow **ESC/Back** button twice.

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Quick Drills for Landro 2100/3100 series, version 2 software



HOW TO SAVE PLAYS TO A VIDEOTAPE OR DVD (PART 1 OF 2)

You can save any individual play or an entire list of plays from the Play List, Play Search, Play Summary, or Analysis Center:

- 1) In Play List, Play Search, Play Summary or Analysis Center, **Navigate** to the item to save and press white **Save** button on keyboard.
- 2) **Navigate** to "Create" and press **Enter**.
- 3) **Navigate** to "Video Tape" and press **Enter**.
- 4) **Navigate** to "Tape Type" and press **Enter**.
- 5) **Navigate** to "Normal" and press **Enter**.
- 6) **Navigate** to "Display" and press **Enter**.
- 7) **Navigate** to "No Display", "Custom Text Display" (to type in your own on-screen display information. . .you'll need to type your Custom Text in "Custom Text" field beneath "Display" field) "Top Only Display" (for situation information) or "Top and Bottom Display" (for standard on-screen information display, just select team) and press **Enter**.
- 8) If not using music, skip to step 10. If you've already saved some music to Landro Music Library, **Navigate** to "Music" and press **Enter**. For more information on saving music to your Landro Music Library, refer to "Section 3: Setting Up, Recording and Managing Games" in manual.

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Quick Drills for Landro 2100/3100 series, version 2 software



HOW TO SAVE PLAYS TO A VIDEOTAPE OR DVD (PART 2 OF 2)

- 9) **Navigate** to song to play in background on your tape and press **Enter**.
- 10) Insert a blank VHS into VCR and press **Record** on VCR.
- 11) **Navigate** to "Start" and press **Enter**. Plays are saved to VCR.

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Quick Drills for Landro 2100/3100 series, version 2 software



HOW TO MAKE A RECRUITMENT TAPE (PART 1 OF 2)

- 1) In Game List, **Navigate** to game to pull plays from and press green **Play Search** button on keyboard.
- 2) Press green Play Search button until you see Search Builder in upper left corner. **Navigate** to Player and press **Enter**.
- 3) **Navigate** to player number for highlight tape and press **Right Arrow** or **Spacebar**, then **Enter**.
- 4) For consecutive play ordering, skip to step 7. For specific play order, **Navigate Right** to search results, then **Navigate** to play to tag as first for highlight tape.
- 5) **Navigate** to Search Results, then **Navigate** to play you want to tag.
- 6) Press **Insert** button.
Note: pressing insert button on a tagged item will "untag" it.
- 7) **Repeat** steps 5-6 to tag additional plays.
- 8) Press white **Save** button.
- 9) Press **Enter** to select "Create" field.
- 10) **Navigate** to "Video Tape" and press **Enter**.
- 11) **Navigate** to "Tape Type" and press **Enter**.
- 12) **Navigate** to "Highlight" and press **Enter**.

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HOW TO MAKE A RECRUITMENT TAPE (PART 2 OF 2)

- 13) **Navigate** to fields to appear on highlight tape and **Type** appropriate information. Choices include: Player Name, Number, Position, Height, Weight, Phone, Address, School, GPA, SAT/ACT, 40 Time, and Custom.
- 14) If not using music, skip to step 16. If you've already saved music to Landro Music Library, **Navigate** to "Music" and press **Enter**. For more information on saving music from a CD to Landro Music Library, refer to "Section 3: Setting Up, Recording and Managing Games" in the manual.
- 15) **Navigate** to song to play in background on your tape and press **Enter**.
- 16) Insert blank VHS tape into VCR and press **Record** on VCR.
- 17) On Landro, **Navigate** to "Start" and press **Enter**. Highlights are recorded to VHS tape, complete with all on-screen display information you included.

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HOW TO GET RID OF SPACE BETWEEN PLAYS

After you've marked your plays, you can eliminate all of the wasted space between plays so you can fit more games on your Landro.

- 1) Press yellow **Esc/Back** key on keyboard to go to Game List.
- 2) In Game List, **Navigate** to game to "clean up".
- 3) Press green **Play List** key.
- 4) In Play List, **Navigate** to "Entire List" and press white **Save** key.
- 5) **Navigate** to "Create" and press **Enter**.
- 6) **Navigate** to "New Game" and press **Enter**.
- 7) **Navigate** to "Where" and press **Enter**.
- 8) **Navigate** to "Game List" and press **Enter**.
- 9) **Navigate** to "Game Name" and **Type** a name for new game (such as Central vs. South - Short).
- 10) **Navigate** to "Start" and press **Enter**.
- 11) Plays are saved as new game to Game List. Press yellow **ESC/Back** button twice.
- 12) In Game List, **Navigate** to original longer version of game and press the **Delete** key.
- 13) **Navigate** to "Yes" and press **Enter**.

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HOW TO USE TELESTRATOR (PART 1 OF 2)

- 1) With video playing full screen, press **Left Mouse** button to bring up Landro Telestrator toolbar.
- 2) To expand Telestrator toolbar, press **Left Mouse** button on far right arrow.
Commands for toolbar are (left to right):
 - Move Icon – left click and hold to move Telestrator toolbar
 - Eraser Icon – left click to erase screen (or right click on mouse)
 - X Icon – left click to place X's on screen to designate player positions
 - O Icon – left click to place O's on screen to designate player positions
 - Line Icon – left click and drag to draw lines
 - Arrow Line Icon – left click and drag to draw passing or running routes
 - Block Line Icon – left click and drag to draw blocking routes
 - Landro Field Icon – left click to bring up simulated football field for play diagramming
 - Previous Play Icon – left click to jump to previous play
 - Rewind Icon – left click to rewind
 - Replay Icon – left click to restart current play
 - Play Icon – left click to play/pause
 - Forward Icon – left click to forward

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HOW TO PRINT A SUMMARY REPORT

- 1) In Play Summary screen, press white **Show By** button on keyboard.
- 2) **Navigate** to summary to show by.
- 3) Press **Enter** to select summary.
- 4) Press white **Save** button.
- 5) **Type** a name for spreadsheet, or use the one provided.
- 6) **Navigate** to "USB Device" and press **Enter**.
- 7) **Navigate** to USB device to save play spreadsheet to and press **Enter**.
- 8) **Navigate** to "File Type" and press **Enter**.
- 9) **Navigate** to "Excel" (for importing into Microsoft Excel) or "Generic" (for importing into non-Microsoft spreadsheet program) and press **Enter**.
- 10) **Navigate** to Save and press **Enter**.
- 11) Take USB Device and **Connect** to your computer.
- 12) **Open** Microsoft Excel or other spreadsheet program.
- 13) **Open** spreadsheet you've saved on USB device.
- 14) Press **Print** on your computer.

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HOW TO USE TELESTRATOR (PART 2 OF 2)

- Next Play Icon – left click to jump to next play
 - Close Icon – left click to close expanded Telestrator toolbar
- 3) To close Telestrator toolbar, press Play on keyboard or pull trigger on remote or press Play Icon.

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