



Basketball Quick Reference



Recording and breaking down at the game:

Connect your camcorder to your laptop using a FireWire cable. Secure the cable to the camera or tripod so it doesn't pull on the camera. Turn on the camcorder to "camera" mode.

In Landro, turn *off* the camera pause detection option. When the game is close to starting, click the "Record" tab and follow the Record wizard pages. Once recording is started, type "1P" to mark first period.

At tip-off, begin the first play (F11). Press "O" if your team wins the tip-off or "D" otherwise. Each time the possession changes, press F11 to start a new play; Landro reverses the possession. If play is whistled to a stop, press F12 to stop the play; then, during the pause, press "O" or "D" for whether your team *will* have possession next, and also "I" for "inbound" or "F" for "foul shot" as needed. When the next play starts, press F11 again.

Recording without Landro:

Record the game using your camcorder, pausing any time the whistle blows and unpausing when play resumes.

Later, connect your camcorder to your laptop using a FireWire cable. Turn on the camcorder to "VCR" mode. In Landro, turn *on* the pause detection option. Click the "Record" tab and follow the Record wizard pages. Landro will start the camcorder.

Mark possession and play information while recording, pressing F11 each time there is a change of possession without play stopping. Landro will automatically mark new plays everywhere the tape was paused at the game.

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Marking highlights:

You can designate any plays as "highlights," which simply tags them for quick access. In Recording, Breakdown, Playback or Play List screens, press "H" to mark the current play as a highlight. The Analysis Center in the Game List lets you play back just the highlights from a game.

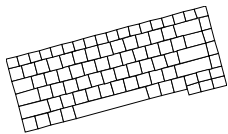
A different form of highlight is to give a name to a play; press "N" instead of "H" to provide a name for the play. The Analysis Center also lets you play just the named plays.

Using the Video Cart:

You can collect plays into a temporary collection called the Video Cart. In Breakdown, Playback or Play List screens, press "V" to add the current play to the Video Cart. Also, menu choices in the Analysis Center let you add sets of plays such as all highlights or all named plays.

Once you have a set of plays in the Video Cart you can rearrange them, preview them or play them back full screen, and save them. You can save the plays in your Video Cart as a DVD, as a *new game*, as a Windows Media *file*, or back to your camcorder as a *new tape*.

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Keyboard Quick Reference



Keyboard function keys:

- F1** - help
- F2** - edit
- F5** - play
- F6** - replay
- F7** - set replay
- F9** - play list
- F11** - begin play
- F12** - end play
- Esc** - exit (screen or menu)
- Ctrl+V** - go to Video Cart screen

Game List screen:

- ↑, ↓ - selection up, down
- - switch to Analysis Center
- ← - switch to games
- Enter** - menu of choices
- Delete** - delete game
- F2** - edit breakdown
- F5** - play selected game
- F9** - Play List screen

Playback screen:

- Enter** or **Space** - pause / play
- ↑, ↓ - next, previous play
- - jump forward (hold down)
- ← - Jump back
- F6** - replay
- F7** - set replay point
- F9** - play list menu
- H** - mark play as highlight
- N** - name the play
- V** - add play to Video Cart

Recording and Breakdown:

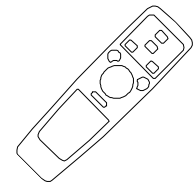
- numH* - half
 - numP* - period
 - T** - overtime
 - O** - offense (focus team has ball)
 - D** - defense (opponent has ball)
 - I** - inbound start to play
 - F** - foul shot
- (For Breakdown, all Playback functions also apply.)*

Play List screen:

- ↑, ↓ - selection up, down
- Enter** - menu of choices
- Delete** - delete play
- H** - mark play as highlight
- N** - name the play
- V** - add play to Video Cart

Video Cart screen:

- Enter** or **Space** - pause / play
- - jump forward (hold down)
- ← - Jump back
- F6** - replay
- ↑, ↓ - selection up, down
- Delete** or **R** - delete play
- A** - add plays
- U, D** - move selected play up, down
- S** or **Ctrl+S** - save cart



If you purchase the optional Landro Presentation Remote, these are the functions:

- Trigger** or **>** - pause / play
- <** - exit (screen or menu)
- ↑, ↓ - next, previous play
- - jump forward (hold down)
- ← - Jump back
- 1** - play list
- 2** - set replay point
- 3** - full screen
- 4** - replay

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