

Volleyball Stats System Software manual



Kazo Vision

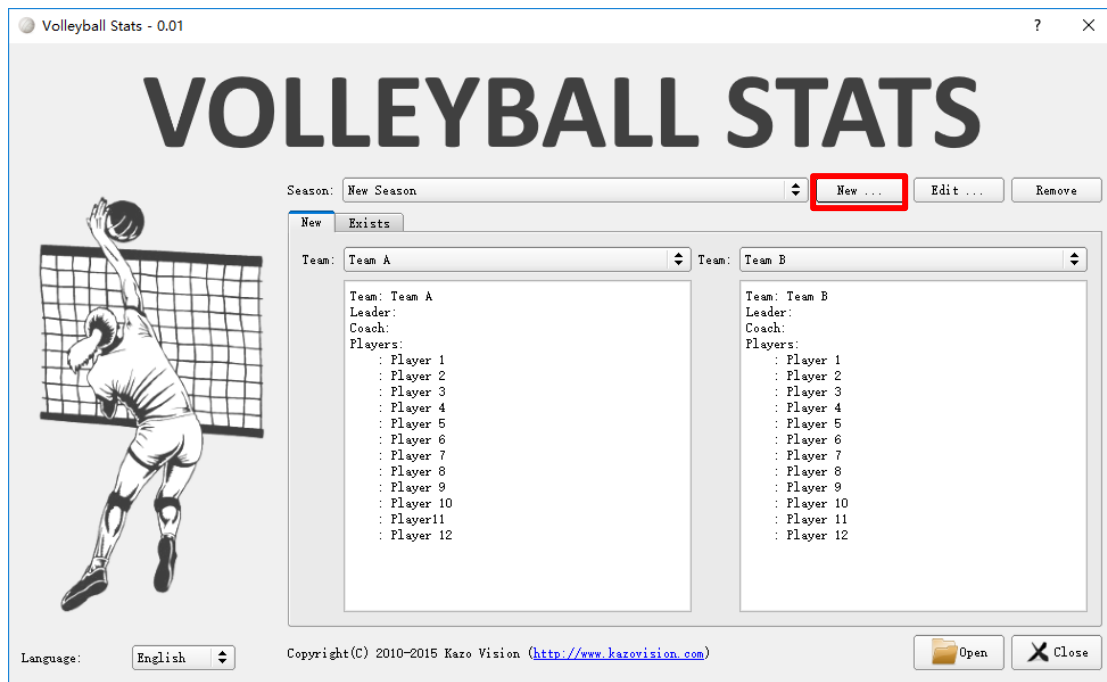
WEB: <http://www.kazovision.com> MAIL: sales@kazovision.com

1. Introduction

The software is used for field technical statistics of volleyball game. The assistant coaches can make systematic analysis and evaluation on the whole team and individual through the recording of various events during the match and the establishment of detailed technical statistics. Plug in the USB dog when use the software.

2. Create a new match

Open the software and enter the "VOLLEYBALL STATS". Click "New" button to create a new match and fill in the info of the match.



When used with meet management server, check the “Online Mode” in the season configure, and fill in the IP address of the server (the default address is 192.168.0.180), and click “Synchronize” button. The software will automatically synchronize all the teams, players and session info with the meet management server.

The screenshot shows a window titled "Season Configure...". At the top, there is a "Season Name:" field with the text "New Season". Below this, there is a checked checkbox labeled "Online Mode" followed by a text input field containing the IP address "192.168.0.180". To the right of this field is a button labeled "Synchronize". This entire row is enclosed in a red rectangular box. Below the "Online Mode" section is a large empty rectangular area labeled "Teams". To the right of the "Teams" area is a "Team Detail" section with input fields for "Team Name:", "Nick Name:", "Leader:", "Coach:", and "Memo:". Below the "Team Detail" section is a "Players" section with a large empty rectangular area. To the right of the "Players" area is a "Player Detail" section with input fields for "Number:", "Name:", and "Memo:". At the bottom left of the dialog are two buttons: "Add Team" and "Remove Team". At the bottom center are two buttons: "Add Player" and "Remove Player". At the bottom right are two buttons: "OK" and "Cancel".

It is also possible to add the match info manually. Just click" Add Team" button to add a new team. And fill in the detailed info of the team and set up team logo.

The screenshot shows a 'Season Configure...' dialog box with the following elements:

- Season Name:
- Online Mode
- Teams list:
 - New Team
- Team Detail section:
 - Team Name: Nick Name:
 - Leader: Coach:
 - Memo:
- Players section:
 - Player Detail:
 - Number:
 - Name:
 - Memo:
- Buttons:
 - (highlighted with a red rectangle)
 -
 -
 -
- Bottom buttons:

Click "Add Player" button to add a new player and then fill in the info of the player. After all info has been filled in, click "OK" button and return to "FOOTBALL STATS" page.

Season Configure... ? X

Season Name:

Online Mode

Teams

New Team

Team Detail

Team Name: Nick Name:

Leader: Coach:

Memo:

Players

Player

Player Detail

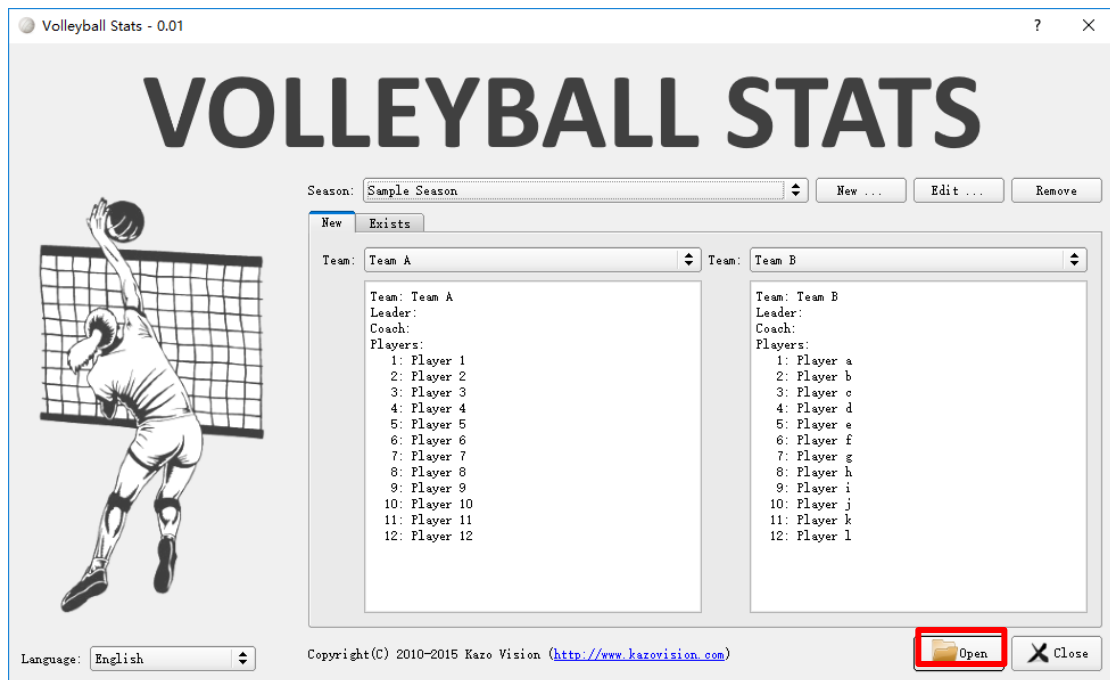
Number:

Name:

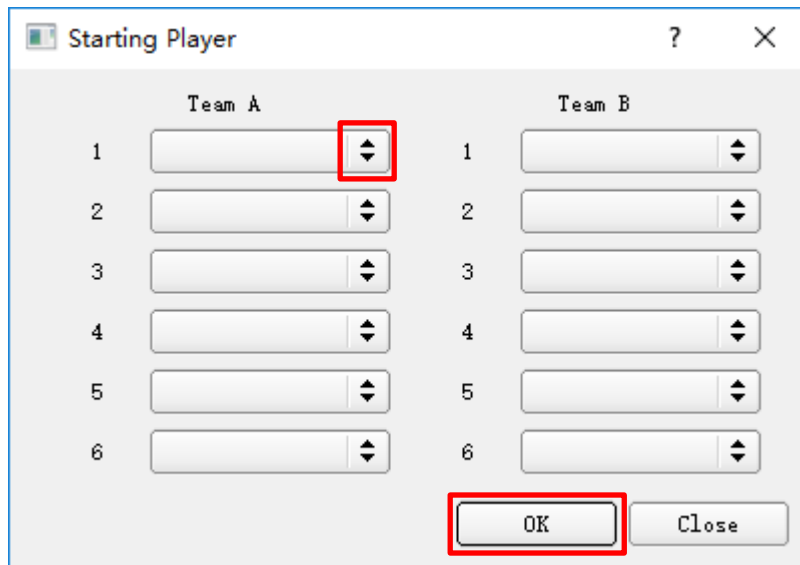
Memo:

3. Open the match

Choose the season and the teams, then click "Open" button.



- After enter the interface, Click to select the starting player.



there are some tips. Click any button to enter formal operation. The preparation work is over.

Volleyball Stats - 0.01

System Game Control Configure Help

Team A	1	2	3	4	5
Team A	0	0	0	0	0

Set 1

Left click player button to select or substitute player
Right click to select player

Team B	1	2	3	4	5
Team B	0	0	0	0	0

Team A	1	2	3	4	5	6	7	8	9	10	11	12
Player 1	0	0	0	0	0	0	0	0	0	0	0	0
Player 2	0	0	0	0	0	0	0	0	0	0	0	0
Player 3	0	0	0	0	0	0	0	0	0	0	0	0
Player 4	0	0	0	0	0	0	0	0	0	0	0	0
Player 5	0	0	0	0	0	0	0	0	0	0	0	0
Player 6	0	0	0	0	0	0	0	0	0	0	0	0
Player 7	0	0	0	0	0	0	0	0	0	0	0	0
Player 8	0	0	0	0	0	0	0	0	0	0	0	0
Player 9	0	0	0	0	0	0	0	0	0	0	0	0
Player 10	0	0	0	0	0	0	0	0	0	0	0	0
Player 11	0	0	0	0	0	0	0	0	0	0	0	0
Player 12	0	0	0	0	0	0	0	0	0	0	0	0

Team B

Team B	1	2	3	4	5	6	7	8	9	10	11	12
Player a	0	0	0	0	0	0	0	0	0	0	0	0
Player b	0	0	0	0	0	0	0	0	0	0	0	0
Player c	0	0	0	0	0	0	0	0	0	0	0	0
Player d	0	0	0	0	0	0	0	0	0	0	0	0
Player e	0	0	0	0	0	0	0	0	0	0	0	0
Player f	0	0	0	0	0	0	0	0	0	0	0	0
Player g	0	0	0	0	0	0	0	0	0	0	0	0
Player h	0	0	0	0	0	0	0	0	0	0	0	0
Player i	0	0	0	0	0	0	0	0	0	0	0	0
Player j	0	0	0	0	0	0	0	0	0	0	0	0
Player k	0	0	0	0	0	0	0	0	0	0	0	0
Player l	0	0	0	0	0	0	0	0	0	0	0	0

Operation Panel

Serve By:

Reception By:

Team A at Team B

- Set 1
 - Starting for Team A
 - #1 Player 1 at position 1
 - #2 Player 2 at position 2
 - #3 Player 3 at position 3
 - #4 Player 4 at position 4
 - #5 Player 5 at position 5
 - #6 Player 6 at position 6
 - Starting for Team B
 - #1 Player a at position 1
 - #2 Player b at position 2
 - #3 Player c at position 3
 - #4 Player d at position 4
 - #5 Player e at position 5
 - #6 Player f at position 6

List of all events
Right click on the item to delete

4. Statistic operation

The statistic operation buttons are listed in the center of the interface. Click these buttons and then click the players on the left and right sides.

The interface displays a volleyball court diagram labeled "Set 1" with player positions numbered 1 through 6 on both sides. The left side (Team A) has players 1-6 in a green box, and the right side (Team B) has players 1-6 in a pink box. Below the court, there are buttons for "Serve", "Timeout", and "Card". The "Timeout" and "Card" buttons are highlighted with a red box. Below these buttons, there are input fields for "Serve By:" and "Reception By:". The "Serve By:" field has "1" selected (highlighted in green), and the "Reception By:" field has "4" selected (highlighted in pink). Below the input fields, there are buttons for "Zero Serve", "Ace", "Error", "Reception", "Individual Reception Error", "Team Reception Error", and "Attack". An "Enter" button is located at the bottom right.

Team A

1

2

3

4

5

6

Set 1

5	4		2	1
6	3		3	6
1	2		4	5

Team B

1

2

3

4

5

6

Assist attempt:

Attack By:

Zero Attack
Kill
Attack Error
Ball Handle Error
Set Error
Over
Replay

Defense By:

Dig
Block
Block Error
Zero Block
Ball Handle Error

5. Main operation

(1) Substitution operation:

Right click substituted player number you need, And then click a white player number to complete substitution operation.

The screenshot shows a volleyball simulation interface. On the left is 'Team A' with players 1-6. On the right is 'Team B' with players 1-6. In the center is 'Set 1' with a court diagram. A 'Substitution' menu is open, listing 12 players. Below the court are various action buttons: 'Assist attempt', 'Attack By', 'Defense By', 'Zero Attack', 'Kill', 'Dig', 'Block', 'Block Error', 'Zero Block', 'Ball Handle Error', 'all Handle Error', 'Set Error', 'Over', 'Replay', and 'Enter'.

(2) Modifying operation

The events are listed under the interface. Right click the event to delete record

The screenshot shows an event log interface. The log is titled 'Team A at Team B' and contains a list of events for 'Set 1'. The events are grouped by team: 'Starting for Team A' and 'Starting for Team B'. A right-click context menu is visible over the event '#3 Player 3 at position 3', with a 'Delete' option.

6. Other operation

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System Game Control Configure Help

(1) The left upper corner of the screen shows the score of every period. The above four buttons in sequence is "Exit" "Start Next Set", "Options", and "Quick Guide".

7. Synchronize with Ultra Score (Score Link)

Click "Score Link" > "Settings" button in the toolbar.

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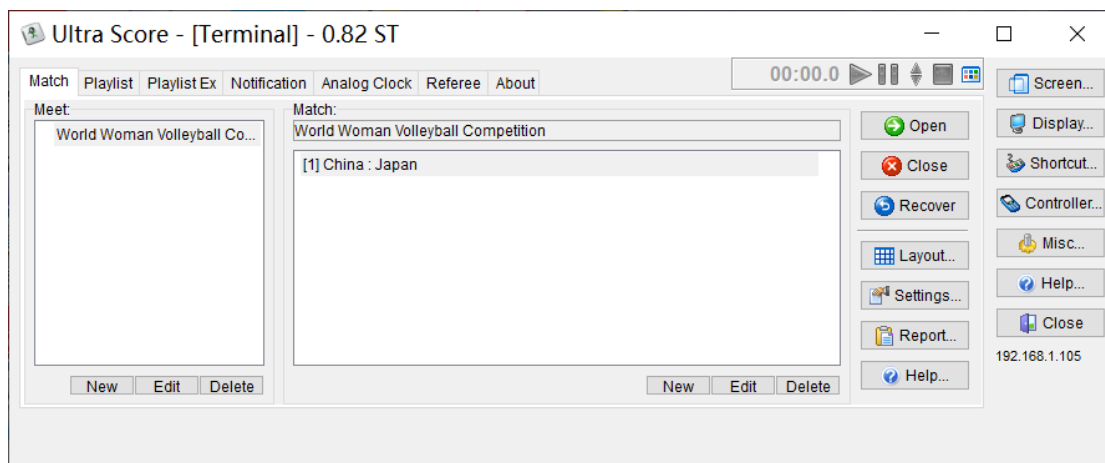
System Match Control **Score Link** Live Data Help

	1	2	3	
Team A	0	0	0	

Input the IP address of Ultra Score.


The screenshot shows a dialog box titled "Settings...". At the top, there is a dropdown menu currently set to "Ultra Score". Below this, there is a text input field labeled "IP Address :" containing the value "192.168.1.105". At the bottom right of the dialog, there are two buttons: "OK" and "Cancel".

Open the match on Ultra Score terminal, the basketball stats software will open the match automatically.



8. Live Data


Click the "Live Data" button in the toolbar.

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System Match Control Score Link **Live Data** Help

	1	2	3	
Team A	0	0	0	

Following is the live data options.



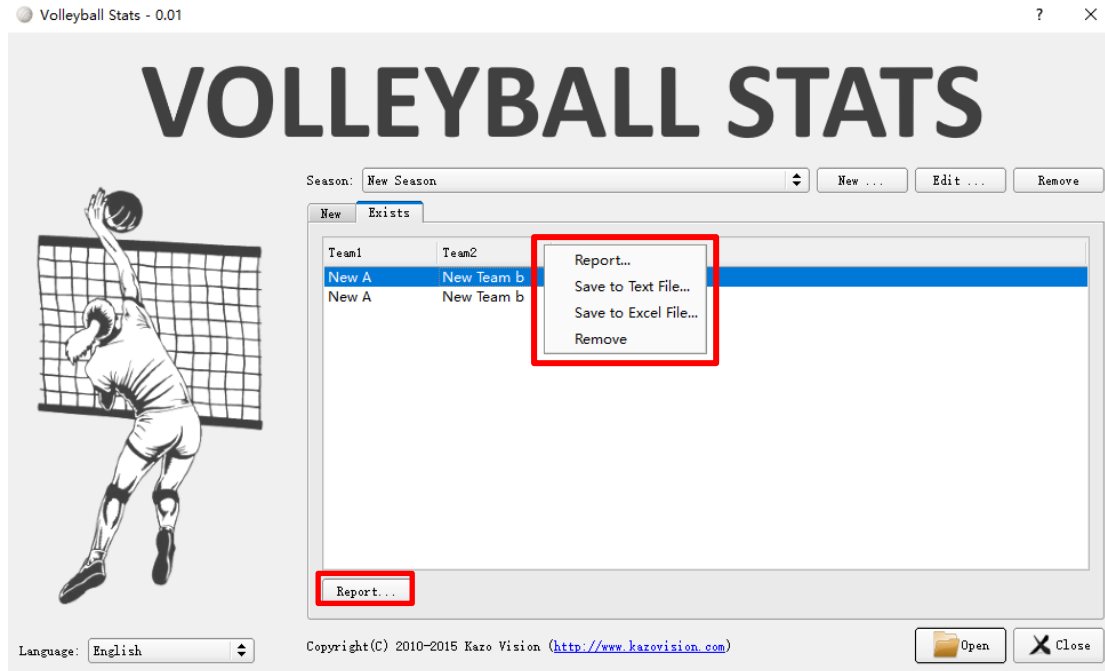
The screenshot shows a "Settings..." dialog box with the following options:

- Link with Title Maker (CICADA)
IP Address :
http://www.kazovision.com/audiovisual/title_maker
- Realtime Data Broadcast (Network)
- Export XML File
File Name:
- Online Statistics:
URL:

Buttons:

9. Export data report

Open the software after the game and click "exists" button to select a game. Click "Report" button on the interface to print the data directly or right click the game or choose "Save" for reference or printing.



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