



# FOCUS IN-GAME LOGGING WORKFLOW

USER GUIDE | AUGUST 2024



2024/2025 SEASON



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# FOCUS OVERVIEW

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Focus is a software that facilitates the distribution of live video & data during games across multiple clients.

## TEAMS USING FOCUS CAN:

- **Log plays** by creating Tags & supporting play data using labels associated with each Tag.
- **Distribute video & data** to **multiple mobile clients** at various locations during games.
- **View, filter, and share play data** to multiple users.





# GLOSSARY OF TERMS

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Focus contains specific terms used within this guide. This glossary serves as a quick reference to each term and definition.

<b>FOCUS (LOGGER)</b>	Catapult software used to create plays that will be used by coaches for review.
<b>FOCUS SERVER</b>	Catapult software used for the live capture & distribution of video & data to multiple clients.
<b>FOCUS SESSION</b>	A (new) session created within Focus to capture video & data for each game
<b>CHANNEL PICKER</b>	A list of all available video channels (angles) can be toggled during a live session.
<b>TOOLBAR</b>	Series of functions within Focus
<b>TAG TEMPLATE</b>	A collection of tags & labels that can be clicked to create data
<b>TAGS</b>	Individual plays created within Focus using the Tag Template
<b>LABELS</b>	Play data that is attached to a Tag, created via the Tag Template
<b>TIMELINE</b>	Chronological view of all tags (plays) and associated labels
<b>LIST VIEW</b>	Column view of all tags and associated labels
<b>FILTER TAGS</b>	The ability to filter, sort and/or search for plays across created Tags.



# ROLES & RESPONSIBILITIES

Focus is responsible for creating the tags (plays) distributed for coaches to review throughout the game.

**Note:** Each team is required to provide their own Focus Logger and laptop hardware during the game.

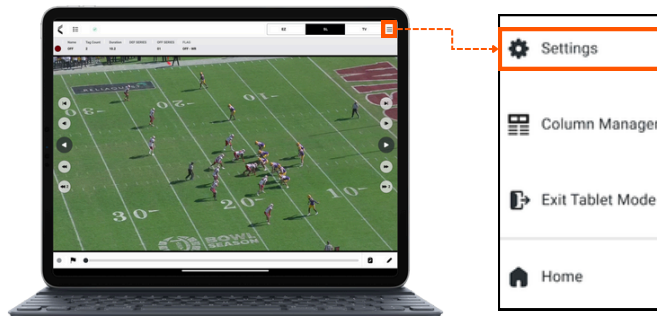
ROLE	SEC TECHNICIAN	TEAM VIDEO COORDINATORS
PRE GAME	<p>On game day, the SEC Purple Hat is responsible for the set up, testing, and successful distribution of video from each shooting location.</p> <p>Set up, test, and verify video capture and distribution from each shooting location, the dedicated logger seats, coaching booths, and sidelines.</p> <p>Verifying that each Focus Server and Logger is properly configured per <a href="#">Sideline Video Focus Server Setup</a></p>	<p>Each SEC team is responsible for setting up and running their Focus Logger which include the following responsibilities:</p> <p>Setting up the Focus Logger in the approved logging location.</p> <p>Starting the Focus capture session.</p> <p>Syncing video channels during pre-game.</p> <p>Creating test tags</p>
IN GAME	<p>All level 1 troubleshooting</p>	<p>Creating offense, defense, and special teams tags.</p> <p>Supplementing tags with game meta-data</p>
POST GAME	<p>Breakdown/shutdown of all capture hardware.</p> <p>Breakdown and storage of sideline tech carts</p>	<p>Stopping the capture.</p> <p>Packing and traveling with the Focus Logger laptop</p>



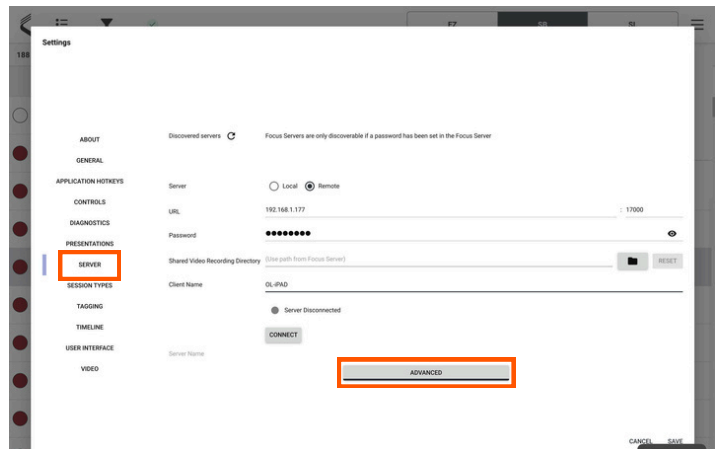
# NAMING TABLETS

Teams have the ability to **assign a unique name across each tablet**. Tablet names can be associated to position groups and/or coaching staff names. Each tablet name will be **associated to flags** across each tag (play) that is logged.

- 1 Access the top right menu on each tablet and click **settings**.

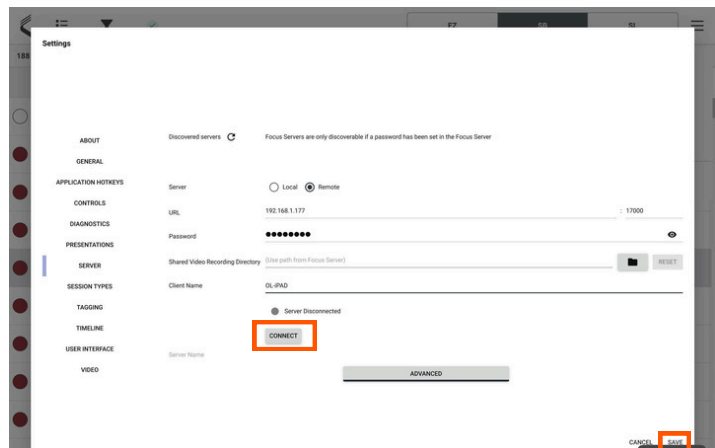


- 2 Go to **Server** within the settings menu, click **disconnect**, and then click the **Advanced** button.



- 3 Change the Client Name of each tablet.

Hit **connect**, then hit **save** at the bottom right.

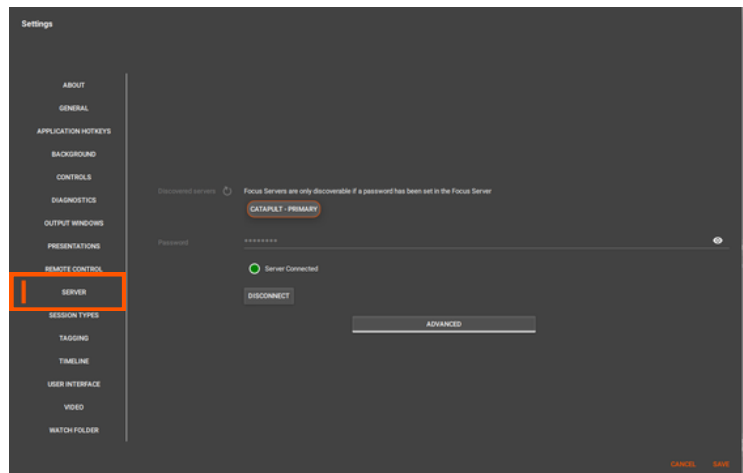




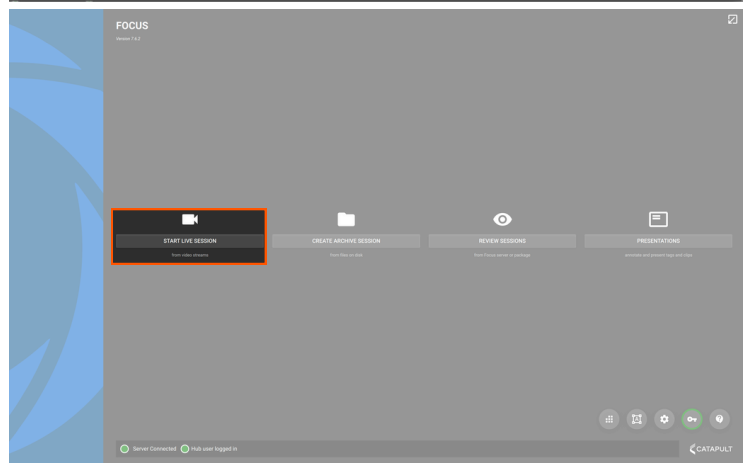
# STARTING A LIVE SESSION

A Live Session lets you capture and log the game in a live setting. Here are the steps to set up a live session in Focus.

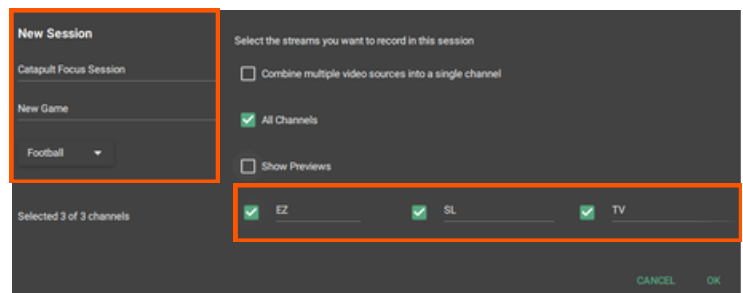
1 Launch **Focus Client** & connect to a **Focus Server**



2 Choose **Start Live Session**



3 Fill in the **Session Name** & **Select the Channels**





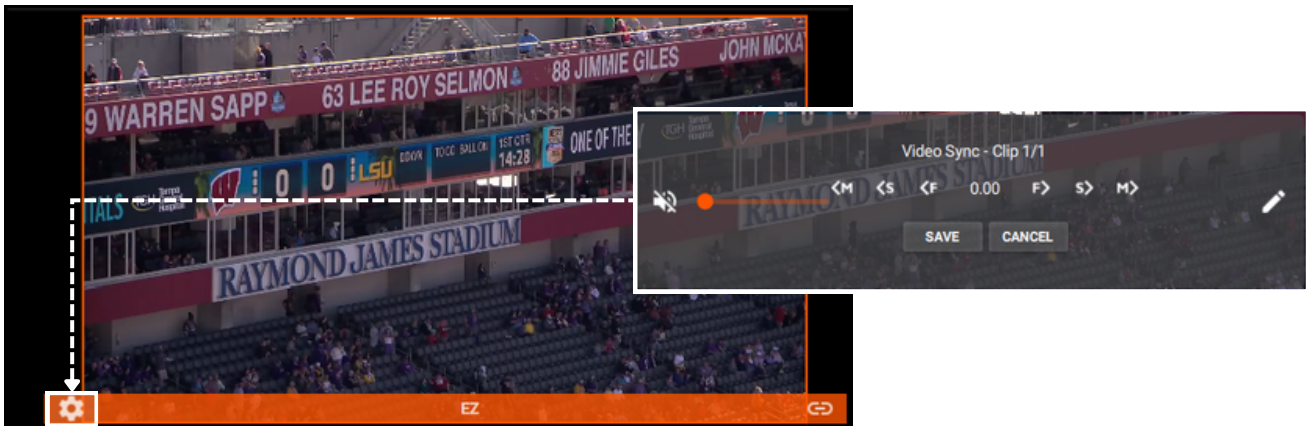
# VIDEO CHANNEL SYNC

At times, video channels being captured are **not** synchronized. This is typically due to distance and timing. In Focus you can synchronize video channels prior to the start of the game.

**Tip:** It's recommended that each video camera point to the stadium scoreboard for **30 seconds 85 minutes before the game**.

## PRE-GAME SYNC SETUP

Before beginning the sync process, identify which video channel will be your primary channel, as all other channels will sync to the primary.



### ADJUST VIDEO PLAYER MODE

1. Switch the video player mode to dual (if only using two channels) or quad (if using three or more channels).

### FIND VIDEO SYNC POINT

2. Play back all video channels and pause when the primary channel has a visible sync point via the scoreboard clock.

### CONNECT PRIMARY CHANNEL

3. Navigate to the first video channel to be synced with the primary channel and select the Show Channel Settings icon.

### ADJUST & SET SYNC POINT

4. Use the video channel controls to adjust the channel to match the sync point on the primary channel. With each button click, users can move forward or backward by one minute (M), one second (S), or one frame (F).

### SAVE SYNC

5. Confirm the synchronization changes by clicking the Save button.

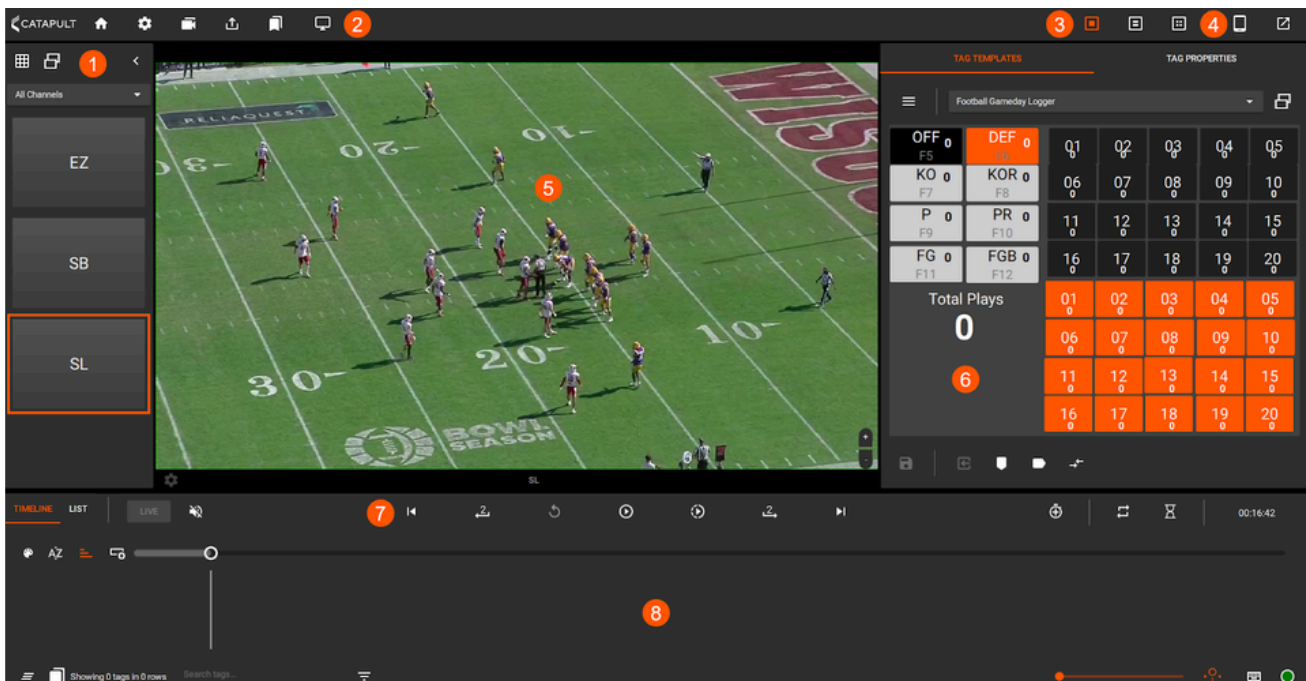




# LOGGING MODE

## FOCUS INTERFACE OVERVIEW

After starting the session, Focus should open in desktop mode. In this mode, teams can log, review, and flag plays during gameplay.



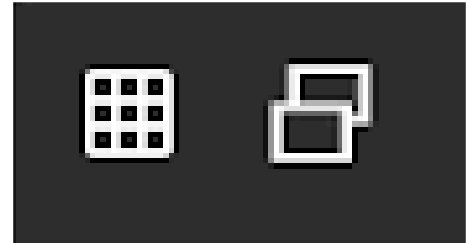
1	CHANNEL PICKER	5	VIDEO PLAYBACK DISPLAY
2	TOOLBAR	6	TAG TEMPLATE
3	CHANNEL VIEW MODES	7	VIDEO PLAYBACK CONTROLS
4	TABLET MODE TOGGLE	8	TAG DISPLAY

# LOGGING MODE TOOLS

## CHANNEL PICKER

The Channel Picker will provide a list of all the available video channels that can be accessed during a live session.

Focus can toggle between video channels by selecting one of the channel selection buttons.



## TOOLBAR PICKER

The Toolbar allows the Focus Logger to access tools and preferences throughout a live session



<b>1   HOME</b>	GO BACK TO THE FOCUS HOME SCREEN
<b>2   SETTINGS</b>	ACCESS THE FOCUS SETTINGS MENU
<b>3   CHANNELS</b>	MANAGE VIDEO CHANNELS
<b>4   EXPORT</b>	EXPORT VIDEO & DATA FROM FOCUS
<b>5   TAGS</b>	MANAGE THE IMPORT, CREATING, AND DELETION OF TAGS
<b>6   VIEWS</b>	ACCESS TO PRESENTATION, COLLECTIONS, TIMELINE, LIST, AND MATRIX VIEWS

# CHANNEL CONFIGURATION

## PINNING CHANNELS

Focus displays channels in alphanumeric order by default which is the order that will appear on tablet mode for Coaches. You can reconfigure the order of channels that will display in tablet mode within the Focus Logger by **pinning channels in the order of your choosing**.

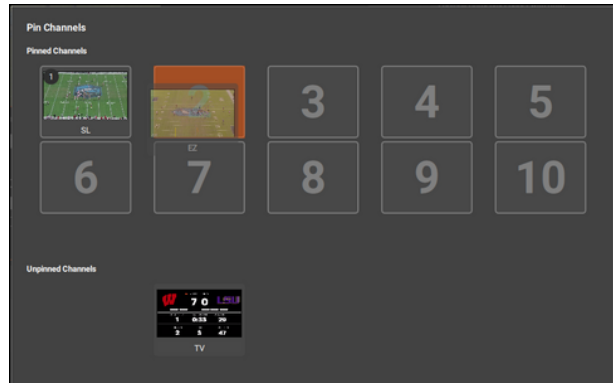
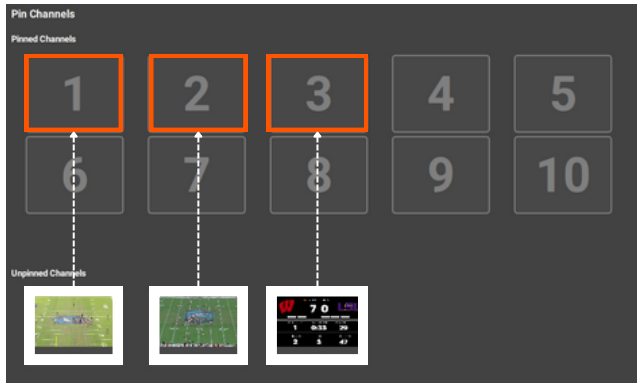
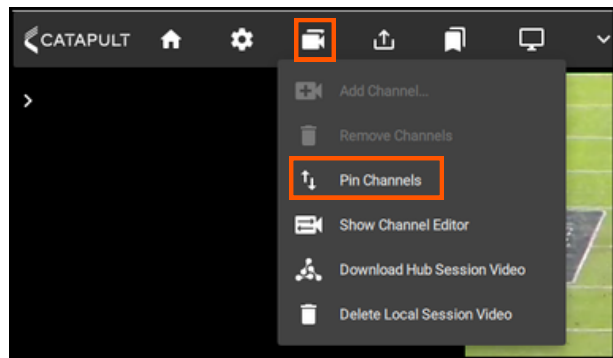
To pin a Channel click on the **Channels icon** in the upper toolbar and choose **Pin Channels**.



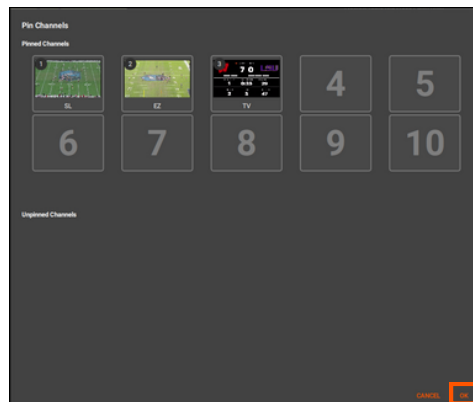
In the pin channel display, you can drag & drop channels (EZ, SL, TV) into the corresponding channels.

Pin each channel into 1, 2, and/or 3.

This will display channels from left to right on the tablet mode as shown above.



Once your channels are assigned, **click save** at the bottom right corner.





# CHANNEL VIEW MODES

The Focus Logger allows you to toggle between multiple view modes to display video.

Using the **Channel View**, users can view up to 4 channels simultaneously.



## 1. SINGLE VIEW

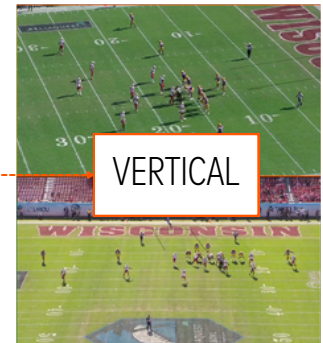
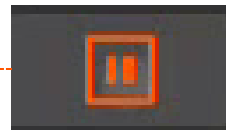
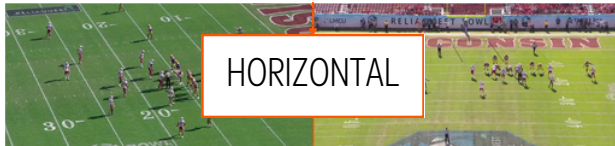
One video channel is available for viewing.



## 2. DUAL VIEW

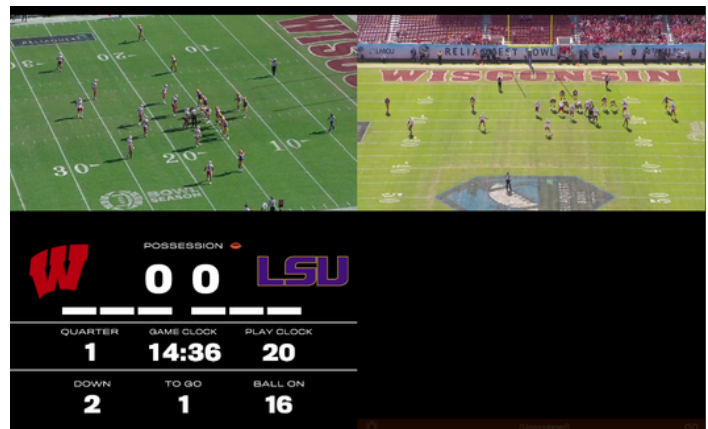
Two video channels are available for viewing.

When selected, clicking on the **dual view** button toggles between vertical & horizontal splits.



## 3. QUAD VIEW

4 individual channels to be viewed simultaneously.





# ADDING DATA TYPES

## TAGS VS. LABELS

**Tags** are defined as **individual plays** that can be logged using Focus during games & practices.

**Labels** are defined as **data** that can be added to each play.

1. **Tags** = A single **Play**

a. **Labels** = Corresponding **data** for each play

## ADDING A TAG

In Focus you can create Tags (plays) that coaches and players can review during a game.

Each team is responsible for making and managing its tags. A tag is an instance on the timeline you want to save, such as a timestamp. The user can determine the start and end points and duration.

Tags are created by engaging a **keyboard shortcut** or by **clicking/tapping on the tag in the Focus UI**. Each tag is made by starting and stopping the recording trigger, similar to the start/stop camera recording workflow.

Eight (8) ODK play types are available to create tags.

Each ODK play type is mapped to a specific Focus Tag, and its keyboard shortcut matches what is available through the Thunder marking tool.

Tags

OFF F5	0	DEF F6	0
KO F7	0	KOR F8	0
P F9	0	PR F10	0
FG F11	0	FGB F12	0

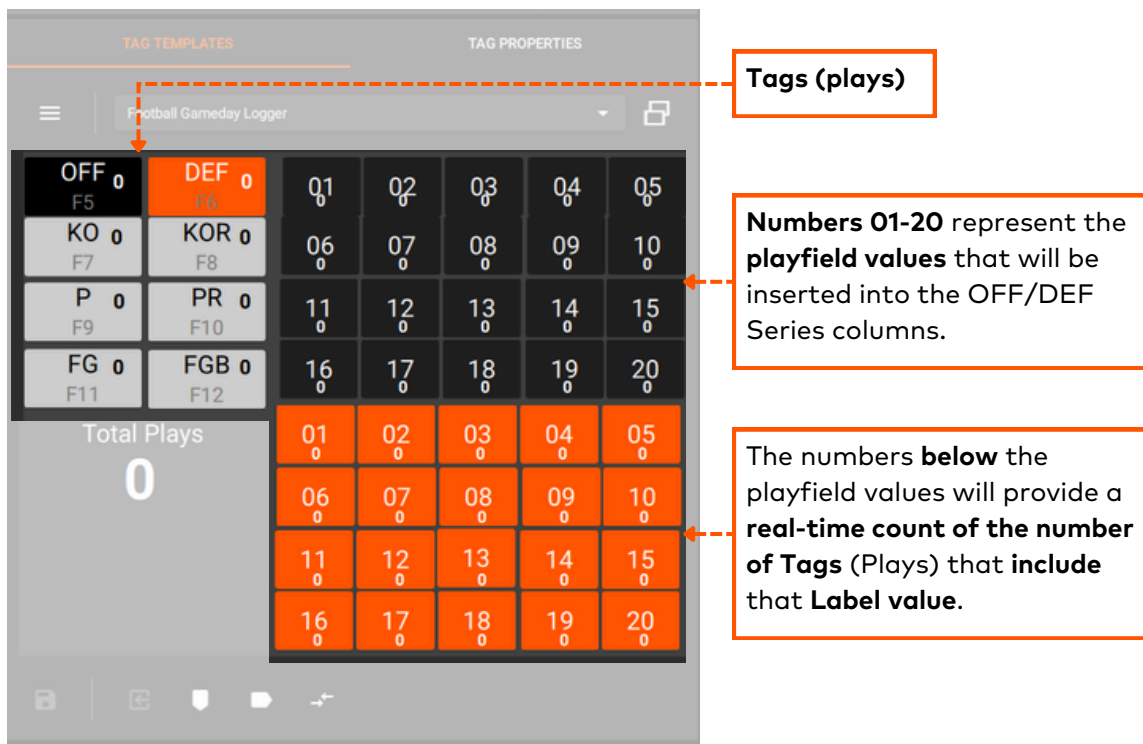
Labels

OFF Series					DEF Series				
01 0	02 0	03 0	04 0	05 0	01 0	02 0	03 0	04 0	05 0
06 0	07 0	08 0	09 0	10 0	06 0	07 0	08 0	09 0	10 0
11 0	12 0	13 0	14 0	15 0	11 0	12 0	13 0	14 0	15 0
16 0	17 0	18 0	19 0	20 0	16 0	17 0	18 0	19 0	20 0

# DATA MANAGEMENT

**Tags** (plays) will be created without game data. It's recommended that each team label their plays with offensive and defensive series information. Users can then **add data** to a **Tag** through a **Label**.

The function of a **Label** is to attach additional information to a tag. By default, labels are applied to the most recent tag. They do not create an instance on a timeline.



The screenshot shows the 'TAG TEMPLATES' interface for 'Football Gameday Logger'. It features a grid of playfield values (01-20) and a 'Total Plays' counter. The grid is organized into columns for OFF (F5-F11) and DEF (F6-F12) series. The playfield values are arranged in a 4x5 grid, with the bottom two rows (11-15 and 16-20) highlighted in orange. The 'Total Plays' counter shows 0.

**Tags (plays)**

**Numbers 01-20** represent the playfield values that will be inserted into the OFF/DEF Series columns.

The numbers **below** the playfield values will provide a **real-time count of the number of Tags (Plays)** that include that **Label value**.

Two data columns are provided to label the series number for each play. Those columns are **OFF Series** and **DEF Series**, which are **Global Labels**.

**Global labels** allow the user to apply a label(s) to any subsequently activated tag as long as the global label is turned on.

Global labels are manually activated and deactivated, meaning that whenever a global label is active, all tag buttons that are also activated at that time will have the active global label(s) applied to them.

# MANAGING TAGS

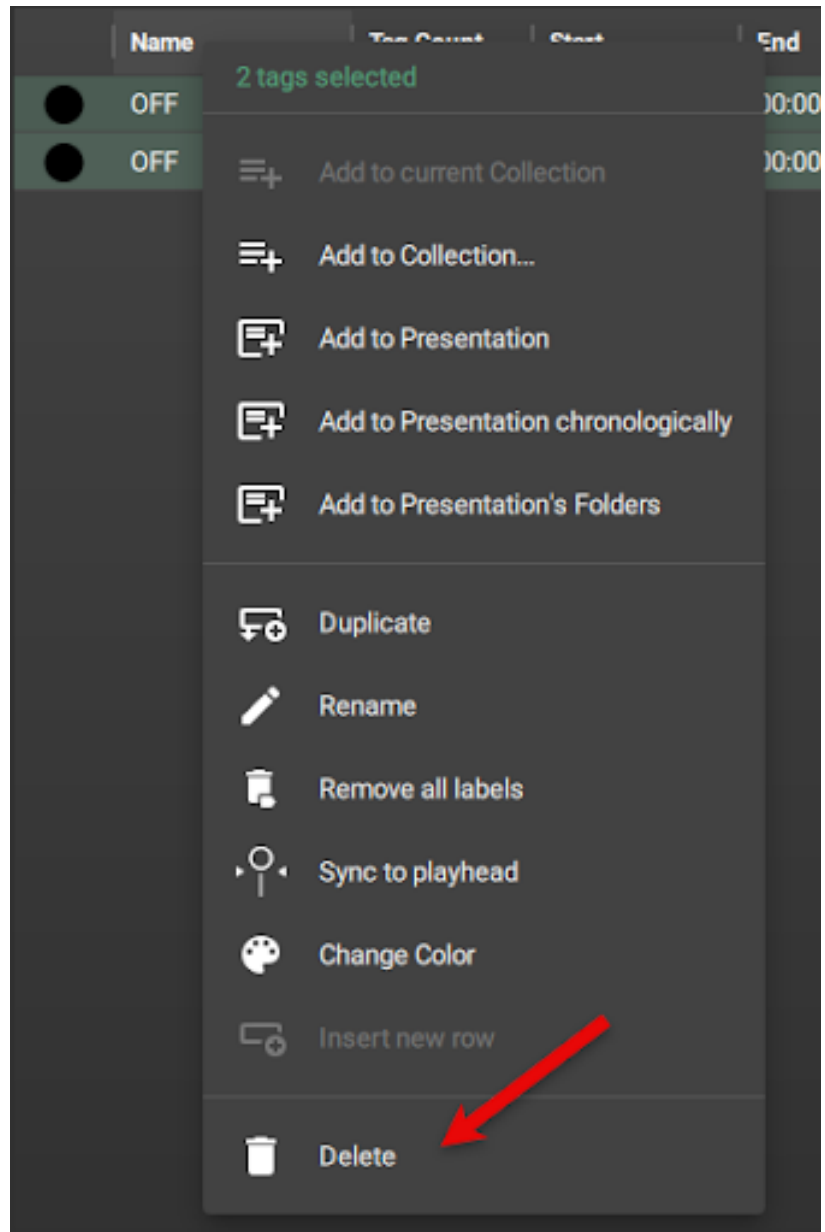
## DELETING TAGS

The Focus Logger can delete one or multiple tags during a live session.

Users can delete Tags by **selecting** one or more Tags in the Timeline or List view, then tapping the **Delete** key on their keyboard, or by right-mouse clicking and **choosing Delete**.

## ADJUSTING TAGS 'IN AND OUT' MARKS

To adjust the **start and endpoint** of your tag to the current playhead position, **select the tag** and use the default hotkeys **CTRL+1** (Start) and **CTRL+2** (End).

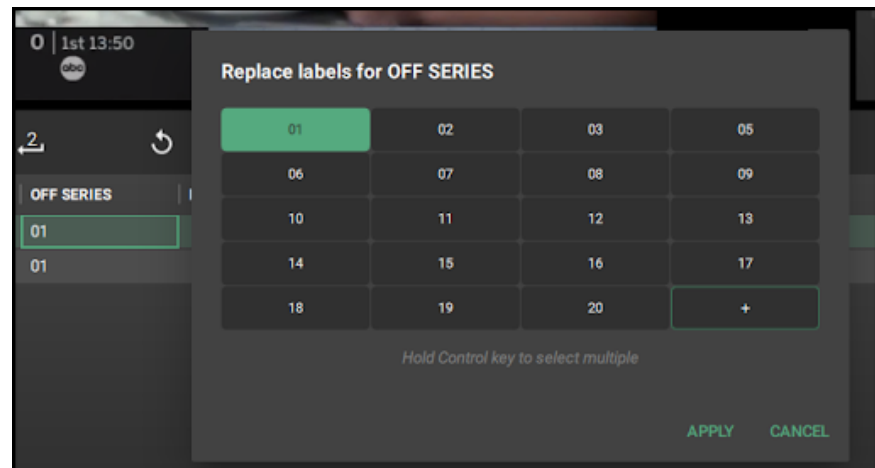


# MANAGING LABELS

## ADDING A LABEL

Users can add additional data Labels through the List View or custom Tag Template.

1. To add a new **Label** click on the **Tag** and **Label Group** cell that you'd like to update.
2. **Left-click** and select the Label you'd like to add.
3. If the Label you'd like to add doesn't exist in the available list, **click on the + icon** at the bottom right corner of the screen.



## REMOVING A SINGLE LABEL

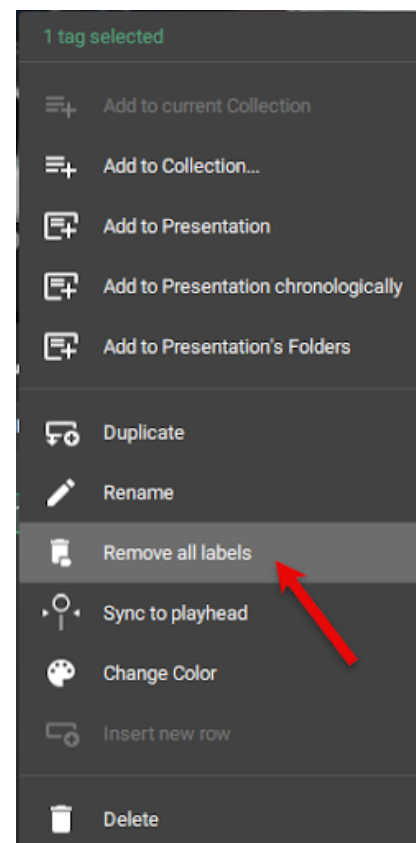
Users can remove a Label from a Tag in List View.

1. **Left-click** on the Label that you'd like to remove from a Tag.
2. After the **Replace Labels** window opens hold **CTRL** and **select the Label** you'd like to remove.
3. Click Apply.

## REMOVING ALL LABELS

Users can remove all the Labels on a Tag.

1. **Right-click** on the **Tag** from which you'd like to remove all Labels.
2. Select the **Remove all labels** option.







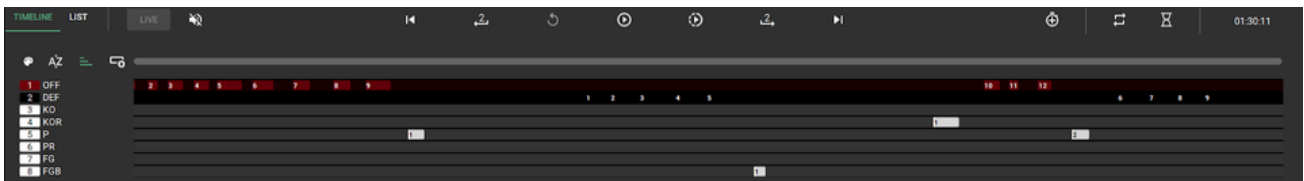
# DISPLAYING DATA

Tags can be displayed in Focus on a **chronological timeline** or **in a list**. Each view allows for quick access to view and data for every play.

Tags can also be added and shared to playlists, presentations, and more.

## TIMELINE

The Timeline view provides users with a **chronological view** of the live session. Its interface is similar to traditional video editing tools. The Timeline displays all the Tags created throughout the session and provides a row for every Tag type.



## LIST VIEW

The List view allows users to review the Tags being created and the Label data associated with them. This view most closely resembles **Thunder**.

Name	Tag Count	Start	End	Duration	OFF SERIES	DEF SERIES	FLAG
KO	1	00:15:31	00:15:45	14.1			
OFF	1	00:16:14	00:16:29	14.7	01		
OFF	2	00:16:45	00:16:56	10.2	01		
OFF	3	00:17:09	00:17:25	16.5	01		
OFF	4	00:17:40	00:17:56	16.1	01		
OFF	5	00:18:05	00:18:34	29	01		
OFF	6	00:18:47	00:19:11	23.5	01		
OFF	7	00:19:35	00:19:54	18.7	01		
OFF	8	00:20:22	00:20:41	18.7	01		
OFF	9	00:21:00	00:21:28	28.2	01		
P	1	00:21:50	00:22:07	17.8			
DEF	1	00:25:17	00:25:33	16.2		01	
DEF	2	00:25:46	00:26:01	15.8		01	
DEF	3	00:26:20	00:26:45	25.1		01	
DEF	4	00:27:02	00:27:20	18.2		01	
DEF	5	00:27:38	00:28:01	22.3		01	
FGB	1	00:28:34	00:28:46	12.2			
KOR	1	00:32:03	00:32:32	28.7			



# EXPORTING VIDEO & DATA

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The live Focus session can be used post-game to download/export video and data to additional devices. Users **must keep the live Focus session in record mode** to download/export video and data.



1. While the **live session is still recording**, connect a **new Focus client** (iPad, Windows, or Mac) to the active **Focus Server**.
2. When prompted, open the live session in **tablet mode**.
3. Wait for the clips to download to the connected device.
4. **Remove the device** from the network.

Users can connect multiple devices to the Focus Server simultaneously.

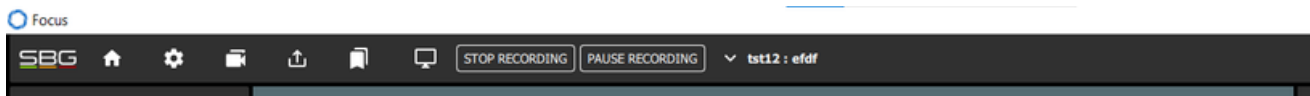
**Note:** Users cannot download the video and data if they end the Focus Session before adding the device. The Focus Server live session **must** be active to download the tag and label media and data.

# ENDING A LIVE SESSION

Stopping a Live Session will stop recording the selected channels. This will allow you to export the Session, delete it, or start a new Session.

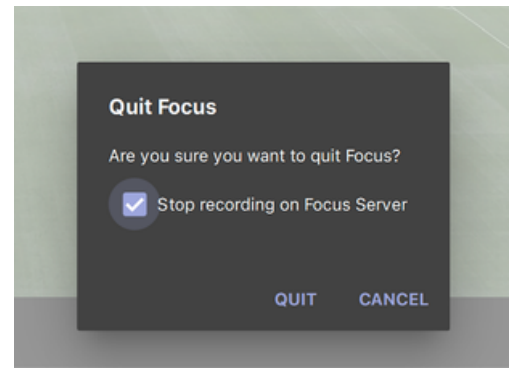
## STOPPING A LIVE SESSION IN FOCUS CLIENT

1. Launch **Focus Client** and connect to a **Live Session**.
2. Choose **Stop Recording**.



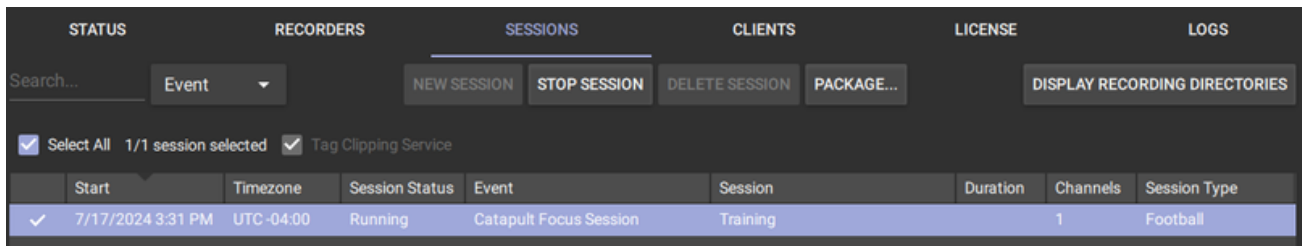
3. Alternatively, you can click the **Close button** in the top corner of your Focus window. (Windows users: top right.)

Select **Stop recording** on Focus Server option, otherwise the Focus Client will shut down but the recording will still continue in Focus Server.



## STOPPING A LIVE SESSION IN FOCUS SERVER

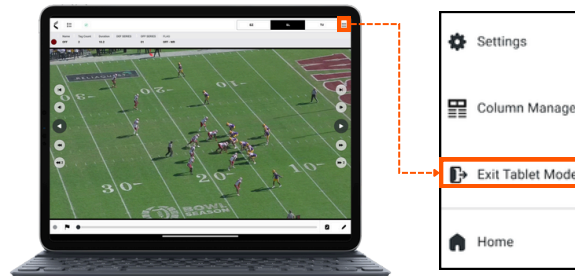
1. Launch **Focus Server**, select the **Sessions** tab, click the Session that is **Running**, and then select **Stop Session**.



# LOCAL CLIENT REVIEW

Once a game has ended, Coaches can review video on local tablet clients. Game video will be synced and downloaded to each local device.

- 1 In the top right hand corner on the iPad, hit the button **Exit Tablet Mode**

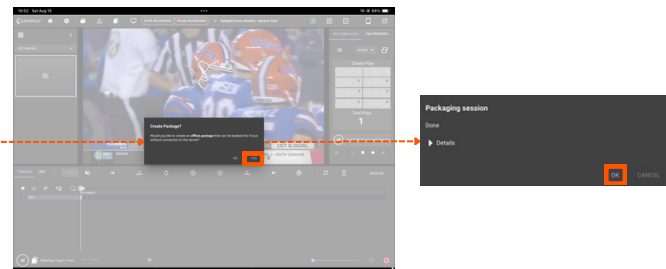


- 2 Hit the **Home Button**, which should prompt you to save the session as a package. Hit **OK**.



- 3 A prompt to create an offline package will appear. Hit **Yes** to create.

There will also be a confirmation that the package is created, Hit **OK** to dismiss this prompt.



- 4 Open Focus and Hit Review Sessions. From there you will see the local package listed.

Hit **open** to access the local package

