User guide

TRPL-D Stats · Live basketball statistics

Android tablet, iPad, Windows and Mac · version 1.26

With TRPL-D Stats you keep the record during the game by tapping the player and then the stat; the box score, shot chart, game analysis, season reports, PDFs and broadcast images are calculated automatically from those records. Your game data stays on your device and is not sent to the internet. This guide covers Android tablets, iPad, Windows and Mac; the differences between devices are in the Appendix.

The club, team and player names in the screenshots are examples. The orange numbered markers correspond to the explanation with the same number below the image.

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1. Getting started

A game in five steps

1
Start
Start the demo, sign in with a club account or enter your license code.

2
Teams
Prepare your teams and squads, or load the bundled teams.

3
Game
Open the game with **New game** or from the fixtures, and prepare the roster.

4
Entry
Select the starting five and start the quarter; tap the player, then the stat.

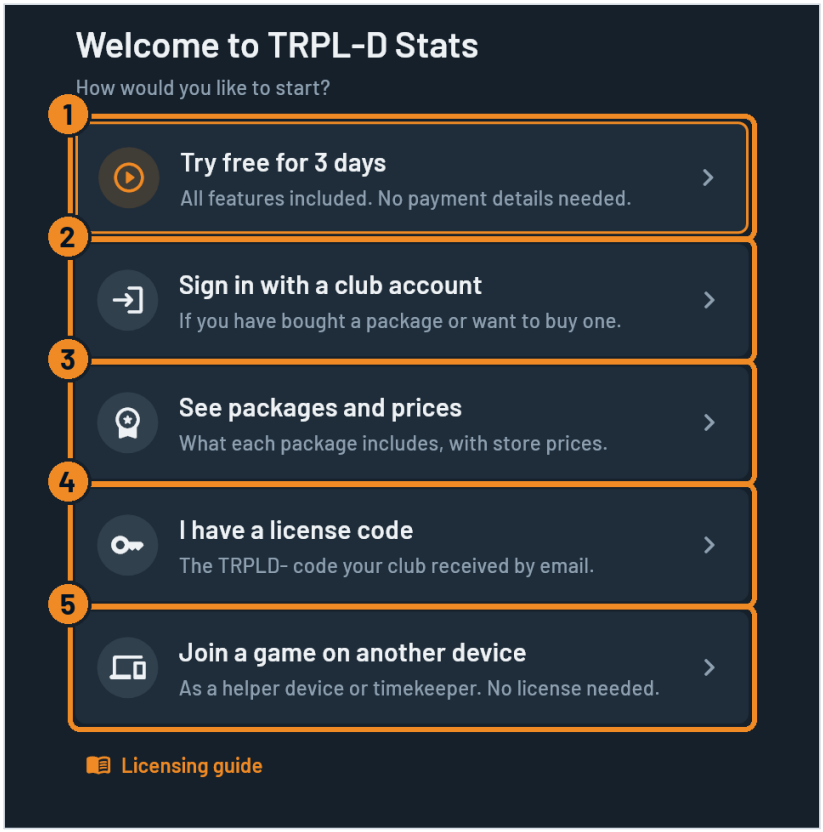
5
Report
Get the box score, analysis, shot chart, PDF, CSV and broadcast images.

Installation

Device	How to install
Android tablet	Install **TRPL-D Stats** from Google Play. If you were sent an app file (APK), open and install it; if the tablet asks for "unknown sources" permission, allow it for that app. 8–13 inch tablets are recommended.
iPad	Install from the App Store. There is no license code on iPad; the app works with a club account and an App Store subscription.
Windows computer	Install from the Microsoft Store or run the installer from the website (**TRPL-D-Stats-Kurulum**); no administrator rights are needed. If Windows shows "Windows protected your PC", click **More info**, then **Run anyway**.
Mac	Open the **.dmg** file from the website and drag TRPL-D Stats into the Applications folder. macOS 12 or later is required. The Mac version works with the Windows license code.
Updating	An app installed from a store is updated by the store. If you installed it from a file, install the new version over the old one; your games, teams and license stay in place. Taking a backup before updating is still recommended.
License	On first launch the app asks how you want to start (below). How to get and enter a license code is explained in the **Licensing guide**. The demo is valid for 3 days and can be started once per device.

First launch: how to start

When the main device has no license or package, the app opens with this screen. Tap the option that suits you; each one is explained on its own page.

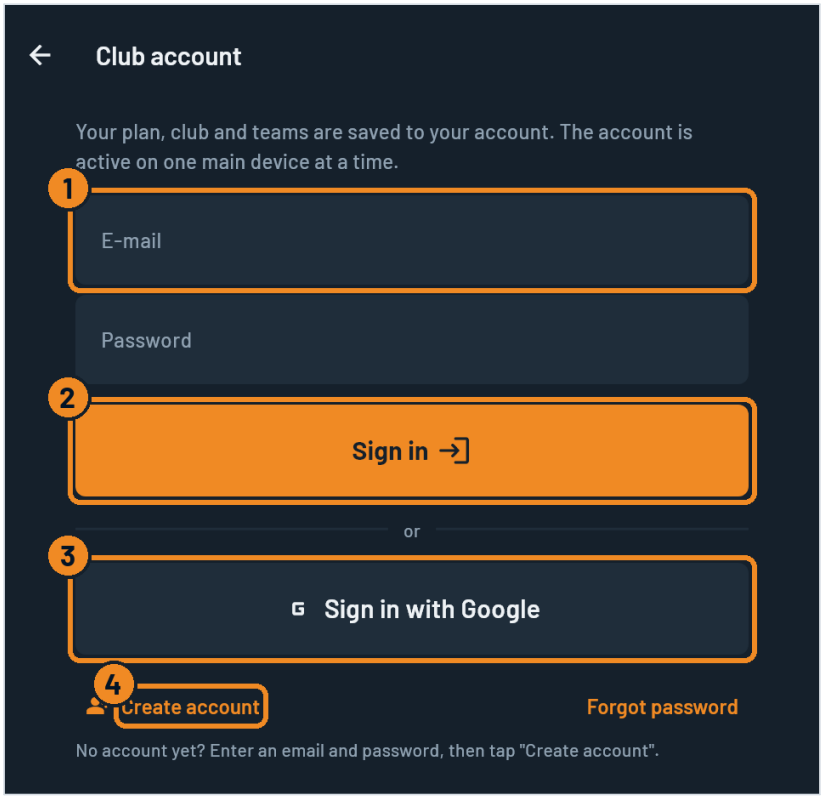


1. **Try free:** enter your club details and start the 3-day demo; all features are included.
2. **Sign in with a club account** (Google Play, iPad): if you have bought a package or want to buy one.
3. **See packages and prices:** what each package includes, with store prices; available before signing in too.
4. **I have a license code:** the page where you enter the code your club received by email; the device ID is also there. In the Google Play version it is a small link at the bottom of the screen.
5. **Join a game on another device:** as a statistician or timekeeper (no license needed).

> The options depend on the device: on Windows and Mac, **Buy a package** (opens the website) appears instead of the club account card; Windows also has **Sign in with membership** (below). On iPad there is no license code option.

Signing in with a club account (Google Play, iPad)

In the Google Play and iPad versions the package belongs to the club account. The account is active on one main device at a time.

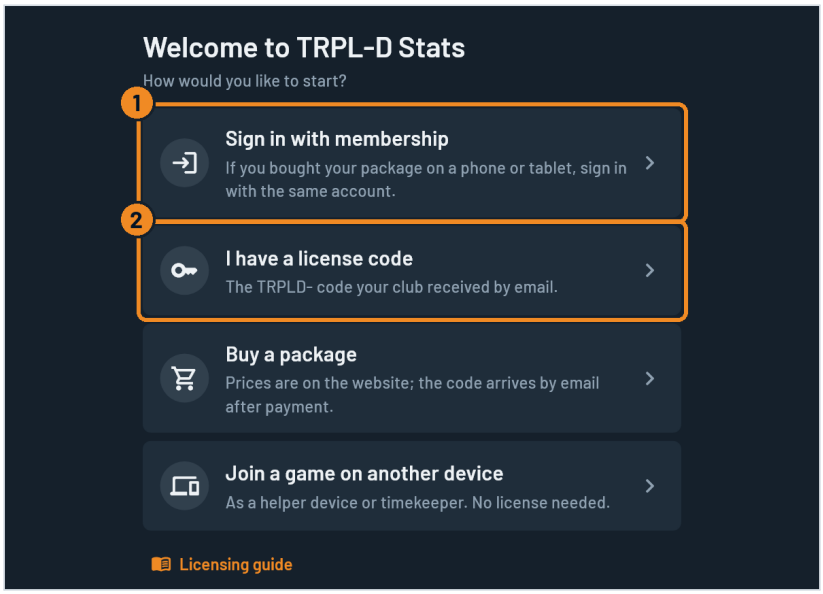


1. Email and password.
2. **Sign in.** If you have no account, fill in the same fields and tap **Create account**.
3. **Sign in with Google** (Android); on iPad **Sign in with Apple**.
4. **Create account** and **Forgot password** links.

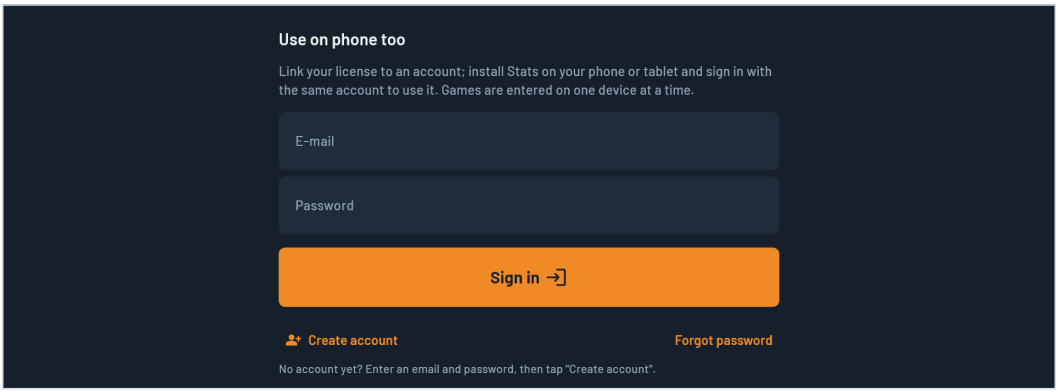
- After signing in, if the account has no package, **Packages** opens: first choose the billing period (monthly / yearly) and the tier (Standard / Premium), then the number of teams. Prices come from the store; payment is made in the store's own window. **Restore purchases** finds a subscription bought earlier.
- After buying, you choose your club and the teams to license. Teams can be changed once a year, in July; free slots can be filled at any time.
- If the account is active on another device, the app asks: **Move to this device** (at most twice a month). Game entry closes on the other device; the games there stay on that device.
- **My account** (at the bottom of the home screen): package, club, teams, device, sign out and account deletion.
- An account created with Sign in with Apple on iPad cannot be used from an Android tablet or Windows. If you will use the account on more than one kind of device, create it with email and password.

Windows: signing in with membership and using it on a phone

On Windows there are two ways: a license code or a membership. If you bought your package on a phone or tablet (Google Play, App Store), sign in on the computer with the same account; if you have a license code, enter the code. You can also link a computer that runs on a license code to an account and use the same package on a phone or tablet.



1. **Sign in with membership:** sign in with email and password; the package on your account opens on this computer.
2. **I have a license code:** the code your club received by email (see the Licensing guide).

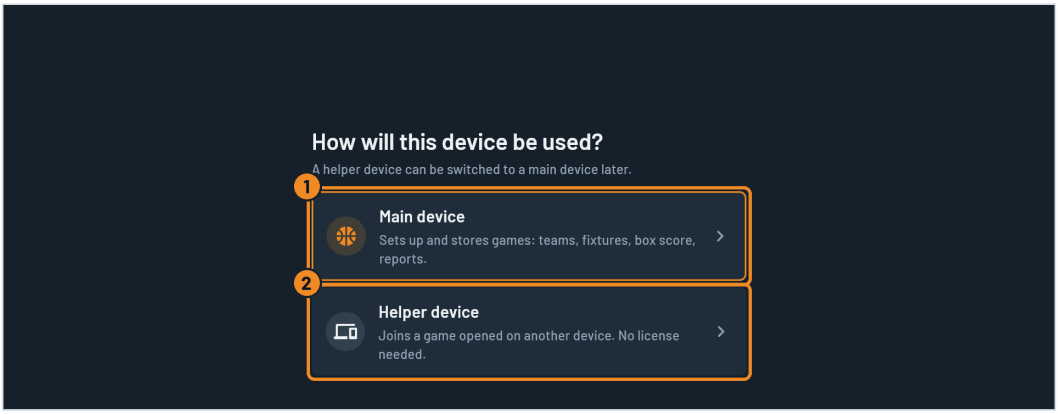


On a computer that runs on a license code, go to About › **Use on phone too**: sign in with email and password (**Create account** if you have none), then tap **Link license to this account**. Install TRPL-D Stats on the phone or tablet and sign in with the same account.

- Games are entered on one device at a time. When you sign in on the phone or tablet, the computer goes on standby; the banner on the computer takes the license back. Switching between the computer and this second device is unlimited.
- On a phone only single-team mode is available; two-team games are entered on a tablet or a computer.
- Games do not move between devices by themselves; move them with a **game file** (see chapter 7).
- In this version there is no Google or Apple sign-in on the computer; create the account with email and password. Signing in with membership comes to the Mac with the next version.

Device role: main device and helper device

When the app is opened for the first time on an empty device it asks how the device will be used. A device that has been used before (with a license, a team or a game) is not asked; it is a main device.

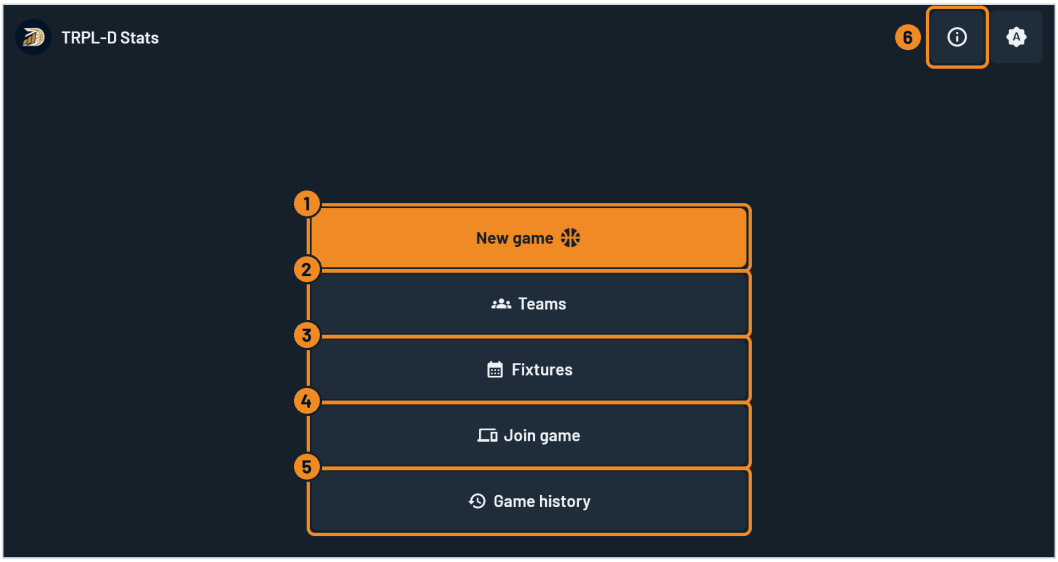


1. **Main device:** sets up and stores games; teams, fixtures, reports and broadcast are on this device. A license or package is required.
2. **Helper device:** only joins a game opened on another device: it enters one team's stats or acts as the timekeeper. No license is needed; it can be a phone.

> If you work with a single device, choose **Main device**. A helper device is for when several people enter the same game together (see chapter 4). A device chosen as a helper can later be turned into a main device with a license code or a club account.

Home screen

On the main device this menu appears when the app opens. If a game is in progress the app opens that game directly; games that are set up but not started are listed below the menu under "Games in progress".



1. **New game:** sets up a game (mode, teams, details, roster).
2. **Teams:** clubs, teams and squads.
3. **Fixtures:** the game schedule; you can also open a game from here.
4. **Join game:** joins a game opened on another device as a helper (does not use your license).
5. **Game history:** all games, box score, season report.
6. **About:** license, backup, team package, version.

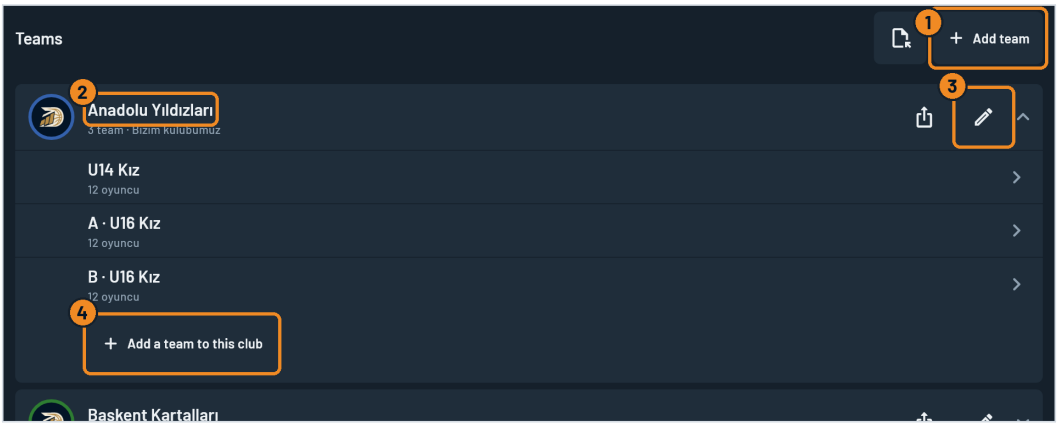
In the versions that work with a club account (Google Play, iPad) there is also **My account** at the bottom of the menu.

2. Before the game: teams, fixtures, setting up a game

Prepare the teams and squads before the game, so that during the game all you do is tap.

Teams

Teams are grouped under the club name. A team consists of the club name, an optional suffix (A, B), gender and age group. Mark your own teams as **Our club's team**.



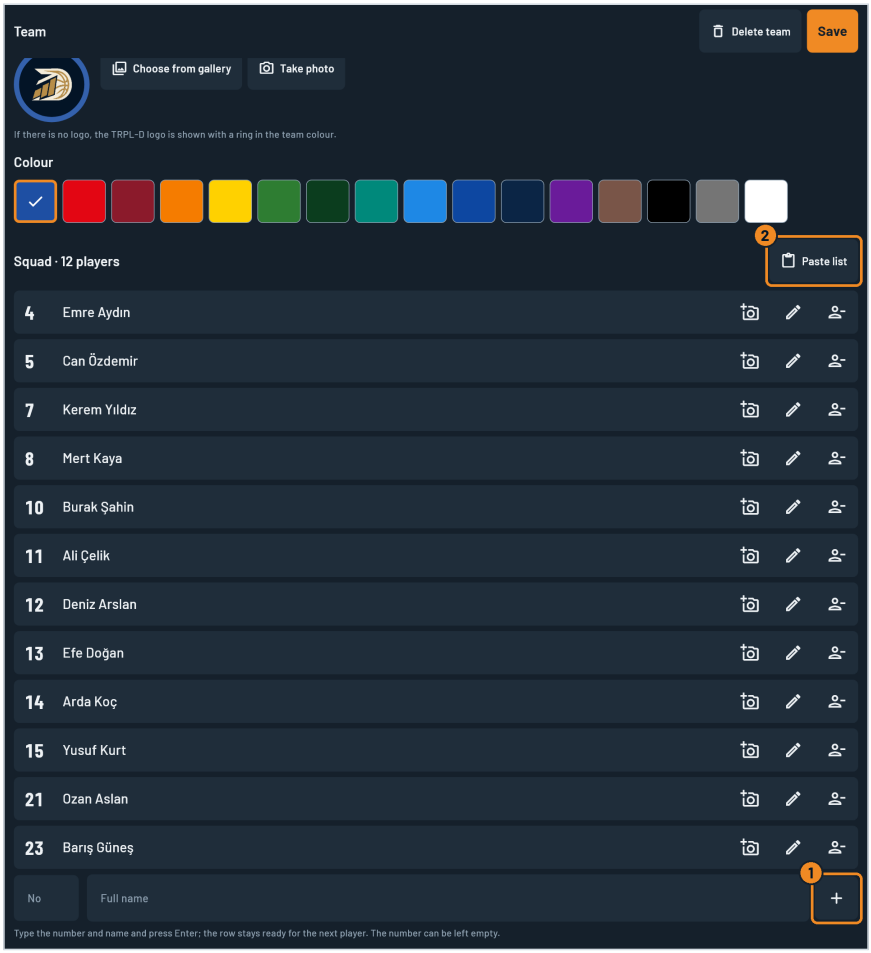
1. **Add team:** a new club or team.
2. Tap a club heading to expand its teams; tap a team to edit its details and squad.
3. **Edit club:** name, short name, logo and color are applied to all teams of the club.
4. **Add a team to this club:** the club details are pre-filled.

> When the Teams screen is empty, the **Load bundled teams** button appears: the teams of your region come with the app. Teams are added as opponents; open your own teams, tick "Our club's team" and enter the jersey numbers.

Club file: the **Share club** icon on the club header exports the club's teams, players, jersey numbers and logos in one file (zip) or as a spreadsheet (CSV). On another device, **Import club file** on the Teams screen brings everything in at once. Importing the same file again does not create duplicates and deletes nothing; it fills in missing jersey numbers.

Team details and squad

Tapping a team opens this screen. The team details are at the top and the squad below. Changes to the squad are saved immediately.



1. **Quick entry row:** type the number and the name and press Enter; the player is added, the row clears and the cursor returns to the number. The number can also be added later; every player in a game must have a number.
2. **Paste list:** adds a "number name" list copied from Excel, a message or a note in one go; players already in the squad are skipped.

- **Gender and age category** form the team name and determine which team is licensed under a category license. The category of a team that has played a game cannot be changed afterwards.
- The **logo** is chosen from the gallery or the camera (from a file on Windows); without a logo the TRPL-D emblem is shown in the team color.
- Icons on a player row: **photo** (shown on the broadcast player card), **edit**, **remove from squad**. When a player who has played is removed from the squad, their records in past games are kept.

Fixtures

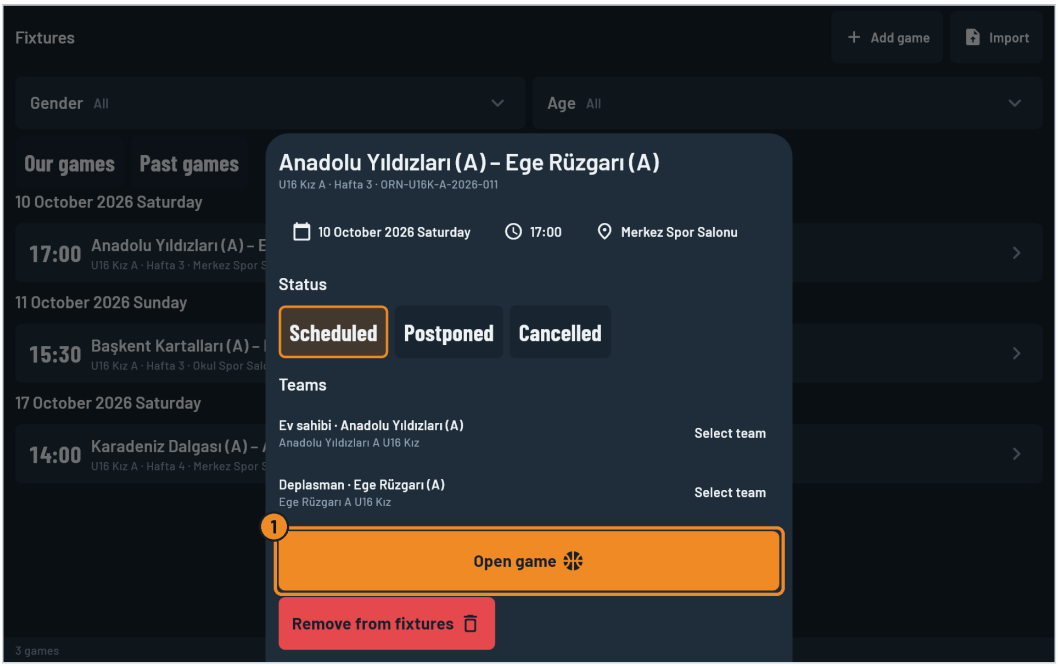
You can load the schedule from the federation bulletin (Excel) or from your own list, and you can also add games by hand. Loading the same file again does not duplicate games; a date, time or venue you changed by hand is kept.



1. **Import:** choose an Excel / CSV file. If the file also contains games of other teams the app asks: only your teams' games, or all games?
2. **Add game:** one by one, or in a row with "Save and add another".
3. Tap a game to open its details. Narrow the list with the **Gender** and **Age** lists at the top and the **Our games** and **Past games** buttons.

Opening a game from the fixtures

In the game details the date, time, venue and status are edited; every change is saved immediately.



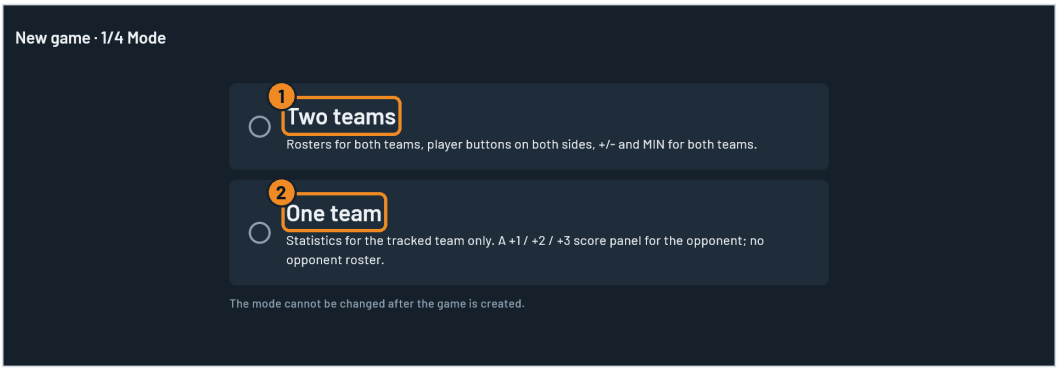
1. **Open game:** the game is set up with teams, date, league, venue and round filled in. You only choose the mode and prepare the roster. An opponent team that is not on the device is created automatically.

- **Status:** Scheduled / Postponed / Cancelled.
- **Select team:** if the name in the fixtures did not match a team on the device, match it by hand; it is applied to the other games with the same name.

- If a game was opened by mistake it is deleted on the same screen with **Cancel the opened game**; the fixture entry stays and the game can be opened again.

New game: choosing the mode

A game is set up in four steps: mode, teams, game details and roster. The mode cannot be changed afterwards.

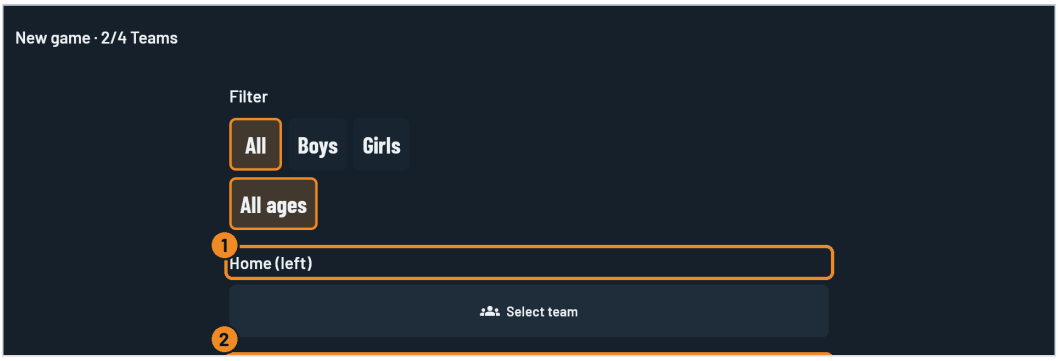


1 **Two teams:** stats, +/- and minutes for both teams. Shared entry with a second statistician uses this mode.

2 **One team:** only your own team; score, rebound and turnover buttons for the opponent.

New game: teams, details, roster

The home team is always on the left and the away team on the right. You can narrow gender and age group with the filters at the top.



1 **Home (left):** select a team or create a new one.

2 **Away (right).**

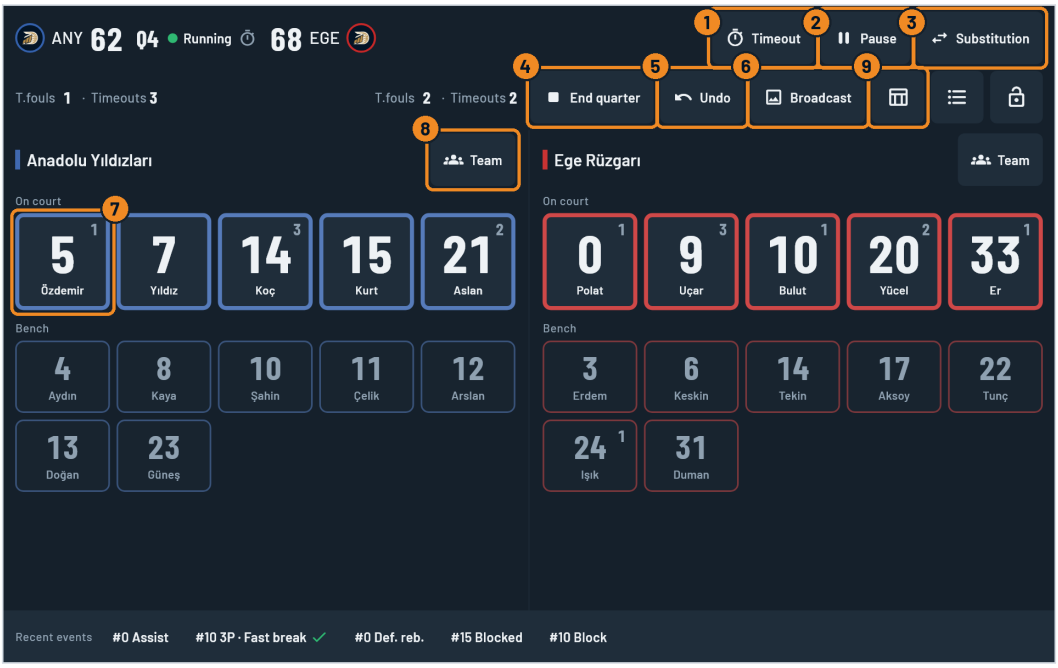
- **Game details:** date and time (now by default), league, venue and round. League and venue are suggested from previous games.
- **Game roster:** at most 12 and at least 5 players per team. Add them with **Pick from squad** or type them; on a tablet the roster can also be read from a photo of the score sheet (the result can always be corrected). Players from the club's other teams can be picked too (to play a player from a younger age group). The roster screen also has **Paste list**; Enter moves to the next field and opens a new row on the last one.
- **Game clock:** turned on with the **Use the game clock** switch in the details step (see Game clock and shot clock). When it is off, minutes are estimated from real time.
- Every player must have a jersey number, and the same number must not appear twice. A number you enter here for a player without one is also written to the squad.
- If two teams from different age groups are selected the app asks for confirmation (friendly game). A game between a boys' and a girls' team cannot be opened.

3. During the game

The rule is simple: tap the player first, then the stat. No confirmation is asked; a wrong record is corrected afterwards.

Game screen

Before the game and between quarters, tap the players to select the **starting five**; when 5 players are selected for both teams the **start quarter** button becomes active. Players on the court are at the top and filled; bench players are below and faded.

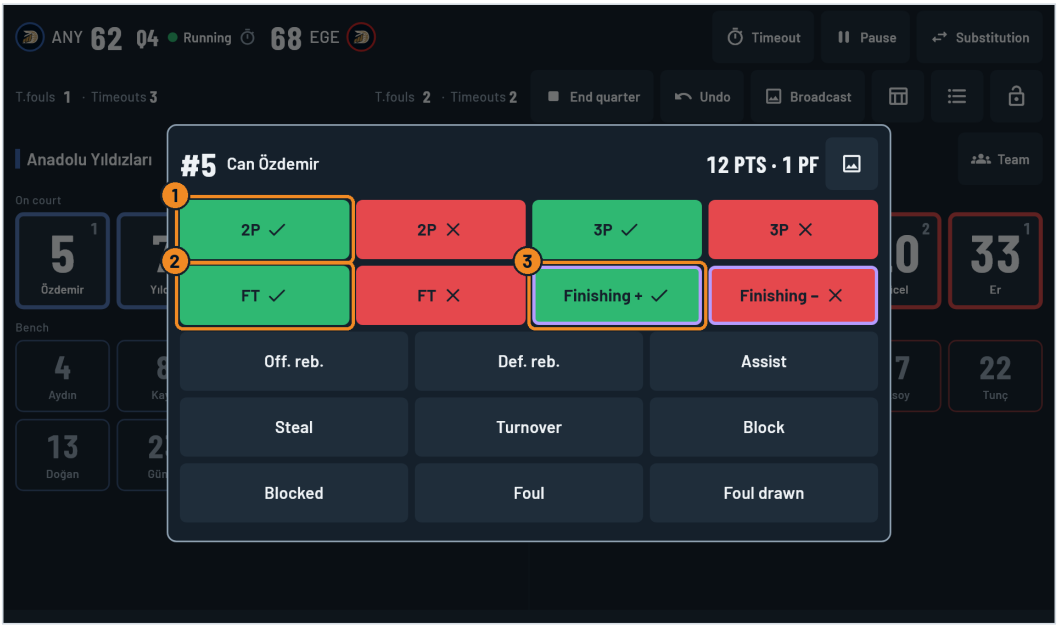


1. **Timeout:** choose which team's timeout it is; the clock stops. It continues with **Resume**.
2. **Pause:** stoppages such as an injury or a referee review.
3. **Substitution:** substitution mode.
4. **End quarter.** After the last quarter, overtime is offered if the score is tied; otherwise **End game** appears.
5. **Undo:** deletes the last record; can be pressed repeatedly.
6. **Broadcast:** broadcast images (PNG).
7. Player button: tap to open the stat window; long-press for that player's records. The number in the corner is the foul count (4 yellow, 5 red).
8. **Team:** team rebound and team turnover.
9. **Box score**, and next to it the full event list and the orientation lock.

The top row shows the score, the period and the clock status (running / timeout / paused / between quarters), and below it the team fouls and remaining timeouts. When team fouls reach 5 the bonus mark appears. You can correct a record by tapping it in the **Recent events** strip at the bottom.

Entering statistics

Tap the player, then tap the stat: the record is made immediately and the window closes. Tapping outside the window closes it without recording.



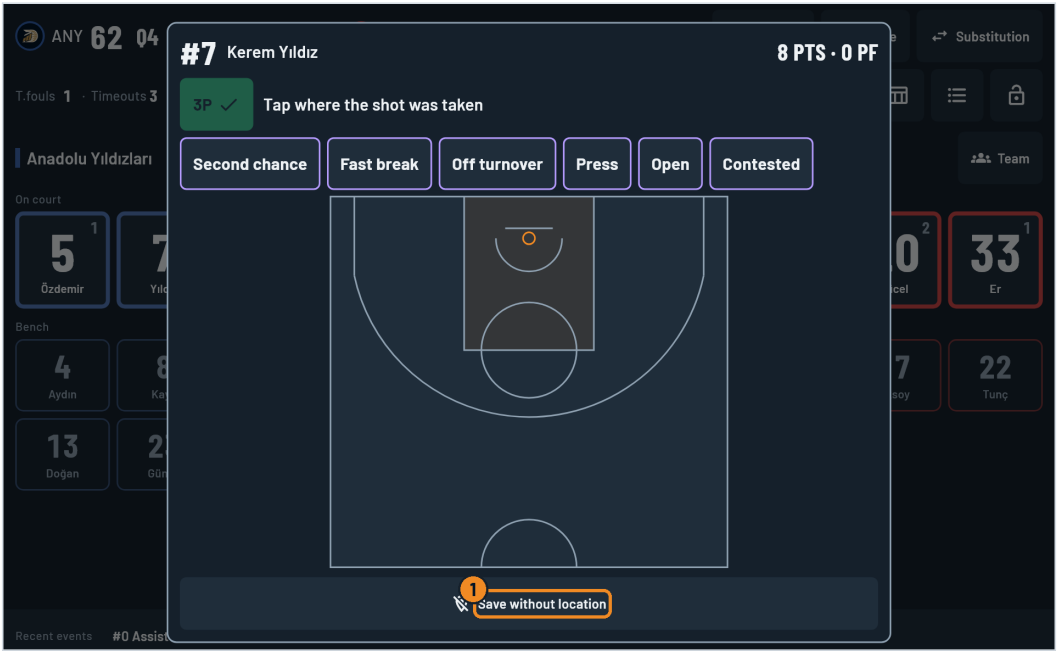
1. Shots: made (green, ✓) and missed (red, ✗) for **2P** and **3P**. After tapping, the shot location is asked.
2. **FT:** free throw made / missed; no shot location is asked.
3. **Finishing + / –** (purple outline): when the player who took the offensive rebound finished the play themselves, + if it scored, – if it did not. One tap makes two records: an offensive rebound for that player and a 2P tagged "Second chance". The court does not open; the shot is recorded in the paint. **Undo** removes both together.

Other buttons: offensive rebound, defensive rebound, assist, steal, turnover, block, block against, foul, foul drawn. The header shows the player's current points and fouls; the icon at the top right opens that player's broadcast card. The buttons never change place; after a few games you press them without looking.

> If another player took the rebound, do not use Finishing: enter **Off. reb.** for the player who took the rebound, a normal 2P for the shooter, and tap the purple **Second chance** button on the court.

Shot location and extra tags

When you choose a two- or three-point shot the half court opens. Tap where the shot was taken; the record is made and you return to the game screen. The three-point line is the boundary: a three cannot be marked inside the line, nor a two outside it.



1 **Save without location:** saves the shot without a location. Tapping outside the court does the same; the shot is not lost.

> **The purple buttons are optional** (Second chance, Fast break, Off turnover, Open, Contested). If you tap one before tapping the shot location, the shot is recorded with that tag and analysed in the **Extras** tab of the analysis centre. If you don't, nothing is missing. On the shot chart the source shows as the shape of the mark (see Shot chart).

Turnover reason

In Premium packages, tapping **Turnover** on the player card does not close the card; six reason buttons appear on the same card. The reason is optional.



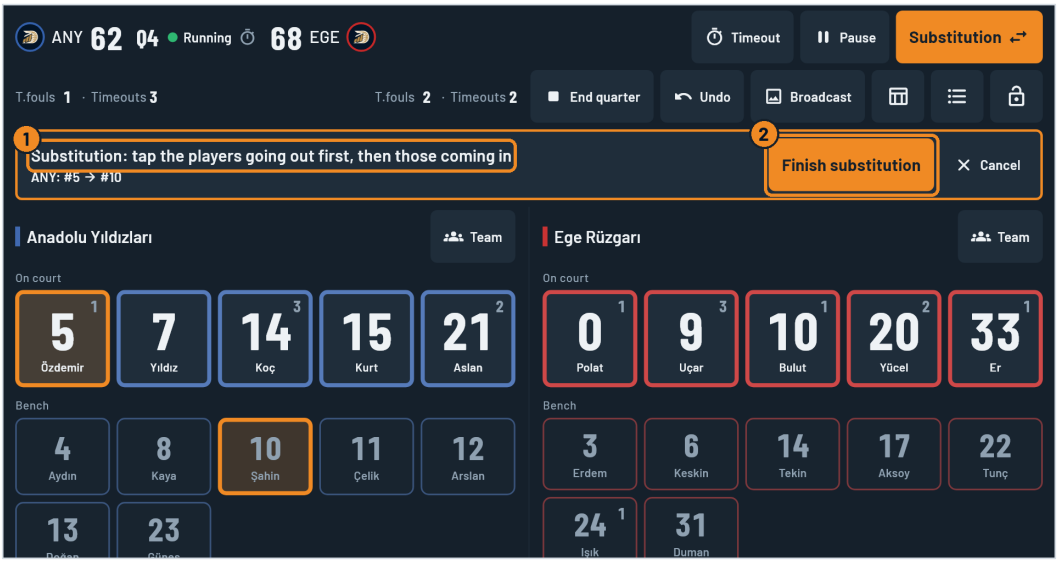
1 Reasons: bad pass, dribble, travel, offensive foul, time violation, out of bounds. Tapping one records the turnover with that reason and closes the card.

2 **Save without reason:** records it without a reason. Tapping outside the card does the same; the turnover is not lost.

After a steal, tapping the player who lost the ball opens the same card. Turnovers entered from the keyboard or by voice do not open the card; the reason can be added later from the correction card. In the Standard package Turnover is recorded with a single tap.

Substitutions

Press **Substitution**; tap the players going out first, then the players coming in. When the numbers going out and coming in are equal, **Finish substitution** becomes active. Substitutions of both teams can be made at the same time.

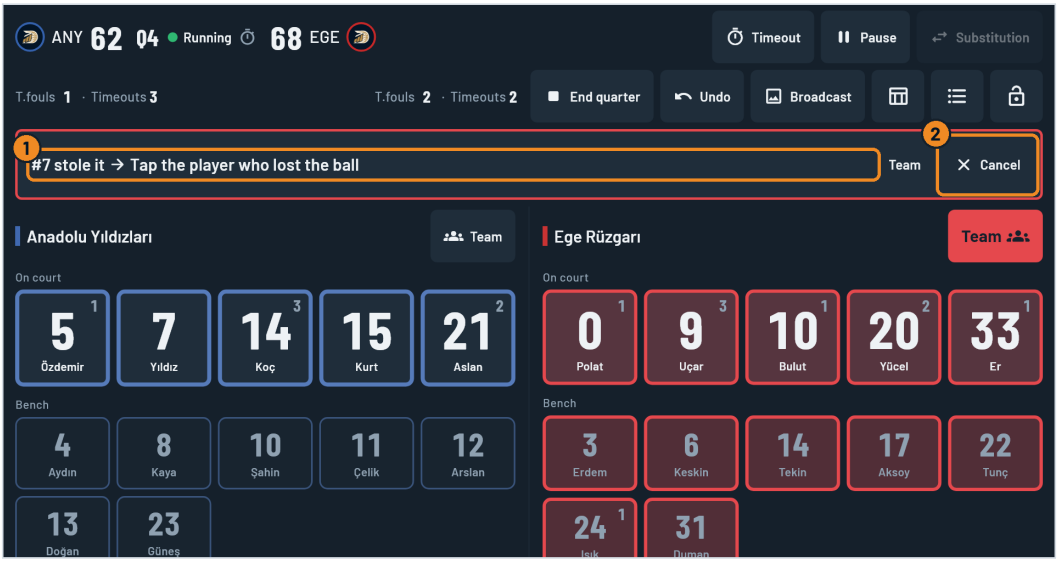


1. The band shows the selected outgoing and incoming players.
2. **Finish substitution** saves; **Cancel** discards.

> If you enter a stat for a player on the bench the record is made and you are asked "Who went out?": select the player who left or, in cases such as a technical foul given to the bench, choose to keep the player on the bench. Because minutes and +/- are calculated from substitution records, entering substitutions on time matters.

Steals and turnovers

When a steal is recorded the opposing team's players turn red: tap the player who lost the ball.

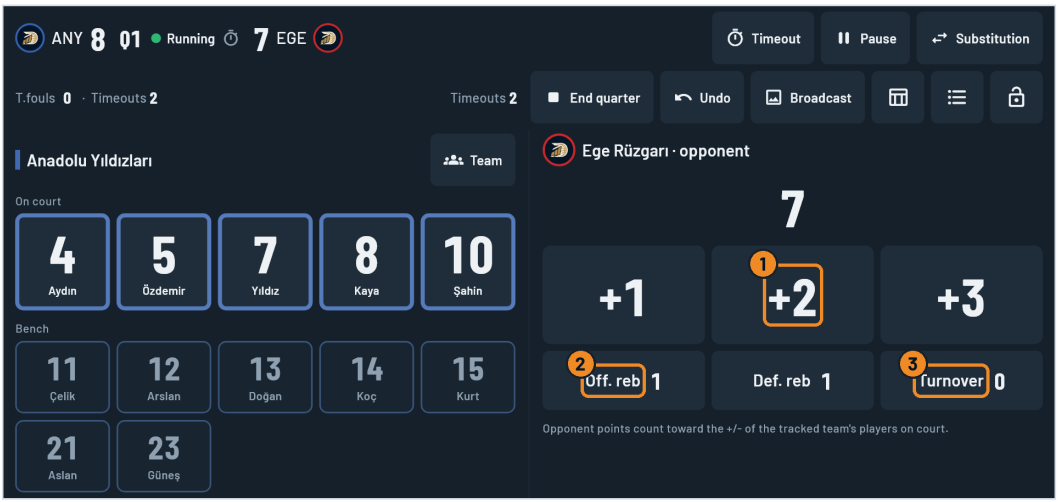


1. The band says who made the steal. **Team** writes the turnover to the team instead of a player.
2. **Cancel** also deletes the steal (Undo does the same).

Tapping the player who lost the ball (Premium) opens the reason card; see Turnover reason. In single-team mode a team turnover is recorded for the opponent automatically; no choice is asked.

One-team mode

You keep the statistics of your own team only. On the opponent's side there is a score panel instead of players.



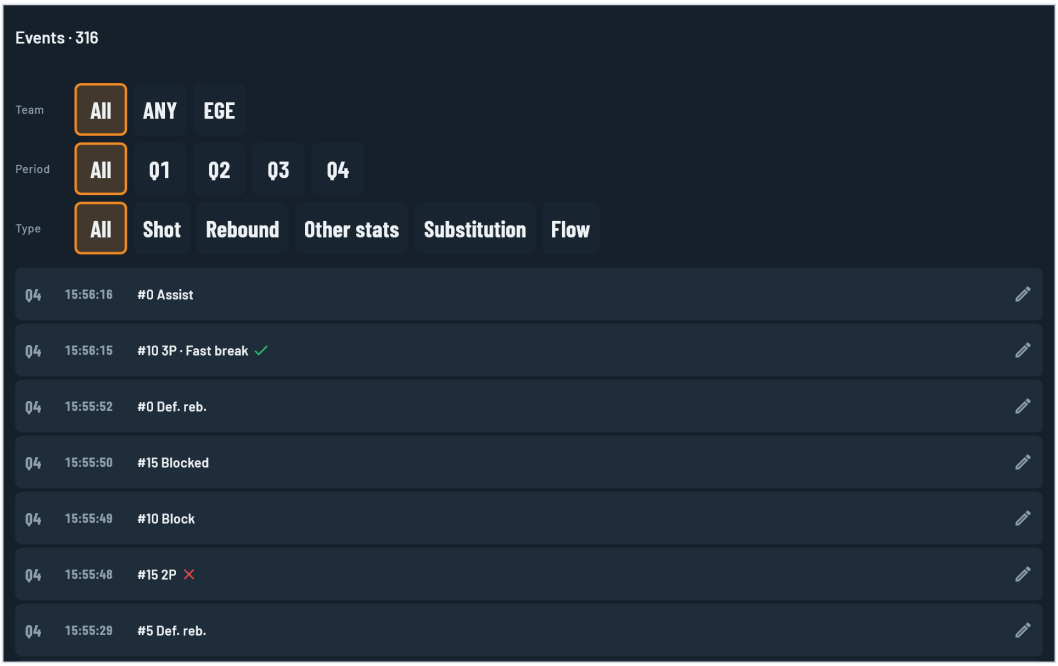
1. **+1 / +2 / +3:** the opponent's points. They count in the +/- of your players on the court. When you tap, the app asks where the points came from (below).
2. **Off. reb / Def. reb:** the opponent's rebounds (optional). If entered, rebound percentages are calculated.
3. **Turnover:** the opponent's turnovers (optional).



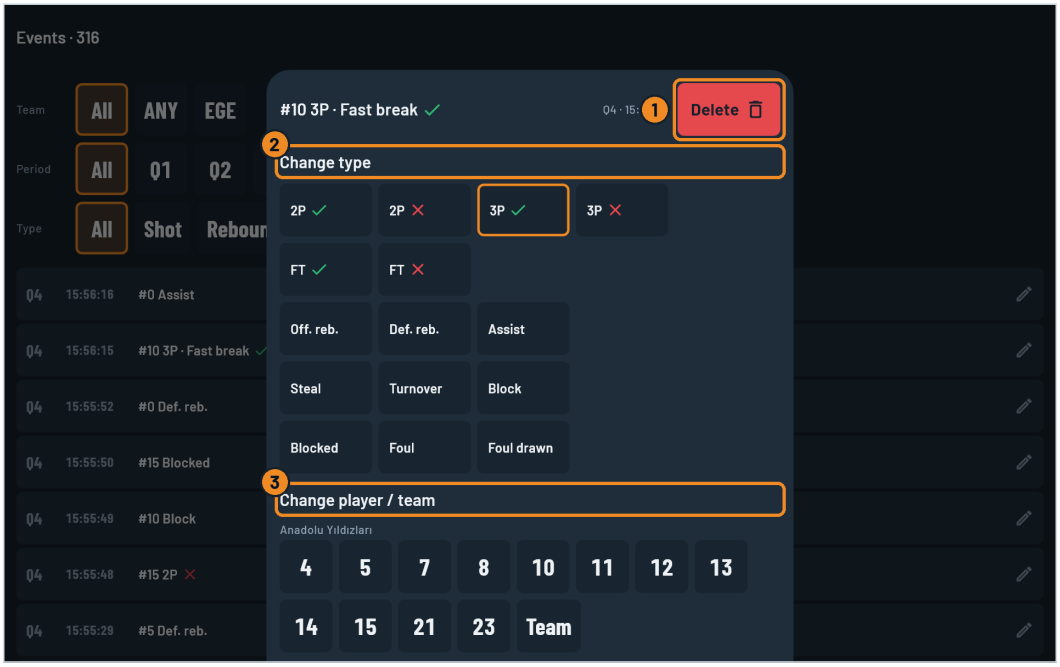
Opponent points: where did they come from? **Second chance**, **Fast break**, **Press** (from the opponent's press), **Steal** or **Normal offense**. The choice is optional: if you are in a hurry, tap outside and the points are recorded without a source. The sources appear as tables in the game and season analysis.

Correcting: undo, event list, correction card

When you make a mistake you do not need to stop the game. **Undo** deletes the last record. For an older record there are three ways: tap the record in the recent events strip, long-press the player (that player's records), or open **all events** with the list icon in the top bar.



The full event list is filtered by team, period and type. Tapping a record opens the correction card:



1. **Delete:** deletes the record. If a steal is deleted the linked turnover is deleted too.
2. **Change type:** for example 3P ✓ instead of 2P ✓.
3. **Change player / team:** a record entered for the wrong player is moved to the right player without being deleted.

Further down the card are the shot location (add / change / remove), extra tags, the period and (for substitution, timeout and quarter records) shifting the time. Every change is saved immediately; score, minutes and +/- are recalculated.

Game clock and shot clock

When the game clock is on, a clock bar sits above the players on the game screen: **Start** / **Stop** and the time remaining. Tapping the time (or the adjust icon next to it) opens **Adjust the clock**: match the scoreboard with ±1 s, ±10 s or by typing minutes and seconds; stats are not affected.

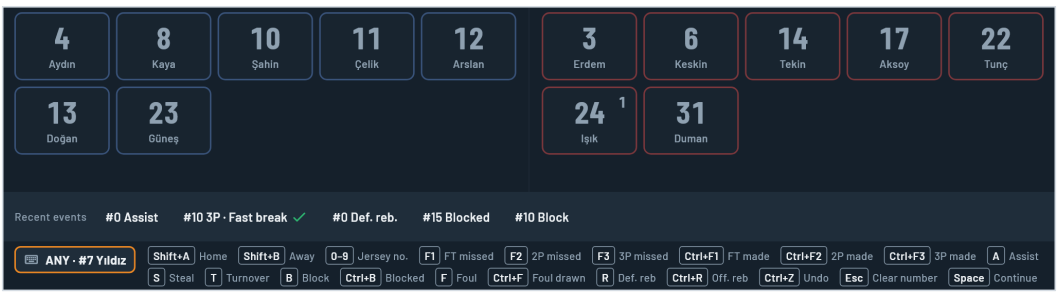
- **Shot clock:** 24 and 14 buttons; it runs and stops with the game clock. It returns to 24 at the start of every quarter. Timeouts and pauses do not reset it (FIBA); tap 24 or 14 when needed.
- If a timekeeper device is connected, the game clock and shot clock are on that device (see chapter 4).
- With the clock off, time is estimated from real time and shown with "~"; player minutes are still calculated.

Special situations

Situation	What happens, what to do
Timeout and pause	Statistics can be entered while the clock is stopped (free throw, technical foul). If the timeout allowance is exceeded the app warns but does not block the record.
Foul warnings	A player is shown in yellow at the 4th foul and in red at the 5th. When team fouls reach 5 the bonus mark appears. The app does not remove the player from the game; it only warns.
5 players on the court	If a number other than 5 players remains on the court a warning appears; fix it with **Substitution**.
Between quarters	When a quarter ends, the last lineup is suggested as the starting five of the next quarter; tap the players that change. A technical foul given between quarters is entered once the next quarter starts.
Overtime	If the score is tied when the last quarter ends, the option to start overtime appears (5 minutes). In overtime the team fouls continue from the 4th quarter.
A game set up by mistake	Before the game starts it is deleted with **Cancel game** in the starting-five band. A game that has started is deleted from the game history.
Cancelling a game	**Cancel game** on the game screen first asks for the reason (referee decision, postponed, technical failure, wrong entry, test game, other), then what happens next: resumes from where it stopped, will be replayed from the start, or will not be played. A cancelled game is left out of the season report; if it will resume, it stays in the game history as "suspended" and can be opened and continued. A wrong entry or test game can be deleted entirely if you wish.
If the app closes	Every tap is saved immediately. When you reopen the app the game continues where it stopped; an open timeout or pause is restored as well.
Screen orientation	The tablet can be used in portrait and landscape; the order of the buttons and the sides of the teams do not change. The lock in the top bar prevents the screen from rotating during the game.

Keyboard shortcuts (Windows, Mac)

On Windows and Mac, stats can also be entered from the keyboard on the game screen. On a Mac, press the F keys together with Fn. Type the team first, then the jersey number; the player button turns orange. Pressing a stat key records it. The strip at the bottom of the window shows the selected player and the keys.



Key	Function	Key	Function
Shift + A	Home team	**Shift + B**	Away team
0 – 9	Jersey number (up to 2 digits)	**Esc**	Clear the number
F1 / F2 / F3	FT / 2P / 3P missed	**Ctrl + F1 / F2 / F3**	FT / 2P / 3P made
A	Assist	**S**	Steal
T	Turnover	**B**	Block
Ctrl + B	Block against	**F**	Foul
Ctrl + F	Foul drawn	**R**	Defensive rebound
Ctrl + R	Offensive rebound	**Ctrl + Z**	Undo
Space	Resume during a timeout / pause	**Enter**	After a steal: assign the turnover to the typed number

Without typing a number, **R**, **Ctrl + R** and **T** record a team stat. For two- and three-point shots the half court opens; click the location or press **Esc** to save without location. The timeout, pause, substitution and quarter buttons are used with the mouse.

Voice input (experimental, Android tablet)

The microphone in the top bar turns voice input on. Press the **Speak** button (or the headset button) and say a single sentence. Voice commands are recognised in Turkish only, for example "yedi numara üçlük girdi" (number seven three-pointer made) or "deplasman on dört faul" (away fourteen foul). The app shows the sentence it heard and whether it was recorded; it does not record a command it is not sure about. Shots are saved without location.

> Voice input is experimental. Recognition is done by the device's own speech recognition service; it can make mistakes in a noisy gym. Follow the records in the recent events strip and delete a wrong one with **Undo**.

4. Shared entry with several devices

Up to three devices can enter the same game together: the main device, a statistician (the other team's records) and a timekeeper (quarters, timeouts, pauses, game clock, shot clock). The game is stored only on the main device, and the report is combined there. The devices must be on the same Wi-Fi network or a phone hotspot; no internet is needed.

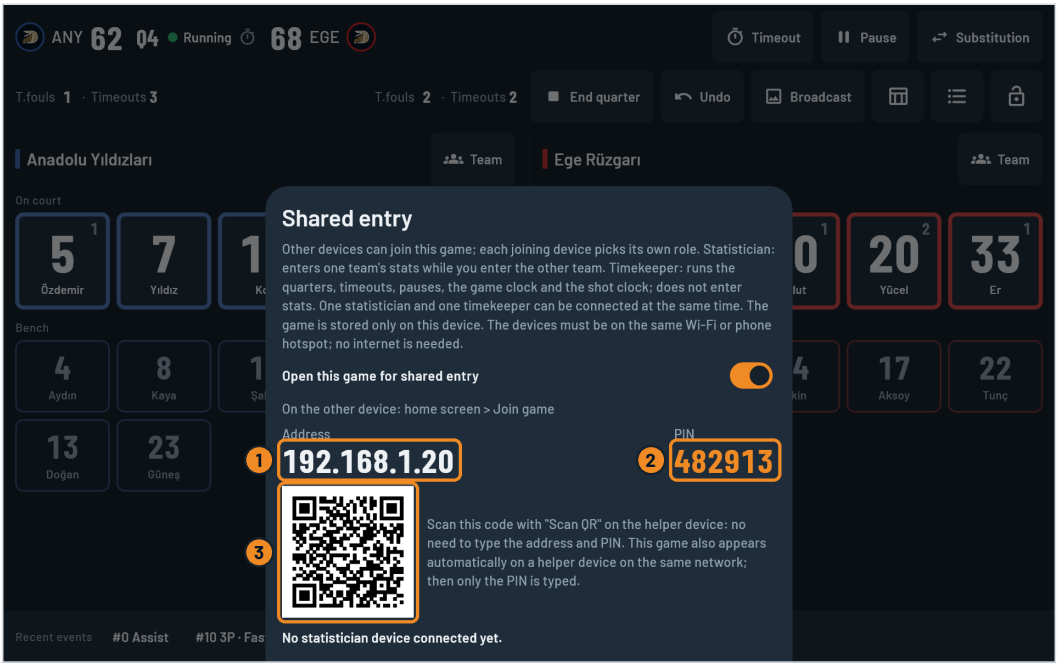
Who does what

	Main device	Statistician	Timekeeper
Device	Tablet, Windows or Mac	Tablet, computer or phone	Phone, tablet or computer
License	Required	Not required	Not required
Sets up and stores the game	Yes	No	No
Statistics, substitutions, starting five	Its own team (both teams if there is no statistician)	Its own team	No
Quarter, timeout, pause, clock	If there is no timekeeper	No	Yes
Undo	Its own last record	Its own last record	Last flow record
Box score, reports, broadcast	Yes	No	No

One device connects for each role; a role that is taken cannot be chosen. In single-team mode only a timekeeper can connect. A licensed device can also join another game (home screen › **Join game**); its role and license do not change.

On the main device: opening the game for shared entry

On the game screen, before a quarter starts or between quarters, tap the **two devices icon** in the starting-five band and turn the switch on.

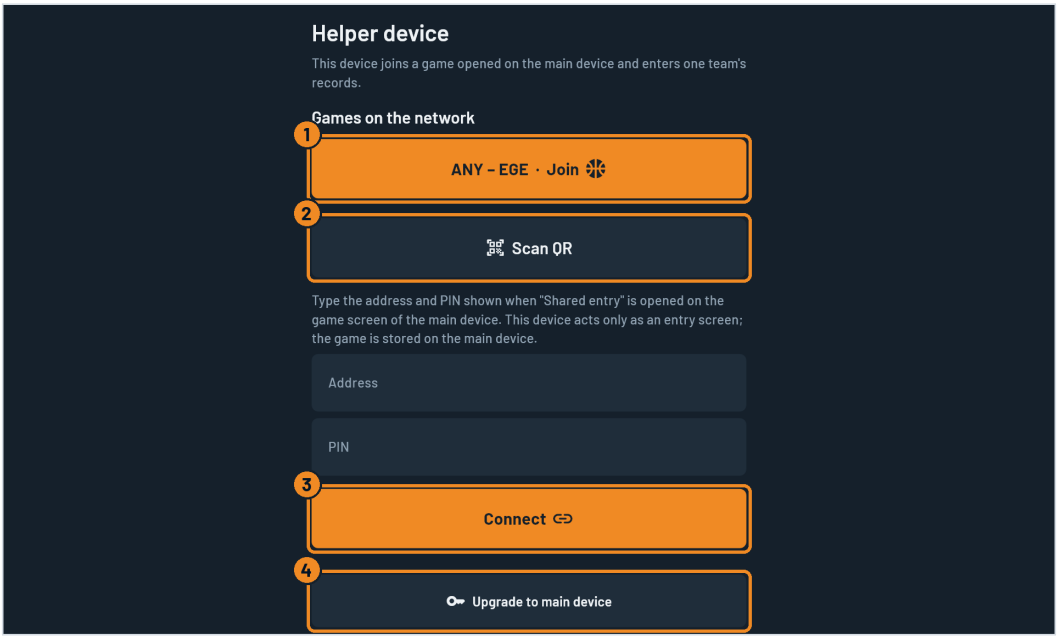


1. **Address:** the address the helper device will type.
2. **PIN:** generated anew each time it is turned on.
3. **QR code:** if the helper device scans it, the address and PIN do not need to be typed.

> The first time, Windows asks for firewall permission: tick **Private networks** and allow it; a Mac asks for local network permission the first time. The game screen must stay open on the main device; when a helper connects, the page shows its role and the team it enters.

On the helper device: joining the game

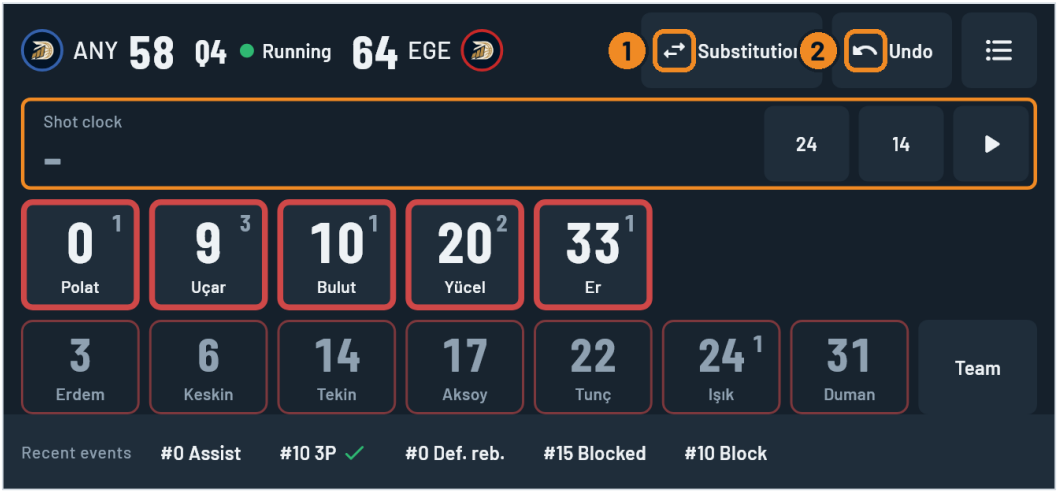
This is the helper device's home screen (on the main device the same screen opens with **Join game**). Connect in one of three ways, then choose your role: **Statistician** (then the team) or **Timekeeper**.



1. **Games on the network:** a game opened for shared entry on the same network appears automatically. Tap it and type the PIN.
2. **Scan QR:** show the code on the main device to the camera; it connects directly.
3. Type the address and PIN by hand and press **Connect** (if the game does not appear in the list).
4. **Upgrade to main device:** turns the device into a main device with a license code or a club account.

The game screen in shared entry

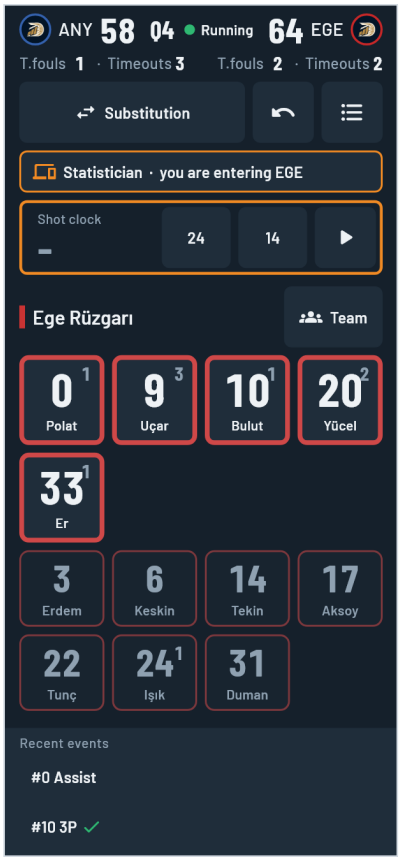
Once connected, both devices show only their own team, in a single panel in the middle; the other team's players are not shown. The score for both teams stays at the top. The helper device has only **Substitution**, **Undo** and the event list.

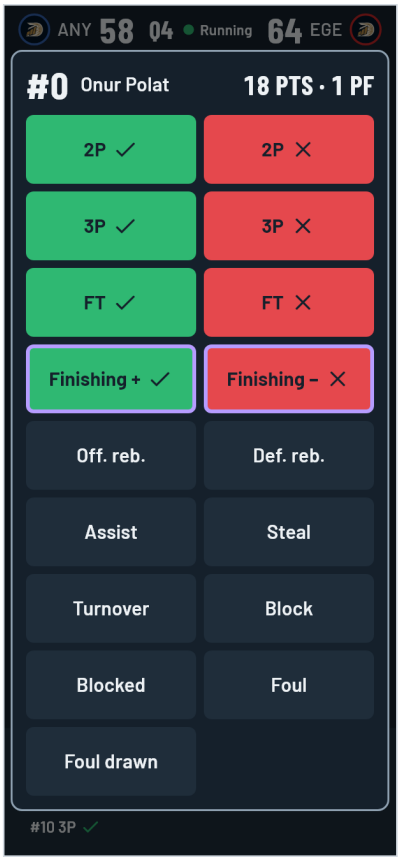


1. **Substitution** (your own team).
2. **Undo:** your own last record.

In portrait, the band at the top shows your role, the starting five between quarters and the connection; on a phone in landscape the band appears only when the connection drops.

When the phone is held upright the players appear in four columns and the stat window in two columns:

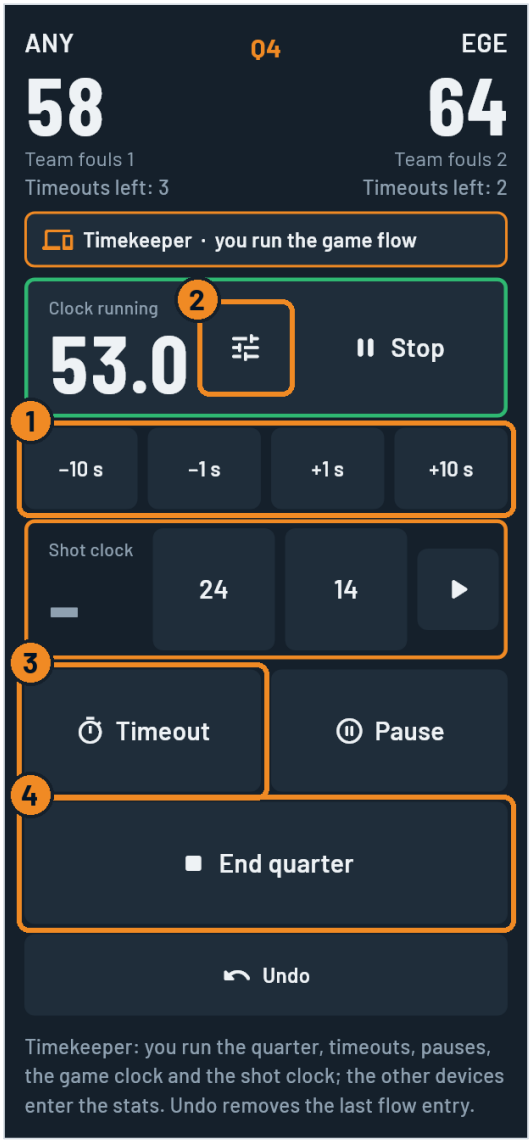




Situation	What happens
Starting five	Each device picks its own team's starting five. When both teams are ready, the main device starts the quarter (the timekeeper, if one is connected).
Steal	The selection of the player who lost the ball opens on the device that enters the team that lost the ball.
If the connection drops	The helper device keeps entering; the band says it is not connected and how many records are waiting. When the connection returns the waiting records are sent automatically.
If the helper leaves	The main device shows both teams again and can enter both.
The game does not appear in the list	Some networks prevent devices from seeing each other. Scan the QR code or type the address; if that fails, use a phone hotspot.

Timekeeper

The timekeeper runs the flow of the game: quarters, timeouts, pauses, the game clock and the shot clock. It does not enter stats; the other devices do. A phone is enough.



1. **−10 / −1 / +1 / +10 s:** match the scoreboard with one tap.
2. **Adjust the clock:** type the minutes and seconds directly; tapping the time also opens it.
3. **Timeout** and **Pause**.
4. **End quarter**; then it starts the next quarter.

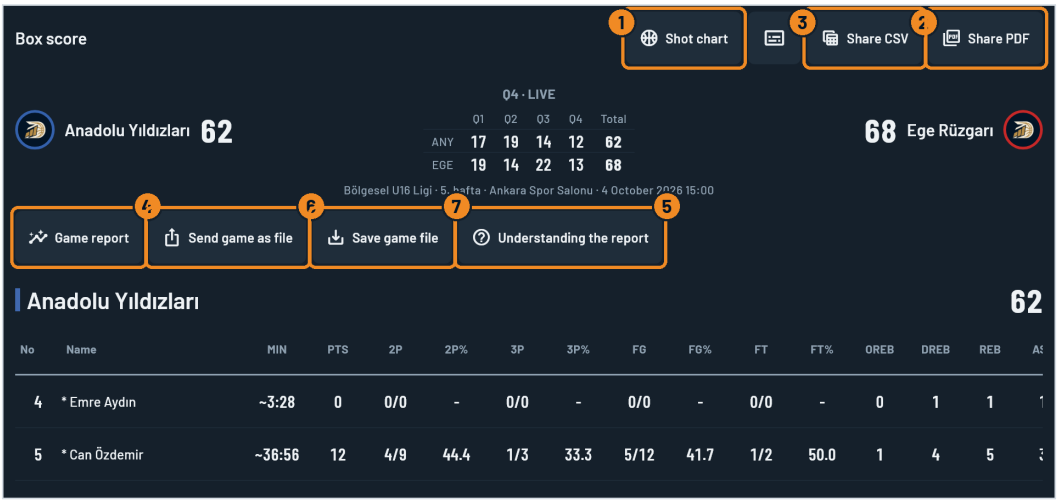
The shot clock has 24 and 14 buttons and runs with the game clock. **Cancel game** is also on this screen. If the connection drops, the timekeeper carries on and the records are sent when the connection returns.

5. After the game: reports and analysis

All reports are calculated on the spot from the records entered; they can also be opened during the game. If you correct a record, all reports update automatically.

Box score

The number and name columns are fixed; the other columns scroll sideways. During a quarter in progress the minutes update live.

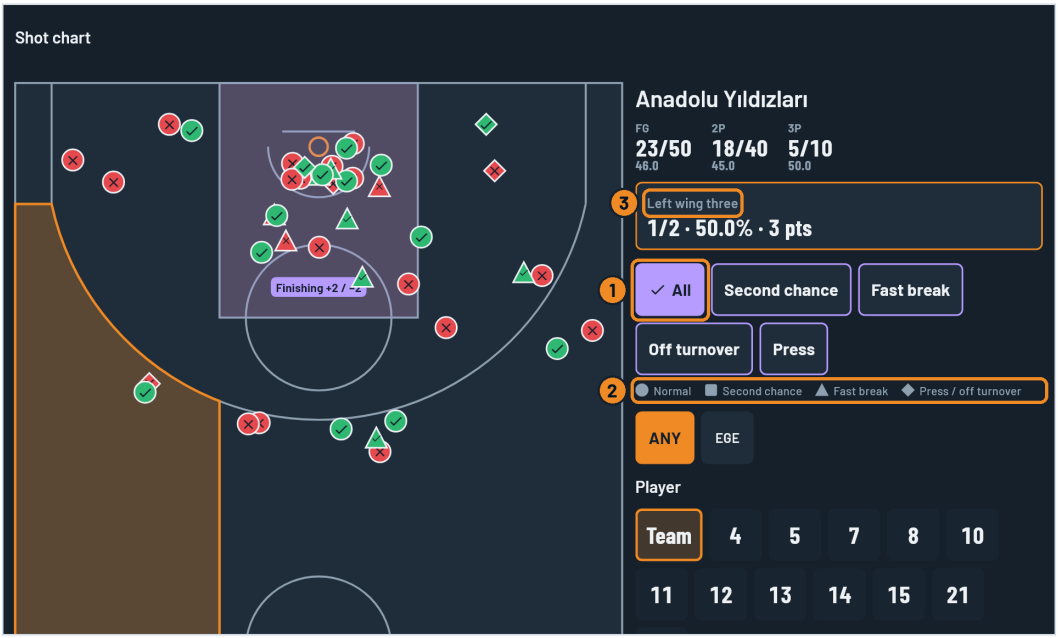


1. **Shot chart.** Tapping a player's name opens that player's chart.
2. **Share PDF:** landscape A4 box score and shot chart pages.
3. **Share CSV:** a table that opens in Excel; at the end, the list of all shots.
4. **Game report:** opens the game analysis center.
5. **Understanding the report:** explanation of the columns and calculations.
6. **Send game as file:** to move the game to another device (see chapter 7).
7. **Save game file** (tablet, phone): saves the file to the device, for example to Downloads, without sharing it.

- Tap a column heading to sort the table by that column.
- Tap a cell to list the records that make up that value; they can be corrected from there.
- **MIN** is an estimate (shown with "~"): the app has no game clock, minutes are calculated from substitution records and may be off by 1–2 minutes per player. All other statistics and +/- match the records exactly.
- An asterisk (*) marks the starting five; DNP marks a player who did not play.
- The subtitle icon between the PDF and CSV buttons gives the **score timeline** (see chapter 6).

Shot chart

The shots of the team or of one player are shown on the court: made green ✓, missed red ✗. The court is divided into nine zones: the paint; mid-range left, centre and right; left and right corner threes; left and right wing threes; top of the key three. Tapping a zone highlights it and shows made / attempted, percentage and points next to the chart; tapping it again clears the selection. Shots without a location are not shown on the chart but are included in the numbers.

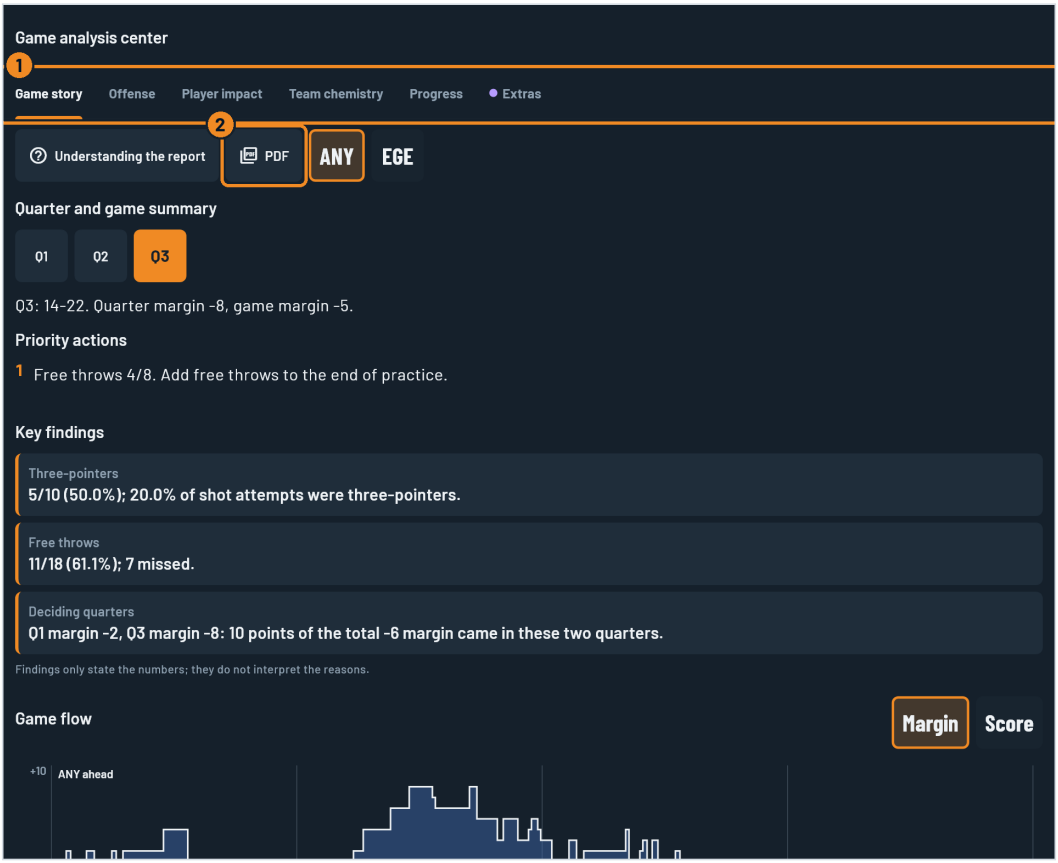


1. **Source filter:** All, Second chance, Fast break, Off turnover, Press; only the shots of the chosen source remain.
2. The shape of the mark is the offensive source: circle normal, square second chance, triangle fast break, diamond press / off turnover.
3. Stats of the tapped zone.

Finishing shots are shown in the paint with a purple shade and a "Finishing + / –" label. The player, made / missed and period filters are next to the chart.

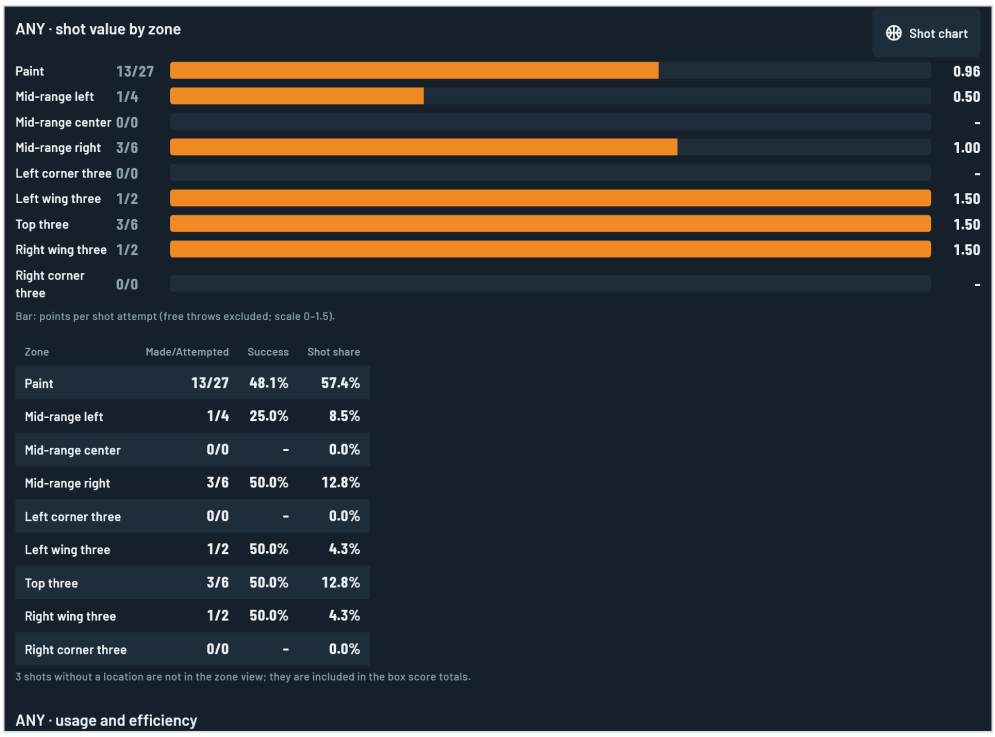
Game analysis center

Opened with the **Game report** button on the box score. In six tabs it shows how the game developed, where the offense was produced and which players and lineups were effective.

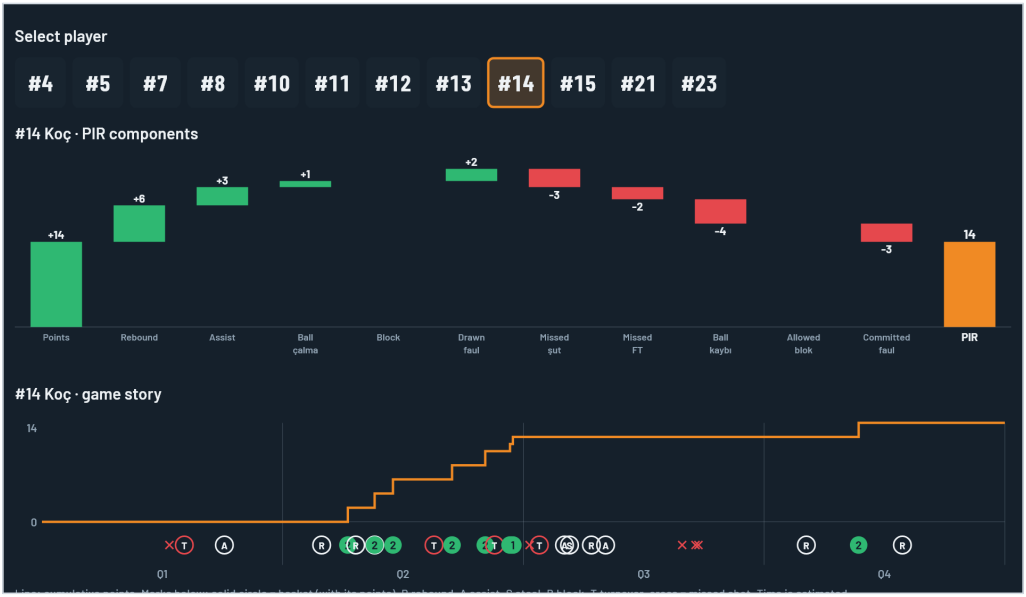


1. Tabs: Game story, Offense, Player impact, Team chemistry, Progress, Extras.
2. **PDF:** "Key statistics" (short) or "Full report".

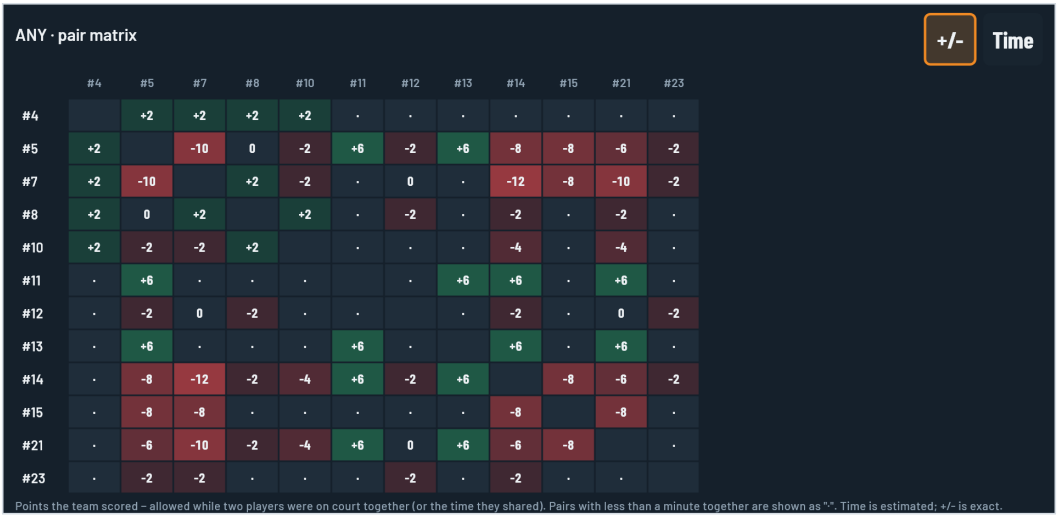
Game story: key findings (figures only, no commentary), the game flow chart (margin or score), lead changes, largest lead, longest run and the quarter-by-quarter offensive profile. Tapping a point or a column in a chart opens the records that make up that value.



Offense tab: shot value by zone (points per shot) and the usage – efficiency chart. A player further to the right finishes more possessions; a player higher up is more efficient.

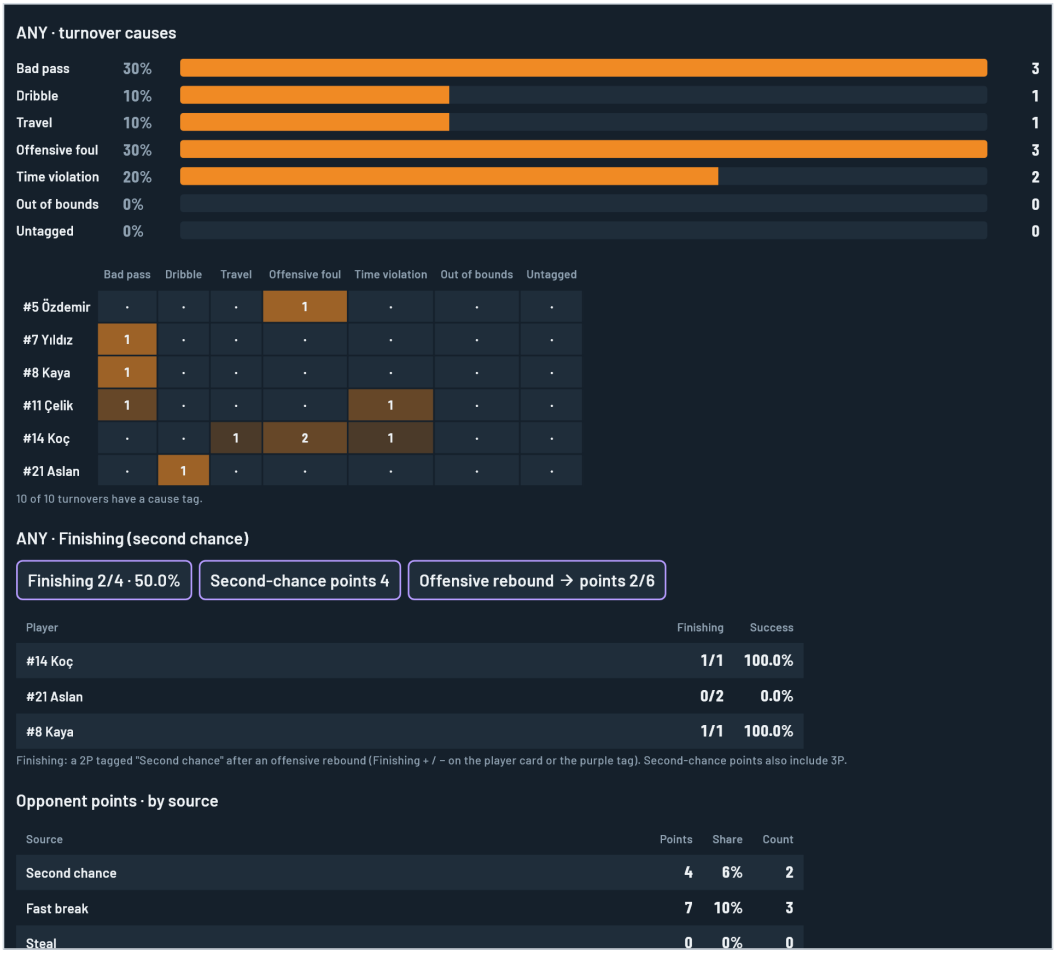


Player impact tab: the selected player's PIR components (green positives, red negatives) and how their points developed during the game.



Team chemistry tab: the pair chemistry matrix. The team's point margin while two players are on the court together; green positive, red negative.

Tab	Content
Offense	Team efficiency table (total possessions, pace, points scored and allowed per 100 possessions, eFG%, TS%, turnover and rebound percentages), shot value by zone, usage – efficiency.
Player impact	Production shares (the player's share of the team's points, shots, assists and rebounds), advanced player table, PIR components, the player's game story, on / off court comparison.
Team chemistry	Pair chemistry matrix, lineups (minutes, points scored / allowed, +/-, shot profile), rotation map, before and after substitutions.
Progress	Comparison of this game with the season average, and a link to the season report.
Extras	What you entered with the purple tags: shots by offensive source (second chance, fast break, off turnover, press), open / contested shots, turnover reasons; **Finishing** (made / attempted, second-chance points, how many offensive rebounds turned into points, player table) and **opponent points · by source**. If no tags were entered, the tab stays empty. The season report and the player report show the totals of the games.

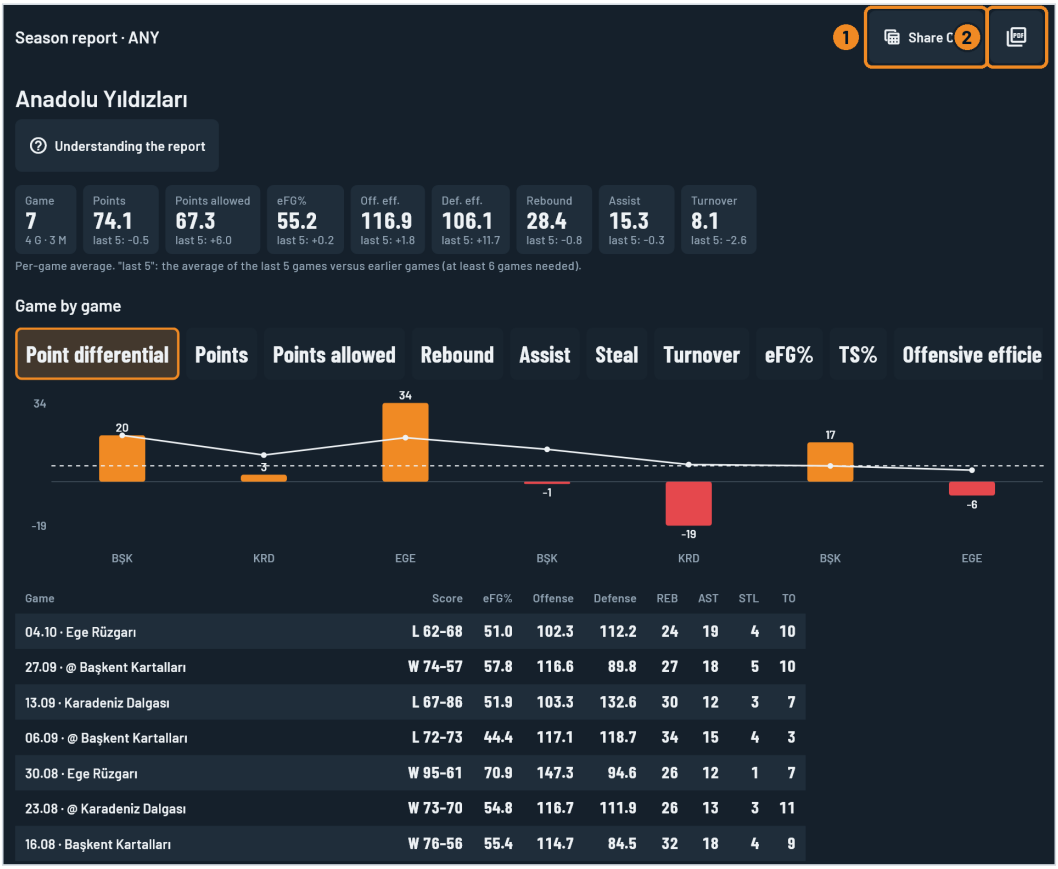


Extras tab: turnover reasons, Finishing and where the opponent's points came from.

> The **Understanding the report** button on every screen explains the charts and formulas of that tab with examples. Time-based charts use estimated time (no game clock is kept) and are marked with "~".

Season report

Shows all games of a team, game by game. It is opened from the top bar of the game history screen or from the Progress tab of the analysis center.



1 **Share CSV:** games, player averages and the players' game-by-game values.

2 **Share PDF:** the season report.

- The boxes at the top show per-game averages and the difference of the **last 5 games** from the earlier games (at least 6 games are needed).
- Choose the value shown in the chart (point margin, points, rebounds, eFG%, efficiency ...). The dashed line is the average; the thin line is the moving average of recent games.
- With the league buttons only the games of one league are shown.
- Tapping a player row opens that player's progress.

Player progress, targets and the player report

Shows a player's development game by game through the season.



1 **Player report:** a PDF for individual meetings (averages, targets, game table, shot chart, profile within the team).

- **Set target:** set a target for the selected value (for example 10 points per game). It appears as a purple line on the chart and is compared with the average of the last 5 games.
- **Profile within the team:** the player's standing among teammates in points, rebounds, assists, steals, shooting efficiency and turnovers. It is not a comparison with other teams.
- If a player plays for two separate teams (for example U14 and U16) their records are kept separately per team.

Outputs: which file comes from where

Output	From	Content
Box score PDF	Box score › Share PDF	Landscape A4: both teams' tables, period scores; shot chart pages.
Box score CSV	Box score › Share CSV	Excel table; at the end, one row per shot (zone, distance).
Analysis PDF	Game analysis center › PDF	"Key statistics" (short) or "Full report" (all tabs).
Season PDF / CSV	Top bar of the season report	Averages, game table, player averages.
Player report PDF	Player progress › Player report	The season report of a single player.
Broadcast image PNG	Game screen › Broadcast	1920 × 1080; transparent or solid background.
Score timeline	Box score › subtitle icon	Time-stamped score files for editing.
Game file	Box score › Send game as file / Save game file	All the records of the game; on another device it is opened with Game history › Open game file.

On a tablet files are sent through the share menu; on Windows a "Save as" window opens.

6. Broadcast

Broadcast images (PNG)

Produces a 1920 × 1080 image during or after the game. There are six templates: team box score, team comparison, player card, score / period summary, game leaders and shot chart. The template you used last is remembered.



1. **Transparent (overlay):** transparent background for overlaying on the broadcast; **Solid** is a navy background.
2. **Save to gallery** and **Share**. On Windows, **Save as**.

Shortcut to the player card: the icon at the top right of the stat window, or a long-press on the player's name in the box score.

Live broadcast overlay (OBS, Windows, Broadcaster plan)

With a Broadcaster license the Windows version provides an overlay that feeds live data to OBS: score, period, team fouls and timeouts update automatically with every record. The data stays inside your computer.

- **Turning it on:** About › Live broadcast › turn the switch on. Copy the address shown on the screen.
- **OBS:** Add source › Browser › paste the address, width 1920, height 1080. The background is transparent; no green screen is needed.
- **Layout editor:** drag boxes such as the score, team name, fouls and timeouts onto your own lower-third design; set the font, size and color. Layouts are saved by name.
- **Action band:** a band that appears automatically on a score, foul, substitution or timeout. Its types, duration and position can be set.
- **Panels:** the same broadcast images are sent to air live (Broadcast screen › **Send to air**). An automatic panel can be chosen for the quarter break, half-time and the end of the game.
- **Control page:** panels and the band are managed from a browser. If **Control from phone** is turned on, a phone on the same network connects with a QR code and PIN.

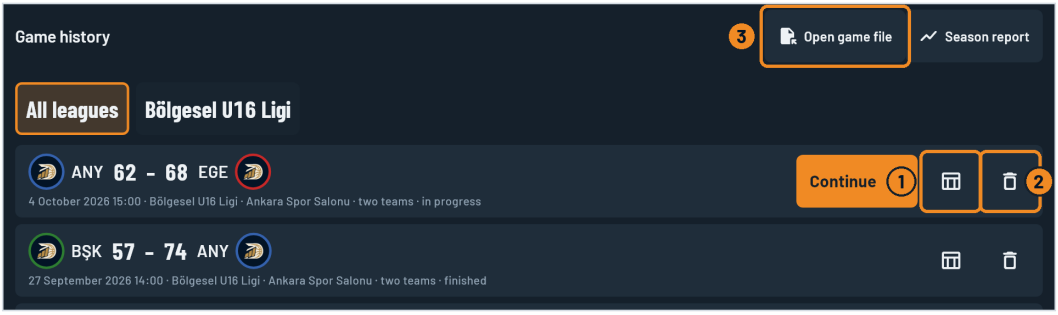
Score timeline (for editing)

For those who edit the game recording afterwards: the subtitle icon on the box score gives a zip file containing the time of every score change. It contains a table (CSV) and SRT files that can be imported into an editing program as subtitles (for the whole game and for each period; combined score and separately per team). The "Advance the score" option adjusts the delay so that the score does not change on screen a few seconds after the basket. Times are based on the moment of the tap.

7. Data and backup

Game history

All games are listed from newest to oldest and can be filtered by league. Tapping a finished game opens the box score; tapping a game in progress opens the game screen. The **Season report** button in the top bar opens the team's season report.



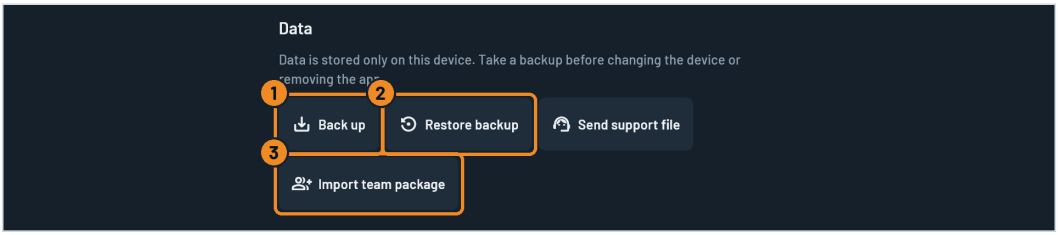
1. Opens the **Box score**.
2. **Delete game:** asks for confirmation; the game, its roster and all its records are deleted.
3. **Open game file:** adds a game that came from another device.

Game file: moving a game to another device

- To move a game from a computer to a tablet or phone (or the other way round), tap **Send game as file** in the box score. On a tablet or phone, **Save game file** saves the file to the device without sharing it; on Windows the send button already opens the "Save as" window.
- On the other device, choose the file with **Game history** › **Open game file**. Teams and players are matched by name; those not found are added.
- If the game is already on that device, the app asks: **Overwrite** replaces the records with those in the file and leaves teams and players untouched; **Cancel** changes nothing.
- No internet or server is needed; you choose how to send the file (email, cloud folder, cable).

Backup

The data is only on your device. Always take a backup before changing the device, uninstalling the app or resetting. The backup file can also be moved between a tablet and a computer.



1. **Back up:** all games, teams, logos and photos in a single file.
2. **Restore backup:** the backup replaces the data on the device; asks for confirmation. Your license stays on the device.
3. **Import team package:** a ready-made list of teams and players. Your existing teams and edits are kept.

Send support file lets you send us the record of the relevant game when you have a problem.

Privacy

Teams, player names, games and stats are stored only on your device and are never sent to a server. Our server keeps only what the license and account need: club name, licensed team categories, device ID, contact details, account email and purchase record. Shared entry and live broadcast work with devices on the same network; the data does not leave for the internet. The camera is used for score sheet photos, logos, player photos and QR scanning. Files are sent only when you share them, to the place you choose.

8. Appendices

Differences between devices

Topic	Android tablet	iPad	Windows and Mac
Long-press	Hold your finger down	Hold your finger down	Right-click
Scrolling	With a finger	With a finger	Mouse wheel or dragging
Keyboard shortcuts	No	No	Yes (on Mac, F keys with Fn)
Voice input (experimental)	Yes	No	No
Roster from a photo	Yes	Yes	No; pick from the squad or paste
QR scanning	Yes	Yes	No; from the list or with address + PIN
Logo	Gallery or camera	Gallery or camera	Chosen from a file
PDF, CSV, PNG, backup	Share menu or gallery	Share menu	"Save as" and "Show in folder"
Live broadcast (OBS)	No	No	Yes (Broadcaster plan)
License	License code; on Google Play, club account and subscription	Club account and App Store subscription	License code (same code for Windows and Mac); on Windows, sign in with membership

Abbreviations and terms

Abbreviation	Meaning
MIN	Minutes played (estimated, with "~").
PTS	Points = 2 × two-pointers + 3 × three-pointers + free throws.
2P, 3P, FT, FG	Two-pointer, three-pointer, free throw; FG = two-pointers + three-pointers. "5/11" means made / attempted.
OREB, DREB, REB	Offensive rebound, defensive rebound, total.
AST, STL, TO	Assist, steal, turnover.
BLK, BLKA	Block, block against.
FC, FD	Foul committed, foul drawn.
+/-	Points scored by the team minus points allowed while the player is on the court.
PIR	Efficiency rating = (points + rebounds + assists + steals + blocks + fouls drawn) – (missed shots + missed free throws + turnovers + blocks against + fouls committed).
eFG%	Effective field goal percentage: takes into account that a three-pointer is worth one extra point.
TS%	True shooting percentage: scoring efficiency including free throws.
Total possessions	An estimate of the team's number of possessions in the game (calculated from shots, turnovers, rebounds and free throws).
DNP	Did not play.

Tips and common situations

Topic	Advice
Before the game	Prepare the teams, squads and roster before the game. Charge the device.
Battery	Set the screen brightness to the lowest level that is sufficient in the gym. Extend the screen timeout so the screen does not go dark during the game; restore it afterwards.
Date and time	The date and time of the device must be correct; if they are set back, stat entry stops and resumes once corrected.
Record on the wrong player	Tap the record in the recent events strip and **change the player**; there is no need to delete and re-enter it.
Few games in the fixtures	If you choose only your teams' games while importing, only the games of the teams on the device are loaded. Load the teams first, or choose all games.
Minutes (MIN) are off	Enter substitutions on time. The time of a substitution entered late can be shifted from the correction card.
Time differs from the scoreboard	Match it with the ±1 / ±10 s buttons on the timekeeper screen or by tapping the time; stats are not affected.
The helper device does not connect	Are the devices on the same network? Is the game screen open on the main device? Is the PIN correct? Was the Windows firewall or Mac local network permission granted? Is the role you want already taken by another device?
License messages	Messages about the license period, device ID and plans are explained in the Licensing guide.

Contact and support

WhatsApp: +90 505 996 09 11

Email: info@altaisoftware.com.tr

If you have a problem you can send us the record of the relevant game with **Send support file** on the About screen.

Altai Group Sinema ve Televizyon Yapımları Yazılım Sağlık Ürünleri Ltd. Şti.
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