



Quick Start Illustration Guide

Use this Quick Start Guide if you are new to CoachFX and are looking to find out how to use the various illustration functions.

For coachfx DRAW, LITE and PRO

1

Introduction to illustrating

This help section is designed to help you make the most of the illustration tools available in both coachfx DRAW, coachfx LITE and coachfx PRO. These tools help you add illustrations to animated sessions or create complete static sessions.

The main features of coachfx illustration tools are:

- Running and dribbling lines
- Solid lines
- Shapes (square, circle, triangle)
- Textboxes

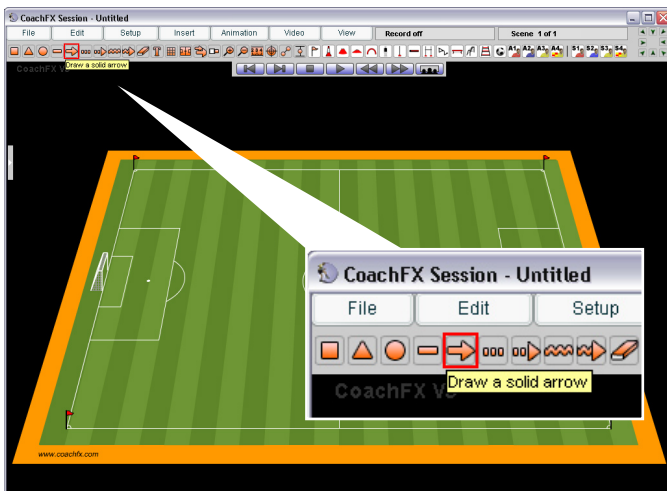
All of these can be customised to change colours and other settings such as transparency and line thickness.

2 Drawing lines

There are three types of lines you can draw in coachfx. These are:

- Solid line (for ball movements)
- Dashed line (for running movements)
- Wavy line (for dribbling movements)

For each of these lines select the appropriate button depending on whether you want an arrow at the end of the line.



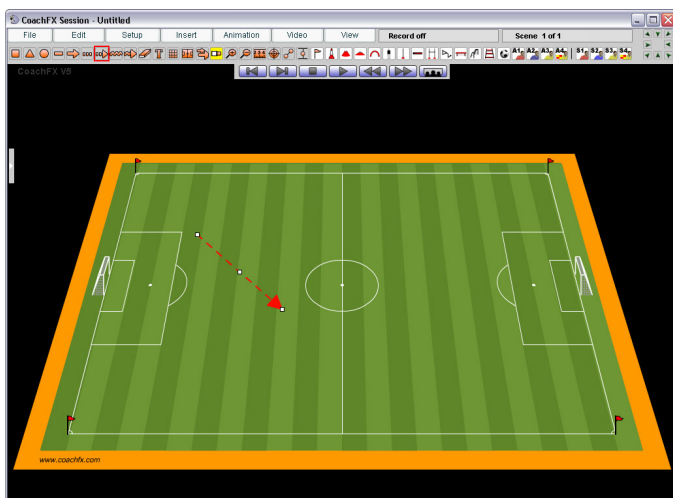
Useful tips

- + Remember you can use any of the line tools for general drawing as well. Mark off a specific area on the pitch using the solid lines.

3 Drawing single lines

You can choose to draw a single line using any of the line tools:

1. Click on the line button you want to use.
2. Single left click once on the pitch to select the starting point for the line.
3. Now move your cursor and you will see a black line appearing, showing where the line will start and end.
4. Double left click on the pitch to select the end point for the line.



Useful tips

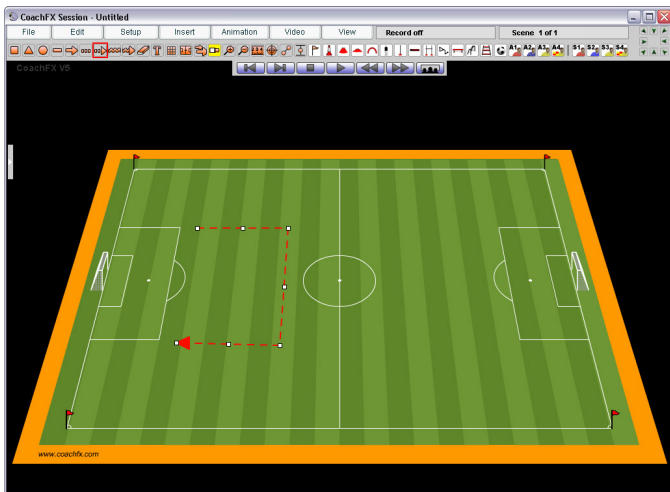
- + The line tool will still be activated so you can repeat the steps above to draw further single or continuous lines.

4

Drawing continuous lines

You can choose to draw a continuous line using any of the line tools:

1. Click on the line button you want to use.
2. Left click once on the pitch to select the starting point for the line.
3. Now move your cursor and you will see a black line appearing, showing where the line will start and end.
4. Single left click on the pitch to select the end point for the line.
5. You will find that the line is still activated and the end point for the line now becomes the starting point of a new line.
6. Continue until you want to end the line. To end a line, double left click on the pitch to select the end point for the line.



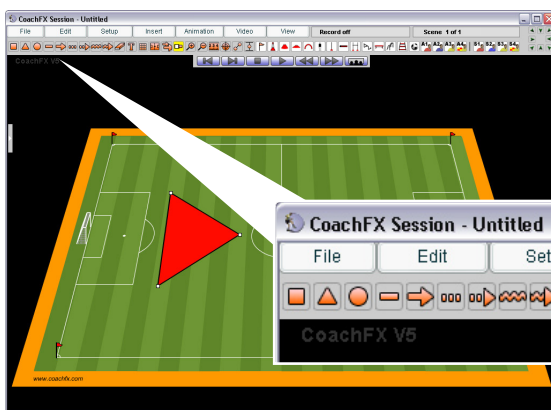
Useful tips

- + To quickly delete the most recent item drawn on the pitch, click on the eraser icon on the tool bar.

5 Drawing shapes

There are three types of shapes you can draw in coachfx: triangles, square and circles. To create a shape on the pitch:

1. Click on the button depending on the shape you want to use. The button will be highlighted with a red line around it.
2. Single left click once on the pitch to select the starting point for the shape.
3. Now move your cursor and you will see a black line appearing, showing where the first side will start and end.
4. Continue to single left click on the pitch until the shape has been created. When the correct number of points have been clicked, the shape tool is automatically deactivated.



Useful tips

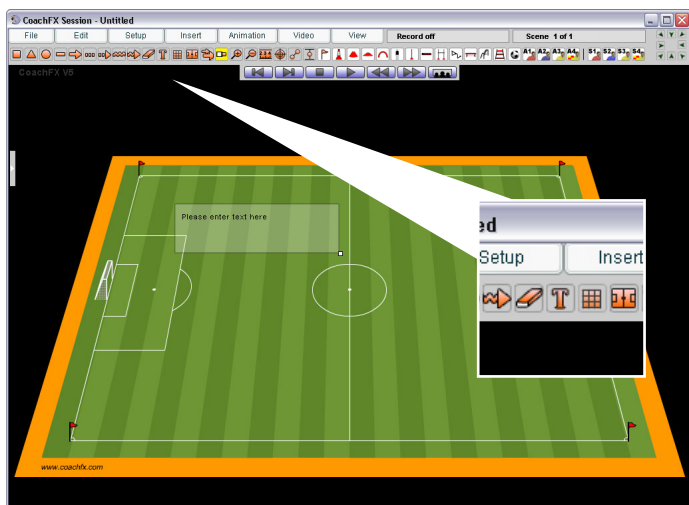
- + Change the properties of all shapes and lines on the pitch through setup menu. Here you can change the fill colour, outline colour and fill transparency.

6

Adding textboxes

You can add textboxes anywhere on the pitch in coachfx. Textboxes can be resized depending on how much text you want to add. To add a textbox:

1. Click on the textbox button.
2. A default textbox will automatically appear on the pitch.
3. To edit the text, double left click on the text. It will now become editable. Type in your chosen text.
4. To deactivate the textbox, single left click on a blank area of the textbox.



Useful tips

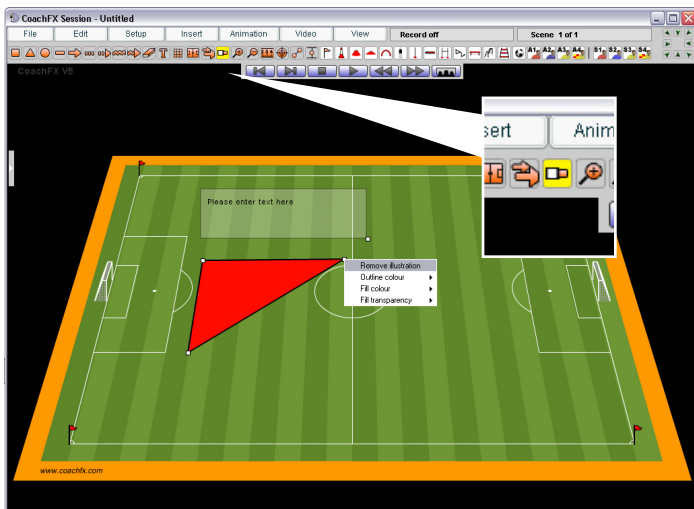
- + You can move a textbox around the pitch by single left clicking on the textbox and dragging your cursor.

7

Changing line and shape properties

You can change all the properties of any lines and shapes added to the pitch, including fonts, sizes and styles for textboxes.

1. Make sure the handlers are showing for items you have added to the pitch.
2. Right click on the appropriate handler beside the item you are wanting to change.
3. Choose from the selection on the menu to update the properties.



Useful tips

- + It's often easier to change the properties of lines and shapes before starting to add them to the pitch. Do this through the setup menu.