



Quick Start Referee Guide

Use this Quick Start Guide if you are new to coachfx and are looking to find out how to use the various referee functions

For coachfx PRO only

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Adding referees to the pitch

1. Single click on the icons for referees or assistant referees. The button will become activated.
2. Single click on the pitch to add an individual referee.
3. The icon will remain activated until you click on the button again or click on any item that is already on the pitch.



Useful tips

- + Change the direction in which referees are facing by using the orientation tool at the top right. Make sure that you have selected the referee before changing its orientation. You can always see which item is activated by looking at the box within the orientation arrows.
- + Show the grid to position items more accurately.

2 Changing referee properties

1. You can assign individual names to each referee. Do this by selecting: **Setup > Player names > Officials**
2. Change the colour of individual referees by right clicking on the referee and selecting **Player Colour**
3. Change the size of all players and referees on the pitch by selecting: **Setup > Player size >** then select the appropriate size.



Useful tips

- + You can change any setup details during your session but it is always easier to do this before adding items to the pitch.

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Animating referees

1. Select the referee you would like to animate.
2. If you are going to animate a run or dribble then click on the speed button to choose the animation speed.
2. Click on one of the animation buttons on the tool bar.
3. Recording should now be activated. Now click on the pitch to indicate where you would like the animation to finish.



Useful tips

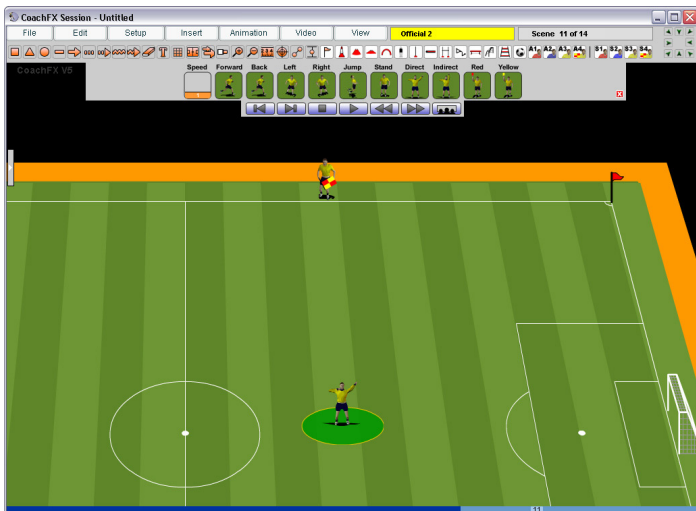
- + You can only do some types of animation (such as shooting or passing) if the player has a ball attached.
- + You will notice that when you are doing a run animation, this remains activated until you click on the stop button in the top bar. This allows you to quickly build up a series of runs in different directions.

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Using referee actions

There are a number of actions for both referees and assistant referees designed to make the creation of sessions both realistic and varied

1. Select the referee to which you want to apply the action.
2. Use the orientation arrows to make sure the referee is facing the right direction.
3. Click on the appropriate action button on the tool bar.



Good to know

- + For all referee actions, if the action is applied at the end of the current animation, coachfx will automatically add on 3 new scenes to the animation. This will allow you to leave an optional pause before the next part of the animation.

5 Using the ruler tool

1. Activate the ruler tool by click on the ruler icon.
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. 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

- + Remove the most recent drawn ruler line by clicking on the eraser button on the tool bar.

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Using player highlighters

1. To highlighter a particular referee click on the highlighter icon.
2. Once activated, click on the referees and players that you want highlight. The highlighter will follow the player/referee through all their movements.



Useful tips

- + Remove a highlighter by right clicking on a referee and clicking on **Select player - highlighter**

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Using player connectors

1. To connect two or more referees or players click on the connector icon.
2. Once activated, click on the referees and players that you want connected.
3. To finish the connection, click on the icon again to deactivate it.



Useful tips

- + Remove a connector by right clicking on a referee and clicking on **Player connectors > Remove connector**