



# CoachFX

## Using the illustration tools

Find out how to use all the illustration tools in CoachFX - lines, shapes, textboxes and more.

# 1

## Introduction to illustrating in CoachFX

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This help section is designed to help you make the most of the illustration tools available in both CoachFX Draw and CoachFX V4. 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

## Choosing lines

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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.

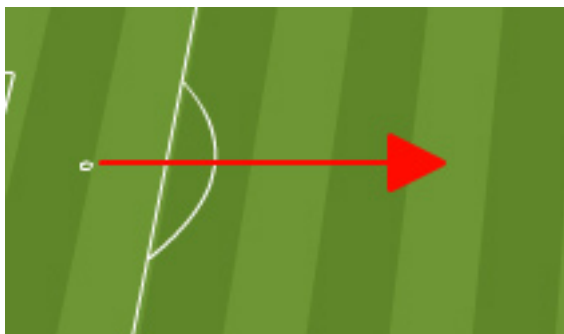
# 3

## 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. 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 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.

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



### Useful tips

- + If you want all your lines to be a different colour then change the default colour through Setup > Illustration Lines > then select to change the default colour or thickness.

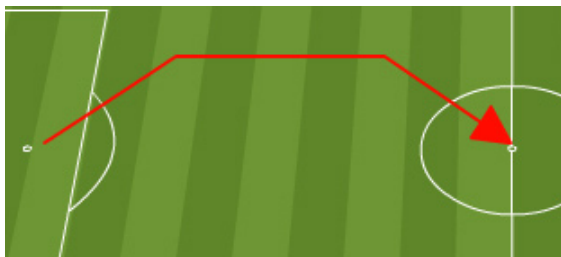
# 4

## 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. 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 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.

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



### Useful tips




- + If you want all your lines to be a different colour then change the default colour through Setup > Illustration Lines > then select to change the default colour or thickness.

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## Drawing shapes

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There are three types of shapes you can draw in CoachFX.  
These are:

- Triangle 
- Square 
- Circle 

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

- + If you want to align shapes to specific areas on the pitch then show the grid so you can use this as a guide. Activate this using the grid button on the tool bar.



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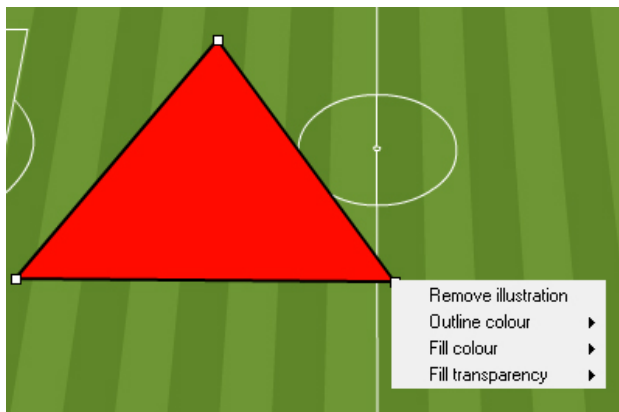
## Editing lines and shapes

You can change the properties of any line or shape that you have added to the pitch. You do this by using the object handlers. To show/hide the handlers click on the handler icon on the tool bar.



To move a point on a line or shape, left click and drag the handler to a new location.

To edit the properties of a line or shape, right click on the handler. You will then see the available options for changing colours and other properties.



### Useful tips

- + Try changing the transparency on the shapes so that you can still see the pitch lines. Edit this through Setup > Shapes.

# 7

## Adding textboxes

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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.

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

### Useful tips

- + Textboxes can be used to highlight a wide variety of things on the pitch. Use them to annotate player movements, to introduce the session or to highlight specific areas on the pitch.

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## Changing textbox properties

You can change the properties of a textbox by using the object handler. To show/hide the handlers click on the handler icon on the tool bar.



Right click on the handler. You will then see the available options for changing colours, font sizes and other properties.



### Useful tips

- + Remember, you can make the textbox background transparent if you are not wanting the text to be too prominent. Do this through the textbox properties menu as described above.

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## Using the paint box

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CoachFX has an easy to use paint box which lets you draw freehand on the pitch. This is useful for annotating your sessions when you are showing them to other people.

To open/close the paintbox click on the arrow on the left hand side of the screen.

Change your paintbrush settings by clicking on a colour and brush thickness.

To draw on the pitch, left click and holding down the left mouse button, drag the cursor around the screen.

Click on the eraser button to delete any drawings you have made.

Please note: any drawings made using the paint box are not saved when you save your session.

### Useful tips

- + If you close the paintbox bar at the side it remembers any drawing you have done. This means you can show and hide any freehand drawing while you are demonstrating a session.

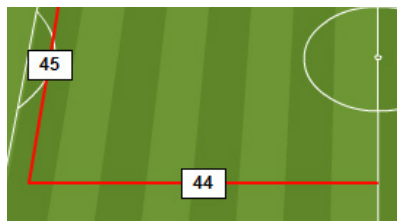
# 10 The ruler tool

CoachFX has a ruler tool which has been created to help you measure distances between points on the pitch. The ruler tool is used in a similar way to drawing lines on the pitch.

1. Activate the ruler tool by clicking on the icon on the tool bar.
2. Single left click once on the pitch to select the starting point for the ruler.
3. Move your cursor and you will see a black line appearing, showing where the ruler will start and end.
4. Single left click on the pitch to select the end point for the ruler.
5. You will find that the ruler is still activated and the end point for the ruler now becomes the starting point of a new ruler.
6. Continue until you want to end the ruler. To end a ruler, double left click on the pitch to select the end point for the ruler.



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



## Useful tips

- + The ruler tool can be great for measuring areas. Creating ruler lines to show the width and height of a shape you have drawn on the pitch. This will then let you calculate the area of the shape.

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## Removing items from the pitch

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There are two ways of removing items from the pitch. There is a quick delete option using the eraser tool.



The eraser will delete the most recent item that has been added to the pitch. You can continue clicking this to delete each item.

To delete a specific item on the pitch:

1. Activate the handlers by clicking on the handler button.
2. Right click on the handler attached to any object on the pitch.
3. Select the option to remove/delete the item.



## Useful tips

- + Keep the handlers showing all the time while you are creating a session. This lets you quickly delete objects when required. When you have completed your session then hide the handlers.