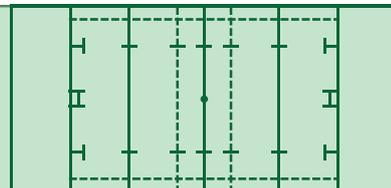




FieldWiz

User Manual

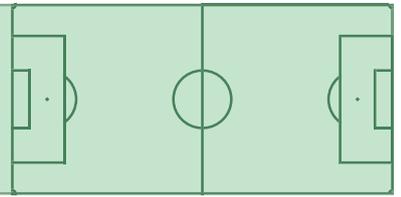
Version A8 July 2016



Quick Start	02
Before the Game/Practice.....	02
After the Game/Practice.....	03
Clearing the Data.....	05
Web Application	06
Creating a New Game.....	06
Uploading the Data.....	07
Game or Training.....	09
Training Periods.....	10
Pitch Selection.....	11
Game Periods.....	12
Players Name.....	13
Send Report.....	14
Create an Account.....	15
Game Report Preferences.....	16
Pods	17
Basic Controls.....	17
Advanced Controls.....	18
Docking Station	20
Controls.....	20
Commands (Basic).....	22
Commands (Advanced).....	24

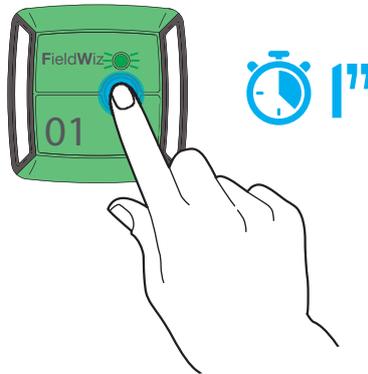


Quick Start

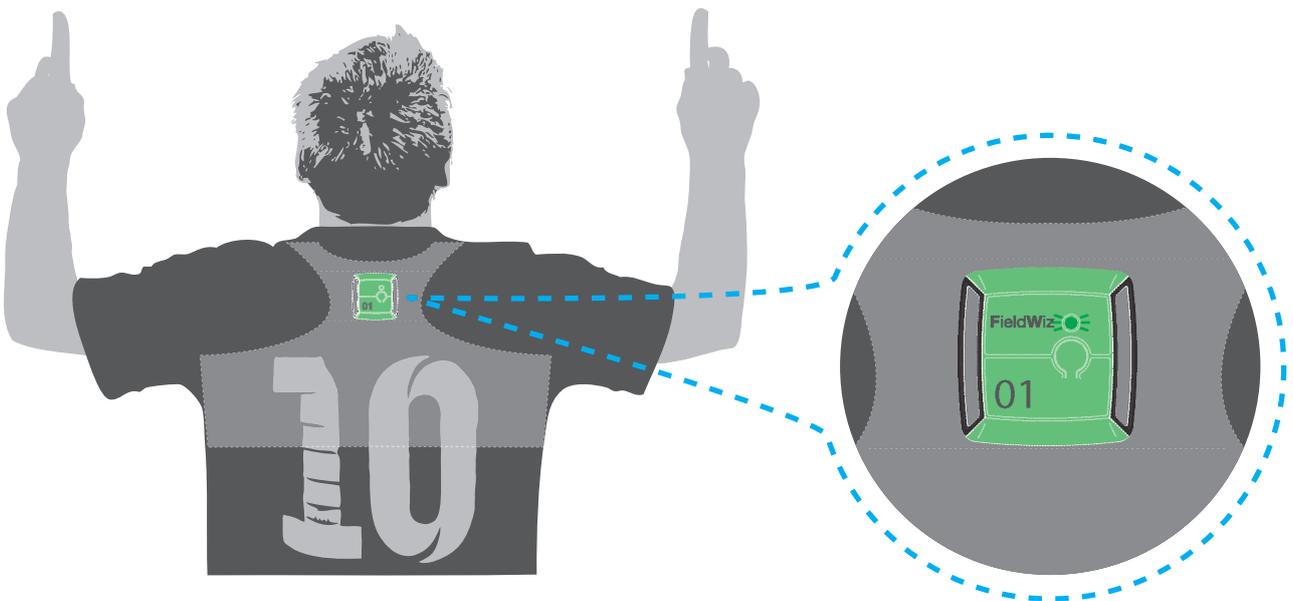


Before the Game/Practice

Turn on the pod by pressing the button until the green LED starts (about 1 second).



For the proper functioning of the device, check the device on each player (in the correct position the number is upright and the LED is pulsing).

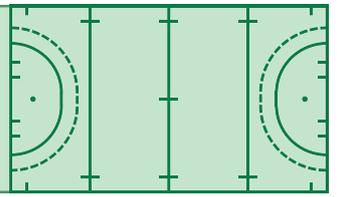


Each pod has a unique number (note which player has which number).

A graphic of a spiral notebook with a white cover and a silver spiral binding. The notebook is open, showing several lined pages. The first two pages have handwritten text in black ink.

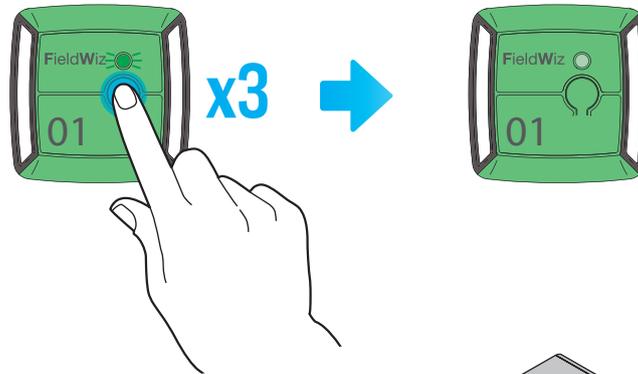
Lionel #10 Pod #01

Julien #05 Pod #02

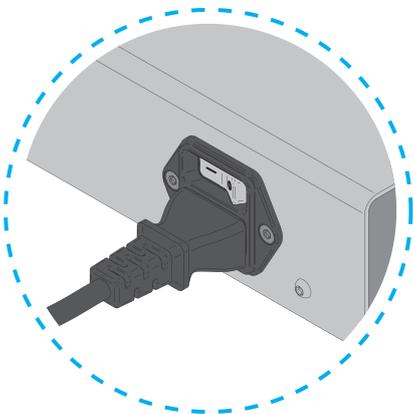
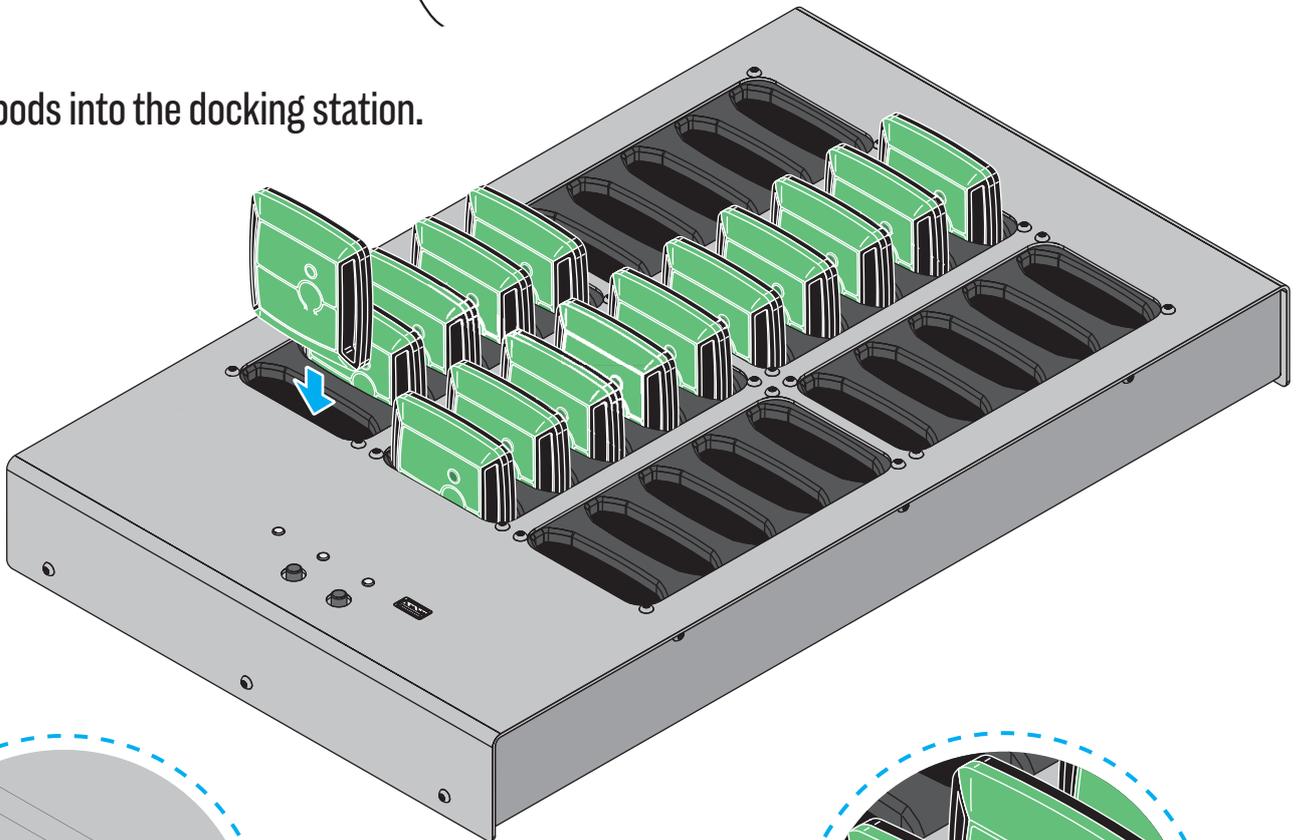


After the Game/Practice

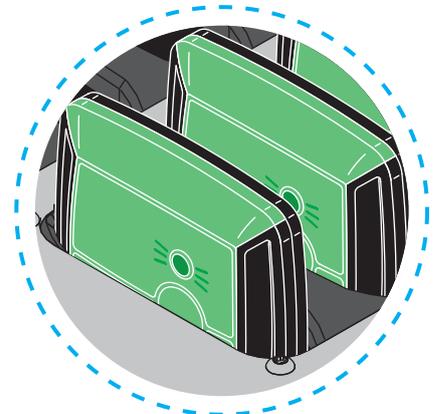
Turn OFF the pods by pressing the button 3 consecutive times. The LED stops blinking.



Plug the pods into the docking station.

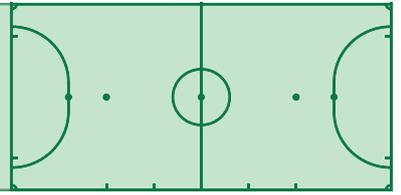


Turn-on the docking station.

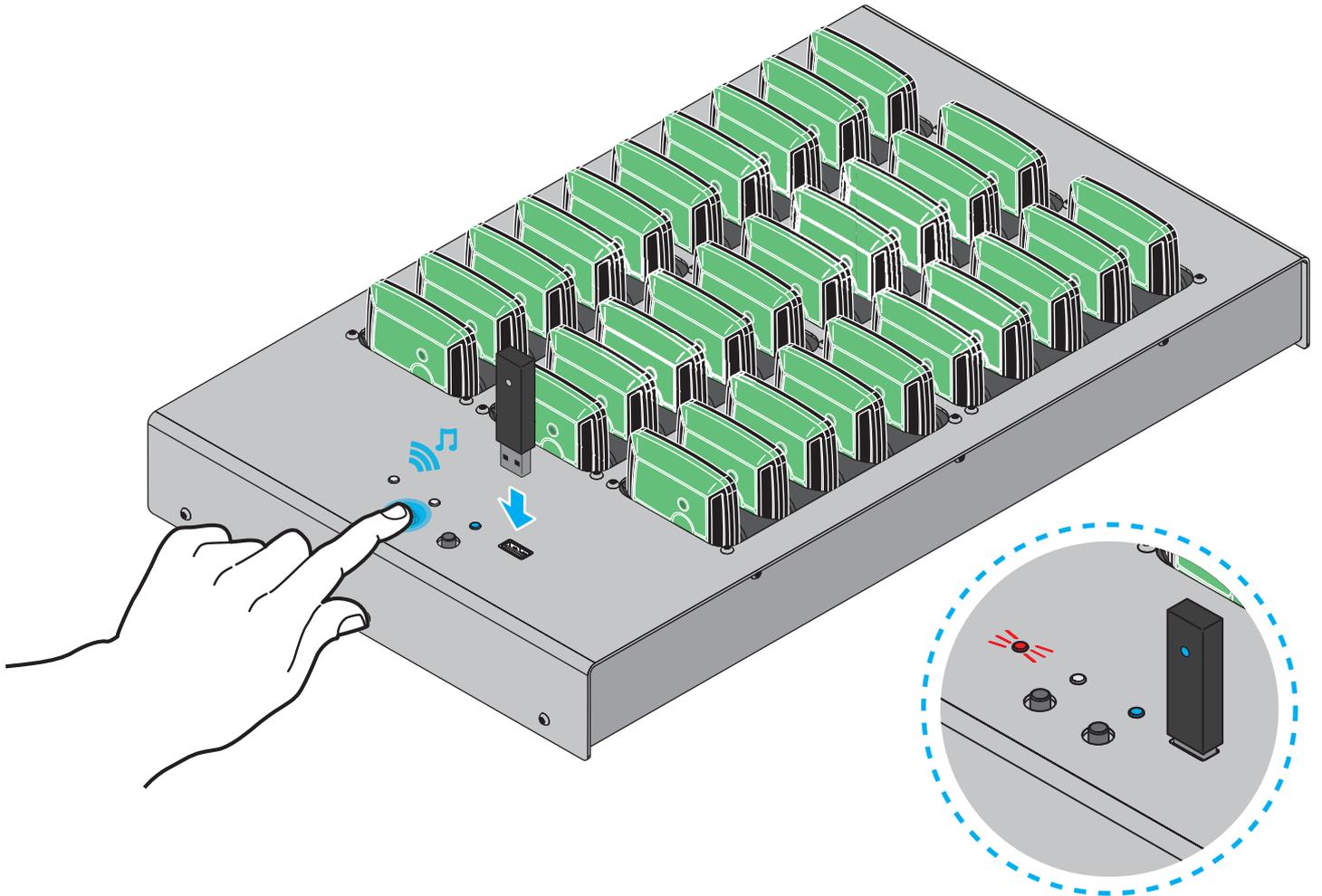


Check that each pod is on (green LED ON).

Quick Start



Insert the USB stick into the docking station and press the left button, a beep will occur.



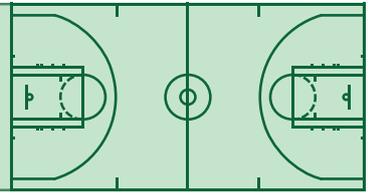
The red LED turns ON and the synchronization process starts.

⚠ Do not connect or disconnect anything while the red LED is ON.



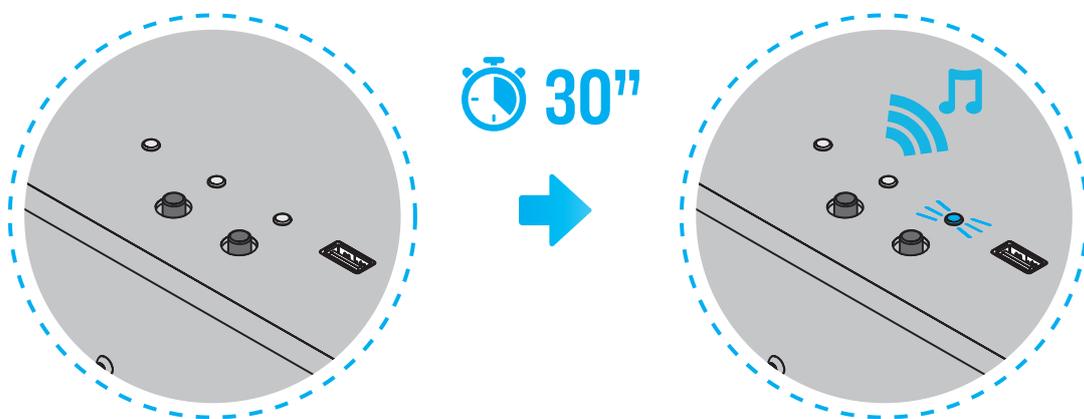
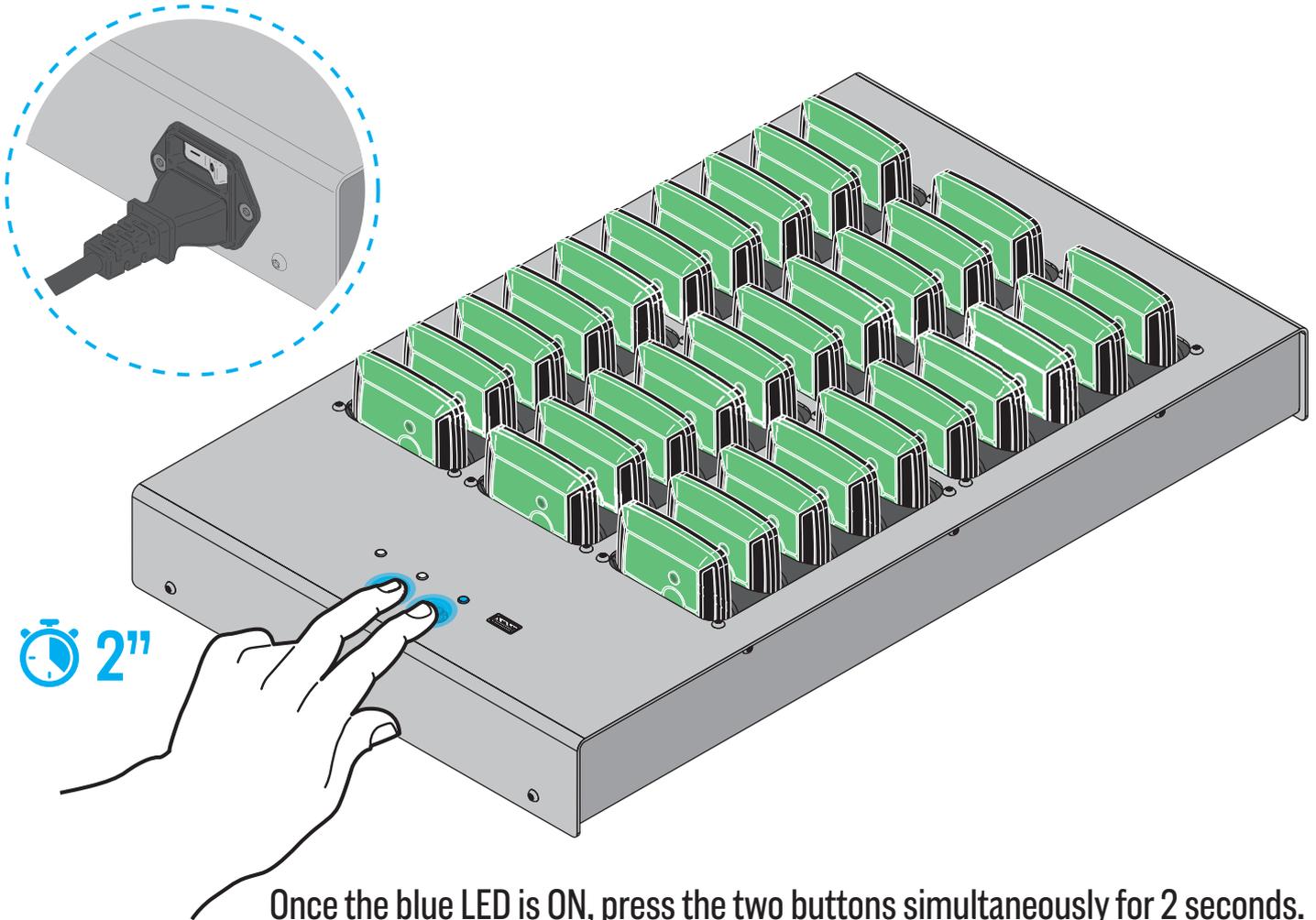
Once finished, a beep will occur and the red LED turns OFF. You can then disconnect the USB stick.

Quick Start

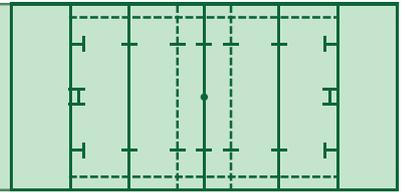


Clearing the Data

It is recommended to clear the data once the game/practice information has been downloaded. Power up the docking station.



Web Application



Creating a New Game

Go to URL : <http://upload.fieldwiz.com> (or the URL dedicated to your team: e.g. <http://myteam.fieldwiz.com>).

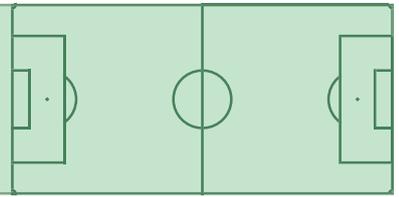
- Enter your team's name
- Enter the date and start time of the data you want to analyze

The screenshot shows a web browser window with the URL upload.fieldwiz.com. The page title is "FieldWiz" and the main heading is "NEW GAME". The form contains the following fields:

- Team Name:** A text input field containing "FCASI".
- Game Start:** Two input fields. The first is a date picker showing "20/06/2015". The second is a time picker showing "16:00:00".
- FieldWiz Game Data File(s):** A file upload button labeled "Select file(s) to upload". Below it, a note reads: "Select the FWT file generated by your FieldWiz Docking Station OR each FWZ files generated by your FieldWiz Devices. If you select multiple files, make sure they contain data about the same game."

At the bottom of the form is a blue "Send" button. Below the button, the footer text reads: "© FieldWiz 2015" and "Icons made by Icons8, Freepik from www.flaticon.com is licensed by CC BY 3.0".

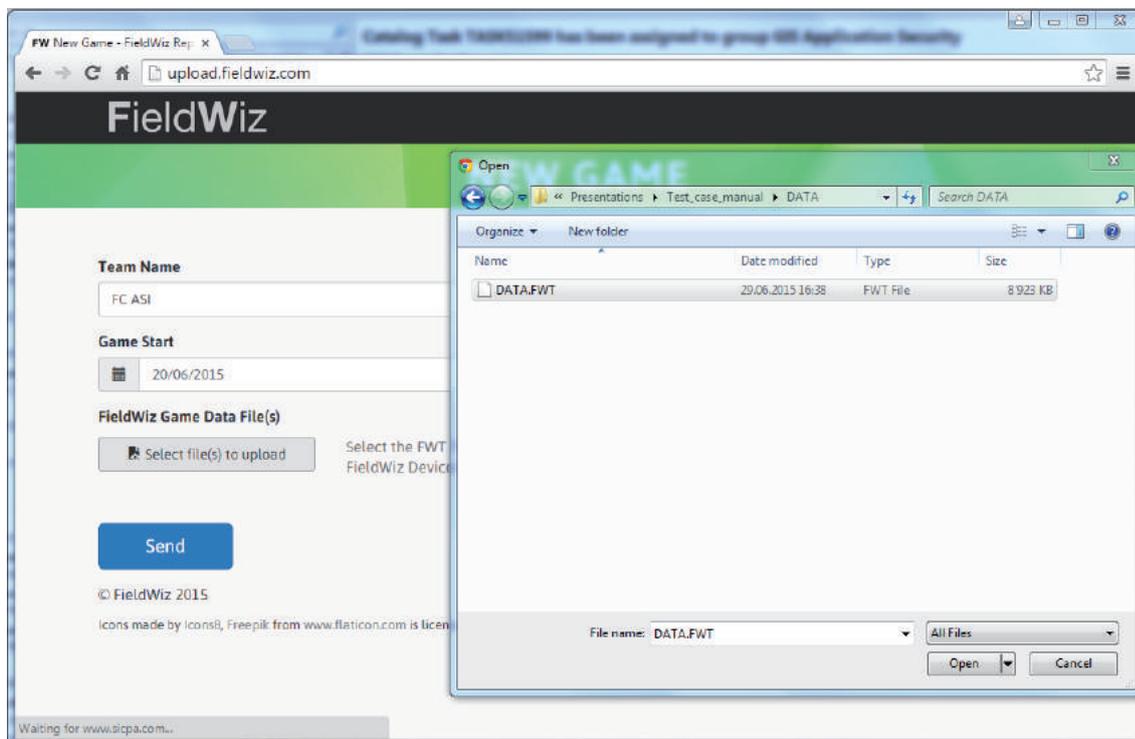
Web Application



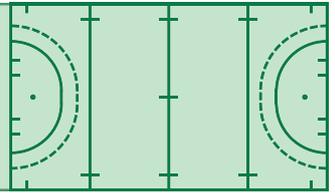
Uploading the Data

Select the recorded data by clicking “Select file(s) to upload.”

- Using the docking station: select DATA.FWT from the USB stick;
- Using individual pod(s): select the data downloaded from the pod(s) using the USB cable (note, you can upload several files at once by using multiple selections);



Web Application



- Click on Send;

FW New Game - FieldWiz Rec: X
upload.fieldwiz.com

FieldWiz

NEW GAME

Team Name
FC ASI

Game Start
20/06/2015 16:00:00

FieldWiz Game Data File(s)
Select file(s) to upload
DATA.FWT 6.7 MB

Select the FWT file generated by your FieldWiz Docking Station OR each FWZ files generated by your FieldWiz Devices. If you select multiple files, make sure they contain data about the same game.

Send

© FieldWiz 2015
Icons made by Icons8, Freepik from www.flaticon.com is licensed by CC BY 3.0

- Once Uploaded, Click on Next.

FW New Game - FieldWiz Rec: X
upload.fieldwiz.com

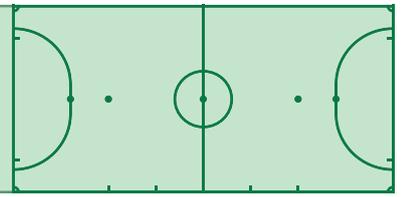
FieldWiz

NEW GAME

Game successfully created! You can now go to the game page.

Next

© FieldWiz 2015
Icons made by Icons8, Freepik from www.flaticon.com is licensed by CC BY 3.0



Game or Training

- Enter the session name: (e.g. "Game vs. FC XYZ 20.06" or "Training session morning 20.06");
- Select the sport type: (e.g. soccer, rugby, field hockey). The sport type impacts the characteristics of the output and the pitch design;
- Select the game type: training or game (the required input fields and outputs generated will vary).

Game mode: it is necessary to define the pitch and number of periods.

FieldWiz

GAME 20.06.15

Team Name
FC ASI

Game Name
Game 20.06.15

Sport
Soccer

Game Type
Game

Training mode: it is not necessary to define the pitch, or number of periods.

FieldWiz

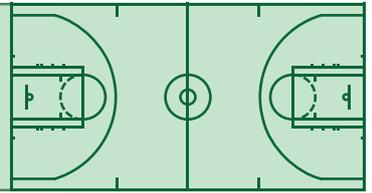
GAME 20.06.15

Team Name
FC ASI

Game Name
Game 20.06.15

Sport
Soccer

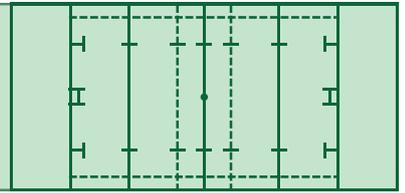
Game Type
Training



Training Periods

- Add as many periods as you want by clicking the “+ Add Period” button;
- Change the period name with the description of your choice (e.g. “Warm-up”);
- Select the beginning and end time of the session;
- You can remove a period by clicking “X” (found on the upper right corner).

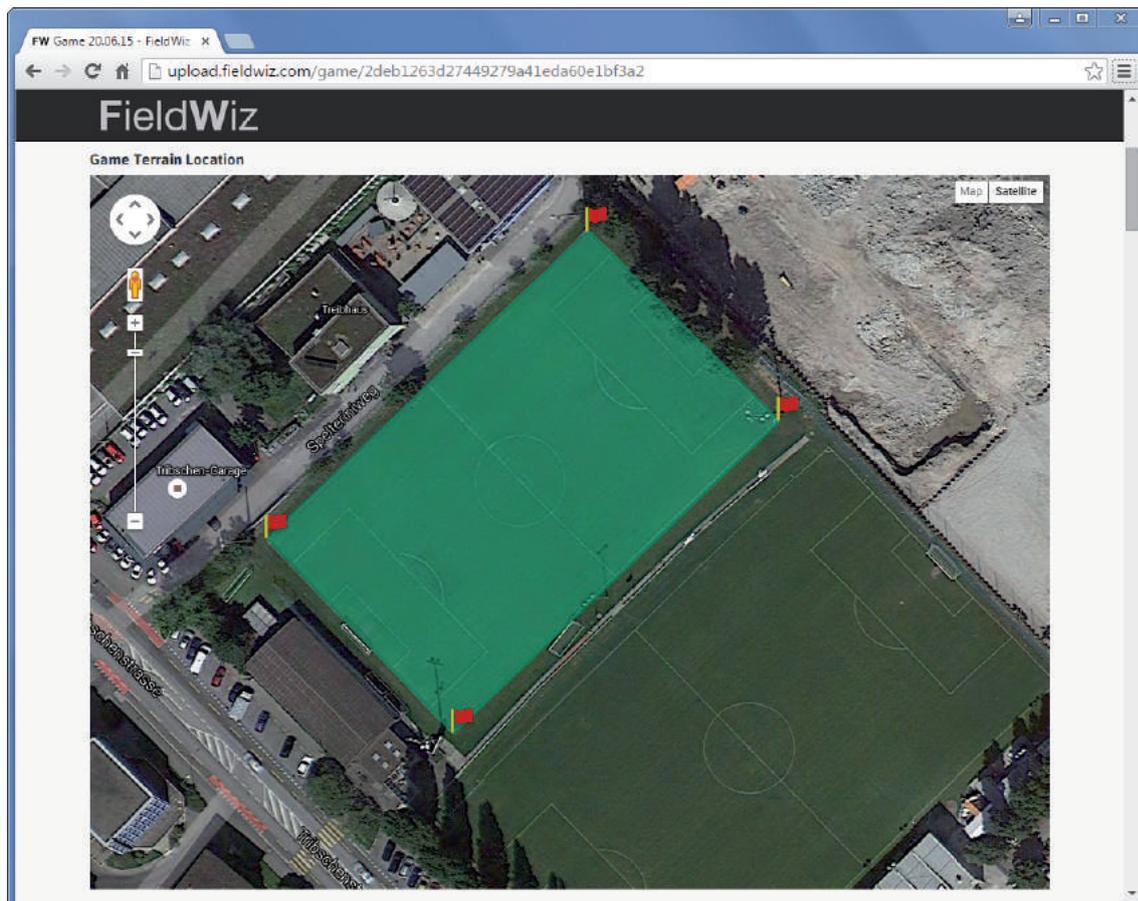
The screenshot displays the FieldWiz web application interface. At the top, the browser address bar shows the URL `upload.fieldwiz.com/game/2deb1263d27449279a41eda60e1bf3a2`. The main header features the "FieldWiz" logo. Below the header, the "Date" field is set to "20/06/2015". The "Time Zone" is set to "Central European Summer Time (Europe/Zurich)". The "Game Periods" section contains two entries: "1st Half" with a "Begin" time of 16:00:00 and an "End" time of 16:45:00, and "2nd Half" with a "Begin" time of 17:00:00 and an "End" time of 17:45:00. Each time field includes a clock icon for selection. At the bottom right of the form, there is a "+ Add Period" button.

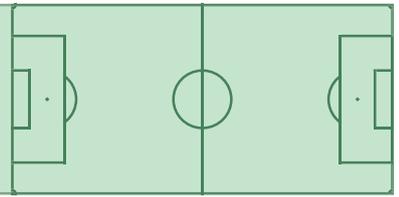


Pitch Selection

(Only necessary for game mode)

- Drag and drop the red flags on the corners to define the pitch;
- By default a square is defined on the area where the GPS coordinates are located for the selected time and date of the game.





Game Periods

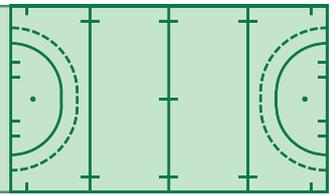
- By default: two half-times are selected;
- Add periods by clicking the “+ Add Period” button;
- Select the beginning and end time of each period;
- You can remove a period by clicking “X” (found on the upper right corner).

The screenshot shows the FieldWiz web application interface. At the top, the browser address bar displays "upload.fieldwiz.com/game/2deb1263d27449279a41eda60e1bf3a2". The main header features the "FieldWiz" logo. Below the header, the "Date" field is set to "20/06/2015". The "Time Zone" is set to "Central European Summer Time (Europe/Zurich)". The "Game Periods" section contains three rows of time selection fields:

Period	Begin	End	Remove
1st Half	16:00:00	16:45:00	
2nd Half	17:00:00	17:45:00	
1st Prolongation	18:00:00	18:45:00	X

At the bottom of the "Game Periods" section, there is a "+ Add Period" button.

Web Application



Players Name

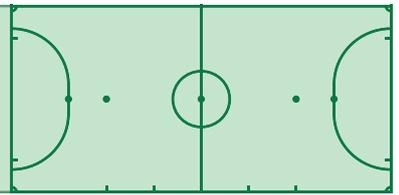
- Recognized devices on the uploaded file (using the docking station) are automatically selected;
- For each device used: add the players first and/or last name;
- Define the players role (e.g. “Midfielder”, not mandatory);
- Define the played period by dragging the time cursor;
- Select if the player played by ticking the check box (by default the player is marked as “Played”);
- Add a player by clicking the “+ Add Player” button;
- Remove a player by clicking “x Remove” on the upper right corner;
- Sort the player by the device number using the “Sort” button.

Note: It is possible to define the Players name and role directly on the device. Once defined, the related fields are automatically filled in. Please refer to the pod configuration section.

The screenshot displays the FieldWiz web application interface. The browser address bar shows the URL: upload.fieldwiz.com/game/2deb1263d27449279a41eda60e1bf3a2. The page title is "FieldWiz".

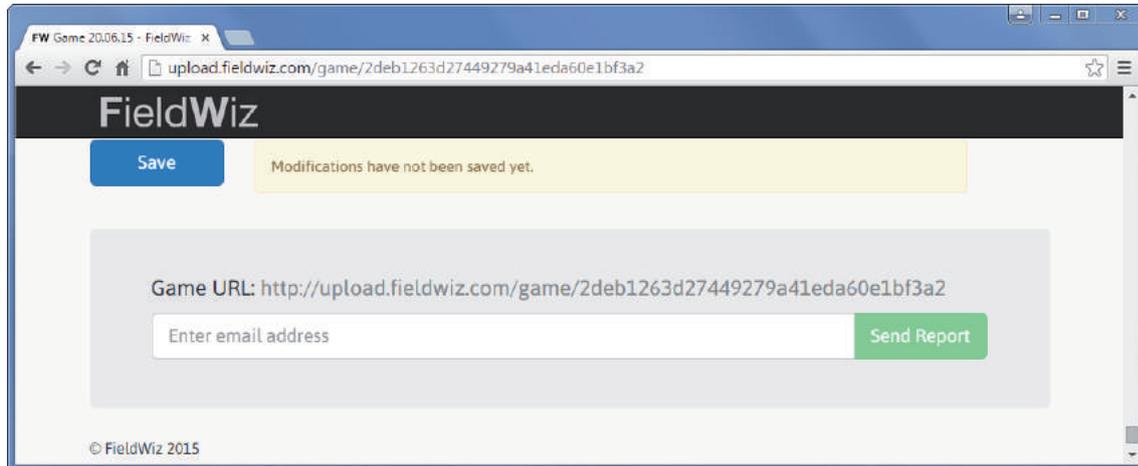
The interface is divided into two main sections for player configuration:

- Player 1:**
 - Number: # 1
 - Device Number: # 1
 - First Name: Julien
 - Last Name: Text
 - Role: Center Midfield
 - Played:
 - Timeline: A horizontal bar with a blue slider. The timeline is labeled "Begin", "Break 1", and "End". The time range is "16:00:00 / 17:45:00".
- Player 2:**
 - Number: # 2
 - Device Number: # 2
 - First Name: Lionel
 - Last Name: Text
 - Device: # 20
 - Role: Role name
 - Played:
 - Entered: Match Begin
 - Leaved: Match End

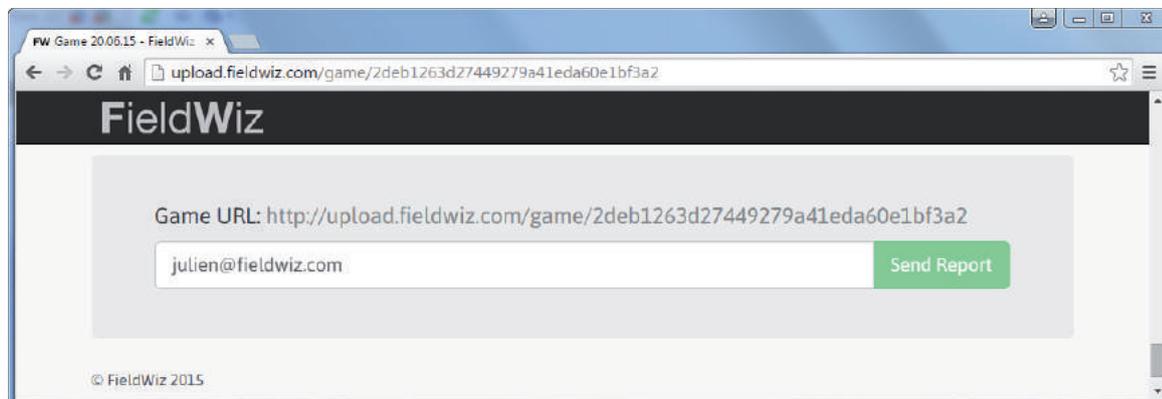


Send Report

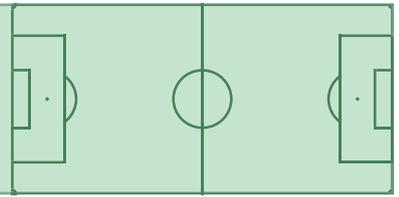
- Click on the “Save” button;



- Enter your email address and click on “Send Report” (the generated report is sent to your inbox).



Web Application



Create an account

On upload.fieldwiz.com select account, then click on register. Set your email address and password and click on “Register”.

FieldWiz Login

LOGIN

Please log in to access this page.

Email Address

Password

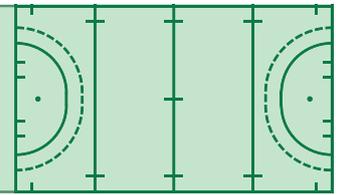
Remember Me

Login

Menu

- Login
- Register
- Forgot password
- Confirm account

You then receive a confirmation email, click on the link to confirm your account. You now have an upload.fieldwiz.com account that allows you to edit your game/training report preferences.



Game report preferences

Login on upload.fieldwiz.com, you then can edit following settings:

- Team name
- Speed intervals
- Acceleration thresholds
- Sprint thresholds
- Intensity graph interval

The screenshot shows the 'FieldWiz' user interface for editing game report preferences. At the top, there is a navigation bar with 'FieldWiz', 'Account (jan@fieldwiz.com)', and 'New Game'. The main content area is titled 'Email' and shows 'jan@fieldwiz.com'. Below this are several settings sections, each with a title, a description, and an input field:

- Team Name:** Input field containing 'FC XYZ'.
- Speed Intervals (in km/h):** Description: 'Define the speed intervals to be displayed in the report by setting the thresholds separated by ":". e.g: 15;20;25 or 17.5;23'. Input field containing '15;20;23;26;28;30'.
- Acceleration Thresholds (in m/s²):** Description: 'Define the acceleration thresholds to be used to detect "significant" accelerations. If more than one, separate them using ";". e.g: just 4 or 4,2,5'. Input field containing '4'.
- Sprint Threshold (in km/h):** Description: 'Speed threshold above which it is considered a sprint. Must be one on the thresholds defined for the speed intervals.'. Input field containing '23'.
- Intensity Graph Interval (in minutes):** Description: 'Time interval for the intensity graph.'. Input field containing '5'.

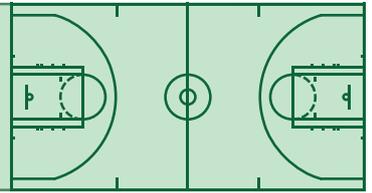
At the bottom, there are three radio button options for report format:

- Generate PDF report
- Generate MS Excel report
- Get a zip file containing all game data in CSV format

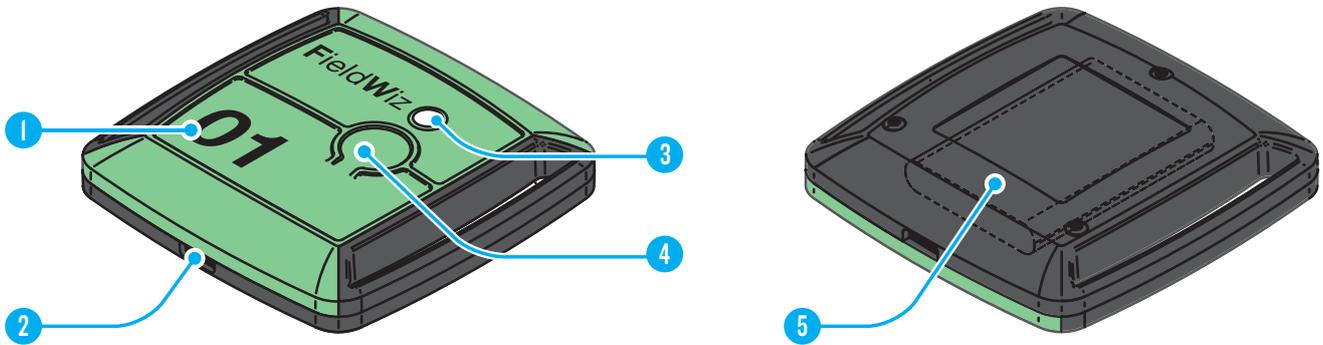
A blue 'Save preferences' button is located at the bottom left of the form.

Important: The sprint threshold must equal a speed interval.

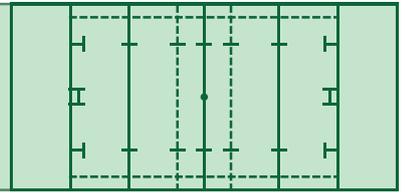
You can also choose your game report format such as: PDF report, MS Excel report, or a zip file containing all game data in CSV format.



Basic Controls



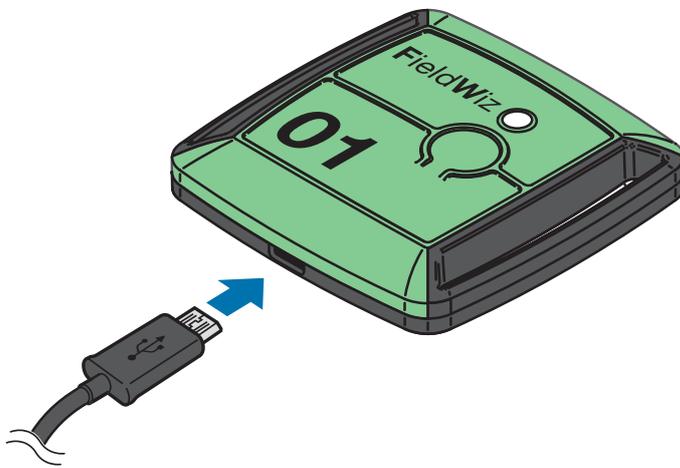
Number	Function	Description
1	Pod Number	• Helps you to identify each pod
2	Micro USB	• Multipurpose jack
3	LED	<ul style="list-style-type: none"> • Slow pulsing = Searching for GPS • Fast pulsing = Connected to the GPS • LED ON = Device is in charge mode • LED OFF = Device is turned OFF
4	Switch ON-OFF	<ul style="list-style-type: none"> • Press and hold for about 1 second to turn the device ON • Press quickly 3 times to turn the device OFF
5	Battery	<ul style="list-style-type: none"> • The battery lasts for up to 10 hours • Charging is done by connecting the pods to the docking station or individually using a USB cable • When the charge is complete, the LED starts pulsing



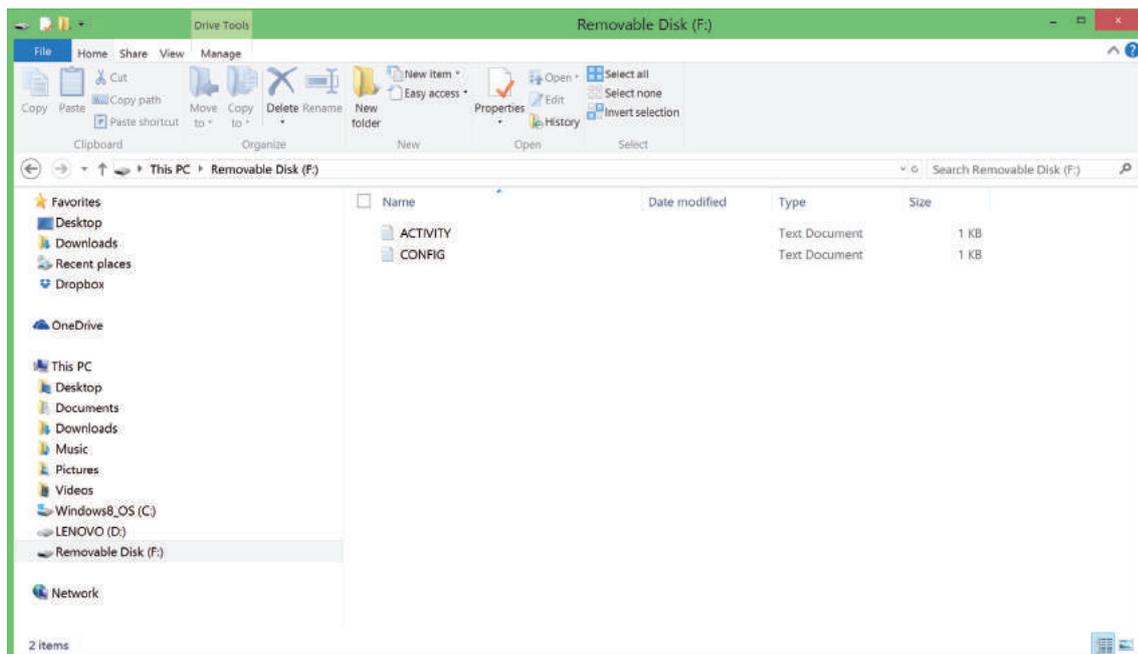
Advanced Controls

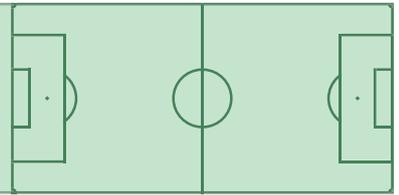
Configuration

- You can program the player's name inside the Pod: this allows the device to automatically add this name for the web application;
- Connect the Pod to a computer with a USB cable (highly recommended if the same player uses the same Pod);



- Open "CONFIG.TXT";



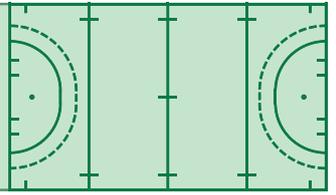


- Add your name and position (no special characters allowed: &, ç, é, etc... and limited to 40 character);
- Save and exit.

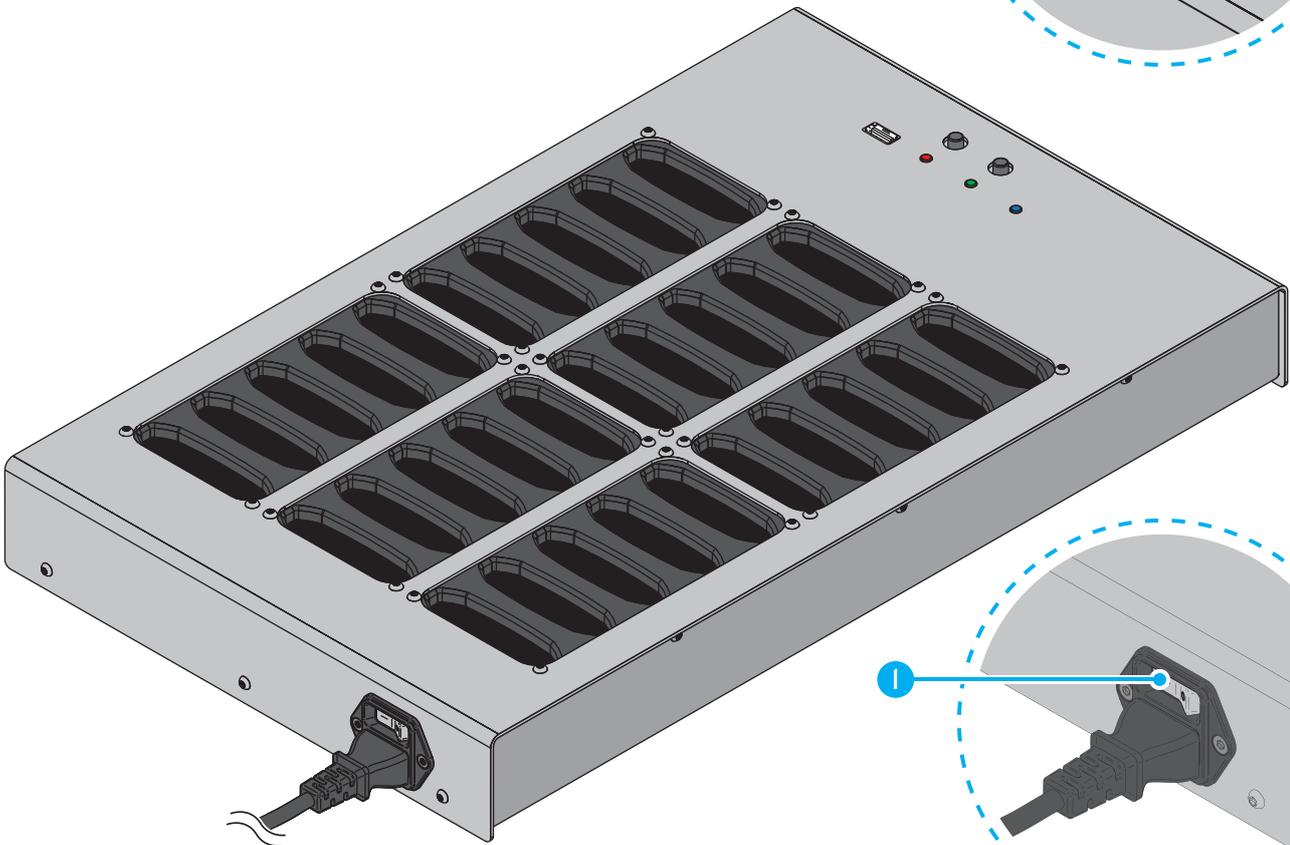
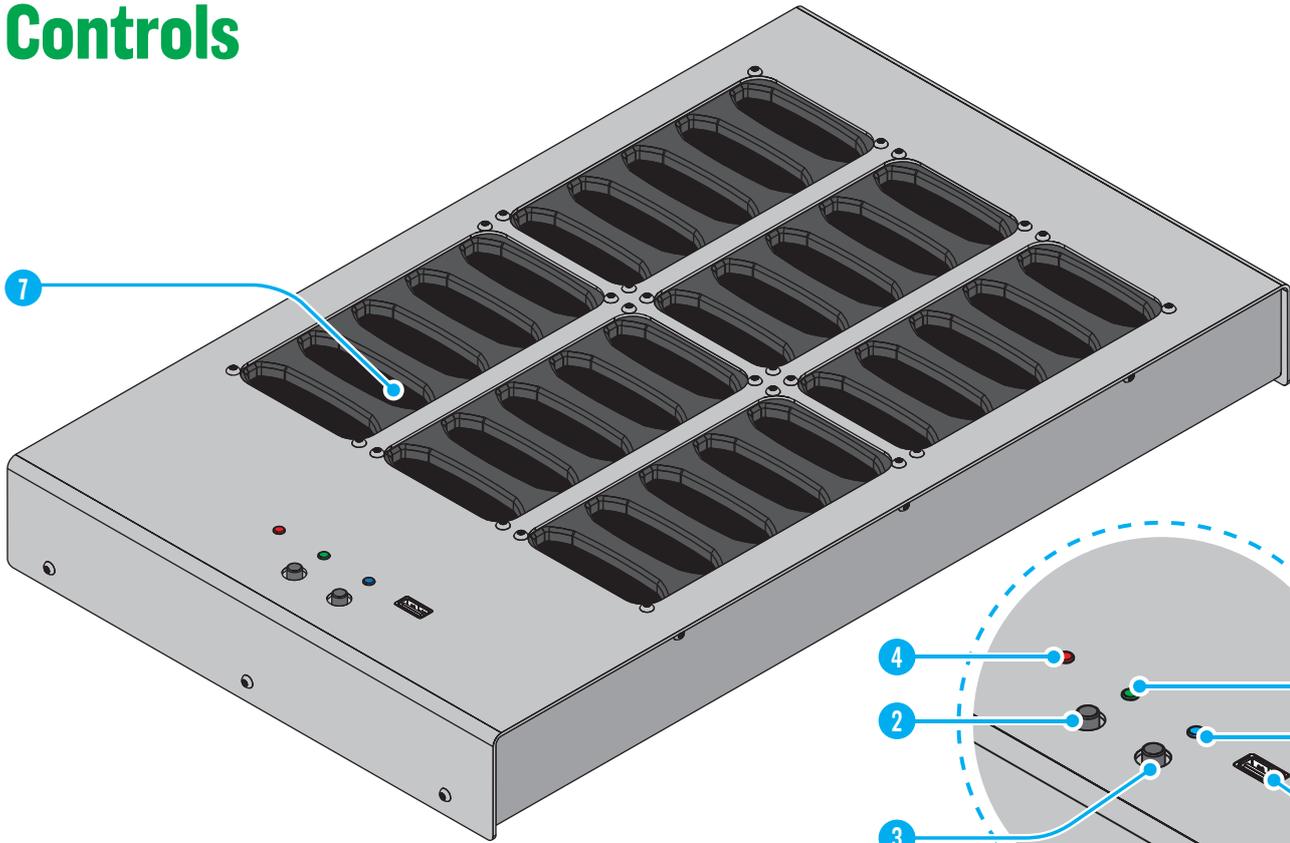
A screenshot of a Notepad window titled "CONFIG - Notepad". The window has a menu bar with "File", "Edit", "Format", "View", and "Help". The text inside the window is:

```
FirmwareRev = A7
FieldwizNumber = 16
PlayerFirstName = Julien
PlayerLastName = Moix
PlayerPosition = Midfielder
```

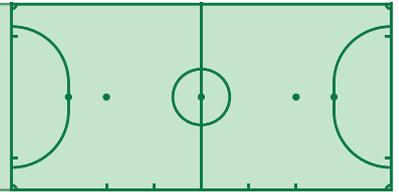
Docking Station



Controls

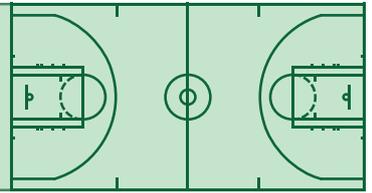


Docking Station



Number	Function	Description
1	Power Switch	<ul style="list-style-type: none">• Turns ON/OFF the Docking Station
2	Left Button	<ul style="list-style-type: none">• Starts Synchronization• Simultaneously used with the Right Button, Clears or Updates the Pods or Updates the Docking Station
3	Right Button	<ul style="list-style-type: none">• Starts Data Recovery• Simultaneously used with the Left Button, Clears or Updates the Pods or Updates the Docking Station
4	Red LED	<ul style="list-style-type: none">• ON: Docking Station is busy/operation in progress (do not connect or disconnect anything or turn OFF the docking station)• OFF: Docking Station is in idle mode• Simultaneously with other LEDs ON : Firmware update is in progress (blinking indicates a system error)
5	Green LED	<ul style="list-style-type: none">• ON: Pods synchronization is in progress• Blinking: Data is being copied to the USB stick• Simultaneously with other LEDs ON : Firmware update is in progress (blinking indicates a system error)
6	Blue LED	<ul style="list-style-type: none">• ON : the Docking Station is ON and waiting for commands (you can connect or disconnect the Pods or turn OFF the Docking Station)• OFF : Docking Station is OFF• Simultaneously with other LEDs ON : Firmware update is in progress (blinking indicates a system error)
7	Pod Slots	<ul style="list-style-type: none">• Location of where the Pods are to be inserted
8	USB Port	<ul style="list-style-type: none">• Location of where the USB stick connects

Docking Station

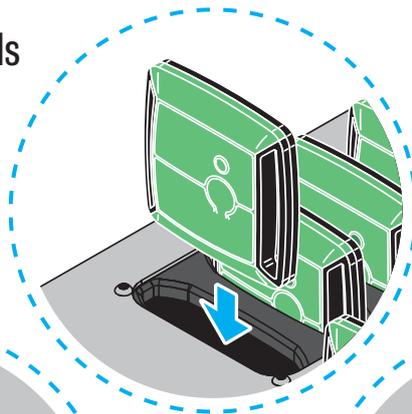


Commands (Basic)

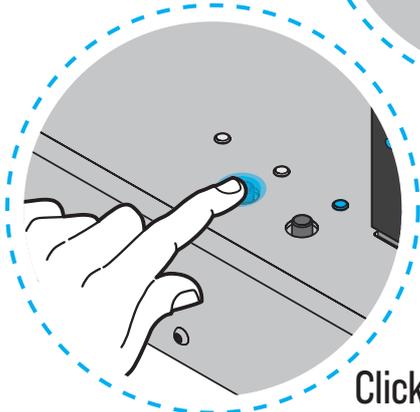
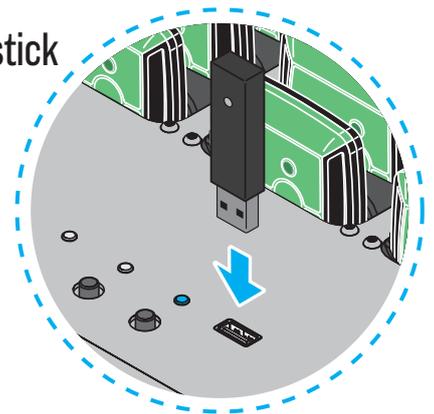
Synchronization

- Reads from every Pod connected and automatically start to copy the data (if an USB stick is connected, the data is copied to the USB stick, otherwise the data is copied to the docking internal storage).

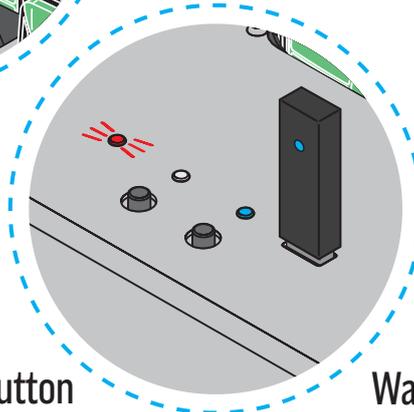
Connect all Pods



Connect an USB stick



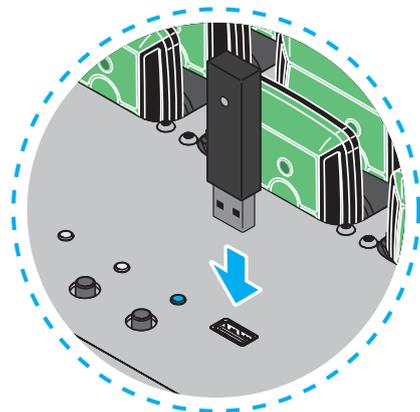
Click on the left button



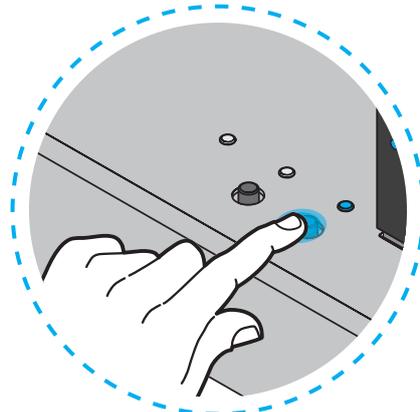
Wait until the red LED turns OFF

Data Recovery (optional)

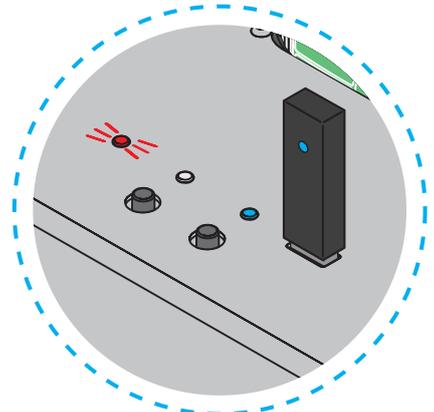
- Copies the data from the docking internal storage to the USB stick (if the USB stick was not inserted at the time of synchronization);
- The synchronization must be completed before loading the data.



Connect an USB stick

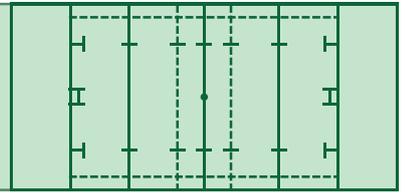


Click on the right button



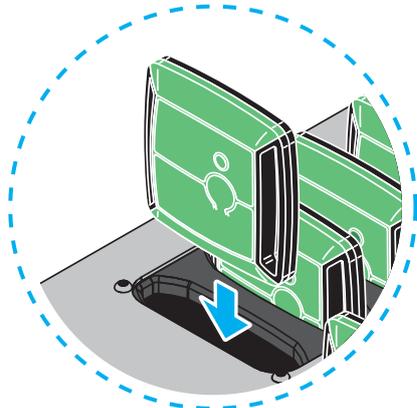
Wait until the red LED turns OFF
(up to 5 minutes)

Docking Station

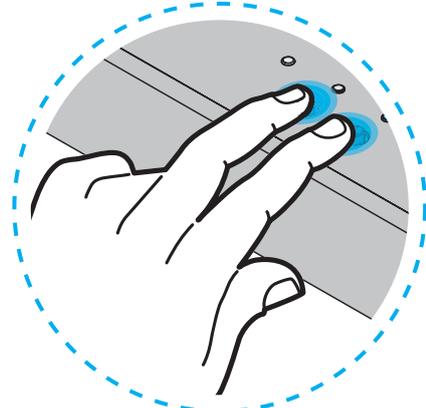


Clearing the Pods

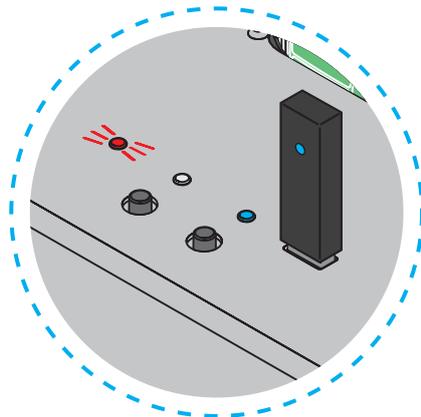
- To clear all data stored on the Pods (recommended to do this operation after the report creation) follow the below procedure:



Connect all Pods



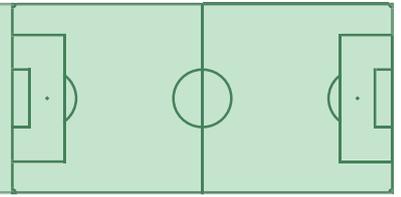
Press on the two buttons simultaneously



Wait until the red LED turns OFF

⚠ Warning, the operation is irreversible.

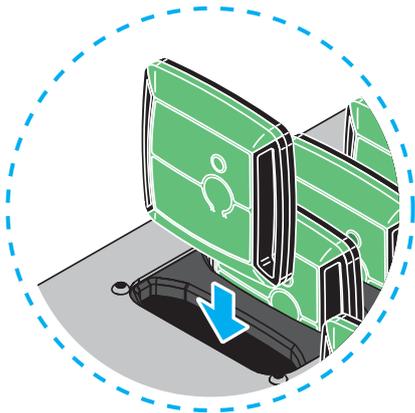
Docking Station



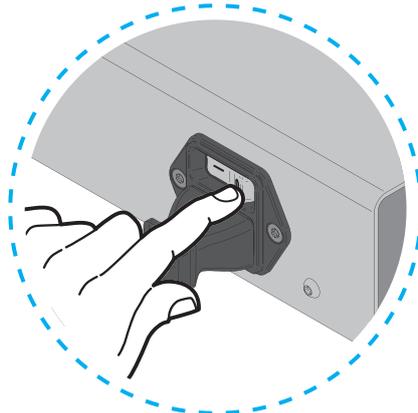
Commands (Advanced)

Updating the Pods

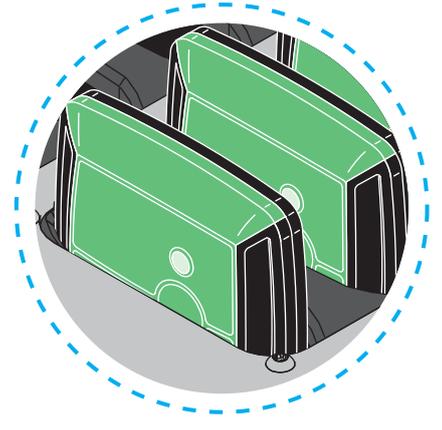
- Check the version of your pod in the file "CONFIG.TXT"
- To update the Pod follow the below procedure:



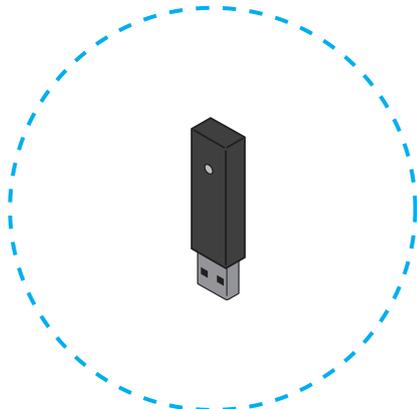
Connect all Pods



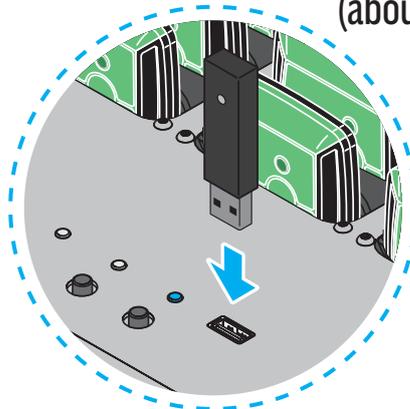
Turn the Docking Switch to OFF



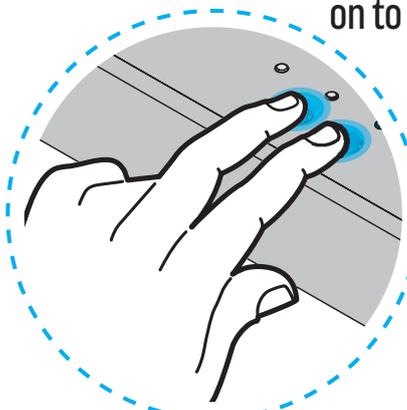
Wait until all Pods are shutdown
(about 10 seconds)



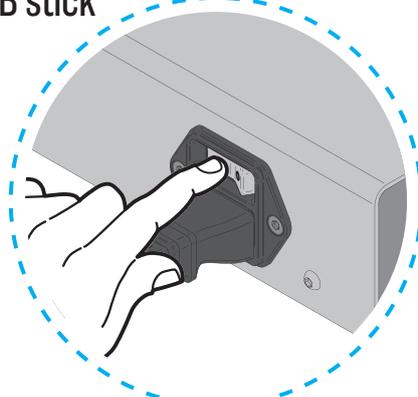
Copy the "update.hex" file
on to the USB stick



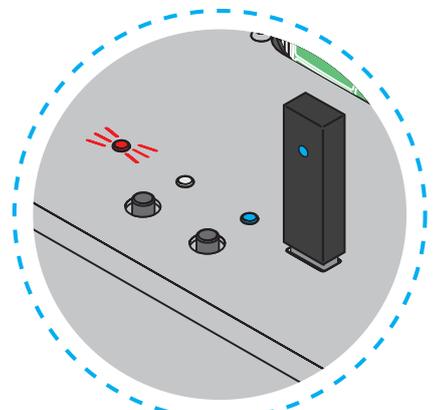
Connect the USB stick



Hold the two buttons
simultaneously

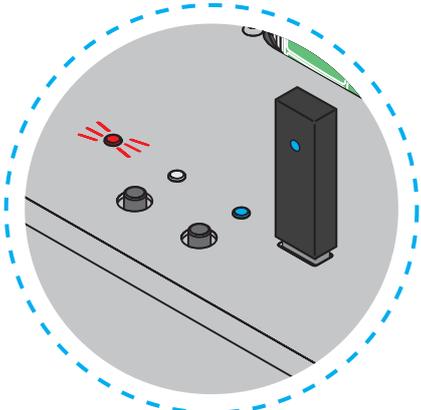
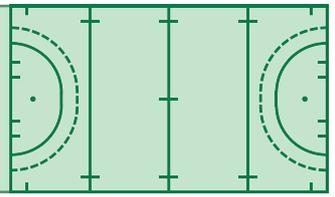


Turn the Docking Switch to ON

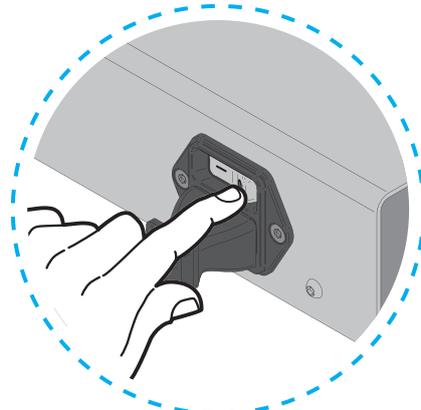


Release the button when
the red LED is ON

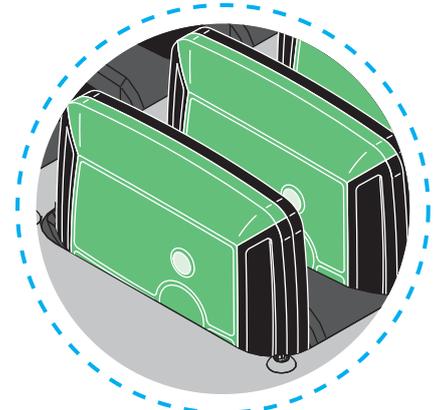
Docking Station



Wait until the red LED turns OFF



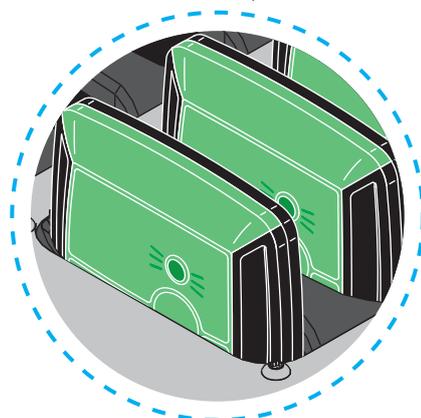
Turn the Docking Switch to OFF



Wait until all Pods are shutdown
(about 10 seconds)



Turn the Docking Switch to ON



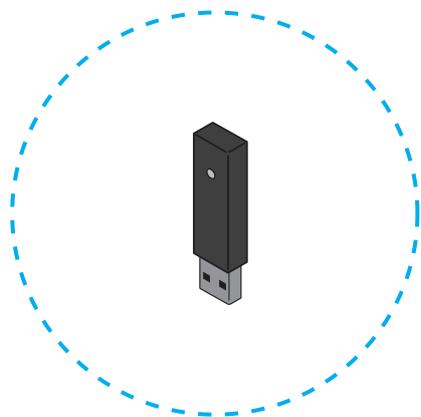
The Pods take about 5 to 10 seconds to start

Updating the Docking Station

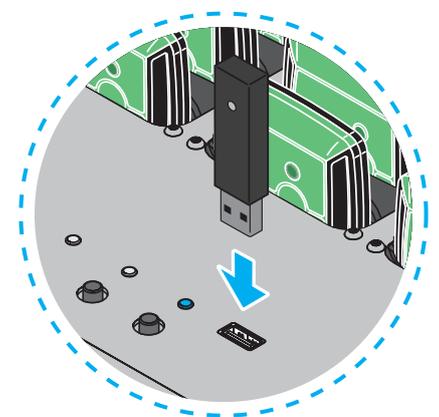
- To update the Docking Station, (using the latest version of firmware.hex) follow the below procedure:



Turn the Docking Switch to OFF

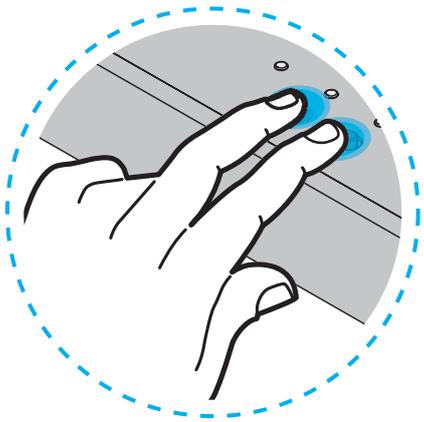
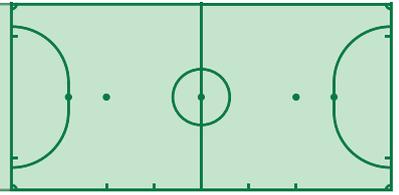


Copy the "firmware.hex"
file onto the USB stick



Connect the USB stick to
the USB port

Docking Station



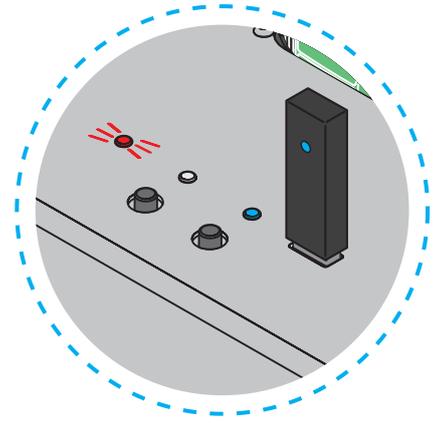
Hold the two buttons
simultaneously

+

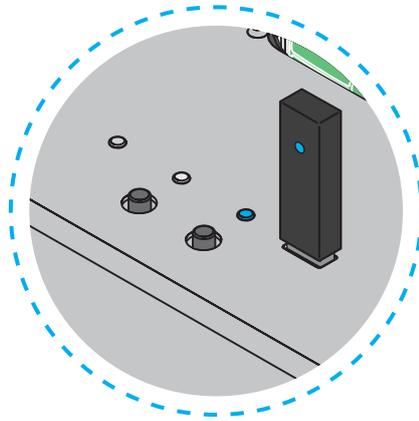


Turn the Docking Switch to ON

+



Release the button when
the red LED is ON

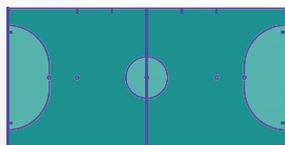
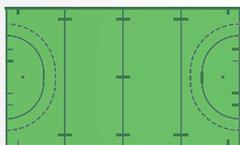
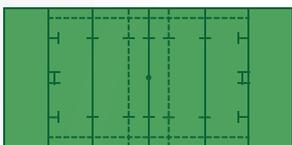


Wait until the red LED turns OFF

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