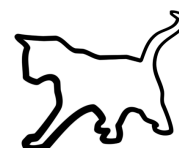


bbtraining



user guide



UG.00061.00-02

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bbtraining

BBtraining helps you to record the actions of basketball matches to generate statistics and ratings. The application uses the SQLite database engine to save the information in a sdb3 file that is fully accessible and exportable to other data management systems.

This guide describes the user interface and the main functions and methods that the xp version implements.

When the application is started, the main screen is displayed, where you can differentiate between three zones, the top action bar, the main window and the lower information bar.



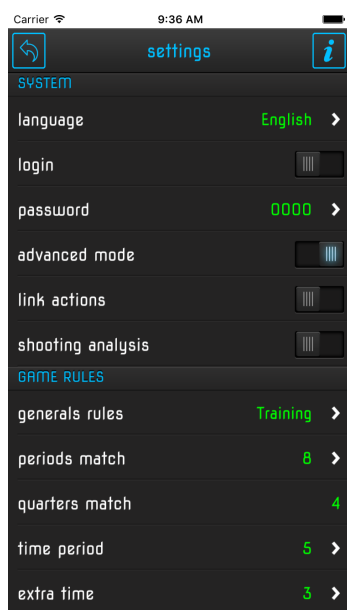
This composition of zones is the habitual one in all the Interface. The top action bar has to the right of an information button that provides contextual help and your situation is also the same in all windows in the application.



The main window has six buttons that organize the functionalities of the system.



- 1 Settings: configures the system (language, passwords, backup) and the usual operating parameters (game rules, shooting analysis, linked actions).



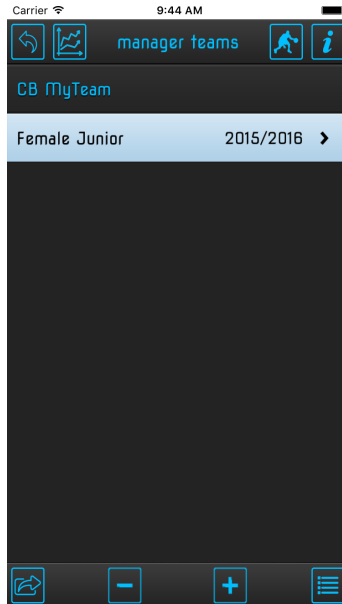
- 1.1 Language. Set the language of the application (Catalan, Spanish, English, French or Italian).
- 1.2 Login. Enable or disable access to the application by logging in.
- 1.3 Password. Set the four-digit user code, necessary for access to the application through login and backup operations. The default code is '0000'.
- 1.4 Advanced or reduced mode. Determine the actions that can be registered. While in the advanced mode the registration of all the actions of the game is included, the reduced mode only contemplates the registration of points and missed shoots.

- 1.5 Linked actions. Enables or disables the link of related actions such as points and assists or steals and turnovers. When registering one of the actions, the process of recording the related action begins
- 1.6 Shooting analysis. Configure activation or deactivation of the spatial registration process of shoots.
- 1.7 General rules. Establish the general rules of the game (time and periods) between FIBA, NBA, WNBA, NCAA, WNCAA or Training.
- 1.8 Periods. Set the match between two, four, or eight game periods.
- 1.9 Quarters. Set the match between two, four, or eight game quarters.
- 1.10 Time. Set the playing time of the periods between 2 and 20 minutes.
- 1.11 Extra time. Set the game time in the extra times periods between 2 and 20 minutes.
- 1.12 Limit of faults. Set the limit of faults allowed to players between 5 and 6 faults.
- 1.13 Shoot timer. Activate or deactivate the shoot timer.
- 1.14 Shoot time. Set the shoot time limit between 24 and 35 seconds.
- 1.15 Name of the group. It establishes the name of the collaboration group in the matches with the register shared between users.
- 1.16 User Nick. Set the username for the connections in the games with the register shared between users.
- 1.17 Collaboration group password. Set the access password for the connections in the games with the register shared between users.
- 1.18 Create copy. Back up the database.
- 1.19 Restore copy. Delete the active database and restore the existing backup. Application restart is required.
- 1.20 Send copy. Prepare an email with the backup of the database as an attachment.
- 1.21 Version. Indicates the version (edition) of the application.

- 1.22 Contact. Prepare an email to contact with dtècnica software.
- 1.23 Privacy policy. Show the document in the privacy policy of the application.
- 1.24 Acknowledgments. App Credits.



- 2** **Manager.** Manage teams and players. It's the module that contains all the information registered in the games, offers the reports of statistics, rankings and the functions of export and import matches.



- 2.1** **Return.** Leave the manager module and go back to the home screen.



- 2.2** **Global system statistics.** Open the module where you check the global statistics of all the equipment in the system.



2.2.1 Return to the previous screen.



2.2.2 Previous team. View the statistics for the previous team.



2.2.3 Next team. View statistics for the following team.



2.2.4 Information. Show contextual information on the screen.



All Seasons	All Competitions
All Teams	
All Categories	
matches played	1
matches won/lost	1 / 0
points favour/against	59 / 43
2 points	24 / 55 43 %
3 points	1 / 1 100 %
free throw	8 / 20 40 %
rebounds	26 / 19
steals/turnovers	8 / 5
blocks favour/against	2 / 1
fouls rec/com	15 / 12
value	67

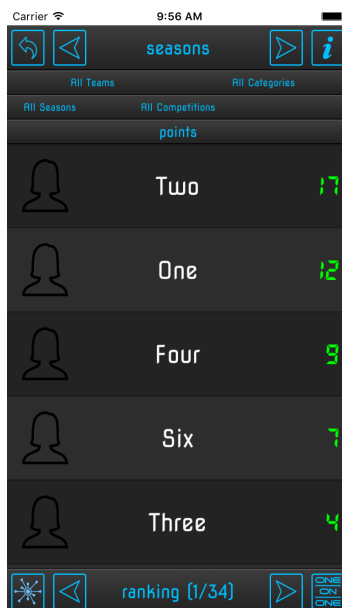
2.2.5 List of actions and valuation. List statistics, averages and the overall evaluation of the team.



2.2.6 Screenshot. Perform a screenshot and start the process of distributing the image.



2.2.7 Ranking of players. Open the global ranking module of players per action.



seasons		
All Teams	All Competitions	
All Seasons	All Competitions	points
	Two	17
	One	12
	Four	9
	Six	7
	Three	4



2.2.7.1 Return to the previous screen.



2.2.7.2 Previous season.



2.2.7.3 Next season.



2.2.7.4 Contextual information.



2.2.7.5 Screenshot.



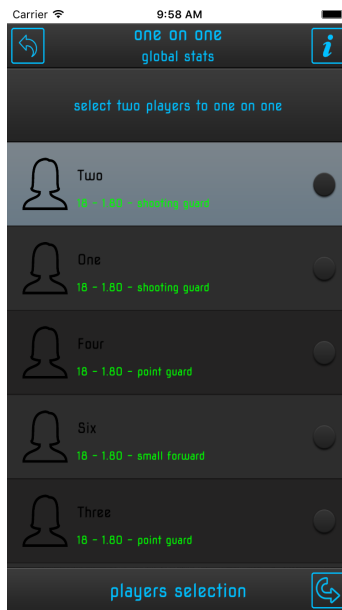
2.2.7.6 Previous ranking.



2.2.7.7 Next ranking.



2.2.7.8 OneOnOne. Open the comparison module between players. Selecting two / two players from the list and clicking on the lower right arrow of the lower information bar will start the process that compares their statistics.



2.2.7.8.1 Return to the previous screen.



2.2.7.8.2 Contextual information.



2.2.7.8.3 Start the OneOnOne comparison process.





2.2.8 Global list of matches played by all host teams in the system.



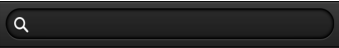
2.2.8.1 Return to the previous screen.



2.2.8.2 Contextual information.

win	played	lose
51	115	54
points favour		points against
5687	points	5900

2.2.8.3 Report of matches and points of the list.



2.2.8.4 Match finder and filter bar.

Bàsquet Molins - CB Esparre...	047 - 056
CB Esparreguera - CB Igualad...	055 - 047
RSFE Sant Fruitós - CB Esparr...	037 - 050
CNB Vilanova - CB Esparregue...	055 - 057
CB Esparreguera - EEM Castel...	061 - 045

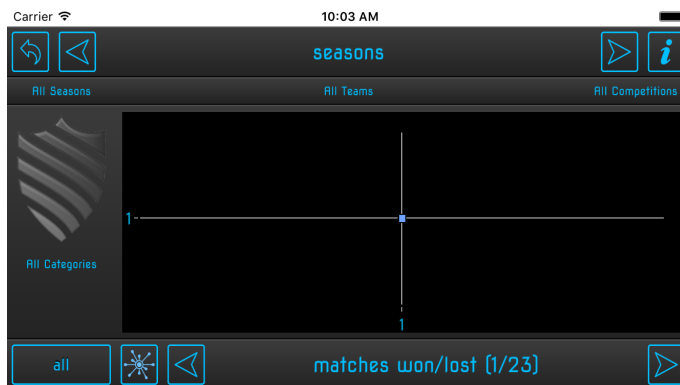
2.2.8.5 List of matches.



2.2.8.6 Screenshot.



2.2.9 Graphic evolution.



2.2.9.1 Return to the previous screen.



2.2.9.2 Previous season.



2.2.9.3 Next season.



2.2.9.4 Contextual information.



2.2.9.5 Filter matches (all, locals, or guests).



2.2.9.6 Screenshot.



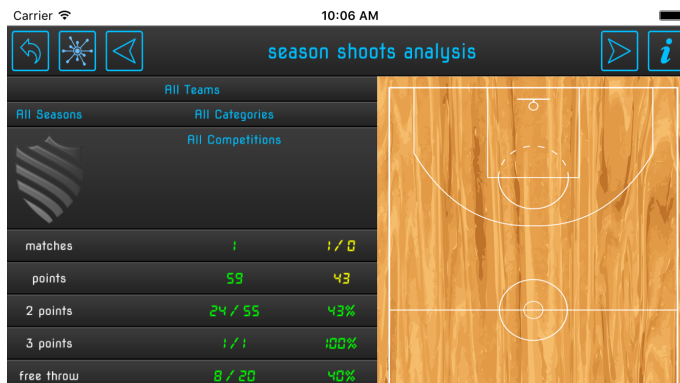
2.2.9.7 Previous action.



2.2.9.8 Next action.



2.2.10 Localization of shoots.



2.2.10.1 Return to the previous screen.



2.2.10.2 Screenshot.



2.2.10.3 Previous season.



2.2.10.4 Next season.



2.2.10.5 Contextual information.



2.3 Global statistics for all players in the system. Open the module where you check global statistics for all the players in the system.



2.3.1 Return to the previous screen.



2.3.2 Previous season.



2.3.3 Next season.



2.3.4 Contextual information.



2.3.5 Screenshot.



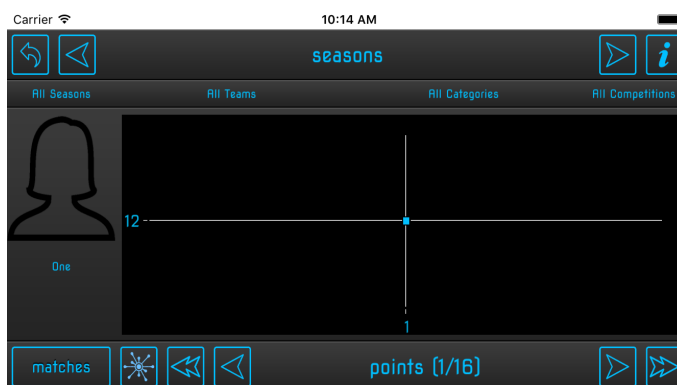
2.3.6 Previous player.



2.3.7 Next player.



2.3.8 Graphic evolution.





2.3.8.1 Return to the previous screen.



2.3.8.2 Previous season.



2.3.8.3 Next season.



2.3.8.4 Contextual information.



2.3.8.5 Filter between matches and seasons.



2.3.8.6 Screenshot.



2.3.8.7 Previous player.



2.3.8.8 Previous action evaluated.



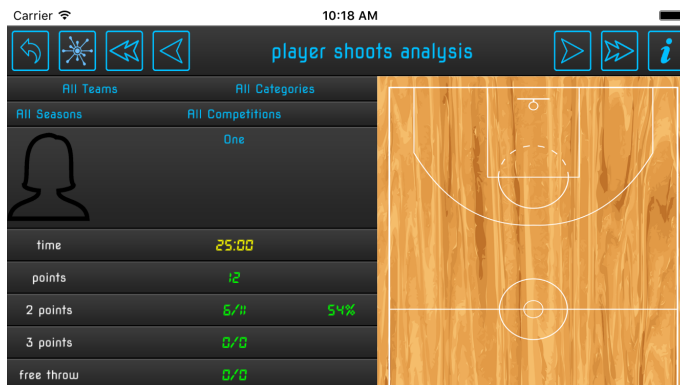
2.3.8.9 Next action evaluated.



2.3.8.10 Next player.



2.3.9 Location of shoots.



2.3.9.1 Return to the previous screen.



2.3.9.2 Screenshot.



2.3.9.3 Previous player.



2.3.9.4 Previous season.



2.3.9.5 Next season.



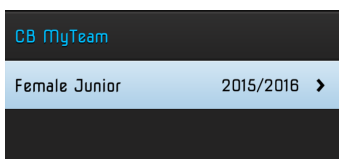
2.3.9.6 Next player.



2.3.9.7 Contextual information.



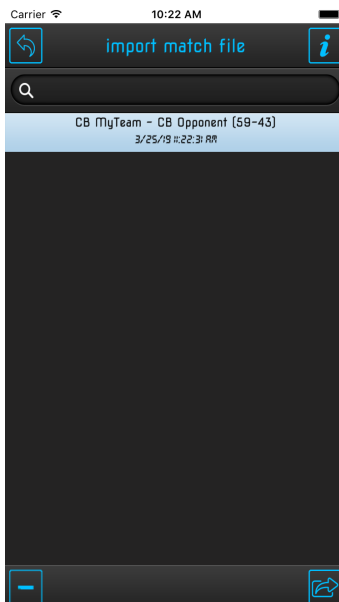
2.4 Contextual information.



2.5 List of teams. View all the teams grouped by the name of the club.



2.6 Import matches. Open the module for import matches files.



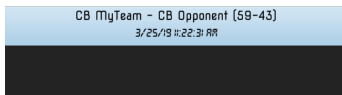
2.6.1 Returns to the previous screen.



2.6.2 Contextual information.



2.6.3 File finder bar.



2.6.4 List of import files.



2.6.5 Remove selected import file.



2.6.6 Starts the import process of the selected file.



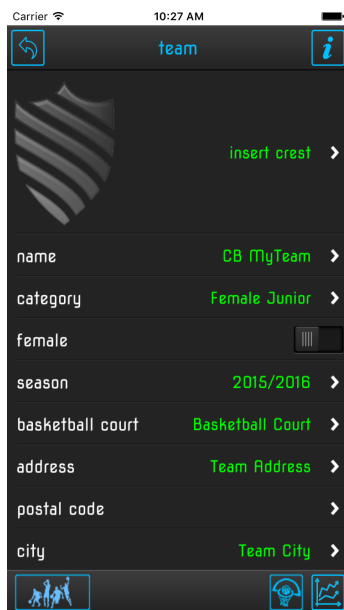
2.7 Remove team. Remove all information related to the team from the system.



2.8 Create a new team. Open the team registration procedure in the system.



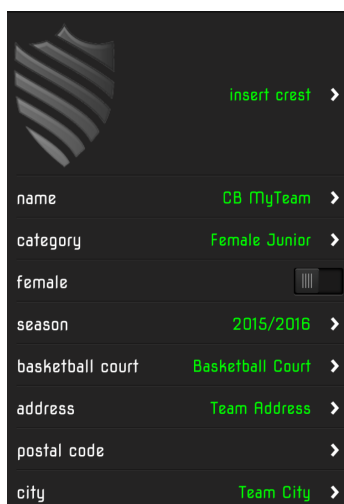
2.9 Edit the selected team from the list. Open the team management module where you keep the information, the linked players and check the statistics, rankings and matches played.



2.9.1 Returns to the previous screen.



2.9.2 Contextual information.



2.9.3 List of fields on the team's sheet.



2.9.4 Open the players management module of the team.



2.9.4.1 Returns to the previous screen.



2.9.4.2 Contextual information.



2.9.4.3 List of players of the team.



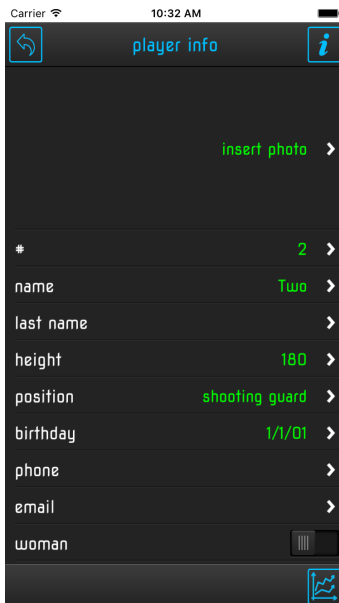
2.9.4.4 Remove the selected player from the team.



2.9.4.5 Add players to the team.



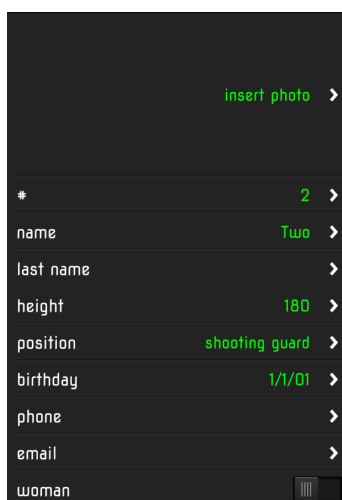
2.9.4.5 Edit the player's card on the team.



2.9.4.5.1 Returns to the previous screen.



2.9.4.5.2 Contextual information.



insert photo >

2 >

name Two >

last name >

height 180 >

position shooting guard >

birthday 1/1/01 >

phone >

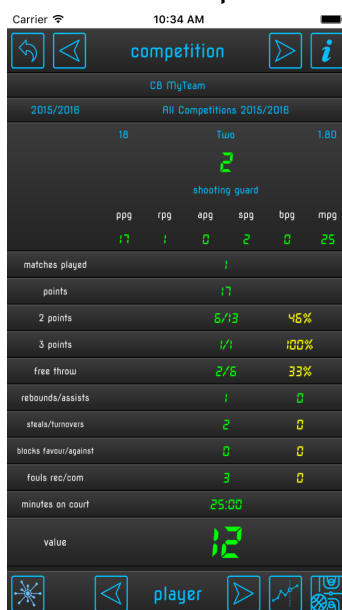
email >

woman ☐

2.9.4.5.3 List of fields on the player's card.



2.9.4.5.4 Open the statistics module of the player on the team.



Carrier 10:34 AM

competition

CB MyTeam

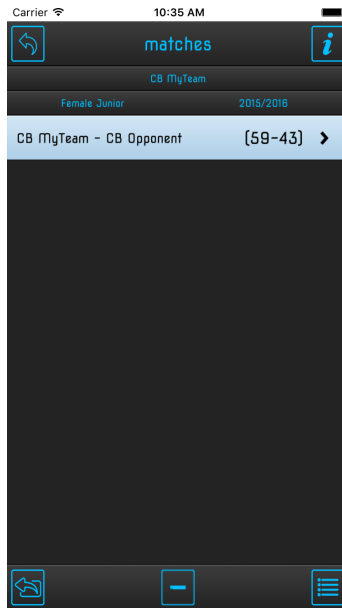
2015/2016 All Competitions 2015/2016

	18	Two	1.80
	2		
	shooting guard		
ppg	17	1	0
rpg	2	0	25
apg			
spg			
bpg			
mpg			
matches played	1		
points	17		
2 points	6/13	46%	
3 points	1/1	100%	
free throw	2/6	33%	
rebounds/assists	1	0	
steals/turnovers	2	0	
blocks favour/against	0	0	
fouls rec/com	3	0	
minutes on court	25:00		
value	12		

player



2.9.5 Open the matches module of the team.



2.9.5.1 Return to the previous screen.



2.9.5.2 Contextual information.



2.9.5.3 Match finder bar.



2.9.5.4 Export the selected match to an exchange file and start the process of sending by email with the attachment.



2.9.6.5 Remove the selected match from the system.



2.9.5.6 Open the statistics module of the selected match.



Regular Season		
25/10/15 MatchDay 01 16:30:00		
CB MyTeam	vs	CB Opponent
59	44 %	points % 55 43
24/55	43 %	2 points % 55 19/34
4/4	100 %	3 points % 50 4/2
8/20	40 %	free throw % 15 2/13
26	11	rebounds 15 4 19
12		fouls 15
8		steals 4
5		turnovers 7
points home	periods	points guest
10	1	2
7	2	4
3	3	9
5	4	2
8	5	8
9	6	2
3	7	12
14	8	4



2.9.5.6.1 Returns to the previous screen.



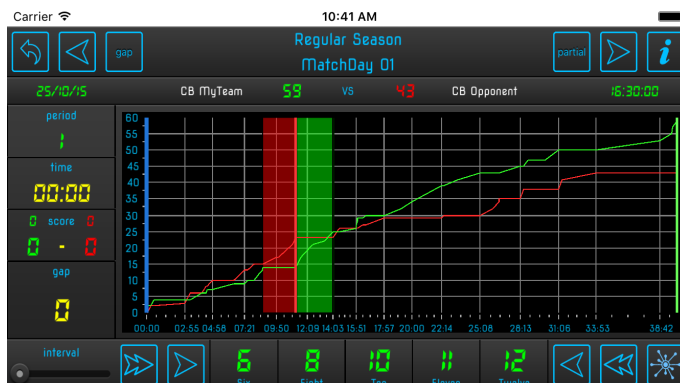
2.9.5.6.2 Contextual information.



2.9.5.6.3 Screenshot.



2.9.5.6.4 Open the graphic evolution module of the scoreboard.





2.9.5.6.4.1 Returns to the previous screen.



2.9.5.6.4.2 Previous match.



2.9.5.6.4.3 Maximum and minimum difference.



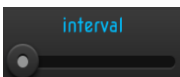
2.9.5.6.4.4 Better and worse partial.



2.9.5.6.4.5 Next match.



2.9.5.6.4.6 Contextual information.



2.9.5.6.4.7 Player Timer.



2.9.5.6.4.8 Play / stop playback.



2.9.5.6.4.9 Step forward.



2.9.5.6.4.10 Step back.



2.9.5.6.4.11 Restart playback.



2.9.5.6.4.12 Screenshot.



2.9.5.6.5 Previous match.



2.9.5.6.6 Next match.



2.9.5.6.7 Localization of game shots.



2.9.5.6.8 Match statistics sheet.

Carrier 10:56 AM

stats sheet

CB MyTeam

25/10/19

Regular Season

stats sheet

MatchDay 01

16:30:00

CB MyTeam

59

VS

43

CB Opponent

#	S	name	time	P	2P	3P	FT	RD	RD	RT	RS	ST	TU	BF	BR	FR	FC	VR	
1		ONE	25:00	12	6/9	5/4	0/0		0/0	2	2	4	0	1	1	0	0	1	1
2		TWO	25:00	17	6/13	4/6	1/1	100%	2/5	33%	0	1	1	0	2	0	0	3	0
3		THREE	20:54	4	2/7	2/8	0/0		0/1	0%	0	2	2	0	1	0	0	1	1
4		FOUR	20:00	9	2/5	4/10	0/0		5/9	62%	3	2	5	3	0	0	0	5	2
5		FIVE	20:00	4	2/3	6/6	0/0		0/0		1	0	1	2	2	0	0	0	1
6		SIX	24:53	7	3/5	6/10	0/0		1/5	20%	3	1	4	7	0	1	2	3	3
7		SEVEN	24:26	4	2/7	2/8	0/0		0/0		0	1	1	4	0	1	0	0	2
8		EIGHT	19:47	2	1/3	3/3	0/0		0/0		5	0	5	2	1	1	0	1	2
9		NINE	20:00	0	0/1	0%	0/0		0/0		1	2	3	0	1	1	0	0	3
CB MyTeam		24:00	58	24/55	43%	1/1	100%	8/20	40%	15	11	26	18	8	5	2	1	15	12
CB Opponent		24:00	43	19/34	55%	1/2	50%	2/13	15%	15	4	19	0	4	7	0	0	12	15



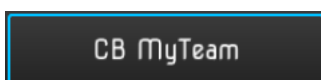
2.9.5.6.8.1 Returns to the previous screen.



2.9.5.6.8.2 Screenshot.



2.9.5.6.8.3 Previous match.



2.9.5.6.8.4 Toggles the display of host and rival team statistics.



2.9.5.6.8.5 Open the individual statistics module of the players in the match.

The screenshot shows the CB MyTeam app interface. At the top, it displays "Carrier", "10:57 AM", and a battery icon. Below the status bar, there are navigation icons: a left arrow, a right arrow, and an information icon. The main header shows "CB MyTeam", "Regular Season", and "2015/2016". Below this, it says "25/12/15", "MatchDay 01", and "16:30:00". The main content area shows a player's statistics for a match against "CB Opponent". The player is identified as "shooting guard" with a jersey number "10". The statistics are as follows:

	pg	fg	ag	sg	bg	fg
points	12	4	0	1	0	1
2 points		5/11				54%
3 points		0/0				
free throw		0/0				
rebounds def/ofe		2				2
steals/turnovers		1				1
blocks favour/against		0				0
fouls rec/com		1				1
minutes on court		25:00				
value		11				

At the bottom, there are navigation icons: a left arrow, a right arrow, and a "players" button.



2.9.5.6.8.6 Next match.



2.9.5.6.8.7 Contextual information.



2.9.6 Open the statistics module of the team.



2.9.6.1 Returns to the previous screen.



2.9.6.2 Previous team.



2.9.6.3 Next team.



2.9.6.4 Contextual information.



2.9.6.5 Screenshot.



2.9.6.6 Ranking of players in the actions.



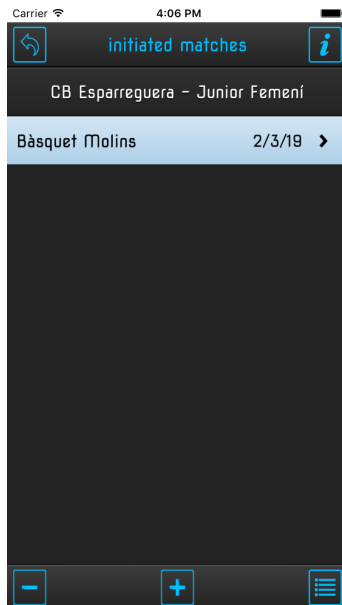
2.9.6.7 Graphical evolution of the team.



2.9.6.8 Localization of team shoots.



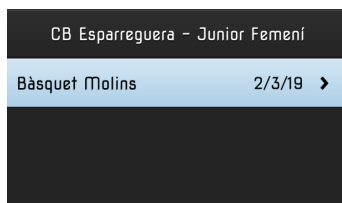
- 2 Matches. It's the core of the application, where the matches are created and the actions generated by the statistics and ratings are recorded. Open the list of open or started matches.



- 3.1 Return to the home screen.



- 3.2 Contextual information.



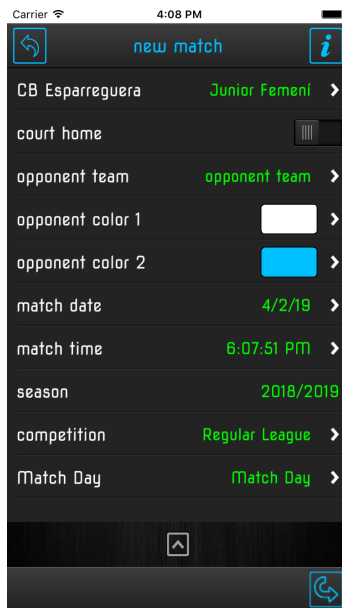
- 3.3 List of open or initiated matches.



- 3.4 Remove the selected match.



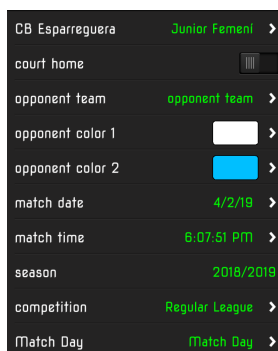
3.5 Open the process to add a match.



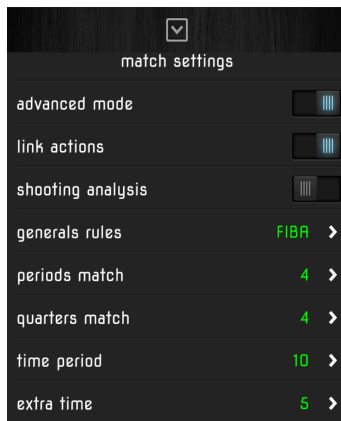
3.5.1 Cancel the process and return to the previous screen.



3.5.2 Contextual information.



3.5.3 Field List of new match.



3.5.4 Match configuration settings.

3.5.4.1 Advanced or reduced mode.

3.5.4.2 Linked actions.

3.5.4.3 Shoots analysis.

3.5.4.4 Generals rules.

3.5.4.5 Periods of the match.

3.5.4.6 Quarters of the match.

3.5.4.7 Minutes of the period.

3.5.4.8 Minutes of the extra time.

3.5.4.9 Fouls limit.

3.5.4.10 Shoot timer.

3.5.4.11 Shoot time.



3.5.5 Add the match to the system.



3.6 Open and start the match in the action register module.



The registration screen has the following areas:



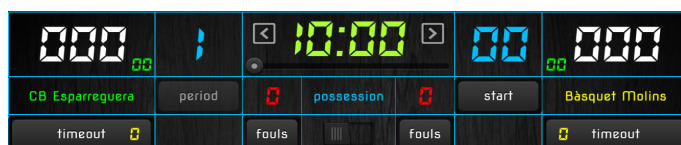
3.6.1 Information bar top with match general information.



3.6.1.1 Returns to the previous screen.



3.6.1.2 Contextual information.



3.6.2 Scoreboard window, periods, possession, fouls and time.



3.6.2.1 Finish the match period. When finalizing the match time, it is activated to finalize the period and to initiate the following one or to close the match.



3.6.2.2 Start or stop the game time and show the remaining possession time if the shoot timer option is activated.



- 3.6.2.3 When the match time is stopped, you can go back second to second until the last recorded action.



- 3.6.2.4 Pressing the stopwatch in motion will stop the time.



- 3.6.2.5 When the time is stopped it allows to advance second to second.



- 3.6.2.6 The scrollbar, visible with the stopped time, allows you to quickly adjust the game time.



- 3.6.2.7 Record the timeouts requested by the teams.



- 3.6.2.8 Displays the total of fouls of the team, if the opposing team has entered a bonus and records faults that do not compute any of the players in particular (Coach, staff).



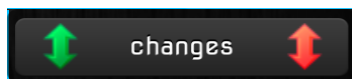
- 3.6.2.9 Possession window. select the team with possession of the ball.

- 3.6.3 Team action bar.

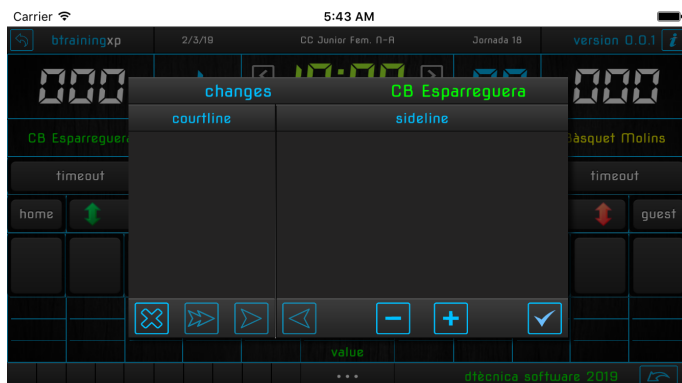




3.6.3.1 Actions Local / Visitor. Start the process of registering actions that do not count on any player in particular (coach, staff).



3.6.3.2 Changes. Open the window to add the players participating in the match.



3.6.3.2.1 Cancel the prepared changes and close the window.



3.6.3.2.2 Sit on the bench all players.



3.6.3.2.3 Sit on the bench the selected player.



3.6.3.2.4 Take to the basketball court the selected player.



3.6.3.2.5 Remove from the match the selected player (it's only possible if you have not taken part in the match).



3.6.3.2.6 Add players to the match. In the host teams the selection is made from the list of players of the team while in the rivals, from the list of numbers between 0 and 99, both inclusive.



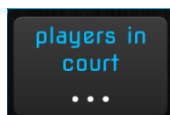
3.6.3.2.7 Make the changes and close the window.



3.6.3.3 Side change. Change the side of the team court situation.

3	8	11	14	22	players in court	0	2	7	9	10
Claudia	Mireia	Riccia	Sara	Marta	...					
0	0	0	0	0	points	0	0	0	0	0
0	0	0	0	0	fouls	0	0	0	0	0
0	0	0	0	0	value	0	0	0	0	0

3.6.4 Bar of players on the basketball court. Once the initial alignments are completed, the players' numbers are displayed on the bar, the hosts also have the name. At the bottom of each player their points, fouls and valuation are displayed.



3.6.4.1 View the quick replacement bar. By dragging the number of the players on the bench over the track player to replace, the change is made.



Moving the cursor of the lower scroll bar we access the rest of the players on the bench.



3.6.5 Action window of the match. Pressing the players' numbers opens the actions window of the match.



3.6.5.1 missed free throw shooting. Record a missed free-throw shoot to the selected player. If the linked actions option is active, it opens the window to select the rebounder player.



We select the player to record the rebound or close the window directly without recording the rebounder action.



3.6.5.2 Turnover. Record turnover to selected player. If the linked actions option is active, it opens the window to select the rival player who steal it.



We select the rival player to record the action or close the window directly without recording the steal.



3.6.5.3 Assist. Record scoring assistance to the selected player.



3.6.5.4 Steal. Record steal to selected player. If the linked actions option is active, it opens the window to select the rival player who turnover it.



3.6.5.5 Free throw score. Record free-throw score to selected player.



3.6.5.6 Failed shoot. Record shoot fail to the selected player. In host players, if the shoot analysis option is active, open the window to register the shoot area.



By clicking on the area of the image that approximates the shoot, is registered and the window closed. If the linked actions option is active, it opens the window to register the rebounder player.



3.6.5.7 Block received. Record the received block to the selected player. If the linked actions option is active, it opens the window to register the player who made the block.



3.6.5.8 Defensive rebound. Registers defensive rebound to selected player.



3.6.5.9 Block made. Record the block made to the selected player. If the linked actions option is active, it opens the window to register the player who received the block.



3.6.5.10 Two points annotation. Registers two points to the selected player. In host players, if the shoot analysis option is active, open the window to register the shoot area. If the linked actions option is active, it opens the window to register the player that performs the annotation assist.



- 3.6.5.11** Three points shoot failed. Record shoot of three points failed to the selected player. In host players, if the launch analysis option is active, open the window to register the shoot area. If the shoot analysis option is active, it opens the window to register the rebounder player.



- 3.6.5.12** Foul committed. Record the committed foul to the selected player. If the linked actions option is active, it opens the window to register the rival player who receives the foul



- 3.6.5.13** Offensive rebound. Registers offensive rebound to the selected player.



- 3.6.5.14** Foul received. Record received foul to the selected player. If the linked actions option is active, it opens the window to register the rival player who committed foul.



- 3.6.5.15** Three points annotation. Record three points to the selected player. If the shoot analysis option is active, it opens the window to register the shoot area. If the linked actions option is active, it opens the window to register the player that performs the annotation assist.



- 3.6.5.16** Change Open the change window for the selected player.



Select the player from the bench, when accepting the change is made and the window closes.



3.6.5.17 Close the actions window.



3.6.6 Status bar. Shows information about the state of live broadcasting, of shared actions, gives access to the toolbar and lets you delete the last recorded action.



3.6.6.1 Broadcast. Indicates that the registration of shares is being relayed for users who connect to the broadcast station.



3.6.6.2 Number of connected users. Indicates the number of users connected to the broadcast.



3.6.6.3 Shared registration. Indicates that the share record is being shared using Wi-Fi or Bluetooth.



3.6.6.4 Number of users connected to the registry. Indicates the number of users connected to the register shared.



3.6.6.5 Fouls registry. Indicates that the registry of fouls is being registered by a connected user.



3.6.6.6 Rebound registry. Indicates that the rebound record is being registered by a connected user.



3.6.6.7 Steals registry. Indicates that the registry of steals is being registered by a connected user.



3.6.6.8 Turnovers registry. Indicates that the registry of turnovers is being registered by a connected user.



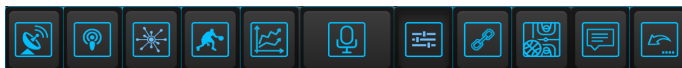
3.6.6.9 Assists registry. Indicates that the registry of assists is being registered by a connected user.



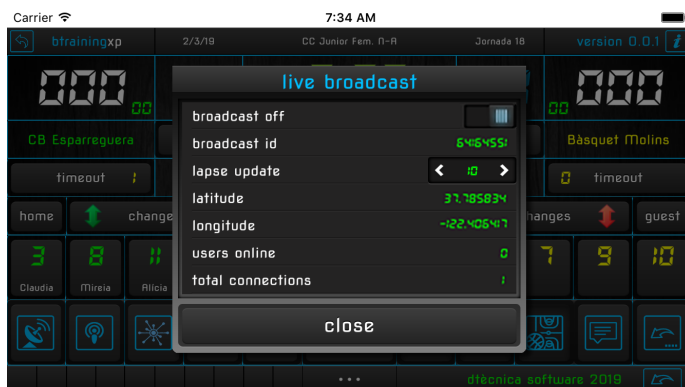
3.6.6.10 Blocks registry. Indicates that the registry of blocks is being registered by a connected user.



3.6.6.11 View the toolbar



3.6.6.11.1 Opens the broadcast configuration window.



broadcast on

3.6.6.11.1.1 Enable / Disable broadcast.

broadcast id

646455

3.6.6.11.1.2 Broadcast identifier.

lapse update

< 10 >

3.6.6.11.1.3 Time interval in seconds, between shipments of updates to the web server.

latitude

37.785834

3.6.6.11.1.4 Indicates the latitude for the GPS location of the match.

longitude

-122.406417

3.6.6.11.1.5 Indicates the longitude for the GPS location of the match.

users online

0

3.6.6.11.1.6 Indicates the number of connected users.

total connections

1

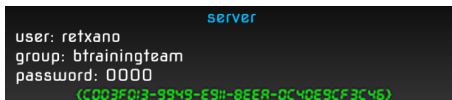
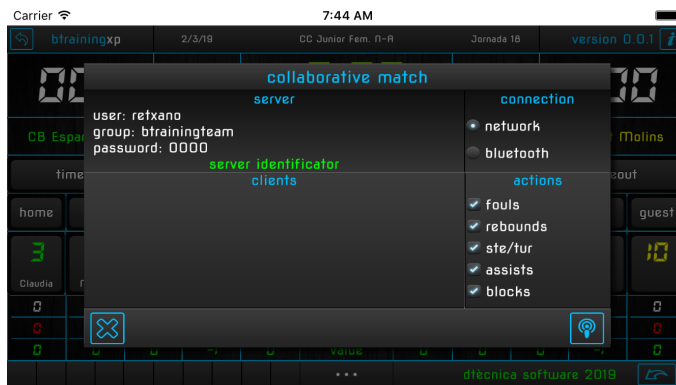
3.6.6.11.1.7 Indicates the total number of connections that the broadcast received.

close

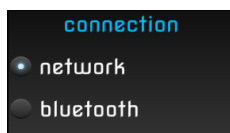
3.6.6.11.1.8 Close the broadcast configuration window.



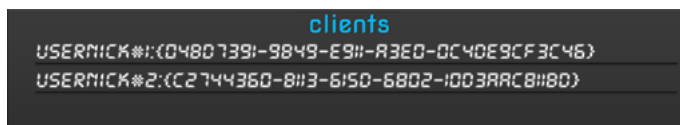
3.6.6.11.2 Opens the shared register configuration window.



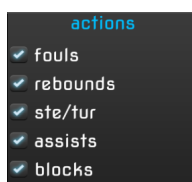
3.6.6.11.2.1 Server connection information.



3.6.6.11.2.2 Type of connection of the shared register. Select the type of connection to be established using Wi-Fi or Bluetooth.



3.6.6.11.2.3 List of users connected to the shared register.



3.6.6.11.2.4 List of actions established to share with other users.



3.6.6.11.2.5 Close the shared register configuration window.



3.6.6.11.2.6 Enable or disable shared register with other users.



3.6.6.11.3 Screenshot.



3.6.6.11.4 Open the individual statistics window for each player.



3.6.6.11.4.1 Close the individual statistics window for each player.



3.6.6.11.4.2 Previous player.



3.6.6.11.4.3 Open the location shoots window for the player.



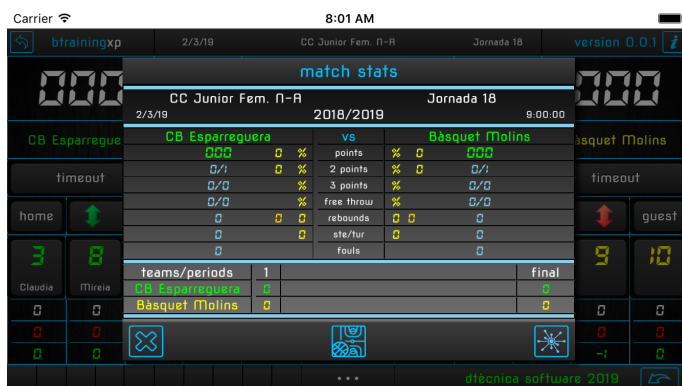
3.6.6.11.4.4 Next player.



3.6.6.11.4.5 Screenshot.



3.6.6.11.5 Open match statistics window.



3.6.6.11.5.1 Close the match statistics window.



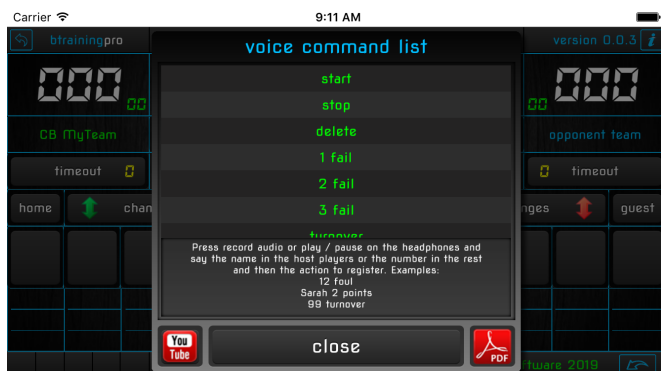
3.6.6.11.5.2 Open the location shoots window for the team.

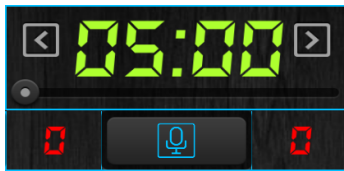


3.6.6.11.5.3 Screenshot.



3.6.6.11.6 Activates and deactivates the registration of actions through voice commands. (Currently, only available on Android devices)





Press record audio or play / pause on the headphones and say the name in the host players or the number in the rest and then the action to register. Examples:

12 Foul

Sarah 2 Points

99 Turnover

The function uses the google interface, so it's necessary to have an internet connection or the offline speech recognition enabled on the device.



3.6.6.11.7 Activates or deactivates advanced mode.



3.6.6.11.8 Enables or disables the link of related actions.



3.6.6.11.9 Activates or deactivates shooting analysis.



3.6.6.11.10 Enable or disable display informative messages.



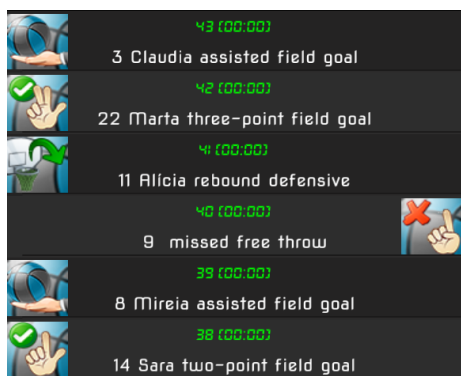
3.6.6.11.11 Opens the edit window of registered actions.



3.6.6.11.1.1 Close the action edit window.



3.6.6.11.1.2 Contextual information.



3.6.6.11.1.3 List of registered actions.



3.6.6.11.1.4 Remove the selected action.



3.6.6.11.1.5 Previous period.



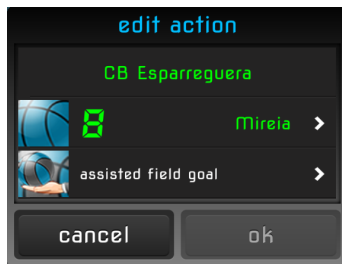
3.6.6.11.1.6 Indicates the period of the actions listed.



3.6.6.11.11.7 Next period.



3.6.6.11.11.8 Opens the window to edit the selected action.



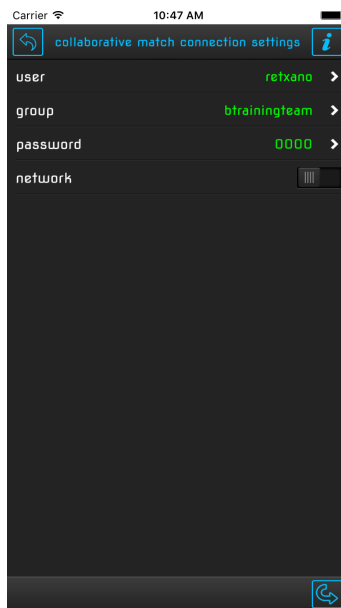
By clicking on the arrow of the player we access to the selection window of players where we can replace the author of the action. By clicking on the arrow of the action, we access the list of actions to replace it with another.



3.6.6.12 Undo the last recorded action.



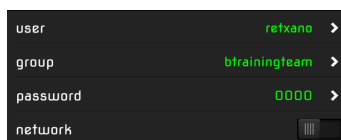
- 4 Shared register: Module that allows the shared register of the actions (fouls, rebounds, assists, blocks, steals, turnovers) in the matches.



- 4.1 Return Leave the shared register module and go back to the home screen.



- 4.2 Contextual information.



- 4.3 Connection parameters with the server.



- 4.4 Nick identifier of the user. Sets the name with which the user connects to the server.

group btrainingteam >

4.5 Name of the collaborative group. Sets the name of the group to which the user wishes to connect.

password 0000 >

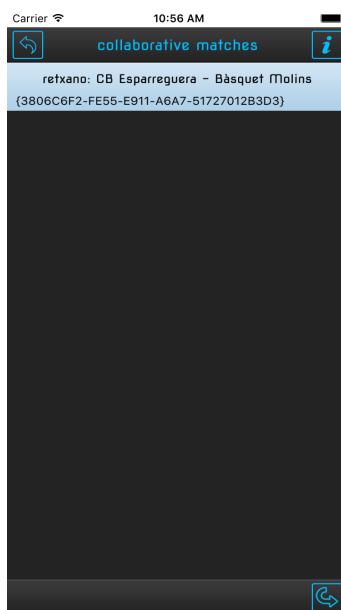
4.6 Access password to the collaborative group. Set the access password to connect to the collaborative group.

network 

4.7 Connection method. Set the method of connection between wi-fi or bluetooth.



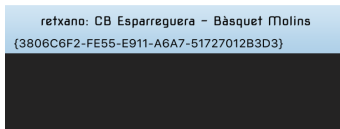
4.8 Search for servers. Start the server search process.



4.8.1 Return. Quit connections list and return to the previous screen.



4.8.2 Contextual information.



4.8.3 List of localized servers



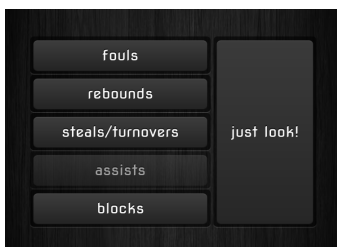
4.8.4 Establish connection to the selected server.



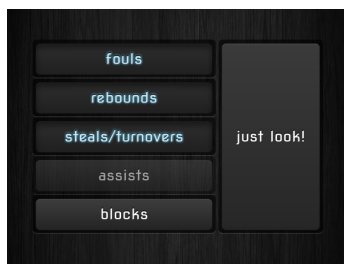
4.8.4.1 Cancel the connection and return to the initial screen.



4.8.4.2 Contextual information.



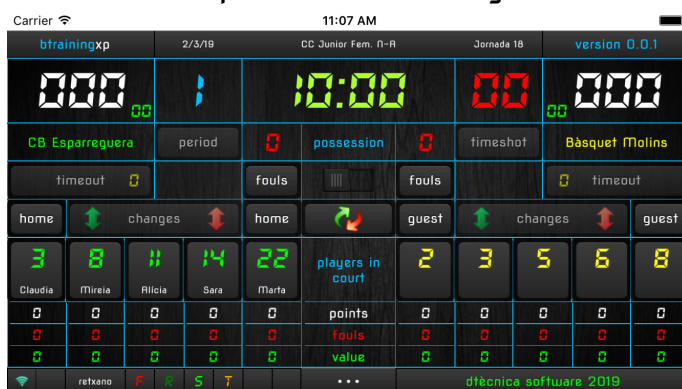
4.8.4.3 List of shared actions. The enabled buttons correspond to the actions available by the server to share the registry.



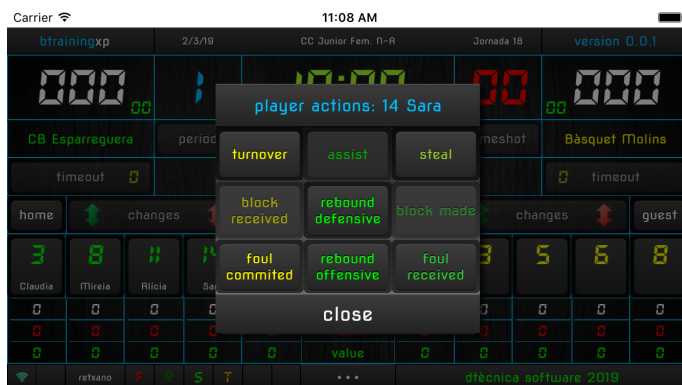
By pressing the enabled buttons, we request the registration to the server. The image has been marked faults, steals and turnovers.



4.8.4.4 Open the shared register screen.



The information on the connection is shown in the bottom bar.



Only actions that have been requested and delegated by the server are enabled in the registry.



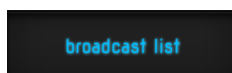
- 5 Broadcast station: List of the broadcasted matches, in retransmission or waiting, to know the result or follow their development.



- 5.1 Return. Go back to the home screen.



- 5.2 Contextual information.



- 5.3 Broadcast tab.



- 5.3.1 Broadcast finder bar.

	CB Esparreguera vs CB Prat-Montibello B 536366997 (31-03-2019 / 14:00)	>
	Barça CB5 C vs CB Esparreguera 64864750 (24-03-2019 / 16:15)	>
	CB Esparreguera vs Bàsquet Sitges 8890217 (16-03-2019 / 10:00)	>
	CB Gavà D1 vs CB Esparreguera 884007557 (03-03-2019 / 18:00)	>
	CB Esparreguera vs Bàsquet Molins 40329738 (13-04-2019 / 09:00)	>

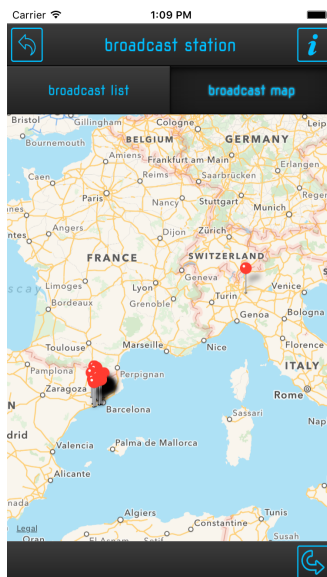
5.3.2 Broadcast list.



5.3.3 Broadcast server search.



5.4 Broadcast map.



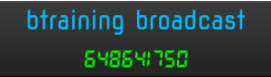
find broadcast via your GPS location.



5.5 Establish connection with the selected broadcast.



5.5.1 Disconnect the connection and go back to the initial screen.



5.5.2 Broadcast identifier.



5.5.3 Contextual information.



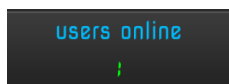
5.5.4 Broadcast Scoreboard.



5.5.5 Chronological list of commented actions.



5.5.6 Screenshot.



5.5.7 Users connected to the broadcast.



5.5.8 Update broadcast information.



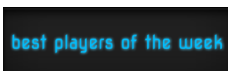
6 Player scouting. List the best rated players of the week's broadcasts and the hbtraining ranking of players.



6.1 Return. Go back to the home screen.



6.2 Contextual information.



6.3 Tab of the best players of the week.



6.3.1 Finder players of the week.

2019-13
03 - Claudia [CB Esparreguera] 21 >
2019-12
11 - Alicia [CB Esparreguera] 14 >
2019-11
16 - Aina [CB Esparreguera] 19 >

6.3.2 List of the best players grouped by week.



6.3.3 Screenshot.



6.3.4 Opens the statistics window of the selected player.


Carrier	1:21 PM	
best players		i
2019		13
Junior Femeni	CB Esparreguera	
18	Claudia	1.80
	3	
	Shooting Guard	
points	19	
2 points	5/4	45%
3 points	1/2	50%
free throw	6/8	75%
rebounds	5	
assists	1	
steals/turnovers	1	1
blocks favour/against	0	0
fouls rec/com	5	0
minutes on court	27:48	
value	21	



6.3.4.1 Return. Go back to the previous screen.



6.3.4.2 Contextual information.

2019		13
Junior Femení		CB Esparreguera
18	Claudia	1.80
		3
		Shooting Guard
points	19	
2 points	5/11	45%
3 points	4/2	50%
free throw	6/8	75%
rebounds	5	
assists	1	
steals/turnovers	1	1
blocks favour/against	0	0
fouls rec/com	5	0
minutes on court	27:48	
value	21	

6.3.4.3 Statistical data and general valuation of the player.



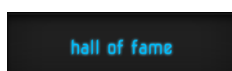
6.3.4.4 Previous record.



6.3.4.5 Screenshot.



6.3.4.6 Next record.



6.4 Tab ranking of the best players hbtraining.



6.4.1 Finder of the best players.

17 - Júlia (CB Esparreguera)	24	>
12 - Marta (CB Esparreguera)	22	>
03 - Claudia (CB Esparreguera)	21	>
14 - Sara (CB Esparreguera)	21	>

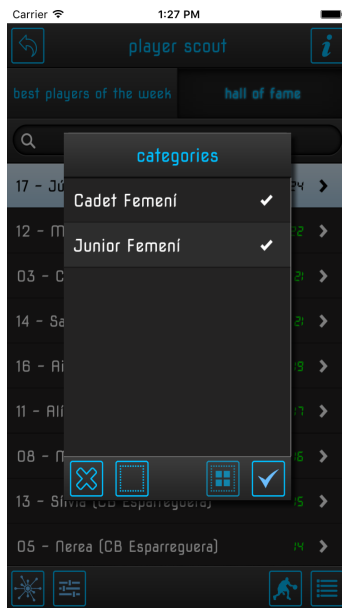
6.4.2 Ranking list of the best hbtraining players.



6.4.3 Screenshot.



6.4.4 Opens the filter window by category.



6.4.4.1 Close filter window by category.



6.4.4.2 Select categories. All of them, male or female.



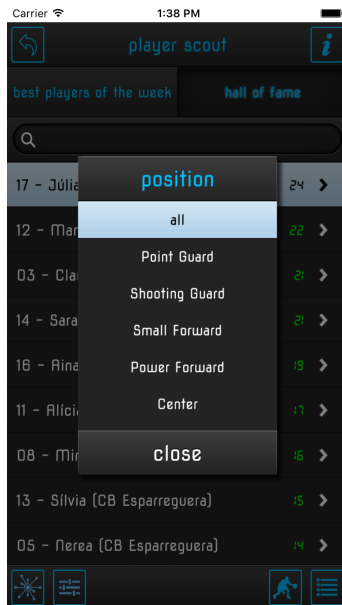
6.4.4.3 Delete all filters.



6.4.4.4 Apply the filters and close the window.



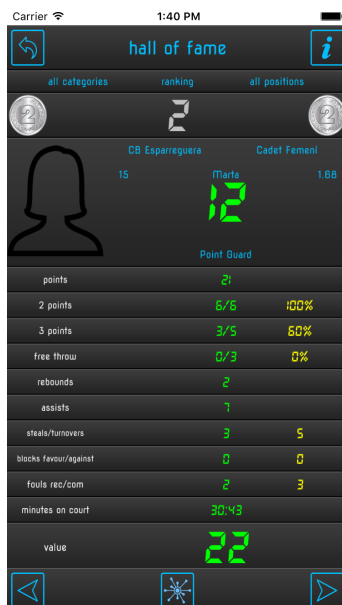
6.4.5 Opens the filter window by position.



6.4.5.1 Selecting the position from the list, the filter is applied.



6.4.6 Opens the statistics window of the selected player.



7 Tips and observations.

The game dynamics of basketball is often very fast and that makes it very difficult to record all the actions in real time by a single person, that is why it is recommendable to start using the application progressively. At first only including a rival player or registering only the most important actions. The alternative provided by the shared registry application is the option that can most help the complete registration of statistics.

BBtraining is an application developed to help trainers and their players to perfect and improve collective and individual games. Through statistics, it can be shown that all players add a positive value to the team that deserves recognition.

The values that team sport brings to young people are innumerable and highly recognized. It is therefore important to protect these values from the stands, encouraging and respecting the rivals and the work of the referees.

8 Acknowledgments.

The publication of this application has been possible thanks to the knowledge shared disinterestedly in the network by many people who guided my ideas between loops, routines and functions.

Thanks to all the players, coaches and parents of the children's and cadet's girls of the C.Bàsquet Esparreguera who helped me to understand, but above all to enjoy this great sport.

Juan Antonio López Villa

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