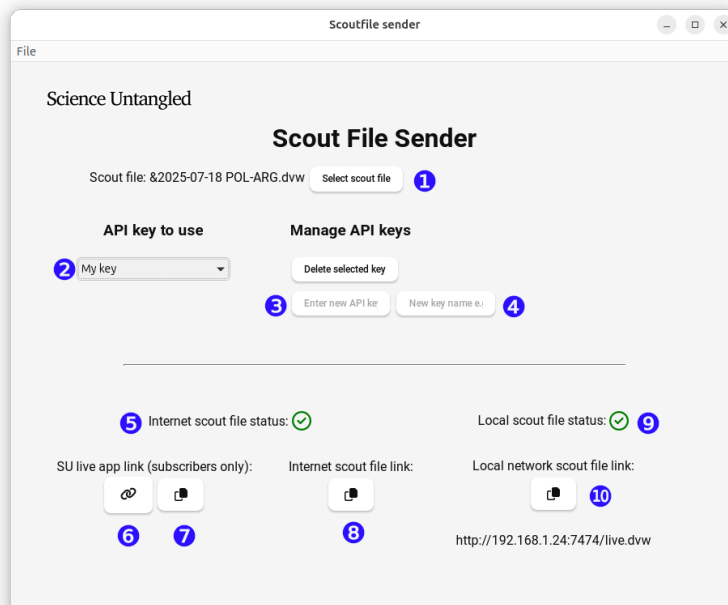


Science Untangled Scoutfile Sender

The Science Untangled file sender is a cross-platform app for sharing a live volleyball scout file with remote users. It can be used:

- by teams, in conjunction with our live stats app, or with other analysis tools that can work directly with a match file
- by leagues, allowing the live match scout to send their match data in real time so that the league can show live match stats on their web page.



1. Select scout file to share
2. API key in use
3. Enter new API key
4. Name of new API key
5. Internet scout file status
6. Click to open live app in browser (SU subscribers only)
7. Click to copy live app link to clipboard (SU subscribers only)
8. Click to copy scout file link to clipboard
9. Local network file sharing status
10. Click to copy local scout network file link to clipboard

Installation and setup

These steps generally only need to be done once.

1. Download and install from <https://untan.gl/file-sender.html>. Installers are available for Windows, Mac, and Linux.

Note that on some platforms you will get a warning about “untrusted software” when installing, because we have not digitally signed the executables. If you are so inclined, you can check the MD5 hash of your downloaded file against the value shown on the download page to be sure that your copy not been tampered with.

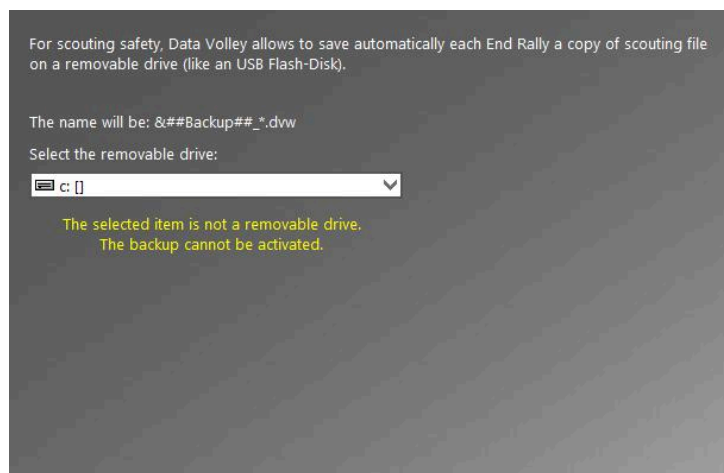
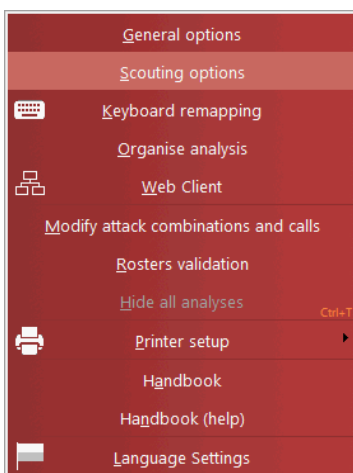
2. Enter your API key into (3), give it a name in (4), and click the “Add new API key” button that appears. Repeat this if you have multiple keys. Each time you click the “Add new API key” button, the key will be added to the dropdown selector on the left. See below for information on where to find your API key.

Usage

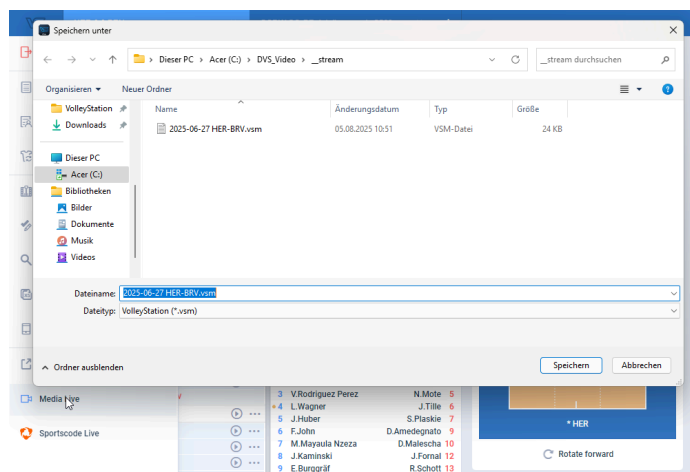
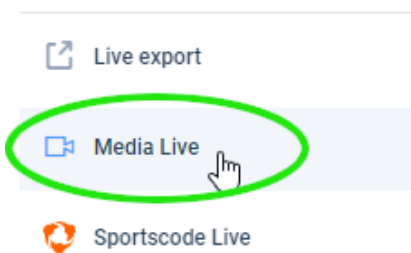
1. You must be connected to the internet.
2. Start the Scoutfile sender app and make sure the appropriate API key is selected in 2.
3. Click the “Select scout file” button 1 and navigate to your scout file.

It is best to point the file sender at your “scout safety” file (DataVolley) or “media live” file (VolleyStation) – these files are automatically saved at the end of each rally. The file sender will detect the updated file each time it is saved and re-upload it. If you point the file sender at a file in your regular DataVolley “Seasons” directory you will need to remember to manually save the file whenever you want the updated data to be shared.

For DataVolley, insert your USB drive and then click “Scouting options”. Go to the “Scouting Safety” tab and select the USB drive.



For VolleyStation, use the Media Live option (which exports the file in vsm format). **Do not use “Live export” (which exports in dwv format):**



4. For league use, you must enter the correct match number into the match details section in DataVolley or VolleyStation (see screenshots below). Your league administrators will access the match data using this match number.

Science Untangled

The 'Match notes' dialog box contains the following fields and controls:

- Date: [] 19
- Competition: []
- Match N.: [] (circled in green)
- Time: []
- Phase: []
- Day N.: []
- Season: []
- Type: []
- 5 Set: Indoor Rally point
- Head Coach: []
- Assistant: []
- Referees: []
- Spectators: []
- Receipts: []
- City: []
- Hall: []
- Statistician: []
- Result: [] [] [] Edit manually
- Set Tie-Break: []
- Partial score: []
- Score: []
- Duration: []
- End Time: []
- Buttons: Comments, Ok, Cancel

The 'Matches - New match' web interface includes the following sections:

- Match info: Season, Date, Time, Key, City, Hall, Spectators, Match number (circled in green).
- Teams: Home team, Away team, Coach, Assistant, Second assistant, Therapist, Doctor.
- Navigation: Cancel, Save match, Start scout.
- Left sidebar: Matches, Players, Teams, Seasons, Reports / Montages, Preset groups, Bench, Video analysis, Spreadsheets, Rotation planner, Video converter, Video merge.

- Once you select a file and API key, the file will be uploaded to our servers, and you will see a green tick in the “internet” status indicator ⑤. **If you only have a green tick on the right hand side (“Local scout file status” ⑥) then the file is not being uploaded to our servers.**
- For league use, this is all you need to do. Each time the file is updated (i.e. at the end of each rally, which happens automatically if you are using a scout safety / media live file) it will be re-uploaded.

Files will automatically be deleted from our servers after 30 days.

About API keys

Individual users can find their API key by logging in to any of the Science Untangled apps and clicking the “Subscription and details” button (top right) and then “View your API key”. If you have not been issued with an API key please email us at volley@untan.gi. For league users, contact your league administrator for your API key.

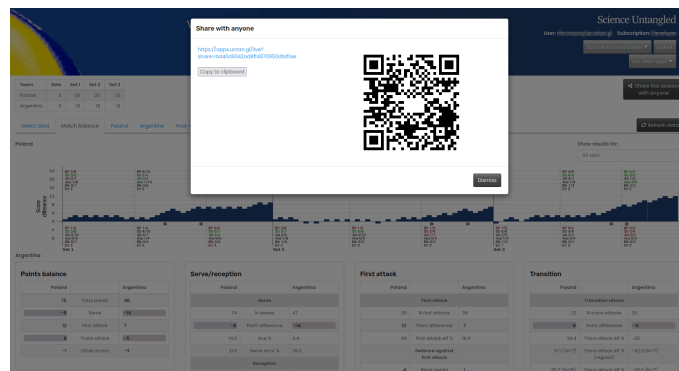
Some users will have multiple API keys — e.g. one for club use, and another for league use. When you enter a key into the app you can give it a name to identify which key is which.

The API key controls where the file is stored on our servers. Normally, your files will be stored in a user-specific directory that only you have access to. A key that has been issued for league use will store files in the shared league directory. The league administrators have access to this directory so that they can use these files for live stats on the league web page.

Accessing the live data

Science Untangled users can use the file sender in conjunction with our live stats app for live match analysis. Follow the steps above and then click **6** to open the live app in your browser, or **7** to copy the link to your clipboard. Once the live app has opened, ensure that you are logged into your Science Untangled account.

You can share this live analysis session with other users such as your coaching staff (they do not need to be Science Untangled subscribers). Look for the “Share this session with anyone” button in the live app. You will be given a link along with a QR code to allow easy opening on a tablet or other device.



Advanced usage: direct match file access

It is possible to access the match file itself from our system. The internet file link button **8** will copy the link to your clipboard.

The file is shared locally as well as over the internet. Internet sharing means that it can be accessed anywhere in the world, but this is only possible if the scout's laptop has internet access. Sometimes — particularly on overseas tours — internet access isn't available. Local sharing provides an alternative, allowing the file to be shared with other users on the same local network. A team could set up their own wi-fi router, allowing the scout to share the match file with the coaching staff on the bench. Note, however that this only provides a mechanism for sharing the scout file itself. Users will still need their own software to analyze this file and generate the statistics or other information that they need from it.

The “Local network scout file link” **10** is the link to the file on the local network, and will be something like `http://192.168.1.24:7474/live.dvw`. The 192.168.1.24 here is the IP address of the machine that the file sender is running on. Other machines on that same network can access this local link. Use the button **10** to copy the local file link to the clipboard.

NOTE: the IP address shown here might be incorrect if the scout laptop is connected to multiple local networks. In that case, you will need to determine the correct IP address to use manually. The data link will always be `http://SCOUT.IP.ADDRESS:7474/live.dvw` (for a `dvw` file) or `http://SCOUT.IP.ADDRESS:7474/live.vsm` (for a `vsm` file).