

Volleyball

ACE

SOFTWARE

VERSION 7 NEW FEATURES GUIDE



© COPYRIGHT 2000-2009
DIMENSIONAL SOFTWARE
ALL RIGHTS RESERVED

Notice

While every attempt has been made to ensure the accuracy and completeness of the information in this manual, some typographical or technical errors may exist. Dimensional Software cannot accept responsibility for customer's losses resulting from the use of this manual.

The information contained in this manual is subject to change without notice. Any improvements or changes to either the product or the manual will be documented in subsequent editions. This manual contains proprietary information which is protected by copyright. All rights are reserved. No part of this manual may be photocopied, reproduced, or translated to another language without prior written consent of Dimensional Software.

Volleyball ACE, Volleyball ACE Analyzer, the Volleyball ACE symbol and logos, SnapCharts and Dimensional Software are trademarks of Dimensional Software. Palm OS, HotSync, Palm, Zire, Tungsten, Handspring, Visor and conduit are trademarks of Palm, Inc. Sony and Clié are trademarks of Sony Corp. iPAQ is a trademark of Hewlett Packard Company. Dell and Axim are trademarks of Dell Computer Corporation. Macintosh is a trademark of Apple Computer. Palm-Print is a trademark of Stevens Creek Software. DakStats 3000 is a trademark of Daktronics.

Version 7.10

Publication Date: March, 2009

© Copyright 2000-2009 Dimensional Software

If you have any questions about this manual or Volleyball ACE, contact:

Dimensional Software

P.O. Box 1103

Four Main Street, Suite 60B

Los Altos, California 94023-1103

U.S.A.

(877) 223-8225 FAX (650) 948-2616

web: www.ace4vb.com

Volleyball Ace New Features

This document describes the features which have been added to Volleyball Ace through version 7.10, released March 2009. These new features include:

- Game Stat Editor to revise saved game stats
- Volleyball Ace Analyzer enhancements
 - Printable play-by-play report
 - Additional strategic dimensions
 - Forced versus unforced errors report
 - Creates and converts report
 - Points per rotation improvements
- Color-coded serve and attack charts
- Usability improvements
 - Bench stat when sub missed
 - Palm “hot spot” for easier menu access
 - Block buttons for easier recording
 - Relabeling of “Freeball” to “Free/Er”
- Stat accuracy improvements
 - Dig-to-kill and pass-to-kill assists
- Compatibility improvements
 - Windows Mobile VGA display
 - WinMobile from Windows Vista install
 - Overall Windows Vista compatibility

This document is a supplement for users of previous versions of Volleyball Ace. A complete printed users manual can be ordered from our web site at www.ace4vb.com. It can also be viewed on the desktop with the Adobe Reader by clicking on the Start menu, Programs, Volleyball Ace

Version 7 Supplement

Desktop then Volleyball Ace Users Guide v7.

Also note that the end of this supplement includes a condensed listing of all features added to Volleyball Ace since it was introduced in 2001.

Game Stat Editor

The Game Stat Editor is a new Volleyball Ace utility included in version 7. It can be used to edit saved game files on the desktop. Items which can be edited include:

- Team names, dates, times, etc.
- Team rosters (for reporting stats)
- Rallies (to change stats)
- Game scores
- Player numbers (like Analyzer)

The Game Stat Editor is described in the publication “Volleyball Ace TeamBuilder and GameStatEditor Guide.” This publication can also be viewed on the desktop with the Adobe Reader by clicking on Start, Programs, Volleyball Ace Desktop then Volleyball Ace TeamBuilder & GameStatEditor Guide.

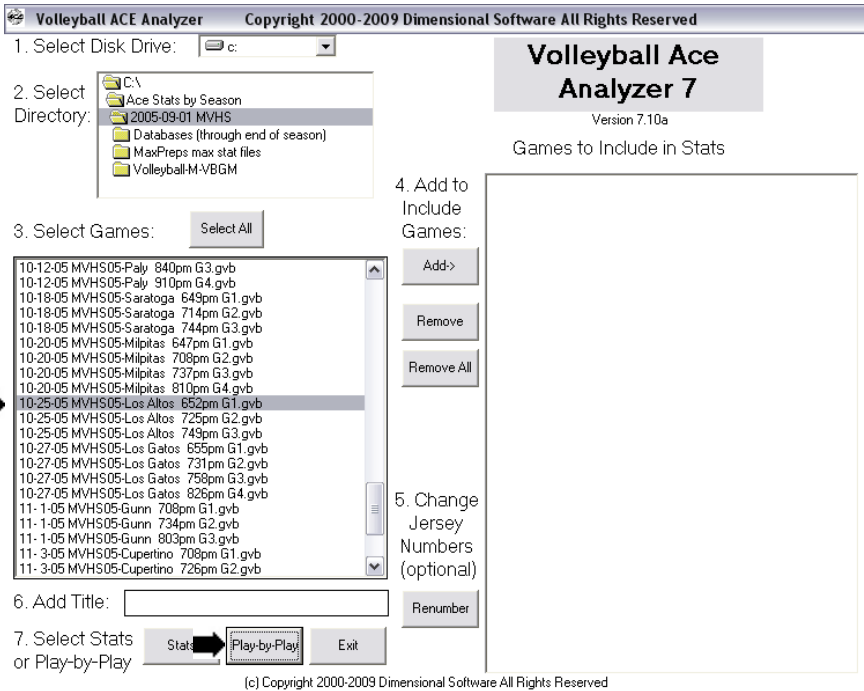
Note: The Game Stat Editor is not currently available on the Macintosh desktop.

Volleyball Ace Analyzer New Features

Several new features were added to the VolleyballAceAnalyzer in version 7. These include a “play-by-play” termination report with details of every rally, additional dimensions (ways of looking at stat data), a forced/unforced error report, a “creates and converts” report and points per rotation reporting improvements.

Play-by-Play Termination Report

The play-by-play termination report is used to review the details of each rally during a match. To run this report, select a single game, then click on the “Play-by-play” button on the selection screen:



This report shows each touch and the stat associated with that touch for each rally. It also shows other game events such as substitutions, rotations, score adjustments, etc.

Version 7 Supplement



Click on Terse or Verbose to condense or expand the descriptions, click on Print to print the report and click on Done to return to the game selection screen.

This report in the Analyzer is the same as the play-by-play list report available from the scoresheet screen when using Volleyball Ace on a Palm or Windows Mobile/Pocket PC device.

New Strategic Dimensions

The Volleyball Ace Analyzer version 7 adds several strategic dimensions, which can be displayed on rows or pages, and which enable you to look at stats in useful ways.

Report Type:	Rows:	Pages:	<input checked="" type="checkbox"/> Service Passes Only							
Box Score	First Ball	<none>	<input type="checkbox"/> Print Game List							
Row Width: 25	<ul style="list-style-type: none"> Players Rotations Matches Games Stat Type First Ball Transition Opponent Action 		Attk	Attk	Attack	Set Srve	Srve	ServeRec	f	
			Err	TA	Pct.	Asst	Ace	Err	Att	Err
1st ball serve rece			3	39	.385	18				4
1st ball transition			2	30	.367	10				
Not 1st ball		12	6	38	.158	10				
Serve							10	7	75	
MVHS05			3	43	.299	38	10	7	75	4

Report Type:	Rows:	Pages:	<input checked="" type="checkbox"/> Service Passes Only							
Box Score	Transition	<none>	<input type="checkbox"/> Print Game List							
Row Width: 25	<ul style="list-style-type: none"> Players Rotations Matches Games Stat Type First Ball Transition Opponent Action 		Attk	Attk	Attack	Set Srve	Srve	ServeRec	f	
			Err	TA	Pct.	Asst	Ace	Err	Att	Err
Serve receive			3	39	.385	18				4
Transition			8	68	.250	20				
Serve							10	7	75	
MVHS05			3	43	.299	38	10	7	75	4

Report Type:	Rows:	Pages:	<input checked="" type="checkbox"/> Service Passes Only							
Box Score	Opponent Action	<none>	<input type="checkbox"/> Print Game List							
Row Width: 25	<ul style="list-style-type: none"> Players Rotations Matches Games Stat Type First Ball Transition Opponent Action 		Attk	Attk	Attack	Set Srve	Srve	ServeRec	f	
			Err	TA	Pct.	Asst	Ace	Err	Att	Err
Attack by Opp			7	59	.237	18				
Freeball from Opp			1	9	.333	2				
Block by Opp										
Serve by Opp		18	3	39	.385	18				4
Serve							10	7	75	
MVHS05			3	43	.299	38	10	7	75	4

Version 7 Supplement

Forced versus Unforced Errors Report

Report Type: **ForcedUnforced** Rows: **Rotations** Pages: **<none>** Service Passes Only Print Game List

Pass Rating
Per Game
Percent
Efficiency
Attempts
ForcedUnforced
Creates&Converts
<Custom>

Rotation relative to

	Points Won	Forced	% Forced	Unforced	% Unforced	Points Lost	Forced
	11	10	91%	1	9%	14	0
	12	8	67%	4	33%	9	
Rotation 3	12	9	75%	3	25%	7	
Rotation 4	9	7	78%	2	22%	10	
Rotation 5	17	12	71%	5	29%	6	
Rotation 6	16	11	69%	5	31%	7	
MVHS05	77	57	74%	20	26%	53	

	Points Lost	Forced Opp	% Opp Forced	Unforced Opp	% Opp Unf.
	14	6	43%	8	57%
	9	7	78%	2	22%
	7	5	71%	2	29%
	10	4	40%	6	60%
	6	3	50%	3	50%
	7	1	14%	6	86%
	53	26	49%	27	51%

Creates and Converts Report

Efficiency
Attempts
ForcedUnforced
Creates&Converts
<Custom>

	Dig Chances	Creates Digs	Dig % Created	Digs Converted	% Digs Converted
	12	8	67%	1	12%
	14	10	71%	3	30%
Rotation 3	22	17	77%	6	35%
Rotation 4	12	8	67%	2	25%
Rotation 5	18	17	94%	7	41%
Rotation 6	9	8	89%	2	25%
MVHS05	87	68	78%	21	31%

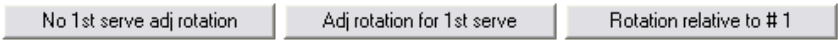
	Free Pass Chances	Freeballs Passed	% Free Passed	Freeballs Converted	% Free Converted
	3	1	33%		
	3	3	100%	1	33%
	2	2	100%		
	3	1	33%	1	100%
	4	3	75%	2	67%
	15	10	67%	4	40%

Points per Rotation Enhancements

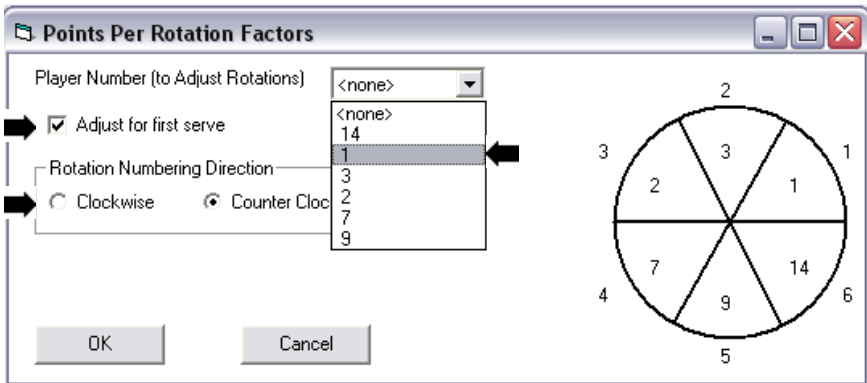
Points per rotation reports in the Volleyball Ace Analyzer have been improved by the addition of “player-centered” rotations and the addition of side out % on the report.

Player-centered rotations are useful, for example, when you want to see comparable rotational stats across several games. In cases where team lineups are more diverse than can be handled with simple “back rotate” for first serve versus non-first serve it is best to base rotations on the position of a specific player. Rotations are typically centered around the setter.

To specify the centering of rotations or to specify adjust/no adjustment for first serve, click on the rotation settings button, which may appear as one of these:



Select a player to be used to center rotations or select <none> and check or uncheck the adjust for first serve option.



Version 7 Supplement

Side Out Percentage Shown in Points Per Rotation

Points per rotation reports have been enhanced through the addition of “side out percent” statistics. Side out percent is a measure of how effectively a team counters the opponent’s serve by winning a rally and creating a side out.

Side out percentage is calculated by dividing the number of times a team creates a side out on the opponent’s serve divided by the total number of times the opponent serves (times 100).

MVHS05 vs Saratoga (3 games)

Report Type: Rows: Pages: Service Passes Only Print Game List Gridlin PPR include Side Out Poi

PointsPerRotation Rotations <none>

Row Width: 25

Rotation relative to # 1

	Team Serves	Team Points	Team Rotations	Points Per Rotation	Side Out Percent
R1: 1	12	12	6	2.00	32%
R2: 3	22	22	5	4.40	71%
R3: 10 5	14	14	5	2.80	62%
R4: 7 4	14	14	4	3.50	67%
R5: 9 8	6	6	3	2.00	75%
R6: 14	4	6	3	2.00	56%
Total	72	74	26	2.85	53%

Opponent Serves	Opp Points	Opp Rotns	Opp Pts Per Rotn	Net Points Per Rotn	Opponent Side Out %
19	19	6	3.17	-1.17	50%
7	7	5	1.40	3.00	23%
8	8	5	1.60	1.20	36%
6	6	4	1.50	2.00	29%
4	4	3	1.33	.67	50%
9	7	5	1.40	.60	75%
53	51	28	1.82	1.03	36%

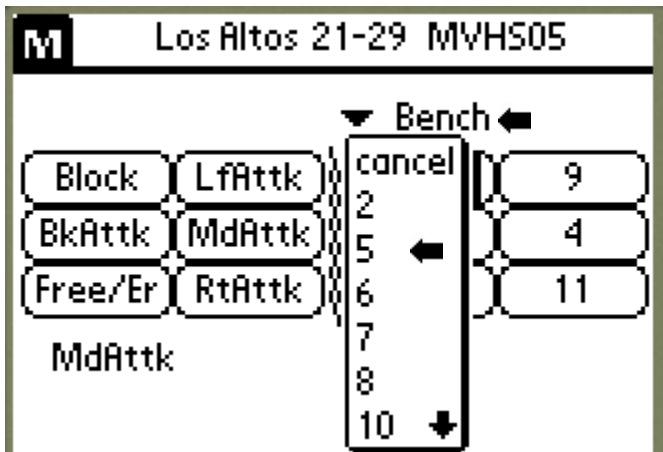
Color-coded Serve and Attack Charts

On devices which support color, including most PDAs and most modern printers, Volleyball Ace now displays serve and attack charts in color. Zero attacks and serves are shown in blue, good kills and service aces are shown in green, and attack errors and service errors are shown in red.

Usability: Bench Stats

There are occasions when in the heat of a match, you may fail to notice and record a substitution. Up until version 7 of Volleyball Ace, there was no way to give a player a stat if you had not already put them into the game. “Bench stats” enable you to give a player a stat even though they are on the bench.

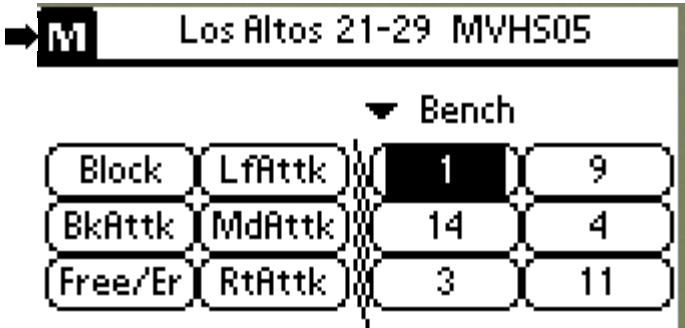
During a rally there is a new drop-down button labeled “Bench”. If you tap on the Bench drop-down button, you can select a player number from among the players on the bench to record a touch for that player:



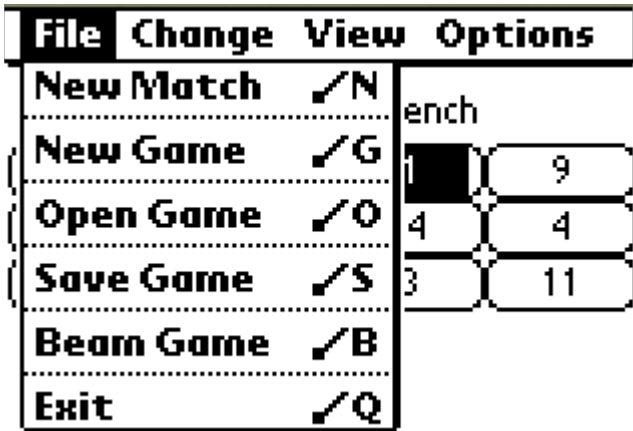
Version 7 Supplement

Usability: Palm Menu “Hot Spot”

Many Palm devices, especially phone devices like the Treo and Centro, do not have silk screen buttons where it is easy to tap on the menu button. The main screen in Volleyball Ace now has a spot on the main screen where you can tap to access menus, identified with an ‘M’:



Tap on the ‘M’ and the Volleyball Ace menus appear:

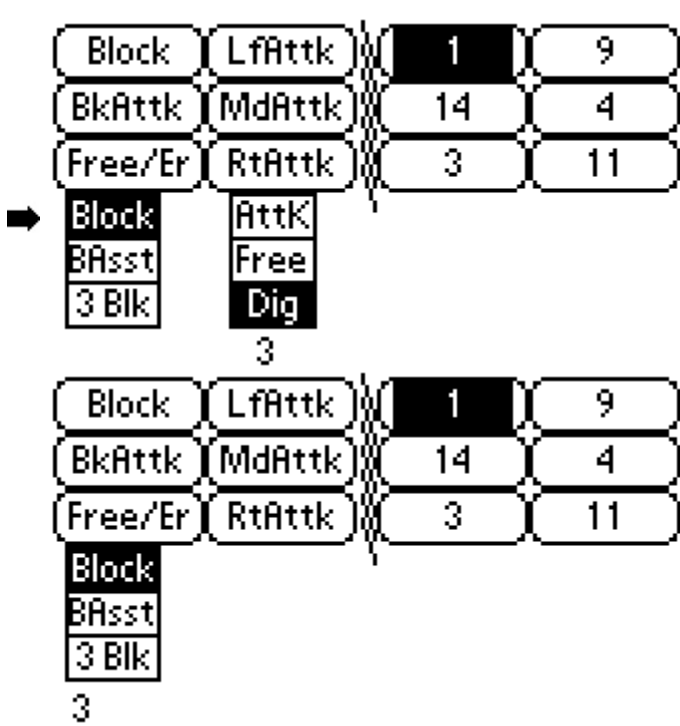


Accessing the menus this way is the same as pressing on the menu button on a Treo or Centro or tapping on the menu icon on the lower left-hand side of the silk screen area (if it is present on this particular Palm device). Note that menu options are always displayed on Windows Mobile/Pocket PC devices if they are available for use.

Usability: Block Buttons

To record a block/attempt in Volleyball Ace, tap on a player a second time and the stat changes from dig to block. This is problematic in that it is not obvious, and sometimes it is difficult to get the second tap to register.

To simplify the recording of blocks, Volleyball Ace version 7 has added block buttons. Instead of double-tapping on a player to record a block, you can single-tap on the player then tap on the block button:



For block assists, click on the next blocker then BAstt. For triple blocks click on 3 Blk. Triple blocks will give a block assist to each of the three front row players. Note that the block buttons are only displayed if the opponent has attacked the ball and the player on the coach side of the net is a front row player.

Version 7 Supplement

Usability: Freeball Relabeled as Free/Er

One common question asked by new users of Volleyball Ace is how to record an unforced error by the opponent, such as a double contact attempting to set the ball. The proper way to record this in Volleyball Ace is to tap on the Freeball button then tap on the point button for the coach team. The Freeball button has been renamed as “Free/Er” to make this somewhat more obvious.

Compatibility: Windows Vista and VGA Displays

Volleyball Ace version 7 is compatible with Windows Vista. Initial releases of version 6 had problems running under Vista (in part because it was created before Vista was available for testing). Later releases of version 6 (particularly 6.50) were modified so that the Volleyball Ace Analyzer was Vista compatible.

Installation of Volleyball Ace on Windows Mobile devices from a Windows Vista desktop did not always work because of a problem in the InstallShield install software with digitally-signed installation “cab” files.

Version 7.10 works around this problem by using unsigned “cab” files. As soon as the InstallShield problem is fixed, Volleyball Ace “cab” files will be digitally signed. Note that unsigned “cab” files will cause an installation warning message about an “unknown publisher”. It is safe to ignore this message during Volleyball Ace installs on Windows Mobile/Pocket PC devices.

On previous versions of Volleyball Ace there was a problem with VGA screen displays (such as those found on the Dell Axim x51v). Version 7 of Volleyball Ace has been fixed so that it now displays properly on VGA screens.

New Features Added in Version 6 (3/2006)

TeamBuilder tool for desktop setup

Palm beaming (games, rosters, stats)
(note: WinMobile/Pocket PC beaming already works)

Play-by-play scrollable game log

Stat export to MaxPreps.com and DakStats

Libero serve features

Triple block features

Quick pick roster setup on handheld

New fields included with matches:

Attendance, league/non-league, home/away
Game (count) versus match (best of) option

Summary screen at end of match with game scores.

Players with no stats not shown on handheld reports.
Desktop analyzer has option to show/suppress.

Timeouts count up (not down from max timeouts).

Sub reminders are saved in saved games so they will not disappear if a game is saved and then reopened.

Negative efficiencies show numbers (not “< 0”).

Game score adjustments work better.

Version 7 Supplement

New Features Added in Version 5 (12/2004)

Volleyball Ace Desktop Analyzer Enhancements

Easier startup - automatically finds games

Web-ready HTML output

New reports

- game and match scores

- individual player stats

- pass and serve rating histogram reports

Custom reports (you select the stats)

Row and Page options

- by player, game, match, rotation

Player Renumbering - "Coach I Lost My Jersey"

Substitutions

Checks for invalid subs and issues warning

Quick subs on main screen

Substitution reminders

Remembers positions in lineup

Prompt for libero in at game start if libero used

Libero automatically out of lineup when at net

Compatibility with Palm O/S version 5

New Features Added in Version 4 (12/2003)

Ace Total Match Stats, which complements Volleyball Ace by providing for handheld stat consolidation.

Volleyball Ace Desktop Analyzer

- Box score built-in report

- Points per rotation report

Freeball and attack options when recording stats.

Excel Data Entry Worksheet for stat adjustments.

New **"Selective Stats"** allows use of charts and ratings.

New Features Added in Version 3 (12/2002)

Charts - Chart attacks, serves and view combined charts by winners/errors/all, by player, by rotation. Optionally chart opponent also.

Serve and Pass Ratings - Rate serves (from 0 to 4) and service passes (from 0 to 3). Report average ratings by player.

Shared Blocks - Record and report block assists as well as solo blocks. Block totals are adjusted automatically for block assists.

Volleyball Ace Desktop Analyzer New Report Info

- Games played by player
- Per game average stats
- Report of total attempts

Auto-Score Option for Basic Stats - Turn off automatic recording of point/end of rally in Basic Stats.

Preferences - Additional scoring and stat preferences remembered and used as defaults for new games.

Lineup/Subs New Functions - Clear lineup, Show Bench Only options in lineup and subs screens.

Blocks - Blocks removed from % and Efficiency reports.

Version 7 Supplement

Version 2 (7/2001)

Note that Volleyball Ace Version 2 was the first commercially available version of the product. (We used the product ourselves for two years before we introduced it to the volleyball community in 2001).

A FEW WORDS OF ADVICE ...

We have used Volleyball Ace to do stats for the past 20 seasons - well over a thousand games in all - and have a few suggestions. Do not expect to be instantly successful - it takes about two matches to feel comfortable and keep up with the game. We also do not recommend trying to coach and do stats at the same time (but we have quite a number of coaches who do so anyway). It is best to work with a spotter (especially in the beginning), although most of the stats we do with only one person.

Please read the manual. Keep your handheld charged - they tend to forget everything when their batteries run out. We recharge our handhelds every night during a tournament (and upload stats at the same time). You can stretch your battery life by turning off backlighting.

You can stat games without ever entering the opposing team's roster or lineup, because all that you record for the opponent is their type of hit (right-side attack, freeball, etc.). If you choose to track the opponent's lineup, it is easiest if you get all of the player numbers during warmups.

One not-so-obvious feature of Volleyball Ace is that blocks are recorded by tapping twice on the player button. Also, the Undo button (and Adjust buttons) are very useful - use them.

In the beginning, don't worry about getting every single touch of the ball, especially when there are quick jousts at the net or when teams overpass the first ball a lot. We make sure never to miss a kill or an attack error, or a dig, but don't worry too much if we miss a touch or two when the ball remains in play.

The start of the game and the proper lineup (especially for the coach team) are essential. It is very difficult to catch up with a game which is already under way - so be on time and ready!

In using one-tap automatic stats (which we usually do), remember the opponent's hit and the three (or four) touches on your team's side of the net, then record all of this information at once. By the time you are done, the opponent is about to attack and you can look up to get the next series of hits.

And last of all, even though Volleyball Ace keeps track of the score very well, be patient with scorekeepers. Remember that their book is the official record, no matter what you have recorded in Volleyball Ace, and that proper court etiquette requires grace on your part.

Enjoy!

Volleyball *ace*

VERSION 7 NEW FEATURES GUIDE

© COPYRIGHT 2000-2009
DIMENSIONAL SOFTWARE
ALL RIGHTS RESERVED
WWW.ACE4VB.COM