

## Capture

- Capture video live
- Full Screen capture
- Code & review video during capturing
- Live Code Matrix viewing during capture
- Timeline sharing for easy review during capture
- Supports HDV, DV, DV widescreen, Analogue, MPEG4, SDI, HD
- Preset capture time using iCAL
- On the fly compression
- Timeline Share Creation
- Mirror Codes during capture
- Supports 4x3, 16x9, Native movie dimensions

## Coding Structures

- No predefined structures of coding templates – you set the rules
- Define your own code, label & title buttons
- Set lead and lag times for codes or leave them as toggles
- Define powerful coding relationships through the use of activation and exclusive button linking behaviors
- Code in full screen
- 1000+ customizable keyboard hot keys
- Supports multiple input devices for multiple coders
- Set up Statistical Alerts
- Set up KPI alerts in Code Window for instant notification
- No limit on how many Code Input Windows you can have, making it possible to use the same program across multiple disciplines
- Edit and re-edit your templates as often as required
- Code and access events live
- Flag Instances easily with 1 click

## Edit

- Simply edit instance lengths
- Easily work with timeline rows, including the ability to create new, sort, merge & trim
- Edit Instance labels with ease
- Align video with instances by nudging Instances & soundtracks
- Stack multiple Timelines & Movies
- Multiple database options to ensure efficient use of time & space
- Edit and re-edit your templates as often as required
- Define powerful statistical commands

## Search

- Quickly locate and review events, even across timelines and folders
- Unlimited search combinations
- Perform multi levelled Boolean search routines
- Search for data from 1 game or event or across entire season or database
- Find and review events from the Code Matrix
- Set up Boolean (and, or and not) search criteria within the Matrix

## Analysis

- Intelligent searching with unlimited search combinations using or and, or and not routines
- SportsCode's Dynamic Code Matrix cleverly pulls together vital statistical information with the corresponding video
- Isolate game breaking information by collating & displaying key statistics live in the Code & Statistics Window
- Create a still image from any video frame
- Conduct multi leveled statistical inquiries
- Splice video files to play side by side
- Overlay any two video files
- Stack Timeline and Instance Movies
- Easily switch between different feeds using hot keys
- Create video databases
- Review frequency lists for events
- Review sequential frames within any video instance through the Instance Monitor
- Insert text notes into instances to make effective coaches presentations
- Draw angles and lines on any movie frame
- Create meaningful drawings to highlight key plays and combinations.

## Making Movies

- Quickly compile movie presentations with titles in the Movie Organizer
- View Instances in multiple window sizes
- Replay video at different speeds, frame by frame, fast forward/backward
- View single instances or compile multiple instances and make a movie
- Present a movie on your computer or an external device
- Integrate your movie into other applications such as PowerPoint
- Review vision directly from the Statistics Window
- Create powerful coaching presentations with overlaid text & coaches notes

## Import

- Data lists
- NBA Website Play by Play
- NBA Entertainment
- NHL Website Shift Report
- NHL EVS
- Fairplay Data
- Amisco Data
- ProZone Data
- Champion AFL XML Edit List
- Prowess Basketball Edit List
- Prowess AFL Edit List
- Stats Pack Edit List
- GPS Sports
- Tab Delimited files

## Export

- iPod movie to iTunes
- Matrix HTML Export
- Matrix iPhone HTML Export
- SportsCode Edit List
- SportsCode XML Edit List
- Export statistical information for further investigation in other programs
- Movies with Customizable Compression Settings
- Code Frequency
- Copy Matrix as Table
- Flattened movies