

easy Sports-Graphics



Manual

- Soccer 5.0 -
- Hockey 1.0 -
- Handball 2.0 -

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How easy Sports-Graphics works

You do not need a manual for easy Sports-Graphics, because you will see at a glance how to handle it. That's why this manual contains just a few pages.

You cannot do anything wrong. The best way to get accustomed to easy Sports-Graphics is to try every button. In the most cases you'll see at once for what they serve.



To select a field, just click onto the field desired. Players, tools and actions are selected by drag and drop.

That's what you need to know. Either you start now or you flip through this manual in order to inform yourself about hidden functions and to gain background information.

Enjoy!

Useful helpers

Large screen

A click onto the screen button scales the size of the program screen up to the maximum size of your computer screen (minus some pixels safety zone for task bars you may have on your screen).

If you click the screen button a second time, the program screen will be reduced to 800 x 600 pixels.



Comments

To save some information that helps yourself to remember some items, click onto the speech bubble.

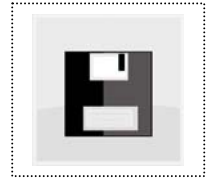


Guide lines

In the lower right corner of the program screen you'll find horizontal and vertical guide lines to position players and tools perfectly. During exporting and printing a graphic the help lines will be hidden.

Save

Never forget to save your work! We have programmed a lot of security to protect yourself from forgetting it.



Saving with easy Sports-Graphics is exactly the same as in other software.

1. you click on the SAVE icon
2. if you want or need to you change the place for your file
3. you enter a name for your file

An easy Sports-Graphics file is extremely small. The program builds your graphic form the info in that small file.



In case you want to give an easy Sports-Graphics file to a colleague who also has the software, you simply attach the ini file to an email and send it to him.

If your colleague doesn't have easy Sports-Graphics, you must export the graphic first.

Export

Exporting means that the software makes a picture file out of your graphic. easy Sports-Graphics produces pictures in the JPG format.



72 dpi

small file; perfectly for web pages, Power Point presentation and other presentations on screen.
Width: 588 pixels - height: 442 pixels.

300 dpi

large file; for including pictures in word processing programs, like for example WORD.
Width: 2480 pixels - height: 1864 pixels.

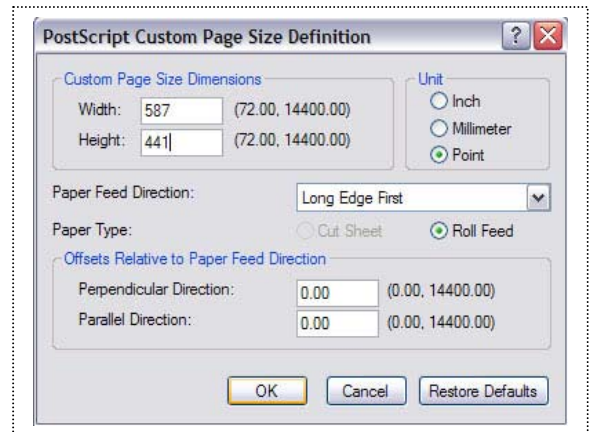
In case you need extremely high quality, e.g. for publishing in magazines and books, the JPG format is not sufficient. Please look at the next chapter to learn how to produce a graphic in top printing quality.

High level export quality

easy Sports-Graphics produces vector data. In combination with the PRINT command and a PDF creator – e.g. PDF Maker or Adobe Acrobat (these programmes are special programmes, they are not part of easy Sports-Graphics) – you are able to produce high level pictures in the format PDF, that can even be used for publishing books.



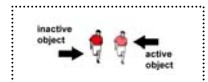
1. You click on the PRINT button.
2. In the print dialogue you select your PDF software.
3. You click on PROPERTIES.
4. On the LAYOUT tap you click on ADVANCED.
5. You select "Paper size" and then "Custom Page Size Definition". In the PostScript Custom Page Size Definition you set everything as shown on the right.



Select players, tools and actions

Single selection

You may work exactly on one element. Single elements may be selected by simply clicking onto them with your mouse.



Multiple selection

There are 2 possibilities:

- (A) You press the <CTRL>- or the <CTRL> key and move your mouse over the elements you want to be selected. You do not need to click a mouse tap.
- (B) You press the <SHIFT> key and click with your mouse onto the elements you want to be selected.



Select all

You click on one element and then press the key combination <CTRL>- + a or <CTRL> + a.



De-select

Just click on any free space on the field.

Functions for players, tools, actions

Moving an element with your mouse

You may move single elements with your mouse.

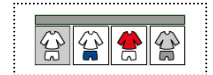
Moving with the arrow keys

You may move single elements or an elements selection pixel per pixel with the arrow keys. By pressing <SHIFT> together with the arrow keys our elements will be moved 10 pixels instead of 1.



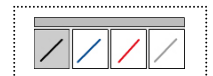
Colour a player

Click on the jersey colour desired to colour the jerseys of the players.

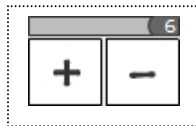


Colour an action (handball and soccer)

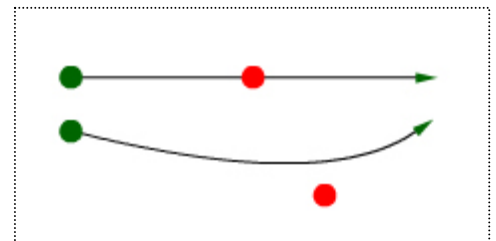
Select an action and click on the colour desired.



Scale



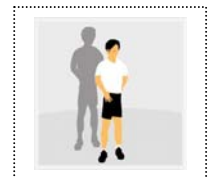
Enlarge players and tools by clicking on +, make them smaller by clicking on -. The small number in the upper right corner shows the actual size of an object.



Actions can be prolonged or shortened by moving the green point or arrow at the ends.

Move forward

A click on the button shown on the right moves a player or a tool forward.



Copy

Copy a selected player or tool by pressing <CTRL>+ v or <CTRL> + v. The copy appears under the mouse pointer.

Shortcuts

<CTRL> + a	selects all symbols on the field
<CTRL> + v	copies a selected symbol
<CTRL> + e	opens the export dialogue
<CTRL> + n	starts a new file
<CTRL> + o	opens the open file dialogue
<CTRL> + p	opens the print dialogue
<CTRL> + s	opens the save file dialogue
<CTRL> + x	erases one or more selected symbols
<SHIFT> + x	erases the complete field
<SHIFT> + f	moves a selected symbol forward
F1	opens the Manual