

FastDraw Volleyball



User Guide

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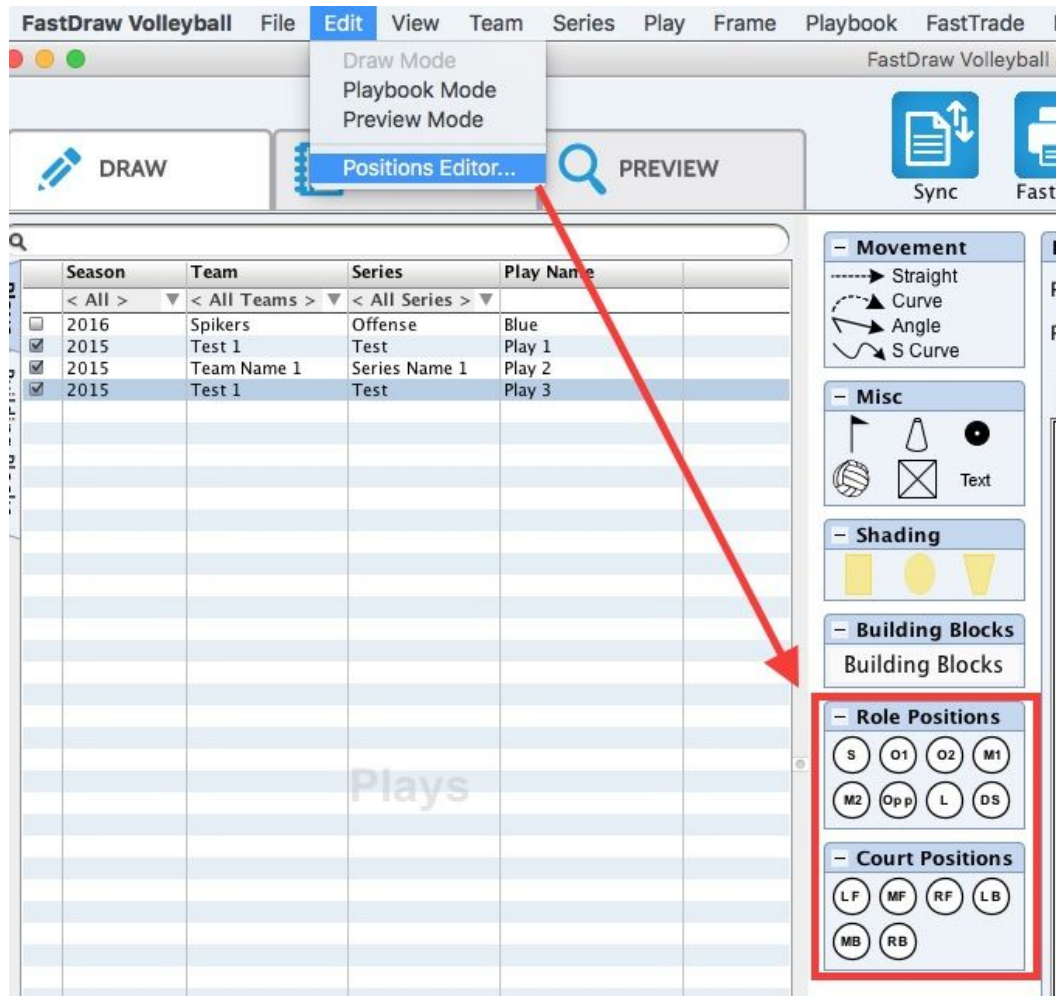
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Getting Started - The Position Editor

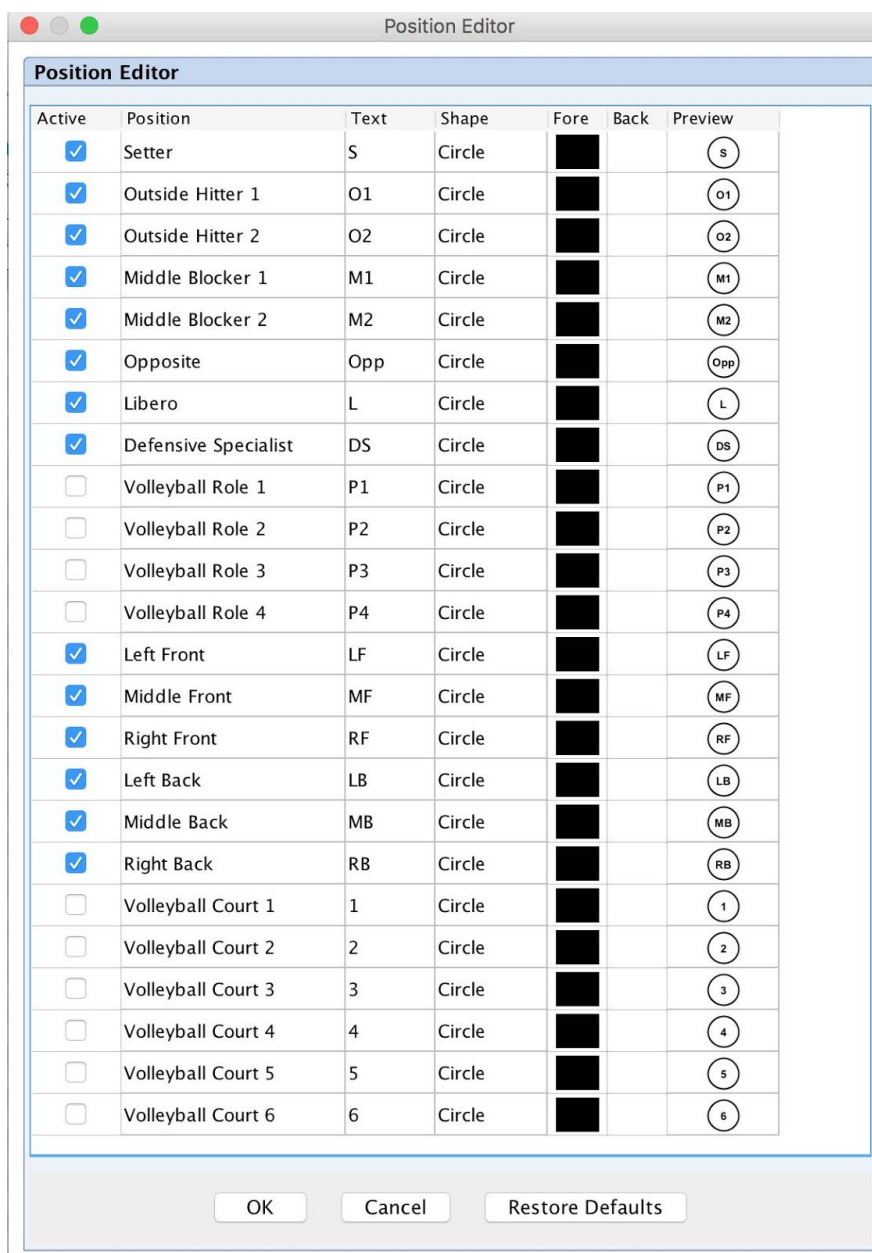
Before you get started with creating plays and drills in the FastDraw software, you will want to take a few moments to customize a few of your default settings, which will go a long way towards saving you time in the future. The first setting that you will want to customize is your default positions.

You can access the Positions Editor by clicking the Edit menu from the top menu bar, and then selecting Positions Editor. The Positions Editor menu will allow you to edit the positions that will be available for you to select from the Positions palette to add to your diagram.



In the Position Editor menu, by default you will see 8 “Role Positions” activated with a check mark. These include positions such as Setter and Outside Hitter 1. You will also see 6 “Court Positions” checked and activated, such as Left Front and Middle Front. Lastly, you will see 4 extra “Volleyball Role” positions and 6 extra “Volleyball Court” positions available, but deactivated by default.

Any Role Positions that you have activated with appear in the Role Positions palette in the Draw tab, and any Court Positions that you have activated with likewise appear in the Court Positions palette, making them available to add to your diagrams. You can modify the Position name or Text of any of the default positions or extra positions, and you can activate or deactivate as many positions as your would like.



Each field in the Position Editor menu can be edited to your specifications:

Position - This field is a reference to the player's position, but will not be included in any diagrams.

Text - The value entered into this field is exactly what will appear in your diagram, and for the cleanest looking diagrams, should be no longer than a 3 letter or digit abbreviation.

Shape - The selected shape will control how the selected player looks in your diagrams. They can be shown as circles, squares, or as plain text with no surrounding shape.

Foreground and Background Color - The foreground color controls the text color for the player, and the background color will change the color filling the circle.

Preview - This field shows a preview of how the player will look in diagrams with the currently selected settings.

Note: If you choose to edit any of these default values after you have already created plays or drills in FastDraw, your changes will be applied to all of your existing diagrams.

Getting Started - Creating Building Blocks and Plays

The New Play Menu - After you have set your default Positions, but before you begin creating new plays and drills, you will want to spend some time creating your Building Blocks, which will become the foundation to begin many of your plays and drills. Building Blocks are a time saving tool, that allows you to create formations or commonly run plays and use them as templates when creating more plays. This means you don't have to keep re-drawing similar actions each time you want to begin a play with a similar formation.

Building Blocks - To create a new Building Block, click the New Play icon to start a new play.



It is important to note that while the button is called “New Play” it can refer to any Play, Drill, or diagram of any kind. So throughout this Guide, understand that the term “Play” is synonymous with drills and diagrams.

After clicking New Play, the new play menu window will appear and you will have the option to create a Play or a Building Block, which you can select using the drop down menu in the top right corner next to “Type:”. Select Building Block to get started.

New Play

Play Name:

Team: Add...

Series: Add...

Type: ☒ Play ☐ Building Block

Season:

Volleyball Court

Size:

Orientation:

Position Size:

Drawing Area

☐ Full

☒ Half

☐ Upper Half

☒ Service Zone ☒ Side Zones

Preview

Court Contents

☒ Show Center Line

The Season, Team, and Series labels can be selected for each new Building Block or Play, and you can add new Teams or Series using the “Add...” button. Adding each of these labels will improve your ability to organize your library and more easily find your plays as your library grows.

FastDraw

New Play

Play Name: Type: Building Block

Team: Test 1 Add... Season:

Series: Test Add...

Volleyball Court

Size: Standard (6v6)

Orientation: Vertical

Position Size: Medium

Drawing Area

☐ Full

☒ Half

☐ Upper Half

☒ Service Zone ☒ Side Zones

Preview

Court Contents

☒ Show Center Line

☒ Hashed Center Line

☒ Show Net Posts

☒ Show Attack Line

☒ Include Attack Line Extensions

☒ Show Service Zone Lines

Select or Add New

In addition to adding labels to your play, you can also adjust the court appearance from the New Play menu. When creating a Building Block or Play, be sure to adjust the “Service Zone” and “Side Zones” option to match your preferences. When you enable or disable each option, this will in turn affect which lines are included in the diagram.

Volleyball Court

Size: Standard (6v6)

Orientation: Vertical

Position Size: Medium

Drawing Area

☐ Full

☒ Half

☐ Upper Half

☐ Service Zone ☐ Side Zones

Preview

Court Contents

☒ Show Center Line

☒ Hashed Center Line

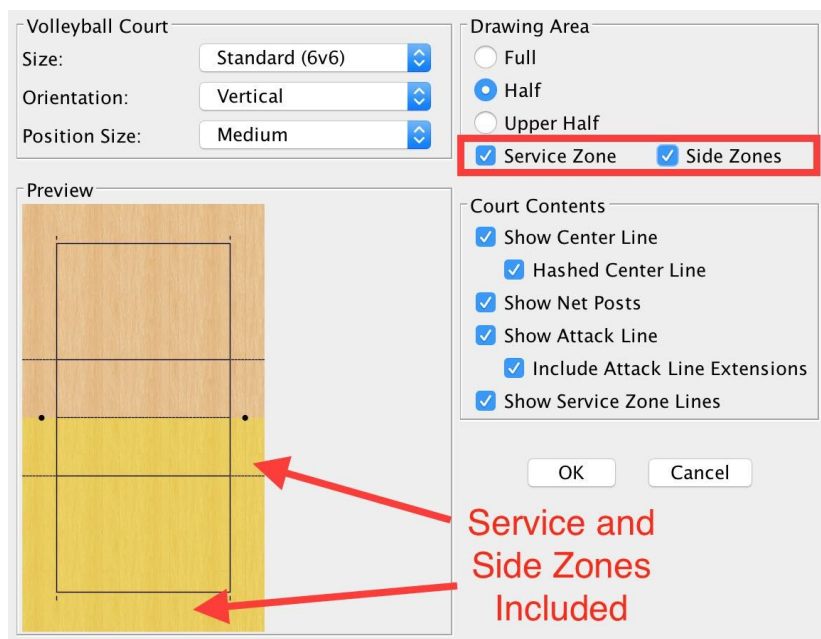
☒ Show Net Posts

☒ Show Attack Line

☒ Include Attack Line Extensions

☒ Show Service Zone Lines

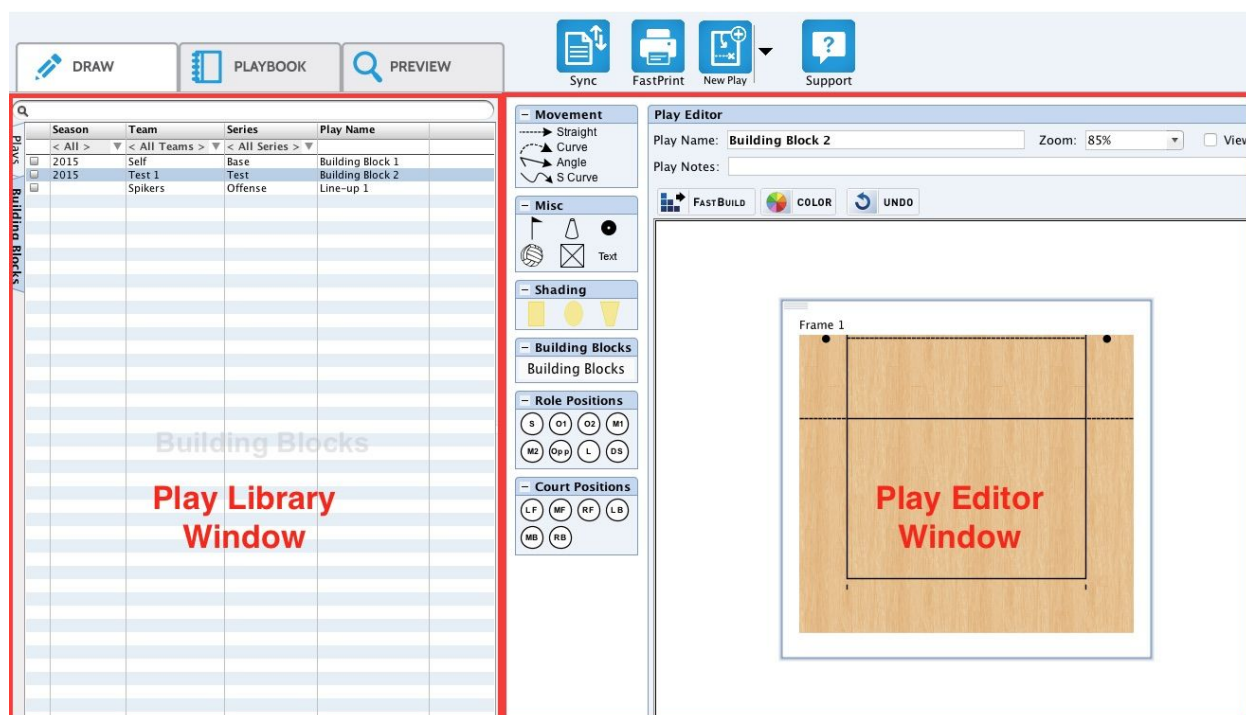
OK Cancel



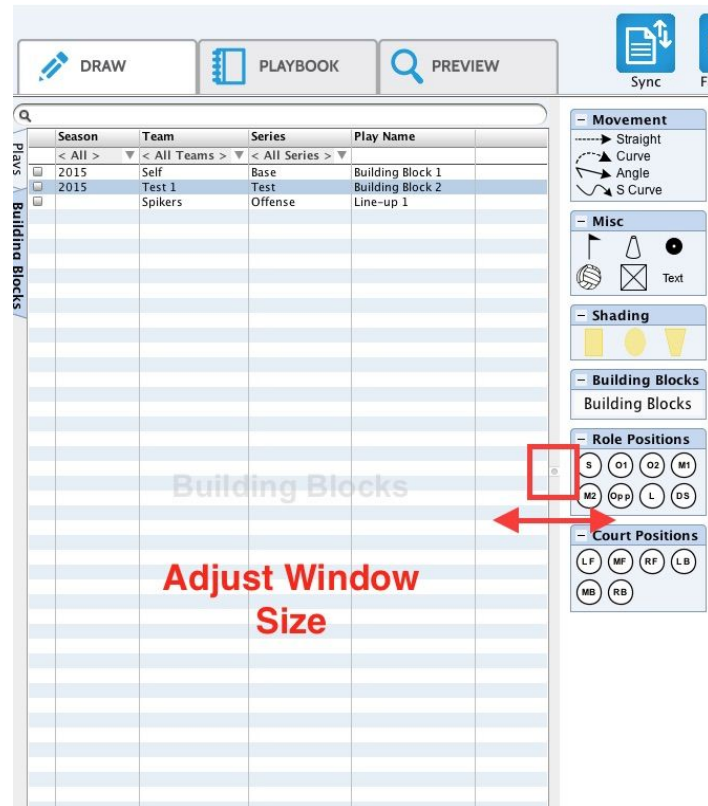
As a best practice, make sure to disable the Service Zone and Side Zones options if you do not require them in your diagram. When enabled, these areas will still be included even if no players are placed there, and your diagram will be reduced in size to accommodate the added zones.

The Draw Tab

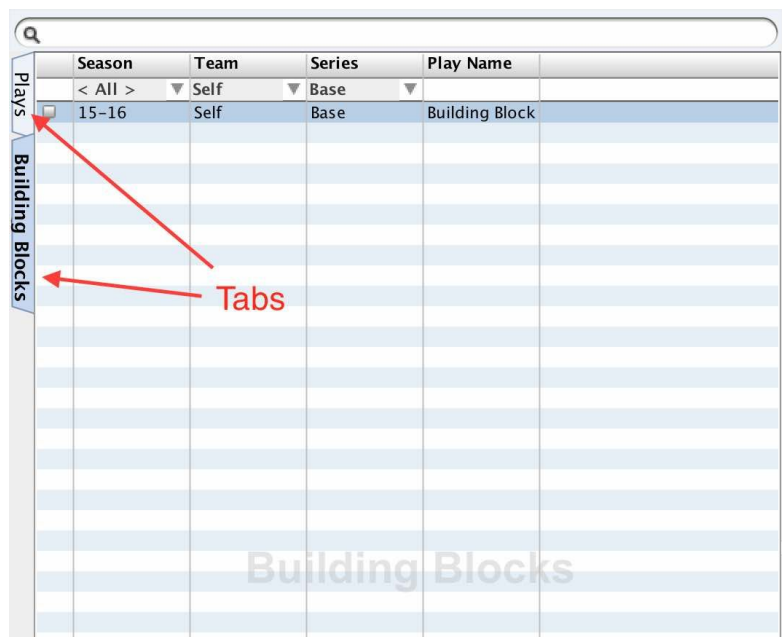
After making your selections, press the OK button and you will be taken to the Draw tab. Draw is one of three viewing modes available in FastDraw, with the other two being Playbook and Preview. You can switch between each mode using the Tabs on the top left of the page.



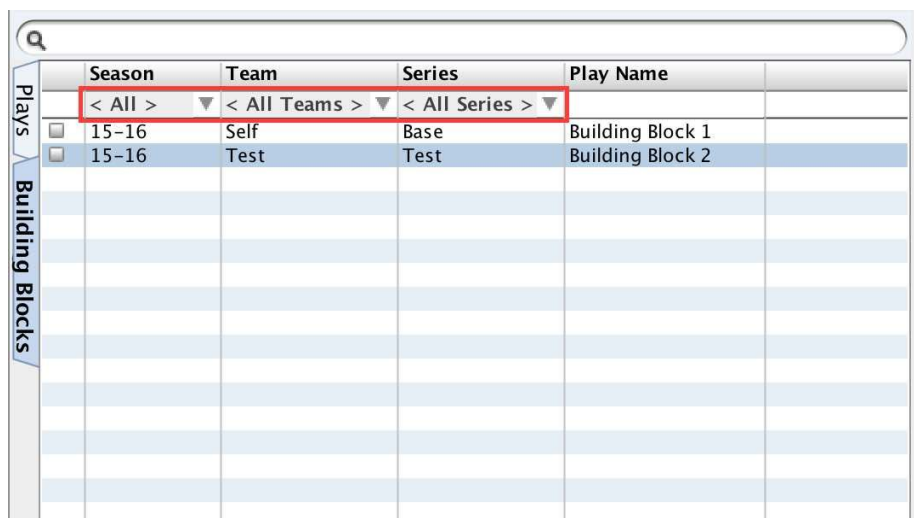
The Draw window is divided into two sections: the Play Library on the left, and the Play Editor window on the right. By placing your mouse over the dividing line between each window, you can click and drag the divider left or right to change the percentage of the page that each window occupies.



The Play Library window features two tabs along the left side, which allows you to view your Plays and your Building Blocks separately. Click the tab of the desired library that you wish to view to switch back and forth between each view.



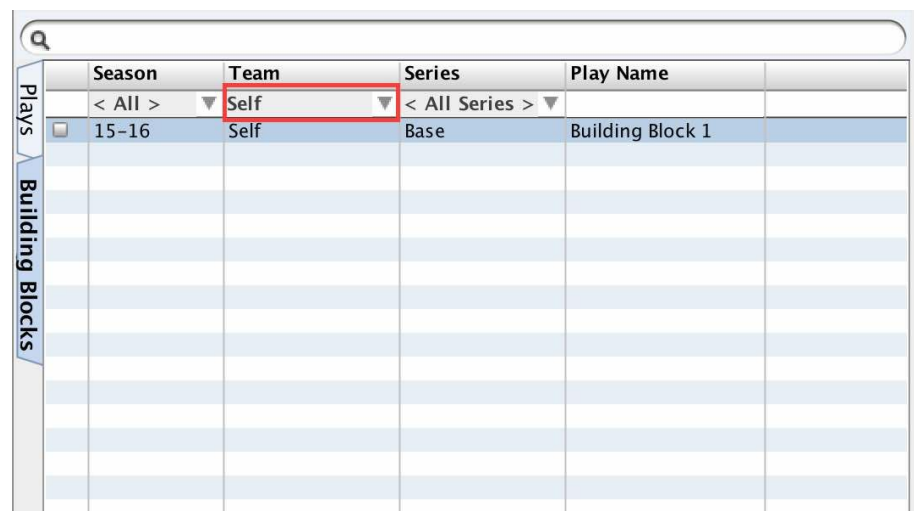
Using Play Filters - In the New Play menu, you selected Season, Team, and Series labels to add to your Building Block or Play. In the Play Library window, underneath each column header for Season, Team, and Series, there is a drop down menu that can be used to filter your play library and view only Building Blocks or Plays that meet your set criteria. To view every play that is currently in your play library, the Season, Team, and Series filters will all need to be set to <All>.



The screenshot shows the Play Library window with the 'Building Blocks' tab selected. The table has columns for Season, Team, Series, and Play Name. The filter dropdowns for Season, Team, and Series are all set to '< All >'. Two rows are visible: 'Building Block 1' and 'Building Block 2'.

Season	Team	Series	Play Name
< All >	< All Teams >	< All Series >	
15-16	Self	Base	Building Block 1
15-16	Test	Test	Building Block 2

Using the drop down menus, you can isolate Building Blocks or Plays by Season, Team, or Series, or a combination of all three. Any plays that do not match your set criteria will be hidden.



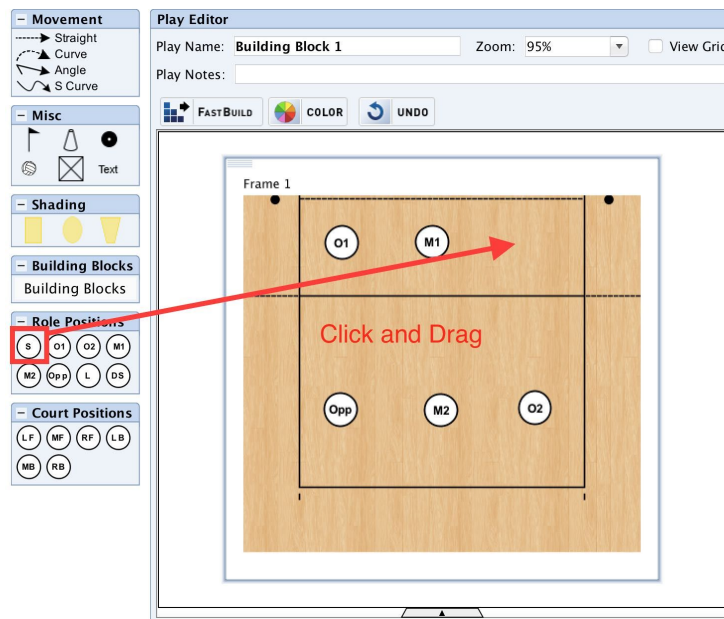
The screenshot shows the Play Library window with the 'Building Blocks' tab selected. The filter dropdown for Season is set to '< All >', Team is set to 'Self', and Series is set to '< All Series >'. Only one row is visible: 'Building Block 1'.

Season	Team	Series	Play Name
< All >	Self	< All Series >	
15-16	Self	Base	Building Block 1

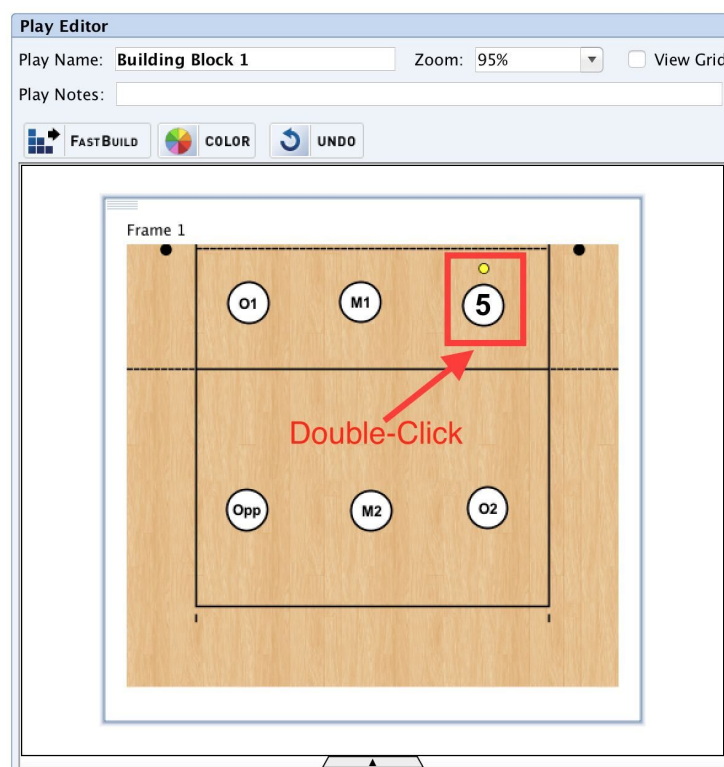
Note: When you create a new Building Block or Play, your Play Filters are automatically set to match the Season, Team, and Series of the play that you just created. If you wish to return back to your full Play Library, you must reset each filter back to <All>. Be sure to also check that you are on the correct tab (Building Blocks or Play) when looking for your plays.

Diagramming a Play - When you create a new Building Block or Play, it will be loaded into the Play Editor window. The Play Editor window is where you diagram your plays. The first step is adding players.

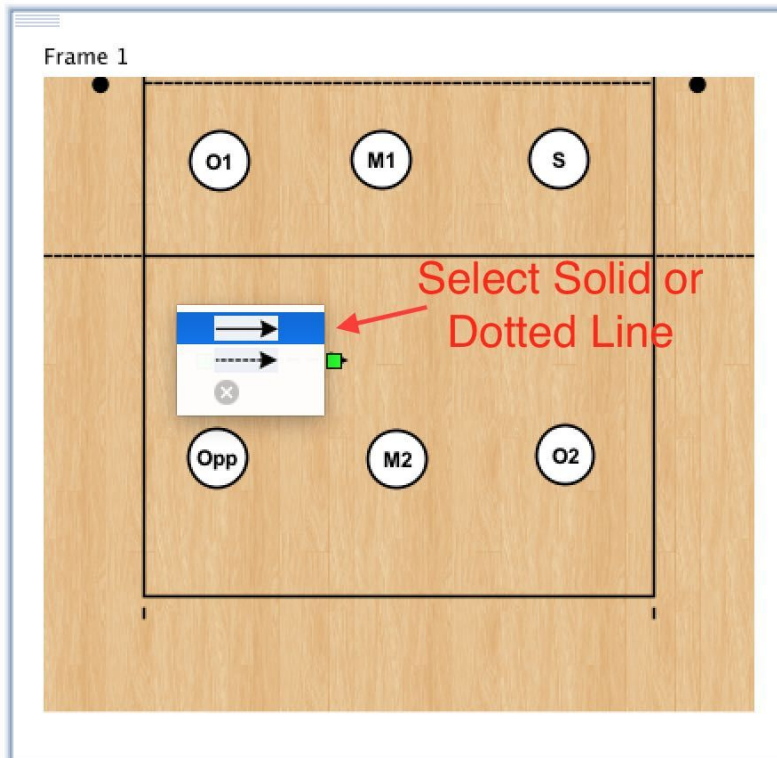
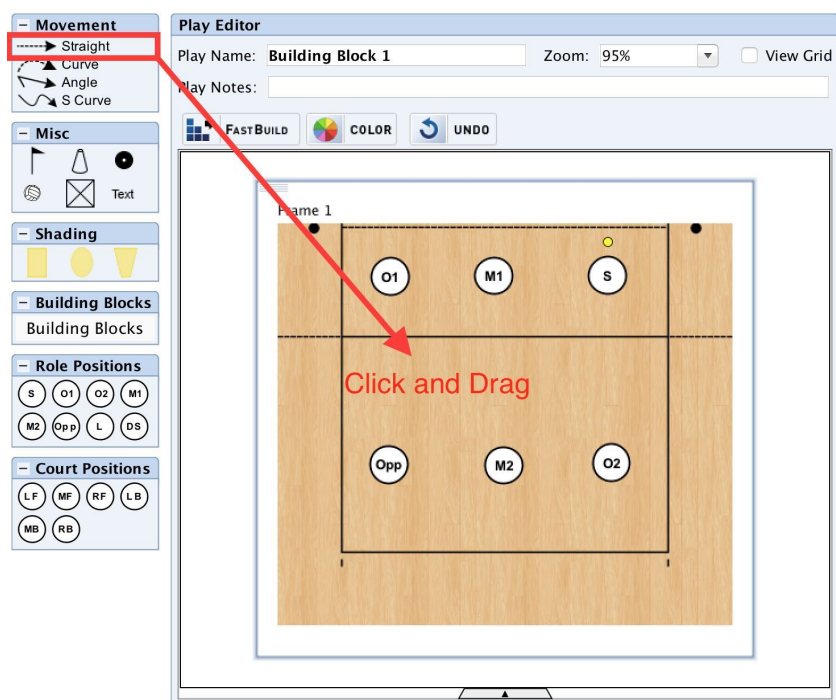
Players can be added by dragging each one from the Positions palette to their desired location on the court.



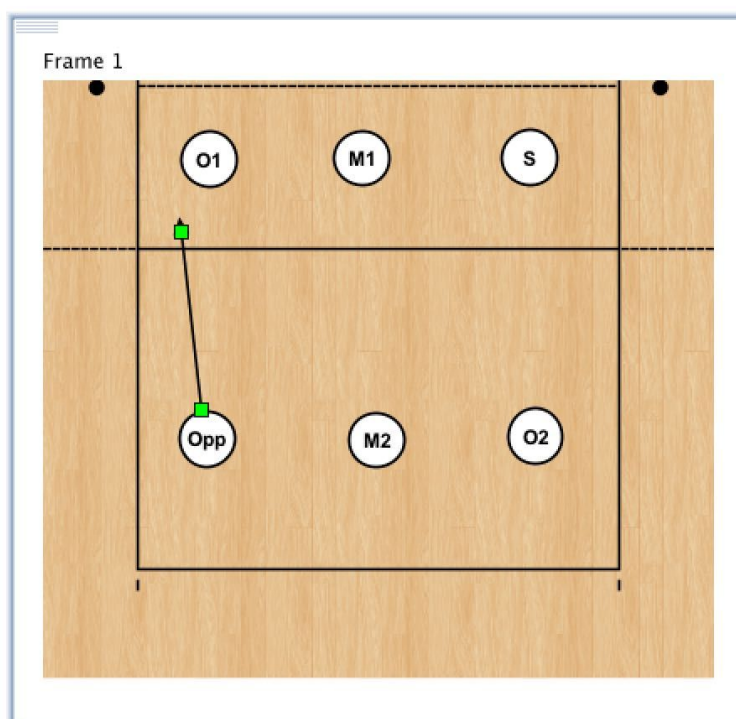
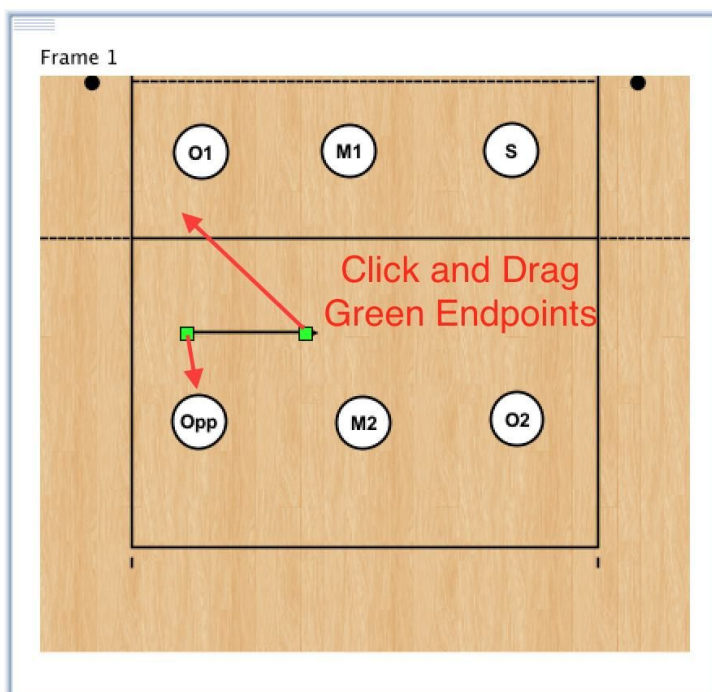
Remember, the players in the Positions palette will match the default values that you set in the Positions Editor. If you ever wish to create a custom label for a player, however, you can do so by double-clicking on any player on the court. You will then be able to add any text or numerical value that you wish.



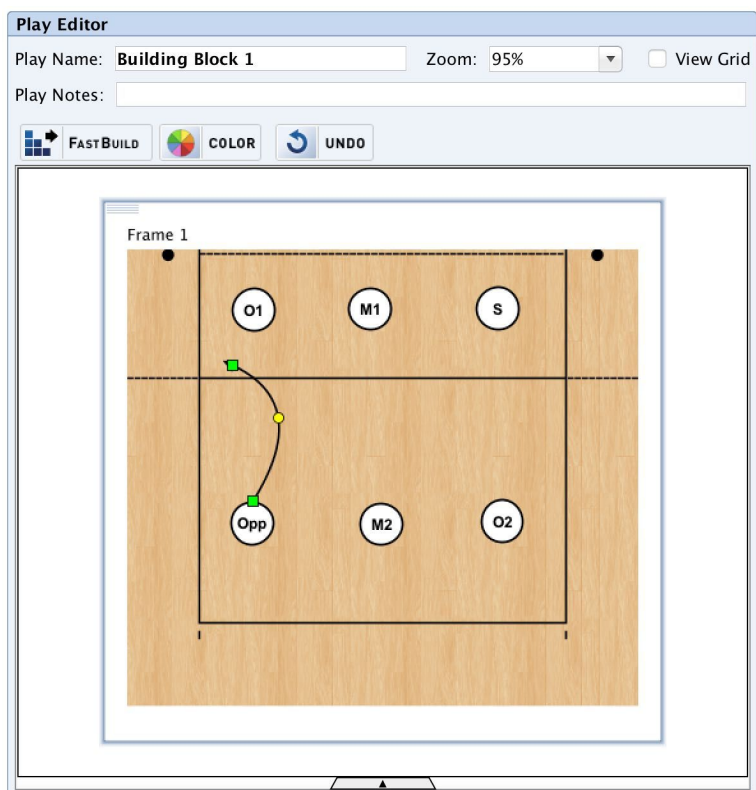
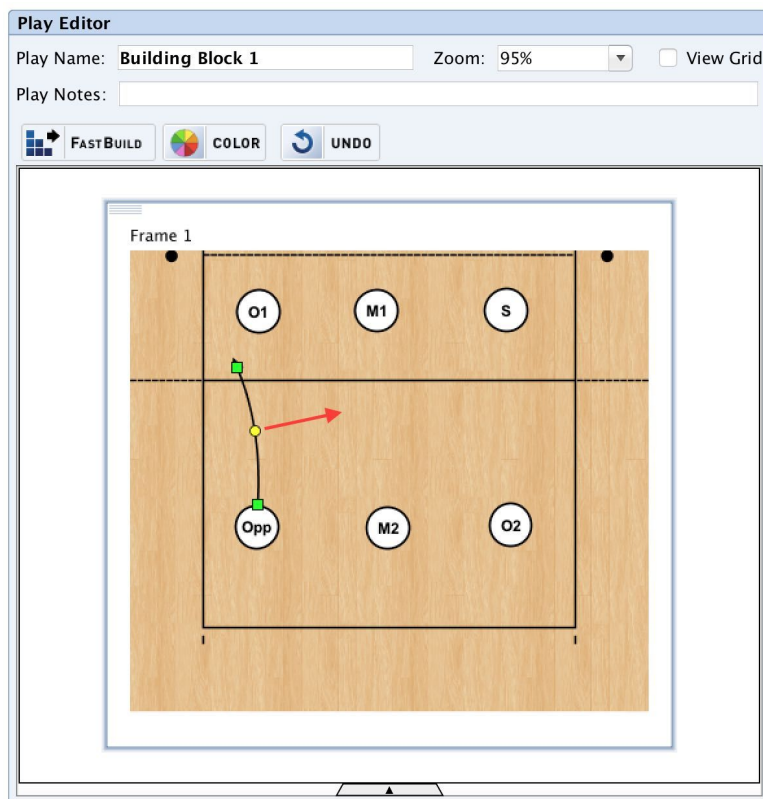
With your players in place, you can now drag a movement stencil from the Movement palette into the diagram. Pick the shape of the action that you would like, and when you drop the stencil into your diagram you will be presented with a menu to select a solid line for player movement, and a dotted line for ball movement.



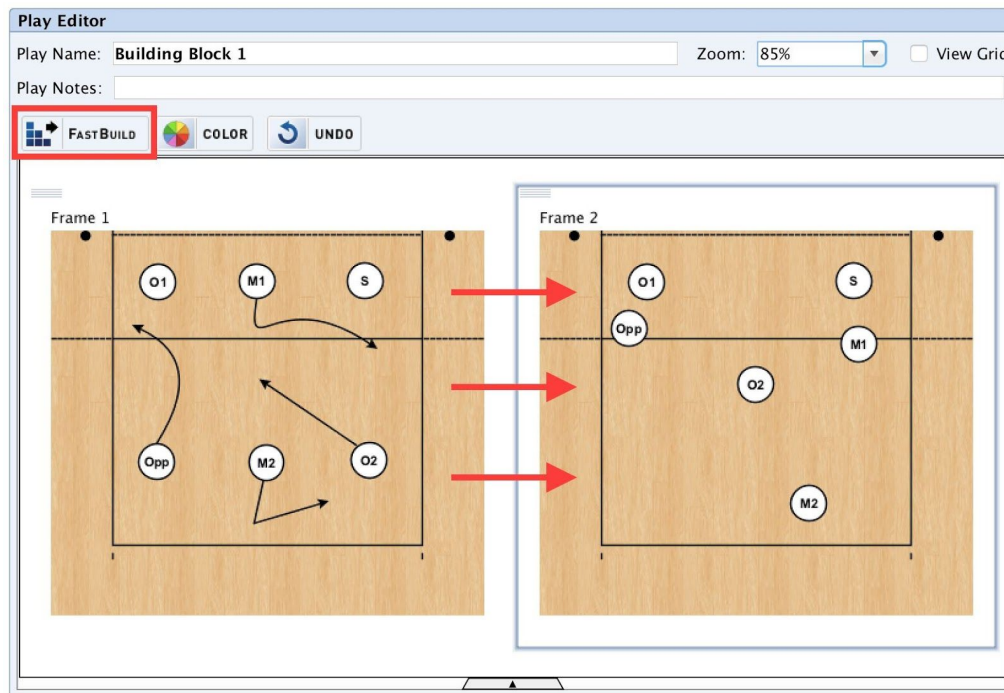
After placing a stencil, it will appear on the court with a green dot at either endpoint. The green dots can be used to move each endpoint into place:



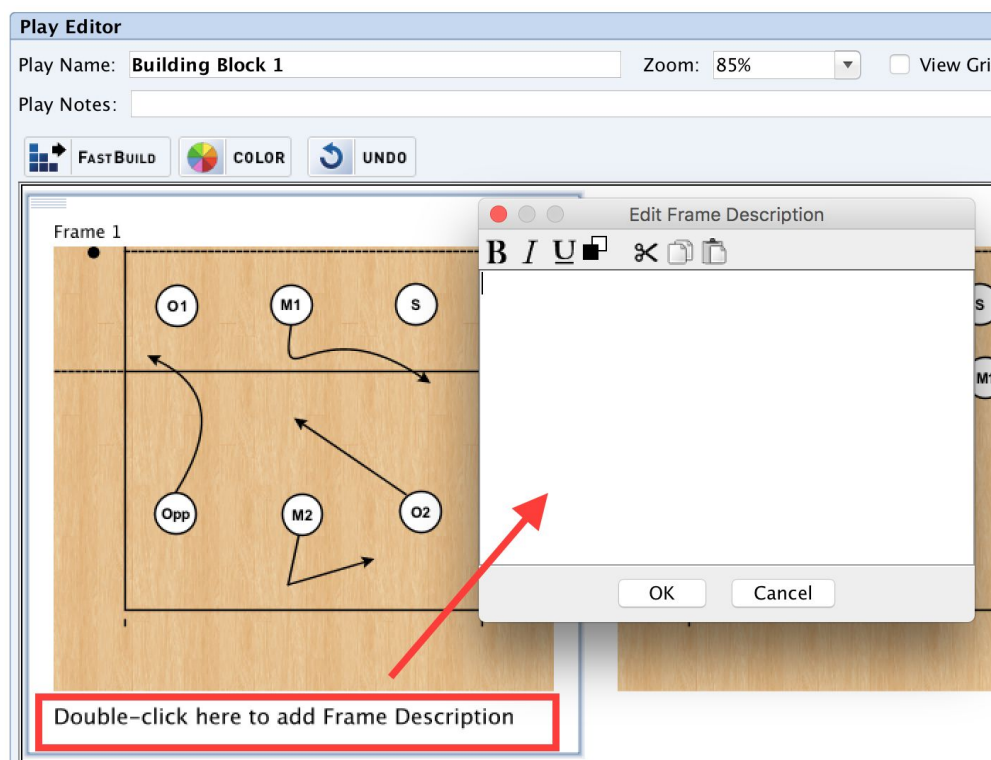
When you add a curved line to the court, you will see the green dots on each endpoint, and a yellow circle at the midpoint of the curve. The green dots can be moved to change the endpoints of the movement, and the yellow circle can be moved to modify the arc of the curve.



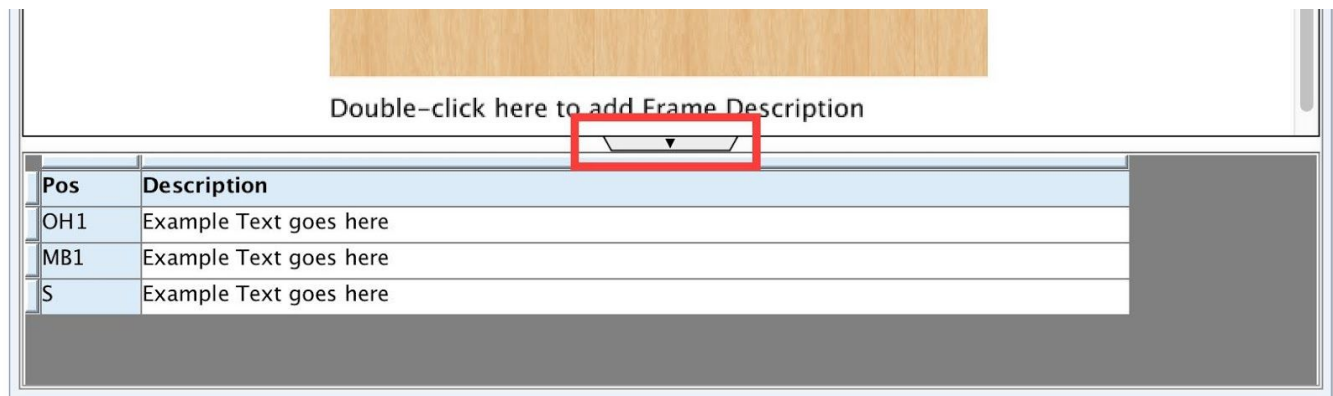
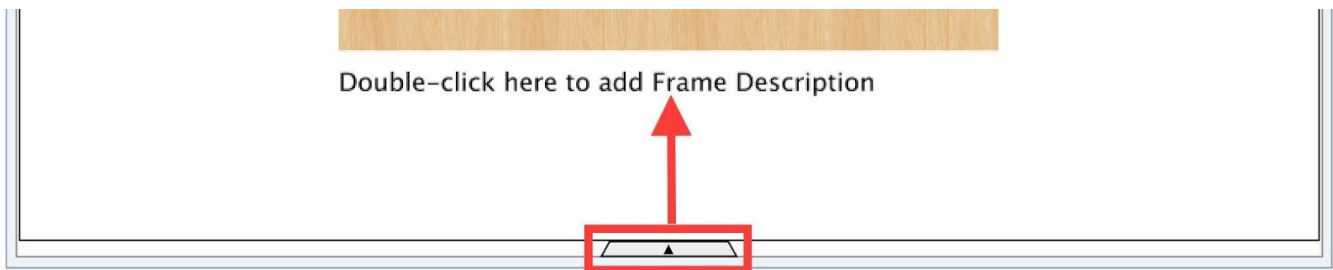
FastBuild - If your Building Block or Play cannot fit into one frame and will be spread across multiple frames, the FastBuild feature is a time-saving tool that will prevent you from having to add each player back onto the court in the next Frame. By clicking the FastBuild icon, each player in the diagram will be added to the next frame, and if a movement line was placed next to the player, FastBuild will automatically move the player or ball to its new location in the next frame.



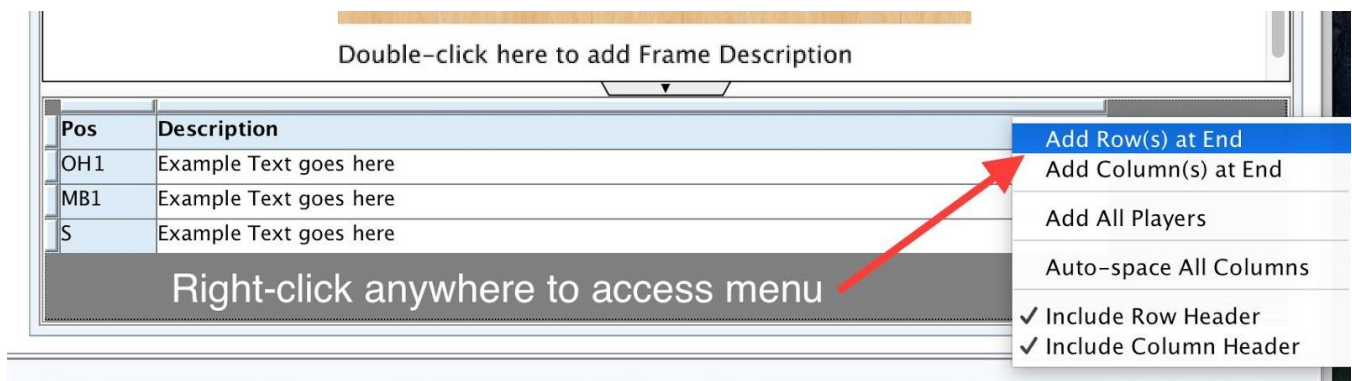
Frame Descriptions - In addition to diagramming the actions of a play, you can also add notes describing the action in each frame using the Frame Descriptions. Frame Descriptions can be accessed by double-clicking directly below the Frame.



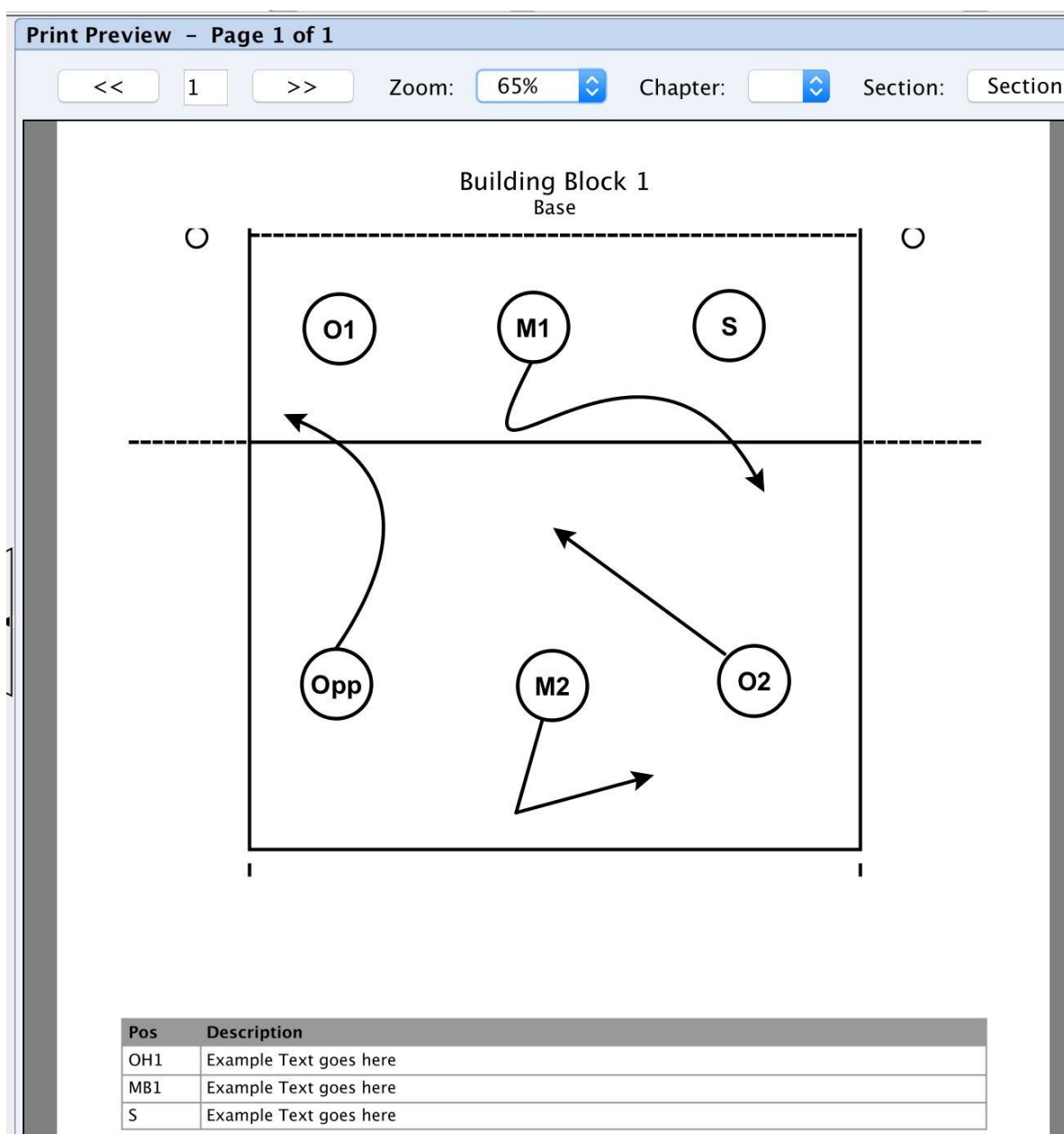
Coaching Points - To add more extensive notes to your play that do not belong in the frame description use the Coaching Points section. The Coaching Points section is hidden by default, and can be revealed by clicking the small black arrow at the bottom of the Play Editor menu once, or clicking and dragging the arrow upward.



The “Pos” section can be used to add notes by position, or general notes can be added in the “Description” section. Additional rows or columns can also be added to this section by right-clicking anywhere in the Coaching Points window, and then choosing the appropriate item from the right-click menu.



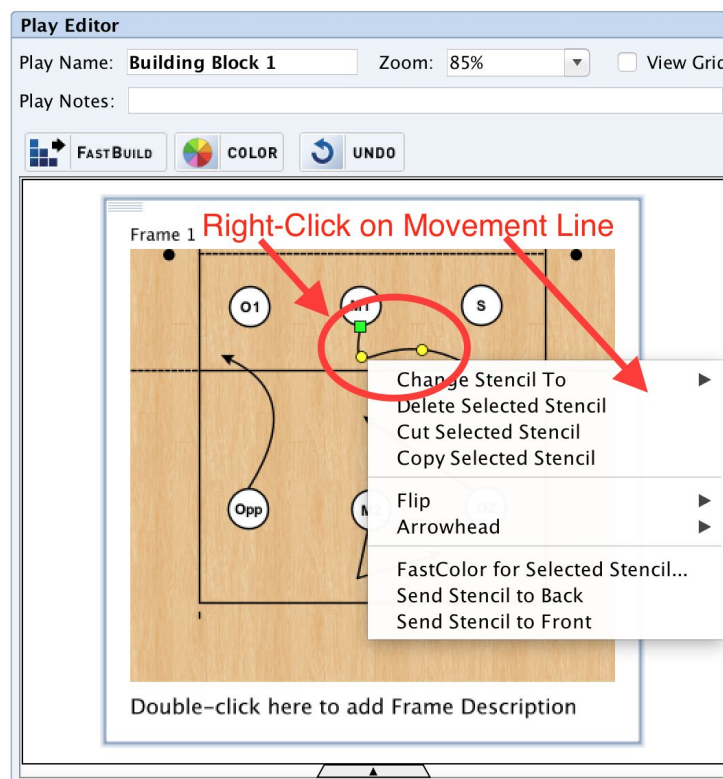
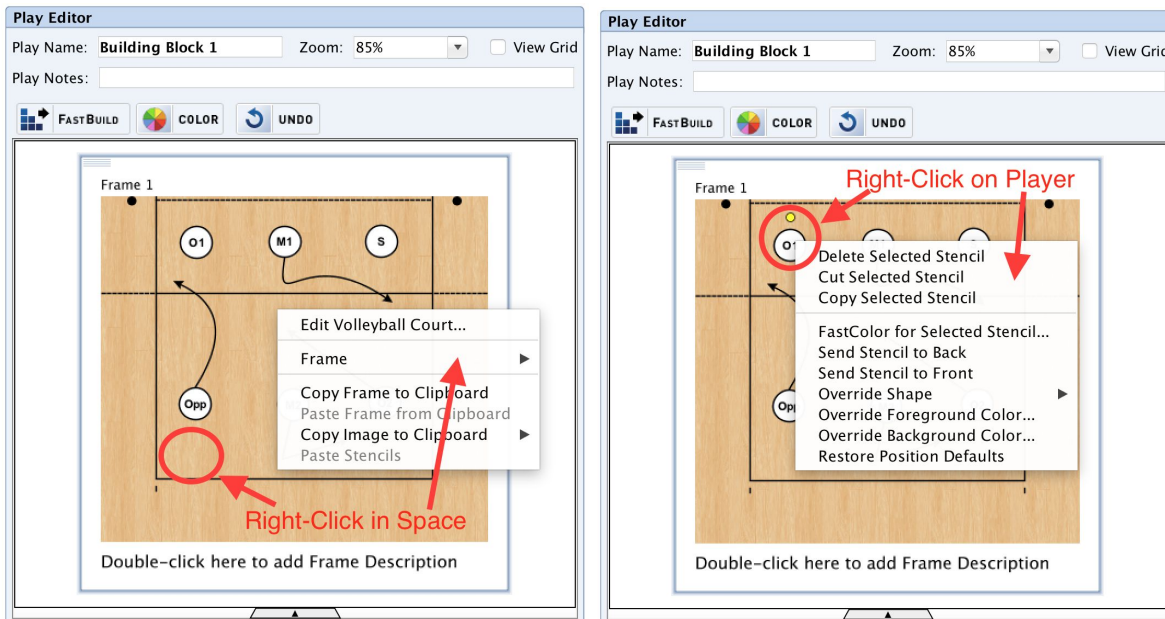
When you print your play, your Coaching Points can be added to the bottom of any diagrammed plays.



**Note: When you add Coaching Points to a play, by default they are not included when the play is printed. For information on adding the Coaching Points to your printed play, consult the Playbook Settings section of the FastDraw User Guide.*

The Right-Click menu

If you wish to delete any of the elements that you have added to your diagram, you can do this by accessing the right-click menu in the Play Editor window. The right-click menu also contains many other FastDraw features that will allow you to quickly make changes to your diagram. There are three different right-click menus that you can access, based on where you click:



Right-Click Options - Within the right-click menu, there are a number of options available to make adjustments to the content within the frames. Here are the most commonly used features:

Clear/Delete Frame: When you *right-click in space* within the frame, the right-click menu will contain a “Frame” sub-menu, and within this menu you can clear all players and stencils within the frame, or delete the frame entirely.

Copy/Paste Frame: When you *right-click in space* within the frame, you will have an option to “Copy Frame to Clipboard”. After copying the frame, it can be pasted to another frame within the play, pasted into a different play, or pasted externally into a Microsoft Word document (or equivalent).

Delete Selected Stencil: You can right-click on any Player or Movement line and select Delete Selected Stencil to remove it from the diagram. You can also Cut or Copy any selected Player or Movement and paste it into a different frame, or within the same frame.

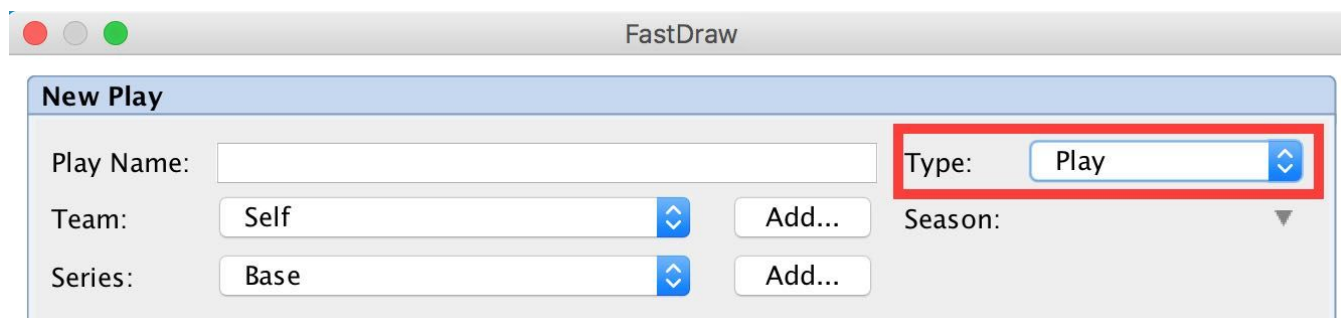
Change Selected Stencil: If you add the wrong type of Movement line (dotted line instead of straight line, for example), rather than deleting the line and adding it again, you can simply right-click on the line that you wish to change, then select Change Selected Stencil to.

**Note: Other more advanced features contained in the right-click menu are covered later in this guide, in the “Advanced FastDraw Options” section.*

Adding Building Blocks to Plays

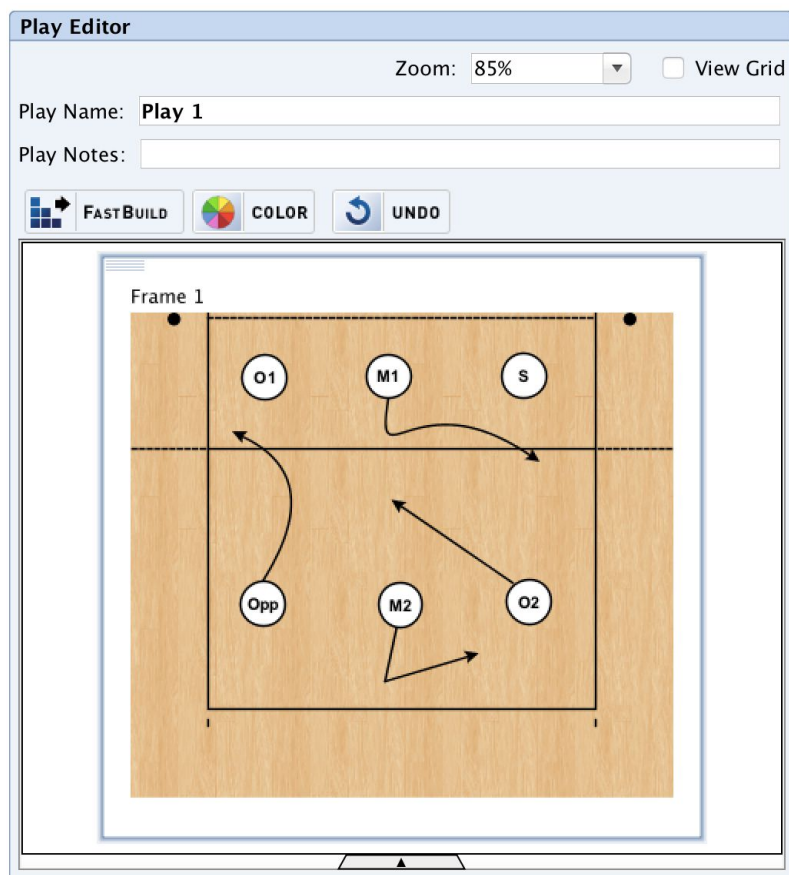
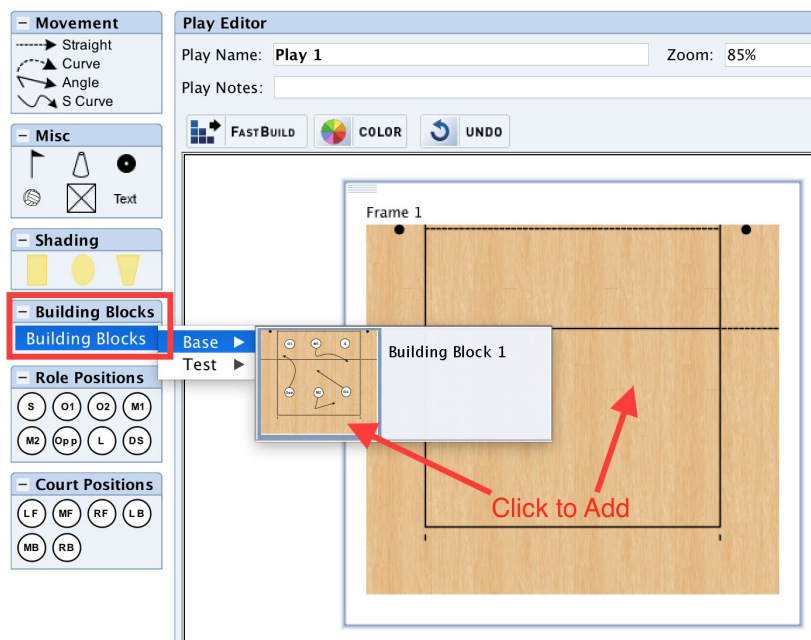
Once you have diagrammed your most common rotations as Building Blocks, you can start diagramming new Plays, where your already diagrammed Building Blocks can be added to save you the time of redrawing your rotations each time.

The process for creating a Play is identical to creating Building Blocks, but in the New Play menu you will set the Type to Play, rather than Building Block.



The screenshot shows the 'FastDraw' application window with the 'New Play' dialog box open. The dialog box has a title bar 'New Play' and several input fields. The 'Type' dropdown menu is highlighted with a red rectangle and shows 'Play' selected. The 'Team' dropdown menu shows 'Self' and the 'Series' dropdown menu shows 'Base'. There are 'Add...' buttons next to the 'Team' and 'Series' dropdowns. The 'Season' dropdown menu is also visible.

To add a Building Block to your Play diagram, click the Building Blocks palette, where your Building Blocks will appear in a menu, organized by Series name. When you select a Building Block, it will automatically be added to the first frame of your new play.

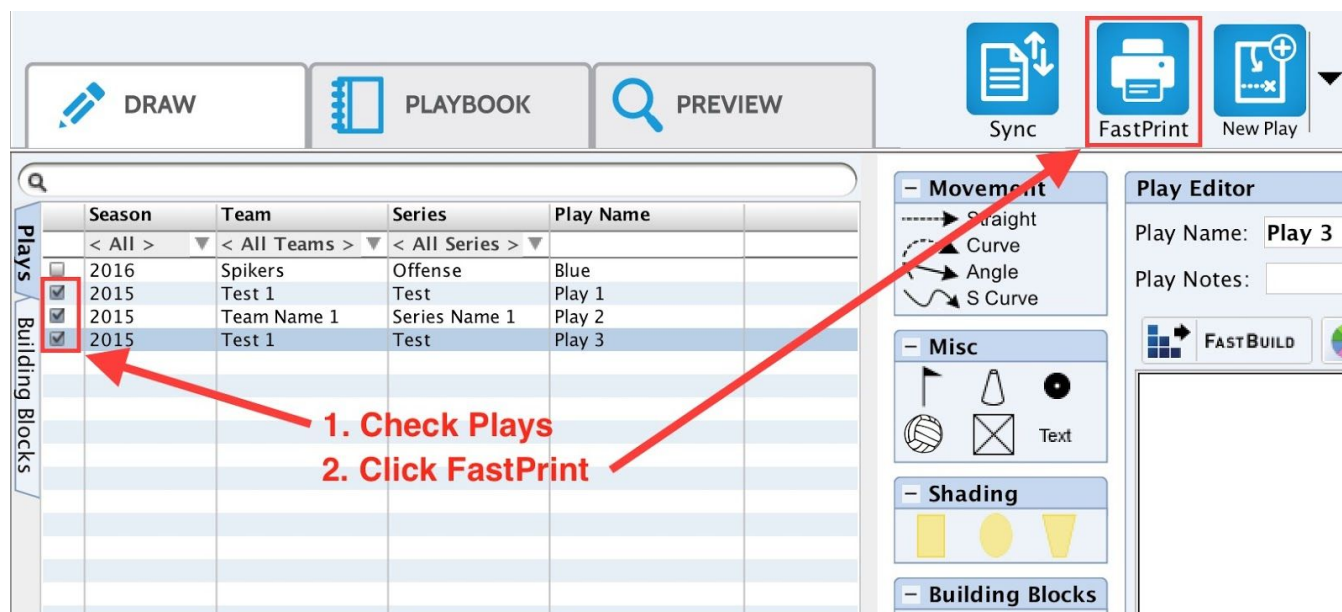


Note: Only the first frame of a Building Block can be added to a new Play, so it's best to limit any Building Blocks that you create to just one frame.

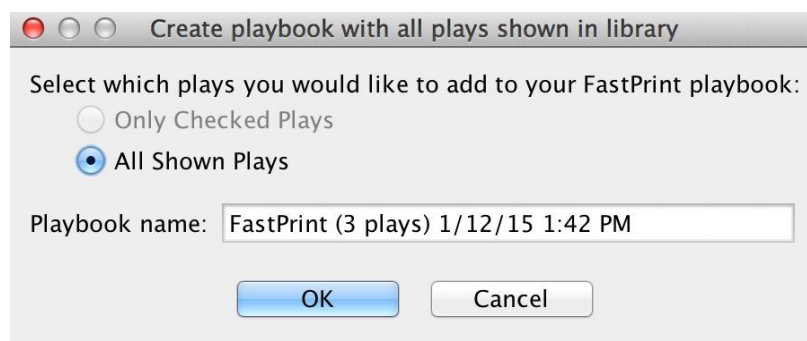
Getting Started - Creating a Playbook and Printing a Play

To print in FastDraw, one or more plays that you wish to print must be added to a playbook. To quickly create a playbook and print your plays, use the FastPrint feature.

FastPrint - To use FastPrint, make a check mark next to each play in your library that you would like to print, and then click the FastPrint icon near the top of the page.



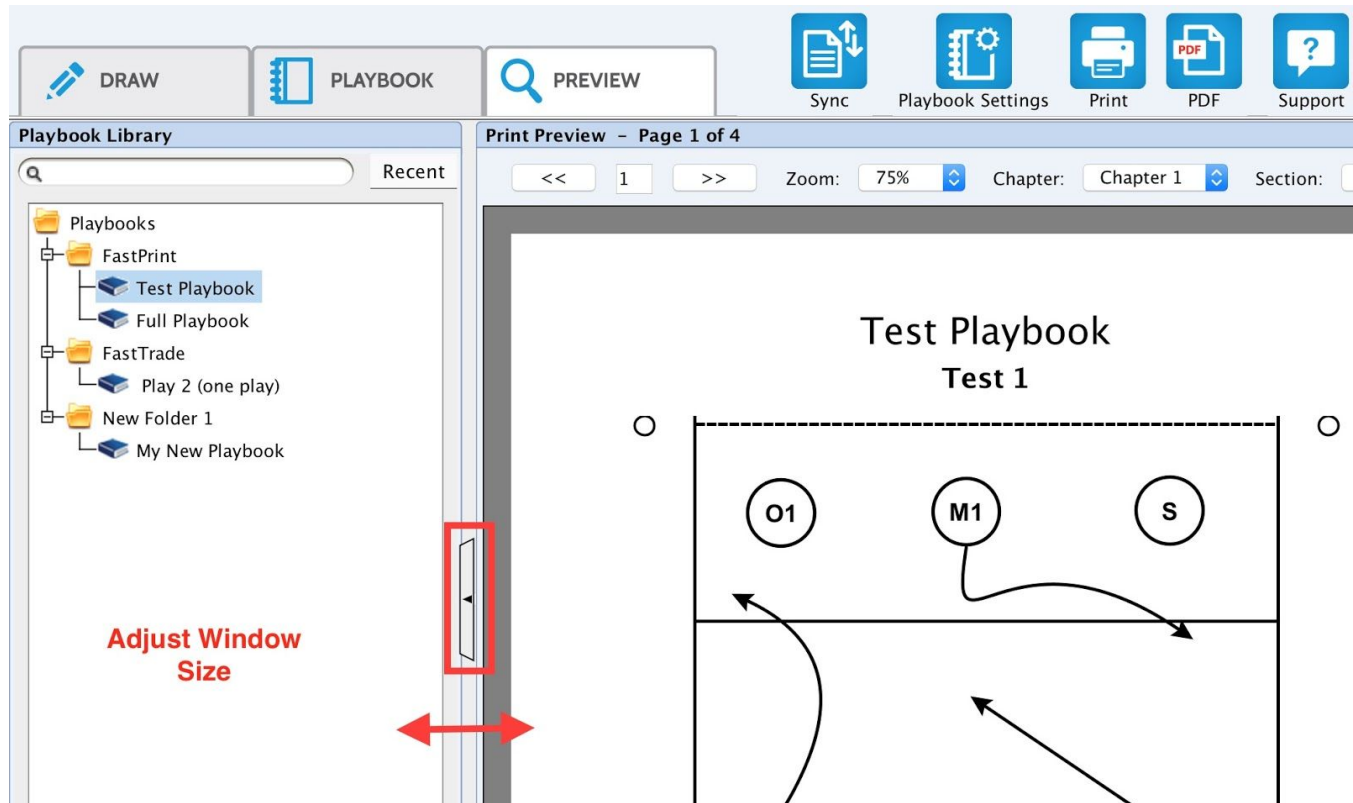
In the FastPrint menu, you can choose to add each play that you have checked, or you can add all of the plays that are currently shown in your library. If you have checked all of the plays currently shown in your library, it will automatically select All Shown Plays. You can then make a name for your playbook, or you can leave it at the default name that FastDraw generates based on date and time.



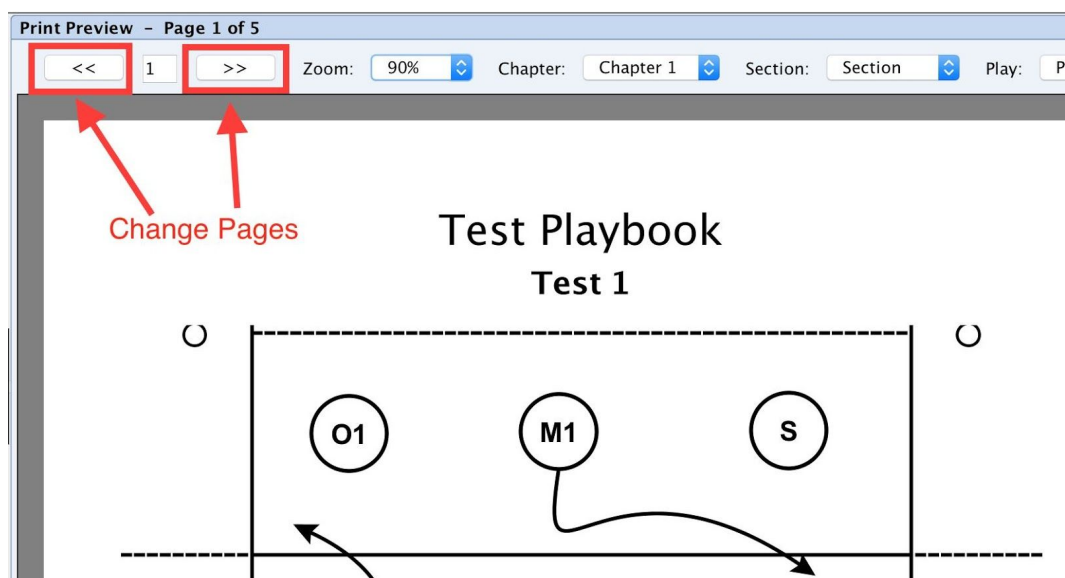
After clicking OK, you will be automatically taken to the Preview tab.

The Preview Tab

In the Preview tab, you will see two windows, just like in the Draw tab. In the left window is your Playbook Library, and in the right window is the Print Preview. Also like the Draw tab, you can drag the divider between the windows to increase or decrease the size of each window.



The default print settings in the Preview tab are set to display one frame on each page. To flip through the pages of your playbook, you can use the forward and backwards arrows in the Print Preview window.

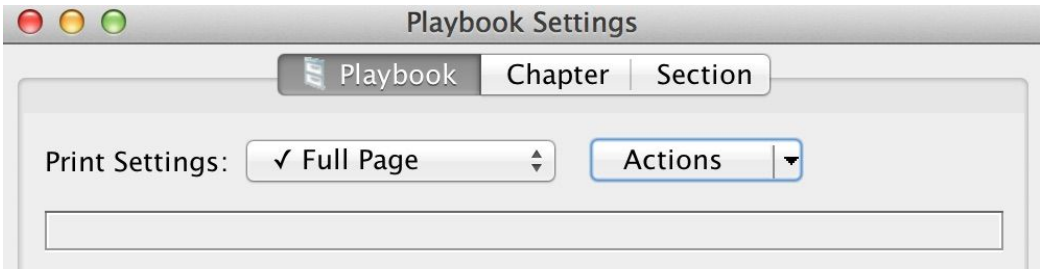


Playbook Settings

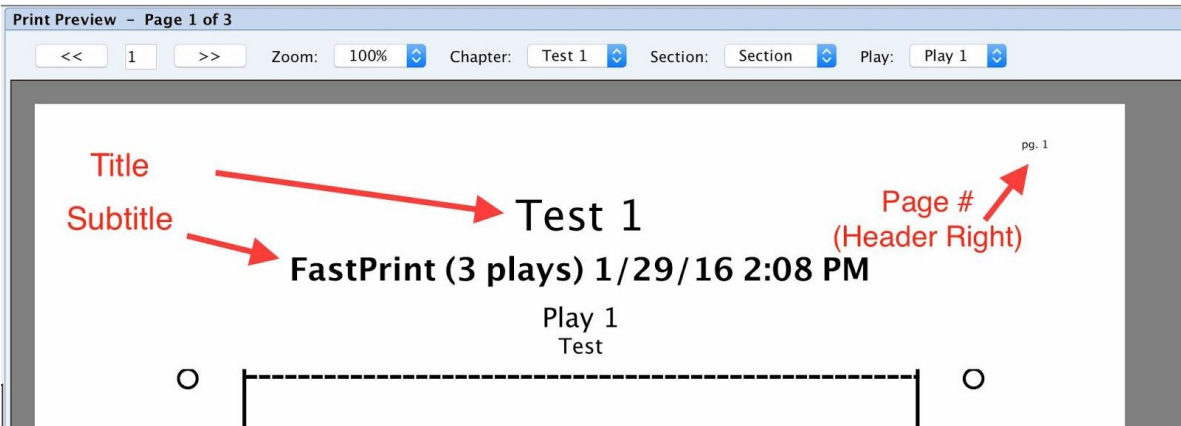
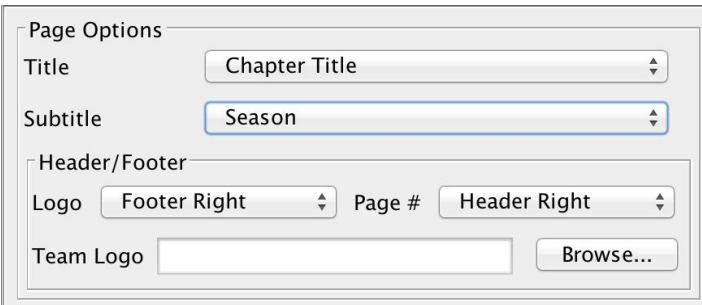
To modify the layout of your playbook, you can open the Playbook Settings menu by clicking the Playbook Settings icon at the top of the page.



At the top of the Playbook Settings menu are tabs for Playbook, Chapter, and Section. When the Playbook tab is selected, all changes that you make in the Playbook Settings menu will affect every Chapter, Section, and Play of your playbook.



In the first section of the Playbook Settings Menu, Page Options, you can modify the Title and Subtitle sections of each page, along with the information displayed in the header and footer.



The next section is Play Options, and this is where you can alter the number of frames that will be displayed on each page, allowing you to include more than one frame per page.

Play Options

Frames per Row: 3

Rows per Page: Auto

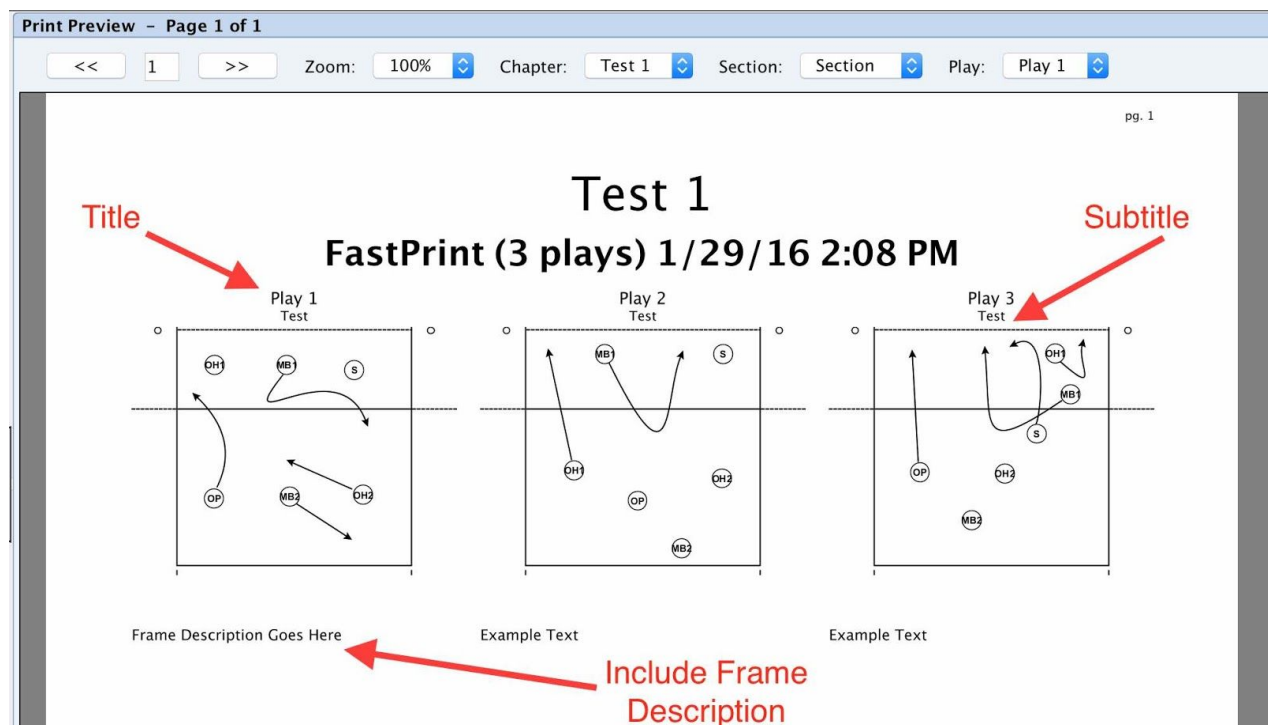
Play Labels

Title: Play Name

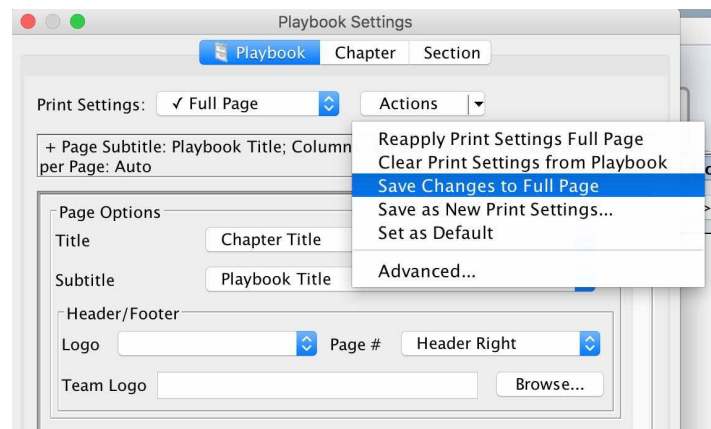
Subtitle: Play Notes

☒ Include Frame Description

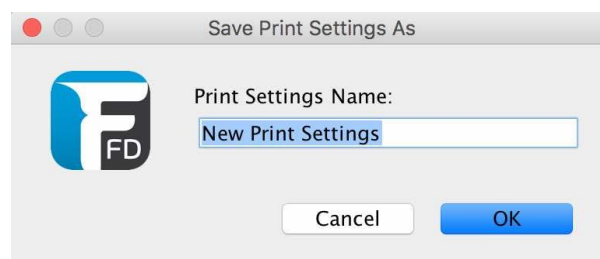
We recommend you set your Rows per Page to Auto. This way, FastDraw will analyze the content of your plays and determine the best number of rows to use to give your playbook the cleanest look. This can take into account things like how much text is in the Frame Description, whether you are using full court or half court diagrams, etc.



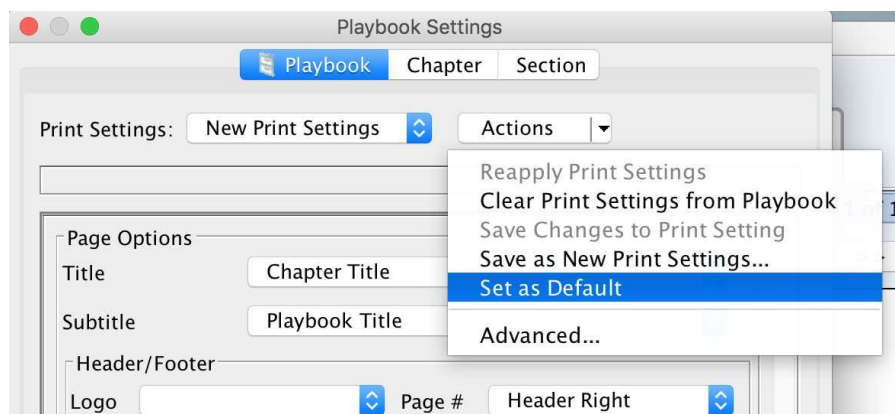
Saving Print Settings - If you want to save the settings for the format of your playbook to apply to future playbooks, click the Actions button at the top of the menu and select Save Changes.



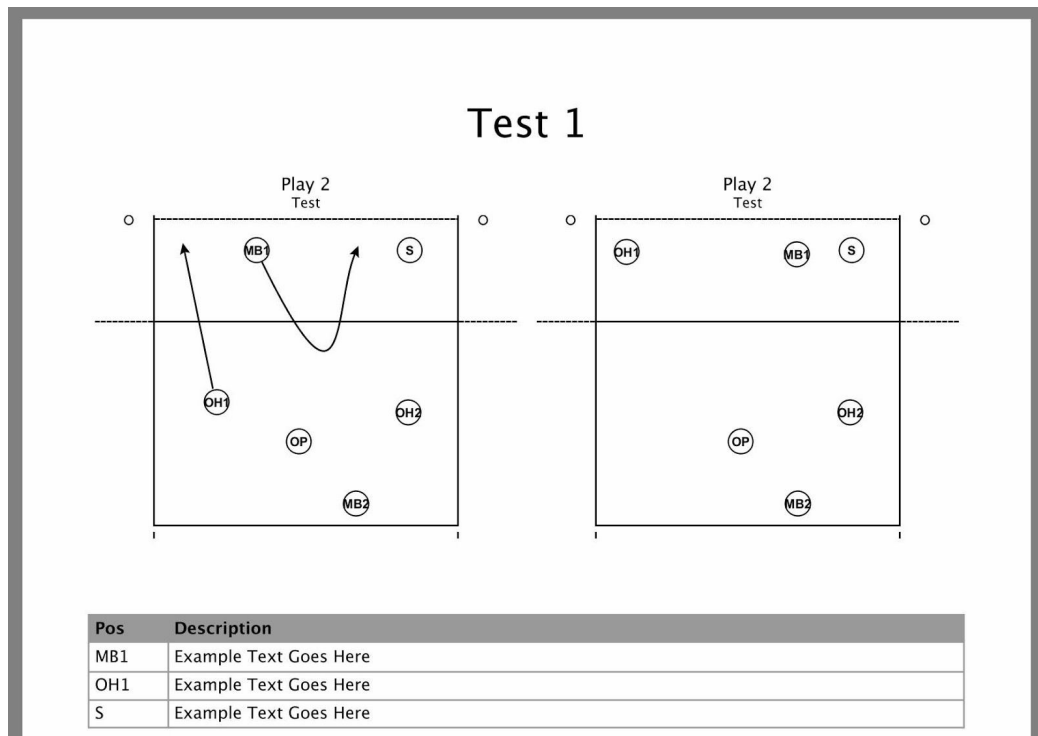
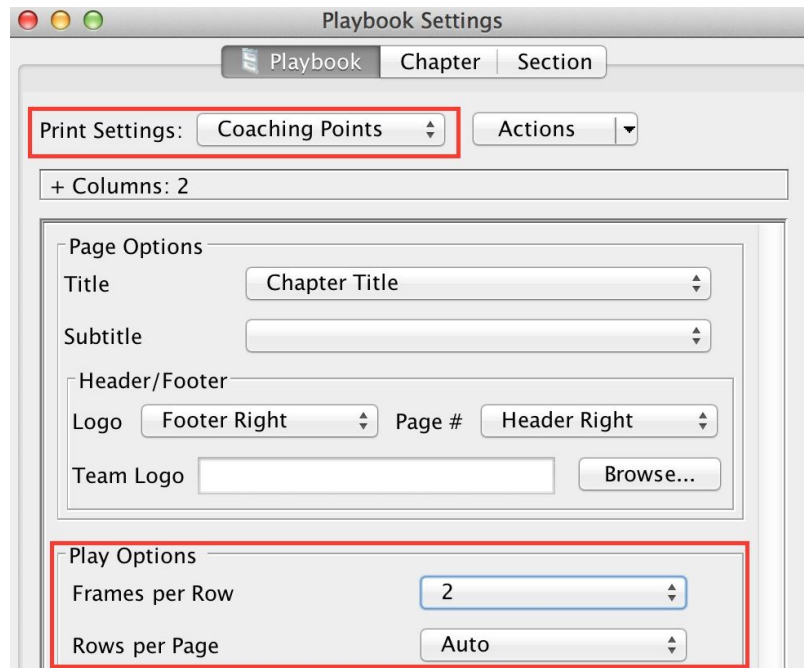
Full Page is the name of the default Playbook Settings in FastDraw. If you choose Save Changes to Full Page, the current settings will become the default for all future playbooks. If you want to save the current settings under a different name, choose Save as New Print Settings and give your settings a name.



After you save your print settings, they will now be available for selection from the Print Settings menu. If you want to be sure your new settings are the default for all future playbooks, make sure your settings are selected in the Print Settings menu, then click the Actions menu and choose Set as Default.



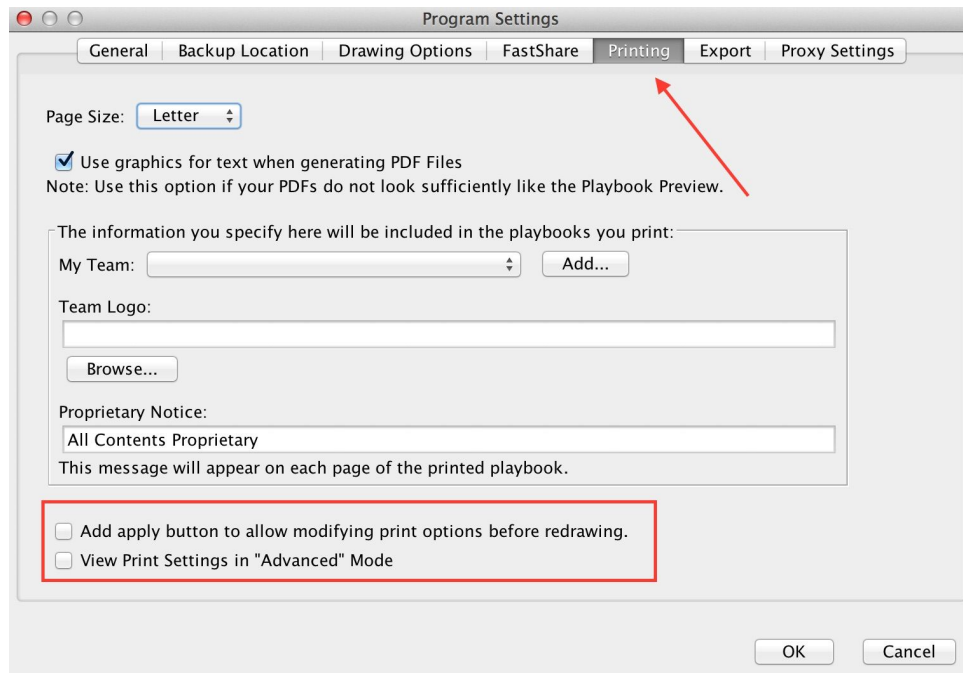
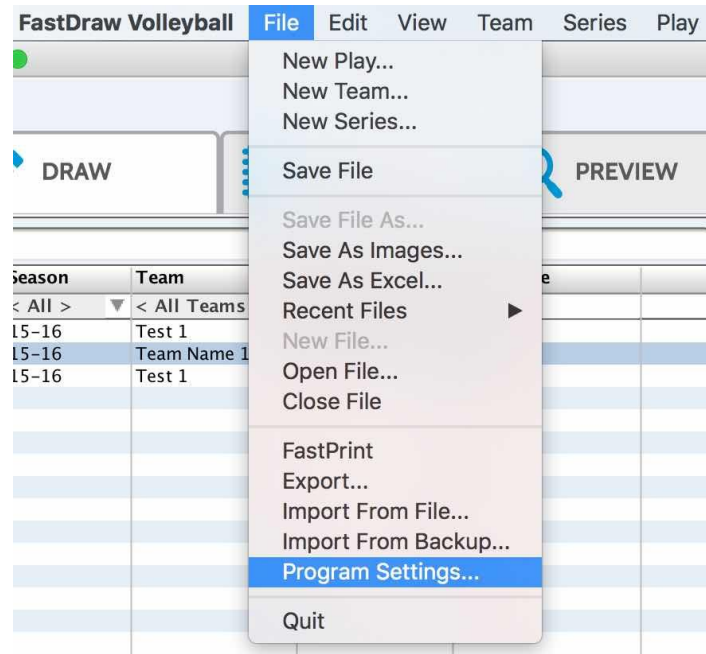
Printing Coaching Points - Within the Print Settings menu, you will also see a setting for Coaching Points. Selecting this option formats your playbook to display any Coaching Points that you have added to a play, and the notes will be added at the bottom of the page underneath the play. If your play does not have Coaching Points added, it will appear normally in the playbook without a Coaching Points section.



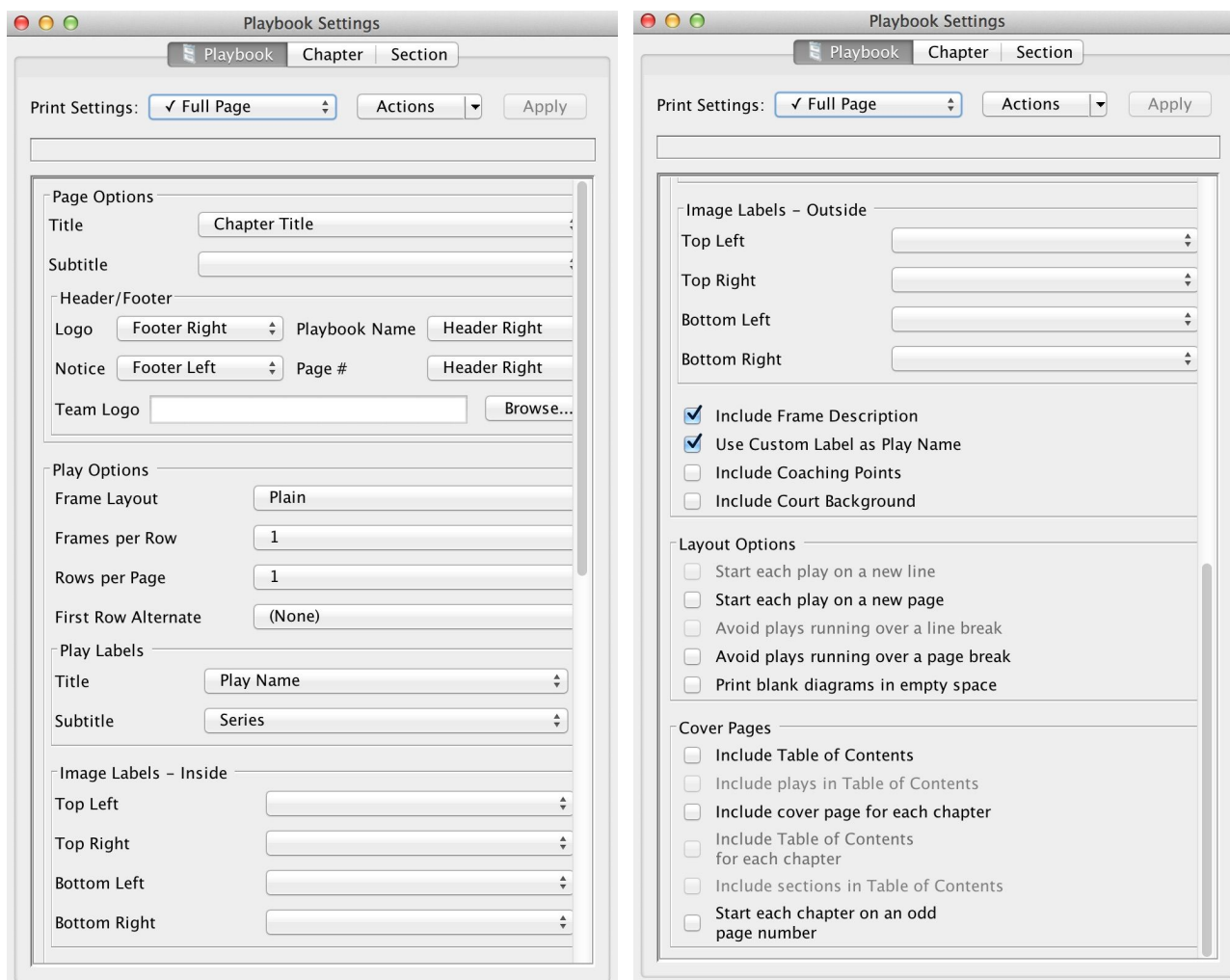
Note: By default, your Coaching Points print setting will have Rows per Page set to Auto. This is the ideal setting for Coaching Points. Setting Rows per Page to anything less than 2 can result in problems with your diagrams appearing correctly.

Advanced Playbook Settings

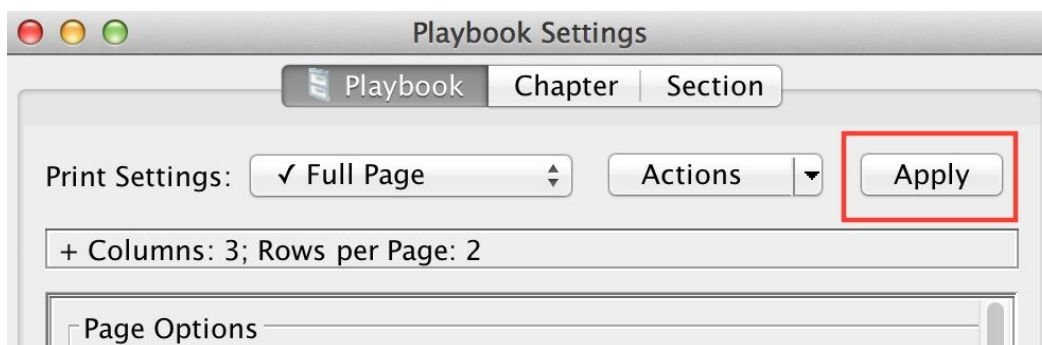
As you become more comfortable with the Playbook Settings menu, you may find yourself wanting more options to choose from. The Playbook Settings menu is set by default only to display the most commonly used settings, but it can be switched to “Advanced” mode to see every formatting option available in FastDraw. To make this change, open the File menu from the top menu bar and select Program Settings, and then click on the Printing tab.



Check the option for “View Print Settings in ‘Advanced’ Mode.” If you frequently make a lot of changes to the format of your playbook, also check “Add apply button to allow modifying print options before redrawing.” When you return to the Preview tab and open Playbook Settings, you will see a much longer list of options to choose from.



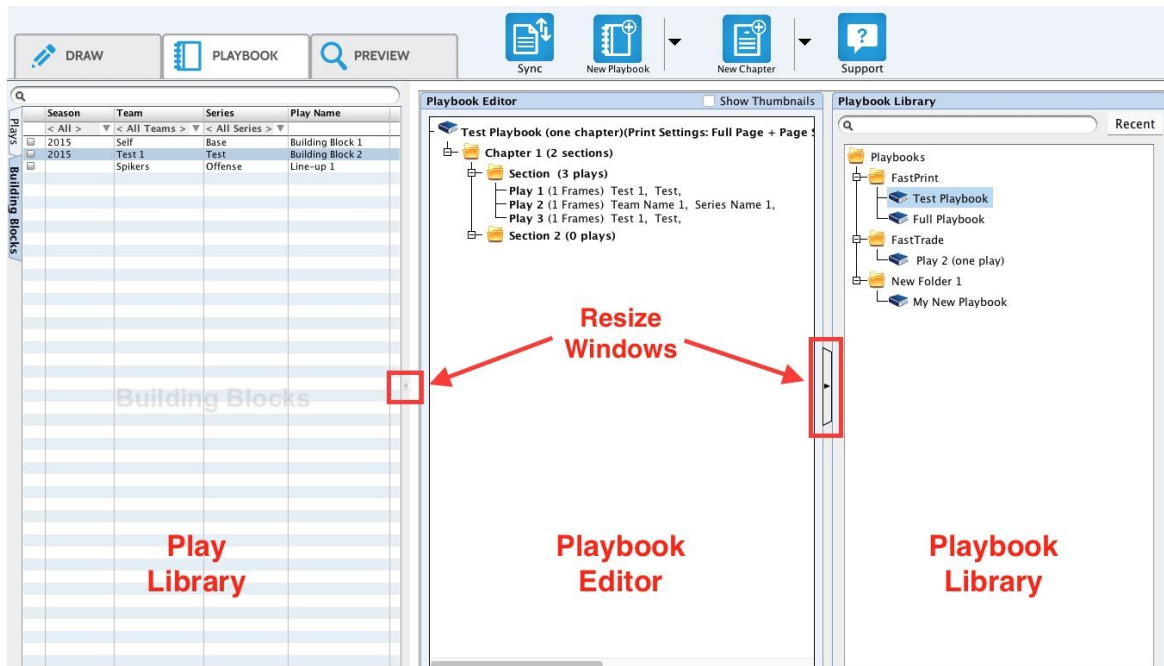
Previously whenever you made a change to your settings, such as changing the number of Frames per Row, the playbook would redraw immediately. By selecting the option in the Program Settings menu to add an Apply button, you can now make all of your changes at once, and then press the Apply button to finalize your changes and redraw the playbook.



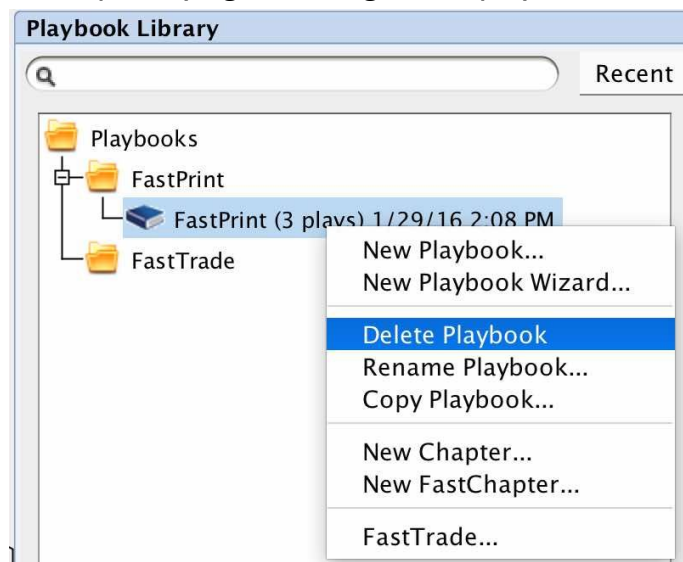
Getting Started - The Playbook Tab

If you want to quickly print plays that you have created in your Draw Library, FastPrint is the quickest and easiest way to print. However, if you want to create an organized, comprehensive playbook, the Playbook tab is where you can create and edit professional-looking playbooks.

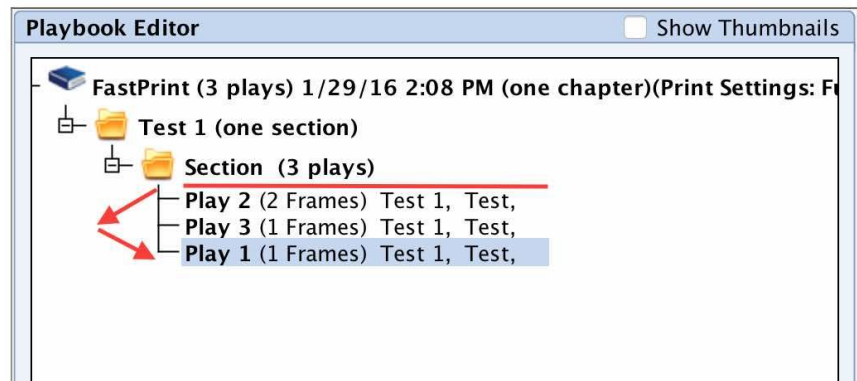
There are 3 separate windows within the Playbook tab. Like the Draw and Preview tabs, the windows within the Playbook tab can be resized by clicking and dragging the dividers between each window.



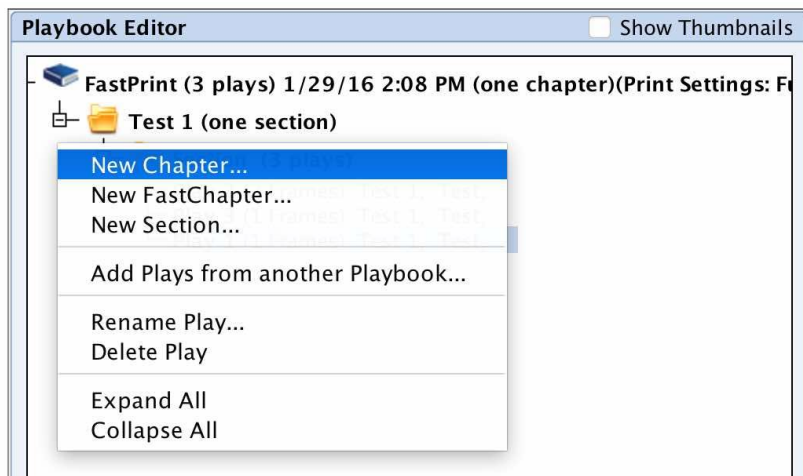
Playbook Library - In the right window is your Playbook Library. Any Playbooks that you create using FastPrint will be listed under the FastPrint folder. Similarly, any playbooks that you receive via FastTrade will be located under your FastTrade folder. Playbooks currently in your Playbook Library can be deleted, renamed, or copied by right-clicking on the playbook.



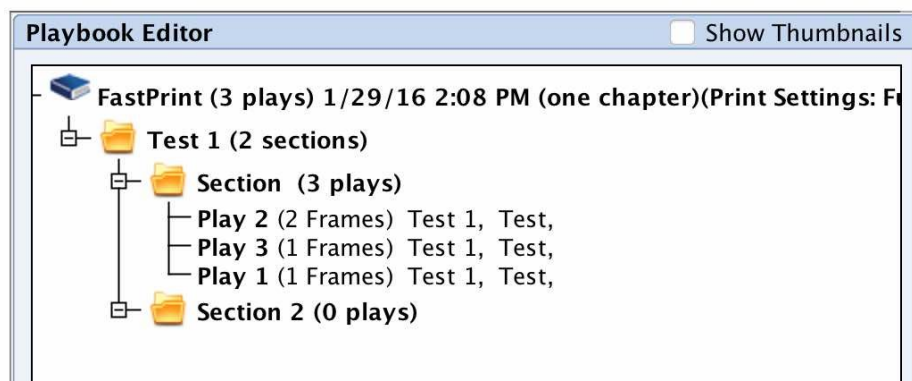
Editing Playbooks - To edit a playbook, click to highlight the playbook in the Playbook Library window, and you will see it open in the (center) Playbook Editor window. Within the Playbook Editor window, plays currently in the Playbook can be dragged and dropped to rearrange the order.



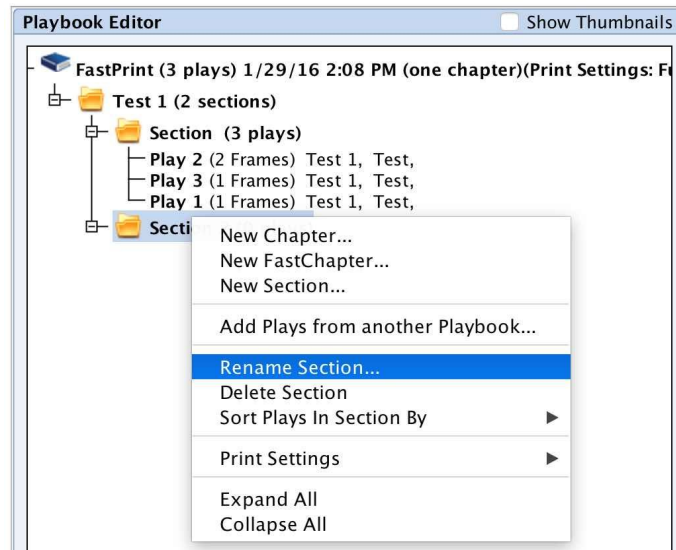
Other Playbook options can be accessed by right-clicking anywhere in the window.



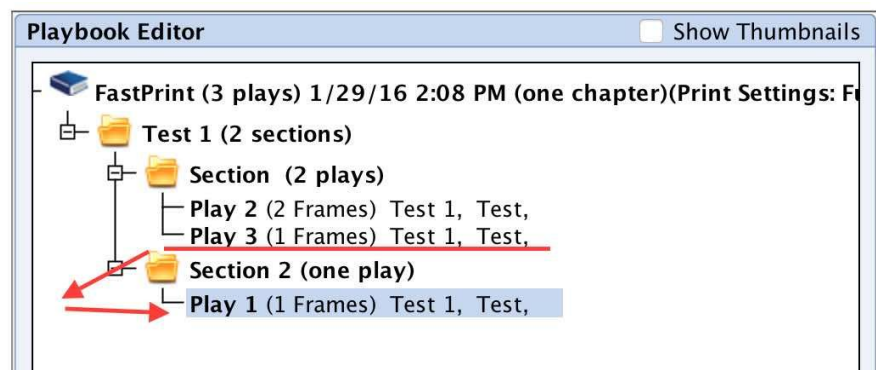
Chapters and Sections - Chapters and Sections can be used to organize your plays into similar categories. To add a new section, right-click within the Playbook Editor window and select New Section.



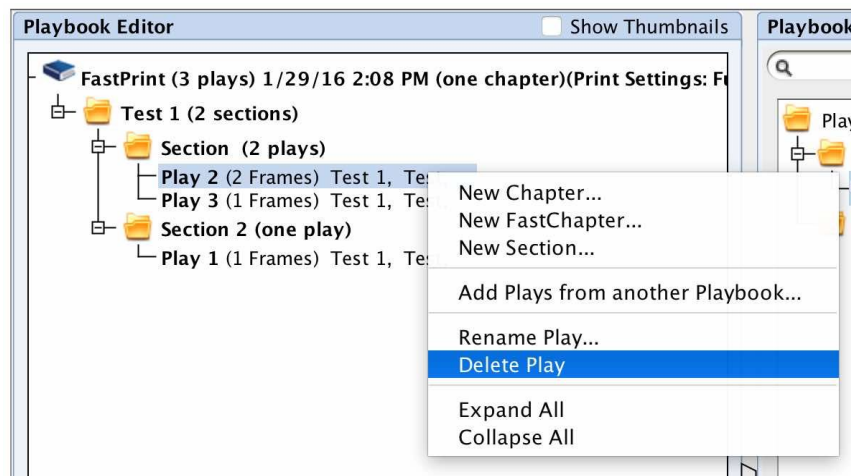
Next, you can rename sections by right-clicking directly on the section name.



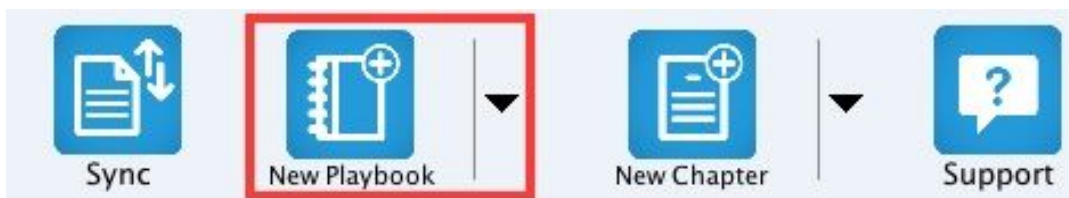
After you have created your new Section and renamed it, you can then drag and drop your plays into their appropriate Sections.



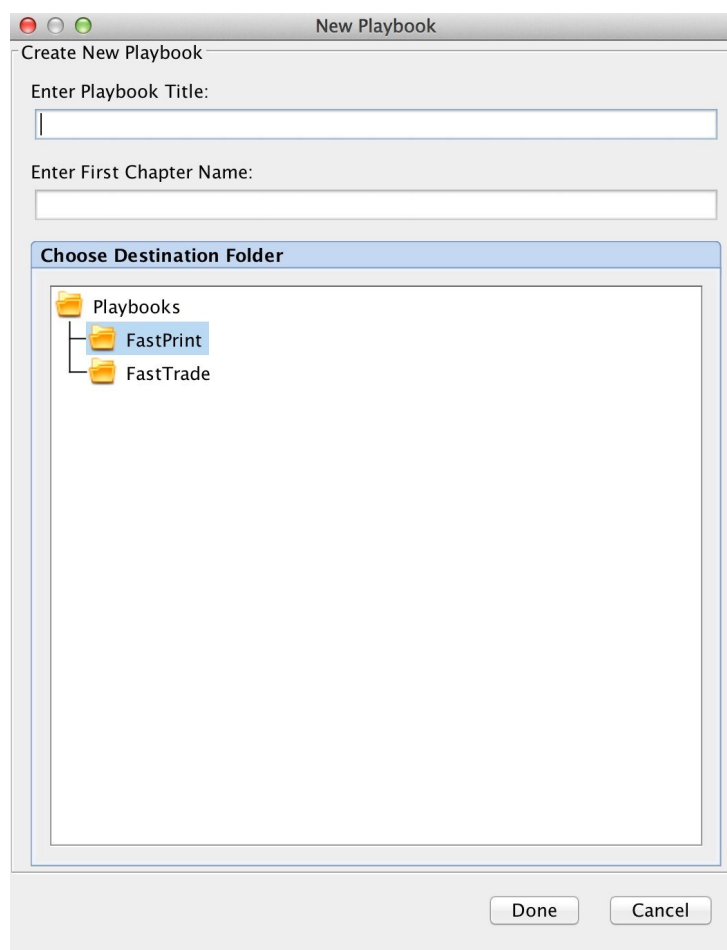
Delete Plays - If you want to delete a play, right-click on the play and select Delete Play to remove it from your Playbook. This will not delete your play from your Play Library but it will remove it from this Playbook.



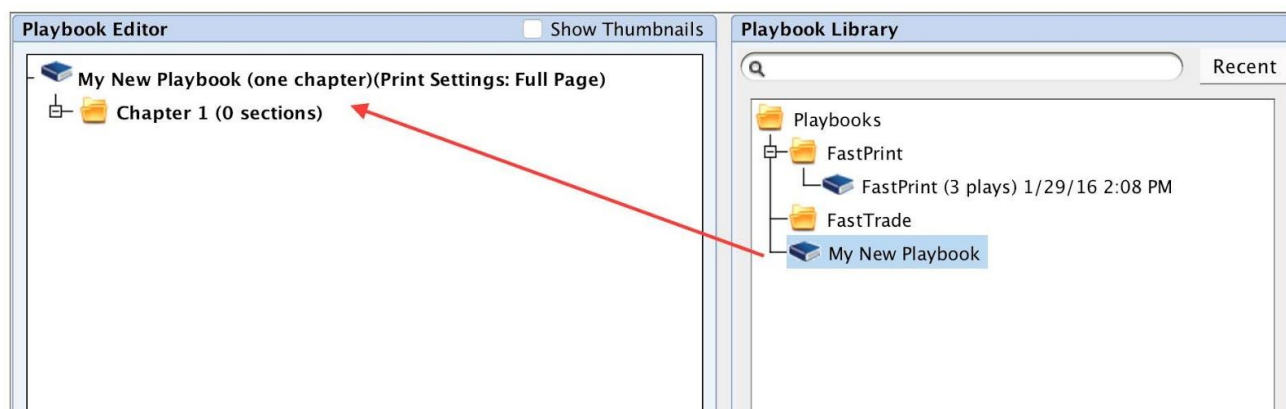
Adding Plays to a New Playbook - To create a new blank Playbook, click the New Playbook icon from the top of the page.



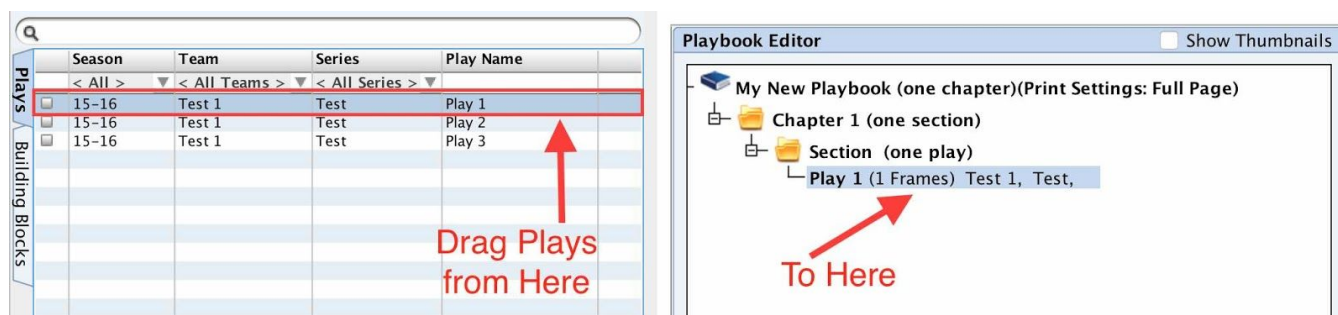
In the New Playbook menu, you must name your Playbook, add a name of the first chapter, and pick a destination folder for where the Playbook will be housed.



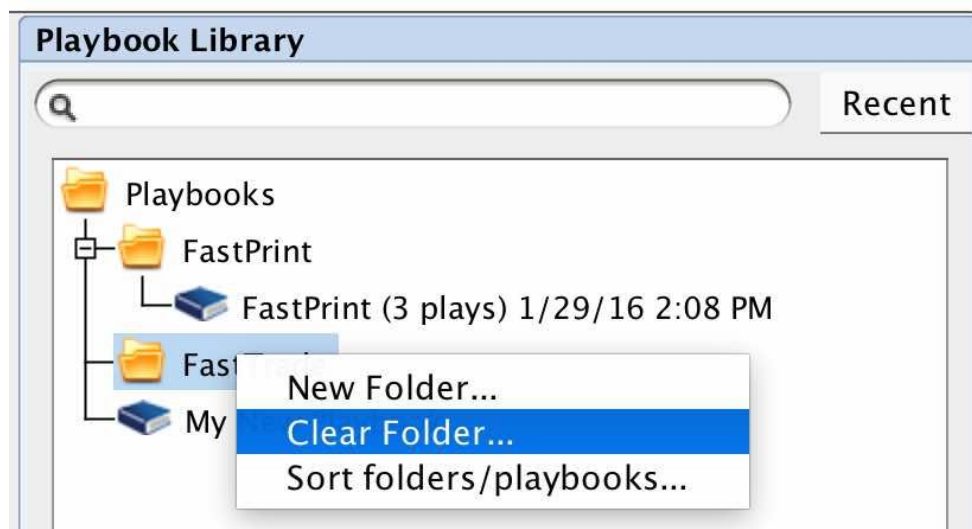
Once you have created your playbook, you will see it listed in the Playbook Library, and it will automatically open in the Playbook Editor window.



To add plays, you can drag and drop any play from your Play Library window to your Playbook.

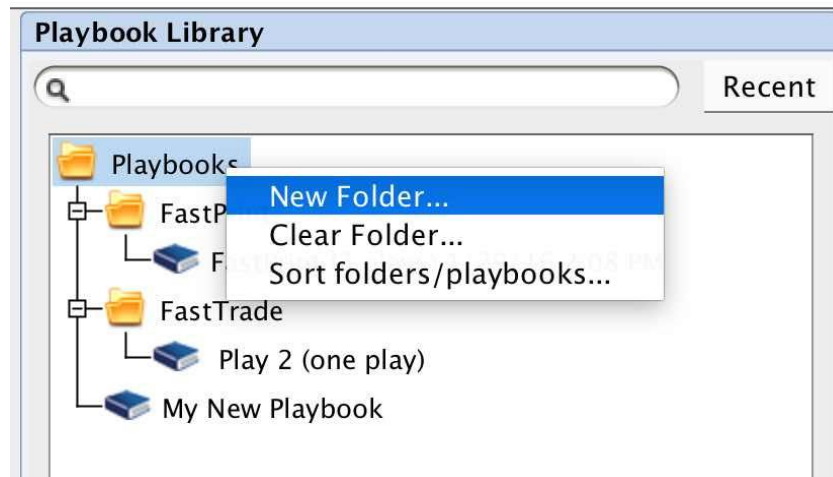


Deleting Playbooks - Lastly, you can delete any playbooks from your Playbook Library using the right-click menu and selecting Delete Playbook. As you receive FastTrades over time, for example, your FastTrade folder can become filled with all of the Playbooks that are created when you receive a play. These Playbooks can be deleted individually, or they can be cleared all at once by right-clicking on the FastTrade folder and selecting Clear Folder.



Creating a New Playbook Folder - When you create a new playbook, your default options are to place the playbook in the FastPrint folder, the FastTrade folder, or within the main Playbooks folder. If you would like to further organize your playbooks, you can create new folders under the main Playbooks directory and move any previously created playbooks to a new folder.

You can create a new folder by right-clicking on the main Playbooks folder, then selecting New Folder.



After you have created a new folder, you can drag and drop any playbook into the folder, using the same method for reordering plays in a playbook.



Getting Started - Saving Plays Using the Sync Button


After you are finished creating plays or Playbooks, it is always a good idea to use the Sync button in FastDraw, which allows you to save a copy of your play library to the FastModel cloud server. After Syncing your library, you can then access it from any computer that you use FastDraw on. Additionally, saving your library to our cloud server also protects you from losing your work should you suffer a hard drive crash, or if your computer is stolen.

To save your work to the FastModel cloud server, simply click the Sync icon at the top of the page.



When you click the Sync icon, you will see the Sync to Cloud menu appear.

FastDraw On-line Backup - Master.fdb

 This is the first time you are syncing to the cloud. Enter a description (e.g. "My main playbook") and a note for this first revision (e.g. "Finished copying plays from my old system"). Press Sync to complete the upload of your initial on-line backup.

Database Name: Master.fdb

Description:

Note:

0%

Use the Note section to add a note about your Sync, such as what computer you are saving from, or what plays or sets have been added to your library. This will help identify the file on our server.

When you click the Sync button, the following processes will happen:

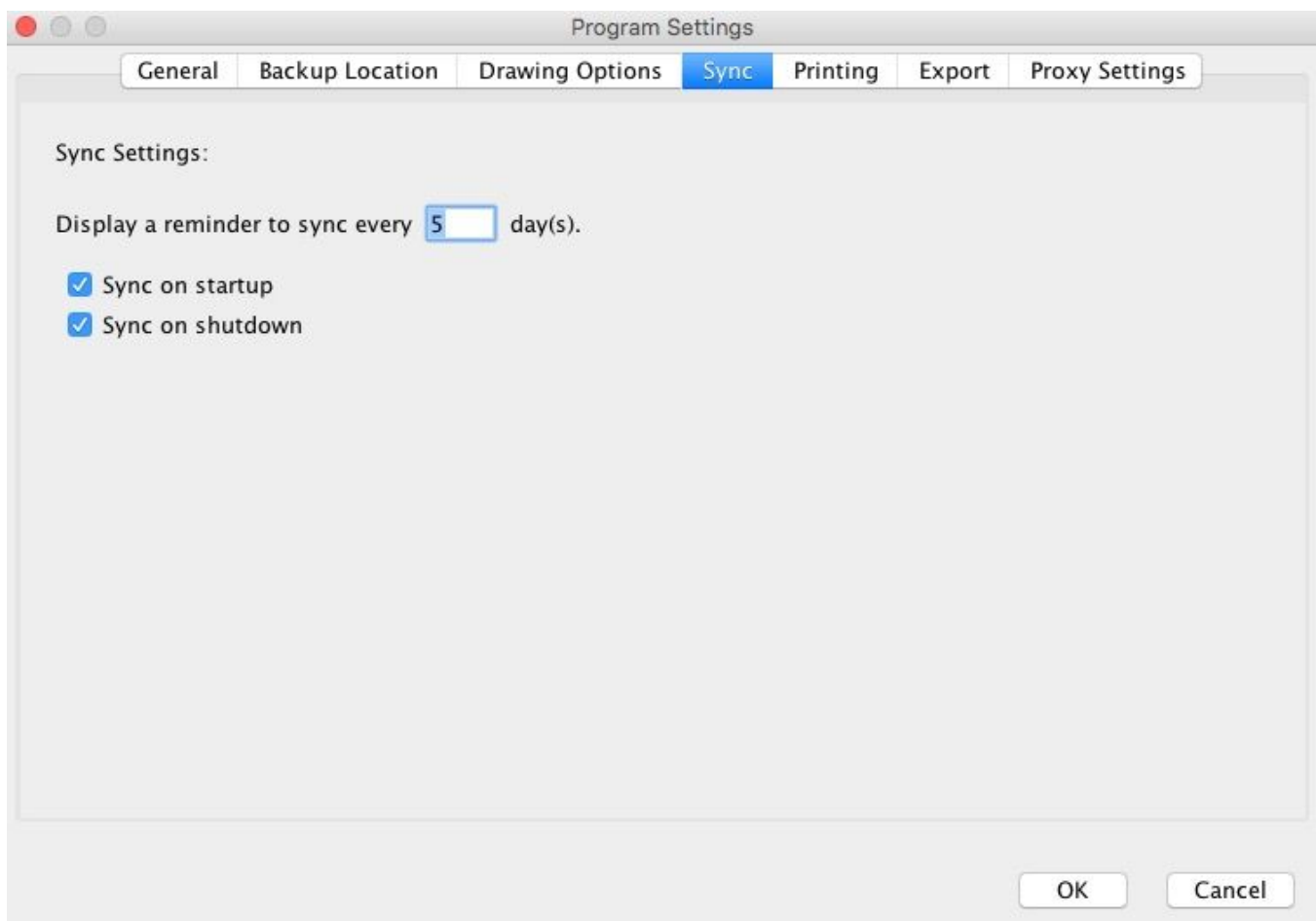
1. The play library on your computer will be uploaded to the cloud server, and added to your existing file on our cloud if one exists already, otherwise a new file will be created for you.
2. Once the upload is complete, FastDraw will check to see if any plays from the cloud file need to be downloaded to your computer, such as plays that you created on a different computer. If so, those plays will be added to your computer's local play library.

The Sync Workflow - Effectively using the Sync feature to view your play library on any computer that you use is simple:

1. When you start FastDraw on your computer, use Sync to download any changes that you have saved from any of your other computers.
2. When you finish working on your new plays, click Sync to save your changes to the cloud. These changes can then be downloaded on your other computers in the same manner.

Automated Sync Reminders - By default, FastDraw is automatically set to analyze your local save file, and if it detects changes to the file, the program will prompt you to Sync your changes when you shutdown the program, and again when you start the program. While we highly recommend leaving these automated reminders turned on (as well as completing a Sync each time you are prompted), these reminders can be turned off.

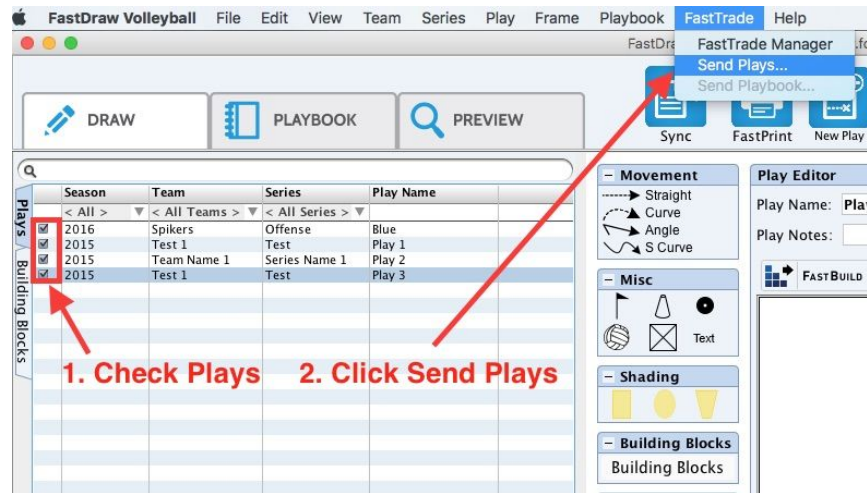
Open the File menu from the top menu bar and select Program Settings, and in the next menu choose the Sync tab from the top. In this menu you can select to turn off reminders on Shutdown, Startup, or both.



Getting Started - FastTrade

The FastTrade system allows users to share plays via e-mail. Plays can be sent to other FastDraw users, or to other coaches or players who are not FastDraw users. FastDraw users, however, have the benefit of being able to add your shared plays directly to their play library. Additionally, they can edit those plays once the plays are inside of their FastDraw library.

To share one or more plays, make a check mark next to each play that you would like to share. Then find the FastTrade menu at the top, and select Send Plays.



In the Send Plays menu that opens, you can specify your recipients by entering their e-mail addresses in the "To" section (separated by commas), change the Playbook Name, and include a Message to the recipient(s).

The screenshot shows the 'Send Plays' dialog box. It has a title bar 'Send Plays'. The 'Attached:' section shows '3 plays' and a 'Publish to Web' checkbox. The 'From:' section has a dropdown menu. The 'To:' section has a large text area for entering email addresses. The 'Playbook Name:' section has a text field with 'Play 1 (3 plays)'. The 'Message:' section has a rich text editor with bold, italic, underline, and link buttons, and a large text area for the message.

Attached: 3 plays ☐ Publish to Web

From: [Dropdown]

To: [Text Area]

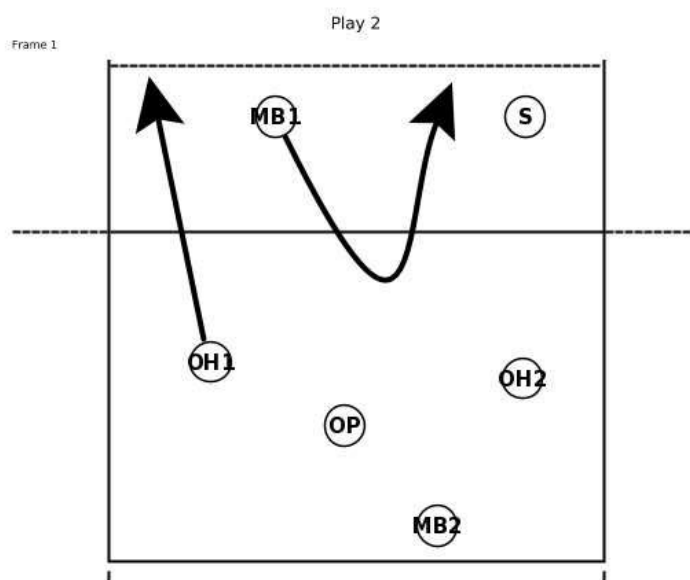
Playbook Name: Play 1 (3 plays)

Message: [Rich Text Editor]

The recipient(s) of your FastTrade will receive an e-mail containing the play or plays that you shared, with your message displayed at the top.



You've received a game-winning play from _____ a coach that wants to spread the love. Login to FastDraw and go to the FastTrade Manager to add this play to your own FastDraw library.

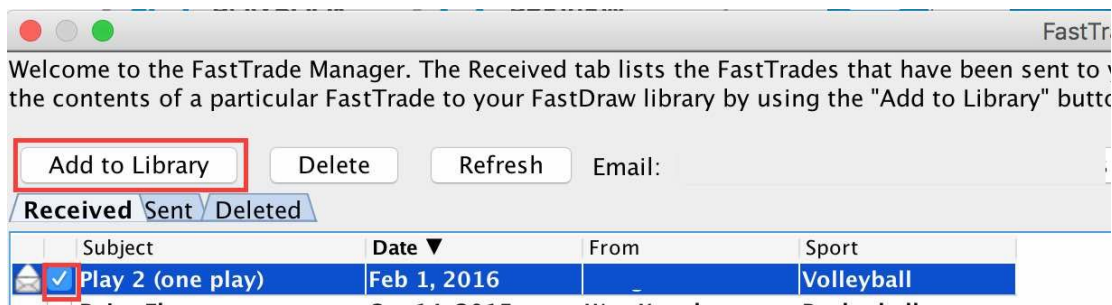


Example Text

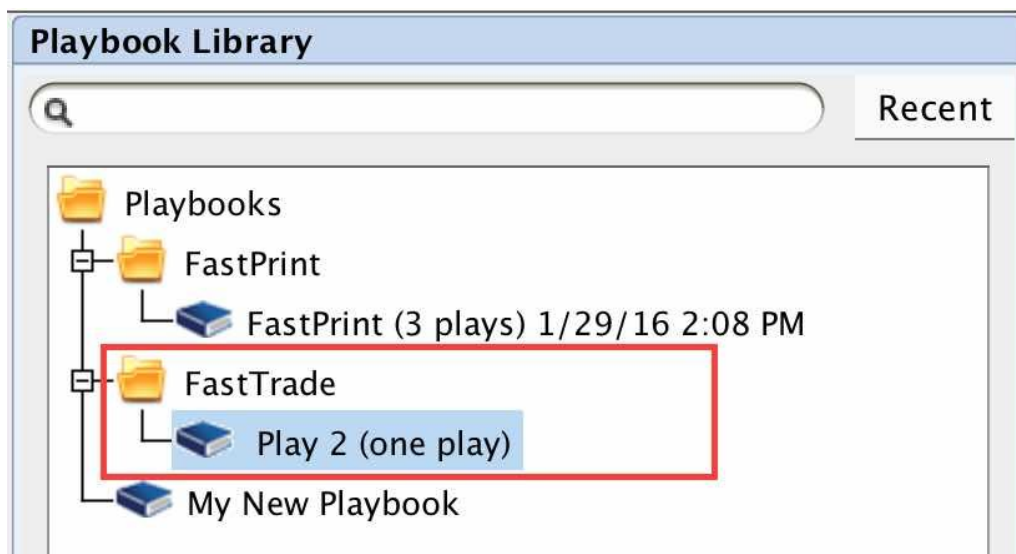
If you receive a FastTrade from another FastDraw user, the play will be contained in the Inbox of your FastTrade Manager, which can be accessed from the FastTrade menu.



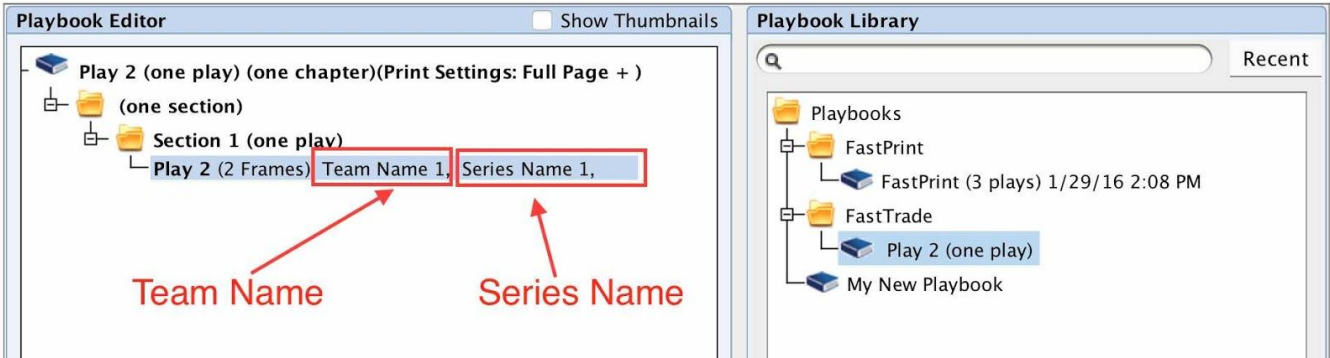
In the FastTrade Manager, you will see your incoming plays in the Inbox. Place a check mark next to your play or plays and select “Add to Library” to add those plays to your play library.



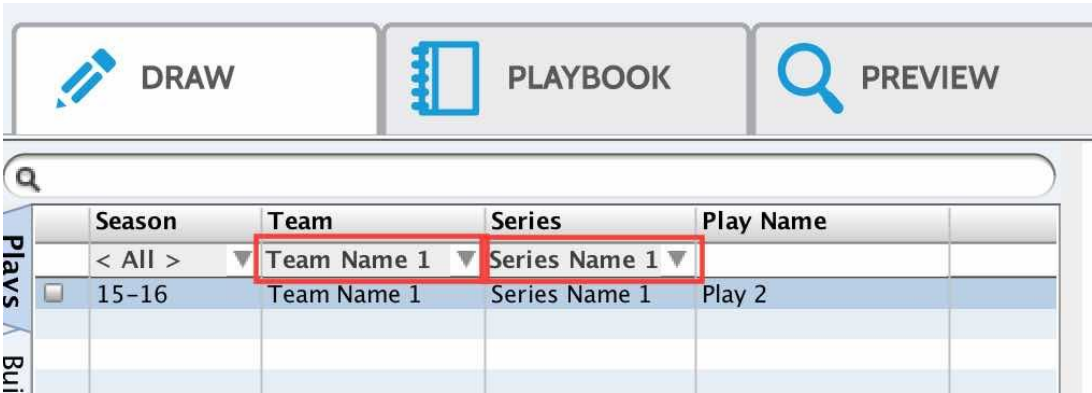
Locating FastTrade Imports - When you add a play or set of plays from your FastTrade Manager Inbox, the plays are added to your Play Library, and a Playbook is automatically created that contains those play(s). The Playbook is placed in your FastTrade folder in your Playbook Library, and the Playbook will open automatically in the Preview tab when you close your FastTrade Manager.



To identify the exact location of your plays in your library, click the Playbook tab to view your newly created Playbook. In the Playbook Editor window (center window), the plays in the Playbook will be listed by Play Name, (# of frames), Team Name, and Series.

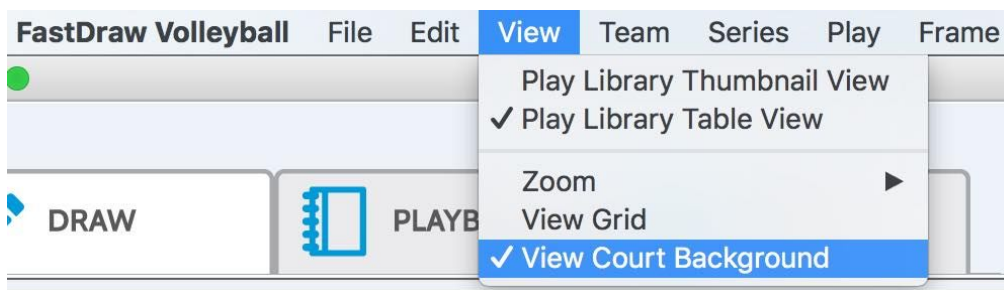


Use these values and the filters in your Draw Library window to locate your plays.



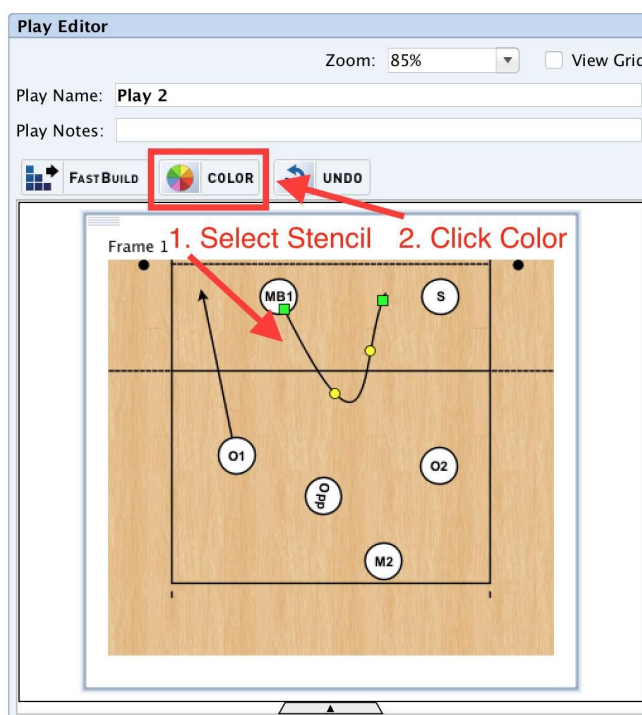
ADVANCED FASTDRAW OPTIONS

Changing the Court Background - When you are working in FastDraw, the default look for your diagrams will be with a wood court background. If you would like to switch to a black and white diagram with no court background included, click the View menu from the top menu bar, then click the option for View Court Background. Follow the same process to turn the wood court background back on.

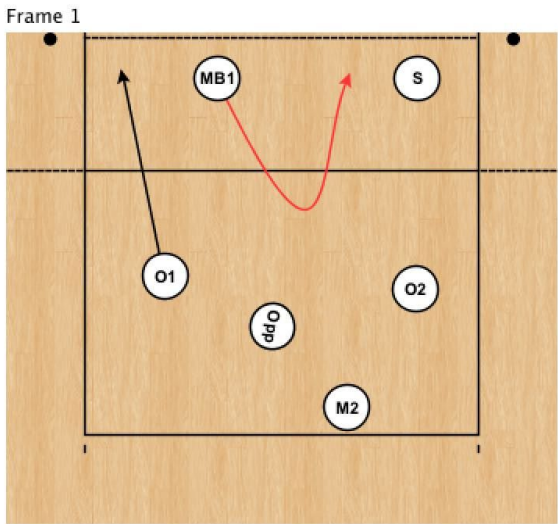


Note: To include the wood court background in your printed playbooks, you will need to activate the Include Court Background option in the Playbook Settings menu. You must also have the Advanced Playbook Settings activated, which is covered on page 26 of the User Guide..

FastColor - Color can be added to any stencil on the court using the FastColor feature. To add color, first click the player or movement stencil that you would like to change, and then click the Color icon.

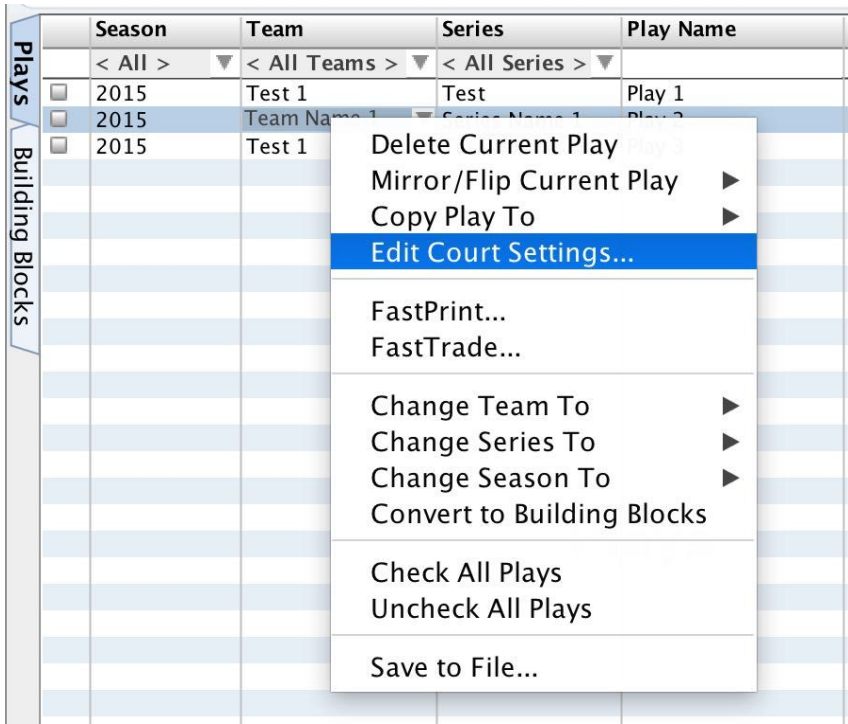


In the FastColor menu, select a new or recently used color to add. Click OK to see the color added to your selected stencil.



**Note: If you add FastColor to a player on the court, that color will override any color set for that player in the Positions Editor. Any changes made to the default color for the player in the Positions Editor will not change the player with FastColor added.*

Editing Plays - After a play has been created, all of the properties of the play, including the Season, Team, Series, and Court Settings, can be edited from the Edit Play menu. To access this menu, right-click on the play that you wish to edit and select Edit Court Settings.



The Edit Play menu is an exact copy of the New Play menu you see when creating a new play. Here you can edit the Play Name, Season, Team, Series, Type, and any of the Court Settings.

Edit Play

Play Name: Type:

Team: Add...

Series: Add...

Volleyball Court

Size:

Orientation:

Position Size:

Drawing Area

☐ Full

☐ Half

☒ Lower Half

☒ Service Zone ☒ Side Zones

Court Contents

☒ Show Center Line

☒ Hashed Center Line

☒ Show Net Posts

☒ Show Attack Line

☒ Include Attack Line Extensions

☒ Show Service Zone Lines

Preview

OK Cancel

If you want to edit multiple plays at one time to change the Season, Team, or Series, place a checkmark next to each play that you wish to edit, and then right-click on any of the selected plays. In the right-click menu, you will see options for Change Team To, Change Series To, and Change Season To. Use these menus to change the values for all of your checked plays at one time.

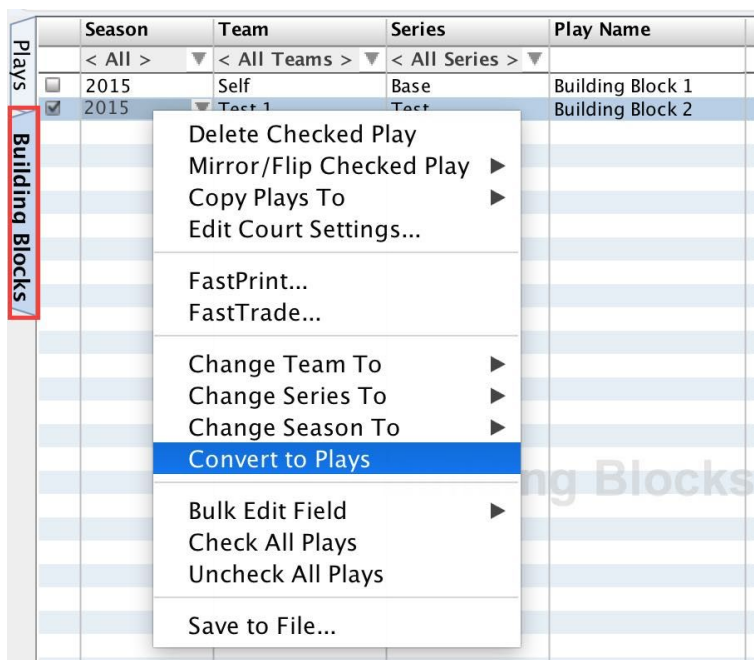
Season	Team	Series	Play Name
< All >	< All Teams >	< All Series >	
<input type="checkbox"/> 2015	Test 1	Test	Play 1
<input checked="" type="checkbox"/> 2015	Team Name 1	Series Name 1	Play 2
<input checked="" type="checkbox"/> 2015	Test		

Plays Building Blocks

Right-click menu options:

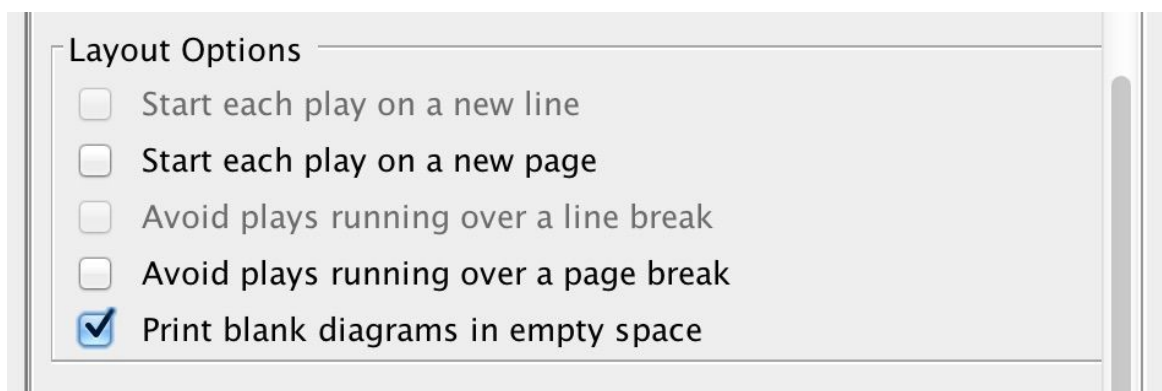
- Delete 2 Checked Plays
- Mirror/Flip 2 Checked Plays
- Copy Plays To
- Edit Court Settings...
- FastPrint...
- FastTrade...
- Change Team To
- Change Series To
- Change Season To** (2016, 2015, 2014, 2013, 2012, 2011, 2010, 2009, 2008, 2007, 2006, 2005, 2004)
- Convert to Building Blocks
- Bulk Edit Field
- Check All Plays
- Uncheck All Plays
- Save to File...

If you have created a Building Block and would like to convert it to a play, select the Building Blocks tab on the left of your Play Library to view your Building Blocks. Place a checkmark next to each play that you would like to convert, right-click on any selected play, and then select Convert to Plays.

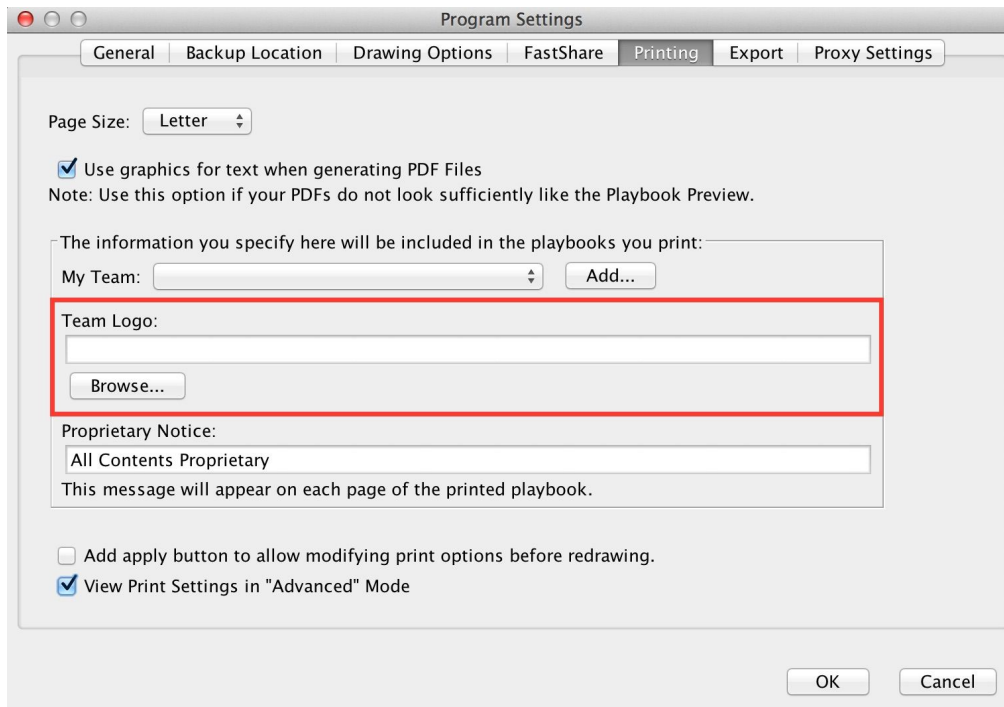


Printing Blank Diagrams - To include blank court diagrams in your Playbook, you will need to have the Advanced Playbook Settings in FastDraw activated. Activating Advanced Playbook Settings is covered on page 26 of the User Guide.

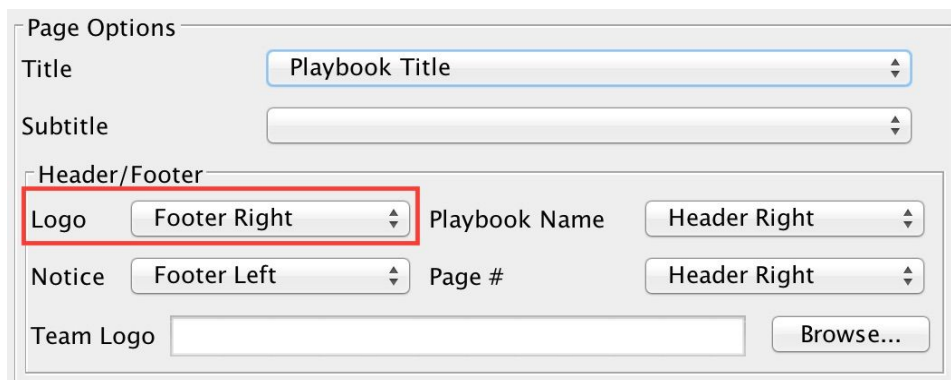
In the Preview tab, click the Playbook Settings icon to open the Playbook Settings menu, and then locate the Layout Options section. Check the option for “Print blank diagrams in empty space.”



Adding a Team Logo to Playbooks - FastDraw allows for the addition of a small team logo in the header or footer of any Playbook that you create. You can add a logo in the Program Settings menu in FastDraw. In FastDraw, open the File menu from the top menu bar and select Program Settings, and then select the Printing tab. In this menu, you are able to set the logo for your team.

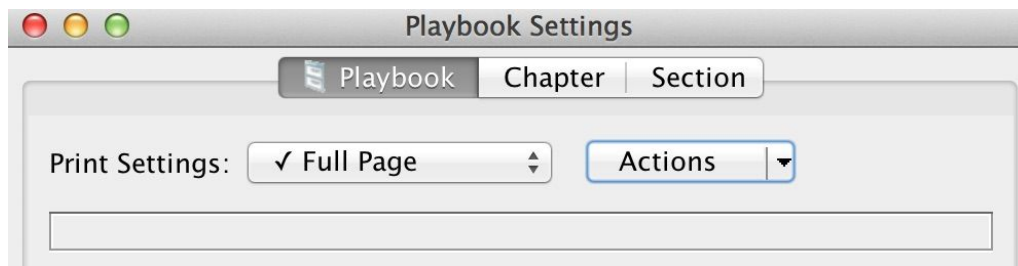


To set the location of the logo in your playbook, open the Playbook Settings menu in the Preview tab. Find the Page Options section of the menu and you will see the option to change the Logo location under Header/Footer. From this menu you can also change to a different logo if needed.

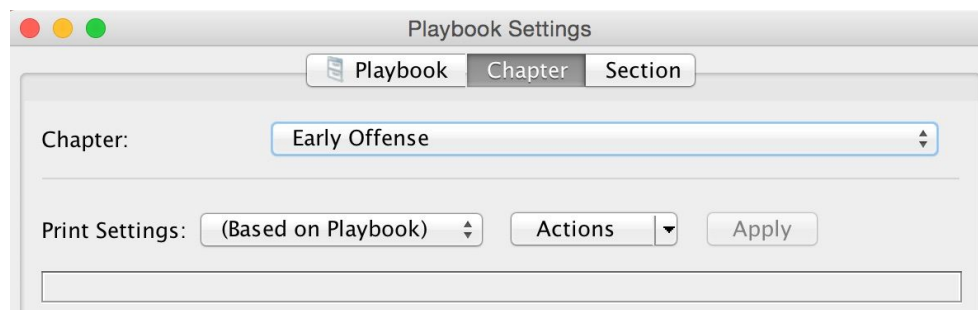


Note: For the best results, your logo image should be less than 100kb in size.

Playbook, Chapter, and Section Settings - At the top of the Playbook Settings menu, there are tabs for Playbook, Chapter, and Sections. Playbook will always be selected by default, and this indicates that you are making global changes to the settings of your Playbook. Every change that you make will affect each chapter and section in your Playbook.

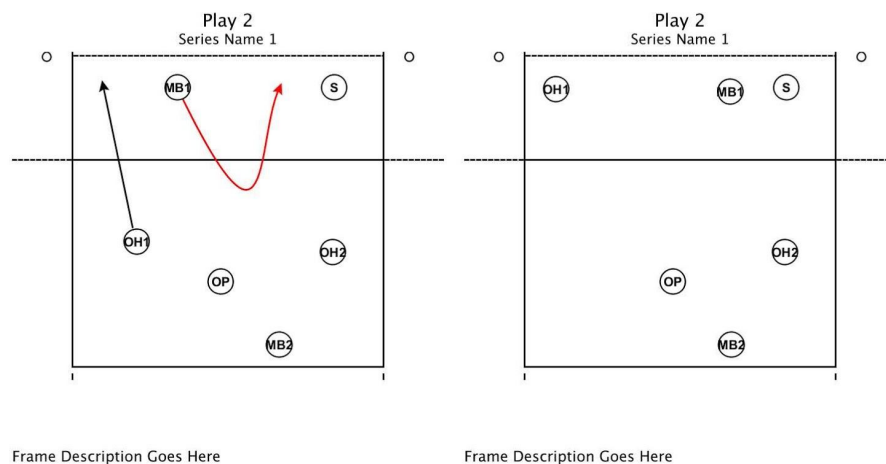


By clicking the Chapter or Section tab, you will then be able to select individual chapters or sections to edit. Changes made to your selected Chapter or Section will not affect any other Chapters or Sections within the Playbook. However, any changes to a specific Chapter will affect all of the Sections within that Chapter, unless otherwise edited from the Section tab.



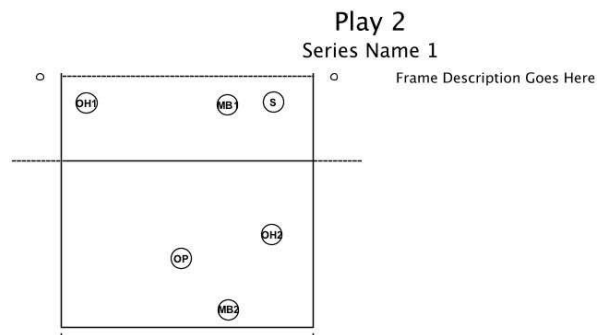
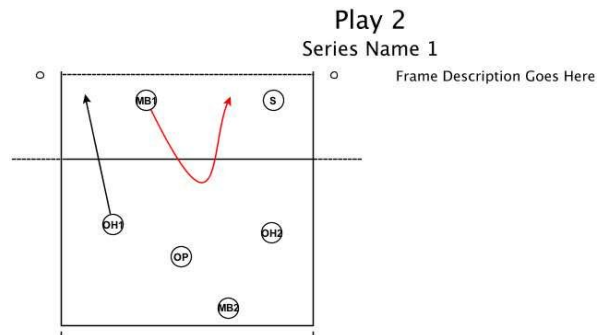
Frame Layout - The Frame Layout option in the Playbook Settings menu allows you to customize the appearance of your plays and notes. The standard setting, Plain, gives you a grid layout of your frames with the frame description underneath.

Plain 1



Side-by-side places the frames in a column, one on top of the other, with the frame description displayed next to the frame. The frame description can be set to the left side or right side of the frame, and the frame size can be set to small or large. In side-by-side, only one frame can be used per row.

Side-by-Side Left Large



Include Table of Contents - To achieve the most professional and organized look for any large playbooks that you create, adding a Table of Contents is the quickest and easiest option. A Table of Contents can be added from the Cover Pages section of the Playbook Settings menu.

Cover Pages

- ☒ Include Table of Contents
- ☐ Include plays in Table of Contents
- ☐ Include cover page for each chapter
- ☐ Include Table of Contents for each chapter
- ☐ Include sections in Table of Contents
- ☐ Start each chapter on an odd page number

Each option that you check to activate will add an additional layer of information to the Table of Contents. The simple “Include Table of Contents” option will include the page number for each Chapter. Additional layers can be added to see the page number for each play or to include additional tables at the beginning of each Chapter.

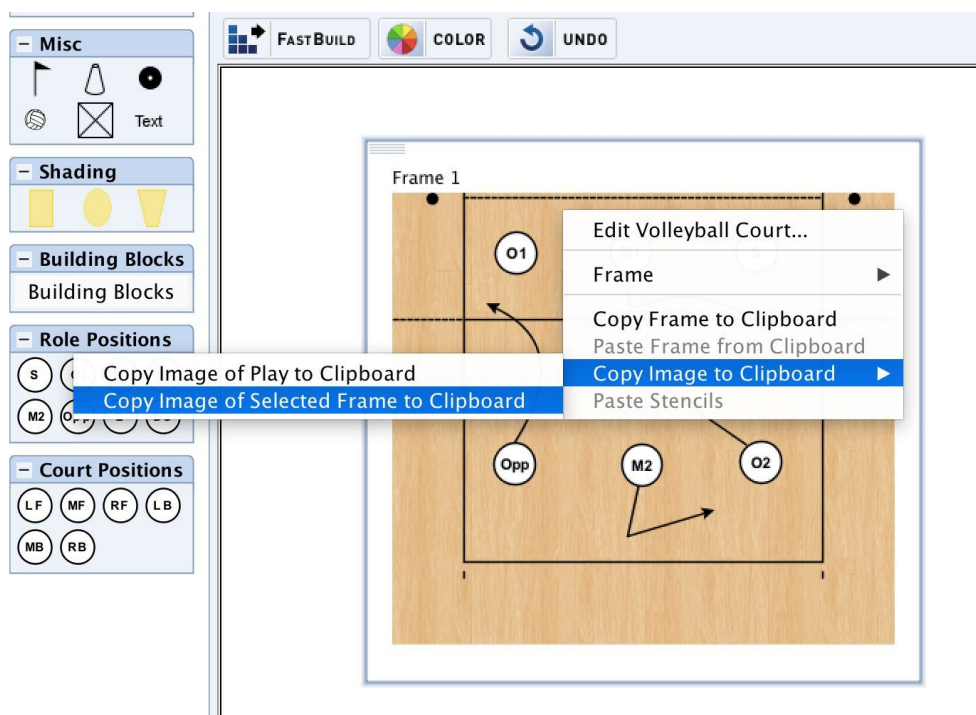
Exporting from FastDraw

Saving Playbooks as a PDF file - Any Playbook in FastDraw can be saved as a PDF file, which is the best way to share your plays and Playbooks with your players or other coaches who are not using FastDraw.

To save a PDF, first create a Playbook containing all of the plays that you wish to be included in the PDF file. Use the Playbook Settings menu to format and achieve the look that you want for the Playbook, and then click the red PDF icon near the top to create and save your PDF.



Copying an image to a Word document or PowerPoint - To copy an image of your play to paste into Microsoft Word or PowerPoint, right-click on the diagram and select “Copy Image to Clipboard” from the menu. For an individual frame, choose the option for “Copy Image of Selected Frame to Clipboard”. To copy the entire play, including all of the frames, select “Copy Image of Play to Clipboard”.



Once your image is copied, paste the image of the frame or play into your Word or PowerPoint document.

Saving plays as image files - Any playbook in your FastDraw library can be saved as image files, and an image will be created for each page contained in your playbook and mirror the exact settings. Therefore, you can create an image for each frame of your play, or create an image containing your entire play.

The first step is to create a playbook containing any plays that you wish to create image files for. Once your playbook has been created, open the Playbook Settings menu to format the playbook. If you want every frame of the play to be included in one image, modify your Frames per Row and Rows per Page to fit all of your frames on one page. If you want an image of each frame in the play, set your Playbook to one Frame per Row and one Row per Page.

Additionally, any headers, footers, page title, play title, or frame descriptions will be included in your image if activated. If you simply want an image of the frame with no labels, set your Playbook Settings like this:

Playbook Settings

Playbook Chapter Section

Print Settings: ☒ Full Page Actions Apply

+ Page Number Locations: 0; Page Title: ; Playbook Name Locations: 0; Frame Description: No; Subtitle: ; Title: ; Logo Locations: 0; Notice Locations: 0

Page Options

Title

Subtitle

Header/Footer

Logo Page #

Team Logo Browse...

Play Options

Frames per Row 1

Rows per Page 1

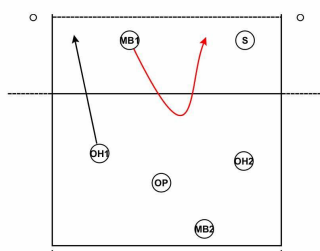
Play Labels

Title

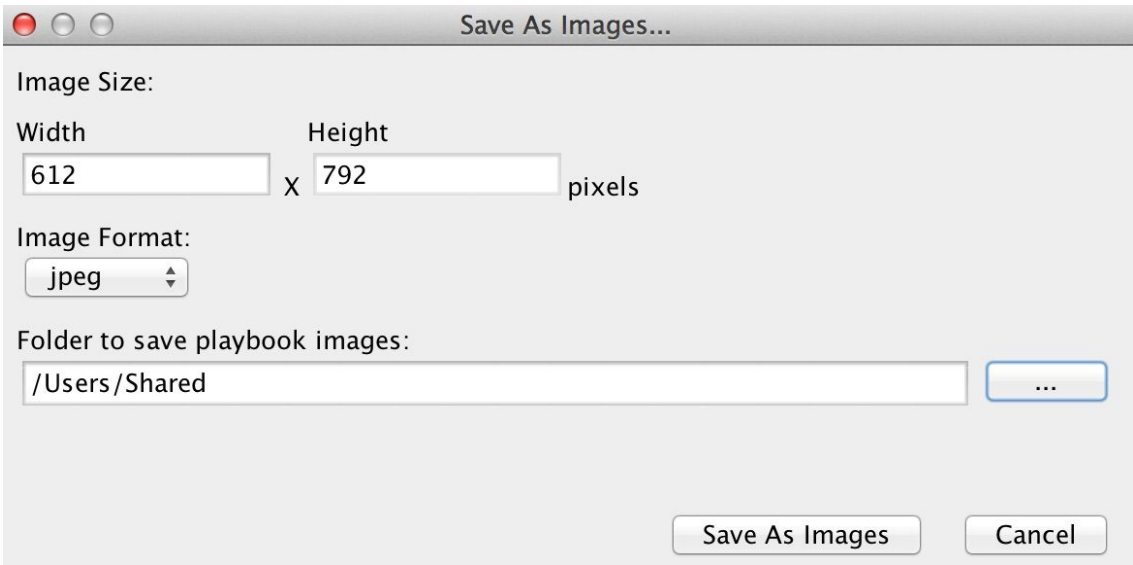
Subtitle

☐ Include Frame Description

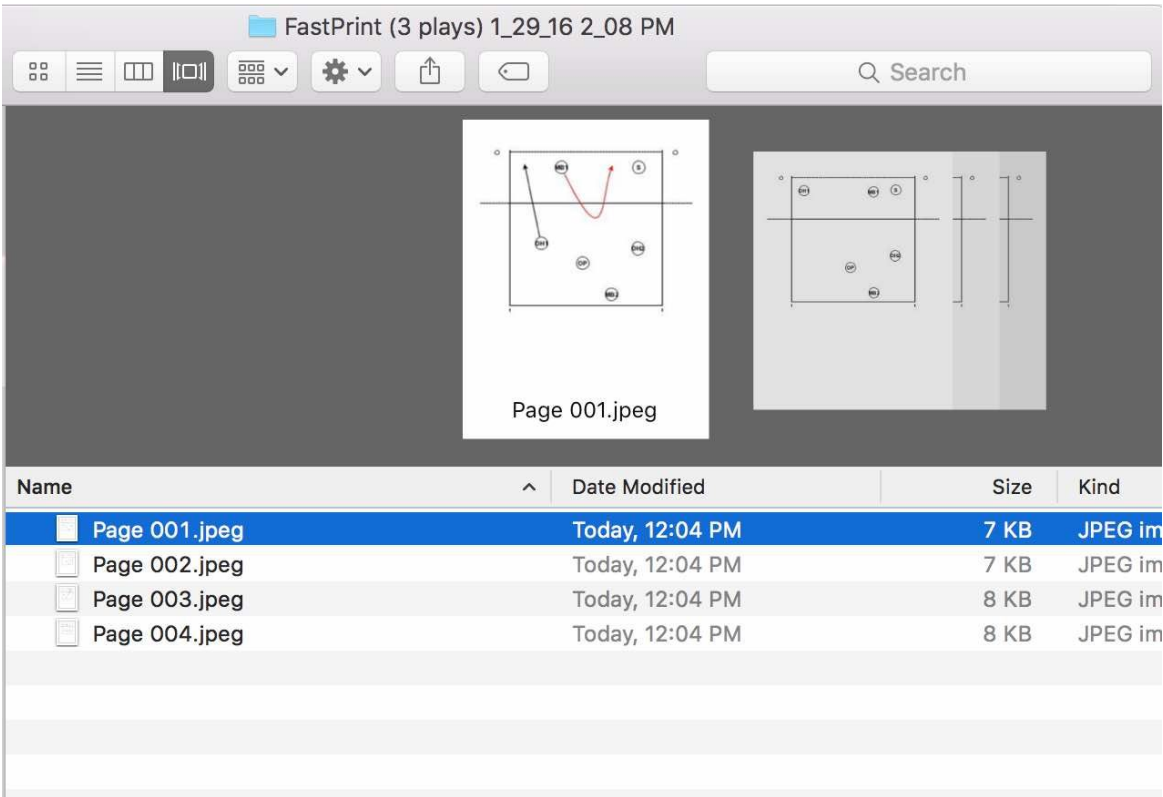
The resulting image will look like this:



Once your Playbook Settings have been set, open the File menu from the top menu bar and select Save As Images. In the menu that opens you can set the dimensions for your image, file format, and save location.



A folder will be created in the save location that you choose, and the folder will contain an image file for each page of your Playbook.



Additional FastDraw Resources

For additional help with your FastDraw software, please use the following FastModel Sports resources:

FastModel Sports Volleyball Help Page -

<https://fastmodelsports.freshdesk.com/support/solutions/9000094857>

This URL will take you to the FastModel Sports Volleyball Help page. Use the search box to search for the topics you are looking for by keyword or browse through the FastDraw User Guide to see all of the available FastDraw help topics. If you are unable to find the information you are looking for, Contact Support by clicking the “New Support Ticket” button and writing into our Support Team

FastDraw YouTube Tutorials: <https://youtu.be/Efplp3VdMhk>

This URL will take you to our FastDraw Volleyball Tutorial Videos.

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