

THSA-X Quick Start v. 18.3.0

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Main menu

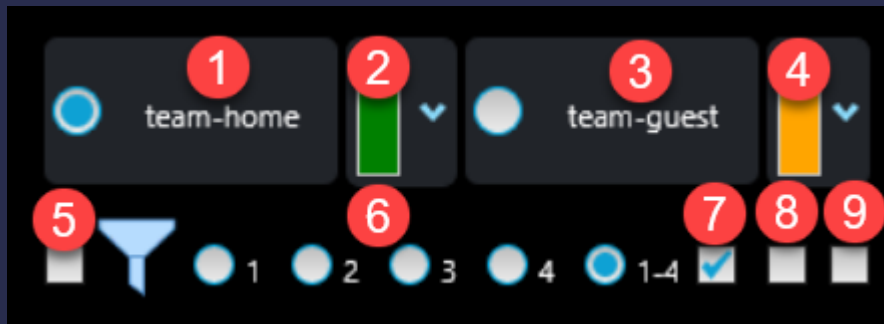


- A. Selection menu home or guest team
 - a. Jersey colors, filters on players, half time, defense
- B. Selection menu Players, actions, penalties
- C. Selection of playing field – throwing position
- D. Selection of goal throw
- E. Game, Analysis, Save, Language drop down menu

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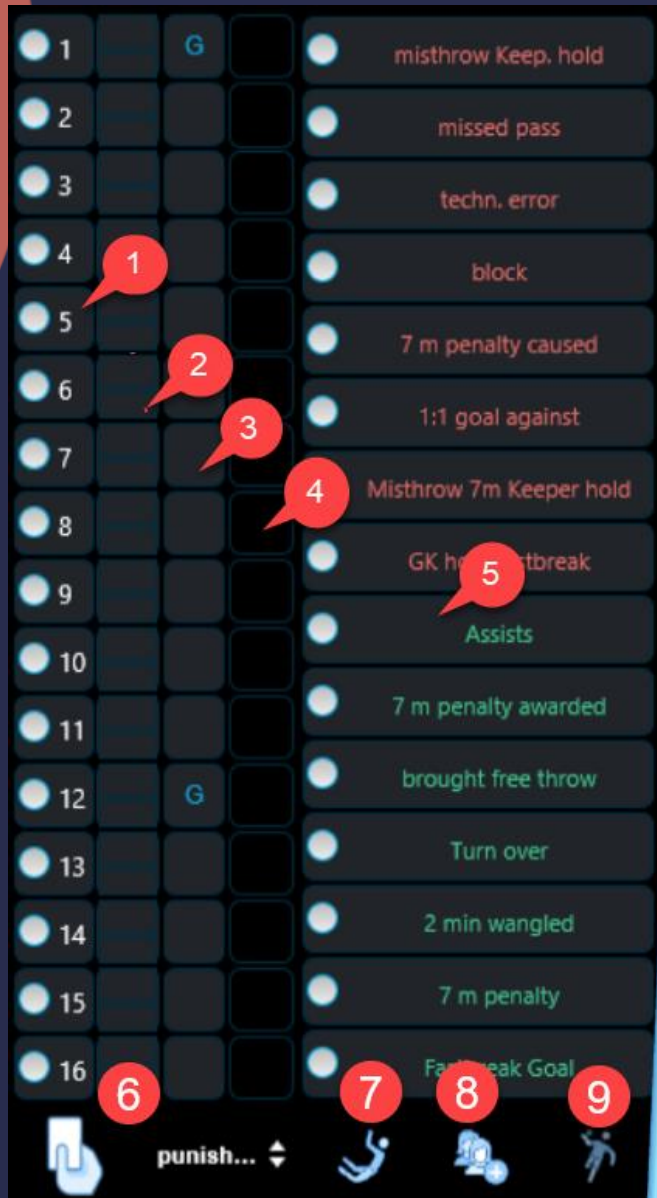


1. Home Team Name
2. Home team jersey color
3. Guest Team Name
4. Guest Team Jersey Color
5. Filters for players and half-times
6. Half-time 1 to 4 or (1-4) all halves
7. Throwing beam on/off
8. Defense performance visibly on/off
9. Defense selection with defensive performance on/off

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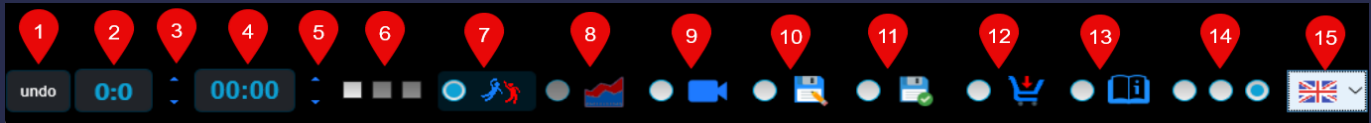


1. Jersey Number
2. Goals / Errors
3. Attack Position
4. Player plays actively
5. Happenings
6. Punish
7. Litter types
8. Player Name - Jersey Number
9. Defense Systems Statistics

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1. Undo – Step Back
2. Score / Goalkeeper Menu on / off
3. Playing time minutes +/-
4. Season
5. Playing time seconds +/-
6. Timeout (3x)
7. Game Mode
8. Analysis Mode
9. Video Analyse
10. Save/load game
11. Quick Storage
12. Cloud / Registration / Support
13. Info
14. 3D rendering
15. Language

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Create game



date: 03.10.2022 **1** Home team: team-home **2** Guest team: team-guest **3** New Blank Load Game?

half **4** renewal Competitive game **5** Save game **6**

1x 2x 3x 4x 2 x 30 = 01:00

save path in shot picture off OFF perform fast saves only with game data ON

1. Game Date
2. Name of home team
3. Name of guest team
4. Game Mode Half-Times
5. Variety
6. Save game

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Player Name

Enter jersey number



1. Show Player Menu
2. Select home team
3. or select guest team
4. Set player position
5. Enter name
6. Enter jersey number
7. **Jersey number 0 = no player**



Start game – goal home team



The screenshot displays the THSA-X software interface for a handball game. On the left, there is a player list with jersey numbers 1 through 14 and positions (G, LW, LB, CB, RB, RW, P). A red circle highlights jersey number 1. The central part of the screen shows a virtual handball court with a goal at the top. Two players are visible: a red player (3) and a green player (4/1). The bottom control bar includes buttons for 'play normally', 'middle', 'fast', and 'delete', along with a timer showing 00:21 and a score of 1:0. The right side of the interface shows statistics: Home attacks / goals: 44 / 1, Guest attacks / goals: (1) Active goalkeeper Home, (1) Active goalkeeper Guest, and Time share home/guest 00:20/00:01. The score is 6:0 and it is the 1st - xnd half [1:0].

Procedure: Select jersey number, set event, set throwing position, where the player throws

1. Select jersey number
2. Select the throwing position in the playing field
3. Capture throw in the goal



Goalkeeper holds guest team



The screenshot displays the THSA-X software interface. On the left, a list of 16 players is shown with their positions and jersey numbers. The 'Team-guest' is selected. The main area shows a virtual football pitch with a goal. A red teardrop icon labeled '5' is positioned near the goal, and another labeled '4' is on the pitch. A red teardrop icon labeled '2/1 LW' is also visible. The bottom right corner shows the score '6:0' and '1st - xnd half [1:0]'. The bottom left corner shows 'undo 1:0' and '00:30'.

| effectively | Quote |
|-------------|-------|
| 100 | 100 |

Home attacks / goals: 44 / 1
Guest attacks / goals: 48 / 0
Time share home/guest 00:22/00:08
1st - xnd half [1:0]

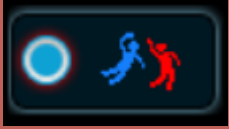
(1) Active goalkeeper Home
(1) Active goalkeeper Guest

Procedure: If the home team scores, display automatically switches to guest team

1. Guest team selected
2. Select jersey number
3. Event missed throw goalkeeper holds
4. Select the throwing position in the playing field
5. Capture throw in the goal



Yellow card home team



Team-home

Team-guest

1 2 3 4 1-4

1 G misthrow Keep, hold

2 LW missed pass

3 LB techn. error

4 1 CB block

5 RB 7 m penalty caused

6 2 RW 1:1 goal against

7 P Misthrow 7m Keeper hold

8 LW GK hold fastbreak

9 LB Assists

10 CB 7 m penalty awarded

11 RB brought free throw

12 G Turn over

13 RW 2 min wangled

14 P 7 m penalty

0 Fastbreak Goal

effectively Quote

| | |
|-----|-----|
| 100 | 100 |
|-----|-----|

(1) Active goalkeeper Home

(1) Active goalkeeper Guest

[5-Playername-4] [effectively 0 %] [Quote 0 %] [Goal 0] [7 m 0]

[missed shot 0] [mistake 0]

6:0

Home attacks / goals: 44 / 1

Guest attacks / goals: 48 / 0

Time share home/guest 00:47/00:08

1st - xnd half [1:0]

THSA X Extreme 18.3.0

Procedure: Home team No. 5 receives yellow card

1. Home team selected
2. Select jersey number
3. Select Penalties event
4. Select Yellow



7 m guest team



The screenshot displays the THSA-X software interface for a 7m penalty. The interface is divided into several sections:

- Top Left:** Team selection buttons for 'Team-home' and 'Team-guest'. The 'Team-guest' button is selected and highlighted with a red circle labeled '1'.
- Top Center:** A row of jersey number buttons (1-16). The button for jersey number '4' is selected and highlighted with a red circle labeled '2'.
- Top Right:** A list of 16 events. The event '7 m penalty' is selected and highlighted with a red circle labeled '3'.
- Center:** A virtual field diagram showing the 7m penalty area. A player (number 4) is positioned at the 7m mark, and the goal is visible. A red circle labeled '4' indicates the player's position, and a red circle labeled '5' indicates the top right corner of the goal.
- Bottom Left:** A table showing 'effectively' (43) and 'Quote' (50). Below it, it indicates '(1) Active goalkeeper Home' and '(1) Active goalkeeper Guest'.
- Bottom Right:** Game statistics including 'Home attacks / goals: 44 / 1', 'Guest attacks / goals: 49 / 1', 'Time share home/guest 05:45/00:48', and '1st - xnd half [1:1]'. The current time is '6:0'.
- Bottom:** A control bar with buttons for 'undo', '1:1', '06:34', and various game controls.

Procedure: Guest team no. 4 transforms the 7m top right

1. Guest team selected
2. Select jersey number
3. Select Event 7m
4. Throwing position at 7m
5. Click at the top right of the gate



Tempo counter-attack goalkeeper keeps home



The screenshot displays the THSA-X software interface. On the left, a list of events is shown with red callout numbers 1 through 5. The main area shows a soccer field with a goal at the top. A red player (No. 6) is positioned near the goal, and a red player (No. 4) is on the field. A green player (No. 4) is also on the field. The interface includes various controls and statistics at the bottom.

Event List:

- 1. misthrow Keep. hold
- 2. missed pass
- 3. techn. error
- 4. block
- 5. 7 m penalty caused
- 6. 1:1 goal against
- 7. Misthrow 7m Keeper hold
- 8. GK hold fastbreak
- 9. Assists
- 10. 7 m penalty awarded
- 11. brought free throw
- 12. Turn over
- 13. 2 min wangled
- 14. 7 m penalty
- 15. Fastbreak Goal

Statistics:

| effectively | Quote |
|-------------|-------|
| 43 | 50 |
| 60 | 50 |

Home attacks / goals: 2 / 1
 Guest attacks / goals: [blank]
 Time share home/guest 05:56/04:31
 1st - xnd half [1:1] [0:0] [0:0] [0:0]

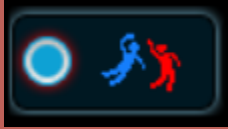
6:0

Procedure: Home team No. 6 runs tempo counter kick, but goalkeeper holds the ball in the top left

1. Home team selected
2. Select jersey number
3. Event Tempo Counter Kick TW Keeps Selected
4. Set throwing position
5. Click in the top left corner of the gate



7m taken out guest



The screenshot displays the THSA-X software interface. On the left, a player list shows jersey numbers 1-16 with their positions (G, LW, LB, CB, RB, RW, P) and a list of events. A red '1' is above the filter icons, and red '2' and '3' are above player 11. The main field shows a 7m penalty being taken out by the guest team (No. 10, CB). A red '4' is above the player. The field also shows other players (No. 2, 4) and a goal. The bottom of the interface shows a score table, game statistics, and a toolbar.

| effectively | Quote | |
|-------------|-------|-----------------------------|
| 43 | 50 | (1) Active goalkeeper Home |
| 60 | 50 | (1) Active goalkeeper Guest |

[10 - no-player] [effectively 0 %] [Quote 0 %] [Goal 0] [7 m 0] [missed shot 0] [mistake 0] **6:0**

Home attacks / goals: 2 / 1
Guest attacks / goals:
Time share home/guest 05:56/04:39
1st - xnd half [1:1] [0 : 0] [0 : 0] [0 : 0]

Procedure: Guest team No. 10 gets a 7m out

1. Guest team selected
2. Select jersey number
3. Event 7m taken out selected
4. Indication of the place where it was taken out 7m



Pass – Touchdown Home



The screenshot displays the THSA-X software interface for a virtual football pitch. The pitch is shown from a top-down perspective, with a goal at the top. The interface includes a control panel on the left with various settings and a main pitch area with player positions and a scoreboard at the bottom.

Control Panel (Left):

- Team-home (selected) / Team-guest
- Filter: 1 (selected), 2, 3, 4, 1-4
- Player list (0-14) with positions: G, LW, LB, CB, RB, RW, P
- Event list: misthrow Keep, hold; missed pass; techn. error; block; 7 m penalty caused; 1:1 goal against; Misthrow 7m Keeper hold; GK hold fastbreak; Assists; 7 m penalty awarded; brought free throw; Turn over; 2 min wangled; 7 m penalty; Fastbreak Goal
- Gameplay settings: play normally, middle, fast, delete
- Undo button, 2:1 ratio, 11:15 time

Pitch Area (Center):

- Goal: 6/1 (Home), 4/1 (Guest)
- Players: 5 (LW), 2/1 (LW), 7 (RB), 2/1 (RB), 6 (RW), 3 (RW), 4/2 (CB), 6/1 (RW), 4/1 (CB)
- Scoreboard: Home attacks / goals: 3 / 2; Guest attacks / goals: [blank]
- Time share home/guest: 06:32/04:42
- 1st - xnd half [2:1] [0 : 0] [0 : 0] [0 : 0]
- 6:0

Procedure: Back space middle plays a pass to the left winger which ends with a touchdown

1. Home team selected
2. Select jersey number
3. Pass position selected
4. Select jersey number LA
5. Throwing position recorded
6. Specify position
7. Specify Gate Corner

Goal guest with defensive selection home



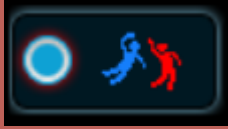
The screenshot displays the THSA-X software interface. On the left, a player list shows 16 players with their positions (G, LW, LB, CB, RB, RW, P) and various status indicators. The main field shows a soccer pitch with a goal on the right. A 'Defense performance Team-home' menu is open, showing a 6:0 defense system selected and a 70% performance level. A goal has been scored by the guest team, indicated by a red '5' near the goal. The interface also shows 'Home attacks / goals: 4 / 3' and 'Guest attacks / goals: 3 / 2'. The score is 3:2 and the time is 28:36.

Procedure: The defensive performance of the opponent should also be recorded. In this case, the home team plays a 6-0 defense. Player Guest 5 scores a goal, the defensive performance of the home team is set at 70%.

1. Guest team selected
2. Enable Defense Performance menu
3. Set jersey number
4. Select throwing position
5. Specify Gate Corner
6. Specify Defence system
7. Defense performance 70 %
8. confirm



Goal Home Defensive Performance Display on



The screenshot displays the THSA-X software interface for a soccer match. The main view shows a soccer field with player positions and defensive performance data. The interface includes a control panel on the left with various filters and a main field view with player positions and statistics.

Control Panel (Left):

- Team-home (selected)
- Team-guest
- Filters: 1, 2, 3, 4, 1-4
- Player list (1-14, 0, 0) with positions: G, LW, LB, CB, RB, RW, P
- Event list:
 - misthrow Keep.
 - mised pass
 - techn. error
 - block
 - 7 m penalty caused
 - 1:1 goal against
 - Misthrow 7m Keeper hold
 - GK hold fastbreak
 - Assists
 - 7 m penalty awarded
 - brought free throw
 - Turn over
 - 2 min wangled
 - 7 m penalty
 - Fastbreak Goal
- Gameplay options: play normally, middle, fast, delete
- Undo, Score: 4:2, Time: 29:33

Main Field View (Right):

- Team-home
- Player positions: 6/1 (GK), 4/1 (LB), 1/1 (LB), 4/2 (CB), 2/1 (CB), 2/1 (RW), 1/1 (RW), 2/1 (LB), 4/1 (CB), 4/2 (CB), 4/2 (CB), 6/1 (RW), 4/1 (CB), 1/1 (RW)
- Defensive performance data:
 - 25% (LW)
 - 39% (CB)
 - 19% (RW)
 - 0% (LB)
 - 0% (CB)
- Score: 5:1
- Home attacks / goals: 5 / 4
- Guest attacks / goals: 3 / 2
- Time share home/guest 08:32/21:00
- 1st - xnd half [4:2] [0 : 0] [0 : 0] [0 : 0]

Procedure: The defense performance should always be displayed

1. Home team selected
2. View Defense Performance
3. Select jersey number
4. Throwing position recorded
5. Specify Gate Corner



View all defense systems individually



The screenshot displays the THSA-X software interface. On the left is a 'Defense performance Team-home' menu with 16 rows of player positions (G, LW, LB, CB, RB, RW, P) and their corresponding defense systems. A red '1' points to the top of the menu, '3' points to the 3rd row (LB), and '4' points to the 4th row (RB). The main area shows a soccer field diagram with player icons and their performance statistics (e.g., 2/1, 3/1, 4/1, 5/1, 10/1). A large yellow circle in the center of the field is labeled '39 %'. At the bottom, there is a table with 'effectively' and 'Quote' columns, and a '5:1' score indicator. The bottom right corner shows 'Home attacks / goals: 5 / 4' and 'Guest attacks / goals: 4 / 3'.

| effectively | Quote |
|-------------|-------|
| 43 | 25 |
| 27 | 20 |

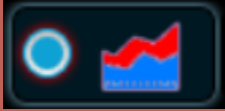
Home attacks / goals: 5 / 4
Guest attacks / goals: 4 / 3
Time share home/guest 08:34/21:26
1st - xnd half [4:3] [0 : 0] [0 : 0] [0 : 0]

Procedure: Display the opponent's defense systems with the appropriate performance

1. Guest team selected
2. Show Defense System Menu
3. Select Defense 6:0
4. Select Defense 5:1 and view performance



Defensive behavior on positions



Procedure: Under Analysis, a wide variety of statistics can be displayed

1. Defense Statistics Menu
2. Display of the most diverse played defense systems on positions in comparison



Throwing image filter on player



The screenshot displays the THSA X Extreme 18.3.0 interface. On the left, a control panel includes a 'Team-home' dropdown (highlighted with a red circle 1), a filter icon (highlighted with a red circle 2), and a player list where jersey number '4' is highlighted (highlighted with a red circle 3). The main area shows a soccer field with player icons and various statistics. At the bottom, there is a scoreboard and a list of game events.

| effectively | Quote | (1) Active goalkeeper Home |
|-------------|-------|-----------------------------|
| 43 | 25 | (1) Active goalkeeper Guest |
| 27 | 20 | |

Home attacks / goals: 5 / 4
Guest attacks / goals: 4 / 3
Time share home/guest 08:34/21:26
[1 : 1]

Procedure: Display of the throwing picture of the player 4 Team-home

1. Selection Team
2. Enable filter
3. Select jersey number 5



Throwing image filter on player positions



The screenshot displays the THSA-X software interface. On the left is a control panel with various settings and player selection options. The main area shows a soccer pitch with player positions marked by green circles and labeled with numbers and positions (e.g., 4/1 CB, 4/2 CB). The interface includes statistics for both teams, a scoreboard, and a bottom toolbar with various icons and a clock.

Team-home 5 / 0 (100%)

Team-guest 4 / 3

Scoreboard: 6:0

Statistics:

| | | |
|-------------|-------|-----------------------------|
| effectively | Quote | (1) Active goalkeeper Home |
| 43 | 25 | (1) Active goalkeeper Guest |
| 27 | 20 | |

Additional Stats:

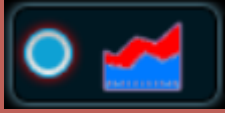
- Home attacks / goals: 5 / 4
- Guest attacks / goals: 4 / 3
- Time share home/guest: 08:34/21:26
- [2-Playername-1] [effectively 100 %] [Quote 100 %] [Goal 1] [7 m 0] [missed shot 0] [mistake 0]

Procedure: Display of the throwing picture of all right-wingers over the entire season of Germany

1. Selection Team
2. Enable filter
3. Select all halves
4. Select playing position CB



Game Movie Temporal Events



The screenshot displays the THSA-X software interface for viewing a game movie. The top navigation bar includes tabs for Team-home, Team-guest, attack, Zone, Defense, **Movie** (selected), Game History, and Throwing pictures. A red callout '1' points to the 'Movie' tab. The main area shows a timeline of events with timestamps and scores. A red callout '2' points to the filter menu at the bottom.

| Timestamp | Score | Event |
|-----------|-------|-------|
| 00:02:30 | 0-0 | Goal |
| 00:04:50 | 0-0 | 7 m |
| 00:06:30 | 1-1 | Goal |
| 00:08:00 | 1-1 | 7 m |
| 00:10:30 | 1-1 | Goal |
| 00:12:30 | 2-1 | Goal |
| 00:14:50 | 2-1 | 7 m |
| 00:16:30 | 2-1 | 7 m |
| 00:18:50 | 2-1 | 7 m |
| 00:20:30 | 2-1 | 7 m |
| 00:22:30 | 2-1 | 7 m |
| 00:24:50 | 2-1 | 7 m |
| 00:26:30 | 2-1 | 7 m |
| 00:28:50 | 3-2 | Goal |
| 00:30:30 | 3-2 | 7 m |
| 00:32:30 | 3-2 | 7 m |

Filter menu (Callout 2):

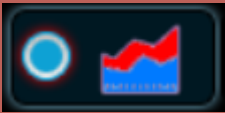
| | | | | | |
|---|--|--|--|---|---|
| <input checked="" type="checkbox"/> Goal | <input checked="" type="checkbox"/> 7 m | <input checked="" type="checkbox"/> 7m missed shot | <input checked="" type="checkbox"/> Fastbreak Goal | <input checked="" type="checkbox"/> GK hold fastbreak | <input checked="" type="checkbox"/> missed shot |
| <input checked="" type="checkbox"/> mistake | <input checked="" type="checkbox"/> Missed shot - Goalkeeper gets ball | <input checked="" type="checkbox"/> Positiv | | | |

Procedure: Display of the game with all temporal events

1. Selection Movie Menu
2. Enable filters on various events



Throwing pattern evaluation over all games



The screenshot shows the THSA-X interface with the 'Throwing pictures' tab selected. The interface includes a navigation bar with tabs: Team-home, Team-guest, attack, Zone, Defense, Movie, Game History, and Throwing pictures. Below the navigation bar are three filter dropdowns: 'team', 'Trikot. number', and 'player name'. A 'Show everything' button is located below the filters. A summary table shows statistics: Goal (20), effectively (65,00%), Quote (72,00%), False throws: 5 (25,00%), Mistake: 22 (100,00%), and Positive: 5 (25,00%). A goal chart displays a grid with colored dots representing goals. The chart shows 6 goals in the bottom left (33,33%), 0 goals in the bottom center (0,00%), and 4 goals in the bottom right (22,22%).

| Goal | effectively | Quote | False throws: 5 | Mistake: 22 | Positive: 5 |
|------|-------------|--------|-----------------|-------------|-------------|
| 20 | 65,00% | 72,00% | 25,00% | 100,00% | 25,00% |

| Goal | Percentage |
|------------|------------|
| 6 (33,33%) | 33,33% |
| 0 (0,00%) | 0,00% |
| 4 (22,22%) | 22,22% |

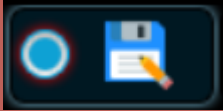
Procedure: A total throw pattern can be generated for all recorded games.

Example. Show me all the throwing pictures of team XYZ.

1. Selection Evaluation
2. Activate Throwing Patterns
3. Filter on crew
4. Filter on Jersey No.
5. Filter on player name
6. Filter on / off
7. 6 (33,33 %) goals in the bottom left, 0 (0,00 %) goals in the bottom centre
8. 4 (22,22 %) Goals bottom right



Save game locally or in cloud – email sent



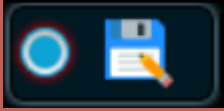
The screenshot shows the THSA-X software interface. At the top, there are fields for 'date: 02.03.2025', 'Home team: Team-home', and 'Guest team: Team-guest'. Below these are 'half' and 'renewal' settings. A 'save path in shot picture off' toggle is set to 'off' (red), and 'perform fast saves only with game data' is set to 'on' (green). There are two buttons: 'Play locally' (blue) and 'Games in the cloud' (white). A table with columns 'Nr', 'home', 'guest', 'date', 'Result', 'half', and '1st' is visible. On the right side, there are buttons for 'New Blank Load Game?', 'Save game', 'Select charging mode', 'Delete game', and 'Send statistics by email'. At the bottom, there is an email input field with the placeholder 'Enter valid email address' and a 'Send statistics by email' button. Red callout numbers 1-7 point to these specific elements.

Flow: Game can be saved locally or to your cloud. In addition, all the throwing images can be generated graphically and then sent by email

1. Save selection locally
2. Save selection to cloud
3. Additional saving of the route on/off
4. Save throwing pictures and statistics additionally from/to
5. Save
6. Recipient Address
7. Send game by email



Create a new game with already created teams



The screenshot shows the THSA-X software interface for creating a new game. The main window displays the date (02.03.2025), home team (Team-home), and guest team (Team-guest). A modal window is open, showing options for team selection and loading. Red callouts 1-4 point to specific UI elements:

- 1: Play locally button
- 2: Deutschland team selection in the table
- 3: Select charging mode button
- 4: Deutschland -> load as home team option in the modal

| Nr | home |
|----|-------------|
| | Deutschland |

Modal window options:

- Deutschland - Norwegen full load
- Norwegen - Deutschland upload as return match
- Deutschland -> load as guest team
- Deutschland -> load as home team
- Norwegen -> load as home team
- Norwegen -> load as guest team

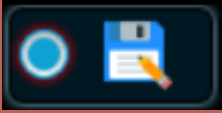
Procedure: A new game takes place. Germany vs Sweden. In other matches there were already records of the teams. Now only the individual teams are invited accordingly as a home or guest team.

1. Selection Game Encounter Local
2. Select Spain – Germany
3. Select charging mode
4. Invite Germany as a home team

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The screenshot shows the THSA-X software interface. At the top, there are settings for 'date: 02.03.2025', 'Home team: Deutschland', and 'Guest team: Team-guest'. Below this, there are controls for 'half', 'renewal', and a 'Competitive game' mode. A 'save path in shot picture off' toggle is visible. On the left, there are buttons for 'Play locally' and 'Games in the cloud'. A table below shows a list of teams, with 'Schweden' selected and marked with a red '5'. A modal menu is open in the center, listing options for loading games, such as 'Schweden - Deutschland full load' and 'Schweden -> load as guest team', with the latter marked with a red '7'. On the right side, there are buttons for 'New Blank Load Game?', 'Save game', 'Select charging mode' (marked with a red '6'), and 'Delete game'. At the bottom, there is an email input field labeled 'To [Email]' and a 'Send statistics by email' button.

5. Select Sweden
6. Select charging mode
7. Invite Sweden as a guest team

Video - Analyse



A

EUP 2 3 VOL 03:26

LEBE RAUSCHREI, LEBE WIRNE WIRDEIN & SUCHT

PIXELBAR

JOHNE AUTOSCHNITZ

ISS FACILITY SERVICES

LEBE RAUSCHREI, LEBE WIRNE WIRDEIN & SUCHT

PIXELBAR

100 0

Video-Time: 00:15:27 Video-Duration-Time: 01:35:00

B

Speed: x1 Video back ON

| Score | V-time of | Game time | event | Home Jersey | Homeplayer |
|-------|-----------|-----------|---------------------------------|-------------|--------------|
| 1-0 | 00:00:11 | 00:00:11 | Goal! | 4 | Playername-3 |
| 1-0 | 00:00:26 | 00:00:26 | Missed shot - Goalkeeper gets i | | |
| 1-1 | 00:00:26 | 00:00:26 | Goal by 7m | C | |
| 1-1 | 00:10:23 | 00:10:23 | GK hold fastbreak | 6 | Playername-5 |
| 1-1 | 00:10:31 | 00:10:31 | 7m penalty awarded | | |
| 1-1 | 00:10:36 | 00:10:36 | Passweg | 4 | Playername-3 |
| 1-1 | 00:11:03 | 00:11:03 | Passweg | 2 | Playername-1 |
| 2-1 | 00:11:09 | 00:11:09 | Goal! | 2 | Playername-1 |
| 3-1 | 00:11:18 | 00:11:18 | Goal! | | |
| 3-2 | 00:28:13 | 00:28:13 | Goal! | | |
| 4-2 | 00:28:39 | 00:28:39 | Goal! | 4 | Playername-3 |
| 4-3 | 00:29:35 | 00:29:35 | Goal! | | |

D

V-time of change

[h] 0

[m] 6

[s] 26

Change game time

[h] 0

[m] 6

[s] 26

V-time to change

[h] 0

[m] 6

[s] 31

playing time : [06:26]
Score: [3 - 1]
guest players : [4] [no-player]
event : [Goal by 7m]

no-player effectively Quote

Angriff

Goal

7 m

missed shot

missed pass

techn. error

7m penalty causedt

2 min

Assists

Turn over

2 min wangled, awarded 7m.

E

Abwehr Spieler Fehler

Positional play wrong

take over too late

too passive - arms down

lost one against one

backward movement

lack of communication

Block attempt

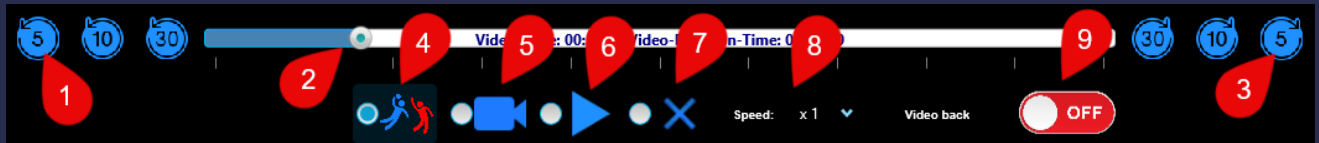
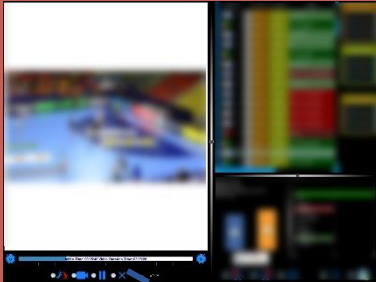
Mentality and commitment

F

- A. Video Display
- B. Video Menu
- C. Game Film
- D. Video Playing Times Tagging
- E. Player Evaluation
- F. Video Time Correction



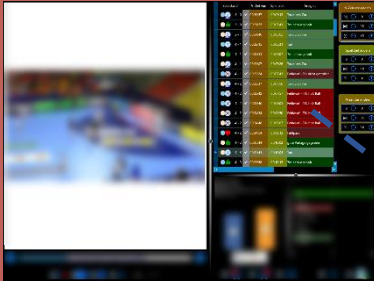
Video - Timeline



1. Video back by 5 sec
2. Video Timeline
3. Video by 5 sec ago
4. Back to match analysis THSA-X
5. Select Video
6. Play - Pause
7. Stop
8. Slow Motion Speed
9. Video Play Back on/off



Video – Playtimes Tagging



| Score | V-time of | Game time | event | Home Jersey n° | Homeplayer | V-time of change |
|-------|------------|-----------|---------------------------------|----------------|--------------|--------------------|
| 1 - 0 | ✓ 00:00:11 | 00:00:11 | Goal! | 4 | Playername-3 | [h] 0 [m] 6 [s] 26 |
| 1 - 0 | ✓ 00:00:26 | 00:00:26 | Missed shot - Goalkeeper gets l | | | [h] 0 [m] 6 [s] 26 |
| 1 - 1 | ✓ 00:06:26 | 00:06:26 | Goal by 7m | | | [h] 0 [m] 6 [s] 26 |
| 1 - 1 | ✓ 00:10:23 | 00:10:23 | GK hold fastbreak | 6 | Playername-5 | [h] 0 [m] 6 [s] 26 |
| 1 - 1 | ✓ 00:10:31 | 00:10:31 | 7m penalty awarded | | | [h] 0 [m] 6 [s] 26 |
| 1 - 1 | ✓ 00:10:36 | 00:10:36 | Passweg | 4 | Playername-3 | [h] 0 [m] 6 [s] 26 |
| 1 - 1 | ✓ 00:11:03 | 00:11:03 | Passweg | 2 | Playername-1 | [h] 0 [m] 6 [s] 26 |
| 2 - 1 | ✓ 00:11:09 | 00:11:09 | Goal! | 2 | Playername-1 | [h] 0 [m] 6 [s] 26 |
| 3 - 1 | ✓ 00:11:18 | 00:11:18 | Goal! | | | [h] 0 [m] 6 [s] 26 |
| 3 - 2 | ✓ 00:28:13 | 00:28:13 | Goal! | | | [h] 0 [m] 6 [s] 26 |
| 4 - 2 | ✓ 00:28:39 | 00:28:39 | Goal! | 4 | Playername-3 | [h] 0 [m] 6 [s] 31 |
| 4 - 3 | ✓ 00:29:35 | 00:29:35 | Goal! | | | [h] 0 [m] 6 [s] 31 |

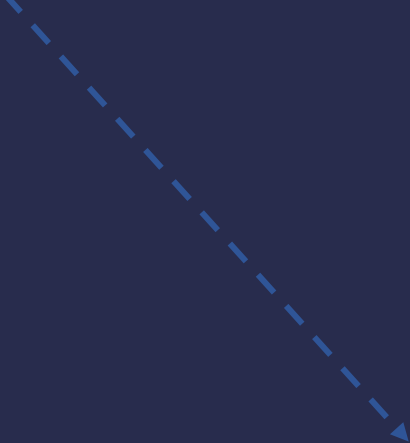
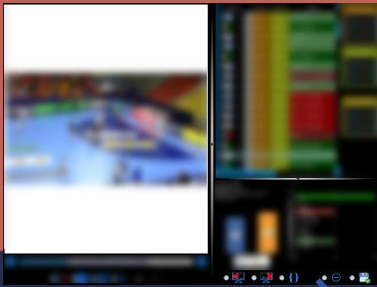
1. Score with action / result
2. Choosing whether to display or skip a cutscene on Play
3. Video time 'from' tagging by hours, minutes, seconds (-) back or (+) before
4. Game Time Start Tagging by Hours, Minutes, Seconds (-) Back or (+) Forward
5. Video time 'to' tagging by hours, minutes, seconds (-) back or (+) before



Video – Insert Sequences



Demo



1. Video – Automatically insert playtime 'from'
2. Video – Automatically insert game time 'until'
3. Video – automatically adjust playing time 'from' from playing time to all subsequent sequences accordingly
4. Delete Game Event
5. Quick Storage



THSA-X Registration on Windows



Registration - Activation

Your code number: 2

Please send your code number to sales@matechard.de. You will receive a registration code. 1

From 3 X

Address - sports club 4

5 Send your code number via Email

Enter registration code: 6

7 Confirm registration code

inApp - Purchase

registration

Cloud

Support

Help

inApp Version Help

Privacy Policy

Terms of Use

Procedure: On Windows, the registry must expire as follows

1. Go to the registration menu
2. Display program code number
3. Enter your email address
4. Register your association
5. Send program code number automatically
6. Enter your registration code. (You received it by email)
7. Confirm the registration code and then restart THSA-X.