3D Playbook Release Notes
Sept 30, 2024
New version - 1.61.1400

SUMMARY

This release has five goals

1. Introduce Presentation Mode
2. New feature - Pause at Frame
3. New feature - Hide 3D Labels At Snap
4. New feature - PFF and GSIS PlayIDs
5. Addressed a number of known bugs in the play editor functions of the program

NEXT PLANNED RELEASE

The next planned release will be in January of 2025 as part of the new features shown at AFCA.

1.   Presentation Mode

SUMMARY - The purpose of presentation mode is to provide a simple interface for coaches and players to view existing cutups. In this new mode,

- the play editing icons have been removed with the remaining icons simplified,
- the user will not be able to edit routes, move players or save changes to an existing cutup,
- the timeline will not be shown, but can be turned on in the 3D window if desired by clicking on the left arrow button in the bottom right corner,
- the data columns will not be shown,
- all other functions are available, such as camera settings or player ghosting.

The idea of this new mode is to provide an easier experience for users who do not need all of the functions of making new cutups. The existing interface is available for the more advanced users to switch to in order to create and/or modify cutups.

FUNCTION - Once you launch 3DPB, the program will always open in presentation mode first. Edit mode is the existing 3DPB interface you are used to. The user will be able to manually switch between the two modes with a click on the button near the upper left of the screen.

PRESENT MODE - Top bar is gray with the slide button to the right. It will say "Present"

EDIT MODE - Top bar is black with the slide button to the left. It will say "Edit"
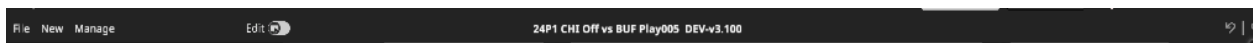
Note that the next release (Jan. 2025) will also introduce two new types of accounts - athlete and supercoach. The athlete account will only see presentation mode and will be unable to enter edit mode. The supercoach account will be similar to coach, but will open in edit mode by default rather than presentation mode.
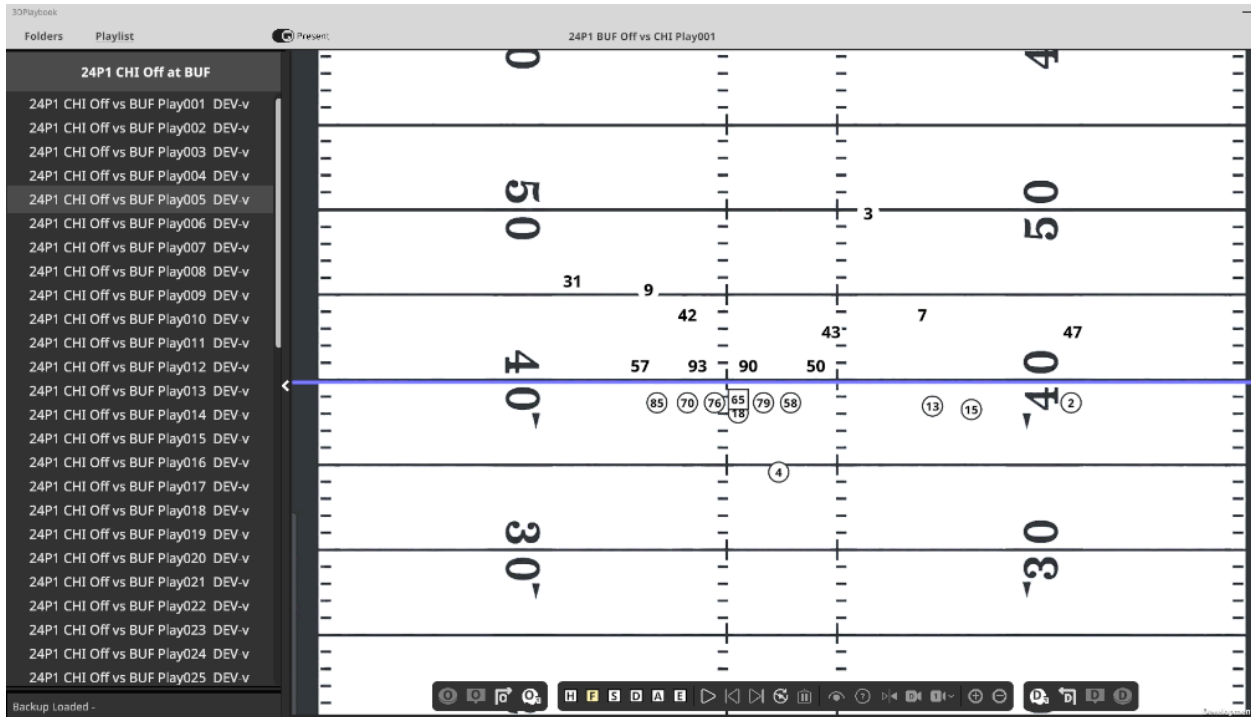

The left column of presentation mode can either be the folder structure in order to select a cutup and playlist. Playlist is a list of the plays in the selected cutup so you can navigate between plays.

2. ==Pause at Frame==

SUMMARY - The purpose is to allow the user to define specific frames at which the 3D playback will automatically pause for the purpose of coaching. The user can hit play again to once again play the animation.

FUNCTION - In the User Visualization Settings in the upper left, the user will have the ability to define what frames the video should automatically pause at. Check the box if you want the video to stop at Formation, Shift, Motion, At Snap or any combination of the above.

Note that presentation mode has the ability to turn this feature on and off with a new icon to the right of the next play button that looks like a picture frame.
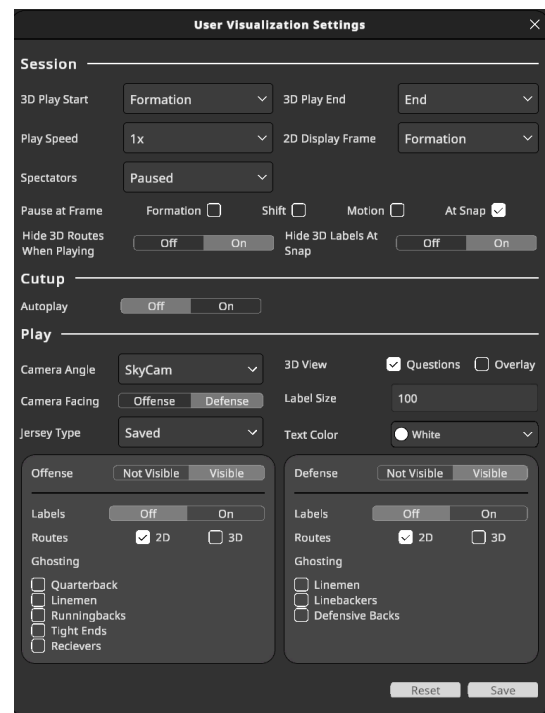
3.   Hide 3D Labels At Snap

SUMMARY - 3D labels, which include jersey number or position, are useful but often get cluttered when the video moves at snap.

FUNCTION - By clicking hide 3D labels at Snap in the User Visualization Settings, the labels disappear upon the snap of the ball, therefore avoiding the confusion of all the labels moving in different directions. If turned off, the labels, if turned on, will remain after the snap.

4.   PFF and GSIS PlayIDs

SUMMARY - Importing playlists and data from 3rd party platforms, including Catapult and DV Sports, has been made easier by accepting either the combination of GSIS GameKey and GSIS PlayID **OR** by using PFF PlayIDs. For NCAA, we recommend PFF PlayIDs. We have made import easier by accepting a wider variety of text headers for #DPB to recognize.

FUNCTION - Use the following column headers text above the appropriate columns for 3DPB to recognize the data. The file must be saved in CSV (comma delimited) format. Select import playlist and/or import external data to bring in play diagrams and/or data associated to specific plays

PFF PLAYIDS OPTIONS	GSIS PLAYIDS OPTIONS	
pffplayid	gamekey	playid
pff_playid	pff_gsisgamekey	pff_gsisplayid
pff_play_id	game_key	play_id
pff playid	game key	play id
pff play id	gsisgamekey	gsisplayid
pff id		

5.   Fixed known bug and other improvements

Play Editor
- enter stance, changing speeds, extending, shortening, multi-node as well as end at snap issues have been addressed

2024 NFL Kickoff
- changed LOS to +40 to account for new rules

Changed 'Aftersnap' to 'At Snap'
- adjusted timeline so that the frame still shows the players in their stance

Library Folders Hidden
- can only see library folders in Match Against Mode

Known Issues

- Export to video
  - highlights, visibility, toggle jersey labels doesn't when applied to a single play, but will work when applied to all plays
- Import External Data
  - must use original gamekey - playid combo for the data to be attached.
- Present Mode
  - 'Pause At Frame' icon toggle on/off doesn't toggle on the first click making it the opposite feedback as expected
- Save As New Cutup
  - save as a new cutup will overwrite the original cutup with any highlight, ghost or visibility changes
  - it should keep the original unedited and save the new cutup with the changes
- Check in/out
  - Issues with checking out the database to be used remotely. Recommend avoiding this function until issues are addressed. Currently must check out entire database and fails upon checking in.
- Match Against
  - Offense or defense randomly stands up 0.5-2 seconds before the snap on some matchups.
- 3DPB with no internet
  - all users must be on the internet when logging in the first time to sync users to the database