



TRAINING

OPERATORS PRONEWS
VIDEO ASSISTANCE
VERSION 2.3.3

JANUARY 2020



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1. INTRODUCTION

With the growing interest in Video Assistance we've decided to update our newsletter structure, providing you with the latest updates about Video Assistance in a separate document.

Xeebra 2.3.3

In this newsletter we highlight the latest features added in Xeebra 2.3.3.

- > Audio Playback in Replay
- > Clean Output on Second Screen
- > Wireframe Configuration using Landmarks

2. XEEBRA 2.3.3



2.1. NEW FEATURES

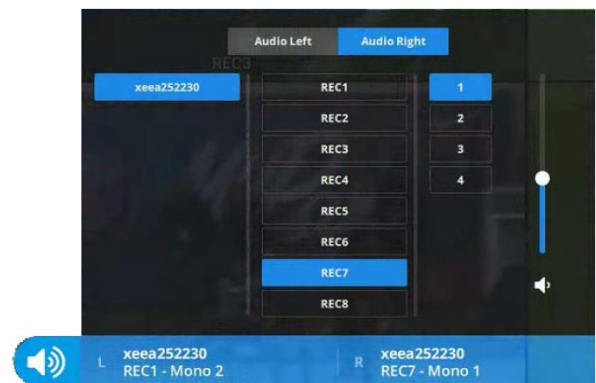
> Audio Playback in Replay

Sometimes when playing back replays of certain action, the audio output can be helpful in making a decision about the actual nature and sequence of events. The Xeebra VAR solution now offers the possibility to review the video of the action whilst listening to the synchronized audio output from the same, or different, camera feeds. Two audio tracks can be selected, for the left and right stereo outputs. The audio tracks selected for the replay ployout are automatically synchronized with slow-motion video or accelerated ployout up to 300%.

- > Ensure that **Audio Panel** is selected in the Settings menu



- > Browse the replay in the PRV channel
- > Tap the Loudspeaker button to display the Audio Panel
- > Select the left and right audio in the designated tabs
- > Specify the associated server and camera to identify the required audio track. The selections are highlighted in blue and summarized in the bar underneath.



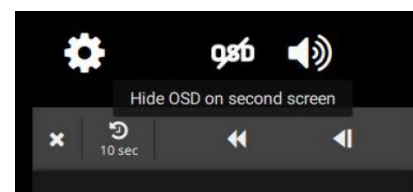
> Clean Output on Second Screen

The information displayed on the screen when a replay is created - such as the server timecode and the recorder name - is configured by default. However, it can be removed for live ployout if required, e.g. when sending images demonstrating the VAR referee's decision to a large display screen in the football ground.

- > Ensure that the **OSD Display** button is selected in the Settings menu



- > Load the event, replay or live action on the second screen.
- > Tap the OSD toggle button in the lower left of the screen
The keyboard shortcut **Y** also has the same function



Static OSD information (such as icons, timecode and recorder name) are no longer displayed on the secondary screen. Click or tap the button again to display the OSD information.

> Wireframe Configuration using Landmarks

In certain situations when no field markings are available, e.g. when the camera zooms in to a potential offside event where no field markings are visible, the automatic wireframe calibration may not function. In this case, you can use the Landmark feature to select an object or marking on the ground to recalibrate the wireframe.

Landmarks should always be stationary and positioned at ground level. They have to be visible on the synchronized image of at least one other camera where the wireframe is calibrated. It is always better to verify the landmark's position using several cameras.

Permanent landmarks can be configured in advance of the match. These include markings on the ground beyond the actual pitch, such as hash marks, the lines indicating the player bench areas, or advertising painted on the field.

Temporary landmarks such as a player's foot or the ball can also be used. These can only be configured during the match and will not be saved after exiting the offside analysis.

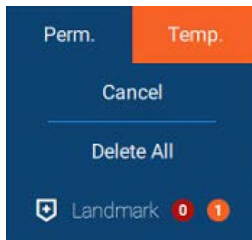


> Select an image on a calibrated camera where the landmark can be seen

> Tap the Landmark button



> Select whether to identify a permanent or temporary landmark



> Click the point on the image that you wish to use to calibrate the other camera's wireframe.

A small circle will appear on the image and the landmark number in the wireframe menu bar will increment. When you return to the non-calibrated camera, the same object will be highlighted with a small circle in the second image. This landmark can then be used to manually position the wireframe using point & zoom.

> The keyboard shortcut **CTRL+Click** can also be used to create a permanent landmark

3. SOFTWARE DOWNLOADS AND MANUALS

Please refer to the [Support Page of the EVS Website](#) and the Download area for manuals, release notes and software packages to download.

If you don't already have an EVS login, you'll be invited to create a personal EVS account, to help ensure that you're kept up to date with only the most relevant information and updates. This will also allow you to download all the information you need, completely free of charge.