



EGADVANCED USER MANUAL
version 1.03

[Download EGADV v2.0](#)



Version 1.03 / October'21
Based on EGADV Version 20.0.0.1043
Written by René Peck / Game Pitch GmbH

1. STEP BY STEP GUIDE

[1.0 Step by step guide for handling EGADV](#)

2. START EGADVANCED (EGADV)

[2.1 Start](#)

[2.2 Update](#)

3. CONNECT EGADV WITH EGREP

[3.1 Create connection code with EGREP](#)

[4.2 Enter connection code in EGADV](#)

4. APPLICATION OVERVIEW / STRUCTURE

[4.1 Status bar](#)

[4.2 Rink](#)

[4.3 Team / Player selection](#)

[4.4 Action bar](#)

[4.5 Logging](#)

[4.6 Reporting](#)

[4.7 Status bar / manual timing](#)

5. MANUAL TIMING

[5.1 Manually controlling the time](#)

6. FACEOFFS

[6.1 Enter FACEOFF](#)

7. SHOTS

[7.1 Enter SHOT-SAVE](#)

[7.2 Enter SHOT-GOAL](#)

[7.3 Enter SHOT-BLOCKED](#)

8. EDITING AND DELETING AN ENTRY

[8.1 Editing an entry](#)

[8.2 Delete an entry](#)

9. REPORTS

[9.1 Creating a Report](#)

Before the scout (you) starts using EGADV, the scorekeeper has to prepare the game with EGREP!

1.1 TO DO FOR SCOREKEEPER @ EGREP

- 1.1.1 Open EGREP
- 1.1.2 Load game
- 1.1.3 Fill in 'Off Ice Officials'
- 1.1.4 Create 'Line-Ups'
- 1.1.5 Save game live by pressing "F4"
- 1.1.6 Create '**connection code**' (CTRL+G) → scout needs this
- 1.1.7 After each entry in the game report, the scorekeeper needs to **load the EGADV data by pressing "CTRL+F"**

1.2 TO DO FOR SCOUT(S) @ EGADV

- 1.2.1 [Start EGADV](#)
- 1.2.2 Choose operation mode
- 1.2.3 Take your seat at the rink
- 1.2.4 [Choose game period](#)
- 1.2.4 [Choose playing directions as you see it from your seat](#)
- 1.2.5 [Adjust time](#) and Create [FACEOFFS](#) and/or [SHOTS](#)
- 1.2.6 Save by pressing "F4"
- 1.2.7 Repeat 1.2.5 and 1.2.6 within the period
- 1.2.8 **After period break**, repeat 1.2.4 and 1.2.5 and choose the actual period and playing direction
- 1.2.9 Repeat 1.2.5 and 1.2.6 until the game ends
- 1.3.0 Close EGADV after the game has finished

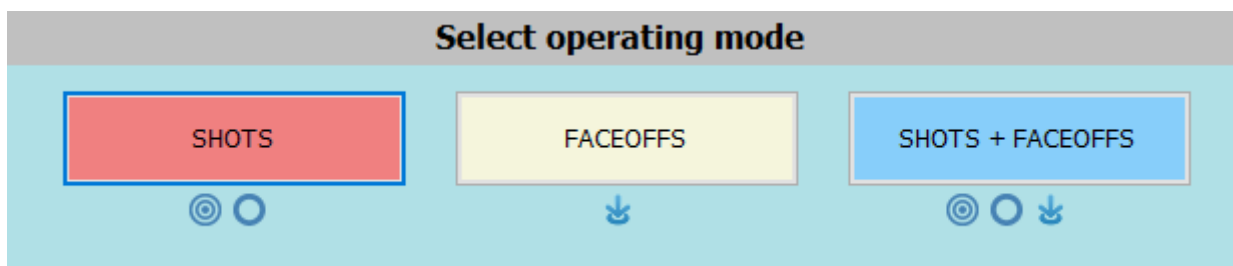
1.3 TO DO FOR SCOREKEEPER @ EGREP

- 1.3.1 After the game has finished – choose END-GAME in the EGREP status bar
- 1.3.2 Import the final EGADV data by pressing "CTRL+F"
- 1.3.3 Save game report LIVE by pressing "F4"
- 1.3.4 Continue with finishing the game report until final confirmation upload

2.1 START EGADV

While **EGADV** startup, you can choose between 3 input options:

- Shots (If you want to record SHOTS only)
- Faceoffs (If you want to record FACEOFFS only)
- Shots + Faceoffs (If you want to record SHOTS+FACEOFFS)



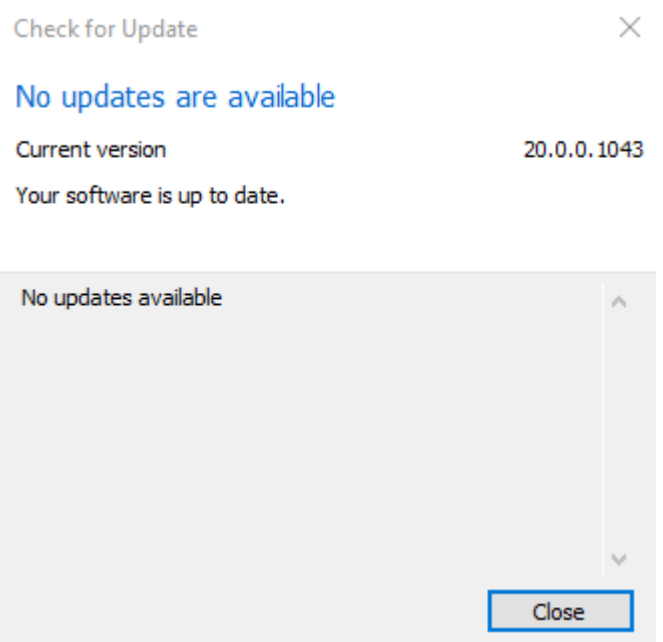
The different operating modes provide an option to use only one device for recording SHOTS and FACEOFFS. If you want to record both and there is an opportunity to use more than one device, you should use one for SHOTS and another one for FACEOFFS.

As an example, we use option 3 “SHOTS + FACEOFFS”

2.2 UPDATE











After you have chosen the operating mode, **EGADV** will check the current status of your software version. If an update is offered, please always apply the update before use.

(Download **EGADV** v2.0)



3.1 CREATE CONNECTION CODE WITH **EGREP**

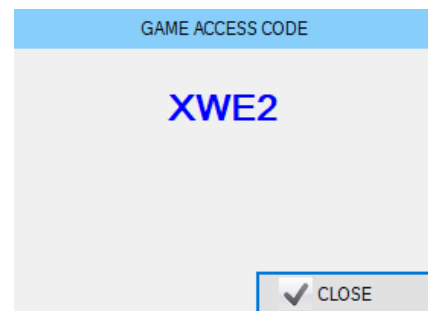
Open the game with **EGREP**, complete the line-up and then open the "Online"-menu and click "Show game access code (for EGA)"

	Game report download	Strg+D
	Game report upload	Strg+U
	'Last minute' roster update	Strg+L
	Register cross-league player	Strg+R
	Read SoG and faceoffs from eGrep-Advanced	Strg+F
	Read SoG and faceoffs from internet	
	Show Game Access Code (for EGA)	Strg+G
	Connect to clock system	Strg+T
	Disconnect from clock system	
	Use clock system as default time value	

NOTE!

The Game Access Code can only be created with **EGREP**, after the first LIVE- upload has taken place!

After that, you receive your code. In order to connect to the game for recording SHOTS/FACEOFFS you must enter the code in **EGADV**.

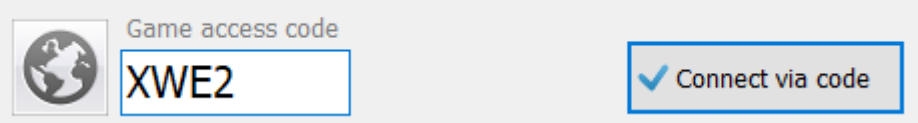


3.2 ENTER CONNECTION CODE IN **EGADV**

In **EGADV**, click the menu "Online" and then "Connect to e-grep" or press "F5".

Enter the "Game Access Code" from **EGREP** and press "Connect via Code" (the line-up must be saved online first)

Connect to e-grep via Internet and code



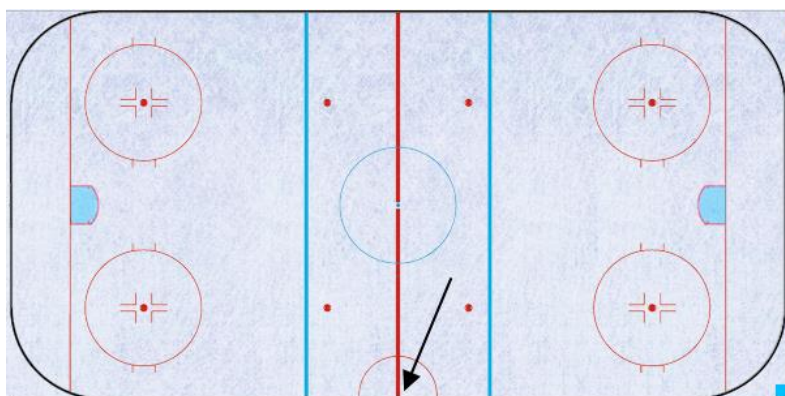
4.1 STATUS BAR



- Your connection status is shown on the left side
- The game period can be selected in the middle area
- On the right side, you need to choose the playing direction for the home team. (It depends on your view)

4.2 RINK

The red semicircle shows your position. It is mandatory to select the correct playing direction for the home team from your view (You will find the button for direction change at the status bar (see 4.1))



4.3 TEAM / PLAYER SELECTION

Eisadler Dortmund (EAD)				Ratinger Ice Aliens (RIA)			
9 NEUMANN	10 LINKE	16 DI BENEDETTO	17 DIEFENBACH	3 KIRCHNER	4 HOTH	5 BÖHME	6 CULLMANN
20 PITZKO	22 CASTIGLIONE	27 ELTEN	28 HOFFMANN	8 BEENEN	10 MÖLLER	14 CREMER	15 JAKOBOWSKI
29 GRÖSCHNER	43 BRÄUNIG	44 BAUER	65 BUCHWALD	19 HELLINGRATH	21 BIERMANN	22 EHLERT	23 DÜMLER
69 LIESCHKE	71 ESAULOV	77 BERGSTERMANN	81 ROTHEULER	24 BEDEI	25 HORMANNS	30 FINKENTEY	35 KÖSTER
88 PIETZKO	92 KLEINSCHMIDT	93 HALL		36 BREITKOPF	37 MEISSNER		

The teams has to be arranged like they are actually playing. (Goalkeeper of team A is on the left, the display for team A is also on the left. If the playing direction is changed, the display will also be swapped).

The individual players are coloured in the overview. The colour depends on the chosen position in the line-up.

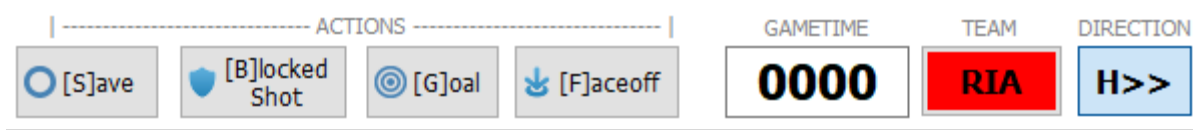
- **Grey: Goalkeeper**
- **Green: Defender**
- **Blue: Center**
- **Black: Right/Left Forward**

Sorting of players is based on jersey numbers (ascending). The color-coded players should make it easier for you to choose the players for faceoffs. (mostly - blue)

If you click the gear wheel behind the team name, you can adjust the team's background colour according to your wishes. This is only for your personal overview.

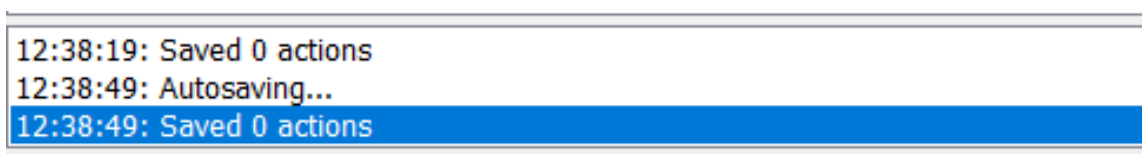
4.4 ACTION BAR

The action details will be recorded here. This will be explained in detail (Chapter 5-6) for respective actions.



4.5 LOGGING


At this area, you can see the last save action, which was carried out automatically by **EGADV** or manually



4.6 REPORTING

Here you can generate and print reports at any time.

Faceoffs Shots on Goal Blocked
 Faceoffs Shots on Goal Blocked

 Print Report

```
0 shots on goal total
0 shots on goal for team EAD
0 shots on goal for team RIA
0 faceoffs
```

Period 1
 Period 2
 Period 3
 Overtime

4.7 STATUS BAR / MANUAL TIMING

SHOTS+FACEOFFS
XWE2
67513

1

0000

BEACON

USE MANUAL PERIOD 1

In the status bar, you can do manual timing. Further you can read various information about the game or application.

Information overview from left to right

- Selected operation mode (SHOTS / FACEOFFS / SHOTS + FACEOFFS)
- EGREP Connection Code
- LOS Game-ID
- Period View
- Game time for manual timing

5.1 MANUALLY CONTROLLING THE GAME TIME



1. Left-click on the time-button (before adding a new action) to increase the time by 1 minute
2. Right-click on time-button (before adding a new action) to decrease the time by 1 minute

The time information for FACEOFFS and SHOTS does not have to be exact at the time of the game. There is just one important rule you need to follow:

ATTENTION!

If there is a goalkeeper change, the time information for actions must be adjusted after the change. Otherwise the shots will be credited to the wrong goalkeeper! (Example rounded to minutes)

Example:

Team A changes the goalkeeper (X-> out / Y-> in) during the first period at 10:30.

Time indication for shots with a goalkeeper X

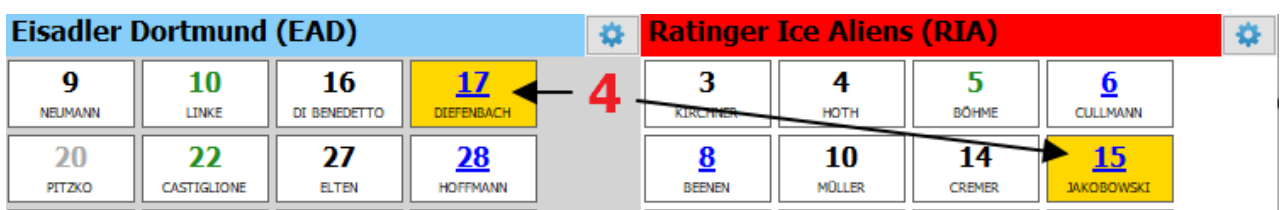
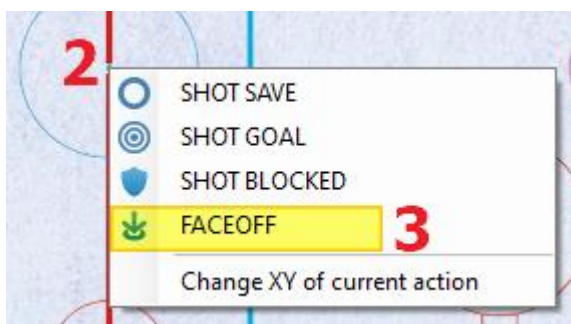
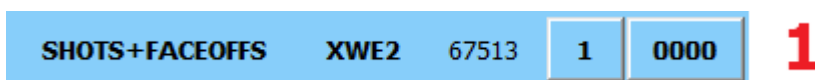
0000 - 1000

Time indication for shots with a goalkeeper Y

1100 - 2000

6.1 ENTER FACEOFF

1. Adjust the game time in the manual timing bar (if necessary)
2. Right-click on the faceoff point at the rink, where the faceoff takes place
3. Click on **FACEOFF** in the context menu
4. Select the players of the home team and the visiting team
5. Select the faceoff-winning team in the action (the team shown - in the example "RIA" - won)
6. Press F4 to save (this happens automatically once a minute)



7.1 ENTER "SHOT-SAVE" (Shot saved by the goalkeeper)

1. Adjust the game time in the manual timing bar (if necessary)
2. Right-click on the point at the rink, where the shot was taken
3. Click on **SHOT SAVE** in the context menu
4. Select the team of the shooter (the active team is highlighted in white)
5. Choose the shooter
6. Press F4 to save (this happens automatically once a minute)

The screenshot illustrates the process of entering a 'SHOT-SAVE' event in the Hockeydata software. It is divided into several stages:

- Manual Timing Bar:** Shows 'SHOTS+FACEOFFS', 'XWE2', '67513', '1', and '0100'. A red '1' indicates the first step: adjusting the game time.
- Rink View:** A right-click on the rink opens a context menu. The 'SHOT SAVE' option is highlighted in yellow. A red '2' points to the rink location, and a red '3' points to the menu option.
- Player Selection:** A table for 'Eisadler Dortmund (EAD)' shows player numbers and names. Player '9 NEUMANN' is highlighted in yellow. A red '4' points to the 'EAD' team selection, and a red '5' points to the '9 NEUMANN' player selection.
- Data Entry Bar:** A blue bar contains the text '1 @0100 SHOT SAVE EAD H> #9 shot, saved by GK'. A green arrow points down from the player selection table to this bar.
- Final Notification:** A notification box on the rink reads 'Saved shot by Mirko Jim Neumann from 10.8m.' with a 'SPIELABSCHNITT 1' button. A green arrow points down from the data entry bar to this notification.

(Example view from Web Widget)

7.2 ENTER “SHOT-GOAL” (if a goal is scored)

1. Adjust the game time in the manual timing bar (if necessary)
2. Right-click on the point at the rink, where the shot was taken
3. Click on **SHOT GOAL** in the context menu
4. Select the team of the shooter (the active team is highlighted in white)
5. Choose the shooter
6. Press F4 to save (this happens automatically once a minute)

1

2

3

4

5

6

1 @0100 SHOT GOAL! RIA H> #6 scores a goal!

Goal by [Marco Andreas Cullmann](#) from 7.8m.
SPIELABSCHNITT 1

(Example view from Web Widget)

7.3 ENTER “SHOT-BLOCKED” (Shot blocked by a player)

1. Adjust the game time in the manual timing bar (if necessary)
2. Right-click on the point at the rink, where the shot was taken
3. Click on **SHOT GOAL** in the context menu
4. Select the team of the shooter (the active team is highlighted in white)
5. Choose the shooter
6. Choose the player, who has blocked the shot
7. Press F4 to save (this happens automatically once a minute)

SHOTS+FACEOFFS XWE2 67513 1 0200 **1**

2 SHOT SAVE
SHOT GOAL **3**
SHOT BLOCKED
FACEOFF

GAMETIME TEAM DIRECTION
0200 EAD H>> **4**

Eisadler Dortmund (EAD) **Ratinger Ice Aliens (RIA)**

9 NEUMANN 10 LINKE 16 DI BENEDETTO 17 DIEFENBACH **5** 3 KIRCHNER 4 HOTH 5 BÖHME **6**

1 @0200 SHOT BLOCKED EAD H> #17 shot, blocked by #5

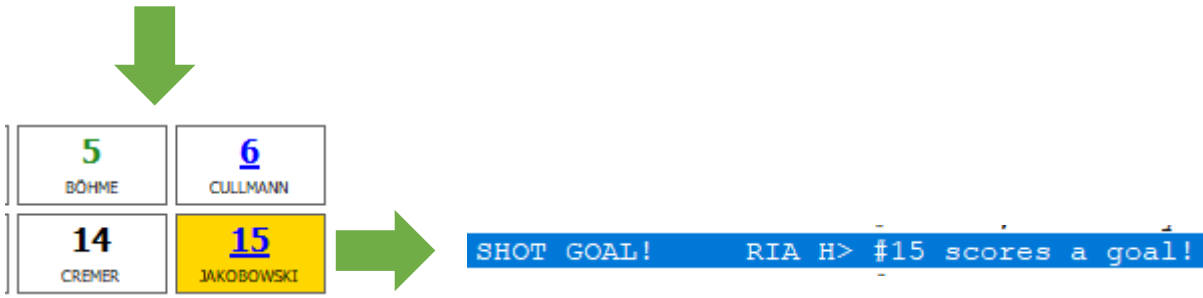
Shot by Diefenbach Oliver Philipp
blocked by Jakobowski Fabian
SPIELABSCHNITT 1

(Example view from Web Widget)

8.1 EDITING AN ENTRY

Click on the entry and make the desired changes

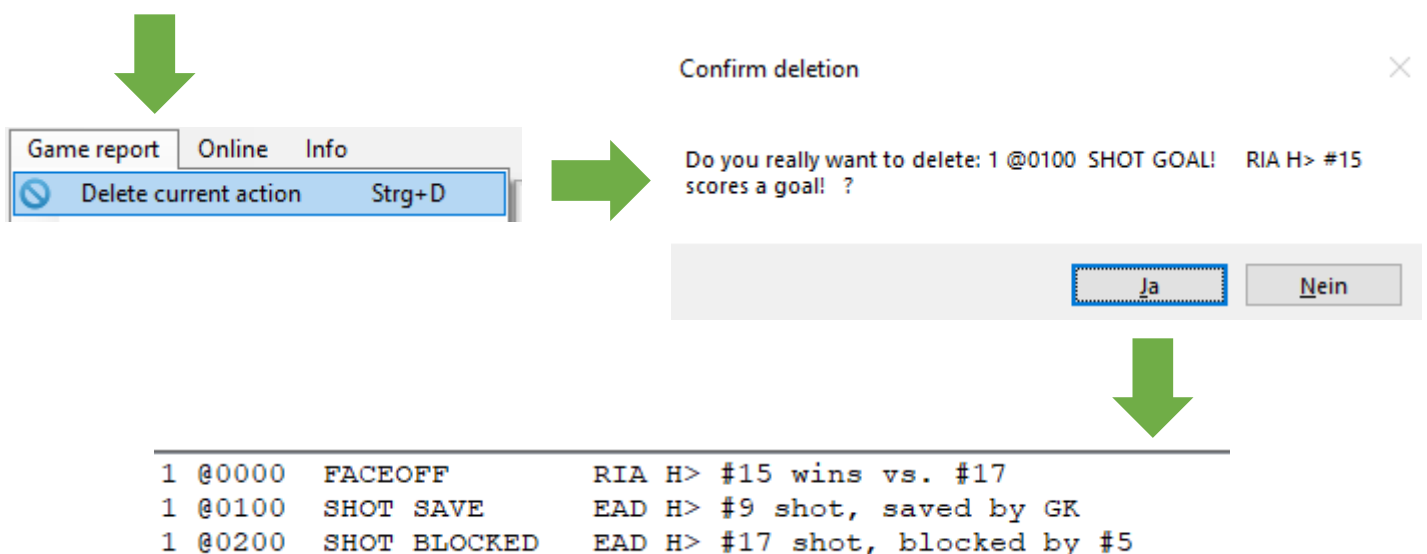
```
1 @0000 FACEOFF          RIA H> #15 wins vs. #17
1 @0100 SHOT SAVE       EAD H> #9 shot, saved by GK
1 @0100 SHOT GOAL!     RIA H> #6 scores a goal!
1 @0200 SHOT BLOCKED   EAD H> #17 shot, blocked by #5
```



8.2 DELETING AN ENTRY

Click on the desired entry → then click "Game Report" → after that click "Delete current action" or press 'CTRL + D'

```
1 @0000 FACEOFF          RIA H> #15 wins vs. #17
1 @0100 SHOT SAVE       EAD H> #9 shot, saved by GK
1 @0100 SHOT GOAL!     RIA H> #6 scores a goal!
1 @0200 SHOT BLOCKED   EAD H> #17 shot, blocked by #5
```



9.1 CREATING A REPORT

1. Below home and guest team, select which actions should be included to the report
2. Selecting of periods, for which the report should be generated
3. Click on “Print Report” to generate the report

Faceoffs Shots on Goal Blocked **1** Faceoffs Shots on Goal Blocked

Print Report **3**

Period 1
 Period 2 **2**
 Period 3
 Overtime

```
3 shots on goal total
2 shots on goal for team EAD
1 shot on goal for team RIA
1 faceoff
```

4. Your PDF Application should open now
5. Now you can print the report and distribute it to whom it may concern.