



Focus X2

Voice

Control





Focus X2 Voice Control

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1 Introduction

Continuing improvements to the Focus experience have led to the addition of Voice Control: enabling simpler, faster and more accurate analysis. Using Focus Voice Control simplifies data entry allowing a user to generate more events live during a game, saving hours of analysis time.

- > Save time by using Voice Control to tag live
- > Simple to setup it only takes a few minutes to train to you voice
- > Proven in challenging, real-life, analysis of football
- > A quick and easy upgrade to your existing Focus X2 software

Focus Voice Control uses the speech recognition facilities built into Windows and adds a special interface to Focus. Instead of pressing keys or clicking the mouse, Focus lets the user speak the names of the category options they want to log. A microphone is required (preferably a USB connected headset type) and Windows speech recognition must be enabled on the PC as well as activating Focus Voice Control.

2 Voice Control Basics

Voice Control lets a user control Focus by talking to it. After connecting a microphone and setting up Windows correctly (<http://support.microsoft.com/kb/306901>) a user can log and review data hands-free.

The effect of Voice Control is exactly the same as pressing keyboard buttons or clicking the mouse. Using Voice Control does not affect keyboard or mouse input, so it can be used at the same time. A user can choose to say some things and mouse-click or key-press others,

Voice Control in Focus X2 is enabled by pressing the microphone button in the Voice Control area of the main toolbar. The image below shows Voice Control initially inactive...



And then listening for orders...



When listening, the background of the “ear” icon will change colour from its greyed out form and the activity icon to the right will start to wiggle as Focus starts to hear sounds.

If Focus recognises something it hears, it will briefly flash the background of the “ear” icon. Red indicates something was heard that Focus recognises, but it is not sure it has recognised it correctly. Green indicates Focus is sure of the recognition.

The above image shows Green, indicating that Focus is confident it has recognised what was said. This could be a command such as to log an Event or start video playing.

Voice Control can be divided into two main areas: Category and Option button control and Voice Commands.

3 Category and Options

Category and Option button control lets a user “press” buttons within the current Category Set just by speaking their captions. For example, starting with a Category called “Player”, containing Option buttons named for each player:



The user could say “Player Lee” and the Option button “Lee” would be “pressed”. The effect is exactly the same as if they had clicked on the button “Lee” with the mouse or pressed the hot-key assigned to this button. This functionality is available in both “Logging” and “Review” modes.

4 Voice Commands

Voice Commands allow the user to access many non-Category functions. Functionality is divided into four Command Groups:

- > General - Functions such as changing from Logging to Review mode or showing the Playlist Editor
- > Video - Controls video playback functions ("Play", "Pause" etc)
- > Event List - Steps through the Events displayed in the Event List
- > Categories - Commands for selecting or deselecting options in all Categories

4.1 Voice Commands List

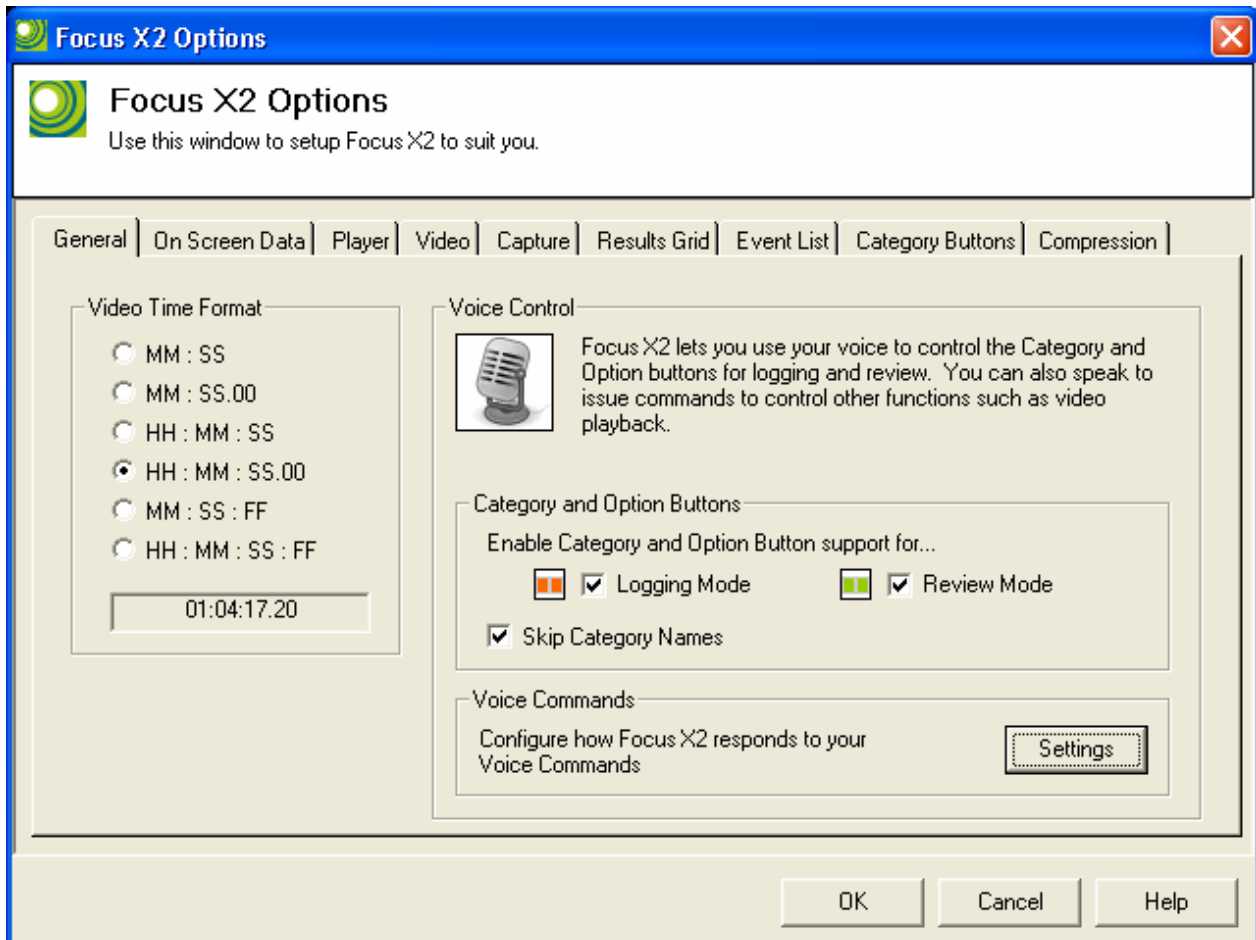
The following list shows all the Focus functions that can be controlled by voice or by keyboard shortcuts. For Voice Control the commands are split into groups each of which can be turned on and off separately: see Section 5.3 Voice Commands below. The "Trigger Phrase" column shows the default words that Focus expects before the voice control, for example to pause video playback Focus would expect the user to say "video pause". These prefixes can be changed or turned off (see Section 5.3 Voice Commands).

DESCRIPTION	TRIGGER PHRASE	VOICE CONTROL	KEYBOARD SHORTCUT
GENERAL			
Switching to logging mode		"logging mode"	
Switch to review mode		"review mode"	
Show the playlist editor		"show playlist editor"	alt L
Setup video playback options		"configure video playback"	alt V
VIDEO			
Prepare to replay video	"video"	"playback mode"	alt P
Prepare to capture video	"video"	"capture mode"	alt C
Stop video player	"video"	"stop"	ctrl S
Pause video playback	"video"	"pause"	ctrl A
Start playing video	"video"	"play"	ctrl P
Start recording video to a new file	"video"	"record"	ctrl R
Step video backwards	"video"	"step back"	ctrl B
Step video forwards	"video"	"step forward"	ctrl F
Step video backwards	"video"	"big step back"	
Step video forwards	"video"	"big step forward"	
Show previous video event	"video"	"last clip"	ctrl L
Show next video event	"video"	"next clip"	ctrl N
Show this video event again	"video"	"this clip"	ctrl T
Take a picture of the current	"video"	"snap frame"	alt S

video		
Show video full screen	"video" "full screen"	alt F
Show video in a window	"video" "windowed"	alt W
Show video at quarter resolution	"video" "quarter resolution"	alt 1
Show video at half resolution	"video" "half resolution"	alt 2
Show video at normal resolution	"video" "normal resolution"	alt 3
Show video at double resolution	"video" "double resolution"	alt 4
Stretch video to fit window	"video" "stretch"	alt 5
Speed up playback	"video" "speed up"	ctrl U
Slow down playback	"video" "slow down"	ctrl D
Turn on sound	"video" "sound on"	ctrl shift M
Mute sound	"video" "sound off"	ctrl M
Increase volume	"video" "volume up"	ctrl shift V
Decrease volume	"video" "volume down"	ctrl V
EVENT LIST		
Select first event in EventList	"event list" "first event"	
Select final event in EventList	"event list" "last event"	
Select previous event in EventList	"event list" "previous event"	
Select next event in EventList	"event list" "next event"	
Re-select current event	"event list" "event show"	
Pause video playback	"event list" "event pause"	
Play video of current event	"event list" "event play"	
CATEGORIES		
Select all options in all categories	"categories" "select all"	
De-select all options in all categories	"categories" "clear all"	

5 Configuring Voice Control

Voice Control is configured by using the “Tools” - “Options” menu and selecting the “General” tab.



5.1 Category and Option Buttons

Voice Control can be turned on (enabled) for Category and Option buttons in either Logging or Review modes or both. For example a user might want to log data using Voice Control, but disable it during feedback to players where review mode is used.

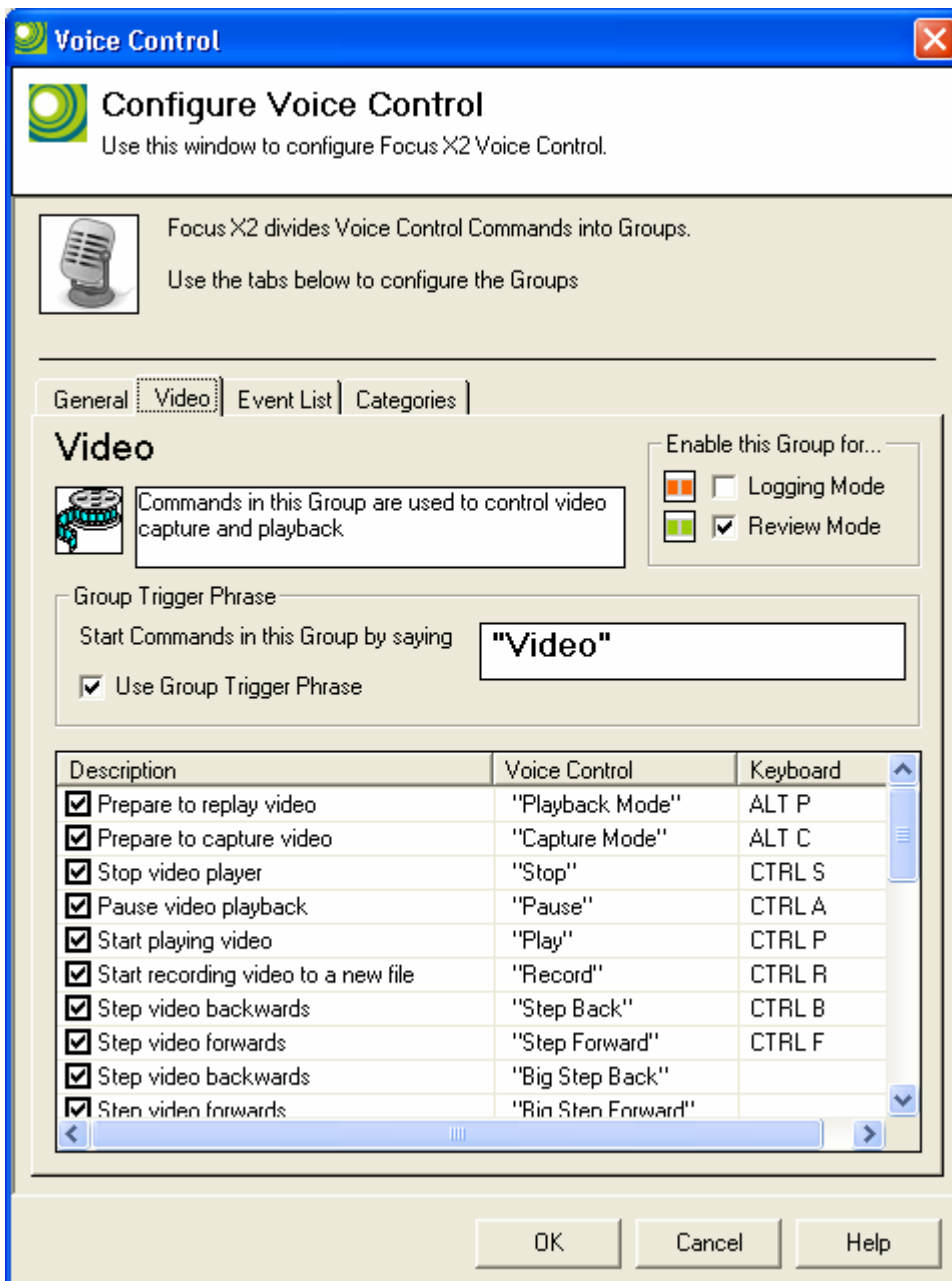
5.2 Skip Category Names

Check “Skip Category Names” allows the user to simply say the name of an Option without preceding it with its Category name. For example if a project has a Category “Team” with Options “Home” and “Away”, the user would say “Away” when “Skip Category Names” was checked and “Team Away” when it wasn’t.

If there are Option buttons with the same name in different Categories, then this feature should not be used. Focus will be unable to distinguish between the Options.

5.3 Voice Commands

Press the “Settings” button to display the Voice Commands configuration window.



The Voice Commands configuration window lets you choose which Voice Commands will be active in which mode.

The Commands are separated into Groups, each of which can be independently configured. Clicking on the Tab selects the Group to be configured.

5.3.1 Enable this Group for

Check Logging Mode or Review Mode to have Voice Control enable Commands in this Group for that mode. In the above example, the "Video" Group would be active in Review Mode, but not in Logging Mode.

5.3.2 Group Trigger Phrase

The Trigger Phrase is the phrase that must be spoken before saying a Command in this Group. In the example above all the video commands must start with "video" followed by the individual command e.g. "Video Play" to start the video playing.

The "Use Group Trigger Phrase" can be unchecked to allow the user to be able to say the Group Commands without preceding them with the Trigger Phrase (e.g. "Play" instead of "Video Play").

However, if the Trigger Phrase is not used and many Groups are enabled, Focus may have trouble deciding what Command has been said.

5.3.3 Commands

The Commands valid for the Group are listed towards the bottom of the window. The "Voice Control" column indicates what needs to be said to have Focus execute that Command. For example "Video Step Back" to have Focus step the video backwards a single frame.

The "Keyboard" column shows the keyboard hot-key equivalent of the Command. For example saying "Video Step Back" and pressing "ctrl-B" on the keyboard will both step video back a single frame

By checking and unchecking Commands a user can enable specific Commands to be recognised by Voice Control. By default all Commands in a Group are enabled.

6 Optimising Voice Control Performance

There are a number of things that can be done to optimise Voice Control performance.

- > Use a good quality microphone and configure it properly (see Microphones section below).
- > Spend some time running Windows Speech Training. (<http://support.microsoft.com/kb/306537>) If Voice Control does not seem to be recognising speech very well, spend 10 minutes doing some additional training. The more training, the more accurate recognition will become.
- > Choose Category and Option names carefully. Try to avoid Option names which sound similar.
- > Use Trigger Phrases when a Category Set has many Categories and Options.
- > Only enable the Voice Commands that are actually needed.

6.1 Microphones

An appropriate microphone is a key component in making Voice Control successful. There are a bewildering array of microphones available and the choice will often come down to individual style and comfort. Select a powered microphone rather than a passive one as this will give a better voice signal to start with, especially if the microphone will be used outside or in noisy conditions. Powered microphones typically have a battery or, better still, connect by USB. A USB headset / microphone will usually perform better than an analogue one (one which plugs into the "mic" input on your computer).

Where the microphone is positioned can make a big difference. Find the best position and use this consistently. With a standard headset microphone position the microphone approximately 1 cm in front of the mouth and slightly to one side.

7 Contact Details

For More Information please contact:

Elite Sports Analysis support - support@elitesportsanalysis.com, or browse to www.elitesportsanalysis.com.