rhtraining

user guide

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RHtraining helps you to record the actions of rink hockey matches to generate statistics and ratings. The application uses the SQLite database engine to save the information in a sdb3 file that is fully accessible and exportable to other data management systems.

This guide describes the user interface and the main functions and methods that the full version implements.

When the application is started, the main screen is displayed, where you can differentiate between three zones, the top action bar, the main window and the lower information bar.
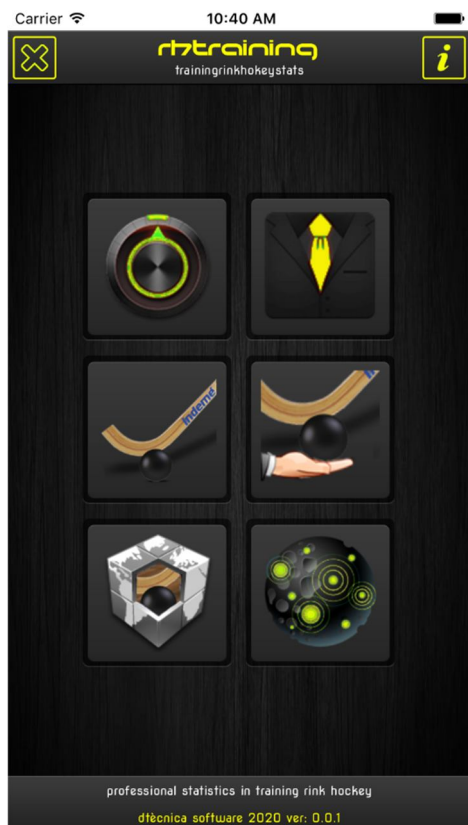

This composition of zones is the habitual one in all the Interface. The top action bar has to the right of an information button that provides contextual help and your situation is also the same in all windows in the application.

The main window has six buttons that organize the functionalities of the system.

1   Settings: configures the system (language, passwords, backup) and the usual operating parameters (game rules, shooting analysis, linked actions).
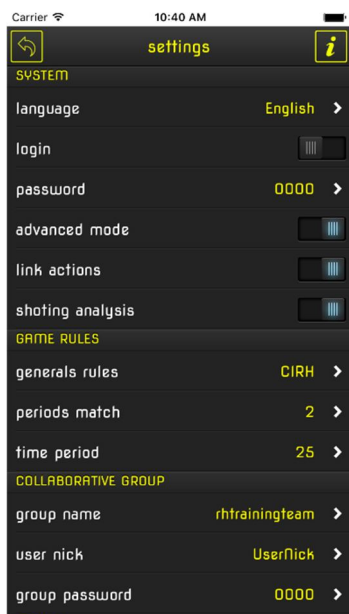
1.1   Language. Set the language of the application (Catalan, Spanish, English, French, Italian or Portuguese).

1.2   Login. Enable or disable access to the application by logging in.

1.3   Password. Set the four-digit user code, necessary for access to the application through login and backup operations. The default code is '0000'.

1.4   Advanced or reduced mode. Determine the actions that can be registered. While in the advanced mode the registration of all the actions of the game is included, the reduced mode only contemplates the registration of goals, missed launches and saves.

1.5   Linked actions. Enables or disables the link of related actions such as goals and assists or steals and turnovers. When registering one of the actions, the process of recording the related action begins.

1.6   Shooting analysis. Configure activation or deactivation of the spatial registration process of shots and saves.

1.7   General rules. Establish the general rules of the game (time and periods) between CIRH, Under 20, Under 17, Under 15 or Training.

1.8 Periods. Set the match between two or three game periods.

1.9 Time. Set the playing time of the periods between 2 and 25 minutes.

1.10 Name of the group. It establishes the name of the collaboration group in the matches with the register shared between users.

1.11 User Nick. Set the username for the connections in the games with the register shared between users.

1.12 Collaboration group password. Set the access password for the connections in the games with the register shared between users.

1.13 Create copy. Back up the database.

1.14 Restore copy. Delete the active database and restore the existing backup. Application restart is required.

1.15 Send copy. Prepare an email with the backup of the database as an attachment.

1.16 Version. Indicates the version (edition) of the application.

1.17 Contact. Prepare an email to contact with dtècnica software.

1.18 Privacy policy. Show the document in the privacy policy of the application.

1.19 Acknowledgments. App Credits.

2   Manager. Manage teams and players. It's the module that contains all the information registered in the games, offers the reports of statistics, rankings and the functions of export and import matches.
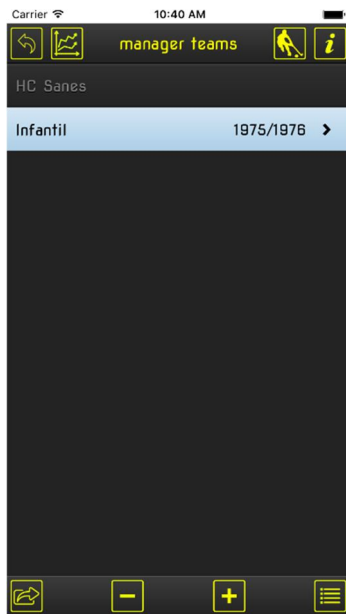
2.1   Return. Leave the manager module and go back to the home screen.

2.2   Global system statistics. Open the module where you check the global statistics of all the teams in the system

2.2.1   Return to the previous screen.

2.2.2   Previous team. View the statistics for the previous team.

2.2.3   Next team. View statistics for the following team.

2.2.4   Information. Show contextual information on the screen.

2.2.5   List of actions and valuation. List statistics, averages and the overall evaluation of the team.

2.2.6   Screenshot. Perform a screenshot and start the process of distributing the image.

2.2.7   Ranking of players. Open the global ranking module of players per action.

2.2.7.1 Return to the previous screen.

2.2.7.2 Previous season.

2.2.7.3 Next season.

2.2.7.4 Contextual information.

2.2.7.5 Screenshot.

2.2.7.6 Previous ranking.

2.2.7.7 Next ranking.

2.2.7.8 One On One. Open the comparison module between players. Selecting two players from the list and clicking on the lower right arrow of the lower information bar will start the process that compares their statistics.
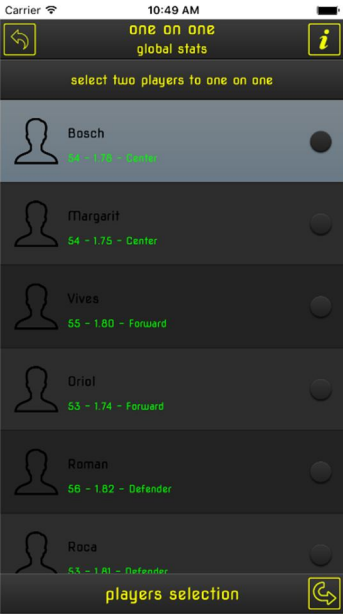
2.2.7.8.1 Return to the previous screen.

2.2.7.8.2 Contextual information.

2.2.7.8.3 Start the One On One comparison process.
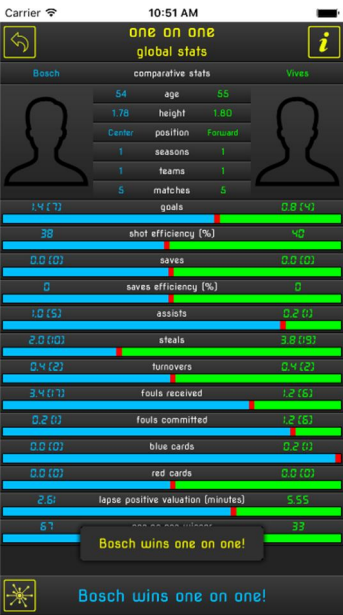
2.2.8   Global list of matches played by all host teams in the system.
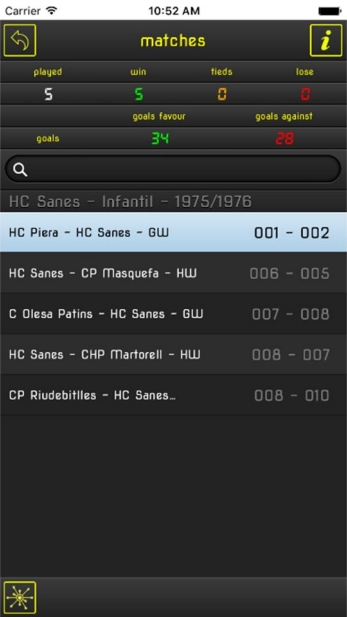
2.2.8.1 Return to the previous screen.

2.2.8.2 Contextual information.

2.2.8.3 Report of matches and goals of the list.

2.2.8.4 Match finder and filter bar.

2.2.8.5 List of matches.

2.2.8.6 Screenshot.

2.2.9 Graphic evolution.

2.2.9.1 Return to the previous screen.

2.2.9.2 Previous season.

2.2.9.3 Next season.

2.2.9.4 Contextual information.

2.2.9.5 Filter matches (all, locals, or guests).

2.2.9.6 Screenshot.

2.2.9.7 Previous action.

2.2.9.8 Next action.

2.2.10 Localization of shots and saves.

2.2.10.1 Return to the previous screen.

2.2.10.2 Screenshot.

2.2.10.3 Previous season.

2.2.10.4 Next season.

2.2.10.5 Toggle between attack and defense.

2.2.10.6 Toggle between court and goal.

2.2.10.7 Contextual information.

2.3 Global statistics for all players in the system. Open the module where you check global statistics for all the players in the system.

2.3.1 Return to the previous screen.

2.3.2 Previous season

2.3.3 Next season.

2.3.4 Contextual information.

2.3.5 Screenshot.

2.3.6 Previous player.

2.3.7 Next player.

2.3.8 Graphic evolution.

2.3.8.1 Return to the previous screen.

2.3.8.2 Previous season.

2.3.8.3 Next season.

2.3.8.4 Contextual information.

2.3.8.5 Filter between matches and seasons.

2.3.8.6 Screenshot.

2.3.8.7 Previous player.

2.3.8.8 Previous action evaluated.

2.3.8.9 Next action evaluated.

2.3.8.10 Next player.

2.3.9 Location of shots and saves.

2.3.9.1 Return to the previous screen.

2.3.9.2 Screenshot.

2.3.9.3 Previous player.

2.3.9.4 Previous season.

2.3.9.5 Next season.

2.3.9.6 Next player.

2.3.9.7 Toggle between attack and defense.
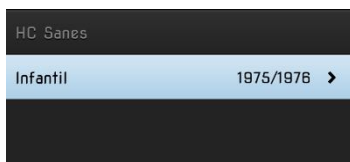

2.3.9.8 Toggle between court and goal.

2.3.9.9 Contextual information.
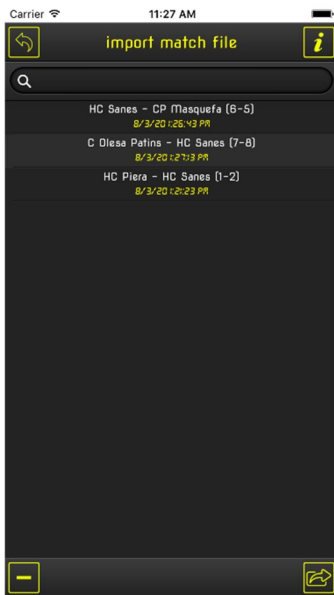

2.4 Contextual information.

2.5 List of teams. View all the teams grouped by the name of the club.

2.6   Import matches. Open the import module for matches files.

2.6.1   Returns to the previous screen.

2.6.2   Contextual information.

2.6.3   File finder bar.

2.6.4   List of import files.

2.6.5   Remove selected import file.

2.6.6   Starts the import process of the selected file.

2.7   Remove team. Remove all information related to the team from the system.

2.8   Create a new team. Open the team registration procedure in the system.

2.9   Edit the selected team from the list. Open the team management module where you keep the information, the linked players and   check the statistics, rankings and matches played.

2.9.1   Returns to the previous screen.

2.9.2   Contextual information.

2.9.3   List of fields on the team's sheet.

2.9.4   Open the team management module of the team.
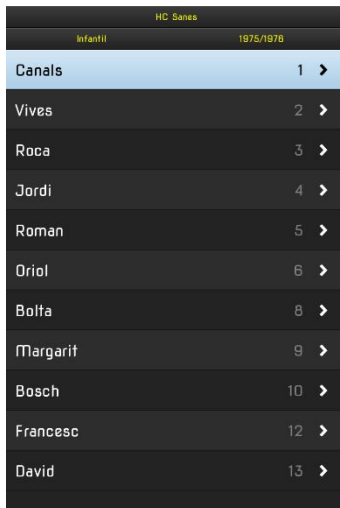
2.9.4.1 Returns to the previous screen.

2.9.4.2 Contextual information.

2.9.4.3 List of players of the team.
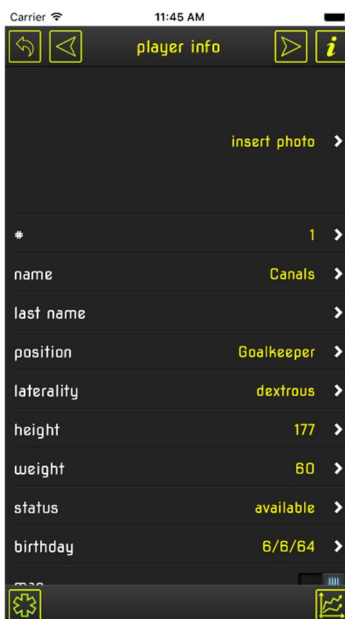
2.9.4.4 Remove the selected player from the team.

2.9.4.5 Add players to the team.

2.9.4.6 Edit the player's card on the team.

2.9.4.6.1 Returns to the previous screen.

2.9.4.6.2 Contextual information.

2.9.4.6.3 List of fields on the player's card.

2.9.4.6.4 Open the player's injuries record.

2.9.4.6.5 Open the statistics module of the player on the team.

2.9.5 Open the matches module of the team.
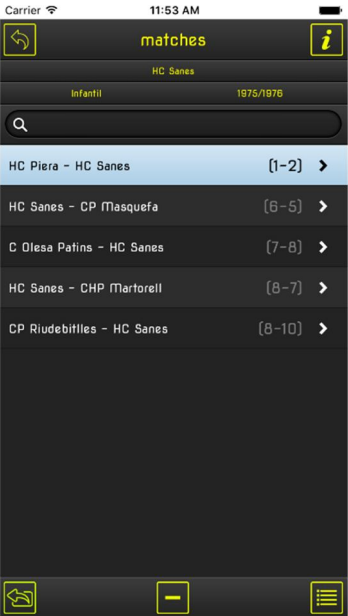
2.9.5.1 Return to the previous screen.

2.9.5.2 Contextual information.

2.9.5.3 Match finder bar.

2.9.5.4 Export the selected match to an exchange file and start the process of sending by email with the attachment.

2.9.5.5 Remove the selected match from the system.

2.9.5.6 Open the statistics module of the selected match.

2.9.5.6.1 Returns to the previous screen.

2.9.5.6.2   Contextual information.

2.9.5.6.3   Screenshot.

2.9.5.6.4   Open the graphic evolution module of the scoreboard.

2.9.5.6.4.1   Returns to the previous screen.

2.9.5.6.4.2   Previous match.

2.9.5.6.4.3   Maximum and minimum difference.

2.9.5.6.4.4   Better and worse partial.

2.9.5.6.4.5   Next match.

2.9.5.6.4.6   Contextual information.

2.9.5.6.4.7   Player Timer.

2.9.5.6.4.8   Play / stop playback.

2.9.5.6.4.9   Step forward.

2.9.5.6.4.10   Step back.

2.9.5.6.4.11   Restart playback.

2.9.5.6.4.12   Screenshot.

2.9.5.6.5   Previous match.

2.9.5.6.6   Next match.

2.9.5.6.7   Localization of game shots and saves.

2.9.5.6.8   Match statistics sheet.

2.9.5.6.8.1   Returns to the previous screen.

2.9.5.6.8.2   Screenshot.

2.9.5.6.8.3   Previous match.

2.9.5.6.8.4   Toggles the display of host and rival team statistics.

2.9.5.6.8.5   Open the individual statistics module of the players in the match.

2.9.5.6.8.6   Next match.

2.9.5.6.8.7   Contextual information.

2.9.6   Open the statistics module of the team.

2.9.6.1 Returns to the previous screen.

2.9.6.2 Previous team.

2.9.6.3 Next team.

2.9.6.4 Contextual information.

2.9.6.5 Screenshot.

2.9.6.6 Ranking of players in the actions.

2.9.6.7 Graphical evolution of the team.

2.9.6.8 Localization of team shots and saves.

3   Matches. It's the core of the application, where the matches are created and the actions generated by the statistics and ratings are recorded. Open the list of open or started matches.
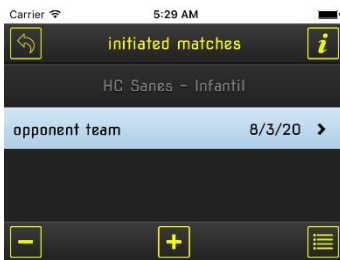
3.1   Return to the home screen.

3.2   Contextual information.
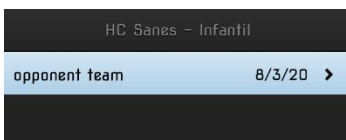
3.3   List of open or initiated matches.

3.4   Remove the selected match.

3.5   Open the process to add a match.
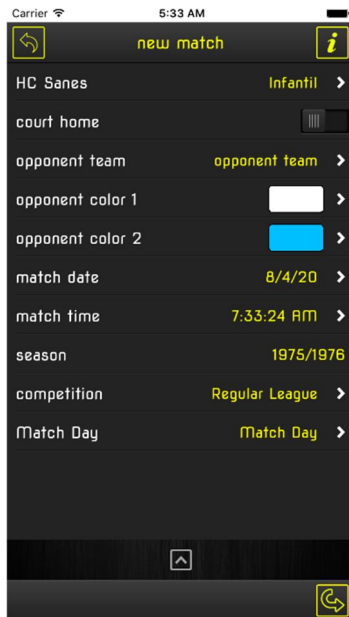
3.5.1 Cancel the process and return to the previous screen.

3.5.2 Contextual information.
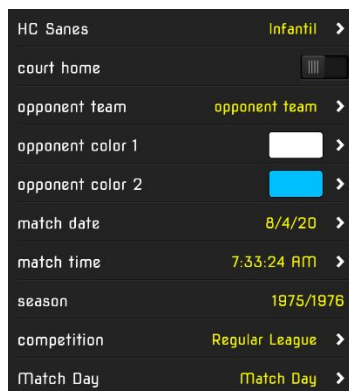
3.5.3 Field List of new game.
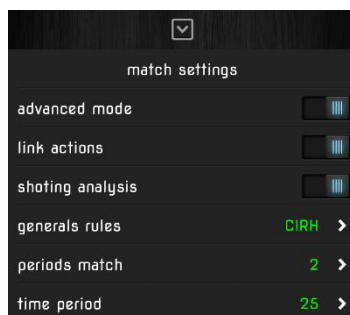
3.5.4 Match configuration settings.

3.5.4.1 Advanced or reduced mode.

3.5.4.2 Linked actions.

3.5.4.3 Shots analysis.

3.5.4.4 Generals rules.

3.5.4.5 Periods of the match.

3.5.4.6 Minutes of the period.

3.5.5 Add the match to the system.

3.6 Open and start the match in the action register module.

The registration screen has the following areas:
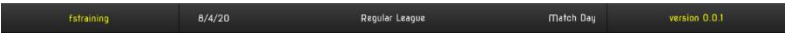
3.6.1 Information bar top with match general information.

3.6.2 Scoreboard window, periods, fouls, red cards and time.

3.6.2.1 Finish the match period. When finalizing the match time, it is activated to finalize the period and to initiate the following   one or to close the match.

3.6.2.2 Start or stop playing time.

3.6.2.3 When the game time is stopped, you can go back second to second until the last recorded action.

3.6.2.4 Pressing the stopwatch in motion will stop the time.

3.6.2.5 When the time is stopped it allows to advance second to second.

3.6.2.6 The scrollbar, visible with the stopped time, allows you to quickly adjust the game time.
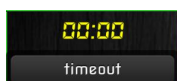
3.6.2.7   Record the timeout requested by the teams.

3.6.2.8   View the total fouls of the team and record fouls that do not count on any player in particular (coach, staff).
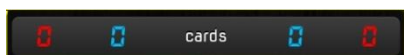
3.6.2.9   Red and blue cards. Show red cards of the teams.

3.6.2.10   Exclusion window. Show excluded players and the remaining times of exclusion.

3.6.3   Team action bar.

3.6.3.1   Actions Local / Visitor. Start the process of registering actions that do not count on any player in particular (coach, staff).
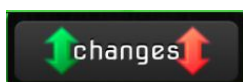
3.6.3.2   Changes. Open the window to add the players participating in the match.

3.6.3.2.1   Sit on the bench the goalkeeper.

3.6.3.2.2   Take to the hockey court like goalkeeper the selected player.

3.6.3.2.3   Cancel the prepared changes and close the window

3.6.3.2.4   Sit on the bench with all field players.

3.6.3.2.5   Sit on the bench with the selected field player.

3.6.3.2.6   Take to the hockey court the selected player.

3.6.3.2.7   Remove from the match to the player of the selected bench (it's only possible if you have not taken part in the match).

3.6.3.2.8   Add players to the game. In the host teams the selection is made from the list of players of the team while in the rivals, from the list of numbers between 0 and 99, both inclusive.

3.6.3.2.9   Make the changes and close the window.

3.6.3.3   Side change. Change the side of the team's situation.

3.6.4   Bar of players on the hockey court. Once the initial alignments are completed, the players' numbers are displayed on the bar, the hosts also have the name. At the bottom of each player their goals, fouls and valuation are displayed.

3.6.4.1   View the quick replacement bar. By dragging the number of the players on the bench over the track player to replace, the change is made.

Moving the cursor of the lower scroll bar we access the rest of the players on the bench.

3.6.5   Pressing the number of players opens the action window of the
                   game.
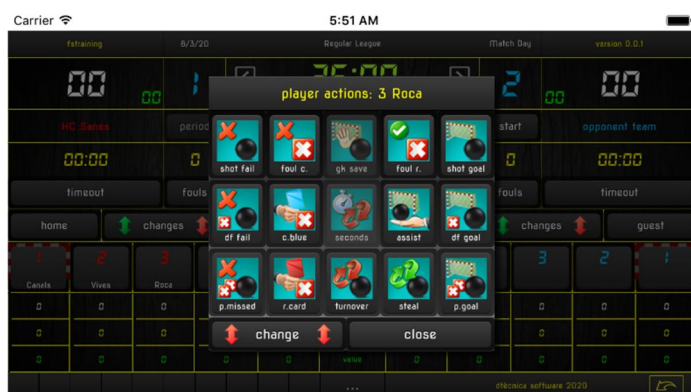
3.6.5.1   Shot fail. It registers a shot fail and if the shot analysis option is
                   active, it opens the window to pick the shot.

3.6.5.1.1   By clicking on the image area near the shot, is registered and the
                   window closed.
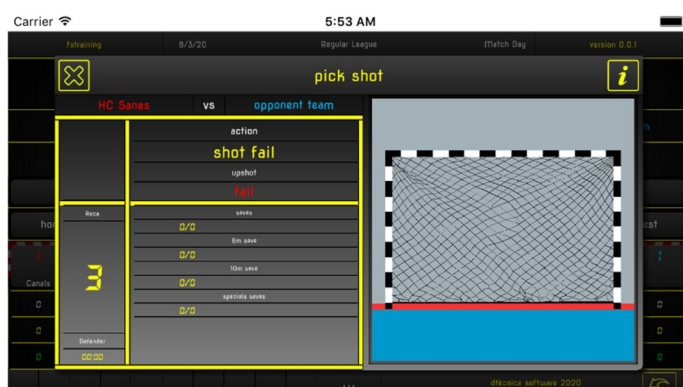
3.6.5.1.2   Pressing in the area of the image approximated to the save, is
                   registered and the window closed.

3.6.5.2   Foul committed. Register committed foul to the selected player.
                    If the linked actions option is active, it opens the window to
                    register the rival player who receives the foul.

3.6.5.3   Goalkeeper save. Opens the window to select the type of save of
                    the goalkeeper.

3.6.5.3.1   Save shot.

3.6.5.3.2   Save direct free.

3.6.5.3.3   Save penalty. If the goalkeeper is the host and the option
                    analysis of shots is active, the window opens to pick the save.

3.6.5.4   Foul received. Register received foul to the selected player. If the
                    linked actions option is active, it opens the window to register
                    the rival player who committed foul.

3.6.5.5   Goal. Open the window to select the type of goal shot.

3.6.5.5.1   Shot.

3.6.5.5.2   Long distance.

3.6.5.5.3   Low.

3.6.5.5.4   Wrist.

3.6.5.5.5   Backhand.

3.6.5.5.6   Lob.

It registers a goal and if the option analysis of shot is active, open the window to pick the shot. If the linked actions option is active, it opens the window to register the player that performs the goal assist.

3.6.5.6 Direct free shot fail. It registers a 10m shot fail and if the shot analysis option is active, it opens the window to pick the shot.

3.6.5.7 Blue card. Register blue card to the selected player.

3.6.5.8 Turnover seconds. Register turnover seconds to the selected team.

3.6.5.9 Assists goal. Register goal pass of the selected player.

3.6.5.10 Direct Free Goal. Register direct free Goal to the selected player. If the option analysis of shot is active, open the window to pick the shot.

3.6.5.11 Penalty shot fail. It registers a penalty shot fail and if the shot analysis option is active, it opens the window to pick the shot.

3.6.5.12 Red card. Register red card to the selected player.

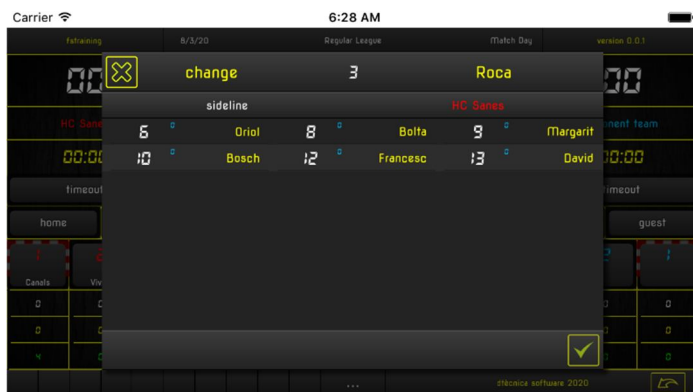**3.6.5.12** Turnover. Register turnover to selected player.

3.6.5.13 Steal. Register steal to selected player.

3.6.5.14 Penalty goal. It registers a penalty goal and if the shot analysis option is active, it opens the window to pick the shot.

3.6.5.15   Change Open the change window for the selected player.

Select the player from the bench, when accepting the change is made and the window closes.

3.6.5.16   Close the action window.

3.6.6   Status bar. Shows information about the state of live broadcasting, of shared actions, gives access to the toolbar and lets you delete the last recorded action.

3.6.6.1 Broadcast. Indicates that the registration of shares is being relayed for users who connect to the broadcast station.

3.6.6.2 Number of connected users. Indicates the number of users connected to the broadcast.

3.6.6.3 Shared registration. Indicates that the share record is being shared using Wi-Fi or Bluetooth.

3.6.6.4 Number of users connected to the registry. Indicates the number of users connected to the register shared.

3.6.6.5 Fouls registry. Indicates that the registry of fouls is being registered by a connected user.

**3.6.6.6** Steals registry. Indicates that the registry of steals is being registered by a connected user.

3.6.6.7 Turnovers registry. Indicates that the registry of turnovers is being registered by a connected user.

3.6.6.8 Assists registry. Indicates that the registry of assists is being registered by a connected user.

3.6.6.9 View the toolbar.

3.6.6.9.1 Close the action register window and return to the previous screen.

3.6.6.9.2 Opens the broadcast configuration window.
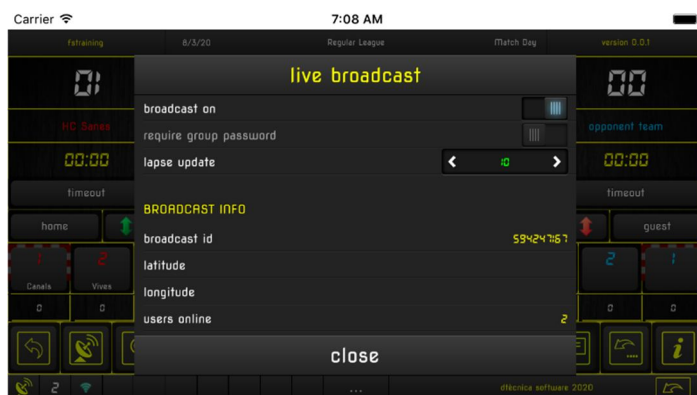
3.6.6.9.2.1 Enable / Disable broadcast.

3.6.6.9.2.2 Broadcast identifier.

3.6.6.9.2.3 Time interval in seconds, between shipments of updates to the web server.

3.6.6.9.2.4 Indicates the latitude for the GPS location of the match.

3.6.6.9.2.5 Indicates the longitude for the GPS location of the match.

3.6.6.9.2.6 Indicates the number of connected users.

3.6.6.9.2.7 Indicates the total number of connections that the broadcast received.

3.6.6.9.2.8 Close the broadcast configuration window.

3.6.6.9.3   Opens the shared register configuration window.

3.6.6.9.3.1   Server connection information.

3.6.6.9.3.2   Type of connection of the shared register. Select the type of connection to be established using Wi-Fi or Bluetooth.
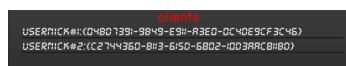
3.6.6.9.3.3   List of users connected to the shared register.
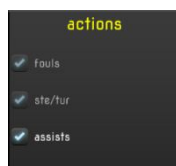
3.6.6.9.3.4   List of actions established to share with other users.

3.6.6.9.3.5   Close the shared register configuration window.

3.6.6.9.3.6   Enable or disable shared register with other users.

3.6.6.9.4   Screenshot.

3.6.6.9.5   Open the individual statistics window for each player.

3.6.6.9.5.1   Close the individual statistics window for each player.

3.6.6.9.5.2   Previous player.

3.6.6.9.5.3   Open the Location window for shots or saves.

3.6.6.9.5.4   Next player.

3.6.6.9.5.5   Screenshot.

3.6.6.9.6   Open match statistics window.

3.6.6.9.6.1   Close the match statistics window.

3.6.6.9.6.2   Open the Location window for shots or saves.

3.6.6.9.6.3   Screenshot.

3.6.6.9.8   Activates or deactivates advanced mode.

3.6.6.9.9   Enables or disables the link of related actions.

3.6.6.9.10   Activates or deactivates shooting analysis.

3.6.6.9.11   Enable or disable display informative messages.

3.6.6.9.12   Opens the edit window of registered actions.
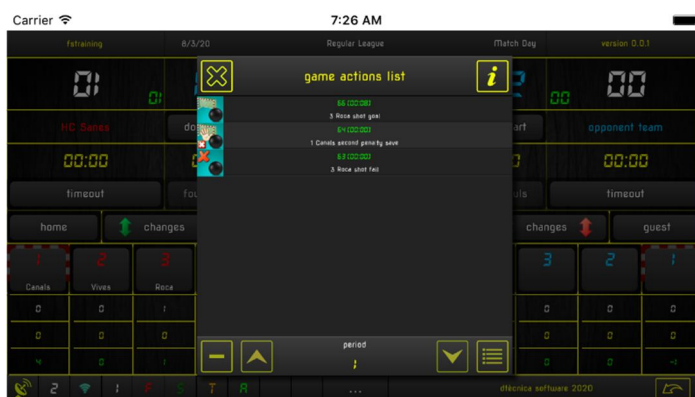
3.6.6.9.12.1   Close the action edit window.

3.6.6.9.12.2   Contextual information.

3.6.6.9.12.3   List of registered actions.

3.6.6.9.12.4   Remove the selected action.

3.6.6.9.12.5   Previous period.

3.6.6.9.12.6   Indicates the period of the actions listed.

3.6.6.9.12.7   Next period.

3.6.6.9.12.8   Opens the window to edit the selected action.
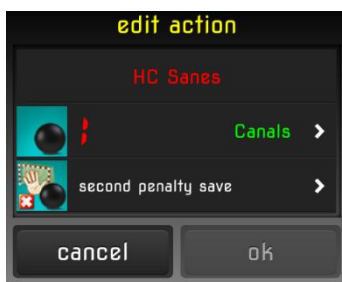
By clicking on the arrow of the player we access to the selection window of players where we can replace the author of the action. By clicking on the arrow of the action, we access the list of actions to replace it with another.

3.6.6.9.12.9   Contextual information.

3.6.6.10   Undo the last recorded action.

4   Shared register: Module that allows the shared register of the actions (fouls, assists, blocks, steals, turnovers) in the matches.
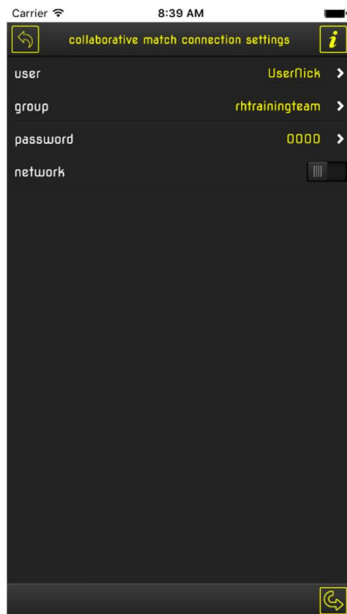
4.1   Return Leave the shared register module and go back to the home screen.

4.2   Contextual information.
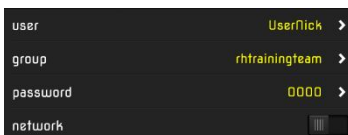
4.3   Connection parameters with the server.

4.4   Nick identifier of the user. Sets the name with which the user connects to the server.

group   rhtrainingteam >

4.5   Name of the collaborative group. Sets the name of the group to which the user wishes to connect.

password   0000 >

4.6   Access password to the collaborative group. Set the access password to connect to the collaborative group.

network   ▥

4.7   Connection method. Set the method of connection between wi-fi or Bluetooth.

4.8   Search for servers. Start the server search process.
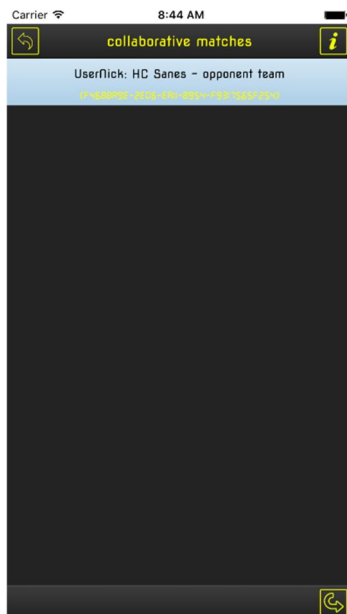
4.8.1   Return Quit connections list and return to the previous screen.

4.8.2   Contextual information.

4.8.3 List of localized servers.

4.8.4 Establish connection to the selected server.

4.8.4.1 Cancel the connection and return to the initial screen.

4.8.4.2 Contextual information.
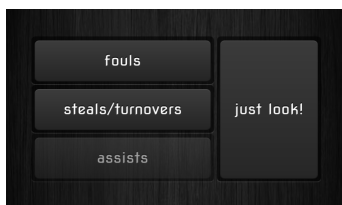
4.8.4.3 List of shared actions. The enabled buttons correspond to the actions available by the server to share the registry.
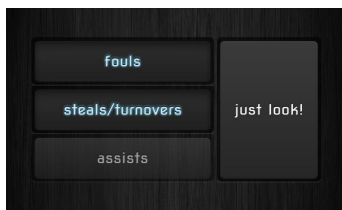
By pressing the enabled buttons, we request the registration to the server. The image has been marked faults, steals and turnovers.

4.8.4.4   Open the shared register screen.

The information on the connection is shown in the bottom bar.

Only actions that have been requested and delegated by the server are enabled in the registry.
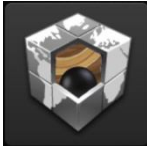
5   Broadcast station: List of the broadcasted matches, in retransmission or waiting, to know the result or follow their development.
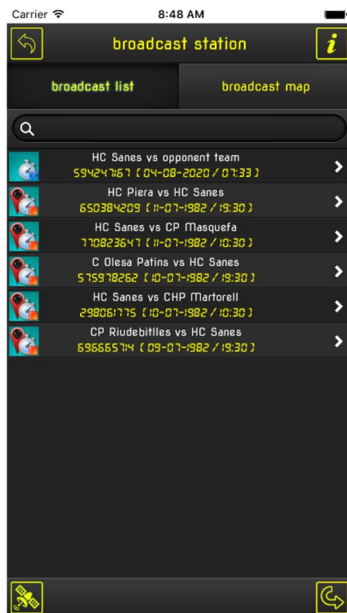
5.1   Return. Go back to the home screen.

5.2   Contextual information.
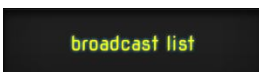
5.3   Broadcast tab.

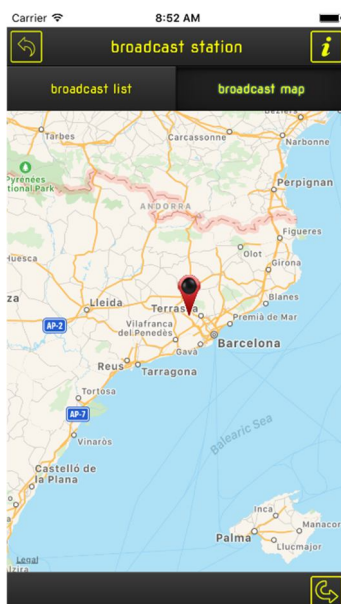
5.3.1   Broadcast finder bar.

5.3.2   Broadcast list.

5.3.3   Broadcast server search.

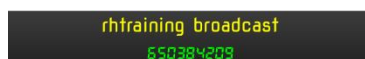**5.4**   Broadcast map.

find broadcast via your GPS location.

5.5   Establish connection with the selected broadcast.
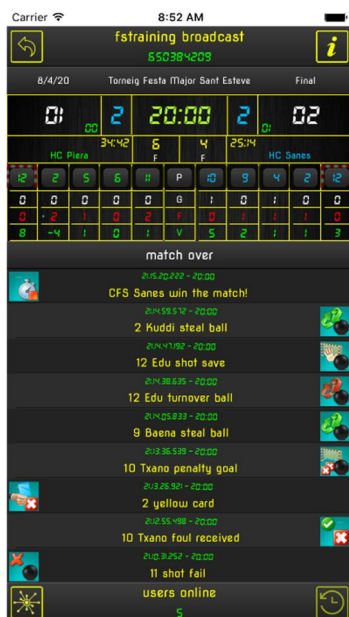
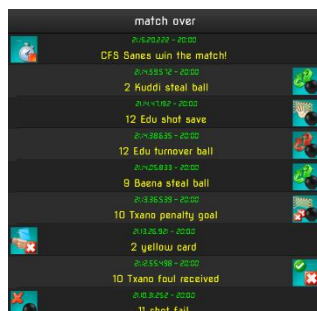**5.5.1** Disconnect the connection and go back to the initial screen.

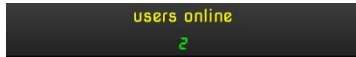**5.5.2** Broadcast identifier.

5.5.3 Contextual information.

5.5.4   Broadcast Scoreboard.

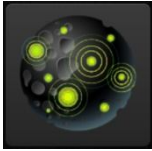**5.5.5** Chronological list of commented actions.
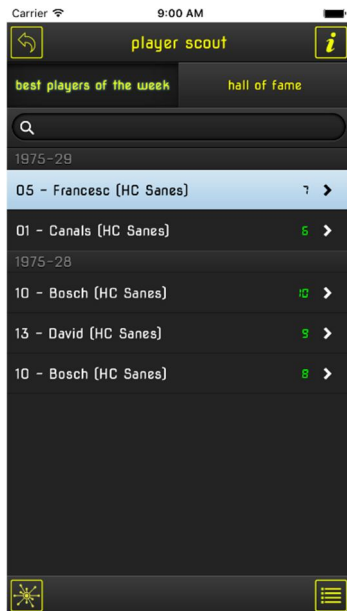

5.5.6 Screenshot.

5.5.7 Users connected to the broadcast.

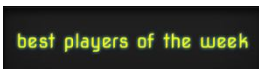**5.5.8** Update broadcast information.

6   Player scouting. List the best rated players of the week's broadcasts and the rhtraining ranking of players.

6.1   Return. Go back to the home screen.

6.2   Contextual information.

6.3   Tab of the best players of the week.

6.3.1   Finder players of the week.

6.3.2   List of the best players grouped by week.

6.3.3   Screenshot.

6.3.4   Opens the statistics window of the selected player.

6.3.4.1 Return. Go back to the previous screen.

6.3.4.2 Contextual information.

6.3.4.3 Statistical data and general valuation of the player.

6.3.4.4 Previous record.

6.3.4.5 Screenshot.

6.3.4.6 Next record.

6.4   Tab ranking of the best players rhtraining.

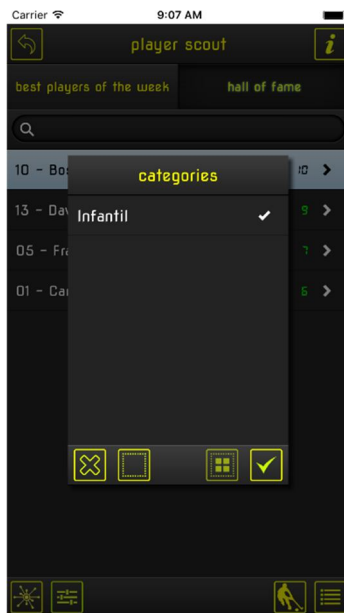**6.4.1**   Finder of the best players.

6.4.2   Ranking list of the best rhtraining players.

6.4.3   Screenshot.

6.4.4   Opens the filter window by category.

6.4.4.1 Close filter window by category.

6.4.4.2 Select categories. All of them, male or female.
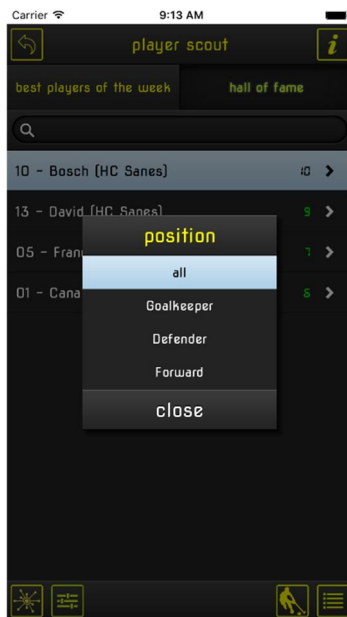

6.4.4.3 Delete all filters.

6.4.4.4 Apply the filters and close the window.
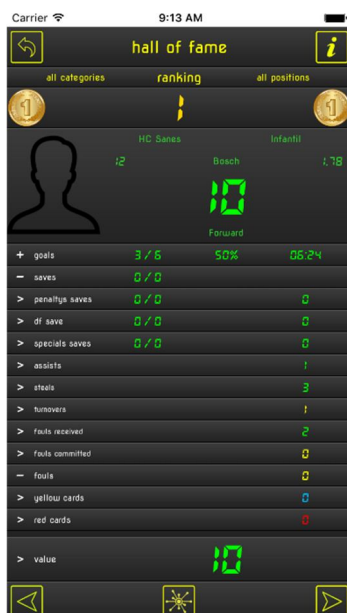
6.4.5   Opens the filter window by position.

6.4.5.1 Selecting the position from the list, the filter is applied.

6.4.6   Opens the statistics window of the selected player.

7   Tips and observations.

The game dynamics of hockey is often very fast and that makes it very difficult to record all the actions in real time by a single person, that is why it is recommendable to start using the application progressively. At first only including a rival player or registering only the most important actions. The alternative provided by the shared registry application is the option that can most help the complete registration of statistics.

RHtraining is an application developed to help trainers and their players to perfect and improve collective and individual games. Through statistics, it can be shown that all players add a positive value to the team that deserves recognition.

The values that team sport brings to young people are innumerable and highly recognized. It is therefore important to protect these values from the stands, encouraging and respecting the rivals and   the work of the referees.

8   Acknowledgments.

The publication of this application has been made possible thanks to the shared knowledge disinterestedly on the web by many people who guided my ideas between loops, routines and functions.

Thanks to Ramon Mercader, one of the promoters of hockey in Sant Esteve de Sesrovires who altruistically helped many young people to grow with the values of effort and teamwork.

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