Futebol Made in Brasil 2.0

Instructions Manual

After starting the program by clicking the icon created on your desktop **(FMB20),** a username and password will be prompted. The software has a default username and password and cannot be excluded.

Username: admin
Password: admin

You can create a new username and a new password (please see below for instructions). This function is described in **TABLES AND OPTIONS** located at the end of this manual.

After entering the software, you will have access the main menu of the software FMB20. In the menu, you will have four options created as icons. To select an icon, just click the image once. To select a module, click once more. The modules are;

- **Registration of Athletes**
- **Educational Development**
- **Educational Planning**
- **Tables and Options**

Describing each Module...

REGISTRATION OF ATHLETES

In the Registration of Athletes module, a list of registered athletes will be presented. Inside the module, you can filter according to descriptions given in the upper right side of the screen. Filter options include Sport, Age Group, Position and Gender.   The user can also filter by two or more options, for example; you can choose to see athletes of a certain sport (Sport: Soccer) from (Age Group: Under 15) of (Position: Attackers) of (Gender: Male). All this information can be filtered after registering all the information in the module.

To include an athlete

Click "Insert New Athlete", located in the side menu. A screen will open called "Personal Information" where the user must complete the designated fields (please note that the fields with * are mandatory). If one of the mandatory fields is not completed, the system will not save the information.
On the "Personal Information" screen, the user will see a field called "Video Location". The user can put a path or a link to the location where a video is located, either to:
- A folder on your computer or;
- A web site such as "YouTube"
  - To view a hosted video on the Internet, the user needs to be connected to the Internet and click on the side menu "Watch Athlete Video ".
After completing all the designated fields, click "Save Changes".

To include other information such as, Addresses and Filiations, Responsible Parties and Agents, Passports and Visas, Health Care Providers and Vaccinations, Historical Information, and Wardrobe, click on the desired options located under the "Registry of Athletes" arrow in the side menu and fill in the designated fields. Upon completion click "Save Changes".

To Change a registered athlete's information

To change any information on a specific athlete, you must click on the name of the athlete located on the list in the center of the screen. After selecting an athlete, a picture with the athlete's name will appear "if picture was

included". Click on the arrow next to "Registry of Athletes" on the side menu and you will see all the different menu options for registration information. Click on the desired menu and make the change, remember that any change should be saved by clicking "Save Changes".

To Exclude (Delete) a registered athlete

To delete a specific athlete, you must click on the name of the athlete who is on the list in the center of the screen. After selecting an athlete, a picture with the athlete's name will appear "if picture was included". Click on "Exclude Athlete" in the side menu. All information from the selected athlete will be excluded (deleted).

Tactical Development

In the module **Tactical Development,** the Introduction to Brazilian Soccer will be presented. A screen will appear with the text to the center and next to the diagrams represented by numbers. To view the diagrams described in the text, simply move your mouse over the number of the diagram in the text and the animation will begin.

EDUCATIONAL DEVELOPMENT

In the Educational Development, we present the methodology in three age groups;

1. Under 13 – 12 and 13 years old
2. Under 15 – 14 and 15 years old
3. Under 17 – 16 and 17 years old

A screen will appear with text in the center and next to the diagrams represented by numbers. To view the diagrams described in the text, simply move your mouse over the number of the diagram in the text and the animation will begin.

EDUCATIONAL PLANNING

In the **Educational Planning** module, you can apply all the knowledge acquired from the **Educational Development** module.

Bellow we describe how to create a game and tactical systems and plays.

To create a game and its tactical systems, from the main menu, select the option for **Educational Planning**, by double clicking the icon or picture in the menu.

To create a game and its tactical systems, it is necessary to first create a tactical system. The FMB 2.0 software includes already some default tactical systems including 4-4-2, 3-5-2, and 4-3-3. But you may create your own.

To Create a Tactical System

Click in the Educational Planning icon in the main menu. In the side menu, click **New Game,** a new window will open with options to:

Create New...

New Game,
New Set Plays,
New Tactical System,

Select the **New Tactical System** option; a window will open requesting a name for the new tactical system, complete with the desired name, "Example 3-4-3" or another name of your choice and click "OK ".

After clicking OK for the name of the system, a playing field will appear with buttons (Players) positioned next to

one another. The user can now position the buttons (Players) according to the desired tactical system for both teams. After completion, click "Save" in the side menu. If you press the "X" button, the system will not save the tactical system you created and all work will be lost.

Change to a Tactical System

Click on the **Educational Planning** icon from the main menu.   In the side menu of the system, click "Open File"(a window will open where you can select the tactical system you desire to change along with the location where the file is saved). After selecting the tactical system you want to change, Click Open. A playing field will appear with the tactical system previously saved.

Position the buttons (players) as desired and then click **Save** in the left side menu.

To Delete a Tactical System

Click on the **Educational Planning** icon from the main menu.   In the side menu of the system, click "Open File"(a window will open where you can select the tactical system you desire to delete along with the location where the file is saved). After selecting the tactical system you want to delete, Click Open. A playing field will appear with the tactical system previously saved. Click on "DELETE FILE" in the side menu.

Note: All information referring to the deleted tactical system will be eliminated.

To Create a Game

Click on the side menu "Create New" and then select "New Game". A screen will open where the user will enter the name of the game and the required description fields. Fill in the name of each team, name of each team's coach, and uniform color for each team by clicking on the color icon. If desired, the user can give a different color for each player. For example, the goalkeeper, who normally wears a different colored uniform, can be altered by clicking on the goalkeeper's name and then choosing the "Color Icon ", located next to the jersey number.

In the fields bellow, you may register the names of the players in each team or just a single team along with the jersey numbers of each player, including the reserves. These numbers are filled initially from 1 to 11 for each team. To complete, click on the shirt number in the table of the athlete you desire to complete, once highlighted, fill in the "PLAYER NAME" and "POSITION" fields. Do the same for the other players in both teams.

After completion, click the "Save Changes" button located above the table

The user can also import players who will play the game from the Registration of Athletes module. To import, click on the number of the player's position, select the age group option on the side menu, then bellow click Registered Athlete. The system will search for the player's name along with the jersey number registered in the wardrobe.

After completion, click the "Save Changes" button located above the table

After clicking on the save button, a window will open requesting the location you want to save the game. By clicking "Save", the system will be saved on the original folder.

Once you save the game for the first time, the software requests the user to create the first New Play or Tactical System (each game may have several plays). A window will open requesting the name of the play and the Tactical System for each team, for example, 3-4-3. You can also choose other tactical systems by clicking on the menu to select the already saved tactical system. Then click "OK" to continue.

After clicking OK, a playing field will open with all the buttons in the assigned colors chosen earlier. Each button will be placed in the Tactical System chosen as well with the soccer ball in the center of the field. The user will now create animations for each play.

To Create an Animation

To create an animation, the user must place each player into the desired position as the first instant (**Click on the player hold down and drag the mouse along with the player to the desired position**). Follow the same steps with all the players' participating in the animation and add the ball movement in the end of the instance. **Click the (+) sign** located on the left side menu of the screen, below the word "Instant ". The movement will be saved and automatically create a new moment.

Suppose you would like to create a play with a player who will cross the field carrying the ball. To do this you must:

- Develop a Tactical System;
- Define the tactical system and the players who will participate in the field;
- Position the players and the ball at the beginning of the trajectory (Instance1);
- Click on the (+) sign on the left side menu, creating a new instance (Instance 2);
- Click on the player to be moved and drag to the position desired position, (**do not forget, click on the player hold down and drag the mouse along with the player to the position desired and release the mouse button when put in the final position**).
- Do the same now with the soccer ball;
- Click the (Play) button to animate the tactical system created.

The software will run the animation cyclically until you press the **STOP** or **PAUSE** button.

The user will always know the current instant being executed by the timer in the control button's bar. The timer is located between the Previous and Next buttons in the side bar.

The user may also control the speed of animation by clicking on the **Speed** arrow in the sidebar (drag left to slow down and right to speed up). The user may also select the size of the player who appears on the screen. To display the names of the players, click the "Show Names" box located to the left.

After finalizing the movements, click Save in the side menu.

The user may create different plays for each game. To create a new play, a game will need to be open. **Click the plus sign (+)** on the left side menu of the screen below the word "Play" and fill in the requested fields. Follow the same above steps to create an animation.

To Create a new Play or Tactical System of an existing game

To create a new play or tactical System of an existing game, you must have a game open. Once you open the game you want to include a new play or tactical System, click the (+) sign on the sidebar in the "play" navigation. A window will open requesting the **Name of the Play** or tactical system, along with the tactical system of Team 1 and Team 2. If desired, you can import the instances and movements of an existing play of this game. To make minor changes in the player and ball movements of this new play, to avoid recreating all the instances once again, click on Copy Play. Click on the arrow along the side to chose the desired play to copy (you will not be able to select a Tactical System). Click OK.

After clicking OK, a screen will open with the name of the Play created with the instances and movements of the play copied. The user will be able to make the desired changes. Click on "Save" in the sidebar.

To Delete an Instance

To delete an instance, a game must be open. Open the game you would like to alter the instance and select the play in the navigation bar located in the side menu. Once you have located the instance to delete, click in the (-) sign. A window will open requesting the confirmation to delete the instance. Click "Yes".

Note: All information referring to the deleted tactical system will be eliminated.

To Delete a Play or Tactical System of an existing game

To delete a play or tactical system, a game must be open. Open the game you would like to alter the tactical system or play and select the tactical system or play in the navigation bar located in the side menu. Once you have

located the tactical system to delete, click in the (-) sign. A window will open requesting the confirmation to delete the tactical system. Click "**Yes**".

> **Note:** All information referring to the deleted tactical system will be eliminated.

To Delete a Game

Click the Educational Planning icon from the main menu.   In the side menu of the system, click "Open File ". A window will open and the user will select the Game to be deleted and the location of the file. After selecting the game to delete, click open. A playing field will appear with the requested game. Click on "Delete File".

> **Note:** All information referring to the deleted game will be eliminated.

To Open a Game

Click "Open File" on the menu, a window will open to locate where the game was saved. Normally located in the "GAMES" folder, select the game desired. Click **Open.**

Once the game is open, the user will be able to visualize the set plays of the game. To open a set play, click on the combo arrow located in the sidebar on the left side. To create a new play for the game, click on the (+) sign in the side menu under the word "Play" and complete the required fields.   To create a new animation, please go to "*Create an Animation*" located in this manual.

The user may also change the information of the game. First, a game must be open. Once the game is open, click in "Change Data" in the side menu. A window will open with all the game's information. Change the desired data. Once completed, click "*Save Changes*" located above the table.

To Create a Set Play from a Dead Ball

Click on the side menu *"Create New"*, then select *"New Set Play"*. A screen will open requesting the name of the play "for example: Fullback Free Kick" with fields to be completed (**Note:** any fields with (*****) are required). Fill in the name of each team, name of each team's coach, and uniform color for each team by clicking on the color icon. If desired, the user can give a different color for each player. For example, the goalkeeper, who normally wears a different colored uniform, can be altered by clicking on the goalkeeper's name and then choosing the "Color Icon ", located next to the jersey number.

In the fields bellow, you may register the names of the players in each team or just a single team along with the jersey numbers of each player, including the reserves. These numbers are filled initially from 1 to 11 for each team. To complete, click on the shirt number in the table of the athlete you desire to complete, once highlighted, fill in the "PLAYER NAME" and "POSITION" fields. Do the same for the other players in both teams.

After completion, click the "Save Changes" button located above the table

The user can also import players who will participate in the set play from the Registration of Athletes module. To import, click on the number of the player's position, select the age group option on the side menu, then bellow click Registered Athlete. The system will search for the player's name along with the jersey number registered in the wardrobe.

After completion, click the "Save Changes" button located above the table

After clicking on the save button, a window will open requesting the location you want to save the set play. By clicking "Save", the system will be saved on the original folder.

Once the set play is saved, a new window will automatically open requesting for the name of the set play. Fill the name of the play you desire and click "OK" to continue

After clicking OK, a playing field will open with all the buttons in the assigned colors chosen earlier. Each button will be placed in the Tactical System chosen as well with the soccer ball in the center of the field. The user will now create animations for the set play. The user may also include objects into the field for the set plays including: walls,

more balls to use during practice for set plays. To view the objects, right click with the mouse inside the playing field. A window will open with objects available. To select, click on the desired object. For more objects, repeat the same process. The user may place the object in any location of the field by **clicking on the object with the mouse and dragging along with the player to the desired location.** To delete, right click over the object.

TABLES AND OPTIONS

In the Tables and Options module, a list with all the supported tables from the software will be presented. The user will be able to include new information that will be utilized by the software.   In the module, information is already included but may be altered or even created.

By accessing the Tables and Options module, a side menu will appear with the General Tables and Security Tables options.

- **General Tables**

In the General Tables, the user will be able to create new;

> Sports,
> Age Groups,
> Positions,
> Nationalities,
> Countries,
> Schoolings,
> Schools,
> Marital Statuses.

To Create a Sport

To create a new sport, in the side menu open "GENERAL TABLES" then click on "Sports". Click on "Insert Sport". The user will then complete the required fields including "ID", which is the registration number of the new sport, "LANGUAGE", and finally "DESCRIPTION" of the sport. After completing the fields correctly, click "Save Changes".

Each sport should be identified with a unique number. In case of creating a sport for various languages the "ID" number should be the same as contained in the initial table.

Example:

To create the sport Basketball in the three languages available in the software: English, Portuguese and Spanish.

Click in Insert Sport, the software will automatically open;

"ID" = 3 (due to the software already having two standard sports in place). The language will also show automatically (the software will use the language that is being utilized by the software, for example, if the language used is English, the "**LANGUAGE**" field will be English). Next the user will fill out the "DESCRIPTION" field with the sport, in this case Basketball. Click "Save Changes".

The software will now have Sport number 3 (basketball) in the language identified by the software.

To create the same sport in the other two languages, follow the previous steps with the same "ID" number, in this case 3. In the "LANGUAGE" field, select the desired language. Finally, fill out the "DESCRIPTION" field in the chosen language. Click "Save Changes."

*** Follow the same steps to register the following Tables

> Positions,
> Nationalities,

Countries,
Schoolings,
Schools,
Marital Statuses.

- **Security Tables**

In the Security Tables, the user may register new users and give permissions to the same. The first step is to register a new user.

To Create a new User

To create a new user, click in "Users" in the side menu. Next, click "Insert User". The user will now be able to complete the designated fields: USER, PASSWORD, and FULL NAME. After completing, click "**Save Changes**".

After creating a new User, the admin needs to set the user with permissions (access rights). Click in "Permissions" in the side menu. Next, click in "Insert Permission".

In the user field, type the first name of the new User. Next, select what module the user may have permission to access. To select, click in the drop down menu and all the modules will appear. Finally, click on the Permissions drop down menu to choose the following:

 "**Read Only**", means the user will be able to access the module but may not make any changes to the information on the module.

 "**Read and Modify**," means the user can access the module but only allowed to Read and Modify the information on the module.

 "**Insert, Modify, Delete**," means the user is allowed to conduct all the software's functions.