



eyes^{3®}APP

ELECTRONIC LINE-CALLING



Table of Content	2-4
eyes ³ APP Components	5
eyes ³ APP - Walk-through	6-7
User Account	8
Player Account	9
Create User Account	10
Create MATCH	11
eyes ³ CONTROL	12
eyes ³ CONTROL - MATCH Control	13
eyes ³ CONTROL - CAMERA Group	14-16
Physical eyes ³ CAMERA Group	17

Table of Content



Recording Device Focus	18
eyes ³ CAMERA CALIBRATION	19
eyes ³ CAMERA CALIBRATION (Local)	20
eyes ³ CAMERA CALIBRATION (Remote)	21
eyes ³ CAMERA CALIBRATION (Global)	22
eyes ³ CAMERA CALIBRATION (Verify)	23
eyes ³ CAMERA CALIBRATION (Snapshot)	24
eyes ³ CAMERA CALIBRATION (Manual)	25
Initiate CHALLENGE	26
Review CHALLENGE Result	27

Table of Content



No RELEVANT Ball Impact	28
eyes ³ SCOREBOARD - Presentation	29
Review CHALLENGE History	30
Technical Support	31
Appendix - Recording Device Identification	32
Appendix - Auto Re-start APP	33
Appendix - Conserve Battery Life	34

USER GUIDE

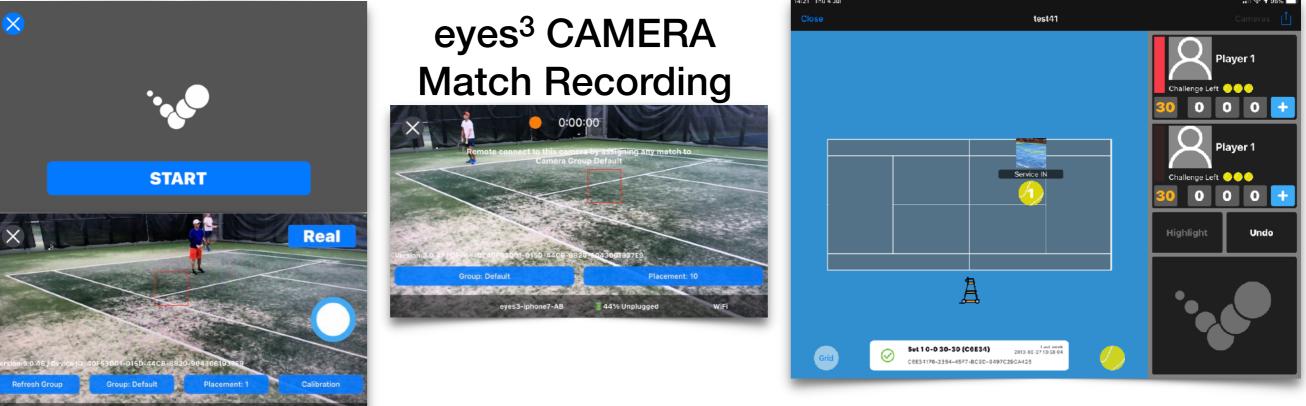
eyes³ APP - Components

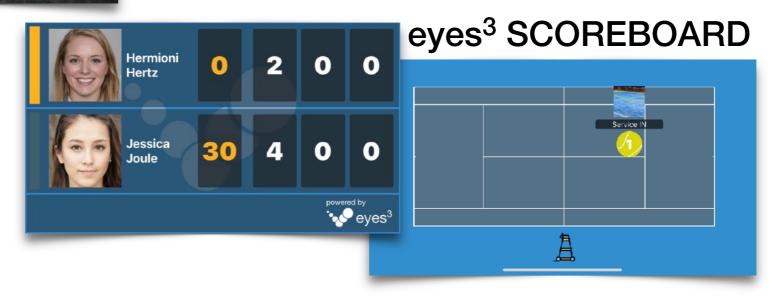
eyes³ APP comprises 4 separate components

eyes³ CAMERA

eyes³ CONTROL

eyes^{3®}

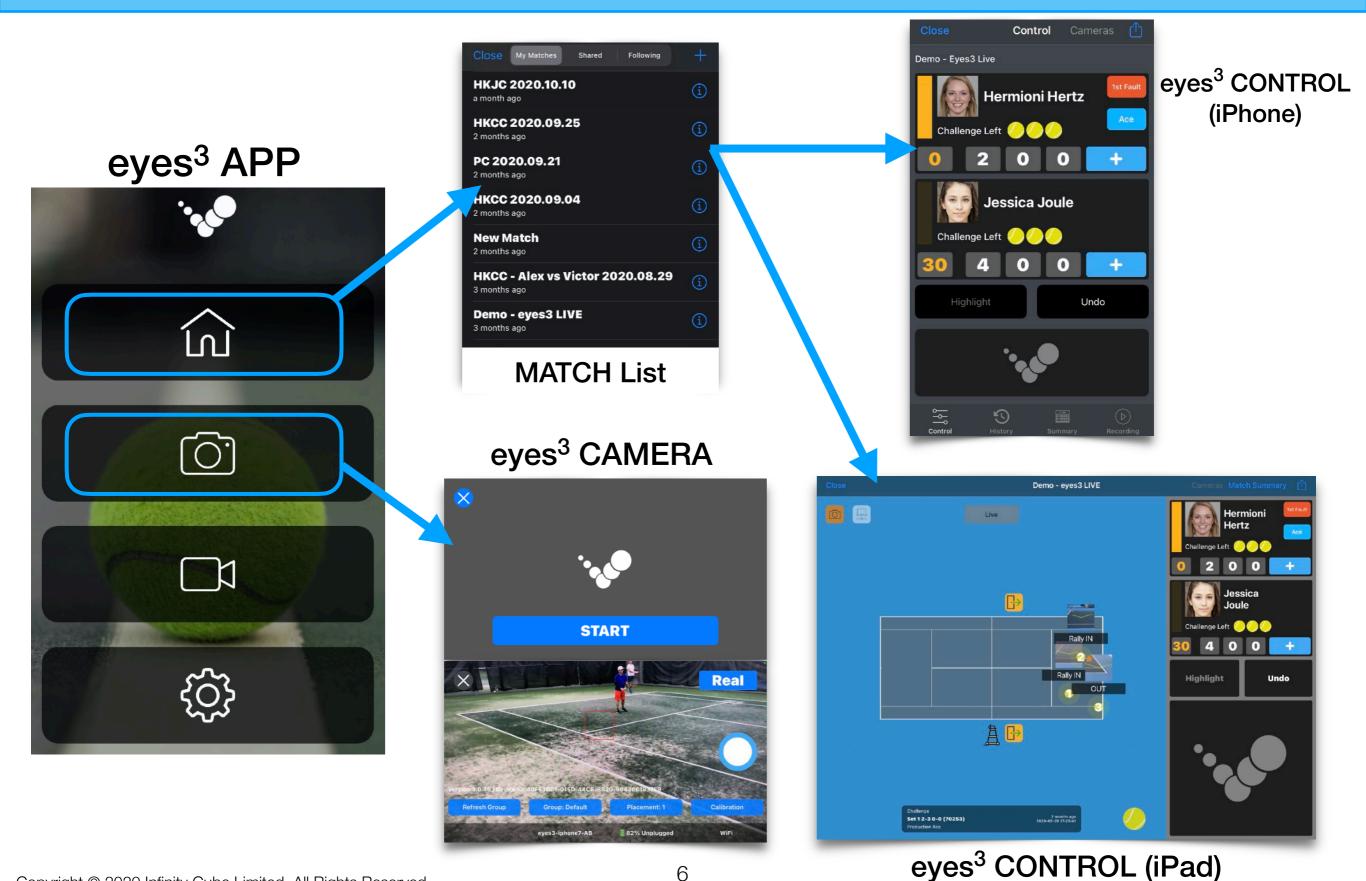




eves3-iphone7-AB

82% Unplugged

eyes³ APP - Walk-through **USER GUIDE**

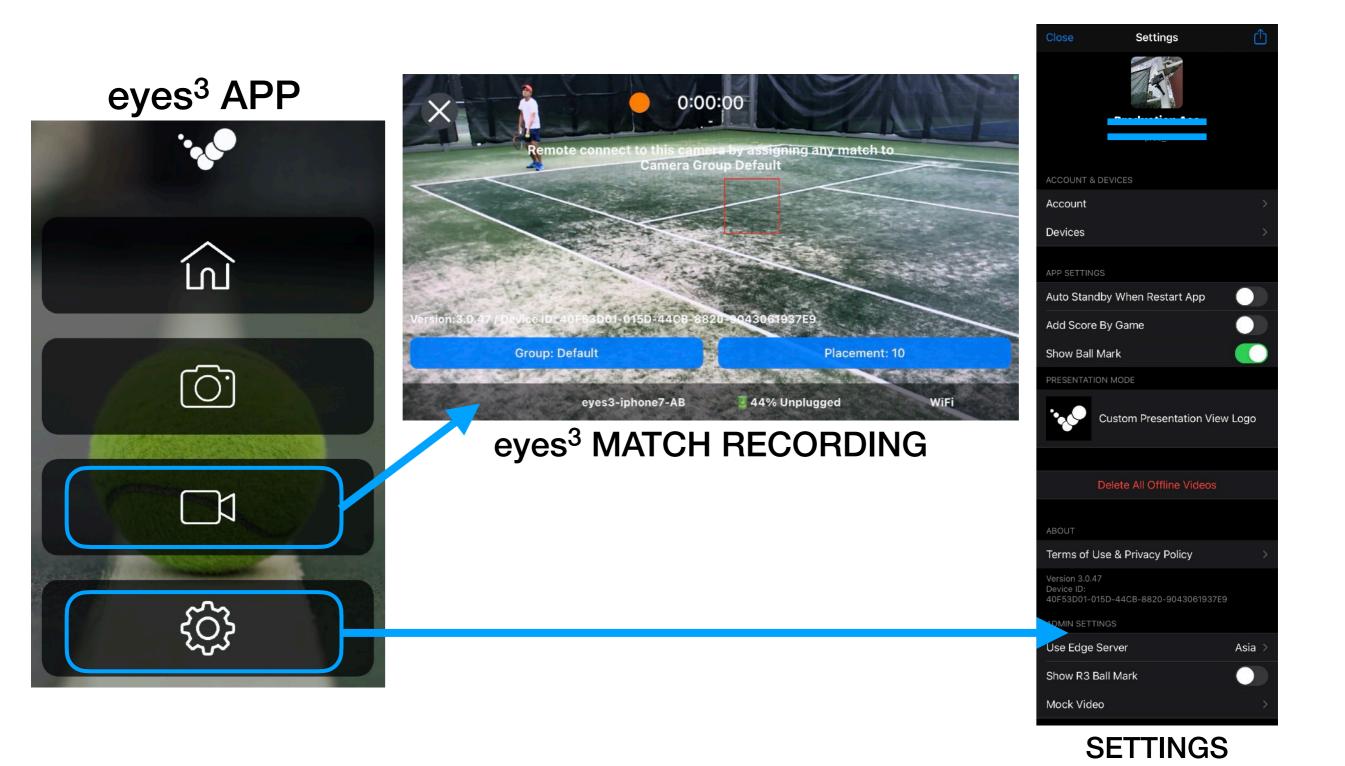


• eyes^{3®}

USER GUIDE

eyes³ APP - Walk-through

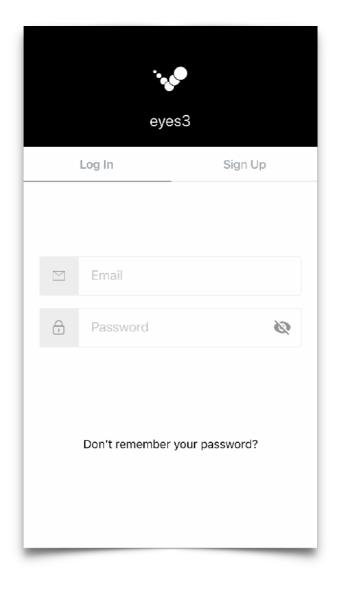
eyes^{3®}



User Account



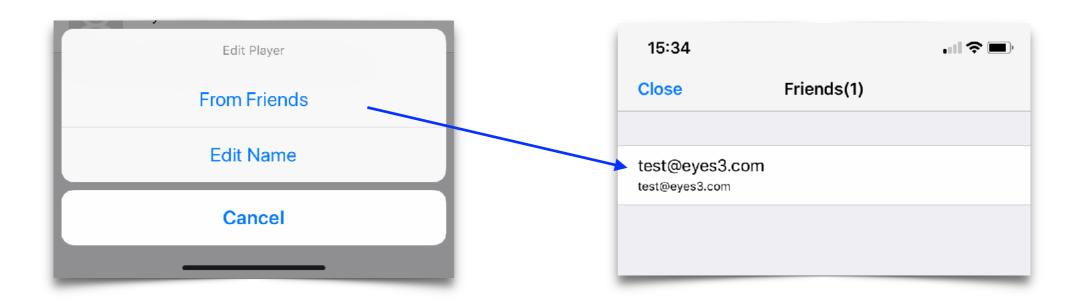
Once you have the eyes³ APP installed, you can sign up for an eyes³ account or log in to an existing eyes³ account.



		·		
		eyes3		
	Log In		Sign Up	
	test@e	100		
	L	.oading		
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	Don't remem	iber vour pas	sword?	
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To assign Players to a MATCH created in eyes³, an eyes³ account must first be created for the Player. This Player account can be created by the Player herself or by the User, on the Player's behalf. Once the Player account is created, she can be selected "From Friends" when Create MATCH.

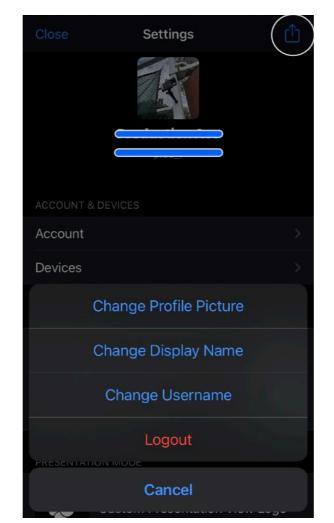




Players can create their user accounts:

- 1. signing up for a new account at http://www.eyes3.com; or
- 2. directly through the eyes³ APP

Once the user accounts have been created, users can upload their profile pictures, change their Usernames or Display Names.



USER GUIDE

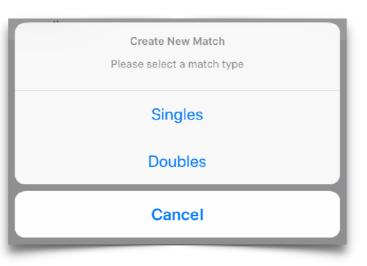
Create MATCH



Once you have logged in, you can create a new MATCH by selecting the [+] icon in the MATCH List Screen.

In the Edit MATCH Screen, select the following to complete the process:

Singles or Doubles



- MATCH Title
- MATCH Type
- Select PLAYERS (see Player Account)

Close	eyes3	+		
test45				
8 days ago				
B test				
9 days ago				
A test				~ +
9 days ago		IVIA	「CH Li	St
Jay Test				
9 days ago				
test44				
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test43				
10 days ago				
Test42				
11 days ago				
test41				
12 days ago Done	Edit Match			
Done MATCH TITLE	Edit Match			
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Done MATCH TITLE	Edit Match	8		
Done MATCH TITLE New Match		8		
Done MATCH TITLE New Match MATCH TYPE			ΜΑΤΟ	÷
Done MATCH TITLE New Match MATCH TYPE Best of 3 6-Game			MATC	H
Done MATCH TITLE New Match MATCH TYPE Best of 3 6-Game TEAM A			MATC	H
Done MATCH TITLE New Match MATCH TYPE Best of 3 6-Game TEAM A Player 1			MATC	H
Done MATCH TITLE New Match MATCH TYPE Best of 3 6-Game TEAM A Player 1 Player 2			MATC	H

USER GUIDE

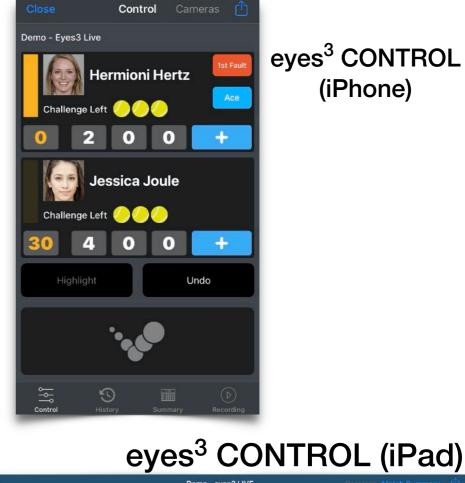
eyes³ CONTROL



Monitor all aspects of the operation of eyes³ APP

1. MATCH Control

- 1.1.Live Score-keeping
- 1.2.Initiate CHALLENGE
- **1.3.Review CHALLENGE Results**
- 1.4.Tag Shots for ANALYTICS
- 2. Monitor CAMERA Group and Status
 2.1.Assign CAMERA Group to MATCH (see Assign eyes³ CAMERA Group)
 2.2.Monitor CAMERA Group Status
 2.3.Check CAMERA Status





USER GUIDE eyes³ CONTROL - MATCH Control Vers^{3®}

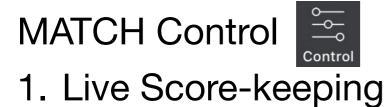
Undo

Ace

1st Fault

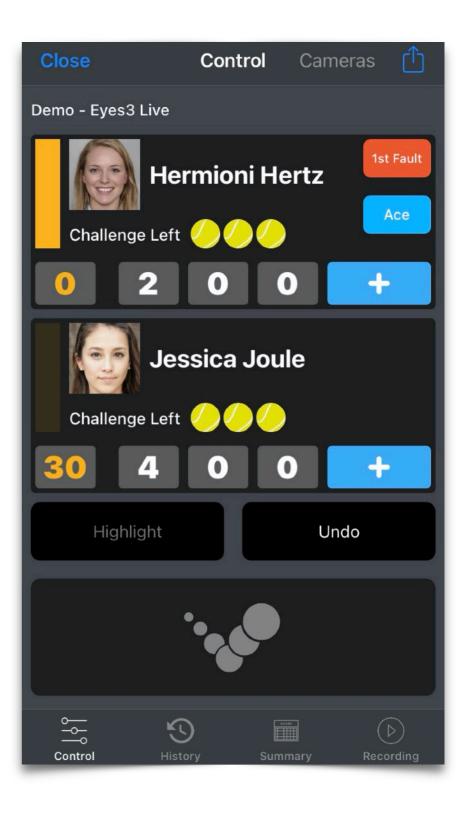
 \odot

History



- 1.1.ADD Score (by Point or Game)
- 1.2.UNDO previous ADD Score
- 1.3.CHANGE Order of Serve
- 1.4.TAG Shots for Analytics
- 2. Initiate CHALLENGE
- 3. Review CHALLENGE Results





USER GUIDE eyes³ CONTROL - CAMERA Group ' eyes^{3®}

Monitor CAMERA Group and Status

- 1. Assign CAMERA Group to MATCH (see Assign CAMERA Group)
- 2. Select [+] to create new CAMERA Group (if required)

		<u> </u>		Close	Test	Actions
Close Control Cameras	Close	Camera Group		_		
Demo – Eves3 Live Camera Group: No Config	Default					
Assign Camera Group			-			
Edit Match						
Challenge Time Limit: 10 sec						
Highlight Time Limit: 30 sec					3	
Add Score By Point				_		
Invite						
Share Match Analytics				Manual Name eyes3-iphone7 Enable Challenge		Mask Preview y / Unplugged Highlight
Enable Score Tagging				Yes	No	
Cancel				6 5	3 4	10
Control History Summary Recording						_

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USER GUIDE eyes³ CONTROL - CAMERA Group ' eyes^{3®}

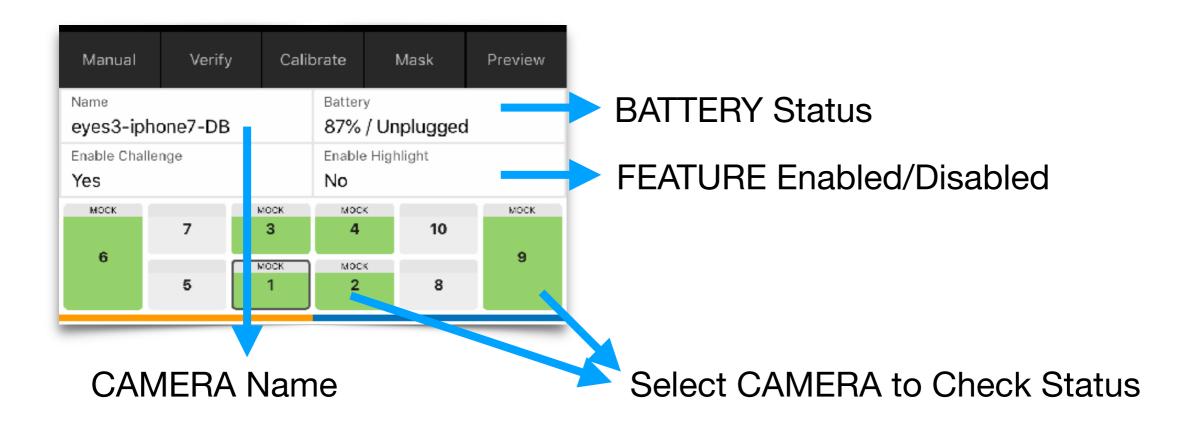
Monitor CAMERA Group and Status

1. Monitor CAMERA Group Status

Manual	Verify	Calibrate	Mask	Preview	Close Test46	Contr I Car	meras 🚹	Close Test46	Contro	Cameras [¹]
eyes3-iphone	e7-DB	Battery 87% / U	Unplugged	ł	Q	Player 1		Q	Player 1	
Enable Challenge	÷	Enable H	ighlight			GREEN			RED	
Yes		No			All At	tached CAME	RAs	One	or More C	
6	7 3 5 1	4	10 8	моск 9		ne and Record				Recording
Manual Name	Verify	Calibrate Battery	Mask	Preview		iREEN = C	CAMEF	A On-I	ine anc	l Recordi
Name		Battery	Mask Unplugged		1 G					
Name eyes3-iphone Enable Challenge	e7-DB	Battery 87% / L Enable H	Unplugged		1 G	REEN = C ED = CAN				
Name eyes3-iphone Enable Challenge Yes	e7-DB	Battery 87% / L Enable H No	Unplugged		1 G		MERA (Dn-line	but NC	

USER GUIDE eyes³ CONTROL - CAMERA Group ' eyes^{3®}

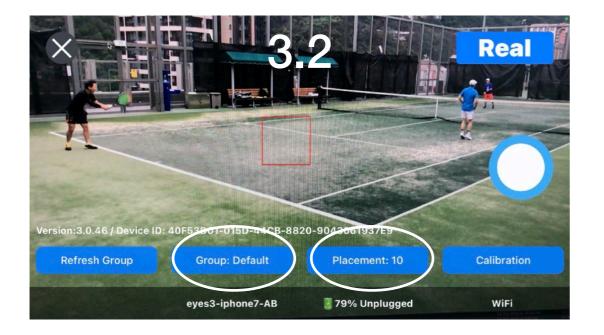
Monitor CAMERA Group and Status 2. Check CAMERA Status

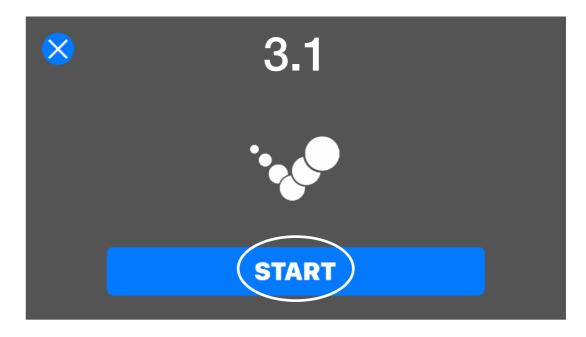


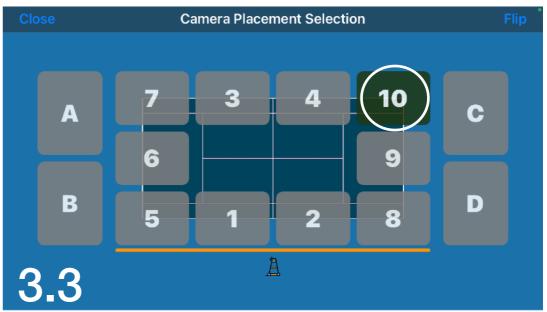
USER GUIDE Physical eyes³ CAMERA Group Vers^{3®}

- 1. Physically place Recording Devices around the Court (see Physical Setup)
- 2. Create new CAMERA Group via MATCH Control (as required)
- 3. Assign "CAMERA Group"

3.1.START Recording3.2.Assign GROUP; e.g. {Default}3.3.Identify the Recording Device's CAMERA Placement; e.g. {10}





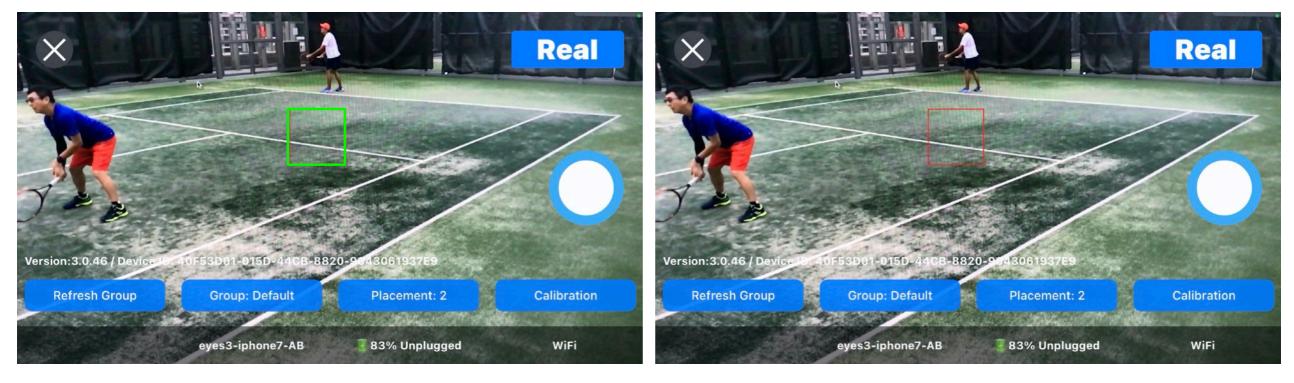


USER GUIDE Recording Device Focus



For best results, ensure that the recording image is correctly focused.

Touch the area to lock the camera focus (indicated by a green square). The square changes colour to red when focus lock is achieved.



Focusing

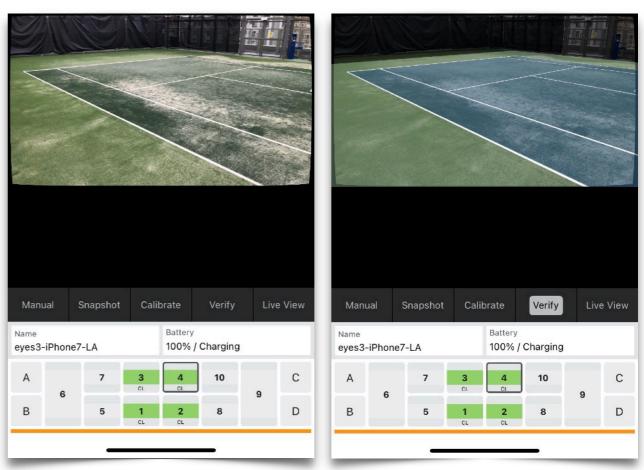
Focus Locked

USER GUIDE eyes³ CAMERA CALIBRATION 'v^o eyes³

CALIBRATION is an eyes³ operational function where the system configures the Court lines, and must be performed before the start of every MATCH, and the CALIBRATION Status should be checked regularly to ensure there are no 'out-of-CALIBRATION' situations.

The different CALIBRATION actions are:

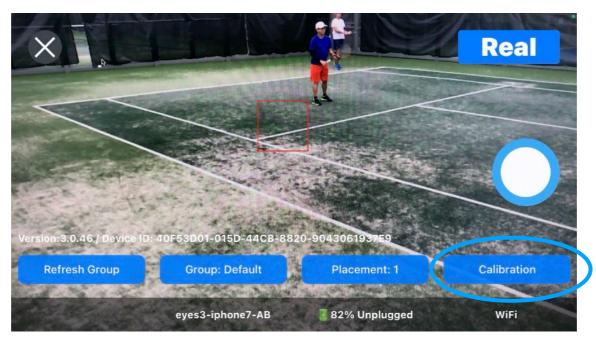
- a. CALIBRATION (Local)
- b. CALIBRATION (Remote)
- c. CALIBRATION (Global)
- d. CALIBRATION (Verify)
- e. CALIBRATION (Snapshot)
- f. CALIBRATION (Manual)



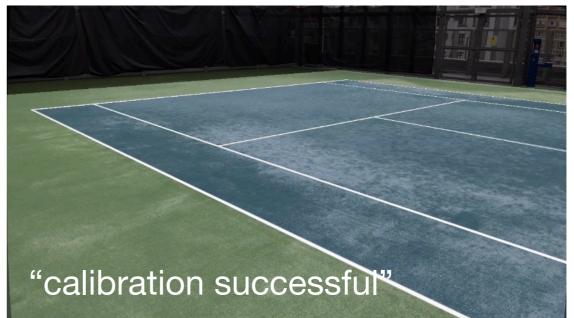
USER GUIDE eyes³ CAMERA CALIBRATION Vers^{3®}

a. CALIBRATION (Local)

CALIBRATION can be performed directly on the Recording Device when it is properly placed and in RECORDING mode





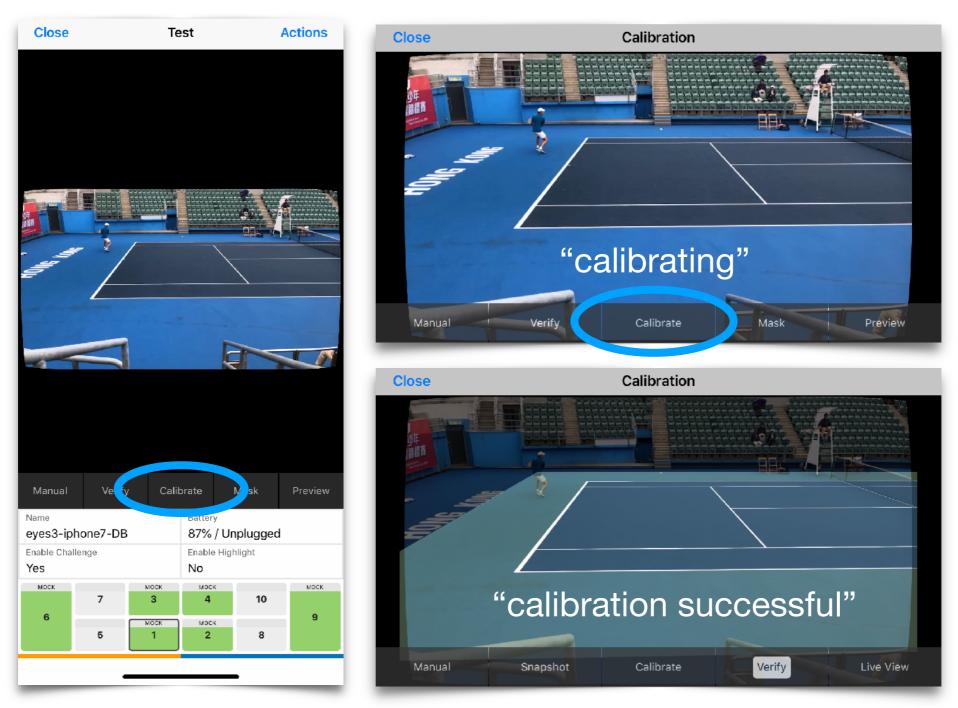


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USER GUIDE eyes³ CAMERA CALIBRATION Vers^{3®}

b. CALIBRATION (Remote)

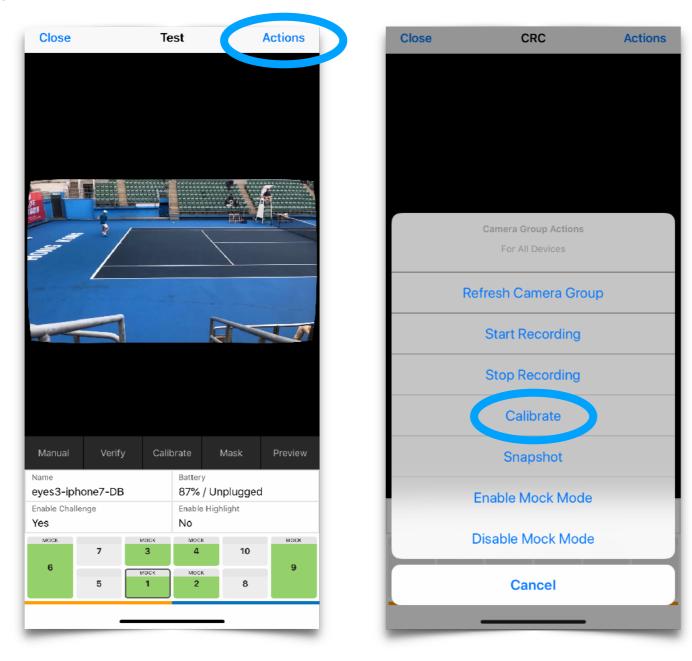
CALIBRATION can be performed remotely from eyes³ CONTROL



USER GUIDE eyes³ CAMERA CALIBRATION Vers^{3®}

c. CALIBRATION (Global)

CALIBRATION can be performed simultaneously on **all** Recording Devices from eyes³ CONTROL

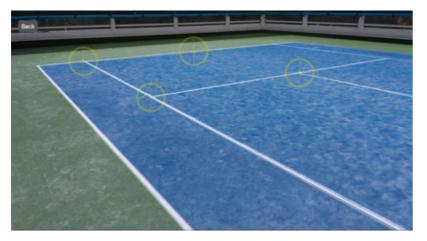


d. CALIBRATION (Verify)

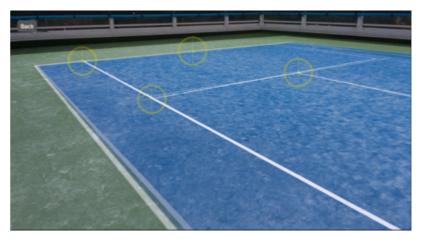
CALIBRATION (Verify) is a function to allow a visual confirmation that the CALIBRATION Status of each Recording Device is calibrated properly.

The function works by displaying virtual Court lines overlaid on the actual Court lines for a visual confirmation of proper CALIBRATION

- if the virtual Court lines are directly aligned with the actual Court lines, then the CALIBRATION is proper
- if the virtual Court lines are not aligned with the actual Court lines, then there is an 'out-of-CALIBRATION' situation



CALIBRATED properly



out-of-CALIBRATION

e. CALIBRATION (Snapshot)

When checking CALIBRATION Status on a regular basis, you should perform the CALIBRATION (Snapshot) function prior to running the CALIBRATION (Verify) function.

The Snapshot function returns the most up-to-date image of the actual Court lines for the VERIFY Court lines alignment check.

The SNAPSHOT function is a quick method to check calibration to highlight whether a re-CALIBRATION is necessary

{TIP} the CALIBRATION (Snapshot) function can also be performed globally through the [Action] button. See CALIBRATION (Global)

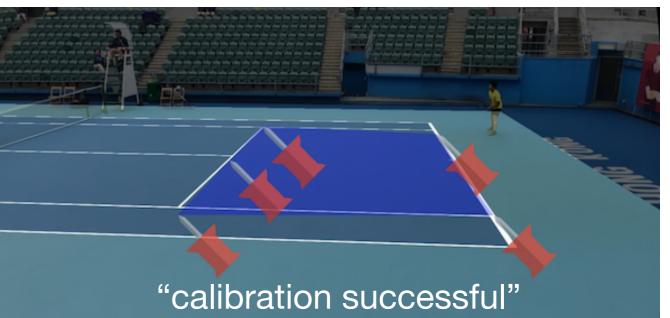
USER GUIDE eyes³ CAMERA CALIBRATION V eyes^{3®}

f. CALIBRATION (Manual)

In situations where the automatic CALIBRATION function is unable to configure for Court lines, the CALIBRATION has to be performed manually.

Move the markers so that each market points to the intersection that makes up the "No Man's Land" box





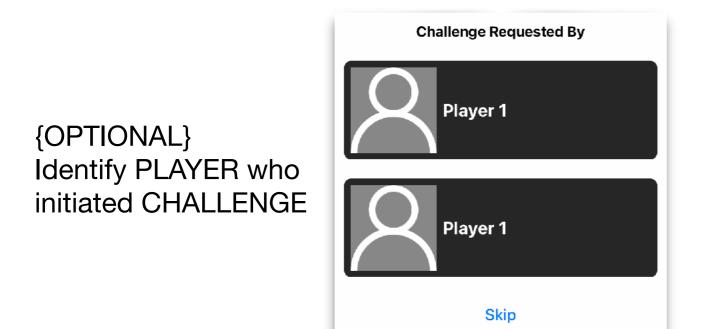
Initiate CHALLENGE





When the CHALLENGE function is initiated, the system will process ball impacts over the immediate previous 10 seconds* and return the CHALLENGE Results for review (see Review CHALLENGE Results)

* the Player is required to make her CHALLENGE "in a timely manner"



Identifying the Player making the CHALLENGE allows the system to keep a record of how many CHALLENGES she has remaining

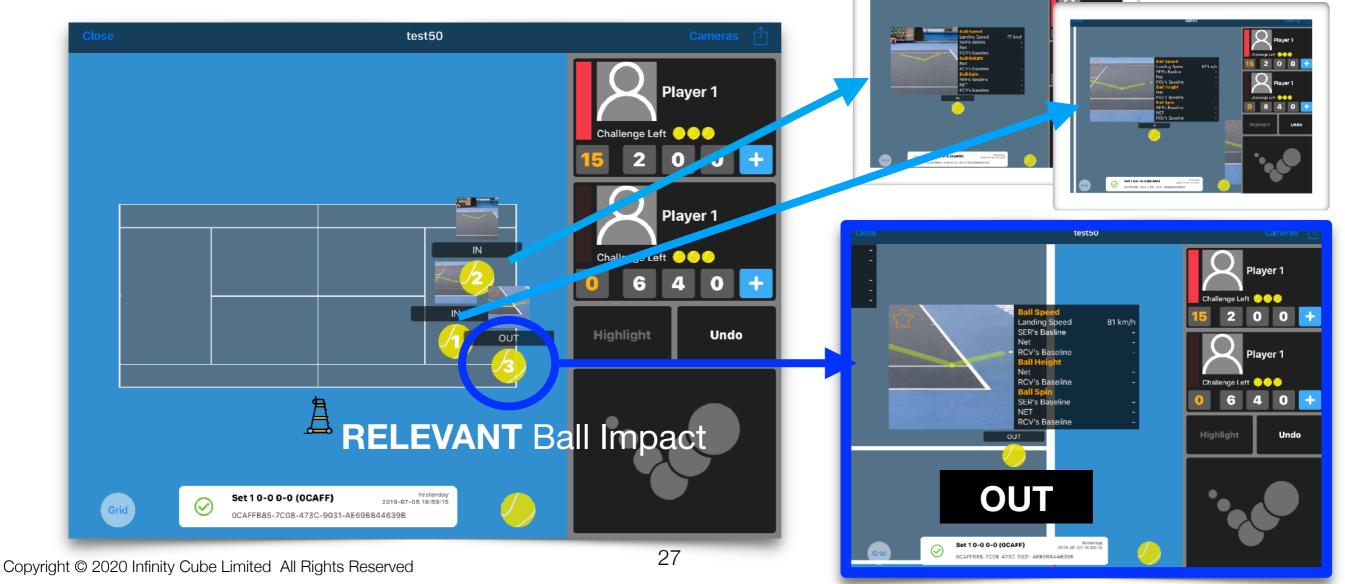
USER GUIDE Review CHALLENGE Result

Select RELEVANT Ball Impact

 The system will display ball impacts detected in the duration captured by the CHALLENGE function; there may be multiple ball impacts detected in that duration

 $\sim eves^3$

 The Reviewer/Player must identify/select the <u>correct</u> ball impact for the IN/OUT decision => the **RELEVANT** Ball Impact



USER GUIDE No RELEVANT Ball Impact



No RELEVANT Ball Impact Scenario

There are instances where the none of the ball impacts detected is the RELEVANT Ball Impact. Such scenarios can be due to:

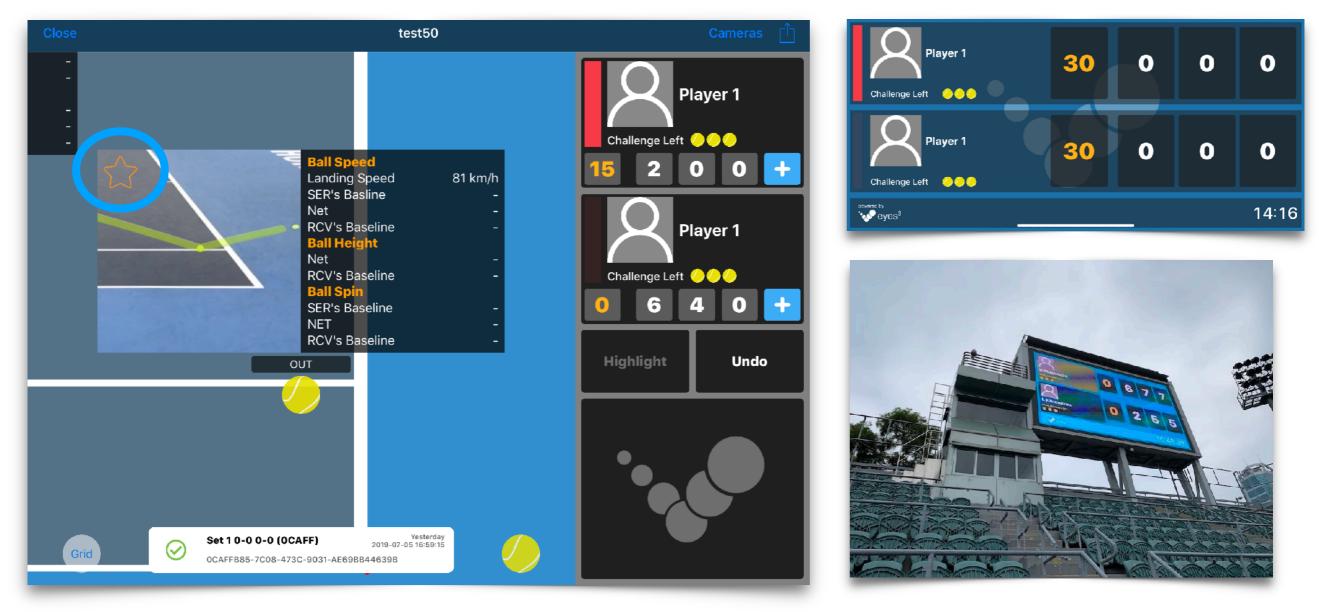
- The CHALLENGE was not initiated timely (e.g. initiated more than 10 seconds after the RELEVANT ball impact instance)
- The view of the Relevant Ball Impact was occluded by a Player
- The system failed to detect the RELEVANT Ball Impact

In such No RELEVANT Ball Impact Scenario, the original line-call will stand

USER GUIDE eyes³ SCOREBOARD - Presentation ¹ eyes^{3®}

Select RELEVANT Ball Impact

Once the RELEVANT Ball Impact is identified, select this ball impact by pressing the 'star' button. This will send the CHALLENGE Result to **eyes³ SCOREBOARD** - Presentation mode (if available)



USER GUIDE Review CHALLENGE History

SHistory

Review CHALLENGE History

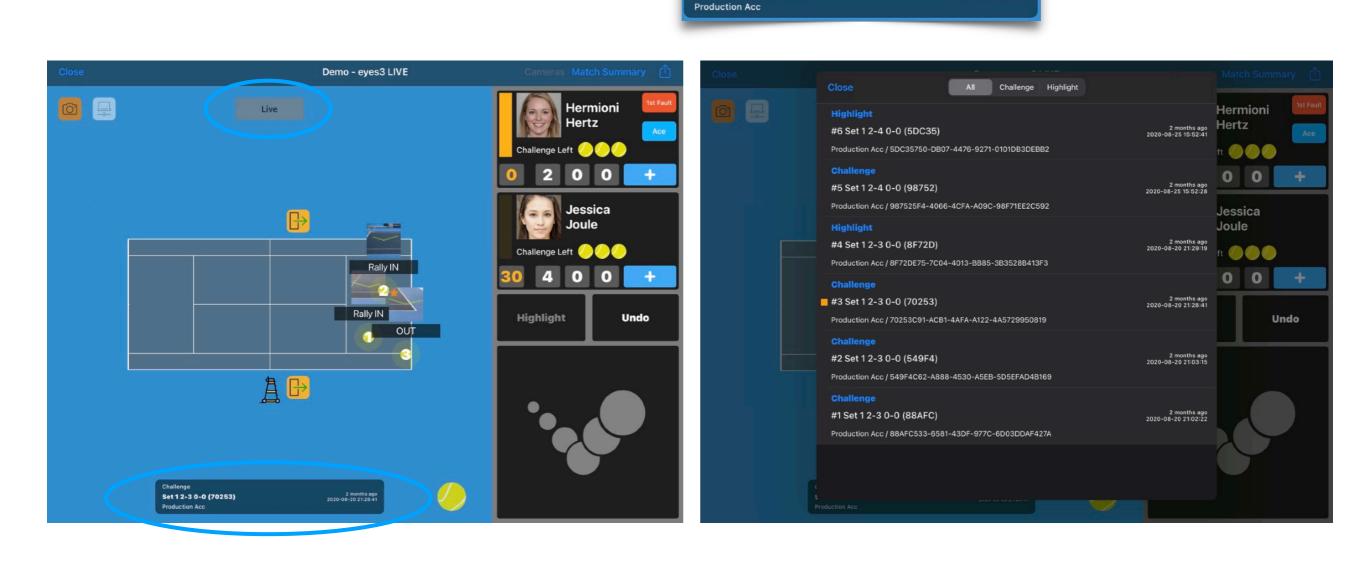
In eyes³ Match Control mode, Click on to always display the Most Recent CHALLENGE Result.

Challenge

Set 1 2-3 0-0 (70253)

2 months ago 2020-08-20 21:28:41 eves^{3®}

To Review the CHALLENGE Results History, press this button

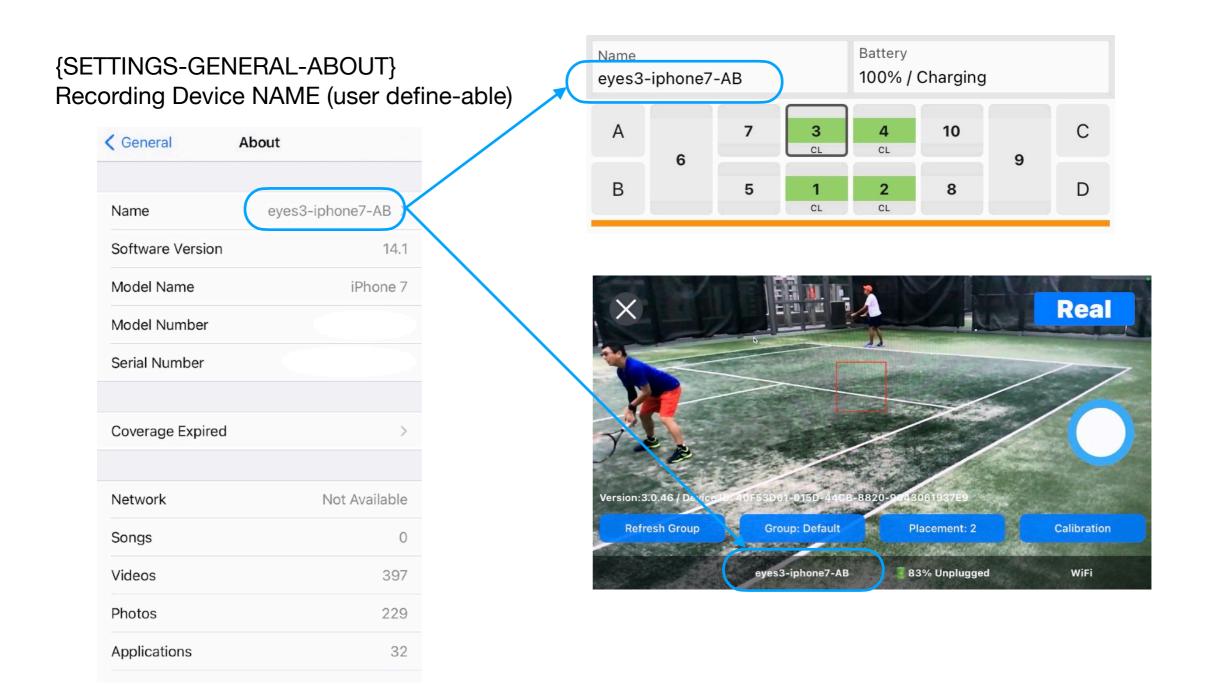




If you encounter any issues, please contact your eyes³ Certified Trainer for assistance.

USER GUIDE Appendix - Recording Device Identification 've eyes^{3®}

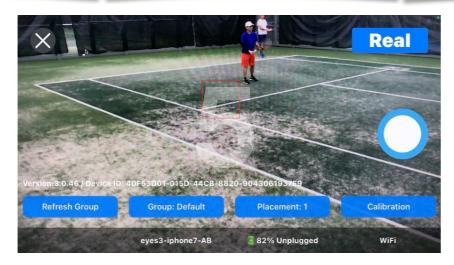
It is useful to identify the Recording Device/s that are placed around the Court.



USER GUIDE Appendix - Auto Re-start APP 'v eyes^{3®}

For operational efficiency, it is recommended that eyes³ CAMERA auto re-start function is enabled. This function enables eyes³ CAMERA to automatically re-start if necessary.

{SETTINGS-ACCESSIBILITY} i) Guided Access ENABLED ii) Accessibility Shortcut ENABLED	{SETTINGS-Display & Brig Auto-Lock NEVER	A	eyes ³ APP SETTING		{eyes ³ APF QUIT Auto Stan	CAMERA}	
Contract Service Serv	< Settings Display & Brightness	No S	ervice 奈 6:10 PM	► 74% □			
		C	ose Settings	Ú		Obere alle e Marala	
Guided Access	BRIGHTNESS				Quit Au	to Standby Mode	
Guided Access keeps the iPhone in a single app and	* <u> </u>	- X	COUNT & DEVICES				
allows you to control which features are available. To start Guided Access, triple-click the Home button in the app you want to use.		Ad	count	>	Л.		
app you want to use.	Night Shift	Off > D	evices	,			
Passcode Settings							
	Auto-Lock	Never >	P SETTINGS				
Time Limits >			ito Standby When Restart Ap	op 🔵	\$	START	
	Raise to Wake	A	ld Score By Game				
Accessibility Shortcut			now Ball Mark				
When you triple-click the Home button during a Guided Access session, Accessibility Shortcut settings will be	Text Size	>					
displayed.	Bold Text		ESENTATION MODE				
Display Auto-Lock Default >							
Set how long it takes your iPhone to automatically lock	DISPLAY ZOOM		Custom Presentation	on View Logo			
during a Guided Access session.	View	Standard >					

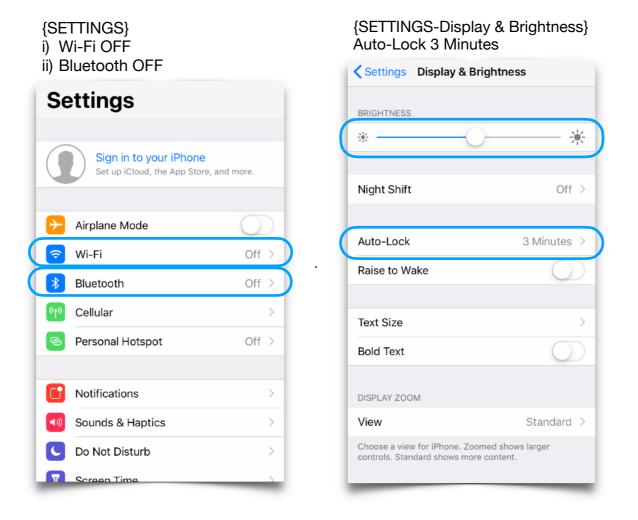


In eyes³ CAMERA recording mode:

- 1. press the Recording Device's Home Button three (3) times to START 'Guided Access'
- 2. repeat press the Recording Device's Home Button three (3) times to STOP 'Guided Access' {you will need the Recording Device's PIN to proceed}

USER GUIDE Appendix - Conserve Battery Life ' eyes^{3®}

To minimise battery drain, whenever the Recording Devices are not deployed or are being stored, certain settings in the Recording Devices are recommended; including the ones illustrated below.



Avoid activating or running applications/functions that has a high battery drain, such as:

- 1. Screen on High Brightness
- 2. Always-on Screen Time (i.e. Auto-Lock set to NEVER)
- 3. Connectivity Setting ON (Wi-Fi, Bluetooth, Personal Hotspot, etc.)
- 4. Camera/Video Recording