



ESA Extended Sessions Instructions

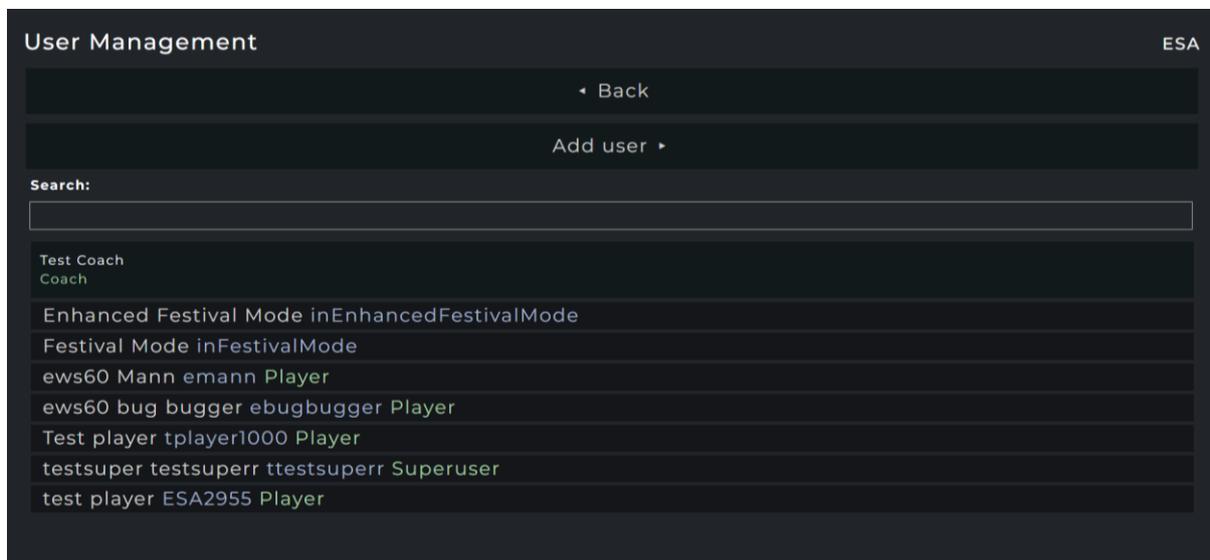
The Extended Sessions functionality allows ESA Customers the ability to create, edit and upload dedicated training sessions on their ESA products. These training sessions can include any combination of game modes, and rest periods, spanning across any duration up to 60 minutes. Create Extended Sessions to test players on specific attributes or across a number of different disciplines, choosing whichever combination of games you like. Save Extended Sessions to your profile to use again in the future, or if you are a coach, upload them to be used by anyone within your organisation.

Before Starting:

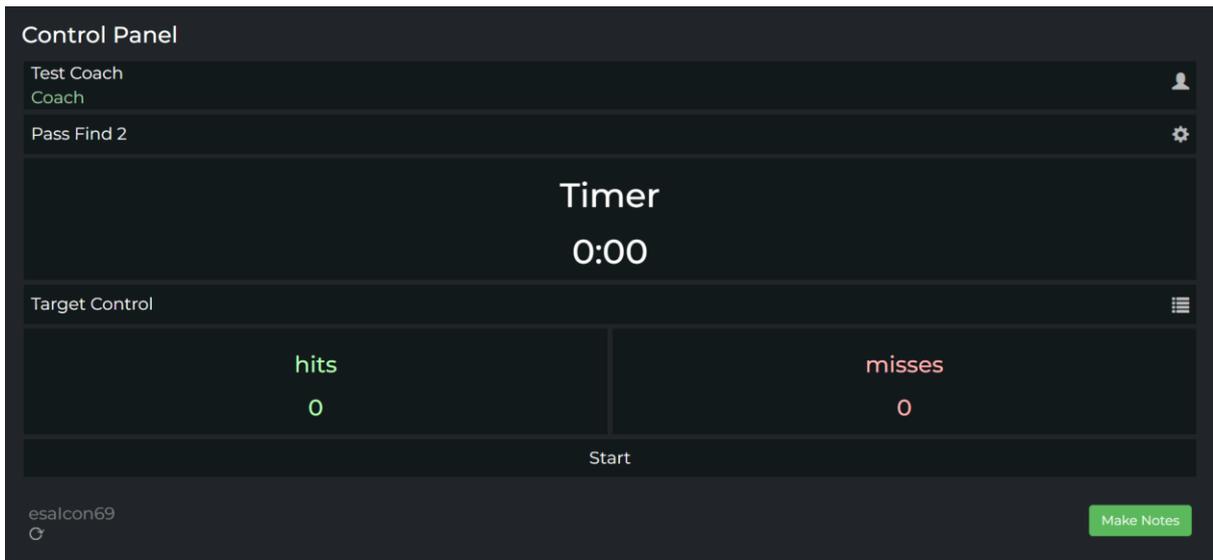
First we need to connect the ESA Products you wish to use to a local WIFI Network to give it a reliable and consistent internet connection. Please contact Elite Skills Arena for instructions on how to do this.

Extended Sessions Interface Instructions:

1. Turn the ESA Product you wish to use on as normal, connect to the WIFI and navigate to the ESA Web Interface at the website: 10.110.110.10/frontpanel.htm
2. Navigate to the login page, and log in using your own coach/player profile and password.

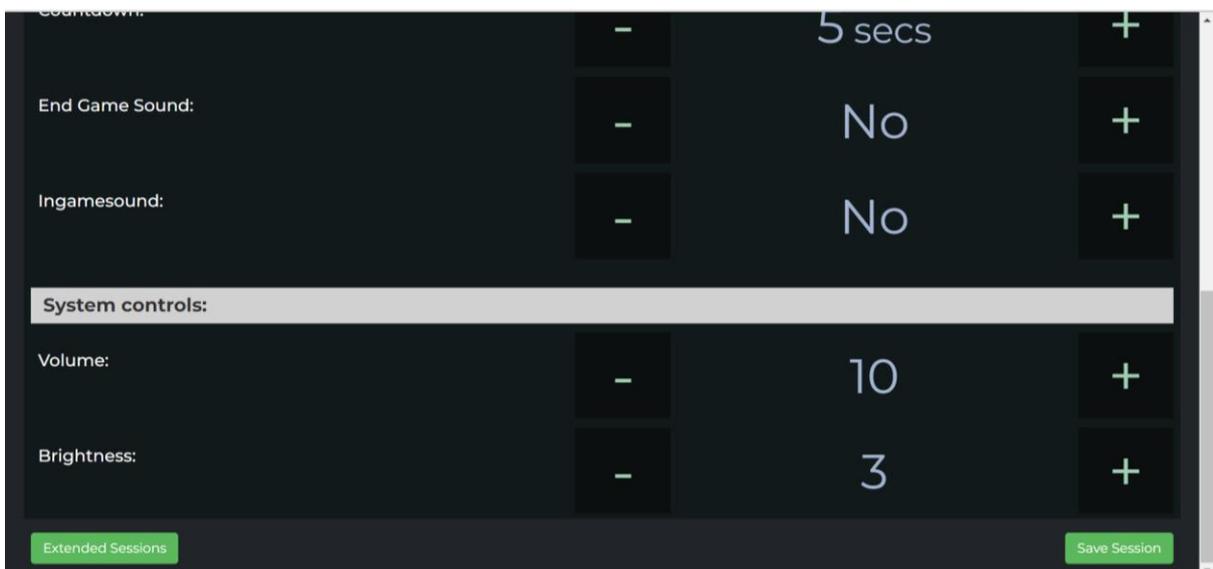


3. Once logged in, return to the home screen, by pressing back. And you will see your name listed at the top as logged in.



4. Click onto the game settings button, and scroll to the bottom where you will see 2 options: Extended Sessions and Save Session. Click Extended Sessions.

Save Session is a feature to allow you to save the settings of a training mode so you can return to it a later date, for example, setting PassFinder Plus to a target time of 5 seconds and a duration of 60 seconds and saving it for future use.



5. Once you have clicked Extended Sessions you will see the main extended sessions page displayed as shown:



Extended Session ← Back

Test Coach
Coach 👤

Default Settings

Add Game Add Break

Extended Session List

Start Session Save Session

Time	
0:00	
hits	misses
0	0

6. Create your own session by pressing add game or add break, and continue to do so until you are happy with the length of your session. An example session is also shown below. You can delete any aspect with the cross symbol should you wish to remove an element.

Add Game ✕

Vision

Default Settings

Game controls:

Duration: - 1 min +

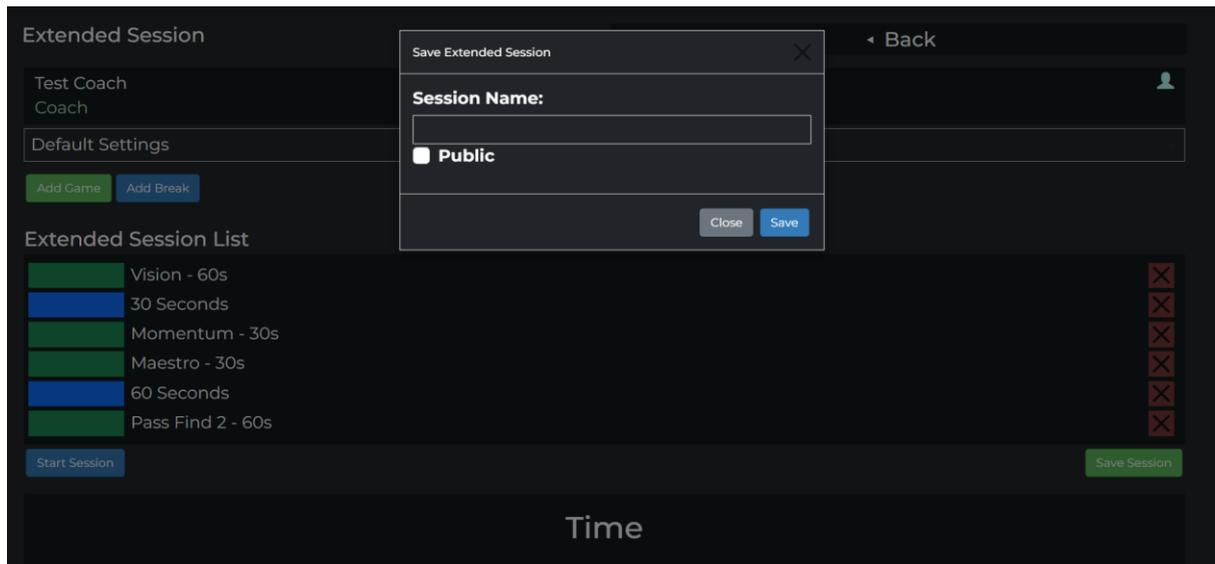
Close Add Game



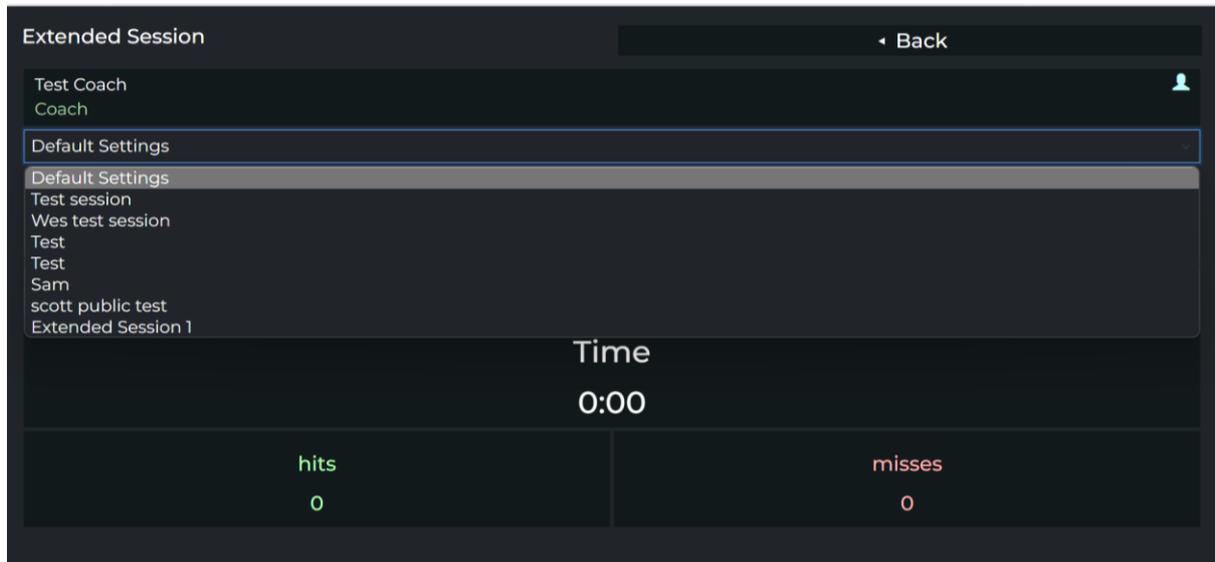
The screenshot shows the 'Extended Session' interface. At the top, there is a 'Back' button and a user profile icon. Below this, the 'Test Coach' and 'Coach' fields are visible. A 'Default Settings' section contains 'Add Game' and 'Add Break' buttons. An 'Add Break' modal is open in the center, displaying 'Break time (Seconds):' with a text input field containing '60'. The modal has 'Close' and 'Add Break' buttons. Below the modal is the 'Extended Session List' with five items: 'Vision - 60s', '30 Seconds', 'Momentum - 30s', 'Maestro - 30s', and 'Pass Find 2 - 60s'. Each item has a colored bar and a red 'X' icon. At the bottom, there are 'Start Session' and 'Save Session' buttons.

This screenshot shows the same 'Extended Session' interface as the previous one, but without the 'Add Break' modal. The 'Start Session' and 'Save Session' buttons are clearly visible at the bottom of the session list.

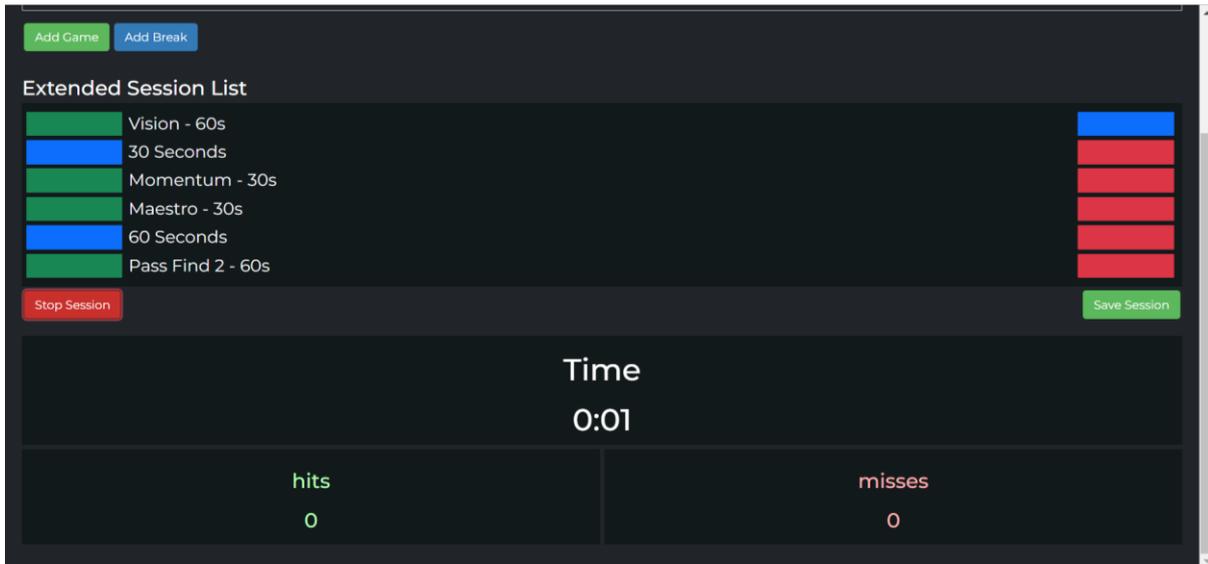
7. Once you are happy with the session you have created, press Start Session if you wish to use it only once, or Save Session on the right to Save for future. When you press save Session, you will be prompted with the option to make the session public to everyone in the organisation if logged in as a coach. Name the session and tick/untick the check box to save.



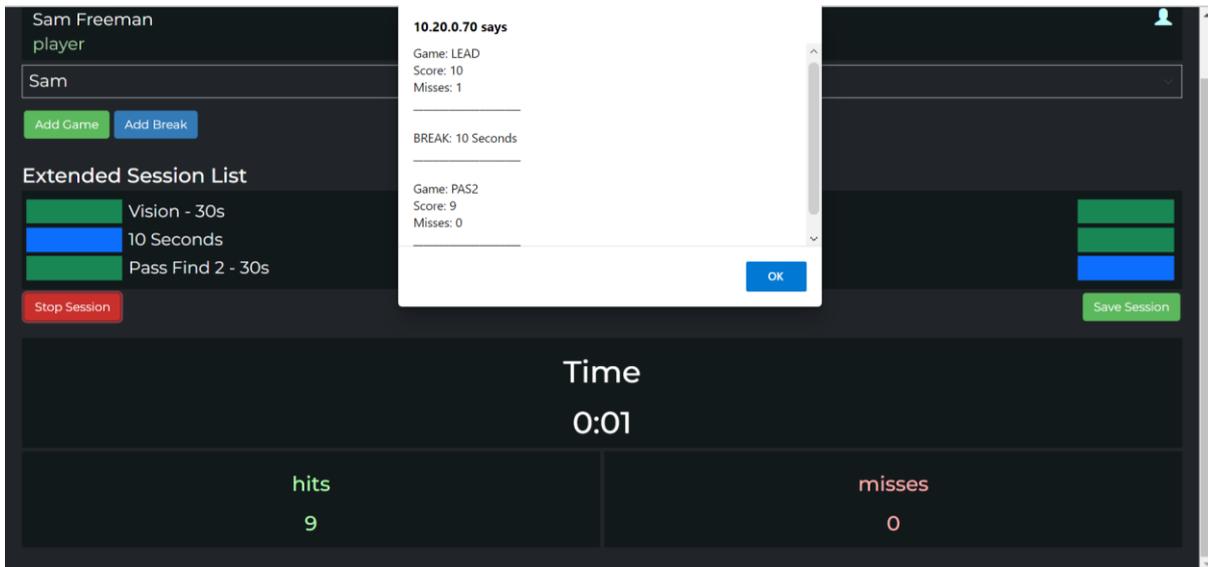
8. A message will appear saying 'Session Saved' once complete. Press Ok and then refresh the page. Simply Click on Default Settings and locate your saved session in the list. Select it and the session will populate again.



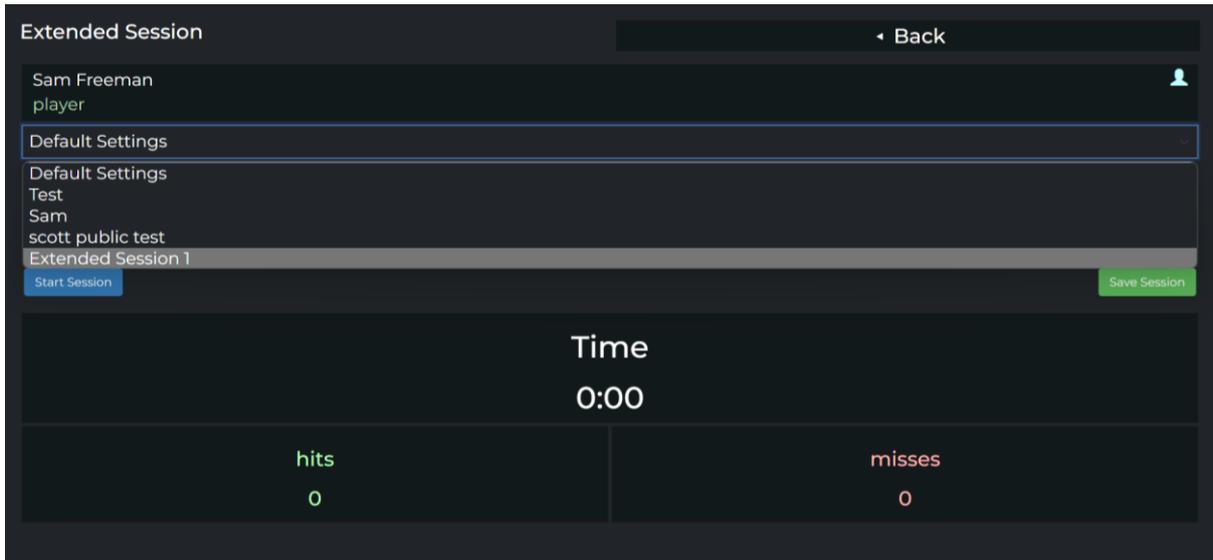
9. Press Start Session and your session will run. On the right the status of the session will be shown, the square will display green when a part of the session is completed, blue when in progress and red if still to be played. Your score will also display on the scoreboard below for each individual game. The time remaining for each break period will also be shown when in a break.



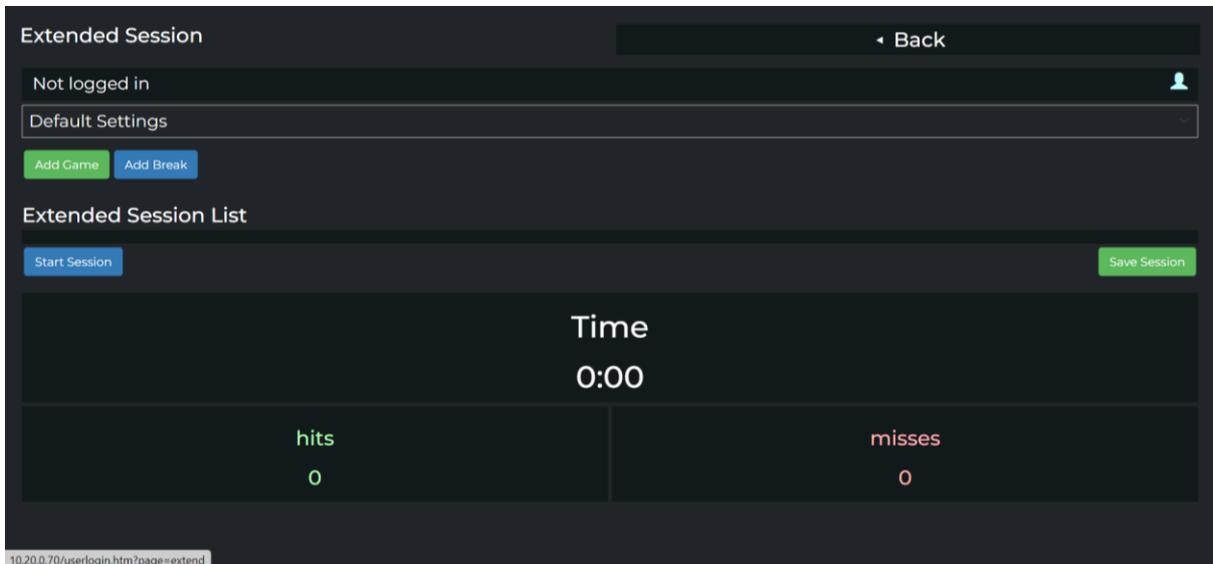
10. Once your session is complete, a pop up will display your score for each individual exercise, as well as an overall score for the whole session. Both these scores will be recorded in the database.



11. If you made your session public, any player in your organisation can log in and use the session you have created on that specific product. If you have not made it public, only the user themselves can use the session. Below shows a player logged in, able to view only the Public Sessions and their own creations.



12. Should you wish to run extended sessions all the time. Players and coaches are able to log in directly on the Extended Sessions Page and run everything from this site. Simply press the blue person icon at the top on the right and log in as you would on the normal interface, pressing back once complete.



Please contact Elite Skills Arena directly if you have any questions or concerns.

Notes:

- *Public sessions should be limited to a maximum of 8 per machine at a time, this is to prevent the memory card inside each product running low on memory and to allow for other updates.*



- *Sessions created on 1 product do not automatically go onto other products within your organisation.*
- *When adding a game to a session, keep in mind that each game also has a 'Countdown time' so if you want a 60 second break for example between 2 games, add a break of 50 seconds and a countdown of 10 seconds so the player knows when the next game will start.*
- *Adding games such as Knockout or PassFinder N where your score is your time, will not provide a total score for the extended session but will provide the individual scores for each exercise.*
- *Screenshots provided are from a laptop, on a phone/tablet the interface will look slightly different but function in the same way.*