

## DOCUMENTATION

# X'S O'S CHALKBOARD

The complete manual — every tab, tool, keyboard shortcut and voice command.

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**You don't need most of this.** Load a clip, pick a tool, click the field — that's the whole basic loop, and it takes about a minute to learn. Everything below is here for when you want more, not because you have to read it first.

# 1. WHAT THIS IS

X's O's Chalkboard is a football telestrator that runs in your browser. You load footage or capture it live, draw on it, record the result, and send it out — without switching between Photoshop, OBS and a video editor to get there.

Your footage never leaves your machine. Nothing is uploaded.

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## 2. GETTING STARTED

The whole loop, in five steps:

1. **Load a clip** — Load Media, or capture a tab or capture card in Broadcast.
2. **Pick a tool** from the Tools tab or the icon bar.
3. **Click the field** to place a marker, or click-drag for routes and zones.
4. **Press Space** to play. Your drawings appear as you placed them.
5. **Save your setup** with Workspace ► Save to Browser so it's there next time.

That's it. Everything else in this manual makes that loop faster or the result better — none of it is required to get a clip drawn on and recorded.

If the interface looks busy, two things fix that immediately. **Focus Mode** hides everything but the footage. And **Tools ► System ► Visible Tabs & Sections** lets you switch off any tab or section you don't use, so you only ever see the parts you want.

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## 3. THE TABS

**17 tabs, 74 sections.** Every section collapses, and you can hide any of them in **Tools ► System ► Visible Tabs & Sections**.

### TOOLS

Your drawing kit — how markers look, the hotkey slots you fire them from, and the app's own settings.

- 🎨 **Drawing** — Line style, thickness, colour and the drawing mode — pro-point, freehand or static.
- ✍️ **Style Control** — Fine styling of what you draw: fills, outlines, shadows and opacity.

-  **Hotkey Slots** — Nine slots you assign tools to, fired with the number keys. The fastest way to work mid-clip.
-  **System** — Clear Screen, Remove a Drawing, the  **Erase Brush** (Circle or Square, with a Size slider), keyboard shortcuts and the reset options.
-  **AI Command** — Voice control settings — latch mode, auto-off, and whether the mic stays live while a clip plays.

## LEARN

In-app tutorials and searchable help. The fastest way to find out what a tool does without leaving the app.

- **Search Tutorials** — Type what you're trying to do and it finds the matching tutorial.
- **Smart Suggestions** — Suggested tools based on what you're working on.
- **Getting Started** — First steps: loading a clip and drawing your first marker.
- **Offense** — Offensive tools — routes, protections, motion and reads.
- **Defense** — Defensive tools — coverages, zones, blitzes and assignments.
- **Tools & Stamps** — Every marker and stamp, and what each is for.
- **Broadcast & Output** — Getting your work out: recording, live output and overlays.

## GRAPHICS

Broadcast graphics: formations, coverage templates, play diagrams, playbook cards and your watermark.

-  **Formation Creator** — Build a formation diagram from scratch and drop it on the field.
-  **Controllers** — Controller graphics for showing which buttons a play calls for.
-  **Coverage Templates** — Ready-made coverage shells you can place in one click.
-  **Play Diagrams** — Load an offensive and a defensive play diagram and show or hide each independently.
- **Playbook List** — Paste team names and get a colour-coded card showing which playbooks carry a play.
-  **Global Fades** — Default fade-in and fade-out timing for everything you draw.
-  **Icon Bar Mode** — How the icon bar is laid out and labelled.
-  **Watermark** — Your watermark — image, position and opacity.

## OVERLAYS

Broadcast furniture — down and distance, lower thirds, score bug, subscribe bug and top plays.

- **DOWN & DISTANCE** — Down and distance graphic.

- **LOWER THIRD** — Lower third for names and titles.
- **SCORE BUG** — Score bug with teams, score and clock.
- **SUBSCRIBE BUG** — An animated subscribe prompt.
- **TOP PLAYS** — A top plays countdown card.

## CAMERA

Picture controls — brightness and colour, zoom, your face cam, and field tilt.

-  **Image Adjust** — Brightness, contrast, gamma and sharpness for the incoming picture, with savable presets.
-  **PIP Zoom** — A picture-in-picture zoom window on part of the field.
-  **Face Cam** — Your webcam on screen, positioned and sized how you like.
-  **Field Tilt** — Tilt the field image to match your camera's angle.

## MASK

Field grading and masking, so drawings can sit under players instead of over them.

-  **Field Grading** — Sample the field colour so the app can tell grass from players.
-  **Mask Generation** — Generate the mask that lets drawings sit under players.

## TRACKER

Following a player through a clip — by colour, by hand, or with AI.

-  **Manual Keyframe Track** — Track a player by hand, setting a position every few frames.
-  **Color Track** — Track a player automatically by jersey colour.
-  **Advanced Tuning** — Sensitivity and smoothing for colour tracking.
-  **Route from Track** — Turn a tracked path into a drawn route.
- **AI Spotlight** — Click a player and let the AI follow them, silhouette and all.
- **Advanced Tuning** — Reach, strictness and smoothing for AI Spotlight.

## GRID

The perspective grid — calibrate it to your camera angle so zones, routes and lines sit flat on the field.

-  **Camera Preset** — Preset calibrations for common camera angles — broadcast, Madden cam, sideline.

-  **3D & Perspective** — Whether drawings lie flat on the field in 3D or sit flat on the screen in 2D.
-  **Snap to Grid** — Snap drawings to the grid so lines stay square to the field.
-  **Guide Lines** — On-screen guide lines for alignment. They don't record.

## ROSTER

Your players, their colours, and how nameplates are built.

- **Global Unit Styles** — Colours and text styling applied to a whole unit at once.
- **Team Plate** — Pick the team whose colours and name the plates use — pro or college.
- **Plate Style** — Full or plain nameplates, and the colours of each part of the plate.
- **Roster List** — Your offense and defense rosters. Type them, paste them, or import a file.
- **Plate Fields** — Which fields appear on a nameplate and in what order.

## MACROS

Timed playback. Set when a drawing appears and disappears so a breakdown plays itself back.

-  **Timing** — When each drawing appears and disappears, set against the clip's timeline.
-  **Slow Mo** — Slow a stretch of the clip so a detail has time to land.
- **Drawing** — Entrance and exit animations for drawings — how they arrive and how they leave.
-  **Player Cutout** — Lift a player out of the frame so he can be moved or ride along a route. (For one-click copies and vanishing players, use the **Clone Player** and **Ghost** tiles in the Marker Suite.)

## PLAYTAG

Mark plays as you watch and build a list you can jump between.

-  **Mark Play** — Mark the current moment as a play, with in and out points.
-  **Play List 0** — Every play you've marked. Jump between them, filter them, or play them all in sequence.

## VERTICAL

9:16 output for phones. Set crop keyframes so the frame follows the action.

- **9:16 Crop Keyframes** — Set crop keyframes so the 9:16 frame follows the ball down the field.
- **Manual Keyframe Overrides** — Override the automatic crop at specific moments.
- **Auto-Pan Return** — How the crop returns to centre after a pan.

## AUDIO

Your microphone, the game's audio, and voice activation.

-  **Microphone EQ** — Shape your mic — bass, mids, treble and compression.
-  **Mic Status** — Input device, level meter and monitoring.
-  **Game Audio** — Bring your capture card's game audio in, and choose whether to hear it through your speakers.
-  **Voice Activation** — Voice activation settings for the mic.

## SFX

Sound effects — a library you can fire manually or attach to individual tools.

- **Sound Effects** — Trigger sound effects manually.
- **Sound Library** — Your sound library — what's loaded and available.
- **Per-Tool Overrides** — Attach a specific sound to a specific tool, so placing it plays that sound.

## RECORD

How your recordings are encoded — format, frame rate, bitrate and aspect.

-  **Output Format** — Output container and codec — MP4 or WebM.
-  **Frame Rate & Bitrate** — Frame rate and bitrate for your recordings.
-  **Aspect Ratio** — Recording aspect ratio — 16:9 or 9:16.

## BROADCAST

Live capture, instant replay, and getting the picture out to OBS or a second screen.

-  **Focus & Live** — Capture a tab, window or capture card as your live source. Focus Mode hides the interface.
-  **Instant Replay (DVR)** — A rolling buffer you can arm, then pull the last few seconds back for an instant replay.
-  **OBS Output** — Open the clean OBS Live output window — just the picture — and capture it in OBS with a Window Capture source. Broadcast plan.
-  **Projector** — Open a clean output window for a second screen or projector — no interface, just the picture.

# STUDIO

The writing and production tools: scripts, prompts, thumbnails, and the Cut Room editor.

-  **Coach Pad** – A notepad for your breakdown, with AI polish available on Coach and Broadcast.
-  **Coaching Prompts** – Prompt ideas to structure a coaching session.
-  **Teleprompter** – Scroll your script on screen while you record.
-  **Thumbnail Creator** – Build a thumbnail from a frame of your clip.
- **Cut Room** – Open the Cut Room editor, or send the loaded clip straight to it for trimming.

## 4. KEYBOARD SHORTCUTS

The defaults below are every one reassignable in **Tools ▶ System ▶ Keyboard Shortcuts**. Shortcuts stay on your machine and are never sent to anyone you share a workspace with.

# BROADCAST

| KEY     | ACTION                  |
|---------|-------------------------|
| Shift+N | Toggle OBS Output       |
| Shift+P | Toggle Projector Window |
| Shift+X | Stop OBS Output         |
| Shift+S | Stop Feed               |
| Shift+K | Scan Devices            |

# CAMERA

| KEY     | ACTION            |
|---------|-------------------|
| Shift+A | Auto Adjust Image |
| Shift+E | Facecam On/Off    |

# DRAWING

| KEY          | ACTION                               |
|--------------|--------------------------------------|
| Ctrl+Z       | Undo                                 |
| Z            | Center Horizontally                  |
| Y            | Center Vertically                    |
| Ctrl+Y       | Redo                                 |
| Delete       | Clear Screen                         |
| Shift+Delete | Clear Lines Only (keep stamps)       |
| Enter        | Finalize Drawing (Link Chain / Zone) |
| Escape       | Cancel Drawing / Close Panel         |
| Shift+Alt+E  | Erase Brush (Tools ► System)         |

# FILES

| KEY          | ACTION                     |
|--------------|----------------------------|
| Ctrl+S       | Save Image                 |
| Ctrl+Shift+S | Save Image as WebP         |
| L            | Load Media (video / image) |
| A            | Load Audio (voiceover)     |
| Shift+C      | Send Clip to Cut Room      |
| Shift+0      | Open Cut Room Editor       |

# GRAPHICS

| KEY     | ACTION                   |
|---------|--------------------------|
| Shift+B | Place Playbook List      |
| Shift+F | Open Formation Creator   |
| Shift+J | Offensive Diagram On/Off |
| Shift+L | Defensive Diagram On/Off |

# HOTKEY SLOTS

| KEY             | ACTION                                                   |
|-----------------|----------------------------------------------------------|
| 1 – 9 (top row) | Fire Hotkey Slots 1–9 from Bank A (Live)                 |
| Numpad 1 – 9    | Fire Hotkey Slots 1–9 from Bank B (Preset) – Num Lock on |
| Shift+1 – 9     | Fire Live Quick-Fire overlay 1–9                         |

# MACROS

| KEY    | ACTION                     |
|--------|----------------------------|
| I      | Set In Point               |
| O      | Set Out Point              |
| Insert | Set In (alternate)         |
| 0      | Set Out (alternate)        |
| M      | Toggle Timed Macros On/Off |

# MASK

| KEY     | ACTION              |
|---------|---------------------|
| B       | Field Sample        |
| C       | Player Sample       |
| Shift+G | Global Mask On/Off  |
| Shift+V | Preview Mask On/Off |

# OVERLAYS

| KEY | ACTION                             |
|-----|------------------------------------|
| N   | Top Play: Place / Step (countdown) |

# PLAY TAG

| KEY | ACTION             |
|-----|--------------------|
| T   | Play Tag: Mark In  |
| U   | Play Tag: Mark Out |

# PLAYBACK

| KEY        | ACTION                              |
|------------|-------------------------------------|
| Space      | Play / Pause                        |
| S          | Stop                                |
| ,          | Nudge Back 0.1s                     |
| .          | Nudge Forward 0.1s                  |
| F          | Frame Step →                        |
| D          | Frame Step ←                        |
| ArrowLeft  | Frame Step Back / 9:16 Pan Left     |
| ArrowRight | Frame Step Forward / 9:16 Pan Right |
| ArrowUp    | 9:16 Crop Center (manual)           |
| ArrowDown  | 9:16 Hold Center (auto-pan anchor)  |
| Home       | Skip to Start                       |
| End        | Skip to End                         |
| R          | Record Toggle                       |

# SYSTEM

| KEY     | ACTION                      |
|---------|-----------------------------|
| Ctrl+C  | Copy Full Stage Image       |
| Ctrl+H  | History States              |
| Shift+T | Toggle Quick Access Toolbar |
| `       | AI Command: Hold to Talk    |
| P       | Command Palette             |
| Shift+R | Performance Mode            |

## TOOLS

| KEY          | ACTION                                                     |
|--------------|------------------------------------------------------------|
| Ctrl+D       | Duplicate the selected drawing (also the DUPLICATE button) |
| Ctrl+Shift+D | Deselect Tool                                              |
| Ctrl+E       | Erase Tool (Player Mask)                                   |
| V            | Move Tool                                                  |
| E            | Edit Tool                                                  |

## VIEW

| KEY     | ACTION                  |
|---------|-------------------------|
| K       | Toggle Field Masking    |
| G       | Toggle Perspective Grid |
| +       | Waveform Zoom In        |
| -       | Waveform Zoom Out       |
| =       | Zoom In                 |
| H       | Guide Lines On/Off      |
| J       | Snap to Grid On/Off     |
| Shift+M | Presenter Mode          |
| Shift+I | Timeline Zoom In        |
| Shift+U | Timeline Zoom Out       |

## 5. VOICE COMMANDS

Tap **AI COMMAND** — or the  **or**  key — to latch the mic on; tap again to stop. Hold either instead to talk only while held.

Commands run **locally and instantly**. Only a phrase the app doesn't recognise reaches the AI, and that fallback is Coach and Broadcast only.

## PLACING A MARKER

Say the marker name plus **where it goes**:

- **At your cursor** — "cross **here**" (also *there · right here · this spot · my mouse*)
- **On a player** — "spotlight **74**" or "target **Jefferson**", if they're tagged on the field

44 markers place by name:

| Marker            | Say any of                                                      |
|-------------------|-----------------------------------------------------------------|
| A Gap             | a gap                                                           |
| B Gap             | b gap                                                           |
| Bracket           | bracket · bump and run · brn                                    |
| C Gap             | c gap                                                           |
| Check             | check mark · checkmark · check · czech · checked · cheque       |
| Circle Grid       | circle grid                                                     |
| Clone             | clone player · clone                                            |
| Coach Pointer     | coach pointer · laser pointer · laser                           |
| Coverage Label    | coverage label · cov label                                      |
| Coverage Template | coverage template · cov template                                |
| Cross             | cross · x mark · x · ex · across · crost · crossed · cross mark |
| Custom Image      | custom image · my image                                         |
| D Count           | d count · defense count · defensive count                       |
| D Gap             | d gap                                                           |
| Down & Distance   | down and distance · down distance                               |
| Dual Ring         | dual ring                                                       |
| Focus 3           | focus three · focus 3                                           |
| Focus 4           | focus four · focus 4                                            |
| Football          | football · ball                                                 |
| Gap               | gap indicator · gap                                             |
| Ghost             | ghost · ghost stamp · ghost player                              |
| Ground Ring       | ground ring                                                     |
| Leverage          | leverage arrow · leverage                                       |
| Nameplate         | nameplate · name plate · player nameplate · player tag          |
| No-Go             | no go · nogo                                                    |
|                   |                                                                 |

| MARKER            | SAY ANY OF                                                                         |
|-------------------|------------------------------------------------------------------------------------|
| O Count           | o count · offense count · offensive count                                          |
| OL Block          | ol block · o l block · line block · lineman block                                  |
| Offense Spotlight | offense spotlight · o spotlight · offensive spotlight                              |
| Pass Reads        | pass reads · pass read                                                             |
| Player Iso        | player iso · isolation circle · isolation                                          |
| Player Lock       | player lock                                                                        |
| Player Mask       | player mask · mask player · player highlight · highlight player · cut out · cutout |
| Pointer           | orange arrow · orange pointer · pointer                                            |
| Ring Iso          | ring iso · ring highlight · ring isolation                                         |
| Slide Protect     | slide protect · slide protection · slide                                           |
| Spotlight         | spotlight · d spotlight · defense spotlight · defensive spotlight                  |
| Target            | target                                                                             |
| Text              | text stamp                                                                         |
| User Indicator    | user indicator · indicator                                                         |
| User Tag          | tactical tag · banner · user tag                                                   |
| Xbox Icon         | xbox · xbox icon · button icon · controller                                        |
| Zone Depth        | zone depth                                                                         |
| Zone Iso          | zone iso · zone isolation                                                          |
| Zoom Circle       | zoom circle · magnify · magnifier                                                  |

**Routes, coverages and link chains can't be placed by voice.** They need two points on the field. Say the name to select the tool, then draw it — and say **"lock it in"** when you're done instead of double-clicking.

## EVERY OTHER COMMAND

**292 commands.** The first phrase is the primary; the rest do the same thing.

| COMMAND           | ALSO ACCEPTS                                                                                                                                                                            |
|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| defense spotlight | d spotlight · def spotlight · defensive spotlight                                                                                                                                       |
| hooks             | hook · hook zones                                                                                                                                                                       |
| flats             | flat · flat zones                                                                                                                                                                       |
| curl flats        | curl flat zones                                                                                                                                                                         |
| deep zones        | deep zone                                                                                                                                                                               |
| man               | man coverage · man to man                                                                                                                                                               |
| pressure          | —                                                                                                                                                                                       |
| keyframe mode     | kf mode · manual keyframe · keyframe tracking                                                                                                                                           |
| stop tracking     | stop keyframe · hide graphic                                                                                                                                                            |
| keyframe path     | toggle path · show path · hide path                                                                                                                                                     |
| undo keyframe     | undo last keyframe · remove keyframe                                                                                                                                                    |
| clear keyframes   | clear all keyframes                                                                                                                                                                     |
| arm tracking      | track player · start tracking                                                                                                                                                           |
| manual tracking   | switch to manual · stamp mode                                                                                                                                                           |
| lock to color     | color lock                                                                                                                                                                              |
| zoom to player    | tracker zoom                                                                                                                                                                            |
| resample          | resample color · re sample                                                                                                                                                              |
| reset tracking    | reset color track                                                                                                                                                                       |
| lock it in        | lock in · lock that in · set route · set the route · finish route · finish the route · close the route · finish shape · close it out · that\u2019s it · thats it                        |
| send to cut room  | send to cutroom · send clip to cut room · send clip to cutroom · send loaded clip to cut room · send this to cut room · send this to cutroom · send it to cut room · send it to cutroom |
| open cut room     | open cutroom · cut room editor · cutroom editor · launch cut room · launch cutroom                                                                                                      |
| stop feed         | stop capture · stop the feed                                                                                                                                                            |
| scan devices      | scan for devices · rescan devices                                                                                                                                                       |
| scan audio        | scan audio devices · scan game audio                                                                                                                                                    |
|                   |                                                                                                                                                                                         |

| COMMAND                | ALSO ACCEPTS                                    |
|------------------------|-------------------------------------------------|
| capture tab            | capture window · capture a tab                  |
| projector window       | open projector · toggle projector               |
| mark in                | clip in · set clip in                           |
| mark out               | clip out · set clip out                         |
| play all tags          | play all clips · play filtered                  |
| place playbook         | place playbook graphic · playbook graphic       |
| show offensive diagram | show offense diagram · offensive diagram on     |
| hide offensive diagram | hide offense diagram · offensive diagram off    |
| show defensive diagram | show defense diagram · defensive diagram on     |
| hide defensive diagram | hide defense diagram · defensive diagram off    |
| offensive diagram      | offense diagram                                 |
| defensive diagram      | defense diagram                                 |
| global mask on         | mask everything · set all masks · masks on      |
| global mask off        | unmask everything · clear all masks · masks off |
| global mask            | toggle global mask                              |
| preview mask on        | mask preview on · show mask preview             |
| preview mask off       | mask preview off · hide mask preview            |
| preview mask           | mask preview · toggle mask preview              |
| field sample           | sample the field · sample field                 |
| player sample          | sample the player · sample player               |
| auto adjust            | auto adjust image · auto correct                |
| facecam on             | facecam off · toggle facecam                    |
| timed macros           | toggle macros · macros on · macros off          |
|                        |                                                 |

| COMMAND           | ALSO ACCEPTS                                                                               |
|-------------------|--------------------------------------------------------------------------------------------|
| timeline zoom in  | zoom timeline in · waveform zoom in                                                        |
| timeline zoom out | zoom timeline out · waveform zoom out                                                      |
| fit timeline      | reset timeline zoom · timeline fit                                                         |
| mic on            | mic off · toggle mic · microphone                                                          |
| quick access      | quick access bar · toggle quick access                                                     |
| open palette      | command palette · search commands                                                          |
| 3d on             | 3d off · toggle 3d · three d                                                               |
| snap on           | snap off · snap grid · toggle snap                                                         |
| guides on         | guides off · toggle guides                                                                 |
| presenter mode    | presentation mode                                                                          |
| performance mode  | perf mode                                                                                  |
| group ticks       | toggle group ticks                                                                         |
| magic wand        | magic wand grab · wand grab                                                                |
| load media        | load file · open file · import media · load video                                          |
| load audio        | load audio script · import audio · load music                                              |
| record video      | start recording · record master · begin recording · start record                           |
| record stop       | stop recording · end recording · finish recording · stop the recording · end the recording |
| blitz             | blitz path                                                                                 |
| pass rush         | pass rush lane · rush lane                                                                 |
| stunt             | line stunt · d line stunt                                                                  |
| contain           | —                                                                                          |
| qb spy            | quarterback spy · spy · special                                                            |
| d count           | defense count · defensive count · d counter                                                |
| offense spotlight | o spotlight · off spotlight · offensive spotlight                                          |
| route             | —                                                                                          |

| COMMAND        | ALSO ACCEPTS                                                                         |
|----------------|--------------------------------------------------------------------------------------|
| alt route      | alternate route · alternative route                                                  |
| primary        | primary route                                                                        |
| motion         | —                                                                                    |
| delay          | delay route                                                                          |
| run            | run route                                                                            |
| block          | —                                                                                    |
| ol block       | offensive line block · o line block · offensive block · old block · o l block        |
| ol block 2d    | offensive line block 2d                                                              |
| ol block 3d    | offensive line block 3d · o line block 3d                                            |
| o count        | offense count · offensive count · o counter                                          |
| hook curl      | hook curl zone                                                                       |
| mid read       | mid read zone · middle read                                                          |
| hook zone      | —                                                                                    |
| three rec hook | 3 rec hook · third receiver hook                                                     |
| vert hook      | vertical hook                                                                        |
| bluff blitz    | —                                                                                    |
| cloud flat     | —                                                                                    |
| hard flat      | —                                                                                    |
| soft squat     | —                                                                                    |
| curl flat      | —                                                                                    |
| quarter flat   | —                                                                                    |
| seam flat      | —                                                                                    |
| deep half      | deep halves · deep one half · deep 1/2 · deep 1 half · deep one half zone            |
| deep third     | deep thirds · deep one third · deep 1/3 · deep 1 third · deep one third zone         |
| deep quarter   | deep quarters · deep one quarter · deep 1/4 · deep 1 quarter · deep one quarter zone |
|                |                                                                                      |

| COMMAND        | ALSO ACCEPTS                                     |
|----------------|--------------------------------------------------|
| spy coverage   | qb spy coverage                                  |
| gap fill       | —                                                |
| a gap          | —                                                |
| b gap          | —                                                |
| c gap          | —                                                |
| d gap          | —                                                |
| spotlight      | —                                                |
| pointer        | orange arrow · orange pointer · big pointer      |
| coach pointer  | laser pointer · laser · red pointer              |
| leverage       | leverage arrow                                   |
| march          | march arrow                                      |
| line           | draw line                                        |
| cross          | x mark                                           |
| check          | checkmark                                        |
| football       | football marker                                  |
| text           | add text · text stamp                            |
| ground ring    | —                                                |
| dual ring      | —                                                |
| player lock    | lock player                                      |
| slide          | slide protect                                    |
| ring iso       | ring isolation                                   |
| player iso     | isolation circle · iso                           |
| zone iso       | zone isolation                                   |
| zone depth     | depth zone · zone depths · zone def · zone death |
| zone highlight | zone fill · highlight zone                       |
|                |                                                  |

| COMMAND        | ALSO ACCEPTS                                                                                                |
|----------------|-------------------------------------------------------------------------------------------------------------|
| player mask    | mask player · player highlight · highlight player                                                           |
| poly zone      | polly zone · paulie zone · holly zone · poly · polly · paulie · poly-zone                                   |
| fd zone        | first down zone · first down line                                                                           |
| first down     | 1st down                                                                                                    |
| los            | line of scrimmage · line of sight                                                                           |
| ghost          | ghost stamp                                                                                                 |
| dn dist        | dn and dist · down dist · down distance · down and distance · dn and distance · dn distance · down and dist |
| qb vision      | quarterback vision · q b vision · cue b vision · cue be vision · kb vision · queue b vision                 |
| d vision       | defense vision · defensive vision · division · the vision                                                   |
| qb arc         | quarterback arc · quarterback arch · qb arch · qb ark · quarterback ark · q b arc · q b ark                 |
| qb drop        | quarterback drop · q b drop                                                                                 |
| qb roll        | quarterback roll · qb role · quarterback role · q b roll · q b role                                         |
| pass reads     | pass read · reads                                                                                           |
| no go          | no-go · no go marker · nogo · no go zone                                                                    |
| target         | target marker                                                                                               |
| callout        | call out · called out · call it out · call now · call it · call-out · calla · cola                          |
| tactical tag   | banner · nameplate                                                                                          |
| user tag       | user indicator · indicator                                                                                  |
| link chain     | chain · progression                                                                                         |
| clone player   | clone player stamp                                                                                          |
| coverage label | cov label · bump n run coverage label                                                                       |
| circle grid    | —                                                                                                           |
| brn            | brn bracket · bracket · bump n run · bump and run                                                           |
| zoom circle    | zoom in circle                                                                                              |
| zoom           | zoom tool                                                                                                   |

| COMMAND      | ALSO ACCEPTS                                    |
|--------------|-------------------------------------------------|
| zoom in      | zoom closer                                     |
| zoom out     | zoom back · zoom wider                          |
| zoom reset   | reset zoom · fit screen                         |
| live trace   | live trace mode                                 |
| gap          | gap indicator                                   |
| point mode   | pro point · point                               |
| static mode  | static                                          |
| free mode    | freehand · free draw · free                     |
| trace mode   | trace                                           |
| move         | move tool                                       |
| edit         | edit tool                                       |
| multi select | multi · multiselect                             |
| undo         | —                                               |
| redo         | —                                               |
| history      | —                                               |
| save image   | save screenshot · screenshot                    |
| arm dvr      | disarm dvr · dvr buffer · toggle dvr            |
| copy image   | copy stage · copy stage image · copy screenshot |
| save webp    | save as webp · webp                             |
| red          | —                                               |
| red color    | color red                                       |
| yellow       | gold                                            |
| yellow color | color yellow · gold color · color gold          |
| blue         | —                                               |
| blue color   | color blue                                      |
|              |                                                 |

| COMMAND      | ALSO ACCEPTS                                                            |
|--------------|-------------------------------------------------------------------------|
| green        | —                                                                       |
| green color  | color green                                                             |
| white        | —                                                                       |
| white color  | color white                                                             |
| orange       | —                                                                       |
| orange color | color orange                                                            |
| purple       | —                                                                       |
| purple color | color purple                                                            |
| pink         | —                                                                       |
| pink color   | color pink                                                              |
| cyan         | light blue                                                              |
| cyan color   | color cyan · light blue color · color light blue                        |
| black        | —                                                                       |
| black color  | color black                                                             |
| brown        | —                                                                       |
| brown color  | color brown                                                             |
| lime         | —                                                                       |
| lime color   | color lime                                                              |
| teal         | —                                                                       |
| teal color   | color teal                                                              |
| indigo       | —                                                                       |
| indigo color | color indigo                                                            |
| silver       | gray · grey                                                             |
| silver color | color silver · gray color · color gray · grey color · color grey        |
| play         | start playing · play it · hit play · play button · play video · roll it |
|              |                                                                         |

| COMMAND        | ALSO ACCEPTS                                                   |
|----------------|----------------------------------------------------------------|
| pause          | pause it · pause video · pause the video · hold on · freeze it |
| stop           | stop it · stop playback · stop video                           |
| rewind         | rewind five · back five                                        |
| fast forward   | skip forward · forward five                                    |
| skip to start  | go to start · jump to start · skip to beginning                |
| skip to end    | go to end · end                                                |
| next frame     | frame forward · step forward                                   |
| previous frame | frame back · step back                                         |
| script mode    | script · toggle script                                         |
| video mode     | vid mode                                                       |
| freeze         | freeze in · freeze frame · mark freeze                         |
| sync in        | sync selected in · sync in point                               |
| sync out       | sync selected out · sync out point                             |
| snap out       | snap to playhead · snap timing                                 |
| reset timing   | clear timing                                                   |
| clear freeze   | clear freeze events · clear all freeze                         |
| slow mo        | slow motion · set speed                                        |
| save diagram   | save play · save playart                                       |
| attach all     | attach all routes · attach everything                          |
| attach         | attach to route · attach it · attach this                      |
| attach cutout  | attach cutout to route · attach the cutout                     |
| attach stamp   | attach the stamp · stamp attach                                |
| ride route     | stamp ride route · ride                                        |
| lift to cutout | lift cutout · lift mask · lift mask to cutout · lift           |
| trail off      | no trail                                                       |
|                |                                                                |

| COMMAND        | ALSO ACCEPTS                                        |
|----------------|-----------------------------------------------------|
| more trail     | increase trail · longer trail                       |
| less trail     | decrease trail · shorter trail                      |
| no entrance    | entrance off · no animation                         |
| blur entrance  | entrance blur                                       |
| fade entrance  | entrance fade · fade in                             |
| flash entrance | entrance flash                                      |
| glow entrance  | entrance glow · glow                                |
| pulse entrance | entrance pulse · pulse                              |
| scale entrance | entrance scale · grow in                            |
| wipe entrance  | entrance wipe · wipe                                |
| slide up       | slide up entrance                                   |
| slide down     | slide down entrance                                 |
| slide left     | slide left entrance                                 |
| slide right    | slide right entrance                                |
| freeze out     | end freeze · resume · unfreeze                      |
| set in         | mark in · in point                                  |
| set out        | mark out · out point                                |
| timed macros   | macros on · macros off · toggle macros              |
| tools tab      | show tools · open tools · tools                     |
| audio tab      | show audio · open audio · audio                     |
| broadcast tab  | broadcast · show broadcast                          |
| studio tab     | studio · show studio                                |
| record tab     | recording tab · show recording · recording · record |
| graphics tab   | graphics · show graphics                            |
| grid tab       | show grid · grid                                    |
|                |                                                     |

| COMMAND         | ALSO ACCEPTS                                    |
|-----------------|-------------------------------------------------|
| macros tab      | macros · show macros · open macros              |
| mask tab        | masking tab · show mask · mask                  |
| tracking tab    | track tab · show tracking · tracker · tracking  |
| roster tab      | roster · show roster · open roster              |
| sfx tab         | sound effects · show sfx · sfx                  |
| perspective tab | perspective · show perspective                  |
| interface       | interface menu · settings menu                  |
| deselect        | deselect tool · clear selection                 |
| workspace       | workspace menu                                  |
| session         | session menu                                    |
| ai command      | ai mode · ask ai                                |
| tab manager     | tabs · customize tabs · visible tabs            |
| learn tab       | tutorials · show tutorials · open learn · learn |
| vertical tab    | vertical mode · show vertical · vertical        |
| camera tab      | show camera · open camera · camera              |
| play tag tab    | play tagging · show play tag · play tag         |
| overlays tab    | show overlays · overlays · overlay              |
| clear screen    | clear all                                       |
| force clear all | force clear · force clear everything            |
| erase           | eraser · erase tool                             |
| erase item      | erase last · remove last · erase last item      |
| focus mode      | hide panels                                     |
| focus 3         | focus three · focus tool 3                      |
| focus 4         | focus four · focus tool 4                       |
| save workspace  | save my workspace                               |
|                 |                                                 |

| COMMAND              | ALSO ACCEPTS                                                                              |
|----------------------|-------------------------------------------------------------------------------------------|
| save session         | save my session                                                                           |
| lower third          | place lower third                                                                         |
| remove lower third   | clear lower third                                                                         |
| subscribe bug        | place subscribe                                                                           |
| remove subscribe     | clear subscribe bug                                                                       |
| score bug            | place score bug                                                                           |
| update score         | update score bug                                                                          |
| remove score bug     | clear score bug                                                                           |
| place down distance  | —                                                                                         |
| update down distance | —                                                                                         |
| remove down distance | clear down distance                                                                       |
| voice command off    | voice commands off · voice off · stop listening · mic off · toggle voice · voice commands |
| keyboard shortcuts   | shortcuts · hotkeys                                                                       |
| help                 | open help · show help                                                                     |
| ndi output           | ndi · open ndi                                                                            |
| notifications        | toggle notifications                                                                      |
| masking              | toggle masking · masking on · masking off                                                 |
| madden turf          | turf preset                                                                               |
| 3d mode              | 3d graphics · toggle 3d                                                                   |
| snap to grid         | snap grid · toggle snap                                                                   |

## OPENING PANELS BY VOICE

Say any section name to jump to it — **"field grading", "roster list", "coach pad"**. Add a verb to be explicit: *open · show · expand · close · collapse · hide*. The app switches to the right tab first, so it works from anywhere.

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## 6. BEHAVIOUR WORTH KNOWING

*The things that look like bugs but aren't.*

**Play and pause are directional.** Saying "play" while it's already playing does nothing, rather than pausing. Same for "pause" when already paused.

**Pause rewinds slightly.** Speech recognition takes a moment, so the clip keeps rolling while you talk. Voice pause jumps back to where you started speaking. For frame-exact work, the spacebar is still better — it's instant.

**Loading media by voice needs a click first.** Browsers only open a file picker straight after a real click or key press. If the picker doesn't appear, click anywhere in the app and say it again.

**While a clip is playing, only pause and stop are heard.** That stops the clip's own audio — a commentator saying "blitz" — from dropping markers on your field.

**Workspace and Session are different things.**

- **Workspace** is your *setup*: tools, colours, layout, rosters, presets, shortcuts.
- **Session** is your *work*: drawings, macros, keyframes, timeline marks.
- **Export Everything** is both in one file.

**Sharing a workspace is safe.** Your keyboard shortcuts are never included, and preset libraries merge with the recipient's rather than replacing them — nothing of theirs is lost.

**Some imported settings need a reload.** A few values are read once at startup, so they land correctly but only take effect next time the app loads. Rosters especially.

## DRAWING TOOLS WORTH KNOWING

**Save Settings makes a look stick.** Set a tool the way you like it in the Edit Suite, press **Save Settings**, and every new one places that way — colour, size, text, and whether it draws on. **Reset ► Factory Default** puts a tool back.

**Draw-in is one tickbox.** Ticked, a line draws itself on and gets a **yellow tick** on the timeline marking when it finishes. Unticked, it just appears — no yellow tick. Save Settings keeps your choice for that tool.

**Duplicate copies anything.** Select a drawing (click it with Edit or Move) and press **DUPLICATE** in the top bar or **Ctrl+D**. An exact copy — text, colour, size — lands just to the right with Move already on. Three hook zones take five seconds. Undo removes a copy.

**Zone Fill.** Type the label in Rename Tag first, then click the corners. After the third corner, point where the fourth should go and press **Enter** (or double-click) — it drops the corner and locks the zone. Zone Fill appears instantly, with no draw-in. Once a zone is locked it stays as it is: a new colour or name sets up the *next* zone. To change a finished one, click it with Move, then Edit.

**Trace follows a receiver click by click.** Pick **Trace** in the Marker Suite, pause on the snap and click the receiver, step the video forward and click where he is now, and keep going through his route. **Enter** or double-click finishes. The clicks become a smooth route line — colour, weight, dotted, stroke and arrowhead from Style Control — that draws on right behind him on playback. Dragging the mouse doesn't draw with this tool; it's clicks only.

**Clone and Ghost.** Both work best with **Field Samples** set in the Mask tab. **Clone Player ► Clone Mask:** click a player and he lifts off in his real colours; **Esc** finishes, then Move drags the copy — a dotted line runs from where he started and grows with every drag. **Ghost ► Ghost Mask:** click a player and he vanishes, grass filled in from beside him and his shadow removed (Remove Shadow, Vanish Size and Show Guide are in Specific Tool Properties — untick Show Guide when you go live).

**The Erase Brush cleans up. Tools ► System ►  Erase Brush ( **Shift+Alt+E** )** rubs out part of a Player Mask, a clone or a ghost. **Circle** has a soft edge; **Square** has a hard straight edge — the one for a hash mark or yard line caught on a clone. **[** and **]** resize it. Each Undo brings back one stroke.

**Slide Protect** is a blocking shield with animated chevrons. Block Direction (left, right, **▲** run block, **▼** pass block), arrow speed, size and colour, and Text Override are in Specific Tool Properties; Width and Height Factor go up to 10.

**QB Spy** places a circle on the defender with a line back to the quarterback. Untick **Line to QB** for circle-only spies — to set up the next one before placing, click Deselect, click the QB Spy tile, then Edit.

**Segment Dots** mark the bends in a line, so the controls only appear on tools you click out point by point — Route, Block, Delay, QB Drop, QB Roll, Line, Link Chain and Man.

**Moving many ticks.** Hold **Ctrl** and drag across the timeline to select ticks, then keep holding **Ctrl** and drag inside the band to slide them together. **Alt** +drag opens the range bar — In, Out, Match, Space, Apart and more.

## 7. TIERS — WHAT EACH PLAN INCLUDES

Three plans. Everything a lower plan gets, the higher plans get too.

### CONTENT CREATOR — \$19.99

The full drawing and production core:

- **Tools · Learn · Vertical · Graphics · Tracker · Record · Grid · Audio · Broadcast · Studio**

That's telestrating, the perspective grid, tracking, 9:16 vertical, broadcast graphics, recording, live capture, the Projector window, and the Studio tools including Cut Room, Coach Pad and the Thumbnail Creator.

Also includes **Focus Mode** and the **Subscribe Bug** (in the Overlays tab — the other overlays are Broadcast).

Voice commands work on every plan. Only the AI *interpretation* of a phrase the app doesn't recognise is Coach and above — all several hundred built-in commands are yours.

### COACH — \$39.99

Adds the tools for working with real personnel:

- **Camera · Macros · Mask · Play Tag · Roster**

Rosters and nameplates, player masking so drawings sit under players, macros for self-playing breakdowns, Play Tag for marking up a full game, and the camera controls.

Also unlocks **OBS Output**, **Frame Rate & Bitrate** control for recordings, **team themes and custom colours**, and the AI fallback for voice.

### BROADCAST — \$59.99

Adds the on-air furniture:

- **SFX · Overlays** (all of them)

Everything for producing a live game: **Instant Replay (DVR)**, the **Teleprompter**, sound effects with per-tool triggers, and the full overlay set — title card, score bug, down and distance, lower third, top plays and custom image.

Also unlocks the **custom logo** upload.

## 8. BROADCAST OUTPUT

Three ways to get the picture out of the app. On every plan, the Projector window is also a clean window any capture software can pick up.

### OBS OUTPUT

**Broadcast ► OBS Output ► OBS Live** opens a clean output window with the finished picture — footage plus your drawings, no panels or menus. In OBS, add a **Window Capture** source and pick that window. No plugin, no network setup. To send it to another computer, capture it in OBS and use the free DistroAV (obs-ndi) plugin. Coach and Broadcast plans.

Shortcut: **Shift+N**. **Shift+X** stops it.

### PROJECTOR WINDOW

Opens a clean window with just the picture — no panels, no buttons. Drag it to a second monitor or a projector and you have a presentation display while you keep working on the main screen.

Shortcut: **Shift+P**. Voice: "projector window".

### FOCUS MODE

Hides the interface on your own screen so the footage fills it. Useful for capturing the window directly, or just for working without distraction.

### LIVE CAPTURE

**Broadcast ► Focus & Live** takes a capture card, a browser tab or a window as your live source. Press **Scan Devices** if your capture card doesn't appear.

If Scan Devices ever leaves the feed stuck, close and reopen the app.

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## 9. CUT ROOM

Cut Room is the video editor built into ProPlayVision. It opens in its own window alongside X's O's Chalkboard, so you can trim, arrange and finish a piece without leaving for another program.

It is a real timeline editor: multiple clips, transitions, keyframes, voiceover, and offline rendering to MP4 or WebM.

## GETTING A CLIP IN

**Get takes** pulls in anything the Chalkboard has sent over. This is the usual route — record in the Chalkboard, then press Get takes here.

**Import media** loads a file from your computer.

**From the Chalkboard side**, three doors send a clip across: Send Loaded Clip To Cut Room in the Studio tab, the  button on any DVR vault clip, and automatic hand-off after a recording.

A live feed cannot be sent. A live feed is a stream of frames, not a file. Arm the DVR, capture what you want, and send the DVR clip instead.

## THE TOOLS

Six tools sit above the timeline. Each has a single-key shortcut.

| TOOL   | KEY | WHAT IT DOES                                                      |
|--------|-----|-------------------------------------------------------------------|
| Select | V   | The default. Move clips, drag their edges to trim.                |
| Blade  | B   | Click a clip to cut it at that point.                             |
| Ripple | T   | Trim one clip and everything after it slides to close the gap.    |
| Roll   | R   | Move the join between two clips. The pair keeps its total length. |
| Slip   | Y   | Change which part of a clip plays without moving the clip.        |
| Slide  | U   | Move a clip between its neighbours; they absorb the change.       |

**Ripple is the one worth learning first.** Ordinary trimming leaves a hole where the footage was. Ripple closes it for you, which is what you want nine times out of ten when cutting dead air out of a play.

**Slip is the one people miss.** If a clip is in the right place but showing the wrong three seconds, slip moves the footage inside the clip without disturbing anything around it.

# PLAYBACK AND NAVIGATION

| KEY                   | ACTION                    |
|-----------------------|---------------------------|
| Space                 | Play / pause              |
| ← →                   | One frame back / forward  |
| Shift + ← →           | One second back / forward |
| Home                  | Jump to the start         |
| End                   | Jump to the end           |
| F                     | Full screen preview       |
| S                     | Split at the playhead     |
| Delete                | Delete the selected clip  |
| Ctrl+Z / Ctrl+Shift+Z | Undo / redo               |

# MARKS AND MARKERS

**In and out** define the range you care about. **I** sets in, **O** sets out. **Clear range** removes them.

**Markers** are notes on the timeline. **M** drops one at the playhead, or double-click the ruler. **,** and **.** jump between them. **Clear marks** removes them all.

Use in/out for what you're going to export or send back. Use markers for the moments you want to find again.

# SNAPPING

**N** toggles snapping. With it on, clip edges pull to other clip edges, markers, the playhead and your in/out marks.

Leave it on for assembling. Turn it off when you need a cut at an exact frame and the snap keeps pulling you a few frames away.

# TRANSITIONS

Cut Room has **30 transitions**, dragged from the bin onto the cut you want.

**The drop target is the leading third of the incoming clip**, not the whole clip. A transition belongs to the head of the clip coming in, so dropping it anywhere would be ambiguous once two clips touch.

The ones you'll actually use:

**Cross Dissolve** — both clips play at once, one fading down as the other comes up. The workhorse. Softens a cut without drawing attention. Best between two shots of the same play or subject.

**Fade** — the incoming clip fades up from nothing. Use it at the very start of a piece.

**Dip to Black** — down to black at the midpoint, then up. The classic scene break; reads as time passing or a change of subject.

**Dip to White** and **Flash** — sharper, more energetic. Suits a highlight package more than a breakdown.

**Push, Slide, Cover, Reveal** — one clip moves the other off screen. Good for comparing two things.

**Punch In, Pop, Camera Shake, 3D Flip** — attention-grabbers. Effective once, tiring if repeated.

There are also **wipes** (Circle, Clock, Radial, Diamond, Rectangle) and a set of **title and graphic transitions** — Lower Third, Score Bug, Roster Plate, Number Badge, Corner Tag, Big Card, Flag, Boxed, Plain.

Each transition carries its own description in the interface. Hover to read what it's for before you drop it.

**Escape** cancels an armed transition.

## TITLES

**Add title** puts a text card on the timeline. Titles behave like clips — trim them, move them, and give them transitions.

## KEYFRAMES

Three properties can be keyframed over time: **opacity**, **scale**, and **volume**.

Click the keyframe button on the lane to add one at the playhead; click again to remove it. **Clear** removes every keyframe on that lane.

Two keyframes at different values make a change over time — that's how you fade a clip, push in slowly, or duck audio under a voiceover.

## SPEED

Clips can be sped up or slowed down. Slowing a clip is the standard move for showing a read develop or a block spring.

Bear in mind slow motion is only as smooth as the source frame rate. Footage shot at 60fps slows better than 30.

## TRACKS

Each track has **lock** and **mute**.

**Lock** prevents any edits on that track — worth setting on a track you've finished so a stray drag can't disturb it.

**Mute** silences the track without deleting anything.

## VOICEOVER

**Record VO** records narration straight onto the timeline while the video plays. Use the volume keyframes to duck the clip's own audio underneath it.

## GRABBING A STILL

**Grab frame** saves the current frame as a PNG. Useful for a thumbnail source or a diagram still.

## SENDING BACK TO THE CHALKBOARD

Two routes, and the difference matters.

**Send back to Chalkboard** is instant. It copies the cut directly without re-encoding, so a long clip returns in about a second.

The trade-off: it can only cut on the clip's existing keyframes, so the start of your cut may land a beat away from your mark. Fine for trimming dead air before a snap.

**Send back (exact)** re-renders the range. Frame-accurate, and it handles multi-clip ranges, transitions and speed changes — but it takes roughly as long as the clip runs.

**Rule of thumb:** trimming one clip, use the instant route. Anything assembled from multiple clips or with effects on it, use exact.

How precisely the instant route can cut depends on how the footage was encoded. Clips recorded in the app cut cleanly; footage from elsewhere may cut less precisely.

## EXPORTING

**Export MP4** renders frame by frame to H.264. No dropped frames, ready for YouTube.

**Export WebM** produces a true 30fps VP9/Opus file, also YouTube-ready.

Both are **offline renders** — the app builds the file frame by frame rather than capturing playback, so nothing is dropped if your machine stutters.

**Project shape** sets the aspect ratio, and the preview and every export follow it. Set this before you start rather than after.

**Frame rate** — 30 is the usual choice. 60 doubles the render time.

**S / M / L** set the export resolution.

## INTERFACE

**Match the Chalkboard theme** keeps Cut Room in step with whatever theme you've chosen in the main app.

**Clear** empties the timeline and starts again.

## WORTH KNOWING

**Voice commands don't work in Cut Room.** The microphone and the command vocabulary live in the Chalkboard. Once you're in Cut Room, everything is mouse and keyboard.

**Cut Room is its own window.** You can leave it open on a second monitor while you keep working in the Chalkboard.

**Ripple and roll behave differently than they look.** If a trim isn't doing what you expect, check which tool is active — most confusion with a timeline editor comes from being in the wrong mode rather than the edit being wrong.

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## 10. THUMBNAIL CREATOR

The Thumbnail Creator builds finished thumbnails and social graphics without leaving ProPlayVision. It opens in its own window, works from a frame of your footage or any image you drop in, and exports at the size each platform expects.

The Thumbnail Creator builds finished thumbnails and social graphics without leaving ProPlayVision. It opens in its own window, works from a frame of your footage or any image you drop in, and exports at the exact size each platform expects.

It is a layout tool rather than a photo editor: you position and style pieces — title, badge, callout, logo, bottom bar — over a background, and the app handles the sizing.

## STARTING A THUMBNAIL

**Drop an image on the canvas**, or click to browse. A frame grabbed from Cut Room works well, as does anything from your desktop.

**Quick Presets** give you a finished layout in one click, then you change the words:

- **Play Breakdown** — for a play or scheme video
- **Blitz Defense** — defensive pressure look
- **Player Ratings** — the Madden rating card style
- **News Article** — a headline treatment

Starting from a preset and editing it is almost always faster than building from nothing.

## CANVAS FORMAT

Set this **first**, because every element positions itself relative to the canvas.

| FORMAT          | SIZE        | FOR                          |
|-----------------|-------------|------------------------------|
| YouTube         | 1280 × 720  | Standard video thumbnail     |
| YouTube (large) | 1920 × 1080 | Higher-resolution thumbnail  |
| Square          | 1080 × 1080 | Instagram and Facebook posts |
| Vertical        | 1080 × 1920 | Shorts, Reels, TikTok        |

Changing format after you've laid everything out means repositioning. Pick the shape you're publishing to before you start.

## THE BACKGROUND

**Zoom**, **Pan X** and **Pan Y** frame the image. **FILL**, **H-FIT** and **V-FIT** are one-click fits — fill covers the canvas, and the two fits match width or height.

**Reframe on Main Canvas** lets you drag the image directly rather than working the sliders.

**Background Settings** hold the picture controls:

**Brightness**, **Blur**, **Sharpen** and **Vignette Intensity** — blur is more useful than it sounds. A slightly blurred background makes overlaid text far easier to read.

**Dark Overlay** and **Gradient Overlay** dim the image so text stands out. **Gradient Top** and **Gradient Bottom** set the colours, and **Direction** controls which way it runs.

**Fallback Color** shows through where no image covers the canvas.

## OVERLAY PATTERNS

A texture laid over the background: **Carbon, Circuit, Corners, Curve, Diagonal, Dots, Grid, Halftone, Hex, Loop, Noise, Rays, Slash, Spotlight, Triangle** — or None.

**Pattern Opacity** controls how strongly it reads. Kept subtle, a pattern adds depth; at full strength it competes with your subject.

## TEXT

**Title Lines** hold your main text — one line per entry, so you control exactly where it breaks rather than letting it wrap on its own.

**Line Colors** can differ per line. Colouring one word differently is the simplest way to make a title read as a headline rather than a sentence.

**Typography** controls the rest:

**Font** — 14 display faces including Anton, Bebas Neue, Oswald, Russo One, Teko and Orbitron. These are heavy condensed faces chosen because thumbnails are viewed small.

**Base Size, Line Spacing, Alignment, X Position, Y Position, Rotation.**

**Stroke Color** and **Stroke Width** put an outline around letters. On a busy football image, a stroke is often what makes text legible at all.

**Effects** add **Drop Shadow, Inner Shadow, Glow, Inner Glow** and **Gradient Fill**, with **Depth, Distance, Strength** and **Opacity** for each.

**Restraint reads better.** A heavy font with a stroke and one shadow will out-perform the same text with five effects stacked on it — especially at the size a thumbnail actually gets viewed.

## BADGE, CALLOUT AND CARD

Three separate elements, each with its own text, colour, size and X/Y position.

**Badge** — a short tag. A rating, a number, a word like NEW.

**Callout / Arrow Badge** — points at something in the image. **Shape** offers Arrow Right, Arrow Left, Chevron, Burst, Pill and Block.

**Tag / Category Badge** — labels the video's category.

**Madden Rating Card** builds the familiar ratings-card look, with **Player Name** and **Player Ratings**.

## ICONS AND STAMPS

A set of shapes and symbols — arrows, stars, hearts, lightning, circles, triangles, music notes and more — with **Icon Color**, **Size** and **Icon Alignment**.

## LOGOS

**Logo Library** holds your saved logos, and **Logo Upload** adds new ones. **Quick Logos** has ProPlayVision, MaddenGuides and EA Sports ready to place.

**Logo Position** places it; **Size** and **Opacity** finish it.

## BOTTOM INFO BAR

A strip across the base of the thumbnail, useful for branding a series so every episode looks related.

**Bar Text**, **Bar Color**, **Website URL**, and **Social Icons in Bottom Bar** — YouTube, TikTok, Instagram, Facebook, and X.

**Subscribe Button** adds a call-to-action graphic.

## COLOUR TEMPLATES

**Primary Accent**, **Secondary Accent** and **Accent Color** drive the palette across elements, so you can restyle a whole thumbnail without touching each piece.

Setting a pair of accents once and reusing them is what makes a channel's thumbnails look like a set rather than a collection.

## GUIDES AND HANDLES

**Guides** show alignment lines. **Handles** let you drag elements directly on the canvas instead of using position sliders.

Neither appears in the export.

## THE GEMINI IMAGE PROCESSOR

Auto-sizes and sharpens an image for you. Useful when a source frame is smaller than the canvas or slightly soft — it's doing a better job than a plain upscale would.

**Magenta Tolerance** handles images with a magenta key colour, removing that background so a cutout sits cleanly over your own.

## EXPORTING

**Download** saves the finished thumbnail. **WebP** and **Transparent** are available alongside the standard export, and **Output Size** sets the resolution.

Transparent export matters when you're producing an overlay to sit on top of something else rather than a standalone image.

## UNDO AND RESET

**Undo** and **Redo** cover your edits. **Reset** clears the section you're working in; **Reset All** starts the whole thumbnail again.

## WORTH KNOWING

**Set the canvas format before anything else.** It's the one change that forces you to redo work.

**Thumbnails are judged small.** Whatever you build, shrink the preview to roughly the size it appears in a feed and check the title is still readable. Most thumbnails fail on text size, not on design.

**Grab your source frame in Cut Room.** The Grab frame button saves the current frame as a PNG, which drops straight in here.

**Voice commands don't reach this window.** The microphone lives in the Chalkboard; the Thumbnail Creator is mouse and keyboard.

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# 11. RECORDING AND INSTANT REPLAY

## RECORDING

The record button captures the finished picture — footage, drawings and all.

**Recording ▶ Output Format** chooses MP4 or WebM. **Frame Rate & Bitrate** sets quality, and **Aspect Ratio** switches between 16:9 and 9:16.

Shortcut: **R**. Voice: **"record video"** and **"stop recording"**.

## INSTANT REPLAY (DVR)

Arm the DVR buffer and the app keeps a rolling recording of the last stretch of live footage. When something happens, pull it back and replay it immediately.

Replay quality runs from Standard up to Max. You can optionally record your drawings and your mic into the replay.

The last five clips are kept automatically in the vault. Rename them by clicking the name, and export anything you want to keep — they don't survive closing the browser.

Shortcut: **Shift+Alt+D** to arm or disarm.

## 12. ROSTERS AND NAMEPLATES

### BUILDING A ROSTER

**Roster** ► **Roster List** holds an offense and a defense. Three ways to fill them:

- **Type** players in one at a time
- **Paste** a block — one player per line
- **Import** a .txt or .csv file

A line can be written several ways; number, position, name and rating are all picked out automatically. Madden's depth-chart export pastes in directly.

Importing **adds** to a roster rather than replacing it, and duplicates are skipped.

**One quirk to know:** a player whose first name is Sam, Mike or Will loses that first name on import, because those are also linebacker designations. Type those in by hand.

### SAVED ROSTERS

Save a roster under a name and load it back later. Saved rosters travel with an exported workspace, and merge safely with anyone else's if you share one.

### NAMEPLATES

**Team Plate** picks the team whose colours and city name the plates use — 33 pro and 128 college teams. **Plate Style** chooses Full or Plain and colours each part of the plate. **Plate Fields** decides which details appear and in

what order.

In Full style, team colours stay in step between the Roster tab and the Edit panel — change either and the other follows.

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## 13. THE PERSPECTIVE GRID

The grid tells the app where the field is, so zones, routes and lines lie flat on the grass instead of sitting flat on the screen.

### CALIBRATING

**Grid ► Camera Preset** has presets for common angles — broadcast, Madden cam, sideline. Start with the one closest to your footage, then drag the corner handles onto the field until the grid lines sit along the yard lines.

**Get this right first.** Most "the zone tool is broken" problems are a grid calibrated for a different camera angle. If a zone snaps to the wrong width, check the preset before anything else.

### 3D AND SNAPPING

**3D & Perspective** switches between drawings lying flat on the field and sitting flat on the screen. **Snap to Grid** keeps lines square to the field. **Guide Lines** adds on-screen alignment guides that never appear in a recording.

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## 14. MACROS — BREAKDOWNS THAT PLAY THEMSELVES

A macro gives each drawing an in-point and an out-point on the clip's timeline. Play the clip and your drawings appear and disappear on cue, so you can talk over it instead of drawing while you talk.

### BUILDING ONE

1. Turn **Timed Macros** on
2. Place a drawing and set its **in-point** where it should appear
3. Set the **out-point** where it should go
4. Play the clip back

Shortcuts: **I** sets in, **O** sets out.

**Slow Mo** stretches a section so a detail has time to land. **Drawing** sets entrance and exit animations — by default a drawing leaves the way it arrived. **Player Cutout** lifts a player out of the frame so they can be moved or ridden along a route.

Macros are a power-user feature. Plenty of people never touch them, and the app works perfectly well without.

## 15. TROUBLESHOOTING

**A voice command does nothing.** No toast at all means it wasn't heard — usually the mic, sometimes just speaking softly. A toast naming the command means it was heard and something stopped it, and the toast says what.

**The file picker won't open by voice.** Browsers only allow it right after a real click or key press. Click anywhere in the app and say it again.

**Game audio is silent.** Check the monitor option in **Audio ► Game Audio**. Also worth knowing: capture card software like Elgato's 4K Capture Utility holds the card's audio exclusively, so close it first.

**A zone snaps to the wrong place.** The perspective grid is calibrated for a different camera angle. Switch presets.

**Your live feed won't start.** Something else may be holding the capture card — OBS, or your card's own software. The error toast names the cause.

**Drawings appear over players instead of under.** Nothing masks by default. Turn masking on per tool with Alt+click, or all at once with Global Mask.

**A setting didn't come back after importing.** A few are read once at startup. Reload and check again before assuming it failed.

**You can't select a playback device like OBS does.** Browsers genuinely can't do this. Use a virtual audio cable such as VB-Audio if you need to route audio.