

OWN THE ZONE SPORTS SOFTWARE VERSION 6.0

Enhancements/Improvements:

- The software now has the ability to create anywhere from 1 to 9 zones for signals. Previously, the software would only allow you to create between 1 and 6 zones.
- With the ability to use up to 9 zones, the software was modified to save and load saved settings for up to 9 zones as well as store the color (if any) being used for the signal headings on the coach's sheet.
- Improved Coach's Sheet Organization and Readability:
 - The software now uses template files that create the signals with a consistent font. This allows you to modify the template files to utilize any font you would like.
 - With the implementation of template files, the use of a consistent font on the template file will no longer let the coach's sheet spill over onto 2 pages.
 - The coach's sheet now allows coach's to color not only the body of the signal, but the heading as well. This makes it quicker/easier to locate a specific signal when you are looking for it on the coach's sheet.
 - The color of the font on the coach and player card now changes to white if the body color or heading color for a signal is too dark to read if the font were left as black.
 - The signal name on the coach's sheet is now centered and is fit to width so you will now be able to see the entire signal name regardless of the length of the signal name.
- The software will now allow you to print player cards with either 216 signals per generation, 180 signals per generation, or 150 signals per generation (Previously, only 216 signals per generation was available). Specifically done with softball and high school teams in mind, teams will now be able to use smaller wristbands or to have the player grid be even more readable if putting less than 216 signs in the larger wristbands.
- The system can now fit any wristband size (within reason) created by any brand (Neumann, Nike, Reebok, Cutters, Under Armour, TPX). By default, the system ships with the ability to print on the Neumann WC51, WC61, WC1, WCY1, and WCY61. These choices along with the ability to print to a specific zoom ratio in excel should make it possible to create cards of almost any size.
- The 3-digit sequence that gets generated for each signal is now customizable. Previously, the software would start with 000, 001, 002 etc...some coaches and players initially looked up the signal in the wrong cell because the 3-digit sequences were 0 based. Now, you can choose the number that the first digit, second digit and third digit start with. If you would like the grid to start with 001, you just need to set the first digit to be 0, the second digit to be 0, and the third digit to be 1. If you would like the first 3-digit sequence to be 243, you just need to set the first digit to be 2, the second digit to be 4 and the third digit to be 3. From there, the software will fill in the rest of the 3-digits sequences in the correct order and place them on the grid correctly to make it even easier for you players to read the signs.

- The player card is now even more readable as we have centered the code within the cell of the grid as opposed to lining it up at the bottom left of a cell as it was on previous versions.
- Better coach's sheet organization makes it easier to edit in excel and move signals around and format differently if you would like.
- Previously, the system would only allow you to have 14 different signals (Fastball, Curveball, Changeup, Cutter etc...) per generation. Now, the system will let you have as many different signals as you want on any given generation.
- The system will now warn you if you are about to create a signal with the same name and code, which could screw up the signal generation process. (We recommend using unique names and codes for all of your signals).
- System now has a setting for the # of coach's cards to print with each signal generation. You can still change the number of coach's cards to print when you generate signals, but the default number of sheets to print setting will help save even more time.
- System now has a setting for the # of player cards to print with each signal generation. You can still change the number of player cards to print when you generate signals, but the default number of sheets to print setting will help save even more time.
- System now has 3 individual settings to store whether or not to color the signs on the player card, color the signs on the coach's card, and color the headings on the coach's card. Previously, you had to select whether or not to color the coach's card and player card every time you generated a set of signs.
- The system now keeps a default list of signals that can be reverted to at any time if you would like to reset the signals to their factory settings.
- The system now keeps a default list of template files for the coach's sheet that can be reverted to at any time if you would like to reset the templates to their factory settings.
- The text at the top and bottom of the player card as well as the text on the left and right of the coach's card is now customizable to whatever you would like it to be.
- Now, when upgrading from a previous version, the customized signals you have created will be upgraded into the new version so you won't have to re-enter your customized signals.
- There is now a progress bar that is displayed while the system generates the set of signals. Previously, there wasn't a progress bar and if you clicked on excel before the software finished generating the signals, an error could occur.
- The tab order has been fixed to provide a better user experience.
- When deleting a signal from the 'Manage Signals' screen, you now need confirm that you want to delete that signal which will stop signals from being accidentally deleted.
- There is now a close button on the 'Manage Signals' screen adding uniformity to the system.
- The system will now check to make sure that the custom signals that you have created are valid when the system starts up.

Bug Fixes:

- Software is now 100% Vista compliant. With previous versions, there was a couple of additional steps that we needed to walk our customers through in order to get them up and going if they were running Windows Vista. Now, the user shouldn't need to take any additional steps in order to get the software running on Windows Vista.
- Previously, when weighting the percentage of a signal in each zone, if the total did not add up to 100%, but the 'No Zone' checkbox was checked, the system would not let you generate the signals. Now, if the 'No Zone' checkbox is checked, the system will ignore what the underlying zone percentages are since they have no effect on the signal generation.
- The system will now stop the user from entering an invalid signal on the 'Manage Signals' screen. Previously, if you entered an apostrophe in the signal name, the system would not be able to load the list of signals.
- The coach's sheet no longer spills over onto a second page if there are a large number of signals being used. Previously, an error would occur if the coach's sheet spilled over onto a second page and you were trying to create more than one coach's card.
- In the last version of the software, when generating signals for the Neumann WC51 (Large Neumann) wristband, the system could only fit 2 player cards on a single page. Now, the system correctly fits all 4 wristbands on 1 page.
- Previously, the system would not allow the user to cancel a signal generation if they made a mistake when selecting the number of player and coach's cards. Now, if you close out of the screen where you are selecting the number of player and coach's cards without clicking Ok, the system will not generate the signals.