

TouchLine Elite iPad user manual

From match footage to finished coaching presentations

SCOPE Football Intelligence

Customer handbook • Version 1.0 build 2

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The iPad workspace with a sample clip and player links.

Learn how to prepare your footage, organise clips, add drawings, code match events and build tactical presentations. Separate sections explain Studio360 match coding and Formation Studio.

Keep this manual in Files on your iPad so you can consult it while working. Examples use sample team names and footage; replace them with your own.

Find the instructions you need

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How to use this handbook

Read pages 3–12 before your first match. Practise on a short video, then follow the section for the task you need. Button names appear in **bold** and match the app wherever possible.

Studio360 in this manual means the match-coding workflow reached through Coding. Studio+ is the separate clip-editing and annotation workspace. Formation opens Formation Studio. Present opens the final presentation editor from Studio+.

The screenshots show the released iPad interface with demonstration material. Panel positions and visible controls vary with screen size and scrolling. A control below the visible area may require a swipe inside that panel.

Version matters. This edition describes version 1.0 build 2. Later releases may add controls. Do not assume that a button shown in a newer desktop tutorial works identically on this iPad release.

Make your first annotated clip

Start with a short, local video and an account with active Elite access. This practice run teaches the complete workflow before you attempt a full match.

1. Open **TouchLine Elite**, tap **Sign in**, and use the same Touchline email and password used for your iPad subscription. Allow the sign-in to return to the app.
2. Tap **Studio+** in the left navigation. Tap **Upload match footage** or **Upload** at the top, then choose your video in the Files picker.
3. Wait for the source name and duration. Play a few seconds and check that the correct match opens.
4. Tap the **+** beside **Media + folders**, enter Practice, and tap the tick. Select that folder.
5. Tap **Reset trim** to make the full source available, then move to the start of the moment and tap **Mark In**. Move to the end and tap **Mark Out**. Tap **Create clip**.
6. Select the new clip. Scroll down the right panel to **Clip name** and give it a useful name, such as 01 Build up through midfield.
7. Pause inside the clip. Tap **Arrow**, then drag from the start of the pass to its destination. Tap **Select** to edit the drawing.
8. Play the clip from its start. Check the drawing appears at the right moment; adjust its timing if necessary.
9. Tap **Export MP4**. Keep the app open until the completion message appears. Tap **Preview**, then **Share / Save to Files**.
10. Open the saved MP4 from Files. Check the picture, annotation and sound before sharing it with anyone.

What you have created

The clip in the library is an editable selection from your source video. The exported MP4 is a separate, playable video with its visible drawings included. Editing the clip later does not update an MP4 you already exported; export again after changes.

Success check: you can find the clip inside Practice, reopen it, and play the exported video outside TouchLine Elite.

Installation and account access

TouchLine Elite is the iPad app. Your Touchline account provides access to the workspace; your Apple Account handles installation from the App Store. These are different accounts and their passwords may be different.

1. On your iPad, visit **touchlinestudio.co.za/elite** and follow its App Store link. Check the listing's compatibility information for your iPad before purchasing access.
2. Install **TouchLine Elite** using Apple's free **Get** or download button when the listing is available. There is no separate paid app download or in-app subscription in this release.
3. Purchase the separate iPad Elite plan on the Touchline website when sales are open. The launch plan is **R360 per month**; use the website's current offer and terms if these change. A desktop subscription alone does not activate iPad Elite.
4. Open the installed app and tap **Sign in**. Enter the Touchline account email used for the website purchase and its password. Complete the browser sign-in and return to the app.
5. Wait for the workspace. Open **Account** to check that it says **Elite access active**.

Before going offline

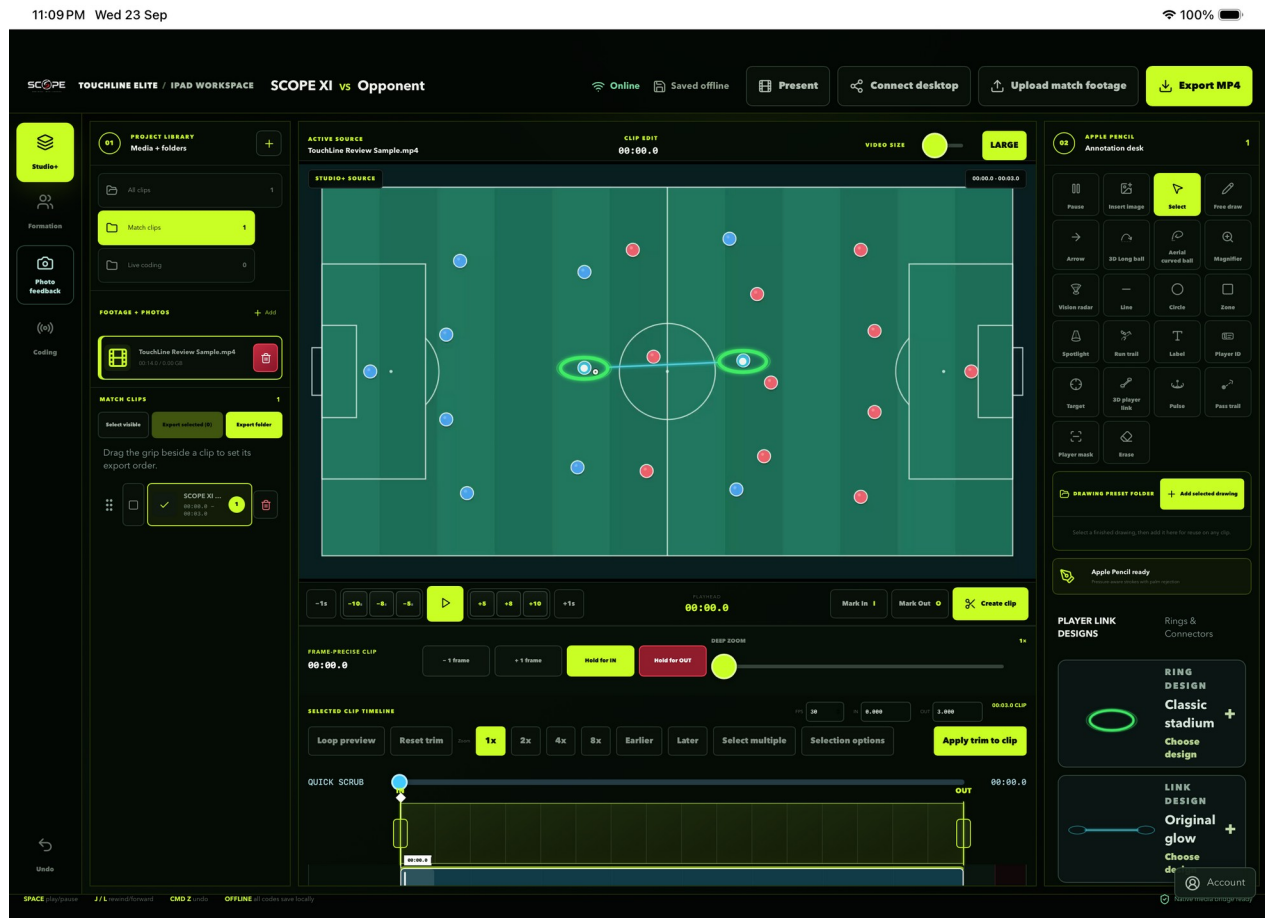
Open the app while online and use **Account** → **Refresh access**. Offline access is time limited, up to 72 hours and no later than the access period recorded for your account. If the account panel displays an offline deadline, use that deadline. Download or import the footage before leaving Wi-Fi.

Saved offline describes your work on this iPad. It does not mean your account will remain active indefinitely or that your work has uploaded to a cloud backup.

Sign out and account changes

Finish exports, then choose **Account** → **Sign out** → **Sign out**. Local footage and saved work remain on the device. Signing out does not cancel a website subscription. Use your website account or Contact support for billing and account questions. Never pay again simply because the app asks you to sign in again.

Find your way around the workspace



Studio+ with the library on the left, video and timeline in the centre, and annotation settings on the right.

Left rail: switch between Studio+, Formation, Photo feedback and Coding.

Library: select source footage, clip folders and individual clips. A clip's checkbox selects it for a batch; tapping its title opens it for editing.

Centre: watch the video, move the playhead and set clip boundaries. **VIDEO SIZE, LARGE** and **DEFAULT** change the editing view, not the exported resolution.

Right panel: choose a drawing, adjust its appearance, rename the selected clip and find export controls. Swipe upward inside this panel to reach lower settings.

Top bar: Upload loads footage, Export MP4 renders the selected clip, Present combines material, and Connect desktop starts optional pairing. Saved offline indicates local saving.

Prepare and name your video files

There is no compulsory match filename or source folder. The file must be accessible through the iPad file picker, readable by the device and available in full. Naming rules below are recommendations for keeping work organised.

Choose usable source material

Use MP4, MOV or another movie format the iPad can decode. An .mp4 extension alone does not guarantee compatibility: the encoding inside the file also matters. If a file fails, ask the camera operator for a conventional H.264 MP4 copy with standard audio and test that copy.

Keep the original recording. Do not rename a file extension to “convert” it. Check the start, middle and end in Files before importing. Allow enough storage for the original, TouchLine’s imported copy, temporary rendering files and exports; required space depends on the recording and your work.

A useful naming convention

Use YYYY-MM-DD_Team_vs_Opponent_Half_Camera.ext. For example:

2026-10-03_Rovers_vs_United_1H_Wide.mp4

2026-10-03_Rovers_vs_United_2H_Wide.mp4

For a continuous match, use Full in place of 1H or 2H. Add v02 only when you intentionally make a different version. Short letters, numbers, underscores and hyphens are easiest to recognise across devices.

Keep the same source when resuming work

Rename and organise originals **before** import. Once clips depend on an imported file, do not move, rename or delete TouchLine’s working copy in Files. A shortened, re-encoded or differently timed copy may no longer match your clip boundaries or desktop workspace.

For desktop sync, use the same complete video on both devices. A similar filename is not enough if the duration, file size or actual recording differs. Keep first and second halves clearly separate when they are separate files.

Create folders in the iPad Files app

Apple's **Files** app stores real videos, images and exported documents. TouchLine's **Media + folders** library organises editable clips inside the app. Creating a folder in one place does not automatically create it in the other.

Set up your match archive

1. Open **Files** on the iPad and tap **Browse**. Open an available location such as **iCloud Drive**, **On My iPad**, or a connected drive shown under Locations.
2. In a location that allows new folders, open the More menu (...) and choose **New Folder**. Name it TouchLine Matches.
3. Inside it, create a folder such as 2026-10-03 Rovers vs United.
4. Inside that match folder, create 01 Source video, 02 Exports, 03 Formation projects and 04 Images.
5. Copy your match video into **01 Source video**. Put team badges or player photographs in **04 Images**. Keep another copy of important originals off the iPad.
6. To rename an original before import, touch and hold it and choose **Rename**. Preserve the correct extension.

Bring footage onto the iPad

Use a file transfer method available to you, then confirm the result appears in Files. For footage in Photos, open the video's share options and use **Save to Files**. Cloud files may need to download before importing; a visible filename alone does not mean the complete file is local.

A compatible external drive can appear under Files locations. If it does not appear, check the connector, drive power and iPad compatibility. TouchLine's Studio+ import copies the chosen video into the app; it is not an edit-in-place workflow on the drive.

Tip: use Copy rather than Move when preserving a master recording. App-owned library locations can restrict folder actions; choose a location where New Folder is available.

Apple's Files guidance is linked on page 40. Menu placement may vary with iPadOS.

Know where your work is stored

For app-created files, start at **Files** → **Browse** → **On My iPad** → **TouchLine Elite**. Earlier installations or system displays may use the app's older name, Touchline Studio. The completion message and Share button are the safest ways to locate a particular export.

Item	Default location or behaviour
Imported Studio+ video	Studio360 Media inside the app's Files folder. Import creates a working copy with an identifying suffix.
Individual clip MP4s	A folder named after the clip's Landing folder, such as Match clips, inside the app's Files folder.
Original photo feedback images	Photo Feedback Sources.
Annotated photo PNGs	Photo Feedback Exports.
Formation image or animation	Formation Studio Exports.
Editable formation file	Formation Studio Projects. Filename ends in .touchline-formation.json.
Side by side formation exports	Formation Comparisons.
Final presentation MP4	Presentation Exports.
Presentation working media	Presentation Media. Keep it while editing saved presentations.
Editable clips and settings	Saved by the app locally; these are not the same as the exported MP4 files.

Save a copy to your own archive

After export, use **Share / Save to Files** or **Save / Share MP4**. Choose the match archive's **02 Exports** folder, check the filename, and save. Open that saved file to confirm the copy succeeded.

Clip folders are categories, not automatically created nested archive folders. Export filenames may have a suffix to keep files distinct. Changing a clip name or folder does not move an older export that already exists.

Keep working files in place. Copy finished outputs elsewhere for delivery. Moving or deleting source and presentation media from the app's Files folder can make saved work unable to play.

Load and review a match in Studio Plus

Use the **Studio+** workspace for importing a durable local source, cutting clips and annotating them. The top button may shorten from **Upload match footage** to **Upload** on a smaller display; it loads a local copy into this app.

1. Tap **Studio+**, then **Upload match footage**, **Upload**, or **Add** beside Footage + photos.
2. In the file picker, browse to the original match file. Choose one video and allow any cloud download and copying to finish.
3. Wait until the source name and duration appear. Large files can take time. Avoid tapping Import repeatedly while copying is in progress.
4. Tap Play. Check the match, half, camera and sound. Inspect a later point as well as the beginning.
5. Use **-5**, **-8**, **-10**, **+5**, **+8**, **+10**, or the **-1s / +1s** controls to navigate. Drag **QUICK SCRUB** or the timeline playhead to move more quickly.
6. To change the active source, tap its name under **FOOTAGE + PHOTOS**. Before creating a new clip, confirm the name shown under **ACTIVE SOURCE**.

What changes when you select a saved clip

The viewer switches to that clip's source and its saved boundaries. **CLIP EDIT** tells you a clip is selected; **SOURCE EDIT** means you are working from source footage. A source may open an existing clip when selected. Always check the active clip and time range before editing.

If the video cannot be read

Confirm the complete file plays in Files and is downloaded locally. Check free storage and try a short compatible sample. Do not delete your saved clips: their drawings and timing may still be intact even when the source is missing.

Link active footage appears for a selected clip with no linked source. Use only the matching original. Imports can also attach currently unlinked clips automatically, so inspect every affected clip after restoring a source.

Organise clips inside TouchLine

Studio+ starts with **Match clips** and **Live coding**. These built-in folders are protected. **All clips** shows the full library, regardless of folder.

Create and use a clip folder

1. Tap the **+** beside **Media + folders**.
2. Enter a clear name in **Folder name** and tap the tick. A useful example is Rovers United 1H Build up.
3. Select the folder before cutting clips. A clip created while **All clips** is selected goes into **Match clips**.
4. To move an existing clip, tap its title, scroll the right panel to **SELECTED CLIP**, and change **Landing folder**.
5. Edit **Clip name**, **Player**, **Action** and **Clip notes** to make the moment easy to recognise. These descriptive fields do not change the original video.

Recommended folders for one match

Use a small, consistent set: Build up, Attacking play, Defensive organisation, Set pieces and Individual feedback. Include a match or half prefix if the library holds several recordings. This release uses a shared working library; do not assume each uploaded match creates a separate project automatically.

Order and select clips

Open a specific folder and drag the grip beside each clip to arrange its export order. Reordering is unavailable in All clips. Tap checkboxes to select clips for a batch, or use **Select visible**. **Clear visible** removes the selection for currently displayed clips; check the selected count before exporting.

Duplicate creates another editable copy of the selected clip. Use it before trying a different coaching treatment. **Delete** removes the selected clip and its annotation layers after confirmation.

Deleting a custom folder moves its clips back to Match clips. Deleting source footage is different: it removes the local working video and leaves its clips needing a source. Read the confirmation carefully before using a bin icon.

Cut a clip from the match

A clip is defined by an **IN** point and an **OUT** point. Cutting a clip keeps the source recording intact. Choose enough context for the viewer to understand what happened before and after the key moment.

1. Select the correct source. For repeated clipping, keep a full-length review entry: on the imported source tap **Reset trim**, then **Create clip**, and name it Source review with the match and half. This is a video reference, not another full video copy.
2. Open that full-length review clip whenever you need to browse the whole recording. Select the intended folder for the new cut.
3. Play or scrub to just before the action. Pause and tap **Mark In**.
4. Move to just after the outcome. Pause and tap **Mark Out**.
5. Check that OUT is later than IN. The app requires at least a quarter of a second for a new clip.
6. Tap **Create clip**. The new clip appears in the library and becomes the selected clip.
7. Scroll the right panel to **Clip name** and rename it. Add a player, action and coaching note if helpful.
8. Replay the whole clip. If the beginning or ending needs work, refine the boundaries as described on page 12.

Example

The build-up begins at 12 minutes 14 seconds and the passing sequence ends at 12 minutes 27 seconds. Set IN near **12:14** and OUT near **12:27**, then create the clip. Name it 01 Build up Find the free midfielder.

The IN and OUT number fields use **seconds**, so 12:14 is 734 seconds and 12:27 is 747 seconds. Do not type 12.14 to mean twelve minutes and fourteen seconds.

Create a second clip

Select your full-length Source review clip again, then set a fresh IN and OUT. **Create clip** makes a new entry without trimming the review entry. **Apply trim to clip** changes the selected existing clip, so do not use it on the review entry unless you intend to shorten it.

Success check: the library contains the named clip with the correct start and end, and it plays the complete coaching moment without cutting off the outcome.

Refine a clip precisely

Use the ordinary Mark In and Mark Out controls for a first cut, then use the precision controls for detailed work. Set the **FPS** selector to match your source where possible: the choices are 25, 30, 50 and 60.

1. Select the clip and pause near the boundary you want to change. Tap **Select**, then an empty area of the picture to clear any drawing selection: Hold for IN/OUT changes selected drawings when they are selected, rather than the clip.
2. Use **- 1 frame** and **+ 1 frame** to step in small increments. The chosen FPS controls the step size; it does not convert the recording to that frame rate.
3. Tap **Hold for IN** or **Hold for OUT** to set the boundary at the current frame. The control also supports holding; confirm the displayed IN or OUT after using it.
4. Alternatively drag the IN or OUT handle on the timeline, or type seconds into the numeric fields.
5. Use **Zoom** or **DEEP ZOOM** to enlarge the timeline around your work. **Earlier** and **Later** move the visible timeline window. Zooming the timeline does not crop the video.
6. After changing the ordinary trim fields, use **Apply trim to clip** to commit them to the selected clip. Check the saved clip's IN and OUT in the right panel. Precision boundary and edge gestures can also update the selected clip directly.
7. Replay the clip from its beginning. Use **Loop preview** when checking the same short action repeatedly.

Avoid confusing the two timelines

Source time identifies a frame in the match recording. Once you add Pause annotations, the edited playback timeline includes the extra held seconds. The displayed edited duration can therefore be longer than OUT minus IN in the source.

Start again safely

Reset trim sets the working range back to the source's full duration. It is not a general Undo button. Check the range before creating a clip or applying the reset to an existing clip.

Trimming can exclude a drawing's time window. If a drawing disappears after a trim, inspect its individual timing before recreating it.

Add and edit your first drawing

Drawings belong to a selected clip or photo. Importing a video alone is not enough: create or select a clip first. Finger and Apple Pencil input are supported; the Pencil provides more precise placement.

1. Select a clip, pause at the moment to explain, and confirm the picture in the centre.
2. Choose a tool from **Annotation desk**. For an Arrow or shape, touch the starting point, drag, and lift. For a Label or Player ID, tap its location and edit the text in the settings.
3. Tap **Select**, then tap the drawing. Its editable controls appear in the right panel under **EDIT SELECTED**.
4. Move it by dragging the selected drawing. Where handles appear, drag the relevant anchor, endpoint or curve handle. Lift the Pencil before using two-finger transform gestures.
5. Adjust **Accent colour**, **Opacity**, **Stroke** or **Size**. Scroll inside the panel for tool-specific settings and timing.
6. Play the clip from before the drawing begins. Check its placement, readability and duration. Export a short test when using a new effect.

Keep the picture readable

Use one main coaching message at a time. Place rings near the players' feet, leave faces and the ball visible, and choose a colour that contrasts with the pitch. Smaller, simpler marks usually survive sharing better than a screen filled with effects.

Correct a mark

Delete selected removes the selected drawing. **Duplicate** makes a copy that can be adjusted separately. **Undo mark** removes the last annotation in the selected clip; it does not restore every earlier edit, deleted clip or moved object.

The **Undo** button in the far-left workspace rail removes the latest coded event in this release. It is not a universal drawing or Formation Studio Undo. Use the controls within the workspace you are editing.

Annotation tools for everyday analysis

Choose a tool, create the mark on the picture, then use **Select** to refine it. Some tools reveal extra settings only after you select the drawing.

Tool	How to use it	Typical purpose
Select	Tap a drawing; move it or use its handles and settings.	Adjust existing annotations.
Free draw	Draw continuously with Pencil or finger.	Circle a moment informally or sketch a route.
Arrow	Drag from origin to destination. Adjust endpoints and Curve.	Passing direction or a player movement.
Line	Drag between two points. Choose solid or dashed.	A defensive line or spacing reference.
Circle	Drag over the area to mark. Adjust size and fill.	Highlight a player or a small space.
Zone	Drag out the area, then adjust its corners or surface.	Show a pressing area or available space.
Run trail	Drag along the intended movement, then refine its shape.	Communicate a running route.
Pass trail	Drag from the pass origin towards the destination.	Emphasise the corridor of a pass.
Label	Tap the picture, then edit Label or Annotation text.	Add a concise coaching instruction.
Player ID	Tap the picture and enter Player name and Jersey number.	Identify the subject of a clip.
Erase	Tap a drawing to remove it; use Select and Delete selected if targeting is difficult.	Remove unwanted marks.

Appearance controls

Stroke changes line thickness; **Opacity** changes transparency; **Size** scales the mark. Circle and Zone can use **Fill surface** and **Fill opacity**. Text and Player ID include text colour, plate colour and background opacity controls.

For arrows, **Trajectory & entry** provides head, shaft, Curve and Height controls. **Base to tip** draws the arrow on once; **Static** shows it without that entry. Entry speed is an appearance setting, not match playback speed.

Additional annotation tools

Tool	Use and important controls
3D Long ball	An elevated route for a lofted pass. Set the trajectory, Height, Curve and arrow dimensions after drawing.
Aerial curved ball	A curved aerial trajectory. Refine its arc and entry to describe the intended flight.
Magnifier	Drag a lens over a detail, then set Magnification and Lens rim. Check the result on the exported video.
Vision radar	Place a viewing field, then adjust Cone angle, Range, Direction and Grass tilt. Optional radar sweep is a visual effect.
Spotlight	Drag to highlight a player or area. Set brightness, Beam width, Outside dim, Feather and shape.
Target	Place a target at a point of interest and adjust its size and colour.
Pulse	Place a pulsing emphasis mark and adjust its appearance and Pulse speed.
3D player link	Tap player positions to create rings and connectors. See pages 17–18.
Player mask	Draw over the player area to protect it where a drawing should sit behind the player. See page 19.
Pause	Insert a held frame at the playhead. It changes the edited duration; see page 16.
Insert image	Choose an image from the offered Photos or Files picker, then position it as an annotation.

Reuse a drawing style

Select a completed drawing and tap **Add selected drawing** under **DRAWING PRESET FOLDER**. Give the preset a clear name. Select another clip and tap the saved preset to add a new copy, then move it and set its timing.

Presets keep the drawing's style. Tracking checkpoints are not carried into a new preset copy. Pause and Player mask are not saved with this preset command.

Effects are explanations, not measurements. Rings, radar, trajectory and telemetry designs do not calculate real player speed, vision, distances or GPS information. Use them to illustrate your analysis.

Control when drawings appear

Each annotation has its own row below the clip timeline. A drawing can exist in the clip but be invisible at the current playhead position because you are outside its time window.

Set the display window

1. Select the drawing or tap its named timeline row.
2. Drag the middle of its timeline block to move it earlier or later. Drag a block's start or end handle to change its duration.
3. For a very short block, use the **Start** and **End** sliders in **INDIVIDUAL TIMING**, or change **Display (seconds)** in the right panel.
4. To align exactly with a moment, put the playhead there, open **Selection options** or the row's ... menu, then choose **Snap start to playhead** or **Snap end to playhead**.
5. Use **Select multiple** and tap the required rows when applying a timing command to several drawings. Check the selected count first.
6. Replay from before the first drawing appears and watch until after the final drawing disappears.

Hold a frame for explanation

Pause the video at the key frame and tap the annotation tool **Pause**. Select its row and set **Pause hold (seconds)**. During edited playback and export, the frame is held for this duration. A three-second hold adds three seconds to the edited clip.

Place drawings while reviewing that held portion and verify their timing across the pause. Source time and edited time differ after a hold; use the visible timeline and a preview rather than adding seconds by guesswork.

Example

On a 13-second clip, show a ring for the opening five seconds, hold the decision frame for three seconds, then let the remaining play continue. The export is about 16 seconds. Keep the instruction visible for the explanation and remove it when it would distract from the outcome.

Photo exception: photo-feedback drawings remain visible on the still image and do not use clip timing.

Create player rings and links

The **3D player link** tool lets you choose the ring design separately from the connector design. The choices remain with saved clips, drawing presets and exports.

1. Select a clip and pause at the frame where the players are clearly visible.
2. Tap **3D player link**. In the right panel, open **RING DESIGN** and choose a design. Open **LINK DESIGN** and choose its connector.
3. Choose **Connected** to make a chain. Tap near the first player's feet, then tap the next player's feet while the link remains selected. Continue in the order the players should connect.
4. Tap **Select** to finish adding positions. Select the link when you want to adjust its appearance or move its points.
5. Under **Rings & connectors**, set Ring size, Ring thickness, Ring colour, Link thickness and Link colour. Scroll down to reach all controls.
6. Choose **Separate rings** to hide connectors. **Close the chain** joins the last position back to the first when appropriate.
7. Use **Flat on grass** or **Raised** for the surface appearance. **Ring-only orientation** changes ring tilt, swivel and spin without moving player positions.
8. Set the display duration and preview the entire clip. If players move, use manual tap tracking as described on page 19.

Numbered rings

Choose **Numbered HUD** and set **First ring number**. Subsequent rings receive consecutive numbers. These are display numbers, not automatically recognised shirt numbers.

Start another independent link

Switch to **Select** and tap an empty area to clear the current selection, then choose **3D player link** again. If a connected link stays selected, further taps add points to that existing chain.

Each ring design supplies a suggested colour, which you can customise. Changing a selected link's design updates that link; choosing a design before drawing sets the appearance for the new mark.

Ring and connector design reference

Ring design	Visual character
Original	Double ring with the original viewing-field appearance.
Classic stadium	Bold green rim.
Segmented	Three split arcs.
Minimal pro	Fine, subtle outline.
Arcade pulse	Orange halo with an expanding pulse.
Arcade star	Star and orbital sparks.
Numbered HUD	Cyan rim with a displayed number.
Digital lattice	Light columns and circuit-like ticks.
Alert pulse	Magenta orbiting arcs.
Elite hexagon	Angular gold platform.
Telemetry	Compass-style ticks and heading needle.
Holographic	Raised mesh effect.
Trajectory	Concentric rings with a direction fan.
Directional	Smooth ring with a heading arrow.

Connector choices

Choose **Original glow**, **Clean line**, **Double rail**, **Dashed**, **Chain**, **Telemetry** or **Directional**. Any connector can be combined with any ring design. Use the gallery previews to compare them, then adjust colour and opacity to suit the footage.

For a restrained analysis style, try Minimal pro with Clean line. For a clear team-unit example, try Classic stadium with Original glow. These are suggested combinations, not required settings.

The retro pixelated and graffiti street designs are not included in this release.

Track movement and put drawings behind players

Manual Pencil tap tracking

Tracking in this version records positions you supply. It does not automatically detect or follow every player.

1. Place a drawing at the start of the action and select it. Make its display window long enough for the movement you want to follow.
2. Scroll to **PENCIL TAP TRACKING**. Choose 1/8, 1/4 or 1/2 playback speed.
3. For a player link, choose the required **Track ring** number. Track one ring at a time.
4. Tap **Start tap tracking**. During slow playback, tap the same anchor on the player, usually the feet, as that player moves. Each tap records a checkpoint.
5. Tap **Stop & save tracking**. Use **Play tracking** to inspect the result. At least two checkpoints are needed to preview a tracked movement.
6. Move near an incorrect checkpoint and choose **Remove nearest checkpoint**, then record a better position. Repeat for other rings as needed.

Use more checkpoints around a change of direction or a camera pan. A few accurate points are better than rapid taps that jump between players. Keep the same visual anchor throughout.

Place an annotation behind a player

Select the drawing and open **Player occlusion**. Choose **Behind players** and adjust **Pitch detection**. The app attempts to separate players from the grass so the drawing appears beneath them.

Similar kit and pitch colours, shadows, camera movement or unusual surfaces can reduce the quality. Check both preview and export. Use **Above players** when separation looks unreliable.

For a local correction, choose **Player mask** and draw over the player region to preserve. Check its timing and placement over the relevant frames. A manual mask does not automatically follow a moving player; keep it short, correct it as needed, or use a held frame.

Export and share individual clips

Export combines the clip's video, visible drawings and timed pauses into an MP4. Source audio is included where available; read any audio warning in the completion message.

1. Select the clip and confirm its name, Landing folder and saved IN/OUT points. Play it through before export.
2. Tap **Export MP4** at the top or **Export selected clip** in the Delivery panel.
3. Keep the app open and wait for rendering and audio processing to finish. Long clips, many effects and held frames take longer to render.
4. Read the completion message. Use **Preview** to open the result, then **Share / Save to Files** to choose your archive folder or another available sharing destination.
5. Play the file from its final location. Check the start, end, drawings, pauses and audio. Export again after any later editing changes.

Export several clips

Tick the clips you need and tap **Export selected**. To export a folder, select it and tap **Export folder**. The app renders individual files in the folder's clip order; this does not join them into one movie. Use **Present** for a combined video.

Read the final count and any warnings. A partial batch can leave completed exports available even if another clip fails. Identify the failed clips before retrying; do not assume the entire batch succeeded.

Quality and cancellation

Studio+ video export preserves the source aspect ratio and caps the rendered width at 1920 pixels. It does not promise a 4K copy of a 4K source. The frame rate is derived from the source within the renderer's supported range.

Cancel export stops the current export process without deleting the editable clip and drawings. If a message says the annotated video was saved without audio, inspect the saved MP4 and troubleshoot the source sound before repeating the job.

Photo feedback

Photo feedback lets you draw on a still image without importing a complete match video. It is useful for a team-talk diagram, a captured match frame or a photograph of a training exercise.

1. Tap **Photo feedback** in the left navigation, or open it from Formation Studio.
2. Tap **Open iPad camera** to use the in-app camera. Allow camera access if asked. Frame the image and tap **Take photo & annotate**.
3. Alternatively use **System camera** or **Choose photo**. If an image cannot open, try a JPEG or PNG copy.
4. Wait for the image to open in Studio+. The viewer indicates **PHOTO EDIT** or **PHOTO FEEDBACK**.
5. Add arrows, labels, zones, player rings or other drawings using the same annotation desk. Select each drawing to move it or change its style.
6. Change **Photo name**, **Landing folder**, **Player**, **Action** and **Coaching notes** in the right panel if needed.
7. Tap **Export PNG** or **Export annotated PNG**. Preview the result and use **Share / Save to Files**.

How photo editing differs from video

There is no clip IN/OUT range and no timed playback of a photograph. All its drawings remain visible in the exported PNG. Use placement, colour and short labels to keep the explanation readable.

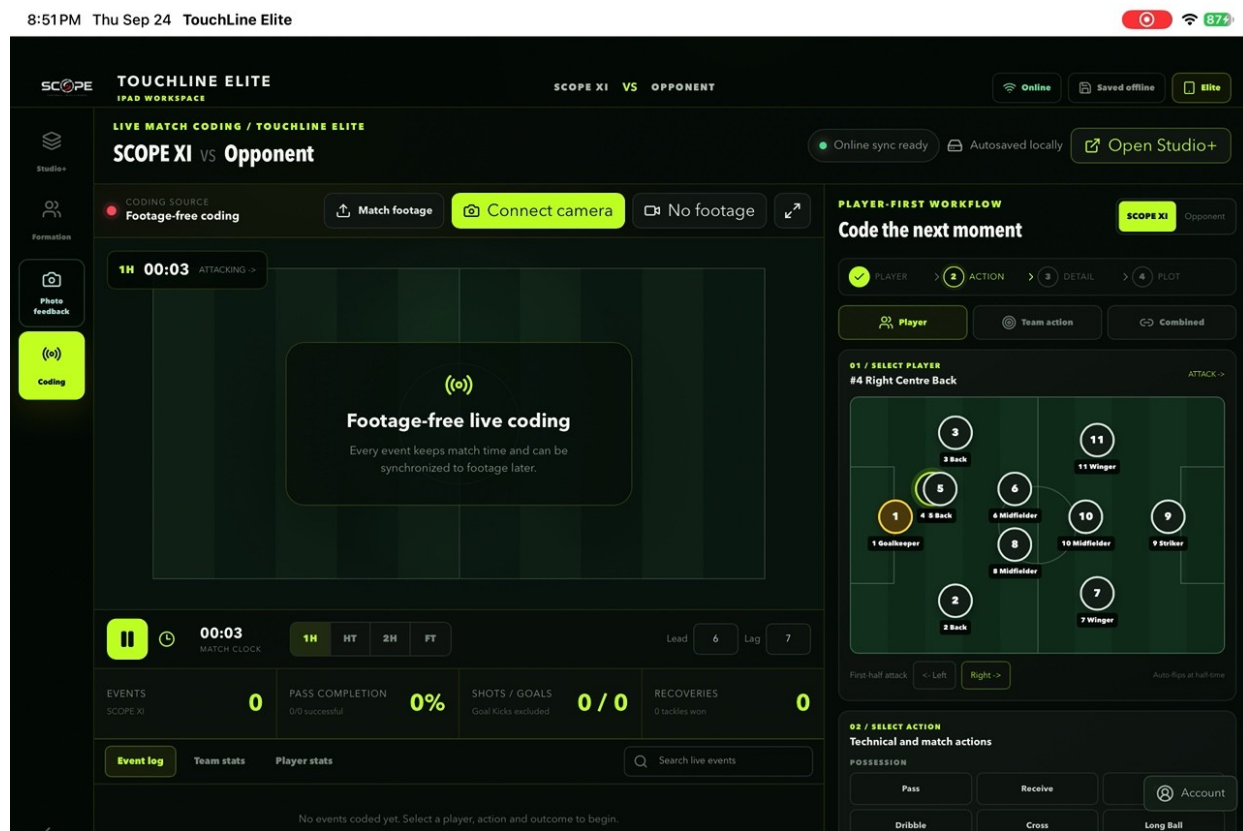
The app saves a local source image in **Photo Feedback Sources** and the annotated result in **Photo Feedback Exports**. Keep the source if you want to return and change the annotation. A flattened PNG is useful for sharing, but is not a replacement for the editable photo in your library.

Choose **Take another photo** from the photo editor for a second item. Photo preparation and export limit the longest image edge to 3840 pixels; they are coaching outputs rather than an archive of full-resolution camera originals.

Camera unavailable: allow camera access in iPad Settings or use Choose photo. You can finish an imported still-image analysis without a live camera connection.

Studio360 match coding

Open this tool by tapping **Coding** in the left navigation. Use it to record who did what, the time of the action, its outcome and its pitch location. It can work with recorded footage, a compatible camera feed, or no footage.



The Coding workspace in No footage mode. The event controls are in the independently scrolling right panel.

Choose your source: Match footage opens a recording; Connect camera opens available feeds; No footage provides a match clock and a blank coding canvas.

Set the context: choose your team or opponent, Player / Team action / Combined, the period and first-half attack direction. The period buttons are 1H, HT, 2H and FT.

Lead and Lag: define seconds before and after the coded event for its proposed clip. For example, Lead 6 and Lag 7 make a 13-second window around most events.

Codes are saved locally and populate the Event log. They can become editable clips in Studio+. A code records your analysis; it does not automatically recognise actions from the video.

Code a player action step by step

For your first practice, use a recorded match and pause at the moment you want to log. The event time is captured when you complete the event, so pausing avoids delay while choosing details.

1. Tap **Coding**, choose **Match footage**, and open the recording. Check the correct team side and period.
2. Choose **Player** for an individual event, **Team action** for a team-level event, or **Combined** to associate both. Player and Combined require a player selection.
3. Tap the player on the mini formation. The selected player's identity appears above it. In the team view, you can drag player positions to reflect the shape.
4. Choose an action from Possession, Attack, Defence, Goalkeeper, Restarts or Match. Scroll the right panel if the lower groups are hidden.
5. Choose any requested detail, then the outcome. For a pass this might be Forward then Successful. For an on-target shot choose Goal or Saved.
6. Where offered, select a Receiver or Second player. Add notes before completing the event.
7. If **Tap the action location** appears, tap the mini pitch to save the event at that location. Some events, such as Kickoff or a card, save without a pitch-location step.
8. Check the new entry in **Event log** and confirm the player, action, outcome and time. Resume the recording for the next event.

Custom action

With the necessary player or team selection made, enter a name under **Optional custom action**, tap **Add**, and complete the pitch-location step. Custom names are useful in the event log; standard statistics do not automatically interpret them as an equivalent standard action.

Live coding without footage

Choose **No footage** and start the match clock with Play. Pause it when required and select the appropriate period. The period selection labels the event; do not assume it resets the clock automatically. Stay in Coding during a live session: switching workspaces can stop the feed and reset its temporary clock state.

Review codes and align them with footage

Review the event log and statistics

Use **Search live events** to find player names, actions, outcomes, notes or zones. Use an event's Play button when a video source is loaded. Delete an incorrect event with its bin button, or use the left-rail **Undo** to remove the most recently coded event.

Team stats and **Player stats** summarise the events you have entered. The team side selector changes the side being analysed. Pass completion is based on coded Pass events and their Successful outcomes; unrecorded passes are not included. Goal Kick is not counted as a shot. Custom event names may not contribute to a standard statistic.

Set a later footage anchor

1. Load the complete matching recording through **Match footage** in Coding.
2. Pause at an unmistakable moment with a known match-clock time, such as kick-off or a recorded restart.
3. In **Align footage to events**, enter that match time as minutes and seconds in **Match time** and tap **Set sync anchor**.
4. Play several logged events and confirm they open at the correct moments. A single anchor assumes a continuous recording; removed breaks or separate halves can need separate handling.

Example: if match kick-off occurs 35 seconds into the source, pause at source 00:35 and enter match time 00:00. The resulting offset is +35 seconds.

Turn codes into Studio Plus clips

Tap **Open Studio+**, then open **Live coding**. Event entries create clip records, but they still need the correct source video loaded into Studio+. Import that source and inspect the links; **Link active footage** is available for an unlinked selected clip.

Check and correct the clip boundaries manually. In this release, the Coding sync anchor helps event playback but is not automatically added to the seeded Studio+ clip IN/OUT values. Add the offset when refining those clips, then Apply trim to clip. Check every clip before export. Deleting a code also does not guarantee removal of an already-created Studio+ clip; review both libraries.

Connect a camera for Studio360

Use this workflow for a live view while coding. **Do not treat the camera preview as a saved match recording.** Arrange a separate recording on your camera or recording system if you need clips afterwards.

1. Connect your camera or compatible capture device before opening the source manager. Ensure the device and any required power supply are ready.
2. Tap **Connect camera**, then **Scan sources**. Allow the permissions needed for the chosen source.
3. Choose a detected camera or **iPad rear camera**. Check the live image before starting to code.
4. Start the match clock, set the period and lead/lag, then code actions. Monitor that the feed remains visible and the clock is running.
5. If the feed drops, continue in **No footage** only after checking the clock. Keep a note of any interruption for later alignment.

Network feeds

The local-network input accepts an **HLS stream address**, normally ending in .m3u8, supplied by a camera or relay application. Enter the address and tap **Connect**. The iPad must be able to reach the sender on the relevant network.

A normal webpage, RTSP address or WebRTC page link is not interchangeable with an HLS stream. Ask the camera operator for the correct stream type. Do not purchase an adapter on the assumption that every USB, HDMI or drone feed will work; test the exact source with the app first.

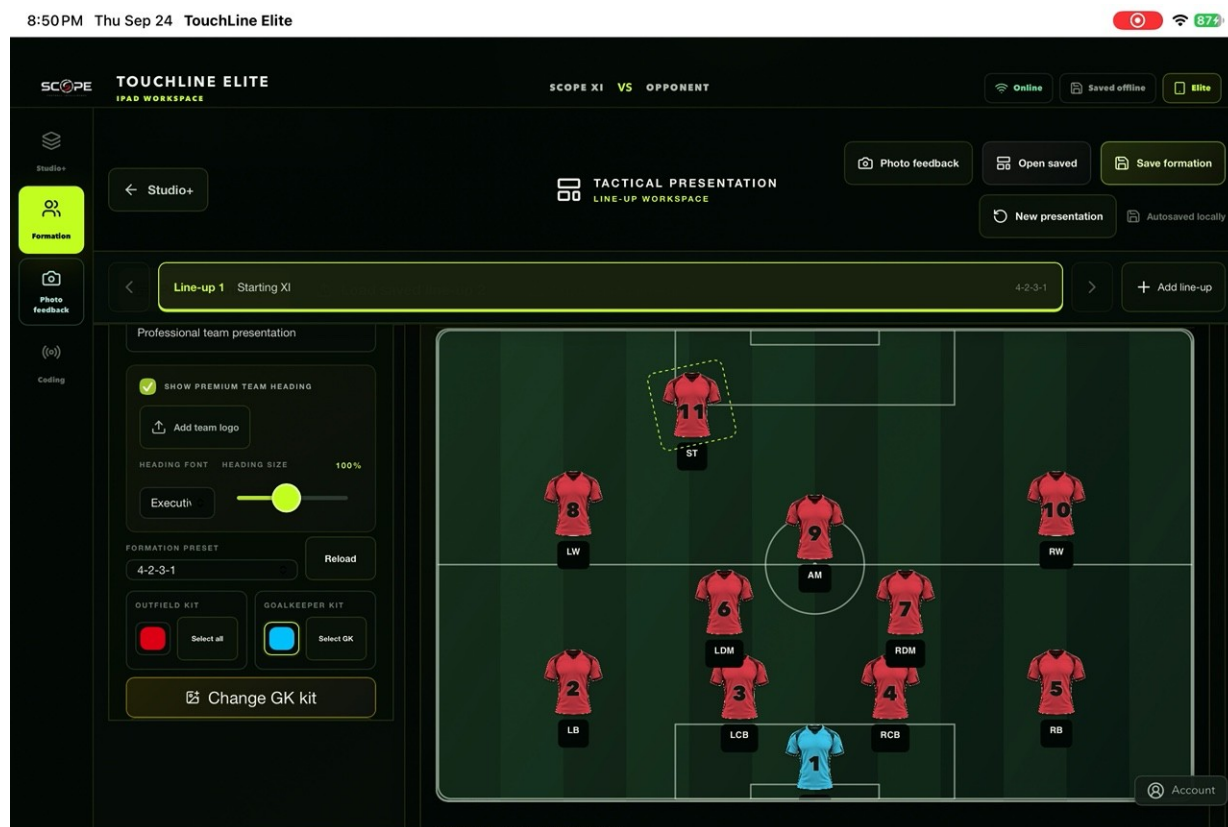
Current coding boundaries

This version's Coding view uses the current team labels and roster. Formation Studio names and line-ups are separate; editing a formation does not automatically rename the Coding roster. There is no general new-match setup, roster-import wizard or event CSV export in this Coding screen.

Use notes, source names and carefully named Studio+ folders to keep sessions identifiable. If you need a customised coding roster, multiple isolated coding projects or raw event delivery, contact support before building a workflow around those features.

Formation Studio

Tap **Formation** to build a tactical board without match footage. Each presentation can contain up to three independent line-ups, with player markers, images, connecting lines and movement paths.



Formation Studio with an editable line-up and separate outfield and goalkeeper colours.

Board details controls the title, formation, team heading, colours and marker style.

Add to the pitch adds player markers, a ball or an image. Select an item on the board to reveal its individual settings.

Lines & arrows library adds tactical graphics. **Animate with arrows** creates player and ball movement, followed by an editable animation sequence.

Save formation stores an editable local version. **Share project** creates a transferable editable file. **Export image** and **Export animation** create finished outputs for your audience.

Save your work before starting a New presentation, applying a different formation, or making major changes.

Set up a formation board

1. Open **Formation**. If the current board matters, tap **Save formation** before choosing **New presentation**.
2. In **Board details**, enter a Title and Subtitle. Use a title such as Rovers Starting XI and a subtitle such as United away 3 October.
3. Choose **FORMATION PRESET**. Available shapes include 4-2-3-1, 4-3-3, 4-4-2, 3-5-2, 3-4-3 and 4-1-4-1.
4. Set **OUTFIELD KIT** and **GOALKEEPER KIT** colours separately. Use **Select all** or **Select GK** when adjusting the corresponding group.
5. Choose a **FORMATION MARKER STYLE**: Jersey, Round, Square, Triangle or Team image. Team image applies a chosen image to the team positions.
6. If wanted, enable **SHOW PREMIUM TEAM HEADING**, add a team logo, and choose Executive, Broadcast or Minimal heading style. Set the heading size so the title fits.
7. Adjust TEXT, LABEL BG, BOARD BG, PITCH and GRASS STRIPE colours. Keep text and pitch markings readable.
8. Drag players into the positions you want. Tap **Save formation** and confirm the saved message.

Applying or reloading a preset

Reload reapplies the selected formation's player positions. Changing or reloading a formation can reset player positions and remove their movement paths and sequence steps. Save a separate copy before trying a new shape on a board whose animation you want to preserve.

Orientation and navigation

Formation supports working with the board in different iPad orientations. Scroll the tools independently to reach controls farther down. The line-up bar shows the active slot; switching slots edits that board rather than all boards at once.

The text you enter here belongs to the formation presentation. It does not change the match labels or roster in Coding.

Edit players and add images

Edit a player

1. Tap the player marker on the board. Its name appears in the Selection panel.
2. Change **NAME / LABEL**, its number and role where shown, and the relevant colour and size settings.
3. Drag the marker to move it. For supported resize and rotation gestures, lift the Pencil and use two fingers; refine with the visible controls when precision matters.
4. Use **Duplicate** to make another object with similar styling, or **Delete** to remove the selected item. Confirm the intended selection before deleting.

Add a headshot or team image

Select the relevant player and use its image upload control. A team image can be applied from the team marker-style area, while **Change GK kit** applies an image to the goalkeeper group.

Image controls can adjust **Show full image** or **Fill and crop**, scale, position, rotation, opacity and mirroring. A backing shape can sit behind the picture; its size, outline, finish and geometry are separate from the image itself. Use **Reset image geometry** or **Reset backing geometry** if a layer becomes hard to position.

Keep uploaded pictures simple and use a clear crop. Only include images you are entitled to use in the presentation you will share.

Add other objects

In **Add to the pitch**, choose Jersey, Round, Square or Triangle for another marker; choose **Ball** for the match ball; choose **Image** for a free image object. Added images have their own size, rotation, opacity and mirror controls.

Select a group

Outfield and goalkeeper group buttons provide quick group selection. Arbitrary multi-selection and ordered player-link chains use Shift-click or Command-click with a suitable keyboard and pointing device in this release. For touch-only work, edit objects individually or use the available group selection controls.

Formation graphics and connections

Formation Studio has its own tactical graphics. These are separate from the 3D ring designs placed over match video in Studio+.

Add a tactical arrow or line

1. Open **Lines & arrows library** and select a preset.
2. Select the new graphic on the pitch. Move the base anchor to its origin and the tip to its destination. A curved route provides an additional curve handle.
3. Choose Arrow or Line, Solid or Dashed, and a Straight, Curved or Squiggly route where offered.
4. Adjust the visible colour and width controls. Check that the line does not obscure the player number or ball.
5. Duplicate a graphic to create a related route, then move its anchors. Delete unwanted copies from the Selection panel.

Connect players into a unit

In **LINES & PLAYER LINKS**, choose Solid or Dashed, a colour, thickness and display mode. With a keyboard and pointing device, Shift-click or Command-click the players in the order you want them connected, then tap **Link selected**. Use **Remove links** for the selected players when revising the shape.

Display choices are **Still image + animation**, **Still image only** and **Animation only**. If a connection appears in one output but not another, inspect this setting first.

Distinguish a graphic from a movement path

A tactical arrow is a visible object explaining a direction. To make a player or ball actually move during the animation, select that object and use **Add destination** in the movement controls. Drawing a standalone arrow does not automatically animate the nearby player.

Touch-only alternative: use individual graphic arrows to explain connections when an ordered multi-selection is impractical. Do not expect Studio+ ring chains and Formation player links to share the same gesture workflow.

Save the board before substantial corrections. This release does not provide a universal Formation undo history through the left-rail Undo button.

Animate a player or ball

Build movement paths first, then adjust how their steps overlap in time. One path may contain several destinations.

1. Select the player, ball or image that should move.
2. Tap **Add destination**. While the button indicates **Click pitch now**, tap the first destination on the pitch. Tap further destinations to extend the route.
3. Tap the active destination control again or select another object to leave destination mode. Repeat for other players or the ball.
4. Find the new movement in **ANIMATION SEQUENCE**. Creating a path adds a sequence step; check the listed name and target.
5. Select the step. Set **START TIME**, **MOVE DURATION** and **HOLD AFTER**. Rename it using **STEP NAME** if helpful.
6. Drag blocks left or right on the sequence timeline. Align their starts to make objects move together. Use the earlier/later arrows when changing the sequence order.
7. Tap **Play sequence**. Use Pause, Resume, restart, Stop and the playback-position slider to inspect it.
8. Save the formation, then use **Export animation**. Wait for completion and use **Open last export** or **Share / Save to Files**.

A simple passing pattern

Create a ball route from the centre-back to the midfielder. Give the ball step a start of 0 seconds and a duration of 2 seconds. Add a winger's supporting run beginning at 1 second and lasting 3 seconds. Replay to confirm the overlap communicates the intended movement.

Correct a route

Edit path on a selected sequence step prepares that path for correction. **Clear path** removes the selected object's movement and related sequence step. **Delete step** removes a sequence entry. Recheck the remaining sequence after any of these actions.

Add together and **Add all in order** add eligible paths that are not already in the sequence. They do not retime existing steps; use **START TIME** or drag existing blocks to align those movements.

Save and reopen editable formations

Autosave preserves the current working draft locally. A named saved formation gives you a deliberate version you can reopen. A project file lets you transfer editable work to another supported installation.

Keep a named version

1. Give the active board a useful Title and tap **Save formation**. Wait for the saved confirmation.
2. To preserve a variation separately, open **Open saved** and choose **Save current as a new formation** before making substantial changes.
3. To resume an earlier version, choose **Open saved**, find the correct entry and tap **Open**. Save the current draft first if you want to keep it.
4. After changing an opened formation, use **Save formation** to update that saved version. Use a new saved copy when the old version must remain available.

Share an editable project

Tap **Share project** in Board details. The file ends in **.touchline-formation.json** and is written to **Formation Studio Projects**. Use the share sheet to save a copy to your archive, send it to a colleague, or transfer it to a compatible desktop installation.

On the receiving device, open Formation Studio, tap **Import project**, select the JSON file, then choose **Open** in Saved formations. Import adds a new saved copy and backs up the existing draft; the imported formation is not automatically the active board until you open it.

Export for viewing

Use **Export image** for a finished PNG and **Export animation** for a finished MP4. Both appear in **Formation Studio Exports**. **Open last export** previews the most recent output; **Share / Save to Files** lets you choose another destination.

A PNG or MP4 is a finished visual, not an editable formation project. Keep the JSON file if another coach must move players or change timings. Delete a saved formation only after confirming you no longer need that saved version.

Compare two or three line ups

Each line-up slot holds its own formation, names, colours, images and movement. The comparison view presents the active collection side by side.

1. Finish and save line-up 1. Tap **Add line-up** to create another slot, up to three in total.
2. Switch using the numbered line-up buttons or previous/next arrows. Give each board a distinct title, such as Starting shape, In possession and Out of possession.
3. To reuse existing work, tap **Load saved line-up 2** or **Load saved line-up 3**. Search the saved library and choose **Use in line-up 2** or the relevant slot. Create or load slot 2 before slot 3.
4. Tap **Preview line-ups**. Check that the boards, names, colours and logos are correct.
5. Edit the comparison's main header, subtitle, footer, alignment, title size and presentation colours. These control the combined layout.
6. Tap **Play all** to inspect the animations together. They start together; shorter animations hold their final position. Set the final hold if you want extra viewing time at the end.
7. Tap **Save presentation** to retain the combined arrangement. Export an image with **Export image / 4K** or a video with **Export MP4**, then use **Share / Save to Files**.

Which output to choose

A still image is useful for a team sheet or a slide. A combined MP4 is better when the differences involve player movement. Comparison outputs are stored in **Formation Comparisons**.

Loading a saved line-up copies it into the chosen slot and preserves the saved original and other slots. Check the selected slot before loading or deleting a line-up.

To continue later, open the saved formation collection and choose Preview line-ups again. Finish or cancel an export before switching boards or closing a busy comparison.

Build a final coaching presentation

Use **Present** in Studio+ to assemble clips, annotated photos, titles and saved line-ups into one movie. This is different from Export folder, which creates separate clip files.

1. Prepare and preview your clips in Studio+. Save any Formation Studio boards that you want to include.
2. Tap **Present** in the Studio+ top bar. Name the project in **PROJECT**.
3. Under **Clips & photos**, find the clips you need, tick them and tap **Add selected**. Use the search field or folder groups to narrow the library.
4. Wait while the app prepares annotated copies. Under **Line-ups**, select saved formation presentations and add them in the same way.
5. Tap **Title slide** for an introduction or chapter heading. Tap **Import media** to add supported video or images from outside the current match library.
6. Arrange the sequence with each item's grip, or use its earlier/later buttons. Select an item to edit its settings.
7. Preview the sequence and check that each section supports the coaching message. Save a separate version with **Save a copy** before major revisions.

Prepared copies and original edits

Adding a clip prepares a presentation copy with its annotations at that time. Changing the original Studio+ clip later does not automatically refresh that copy. Remove the old presentation item and add the updated original again when you need the revision.

Presentation media is kept separately from the match library. This protects the editing workflow but uses additional storage. Keep **Presentation Media** while you still need editable saved presentations.

Open an existing project

Use **Open saved presentation** in the project bar. **New** starts another presentation and retains previous saved presentations. Wait for the save status before closing the editor.

Choose a short, relevant set of clips. A focused three-minute team talk is easier to follow than a long export containing every event.

Finish and export the presentation

Refine the sequence

Select an item and adjust **In / seconds** and **Out / seconds**, or position the playhead and use **Set in at playhead** or **Set out at playhead**. Dragging item edges offers another way to trim. Image and title items can be given longer or shorter display times.

Choose **Transition to next**: Clean cut, Cross dissolve or Fade through black. Set Transition seconds when relevant; the transition is limited by the duration of neighbouring items.

For a video item, adjust **Clip volume**. Audio is available only if the prepared or imported clip contains it. This release's editor does not provide a general music-bed or voice-over recording track.

Edit a title slide

Choose Executive, Editorial or Minimal style. Fill the Eyebrow, Heading, Subtitle and Footer, then set alignment, heading size, background, accent and text colours. Use **Background image** if useful. Keep the heading short enough to read in the allotted time.

Export one movie

1. Play the complete presentation. Check the order, trims, transitions, title spelling and audio levels.
2. Wait for the project save status, then tap **Export MP4**. Keep the app open while it renders and finishes audio.
3. Use **View MP4** to inspect the finished video.
4. Tap **Save / Share MP4** and copy it to your match archive or sharing destination. Reopen the file there to confirm delivery.

The final presentation is exported as **1920 × 1080 at 30 FPS** and saved in **Presentation Exports**. A saved editable presentation and its exported MP4 are separate things.

Use the presentation sequence's own **Undo** for supported sequence edits during the session. **Remove** deletes the selected sequence item, not its original Studio+ clip. The Undo history is not a substitute for Save a copy or an external archive.

Optional desktop workspace sync

Desktop sync is for customers who also have a compatible Touchline Studio desktop setup. The iPad subscription and desktop access are separate. The normal iPad workflow does not require a desktop.

Prepare both devices

Load the **same complete match video** on both devices. Sync exchanges supported workspace information such as folders, clips, drawings and resume position. It does not transfer the original match video to the other device for you.

1. Finish current edits and exports on both devices. Keep both apps open and online.
2. Obtain the one-time pairing code from the desktop app's workspace pairing function.
3. In iPad Studio+, select the matching source video and tap **Connect desktop**. Enter the code when prompted. Do not share pairing codes publicly.
4. Choose the direction: **iPad to desktop** to send the current iPad work, or **Desktop to iPad** to receive desktop work.
5. Check the source name shown. For Desktop to iPad, **All loaded footage** can include other matching videos already imported on the iPad.
6. Tap **Sync selected footage safely** or **Sync all loaded footage safely**. Keep both devices open until it finishes.
7. Review any conflicts. **Use desktop version** replaces the listed iPad clip information with the desktop version after a recovery snapshot. **Keep iPad work / Cancel** leaves that decision unapplied.
8. Open several synced clips and verify the source, trim, drawing positions and timing before continuing.

Pair again or resolve a mismatch

After pairing, the button becomes **Sync now**. **Pair again** accepts a new code if necessary. If a match is not recognised, check the filename, full duration and exact original file on both devices; a shortened export is not the same source.

Recovery snapshots reduce the risk of a sync replacement, but they are not an independent backup of every video and project. Use the backup routine on page 36. Transfer editable Formation Studio work with Share project and Import project unless the receiving workflow explicitly supports it.

Back up and clear space safely

Your account unlocks the app; it is not a guarantee that the website has a copy of your local footage or editable work. Saved offline and Autosaved locally refer to this device.

End of session routine

1. Wait until local saving is complete. Finish or cancel any export before closing the app.
2. Keep an untouched original recording in your match archive, preferably with a second copy outside the iPad.
3. Export finished clips and presentations. Copy them to your archive and play a sample from that location.
4. For Formation Studio, use **Save formation** and **Share project**. Store the editable JSON with the matching exported image or animation.
5. If using desktop sync, verify the received clips and keep the source recording on both devices. Do not mistake sync for a full device backup.
6. Record the match name, source filenames and any half or timing offset in your coaching notes.

What can be restored from an export

An MP4 or PNG preserves the finished visual. It cannot restore separate editable drawings, clip metadata or an entire library. The editable Formation project preserves more structure than its image or movie, but it does not back up your Studio+ video library.

This release has no single customer-facing export command that backs up every workspace and all its source files together. Keep the working app data on the iPad and maintain copies of the originals and deliverables.

When storage runs low

Review large recordings and old duplicate exports in Files. Copy any required material elsewhere and verify that copy before deleting. Deleting a source from TouchLine removes the working video and leaves dependent clips needing a source. Deleting Presentation Media can break saved presentations.

Do not uninstall the app or clear its data as a first troubleshooting step. Local projects and app-owned files may be lost. Contact support while the data is still present if the workspace cannot reopen. Signing out preserves local work, so a shared iPad should be treated as a shared workspace.

Troubleshoot access and source files

The app asks me to sign in again

Check the internet connection, open the installed app and start a fresh Sign in. Use the Touchline email used for the iPad plan, not automatically your Apple Account email. If you reset the password, use the new password. Allow the browser sign-in to return to TouchLine Elite.

I paid but the app says access needs attention

Confirm the website account and purchased product are **iPad Elite**. In the app use **Account** → **Refresh access** or **Check again**. Keep your payment reference and contact support if it remains inactive. Do not buy a second subscription to solve a sign-in problem.

Offline access has ended or the clock changed

Reconnect and refresh access. Check the iPad's date and time settings. Offline access has an expiry and does not extend the paid access period. Your saved projects remaining on the iPad does not itself mean access is currently verified.

I cannot find the match file

Open Files → Browse and check the actual save location, including Downloads, iCloud Drive, On My iPad or an attached drive. If it is in Photos, use Save to Files first. Wait for cloud downloading to finish before selecting it in Studio+.

Import fails or the picture will not play

Check that the full file plays outside TouchLine and that free storage is available. Try a short conventional MP4. Renaming .mov to .mp4 does not change its encoding. Keep the original and request a compatible converted copy if needed.

A saved clip has lost its footage

Keep the clip and drawings. Restore the original imported working file if possible. If the source was removed through the app, import the exact original and inspect the affected clips; unlinked clips may be attached automatically. Use Link active footage where offered. Verify timing before exporting.

If the original path was changed manually and a stale link remains, contact support before deleting more files. There is no reason to discard the whole library as the first response.

Troubleshoot editing and export

A button or setting is missing

Swipe inside the relevant panel, not across the video. In Studio+, lower ring, tracking, clip-name and Delivery controls are below the first screenful. Select the correct clip or drawing to reveal contextual settings. Reduce VIDEO SIZE if the centre view leaves too little space.

I cannot draw or the drawing disappears

Create or select a clip first. Make sure Select is not active when you intend to create a mark. If a drawing exists but is invisible, move the playhead inside its timing window, check opacity and inspect the clip trim. On a photo, check placement and visibility instead of timing.

Rings drift away from players

Static rings stay at their positions. Use manual tap tracking, select the correct Track ring, and tap a consistent anchor. Add checkpoints around camera movement. If a behind-player effect is messy, adjust Pitch detection, use a short mask or switch Above players.

Export stops, fails or takes a long time

Keep the app in the foreground and allow space for rendering. Check that the source is linked and OUT does not exceed the source duration. Test a short simple clip. If a batch partly completed, read the completed count and retry only the affected items.

The video has no sound or an old drawing

Check source audio and the device volume. Read any saved-without-audio warning. In Present, check Clip volume and remember that prepared copies do not refresh when an original clip changes. Add the revised clip again, then export a new movie. Make sure you are opening the latest file rather than an older export with a similar name.

Formation movement or saving looks wrong

Select the intended board and sequence step. Check that the object has a destination and a timed step, not just a standalone arrow. Reapplying a formation may reset paths. Save a new version before major changes, and keep the editable project file as well as the MP4.

If the problem persists, send support the exact message and a short example. Never include a password or pairing code.

Practice session and staff checklist

Worked example

Use any short practice match recording. The times below are examples; choose comparable moments in your own video.

1. Create the archive 2026-10-03 Rovers vs United with Source video, Exports, Formation projects and Images subfolders. Name the original clearly and import it into Studio+.
2. Create an in-app folder Rovers United Build up. Cut a 13-second passage, for example source 12:14 to 12:27. Name it 01 Find the free midfielder.
3. At the key frame, add a three-second Pause. Add two player rings and a connector, then a short Label. Adjust each mark's timing and preview the full clip.
4. Export the clip to MP4, save a copy to the archive and play it from Files. Confirm the extra hold and the visible annotation.
5. Open Coding, load the recording, pause on a completed pass and record player, Pass, direction, outcome and location. Confirm the Event log entry.
6. Open Formation. Create a named line-up, adjust two players, add a ball route and time its movement. Save formation and Share project, then export an animation.
7. Return to Studio+ and open Present. Add a title, the annotated clip and a saved line-up. Preview, export one MP4 and check it from the archive.

Sign off the skills

Use this checklist for a new staff member or customer training session:

- I can locate the original recording and explain why I retain a backup.
- I can distinguish a Files folder from a TouchLine clip folder.
- I can cut, name, move and refine a clip without changing the original.
- I can add and time drawings, choose ring designs and remove the correct mark.
- I can export and play an MP4 outside the app.
- I can complete a coding event and check its time before using it as a clip.
- I can save, reopen and transfer an editable formation.
- I can find a finished presentation and refresh access before offline work.

Glossary and support

Term	Meaning in this manual
Source footage	The original recording used to create clips.
Playhead	The current playback position on the timeline.
IN and OUT	The beginning and end of a selected video range.
Landing folder	The in-app folder assigned to a clip or photo.
Annotation	A drawing, label, image or timed pause attached to a clip or photo.
Export	A separate finished MP4 or PNG created from editable work.
Lead and Lag	Seconds before and after a coded event for its proposed clip.
Sync anchor	A known point that aligns the coding clock with a recording.
Editable project	A Formation Studio JSON file that can reopen as editable work.

Contact support

Use **Account** → **Contact support**, or email **scopeza.analytics@gmail.com**. Include your account email, iPad model, iPadOS version, TouchLine version, the workspace involved, the exact message and the last action before the problem. For a file issue, include the filename, format, duration and size if known. Send a short sample only when appropriate; never send passwords.

Website and account help: <https://touchlinestudio.co.za/elite>

Privacy information: <https://touchlinestudio.co.za/privacy-policy>

Apple Files help

Organise files and folders: <https://support.apple.com/guide/ipad/ipadeb120505/ipados>

Connect external storage: <https://support.apple.com/en-am/guide/ipad/ipad75b7b23f/ipados>

About this edition

Prepared for TouchLine Elite customers from the released version 1.0 build 2 interface and behaviour. Screenshots use demonstration footage from the iPad app. File naming patterns and practice exercises are suggested workflows. Apple menu wording, website availability and plan details can change; follow the current screen where it differs.

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