

Quick Start Guide

Timewarp 4 accelerates the skill learning process by allowing you to review your movement immediately after it has been performed. Once the required time delay is set, the operation is hands-free and provides instant visual feedback.

Timewarp 4 needs a live camera feed for the initial capture, although in Version 4 you can save a video capture as a project and review it later. You can find more detailed information at http://www.siliconcoach.com/support/?page_id=342.

SET UP YOUR GEAR

Make sure it is plugged in as shown below and turned on. Make sure you can see an image in the camera's viewfinder.

Option 1: Firewire



You will need:

- A MiniDV camera (uses a small tape).
- A Firewire cable.
- A Firewire port in your computer or a plug-in card that has Firewire.
- MiniDV cameras are no longer manufactured. If you do not have one already you will need to use the USB option below.

Option 2: USB

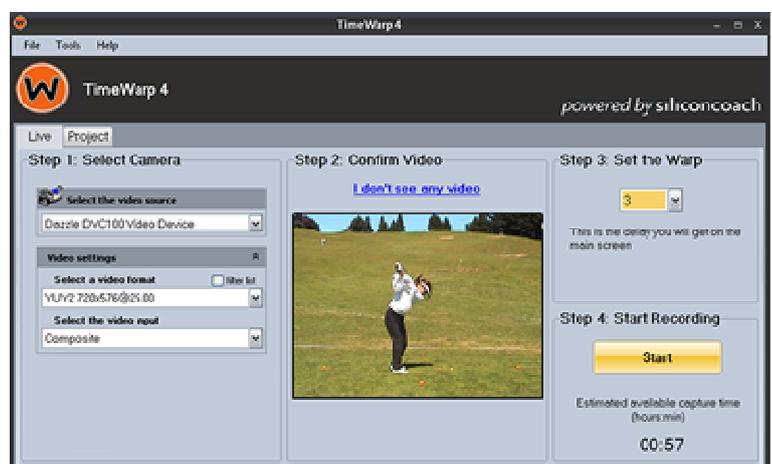


You will need:

- A camcorder that has an A/V out plug, fortunately this is most camcorders.
- A composite cable with yellow, red, white plugs at one end and usually a single plug at the other.
- A Video to USB converter to take the A/V output from the camera and convert it into a USB signal.

SET UP YOUR PROJECT

1. Select your device and its settings.
 - MiniDV cameras are set automatically.
 - If you are using a Pal camera (NZ, AUS, UK, etc) with a USB converter then you will probably use something like **YUY2 720 x 576 at 25 Hz**.
 - If you are using an NTSC camera (USA, Canada, Japan, etc) with a USB converter then you will probably use something like **YUY2 720 x 480 at 30 (29.97) Hz**.
2. Confirm you can see a video.
3. Set the Warp (you can change this later).
4. Press START to start recording.



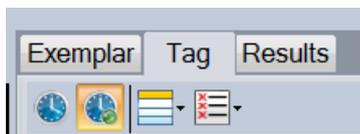
WATCH VIDEO



1. Adjust the Warp (delay) as necessary then press the WARP button to activate the new setting.
2. Move through the video timeline by:
 - Pausing the video and then dragging the Play Head with the left mouse button held down.
 - A **Left** mouse click starts a loop. You can set the Lead-in and Lead-out times.
 - The *Lead-in* time is the time before the time-point you left mouse clicked or when you pressed a Tag button.
 - The *Lead-out* time is the time after the time-point you left mouse clicked or when you pressed a Tag button.
 - A **Right** mouse click plays as normal.
 - The **Warp** button reset the video to the Warp time.
 - The **Find** button brings the Play Head into view
 - The scroll wheel on the mouse will zoom the timeline in and out (not the video).
3. Select a video to play alongside the main video using the **Resources** tab and then the Browse Folders button.
4. Press the **View** pull-down and select one of the options to watch the video(s) in full screen.

TAG KEY EVENTS

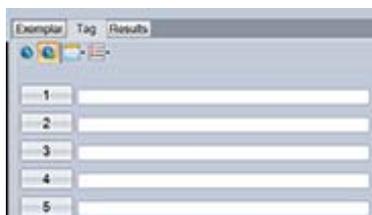
Step 1
 Select the TAG tab.



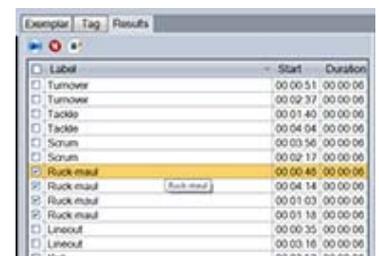
Step 4
 Watch the computer screen and click on the relevant tag at the appropriate time.



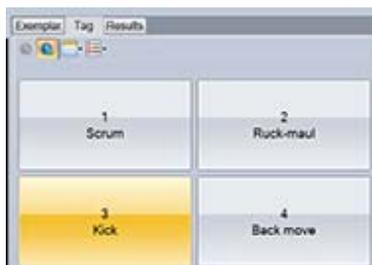
Step 2
 Enter names for the 10 Tag buttons.
NOTE: You can leave them as numbers.



Step 5
 Select the RESULTS tab to see the results.



Step 3
 Change to Button view to see bigger Tagging buttons and tag via the keyboard.



Step 6
 Play, delete or export the tags of interest.