

VIDEO REPLAY

Your Sports Replay Camera System

Watch yourself throw, swing, or move — seconds after you do it!

PLAYER'S GUIDE — Version 1.20260906

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1 What is Video Replay?

Have you ever watched a sports match on TV and seen the slow-motion replay right after a big moment? That's exactly what **Video Replay** does — but for *you*, live, while you're training.

Here's how it works in plain English:

1. A camera watches you as you practise.
2. The app records everything you do.
3. A second screen shows you what you looked like **a few seconds ago** — so you can study your technique while you're still in the zone.

You don't need to stop, rewind, or wait. One screen shows **what you're doing right now**. Another screen shows **what you did 20 seconds ago**. You can even have four screens showing four different delays at once!

 **Perfect for dart players, cricket batters, golfers, swimmers — any sport where technique matters!**

 **Think of it like this:** Imagine watching your throw on a TV right next to you, showing exactly what you did 20 seconds ago. That's Video Replay!

2 Cool Features at a Glance



Up to 4 Replay Screens

See 1, 2, 3 or 4 video panels at once — each with a different delay.



Any Screen, Any Delay

Every panel starts

live

— add any delay from 0 to 180 seconds to any of them.



Up to 12 Cameras

Connect up to 12 USB cameras and assign any of them to any panel.



Split Screen Mode

Dock a portrait camera beside a built-in web browser — run Autodarts, Scolia or DartCounter and watch your replay on one screen.



Rotate Any Camera

Camera mounted sideways or upside-down? Turn it upright with one click.



Name Your Cameras

Give each camera a friendly name like "Court 1 — Net" so you never lose track.



Picture-in-Picture

See the same camera live *and* delayed together in one panel.



Remembers Your Setup

Cameras, delays, names, rotations and layout all come back next time you open the app.



Per-Screen Zoom



Per-Screen Sound

Zoom into any panel up to 5× to study the finer details of your technique.

Turn the sound on or off for each panel independently.



Share to Phone or iPad

A coach or teammate can watch your replay live on their phone — same Wi-Fi required.



Save as MP4 Video

Record your whole session and save it as a video file you can keep forever.



Low Battery Mode

Choose 8fps to use less laptop power, or 30fps for the smoothest picture.



Vertical Mode

Record tall portrait video (1080×1920) made for TikTok, Instagram Reels and YouTube Shorts — up to 4 cameras stacked.



60fps Slow-Motion

Capture at 60 frames per second so your clips stay silky-smooth when you slow them down afterwards.



720p · 1080p · 4K

Pick your picture quality. 720p runs great everywhere; 1080p and 4K give extra detail on faster computers.



Automatic Updates

The app tells you when a new version is out — one click downloads and installs it.

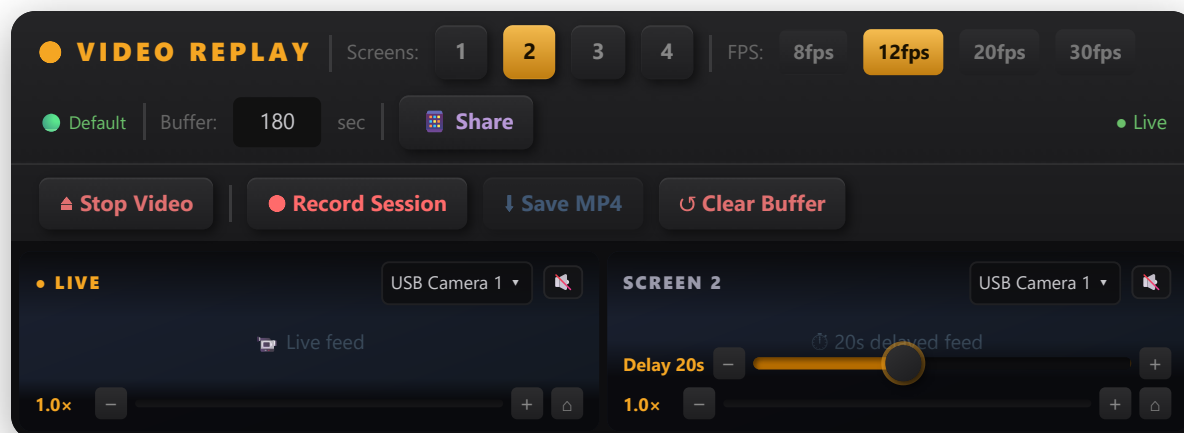


Cloud Folder for Your Coach

Saved videos auto-copy into your OneDrive / Google Drive — share the folder once and your coach gets every video.

3 The Main Screen — Labelled

Here's what the app looks like when it opens. Don't worry — it looks a lot busier than it actually is. Once you know what each bit does, it's really simple!



- A Top Bar Row 1:** Settings you set once and mostly leave alone — number of screens, frame rate, buffer time, and the Share button.
- B Top Bar Row 2:** The buttons you press every training session — Stop/Start Video, Record Session, Save, and Clear Buffer.
- C • LIVE panel:** Shows what the camera sees *right now*, with no delay at all.
- D SCREEN 2 panel:** Shows what happened a set number of seconds ago — this is your replay! The delay is shown in gold text (e.g. *Delay 20s*).
- E Camera selector:** The dropdown at the top of each panel lets you choose which camera that screen uses.
- F  Sound button:** Tap this to hear the audio from that camera. Tap again to mute it.
- G Delay slider:** Drag the gold circle left or right to make the replay shorter or longer. Use [–] and [+] to nudge 5 seconds at a time.
- H Zoom controls:** The 1.0× row lets you zoom into the video — great for studying finger position or foot placement!

4 The Top Bar — Row by Row



Row 1 — Your Settings

Button / Control	What it does
Screens: 1 2 3 4	Choose how many video panels you want. 2 is the most popular — one live, one delayed. The orange highlighted number is the one currently selected.
FPS: 8 / 12 / 20 / 30 / 60	FPS = Frames Per Second — how smooth the video looks. 12fps (the default) is smooth enough and saves battery. 30fps gives the smoothest normal picture. 60fps is for slow-motion — your recordings capture twice the frames, so they stay smooth when you slow them down in an editor or on TikTok. It needs a camera that can do 60fps and uses a lot more computer power. <i>8fps = uses 33% less power · 20fps = uses 67% more · 30fps = uses 150% more.</i>
Res: 720p / 1080p / 4K	Res = Resolution — how sharp the picture is. 720p (the default) runs smoothly on almost any setup. 1080p is Full HD — sharper, but how well it runs depends on your USB port speed and computer specifications. 4K is maximum detail for technique analysis — it needs a fast USB 3.0 port and a high-performance PC, and works best with one or two cameras. If the picture stutters, just step back down to 720p.
Buffer: 180 sec	How many seconds of footage the app remembers. 180 = 3 minutes. You can type any number from 10 to 300. Higher numbers use more computer memory.
 Share	Opens a QR code your coach can scan to watch your replay on their phone or iPad — without needing to be at the computer!
• Live (green dot)	Shows that the camera is working and connected. If it turns red or says an error, check your camera cable.

Row 2 — Session Controls

Button	What it does
▲ Stop Video	Turns the camera off. Press it again (it'll say ► Start Video) to turn it back on. Useful if you need to move cameras between drills.

● **Record Session**

The big one! Press this when you're about to begin a drill. The app starts recording everything. The button turns red and a timer counts up. Press it again when you're done — it will say ■ End Session.

↓ **Save MP4**

After a session ends, press this to save your video to your computer as an MP4 file you can keep, send, or replay later. It stays greyed out until a session has been recorded.

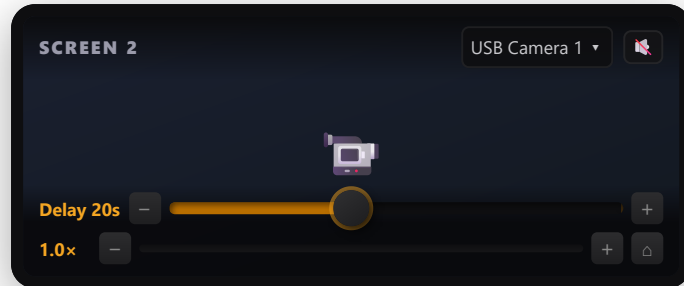
↺ **Clear Buffer**

Wipes the replay memory clean. Use this at the start of each new drill so old footage doesn't mix with new footage.

💡 **Tip:** Think of **Record Session** like hitting the Record button on a video camera. Everything between Start and End gets saved as one video file.

5 Your Video Panels

Each panel (box on screen) is its own independent replay screen. This means you can have completely different settings on each one.



Part of the panel	What it does
Panel label	Shows that panel's state: ● LIVE in orange when its delay is 0, or 🕒 20s DELAY when delayed. Every panel starts live — set a delay on any of them you like.
Rename · ↺ ↻ · PiP	Next to the camera dropdown: a Rename link, two rotate arrows (↺ ↻), and a PiP button. See the sections below.
Camera dropdown	Click to choose which camera this panel uses. All panels can share the same camera or use different ones.
🔊 Sound	Tap to hear sound from this panel's camera. Tap again to mute it. Each panel has its own sound control.
Delay Xs [-][slider][+]	The replay delay in seconds. The gold number shows the current delay (e.g. <i>Delay 20s</i>). Drag the slider or use [-]/[+] to change it.
1.0× [-][slider][+][🏠]	The zoom level. 1.0× = no zoom. 5.0× = maximum zoom. Press 🏠 to reset zoom back to normal.

💡 **Zoom tip:** When zoomed in, you can **click and drag** the video to pan around — just like moving a map on your phone!

6

Quick Start — Your First Replay in 5 Steps

Follow these steps and you'll have a working replay in under two minutes!

1

Open the app

The app starts up and automatically connects to your camera. You'll see a live feed appear in the panels. The status in the top right corner will say ● **Live**.

2

Choose how many screens you want

Click **1**, **2**, **3**, or **4** in the top bar. For your first go, stick with **2** — one live, one with a 20-second delay.

3

Set your delay

Look at the second panel (SCREEN 2). Find the **Delay 20s** slider at the bottom. Drag it to set how many seconds behind you want the replay. **20 seconds** is a good starting point.

4

Start practising!

You don't need to press anything yet — the replay panel will automatically start showing your delayed footage as soon as the buffer fills up. After 20 seconds, SCREEN 2 will show what you were doing 20 seconds ago.

5

Record your session (optional)

When you're ready to record a drill, press ● **Record Session** in the second row of the top bar. When the drill is done, press ■ **End Session**. Then press ↓ **Save MP4** to keep the video.

✓ **That's it!** The replay will be working. Watch the live panel to see what you're doing, then glance at SCREEN 2 to see what you did 20 seconds ago.

7 Setting Your Delay

The delay is the most important setting in Video Replay. It controls how far "back in time" the replay panel shows you.

How to change the delay

Every panel has its own delay slider at the bottom (drag it all the way left to **0** for a live feed):

- **Drag the gold circle** left to make the delay shorter, right to make it longer.
- **Press [-]** to reduce the delay by 5 seconds.
- **Press [+]** to increase the delay by 5 seconds.

What delay should I use?

Delay	Good for...
5 – 10 seconds	Watching your last throw/swing almost immediately. Great for quick feedback.
15 – 30 seconds	Watching a throw while you're setting up the next one. The most popular range for most training.
60 seconds	Finishing a full routine then watching yourself complete it as you start the next one.
90 – 180 seconds	Long drills where you want to compare your form across the whole exercise.

💡 **Pro tip:** If you're using 2 screens, try setting one to **10 seconds** and one to **30 seconds** — you get both instant and slightly delayed feedback at the same time!

⚠️ **Buffer warning:** The delay can't be longer than the Buffer setting. If your Buffer is 60 seconds, the maximum delay is also 60 seconds. Increase the Buffer (in the top bar) if you need longer delays.

8 Zooming In

Each panel has its own zoom control. You can zoom in on one screen (to study your finger grip, for example) while keeping another screen at normal zoom to see your whole body.

Ways to zoom

- **Zoom slider:** Drag the small gold circle along the bottom zoom bar to zoom in and out.
- **[+] button:** Press to zoom in by 0.25× each tap.
- **[-] button:** Press to zoom out by 0.25× each tap.
- **Mouse scroll wheel:** Roll the wheel while hovering over a panel to zoom in or out smoothly.
- **Reset button:** Press to snap back to normal zoom (1.0×) instantly.

Panning (moving around when zoomed in)

When you're zoomed in, you'll see the cursor change to a hand 🖱️. You can then:

- **Click and drag** the video to move around — just like dragging a map.
- On touchscreens, **swipe with one finger** to pan.

💡 **Example:** Set SCREEN 2 to 2.5× zoom focused on your throwing hand, and keep the LIVE panel at 1.0× to see your full posture. Now you're watching both the big picture and the details at the same time!

9 Using Multiple Cameras

You can plug in up to **12 USB cameras** and assign any of them to any panel. You view up to 4 panels at a time (pick the count in the top bar), and the app **remembers** which camera is in each panel next time you open it. Brilliant for multi-angle sports training!

Example camera setup:

- 📷 **Camera 1 (LIVE panel):** Pointing at your full body from the side.
- 📷 **Camera 2 (SCREEN 2):** Pointing at your throwing arm — delayed 20 seconds.
- 📷 **Camera 3 (SCREEN 3):** Pointing at the target or landing area — delayed 20 seconds.
- 📷 **Camera 4 (SCREEN 4):** Pointing at your feet and stance — delayed 40 seconds.

How to change a panel's camera:

- 1 Look at the top of any panel. You'll see a small dropdown box with the camera name.
- 2 Click the dropdown and pick a different camera from the list.
- 3 The panel will switch to that camera instantly. That's it!

✅ **Saves power:** If two panels use the *same* camera, the app is smart enough to only open that camera once — it shares the footage automatically. So 4 panels showing the same camera doesn't use 4× the power!

💡 **Only have one camera?** No problem — you can still have multiple panels all showing the same camera at different delays. It works brilliantly!



Naming Your Cameras

With several identical USB cameras, the dropdown can show the same name many times (like "USB2.0 FHD UVC Web"). Give each one a name you'll actually recognise.

1

Open the renamer.

Click the **Rename** link next to any panel's camera dropdown — or open the ☰ menu (top-left) → View → **Rename Cameras...**

2

Type a name for each camera

— e.g. "*Court 1 — Baseline*", "*Net Cam*", "*Overhead*". Each box shows the camera's default underneath so you can tell them apart.

3

Press Save.

Your names now appear in every panel's dropdown — and are remembered next time you open the app.



Undo a name: press **Reset** next to a camera (or **Reset All**) and Save to return it to the default name.



Rotating a Camera

Mounted a camera sideways or upside-down? Turn the picture upright — no need to physically move the camera.

- In a panel's header, click ↻ (rotate right) or ↺ (rotate left). Each click turns the picture 90°.
- Click again to reach 180° (perfect for an upside-down camera) or 270°.
- The rotate button glows **gold** whenever that camera is rotated.



Remembered per camera: rotation is saved to *that camera*, so it stays upright no matter which panel you move it to — even after restarting the app.



Sideways cameras (90°/270°) show upright with slim black bars on the sides — that's the correct look for a tall picture inside a wide panel.



Picture-in-Picture (PiP)

PiP lets you watch one camera **live and delayed at the same time**, inside a single panel.

1

Click the PiP button

in a panel's header (it turns gold when on).

2

A small
live

inset — marked **• LIVE** — appears in the panel's **top-left corner**. So you can put the main panel on a delay and still keep an eye on the live action in the corner.



Great for coaching: set a panel to a 20-second delay and turn on PiP — you review the replay full-size while keeping an eye on live action in the corner.



Split Screen — Camera + Web Browser

Split Screen puts a tall portrait camera down one side of the window and a full web browser down the other — so you can play or score online (Autodarts, Scolia, DartCounter, Dart It, YouTube...) **and** watch your own instant replay on the very same screen. No second monitor needed.

💡 **Made for solo practice:** throw at your board, glance across to your replay a couple of seconds later, and keep your online match or scoring app running the whole time.

Opening it

- 1 Click  **Split Screen** in the top bar.
- 2 Your camera fills one side and the web browser fills the other. Press  **Switch sides** to swap them, or  **Inset** to float the camera as a small corner box and give the browser the whole screen. Drag the divider in the middle to set how wide the camera is.

The camera side

The camera panel has the same controls as the main app, right in its header: pick the **camera**, **Rename** it, rotate with  / , turn on **PiP**, or monitor its sound. Set a **delay** in the footer so you see yourself a few seconds after each throw — that's your instant replay.

The web browser side

- 1 Type a web address and press **Go** (or Enter). Move around with    (back, forward, reload).
- 2 **Shortcuts:** the buttons for **Autodarts**, **Scolia**, **DartCounter** and **Dart It** jump straight to those sites. Open any site and press  **Add** to save it as your own shortcut; click the  on a shortcut to remove it.
- 3 **Tabs:** press  **Tab** to open another tab — handy when you want your match and, say, a stats page open at once. Click a tab to switch to it, or its  to close it. Your open tabs and logins come back next time.
- 4 Use **Zoom - / +** to size the web page, and  to mute or unmute the site's sound.

Recording

You can record here too, straight from the top bar:

- ● **Record Session** — captures the whole screen: your camera *and* the scoring site together.
- ● **Record Camera Only** — captures just the camera (throwing) pane.

Press ■ **Stop** when you're done — the video saves itself automatically, named for you. No extra Save click needed.

💡 **Leaving Split Screen:** press ✕ **Exit** (or the **Esc** key) to go back to the normal multi-camera grid. Stop any recording first.

Vertical Mode — Video for TikTok & Reels

Normal recordings are wide, like a TV. But phones are tall! **Vertical Mode** records a tall portrait video (1080×1920) that fills a phone screen perfectly — made for **TikTok, Instagram Reels and YouTube Shorts**, or just for sending clips to a coach who'll watch on their phone.

Opening it

- 1 Set up your cameras and delays on the main screen first (Vertical Mode uses the same cameras and delays).
- 2 Press  **Vertical** in the top bar. A tall phone-shaped preview opens — **what you see is exactly what records**.
- 3 Press  **Record Session**, fill in the session details, do your thing, then  **Stop & Save**. You get a portrait MP4 ready to post.

The layouts

The layout matches how many cameras you have — and you can change it with the **1 2 3 4** buttons in the top strip:

Cameras	Layout
1	One camera fills the whole tall frame.
2	Stacked — one on top, one below.
3	Screen 1 (LIVE) is the big "hero" on top, with the two delayed screens side-by-side underneath.
4	A 2×2 grid.

Handy controls

Control	What it does
Drag a panel	The picture is cropped to fill the tall frame — click and drag any panel to choose which part of the picture shows.
Fit: Cover / Contain	Cover (default) fills the frame edge-to-edge like a real TikTok. Contain shows the whole camera picture with black bars instead.

Labels

Turns the little "● LIVE" and "SCREEN 2 — 10s delay" labels in the video on or off.

✕ Exit (or Esc)

Back to the normal grid.

💡 **Want different delays?** Delays are set on the **main screen**, not in Vertical Mode.

Press ✕ **Exit**, set each screen's delay slider, then press 🎮 **Vertical** again — your delays carry straight over.

10 Recording a Session

A session recording captures everything that's on all your panels — combined into one video. You can then save it and watch it back later, share it with a coach, or compare sessions over time.

 **Sound:** recordings include audio from **Screen 1's camera microphone** (the LIVE reference camera). Want a different mic in your videos? Assign that camera to Screen 1.

Starting a recording

- 1 Wait for the camera to start**
and make sure you can see live video in the panels.
- 2 Press ● Record Session**
in the second row of the top bar. The button will turn red and say ■ End Session. A timer will start counting up.
- 3 Do your drill!**
The app is recording everything on all panels.
- 4 Press ■ End Session**
when you're done. The app will say "Finalizing..." for a few seconds while it packages the video.

Session details & the branded title card

Press ● **Record Session** and a **Session Details** form pops up first — player name, coach (optional), session type, a custom title, and notes. Fill in what you like (or leave it blank) and press ● **Start Recording**.

Every recording — Main Screen, Split Screen, and Vertical Mode — opens with a branded title card showing the Video Replay logo and those session details, for the first **5 seconds**, then fades away. It's baked into the video itself, so anyone watching later (or live, via Share) instantly knows whose session it is.

 **What you see is what you get:** the title card appears on screen exactly as it will look in the saved file, so you always know a recording has actually started.

 **Important:** You can't change cameras, change the number of screens, or clear the buffer while a session is recording. Always stop the session first.

11 Saving Your Video

After a session ends, the video is kept in memory — but it won't be saved to your computer until you press Save.

1

After ending a session, press

↓ **Save MP4**

in the top bar. (It will be greyed out until a session has been recorded.)

2

A

Save dialog

will appear — choose where on your computer you want to save the file.

3

The file is saved as an

MP4 video

with the date and time in the filename — for example *replay-2026-06-08T10-30-00.mp4*. You can open it in any video player.

💡 **Tip:** Create a folder called **Training Videos** and save all your replays there. Date them so you can track your improvement over time!

12 Sharing — Phone, iPad & Streaming to OBS

Your coach or a teammate can watch your live replay on their phone or tablet — without touching your computer! The same link also works as a live video source inside **OBS Studio** if you stream your training or coaching sessions.

1

Make sure your computer and the phone/tablet are connected to the **same Wi-Fi network**

2

Press the  **Share**

button in the top bar. A window will pop up with a **QR code** and a link.

3

The coach **scans the QR code**

with their phone camera (or types the link into a browser). They'll see your panels live on their screen.

4

When they connect, you'll see a badge appear that says  **1 viewer** — so you know they're watching!

5

In the Share window, tick or untick **"Fill each camera's box completely"**

— ticked (the default) crops each camera slightly so every panel fills the screen edge-to-edge with no black bars; unticked shows the complete, uncropped camera view with black letterboxing where it doesn't fill the space. Pick whichever looks best for your layout.

 **Streaming with OBS?** In OBS, add a **Browser Source** and paste in the same link from step 2 instead of scanning the QR code. Your panels appear as a clean video layer in your scene — great for coaches streaming a lesson or players streaming practice sessions. Set the source size to match your layout for the sharpest picture, and use OBS's Custom CSS field with `#statusBar, #controls{display:none!important}` to hide Video Replay's own on-screen buttons from the stream.

 **Same Wi-Fi only:** This only works when both devices are on the same Wi-Fi. It doesn't work over mobile data or a different network. Also, keep the Video Replay window visible on screen (not minimized) while streaming or sharing — video pauses briefly if the app is fully hidden.

Cloud Folder — Sending Videos to Your Coach

The  Share button lets people watch *live* on the same Wi-Fi. But what about a coach across town? The **Cloud Folder** gets your saved videos to them automatically — using the OneDrive, Google Drive or Dropbox you already have. No new accounts, no logins in the app, and your videos stay in *your* cloud storage.

Setting it up (once, about a minute)

- 1** Open the  **menu**
→  **Cloud Folder (Coach Sharing)...**
- 2** Click **Use OneDrive**
(the app finds it automatically — OneDrive is built into Windows). Or **Choose a folder...** if you prefer Google Drive or Dropbox.
- 3** **Share the folder with your coach — one time.**
Click  **Open folder**, go up one level, right-click the **Video Replay** folder → **Share**, and send the invite to your coach's email.

That's the whole setup. From now on, when you save a video the save window **opens straight in the coach folder** — one file, no duplicates. It still lives on your computer (the folder simply syncs to the cloud too), the upload happens in the background, and the video appears on your coach's computer or phone — nothing to attach, nothing to send.

 **One copy or two?** The default is **one copy** — everything saves into the coach folder, which is the kindest option for your disk space. If you'd rather keep videos in your own folder *as well*, open  →  Cloud Folder and choose **"Two copies"**.

 **The file names do the organising for you:** every video is already named with the player, coach and date — so the shared folder reads like a training diary.

 **Big files, slow internet?** The upload happens in the background — you can keep training or even close the app; OneDrive/Drive finishes the upload on its own. Videos from long sessions can be large, so give it a few minutes before telling your coach it's up.



Share with a Mate

Know someone who'd like Video Replay? Open the ☰ **menu** → 🔔 **Share with a Mate** and a ready-to-send invite message — with your own personal invite code — is copied straight to your clipboard. Paste it into a text, an email, or wherever you like.



Your code stays the same every time you use it — it's created once on your computer the first time you open the menu item, so you can share it as many times as you like.



Activating Your License

Video Replay is free to try for **7 days**. After that you'll need a license key to keep using it — the app still opens, you just activate to unlock it again.

Pro and Coach — choosing a plan

	Price	Best for
Pro	US\$4.99 a month or US\$49.99 a year	Individual players and athletes reviewing their own training.
Coach	US\$30 a month or US\$180 a year	Coaches, clubs and academies running paid or commercial sessions.

✅ **Pro and Coach unlock exactly the same app** — every panel, layout, camera and recording feature is identical either way. Coach exists for who's using it and how, not for anything extra to do. Both are subscriptions with no lifetime option; the yearly price on either plan just works out cheaper than paying monthly.

Buying & automatic activation

- 1 When the trial ends, the top bar shows a bold **TRIAL EXPIRED — BUY NOW** button. Click it to open the buy screen and choose a plan.
- 2 Complete checkout, and **keep the app open** — it activates itself automatically within a few seconds of paying.
- 3 Your key is also **emailed** to you as a backup.

Activating with a key (manual)

- 1 Open the ☰ menu (top-left) → Help → **Enter License Key...**
- 2 Paste the key from your email and click **Activate**

💡 **Machine ID:** that same dialog shows your **Machine ID** with a 📋 **Copy** button. Your key is tied to this computer — if you ask support for a key, send them this ID.

🔄 Keeping the App Up to Date

Video Replay checks for new versions by itself. When one is out, a window appears telling you what's new, with three choices:

Button	What it does
↓ Download & install	Downloads the new version (you'll see a progress bar) and installs it straight over the top. Your cameras, delays, settings and licence all stay exactly as they were.
Skip	Not interested in this particular version? It won't ask you about it again.
Later	Closes the window — it'll gently remind you next time you open the app.

You can also check any time yourself: open the ☰ **menu** (top-left) → 🔄 **Check for Updates**. If you're already up to date it simply says so.

💡 **Updates need the internet.** If you're offline the app doesn't nag — it just checks again another day.

For Precision & Technique Sports

- Set SCREEN 2 to **20–30 seconds** delay so you can watch your last attempt as you return to position for your next turn.
- Use the **zoom** on your throwing arm panel to study your release point in detail.
- Point one camera at your **feet** — you'll be surprised how much your stance affects your result!

Save Battery / Run Faster

- Stick to **12fps** (the default) unless you really need smoother video.
- Only use as many panels as you need — 2 is almost always enough.
- Reduce the **Buffer** to 60 seconds if you only need short delays — it uses less computer memory.

Get the Best Picture

- Make sure your camera is in good light — a well-lit room makes a huge difference to video quality.
- Position cameras **side-on** to your body for the best view of your technique.
- Avoid pointing cameras at windows or bright lights — they make you look like a shadow.

Organising Your Videos

- Save a session after every training drill — not just at the end. This makes it easier to find specific moments later.
- Name your folder with the date: *2026-06-08 Training Session*.
- Review your videos the same evening while the session is fresh in your memory.

14 Something Not Working?

Problem	What to try
No camera feed / blank panels	1. Check the camera USB cable is plugged in firmly. 2. Press ▲ Stop Video then ▶ Start Video to restart the camera. 3. Close and reopen the app.
Replay panel is black / not showing	The buffer hasn't filled up yet! Wait the same number of seconds as your delay setting, then the replay will appear automatically.
Video is very choppy or jerky	Switch to 8fps in the FPS selector to reduce the load on your computer. Close other apps running in the background.
App is running slowly	Reduce the Buffer from 180 to 60 seconds. Use fewer panels (try 2 instead of 4). Switch to 8fps.
Can't press Save MP4	You need to record a session first! Press ● Record Session , do your drill, then press ■ End Session . The Save button will light up after.
Coach can't see the Share link	Make sure both devices are on the same Wi-Fi. Try pressing 📶 Share again to refresh the connection.
Wrong camera showing on a panel	Click the camera dropdown at the top of that panel and select the correct camera from the list.
Replay is too far behind	Drag the delay slider to the left (or press [-]) to reduce the delay on that panel.

Need more help?

Contact: support@webgecko.au

Website: <https://webgecko.au>

★ Quick Reference Card

Cut this out and keep it next to your screen!

● VIDEO REPLAY — QUICK REFERENCE

Start replaying	Open app → camera connects → wait for delay → watch SCREEN 2
Record a drill	Press ● Record Session → do drill → press ■ End Session
Save video	Press ↓ Save MP4 after session ends
Change delay	Drag slider at bottom of any panel, or press [-] / [+]
Zoom in	Press [+] or scroll mouse wheel over a panel
Pan when zoomed	Click and drag the video
Reset zoom	Press ⏮
Toggle sound	Press 🔊 in the panel header
Share to phone	Press 📱 Share → scan QR code
TikTok / Reels video	Press 📱 Vertical → ● Record → ■ Stop & Save
Slow-motion clips	Set FPS to 60 before recording
Sharper picture	Res: 1080p or 4K (needs a fast USB port & PC)
Videos to your coach	☰ → ☁ Cloud Folder → Use OneDrive → share folder once
Check for updates	☰ menu → ↻ Check for Updates
Clear between drills	Press ↺ Clear Buffer
Best FPS setting	12fps for most situations
Recommended delay	20–30 seconds for most training

