Zelus

User Guide

Version 1.3 (Playlist Update!)
Date: January 6, 2025
Quince Imaging
www.quinceimaging.com
support@quinceimaging.com
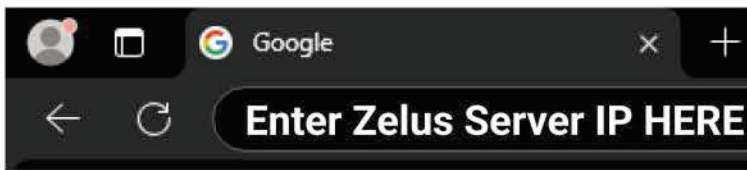
Content

Opening Zelus Control

To get started, enter the provided Zelus Server IP into a search bar of a web browser on any computer on that same network.
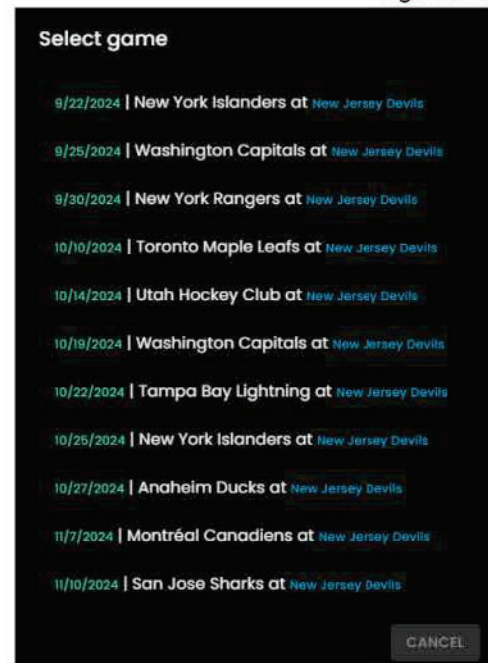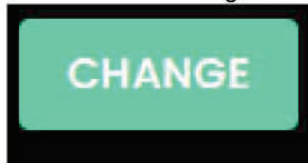
The first time accessing Zelus, the website will present the user with a Game Select menu. This connects the game stats of the selected game to the Zelus software.
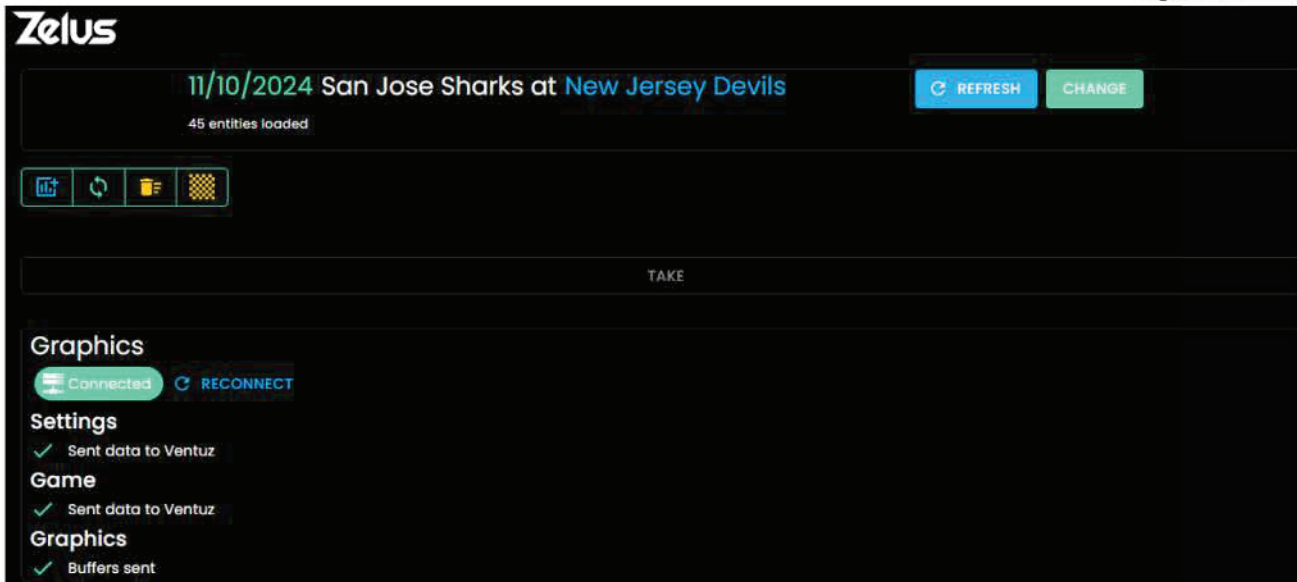
Figure 3.3

At any point, you are able to select a different game by pressing the "Change" button. This will open up the same menu you were taken to on your first time launching Zelus Control.

Select game

9/22/2024 | New York Islanders at New Jersey Devils

9/25/2024 | Washington Capitals at New Jersey Devils

9/30/2024 | New York Rangers at New Jersey Devils

10/10/2024 | Toronto Maple Leafs at New Jersey Devils

10/14/2024 | Utah Hockey Club at New Jersey Devils

10/19/2024 | Washington Capitals at New Jersey Devils

10/22/2024 | Tampa Bay Lightning at New Jersey Devils

10/25/2024 | New York Islanders at New Jersey Devils

10/27/2024 | Anaheim Ducks at New Jersey Devils

11/7/2024 | Montréal Canadiens at New Jersey Devils

11/10/2024 | San Jose Sharks at New Jersey Devils

CANCEL

Zelus will save the selected game and progress, and restore them upon reloading the website. After selecting a game, you will be brought this home screen

Figure 3.4

Zelus

11/10/2024 San Jose Sharks at New Jersey Devils
45 entities loaded

REFRESH   CHANGE

TAKE

Graphics

Connected   RECONNECT

Settings
✓ Sent data to Ventuz
Game
✓ Sent data to Ventuz
Graphics
✓ Buffers sent

Intro to Zelus Control UI

The annotated diagram below is a numbered picture with all the UI components.
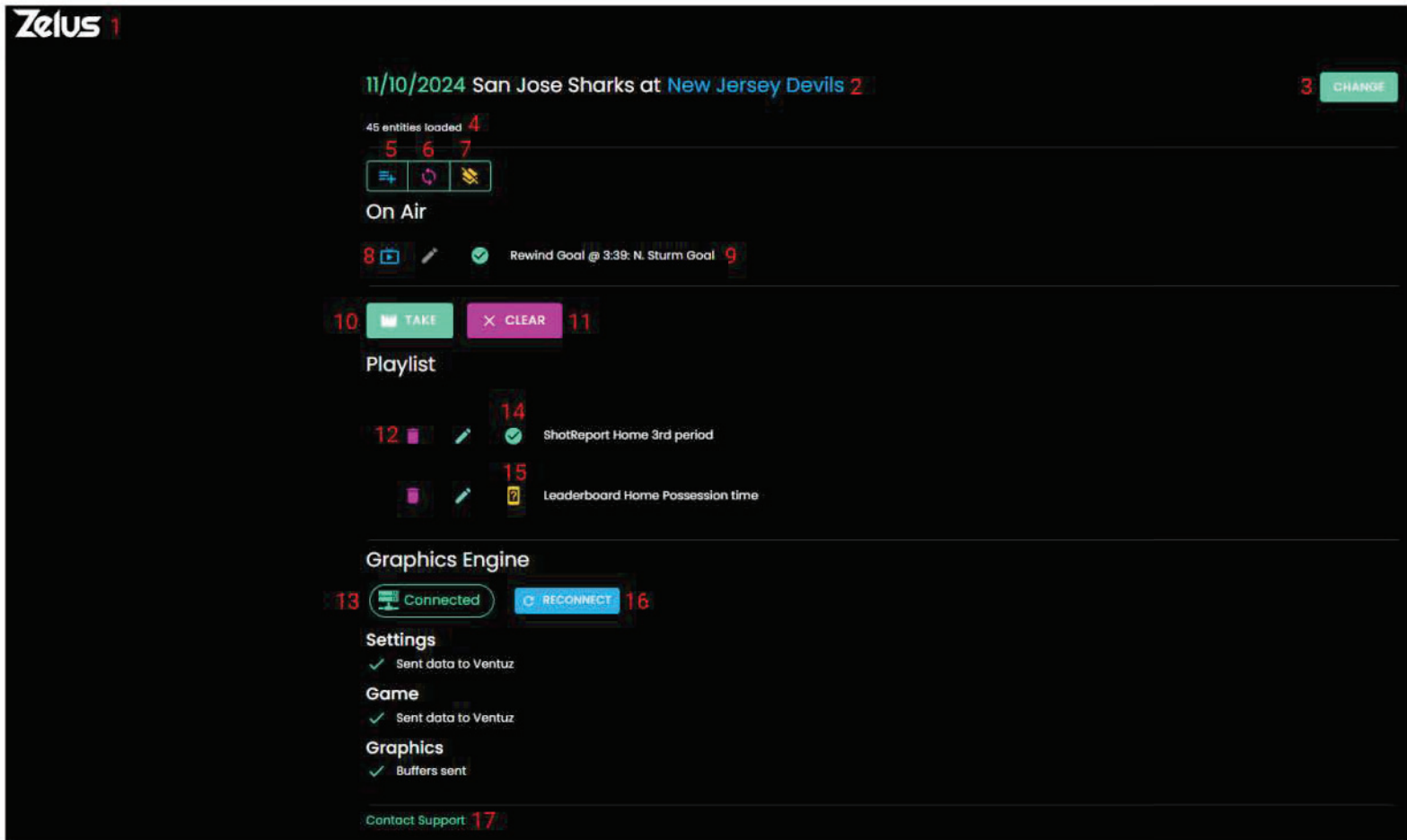
1. **Header** - This is the name of the product you are working with.
2. **Game Information** - You are presented with the date (M/D/YYYY), as well as the Visitor and Home team names for the Game you selected.
3. **Change Button** - If for whatever reason you find yourself needing to swap the game you've selected, this button will bring back the list of found matches available to you for data visualization through Zelus.
4. Lists how many different entities were found and loaded for the selected match. This includes players, referees, and any other tracked objects.
5. **Add Graphic Button** - This button opens up a submenu, prompting the user to select one of the 6 available graphic templates to be added to the Playlist. *Please see Figure 7.1 on page 7.*
6. **Looping/Not Looping Playlist Button** - This button works as a toggle. Green for Looping Stack, Magenta for Not Looping Stack. If the stack is being looped, it means that after you take a graphic off the air, it will be sent to the bottom of the playlist. *Please see Figure 4.1*
7. **Clear All Button** - Pressing this button will get delete the entire playlist, including the **On Air** item. You **cannot** undo this action.
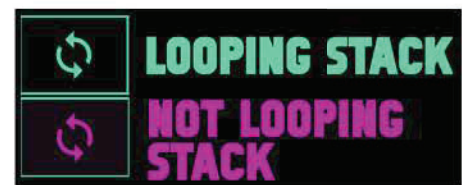

Figure 4.1

Intro to UI (continued)

8. On Air Indicator - This indicator serves as a key visual identifiers between templates in the Playlist, and the template that is currently On Air
9. Template Title - This line of text provides a descriptor of the template and the content within it.
10. Take Button - Pressing the take button will bring the topmost template from the Playlist to On Air.
11. Clear Button - Clears current graphic from On Air to black.
12. Delete Button - This button allows you to remove a template from the Playlist. It is only available to templates that are in the Playlist and not to those already On Air. You **cannot** undo this action.
13. Connection Status Indicator - This indicator represents the connection status to the graphics engine.
14. Data Status Indicator - A green check mark means that the data has been loaded and is ready to be sent to the Graphics Engine.
15. Data Status Indicator (pt 2) - A yellow colored icon represents a template whose data has not yet been fetched.
16. Reconnect Button - If the Connection Status Indicator reads "Disconnected", this button reestablishes connection to the graphics engine.
17. Support Button - This button opens up the information useful to reach out for support.

Playlist Template Data

After adding a graphic to a playlist, you will see several icons to the left. The Template Data Icons are represented by a green check mark, or a yellow icon. As a template moves to the "On Deck" position, the template will automatically fetch the data needed to build that graphic. Once it has done so, and is successful, the icon will turn to the green check mark.

The user can manually force the fetching of data for a template by clicking on the yellow icon. If the icon is already green, the user can also re-fetch the data if the data has changed.

Available Templates

To begin building a Playlist, press the "**Add Graphics**" button (Figure 7.1) and select any available template (Figure 7.2). A dialogue box specific to each graphic will open to change the properties of that item.

There is no limit to the number of graphics in a Playlist. Pressing save will add templates to the bottom of the Playlist queue. Below we will demonstrate how to add each available template, and provide a preview of the graphic.
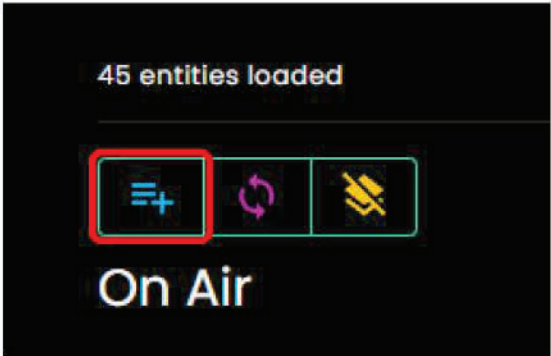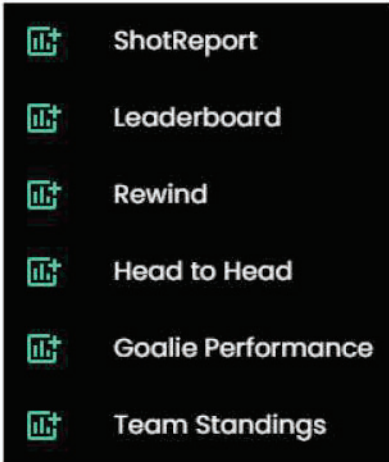
Figure 7.1

Figure 7.2

Shot Report

The Shot Report Template displays in real-world scale where every shot was taken within a period, and the outcome of that shot. As the game progresses, more periods will be added throughout the game. This includes overtimes and shootouts.

Available Templates

Leaderboard

As shown below, the Leaderboard highlights the top 5 players for the given available stats.

Available Templates

Rewind

Allows you to select the type of replay to be played back on the ice. Select the Event type, and then choose from the dropdown which exact play you want. Rewinds are 20 seconds in length, ending with a Player Card takeover of the player who is the protagonist of the play.
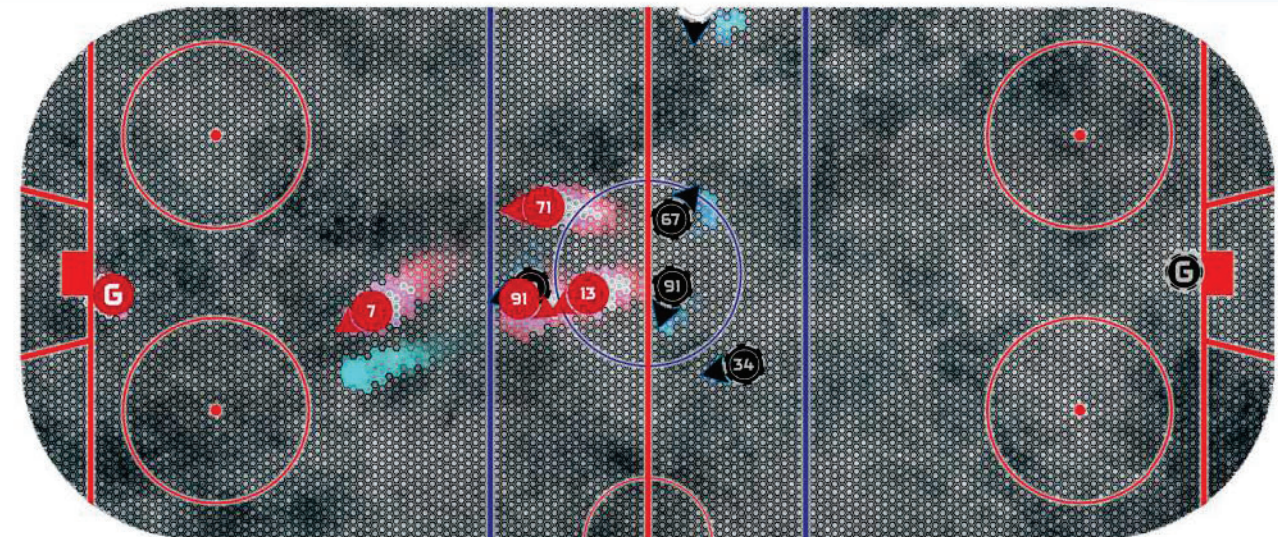
Available Templates

Head to Head

In this template, we have a direct comparison between two players. Be it Goalies or Skaters, select the stats that you want to compare against the selected players within the given season. You are limited to 5 stats, and be aware that selecting Total and Average stats are different, and will have both displayed if you selected both for a given stat. To change selected players, press the **X** or clear the player's name from the search bar, to be presented with all available options. Please note: Home and Visitor players are marked with corresponding icons.
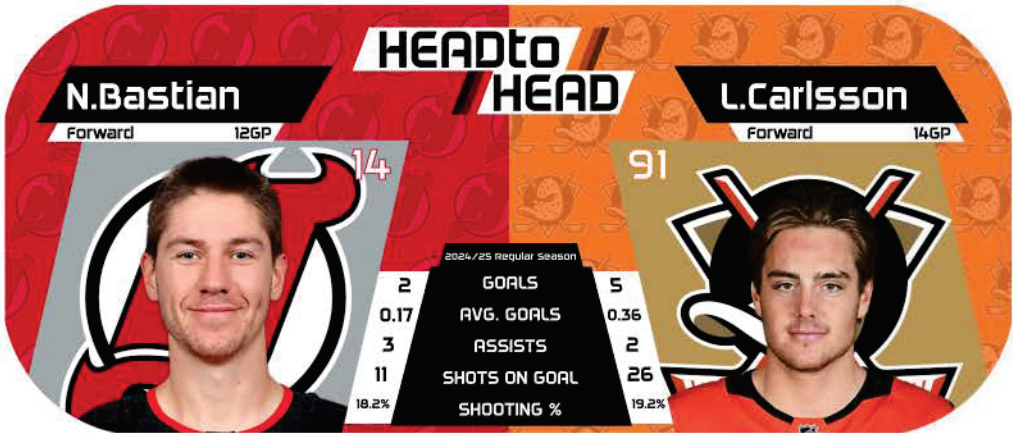
Below is an example of Total **AND** Average Goals being selected

Total + Average Selected

As you can see, we get two rows in the middle; one for Total Goals, and the other for the Average Goals.

Available Templates

Goalie Performance

Place the goalies under the microscope with this template! Start by selecting your desired Season and Goalie. Then choose what the Zones (Right side of graphic) will be displaying. And finally, select what stats will be displayed in the player card! To change selected players, press the **X** or clear the player's name from the search bar, to be presented with all available options. Please note: Home and Visitor players are marked with corresponding icons.
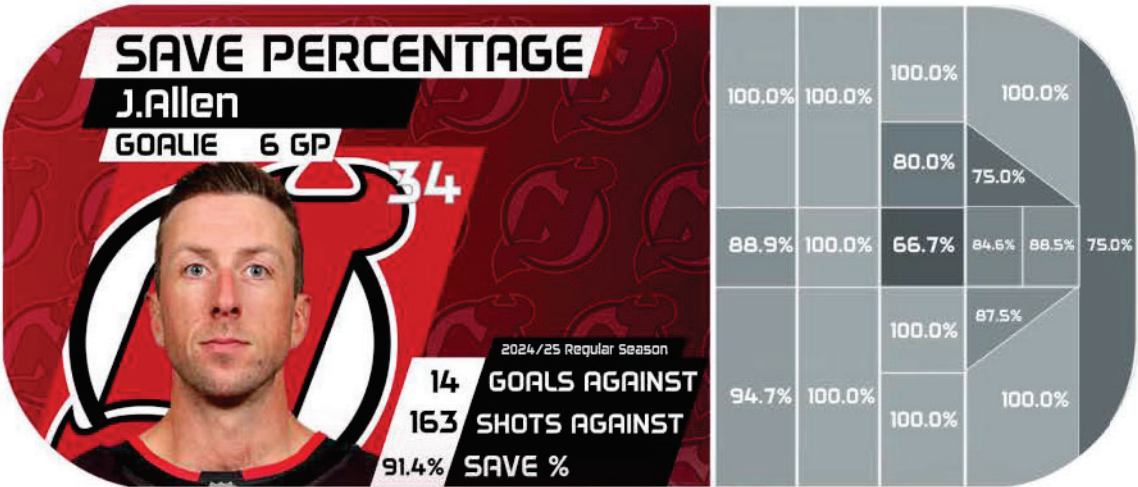
Available Templates

Team Standings

The template with the most versatility. Present different forms of rankings and standings based on your needs!

Western/Eastern Conference

Display the rankings for the entire selected Conference, ranked from 1-16

Pacific/Central/ Atlantic/Metropolitan

Display the standings for the selected Division, ranked from 1-8

Western/Eastern Divisions

Display the standings of both Divisions within the selected Conference. Each Division is ranked 1-8

Hardware

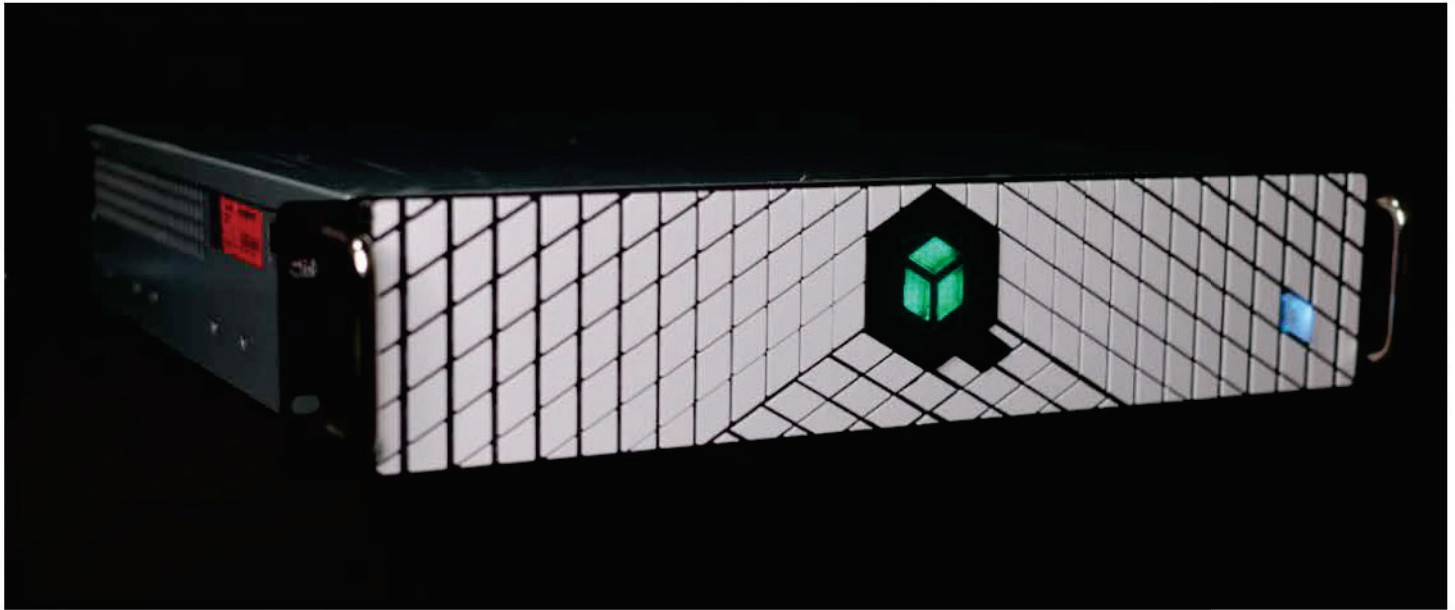| Size	17" x 16.25" x 3.5" (2RU)
Power Requirements	200w Maximum
Video Signal	3840x2160 60hz
Network	Gigabit LAN
Video Connectivity	Mini Display Port (1.2)

Bezel System Status

1. All Bezel Chevrons
   - Magenta - Bad Connection
   - Rainbow - Startup
   - Orange - Connecting to Machine Service
2. Top Chevron | System Power
   - Green - Working
   - Red - Not Working
3. Bottom Left Chevron | Render Engine
   - Green - Running
   - Red - Not Running
4. Bottom Right Chevron | Zelus Network Connection
   - Green - Connected
   - Red - Not Connected

Troubleshooting

You might find yourself in a situation where the Render Engine might need to be rebooted. If that is the case, after the Render Engine has finished rebooting, make sure to press the reconnect button.
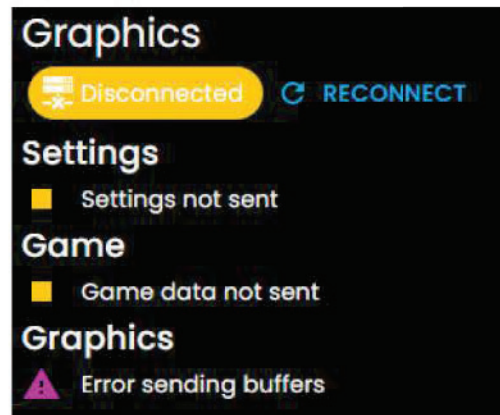
Graphics
🖥 Connected   ↻ RECONNECT

Settings
✓ Sent data to Ventuz

Game
✓ Sent data to Ventuz

Graphics
✓ Buffers sent
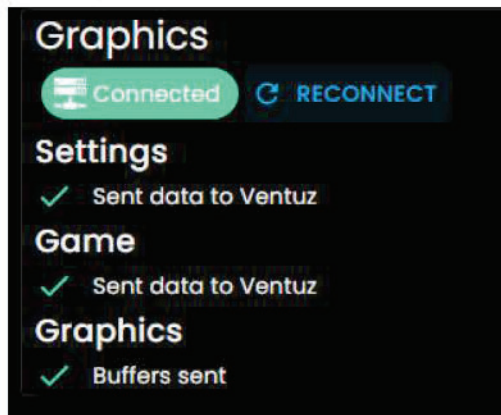
This reading will commonly appear if you have opened Zelus Control before the Render Engine has finished booting up. To fix, give some time for Render Engine boot sequence, and then "Reconnect."

Graphics
🖥 Disconnected   ↻ RECONNECT

Settings
🟨 Settings not sent

Game
🟨 Game data not sent

Graphics
⚠ Error sending buffers

If you find yourself needing more advanced help, please send us an email at support@quinceimaging.com and we'll get back to you as soon as possible.

Please include the version your Zelus is running on in your email, as well as as many details as you can fit in regarding your problem or concern. The more we know, the faster we can get to troubleshooting a solution for you!

Graphics
⚠ Error sending buffers

Contact Support

Support

Zelus
Version 1.3.8+6f8b0a4eb3

Quince Imaging
888-252-5937
support@quinceimaging.com
Zelus Support Website

OK