



All,

In preparation for the season, we all know that it is a good idea to go through a Mock Game scenario with all of your equipment. Below is a checklist of items that we recommend that you execute in the next couple of days so that if you have any issues or questions we can get them resolved or answered before game day.

PRE-GAME

- Make sure you have all items needed
 - Computer
 - Power Supply for Computer
 - Commando Remote
 - Projector Cables (VGA/HDMI)
 - External Hard Drives and Cables for Meeting Video
- Sync your computers
- Road Ready
 - All Computers that will be used at meetings
 - It is a safe move to road ready your editors with all video that will be used in meetings just in case of computer error or failure.
- Check Laptop/Gameday Mode
 - In Gameday Mode - Make sure that you have exported out all of your fields and forms or you will get an error message
- Check your text overlays on the local disk.
 - If you don't have them, you need to physically put them on the users computer
- Check Meeting Room Computers with projectors in a meeting situation
- Go through a "Mock" Meeting
- Make sure the text overlay sticks
- If you use PowerPoint for a meeting, make sure that they are moved to the local "Presentations" folder.
- Check your resolutions on projectors
- Make sure the computer sees the projector in "Extended Mode" and not "Clone Mode"
- Remind Coaches to charge iPads before you leave to go to the hotel or on the road.
- If you have LaunchPad on a local computer, make sure that you test it exporting out iPad Shuttle Video to the local disk.
- Create your game before you get to the game.



GAME TESTING

- Test Importing of Video from SD/P2 Card or Camera
- Test Intercut
- Attach Tape to Game
- ODK Game
- Test Game in Projects and Make sure it works
- Publish Cutups on LaunchPad if you use it to make sure it works locally
- Test Syncing Video to iPads to make sure it plays as expected
- Test Consolidation of your Game Video
- Test Making Exchange Files