



# QUICKSTART GUIDE

## SPI Touch

### OVERVIEW

SPI Touch displays real-time athlete performance metrics from SPI Realtime on your Apple iPhone. Combine the mobility of the Apple iPhone with the proven utility of SPI Realtime to monitor athlete performance from anywhere.

### CONFIGURATION AND STARTUP

#### CONFIGURING SPI REALTIME

Connect your computer to the internet through a direct connection. Note: If your computer is connected to the internet through a router or hub, SPI Touch may not function correctly.

Start SPI Realtime. Enable SPI Touch in the General tab of the Configure page.

Configuration	
Position Reset Timeout	120
Split Interval	2
Max Speed Limit	40
Reset to Default Settings	Reset
Enable Alerts	<input type="checkbox"/>
Speed Units	km/h
Enable Warnings	<input type="checkbox"/>
Enable SpiTouch	<input type="checkbox"/>
Login with a different account	Login
SpiTouch Password	Change

If prompted enter your username and password (supplied by GPSports at time of purchase).

**SPI Touch Login**

**Username**

**Password**

Remember Password

You may forego the previous step if SPI Touch was enabled previously – SPI Realtime will remember this setting for you. Refer the SPI Realtime manual for more details.



## CONNECTING TO SPI TOUCH

- Turn on your Apple iPhone and ensure you have an established 3G broadband connection.
- Point your browser to <http://www.gpsports.com/3g/login.php>.
- Enter your username and password into the appropriate input boxes.
- Click "Login".

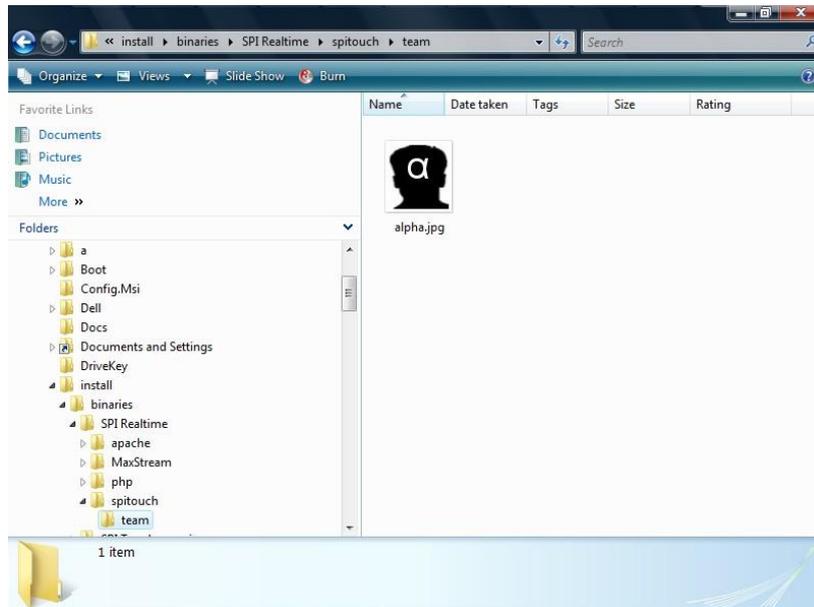


SPI Touch will load and you will see the About View (see below). If you do not see the About View, confirm that SPI Realtime is running and you have configured SPI Realtime correctly.

You may not wish to input your username and password every time you login. In this case, create a bookmark to "<http://www.gpsports.com/3g/login.php?user=username&pass=password>", replacing "username" and "password" with your login details.

## ADDING PLAYER PHOTOS

Photos may be associated with a player and will display in the "player" and "players" views. All photos must have dimensions of 60x65 pixels and be encoded in the JPEG format. Rename the file to match the name of the player, *as it appears in SPI Realtime*. Add the file to the subfolder "/spitouch/team" of your SPI Realtime installation. Refresh your Apple iPhone web browser if needed. The image of the player should now be displayed in the "player" and "players" views.



## iPHONE ORIENTATION

When your iPhone is placed in a landscape orientation the message “Please place your iPhone in the upright orientation” is displayed. In order to continue, reorientate your device to a portrait orientation.



**Please place your  
iPhone in the upright  
orientation.**





## VIEWS

### PLAYERS VIEW

Access this view by clicking “Players” in the menu bar. Players tracking in SPI Realtime will be displayed on this screen. If the player does not have an associated photo, their name will be displayed. To associate a photo with a player, read the section entitled “Adding Player Photos.”



### PLAYER VIEW

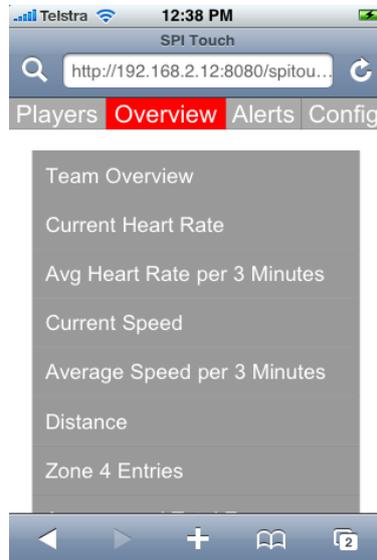
This view may be accessed by either clicking on player name or photo in the “Players” view, or clicking on the player name in any of the “Overview” views. The current, average, and maximum heart rate and speed, as well as total distance are displayed in a table.





## OVERVIEW MENU

Access this view by clicking “Overview” in the menu bar. Select the variable you would like to view.



## TEAM VIEW

Access this view by clicking “Team Overview” in the overview menu. The first table displays the current heart rate and speed, in addition to the heart rate and speed over a past interval, averaged over all players. You can set the interval in minutes through SPI Realtime. See the SPI Realtime manual for more details.

The second table displays the average and total distance and zone four entries.



### Team Overview

	Current	Per 3 Minutes
Heart Rate	146	140
Speed	13	5

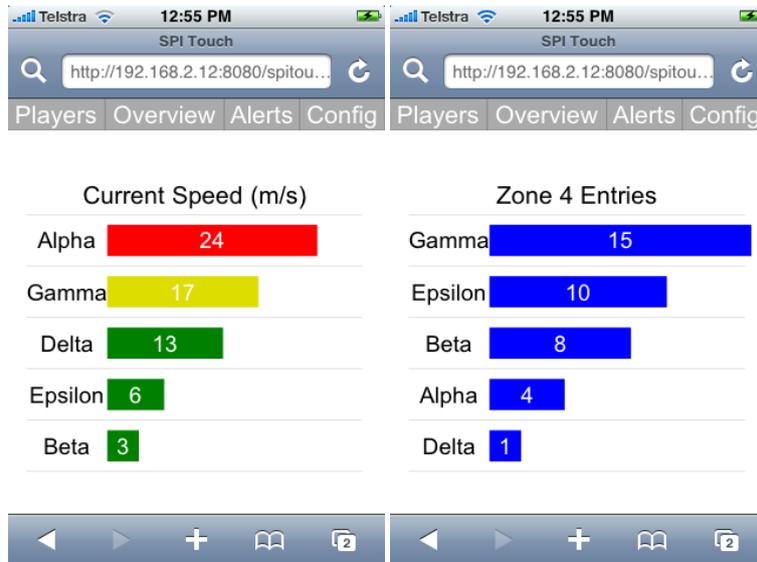
	Average	Total
Distance	820	4100
Zone 4 Entries	8	38



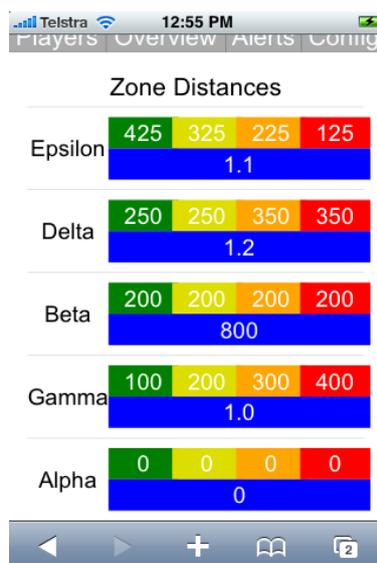


## OVERVIEW VIEWS

The chosen variable will display a bar graph showing all active players in descending order. Variables that support zones will have bars shaded according to the zone they occupy. Green represents zone one, yellow zone two, orange zone three, and red zone four. For details on setting player and generic zones, refer to the SPI Realtime manual.



The “Zone and Total Distance” metric displays five bars for every player. The first row of bars shows how far the player has travelled in each of the four zones. The blue bars shows the total distance that the player has travelled. When the distance travelled in a zone exceeds 999m, the value for that zone will display in kilometers, instead of meters. This is indicated by the presence of a decimal point.





## CONFIG VIEW

When SPI Touch first loads, the “Config” view is displayed. Use this page to start or stop splits, or to access the “Bench” view. When SPI Realtime is not recording, all three buttons will be greyed out. When you start recording a session, the “Start Split” and “Bench” buttons will activate. Clicking “Start Split” will begin a split in SPI Realtime. After beginning a split, you may begin a successive split by clicking “Start Split” again. To stop the current split, click “Stop Split.”



## BENCH VIEW

Access this view by clicking “Bench” in the “Config” view. The players currently tracking as well as the options “Bench All” and “Unbench All” are displayed in a table. To bench a player, click on their name in the table. If a player is benched their name is greyed and crossed out; otherwise, their name has normal formatting. When you bench a player, you will no longer be able to access their details in the “Player” and “Overview” views, and their statistics will not be included in the “Team” view.



### Bench Players

Bench All
Unbench All
Alpha
Beta
Delta
Epsilon
Gamma





## ALERTS VIEW

Alerts are triggered when a variable in SPI Realtime passes a given threshold. Refer the SPI Realtime manual for more details on setting alerts. When an alert is triggered, "Alerts" will flash green in the menu bar. Click on "Alerts" in the menu bar to access the "Alerts" view. Any unviewed alerts will be highlighted in green, and the most recent alert is displayed first.



## SUPPORT

All requests for technical support with this product should be directed to:

**GPSports Systems**

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