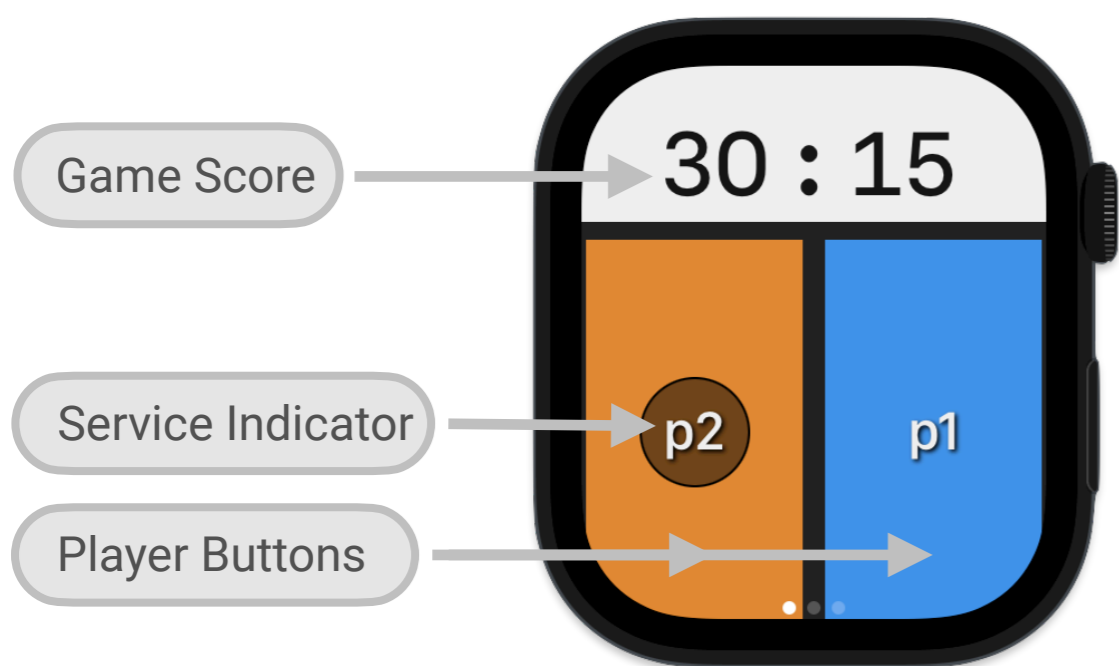


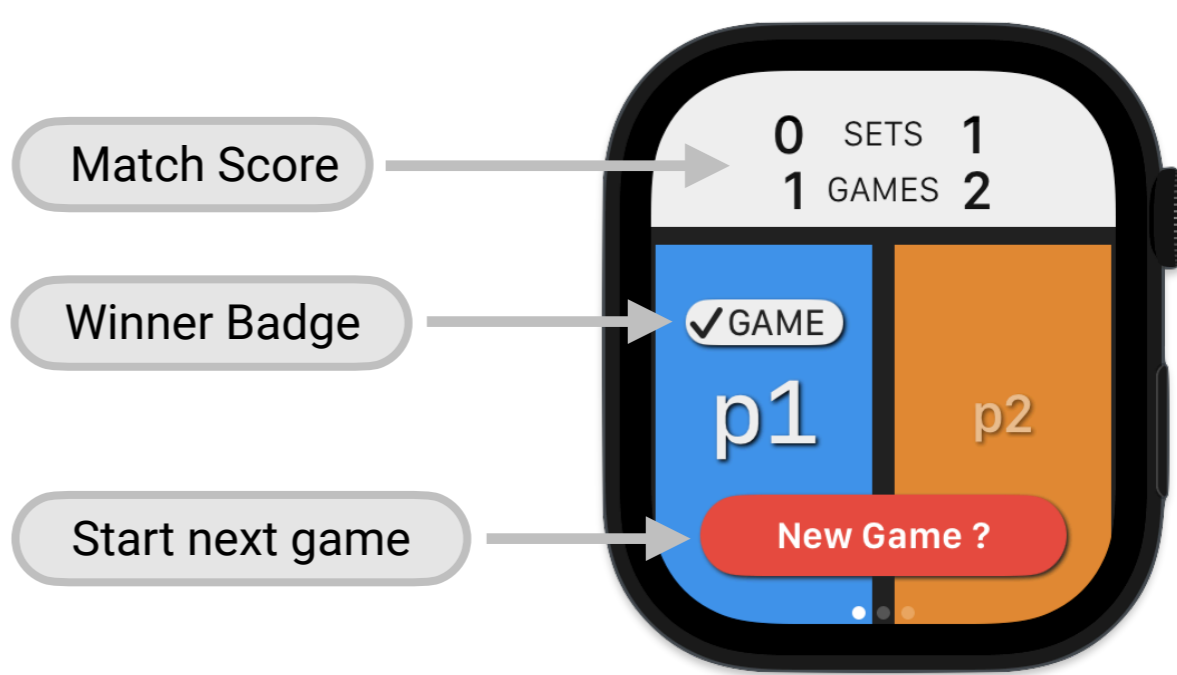
NetTrack - User Guide

Game Tracker

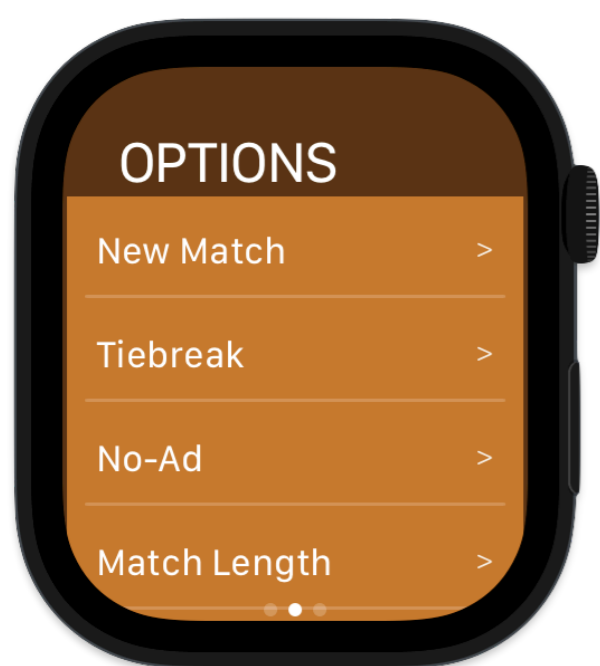


- Choose to be either Player 1 (blue) or Player 2 (orange) for the length of a match. Remember who you are :)
- Tap your player button when you score a point. Tap your opponent's button when they score.
- NetTrack will keep score and calculate the winner of each game, set and match.

- The **Service Indicator** highlights the player currently serving. By default, Player 1 will serve first at the beginning of a new match. The serving player button will always be displayed on the left side of the screen.
- NetTrack will **announce** each point aloud if this option is enabled (see Settings -> Voice). The current server's score will always be announced first.
- Tap the Scoreboard to toggle between the **Game Score** and **Match Score** displays.
- Game Score shows the points scored during the current game.
- Match Score shows the games and sets won by both players during the current match. This display always shows the score for the serving player first, in alignment with the player buttons.
- If you add a point by mistake, long-press any player button to roll it back and **revert** to the previous point in the game.
- Swipe-right to access the Options and Settings menus.

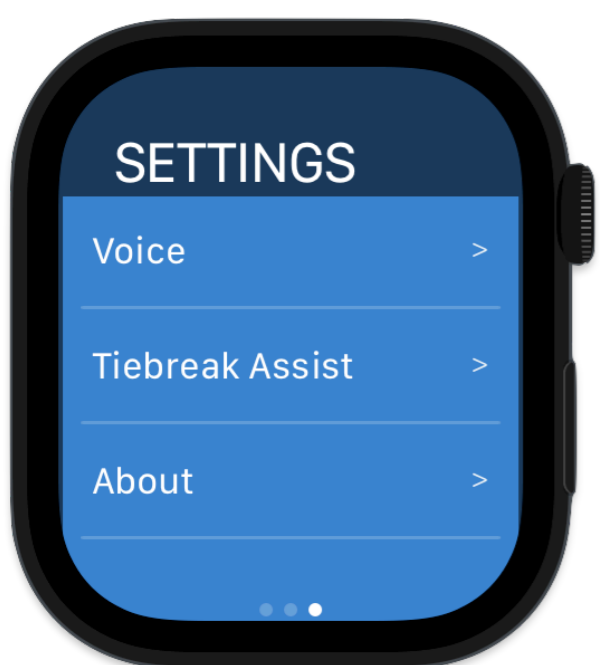


Options



- **New Match.** Start a new match with the selected options.
- **Tiebreak.** Select the length of set and match tiebreaks (7 or 10 points), or select win-by-two.
- **No-ad.** If this option is enabled, a Game Point or 'Golden Point' will be played when the players reach a certain deuce number, configurable from 1 to 4. The winner of that single point wins the game.
- **Match Length.** Select best-of-3 or best-of-5.

Settings



- **Voice.** Toggle spoken announcements on and off. When enabled, NetTrack will announce the game score every time a point is scored, as well as the game, set or match winner.
- **Tiebreak Assist.** During tiebreaks, if this option is enabled NetTrack will announce when it's time to switch court sides, according to the Coman Tiebreak Procedure.