

## USING THE GAME TIMER

The game timer functions as a match clock. Start it at the beginning of the game, pause it during breaks in play and stop at the end.

It is used in conjunction with a tagging tool where the Keyword property contains a [\\$\(GameTime\) macro string](#). For example, a "Shot" button might record the game time when the shot took place.

### Displaying the Game Timer



1. Click the Panels button at the top of the tagging panel
2. Select Show game timer from the menu.
3. The Game Timer is displayed in the tagging panel toolbar:



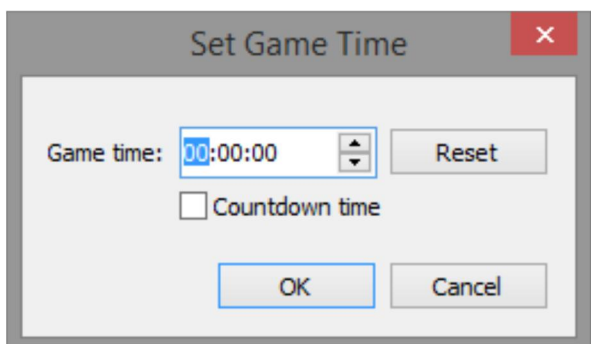
### Using the Game Timer

The game timer is a simple stop clock with Start, Pause and Stop capabilities.

However, it does have features which allow adjustments to the time:

- Ø Click the  and  buttons to increase or decrease the time by one second per click (for example, if you are late to pause the timer during a stoppage in play).
- Ø Set a specific time by clicking the Set button.

The Set Game Time dialog allows you to set the clock to a time of your choosing



## Using a countdown timer

You can also use the Game Timer to show the amount of time remaining in a game or period. To do this:

1. Click the Set button
2. Set the game time to the total duration of the game or period
3. Select the Countdown time check box (see above image).

## Limitations

As the Game Timer is a simple stop clock it does have some imitations, particularly when used with the [Tag Video Clip mode](#) when the optimal method of tagging may be nonlinear and not in real time. Also be aware of the following:

- ∅ No adjustment for Preroll. Whatever is on the clock when a button is clicked is what gets recorded.
- ∅ No link to video time. If the video position is edited, game time values are not adjusted. The [methods used to adjust position and duration](#) cannot be used to edit game time.