



# Kaish Complete User Manual

Complete guide for Kaish App, Kaish Capture, Kaish Scout, and Share File workflows

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Kaish App	Kaish Capture	Kaish Scout
Tag, review, teach, present, report, and share on iPad.	Record or code video on Mac, then export Capture Share Files.	Organize player evaluation, reports, rosters, and sharing on web.

**Capture = input. Kaish = brain.**

Support: [kaishapp@kaish.app](mailto:kaishapp@kaish.app) | Website: <https://kaish.app>



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# 1. Product Overview

Kaish is one product family for coaching, capture, review, presentations, reports, and team workflow.

**Capture = input. Kaish = brain.**

## Kaish App

Use Kaish App on iPad or Mac Catalyst for the coaching workflow.

- Create games.
- Manage rosters and lineups.
- Live tag games by sport.
- Attach or import video.
- Set sync between game clock and video.
- Review clips.
- Add notes, playlists, and telestration.
- Build presentations.
- Export reports, PDFs, XML compatibility files, and Share Files.
- Manually sync or share data with staff.

Kaish App is the main coaching workspace.

## Kaish Capture

Use Kaish Capture on Mac for input.

- Sign in with a Capture-enabled account.
- Use Live Capture with Blackmagic hardware for preview, recording, and simple markers.
- Use Code Existing Video to tag a video file after the fact.
- Export Capture Share Files for Kaish App.
- Export Presentation Share Files from Code Mode queues.

Kaish Capture is designed to record or code video and send clean data into Kaish App.

## Kaish Scout / Web

Use Kaish Scout / web workflows when they are enabled for your organization.

- Sign in through the browser.
- Work with team, player, scouting, and workspace information.
- Manage plan, workspace, billing, and team-level access where available.
- Share web-supported reports or workspace information.

The current repository did not include the full Scout web source, so this manual covers Scout/web at a conservative workflow level. Use your team's current web screens as the source of truth for exact labels and page layout.

## Share Files

Share Files are the safest way to move work manually.

- Game Share File: game data, tags, roster context, playlists, notes, and telestration when included.
- Capture Share File: markers and timing from Kaish Capture.



- Presentation Share File: queued clips from Code Existing Video or presentation workflows.
- Review Share File: playlist, note, and telestration review data for games already on a device.
- Recovery Backup File: local backup used before sync, pull, and import operations.

Share Files keep the user-facing language simple even though the files may have a technical file extension.

*Screenshot placeholder: Kaish App dashboard with Live Tag, Review, Presentations, Reports, and Sync & Recovery visible.*

## 2. Access, Accounts, Plans, And Workspaces

### Account Access

Sign in with the account assigned to your personal, Elite, or Team workspace.

### Common Access States

- Pro: iPad coaching tools, live tagging, timeline review, clip creation, basic telestration, basic presentation playback, and standard sharing/export.
- Elite: Pro plus Kaish Capture for Mac, personal cloud sync, advanced XML exports, full coach clips, full telestration, full presentations/playlists, and iPad plus Mac workflow.
- Team: team/workspace access managed through Kaish web or team administration. Team plans may include shared sync and Capture seats.

### Billing And Legal Links

The Billing & Plan screen should show subscription title, length, StoreKit localized price, Restore Purchases, Terms of Use, EULA, and Privacy Policy.

- Website: <https://kaish.app>
- Support: <mailto:kaishapp@kaish.app>
- Terms: <https://kaish.app/terms.html>
- Privacy: <https://kaish.app/privacy-policy.html>
- EULA: <https://kaish.app/eula.html>

### Workspaces

A workspace is the context for team data, games, rosters, reports, and sync.

- Create games in the correct workspace.
- Import Share Files into the correct workspace.
- Sync only when you are ready to push or pull workspace updates.
- For team accounts, make sure each staff member is in the correct workspace before game day.

*Screenshot placeholder: Workspace picker and Billing & Plan screen.*



## 3. Kaish App Setup

### First Launch Checklist

- Sign in.
- Choose or create the correct workspace.
- Confirm your sport.
- Confirm roster and team account.
- Confirm plan access.
- Open How To from the dashboard if you need the in-app order of operations.

### Team Account

When creating games, select the correct team account. Team account data affects reports, team branding, roster context, and share/sync organization.

### Supported Sport Setup

- Hockey.
- Basketball.
- Soccer.
- Lacrosse.
- Other / Field Sport.

Each sport changes terminology, game clock behavior, lineup language, live stat buttons, and report labels.

## 4. Creating Games

Open New Game and fill in the game details before you tag.

- Team Account.
- Opponent.
- Location.
- Date & Time.
- Home/Away.
- Season.
- Game Type.
- Sport.
- Segment length.
- Notes.

The Sport selector controls sport-specific language and behavior.

- Hockey uses rink, period, line, pair, goalie, and on-ice wording.
- Basketball uses court, quarter, unit, rotation, and on-court wording.
- Soccer uses field, half, group, formation, and on-field wording.
- Lacrosse uses field, quarter, unit, and on-field wording.
- Other / Field Sport uses flexible group and active player wording.

You can also import a Capture Share File from New Game if the game was already recorded in Kaish Capture.



## 5. Rosters, Lineups, And Player Groups

Use roster and lineup tools before tagging.

### Roster Basics

Add players with useful identifiers: name, jersey number, position, and team/account context.

Keep rosters clean before sync and reports. Deleted roster players should not be reintroduced by stale sync if the current delete sync fixes are present.

### Sport-Specific Groups

- Hockey: forward lines, defense pairs, goalies, extras.
- Basketball: perimeter units, interior units, bench.
- Soccer: attack/midfield groups, back line/support, goalkeepers, bench/reserves.
- Lacrosse: attack/midfield units, defense/transition units, goalies, bench.
- Other: primary groups, secondary groups, specialists, available players.

### Active Players

Active player timing is saved through player timing tags such as SHIFT and PLAY. These are different from normal event tags because they are used for player minutes, TOI, and lineup duration.

## 6. Live Tagging In Kaish App

Open Live Tag for a game and confirm the correct game, sport, segment, roster/lineup, and clock state.

### Normal Event Timing

Normal event/stat tags use wall elapsed time for video alignment. This helps dead-ball events line up with video even if the game clock is stopped.

- Basketball free throws.
- Hockey penalty shots.
- Soccer stoppage events.
- Lacrosse free-position or penalty situations.

### Player Timing

Player timing tags keep clock-based timing.

- SHIFT.
- PLAY.
- TOI / on-ice / on-court / on-field timing.
- Lineup, unit, group, or line-combo duration.

This preserves the meaning of player minutes and TOI reports.



## Manual Notes

Some tags allow notes or prompts. Use notes for coaching context, not long written reports. Clean notes are easier to use later in Review and Presentations.

*Screenshot placeholder: Live Tag screen with sport stat buttons and active player controls.*

## 7. Sport-Specific Live Stat Buttons

### Hockey

Hockey uses for/against style stat coverage.

- Shots For.
- Shots Against.
- Goal For.
- Goal Against.
- Faceoff Win.
- Faceoff Loss.
- Strength labels such as EV, PP, and PK where useful.

### Basketball

Basketball live stats include own and opponent buttons.

- 2PT Made, 3PT Made, FT Made.
- Opp 2PT, Opp 3PT, Opp FT.
- O-Rebound, D-Rebound, Rebound.
- Opp Reb, Opp O-Reb, Opp D-Reb.
- Foul, Opp Foul.
- Timeout, Opp Timeout.
- Turnover, Opp TO.

Made shots update the score. Rebounds, fouls, timeouts, and turnovers are event/stat tags and do not change the score.

### Soccer

- Shot, Opp Shot.
- Goal, Opp Goal.
- Save, Opp Save.
- Corner, Opp Corner.
- Foul, Opp Foul.
- Yellow, Opp Yellow.
- Red, Opp Red.

Soccer uses count-up clock behavior. The clock can continue past the configured half length for stoppage time until the user manually advances or ends the match.



## Lacrosse

- Shot, Opp Shot.
- Goal, Opp Goal.
- Assist.
- Faceoff, Opp FO.
- Clear, Opp Clear.
- Opp Ride.
- Penalty, Opp Penalty.
- Ground Ball, Opp GB.
- Opp TO.
- Opp Save.

## Other / Field Sport

- Shot, Opp Shot.
- Score, Opp Score.
- Save.
- Turnover.
- Foul.
- Sub.

Use this sport for flexible field-sport workflows that do not fit the dedicated sport setups.

# 8. Game Clock, Segments, And Stoppage Time

## Countdown Sports

Hockey, basketball, lacrosse, and Other / Field Sport use countdown/clamped clock behavior by default. Saved SHIFT and PLAY timing remains clamped to the configured segment length.

## Soccer Count-Up

Soccer uses count-up behavior.

- 1H can continue beyond the configured half length.
- 2H can continue into stoppage time.
- Extra time / OT can continue until manually advanced or ended.
- If players are on field while the soccer clock continues, player minutes should keep accumulating past the configured segment length.

## Manual Segment Advance

Use the app segment controls to move to next period, next quarter, next half, extra time / OT, or End Game. Do not rely on automatic segment changes for soccer stoppage time. Advance manually when the match actually moves on.

# 9. Video Attachment And Set Sync

Kaish App can review app-created live tags against attached video.



## App-Created Tags

1. Attach the video for the game or segment.
2. Open Review.
3. Use Set Sync to align game clock/event timing with the video.
4. Verify a few clips before building playlists or presentations.

## Capture-Imported Tags

Tags imported from Kaish Capture or Code Mode use their own Capture timing and do not require Set Sync in the same way app-created live tags do.

## Segment Videos

If the game has segment-specific video, segment-specific video should be used for that segment. Full-game video can be used as a fallback when appropriate.

*Screenshot placeholder: Review screen with Attach Video and Set Sync visible.*

# 10. Review Workflow

Use Review after live tagging, Capture import, or Code Mode import.

- Play a clip.
- Play a row.
- Play all clips in a filtered group.
- Move next/previous.
- Scrub the active video.
- Add or edit notes.
- Send clips to playlists.
- Use coach/scout review tags.
- Use fullscreen playback.

## Fullscreen Review

Fullscreen Review has two modes.

- Clip mode: when an active clip is playing, controls are clip-relative. The scrubber shows the clip duration and skip stays inside the clip.
- Full video/segment mode: when no active clip is playing, controls represent the full active video or segment so coaches can scout and create review tags while watching the full video.

Pause should pause in place. Play should resume from the paused position.

## Non-Hockey Labels

Basketball, soccer, lacrosse, and Other / Field Sport should not show hockey strength labels or detailed hockey unit rows. Hockey can still show EV, PP, PK, and hockey unit rows where relevant.



## 11. Playlists

Use playlists to organize coaching clips.

### Good Playlist Themes

- Teaching moments.
- Player development.
- Unit review.
- Opponent tendencies.
- End-of-game situations.
- Special teams or set pieces where relevant.

### Playlist Basics

5. Create or open a playlist.
6. Add reviewed clips.
7. Reorder the clips.
8. Add notes if needed.
9. Export or send to Presentation.

Use Playlist Share Files when sharing a playlist workflow with another device or staff member.

## 12. Presentations

Presentations turn clips into meeting-ready sessions.

- Build a sequence from clips.
- Add image slides.
- Add board slides.
- Include external video items.
- Use coach notes.
- Play selected items.
- Play a full presentation.
- Export or import Presentation Share Files.

### Imported Presentation Share Files

Presentation Share Files from Code Existing Video may require a source video relink if the receiving device does not already have the video file.

### Baked Coach Clips

Baked coach clips are rendered video clips. During normal Presentation playback, they should behave like normal presentation video clips. The editor/bake workflow remains the place to create telestration timing.

*Screenshot placeholder: Presentations Home with Import Presentation Share File button.*



## 13. Coach Clips And Telestration

Coach clips and telestration are for teaching, not raw tagging.

10. Pick the source clip.
11. Open the coach clip or telestration editor.
12. Add drawings, freeze moments, or notes.
13. Bake/render when needed.
14. Add to a playlist or presentation.

Keep drawings intentional and brief. The strongest clips usually make one point.

## 14. Reports And PDF

Reports summarize games, players, units, and sport-specific totals.

### Current Sport-Aware Report Behavior

- Hockey: goals, shots, faceoffs, TOI/minutes, line and unit summaries.
- Basketball: score/points, rebounds, turnovers, fouls, timeouts, rotation summaries.
- Soccer: goals, shots, corners, saves, cards where supported, match groups.
- Lacrosse: goals, shots, faceoffs, clears, penalties, unit summaries.
- Other / Field Sport: flexible score/event summaries and active group minutes.

PDF exports are available where the app exposes them. Use Reports before exporting to verify the data set and labels look right.

### XML Compatibility Exports

Where available, XML exports are compatibility exports for workflows that accept those files. Use them only if your staff or video workflow specifically requires XML compatibility. Share Files remain the normal Kaish-to-Kaish transfer method.

## 15. Sync And Recovery

Open Sync & Recovery when you are ready to share, import, back up, or sync workspace data.

### Manual Sync

Manual game sync can push and pull workspace data. Use it intentionally.

- Push when your local device has the latest trusted work.
- Pull when another device or staff member has updated the workspace.
- Confirm games, rosters, tags, playlists, notes, and telestration after sync.

### Cloud Sync Access

Cloud sync depends on plan and workspace access. Pro users can still use local Share File workflows even when cloud sync is locked.

### Recovery Backups

Kaish keeps local recovery backups before game sync, pull, and Share File import. Use recovery if a sync/import goes sideways or another device sends an older copy.



## Delete Sync

Current delete sync behavior is intended to prevent stale devices from resurrecting deleted workspace games, deleted tags, or deleted roster players. If a deleted item comes back, stop syncing that device and contact support with the game/workspace details.

*Screenshot placeholder: Sync & Recovery with Game Sync, Roster Sync, Review Share Files, and Game Recovery sections.*

# 16. Share File Workflows

## Game Share File

Use a Game Share File when you want to share game data manually.

15. Open the game or Sync & Recovery.
16. Choose the Game Share File share/export action.
17. Send by AirDrop, Files, or another share target.
18. On the receiving device, choose Import Share File.
19. Open the game and verify tags, roster context, playlists, notes, and telestration.

## Capture Share File

Use a Capture Share File when moving a Capture recording/tagging session into Kaish App.

20. In Kaish Capture, save/export the Capture Share File.
21. In Kaish App, create a new game from Capture import or open an existing game and import the Capture Share File.
22. Attach or relink the source video if prompted.
23. Open Review and verify clip timing.

## Presentation Share File

Use a Presentation Share File for queued clips from Code Existing Video or presentation workflows.

24. Export Presentation Share File from Kaish Capture Code Existing Video or Kaish App presentation tools.
25. Import it in Kaish App Presentations.
26. Relink the source video if prompted.
27. Open the presentation and verify every queued clip.

## Review Share File

Use a Review Share File for playlist, notes, and telestration review data for games already on the receiving device.

## Recovery Backup File

Use a Recovery Backup File only when you need to restore local game data from a backup.

# 17. Kaish Capture Setup

Kaish Capture is distributed as a signed and notarized Mac app.



## Support Baseline

- Modern Macs.
- macOS 13 or later.
- One current Blackmagic Desktop Video major line at a time.

## Capture Access

Kaish Capture requires a Capture-enabled account or workspace seat.

- Confirm you are signed into the right account.
- Confirm the right workspace is selected.
- Confirm the account has Capture access or an assigned Capture seat.
- If you belong to multiple workspaces, choose the workspace with Capture access.

## Blackmagic Setup

28. Install the supported Blackmagic Desktop Video runtime.
29. Connect the Blackmagic device.
30. Connect the camera/source through HDMI or SDI.
31. Close Media Express or other apps using the device.
32. Open Kaish Capture.
33. Confirm preview/device status.

## Common Statuses

- Awaiting Blackmagic runtime.
- No Blackmagic Device.
- DeckLink runtime ready.
- Blackmagic SDK Missing.
- Preview setup failed.
- Recording.

*Screenshot placeholder: Kaish Capture Live Capture screen with source/status bar and clean preview.*

## 18. Kaish Capture Live Capture

Use Live Capture for real-time ingest, preview, recording, and simple markers.

34. Sign in.
35. Choose Live Capture.
36. Confirm Capture access and workspace.
37. Start a new session.
38. Choose the session folder and recording quality.
39. Confirm Blackmagic preview.
40. Start recording.
41. Press tag buttons as events happen.
42. Add notes where useful.
43. Use Delete Last only when you need to remove the most recent marker.
44. Stop recording.



45. Save/export the Capture Share File.
46. Import the Capture Share File into Kaish App.

## Tag Rows

Marker rows should show time, tag name/code, note if present, and event type/status.

## Timing

Live Capture marker timestamps are based on the recording start. Do not change recording timing after export. If a marker is wrong, correct the downstream review workflow rather than guessing in the file.

# 19. Kaish Capture Code Existing Video

Use Code Existing Video when you already have video and want to code it on the Mac.

47. Choose Code Existing Video.
48. Add or open a video.
49. For multi-segment work, add each segment and switch the active segment as needed.
50. Play, pause, scrub, and use -5s / +5s.
51. Tag events with the configured tag profile.
52. Add notes.
53. Preview clips.
54. Queue clips for presentation if needed.
55. Save the project if you want to return later.
56. Export Capture Share File for Kaish App.
57. Export Presentation Share File when you have a queued presentation.

The current Code Existing Video path uses a Mac AVPlayerView wrapper for stability in installed Release builds.

## State Across Mode Switches

Code Existing Video and Live Capture are kept mounted in the Capture mode shell. A loaded Code Existing Video session should remain loaded when switching to Live Capture and back unless the user explicitly opens or clears another file.

*Screenshot placeholder: Code Existing Video screen with video player, timeline/clips panel, and Export Capture Share File button.*

# 20. Kaish Scout / Web Workflows

Use Kaish Scout / web workflows where enabled by your organization.

58. Open <https://kaish.app>.
59. Sign in.
60. Choose the correct team/workspace.
61. Use the available web pages for player, team, scout, reports, or admin workflow.
62. Keep team and player information consistent with Kaish App.
63. Use Share Files or web-supported sharing tools where available.

Because the full Scout web source was not present in this repository checkout, exact web screens, labels, and feature availability should be verified against the live site before publishing public-facing web instructions.



## 21. Importing Capture Work Into Kaish App

### Import Into A New Game

64. Open Kaish App.
65. Tap New Game.
66. Choose Import Capture Share File.
67. Select the file from Kaish Capture.
68. Confirm the imported game appears.
69. Attach video if needed.
70. Open Review and test several clips.

### Import Into An Existing Game

71. Open the destination game.
72. Choose Import Capture Share File.
73. Select the file.
74. Confirm the segment when prompted.
75. Open Review and verify timing.

### Multi-Segment Capture / Code Mode

- Keep segment names clear.
- Confirm each segment's source video.
- Verify tags in each segment.
- Relink missing source videos when prompted.

## 22. Best Practices

### Before Game Day

- Update roster.
- Confirm workspace.
- Confirm sport.
- Confirm segment length.
- Confirm Capture access if using Kaish Capture.
- Test video input and recording folder.
- Run a short Share File import test.

### During Game Day

- Keep the clock and segment state accurate.
- Tag only useful events.
- Use notes for context.
- Avoid changing setup mid-game unless required.
- Save/export after recording.



## After Game Day

- Import Capture Share Files.
- Attach/relink video.
- Set Sync for app-created live tags.
- Review a sample of clips before building playlists.
- Build presentations from verified clips.
- Export reports only after data review.
- Use Sync & Recovery before and after shared cloud work.

## 23. Troubleshooting

### Sign-In Or Access

- Confirm internet connection.
- Confirm account email.
- Sign out and sign back in.
- Confirm workspace selection.
- Confirm plan or Capture seat.
- Contact support with account email and workspace name.

### Capture Access Denied

- Confirm the account has Elite or a Team Capture seat.
- If you are in multiple workspaces, select the workspace with Capture access.
- Ask an owner/admin to confirm your role and seat assignment.

### Blackmagic Preview Missing

- Confirm Desktop Video is installed.
- Reconnect the device.
- Use a real Thunderbolt/data cable where required.
- Confirm camera output format.
- Close other Blackmagic apps.
- Restart Kaish Capture.

### Video Missing After Import

- Open the game or presentation.
- Use attach/relink video.
- Select the original source video.
- Re-test clips.

### Share File Import Fails

- Confirm it is the correct Share File type.
- Import into the correct area: Game, Capture, Review, or Presentation.
- Make sure the file fully transferred.
- Try importing from Files instead of a transient share source.



- Contact support with the file type and error message.

## Advanced Troubleshooting: File Extension

Share Files may use a technical .json extension. That extension is normal. In user-facing workflows, use the product names: Game Share File, Capture Share File, Presentation Share File, Review Share File, or Recovery Backup File.

## 24. Safety And Data Recovery

- Use local recovery backups before risky sync/import work.
- Do not delete workspace games unless you mean to remove them from shared workspace sync.
- Use Delete from This iPad only when you want a local-only removal.
- Use Delete from Workspace Database only when an owner/admin intends to remove the shared game.
- Stop syncing a stale device if deleted games, tags, or roster players unexpectedly return.

## 25. Manual Smoke Tests

### Kaish App

- Clean launch and sign in.
- Create hockey game.
- Create basketball game and test own/opponent scoring buttons.
- Create soccer game and let the clock run into stoppage time.
- Confirm soccer player minutes continue while players are on field.
- Create lacrosse game and test own/opponent stat buttons.
- Attach video and Set Sync for app-created tags.
- Import Capture Share File and confirm Capture timing.
- Review clips in inline and fullscreen modes.
- Create playlist.
- Build presentation.
- Export report/PDF.
- Export and import Game Share File.
- Run Sync & Recovery manual push/pull if workspace sync is enabled.

### Kaish Capture

- Sign in.
- Confirm Capture access.
- Open Live Capture.
- Confirm Blackmagic preview.
- New session.
- Record.
- Add markers.
- Delete last marker.
- Stop/save/export Capture Share File.



- Open Code Existing Video.
- Load video.
- Tag clips.
- Switch to Live Capture and back.
- Confirm video and unsaved tag state remain.
- Export Capture Share File.
- Export Presentation Share File.

## Share File Round Trip

- Export Capture Share File from Kaish Capture.
- Import into Kaish App.
- Verify tags and timing.
- Export Game Share File from Kaish App.
- Import on another device.
- Verify roster, tags, notes, playlists, and video relink behavior.

## 26. Support

For support, contact:

- Website: <https://kaish.app>
- Email: <mailto:kaishapp@kaish.app>

When asking for help, include product, device and operating system, workspace name, sport, game name/date, issue area, and any visible error message.