

Clarity Live is the screen you put up at training. It shows your players on a pitch, and each player's phone connects to the session by scanning a QR code — so when a player taps, their marker moves in real time. Use it to walk a play through live, freeze a moment to coach it, and reset to run it again.

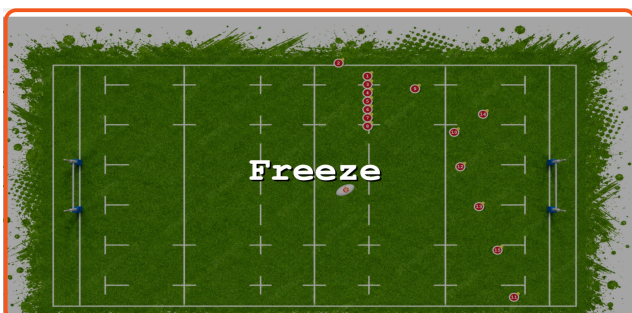


The live screen: the orange **LIVE CODE** (top) is your session code · nav buttons top-right · the control row sets pitch, colour, group, marker size and speed · drag a player or the ball, double-click a player to attach the ball.

The controls

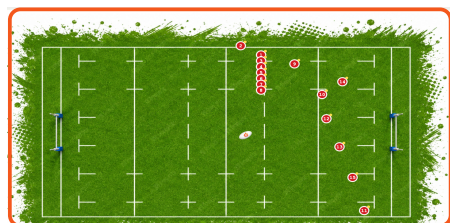
LIVE CODE	Your session ID (e.g. JZRD). Players' QR links carry this code so they join the right session.	Pitch view	Full Pitch · Half Pitch · Lineout — switch the playing area shown.
QR Codes	Opens the grid of player QR codes to scan and connect devices.	Colour	Red · White · Black · Blue — the kit colour of your players.
Set Piece	Pick the starting structure / set piece for the picture.	Group	All Players · Forwards · Backs — show everyone or isolate a unit.
Freeze	Pause everyone in place to talk through the moment.	Marker size	Standard · Small — size of the numbered player discs.
Reset	Send players back to their start positions.	Speed	Playback speed of movement (e.g. 0.4x for slow, teaching pace).

Freeze a moment

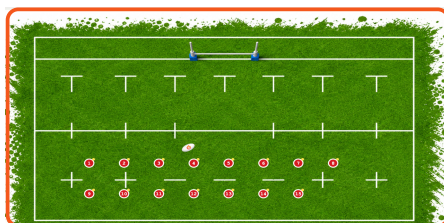


Tap **Freeze** to lock the whole picture and a big “Freeze” appears over the pitch — perfect for stopping mid-movement to coach spacing, depth or decisions. Tap it again to release, or **Reset** to return everyone to the start and run it back.

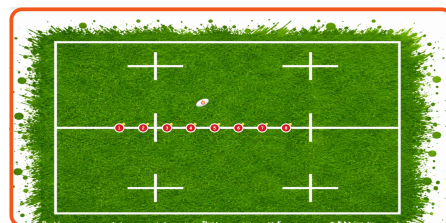
Pitch views



FULL PITCH



HALF PITCH



LINEOUT

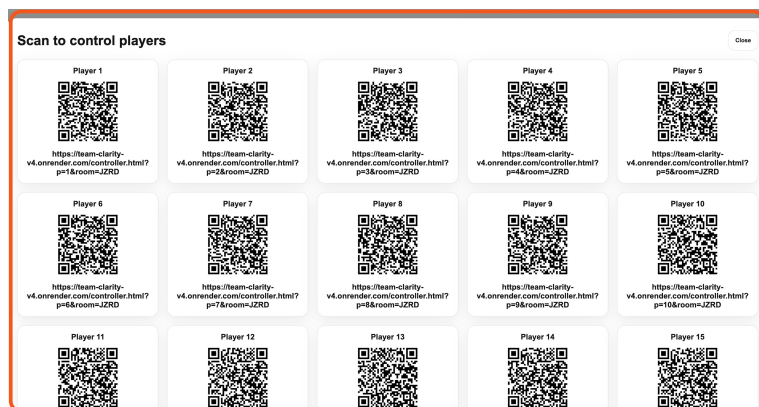
Run a session — step by step

1. Open **Clarity Live** from the home screen.
2. Choose your **Pitch view** and a **Set Piece**, then set **Colour**, **Group** and **Speed**.
3. Tap **QR Codes** and have each player scan their number — watch for **Connected** on their phone.
4. Run the movement; players move their own markers from their phones in real time.
5. Use **Freeze** to stop and coach a moment, then **Reset** to run it again.

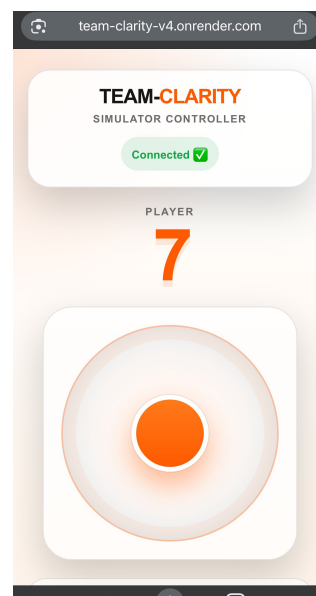
Keep an eye on the orange **LIVE CODE** — every player QR carries it, so it's how you confirm everyone is in the same session. A connected live session is the part covered by the subscription.

Connecting players (QR to phone)

Each player gets their own QR code. Scanning it opens that player's controller on their phone and links it to the live session — the green **Connected** badge confirms it. The big orange button is how the player moves their marker on the coach's screen.



QR Codes screen — one code per player (1–15).



Player phone, connected.