

USER MANUAL

Keyscene

User Manual

Keyscene is a basketball video analysis app. Tag plays with buttons as you watch a game, review them on a timeline, count them in a tally and play back just the scenes you want. This manual walks new users through everything, from installing the app to using every feature.

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Requires macOS 13 (Ventura) or later · Apple silicon or Intel

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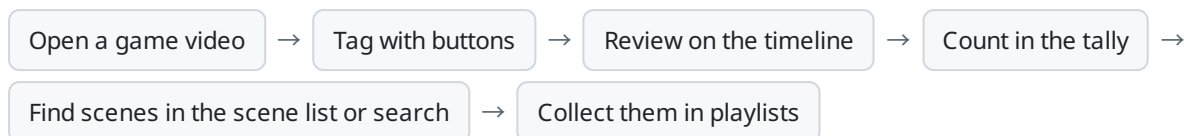
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1. What Keyscene Does

With Keyscene you watch a game recording and press buttons such as “OFF” (offense), “3P_Make” or “#4” to tag plays. You then use those tags to review and count what happened. You can play back any tagged scene on its own at any time.



- **Tag:** Tag with buttons or the keyboard while the video plays (or while it is paused). The video position at the moment you press is recorded.
- **Review:** Tags line up as bars on the timeline. Click a bar to play just that scene in a separate window (the video you are tagging doesn’t move).
- **Count:** The tally counts combinations such as “how many OFF scenes have 3P_Make”. Click a number to play those scenes one after another.
- **Analyze across games:** Use the scene list and search to gather matching scenes from several games, and collect them in playlists.
- **Export:** Export scenes or playlists as video files (as one video or one file per scene, with or without text on screen). You can also export tags as CSV and open them in Excel or Numbers.

Requirements

Mac	macOS 13 (Ventura) or later, on Apple silicon or Intel.
Video	mp4 (H.264) is recommended. mov and HEVC (such as iPhone video) also work as they are. Video that can’t be used as it is, such as mts, avi or mkv, can be converted to mp4 when you create a game. One game uses one video file (video split into halves or quarters can be joined into one when you create the game).
Internet	Not used, and no account is needed. Everything is saved on your Mac and never sent anywhere.

Words to Know

Word	Meaning
Project	The file that stores one game’s tags (name .bbproj.json). Each project is linked to one video.
Code	Something you tag, such as OFF, DEF or #4. Each code is one row on the timeline.
Scene	One tagged span of a code (from start to end). One bar on the timeline.
Label	A marker you add to scenes, such as 3P_Make, PnR or Turnover.
Label group	A category of labels, such as Shot, Shot Type or Event. A label group allows either only one label per scene or several.

Record panel	The window with your tagging buttons. It has record buttons and label buttons.
One-at-a-time group	Record buttons of which only one can be recording at a time, such as OFF and DEF (pressing DEF while OFF is recording ends OFF and starts DEF).
Time before / after	Seconds added before / after the moment you press. With 3 seconds of time before, recording starts 3 seconds before your press.
Template	A saved record panel setup (codes, labels and button layout). You choose one when you create a game.

2. Installing and Opening the App

Installing

- 1 Choose Apple menu > About This Mac and check that you have macOS 13 (Ventura) or later.
- 2 Double-click the .dmg file you received to open it.
- 3 Drag **Keyscene** to the Applications folder.
- 4 Open the app from the Applications folder (the first time, see below).

Opening the App the First Time

The release version (notarized by Apple) opens with a double-click. Only if you received an unsigned preview do you need to tell your Mac once that it is safe to open. After that it opens normally.

macOS 15 or later	Double-click the app and click Done when a warning appears. Then open System Settings > Privacy & Security, click Open Anyway near the bottom, enter your password and click Open.
macOS 13 or 14	Control-click the app, choose Open from the menu, and click Open again when asked.

If you see "is damaged and can't be opened"

Open Terminal (Applications > Utilities), type the following line, press return, and then open the app again.

```
xattr -cr "/Applications/Keyscene.app"
```

Updating to a New Version

Drag the app from the new .dmg to the Applications folder and replace the old one. Your games, templates, settings and playlists stay as they are.

To see which version you have, choose the first item in the app menu (Keyscene, at the top left of the screen), About Keyscene.

3. Creating Your First Game

When the app opens, you see the start window with **New...** () , **Open...** () and **Recent Projects** (up to 10). Click a recent project to open it, or click “x” to remove it from the list (the file isn’t deleted).

The first time you open the app (when there are no recent projects), **Getting Started** appears and walks you through four steps, from creating a game to reviewing it. When there are recent projects, click **Getting Started** at the bottom of the start window to show it. Click **Open the Manual**, or choose **Help → Manual (PDF)** in the menu bar, to open this manual. To read the licenses of the open source software in the app, choose **Help → Open Source Licenses**.

Creating a Game (Project)

- 1 Click **New...**
 - 2 Under **1. Video**, click **Choose Video...** and choose the game video. Its file name, length, fps (frames per second) and size appear.
 - 3 Under **2. Name**, enter a name for the game (the video’s file name at first, for example 2026-10-07 vs Blue Hawks).
 - 4 Under **3. Template**, choose a template.
 - Saved templates: templates you saved yourself or imported from someone else (chapter 7). If there are any, the first one is selected.
 - **Basic (Basketball)**: a template with OFF / DEF record buttons and Shot, Event and Play Type labels (chapter 6), so you can start tagging right away. It’s selected when you have no saved templates.
 - **Blank**: start with a record panel that has no buttons and make your own codes and labels (chapter 6).
- To use a template file (.bbtemplate.json) you received, click **Import Template...** on this screen.
- 5 Click **Create and Save...** and choose where to save (the video’s folder at first). The project is saved right away.
 - 6 If the template has two or more record panels (for example Player analysis and Team analysis), you are asked **Which record panel do you want to use?** Choose one (you can switch later; see chapter 8).

Tip: Keep the video and the project in the same folder

A project remembers where its video is. If you save it in the video’s folder, you can move the whole folder to another place or another Mac and still open it.

Joining Split Videos and Converting to mp4

Under **1. Video** you can also do the following. The original videos are never changed.

When	What to do
------	------------

The game is split into several files	Click Join Several Videos... and choose all the files. They are sorted oldest recording first (1Q → 2Q → 3Q → 4Q), using the recording date stored in the video, or the file date if there is none (shown under each file). Use ↑ / ↓ to reorder, × to remove, and + Add Videos... to add more. Click Join and Save... and choose where to save; the files become one mp4, which is used as this game's video.
Not mp4 or mov, or can't be played	When you choose the video with Choose Video... , the reason is shown. Click Convert to mp4... to convert and use it (mts, m2ts, avi, mkv, mpg, wmv, webm and more).

- Video from the same camera (same size, fps and format) is joined without re-encoding, so it is fast. Video in different formats is converted to the size of the first video, which takes longer (you are asked before it starts).
- While converting, the progress (%) is shown. Click **Cancel** to stop (the unfinished file is deleted).
- Only one conversion or export runs at a time.

The Windows

When a game is open, you work in three windows. Move and resize them freely (you can spread them over two displays). Their positions and sizes are remembered.

Window	Contents
Video (⌘1)	The game name and save status, the video and playback controls (chapter 4).
Timeline (⌘2)	The tag bars, with details of the selected scene on the right (chapter 9).
Record Panel (⌘3)	The Record tab with your buttons (chapter 5) and the Tally tab (chapter 10). The Edit button is at the top right (chapter 7). With two or more record panels, their tabs appear below (chapter 8).

- You can close the timeline and the record panel. Reopen them from the Window menu or with ⌘2 / ⌘3.
- Window > **Reset Window Layout** puts the windows back where they started.
- Turn off View > **Separate Windows** to show everything in one window (video at the top left, Record / Tally at the top right, timeline at the bottom).
- Keys work whichever window is in front. Short messages about what happened appear at the bottom of the window.

Opening and Closing a Saved Game

- Open: use **Recent Projects** in the start window, or File > **Open...** (⌘O). One game can be open at a time.
- Close: File > **Close Project** (⌘W) returns to the start window. The game is saved first.
- Tags are saved automatically, so you don't need to save (chapter 17).

4. Watching Video (the Player)

Below the video are a position slider and playback buttons.

Button or display	What it does
-5s / +5s	Back / forward 5 seconds.
Frame back / forward	Pause and move one frame back / forward.
Play / Pause	Switches between playing and paused.
Speaker	Mute / unmute. A × appears while muted. Mute stays on the next time you open the app.
Time	Current position / video length (hours:minutes:seconds.frames).
Speed	0.25× to 4×. It goes back to 1× when you close the game.
fps	Frames per second. Auto (read from the video) at first. Choose the right value only if frame stepping is off.

Keyboard (Default Keys)

Key	Action
	Play / pause
 / 	Rewind / fast forward at 4× while held. When you let go, the video returns to what it was doing (playing or paused).
 / 	Back / forward 1 frame (hold to keep stepping)
 / 	Faster / slower
None (you can set them)	Mute, back / forward 5 seconds

You can change these keys in Settings (; chapter 16). Keys work whatever input source is selected.

About rewinding

Because of how video works, rewinding jumps back in small steps, so it looks less smooth than fast forward.

Video that can't be played

If the format isn't supported, a message appears where the video would be and the controls can't be used. Convert the video to mp4 (H.264) first.

5. Tagging Plays

You tag on the **Record** tab of the record panel. Click a button or press the key assigned to it. You can tag while the video plays or while it is paused. The time recorded is **the video position at the moment you press**.

Record Buttons (Tagging Scenes)

Pressing a record button creates a scene in that code's row. There are two ways a record button works.

Press	How it works
Toggle	The first press starts recording and the second press stops it. A recording button shows a blinking mark. For example, press OFF, then press OFF again when the possession ends.
One-shot	One press creates a scene of a fixed length (set by time before and time after).

- **Time before:** how many seconds before your press the scene starts. The play has usually started by the time you press, so you can start a little earlier (for example 3 seconds for OFF / DEF; chapter 6).
- **Time after:** how many seconds after your press the scene continues (used when a toggle stops, or when a one-shot is created).
- **One-at-a-time group:** only one button in the group can be recording. Pressing DEF while OFF is recording stops OFF and starts DEF. The boundary is set by DEF's time before (3 seconds before the press), and the two scenes meet with no gap.
- Pressing a recording button again stops it.
- Scenes never extend before the start or past the end of the video. A scene with no length isn't created.

Label Buttons (Marking Scenes)

Pressing a label button adds that label to scenes, as follows.

1. If scenes are recording, the label goes on **every recording scene** (pressing 3P_Make while OFF is recording adds it to that OFF).
 2. If nothing is recording, it goes on **the last scene you created**.
 3. If there is no scene to add it to, nothing happens and the reason appears at the bottom.
- A label group that allows **only one** label (such as Shot Type) keeps one label per scene. Pressing another label replaces it.
 - A label group that allows **several** labels (such as Shot or Event) keeps adding the labels you press. The same label is added only once.
 - To remove a label, press  (undo) or use the details on the timeline (chapter 9).

Continuous Labels

A continuous label is added automatically to every scene you create while it is on (for example 1st to 4th quarter). Each press turns it on or off; the button is filled while it is on and has a dashed border while it is off.

Make one by turning on “Continuous label” in the label button’s settings in edit mode (chapter 7).

Example (the team analysis from chapter 6)

OFF (starts 3 seconds earlier) → **PnR** (added to OFF) → **3P_Miss** → **OR** → **2pt_Make** → **Assist** → **#4** (all added to OFF) → **DEF** (ends OFF and starts DEF 3 seconds earlier) → **Steal** (added to DEF) → **OFF** (ends DEF and starts OFF 3 seconds earlier) ...

Tips

- A button flashes when pressed. Its key is shown at the top right of the button.
- Made a mistake? Press  to undo, whether it was a label or a scene.
- You can keep tagging with keys while the Tally tab is showing.
- When tagging isn’t possible (for example while the video loads), the reason appears at the bottom.

6. Setting Up a Record Panel (Basic Template or Blank)

You decide the **codes** (what you tag) and **labels** (markers you add to scenes) for your team and purpose. Start from the built-in **Basic (Basketball)** template and adjust it, or build your own from Blank. Save them as a template once, and from the next game on you just choose it.

The Basic Template

Choose **Basic (Basketball)** when you create a game to start with a record panel that has these buttons. There are no player buttons (every team is different; see “Example: Tagging by Player” below), and no keys are assigned, so assign keys to the buttons you use most (chapter 7).

Kind	Buttons
Record buttons	OFF, DEF (Toggle, 3 seconds of time before, both in the one-at-a-time group “Possession”)
Shot (multiple)	2P Make, 2P Miss, 3P Make, 3P Miss, FT Make, FT Miss
Event (multiple)	OREB, DREB, Assist, Turnover, Steal, Block, Foul, Timeout
Play Type (single)	Transition, Pick & Roll, Isolation, Post-up, Spot-up, Cut, Off Screen

Rename, add or remove buttons in Edit mode (chapter 7). Once it fits your team, save it as a template.

Building from Blank

- 1 A game created with the Blank template shows “There are no buttons.” in the record panel. Click **Start Editing** (or **Edit** at the top right, or ).
- 2 Click + **Code** to make a record button, and rename it in the settings below (for example OFF). Make as many as you need (for example DEF).
- 3 Put codes that are never recorded at the same time, such as offense and defense, in the same one-at-a-time group (in the settings, One-at-a-time group > **New Group...**).
- 4 Click + **Label** to make a label button, and set its label name and label group (for example 3P_Make and 3P_Miss in a Shot group).
- 5 Assign keys to the buttons you use most (chapter 7).
- 6 Click **Done** () and start tagging.
- 7 In edit mode, choose **Template ▼ > Save as Template....** From the next new game on, that template is selected first.

Example: Basketball Team Analysis

Offense and defense (possessions) are codes, and shots and play types are labels.

Code	Press	Time before	Time after	One-at-a-time group
OFF (our offense)	Toggle	3 s	0 s	Possession
DEF (our defense)	Toggle	3 s	0 s	Possession

Label group	Labels per scene	Example labels
Shot	Several	2pt_Make, 2pt_Miss, 3P_Make, 3P_Miss, FT_Make, FT_Miss
Shot Type	Only one	Post, Trans, PnR, Iso
Event	Several	OR, DR, Assist, Turnover, Steal, Block
Player	Several	#4, #5, #7 ... (numbers or names)

- 3 seconds of time before: the possession has usually started when you press, so recording starts a little earlier.
- With OFF and DEF in the same one-at-a-time group, pressing DEF while OFF is recording ends OFF and starts DEF.
- Shot allows several labels because one possession can have several shots (3P_Miss → OR → 2pt_Make). Shot Type allows only one because a possession has one type.

Example: Tagging by Player (Player Analysis)

Once you have a Player label group, choose **Record Panel ▼ > Make Record Panel from Label Group...** in edit mode to make a record panel with one code per player in one step (chapter 8). Pressing another player ends the previous player’s scene and switches.

Tip: When you receive your team's template

When someone sends you a template file (.bbtemplate.json), click **Import Template...** on the New Project screen. The imported template is selected, and you can start tagging right away.

7. Customizing the Record Panel (Edit Mode)

Click **Edit** at the top right of the record panel (or press ) to enter edit mode, where you add, move and assign keys to buttons. Click **Done** () when you finish. **Nothing is tagged in edit mode.** Every edit can be undone with .

Adding, Moving and Deleting Buttons

- **+ Code:** makes a new code ("New code") and its button. If there are codes without a button (added on the timeline), you can also make a button for one of them.
- **+ Label:** makes a new label ("New label") and its button, in the same label group as the selected label button.
- Click to select and drag to move. Drag the bottom-right corner to resize (sizes snap to an 8 px grid). Click an empty spot or press  to deselect.
- Delete the selected button with **Delete This Button** in the settings, or with . Deleting a record button keeps the code and its scenes if it has any. Deleting a label button keeps the label.

Selecting and Moving Several Buttons

- -click or -click a button to add it to or remove it from the selection.
- Drag from an empty spot to select every button the rectangle touches (hold  or  to add to the current selection).
- The first button you select is the base (shown with a thick border). When you make sizes the same, they match the base.
- Drag any selected button to move them all. Press  to delete them all. One  undoes either.

Making Buttons the Same Size

To do this	Do this
Set an exact size	Select buttons, enter the width and height (px) under Size in the settings, and press  . With several buttons selected, they all get that size.
Match the same kind	Select one button and click Make all record buttons this size (for a record button) or Make all "Shot" buttons this size (for a label button; buttons in the same label group).
Match selected buttons	Select several buttons and click Make Same Size . They all get the base button's size.

- Sizes snap to an 8 px grid (24–960 px). Positions don't change, so if a larger button overlaps its neighbor, drag the buttons apart.
- When the selected buttons have different sizes, the width and height fields are empty and show "Mixed".

Button Settings

Select a button and its settings appear below the record panel. Text such as names is applied when you press or leave the field.

Button	Settings
Record button	Name (the code name), color, size, how the button works (toggle / one-shot), time before, time after, one-at-a-time group (make one with New Group...), key, delete
Label button	Label name, label group (make one with New Label Group... , choosing a name and only one / several), labels per scene for that group, color, size, continuous label, key, delete

- Time before and time after can be 0 to 120 seconds. A note such as "Recording starts 3 s before the press" appears under the field.
- A one-shot button leaves its one-at-a-time group (only toggle buttons can be in one).
- While a record button is recording, you can't change how it works or delete it. Stop recording first.
- You can't make two codes with the same name, two labels with the same name in one label group, or two label groups with the same name.

Assigning Keys to Buttons

- 1 Select a button and click **Set Key** next to Key in the settings.
 - 2 Press the key to assign. You can combine it with (shift), (control) and (option), for example , , or .
 - 3 Press to cancel, or to remove the key.
- Keys with can't be used (the menus use them). Nor can , and the playback keys (, the arrow keys, , and by default). If you move a playback key to another key, the freed key can be used (chapter 16).
 - Within one record panel, each key can be used only once. If a key can't be assigned, the reason is shown.
 - **Remove All Keys** in edit mode removes the keys from every button in this record panel at once (to undo).
 - Combinations macOS uses itself, such as ^Space (switching input sources), never reach the app and can't be used.

Saving as a Template and Sharing

Save your record panel from **Template ▼** in edit mode to reuse it in other games. A template contains codes, labels, the button layout and keys, but no scenes.

Menu item	What it does
-----------	--------------

Save as Template...	Saves it with a name. You can then choose it when you create a game.
Export to File...	Saves the template as a file (to give to someone or use on another Mac).
Import Template...	Adds a template file you received. You can then choose it when you create a game.

To give someone just one record panel, or to add a record panel to the current game, use export and import in **Record Panel ▼** (chapter 8).

Tip: Use one template for all your games

Counting and searching across games match codes and labels by name. Games made from the same template always have matching names. Changing a template doesn't change existing games.

8. Using Several Record Panels

A game can have several record panels. For example, use “Team analysis” (OFF / DEF as codes) and “Player analysis” (players as codes) to tag the same game from the team's and the players' points of view.

Choosing and Switching

- When you open a game with two or more record panels, you first see **Which record panel do you want to use?** Choose one to start working.
- After that, click the tabs above the record panel (one per record panel) to switch at any time. If they don't fit, scroll the tabs sideways.
- Only the selected record panel is shown, and **only its keys work**. So you can use the same key for different buttons in different record panels.
- The timeline and the tally show only the rows of the selected record panel's codes (the other rows are hidden, and their scenes stay in the same game).
- The scene list, search, playlists and CSV include all of the game's scenes, whichever record panel they were tagged with.
- Codes and labels are shared within a game. You can add the same label from buttons in any record panel.

Adding and Managing Record Panels

Use **Record Panel ▼** in edit mode. A new record panel is selected right away. Everything can be undone with .

Menu item	What it does
New Record Panel...	Makes an empty record panel with a name.
Duplicate “name”...	Copies the current record panel's buttons, with their layout and keys.
Export “name”...	Saves only the current record panel to a file, to give to someone (see “Giving Someone One Record Panel” below).

Import Record Panel...	Adds the record panels in a file you received to the current game.
Make Record Panel from Label Group...	Makes a record panel whose codes have the same names as the labels in the chosen label group (for example Player), as toggles with 3 seconds of time before, only one recording at a time. Below them, the current record panel's other label buttons are copied with the same layout and keys.
Rename...	Renames the record panel (names must be unique within a game).
Delete "name"...	Deletes it after asking. You can't delete the only record panel, or one with a code recording. Scenes and labels are not deleted.

Giving Someone One Record Panel

A template (chapter 7) contains all of a game's record panels. When you want to give someone just one, for example "Player analysis", you can save that record panel alone to a file.

1. **The person giving it:** select the record panel's tab, then choose **Record Panel ▼ > Export "name"...** in edit mode and save. The file (name.bbtemplate.json) contains only that record panel and the codes and labels its buttons use (no scenes).
 2. **The person receiving it:** open the game to add it to, then choose **Record Panel ▼ > Import Record Panel...** in edit mode and pick the file. The record panel is added as a tab and selected (undo with ).
- If the game already has a code or label with the same name (for labels, the same name in the same label group), that one is used instead of making a new one. Only the missing ones are added. Because the names match, the tally and search across games keep working.
 - If a record panel with the same name exists, a number such as "2" is added to the name. The buttons' layout, keys and press settings stay as they were exported.
 - The exported file has the same format as a template. Import it with **Import Template...** on the New Project screen to start new games from that record panel.

9. The Timeline

Tagged scenes appear as colored bars, one row per code. A recording scene is shown as a bar that grows up to the playhead. When a bar is long enough, its labels appear inside it.

Changing the View

Action	How
Zoom	Scroll while holding  , pinch on a trackpad, or use the buttons at the top right (–, +, Fit). Zooms around the time under the pointer.
Scroll time	Scroll while holding  , or scroll sideways on a trackpad.
Scroll rows	Scroll normally.
Move the playhead	Click the ruler at the top (jump there), or drag it (watch as you move).
Follow	When checked, the view turns the page automatically as the playhead nears the right edge.

Playing and Selecting Scenes

- **Click a bar** to select the scene and play it from start to end in the Scene Player window (chapter 13), where it stops. The video you are tagging stays where it is, so you can look back in the middle of tagging. The scene's details appear on the right; click ► **Play** to watch it again. A recording bar plays from its start to the current position.
- **Click a row name** (for example OFF) to select the row. Click it again or press  to deselect.
-  / : go to the start of the next / previous scene in the selected row and keep playing from there (all rows if none is selected).  in the middle of a scene goes to its start; near the start it goes to the previous scene.
- : deletes the selected scene. : deselects and stops playing the scene.

Adjusting a Scene's Time

- Drag the left or right edge of a bar to change its start or end (the pointer changes where you can grab).
- You can also enter seconds in the details. **Now** enters the current playback position.

Details

The selected scene's details: code name, start and end, length, labels (add, remove, **New Label...**), note (saved when you leave the field), date created, and Play and Delete buttons.

Managing Code Rows

To	Do this
----	---------

Add	Click + Add Code and type a name.
Rename	Double-click the name. Press return to confirm or Esc to cancel.
Change color	Click the color square to the left of the name.
Reorder	Drag the row name.
Delete	Click the “x” that appears when you point at the row name. Its scenes are deleted too, so you are asked first (⌘Z to undo). For a row with a record button, delete the button first.

The number to the right of each row name is the number of scenes in that row.

10. The Tally (Counting Scenes)

The **Tally** tab of the record panel shows how many scenes have each combination of code and label. It updates as soon as you tag or delete.

- **Rows** are codes (in timeline order), and **columns** are the labels of each label group plus “(None)”. The right column is the row total.
- Each number is how many of that code’s scenes have that label. “(None)” counts the scenes with no label from that label group.
- Recording scenes aren’t counted.

Click a Number to Watch Those Scenes

Click any number of 1 or more to play those scenes one after another in time order. Progress such as “3 / 12 OFF × 3P_Make” appears over the video.

Key or button	What it does
⬅ / ➡	Previous / next scene (➡ on the last scene stops)
Space	Pause / resume
Esc	Stop playing in a row

You can also use the Prev, Next and Stop buttons over the video. Any other playback action, such as seeking or fast forward, stops playing in a row.

11. The Scene List (Scenes Across Games)

Open it with Window > **Scene List** (**⌘4**). It lists scenes from several games, and lets you filter, sort and play them in a row.

Adding Games

- At first it shows the open game's scenes. Click + **Add Games...** to add other games' project files (choose as many as you like).
- Each game's checkbox includes or excludes it, and "x" removes it (the file isn't deleted). Added games stay for next time.
- Scenes of games whose video can't be found are listed but can't be played ("No video" is shown).

Filtering and Sorting

- **Codes:** choose the codes to show (any number; all if none).
- **Labels:** each click cycles include → exclude → any. With two or more included labels, choose **Has all included labels** or **Has any included label**. Scenes with an excluded label are hidden.
- **Note:** shows only scenes whose note contains the text.
- **Clear** removes all filters.
- Click a column header to sort by it (again to reverse). The count looks like "12 of 340 scenes".

Playing, Writing Notes and Adding to Playlists

- Click a row to play that scene in the Scene Player window (chapter 13). ⌘-click or ⌥-click to select several.
- ► **Play All** plays the list in order (controls are the same as for the tally).
- Select one scene to write a note below the list. Notes on other games are saved to that game's file right away.
- **Add to Playlist ▼** adds the selected scenes (or all listed scenes if none is selected) to a playlist (chapter 14).
- **Export to Video ▼** exports the selected scenes (or all listed scenes if none is selected) as video (chapter 15).

Matching across games

In different games, codes with the same name, and labels with the same label group name and label name, are treated as the same.

12. Search

Open it with Edit > **Search...** (⌘F) or Window > **Search** (⌘6). Combine codes and labels to pull out matching scenes across games. The games are the same as in the scene list (adding, removing and checkboxes are shared).

Building a Search

- **Codes:** click to select or deselect. Scenes of **any** selected code match. If none is selected, all codes match.
- **Labels:** each click cycles include → exclude → any.

- Included labels in the same label group are joined with “**or**” (a scene has any of them). A label group with two or more included labels shows an “or / and” switch; choose “and” to require all of them.
- Different label groups are joined with “**and**” (every condition must match).
- Scenes with any excluded label are hidden.
- **Note:** scenes whose note contains the text (not case-sensitive).

The search is shown as an expression.

Example: select OFF, include 3P_Make and 3P_Miss in Shot and #4 in Player, and exclude Turnover in Event to get

OFF and (3P_Make or 3P_Miss) and #4 · excluding Turnover

= “possessions with a 3-point shot involving #4 and no turnover”.

- The count is shown in total and per game, such as “12 scenes (Game A 5 · Game B 7)”.
- The results work the same as the scene list (play, play all, notes, add to playlist, export to video). When playing in a row, the search expression appears over the video.
- The search stays while the game is open, even if you close the window. **Clear** removes it.

13. The Scene Player Window

Scenes you click on the timeline, and scenes you play from the scene list, search and playlists, play in the Scene Player window, separate from the video you tag. Looking back at scenes never moves the video you are tagging.

- It opens the first time you play a scene. You can also open it with Window > **Scene Player** (.
- The game name and scene (code, start, labels) appear at the top, and playback controls at the bottom.
- **It shows only that scene.** The position slider runs from the scene’s start to its end, and the time shows how far into the scene you are and the scene’s length (for a 10-second scene, for example 00:00:03.12 / 00:00:10.00). Seeking, ±5 seconds, frame steps and scanning stay within the scene, and playback stops at its end. Press play at the end to play it again from the start.
- While this window is in front, playback keys control its video. When another window is in front, they control the video you tag.
- Tagging (record buttons, label buttons and their keys) always uses the position of the video you tag.
- Closing the window stops its playback and any scenes playing in a row.

14. Playlists (Collecting Scenes)

Open it with Window > **Playlists** (). Make playlists of scenes from any games (for example “#4 pick and rolls”).

- Click + (New playlist) in the playlist list and enter a name. Double-click a name to rename it, and click “x” to delete it (you are asked first).

- Add scenes with **Add to Playlist ▼** in the scene list or search. Each scene can be in a playlist only once.
- Drag to reorder, and click “x” to remove a scene from the playlist (the scene itself isn’t deleted).
- Click a row to play that scene, or ► **Play in Order** to play from the top (in the Scene Player window).
- **Export to Video ▼** exports the playlist’s scenes from the top as video (chapter 15).
- Playlists are saved automatically. Scenes whose game file can’t be found show a message and are skipped.

15. Exporting Scenes to Video

Export scenes from the scene list, search or a playlist as video files (mp4), for example to show players and staff.

- 1 In the scene list or search, select the scenes to export (all listed scenes if none is selected). For a playlist, select the playlist.
- 2 Open **Export to Video ▼** and choose the output and text.
- 3 Click **Export...** and choose where to save (a file for one video, a folder for one file per scene).
- 4 When it finishes, a message such as “Exported 12 scenes” appears. Click **Show in Finder** to see the files.

Option	Choices
Output	One video: the scenes joined in order into one file. It uses the size of the first scene’s video, so scenes from different games can be in one video. One file per scene: one file per scene, numbered in order, such as “001_game_code_start time.mp4”.
Text	None: video only. Show scene info: shows the game name, code, start time and labels at the top left.

- Your output and text choices are remembered while the app is open.
- Each scene is cut from its start to its end (it is re-encoded to cut exactly, so many scenes take time).
- Scenes whose video can’t be found are skipped, and you are told how many.
- While exporting, the progress (scene number and %) is shown. Click **Cancel** to stop (with one file per scene, finished files are kept).

16. Settings (Language and Keyboard)

Open Settings from the app menu (Keyscene, at the top left of the screen) > **Settings...** () . Here you choose the language and change playback keys such as play, fast forward and frame step. Settings work even when no game is open.

Language

Choose **Same as Mac**, **日本語** (Japanese) or **English**. The menus, every window and messages switch right away.

- **Same as Mac** is the default. If your Mac's language (the top language in System Settings > General > Language & Region) is Japanese, the app is in Japanese; otherwise it is in English. The current language is shown next to it.
- CSV column names use the language at the time you export.
- Names you created (codes, labels, record panels, playlists and so on) don't change. Games and templates made in either language open in the other.
- Parts shown by macOS, such as the window for choosing files, stay in your Mac's language.

Keyboard

- 1 Click **Set Key** next to the action you want to change.
 - 2 Press the key to assign (combinations with ,  and  work). Press  to cancel, or  to remove the key (it becomes "None").
- **Reset** returns one action to its default key, and **Reset All to Defaults** returns all of them.
 - Keys used by another action or by a button in the open game can't be assigned (the action or button using it is named). Keys with , ,  and the kana / eisu keys can't be used either.
 - Changes are saved right away and apply to all games.
 - If a button key in another game turns out to be the same as a playback key, the playback key wins. That button's key is shown struck through, so change the button's key.

17. Saving, Undo and Backups

Saving

- Changes are **saved automatically** (2 seconds after a change, and at least every 10 seconds while you keep changing things). "Waiting to save..." or "Saved" appears at the top of the video window.
- To save right away, press  . To save with another name or place, choose File > **Save As...** ().
- The game is also saved when you close it or quit the app.
- If saving fails, "Can't save (will retry)" appears and the app tries again 10 seconds later.

Undo and Redo

- Press  to undo and  to redo (up to 500 steps). A message such as “Undone: Delete scene” appears at the bottom.
- Included: tagging, deleting scenes and changing their time, labels, notes, managing rows, and editing record panels.
- Not included: playback position, selection, zoom, turning continuous labels on or off, settings (language and keyboard), playlists, and notes on other games.
- The history is cleared when you close the game.

When the Video Can't Be Found

If you move or rename the video, you are asked to choose it again when you open the game. Choose the same video. If the length or size is different, you are asked to confirm. A video too short for the existing tags can't be used.

Backups

- When saving, if at least 5 minutes have passed since the last backup, the file is kept as a backup before it is overwritten (the latest 10 per game).
- File > **Show Backup Folder** shows the open game's backups in the Finder.
- Backups are ordinary project files, so you can open them with Open.... To restore one, open it and use Save As... to save it in the original place.

Where Data Is Stored

Data	Location
Games (projects)	Where you chose when you created them (name.bbproj.json)
Templates, backups, playlists, settings	The app's data folder: ~/Library/Application Support/Keyscene/ (Hold down the option key while opening the Go menu in the Finder to see Library.)

18. Exporting CSV

Choose File > **Export CSV...** () to save the game's tags as a CSV file. It opens directly in Excel or Numbers.

- Each row is one scene (earliest start first). Recording scenes aren't included. Scenes from every record panel are included.
- Columns: Code, Start (s), End (s), Duration (s), Start and End (h:mm:ss), one column per label group (such as Shot or Player; several labels are separated by “; ”), All labels, Note, Created.

- Label group columns always appear, even with no labels. Games made from the same template have the same columns, so you can combine them.
- Column names use the language selected in Settings (chapter 16).

A. Keyboard Shortcuts

Playback Keys (Defaults; change them with ⌘,))

Key	Action
Space	Play / pause
← / →	Rewind / fast forward (4× while held)
, / .	Back / forward 1 frame
↑ / ↓	Faster / slower
⬅ / ➡	While playing in a row: previous / next scene
Tab / ⬅Tab	Go to the next / previous scene of the selected row and play from there
None	Mute, back / forward 5 seconds (assign keys to use them)

Keys You Can't Change

Key	Action
Esc	Deselect (scene, row, buttons), stop playing a scene or playing in a row
Delete	Delete the selected scene (the selected buttons in edit mode)
⌘Z / ⌘⇧Z	Undo / redo
⌘S / ⌘⇧S	Save / Save As
⌘N / ⌘O / ⌘W	New / Open / Close Project
⌘E	Switch between edit mode and record mode
⌘⇧E	Export CSV
⌘F	Search
⌘1 - ⌘3	Bring the video, timeline or record panel to the front
⌘4 - ⌘7	Open the scene list, playlists, search or scene player
⌘,	Settings (language and keyboard)

Assign button keys freely in the record panel's edit mode (chapter 7).

B. Troubleshooting

Problem	What to do
The app won't open	Follow "Opening the App the First Time" in chapter 2. The app doesn't run on macOS 12 or earlier.
The video won't play	When you choose the video while creating a game, you are offered conversion to mp4 (chapter 3). For an existing game, convert the video while creating a new game, then choose the converted mp4 on the screen that appears when the video can't be found.
Converting or exporting takes a long time	Joining videos in different formats and exporting scenes re-encode the video, which takes time. Watch the progress, and click Cancel to stop.
Button keys don't work	• Keys don't work while you type in a field (such as a name or note). Click outside the field. • Nothing is tagged in edit mode (press  to leave it). • Only the buttons of the selected record panel respond to keys (chapter 8). • A struck-through key is the same as a playback key. Change one of them.
A label goes on the wrong scene	Labels go on every recording scene, or on the last scene created if nothing is recording (chapter 5). Remove a wrong label with  or in the timeline details.
I deleted tags by mistake	Right away, press  . After closing the game, restore a backup (chapter 17).
A row doesn't appear on the timeline	Only the rows of the selected record panel's codes are shown. Choose another record panel with the tabs above the record panel (chapter 8).
I want to continue on another Mac	Keep the project file and the video in the same folder and move the whole folder. Move templates with Export to File... and Import Template... (chapter 7). Settings (language and keyboard) don't move, so set them again on the other Mac.

C. Not Yet Available in This Preview

This is a preview version. The following aren't available yet (they are planned).

- Using the app on Windows
- Adding time before and after scenes, changing volume or choosing the size when exporting
- Drawing on video, shot charts, live tagging during a game
- Creating scenes by dragging on the timeline, moving scenes to another row, selecting several scenes
- Percentages in the tally, and a tally across several games
- Saving searches with a name

If you have feedback or feature requests, please let the developer know.