

LAXGameTrack

User's Guide

May 2012

Version 1.0



VosWorx LLC

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Introduction

Welcome to LAXGameTrack, you're one stop shop for tracking the fast paced action of your favorite lacrosse games from your iPad. This guide will walk you through step by step instructions (with their associated screens) to get you up and recording the details for your favorite game. We'll enough of the intro, on to the details.

The Details

In this section we'll walk you through the major capabilities of the application along with the necessary steps to get you up and recording your first game.

Main Screen



When ever you fire up the app you'll be presented with the main display above. We'll go into the detail of all the buttons and such later in this section. For now, the first thing you need to do is to click the "Teams" button at the bottom center of the screen to take you to the team/game management area of the application. When you click that button you'll get the following screen.

Setup a Team



As this is the first time you've fired up the app you'll see that there aren't any teams yet set up so let's get that done. To add a new team (you can have as many as you'd like), just click the edit button at the top right.



Clicking the edit button will put the team table into edit mode (if there were teams in the list, this is where you could delete them). I tried to keep this same metaphor through the entire application (players, games, stats...) so anytime you need to edit a table, be on the lookout for an edit button in the upper right corner.

Now that you're in edit mode, click on the add button in the upper left corner which will take you to the team page below.

Teams
Team Information

Team Name

Saves: 0	Goals: 0	Groundballs: 0	Takeaways: 0	Face Offs Won: 0	Successful Clears: 0	<input type="button" value="Add"/> <input type="button" value="Edit"/>
Shots: 0	Assists: 0	Penalties: 0	Turnovers: 0	Face Offs Lost: 0	Failed Clears: 0	

No Players Found

No Games Found

Field

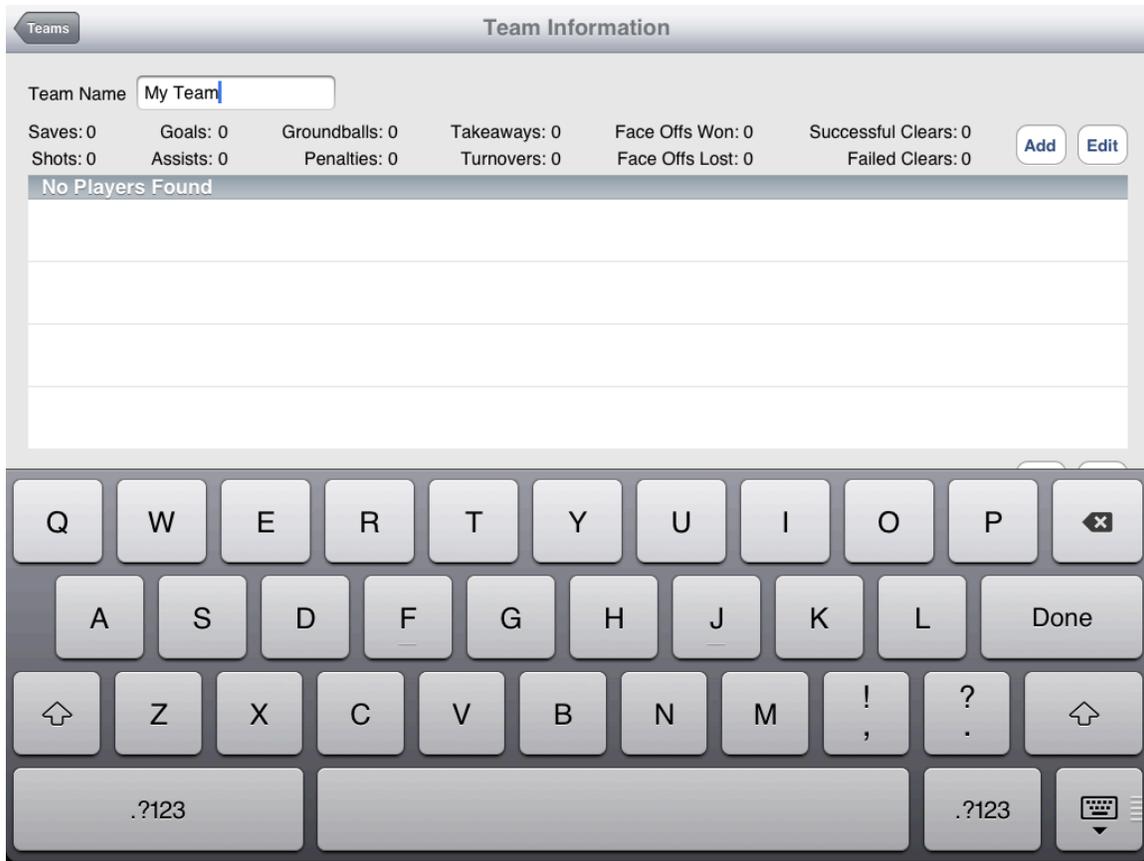
Teams

Settings

This is the main team page (take a moment to familiarize yourself with this page as you'll spend a lot of time in and around this page as you use the app)

From this page you can manage the roster for the team, set of games that the team has (or will) play and see a summary of the teams stats for the games played to date.

As we've just created this team, the first thing to do is to put in a name for the team (see below)

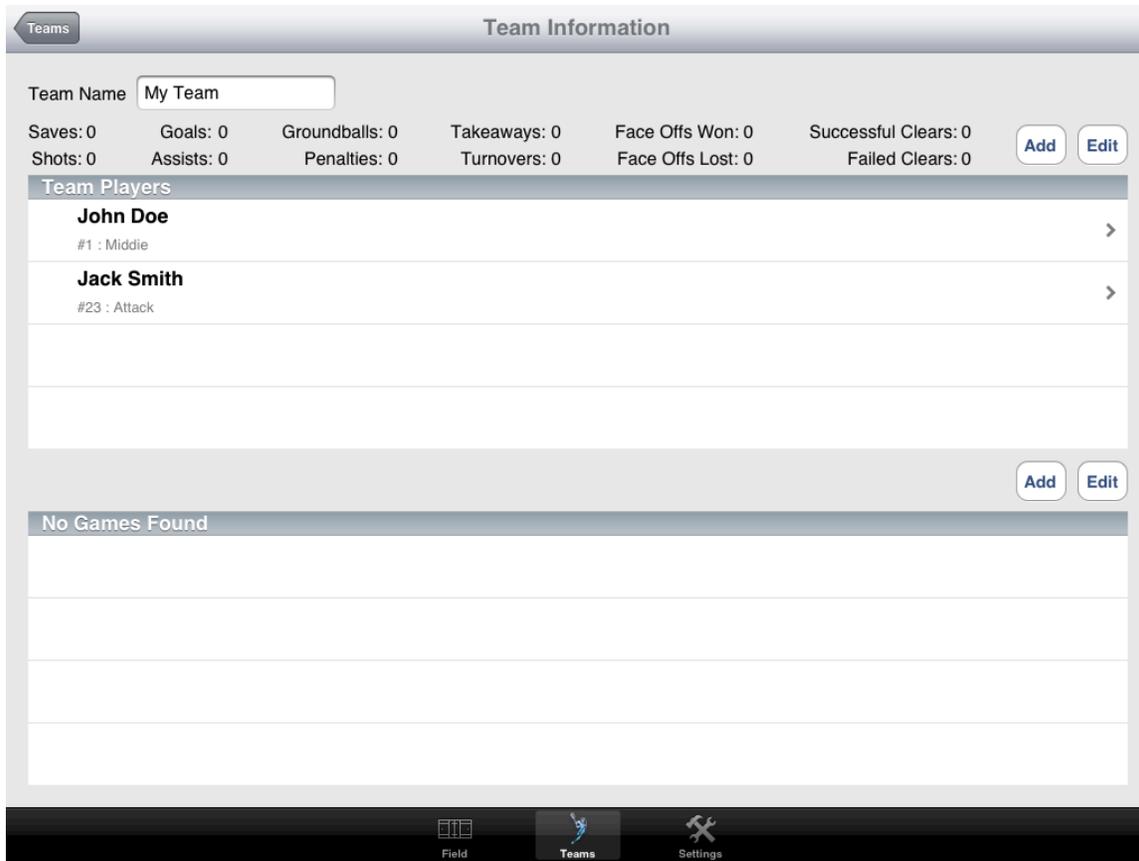


To enter the team name, just tap in the Team Name field at the top of the screen and enter the name you want.

As my kids are in High School, I use names like Varsity and JV but it can be pretty much anything you'd like. If your player is on multiple teams (spring, fall, winter) then you can put all of the different teams into the app so that you can track the various seasons.

Now that the team is setup, the next step is to add a few players to the roster. If you only want to track the stats for your child (and not the team) then just put in a single player (your player) into the roster.

The players you enter here automatically populate the context sensitive menus in the app when you record the stats (more on that later). To add a player, just click on the add button in the upper right corner. That will bring up the player details page below.



Now that you have a couple of players (or a bunch if you're tracking the team) it's time to create a game.

All of the stats that you record are for a player on a team in the context of a game (hopefully that's just like the real world). The last step before you can start using the app is to create a game in which to record some stats for the players on the team.

To create a game, just click the add button in the middle right portion of the screen and it will take you to the game page shown below.

Create a Game

Team Information **Game Details**

Home Team Name: My Team Opponent Team Name:

Home Team Game Stats [Game Details](#)

Saves: 0	Goals: 0	Groundballs: 0	Takeaways: 0	Face Offs Won: 0	Successful Clears: 0
Shots: 0	Assists: 0	Penalties: 0	Turnovers: 0	Face Offs Lost: 0	Failed Clears: 0

[Add](#) [Edit](#)

Home Team Players

John Doe #1 : Middie	Started Game <input checked="" type="checkbox"/>	>
Jack Smith #23 : Attack	Started Game <input type="checkbox"/>	>

Opponent Team Game Stats

Saves: 0	Goals: 0	Groundballs: 0	Takeaways: 0	Face Offs Won: 0	Successful Clears: 0
Shots: 0	Assists: 0	Penalties: 0	Turnovers: 0	Face Offs Lost: 0	Failed Clears: 0

[Add](#) [Edit](#)

Opponent Team Players

Opponent Player 1 #1 :	Started Game <input checked="" type="checkbox"/>	>
Opponent Player 2 #2 :	Started Game <input type="checkbox"/>	>
Opponent Player 3 #3 :	Started Game <input checked="" type="checkbox"/>	>
Opponent Player 4	Started Game <input type="checkbox"/>	>

[Field](#) [Teams](#) [Settings](#)

When a game is created, the application automatically creates fifty players for the opposing team (trying to save you time entering all the info as more often than not you don't care about entering the roster for the opposing team).

If you really want to update the away team's roster you by all means can (just tap each row of the table and enter in the info you want). In my experience, I really only care about the opponent team's player numbers so the app does that part for free. If that's all you care about then you won't ever need to enter any info into the opponent player list.

One other note, you can create players for your team from this screen as well (so either the team page or the game page). I did this as I find that we often have kids rolling up from JV to Varsity so being able to add players from the game screen can be handy.

Setup the Starters

Team Information **Game Details**

Home Team Name: My Team Opponent Team Name:

Home Team Game Stats [Game Details](#)

Saves: 0	Goals: 0	Groundballs: 0	Takeaways: 0	Face Offs Won: 0	Successful Clears: 0
Shots: 0	Assists: 0	Penalties: 0	Turnovers: 0	Face Offs Lost: 0	Failed Clears: 0

[Add](#) [Edit](#)

Home Team Players

John Doe #1 : Middie	Started Game <input checked="" type="checkbox"/>	>
Jack Smith #23 : Attack	Started Game <input type="checkbox"/>	>

Opponent Team Game Stats

Saves: 0	Goals: 0	Groundballs: 0	Takeaways: 0	Face Offs Won: 0	Successful Clears: 0
Shots: 0	Assists: 0	Penalties: 0	Turnovers: 0	Face Offs Lost: 0	Failed Clears: 0

[Add](#) [Edit](#)

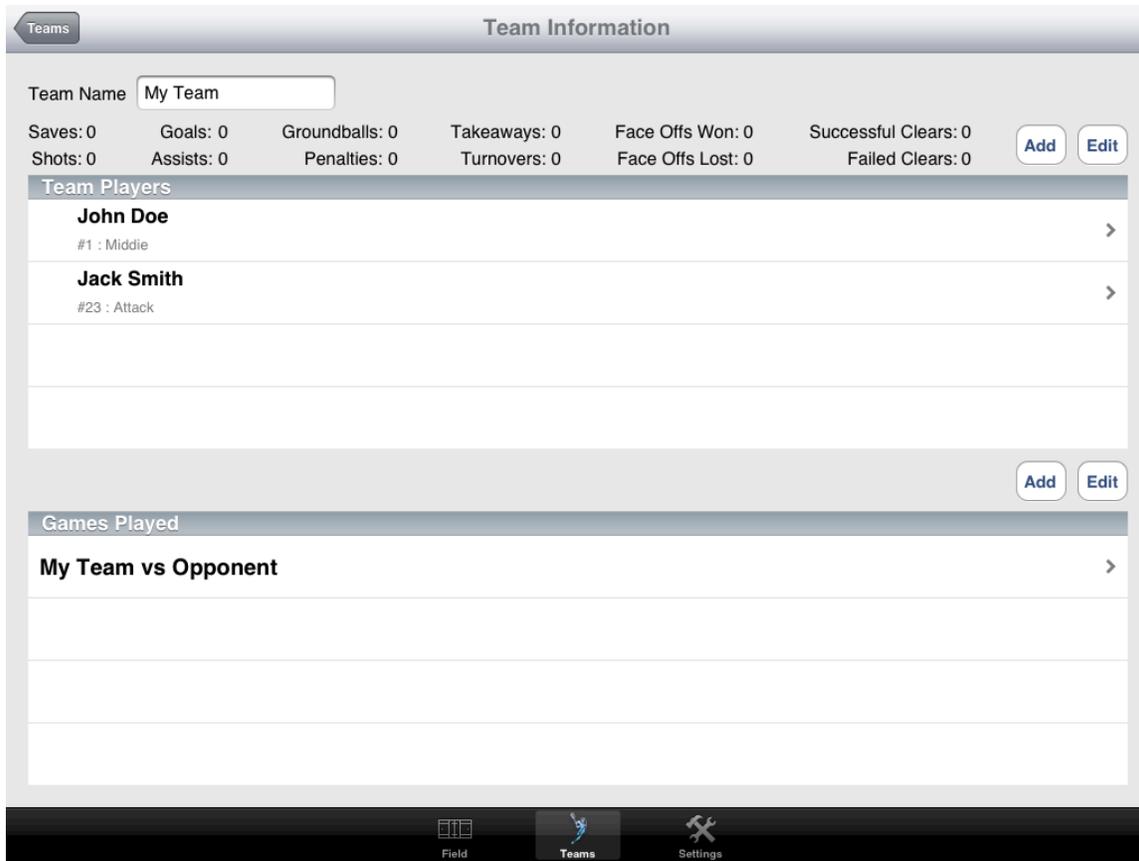
Opponent Team Players

Opponent Player 1 #1 :	Started Game <input checked="" type="checkbox"/>	>
Opponent Player 2 #2 :	Started Game <input type="checkbox"/>	>
Opponent Player 3 #3 :	Started Game <input checked="" type="checkbox"/>	>
Opponent Player 4	Started Game <input type="checkbox"/>	>

[Field](#) [Teams](#) [Settings](#)

Now that you have your players for both teams ready to go, it's time to set the players that started the game. You can do that by simply sliding the toggle shown above to on for each person who started on the two teams.

Once you're done setting that up, you can head back to the team page by clicking on the "Team Information" button at the upper left and you should see the screen below.



Ok, we have a team, the team has a roster and we created a game (you could have done multiples of any of those if you'd wanted to but we're going to keep it simple for now).

At this point you've got everything necessary to get going with the app. Another note though in case you're wondering, all of this information you're entering is automatically saved for you.

The next time you start the app to record stats for a new game, all you'll need to do is create the new game for the team, set the starters and you're ready to go.

That said, let's get on to the main attraction of recording stats for a game. To get back to the main field page, just click on the "Field" button at the bottom left and you'll get the screen below.

Game Screen

The screenshot displays the 'Game Screen' interface, which is used for recording game information. It features a central field view and several statistics panels.

Game: Tap To Select (Left Panel):

Home Team	Opponent Team
Shots:	Shots:
Goals:	Goals:
Assists:	Assists:
Saves:	Saves:
Groundballs:	Groundballs:
Succ. Clears:	Succ. Clears:
Failed Clears:	Failed Clears:

Game: Tap To Select (Middle Panel):

Home Team	Opponent Team
Turnovers:	Turnovers:
Takeaways:	Takeaways:
Penalties:	Penalties:
Faceoffs Won:	Faceoffs Won:
Faceoffs Lost:	Faceoffs Lost:

Time of Possession (Right Panel):

Quarter:
Home Team:
Opponent Team:

HotPlayers (Far Right Panel):

	Home	Opponent
Shots:		
Goals:		
Assists:		
Saves:		
GBalls:		
Clears:		

The central field view shows a green field with white lines. The field is divided into three sections by vertical lines. The left and right sections have a white circle with a vertical bar inside, representing the goal. The center section has a white 'X' in the middle, representing the center line. The field is surrounded by a black border with various icons and buttons. On the left side, there are icons for a person, a clock, and a red circle with a white 'L'. Below these are buttons labeled 1, 2, 3, 4, and OT. On the right side, there are icons for a green circle with a white 'S', a green circle with a white 'G', a red circle with a white 'S', and a red circle with a white 'G'. Below these are buttons labeled 1, 2, 3, 4, and OT. At the bottom, there are three buttons: 'Field', 'Teams', and 'Settings'.

This is the main field page and is where you'll spend your time when recording game information. The first thing you need to do is activate a game to record stats for. To do that, head to the next section.

Activate a Game



To activate a game, single tap the game portlet at the upper left of the portlet screen.

When you tap, you should see the screen above (or some variant depending on what teams you setup). From the list, select the team that you want to activate a game for. In my case I selected the only entry and was presented with the following screen.



On this screen, select the game that you want to activate (in my case I selected the top game.)

The screenshot displays a game management interface with the following components:

- Game: My Team vs Opponent (Left Portlet):**

Home Team	Opponent Team
Shots: 0	Shots: 0
Goals: 0	Goals: 0
Assists: 0	Assists: 0
Saves: 0	Saves: 0
Groundballs: 0	Groundballs: 0
Succ. Clears: 0	Succ. Clears: 0
Failed Clears: 0	Failed Clears: 0
- Game: My Team vs Opponent (Middle Portlet):**

Home Team	Opponent Team
Turnovers: 0	Turnovers: 0
Takeaways: 0	Takeaways: 0
Penalties: 0	Penalties: 0
Faceoffs Won: 0	Faceoffs Won: 0
Faceoffs Lost: 0	Faceoffs Lost: 0
- Time of Possession (Right Portlet):**

Quarter: 1
Home Team: 00:00:00
Opponent Team: 00:00:00
- Hot Players (Far Right Portlet):**

	Home	Opponent
Shots:		
Goals:		
Assists:		
Saves:		
GBalls:		
Clears:		
- Field Diagram (Center):** A green field with white lines, including a center circle with an 'I' and a center 'X'.
- Side Controls (Left and Right):** Vertical panels with buttons for 1, 2, 3, 4, and OT, along with status indicators (S, G).
- Bottom Bar:** Navigation buttons for Field, Teams, and Settings.

At this point you now have an active game to record stats. You can verify that a game is active by checking the title bar of the game portlet. If a game is selected, it will show the two teams that are playing in the selected game. In my case you see above “My Team vs Opponent” as the title of the portlet.

Portlets



Now that we've activated a game, let's spend a few moments giving you the layout of the app. First, across the top you have a list of portlets. The portlets give you specific information (game stats, time of possession, hot players, team roster...) at a glance.

Currently there are two pages of portlets. You just need to swipe in the portlet area to move between the pages.

Moving on to the right button bar (just to the right of the field). Starting from the top, you have the following buttons:

- Undo (currently not shown as no stats have been recorded for the selected game so there isn't anything to undo)
- Show Home Shots on the field (white circle on the field)
- Show Home Goals on the field (blue circle on the field)
- Show Opponent Shots on the field (white triangle on the field)
- Show Opponent Goals on the field (blue triangle on the field)
- Show Shots and Goals for the first quarter
- Show Shots and Goals for the second quarter
- Show Shots and Goals for the third quarter
- Show Shots and Goals for the fourth quarter

- Show Shots and Goals for Overtime

I personally find myself leaving the shots and goals active for both teams but only showing the current quarter's data on the field when I'm doing most of my data entry.

This allows me to see how the team is doing in the current quarter but you can always add the other quarters by just activating those quarter button. Once you enter some shots and goals into the app, spend a little time experimenting to see what works for you.

On the left button bar, starting from the top, you have the following:

- Timer Reminder
 - This provides a visual indicator for the time of possession feature. I've found that in the heat of the game, I forget to hit the timer. To combat this, I added a button to allow you to turn on a visual indicator (a couple of them actually) to remind me to start/stop the timers. If you tap the reminder button, the screen will get a blue tint to it when the timer isn't running (see below)



- It will get a green tint when the home timer is running



- And a red tint when the opponent timer is running.



- In addition, the timers flash every second to try and get your attention. All that said, you don't have to use this feature; it's up to you. If you don't turn this on then everything still works as expected, the screens just don't get the color tint to them.
- Home Team Time of Possession timer
- Opponent Team Time of Possession timer
- First Quarter indicator
- Second Quarter indicator
- Third Quarter indicator
- Fourth Quarter indicator
- Overtime indicator

Unlike the period shots, all of the quarter indicators are mutually exclusive (so as you select a new quarter the previously selected quarter will automatically turn off).

Ok, that's the overview of the field page. Let's move on to recording some stats.

Recording Stats

The screenshot displays a hockey game interface with a central green field and various data panels. At the top, there are four panels: 'Game: My Team vs Opponent' (repeated), 'Time of Possession', and 'Hot Players'. The central field has a white 'X' in the center, representing a faceoff. A context menu is open over the 'X', listing recording options: Faceoff, Shot, Goal, Groundball, Turnover, Clear, and Penalty. The bottom of the screen has navigation icons for 'Field', 'Teams', and 'Settings'. On the left and right sides of the field, there are vertical lists of numbers 1, 2, 3, 4, and OT, along with 'S' and 'G' icons.

Game: My Team vs Opponent		Game: My Team vs Opponent		Time of Possession		Hot Players	
Home Team	Opponent Team	Home Team	Opponent Team	Quarter: 1	Home Team	Opponent	Opponent
Shots: 0	Shots: 0	Turnovers: 0	Turnovers: 0	Home Team: 00:00:00	Shots:		
Goals: 0	Goals: 0	Takeaways: 0	Takeaways: 0	Opponent Team: 00:00:00	Goals:		
Assists: 0	Assists: 0	Penalties: 0	Penalties: 0		Assists:		
Saves: 0	Saves: 0	Faceoffs Won: 0	Faceoffs Won: 0		Saves:		
Groundballs: 0	Groundballs: 0	Faceoffs Lost: 0	Faceoffs Lost: 0		GBalls:		
Succ. Clears: 0	Succ. Clears: 0				Clears:		
Failed Clears: 0	Failed Clears: 0						

To record a stat, you simply need to single or double tap the screen at the point where the stat occurred on the field. A single tap will record the stat for your team (the home team in all cases) and a double tap will record a stat for the opposing team.

Above you can see an example of recording a faceoff for the home team. In this case, I single tapped the screen at the Faceoff X to bring up the context sensitive menu that leads you through recording the desired stat. From this popup, I selected Faceoff to bring up the following screen.



As I only have two players loaded into my roster, the pulldown is populated with the two players I have entered (listed in numerical order). From here, select the player who took the face and it will bring you to the next screen.



On this screen you pick whether they won or lost the face. As the faceoff is against an opponent, the next screen will ask the player who took the face for the opposing team.



If you don't want to record a stat for the opposing team (often this is the case if you are just keeping stats for your team), you can simply tap anywhere outside the popup to bypass the opposing player screens.

Take a moment to play around with the other stats. They all work basically the same way but should be context specific to the stat being recorded. As an example, a clear is against the team not a player so it won't ask about the player for that stat. Likewise, a goal automatically records a shot, optionally lets you enter an assist and records no save by the goalie (I'm really trying to cut down on the key strokes/taps to record a stat as the game is tough enough already to keep up with).

Undo a Stat (or a number of them...)



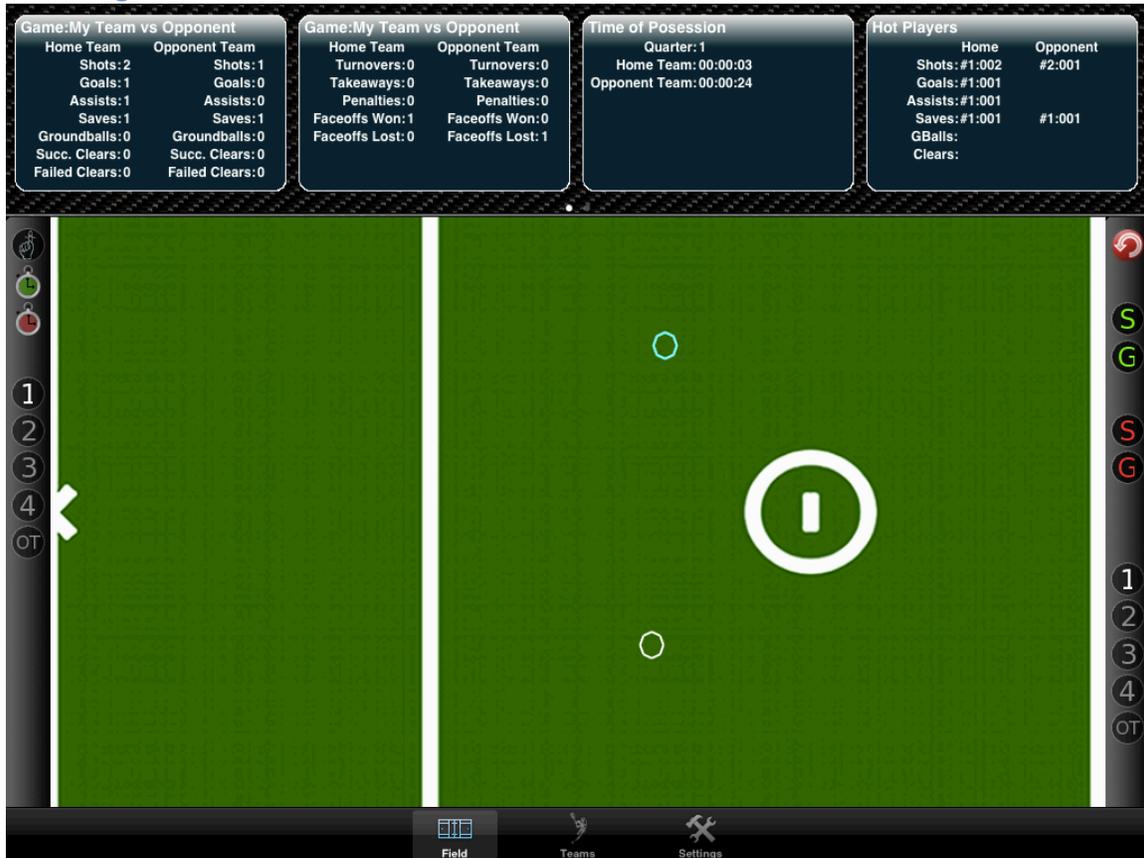
In the heat of the moment it's easy to get a stat wrong (wrong player, wrong penalty duration, wrong location for a shot...)

To let you easily deal with mistakes, the application keeps a list of all stats that you have entered since starting the application for the current session. To undo an errant stat, simply click on the undo button in the upper right corner of the button bar just below the portlets. This will bring up the list of the ten most recent stats (assuming there are ten to undo.)

From this list, simply tap the stat you want to undo and the app will automatically clear that stat from the database. If you have multiple to undo, just click the undo button again to bring up the stat list and select the other stat to remove.

NOTE: If you select to undo something like a goal (where the app has automatically logged a shot for you) the app will remove the corresponding shot for you automatically (so what we do for you for free we try to clean up for you as well if you decide it was the wrong stat to record)

Zooming



There are times when (in a busy game) there are a LOT of shots in front of the net. If the shots overlap too much to clearly see, you can zoom the app by using the familiar two finger spread motion on the field. To return to a full screen, use the opposing two finger pinch.

Game Details

The application provides you with tabular stat information for any game. To access the game detail information, just select the team tab at the bottom to bring up the team page show below.



From here, select the team that you are interested in seeing the game details for.

Teams **Team Information**

Team Name

Saves: 1	Goals: 1	Groundballs: 0	Takeaways: 0	Face Offs Won: 1	Successful Clears: 0	Add	Edit
Shots: 2	Assists: 1	Penalties: 0	Turnovers: 0	Face Offs Lost: 0	Failed Clears: 0		

Team Players

John Doe #1 : Middle	>
Jack Smith #23 : Attack	>

[Add](#) [Edit](#)

Games Played

My Team vs Opponent	>
My Team vs Another Opponent	>

[Field](#) [Teams](#) [Settings](#)

On the team page, select the game you are interested in viewing.

Team Information
Game Details

Home Team Name: My Team

Home Team Game Stats

Saves: 0 Goals: 0 Groundballs: 0 Takeaways: 0 Face Offs Won: 0 Successful Clears: 0

Shots: 0 Assists: 0 Penalties: 0 Turnovers: 0 Face Offs Lost: 0 Failed Clears: 0

Opponent Team Name:

Opponent Team Game Stats

Saves: 0 Goals: 0 Groundballs: 0 Takeaways: 0 Face Offs Won: 0 Successful Clears: 0

Shots: 0 Assists: 0 Penalties: 0 Turnovers: 0 Face Offs Lost: 0 Failed Clears: 0

[Game Details](#)

[Add](#) [Edit](#)

Home Team Players

<p>John Doe</p> <p>#1 : Middle</p>	<p>Started Game <input checked="" type="checkbox"/> ON ></p>
<p>Jack Smith</p> <p>#23 : Attack</p>	<p>Started Game <input type="checkbox"/> OFF ></p>

Opponent Team Game Stats

Saves: 0 Goals: 0 Groundballs: 0 Takeaways: 0 Face Offs Won: 0 Successful Clears: 0

Shots: 0 Assists: 0 Penalties: 0 Turnovers: 0 Face Offs Lost: 0 Failed Clears: 0

[Add](#) [Edit](#)

Opponent Team Players

<p>Opponent Player 1</p> <p>#1 :</p>	<p>Started Game <input checked="" type="checkbox"/> ON ></p>
<p>Opponent Player 2</p> <p>#2 :</p>	<p>Started Game <input type="checkbox"/> OFF ></p>
<p>Opponent Player 3</p> <p>#3 :</p>	<p>Started Game <input checked="" type="checkbox"/> ON ></p>
<p>Opponent Player 4</p>	<p>Started Game <input type="checkbox"/> OFF ></p>

Field
Teams
Settings

And finally, on the game you are interested in, select the game details button at the upper right of the page and you should see a screen like below but for our current team/game.

Game Details		Send Mail	
My Team vs Opponent			
Quarter	Home Team	Opponent Team	
1st Quarter			
Time of Possession:	00:03	00:24	
Saves:	01	01	
Shots:	02	01	
Goals:	01	00	
Assists:	01	00	
Groundballs:	00	00	
Successful Clears:	00	00	
Failed Clears:	00	00	
Turnovers:	00	00	
Takeaways:	00	00	
Penalties:	00	00	
PIM:	00	00	
Faceoffs Won:	01	00	
Faceoffs Lost:	00	01	
2nd Quarter			
Time of Possession:	00:00	00:00	
Saves:	00	00	
Shots:	00	00	
Goals:	00	00	
Assists:	00	00	
Groundballs:	00	00	
Successful Clears:	00	00	
Failed Clears:	00	00	
Turnovers:	00	00	
Takeaways:	00	00	
Penalties:	00	00	
PIM:	00	00	
Faceoffs Won:	00	00	
Faceoffs Lost:	00	00	
3rd Quarter			
Time of Possession:	00:00	00:00	
Saves:	00	00	

This page provides both the summary information by quarter for each team in the game as well as the details for each player in context to the selected game (see below for an example of the player information).

Home Team Players

1:John Doe

Started Game: Yes

Qtr	Svs	Shts	Gls	Assts	Gballs	Trnovrs	Tkawys	Pnlts	PIM	FWins	FLoss
GM	01	02	01	01	00	00	00	00	00	00	00
Q1	01	02	01	01	00	00	00	00	00	00	00
Q2	00	00	00	00	00	00	00	00	00	00	00
Q3	00	00	00	00	00	00	00	00	00	00	00
Q4	00	00	00	00	00	00	00	00	00	00	00
OT	00	00	00	00	00	00	00	00	00	00	00

#23:Jack Smith

Started Game: No

Qtr	Svs	Shts	Gls	Assts	Gballs	Trnovrs	Tkawys	Pnlts	PIM	FWins	FLoss
GM	00	00	00	00	00	00	00	00	00	01	00
Q1	00	00	00	00	00	00	00	00	00	01	00
Q2	00	00	00	00	00	00	00	00	00	00	00
Q3	00	00	00	00	00	00	00	00	00	00	00
Q4	00	00	00	00	00	00	00	00	00	00	00
OT	00	00	00	00	00	00	00	00	00	00	00

Opponent Team Players

1:Opponent Player 1

Started Game: Yes

Qtr	Svs	Shts	Gls	Assts	Gballs	Trnovrs	Tkawys	Pnlts	PIM	FWins	FLoss
GM	01	00	00	00	00	00	00	00	00	00	01
Q1	01	00	00	00	00	00	00	00	00	00	01
Q2	00	00	00	00	00	00	00	00	00	00	00
Q3	00	00	00	00	00	00	00	00	00	00	00
Q4	00	00	00	00	00	00	00	00	00	00	00
OT	00	00	00	00	00	00	00	00	00	00	00



Field



Teams

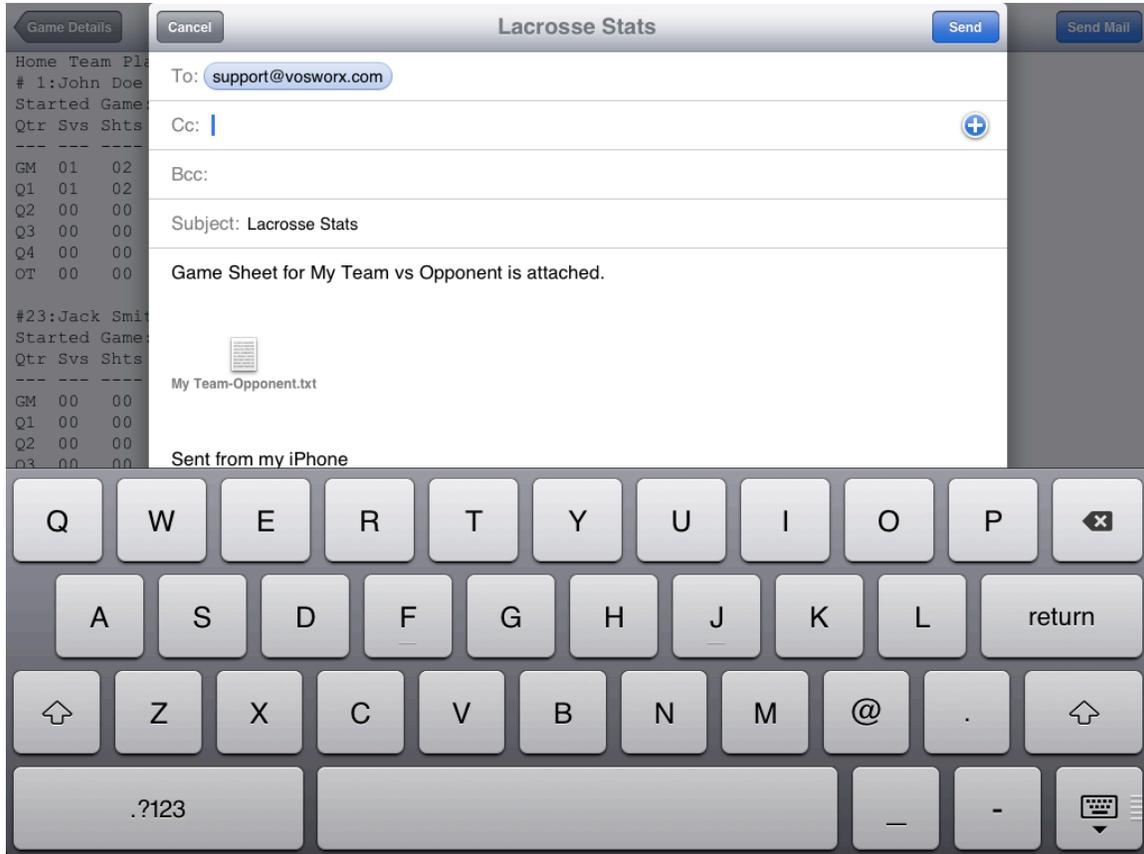


Settings

Emailing Game Details

If you need to send the game information to someone (say a coach or parents), all you need to do is to click the Send Email button at the upper right part of the page.

Once selected, you should see a page like the one shown below. On this page you just need to enter the email addresses of the people you want to receive the game stats. The email they receive have a text attachment that will look just like the data you see on the screen above. Once you have entered the recipients, hit the send button at the upper right.



If everything goes as expected, you'll see a dialog that confirms the sending of the email message. If you do not have network access (or something goes wrong with the receiving email server), you will receive an error dialog that will describe the specific failure.

Home Team Players

1:John Doe

Started Game: Yes

Qtr	Svs	Shts	Gls	Assts	Gballs	Trnovrs	Tkawys	Pnlts	PIM	FWins	FLoss
GM	01	02	01	01	00	00	00	00	00	00	00
Q1	01	02	01	01	00	00	00	00	00	00	00
Q2	00	00	00	00	00	00	00	00	00	00	00
Q3	00	00	00	00	00	00	00	00	00	00	00
Q4	00	00	00	00	00	00	00	00	00	00	00
OT	00	00	00	00	00	00	00	00	00	00	00

#23:Jack Smith

Started Game: No

Qtr	Svs	Shts	Gls	Assts	Gballs	Trnovrs	Tkawys	Pnlts	PIM	FWins	FLoss
GM	00	00	00	00	00	00	00	00	00	01	00
Q1	00	00	00	00	00	00	00	00	00	00	00
Q2	00	00	00	00	00	00	00	00	00	00	00
Q3	00	00	00	00	00	00	00	00	00	00	00
Q4	00	00	00	00	00	00	00	00	00	00	00
OT	00	00	00	00	00	00	00	00	00	00	00

Sent
Email successfully sent
OK

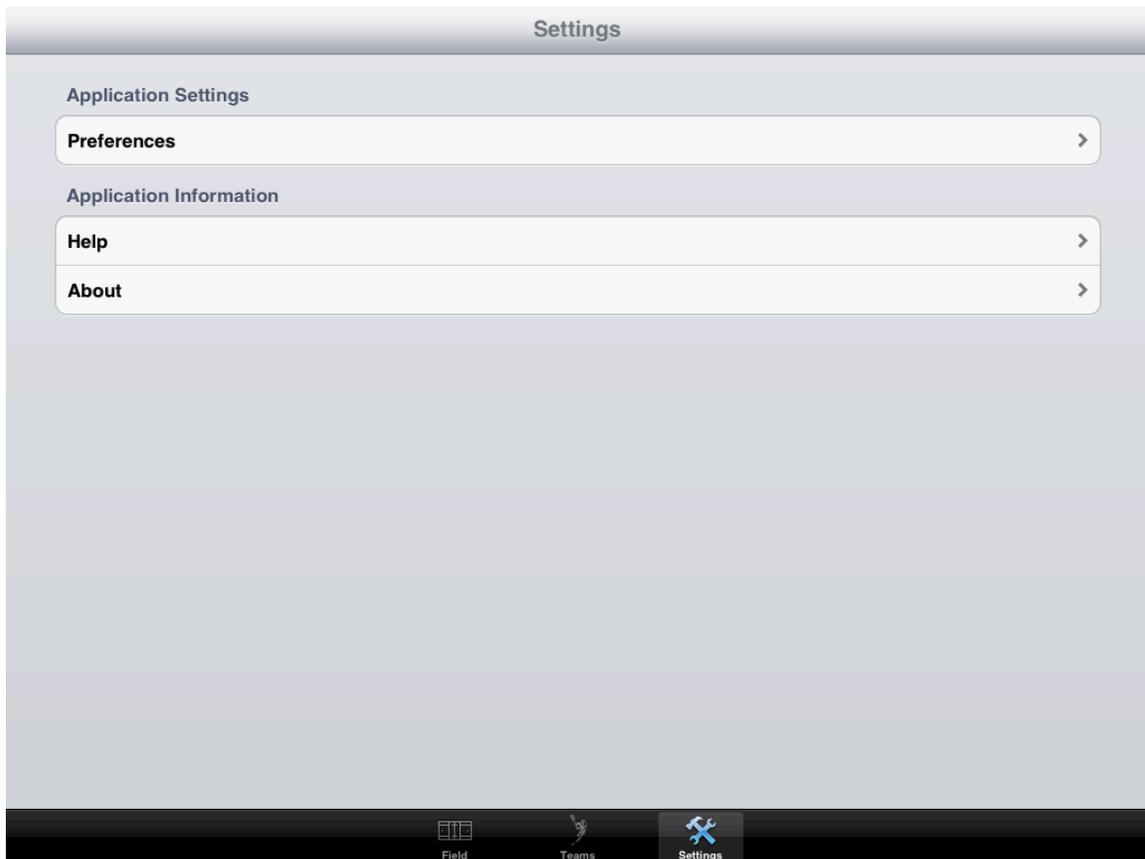
Opponent Team Players

1:Opponent Player 1

Started Game: Yes

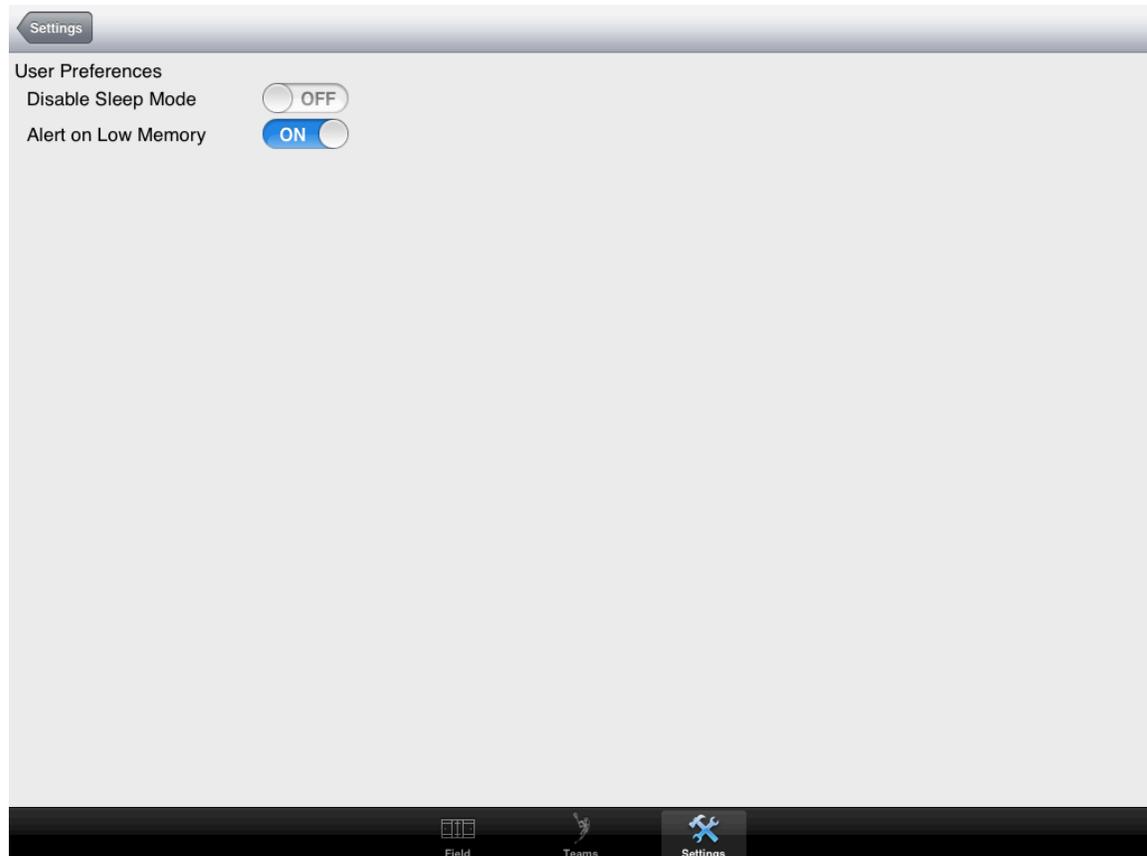
Qtr	Svs	Shts	Gls	Assts	Gballs	Trnovrs	Tkawys	Pnlts	PIM	FWins	FLoss
GM	01	00	00	00	00	00	00	00	00	00	01
Q1	01	00	00	00	00	00	00	00	00	00	01
Q2	00	00	00	00	00	00	00	00	00	00	00
Q3	00	00	00	00	00	00	00	00	00	00	00
Q4	00	00	00	00	00	00	00	00	00	00	00
OT	00	00	00	00	00	00	00	00	00	00	00

Settings



At this point the only item to really call out is the preferences pane. You can access it by touching the preferences cell in the table shown above.

Preferences



On the preferences page you can toggle the following items:

- Disable Sleep Mode
 - If you don't want your iPad to go to sleep while you are keeping stats then turn on the Disable Sleep Mode toggle. This will keep the device from entering sleep when not in use which can be handy if you have a lock screen and have to unlock it every time.
- Alert on Low Memory
 - iOS devices run in a cooperative memory model. This means that the more apps you start up the more constrained the memory environment becomes. This can be problematic at times as the lack of memory can cause the running application to fail if it can't get sufficient memory when needed. To know when your device is starting to run low on memory (so you can go into the task manager and close a bunch of the open stuff) you can toggle this item to on. When on, a dialog box will pop up to the user each time the operating system notifies the application that memory is becoming constrained.