LoggerPro Video Analysis	F) Add point - use to click and add data D) Set origin - define what is 0 position (and direction of x-axis) E) Set scale - let LoggerPro know how big things are A) Enable analysis - open up toolbar C) Sync movie to graph - define what is 0 time
1. Add a video.	Go to the Insert menu and select either type of video: a) "Movie" to use an existing video. Browse to the desired file and select "Open" OR b) "Video Capture" to record a new video using your camera. In the window, click "Start Video Capture" button to start recording and "Stop Video Capture" to stop.
2. Show tools.	Click <u>Enable analysis (A)</u> on the lower right side of the window.
3. Sync up the time.	Use <u>Playback controls (B)</u> I I I I I I allow you to play, stop, rewind, and increment next/previous frame. Navigate to the frame where the motion FIRST STARTS TO BEGIN. At this point, you can use the <u>Sync movie to graph (C)</u> button and the "Graph time:" as 0 s. Leave the "Movie time" where it is.
4. Set the origin.	We want to set the release point as the origin (x=0). When timed to release, use the <u>Set</u> <u>origin (D)</u> tool to click a trackable part of the object. That sets that position as x=0.
5. Rotate the axes.	For an object moving only in one direction, we want that to be the x-direction. Depending on the camera angle, it may not be directly left and right. Click and rotate the yellow circle on the x-axis to rotate the axes so they align with the path of motion.
6. Set the scale.	Using <u>Set scale (E)</u> , click and drag along a known length of an object. Enter in the box the actual size of the object used.
7. Add data points.	Find a part of the cart that is easily visible and trackable. Using the <u>Add points (F)</u> tool, click on that point to add a data point and advance the video by one frame. Repeat clicking until data collection is complete. (When object t is touched to stop or reaches the end).
8. Add best fit lines.	In the window's shortcut bar, use the <u>Curve fit tool</u> to add a best fit line (linear, quadratic, inverse, etc). To analyze motion in the x-direction, when prompted select "VideoAnalysis X". Select the desired model in the window under "general equation". Click "test fit" to get a quick visual to make sure the model fits the data, then select "OK." If you know the fit is linear, you can use the linear fit tool to save some steps.