



Pelaa

SPORTS VIDEO ANALYSIS · MACOS

QUICK START GUIDE

Second edition

Capture. Tag. Stack. Deliver.

A field guide to the whole loop. Get the game in – a file, a live feed through a capture box, or a stream – tag what matters, cut the clips that prove it, and hand the work to the people who need it.

THE MAP

Three doors in. Five ways out.

However the video arrives, everything after it is the same.

Pelaa has one workflow with several entrances. A game can arrive as a **file** you already have, as a **live feed** coming through a capture box, or as a **stream** you paste a link to. From that moment the work is identical: tag what happens, build the clips that prove it, and deliver.

CAPTURE

A file

One video or several. Drag them in, or ⌘L.

A live feed

Your camera or a broadcast feed, through a capture box. ⌘⇧R.

A stream

Paste the link. It plays live and records.

TAG • STACK

One project

- Tag
every event, on the Track
- Stack
the clips, in order
- Report
the numbers behind them

DELIVER

The room

Full screen, annotate as you talk. ⌘⇧F

A walkthrough

Your voice and camera over the breakdown. ⌘⇧R

Video files

One video, one per row, or one per clip. ⌘E

A project

A focused .pelaa for someone else to open.

The numbers

PDF, PNG, straight into a spreadsheet.

WHERE EACH ONE LIVES

- 03** After the game, in 60 seconds
- 04** Game day, in 60 seconds
- 05** The four-quadrant workspace
- 06** Your tagging vocabulary
- 07** Inter-button relationships
- 08** Tagging in real time
- 09** Live capture and streams
- 10** The Stack

- 11** Drawing on the game
- 12** Reports
- 13** Many videos, one project
- 14** Delivering in the room
- 15** Delivering as files
- 16** Working with other tools
- 17** The whole keyboard

From a file to a finished clip.

The whole loop on one page, for footage you already have.

- 1 Open the video** ⌘L
 File → **Open Video**, one file or several – or ⌘N to start a saved project. Footage is embedded in the .pelaa bundle, so the project travels whole.
- 2 Open a tag window**
 Click the + in the top-right quadrant → **New From Factory** to start from a ready template, or build your own vocabulary.
- 3 Switch to Tag Mode** ⌘⇧B
 Click the **play icon** in the tag window's edit bar. Buttons only fire tags in Tag Mode, never in Build (pencil) Mode.
- 4 Play and tag**
 Scrub to the moment – swipe on your trackpad, the arrow keys, or drag the playhead – then press a tag button by click or its shortcut key. The tag lands on the **Track**.
- 5 Send to the Stack** =
 Select the tag(s) on the Track, then = – or click the **Send to Stack** button (stacked-layers icon) in the **Track** edit bar, or hold ⌘ and drag onto the **Stack**.
- 6 Cut and mark up**
 Select a clip, set the playhead, then ⌘I / ⌘O to re-cut its in and out. Press] for a stop frame to draw on, or ⌘⇧] for a title card between sections.
- 7 Deliver it** ⌘⇧F ⌘⇧R ⌘E
 Three ways out, in that order: show it in the room, record a narrated walkthrough, or write video files. Nothing selected means the whole Stack goes.

That's the whole loop for footage that already exists. If you film the game yourself, page 04 replaces steps 1 to 4: you record and tag at the same time, and the moment you stop you are standing right here at step 5, game tagged. From there the two paths are the same page.

Tag the game while it happens.

Camera to finished tags, without a post-game import.

- 1 Open a tag window first**
 Load the tag window you will use **before** you start recording. It carries into the capture window, already in Tag Mode.
- 2 Start the capture** ⌘⇧R
 Recording → Start Live Capture... Pick the source – your camera, or whatever a capture box is feeding in – then the microphone and a quality tier. A stream? Paste its link instead.
- 3 Name the game**
 Pelaa asks where to save before the camera rolls. The recording lands as <Project>.mov beside the project and moves inside it when you stop. Nothing you tag is ever homeless.
- 4 Tag as it happens**
 The Track fills in real time and the playhead sits at the live edge. Turn on **populate rows** in the Build edit bar and every button in the template gets its row before the first tag lands.
- 5 Look back without stopping** ⌘⇧L
 Scrub back to check what just happened – the recording keeps running. ⌘⇧L, or a seek past the live edge, snaps you back to now.
- 6 Stop when you are done** ⌘⇧R
 The record button asks for a confirmation before it stops. Everything captured up to that point is already saved, and the file is closed cleanly before Pelaa lets go.

WHEN YOU STOP

You stop recording and you are on page 03, at step 5. The recording is the project's video and your tags are already on it, so the Stack, the report and every way out behave exactly as they do for a file opened the next morning. No import, no sync, no second workflow to learn.

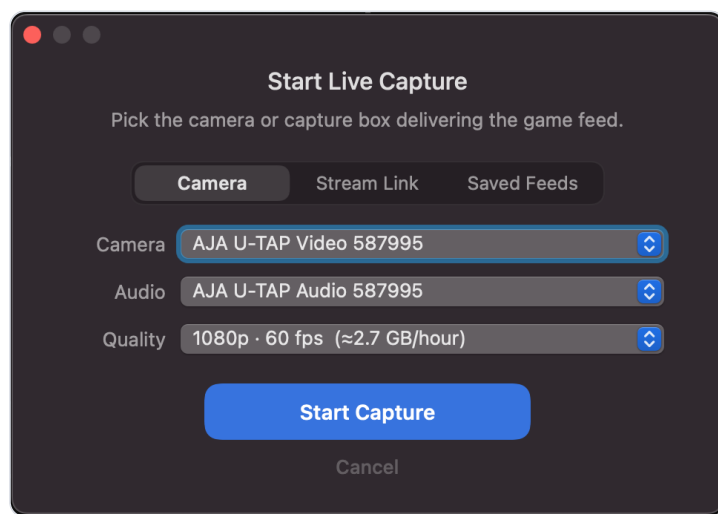


Fig. 1 – The source picker. Cameras and capture boxes the Mac can see, the microphone, the quality tier, or a stream link.

WHAT IT ASKS YOU

Camera. Anything the Mac can see, including whatever a capture box is feeding in.

Audio. A microphone for your own commentary, or the feed's own sound.

Quality. Only the tiers that source actually delivers are offered.

Stream link. Paste one instead and the picker takes it as the source.

The four-quadrant workspace.

One window. Four panels. The whole workflow.

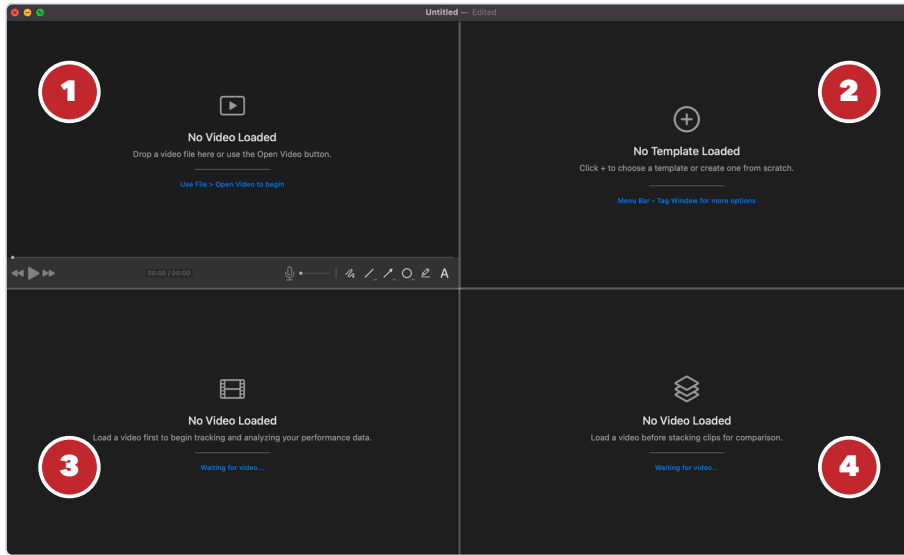


Fig. 2 – Empty project. Four panels share one timeline; the playhead is the single source of truth.

- 1 Video player**
Frame-accurate scrubber. The playhead drives every other panel.
- 2 Tag window**
Your vocabulary. Each button is one event; bind a key to any of them.
- 3 Multi-row track**
Tagged events on one timeline, a row per category. Its chart button opens your report here.
- 4 Stack**
Where the breakdown gets built: re-trim, stop frames, annotate.

THREE WAYS TO FILL IT

A FILE YOU ALREADY HAVE

Press **⌘L** (**File** → **Open Video**) and pick one video or several – **MP4**, **MOV**, **M4V**, and the **MTS** and **M2TS** files camcorders write. Or drag them onto the window. **⌘N** names and saves the project first.

A LIVE FEED

Press **⌘⇧R** and Pelaa records the game as you tag it – your own camera, a broadcast feed, anything a capture box brings in. The recording becomes this project's video.

A STREAM

The same picker takes a stream link, plays it live and writes it to disk beside the project.

Build your tagging vocabulary.

Open a tag window. Bind keys. Wire relationships.

Click the **+** in the top-right quadrant. Choose a built-in preset, or start empty and build your own. **Save Template As...** puts the file wherever you want it: the panel opens on the shared library at `~/Library/Application`

Support/Pelaa/Templates/, but a template kept beside a season's footage works exactly the same. Pelaa remembers the file each one came from and saves your edits back to it, and **Tag Window** → **Open Recent** lists them wherever they live.

Each button represents one event. Right-click a button → **Set Shortcut** to bind any key – modifiers stack, so `⌘⇧⌥ +` any letter works. Pressing it during playback fires a tag at the current playhead.

One template, every game. Save the buttons once; reuse them across every project. The template is the analyst's mental model made tangible.

Two kinds of button. A **tag** button creates an event on the Track. A **label** button does not: it attaches a word to the tag you just fired, so one event can carry the player, the zone and the outcome without spending three rows on them.

Lead, lag and toggle. Every tag button carries its own **Lead** and **Lag** – the seconds before and after the press that the tag covers. A shot and a power play are not the same length, so each button is set to the play it records. **Single-press** closes the tag once the lag runs out; **Toggle** opens it on the first press and closes it on the second, for a passage whose end you cannot predict.

BEFORE YOU TAG

You build and edit the layout in **Build Mode** (the pencil icon). To record tags, click the **play icon** in the tag window's edit bar to switch to **Tag Mode** – buttons only fire tags in Tag Mode. (Menu shortcut `⌘⇧B` does the same.) The **record icon** further along that bar starts a live capture with this template already loaded; that is page 09.



Fig. 3 – A populated tag template with colour-coded buttons and shortcut hints baked into each cell.

Inter-button relationships.

Three wires between buttons. One click sets the whole context.

Right-click any button → **Relationships** to wire it to others. Each relationship has its own colour in Build Mode, so you can see how a click cascades before you ever record a game.

EXCLUSIVE

Only one button in the group can be active at a time.

EXAMPLE

You're either **on offence** or **on defence**. Pressing one auto-clears the other – possession state is never ambiguous.

ACTIVATE

Pressing one button auto-triggers another.

EXAMPLE

Every **Goal** is also a **Scoring Chance**. Wire Goal → Scoring Chance and one keystroke logs both, without you remembering the dependency.

DEACTIVATE

Pressing one button auto-clears another.

EXAMPLE

You're on **penalty kill**; a player returns from the box and you press **DZ Coverage**. PK clears automatically – you're back to five-on-five.

These relationships **compound** – one button can fire several at once. Press **GOAL F** in the built-in preset and Pelaa also logs **Scoring Chance**, **Shot**, and **Stop Time** at the same playhead. Four tags from one keystroke – no chance you forget the dependents in the heat of a game.

Tag in real time.

Play the video. Press the keys. Watch the Track fill.

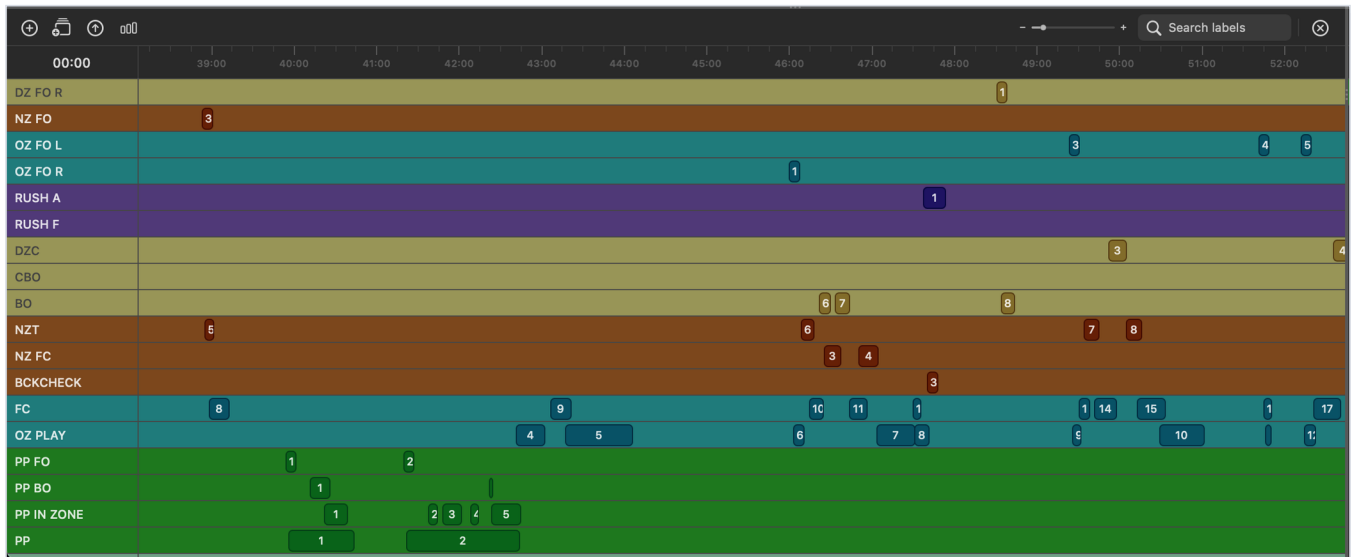


Fig. 4 – A loaded track during live tagging. Each colour is one category; the red playhead is the single source of truth.

When an event happens, press its button – by click or by keyboard shortcut. A tag appears in the track timeline at the current playhead position, **colour-coded by category**.

Selecting tags. Click a tag to select it. **⌘-click** adds another to the selection; **⇧-click** extends a range. Selected tags move, trim, delete, or go to the Stack as a group.

Search. Hit the **label search** bar and type – only matching tags stay vivid; the rest fade. **Esc** clears.

Make the rows yours. Right-click a row name to recolour it, and drag a tag between rows when you filed it under the wrong heading.

ZOOM

The slider in the Track bar stretches the timeline around the **playhead**, so the moment you are on stays under your eye instead of scrolling away. Its ceiling grows with the video: a two-second tag is still a readable block in a three-hour game.

KEYBOARD • TRACK CONTEXT

Play / pause	Space
Previous / next frame	← or →
Jump back / forward 0.5 s	⌘← or ⌘→
Jump back / forward 1.5 s	⌘⇧← or ⌘⇧→
Next / previous tag start	→ or ⇧→
Tag start or end	⇧→ or ⇧⇧→
Delete selected tag	⌘X
Undo / redo	⌘Z or ⌘⇧Z

Drag to trim. Hold **⇧** and drag a tag edge to trim it. Drag the body to move it between rows or along the timeline. A tag may run past the end of the video it started in, all the way across a multi-video timeline. Every edit is on the undo stack.

Capture the game yourself.

Your camera, a broadcast feed, or a link. Tagged as it happens.

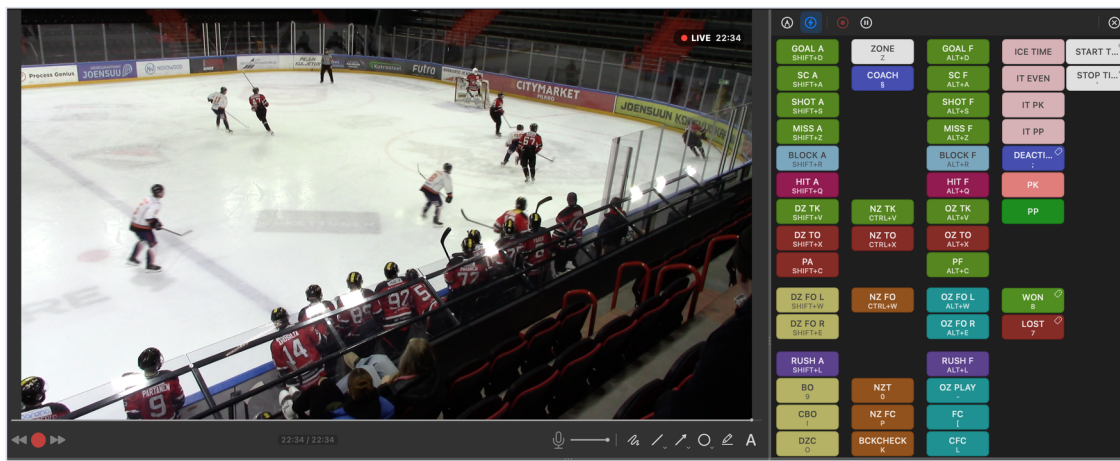


Fig. 5 – A capture in progress. The badge is pinned to the live edge, the clock reads 22:34 / 22:34 because nothing is ahead of you yet, and the record button under the picture is lit. The red dot at the top of the tag window is the control that started it, and stops it.

Pick a source. Recording → Start Live Capture... (⌘⇧R)

opens the picker on page 04: a camera or capture box, the audio input, a quality tier. Only the tiers that source actually delivers are offered.

Name it before you roll. An unsaved project asks for a name and a location first. The video is written as <Project>.mov beside the bundle while the game runs, and moves inside it when you stop.

Lay the rows out first. Switch on **prepopulate Track rows** in the Build edit bar and every button in your template gets a row up front, in template order.

Review without stopping. Any seek – a click on the Track, a tag, the player knob, the arrow keys – steps back off the live edge into review while the recording continues. ⌘⇧L returns you to now.

STREAMS

The same picker takes a **stream link**. Paste it and Pelaa plays the stream as the live view while writing that same picture to disk beside the project – downstream it is an ordinary capture, tagged the same way. **A stream that drops is reconnected on its own**, and the recording carries on meanwhile.

WHAT AN HOUR COSTS

720p · 30 fps	≈1.1 GB/h
720p · 60 fps	≈1.6 GB/h
1080p · 30 fps	≈1.8 GB/h
1080p · 60 fps	≈2.7 GB/h

KEYBOARD • LIVE

Start / stop live capture	⌘⇧R
Pause live capture	⌘⇧P
Go to the live edge	⌘⇧L

WHILE IT RUNS

One capture runs at a time, across the whole app – capture boxes serve a single client, and a second session would starve the first. Closing the window or quitting mid-game asks first, then finishes writing the file before Pelaa lets go.

Build the breakdown.

Promote tags to clips. Cut them. Hold a frame.

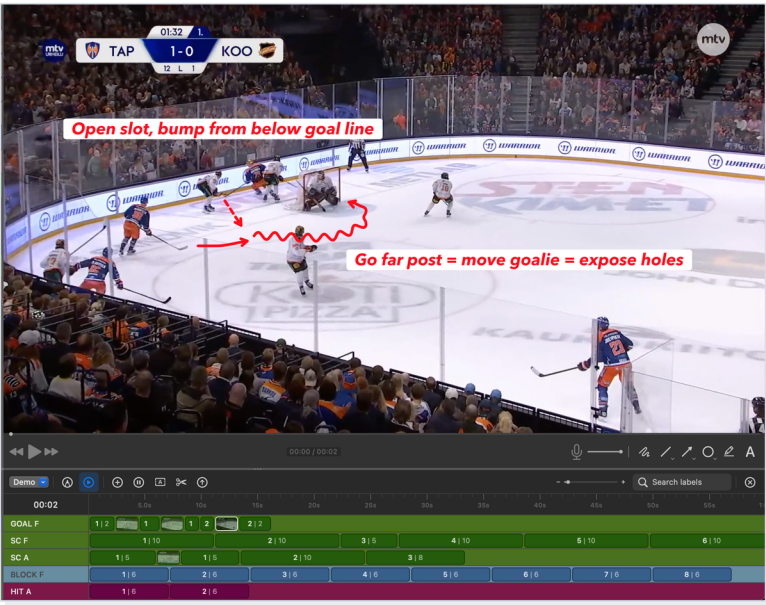


Fig. 6 – A stop-frame annotation overlaid on a live play. Stop frames are still images inserted as clip boundaries; annotations persist with the project.

Promote tags to clips. Select tags on the Track, then press **=**, click **Send to Stack** (stacked-layers icon) in the **Track** edit bar, or hold **⌘** and drag them onto the Stack.

Clips from the same category land on the same row. **Stack trims are independent** – re-cutting a clip never touches the tag it came from.

Hold a frame. A **stop frame** (**I**) freezes the current frame for two seconds as a clip of its own, ready to draw on. A **title card** (**⌘I**) is the same still, blurred, with a heading centred on it – the divider between sections of a breakdown.

Two modes. **** flips the Stack between **edit**, where scrubbing stays inside the clip you are cutting, and **play**, where it runs as the finished thing.

Nothing here is final. Drag a clip to reorder it, drag it to another row to regroup it, and **⌘** takes it out of the breakdown without touching the tag it came from. Every edit is on the undo stack.

KEYBOARD • STACK CONTEXT

Cut in at playhead	⌘I
Cut out at playhead	⌘O
Extend in / out by 2.5 s	⌘↑ or ⌘↓
Extend in / out by 5 s	⌘⌘↑ or ⌘⌘↓
Split clip at playhead	⌘]
Insert stop frame	I
Insert title card	⌘⌘I
Send selection to Stack	=
Add a row	⌘=
Play / edit mode	\

Draw on the game.

Six tools, each with its own variants. Two rules about what sticks.

The tools live at the right of the player's control bar and answer to the number keys. Each of the first four hides a family: click the small chevron under a tool to switch variant, and the button takes the shape you chose.

1	Freehand	Draw by hand, or hold a modifier for a clean shape – the map is below.
2	Line	Solid, dashed, or wavy.
3	Arrow	Six kinds: single, double, dashed, wavy, stop cap, measurement.
4	Circle	Plain, Spotlight (dims the frame, cuts a hole over your subject), or backward C-cuts.
5	Highlight	A translucent wash over an area.
6	Text	A text box you can fill, outline and restyle.

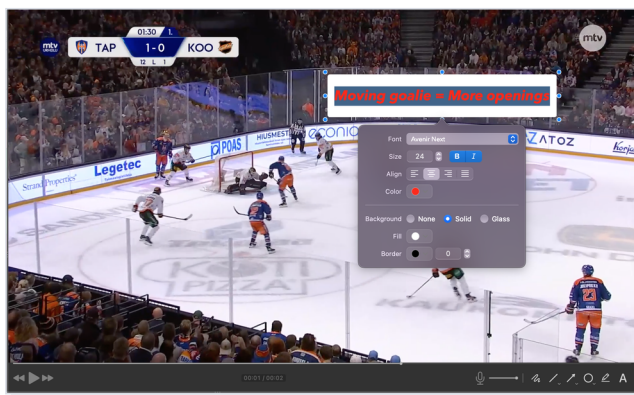


Fig. 7 – The options panel. Its rows change with the kind of mark you have selected.

Style anything, any time. Right-click a mark – on the video or in the Stack – for its options: colour, thickness, fill, borders. Set them before you draw and the next mark inherits them.

Images belong here too. Paste (⌘V) or drop a picture onto a stop frame to place it, then move and resize it like any other mark. It travels inside the project.

WHAT STICKS

Marks on a **stop frame** are part of the project: they survive save, close and reopen, and they are burned into anything you export. Marks drawn on **moving video** are for the moment you are in – they clear the next time you press play.

FREEHAND, WITH A MODIFIER HELD

⬆	Straight line	⌘	Freehand arrow	⬆⬆	Circle
⬆	Dashed line	⬆⌘	Straight arrow	⬆⌘	Measurement bar
⌘	Wavy line	⬆⌘	Dashed arrow	⬆⌘	Backward C-cuts
⬆⬆⌘	Stop-cap line	⌘	Wavy arrow		

Click without dragging and freehand stamps a board marker instead: a plain click leaves a **dot**, ⬆-click an **X**, ⬆-click an **O**. Straight lines and arrows snap their start to the end of a nearby one, so segments chain up cleanly.

The numbers behind the clips.

Build a table from the tags you already recorded.

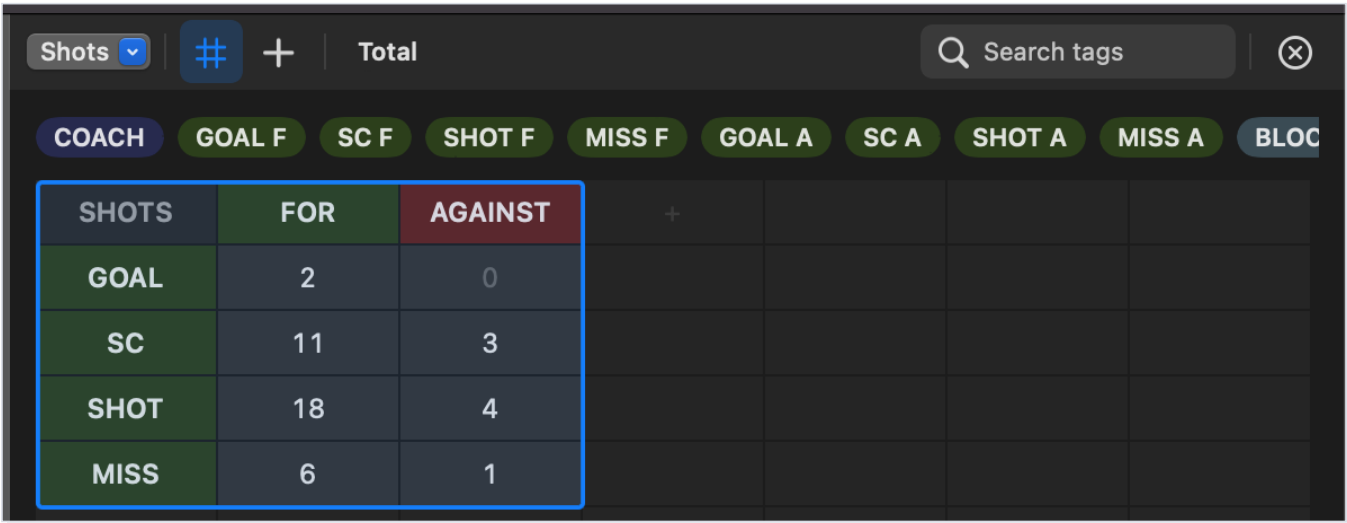


Fig. 8 – The builder, inside the tag quadrant. Tag buttons and labels line the top as pills; drop them on the sheet to make rows, columns and cells.

Open it. The chart button in the **Track** edit bar swaps the tag quadrant for the report face. Your tags stay exactly where they are; nothing is copied.

Build it. Every tag button and label is a pill. Drag one onto a header slot to make a row or a column; drop one onto a cell to count exactly that combination. Drag headers to reorder them or to move them between the two axes.

Count or time. Every cell shows how many tags it holds or how long they run. Right-click a cell, a header, or the corner to change it, and the choice cascades from cell to line to report.

Total. Drop the **Total** pill on an empty header to total that whole line, or onto a single cell for a one-off sum. It adds up what the line actually shows.

WAYS OUT

- Export as PDF** A clean document of the finished table.
- Export as PNG** The same table as an image, at double size.
- Copy** Paste straight into a spreadsheet, values and all.

TWO FACES

The grid button flips between the **builder** – the working sheet, with pills and empty slots – and the **finished table**, which is what you show and what you export. Click a header in the finished table to sort by that line.

IT IS STILL YOUR TRACK

Click a cell, a header or a table and the tags behind it light up on the Track, with the playhead jumping to the first one. A number in a report is never an abstraction – it is a set of moments you can watch.

THEY KEEP

Reports are saved in their own library and reopen with the project. A report built for one template can be pointed at a renamed vocabulary: right-click a header that no longer matches and pick **Match to Button**.

Many videos, one project.

Periods, angles, a whole season of clips. One playhead.

A project is not limited to one video. Hand Pelaa several and they become a single continuous timeline: one playhead, one Track, one Stack. Scrubbing crosses from one video into the next without a seam.

Start with several

⌘N

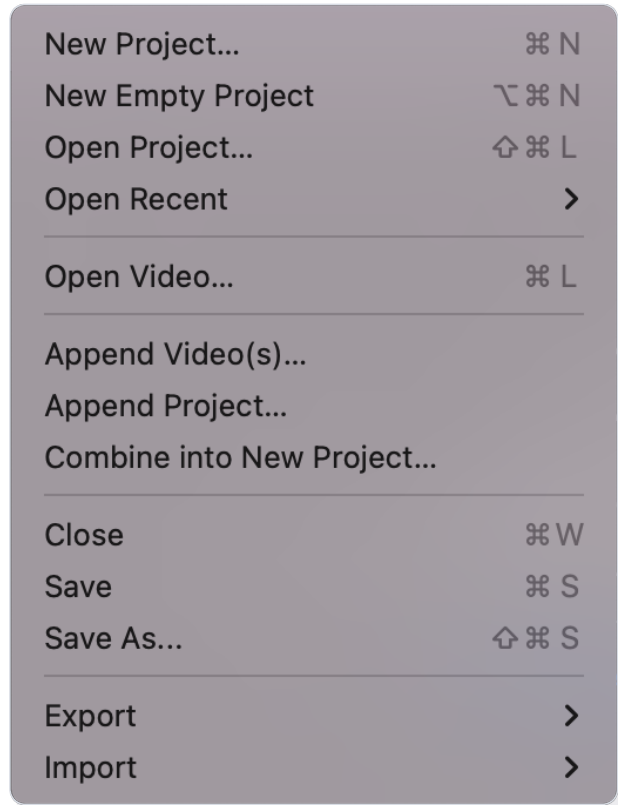
New Project... and **Open Video...** both accept as many files as you select. They line up in the order you arrange.

Add to what you have

Append Video(s)... puts more footage on the end of the project you already tagged, and everything keeps its place.

Fold projects together

Append Project... merges another project into this one. **Combine into New Project...** leaves both originals alone.



New Project... ⌘ N
 New Empty Project ⌘ N
 Open Project... ⌘ L
 Open Recent >
 Open Video... ⌘ L
 Append Video(s)...
 Append Project...
 Combine into New Project...
 Close ⌘ W
 Save ⌘ S
 Save As... ⌘ S
 Export >
 Import >

Fig. 9 – Everything that builds a multi-video project lives in one menu.

One clock, not several. However many files a project holds, Pelaa addresses them as one timeline. The Track runs from the first frame of the first video to the last frame of the last, the Stack draws clips from any of them, and a report counts every tag in the project whichever file it came from.

Everything travels. Videos you bring in are embedded in the .pelaa bundle, so the project can be moved or handed on and still play.

If footage goes missing. Open a project whose source files have moved and Pelaa says so, and offers to **Locate...** them. Point it at one file and every clip that came from it is re-linked at once.

ACROSS THE JOIN

Trims respect the whole timeline, not just the video a tag started in: a mark can begin in the first period and end in the second, and it exports with the real footage from both.

In the room, or in their inbox.

Two ways to talk over the work: live, or recorded once.

THE ROOM

Presentation mode

⌘⇧F

Full screen, nothing but the video. If the Stack holds anything, that is what plays – the whole breakdown, or only the rows or clips you have selected. An empty Stack falls back to the tags selected on the Track, and failing that, the video from where you are standing.

The annotation tools stay live, so you can draw the point you are making while the room watches, and step through clips as the conversation goes. **Esc** puts you back in the workspace.

KEYBOARD • RECORDING

Start / stop recording

⌘⇧R

Include your camera

⌘⇧V

Pause and resume

⌘⇧P

Throw the take away

⌘⇧⌫

THEIR INBOX

Recorded walkthrough

⌘⇧R

Press record and talk. Pelaa captures the player, your voice, your annotations and every clip you step through, into one video you can send to a player who is not in the building.

Turn on **Include Camera** (⌘⇧V) and your face rides along in the corner, so it lands as a conversation rather than a screen capture.

Finished takes go to your recordings folder.

Recording → **Open Last Recording** (⇧⌘R) puts the newest one straight into a project, and **Reveal Last Recording in Finder** (⌘⇧⌘L) shows you the file itself, ready to attach or upload.

WHAT THE TAKE IS

Before it rolls

A 3-2-1 countdown runs over the window while the screen, the microphone and the camera warm up. Nothing is written yet, and **Esc** during the count throws the take away before it starts.

The camera bubble

Drag it anywhere on the picture and pull the dot on its edge to resize it. Pelaa remembers where you left it, so every take in a series is framed the same.

Where it lands

One **H.264 MP4** in ~/Movies/Pelaa/, named for the day – a second take the same day keeps the time as well, so nothing overwrites.

AND WHEN IT IS A FILE

Both of these are conversations. When what you owe someone is a file – a clip, a row, a whole breakdown – that is the Stack's export, on page 15.

Hand it off as files.

Three shapes of video, and a project someone else can open.

⌘E – or **Stack** → **Export Stack**, or the **Export** button in the Stack edit bar – opens the chooser. With clips selected only those go; with nothing selected the whole Stack does. Stop frames, title cards and every mark you drew are composited into the video, so what you send is what you built.

MODE 01	MODE 02	MODE 03
Single video ⌘⇧E The whole Stack concatenated into one MP4, with annotations and stop frames composited into the timeline.	Row by row ⌘^E One MP4 per row. Useful when each row is a player, a unit, or a phase of the game.	Individual clips ⌘⌘E One MP4 per clip. The atomic export – for cherry-picking later.

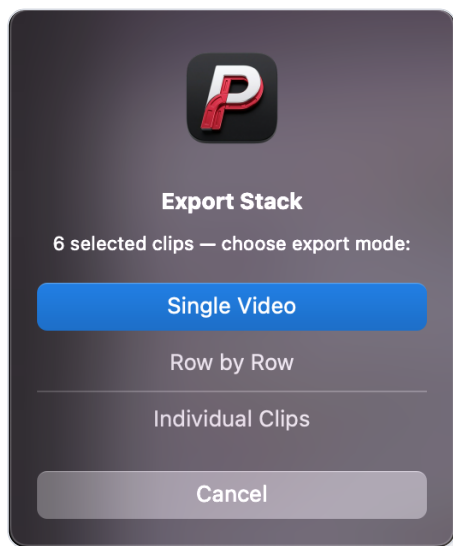


Fig. 10 – Export dialog. Three modes; the same Stack.

ALSO AVAILABLE

Export Stack as Project...

Produces a new self-contained .pelaa bundle – only the stacked clips, their trimmed video, and the re-mapped track tags. Perfect for sending a focused breakdown to a player without sharing the full original footage.

THE MARK

Exports carry a small Pelaa mark by default. Once you are on a paid licence it can be switched off under **Stack** → **Export Stack** → **Add Pelaa Mark to Exports**.

WHAT LANDS ON DISK

Single video asks you for a filename. **Row by row** and **individual clips** ask for a folder and fill it: one file per row, named after the row, or one per clip, named after its own row with a number – Goa1_1, Goa1_2. Everything is written as **H.264 MP4**, and a progress dial runs in the Stack while it works – a long export can be left to finish on its own.

Nothing you build is locked in.

Bring tags in, take everything out, drop files anywhere.

Pelaa reads and writes the plain interchange formats other analysis tools speak, and its own project pieces are ordinary files you can send to a colleague.

BRING IN

File → Import → Tags from File... takes a tag list written by another tool – **XML** edit lists or **CSV** – and lands it on the Track with its rows and colours intact.

Pelaa's own pieces come back the same way: a Track (`.pelaa-track`), a Stack (`.pelaa-stack`) or a set of tag templates (`.pelaa-tags`).

OR JUST DROP IT ON THE WINDOW

Every one of these files can simply be dragged onto a Pelaa window. The kind of file decides where it goes: a video loads, a Track imports, a template opens in the tag quadrant. You can assemble an entire project this way and save it at the end.

When the clocks disagree. Tags carry times, and an imported list rarely starts where your video does. Pelaa asks once: keep the original times, or anchor the whole set to the playhead where you are standing. Everything is then clamped to the timeline you actually have.

TAKE OUT

File → Export writes the same three, plus **Tags as XML** and **Tags as CSV** – one line per tag, with its row, its start and end, its labels and its notes, in timeline seconds.

Reports leave as PDF or PNG, and video leaves through the Stack's export. Between them there is no part of your work that has to stay inside Pelaa.

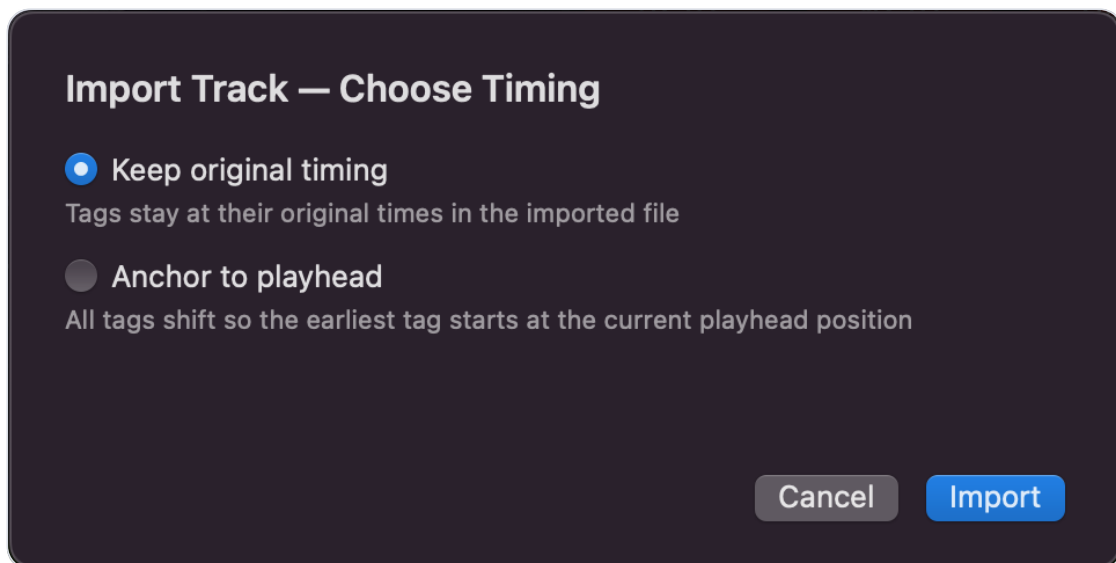


Fig. 11 – Importing tags onto a video that starts at a different moment.

REFERENCE

The whole keyboard.

Everything worth learning by hand, grouped by where you are.

VIDEO

Play / pause	
Previous / next frame	 or 
Jump 0.5 s	 or 
Jump 1.5 s	 or 

TRACK

Set tag start / end	 or 
Extend by 2.5 s	 or 
Extend by 5 s	 or 
Next / previous tag	 or 
Tag start or end	 or 
Delete selected	
Undo / redo	 or 

STACK

Send selection to Stack	
Add a row	
Stop frame	
Title card	
Split clip	
Play / edit mode	

ANNOTATION

Freehand · line · arrow	  
Circle · highlight · text	  
Copy / paste a mark	 or 
Delete a mark	

CAPTURE

Live capture	
Pause live capture	
Go to the live edge	
Screen recording	
Include camera	
Pause / discard take	 or 

DELIVER

Presentation	
Export chooser	
Single video	
Row by row	
Individual clips	

PROJECT

New / open project	 or 
Open video	
Save / save as	 or 
Build / tag mode	 or 

Pelaa!

Finnish imperative. Means: play it!

KEYBOARD

The full map is on the previous page, and in-app under **Help** → **Keyboard Shortcuts**.

FEEDBACK

Found something off? File it at pelaa.tv/feedback. Every report is read by a human.

SUPPORT

Questions: support@pelaa.tv. First-line replies within one business day.

COLOPHON

Set in **Avenir Next** (display + body) and **Menlo** (code). Composed in ReportLab at **72 dpi**, Letter, by hand – not by markdown converter. Modifier glyphs from **Arial Unicode**. Editorial accent: **Pelaa red #c1272d**, drawn from the app icon.



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