

The screenshot displays the Real View software interface, which is used for creating and editing virtual environments. The main workspace is a large grid representing a 50x50 yard area. The grid is divided into 10x10 blocks, with each block measuring 5x5 yards. The grid is labeled with distances in yards (yds) along the top and bottom edges, ranging from 0 to 50.0 yds. The left and right edges are labeled with 0, 5, 10, 15, 20, 25, and 30. The top and bottom edges are labeled with 0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 45, 40, 35, 30, 25, 20, 15, 10, 5, and 0. The grid is also labeled with 0 at the corners. The interface includes several control panels: a top panel with 'Grid Divisions' (Top-Bottom: 8 steps per 5 yards, Left-Right: 8 steps per 5 yards), 'Grid Options' (Style: lines, Resolution: 1 step), and 'Marker Options (yd line markers)' (Size: up/down arrows, Measure: inward, Flip Orientation of Back Marker: unchecked). A bottom panel contains 'Presets' (Load, Save, Save As, Save with Real View settings included), 'Color Options', and 'Floor Cover'. The interface also features a 'Measure vertically from stage front' checkbox and a 'Measure' button. The grid is overlaid with a red rectangular area, and there are yellow and green markers along the edges. A black arrow points to the bottom-left corner of the grid.