

nBasic⁺

USER MANUAL

Nacsport Basic Plus

Version 2.3.5

1st December, 2016

CONTACT

You can contact us through any of the following ways:



WEB: www.nacsport.com



FACEBOOK: www.facebook.com/nacsportSL



TWITTER: www.twitter.com/nacsport



YOUTUBE: www.youtube.com/nacsport



INSTAGRAM: www.instagram.com/nacsport



LINKEDIN: www.linkedin.com/company/nacsport



GOOGLE: plus.google.com/+nacsport



E-MAIL: info@nacsport.com



CHAT: www.nacsport.com/livezilla/chat.php



SKYPE: [nacsport](https://www.skype.com/nacsport)



PHONE: +34 928 363 816



ADDRESS: C/. Dr. Juan Domínguez Pérez, 23. 2º
35008 Las Palmas de Gran Canaria
Canary Islands – Spain

Schedule: Monday – Friday 8:00-20:00 (UTF+0)

Nacsport Basic Plus Manual
Version 2.3.5
1st December, 2016
© New Assistant for Coach Sport, S.L.

INDEX

0. System requirements	Page 3
1. Keyboard shortcuts	Page 4
1.1 Video player	Page 5
1.2 Timeline	Page 5
1.3 Category template	Page 6
1.4 General	Page 6
2. Quick guide	Page 7
2.1. Real-Time register	Page 8
2.2 Viewing and recording from file	Page 12
2.3 My analysis	Page 16
3. Categories template	Page 17
3.1 Categories template icons	Page 18
3.2 Creating categories templates	Page 20
4. Viewing and registering	Page 32
4.1 Register from file	Page 33
4.2 Real-Time register	Page 37
5. Timeline	Page 41
5.1 Timeline icons	Page 42
5.2 Timeline tools	Page 43
6. My analysis	Page 64
7. Tools	Page 66
7.1 Merge and convert video files	Page 67
7.2 Import/Export .XML Files	Page 68
7.3 Import databases from Tag&Go	Page 69
7.4- Quick merge videos from same source	Page 70
7.5- Quick merge videos from same source and analysis file (.nac)	Page 71
8. Annex	Page 72

0.SYSTEM REQUIREMENTS

Minimum requirements

Operating System

Windows 7 with Service Pack 1 (32 or 64bits)
Windows 8 (32 or 64bits)

Hardware

RAM Memory: 2GB
Processor: Intel© Core 2 Duo 2 GHz or similar
Video memory: 256MB dedicated memory (not share with general RAM)
Screen resolution: 1366 x 768
At least 300MB free hard disk space to install software

Recommended requirements

Operating System

Windows 7 with Service Pack 1 (32 or 64bits)
Windows 8 (32 or 64bits)

Hardware

RAM Memory: 4GB
Processor: Intel © Core i7 or equivalent
Video memory: 512MB dedicated memory (not share with general RAM)
Screen resolution: 1920 x 1080
At least 300MB free hard disk space to install software

Minimum requirements necessary to...

Capture and register actions in real time

Using video cameras via FireWire:

1x FireWire port (IEEE1394) or 1x PCMCIA (Expresscard) free Slot to add external FireWire Port

Using hard disk video camera and USB Digitizer (e.g. Hauppauge USB Live-2):

1x USB2 or USB3 port

Overhead projector or secondary monitor

1x HDMI (recommended) port or 1x VGA port

Video storage

Computer hard disk or external hard drive USB2 or USB3 can be used to store videos.

Useful links

FireWire: http://en.wikipedia.org/wiki/IEEE_1394

CPUs: <http://www.cpubenchmark.net/>

HDMI: <http://en.wikipedia.org/wiki/HDMI>

VGA: http://en.wikipedia.org/wiki/VGA_connector

External Hard Drive: <http://www.amazon.com/External-Hard-Drives-Storage-Add-Ons/b?ie=UTF8&node=595048>

1. KEYBOARD SHORTCUTS

1.1 Video player	Page 5
1.2 Timeline	Page 5
1.3 Category template	Page 6
1.4 General	Page 6

1.1 Video player

M: Play frame by frame. Press once to advance just one frame. Keep pressed to play the video continuously.

N: Rewind frame by frame. Press once to rewind just one frame. Keep pressed to rewind the video continuously.

B: Play at 3X speed. Press once to play.

V: Rewind at 3X speed. Press once to rewind.

Left/right arrow keys: Short jump through video with configurable time.

Up/down arrow keys: Medium jump through video with configurable time.

Shift + left/right arrow keys: Long jump through video with configurable time.

Spacebar: Play/pause video.

Shift + Enter: Full screen video playback.

Esc: Return to previous video play size from full screen. To switch between full screen and previous video play size, double click on the title bar of the respective window.

L: Continue the video after playing a record.

Note: You can also see the video player short cuts while registering in the options icon on the video player.

1.2 Timeline

1: Play next register (action) in the selected register.

2: Play previous register (action) in the selected register.

3: Add selected register to a selected list from the presentation.

Insert: Add a selected register to the selected list from a presentation.

C: Create register in a selected category.

Del: Delete selected register/s.

A: Go to the following category.

Q: Go to the previous category

Control+T: Hide/ show Timeline

Note: whilst the Timeline is hidden, registers can be only viewed by categories and not in chronological order.

1.3 Category template

Click + drag: Move selected buttons

Alt + click + drag the bottom-right corner of a button: Change size of a button.

Hold Ctrl + click: Select multiple buttons individually.

Click on the background and drag: select multiple buttons at once

Control+Z: Undo changes.

Double click: Create a button which behaves as a category

Ctrl + double click: create a button which behaves as a descriptor

1.4 General shortcuts

Shift + P: Show all opened windows. If you close **Nacsport Basic Plus** with one or several windows on a secondary monitor or projector, those windows will not be shown if you open the program again without connecting the secondary monitor or projector. This combination of keys fixes this problem.

I: Sets the START for the selected register to the current video position. (Timeline and presentations)

O: Sets the END for the selected register to the current video position. (Timeline and presentations)

Ctrl: Open window for independent text notes while registering

2. QUICK GUIDE

2.1. Real-Time register	Page 8
2.2 Viewing and recording from file	Page 12
2.3 My analysis	Page 16

2.1. Real-Time register

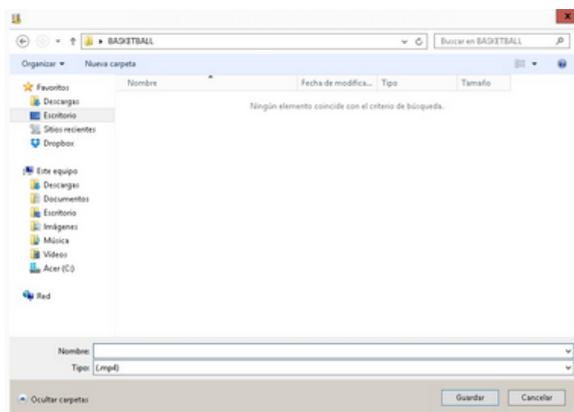
Real-Time register is the environment where videos can be viewed from an external source (video camera, video converter, etc.) connected to the FireWire port of the computer. While a video file is being created (digitized) with external images, user can use a category template to register actions.

In other words, both video and actions register are created simultaneously. At the end of the event, user will have all the actions in a Timeline, where they can be easily analysed and managed.

1.- Click on 'Real-Time Register' on the main menu.



2.- Enter the name of the video file to be captured. Then click on 'Save'.

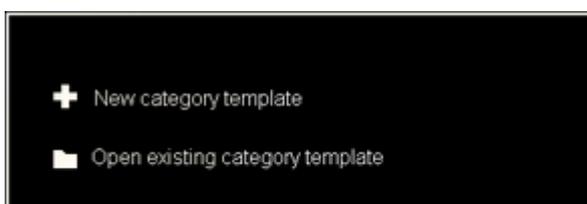


3.- The video will be in .MP4 format and compressed quality.

4.- Open or create a category template to record the actions of the generated video.

To create a category template, click on  .

To open a category template, click on .



With this version of the program, you can **configure your button template on two levels**:

A primary level (**4.1 Categories**) and other secondary level (**4.2 Descriptors**).

You can relate a primary action with one or two (or more) secondary actions when you are registering, as all buttons are independent.

This program (**Nacsport Basic Plus**) offers 25 buttons to distribute between categories and descriptors.

4.1 categories

If you have selected 'Create new category template', users should insert the desired categories (buttons) by typing the name on the **New Name box** by clicking **+**.



Template example:



4.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking on the appropriate button), users can also click respective descriptors which are defining them.

For example:

- Categories (actions) = possessions, faults, corner kicks, goals...
- Descriptors (players) = Lehman, Jansen...
- Descriptors (periods) = 1st half, 2nd half...
- Descriptors (locations) = right, centre, left...
- Descriptors (quality) = well done, bad...

User can register actions and click descriptors as follows:

Corner kick (click) + 1st half (click) + right (click) + well done (click).

These are all the available **Timeline options**:

- **Zoom** : To maximise or minimise the Timeline. To show the entire Timeline, click .
- **Change the start or end of a record**: Place cursor on the left (start) or right (end) of the record and when it changes to , then left click and drag it in one of the two possible directions.
- **Temporary displacement of record** (without affecting its length): Place cursor in the middle of the record and when it changes to , then left click and drag it in one of the two possible directions.
- **Add category** (row): Right click on the name of a category (row) and select **Add row**. Then enter a name and click **Ok**. Timeline would have a maximum of 50 categories or rows (depending on the number of categories previously created in the buttons template)
- **Edit category name** (row): Right click on the name of the category to be edited, select **Edit category name** and click .
- **Delete category** (row): Right click on the name of the category to be deleted, select **Delete row** and click on **Yes**.
- **Duplicate category** (row): Right-click on the name of the category to be duplicated and select **Duplicate row**.
- **Timeline's tools**: See section 5.2

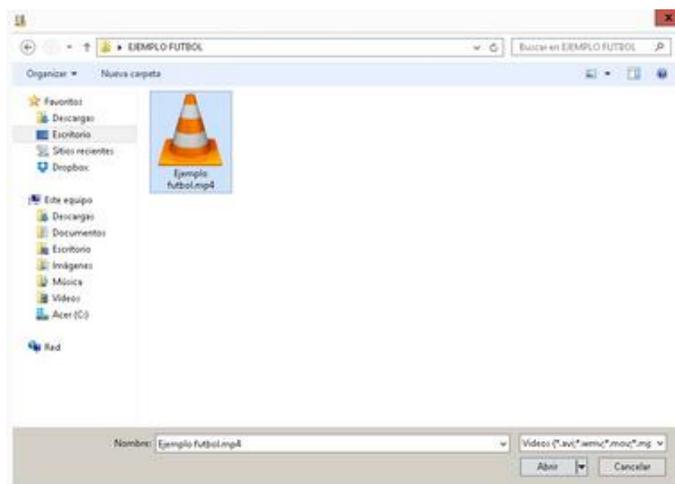
2.2 Viewing and recording from file

This is the environment where a video file can be seen and actions are recorded in the category template created by the user.

1.- Click on Register from File on main menu.



2.- Select the video file you wish to watch and click Open.



3.- Open or create a category template to record the actions of the generated video

To create a category template, click .

To open a category template, click .



With this version of the program, you can **configure your button template on two levels:**

One primary level (**3.1 Categories**) and other secondary level (**3.2 Descriptors**).

You can relate a primary action with one or two secondary (or more) actions when you are registering, as all the buttons are independent.

This program (**Nacsport Basic Plus**) offers 25 buttons to distribute between categories and descriptors.

3.1 categories

If you have selected **Create new category template**, insert the desired categories (buttons) by typing the name on the **New Name box** clicking **+**.



Template example:



3.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking on the appropriate button), users can also click on the respective descriptors to define them.

For example:

- Categories (actions) = possessions, faults, corner kicks, goals...
- Descriptors (players) = Lehman, Jansen...
- Descriptors (periods) = 1st half, 2nd half...
- Descriptors (locations) = right, centre, left...
- Descriptors (quality) = well done, bad...

User can register actions and click on descriptors as follows:

Corner kicks (click) + 1st half (click) + right (click) + well done (click).



3.3 Creating descriptors:

On the category screen:

Click the button you want and then click the option **It behaves as a DESCRIPTOR**.

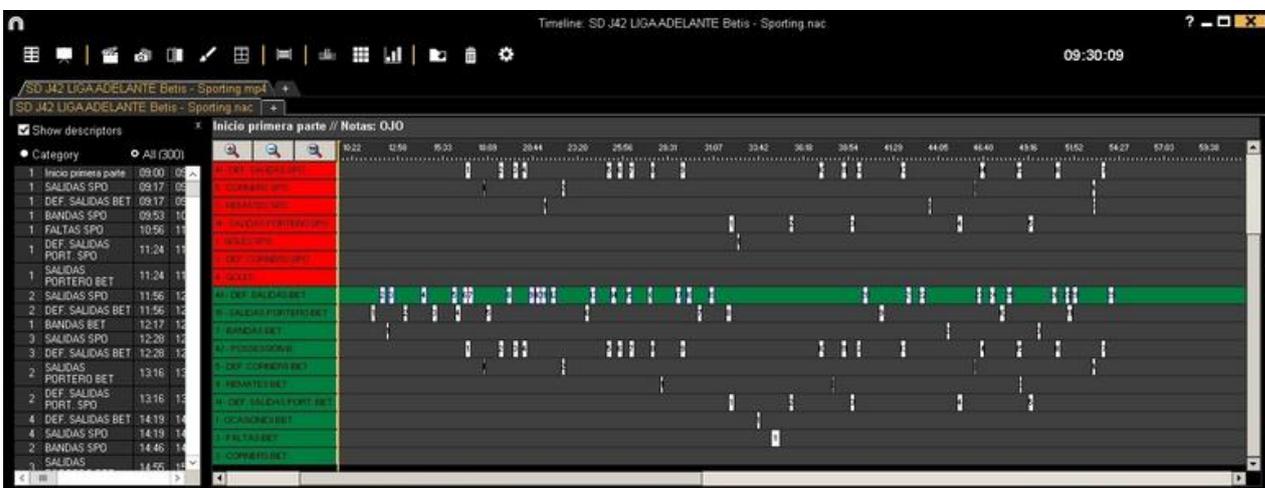
4.- To record actions

Click or **Record actions**, then click the video to play and finally click categories (buttons) created for that purpose, as they arise.

To pause, click the video image. To play, compare, classify or change the recorded actions, click to open the record editing environment (Timeline).



5.- This environment contains all the recorded actions which are shown by categories (rows) in an intuitive Timeline

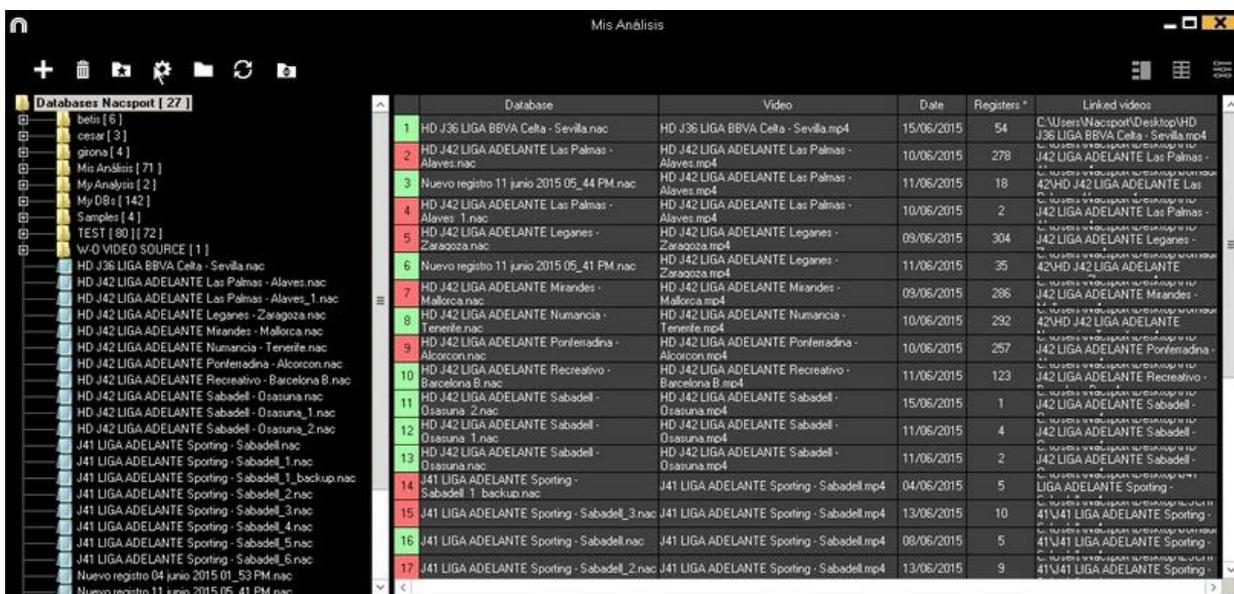


These are all the available **Timeline options**:

- **Zoom** : To maximise or minimise the Timeline. To show the entire Timeline, click .
- **Change the start or end of a record**: Place cursor on the left (start) or right (end) of the record and when it changes to , then left click and drag it in one of the two possible directions.
- **Temporary displacement of record** (without affecting its length): Place cursor in the middle of the record and when it changes to , then left click and drag it in one of the two possible directions.
- **Add category** (row): Right click on the name of a category (row) and select **Add row**. Then enter a name and click on **Ok**. Timeline would have a maximum of 50 categories or rows (depending on the number of categories previously created in the buttons template).
- **Edit category name** (row): Right click on the name of the category to be edited, select **Edit category name** and click .
- **Delete category** (row): Right click on the name of the category to be deleted, select **Delete row** and click **Yes**.
- **Duplicate category** (row): Right-click on the name of the category to be duplicated and select **Duplicate row**.
- **Timeline's tools**: See section 5.2

2.3 My analysis

In this environment, you can consult all the Nacsport databases created or imported by the user.



To access presentations, timeline or the viewing and record environment, double click to database (green means available) and select your preferred option.

You can also open several databases at once by selecting the databases you want and then clicking

If the database is in red, this means the associated video is in a different location than the last time it was used, it has a different name or the video has been deleted. If the video is still available, it can be associated by double clicking the red database and searching for it.

Following actions can be performed:

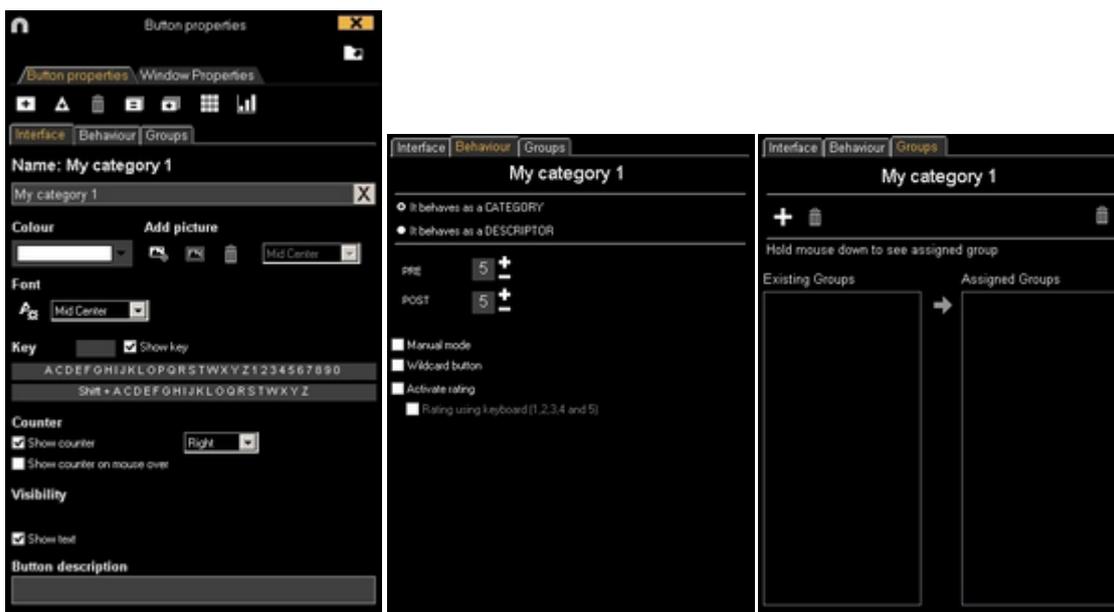
- **Create subfolders:** click the desired folder and then click
- **Delete folders (and the databases they contain) or databases:** click the desired folder and then click
- **Assign favourite folder:** click the desired folder and then click
- **Select folder directory:** click and select directory.



3. CATEGORIES TEMPLATE

3.1 Categories template icons	Page 18
3.2 Creating categories templates	Page 20

3.1 Categories template icons



A) Button properties

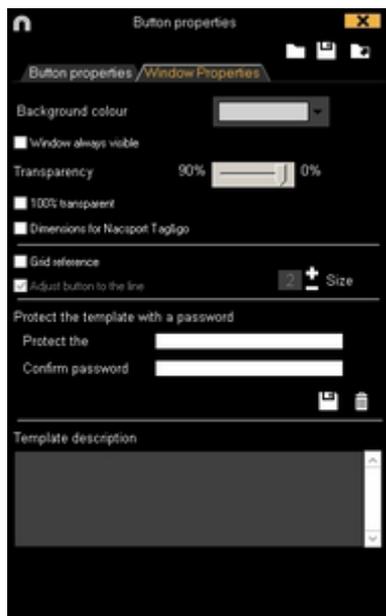
- Create a new category (button).
- Create a customized button.
- Delete all categories created in actual template.
- Open window to rename and save category template.
- Add properties of the blue highlighted category to other selected categories.
- Clones selected category (button).
- Order the data matrix
- Make a dashboard
- Export the template to Tag&Go
- Open an already created template

a) Interface

- Open the window to customize font and colour of the category.
- Open the window to add an image to a category (button).
- Fit the size of the image to the size of the category.



B) Categories window properties

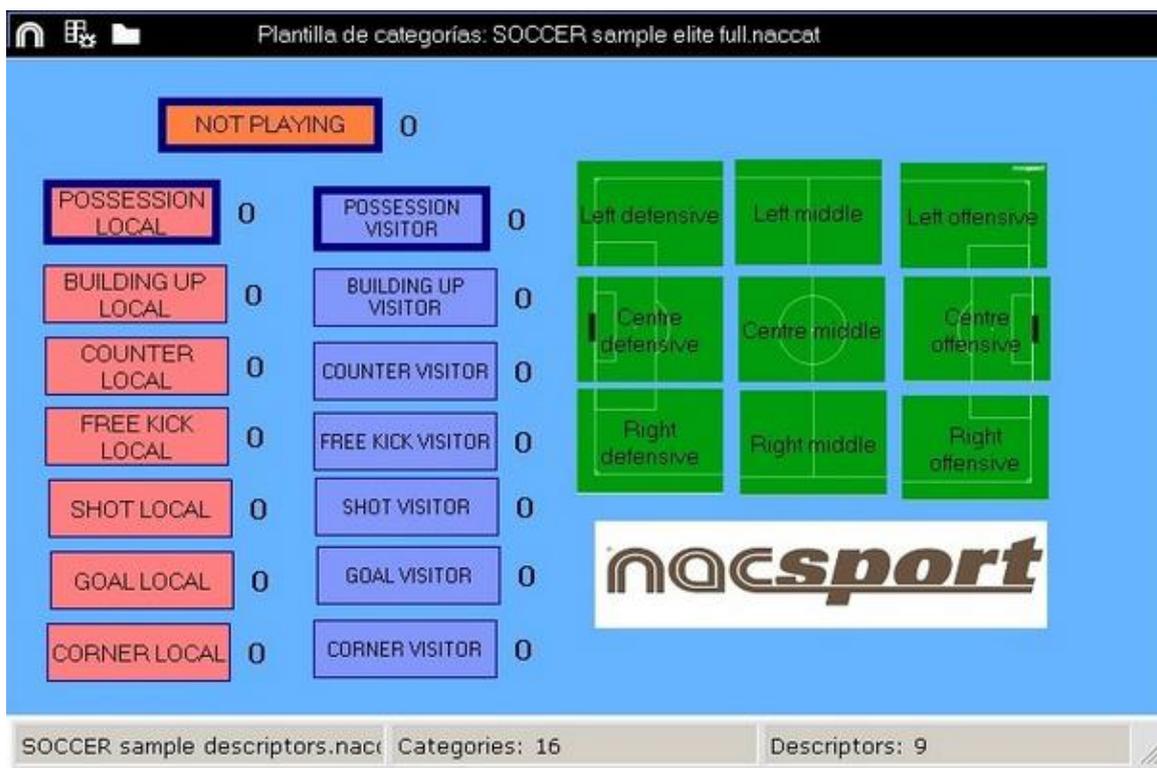


 Lock categories template with password.

 Delete password



3.2 Creating categories templates



This program version allows user to **configure your button template on two levels:**

One primary level (**4.1 Categories**) and other secondary level (**4.2 Descriptors**).

You can relate a primary action with one or two secondary (or more) actions when you are registering, as all the buttons are independent.

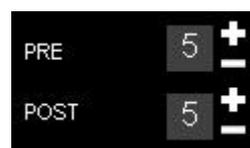
This program offers unlimited buttons to distribute between categories and descriptors.

3.2.1 Categories

Insert categories (buttons) you wish by clicking Or by double clicking the categories template back ground

You can also make customized shape button by clicking (see 4.6)

By default, created categories are automatic (a preset time will be recorded before and after the moment you click on the button), but you will also be able to create manual categories (so you will have to click on the button to start recording and then at the end of the action to stop registering).



To change the preset time of the automatic categories, click

To change automatic categories into manual categories, click Manual mode .



3.2.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking on the appropriate button), user can also click on the respective descriptors with to define them.

For example:

Categories (actions) = possessions, faults, corner kicks, goals...
 Descriptors (players) = Lehman, Jansen...
 Descriptors (periods) = 1st half, 2nd half...
 Descriptors (locations) = right, centre, left...
 Descriptors (quality) = well done, bad...

Users can register actions and click on descriptors as follows:

Corners (click) + 1 time (click) + right (click) + good (click).

You can also add descriptor to already registered action by click on the register and then on the descriptor you want.

3.2.3 Create descriptors:

On the category screen:

Click the button you want and then click option **It behaves as a DESCRIPTOR**

Descriptors can also be added automatically, without clicking them, if you select **The descriptor is automatically added at each click** . This option can be changed from the register window by right-button click on the descriptor.

3.2.4 Other options for creating categories templates

3.2.4.1 Graphical options (size, color , pictures, etc.) of the buttons.

To change the place of a button, click and drag it .

To change the order of the button, right click with the mouse on the button and select **Send to the back** or **Send to the front**, with this option, user will be able to bring buttons to front or send them to back as if they were layers.

To change the size of a button, keep pressing the ALT key and drag the lower right corner of the button

To change the color of the button click



To add an image (picture) to a button, click  and then click  to fit the size of the image to the button.

To change the font and text colour of a button, click .

To undo last change, press Ctrl+Z.

To show/hide a button during action's registering click Visible button while registering

To use a button as a partial or full frame for the template click on Make button inactive

From Window Properties tab:

To show/hide the background grid click Grid reference

To adjust the button to a line of the background grid click Adjust button to the line

You can change the size of the lines on the background grid by setting a number in the Size box

To Create templates with predefined Nacsport Tag&go size select **Tag&go dimensions**

3.2.4.2 Equalize properties and clone buttons

To equalize properties of buttons (categories or descriptors), choose buttons that you want, click and choose the properties to equalize.

To clone a button (all the properties of the new button will be the same than the original one) choose a button, click and select the amount of buttons you want to create.

3.2.4.3 Add hot keys

Select a button and then choose one of the keys in the list shown below.



3.2.4.4 Exclusion property for manual categories

This property is conceived to avoid opposite manual categories being opened at the same time.

Example:

Categories such as **Home Team Possession** and **Away Team Possession** cannot be opened at the same time as they are opposite conditions. Including the exclusion property between these categories, when clicking on **Home Team Possession**, then **Away Team Possession** will be automatically closed.

If you want to do what is explained before, follow these steps:

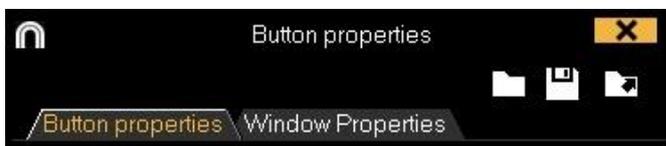
- 1- Choose **Home Team Possession** category.
- 2- Click exclusions tab and look for **Away Team Possession** category in the list and check it.



3.2.4.5 Lock category templates with a password

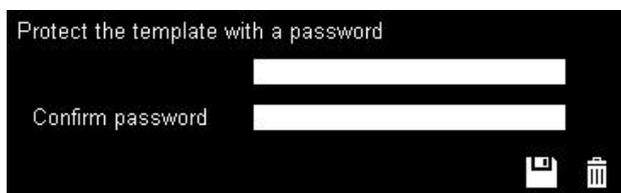
Follow these steps:

Click on **Windows properties** tab.



Type the password you want in the box under **Protect the template with a password**.

Type the same password in the box under **Repeat password**.



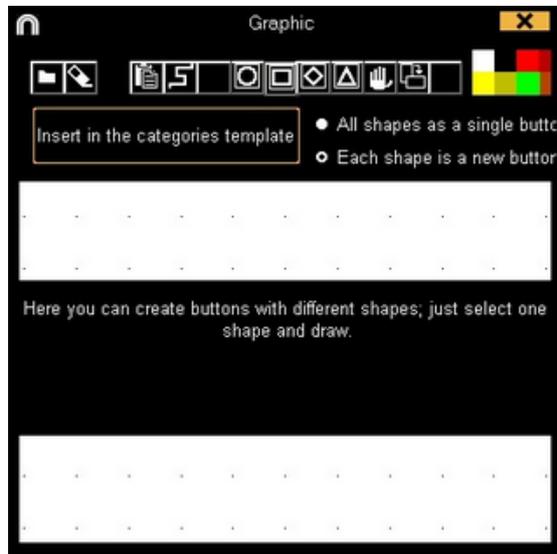
Click  to check that both passwords are the same.

If you want to delete the password to set a new one or leave it without password, click .

3.2.4.6 Customized shape button:

Instructions:

- 1- Click on  icon.
- 2- Draw the shape you want for you new button.



To use an image as a button click  and look for the image you want. By default each shape will be a new button. If you want to create a new single button with all the shapes you have drawn click on **All shapes as a single button.**

- 3- click on **Create new button**

3.2.4.7 Change the order of the data matrix

With this tool you can change the order of the categories and descriptors in the data matrix.

Click the  icon



Select the category or descriptor you want to replace, then drag and drop it where you want.



3.2.4.8 Export templates to Nacsport Tag&go

Click  and select Export template to Nacsport Tag&go

3.2.4.9 Category rating.

With this property you can give a rating (from 1 to 5) to the category you click, this will help you to find in a better way the registered actions once you are in the Timeline.

To use this property follow these steps:

- 1- Select a button and click on the **Activate rating** option in the **behaviour tab**.
- 2- During the register of actions select the rating of each category by clicking on the category and then on the rating that will pop up.

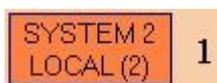


- 3- Once in the Timeline click on and choose the rating which categories you want to show.

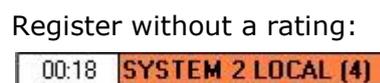
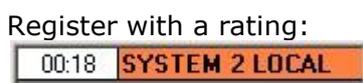


Note: You can use the keyboard to add a rating using the number keys from 1 to 5. In the case you are using keyboard shortcut for you categories and they are any number key between 1 and 5 you should activate the "Rating using keyboard (1,2,3,4,5)" property. With this property you can use the keyboard for both, registering actions and adding ratings. Please follow these steps

- 1- Pres the number key (1,2,3,4,5) to register the category with the corresponding shortcut



- 2- Set the rating you want by pressing the corresponding key (1,2,3,4,5) o close the rating by pressing Esc.



3.2.4.10 Groups of buttons

With this property you will be able to make groups of different buttons. To do this click on the tab "Groups", choose the button you want and click on and type the name of the group.

Example:

To make a group of player choose the players (John, Bob, James)



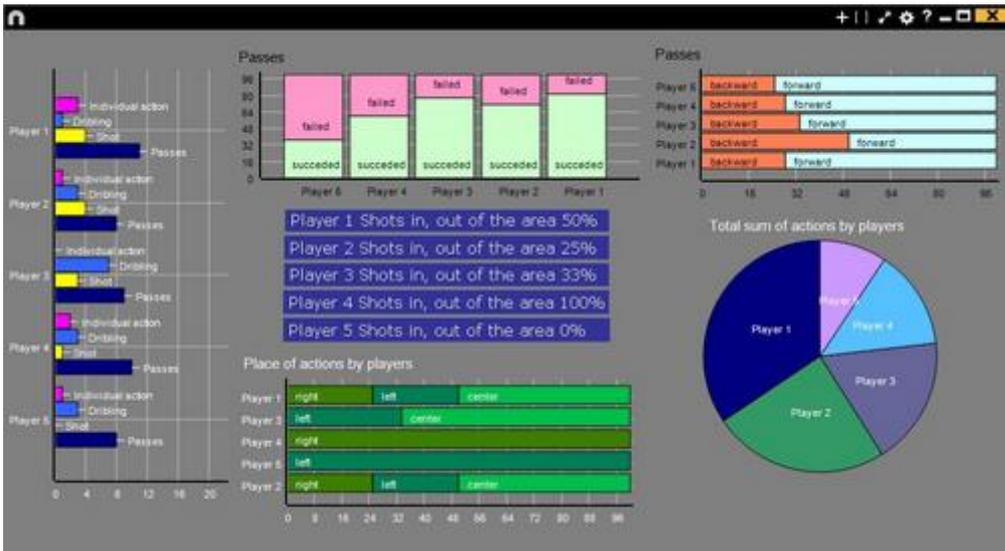
click on and type a name for the group



. Now those 3 players are part of the same group



3.2.4.10 Dashboards



The Dashboards will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

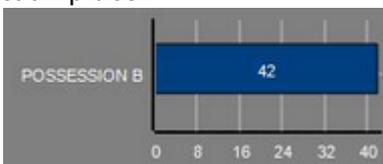
Charts

To create a dashboard click on and select "make a new chart" . Choose the kind of chart you want to make and then click on the categories and descriptors you want to show. The pie and donut charts can only contain a single category in the case of adding descriptors, the lines chart can contain only categories or only descriptors

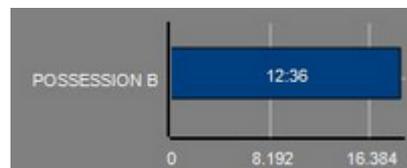
To change the colour of any element in the chart click on it and choose the color you want. To add the same color to all the elements you are adding to the chart click on "Same colour for each series"

To lock any element in the dashboard right click and choose the option you want. To show the amount of time during an action took place instead of the amount of action happened click on Values in time mode

Amount of actions happened:
took place:



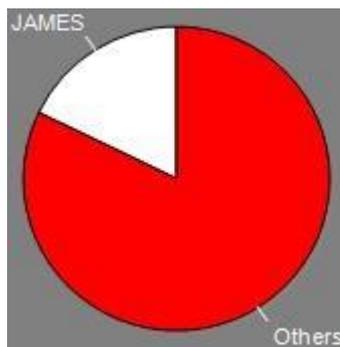
Amount of time during the actions



To create a chart relative to a group select any of the pie or donut charts and click on the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the chart show the value of the action selected in relation to the total amount of the group

Example:

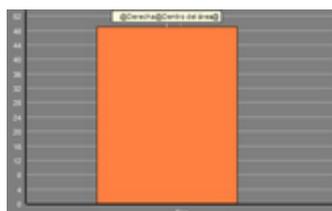
If you select a player relative to a group which contains the total amount of players you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected

Example:

To see all the shot on the right in the area select the category shots, the descriptor right and the descriptor in the area. Select "Filtered mode". Now you will only see in the chart the shot which contains both the descriptors right and the descriptor in the area

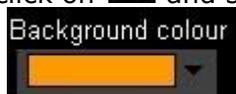


Labels

Labels will able you to see a numerical representation of actions happened in a event, making easier to understand what happened during the event

You can make 3 different kinds of labels, the simple label, the time label and the data label

To make a simple label click on and set a name for the label, to change the



colour of the label click this label shows only text and can be use to organize the dashboard

To make a time label click on  and set a name for the label, to change the

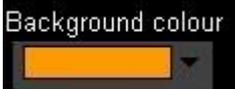
colour of the label click , this label shows a timer which is the time of the actual video .

To make a data label click on  and select the categories and descriptors you want to show.

Example:

To make a label which show the total amount of actions made by a player on the right of the field click on the name of the player and on the descriptor right

Player 1,Right: 41

To change the colour of the label click 

To set a nickname for a label type the nickname on the corresponding box and select Nick name now the label will you the text you set for it

Label without nickname:

Free kick Side Shot Drill In the area = 0

Label with nickname:

Free kick 0

To hide the text of a label and only show the numeric value of it click on

Hide the text

To show the amount of time during an action took place instead of the amount of actions happened click on Values in time mode

Amount of actions happened:

Possession A: 119

Amount of time during the actions took place:

Possession A: 35:42

To create a label relative to a group select the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the label show the value of the action selected in relation to the total amount of the group as a percentage, to see

it as a absolute value click on Absolute value

Percentage

On target= 20%

Absolute value

On target= 3/15

To see the labels ID's keep pressing Alt Gr. This will help you making label relative to another label.

To make a label which behaves as a sum of elements click on the category you want, then on the descriptor you want and lastly on " behave as sum" , when this option is active the label will show the total amount of the categories containing one of the descriptor summed to the total amount of categories containing the other descriptor.



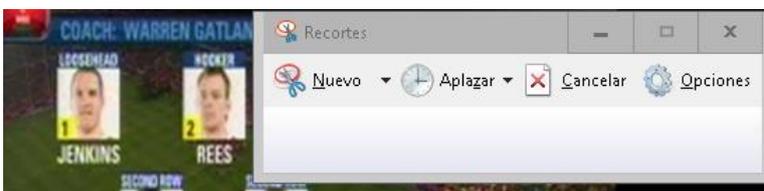
Example:

To show all the shots on the right and all the shots in the area select the category shot, the descriptor right and the descriptor in the area. Select "behave as sum". Now you will see all the shot on the right and all the shots in the area as a single value.

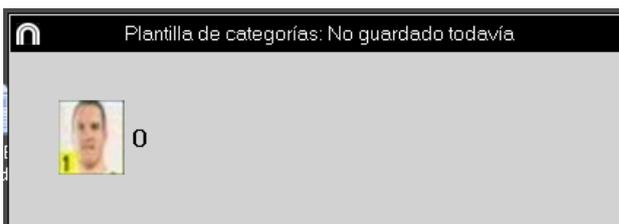
3.2.4.11 Make a button using a screen cut

This tool will allow you to make a button containing an image without needing to adjust the size of the image.

To use this tool you will need to open any screen cut tool, for example the snipping tool which Windows provide by default. Open the image you want to use and snip/screen cut it.



Right click on the template's background and click on "Paste picture and create category"



3.2.4.12 Set an image as background

With this option you can use an image as a background for your template.

To insert an image click on **Window Properties** and then on finally choose the image you want to use.



3.2.4.13 Counters in time mode for the manual categories

You can show the length of time registered while using a manual category instead of the amount of times you have registered it.

To do so select the manual category from the category template edition window and click on Time label

Button in time mode:



4. VIEWING AND REGISTERING

Now the three options to view and record an event will be explained.

[4.1 Register from file](#)

Page 33

[4.2 Real-Time register](#)

Page 37



4.1 Register from file

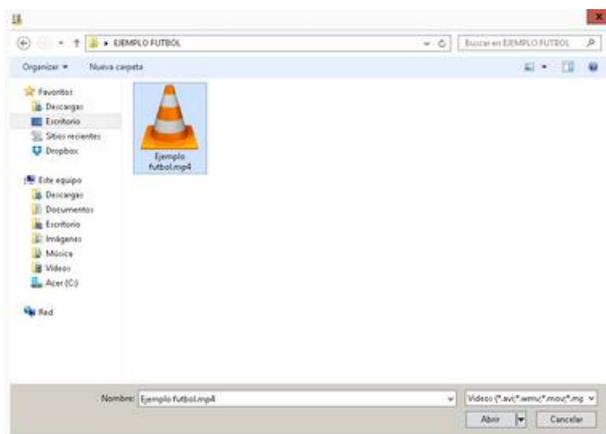
This is the working environment in which a video file is seen and the actions are recorded by a category template created by the user.

Follow the steps below to work with this environment:

1.- Click on Register from File on main menu.



2.- Select the video file you wish to watch and click Open.



3.- Open or create a category template to record the actions of the generated video.

To create a category template, click .

To open a category template, click .



4.- To register actions.

Click or check the option **Register actions**.

Click the video image to play and then click on the categories (buttons) created for that purpose, as they arise.



Click the video to pause the playback.

To order registers History Click and select **Order registers History by time** or **Order registers History by creation**.

1- Order registers History by time: last action shown will be the last moment of the video registered.

2- Order registers History by creation: last action shown will be the last moment of the video registered in the current actions register.

Example:

An analyst is reviewing a game for the second time and then he registers new actions in the middle of that event. With this new tool he will be able to choose how the registers are listed in the register control: whether the last one shown in the list is the last of the event or the last one clicked. The purpose of this feature is so that you can easily check the last registers created regardless of where they appear chronologically in the video.

To draw the image, click . This drawing will be saved in your database. To go to a specific moment in the video, click , then select the time you want to go



and click .

To play a video in slow motion click on and select the speed you want



Click and the register control window will be minimized.

See shortcuts

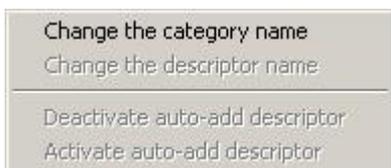
Keep pushing the icon to see the shortcuts of you buttons.

Resize video window

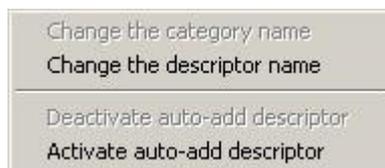
Click on and choose the size of the window you want to use. The window size will be determinate by the resolution of the video playing.

To quickly modify buttons, right click the button you want and choose what you want to modify on the drop-down menu.

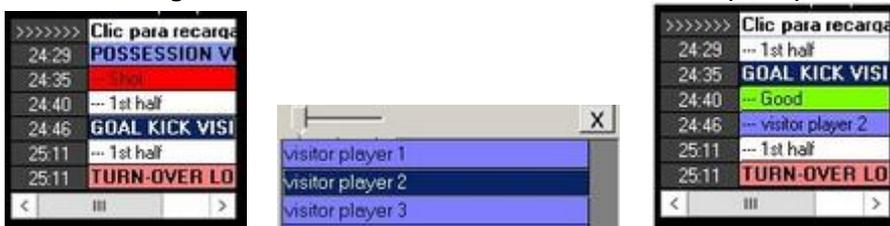
Categories' menu :



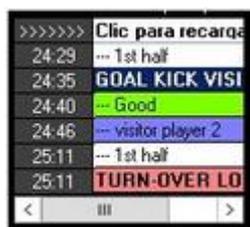
Descriptors' menu:



To add a descriptor on an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.



Now the category contains the descriptors **Good** and **Visitor player 2**.



To add a note to an already registered category, click right the register which is in the box on the left of the register control window and add a note. By default, notes are equal to category descriptors.

To save the note, click .



To play, compare, classify or change the recorded actions, click  to open the record editing environment (Timeline).

4.2 Real-Time register

This is the environment in which video images can be viewed from an external source (video camera, video converter, etc.) connected to the computer's FireWire port. While a video file is being created (digitized) with external images, users can use a category template to register actions.

In other words, the video and the action registered are created simultaneously. At the end of the event, user will have all the actions in a Timeline, where they can be easily analysed and managed.

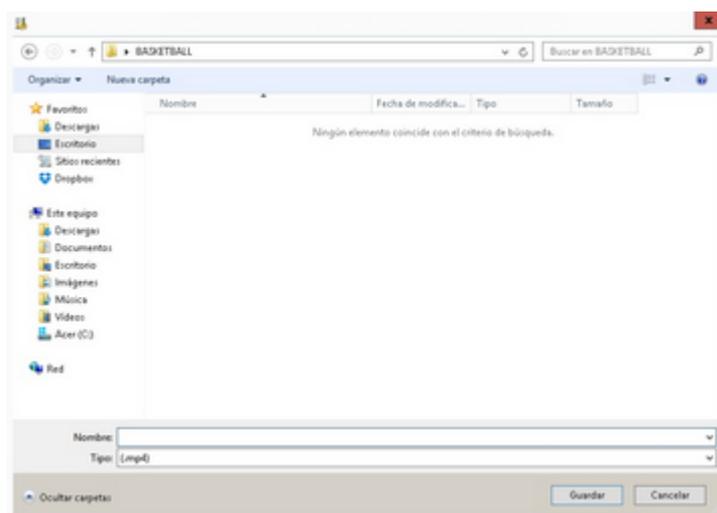
Follow the steps below to work with this environment:

1.- Connect the camera to the PC

2.- Click Real-Time Register on the main menu.



3.- Enter the name of the video file to be captured. Then click on Save.



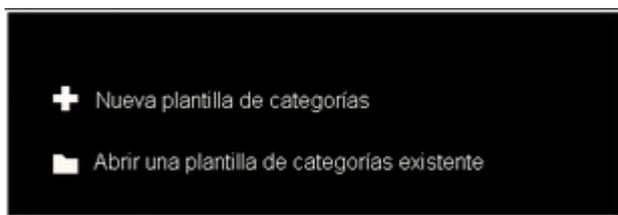
4.- The video will be in .MP4 format and will be stored with compressed quality.

You can change the video format from the option menu by clicking  in the register control window.

5.- Open or create a category template to record the actions of the generated video.

To create a category template, click .

To open a category template, click .



6.- To start the video capture, click .

Then click on the categories (buttons) created for that purpose as they arise.



To pause the video capture click .

To order registers History Click  and select **Order registers History by time** or **Order registers History by creation**.

1- Order registers History by time: last action shown will be the last moment of the video registered.

2- Order registers History by creation: last action shown will be the last moment of the video registered in the current actions register.

Example:

An analyst is reviewing a game for the second time and then he registers new actions in the middle of that event. With this new tool he will be able to choose how the registers are listed in the register control: whether the last one shown in the list is the last of the event or the last one clicked. The purpose of this feature is so that you can easily check the last registers created regardless of where they appear chronologically in the video.

To draw onto the image in the current video, click . This drawing will be saved in your database.

To add an independent text note press the Ctrl key

Click and the register control window will be minimized.

See shortcuts

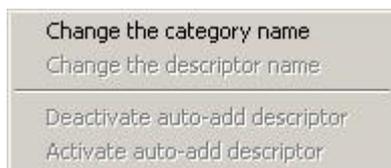
Keep pushing the icon to see the shortcuts of you buttons.

Resize video window

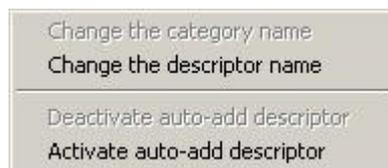
Click on and choose the size of the window you want to use. The window size will be determinate by the resolution of the video playing.

To quickly modify buttons, right-button click the button you want and choose what you want to modify on the drop-down menu.

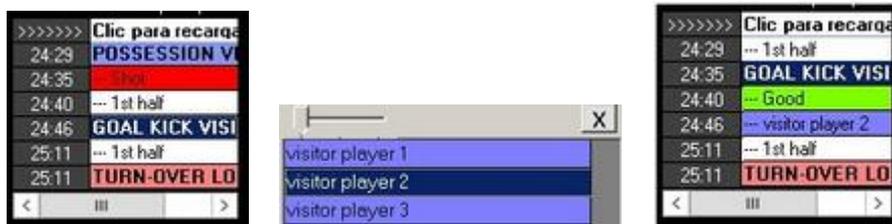
Categories' menu :



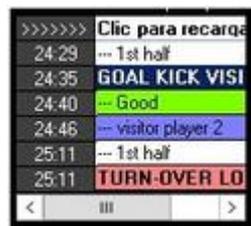
Descriptors' menu:



To add a descriptor to an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.



Now the category contains the descriptors **Good** and **Visitor player 2**.



To add note to an already registered category, right click in the register in the box on the left of the register control window and add note. By default, notes are equal to the descriptors of the category.

To save the note click .



To play, compare, classify or change the recorded actions, click  to open the record editing environment (Timeline).

5. TIMELINE

This environment contains all the registered action shown by categories (rows) in an intuitive Timeline in which you can modify you register, change its duration, add notes or drawings, etc. You can also make presentations or video to show your registers. Now all the Timeline options will be explained:

[5.1 Timeline icons](#)

Page 41

[5.2 Timeline tools](#)

Page 42



5.1 Timeline icons

-  Show and hide all records (actions) in selected category.
-  Show the window to make lists of actions (presentations).
-  Show the window to make a video with the selected category or actions.
-  Show the window which generates a sequence of frames of the selected action.
-  Show the window to compare selected actions (8 maximum).
-  Show the 'Viewing and recording actions' environment.
-  Show the window to adjust the length or time interval of the records.
-  Open the window to draw the actual frame of the video.
-  Delete the selected register/s from the Timeline.
-  Open the window which shows all categories and descriptors (Data Matrix).
-  Timeline options.
-  Open exportation options.
-  Open the dashboards

5.2 Timeline tools

a. Show/hide register list	Page 44
b. Presentations	Page 45
c. Make a video	Page 50
d. Frame maker	Page 52
e. Compare actions	Page 53
f. Synchronize Timeline	Page 54
g. Drawing tool	Page 55
h. Register properties window	Page 56
i. Data matrix	Page 57
j. Timeline options	Page 58
k. Export	Page 59
l. Dashboards	Page 60

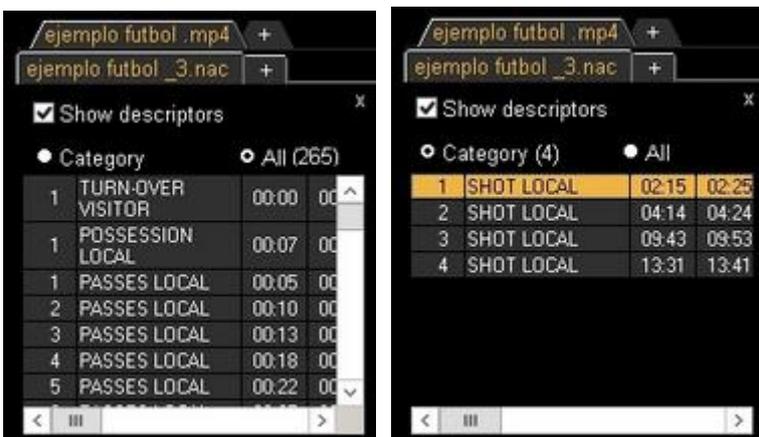


5.2.1 Show/hide register list

This tool shows/hides the list of registers the Timeline contains in a clear and easy way.



Registers can be shown by categories or chronological order.



5.2.2 Presentations

With this tool you can make a list with registers in order to create a presentation and then show them o make a video with them. In this version of the program you can use up to 5 different videos (databases)



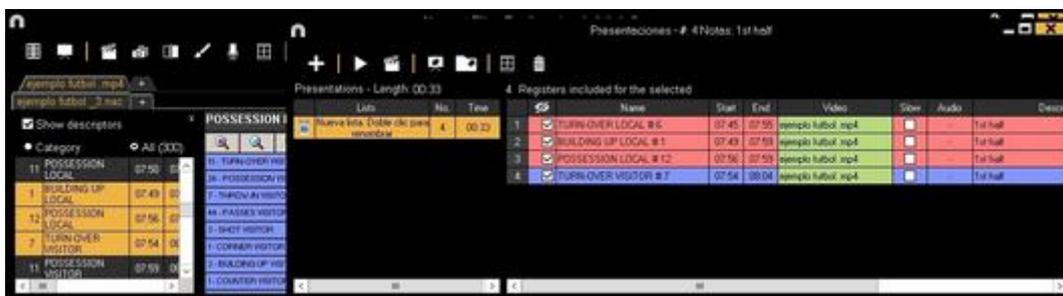
5.2.2.1 To make a presentation

To make a presentation, click from the Timeline and then **Make a new presentation.**

Make a new list by clicking . You can change the name of the list by double clicking it.



Select register you want and press the key number **3** to add them to the list.



You can select registers on the left of Timeline or from the data Matrix.

To delete a list click .



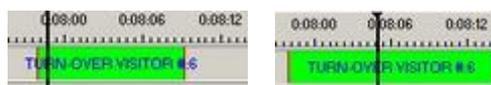
To edit registers from the presentation:

To edit a register from the presentation, double click it or click



In this window, you can add notes, pictures and drawings. You can also change the duration of the register.

To change the length of a register, click on the start/end of a register and when the icon turns up, just drag the register to the moment that you want.



To add a drawing, click at the moment of the video you want to. It will be saved in your database so it will be shown in the presentation.

To add a picture, click at the moment of the video you want to. It will be saved in your database so it will be shown in the presentation.

With these options, you can modify an already added drawing or picture.



You can add a note by typing what you want on the proper text box.

To go to the next register, click

To edit the presentation:

You can organize the presentation in some different ways:

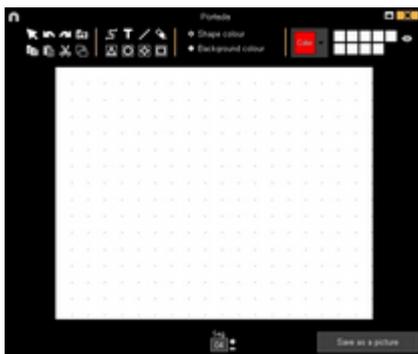
a) Lists: each list contains a kind of action.

Presentations - Length: 05:38			
	Lists	No.	Time
	TURN-OVER LOCAL	14	02:20
	TURN-OVER VISITOR	13	02:08
	SHOT LOCAL	4	00:40
	SHOT VISITOR	3	00:30

b) Using front pages to split between a bunch of actions and another

7	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #12
8	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #13
9	<input checked="" type="checkbox"/>	Shot local
10	<input checked="" type="checkbox"/>	SHOT LOCAL #1
11	<input checked="" type="checkbox"/>	SHOT LOCAL #2
12	<input checked="" type="checkbox"/>	SHOT LOCAL #3
13	<input checked="" type="checkbox"/>	SHOT LOCAL #4
14	<input checked="" type="checkbox"/>	Shot visitor
15	<input checked="" type="checkbox"/>	SHOT VISITOR #1

To create a front page click



Click or to undo/redo the last changes

Click on to see the list of already created front pages, select **creation order** and the front pages will be ordered by creation date (newest or oldest first).

Modify the time while the front pages are shown selecting it on

Set list structure as favourite

With these options, users will be able to save a list structure to be used in future presentations.

To do this, right click the mouse over a list and select **Save the list structure as favourite**.

To load a list in the new presentation, right click the mouse and select **Load favourite lists**

If you want that your favourite list structure is loaded automatically select **Auto-load favourite lists for new presentations**

Import images as front pages into a presentation.

There are 2 options:

A) Select the image/images you want to import and drag them into the presentation window



B) Click on , select import image and then select the image/images you want to import.

Note: Each image you import will be added as a new front page in the presentation

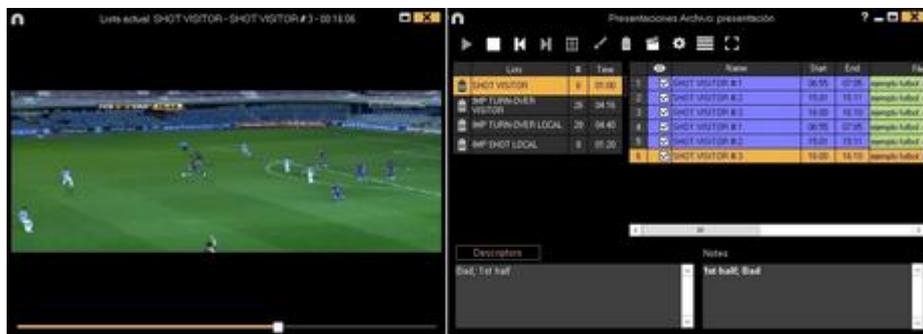
Copy, cut and paste registers in the presentation.

A) Select the register you want in a list, right mouse button click and choose copy or cut. Select the list where you want to paste the registers, right mouse

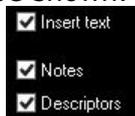
B) Select the register you want in a list, drag them into another list to copy them. rag them into another list while keeping pressed the Ctrl key to cut them.

5.2.2.2 Show a presentation

To show a presentation, click .



In this window, the presentation that you choose will be shown.



To show notes and descriptors of a presentation, click

To reproduce a register after another with stopping the video, click



You can show the previous or next register by clicking   or by pressing keys **1** and **2**.

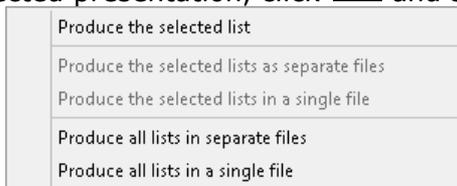
To show the video on full screen, click 

To play a video in slow motion click on  and select the speed you want



5.2.2.3 To produce a presentation

To produce a video with the selected presentation, click and select one of the

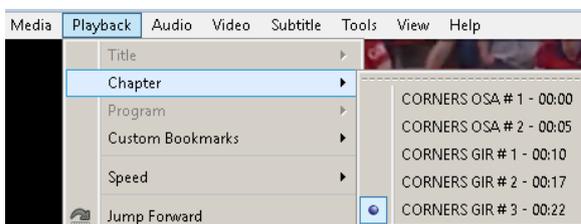


options in the drop-down menu

To produce an .mp4 video with chapters in the registers you want just check the corresponding option.

Thanks to chapter you will be able to jump between registers when using the VLC media player.

To see the registers in the VLC media player click on **playback** and then on **chapters**, finally click on the register you want to see



To add a transition between 2 registers in your presentation click on then on "Add video transition" and select the transition you want.

Note: Video transition will only be shown on the final video. It will NOT be shown when showing a presentation from the software

You can select the output video format in the video production window.



Click to start the production.

Type the name of the file that will be produced and click on **Save**.

5.2.3 Make a video

With this tool you can make a video with the selected registers.

1-To make a video select the register you want in it and then click



2- Select output format and quality you want and click



By clicking , a drop-down menu will appear showing more options for video quality.



To show notes in the video, click **Text** and choose the option you want.

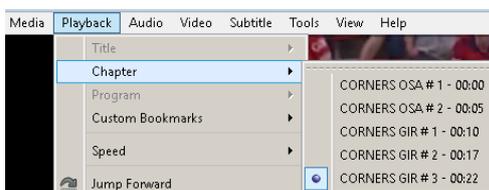


To add audio to the video click **Process audio** and choose the option you want.

To produce an .mp4 video with chapters in each register select **Insert chapters in the .mp4 file** in the production options windows.

Thanks to chapter you will be able to jump between registers when using the VLC media player.

To see the registers in the VLC media player click on **playback** and then on **chapters**, finally click on the register you want to see



To add a logo to the final video click on  from the video making window and then click on 



Add the logo you want by clicking on  and looking for the file and select the place on which the logo will be

Note: The recommended size for the logo will depend on the final video's resolution.

3- Type the name on the file you are going to produce a click on **Save**.

5.2.4 Frame maker

With this tool you can split a video into separate images.

1- Select a register and click on .

2- Select the amount of frames you want to extract from the video



Click  to draw in current frame.

Click  to save the actual image as a .jpg file.

Click  to save all images as .jpg files.

Click  to play all the images.

Click  to produce a video with all the extracted images.

5.2.5 Compare actions

With this tool you can compare up to 8 different videos (registers).

1- To compare registers just select them in the grid on the left of Timeline by keeping pressed Control key and clicking .



You can draw by clicking .

To synchronize the beginning of one of the videos, click  until the moment you desire. Then, repeat the process with other videos.

To play all the videos at the same time, click  and .

To see the videos on full screen, click .

5.2.6 Synchronize Timeline

With this tool you can modify the time of you registers in an quick and easy way. This is useful for situation when the video is wrong synchronized so the registers do not show actions properly.

To open the tool, click

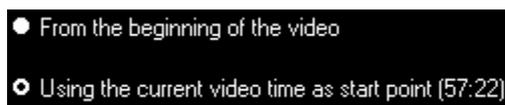


Look in the list for the categories you want to move and chose what you want to modify (beginning or end of a register, or moving the time of a register) and then



select how much time in positive to move to the right in negative to move to the left.

You can choose to move the registers from the beginning of the video or from the actual moment of it. This way you can synchronize just the registers from the 2^o half for example.



Click on to make the changes.

5.2.7 Drawing tool

With this tool you can add a draw onto an exact moment of the video.

To make a draw click

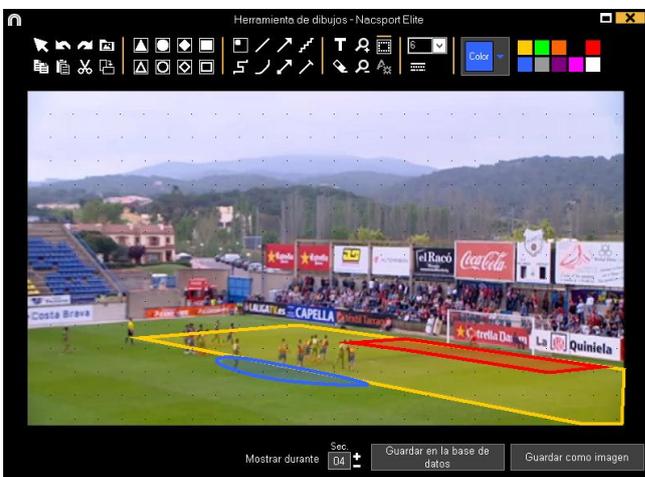


To undo or redo a draw click or respectively.

To change the font, color and background of a text click on

To add a reference grid in order to make a draw click on

To break a form click on



To save the draw as a .jpg file click

If you want your drawing to appear in presentation and videos, click **Save in the database**. Drawing will be shown for 5 seconds by default.



5.2.8 Register properties window

In this window, you can modify timing and drawing of your registers, but also add notes and descriptors.

To open the registers' properties window, click  or double click a register.



To modify a drawing, click .

To add a picture to the register, click on .

You can add a note by typing what you want on the proper text box.

To add a descriptor, select one in the descriptor list and click .

To modify the time of the register, drag the beginning or the end of the register to the moment you want.

To go to the next register click . To go to the previous register, click .

5.2.9 Data matrix

In this window you can see in a clear and quick way all the categories and descriptors. You can consult numerically all the actions registered and see them immediately.

To access to the data matrix, click .



To add a selected register in the data matrix to a presentation, click  or press key **3** if the presentation is already opened.

To produce a video with the register selected in the data matrix, click .

To open the register properties window, double click a register or click .

To export the data matrix, click  and choose one of these options



5.2.10 Timeline options

Zoom : you can maximise or minimise the Timeline. To show the entire Timeline, click .

Change the start or end of a record: position the cursor on the left (start) or right (end) of the record and when it changes to . Left click and drag it in one of the two possible directions.

Temporary displacement of record (without affecting its length): place the cursor in the centre of the record and when it changes to . Left click and drag it in one of the two possible directions.

Add category: Right click the name of a category (row) and select **Add row**. Then enter a name and click on **Ok**. Timeline can have a maximum of 50 categories or rows (depending on the number of categories previously created in the buttons template).

Edit category name (row): Double click on the name of the category in the timeline. Type the new name in the text box and click on  to save the change. Pressing the Enter key will save the changes and automatically go to edit the next category.

Delete category (row): Right click the name of the category to be deleted. Select **Delete row** and click **Yes**.

Duplicate category (row): Right click the name of the category to be duplicated and select **Duplicate row**.

Order the Timeline: Right button click on any category and choose "Order the Timeline by...". You can order the Timeline by colour, name, number of registers or customized.

Make a new register in a category: select the category in which the register will be made, place the vertical position marker at the moment you want, right button click on the selected category and click **Make a new register in this category** or press the "C" key.

Show/hide a category: Select the category you want and click the **Hide category** or **Show category** option.

Show/hide total sum of registers: Right button click on the Timeline and select the **Show/hide total sum of registers**

Hide/show TimeLine: From the Timeline's options menu, select **Hide Timeline**.

Note: whilst the TimeLine is hidden, registers can be only viewed by categories and not in chronological order.

5.2.11 Export

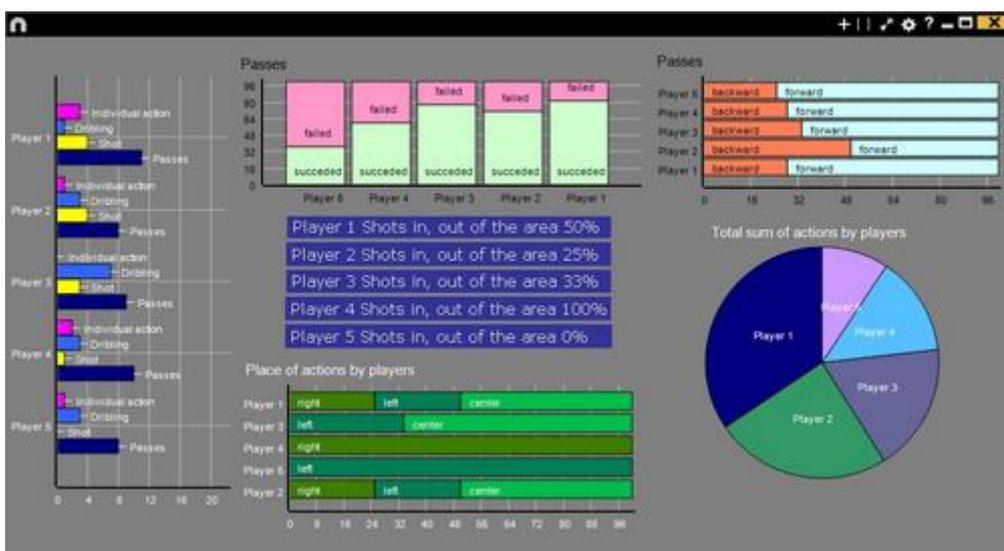
With this tool you can export you database in some different ways:

- As .XLS file showing the registers in chronological order.
- As .XLS file showing the percentage of categories.
- As . XML file in order to work with other programs.
- As .XLS file.

To export, click  and select desired option

Export to PDF or XLS (Chronological order)
Export to PDF or XLS (Percentage by categories)
Export as XML file
Export as XML file - 25 fps
Export as XML file with total values
Export to MS Excel © (XLS format 1)
Export to MS Excel © (XLS format 2)
Export to MS Excel © - Keeping descriptors order. (XLS format 3)
Export .csv
Export as text file
Export ready for AP Viewer

5.2.12 Dashboards



The Dashboards will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

5.2.1.1 Make a dashboard

You will have 2 ways to show your information on your dashboard.

1. Charts

The charts will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

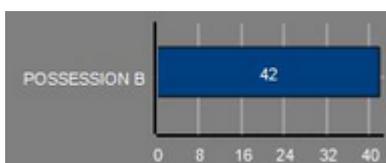
To create a dashboard click on and select "make a new chart"

Choose the kind of chart you want to make and then click on the categories and descriptors you want to show. The pie and donut charts can only contain a single category in the case of adding descriptors, the lines chart can contain only categories or only descriptors

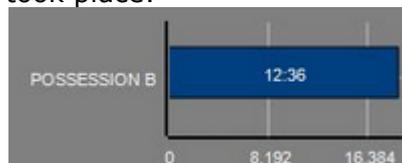
To change the colour of any element in the chart click on it and choose the color you want. To add the same color to all the elements you are adding to the chart clic on "Same colour for each series"

To lock any element in the dashboard right click and choose the option you want. To show the amount of time during an action took place instead of the amount of action happened click on Values in time mode

Amount of actions happened:



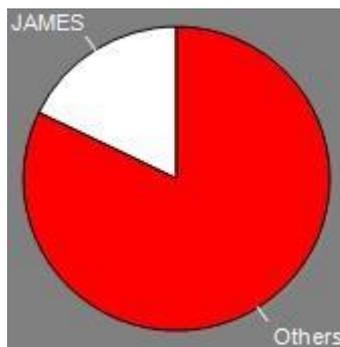
Amount of time during the actions took place:



To create a chart relative to a group select any of the pie or donut charts and click on the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the chart show the value of the action selected in relation to the total amount of the group

Example:

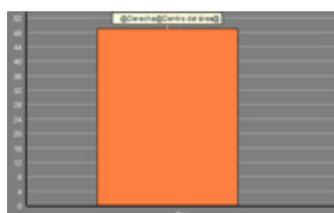
If you select a player relative to a group which contains the total amount of player you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected at the same time

Example:

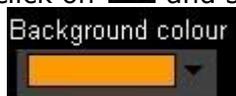
To see all the shot on the right in the area select the category shots, the descriptor right and the descriptor in the area. Select "Filtered mode". No you will only see in the chart the shot which contains the descriptors right and the descriptor in the area at the same time



2. Labels

Labels will able you to see a numerical representation of actions happened in a event, making easier to understand what happened during the event
You can make 3 different kinds of labels, the simple label, the time label and the data label

To make a simple label click on and set a name for the label, to change the



colour of the label click this label shows only text and can be use to organize the dashboard

To make a time label click on  and set a name for the label, to change the

colour of the label click , this label shows a timer which is the time of the actual video .

To make a time label click on  and select the categories and descriptors you want to show.

Example:

To make a label which show the total amount of actions made by a player on the right of the field click on the name of the player and on the descriptor right

Player 1,Right: 41

To change the colour of the label click 

To set a nickname for a label type the nickname on the corresponding box and select Nick name now the label will you the text you set for it

Label without nickname:

Free kick Side Shot Drill In the area = 0

Label with nickname:

Free kick 0

To hide the text of a label and only show the numeric value of it click on

Hide the text

To show the amount of time during an action took place instead of the amount of action happened click on Values in time mode

Amount of actions happened:

Possession A: 119

Amount of time during the actions took place:

Possession A: 35:42

To create a label relative to a group select the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the label show the value of the action selected in relation to the total amount of the group as a percentage, to see

it as a absolute value click on Absolute value

Percentage

On target= 20%

Absolute value

On target= 3/15

To see the labels ID's keep pressing Alt Gr. This will help you making label relative to another label.

To make a label which behaves as a sum of elements click on the category you want, then on the descriptor you want and lastly on " behave as sum" , when this option is active the label will show the total amount of the categories containing one of the descriptor summed to the total amount of categories containing the other descriptor.

Example:

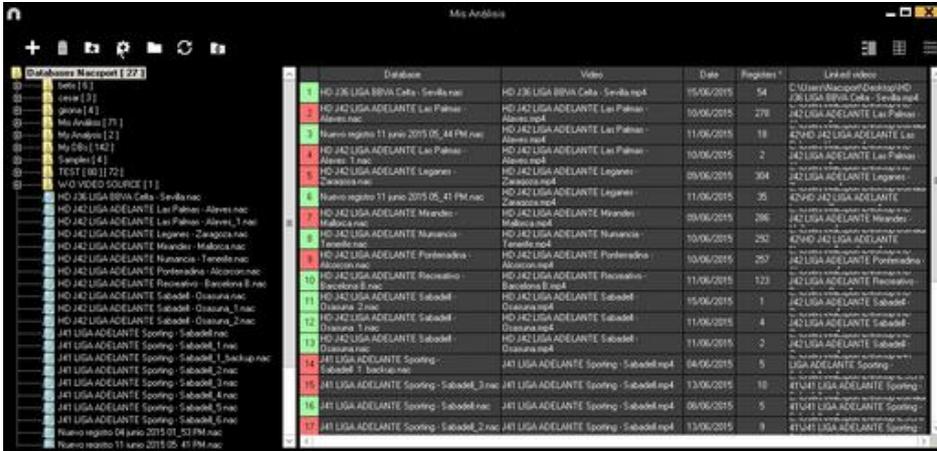
To show all the shots on the right and all the shots in the area select the category shot, the descriptor right and the descriptor in the area. Select "Behave as sum". Now you will see all the shot on the right and all the shots in the area as a single value.

Edit register properties

You can edit a register properties directly from the preview window of a chart or label. To do so click on any bar/section or label to see the action contained by that element. Now double click on any register you want to modify or click on 

6. MY ANALYSIS

In this environment you can consult all the databases created or imported by the user.



To access to presentation, timeline or registering environment, double click the name of any green database you want and choose what you want to do.



If the databases is shown in red colour, this means that there is no video linked to that database due it is in a different place, it was deleted or it has another name. If the video was not deleted, you can link it with by double clicking the name of the database a looking for the video.



You can also:

Make subfolders: Click any folder and then click .

Delete folders (and the databases in it) or delete databases: Click any folder (or database) and then click .

Assign a favorite folder: Click any folder you want and then click .

Choose folders' path: Click  and then select the path.

Open several databases at the same time: Choose the databases you want and click **open selected databases** these databases will be opened at once in the Timeline

Open databases folder: Click  icon.

Auto-link lost videos: With this option you can quickly link videos to your analysis in case you moved them to any other folder.

To do so right click on any analysis with a non linked video. Select the "auto-link" option and search the folder where the video is. The software will automatically search for any coincidence in that folder and it will link the videos to their corresponding analysis

Note: This option will look in to the path folder by folder. This means that in case of searching in the whole unit C: the software will look in the whole hard drive (this process can take a long time)

Analysis search: With this option you can quickly search and specific analysis by its name, video or creation date.

To do so just type in the search bar what you want to search.

7. TOOLS

7.1 Merge and convert video files	Page 67
7.2 Import/Export .XML Files	Page 68
7.3 Import databases from Tag&Go	Page 69
7.4- Quick merge videos from same source	Page 70
7.5- Quick merge videos from same source and analysis file (.nac)	Page 71



7.1 Merge and convert video files

With this tool you can convert multiple video files into one video file in .AVI format. Input formats supported by Nacsport are: .AVI, .WMV, .MOV, .MPEG, .MPG, .MOD, .M2V, .MTS, .M2TS, .VOB, .MP4 and .AVS.

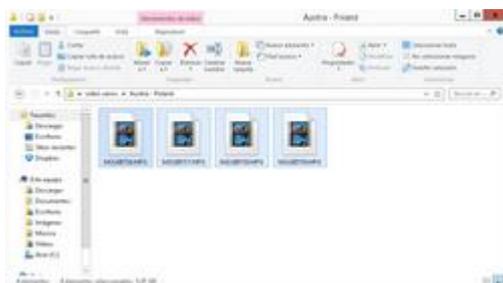
To use this tool, follow these steps:

- 1- In the Nacsport main menu, click on **Tools**.
- 2- Click on **Convert MPEG-2 to .AVI**.



- 3- Click .

- 4- Select the video(s) you want to convert to .AVI and click on **Open**.



- 5- Click .

- 6- Enter a name and select a location for the video that will be generated.



7.2 Import/Export .XML Files

* To **import a .XML folder**:

- a) At the main menu of the program, click on **Tools**.
- b) Select **Import**.
- c) Select **Import .XML of Gamebraker and SportsCode**.
- d) Click .
- e) Look for the .XML folder and double click it.
- f) Select name and destination for the **.NAC Database** and click on **Save**.
- g) In the section 3, click .
- h) Select the video which you want to link with the **.NAC Database** and double click it.
- i) Click on **Open the Timeline**.

* To **export a .XML folder**:

- a) Once the Timeline is opened with the folder to export, click .
- b) Select **Export .XML**.
- c) Select name and destination. Then, click **Save**.

7.3 Import databases from Tag&Go

In Main Menu, in the tools section, select **Import/Import from Tag&go**

Click  and select database to import.

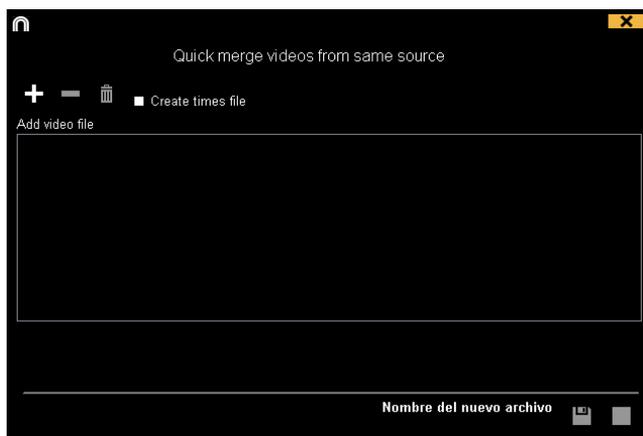
7.4- Quick merge videos from same source

With this tool you can convert multiple video files into one video file in the same format of the original videos.

Input formats supported by Nacsport are: .AVI, .WMV, .MOV, .MPEG, .MPG, .MOD, .M2V, .MTS, .M2TS, .VOB, .MP4 and .AVS.

To use this tool, follow these steps:

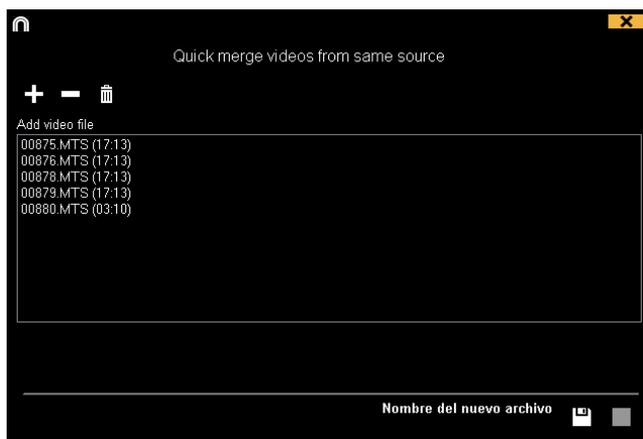
- 1- In the Nacsport main menu, click on **Tools**.
- 2- Click on **Quick merge videos from same source**



- 3- Click on .

- 4- Select the video(s) you want to merge and click on **Open**.

- 5- Click on .



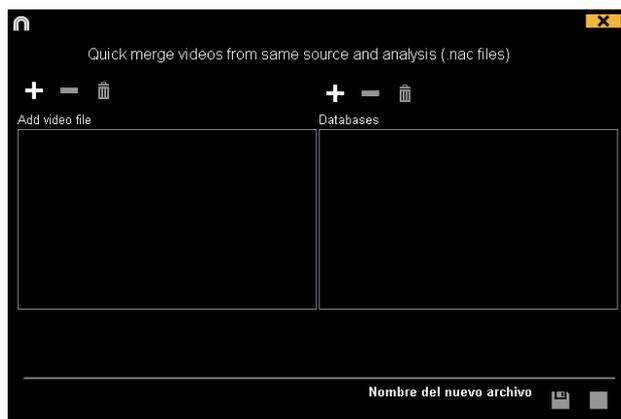
- 6- Enter a name and select a location for the video that will be generated

7.5- Quick merge videos from same source and analysis file (.nac)

With this tool you can convert multiple video files into one video file.

To use this tool, follow these steps:

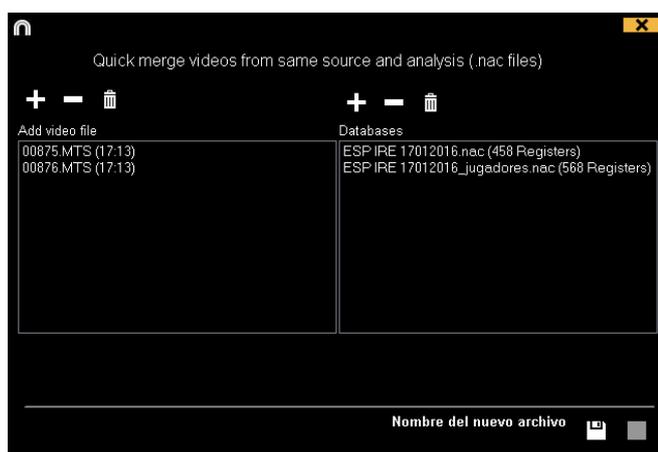
- 1- In the Nacsport main menu, click on **Tools**.
- 2- Click on **Quick merge videos from same source and analysis file**.



- 3- Click on .

- 4- Select the video(s) you want to merge and click on **Open**.

- 5- Click on .



- 6- Enter a name and select a location for the video that will be generated

8. ANNEX

8.1 Import and export databases	Page 73
8.2 Real time streaming	Page 74
8.3 General options	Page 76
8.4 Update 2.3.5	Page 77

8.1 Import and export databases

Import and export Nacsport databases is as easy as copy the database you want and paste it in another PC.

Export:

You can use 2 different methods:

1.- From My documents folder

- 1- Go to **My documents** folder.
- 2- Open **NAC SPORT DATA** folder
- 3- Open **Databases Nac** folder
- 4- Copy the .NAC files you want from this folder

2.- From Nacsport databases

- 1- From Nacsport main menu click **My analysis.**
- 2- Select the database you want to export.
- 3- Right click the database and click **Copy.**

Import:

You can use 2 different methods:

1.- From My documents folder

- 1- Go to **My documents** folder.
- 2- Open **NAC SPORT DATA** folder.
- 3- Open **Databases Nac** folder.
- 4- Paste .NAC files you want from this folder.

2.- From Nacsport databases

- 1- From Nacsport main menu, click **My analysis.**
- 2- Right click any folder and click **Paste to import** an already copied file.

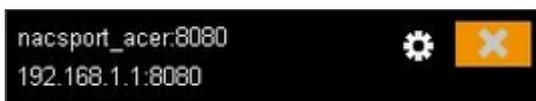
8.2 Real time streaming

This tool allows you to stream in real time all the data you get while registering an event through a local network and into any device in that same network

Streaming from registering environment:

To stream a dashboard click on  select the dashboard you want to open and click on 

Set in any internet browser in any device your computer's IP. You can find you IP in the upper-left corner of you window



To change the streaming settings click on 



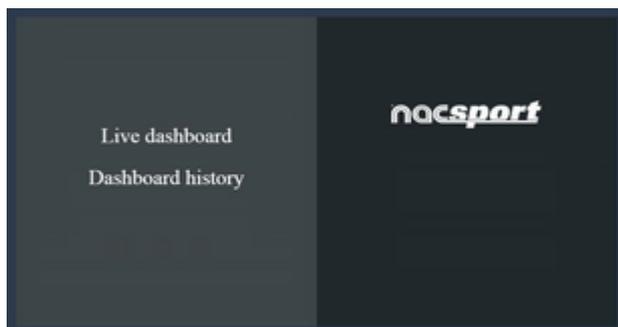
To change the time interval in which the data is streamed to the devices click on the drop-down list of the option you want to change

To choose the refresh time of the data in the device which receives the streaming click on the drop-down list of the option you want to change

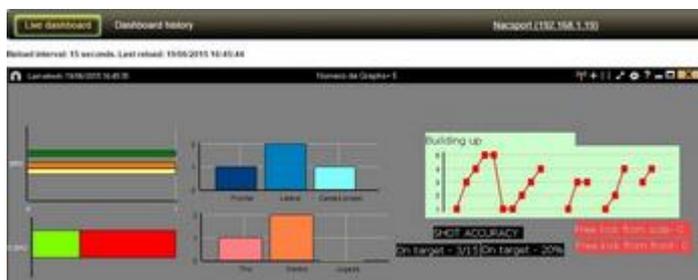
To automatically begin the streaming of a dashboard when you open it click on Stream the open dashboard automatically



To see the streamed data type the IP of you PC in any internet browser in any device connected to the same local network your PC is connected to.

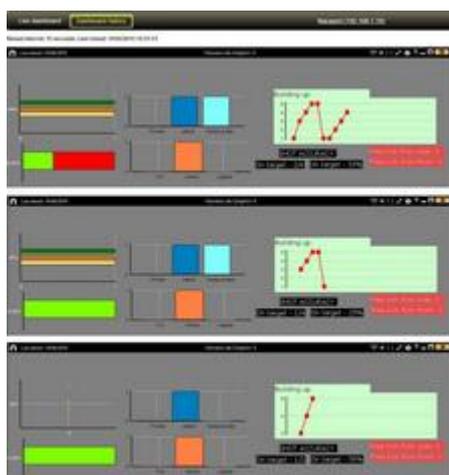


To see a dashboard in real time click/tap on "Live dashboard"
In this environment you will see the actual view of the dashboard which is showing in the registering data PC



To see an historical record of the dashboards though an event click/tap on "Dashboard history"

In this environment you can see the evolution of an event though the dashboards generated during that event



8.3 General options

8.3.1 Show video player time.

Now you can choose between 4 different ways to show the video player time. To do so go to the main menu and click on the tools tab. Click on "Options" and then on "Video player" finally select the option you want.



8.4 Update 2.3.5

1. REGISTER OF ACTIONS

1.1 Counters in time mode for the manual categories

You can show the length of time registered while using a manual category instead of the amount of times you have registered it.

To do so select the manual category from the category template edition window and click on Time label

Button in time mode:



2. TIMELINE

2.1 Double click to rename categories

To quickly change the name of a category double click on it in the timeline. Type the new name in the text box and click on to save the change. Pressing the Enter key will save the changes and automatically go to edit the next category.

2.2 Improvements in the drawing tool (text)

With these new option you can change the Font of the text by clicking on

To set a solid color as a background for the text select it on Color de fondo

2.3 Synchronized selected categories.

To adjust the time of several categories at the same time click on and select the categories you want to modify. The next change to do will only affect the selected categories

2.4 Make a video with a Logo

To add a logo to the final video click on from the video making window and then click on



Add the logo you want by clicking on  and looking for the file and select the place on which the logo will be

Note: The recommended size for the logo will depend on the final video's resolution.

2.5 Make a video with transitions

To add a transition between 2 registers in your presentation click on  then on "Add video transition" and select the transition you want.

Note: Video transition will only be shown on the final video. It will NOT be shown when showing a presentation from the software

3. GENERAL CHANGES

3.1 Show video player time.

Now you can choose between 4 different ways to show the video player time. To do so go to the main menu and click on the tools tab. Click on "Options" and then on "Video player" finally select the option you want.



nacsport

quality information, better decisions