Bajict USER MANUAL

Nacsport Basic Plus Version 2.3.5

1st December, 2016





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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 HMDI (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: <u>http://en.wikipedia.org/wiki/IEEE 1394</u> CPUs: <u>http://www.cpubenchmark.net/</u> HDMI: <u>http://en.wikipedia.org/wiki/HDMI</u> VGA: <u>http://en.wikipedia.org/wiki/VGA connector</u> External Hard Drive: <u>http://www.amazon.com/External-Hard-Drives-</u> Storage-Add-Ons/b?ie=UTF8&node=595048





1. KEYBOARD SHORTCUTS

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<u>1.2 Timeline</u>	Page 5
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1.1 Video player

 \mathbf{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

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2.2 Viewing and recording from file	Page 12
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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.







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



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).





4.3 Creating descriptors:

On the category screen:

Click a button in the template and then click option **It behaves as a DESCRIPTOR**.

5.- To start the video capture, click

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

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



6.- 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 4, 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









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 **+**.

Button properties	Template example:	
Button properties Window Properties		
	Plantilla de categorias: SOCCER sample elite tul naccat	
Interface Behaviour Groups		
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Shift + A CDEF GHIJKLOQRSTWXYZ	SHOT LOCAL 0 SHOT VISITOR 0	
Counter		
Show counter on mouse over	CORNER LOCAL 0 CORNER VISITOR 0	Categories
Visibility		
Show text	SOCCER sample descriptors.naci Categories: 16 Descriptors: 9	Descriptors
Button description		

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 4, 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.

0		Mis Anāli	isis			- 0 -	X
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Dat	abases Nacsport [27]	^Database	Video	Date	Registers *	Linked videos	^
•	betis [6]	1 HD J36 LIGA BBVA Celta - Sevila.nac	HD J36 LIGA BBVA Celta - Sevilla.mp4	15/06/2015		C:\Users\Nacsport\Desktop\HD	
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	HD 342 LIGA ADELANTE Sabadel - Osasuna_I nac HD 342 LIGA ADELANTE Sabadel - Osasuna_2 nac	12 HD J42 LIGA ADELANTE Sabadel - Dratuna 1 nac	HD J42 LIGA ADELANTE Sabadel - Osasuna mo4	11/06/2015	4	C. Users and sport to establish to J42 LIGA ADELANTE Sabadell -	11
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	J41 LIGA ADELANTE Sporting - Sabadell_1_backup nac J41 LIGA ADELANTE Sporting - Sabadell 2 nac	14 J41 LIGA ADELANTE Sporting - Sabadell 1 backup nac	J41 LIGA ADELANTE Sporting - Sabadell mp4	04/06/2015		LIGA ADELANTE Sporting	11
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	Nuevo registro 11 junio 2015 05 41 PM.nac	× <				>	e

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

Ш 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

3.2 Creating categories templates

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3.1 Categories template icons



A) Button properties

+	Create a new category (button).
Δ	Create a customized button.
Ô	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
.1	Make a dashboard
4	Export the template to Tag&Go
20120	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 **M** (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).



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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 \square and then click \square 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

Size box the

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.





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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**.

Confirm 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

n	Order	er Cr	Mego	rias;	y Der	ioipt	Congra				-		×
Seleccionar, arra	strar y s	olta	r pa	ra c	am	bia	el						
	PRIMER MADE VERTINE	FOINTS MADE LOCAL	NET TRHOW WORKON	FOMTS SHOT VISITOR	POWER SHOP VIEWOOR	FORMER MADE: VISITORY	FILE TRINOW LOCAL	FOMT MADE VIETON	POINTS MADE LOCAL	FORT MADE LOCAL	XI LOCAL	FONTS SHOT LOCAL	Manada
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SYSTEM 2 LOCA	L												
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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 I 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.

Register with a rating: 00:18 SYSTEM 2 LOCAL Register without a rating: 00:18 SYSTEM 2 LOCAL (4)

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 player	ers (John, Bob, .	James)	JOHN	808	JAMES	
click on and type a name for the group players are part of the same group	Nondre pas of name page	. No	w the	ose 3		



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3.2.4.10 Dashboards

n		+ 1 🖍 💠 ? = 🗆 🗙
	Passes	Passes
Payer 1 - Ditting	tained tain	Payor F Beckward Ophand Payor 4 Beckward Forward Payor 3 Beckward Torward Payor 3 Beckward Torward Payor 3 Beckward Torward :
Passes	succeded succeded succeded succeded	Player 1 Deckard Spread
Player 2 - Dribling	Player 6 Player 4 Player 3 Player 2 Player 1	2 15 32 48 54 50 56
Pausas	Player 1 Shots in, out of the area 50%	Total sum of actions by players
- Inductive(actor)	Player 2 Shots in, out of the area 25%	
Player 3 Control Player 3	Player 3 Shots in, out of the area 33%	
- Paines	Player 4 Shots in, out of the area 100%	
- Individual action	Player 5 Shots in, out of the area 0%	Pare 1
Player a - Dyiel	Place of actions by players	
- trativiziual actor	Nayert 1911 3et Center	Player 3
Player & - Shot	Player 3 Ref. Context	Pager 2
- Passes	Payer 4 MgH	
	Page 5 M	
0 4 6 12 16 26	Payer 2 right line Londer	
	0 8 18 24 32 45 48 56 64 72 80 88 56	

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 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: 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

•	(Cent)	ragCentra del área	1	
-				
*				
•				
*				
*				
a				

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 the label, to change the Background colour

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 Background colour

colour of the label click time of the actual video .

To make a data label click on Deal 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

Background colour

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

Ro

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

COACH: WARREN GATLAN	🗣 Recortes	-		×
	🧠 Nuevo 🔹 🕒 Aplazar 🕶 🗙 g	<u>C</u> ancelar	🚳 Op	ociones
1 2				
JENKINS REES				

Right click on the template's backgroun an click on "Paste pictura and create category"



3.2.4.12 Set an image as background

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

To insert an image click on Window Properties' and then on simally 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: Possession 00:32





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.







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

a specific moment in the video, click 🛰 , then select the time you want t



and click 🗹.

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

Click 📕 and the register control window will be minimized.

See shortcuts

.05x 0.25x 0.50x 0.75x 1x

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:



Change the category name Change the descriptor name Deactivate auto-add descriptor Activate auto-add descriptor

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.

>>>>>>>	Clic para recarga		>>>>	***	Clic para recarga
24:29	POSSESSION VI		24	29	1st half
24:35	-Shot		24	35	GOAL KICK VISI
24:40	1st half		24:	:40	Good
24:46	GOAL KICK VISI		X 24	46	visitor player 2
25:11	1st half	visitor player 1	25	11	1st half
25:11	TURN-OVER LO	visitor player 2	25	11	TURN-OVER LO
<	III >	visitor player 3	<		III >

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*.

9 💿 = † 📕 🕨	IARTIAL			+ 6 I	ucar en BASKE	TAU	,p
Organizar • Nueva	carpeta					10.4	
🖈 Favoritos	Nombre	* Fecha	e de modifica	Тіро	Tamafo		
Descargas		Ningún elemento o	sincide con el c	iteria de búcqueda.			
Storrecientes Depides Entrepipo Consensa Consensa Consensa Scottorio Consensa Minica Minica Minica Acer(C) Production Acer Acer Consensa Red							
Nombre:	p()						

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									
Nueva plantilla de categorías									
Abrir una plantilla de categorías existente									

6.- To start the video capture, click

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





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 **I**. This drawing will be saved in your database.

To add an independent text note press the Ctrl key

Click \checkmark 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.

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	Clic para recarga			>>>>>>	Clic para recarga
24:29	POSSESSION VI			24:29	1st half
24:35	- Shot			24:35	GOAL KICK VISI
24:40	1st half		100000	24:40	Good
24:46	GOAL KICK VISI		X	24:46	visitor player 2
25:11	1st half	visitor player 1		25:11	1st half
25:11	TURN-OVER LO	visitor player 2		25:11	TURN-OVER LO
<	III >	visitor player 3		<	ш >

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

>>>	>>>>	Clic para	recarqa						
2	4:29	1st half							
2	4:35	GOAL KI	CK VISI						
2	4:40	Good							
2	4:46	visitor player 2							
2	5:11	1st half	n an an						
2	5:11	TURN-O	VER LO						
<		ш	>						





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 th<u>e category</u>.

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

5.2 Timeline tools

Page 41

Page 42





5.1 Timeline icons

- Show and hide all records (actions) in selected category.
- Show the window to make lists of actions (presentations).
- ${}^{rac{1}{2}}$ Show the window to make a video with the selected category or actions.
- 5 Show the window which generates a sequence of frames of the selected action.



Show the window to compare selected actions (8 maximum).



Bhow the 'Viewing and recording actions' environment.



Show the window to adjust the length or time interval of the records.



- C Open the window to draw the actual frame of the video.
- $\hat{ar{IIII}}$ Delete the selected register/s from the Timeline.
- \blacksquare Open the window which shows all categories and descriptors (Data Matrix).



Timeline options.



Open exportation options.



Den the dashboards



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5.2 Timeline tools

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

/eje	emplo futbol mp4	T\ +		/eji	emplo futbol .m	<u>94</u> +	
ejen	plo futbol _3.nac	$\left[+ \right]$		ejen	nplo futbol _3.na	ic +	
1	Show descriptors		х	1	Show descriptor	s:	х
• (ategory	O All (2	(65)	00	ategory (4)	• All	
1	TURN-OVER VISITOR	00:00	00	2	SHOT LOCAL	02:15	02:25
1	POSSESSION LOCAL	00.07	00	3	SHOT LOCAL	09.43	09:53
1	PASSES LOCAL	00.05	00	4	SHOTLOGAL	10.01	13.41
2	PASSES LOCAL	00:10	00				
3	PASSES LOCAL	00:13	00				
4	PASSES LOCAL	00:18	00				
5	PASSES LOCAL	00.22	00 ~				
<	101		>	<	ш		>





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)

	entations - Length OS	38		13 9	leggi	ers included for the selected						
	Lin	107	Tele		۲	Nate	Stat	End	Video	Slow	Aude	D
	TURNOVER LOCAL	14	12.20	11		TURN OVER VISITOR #2	00.45	00/51	Fight, Rodtull Edgeways			Tor Nue
÷.	TURN OVER VISITOR	13	62.08		1	TURN OVER VISITOR #3	0153	10:03	Here focus and	1 L	10	111 748
11	SHOT LOCAL		100.40			CONNECTION AND A REAL	0.17	00.47	Here lodul significant		-	fithel .
Ξ.			100.00		1	TURN OVER VISITER #5	10.2	10.0	eemplo tutkol.mp4	12-6		Turnak
	SHOT VISITOR		00.00	.5		TURN OVER VISITOR #5	06.38	106 48	repempile hutboll imp4	-		Tirthal
				18	1	TURN OVER VISITOR # 7	07.54	08.04	mmpki futbol.mp4			10.848
					18	TURN-OVER VISITOR #8	00.42	08.52	Age, loth/r signee		1.000	Tot hall
					1	TURN-OVER VISITOR # 9	11.50	11.20	eperaptic Authorit mpd			10.048
				110		TURN-OVER VISITOR # 10	12.24	12.34	Agen. Lockull plaqueer		4	Lit half
				11		TURN-OVER VISITOR 8:13	3416	14.25	Agen, lockut olympia		100	Tathal
				12	1	TURN-OVER VISITOR #12	75.52	16.01	namplo hubol mp4		1.00	Tethal
				144	10	THERE PLATE LACITOR # 13	19.74	19.34	sumply hand and	1000	1.000	Tel No.

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.

n			0	b.b.		• -	Presentaciones - #	4Notes:1	sthat	k.			×
🔳 💻 🛛 📽	a o ,		+ > @	1 0 1	2		ers included for the selected						
simplo table _3.mat	(*)		Line Line	Ha	Tete	6	Name	Dat	Det	Video	Ster	Audo	Deine
Show descriptors		POSSESSIONI	There into Dobe	de para	00 13	1 3	TURN OVER LOCAL BE	07.45	12.9	Fight foliated ang-4			Telling
• Catalogue	0 AF (11)	A A	Herototala	1000	100000	2 3	BUILDING LP LOCAL #1	07.43	107.50	Nampio Autout ropd	10		formal
POSSESSION	and the second second	IS-TURN-OVER WOR				3 🖂	POSSESSION LOCAL # 12	02.96	101 5	ejenipki tutbol imp4		1.4	14548
LOCAL	07.00 E	IN POSSESSON IN					TURN-OVER VIDIOR #1	07.54	100.04	Appropriate and a second second		1.00	To hall
1 BURDING UP	97.49 (0)	F-SHOWATSTO											
12 POSSESSION	C7 56 C7	AN - PASAGE VISITOR											
THEN PLET	Contract of the	3-SHOT HOROH											
MISTOR	07.54 OK	1- COMMUNICATION											
POSSESSION	07.51 0	2-INALONG OF VISP											
-c.1.80	14.88	1-COUNTER HERTOR	< I	1	5	6	1	10 A					>

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 \blacksquare .



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 🔟.





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To edit the presentation:

You can organize the presentation in some different ways:

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

Presentations - Cengin, 05.30											
	Lists	No.	Time								
iii	TURN-OVER LOCAL	14	02:20								
ï	TURN-OVER VISITOR	13	02.08								
ï	SHOT LOCAL	4	00.40								
iii.	SHOT VISITOR		00:30								

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

7	N	TURN-OVER LOCAL #12
		TURN-OVER LODAL #13
9		Shot local
		SHOT LOCAL #1
		SHOT LOCAL #2
12		SHOT LOCAL #3
13		SHOT LOCAL # 4
14		Shot visitor
15		SHOT VISITOR #1

To create a front page click 🗜

1		Portada	
1 C X C A	8	Shipe colour Dickeround colour	•

Click or to undo/redo the last changes

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

Seg. 04

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 **Autoload 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 **b**, 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

n	Live adval SHOT VISITOR - SHOT VISITOR #3-001806						1	Neger	Mooreg	Achio	presentación		1	
				K	н	Ξ	1	8	1		53			
				LUN .			Tee	11			Ann	. Set	End	14
		0	THEY !!	visition.					1.	en vil	100.01	26.55	100	specific helper a
10000	the second lines and	and and and the lot of the	367.11	MOLE		3.	3410			al vu	00.8.2	10.01	18.11	mengili kalod a
	A DOWNER WATCH THE REAL PROPERTY AND A DOWNER WATCH THE REAL PROPERTY A	AND DESCRIPTION OF	MILES IN	n Record			10140				DH # 1	14.00	11.10	maniph future
-				-							100 8.2	10.00	19.91	States Labor
	and the second	-	1.00	OT LOOK						KOT MILT	OF B.3	14.00	14.10	manufa habed a
	A CONTRACT	1												
		and the second se												
								-4	1	14				- 11
	1		Dest							Ne	ter			
		66	al lat	ief.				-		- 17	ball Ball			-
														-

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 Continuous reproduction

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

To show the video on full screen, click

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

Slow motion 0.05x 0.25x 0.50x 0.75x 1x



user manual

5.2.2.3 To produce a presentation

To produce a video with the selected presentation, click $\begin{tabular}{ll} \begin{tabular}{ll} \hline \end{tabular}$ and select one of the

To produce a video with the sele	cte	u presentation, click La and s	elec
		Produce the selected list	
		Produce the selected lists as separate files	
		Produce the selected lists in a single file	
		Produce all lists in separate files	
options in the drop-down menu		Produce all lists in a single file	

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

CORNERS GIR # 3 - 00:22 ۲ Jump Forward 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

Make independent movies: Presentations

Quality HD 1280i (16:9)

Save and produce

V

-

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

 $\overline{\mathbf{v}}$

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



Video

Split files

Click \blacksquare to start the production.

Format mp4









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 \square .

elett	olo futbol 📑 na	+	
1	lostrar descripto	res	
• C	ategoriva (13)	• Todo	
	TURN-OVER VISITOR	00:00	a ^
2	TURN-OVER MISITOR	00.41	α¢ =
3	TURN-OVER MISITOR	01.53	-
4	TURNOVER VISITOR	10.37	65
5	TURN-OVER MISITOR	0525	05
	TURNINER		100

2- Select output format and quality you want and click 🛄.

$\mathbf{\cap}$	Make independent movies: Presentations						
Video							
Format	mp4 V	Quality HD 12	280i (16:9)	×			
Split files		Sa	ive and proc	duce 🕻	; 🗆		

By clicking reset , 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.

Show category name	• Overlay text on top
Show notes	 Overlay text on bottom

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 **chapte**rs, finally click on the register you want to see

Media	Play	/back	Audio	Video	Subtitle	Too	ols	View	Help	
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		Spee	d			•		CORN	IERS GIR	# 2 - 00:17
	2	Jump	Forward				۲	CORN	IERS GIR	# 3 - 00:22





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 \square 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 Min. (15) Max. (300)



- Click **I** to draw in current frame.
- Click to save the actual image a .jpg file.
- Click 🗐 to save all images as .jpg files.
- Click to play all the images.
- Click $\overset{\texttt{main}}{=}$ 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 **I**.

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

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

To see the videos on full screen, click \blacksquare .





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 🔳.

 Change and of register Change and of register Change and of register Seconds From the beginning of the vides Using the current video time as start point (00.00) Select all Categories OfFENSME TURN OVER OfFENSME SUICING UP 	\cap		Move registers - Nacsport Elite	X
Change end of tagiste: • Mover registes: • From the baginning of the video: • Uring the current video time as start point (00:00) • Select all • Categories: • Or Categories:	• (hange	start of register Time	
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1 ✓ MICK OFF 2 ✓ OFFENSIVE TURN OVER 3 ✓ ATTACK 4 ✓ UNDER PRESSURE BUILDING UP 5 ✓ CORNERS 6 ✓ THROW IN 7 ✓ GOAL OWN 8 ✓ PRESSURG DEFENSE	_	0	Categories	^
2 IV OFFENSIVE TURN OVER 3 IV ATTACK 4 IV UNDER PRESSURE BUILDING UP 5 IV CONNERS 6 IV HROW IN 7 IV GOAL OWN 8 IV FREE KICK 9 IV PERESING DEFENSE	1		KICK OFF	
3 ✓ ATTACK ■ 4 ✓ INDER PRESURE BUILDING UP ■ 5 ✓ ORNERS ■ 6 ✓ THROW IN ■ 7 ✓ GOAL GWN ■ 8 ✓ THRE KICK ■ 9 ✓ PRESSING DEFENSE ▼	2		OFFENSIVE TURN OVER	
4 ☑ UNDER PRESSURE BUILDING UP 5 ☑ CONNERS 7 THROW IN 7 ☑ GOLUWN 1 ☑ GOLUWN 1 ☑ OFEENSE 1 ☑ PRESSING DEFENSE 1 ☑ PRESSING DEFENSE			ATTACK	=
5 ☑ CORNERS 6 ☑ THROW IN 7 ☑ GOAL OWN 8 ☑ FREE KICK 9 ☑ CEEENSE 10 ☑ PRESSING DEFENSE	4		UNDER PRESSURE BUILDING UP	
6 ☑ THROW IN 7 ☑ GOAL OWN 8 ☑ FREE VICK 9 ☑ DEFENSE 10 ☑ PRESSING DEFENSE	5		CORNERS	
7 ✓ GOAL DWN 8 ✓ FREE KICK 9 ✓ DEFENSE 10 ✓ PRESSING DEFENSE	6		THROW IN	
8 7FREE KICK 9 20 10 20 PRESSING DEFENSE	7		GOAL OWN	
9 ☑ DEFENSE 10 ☑ PRESSING DEFENSE	8		FREE KICK	
10 PRESSING DEFENSE V	9	\checkmark	DEFENSE	
	10	\checkmark	PRESSING DEFENSE	×

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

Time	•	
0	+	Seconds

select how much time **Example 10000000** 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° half for example.



Click on **V** 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 s or respectively. To change the font, color and background of a text click on roadd a reference grid in order to make a draw click on robreak 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 \blacksquare or double click a register.

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Pictures							_
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Notes	Des	criptors			/	ίΞ	ê
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Rating: without rating							-
12346 🛛							
	10 B	134 (13) 13-11 (13)	21	22.29 	12.12 	203	
							- 12

To modify a drawing, click **I**.

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 \blacksquare .

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 Σ . To go to the previous register, click K.





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

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

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

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

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







5.2.10 Timeline options



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 4. 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 2. 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 o 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





Bosi

5.2.12 Dashboards

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Rayer 2 - Shud	Player 6 Player 4 Player 3 Player 2 Player 1	0 15 52 48 54 80 96
Paises	Player I Shots in, out of the area 50% Player 2 Shots in, out of the area 25%	Total sum of actions by players
Payer 3 Droking	Player 3 Shots in, out of the area 33%	
- movidual action	Player 4 Shots in, out of the area 100% Player 5 Shots in, out of the area 0%	Page 1
Rayer 4	Place of actions by players	
- Individual actor	Parent April Int Contra	Pager 2
Paran	Player & KoM	
0 4 6 12 16 26	Page 2 Contraction of the Contraction	
	0 8 16 24 32 45 46 56 64 72 80 88 1	T

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 D and set a name for the label, to change the Background colour

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



user manual

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

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

To make a time label click on 1 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

Background colour

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 \mathbf{V} 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.

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Nuevo registo 04 junio 2015 01_53 PM zac.	4	dents are a setting to send discovering and	and the second se			

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

Delete folders (and the databases in it) or delete databases: Click any folder (or

database) and then click III

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



Roci

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 an 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
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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.**

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Manna Manna Area (1)			

5- Click 🎬

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

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29:34 - M2U00118 07:18 - M2U00117 29:34 - M2U00158 01:53 - M2U00158	ura ura ura ura			
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		- K D GO TOT TWO TRANSPORT (April 1)	Save and produce	9







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





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

J		×
	Quick merge videos from same source	
+ - ≞		
00875.MTS (17:13) 00876.MTS (17:13) 00878.MTS (17:13)		
00879.MTS (17:13) 00880.MTS (03:10)		
	Nombre del nuevo archi	vo 💷

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	
∩ Quick merge v	ideos from same source and analysis (.nac files)
+ - ±	+
Add video file	Databases
00875 MTS (17:13) 00876 MTS (17:13)	ESP IRE 17012016.nac (458 Registers) ESP IRE 17012016_jugadores.nac (568 Registers)
	Nombre del nuevo archivo 🗈

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
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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

nacsport_acer:8080	*	×
192.168.1.1:8080		

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-drown 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-drown 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.

Time format	
 MM:SS 	MM:SS:FF
 MM:SS:mm 	• HH:MM:SS:mm





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



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 \square 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 $\stackrel{\clubsuit}{\longrightarrow}$ from the video making window and then click on $\stackrel{\clubsuit}{\longrightarrow}$









Add the logo you want by clicking on said 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.







quality information, better decisions