Elite

USER MANUAL

Nacsport Elite
Version 2.3.5
1st December 2016

nacsport

CONTACT

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0.SYSTEM REQUIREMENTS

Minimum requirements

Operating System
      Windows VISTA with Service Pack 2 (32 or 64bits)
      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: 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

M: Advance frame by frame. Press once to advance just one frame.

N: Rewind frame by frame. Press once to rewind just one frame.

B: Fast forward up to 3X speed. Press once to cycle through speeds.

V: Rewind up to 3X speed. Press once to cycle through speeds.

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: Exit full screen mode. 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 register.

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.

Control+3: Add selected register to a selected list from the presentation adding all the multiple angles from the analysis.

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.

4, 5, 6, 7: Change between video angles

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. In the case you close **Nacsport Elite** 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

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

## 2. QUICK GUIDE

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.

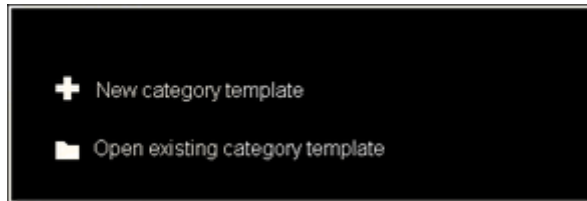**2.- Enter the name of the video file to be captured. Then click on 'Save'.**
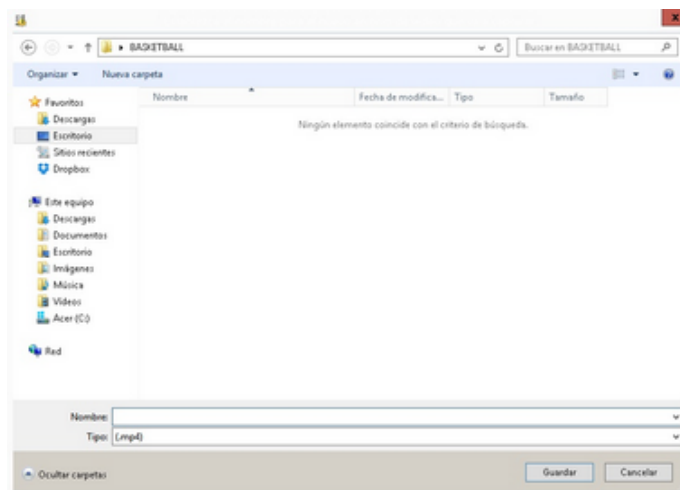
3.- The video will be in .MP4 format and compressed quality.

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 📁.

➕ New category template

📁 Open existing category template

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 Elite**) offers unlimited 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 ⊞.
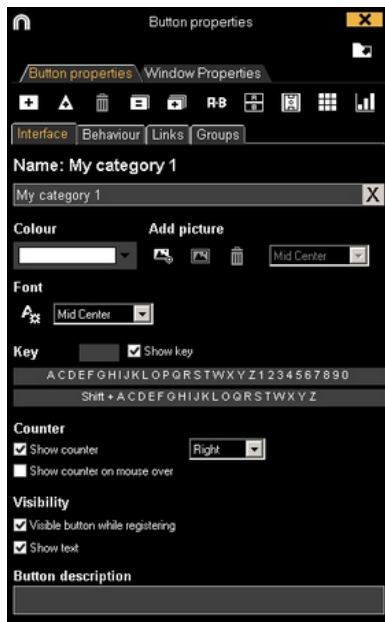
Template example:

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).

4.3 Creating descriptors:

User can create descriptors in two different ways (See picture 4.1):

1-On the category screen:

Click a button in the template and then click option **DESCRIPTORS**, or keeping pressed the Control key and double clicking the category template's background.

2-As an independent descriptor template:

Click ⊞ to open the following window. To add descriptors, enter the desired name and click ➕.

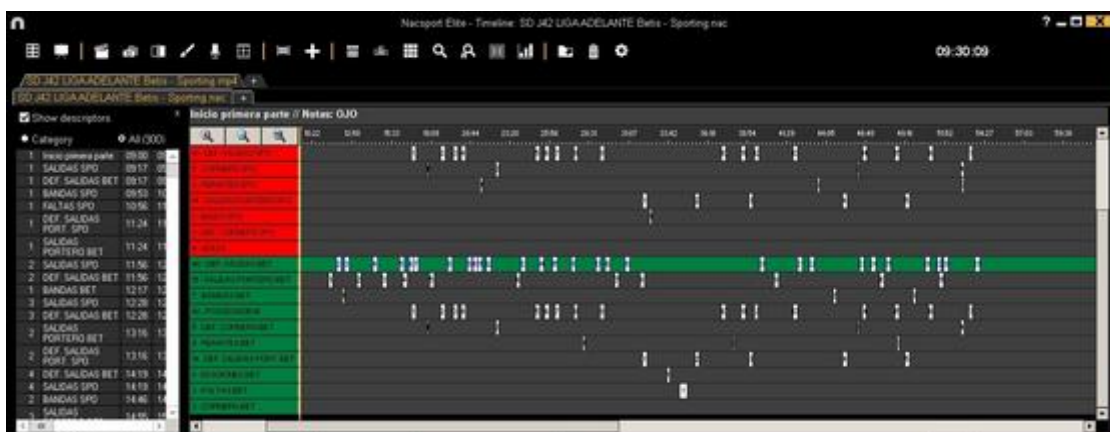**5.- To start the video capture, click ⬤.**

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 , 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**.

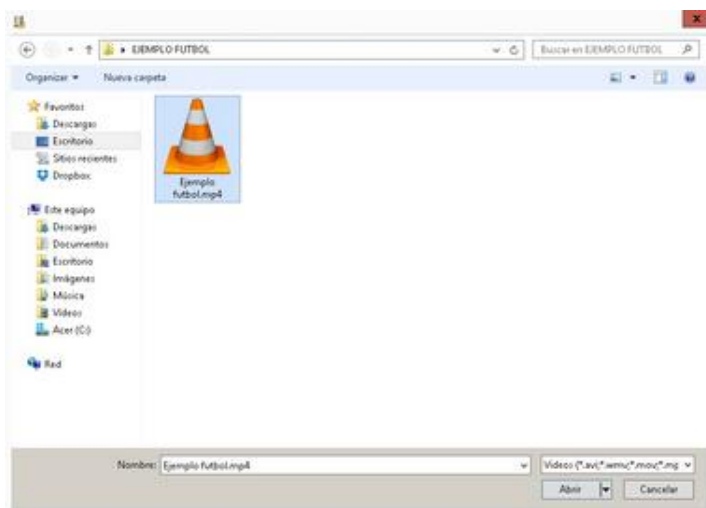-**Timeline's tools:** See section 5.2

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.

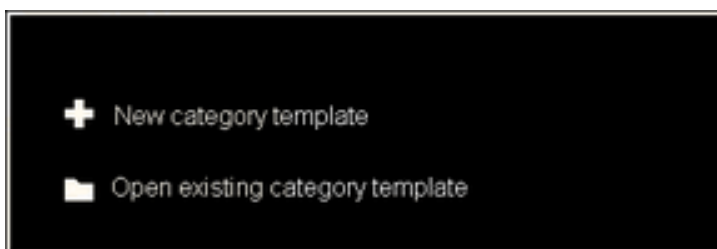**1.- Click on** Register from File **on main menu.**

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 Elite)** offers unlimited 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:

User can create descriptors in two different ways (See picture 4.1):

1-On the category screen:

Click the button you want and then click the option **DESCRIPTORS**, or keeping pressed the Control key and double clicking the category template's background.

2-As an independent descriptor template:
Click 🔲 to open the following window. To add descriptors, enter the desired name and click ➕.
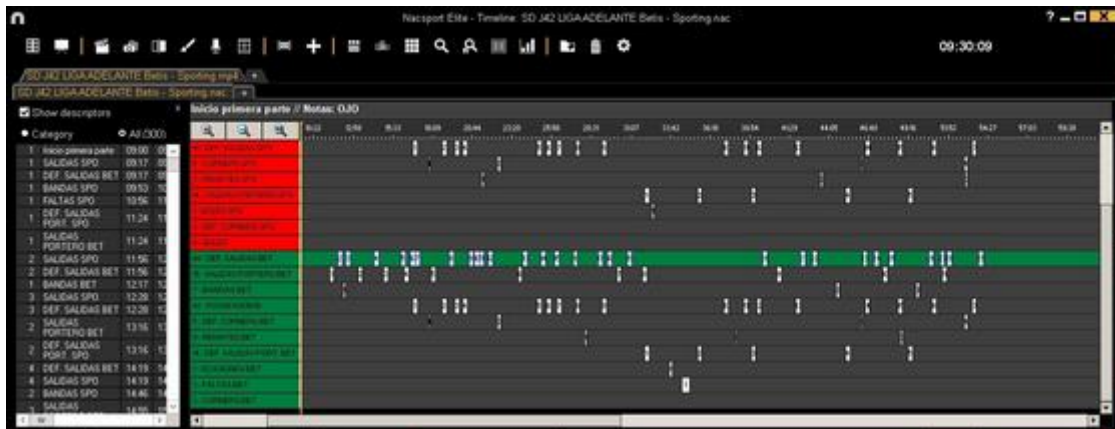

4.- To record actions

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 [icons] : To maximise or minimise the Timeline. To show the entire Timeline, click [icon].

- 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 [icon] , 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 [icon], 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 [icon].

- 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
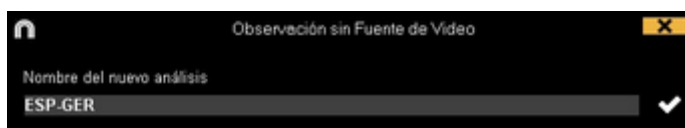
2.3 Register without Video Source

Actions from a sport event can be registered without a video opened or a capture device connected to the computer. For example: while one person is recording a sport event, another one can be on the other side of the pitch registering actions.

Once the event is over, the database can be linked to and synchronized with the registered actions on the respective video.
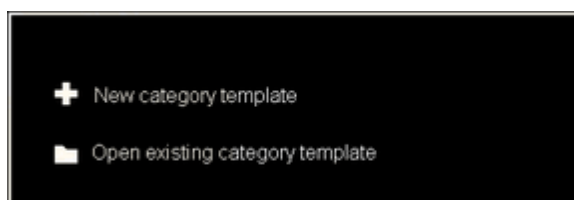
1.- Click Register without Video Source

2.-Choose the name of the file to generate and click .

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.
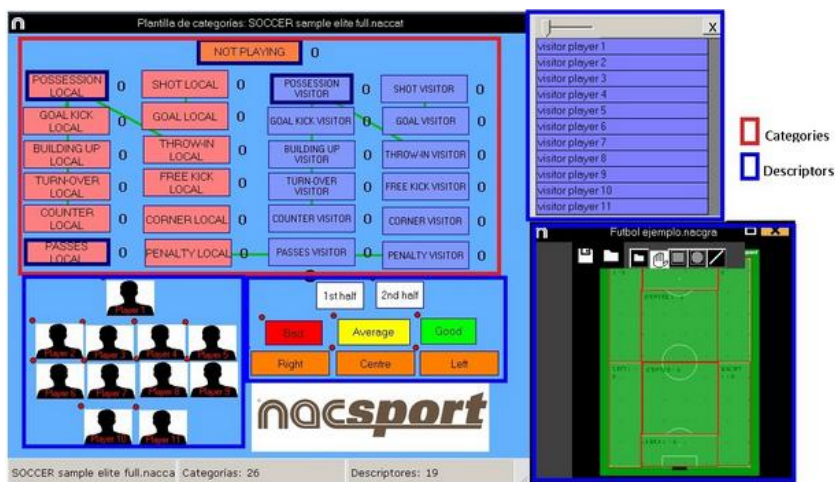
This program (**Nacsport Elite**) offers unlimited buttons to distribute between categories and descriptors.

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 the appropriate button), user can also click respective descriptors to define them.

For example:

Categories (actions) = possessions, faults, corners, goals...
Descriptors (players) = Lehman, Jansen...
Descriptors (periods) = 1 time, 2 time...
Descriptors (locations) = right, centre, left...
Descriptors (quality) = good, bad...

> User can register actions and click on descriptors as follows:
>
> *Corners (click) + 1 time (click) + right (click) + good (click).*

3.3 Creating descriptors:

Users can create descriptors in two different ways (See picture 4.1):

1-On the category screen:

Click the button you want and then click option **DESCRIPTORS**, or keeping pressed the Control key and double clicking the category template's background.

2-As an independent descriptor template:

Click ▦ to open the following window. To add descriptors, enter the name and click ➕.

4.- To record actions

Click ▦ or **Record actions.**

Click **Click to start 1º period** to start registering and then click categories (buttons) created for that purpose, as they arise.
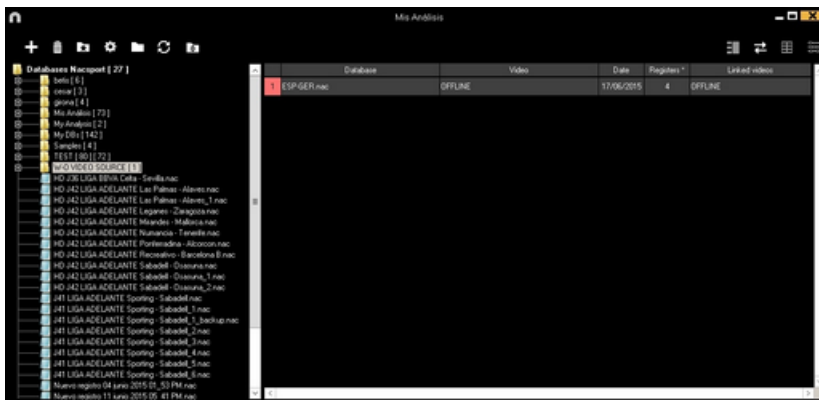

To stop registering the event click **End of event**.

5.- Link databases with a video

When registering a event without video source it is necessary to link the created databases with a video in order to get access to the Timeline. To do this click **My analysis.**

Select database you want to link with (it will be shown in red due it has no video).

Double click the database and click on [Search for video]

Select the video and click **Open.**

To play, compare, classify or change the recorded actions, click [icon] 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 : 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 (row): Right-click a category (row) and select **Add row**. Then enter a name and click **Ok**. Timeline can stand 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 the category to be edited, select **Edit category name** and click .

- Delete category (row): Right-click the category to be deleted, select **Delete row** and click **Yes**.

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

-**Timeline's tools:** See section 5.2

2.4 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 [icon].

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 [icon].

- **Delete folders (and the databases they contain) or databases**: click the

desired folder and then click [icon].

- **Assign favourite folder**: click the desired folder and then click [icon].

- **Select folder directory**: click [icon] and select directory.

3. CATEGORIES TEMPLATE

3.1 Categories template icons
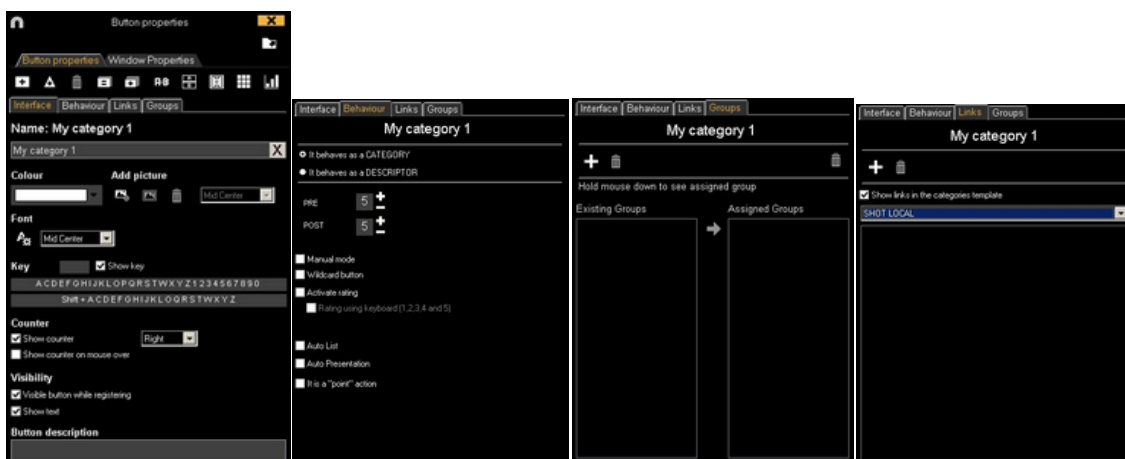
A) Button properties

⊞ 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).

A·B Categories and descriptor searcher.

🔲 Make a window with independent descriptors

🔳 Create a graphical descriptor (see 5.12)

⊞ 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) Links

➕ Add link between buttons.

🗑 Delete link between buttons.

B) Categories window properties
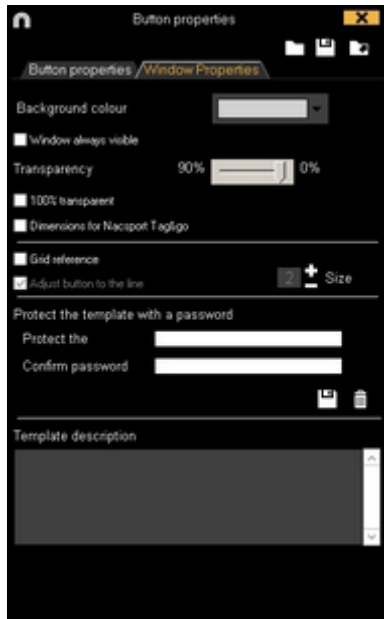
 Lock categories template with password.

 Delete password.

3.2 Creating categories templates
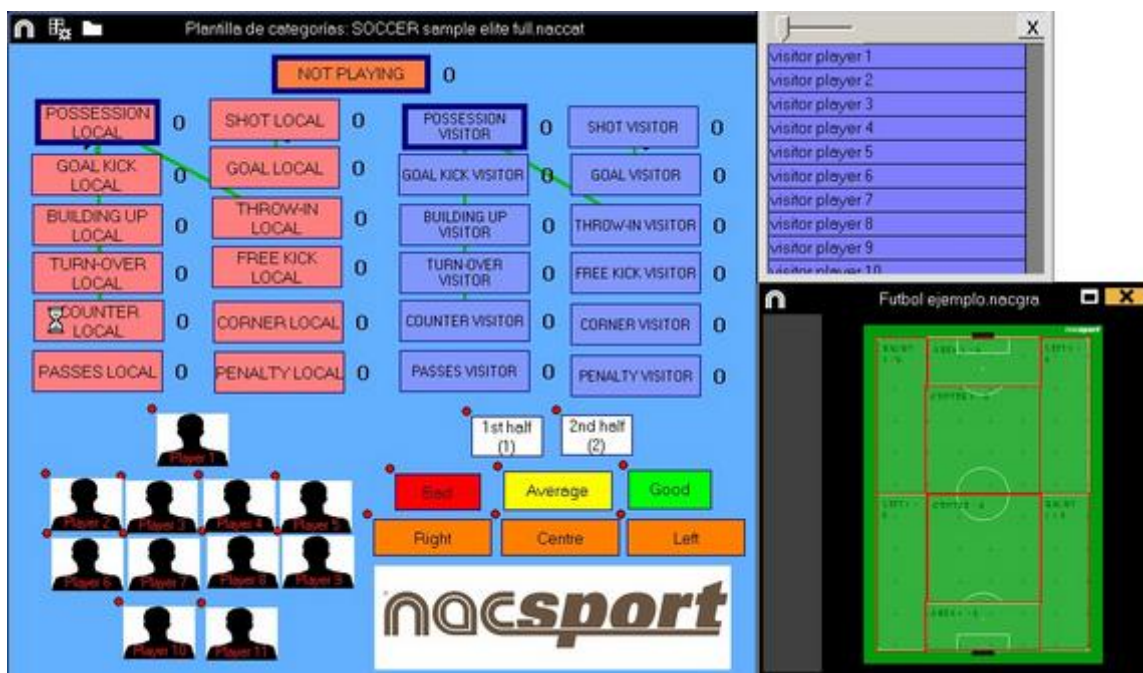
This program allows user to **configure your button template on two levels**:

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 category template's background.

You can also make customized shaped categories by clicking ▲ (see 4.12)

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).
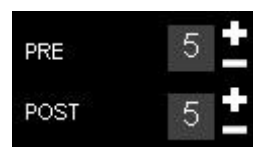
To change the preset time of the automatic categories, click ⬚.
To change automatic categories into manual categories, click ☑ Manual mode.

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:

Users can create descriptors in two different ways (See picture 4.1):

1-On the category screen:

Click the button you want and then click the option **DESCRIPTORS**, or keeping pressed the Control key and double clicking the category template's background.

2-As an independent descriptor template:
Click ⬛. to open the following window. To add descriptors, enter the desired name and click ✚.

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 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, or keeping pressed the Shift+Alt keys in order to keep the original the aspect ratio.

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

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

From Window Properties tab:

To show/hide the background grid click

To adjust the button to a line of the background grid click
You can change the size of the lines on the background grid by setting a number in

the 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 Auto-list property.

When this property is assigned to a button in a categories template, a list with all the actions registered under this parameter will be created automatically in the presentation.

How to create Autolists:

 In the category template, select one button (category or descriptor).

 Select in the behave tab.

How to load Autolists:

 Click in Timeline.
 Select **Create presentation** or **Open presentation.**

If you select **Create presentation:**
 - Enter a name and click **Save**.
 - In the pop-up message, click **Accept.**

If you select **Open presentation:**

 - Select one presentation and click **Open.**

 - Click in Timeline.

 - Select Load Autolists and they will be added automatically to the presentation.

3.2.4.5 Autopresentation property.

When this property is assigned to a button in a categories template, a presentation (.pre) will be automatically created with all actions containing this parameter classified by videos.

How to create Autopresentations:

In the category template, select one button (category or descriptor).

Select in the behave tab.

How to load Autopresentations:

When accessing Timeline, Autopresentation will be loaded and created automatically.

How to access an Auto-Presentation:

- Click in Timeline.

- Select **Open presentation**.

- Double click the AUTOPRE folder.

- Select a presentation and click **Open.**

3.2.4.6 Button as a counter (score category)

With the score property, software immediately provides the event score when you select it.
If you wish to use a button as a counter (score category), proceed as follows:

1- Select or create a button.

2- Check the option in the behave tab.

3- Assign the **Value** and **Team** to the selected button   .

Example:

To follow the score of a basketball match, the following buttons can be created, with the following values:

> Free Throws Local: Value= 1 and Team= A
> Free Throws Visitor: Value= 1 and Team= B
> 2 points Local: Value= 2 and Team= A
> 2 points Visitor: Value= 2 and Team= B
> 3 points Local: Value= 3 and Team= A
> 3 points Visitor: Value= 3 and Team= B

To view the score in Timeline, proceed as follows:

1- In the Timeline, click .

2- Select **Show score**.

3- The score appears next to the video time in Timeline window and in video player window.

It also appears in the properties window of the registers in Timeline.

3.2.4.7 Links between buttons

With this tool you can register multiple actions with a single click. This means that when one of them is registered, the other/s will be registered at the same time.

Example of a hockey match:

If you click on **Goal**, then **Goal, Shot** and **Area (in hockey you cannot score with shots outside area)** are automatically registered.

To make a link between buttons keep pressing the space bar key and click on the main button, then click on the button you want to link to the main button.

You can link categories and descriptors using any combination of them.

Example.

CAT—CAT
CAT—DESC
DESC—DESC
DESC—CAT

To change the behaviour of a link click on the link tab. Click on the link you want to change and select the option you want.

For CAT-CAT links you can choose a delay time, with this option the linked button will appear before the main button in the timeline.

Example:

On a GOAL-SHOT link without delay the registers will show as GOAL and then SHOT in the timeline

On a GOAL-SHOT link with delay the registers will show as SHOT and then GOAL in the timeline

For a DESC-CAT and DESC-DESC link you can choose in to which category will the descriptors be added

To the next: The descriptor will be added into the next category you register

To the previous: the descriptor will be added to the latest registered category

To both: the descriptor will be added to the last registered category and to the next category to be registered.

To check the direction of a link keep pushed the name of the link.

To see the links in the observation environment keep pushed the [icon] icon

3.2.4.8 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.

3.2.4.9 Graphical descriptors

Graphical descriptors are descriptors with images (usually fields, pitch, courts, etc.). They act like normal descriptors and they help to localize actions in different positions or places within the game.

Create graphical descriptors:

1 –Click on

2 - Choose the image (.jpeg, .jpg or .bmp) to be used as graphical descriptor and double click. **Nacsport** provides users with more than 50 images related to playing surfaces of more than 10 sports.

3 - Use any of the following icons to edit the selected graphic descriptor:

  - Select an image .

  - Select and modify created zones .

  - Make rectangular zones

  - Make oval/circular zones .

  - Make zones by hand .

4- Click to save the graphic descriptor .

Open graphical descriptors:

1- Click and choose **Open a graphical descriptor.**

2- Choose a graphical descriptor (.nacgra) and double click.

Link a graphical descriptor to a category template:

a) From **main menu**:

1- On the main **Nacsport Elite** menu, click **File**, **Open categories template.**

2- Choose a categories template (.naccat) and double click.

3- Click [icon] and select **Open a graphic descriptor.**

4- Choose a graphical descriptor (.nacgra) and double click.

   - To another graphic, click [icon] and choose a graphical descriptor (.nacgra) and double click.

   - Click [icon] to save the graphical descriptor.

b) From **Register from File:**

1- In the categories window, click [icon].

2- Click [icon] and select **Open a graphic descriptor.**

3- Choose a graphic descriptor (.nacgra) and double click.

   - If you wish to change to another graphic, click [icon] , choose a graphic descriptor (.nacgra) and double click.

   - Click [icon] to save the graphic descriptor.

Use of graphical descriptors

In the **Observation and Registering actions** environment, with a graphic descriptor users can register the part of the pitch where different actions occur by clicking on the image.

First of all, users must click on a category and then on the area where the action occurred. For example, first click (category) **Shots on goal** and then click the graphic descriptor in the area where the **Shots on goal** occurred.

Example:

- Click [SHOTS ESP (0)] and then, click on the corresponding zone.

3.2.4.10 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.**
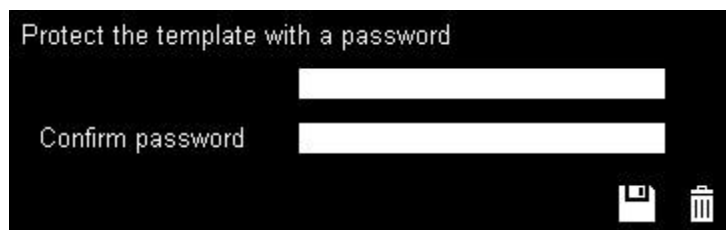
Click to check that both passwords are the same.

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

3.2.4.11 Search and replace text in buttons:

Follow these steps:

1- Click icon.

2- Insert text to be searched. Coincidences will appear as text is typed.
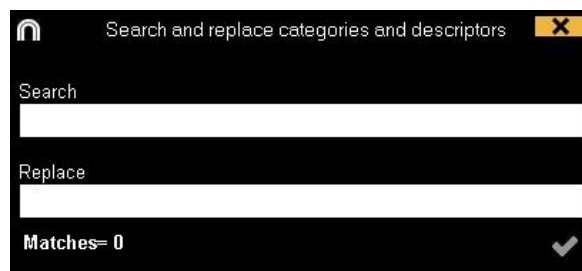
3- Insert new text to replace searched one.

4- Click icon.

3.2.4.12 Customized shape button:

Instructions:

1- Click on ![icon] icon.

2- Draw the shape you want for you new button.

To use an image as a button click ![icon] 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**

3.2.4.13 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] icon

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

3.2.4.14 Export templates to Nacsport Tag&go

Click and select Export template to Nacsport Tag&go

3.2.4.15 Wildcard button.

A button with this property will define the end of any category clicked after it (ignoring the PRE time the last one had).

To use this property follow these steps:

1- Select a button and click on the **Wildcard button** option in the **behaviour tab**

2- Begin a register of actions.

3- Click on the button with the **Wildcard button** property. This button will begin to blink as if it is a manual category button.

4- When the action you want to register ends click on the proper category to register it. This way the button with the **Wildcard button** property will stop blinking. The total length of the register will be the elapsed time between the click on the button with the **Wildcard button** property and the click on the category you wanted to register .

3.2.4.16 Category rating.

With this property you can give a rating (from 1to 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
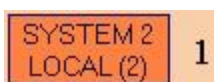
The category rating will be automatically opened.

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: Register without a rating:
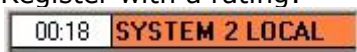
3.2.4.17 Groups of buttons

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

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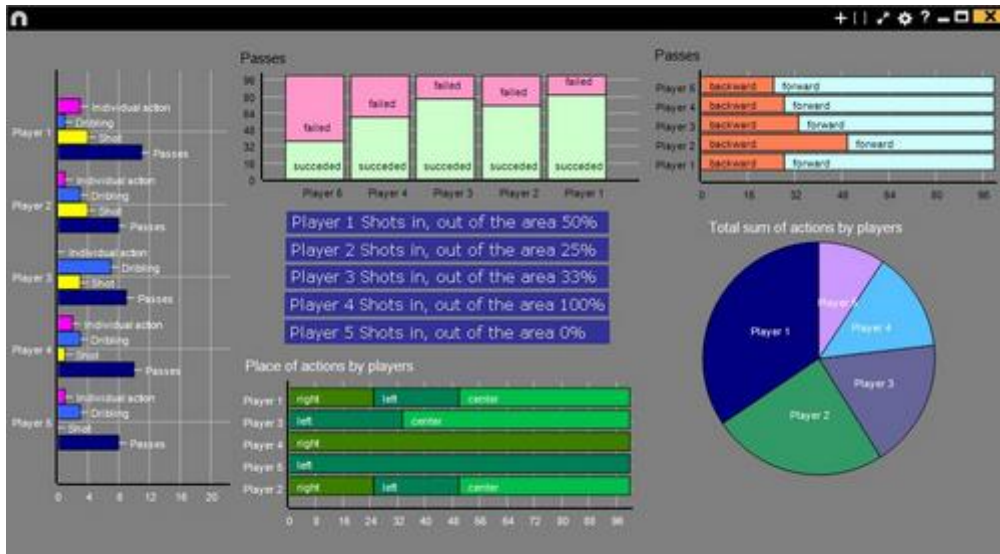
The Dashboards will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

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

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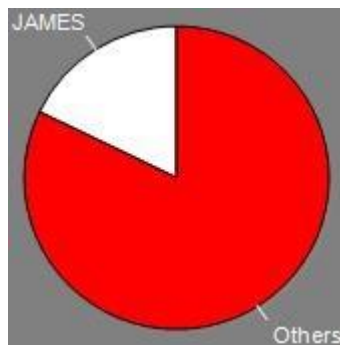
To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected

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 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

Background colour

To set a nickname for a label type the nickname on the corresponding box and select ☑ Nick name now the label will show 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
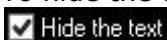
To show the amount of time during an action took place instead of the amount of action happened click on ☑ Values in time mode

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.

To set an alarm set the value the label must reach to activate the alarm.

Example:

To set an alarm by goals make a label, select the category goals, set the value you want for each alarm level, for example 1,3,5. Now when the label reaches the value 1 the first alarm will activate, when the label reaches the value 3 the second alarm will activate and when it reaches value 5 the last alarm will activate.

Alarm 1:   Alarm 2:   Alarm 3:

Calculation for data labels

You can add calculation to a data label what will modify its value as you want. To do so click on edit data label and then on now you can choose the kind of calculation you want to do. You can calculate simple values for a single data label (add, substract, multiply or divide depending on a specific number) and you can also calculate values from several data labels (add, substract, multiply or divide the values of 2 different labels)

To do a calculation depending on a specific number click on , select the kind of calculation you want in the drop-down menu and add the value you want in the corresponding box. Click on accept and you data label will be automatically modified

To do a calculation from several data labels click on select the data label you want to use and then select the kind of calculation you want to do in the drop-down menu.

Keep in mind you can do several calculation for each data label. For example adding the value from 2 different data label and then multiplying the result by 2, to do so you will need to make a calculation depending on a specific number and a calculation from several data labels.

Example:

In a basketball match you can count the total amount of shots and then calculate the total amount of scored points by the different kinds of shots. To do so make a data label with the 3 kind of shots you can do

Now add a calculation depending on a specific number to each label so you can see how many points did you score. For example, for the 2 points shots you will need to multiply the value by 2.

	Operation	Value	Result
🗑	X	2	= 0

This way you can see the total amount of points scored by each kind of shot

1 point shots = 12 | **2 points shots = 32** | **3 points shots = 27**

To calculate the total amount of points scored in the match you can make a calculation from several data label. To do so just make a new data label and do the calculation adding the 3 data label you did before.

	Operation	Value	Result
🗑	+	ID: 511	= 12
🗑	+	ID: 510	= 39
🗑	+	ID: 509	= 71

This way you can get total amount of points scored in the whole match

Total scored points = 83

3.2.4.19 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.
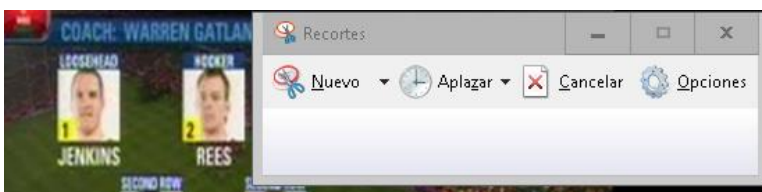
Right click on the template's backgroun an click on "Paste pictura and create category"
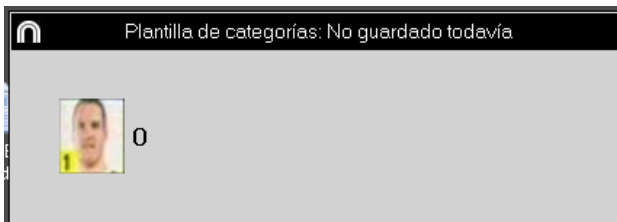
3.2.4.20 Lock descriptors

With this option you will avoid to register a descriptor by mistake in a determinate category.

To lock a descriptor choose the category in which you DO NOT want that descriptor.

In the behavior tab select Des. Blocked and then choose the descriptors you want to lock.

Now you will not be able to combine that descriptor with the selected category

3.2.4.21 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 finally choose the image you want to use.

3.2.4.22 Nick name for buttons

You can add a nick name for your buttons with the objective of saving space in your templates.

To do so click on the button you want from the edit template window. Then click on Nick name and type the nick name you want in the text box

Button without nick name :

PICK AND ROLL LATERAL

Button with nick name:

PRL
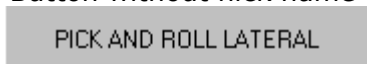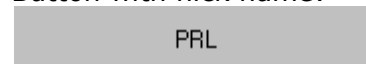
Note: In timeline, data matrix and action searcher the button will keep its original name (without nick name)

3.2.4.23 Do not show categories in play by play

You can choose which categories you will show in the Play by Play when doing a real time streaming.

To do so select the category you want and click on ☑ Add to Play by Play in the lower part of the behavior tab

> **Note**: By default all the categories will be shown in the Play by Play

3.2.4.24 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

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 ..
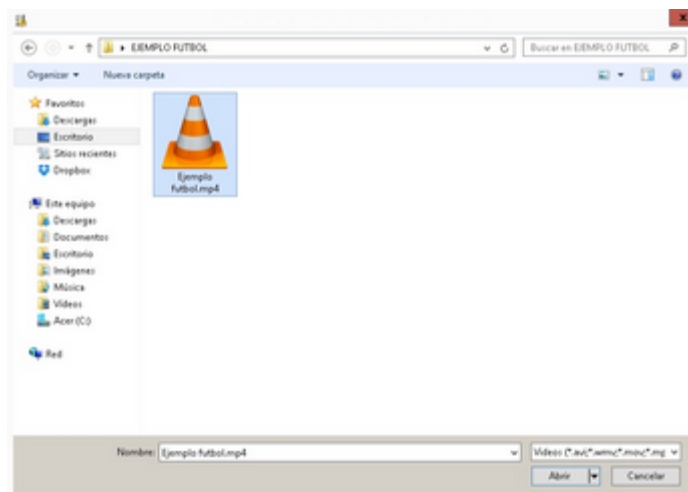
4.- To register actions.

Click [icon] 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. (The video will go back for the time you have set in the [Segundos / 0 +−] box)

To order registers History Click [icon] 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.

Options for descriptors:

Click ⚙ and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category. Or **Allow having the same descriptor several times in a category**. When this option is enabled, users will be able to add the same descriptor in one register. If this option is disabled, a descriptor cannot be clicked more than once. Example:

ATTACK –--*1ST HALF, GOOD, PLAYER 1, PLAYER 2, PLAYER 1*

To draw onto the image, click ✎. This drawing will be saved in you database

To go to a specific moment in the video, click ↻, then select the time you want to go and click ✔.
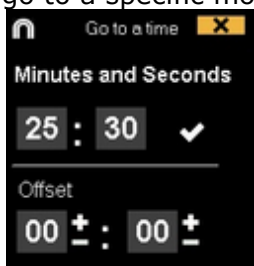
To play a video in slow motion click on ⫿⫿⫿ and select the speed you want
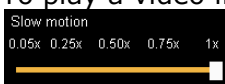
To see a list containing all the register from the category you want click on the register/category counter

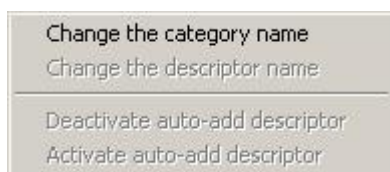To stream data on real time in the same local network click on 📶 (

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

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.

Click ⤢ and the register control window will be minimized.

To add an independent text note press the Ctrl key
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 |

| Change the category name |
| Change the descriptor name |
| Deactivate auto-add descriptor |
| Activate auto-add descriptor |
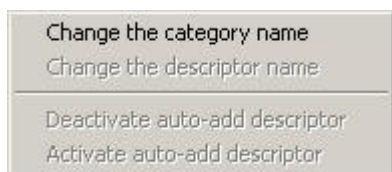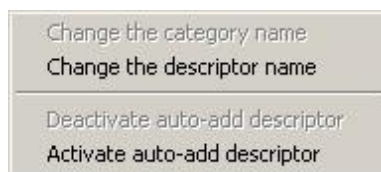
To add a descriptor on an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.

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

To add a descriptor to the next category you register instead of the last category you registered keep pressed the Insert key and click on the descriptors you want. The descriptors icon will change into green what indicates that descriptor will be added to the next category.

You can still add descriptor to the latest category you registered just click on the descriptors as normal.

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).

5- Link different videos from the same event

With this tool you can link up to 4 different videos from different angles of an event. To do this click on and select the option **link video angle**
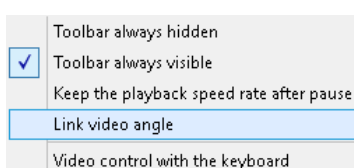
Then select the tab where you want to add the video and click on
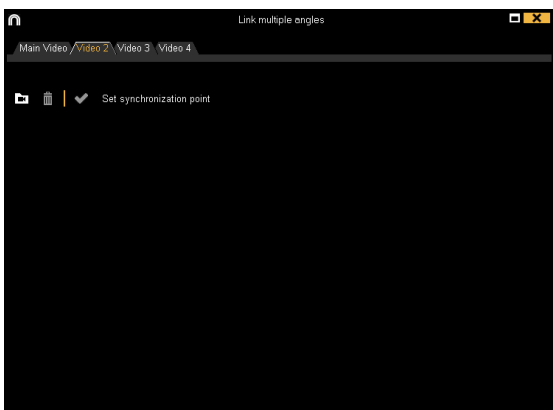
Select the video you want to and synchronize it with the original using the time scroll if necessary. Once finished click on and you will see the different videos at the same time

To change views between the different videos and mosaic (4 videos at the same time) select the view you want by clicking on
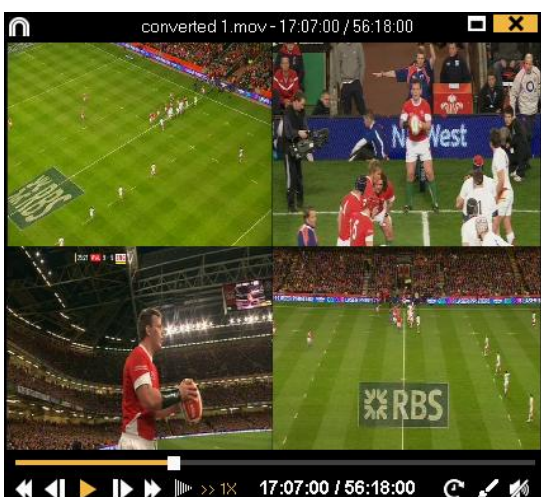
Now you can make a video with any view you are showing at the moment of the production of the video (any single video o al of them at the same time)

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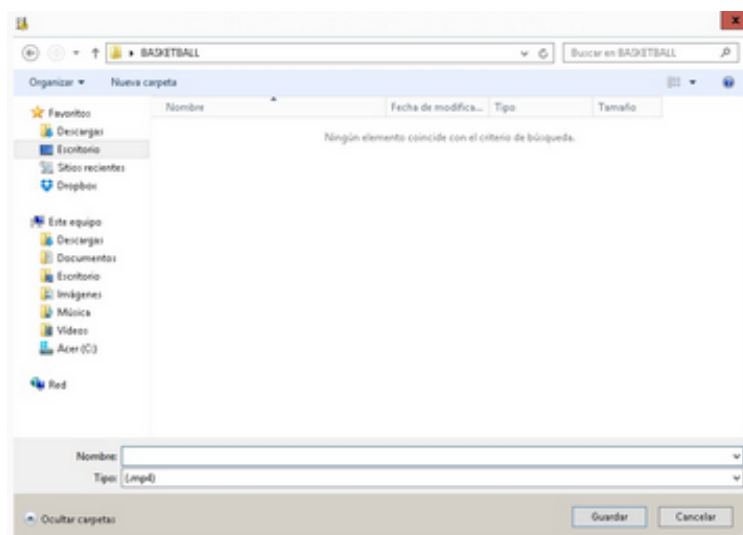
4.- The video will be in .MP4 format and will be stored with compressed quality.

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 [folder icon].
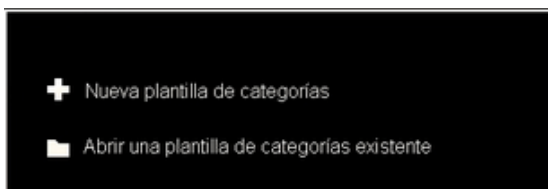
6.- To start the video capture, click [red circle].

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

To pause the video capture click [pause icon].

To order registers History Click [gear icon] 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 review and edit an already registered action without stop recording, double click the register in the box on the left of the register control window (option not available for HDV video capture)

Options for descriptors:

Click and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category. Or **Allow having the same descriptor several times in a category**. When this option is enabled, users will be able to add the same descriptor in one register. If this option is disabled, a descriptor cannot be clicked more than once.

Example:

ATTACK –––*1ST HALF, GOOD, PLAYER 1, PLAYER 2, PLAYER 1*

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.

To stream data on real time in the same local network click on

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

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 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 a descriptor to the next category you register instead of the last category you registered keep pressed the Insert key and click on the descriptors you want. The descriptors icon will change into green what indicates that descriptor will be added to the next category.

You can still add descriptor to the latest category you registered just click on the descriptors as normal.

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).

Make a real time capture with delay

During a real time register you can set a 5 seconds delay between the real time and the recorded time, this way you can get some extra time to register all your actions.

To do so click on and wait 5 seconds. You will automatically see a small window popping up in the top left corner of the player window. In that window you will be able to see the real time video, in the video player you will see the same video with a 5 seconds delay, this will allow you to have a 5 seconds advantage to click all the actions once you saw them on real time.

To choose the delay time while real time capturing right button click on icon in the Real Time Register environment and select the option you want.

To go back and see the actions in real time click on

Go to a previous moment of the recording

During the real time registering of actions you can go to any moment of the recorded video to review any action

To do so click on and then on the moment of the video you want to see. You will automatically see a small window popping up in the top left corner of the player window. In that window you will be able to see the real time video, in the video player you will see the moment you selected.

To go back and see the actions in real time click on

4.3 Registering without Video Source

Actions from a sport event can be registered without a video opened or a capture device connected to the computer. For example: one person is recording a sport event and the other one can be on the other side of the pitch registering actions.

Once the event is over, database can be linked and synchronized with the registered actions on the respective video.

1- Click on Register without Video Source.

2.-Choose the name of the file to generate and click .

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 .
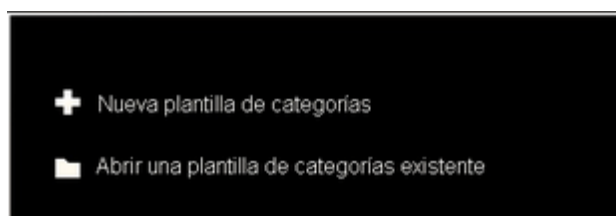
4.- To register actions.

Click .

Click . to start registering.

Then click 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.

Options for descriptors:

Click and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category. Or **Allow having the same descriptor several times in a category**. When this option is enabled, users will be able to add the same descriptor in one register. If this option is disabled, a descriptor cannot be clicked more than once.

Example:

ATTACK –––*1ST HALF, GOOD, PLAYER 1, PLAYER 2, PLAYER 1*

To add an independent text note press the Ctrl key (see annex 8.3 part 1.4)

Click ⚼ and the register control window will be minimized.

To stream data on real time in the same local network click on 🗼 (see 8.2)

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

To stop registering the event click ▭ End of event ▭ .

To quickly modify buttons, right click to the button you want and select what you want to modify on the drop-down menu.
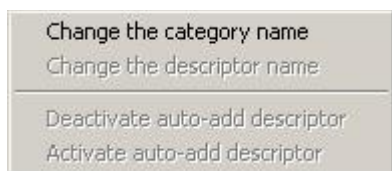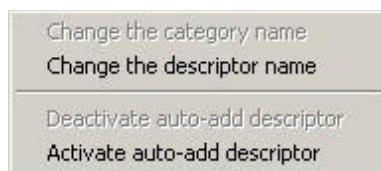
Categories' menu :   Descriptors' menu:

To add a descriptor to the next category you register instead of the last category you registered keep pressed the Insert key and click on the descriptors you want. The descriptors icon will change into green what indicates that descriptor will be added to the next category.

You can still add descriptor to the latest category you registered just click on the descriptors as normal.

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

To save the note click .

5.- Link a database with a video

When an event had been registered without video source it is necessary to link the created database with a video in order to get access to the Timeline, to do this click on **My analysis.**

Select database you want to link (it will be shown in red because it has no video linked).
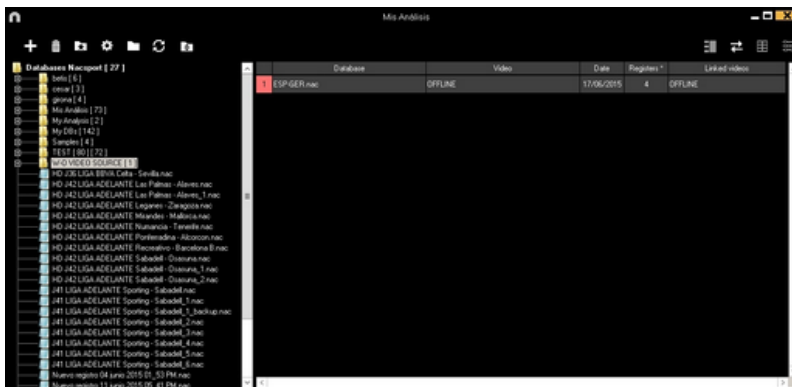
Double click on database and click
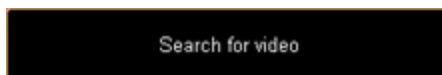
Choose the video and click **Open.**

To play, compare, classify or change the recorded actions, click

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

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 properties window of the selected register in the Timeline.

Open an already created database in the current Timeline.

Open the window which shows all categories and descriptors (Data Matrix).

Show the first frame of each category and all the drawings.

Open the actions searcher.

Timeline options.

Open exportation options.

Add an audio note to the selected register.

Open the notes and descriptor searcher.

Open the dashboards

5.2 Timeline tools

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.
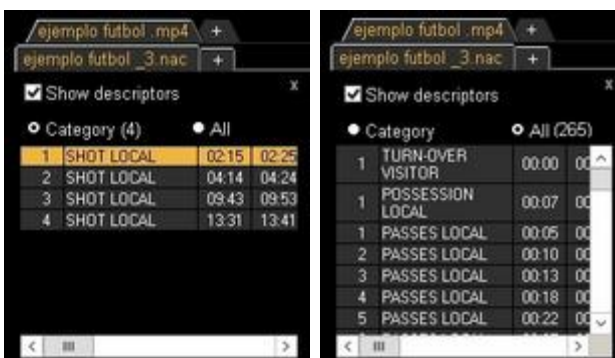
5.2.2 Presentations

With this tool you can make a list with registers in order to create a presentation and then show them or make a video with them. In this version of the program you can use as many videos (databases) as you want.

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. Press **ctrl+3** to add the register including all the multiple angles.
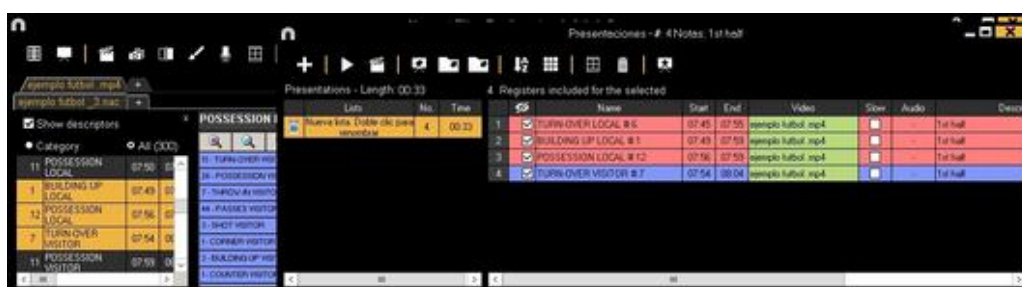
You can select registers on the left of Timeline or from the Data Matrix or from Actions searcher.

To delete a list click .

You can also make a presentation with all the registers in the timeline by clicking and then choosing **"Make a presentation with the contents of the timeline"** option.

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.

To change the time the drawing or picture should be shown (5 seconds by default), click .
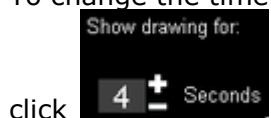
With these options, you can modify an already added drawing or picture.

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

To add an audio note click (see 5.2.17)

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.

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

To create a front page click
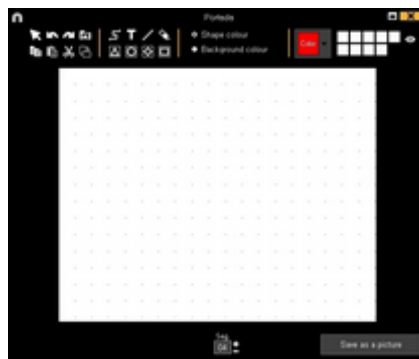
Click or to undo/redo the last changes

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

Create front pages using .ppt: select the .ppt file and drag it to the presentation window. The slides of the .ppt file will become front pages.

You can also order you registers in different ways, by clicking an then choosing

one of these options:

Name: Time: Colour:

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**

To import a presentation:

To import a presentation, click

Search the .PRE file you want to import.
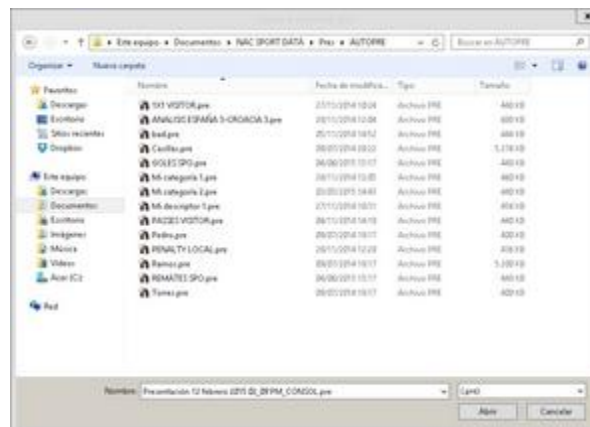
Select lists you want to import and click ✔.

Lists to import:	Imported lists:
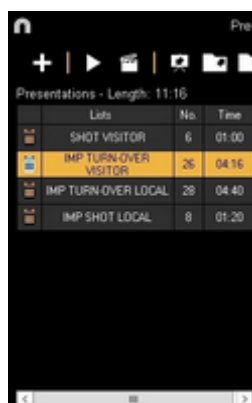
Import videos into a presentation.

There are 2 options:

A) Select the video/videos you want to import and drag them to the presentation window.

B) Click on 📷, select import video and then select the video/videos you want to import.

> **Note:** Each imported video will be a new register in the presentation.

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 button click and choose the paste option.

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.

Change the name/colour of several register at once.

Select the register you want to modify by keeping pressed the Ctrl key and clicking on the register, then make the change you want.

5.2.2.2 Show a presentation

To show a presentation, click .
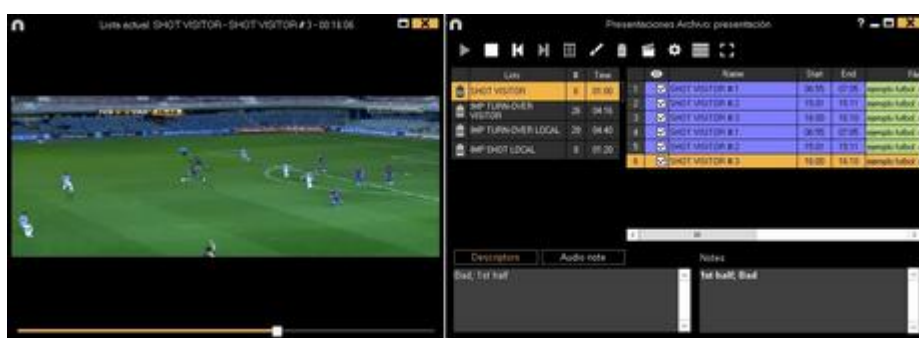
In this window, the presentation that you choose will be shown.

To see the playback options click on

To show notes and descriptors of a presentation, click .

To show text directly over the video right button click on the video window and select "Overlay text in video". Now select the options you want.
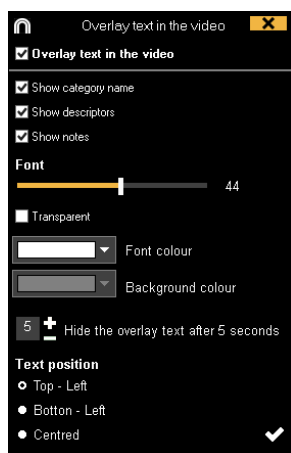
> **Note:** The final videos will NOT have overlay text.

To reproduce a register after another with stopping the video, click
☑ Continuous reproduction .

In this program you can add a drawing that **CANNOT** be saved by clicking ✎ .

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 �III and select the speed you want

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

By default, video will stop when it shows a picture/drawing so you must to click on the video to continue the playback. To use the selected stoppage time (5 seconds by default) click ⊙ Use the stop time .

5.2.2.3 To produce a presentation

To produce a video with the selected presentation, click and select one of the
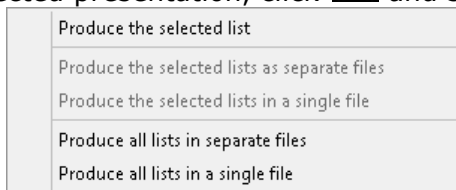
options in the drop-down menu .

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 **chapte**rs, finally click on the register you want to see
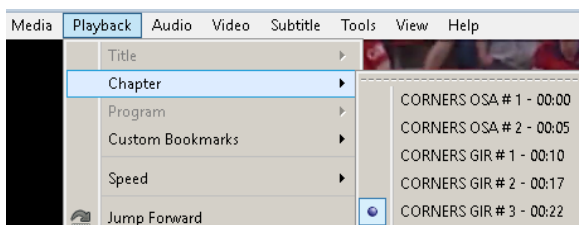
To add a transition between 2 registers in your presentation click on then on "Add video transition" and select the transition you want.

> **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 an then click .

2- Select output format and quality you want and click .
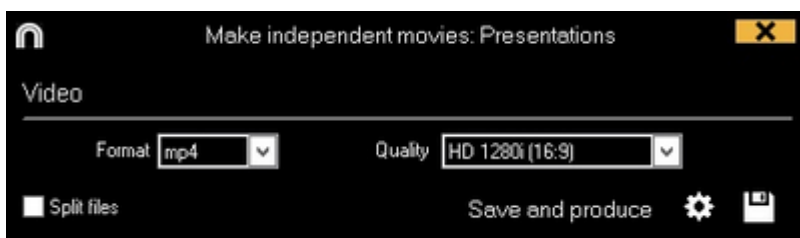
By clicking , a drop-down menu will appear showing more options for video quality.

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

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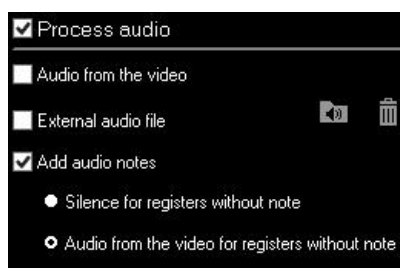
To add an external audio file to the video click

And then click and choose the file you want

To produce an .mp4 video with chapters in each register select 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
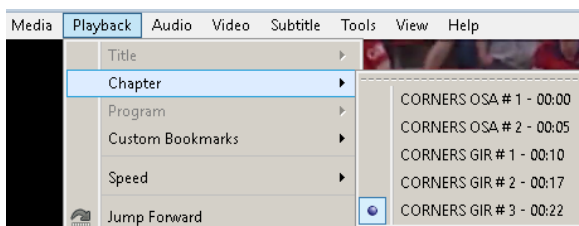
To add a logo to the final video click on from the video making window and then click on

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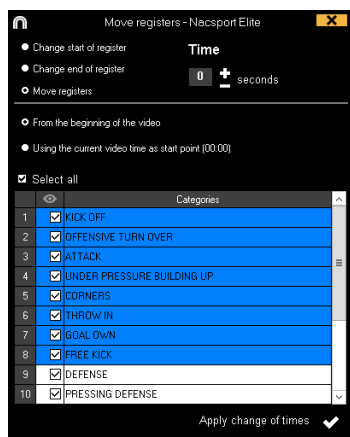
To play all the videos at the same time, click ⬚ and ▶.

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 a quick and easy way. This is useful for situation when the video is wrongly 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 2º half for example.
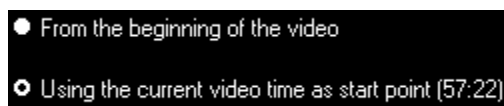
Click on to make the changes.

5.2.7 Drawing tool

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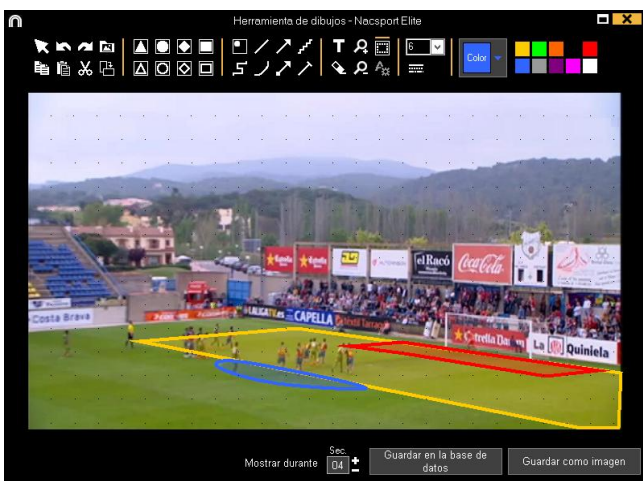
To make a draw click .

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 Open a database in the Timeline

With this tool you can work with as many databases as you want in a single timeline. This allows to make presentations and videos of several events.

To add a database, click ✚.
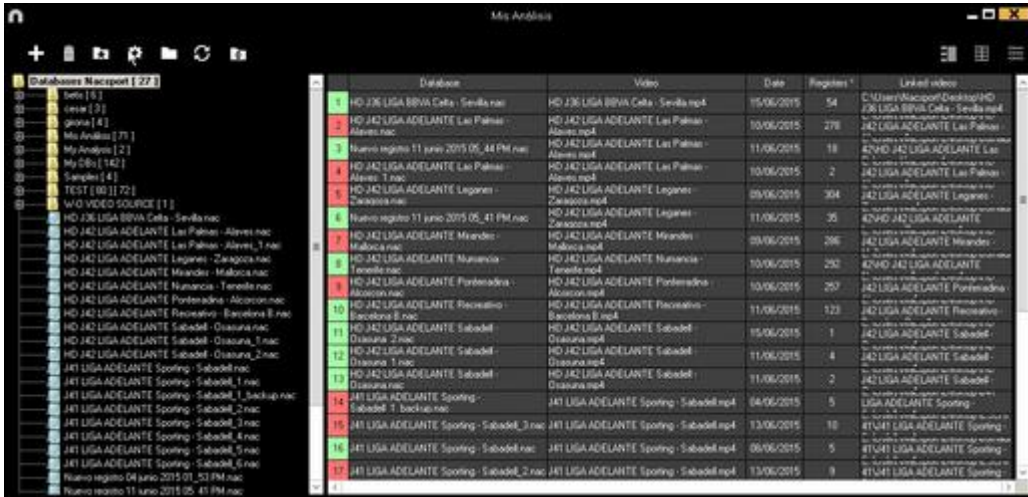
Select a database. Double click it and click **Go to the Timeline**, or select several databases and click 🎚

To change from a database to another one, click the tab you want.

To create a presentation with registers from several databases, make a new presentation and add the registers you want. Then, select another already opened database in the timeline and add the registers to the opened presentation.

5.2.9 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 an audio note click (see 5.2.17)

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 .

5.2.10 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 change from view by categories to view by descriptors, click

⦿ Show by Categories
● Show by Descriptors.

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

Save as a picture
Print
Export Excel.

Customized Matrix

To make a customized matrix click on ⊞ and select "Customized matrix" option.

Choose the categories and descriptors you want to show at the matrix.

You can also make groups of categories or descriptors by selecting several elements at once (keep the Ctrl key pressed), right button click and select "make a new group" option.

You can save the customized matrix clicking on 💾 .

To open an already made customized matrix you can select the proper option on the box at the left of an opened matrix or clicking on ▦

You also have a list with the 10 latest used customized matrix which you will find by clicking on ▦ or in the box at the left of an opened matrix

Multiple matrix

To make a multiple data matrix, you have to have a second database opened in the Timeline (See section 5.2.9)

Click "Make a multiple data matrix with all the opened databases" and choose the databases you want to see in the matrix

Click ✔

Simple data matrix:	Multiple data matrix:

You can also select the matrix you want to see in the list on the left from an opened matrix. To see the multiple data matrix click on 🔄

To show the total amount of categories/descriptors click on **Show totals**

Data matrix from presentation's list

You can also make a data matrix that only shows the register you have in a list:

Open a presentation

Select a list and click
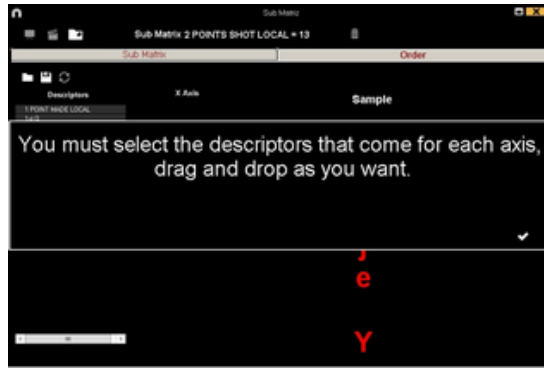

Submatrix

A submatrix is a relation between the descriptors which a category contains, so it will relate descriptors to descriptors.

In order to make a submatrix double click the category you want in the data matrix.

Chose the descriptors you want to see from the list on the left and drag then to the X or Y axis box.

Click on Sub Matrix tab to see you new submatrix

5.2.11 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 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.

Make a new category with the selected registers: To make a new category containing the selected registers click on from the registers grid to see all the registers in chronological order. Select the registers you want keeping pressed the Ctrl key and click on and then on "Make a new category with selected registers" option

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**

Add databases of the same video: This option mixes all databases of a same video in a single database. This feature is useful in case two or more people are working in the same action registering from two or more computers

Follow these steps:

1- Click [⚙] icon and select **Add database (from the same video).**

2- Select a database and click **Open.** Registers from this database will be automatically added to previously opened database.

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.

Merge overlapped registers: with this option the register that are overlapped will became a single register

Note: once the registers have been merged, this change cannot be undone.

Overlay information on the video (notes and descriptors): To show text directly over the video right button click on the video window and select "Overlay text in video". Now select the options you want.
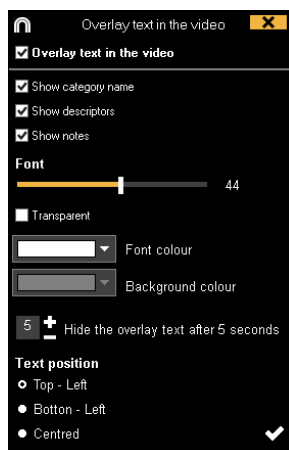
Note: The final videos will NOT have overlay text

5.2.12 Actions searcher

In this window users will be able to search any action. An example of a search might be: "I want to see all the Spanish faults from the right wing shot by Xavi in the second half". Once made this search, you can immediately make a film or save your search in collection of actions.

The search can be done from one only match or whole season, without limits.

To access to actions searcher, click .
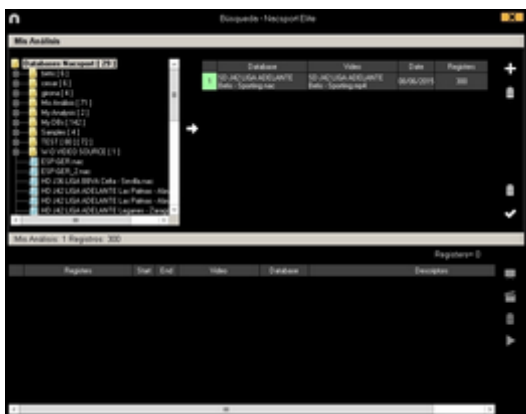
Select database you want to search in and click . Then, click to start searching actions.

Users will be able to search actions in categories or descriptors by selecting .
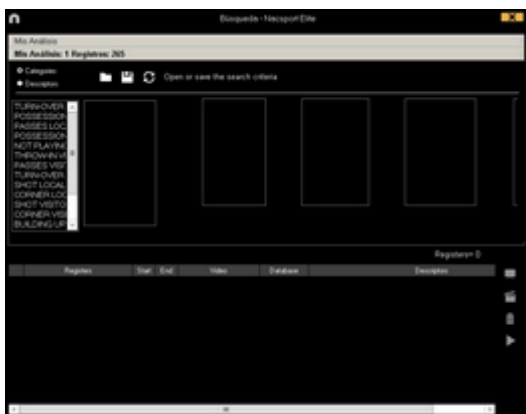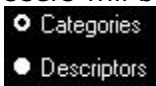
To add registers to a presentation click or push key **3** if there is a presentation already opened.

To make a video with all the registers already searched, click .

To see selected register, click .

The search can be done from one only match or whole season, without limits.

5.2.13 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
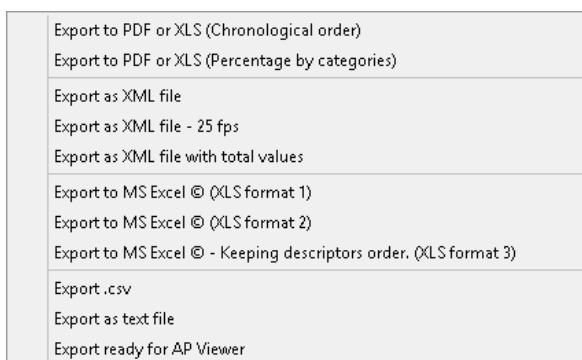
You can export just the categories you select when making an .XML file to do so just click the .xml export option you want and then select the categories you want in the window.

5.2.14 Access to the moment a descriptor appears

In **Timeline**:

1-Click ☑ Show descriptors

2- Insert backwards motion (in seconds) to view the descriptor Playback lead-in 5

3- Click the register with descriptor(s) to be viewed.

4- Click the descriptor to be viewed.

In **Data Matrix**:

1- Click ☑ Show descriptors .

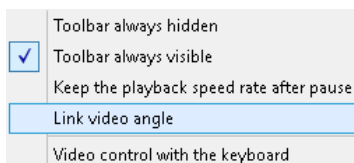2- Insert backward motion (in seconds) to view the descriptor Playback lead-in 5 .
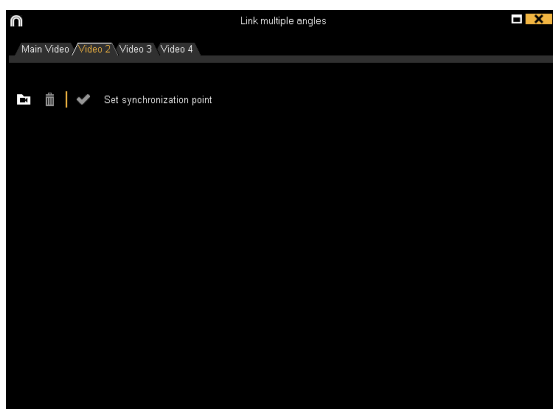
3- Click the descriptor to be viewed.

5.2.15 Link different videos to a single database

With this tool you can link up to 4 different videos from different angles of an event. To do this click on ![gear icon] and select the option **link video angle**

Then select the tab where you want to add the video and click on ![camera icon]

Select the video you want and synchronize it with the original using the time scroll if necessary. Once finished click on ![check icon] and you will see the different videos at the same time

To change views between the different videos and mosaic (4 videos at the same time) select the view you want by clicking on ![view icons 1 2 3 4] or pressing the 4, 5, 6, 7 keys
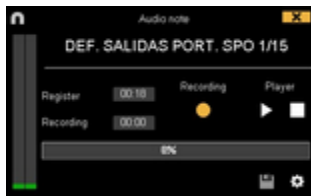

Now you can make a video with any view you are showing at the moment of the production of the video (any single video or all of them at the same time)

To add the mosaic view to a presentation press ctrl+3

5.2.16 Make an audio note

1- From Timeline:

a) Select a register in Timeline.

b) Click .

c) Click **Start recording.**

d) Once the recording is finished, so as to save audio note, click .

2- From the register properties window:

a)In Timeline register block, double click a register.

b)In **Audio Note**s section, click .

c)Click **Start recording.**

d)Once the recording is finished, so as to save audio note, click .

3- From presentations:

a)Once the presentation is opened double click on the register you want.

b)Click .

c)Click **Start recording.**

d)Once the recording is finished, so as to save audio note, click .

5.2.17 Notes and descriptors' searcher

a) In the Timeline click icon.

b) Choose between making a search by notes or descriptors.
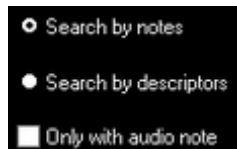
C) Type the text you want to search. While you type the number of coincidences will be shown.
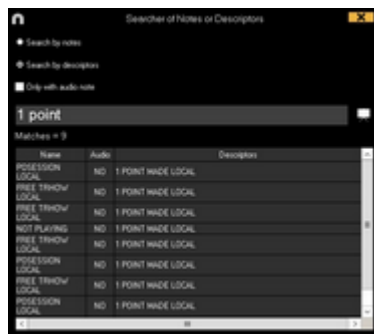
5.2.18 Dashboards
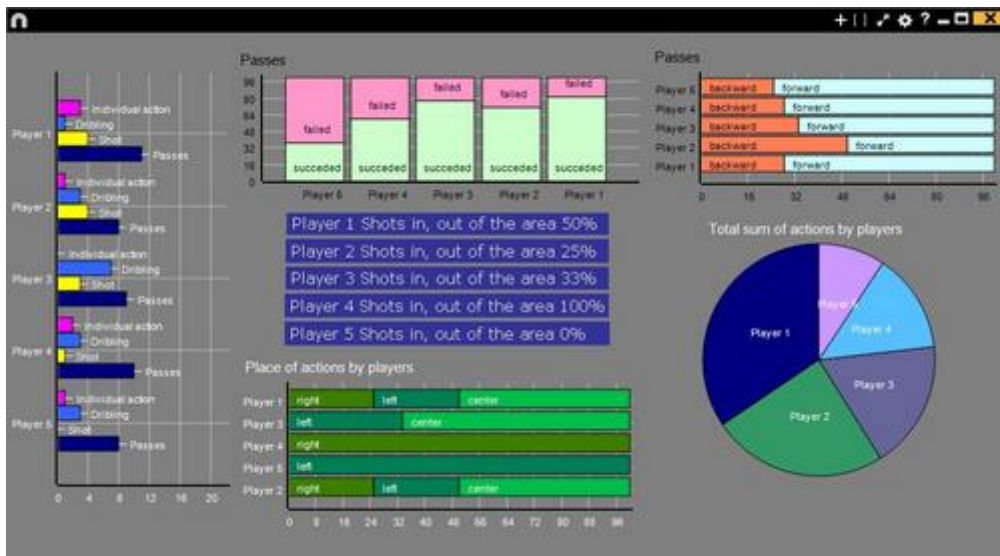
The dashboards will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

5.2.18.1Make a dashboard

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

1. 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

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 "Filt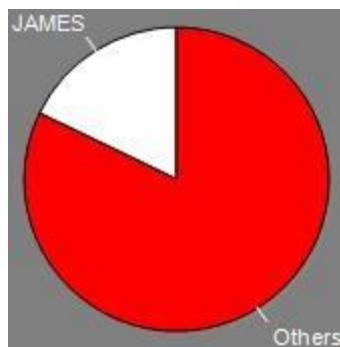ered mode", when this option is active you will only see the categories which contains all the descriptors selected at the same time

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
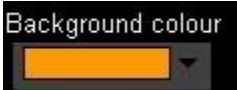
Background colour

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

Background colour

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: Label with nickname:

Free kick Side Shot Drill In the area = 0   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: Amount of time during the actions
                                                 took place:

Possession A: 119   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 an absolute value click on ✔ Absolute value

          Percentage   Absolute value
          On target= 20%   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.
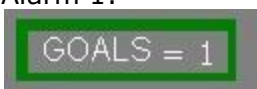
Example:

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.
To set an alarm set the value the label must reach to activate the alarm.
Example:
To set an alarm by goals make a label, select the category goals, set the value you want for each alarm level, for example 1,3,5. Now when the label reaches the value 1 the first alarm will activate, when the label reaches the value 3 the second alarm will activate and when it reaches value 5 the last alarm will activate.

Alarm 1:   Alarm 2:   Alarm 3:

GOALS = 1   GOALS = 3   GOALS = 5

Calculation for data labels

You can add calculation to a data label what will modify its value as you want. To do so click on edit data label and then on ⊞ now you can choose the kind of calculation you want to do. You can calculate simple values for a single data label (add, substract, multiply or divide depending on a specific number) and you can also calculate values from several data labels (add, substract, multiply or divide the values of 2 different labels)

To do a calculation depending on a specific number click on ⊞ , select the kind of calculation you want in the drop-down menu and add the value you want in the corresponding box. Click on accept and you data label will be automatically modified

To do a calculation from several data labels click on ⊞ select the data label you want to use and then select the kind of calculation you want to do in the drop-down menu.
Keep in mind you can do several calculation for each data label. For example adding the value from 2 different data label and then multiplying the result by 2, to do so you will need to make a calculation depending on a specific number and a calculation from several data labels.

Example:

In a basketball match you can count the total amount of shots and then calculate the total amount of scored points by the different kinds of shots. To do so make a data label with the 3 kind of shots you can do

1 point shots = 12 | 2 points shots = 16 | 3 points shots = 9

Now add a calculation depending on a specific number to each label so you can see how many points did you score. For example, for the 2 points shots you will need to multiply the value by 2.

	Operation	Value	Result
🗑	X	2	= 0

This way you can see the total amount of points scored by each kind of shot

1 point shots = 12 **2 points shots = 32** **3 points shots = 27**

To calculate the total amount of points scored in the match you can make a calculation from several data label. To do so just make a new data label and do the calculation adding the 3 data label you did before.

|	Operation	Value	Result
🗑	+	ID: 511	= 12
🗑	+	ID: 510	= 39
🗑	+	ID: 509	= 71

This way you can get total amount of points scored in the whole match

Total scored points = 83

3.2.18.2 Multiple dashboards from Timeline

Having several databases opened in the Timeline you can do a multiple dashboard containing information of all those databases

To do so click on ▮▮▮. If you want to add another analysis you can do it by clicking on ➕, selecting the analysis you want, clicking on ➡ and finally on ✔,
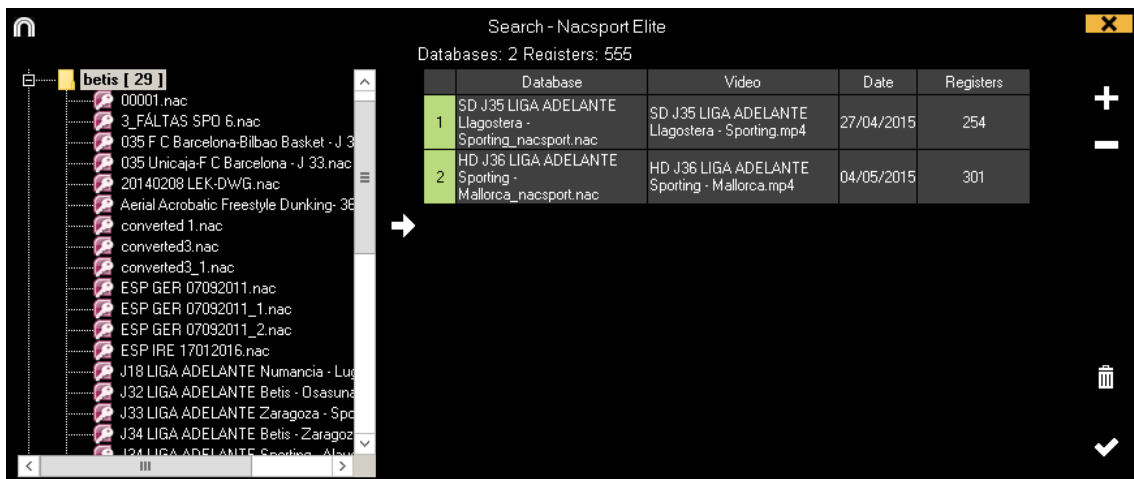
You can hide one or more analysis when having a multiple dashboard. To do so uncheck the analysis you want and click on 🔄

You will also be able to open a multiple dashboard directly from My analysis environment choosing the analyses you want and clicking on

Edit registers 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 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.
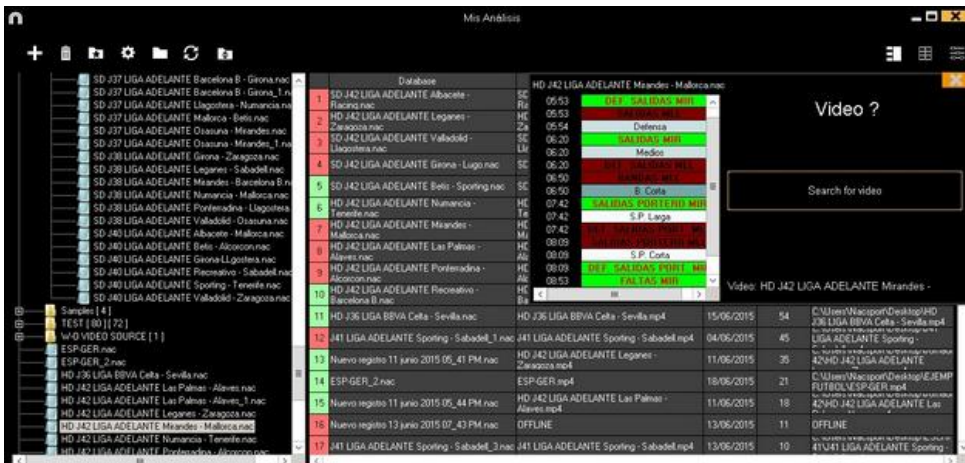
You can also:

Make subfolders: Click any folder and then click .

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 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)

Quickly search for an analysis: With this option you can quickly search and specific analysis by its name, video or creation date.
d the search bar what you want to search.

7. TOOLS

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.
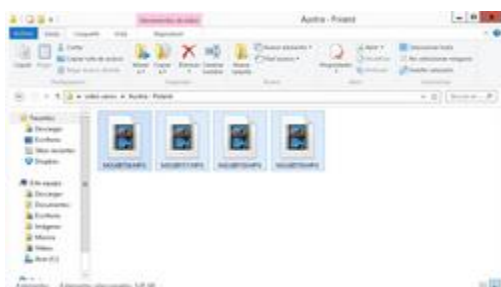
To use this tool, follow these steps:

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.**

Note: You can export just the categories you select when making an .XML file to do so just click the .xml export option you want and then select the categories you want in the window.

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 Import OPTA databases

In Main Menu, select **Import/Import F24 Opta**

Click [folder icon] and select file to be imported

Click [folder icon] and select video to be linked

Click [Create Nacsport DB]
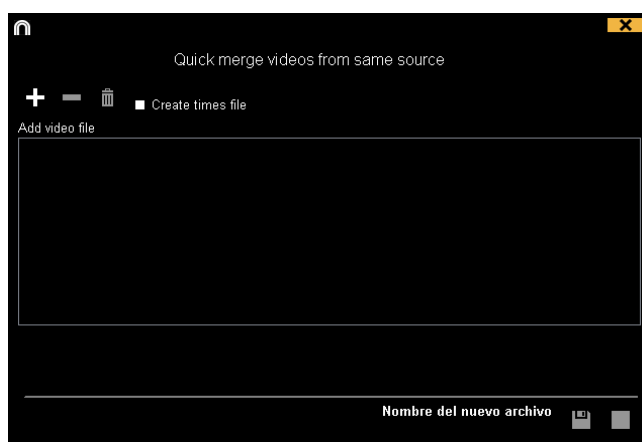
7.5- Quick merge videos from same source

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

Example: Files from a video camera which makes several files from a single match. This merge is only valid for files of the same source

Input formats supported by Nacsport are: .AVI, .WMV, .MOV, .MPEG, .MPG, .MOD, .M2V, .MTS, .M2TS, .VOB, .MP4 and .AVS.
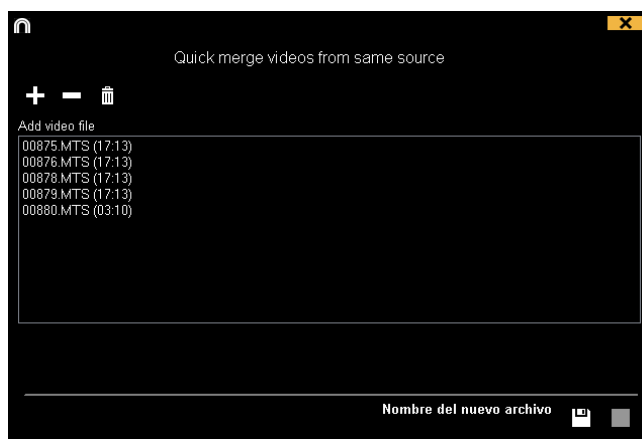
To use this tool, follow these steps:

1- In the Nacsport main menu, click on **Tools.**

2- Click on **Quick merge videos from same source**

3- Click on .

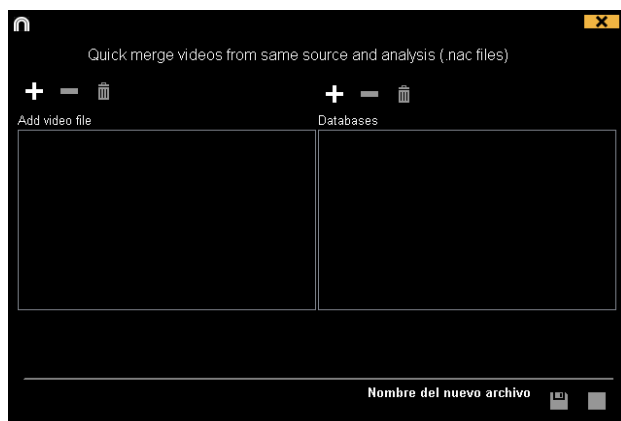4- Select the video(s) you want to merge and click on **Open.**

5- Click on

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

7.6- 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

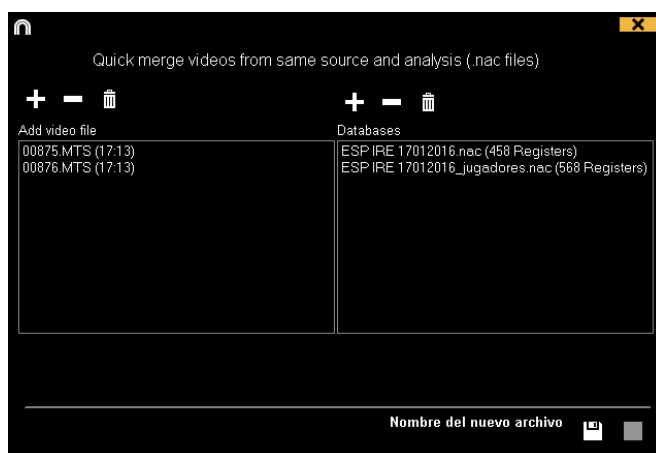6- Enter a name and select a location for the video that will be generated

7.7 Import .TLcodes from GameBreaker / SportsCode

You can import the work you have done in SportsCode or GameBreaker into Nacsport keeping your information. To do so click on the Tools tab in the main menu, then on import and select the corresponding option.
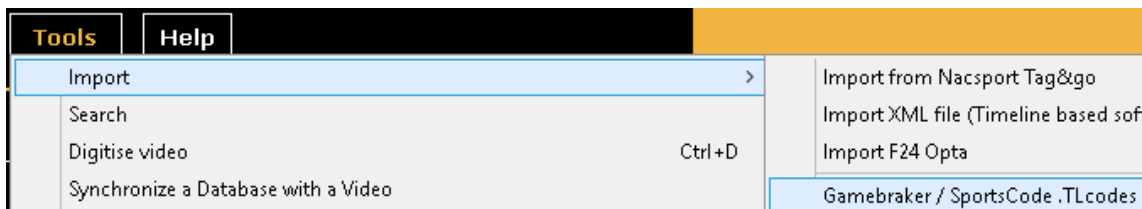
Now look for the .TLcodes file you want to import and double click on it. It will be in the corresponding .SCpkg folder. Nacsport will automatically look for the video and link it to the newly made database.
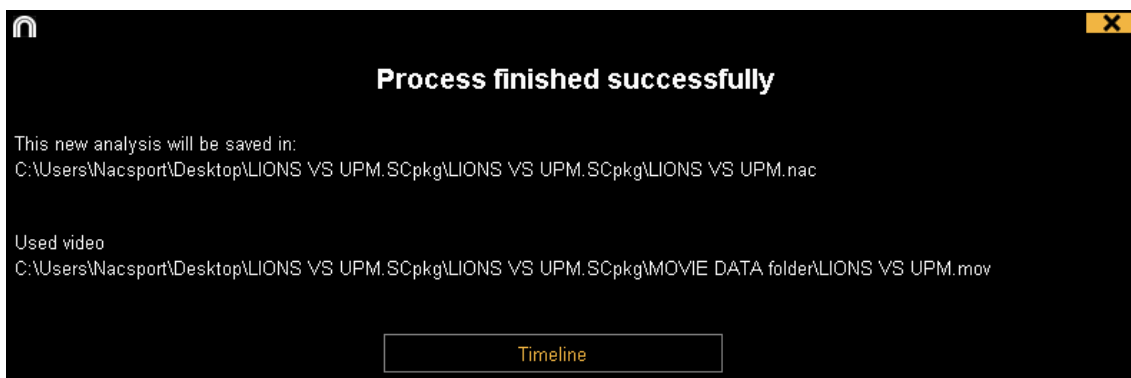
To open the analysis and begin working click on

8. ANNEX

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 **Nacsport databases.**

      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 **Nacsport databases.**

      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 do this click on [icon] in the registers control window in the registering environment.

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

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
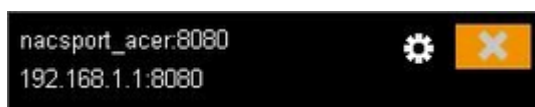
To change the streaming settings click on [icon]

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 start the data streaming automatically each time you start a new registering clic on [✓ Start web server automatically]

To create presentation's lists automatically with the registers you select in the devices receiving the streaming click on [✓ Make remote client list presentation files]

To not stream the plays in real time click on [✓ Do not stream the Play by Play]

To automatically begin the streaming of a dashboard when you open it click on [✓ Stream the open dashboard automatically]
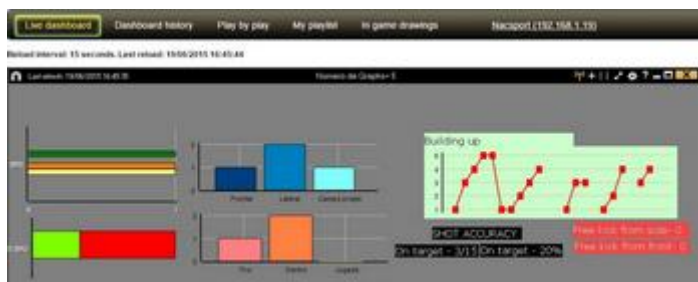
To see the streamed data type the IP of you PC in any internet browser in any device connected to the same local network your PC is connected to.
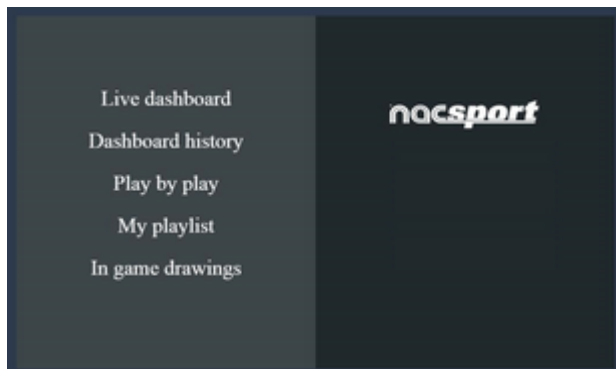

To see a dashboard in real time click/tap on "Live dashboard"3

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
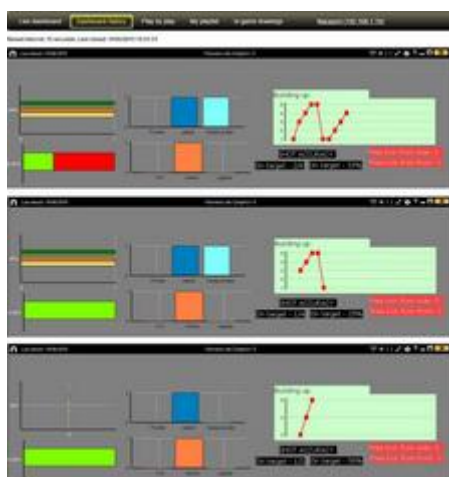
To see the stream of plays in real time click/tap on "Play by play"

In this environment you can see all the actions registered in the event. To do this click/tap on ⬇ to produce the action in the PC, then click/tap on ▶ to see the action at you device.
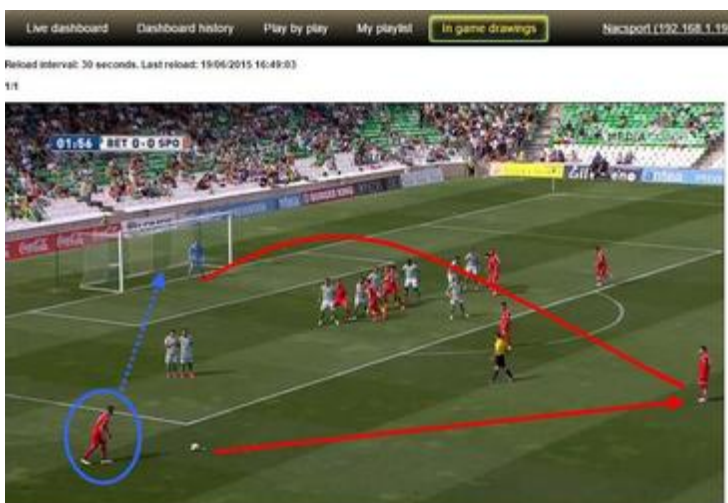
Clicking/taping on ⭐ you will set that action as a favourite.

To see the list of favourite actions click/tap on "My playlist"

To see the actions click/tap on them. This action can be seen after losing the connection to local network

To see drawings in real time click on "In game drawings"

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.
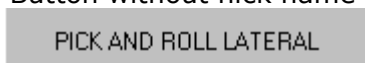
8.4 Update 2.3.5

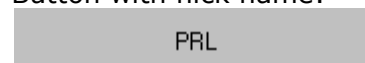## 1. CATEGORY TEMPLATE

1.1 Nick name for buttons

You can add a nick name for your buttons with the objective of saving space in your templates.

To do so click on the button you want from the edit template window. Then click on **Nick name** and type the nick name you want in the text box

Button without nick name :   Button with nick name:

PICK AND ROLL LATERAL   PRL

Note: In timeline, data matrix and action searcher the button will keep it's original name (without nick name)

1.2 Do not show categories in play by play

You can choose which categories you will show in the Play by Play when doing a real time streaming.

To do so select the category you want and click on **Add to Play by Play** in the lower part of the behavior tab

Note: By default all the categories will be shown in the Play by Play

2. REGISTER OF ACTIONS

2.1 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:

Possession 00:32

2.2 Customized delay time while real time capturing.

To choose the delay time while real time capturing right button click on ▷ icon in the Real Time Register environment and select the option you want.

3. TIMELINE

3.1 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.

3.2 Improvements in the drawing tool (text)

With these new option you can change the Font of the text by clicking on [icon].

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

3.3 Synchronized selected categories.

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

3.4 Make a new category with the selected registers

To make a new category containing the selected registers click on [◦ All] from the registers grid to see all the registers in chronological order. Select the registers you want click on [⚙] and then on "make a new category with selected registers" option

3.5 Overlay information on the video (notes and descriptors)

To show text directly over the video right button click on the video window and select "Overlay text in video". Now select the options you want.
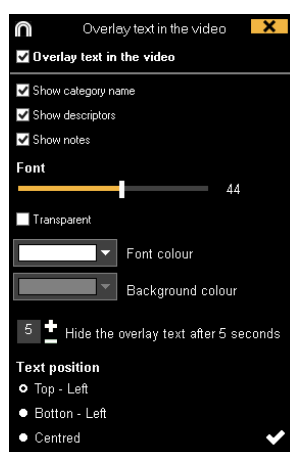
Note: The final videos will NOT have overlay text.

3.6 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.

3.7 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

3.8 Export selected categories in to a .XML file.

You can export just the categories you select when making an .XML file to do so just click on 🔲 select the .xml export option you want and then select the categories you want in the window.

4. GENERAL CHANGES

4.1 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.

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quality information, better decisions