⋂Basic⁺

USER MANUAL

Nacsport Basic Plus
Version 6.0
05 August 2020

nacsport

CONTACT

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0.SYSTEM REQUIREMENTS

Minimum requirements

Operating System

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

Hardware
RAM Memory: 4GB
Processor: Intel © Core i5 or equivalent
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 10 (32 or 64bits)

Hardware
RAM Memory: 8GB
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: Play frame by frame. Press once to advance just one frame. Keep pressed to play the video continuously.

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

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

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

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

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

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

Spacebar: Play/pause video.

Shift + Enter: Full screen video playback.

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

L: Continue the video after playing a record.

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

R: Replay the last register shown

1.2 Timeline

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

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

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

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

C: Create register in a selected category.

Del: Delete selected register/s.

A: Go to the following category.

Q: Go to the previous category

Control+T: Hide/ show Timeline

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

D: Make a drawing on the actual frame in the video player.

Ctrl + C: Change the colour of the selected row.

S: Make an .mp4 video, with the selected registers, keeping the original resolution.

Ctrl + Supr: Delete the selected rows and the registers contained in them

Shift + O: Make a new row with the opposite registers of the selected row

Shift + Drag: Make a copy of the selected registers in a different row

W: Open data matrix

Alt + Click: Set an anchor register

Ctrl + A: Syncrhonise using the anchor register

Ctrl +F: Merge overlapping registers

º\ª: Full screen.

0 (Zero): Set an standard layout for the Timeline and Video player

E: Go to the end of the register.

+: Zoom-in in the timeline

-: Zoom-out in the timeline

Right click when closing: Close timeline and go to My Analysis

Right click when opening a presentation: Open the last presentation

Right click when opening a dashboard: Open the last dashboard.

Right click when opening a datamatrix: Directly open the Full matrix.

Ctrl+mouse wheel: zoom in/zoom out timeline

Click+mouse wheel: vertical scroll.

From presentations:

M: Merge selected lists.

D: Duplicate selected lists.

C: Change the colour of the selected register/list.

N: Make a new list

S: Select all the visible registers

X: show/hide list

Shift+S: Select all the registers

F: Change the font colour from black to white or vice versa

E: Go to the end of the register.

F5: Refresh list's information.

Shift+3:Make a new list with the selected registers

Ctrl+C: Copy the selected registers

CtrL+V: Paste the selected registers

From show presentations:

E: Enable/disable edition mode.

T: Show/hide text

S: Slow motion

Dashboards:

Shift + G = Make a new chart

Shift + D = Make a new data label

Shift + T = Make a new text label

Shift + C = Make a new time label

Shift + V = Make a new variable label

Shift + I = Insert a new image.

1.3 Buttons template

Click + drag: Move selected buttons

Drag the borders 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

Mouse wheel: Move the button up/down

Shift + Mouse wheel: move the button right/left

Ctrl + Mouse wheel: Resize button

1.4 General shortcuts

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

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

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

Ctrl: Open window for independent text notes while registering

ESC: From registering environment. Close all the open manual categories.

Ctrl+ESC: From registering environment. Delete all the open manual categories.

Alt+I: Sets the START for the selected register to the current video position and go to the next register

Alt+O: Sets the END for the selected register to the current video position and go to the next register

Registering actions:

Right click on the icon to open a template: Show the las 10 templates

1.5 Main menu.

ESC: Closet he program.

Ctrl + C: Open comparison.

Ctrl + P: Open video player.

Ctrl + H: Open the merge and convert video files tool.

Ctrl + Q: Open the quick video merge tool.

Ctrl + O: Open options.

Ctrl + B: Open an external .nac.

M: Open My Analysis.

P: Open Presentations.

L: Open the last analysis used in Timeline.

1: Real-Time registering.

3: Register from File.

Ctrl + N: Make a new template.

Ctrl + U: Check updates.

Ctrl + L: Open the registration and activation of your license.

F12: Remote support.

F1: User Manual.

F2: Video helps.

F3: open web page.

Shift + P: Open the last used presentation.

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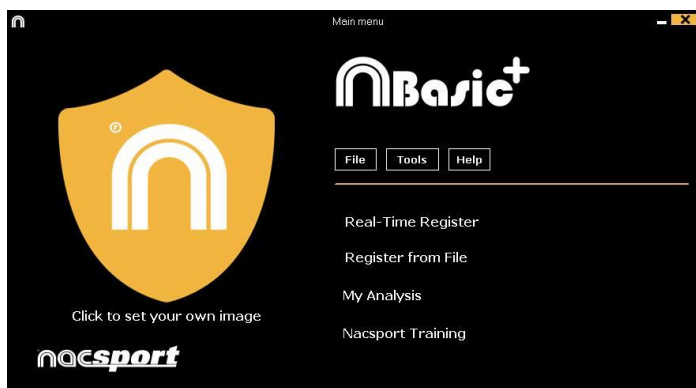
2.- Enter the name of the video file to be captured. Then click on 'Save'.
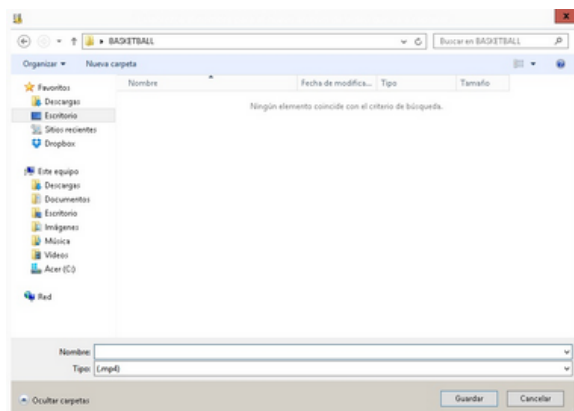
3.- The video will be in .MP4 format and compressed quality.

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

To create a buttons template, click on .

To open a buttons template, click on .
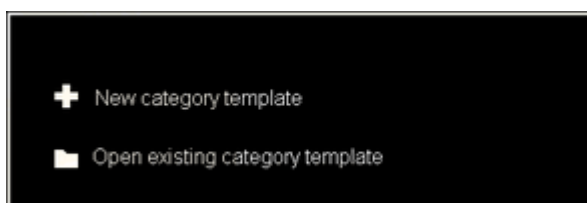
With this version of the program, you can **configure your button template on two levels**:

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

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

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

4.1 categories

If you have selected 'Create new buttons 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:

On the category screen:

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

5.- To start the video capture, click **and the click on YES.**
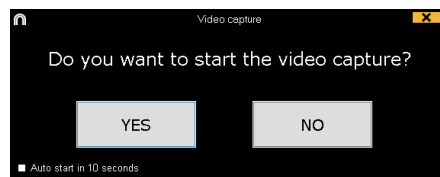
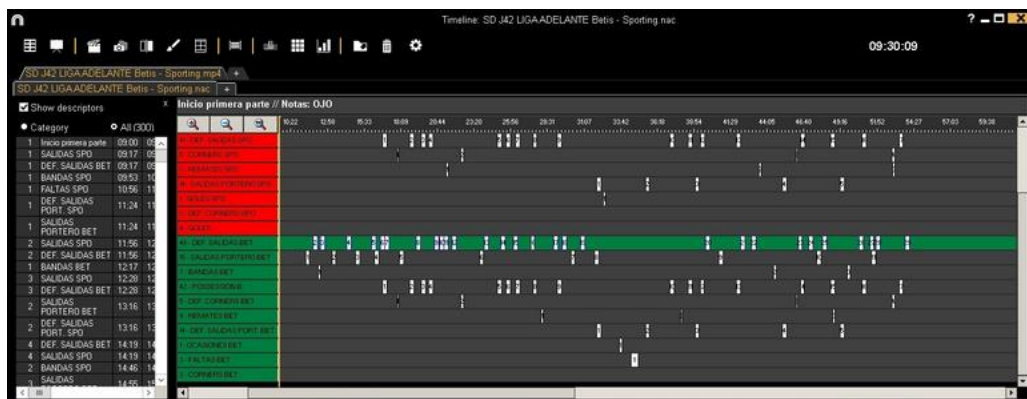If you select in future occasions the capture will auto-start 10 seconds after the confirmation message appears

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**.

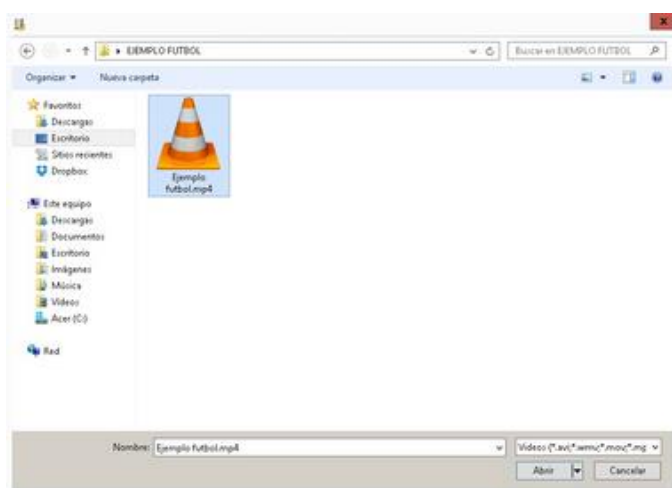-**Timeline's tools:** See section 5.2

2.2 Viewing and recording from file

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

1.- Click on Register from File **on main menu.**
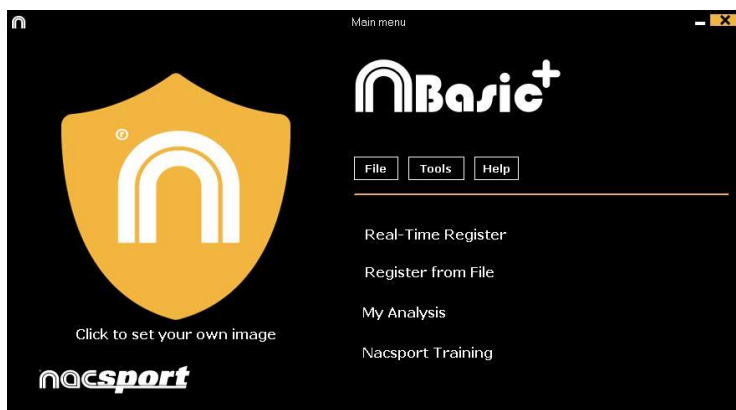
2.- Select the video file you wish to watch and click Open.

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

To create a buttons template, click [+].

To open a buttons template, click [folder].

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

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

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

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

3.1 categories

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

Template example:

3.2 Descriptors:

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

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

For example:

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

User can register actions and click on descriptors as follows:

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

3.3 Creating descriptors:

On the category screen:

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

4.- To record actions

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

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

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

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

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

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

- Temporary displacement of record (without affecting its length): Place cursor in the middle of the record and when it changes to , then left click and drag it in one of the two possible directions.

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

- Edit category name (row): Right click on the name of the category to be edited, select **Edit category name** and click .

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

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

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

2.3 My analysis

In this environment, you can consult all the Nacsport databases created or imported by the user.
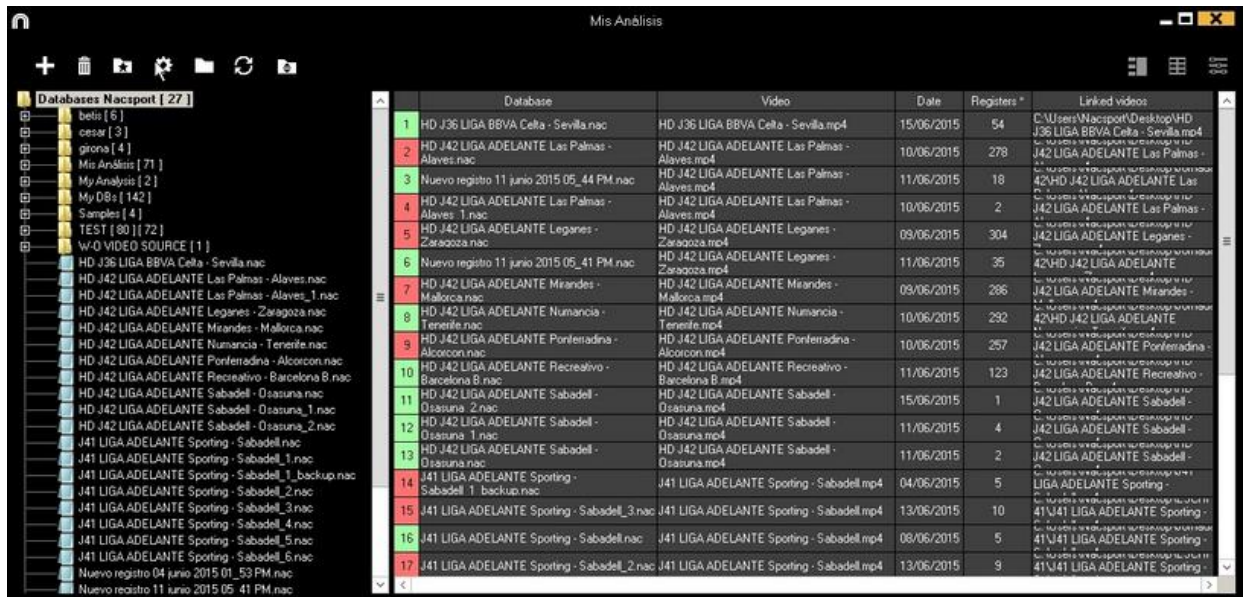
To access presentations, timeline or the viewing and record environment, double click to database (green means available) and select your preferred option.

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

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

Following actions can be performed:

- Create subfolders: click the desired folder and then click ✚.

- Delete folders (and the databases they contain) or databases: click the desired folder and then click 🗑.

- Assign favourite folder: click the desired folder and then click ✔.

- Select folder directory: click ⚙ and select directory.

3. BUTTONS TEMPLATE
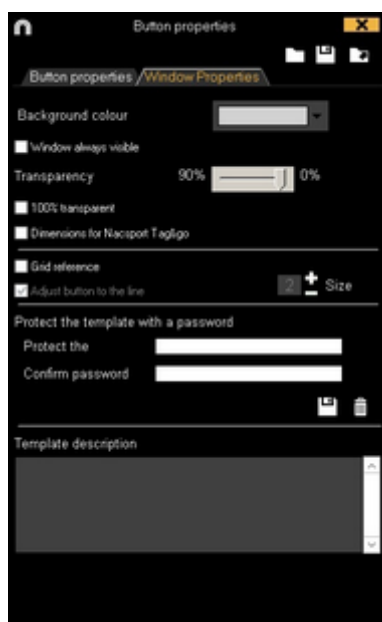
3.1 Buttons template icons
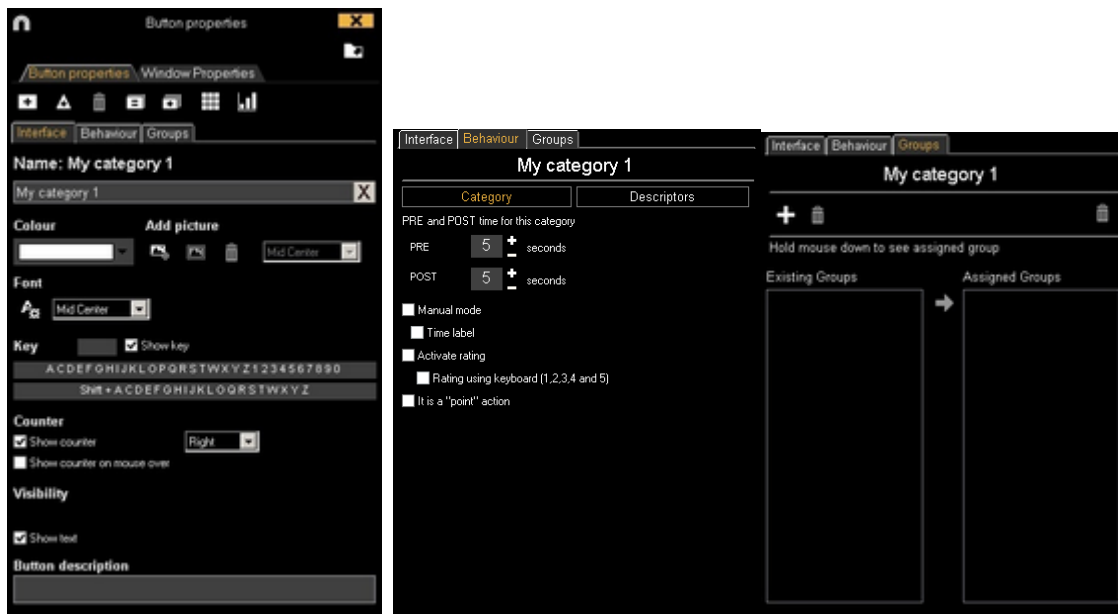
A) Button properties

 Create a new button.

 Create a customized button.

 Delete all button created in actual template.

 Open window to rename and save buttons template.

 Add properties of the blue highlighted button to other selected buttons.

 Clones selected button.

 Order the data matrix.

 Make a dashboard.

 Export the template to Tag&Go.

 Open an already created template.

a) Interface

 Open the window to customize font and colour of the button.

 Open the window to add an image to a button.

 Fit the size of the image to the size of the button.
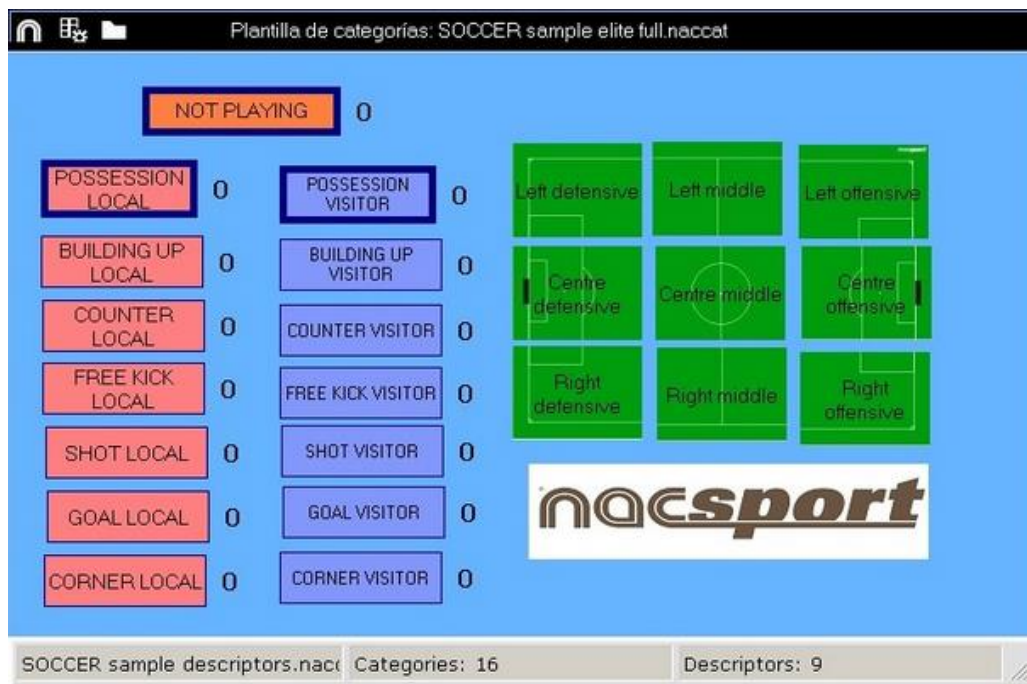
B) Buttons window properties

![floppy disk icon] Lock buttons template with password.

![trash icon] Delete password

3.2 Creating buttons templates

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

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

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

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

3.2.1 Categories

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

You can select a predefined shape for your buttons from the dropdown menu over the button name text box.

You can also make customized shape button by clicking [A] (see 4.7)

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 set a decimal time for a category just type it on the time box.

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

3.2.2 Descriptors:

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

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

For example:

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

Users can register actions and click on descriptors as follows:

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

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

3.2.3 Create descriptors:

On the category screen:

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

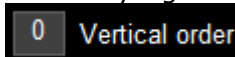Descriptors can also be added automatically, without clicking them, if you select ☑ The descriptor is automatically added at each click *. This option can be changed from the register window by right-button click on the descriptor.

3.2.4 Other options for creating buttons 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 .

Right clicking on a button you can send it to an upper or lower layer, and also to the top or bottom layer. You can also modify the layer value by right clicking on the button and selectin "vertical order" or from the menu [0 Vertical order] in the edition window. You can also use negative values to send a button to lower layers.

> **Note:** In case several buttons are on the same layer, the las button made will be the one on top

To change the size of a button, drag any of the borders of the button. Hold down Ctrl key while dragging in order to keep the original the aspect ratio.
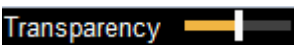
You can stablish a specific size and position for your button in the Y or X axis of your template. This way you can be much more precise when organizing your templates. To do so, select any button and stablish the values you want from:

| 336 | X | 138 | Ancho |
| 442 | Y | 154 | Alto |

With the X and Y values you will set the placement of the button in the template. With the Height and Width values you set the size of the button. Clicking on any of the values will let you use your mouse wheel to modify it. You can also select several buttons at a time and apply the modifications to all of them at once.

To lock the size and position of a button click on ☐ Lock

You can round the corners of a button from Button corner — 50

You can change the transparency of a button from Transparency

To change the color of the button or its counter click Color .
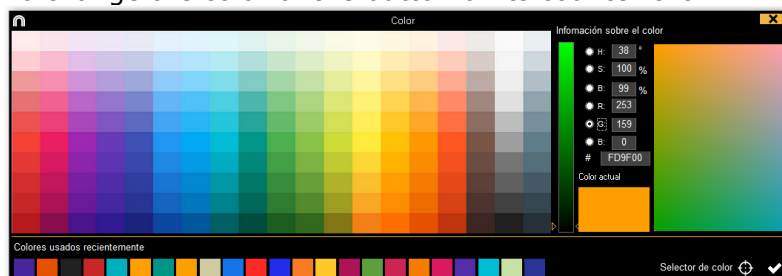
With the "Eyedropper color picker" you can use any color from any element on your screen as the background color for your button. To do so, click on and then place your mouse arrow over the color you want to use, then press the space bar key to use that color

> **Note:** By double clicking on any color you will save the change and close the color palette

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.

Having multiple buttons selected you can change their name by changing just one of the buttons. This way you will have several buttons with the same name.

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

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

From Window Properties tab:

To show/hide the background grid click ☑ Grid reference

To adjust the button to a line of the background grid click ☑ Adjust button to the line
You can change the size of the lines on the background grid by setting a number in the 5 ＋ Size box

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

3.2.4.2 Equalize properties and clone buttons

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

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

3.2.4.3 Add hot keys

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

3.2.4.4 Exclusion property for manual categories

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

Example:

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

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

1- Choose **Home Team Possession** category.

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

3.2.4.5 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.

> **Note:** In case of having inactive buttons in you template, you can use these to show the score while registering actions. Just select an inactive button and select the team which score should be shown from the corresponding dropdown menu. In order to show the score of both teams you must have two inactive buttons.

3.2.4.6 Lock buttons 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.**

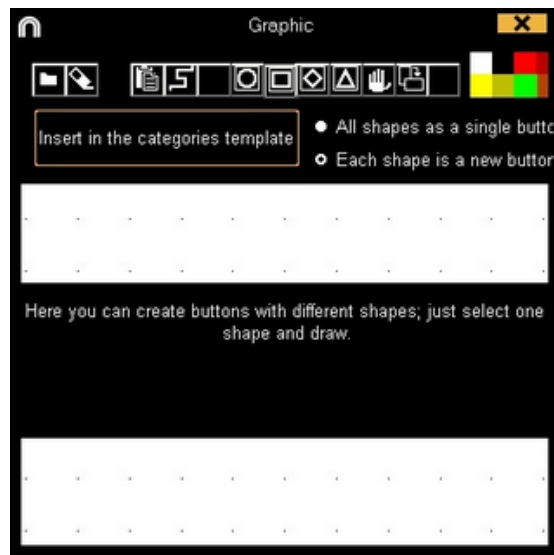Type the same password in the box under **Repeat password.**
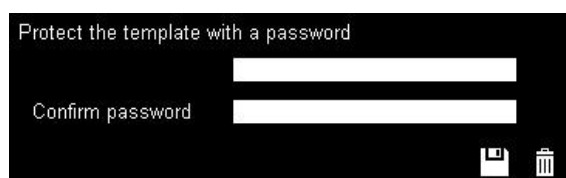
Click to check that both passwords are the same.

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

3.2.4.7 Customized shape button:

Instructions:

1- Click on icon.

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

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

3- click on **Create new button**

3.2.4.8 Change the order of the data matrix

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

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

3.2.4.9 Export templates to Nacsport Tag&go

Click and select Export template to Nacsport Tag&go

3.2.4.10 Category rating.

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

1- Select a button and click on the **Activate rating** option in the **behaviour tab**.

2- During the register of actions select the rating of each category by clicking on the category and then on the rating that will pop up.

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

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

1- Pres the number key (1,2,3,4,5) to register the category with the corresponding shortcut
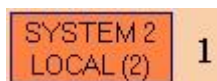
2- Set the rating you want by pressing the corresponding key (1, 2, 3, 4, 5) o close the rating by pressing Esc.

Register with a rating: Register without a rating:
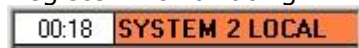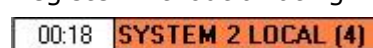
3.2.4.11 Groups of buttons

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.
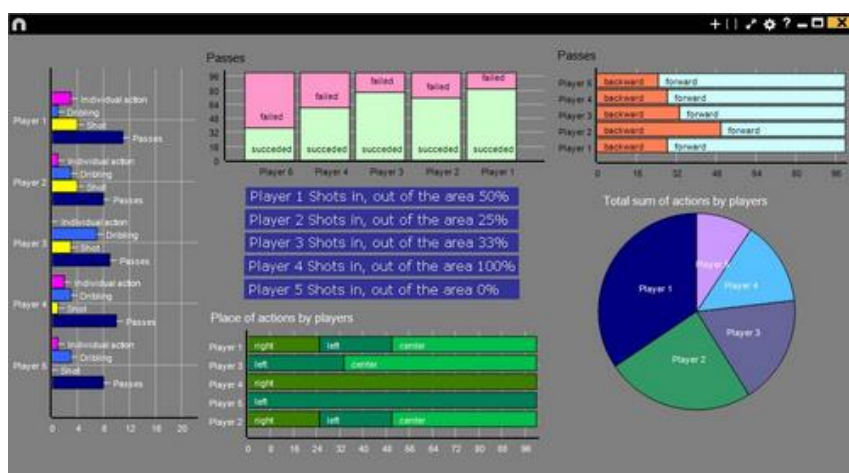
Example:

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

3.2.4.12 Dashboards

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

To insert a picture as an object in the dashboard, click on . Transparent .png pictures will keep their transparency when inserted in the dashboard

Charts

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

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

You can select multiple items in a dashboard by keeping pressed the Ctrl key and clicking on the item.

Now you can modify the size and position of an item and this will modify the rest of items of the same kind (charts, data labels, text labels and time labels). If you delete an item all the selected items will be deleted.

Right clicking on an item when having multiple selected you can line up all the items vertically or horizontally by choosing the options Line up selected to the left and Line up selected to the top

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

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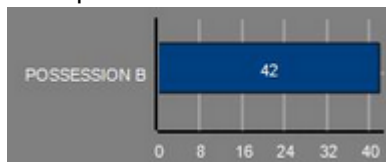
Amount of time during the actions
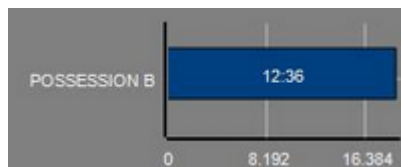
To create a chart relative to a group select any of the pie or donut charts and click on the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the chart show the value of the action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

Example:

If you select a player relative to a group which contains the total amount of players you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.
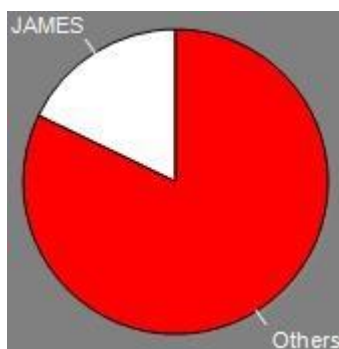
To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected

Example:

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

Labels

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

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

To make a simple label click on [T] and set a name for the label, to change the colour of the label click [Background colour] 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 [Background colour] , this label shows a timer which is the time of the actual video .
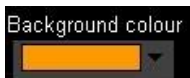
To make a data label click on [#] and select the categories and descriptors you want to show.

Example:

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

Player 1,Right: 41

To change the colour of the label click [Background colour]

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 actions 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

By default the data label values will be shown in decimal. In order to see an absolute value click on [☐ Show decimals]

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   Absolute value
On target= 20%   On target= 3/15

To see the labels ID's keep pressing Alt Gr or hold the left mouse button on the dashboard background. 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 in the desired colour.

Example:

To set an alarm by goals make a label, select the category goals, set the value you want for the alarm level, for example 5 finally select the colour you want to show, for example red. Now when the label reaches the value 5 the alarm will activate.

3.2.4.13 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.
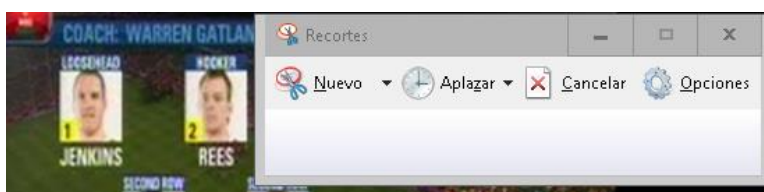
Right click on the template's backgroun an click on "Paste pictura and create category"
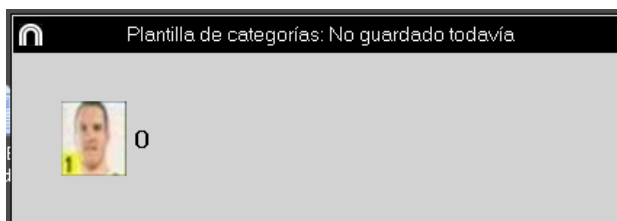
3.2.4.14 Set an image as background

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

To insert an image click on `Window Properties` and then on [icon] finally choose the image you want to use.

3.2.4.15 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 buttons template edition window and click on `☐ Time label`

Button in time mode:

3.2.4.16 Resize template content.

With this option you can modify the size of the template window and all the buttons in it by keeping their size ratio.

To do so, click on [icon] and resize the window.

Now all the buttons keep the size ratio they had before.

Regular resize: Window+content resize:

3.2.4.17 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)

3.2.4.7 Search and replace text in buttons:

With this option you can replace the text of any button in your template, while filtering by kinds of buttons, which will be really useful when working on opponent analysis as you can quickly change the template and fit it to the name of the next team to analyse.

Clicking on 🄰🄱 will open the search and replace window.

To change the text of any button you only have to insert the existing text and the new text in its corresponding box. You can select a specific button by clicking on its name on the upper part of the window. In case of having the same name on different buttons you can use the colour legend to distinguish the kind of button in which the changes are going to be made.

Enabling the corresponding options in the lower part of the window you can make the changes only affect to a specific kind of button. You can also make the changes for the actual panel or the whole template.

Clicking on 🔄 you will switch the text in the text boxes, this will allow to revert the last change done.

3.2.4.22 Button description.

The button descriptor will allow you to add an explanatory text to any button, in order to help anyone understand the use of the template when sharing templates or when using shortened names for the buttons.

To add a description you just have to select the button and then insert the description in the text box you will find at the bottom of the edition window.

Letting you mouse over a button will show a text box with the description you inserted as well as the PRE and POST times set for the button, in case it is a category.

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 buttons template created by the user.

Follow the steps below to work with this environment:

1.- Click on Register from File **on main menu.**
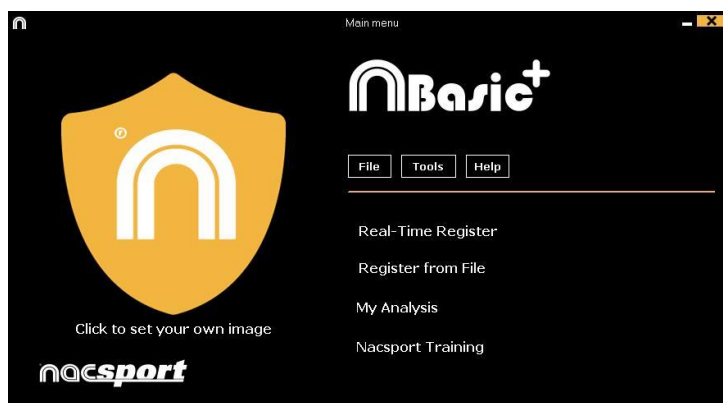
2.- Select the video file you wish to watch and click Open.
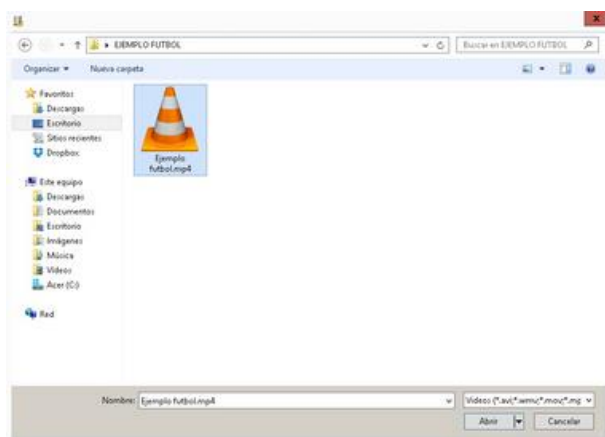
3.- Open or create a buttons template to record the actions of the generated video.

To create a buttons template, click .

To open a buttons template, click .
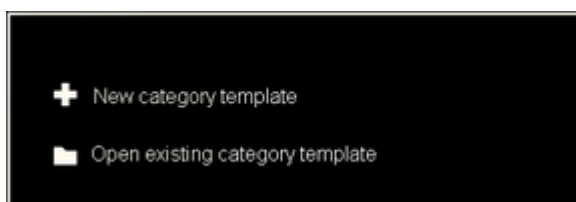
4.- To register actions.

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.

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.

Clicking on ![icon] you can set the actual layout of the windows as a standard, by selecting the option "Save layout"

When selecting "Load layout" all the windows will be set according to the latest saved layout.

To add context data to an event click on and add the information you want. To save the context of an analysis click on . To reuse the context from the last analysis click on

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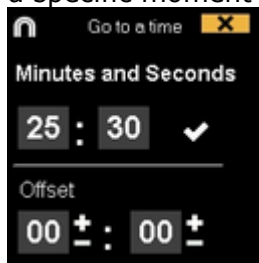
 and click .

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

To see the playback controls for touch screen devices press on the video player window for a few seconds.
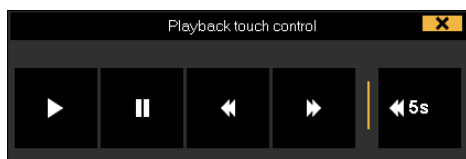
Click and the register control window will be minimized.

See shortcuts

Keep pressing the icon to see the shortcuts of your buttons..

Resize video window

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

To quickly modify buttons, right click the button you want and choose what you want to modify on the drop-down menu.
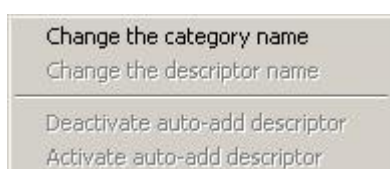
Categories' menu :   Descriptors' menu:
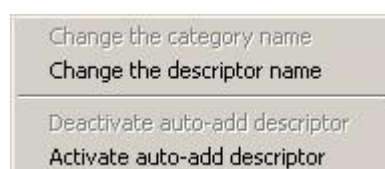
To add a descriptor on an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.

Now the category contains the descriptors **Good** and **Visitor player 2.**
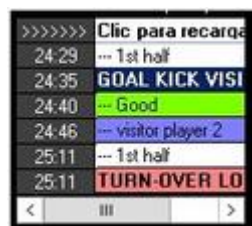
To add a note to an already registered category, click right the register which is in the box on the left of the register control window and add a note. By default, notes are equal to category descriptors.

To save the note, click .

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

4.2 Real-Time register

This is the environment in which video images can be viewed from an external source (video camera, video converter, etc.) connected to the computer's FireWire port. While a video file is being created (digitized) with external images, users can use a buttons 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.**
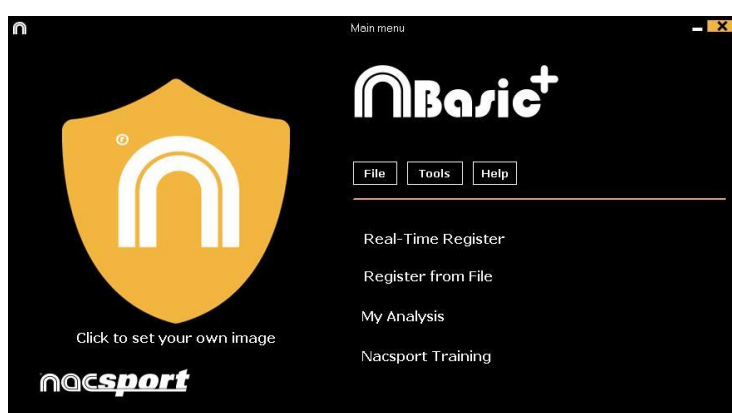
3.- Enter the name of the video file to be captured. Then click on *Save*.
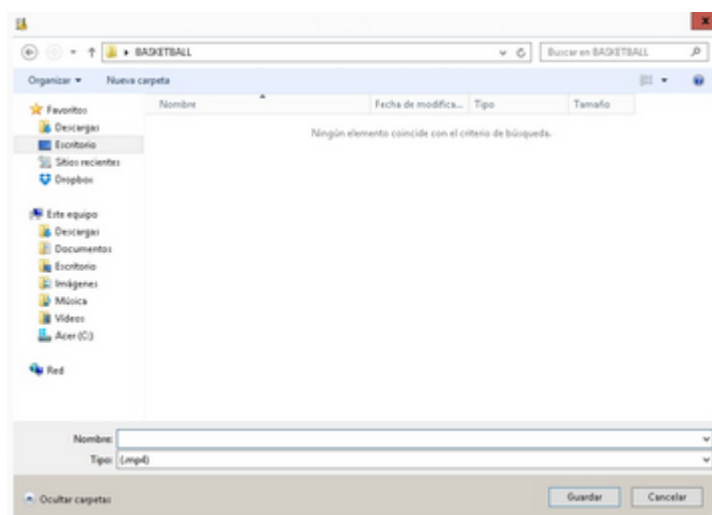
4.- The video will be in .MP4 format and will be stored with compressed quality.

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

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

To create a buttons template, click .

To open a buttons template, click .

6.- To start the video capture, click and the click on YES.
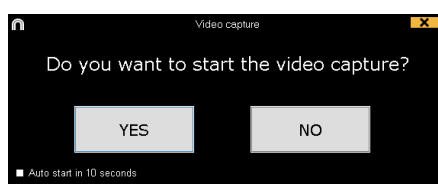
If you select in future occasions the capture will auto-start 10 seconds after the confirmation message appears

Before starting the capture you can select between using a device connected to your PC or using an IP camera. From the IP camera menu you can also insert a YouTube url to capture an streaming video.

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

To pause the video capture click ▮▮.

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

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

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

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

Clicking on ⚙ you can set the actual layout of the windows as a standard, by selecting the option "Save layout"

When selecting "Load layout" all the windows will be set according to the latest saved layout

To add context data to an event click on 🄲 and add the information you want. To save the context of an analysis click on 💾. To reuse the context from the last analysis click on

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

To add an independent text note press the Ctrl key

Click ↗ and the register control window will be minimized.

See shortcuts

Keep pressing the Ⓐ icon to see the shortcuts of your buttons.

Resize video window

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

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

Categories' menu :   Descriptors' menu:

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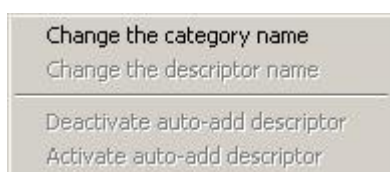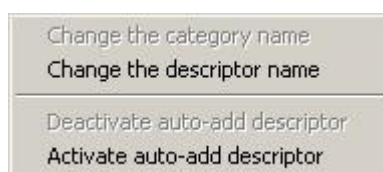
To add a descriptor to an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.

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

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

To save the note click .

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

Play by play window for registered actions.

You can see a list showing all the registered action by clicking on from the register control window

From this list you can review the actions you want by clicking on them.

You can see actions of a single category just by selecting the one you want in the upper dropdown menu.

To change a registered actions from one category to another you can click on the name of the category and select a new one.

To delete a register select it and click on 🗑

To delete a descriptor, double click on the descriptors list next to the category name and click on ❌ next to the descriptor you want to delete.

To delete all the descriptors contained in a register click on the register you want and then on

Double clicking on the text box next to the descriptors will allow you to insert a note in your register.

You can add a descriptor to any specific register by selecting it and clicking on the descriptor.

Clicking on ☑ Auto open play by play this window will be automatically open when getting in the registering environment

Video capture with GPU.

With this option you can use your GPU to capture video during a real time registering. This will do a better use of your PC resources, allowing to capture in higher resolutions while doing parallel process such as Coach Station streaming

To activate the video capture with GPU, start a real time register and from the configuration menu click on the "performance" tab, then on the option corresponding to your GPU

Note: this option will not be available on computers without GPU

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

Timeline options.

Open exportation options.

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.
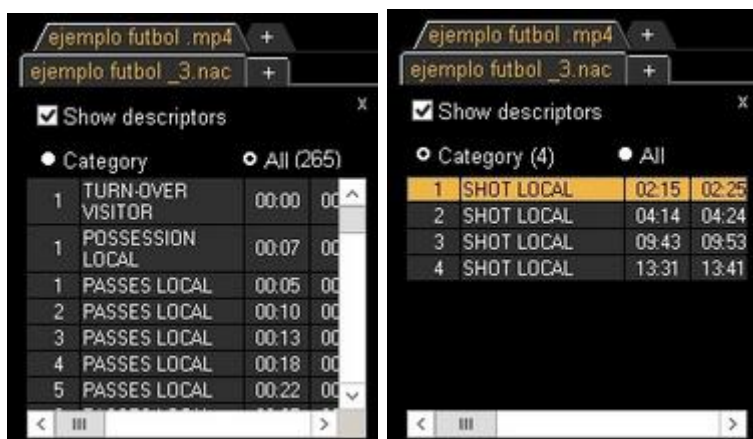
5.2.2 Presentations

With this tool you can make a list with registers in order to create a presentation and then show them o make a video with them.
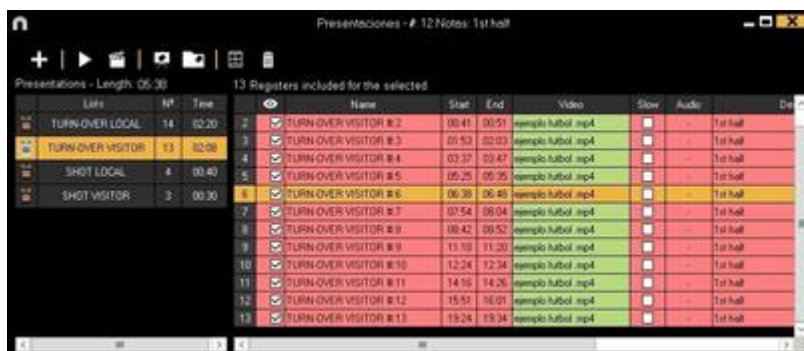
5.2.2.1 To make a presentation

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

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

Select register you want and press the key number **3** to add them to the list.
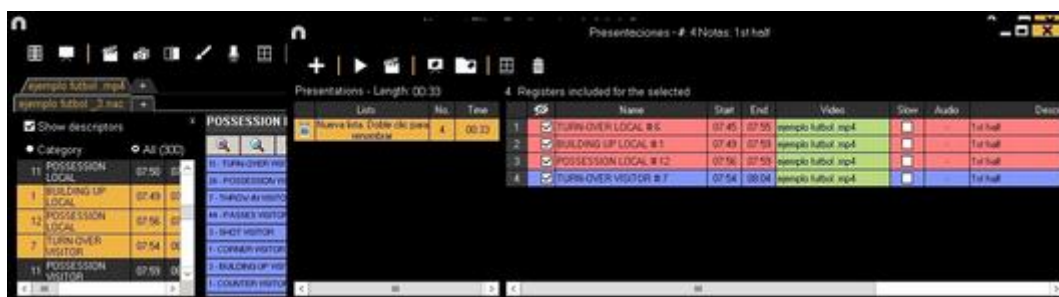
You can select registers on the left of Timeline or from the data Matrix.

To delete a list click .

To edit registers from the presentation:

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

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

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

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

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

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

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

To go to the next register, click .

To edit the presentation:

You can organize the presentation in some different ways:

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

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

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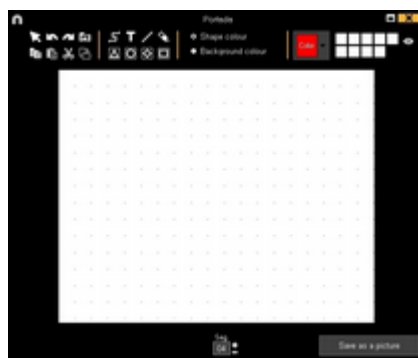
Click or to undo/redo the last changes

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.

To change the colour of a list right click on its name and select "change selected lists colour"

You can also order you registers in different ways and hide columnes, by clicking

	Order the selected list	▶	✓	Ascending order
				Descending order
✓	Show Start Time			Name
✓	Show End Time			Time
✓	Show Speed			Colour
✓	Show Video			Video name
✓	Descriptors / Notes			
	Notes / Descriptors			
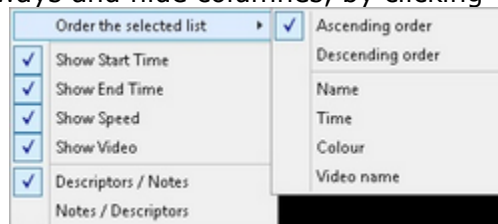
an then choosing one of these options:

Name: Time: Colour:

1	☑ SHOT LOCAL
2	☑ SHOT LOCAL #:1
3	☑ SHOT LOCAL #:2
4	☑ SHOT LOCAL #:3
5	☑ SHOT LOCAL #:4
6	☑ SHOT VISITOR
7	☑ SHOT VISITOR #:1
8	☑ SHOT VISITOR #:2
9	☑ SHOT VISITOR #:3
10	☑ TURN OVER LOCAL
11	☑ TURN-OVER LOCAL #:1

1	☑ SHOT LOCAL	00:00:00
2	☑ TURN OVER LOCAL	00:00:00
3	☑ SHOT VISITOR	00:00:00
4	☑ TURN-OVER VISITOR #:1	00:00:01
5	☑ TURN-OVER VISITOR #:2	00:49:12
6	☑ TURN-OVER LOCAL #:1	01:37:15
7	☑ TURN-OVER VISITOR #:3	02:16:09
8	☑ TURN-OVER LOCAL #:2	02:41:13
9	☑ SHOT LOCAL #:1	02:42:12
10	☑ TURN-OVER LOCAL #:3	04:03:13
11	☑ TURN-OVER VISITOR #:4	04:21:00

5	☑ TURN-OVER VISITOR #:5
6	☑ TURN-OVER VISITOR #:6
7	☑ SHOT VISITOR #:1
8	☑ SHOT VISITOR #:2
9	☑ SHOT VISITOR #:3
10	☑ TURN OVER LOCAL
11	☑ SHOT LOCAL
12	☑ SHOT VISITOR
13	☑ TURN-OVER LOCAL #:1
14	☑ TURN-OVER LOCAL #:2

To change the colour of a list right click on its name and select "change selected lists colour"

> **Note:** When adding the whole timeline to a presentation each lists colour will be the same as its corresponding category colour.

To hide lists in the presentation just select the lists you want to show, then right click on any of them and select "hide all the unselected lists". To show them again, right click on a list and select "expand lists"

Set list structure as favourite

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

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

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

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

Import images as front pages into a presentation.

There are 2 options:

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

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

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

Import PowerPoint as frontpages in a presentation.

To 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.
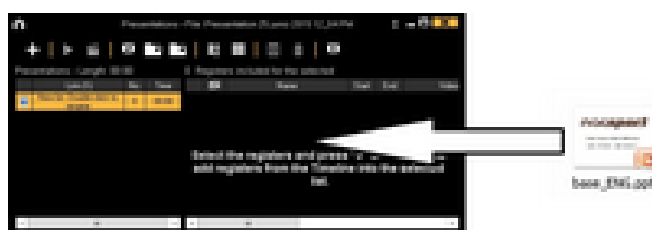
Copy, cut and paste registers in the presentation.

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

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

5.2.2.2 Show a presentation

To show a presentation, click .

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

To show notes and descriptors of a presentation, click .

To 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.
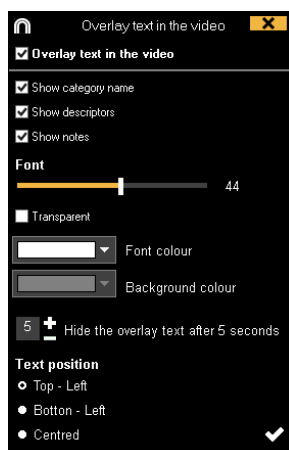
Note: The final videos will NOT have overlay text.

To reproduce a register after another with stopping the video, click .
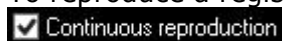
You can show the previous or next register by clicking   or by pressing keys **1** and **2**.

To show the video on full screen, click .

To play a video in slow motion click on and select the speed you want
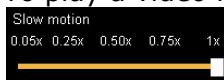
Remote control for presentations.

To link your presentation with the iOS app Nacsport Remote Control click on

and insert the PIN code in your phone or tablet. Click on to link the devices. Now you can control the presentations playback remotely by using the controls showed in your phone or tablet screen.
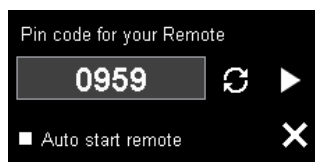
Clicking on you will generate a new PIN code

5.2.2.3 To produce a presentation

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

> Produce the selected list
>
> Produce the selected lists as separate files
> Produce the selected lists in a single file
>
> Produce all lists in separate files
> Produce all lists in a single file
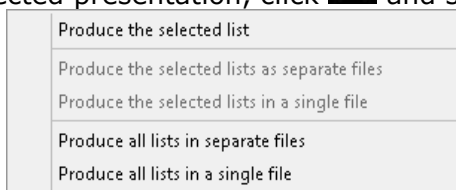
options in the drop-down menu .

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

Media | Playback | Audio | Video | Subtitle | Tools | View | Help

> Title
>
> Chapter
> CORNERS OSA # 1 - 00:00
> Program
> CORNERS OSA # 2 - 00:05
> Custom Bookmarks
> CORNERS GIR # 1 - 00:10
> CORNERS GIR # 2 - 00:17
> Speed
> Jump Forward
> CORNERS GIR # 3 - 00:22
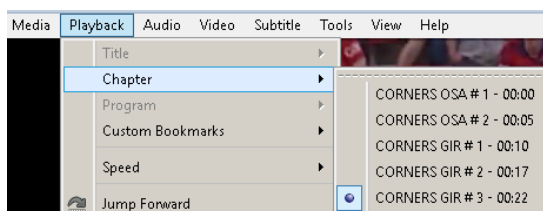
To add a transition between 2 registers in your presentation click on then on "Add video transition" and select the transition you want.

> **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.

Make independent movies: Presentations

Video

Format mp4   Quality HD 1280i (16:9)

Split files   Save and produce

Click to start the production.

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

5.2.3 Make a video

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

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

2- Select output format and quality you want and click
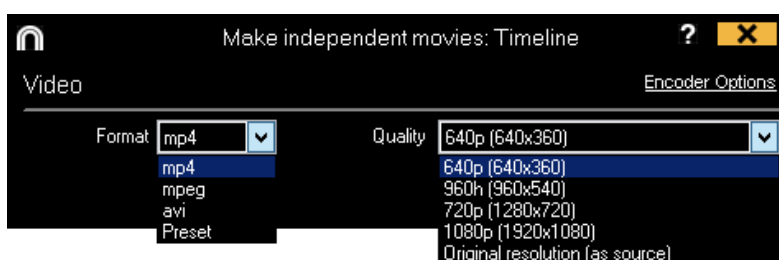
To quickly export a video in its original format select Quick export This video will not contain any drawing, text or audio note.

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

To upload a video to Sharimg select Send to Sharimg

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

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

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

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

To see the registers in the VLC media player click on **playback** and then on **chapte**rs, finally click on the register you want to see
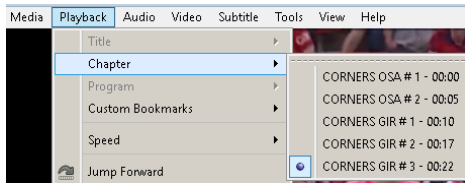
To add a logo to the final video click on from the video making window and then click on

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.

To compare two actions by overlapping them instead of having one next to the other. click on 🖼 Clicking on 🎬 from the comparison window you can make a video showing the overlapped actions. The exported video will not contain any drawing.

> **Note:** You can only use the overlapping to compare a maximum of two videos

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 ⛶.

To compare an action from the timeline with an external video click on 🎥. Clicking on a new action will show it in the comparison tool. The external video will never change.

5.2.6 Synchronize Timeline

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

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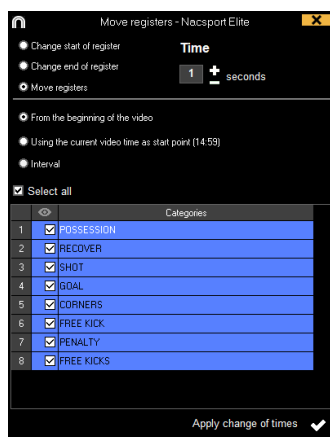
Look in the list for the categories you want to move and chose what you want to modify (beginning or end of a register, or moving the time of a register) and then

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

You can choose to move the registers from the beginning of the video or from the actual moment of it. This way you can synchronize just the registers from the 2º half for example. You can also select a time interval in the timeline and modify the registers in it.
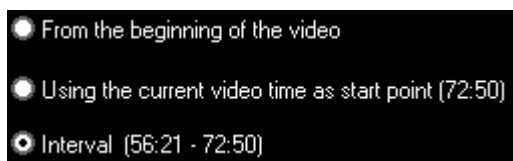
Click on ✔ to make the changes.

5.2.7 Drawing tool

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

To make a draw click .

To undo or redo a draw click or respectively.

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

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

To break a form click on

To save the draw as a .jpg file click .

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

5.2.8 Register properties window

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

To open the registers' properties window, click [image] or double click a register.
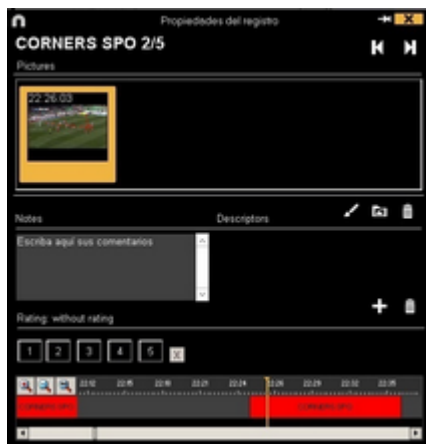
To modify a drawing, click [image].

To add a picture to the register, click on [image].

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

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

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 [image]. To go to the previous register, click [image].

5.2.9 Data matrix

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

To access to the data matrix, click ▦.

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

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

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

To export the data matrix, click 📂 and choose one of these options
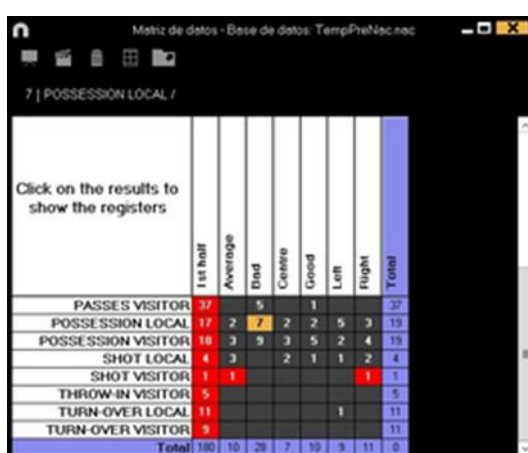
Save as a picture
Print
Export Excel
.

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

5.2.10 Timeline options

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

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

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

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

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

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

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

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

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

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

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

Hide/show TimeLine: From the Timeline's options menu, select **Hide Timeline**. **Note**: whilst the TimeLine is hidden, registers can be only viewed by categories and not in chronological order.

Merge rows in timeline: To merge two rows in timeline select both rows keeping the Ctrl key pressed. Right mouse click and select "Merge rows"..This will make a new row containing all the registers from the previously selected rows

Colour filter in timeline: From timeline you can filter your categories by colour showing just those with a specific colour. To do so click on the colour you want to hide in the box you will find over the categories names. To show a hidden colour click on it again.
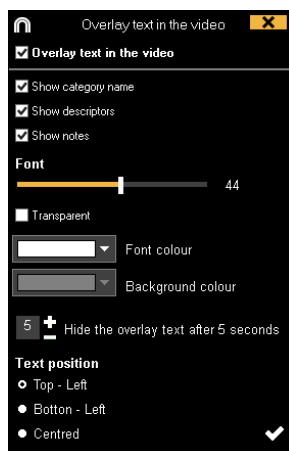
Not filtered: Filtered:

Hidden categories will not be shown in the data matrix

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

Copy registers: To copy a register from a category to a different category, select the registers you want by keeping pressed Ctrl and then use Shift + mouse drag to move the register to the category you want.

Make opposing registers: To make a new category with opposing register to those contained by a category select the original category and press on Shift+O

> **Exmple:** Having the possession of a team you can automatically obtain the opponent team possession. To do so selec the category from Team A and press on Shift+O

Team A possession

Team A posssesion and Team B possession (Opossing registers)
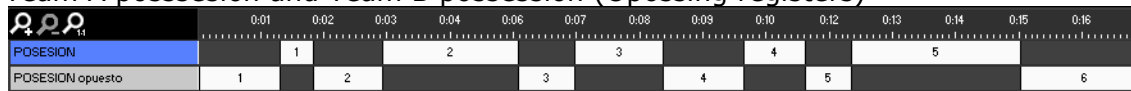
Continuous playback of a category: You can watch all the registers of a category in a continues playback by clicking on

Text overlay: You can show the text over the video by clicking on the icon in the video player window.

You can edit the text options by double clicking on it. Right clicking on the text will alternate between showing the text on the top or bottom of the video player

Timeline colour options: From the Timeline options menu you can choose any of the 6 styles.

5.2.11 Export

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

- As .XLS file showing the registers in chronological order.

- As .XLS file showing the percentage of categories.

- As . XML file in order to work with other programs.

- As .XLS file.

To export, click ▣ and select desired option

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

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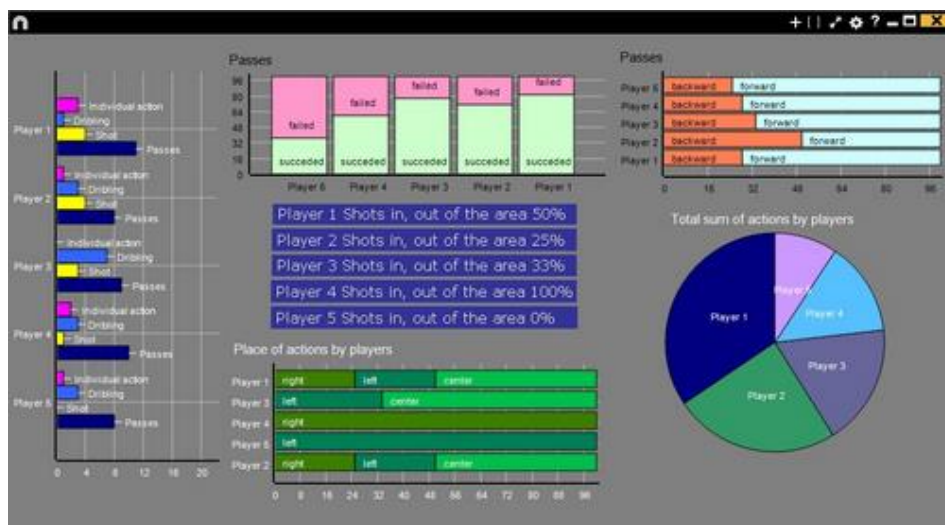
The Dashboards will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

5.2.1.1 Make a dashboard

To insert a picture as an object in the dashboard, click on [icon]. Transparent .png pictures will keep their transparency when inserted in the dashboard

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

1. Charts

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

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

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

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

You can select multiple items in a dashboard by keeping pressed the Ctrl key and clicking on the item.
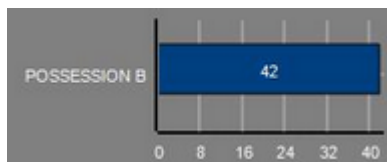
Now you can modify the size and position of an item and this will modify the rest of items of the same kind (charts, data labels, text labels and time labels). If you delete an item all the selected items will be deleted.

Right clicking on an item when having multiple selected you can line up all the items vertically or horizontally by choosing the options Line up selected to the left and Line up selected to the top
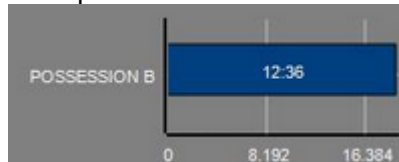
To lock any element in the dashboard right click and choose the option you want. To show the amount of time during an action took place instead of the amount of action happened click on ☑ Values in time mode

Amount of actions happened:

Amount of time during the actions took place:

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

Example:

If you select a player relative to a group which contains the total amount of player you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.
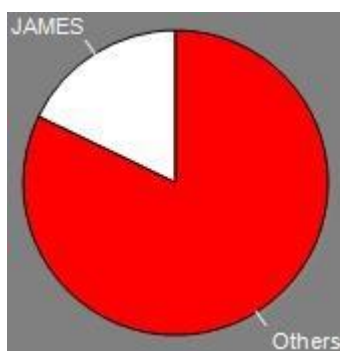
To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected at the same time

Example:

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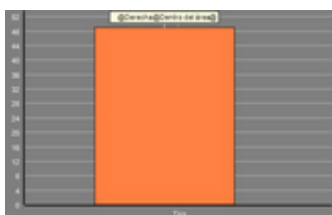
2. Labels

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

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

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

To make a time label click on [clock icon] and set a name for the label, to change the colour

of the label click [Background colour], 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 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

By default the data label values will be shown in decimal. In order to see an
absolute value click on ☐ Show decimals

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   Absolute value
On target= 20%   On target= 3/15

To see the labels ID's keep pressing Alt Gr or hold the left mouse button on the dashboard background. 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 in the desired colour.

Example:

To set an alarm by goals make a label, select the category goals, set the value you want for the alarm level, for example 5 finally select the colour you want to show, for example red. Now when the label reaches the value 5 the alarm will activate.
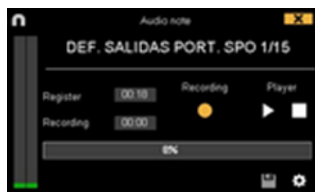
GOALS = 5

Edit register properties

You can edit a register's 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 ▦

5.2.13 Make an audio note

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 .

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 ![plus icon] .

Delete folders (and the databases in it) or delete databases: Click any folder (or database) and then click ![trash icon] .

Assign a favorite folder: Click any folder you want and then click ![check icon] .

Choose folders' path: Click ![gear icon] 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 ![folder icon] icon.

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

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

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

Quickly search for an analysis: With this option you can quickly search and specific analysis by its name, video or creation date. If you want to search an analysis depending exclusively on its name, ignoring the video name, file path and anaylisis date click on ![Only in .nac path] .

Access a folder in a server: With this option you can save your analysis in a shared folder for your whole organization. To see the folders in the server click on ![Server]

Refresh the analyses list: Click on ![refresh icon]

Export Excel/xml: With this option you will make a new file for each selected analysis. Select the analyses you want, click on ![export icon] and select the option you want.

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.
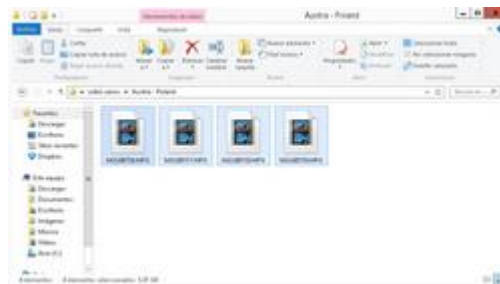
To use this tool, follow these steps:

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.**

7.3 Import databases from Tag&Go

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

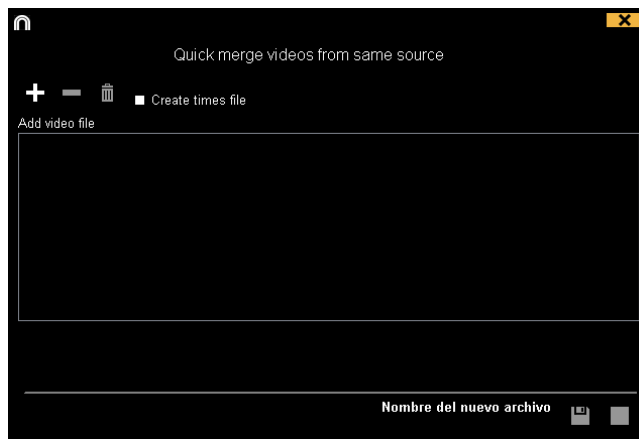Click and select database to import.

7.4- Quick merge videos from same source

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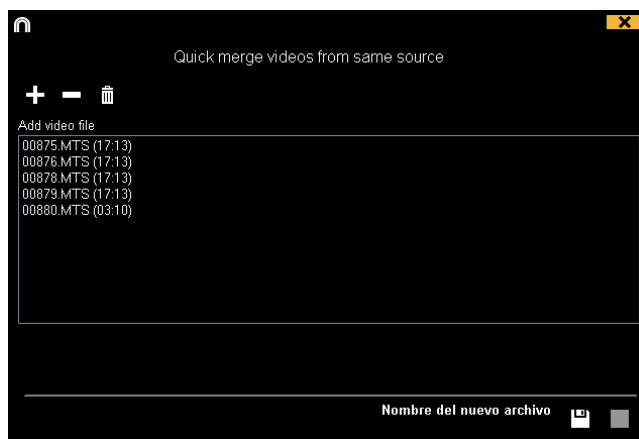
Input formats supported by Nacsport are: .AVI, .WMV, .MOV, .MPEG, .MPG, .MOD, .M2V, .MTS, .M2TS, .VOB, .MP4 and .AVS.

To use this tool, follow these steps:

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

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

3- Click on [+].

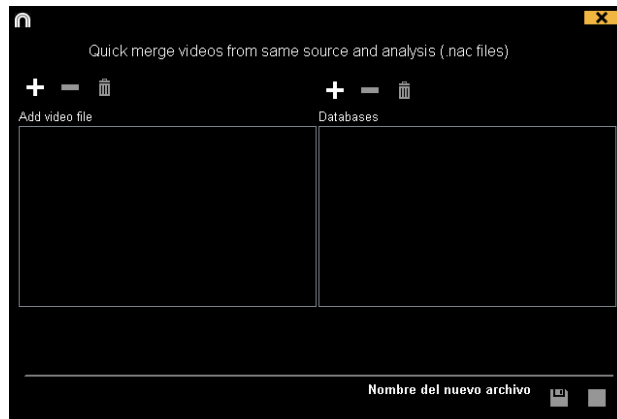4- Select the video(s) you want to merge and click on **Open.**

5- Click on 💾

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

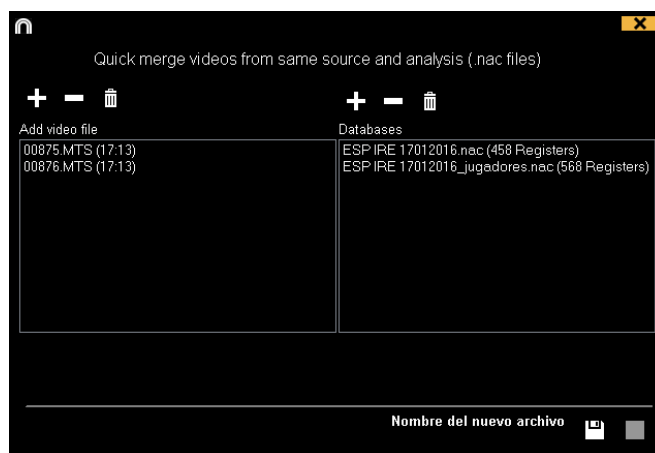## 7.5- Quick merge videos from same source and analysis file (.nac)

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

To use this tool, follow these steps:

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

2- Click on **Quick merge videos from same source and analysis file.**

3- Click on .

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

5- Click on

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

7.6 WiFi import from Tag&View

To make an export through a local area network you have to start the reception from Nacsport in your PC.

To do so, click on the Tools tab from Nacsport's main menu. Click on Import and select WiFi import from iPad. You will see a PIN code which you will have to insert in Tag&View to begin the process. You can randomly change the PIN code by clicking on

Having an analysis open from Tag&View tap on and select Search for Nacsport

All the connected devices will automatically show up. Select the device you want and insert the PIN code you can see in your PC, finally tap on
Send files to Nacsport

The exported files will be saved in the [NAC SPORT DATA>Databases Nacsport> iPad imported folder in the Documents folder from your PC
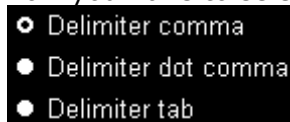
7.7 Import files from CSV de Dartfish, EasyTag, Synergy, Opta...

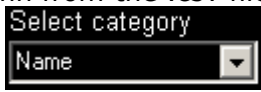From main menu, in the tool section click on import and then select **Dartfish csv files**.
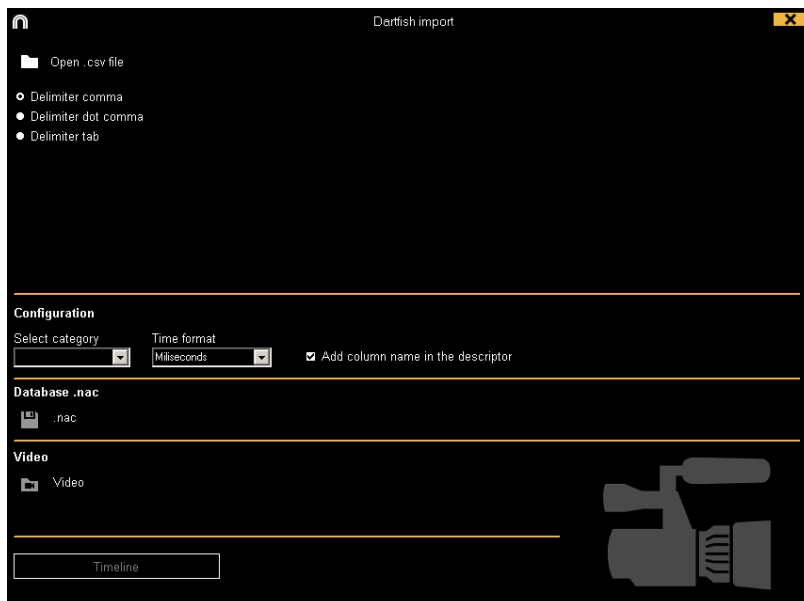
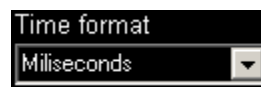Click on and select the file to import

Now you have to select the kind of delimiter used for the .csv file

Select the column from the .csv file which will be used as categories for Nacsport using the menu

Select the time format used in the .csv file from the menu

Clicking on you can add the name of the rest of columns to their values and use them as descriptors.

You can uncheck any column you don't want to use

Clicking on you will make a Nacsport database

Finally click on to select the video used for the .csv file and click on to access the Timeline.

7.8 Import .XML from InStat

To **import a .XML file from InStat**:

At the main menu of the program, click on **Tools** and select **Import**, then Select **Import .XML from Instat**

On the window click [ ] and look for the .XML files you want to import. Select name and destination for the **.NAC Database** and click on **Save.**

Click on [ ] and select the video which you want to link with the **.NAC Database** and double click it..

Finally click on **Open the Timeline.**

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 **My analysis.**

    2- Select the database you want to export.

    3- Right click the database and click **Copy**.

Import:

You can use 2 different methods:

1.- **From My documents folder**

    1- Go to **My documents** folder.

    2- Open **NAC SPORT DATA** folder.

    3- Open **Databases Nac** folder.

    4- Paste .NAC files you want from this folder.

2.- **From Nacsport databases**

    1- From Nacsport main menu, click **My analysis.**

    2- Right click any folder and click **Paste to import** an already copied file.

8.2 Real time streaming

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

Streaming from registering environment:

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

Set in any internet browser in any device your computer's IP. You can find you IP in the upper-left corner of you window
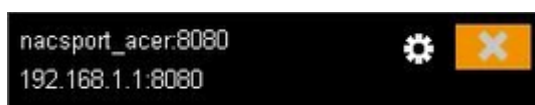
To change the streaming settings click on

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

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

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

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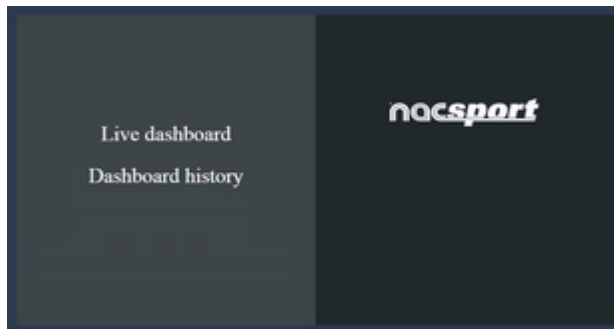

To see a dashboard in real time click/tap on "Live dashboard"
In this environment you will see the actual view of the dashboard which is showing in the registering data PC

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

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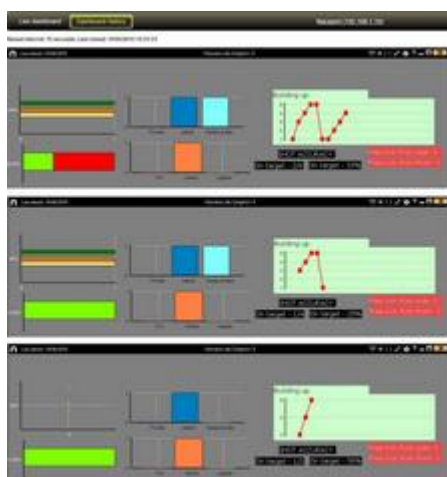
8.3 General options

8.3.1 Show video player time.

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

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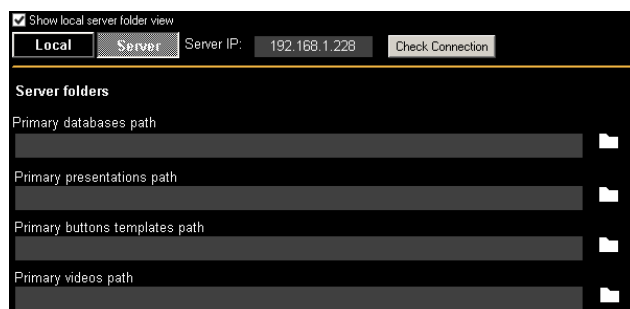- MM:SS
- MM:SS:mm
- MM:SS:FF
- HH:MM:SS:mm

8.3.2 Check the server status.

With this option you can quickly check the status of the server where your databases are.

To do so, click on "options" in the "Tools" tab from the main menu. Now click on "Storage folders".

Click on **Server** and type the IP address of the server. Now click on "check conection"

Show local server folder view
Local | Server | Server IP: 192.168.1.228 | Check Connection

Server folders
Primary databases path
Primary presentations path
Primary buttons templates path
Primary videos path

From now on every time you Access the server from "My analysis" there will be a server status check. In case there is no connection to the server an error message will appear:

Nacsport ✕

⚠ At this moment, we cannot connect to the server
IP: 192.168.1.228

8.3.3 Change default folders path.

You can set a new folder for all the Nacsport folders in a quick and simple way. To do so, go to the. From the Storage folders section click on ☑ Use Nacsport DATA default path and select the new path. To go back to the original one just click again on ☑ Use Nacsport DATA default path

8.3.4 Jump between categories and keep the video position.

With this option the videos shown in the Timeline will not change when moving between categories, this will allow you to find a new register from a different category without losing the image you are showing. Once you click on a register you will see it.

To do this, from Nacsport's main menu click on "Tools" and then on "Options" Click on the "Timeline" Tab and select ☑ Jump between categories keeps video position

8.3.5 Show registers duration time

With this option you can change the way to show the duration of your registers in the Timeline register grid, showing the start time and total time of the register.

To do so, from the main menu go to the options window. Now, from the Timeline tab check the option "show start time and register duration".

8.4 Coach Station

Coach Station will allow you to review actions and interact with a dashboard while getting the data streamed by the capture laptop in the same WiFi network your laptop is.

To do so you have to start a Real time Register from Nacsport and select the option ☑ Full capture mode then select ☑ Send Data to Coach Stations and start the capture.

Now from another PC with Nacsport clic on "Tool" from the main menu and then on "Coach Station".

From Coach Station you have to set the streaming address from the capture PC.

You will find the streaming address on the top part of the video player

Ahora desde otro PC con Nacsport haga clic en "Herramientas" desde el menú principal y luego en Coach Station.
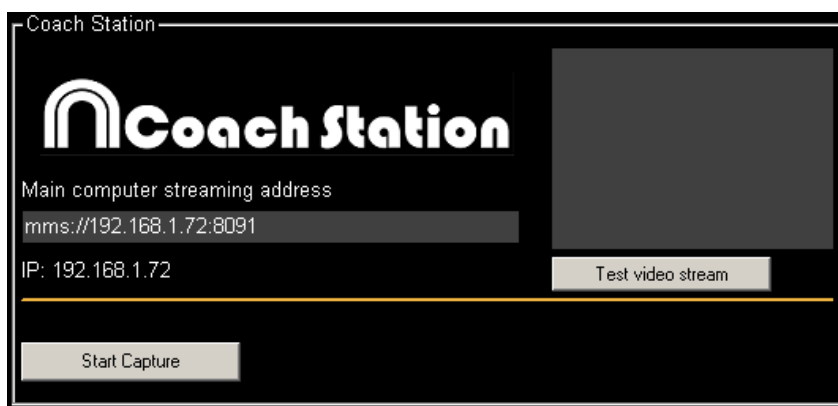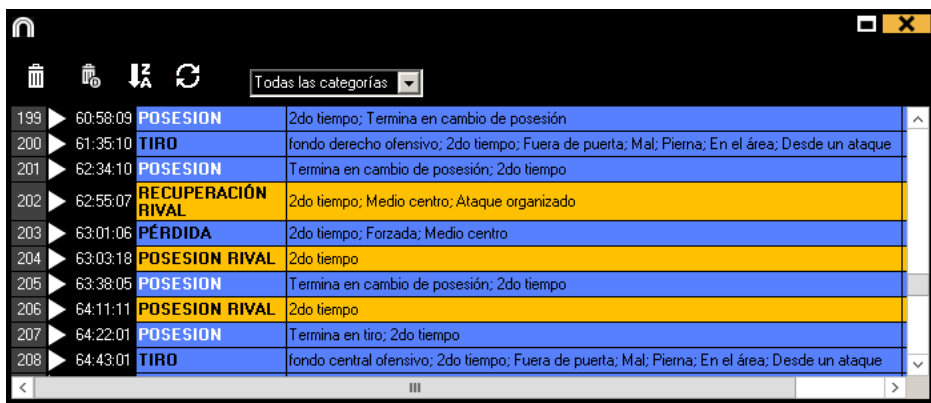
Clicking on "Test video stream" you can check the status of the video being streamed from the capture .

Clicking on "Start Capture" you will capture the video being streamed from the capture PC
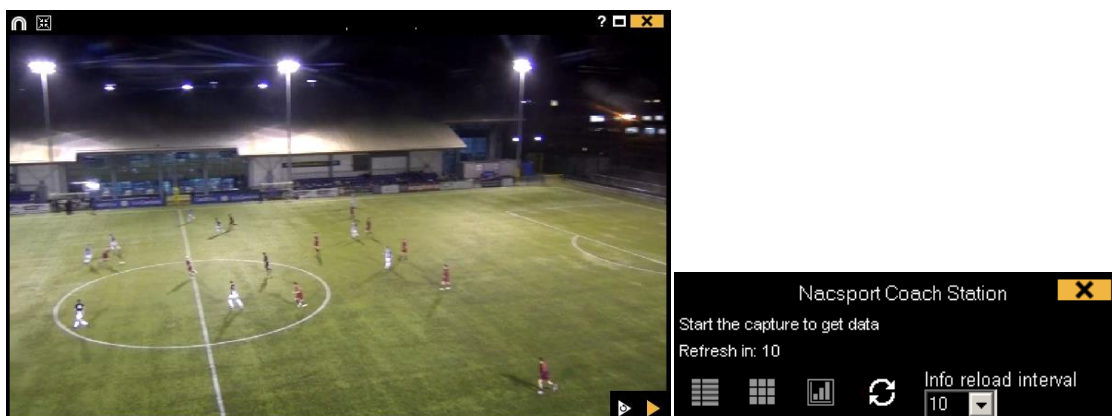
Clicking on ▶ from the video player you will be able to do a real time review. Now you can see any action previously registered.

You can access a play by play containing all the registered action by clicking on ⊞ from the control window.

From this menu you can review actions by clicking on them.

You can see actions from a single kind by selecting it from the dropdown menu on the top part of the window.

To limit the maximum amount of registers shown click on the dropdown menu and select the amount of registers you want to see.
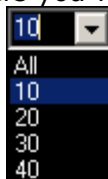
Clicking on ⊞ you can open a quick consult matrix.

Clicking on 📊 you can access the dashboard tool to make a new dashboard or open any previously done.

Clicking on 🔄 you will refresh the info from the play by play window.

From the menu [Info reload interval | 10 ▾] you can select the automatic refresh time.

8.5 Twitter integration

With this option you can automatically post a Tweet every time you click on one of your buttons while registering a game. You can also post your dashboards automatically as long as it is open when clicking the button. This way you can share your date in real time during an event.

To link your Twitter account you have to go to the options menu from the main

menú and select the **Twitter** tab. Now click on | Vicular Nacsport con Twitter | and log in Twitter.

You can send a test tweet by clicking on | Tweet: "Test" |

To unlink your account click on | Cancelar vinculación |

To set the buttons which will post Tweets you have to edit your template and select

the desired button. From the behavior tab click on 🐦 and then on
☐ Activar Twitter post lastly you have to insert the text you want to post in Twitter.
By clicking on ☑ Post Dashboard you will automatically post a picture of your
dashboard next to your text.

Now when clicking on that button you will post a Tweet with the inserted text. You can modify that text from the window which shows when clicking on the button. This window will disappear after 5 seconds if no changes are made.
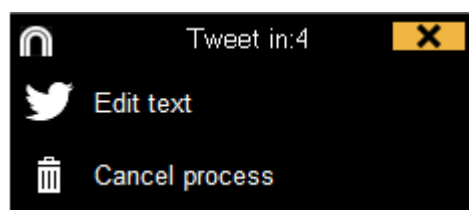
8.6 Update 6.0

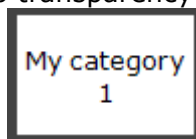### 1. TEMPLATES

1.1 New edition options for buttons.

Now we have a series of new options to edit the graphical options of our buttons, also some of the edition processes have been remade in order to make them easier and more intuitive

- **Default shapes for buttons.** From the dropdown menu over the name text box you can select the shape you want to use. This will allow you to organize your templates in a better way.
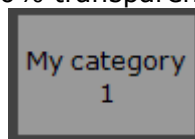

- **Transparency.** Apart from colour you will also be able to modify the transparency level of your buttons, which will allow you to make a much more efficient use of the clustered buttons. To modify the transparency of a button you just have to use the corresponding slider.
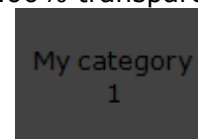

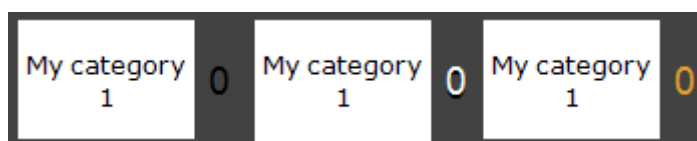- **Counter colour.** By default the color for the counters will be black. This can make it hard to read them depending on the background colour used for the template. From the corresponding colour box, you will be able to change the colour of the counters for each button.

- **Pictures for inactive buttons.** You can add a picture to an inactive buttons as if it was a category or descriptor.

- **Inactive buttons as score.** Inactive buttons can show the score of the event, as long as there is point actions enabled. You just have to set any button as inactive, edit it and from the dropdown menu on the right part of the window select the team which score should be shown.
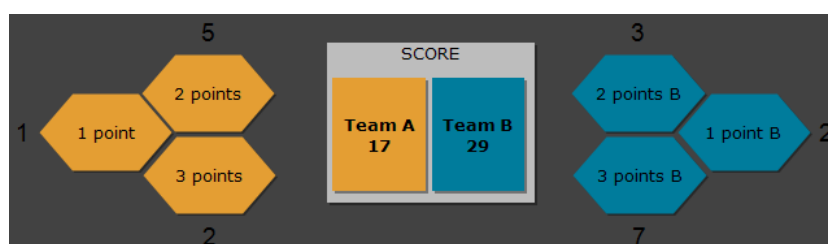
- **Editing the size of a button.** When selecting a button a border will show around it. Dragging any of the spots in the border will modify the size of the button. This will let you make a much more precise edition of the button.
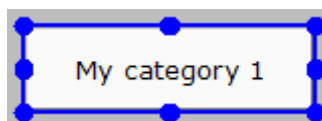
- **Edit the name of a button.** Double clicking on a button while editing the template will allow you to edit its name.

- **Pop up info box.** Setting the mouse over a button will show a text box with the information of the button. This will help you to recognize the specific behaviour of any button.
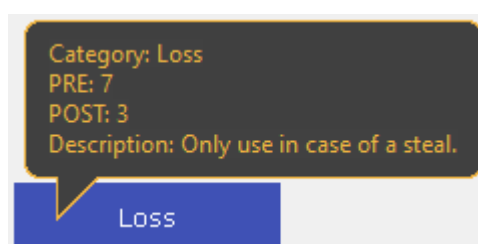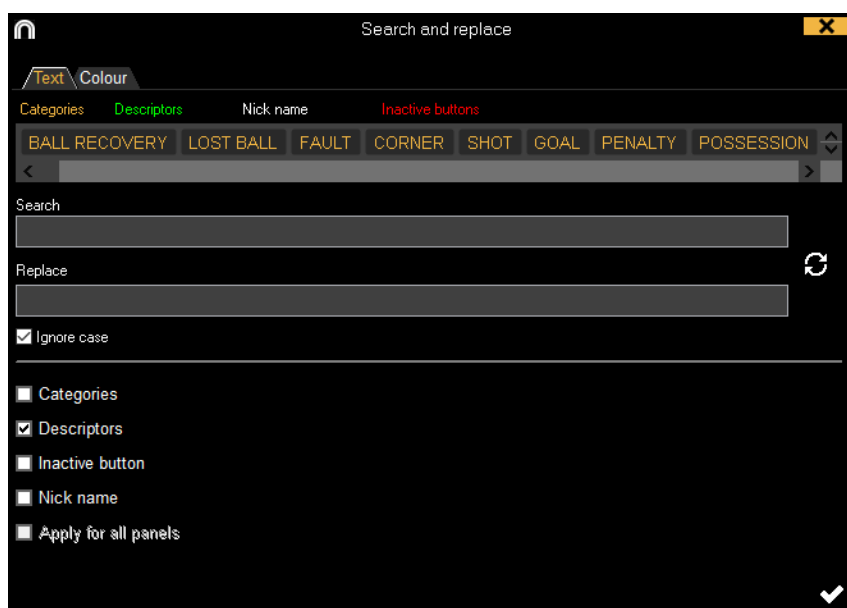

The information showed will be: The kind of button (category/descriptor), the PRE/POST time assigned and finally the description added to the button.

1.2 Search and replace.

With this option you can replace the text of any button in your template, while filtering by kinds of buttons, which will be really useful when working on opponent analysis as you can quickly change the template and fit it to the name of the next team to analyse.

Clicking on 🔲 will open the search and replace window.

To change the text of any button you only have to insert the existing text and the new text in its corresponding box. You can select a specific button by clicking on its name on the upper part of the window. In case of having the same name on different buttons you can use the colour legend to distinguish the kind of button in which the changes are going to be made.

Enabling the corresponding options in the lower part of the window you can make the changes only affect to a specific kind of button. You can also make the changes for the actual panel or the whole template.

Clicking on you will switch the text in the text boxes, this will allow to revert the last change done.

2. TIMELINE

2.1 Hide columns in presentations.

With this option you can reduce the amount of information shown when editing a presentation, which will help on having a faster load of the presentation window.

To hide/show any element click on and select the element you want.

3. GENERAL CHANGES

3.1 Shortcuts.

Registering:

Right click on the icon to open a template: Show the las 10 templates

On presentations:

X: show/hide list

C: change the colour of the list

On templates:

Mouse wheel: Move the button up/down

Shift + Mouse wheel: move the button right/left

Ctrl + Mouse wheel: Resize button

nacsport

quality information, better decisions