



USER MANUAL

Nacsport Elite

Version 6.0

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CONTACT

You can contact us through any of the following ways:



WEB: www.nacsport.com



FACEBOOK: www.facebook.com/nacsportSL



TWITTER: www.twitter.com/nacsport



YOUTUBE: www.youtube.com/nacsport



INSTAGRAM: www.instagram.com/nacsport



LINKEDIN: www.linkedin.com/company/nacsport



GOOGLE: plus.google.com/+nacsport



E-MAIL: info@nacsport.com



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



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



PHONE: +34 928 363 816



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

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

INDEX

0. System requirements	Page 3
1. Keyboard shortcuts	Page 4
1.1 Video player	Page 5
1.2 Timeline	Page 6
1.3 Buttons template	Page 9
1.4 General	Page 9
1.5 Main menu	Page 10
2. Quick guide	Page 11
2.1. Real-Time register	Page 12
2.2 Viewing and recording from file	Page 17
2.3 Register without Video Source	Page 21
2.4 My analysis	Page 26
3. Buttons template	Page 27
3.1 Buttons template icons	Page 28
3.2 Creating buttons templates	Page 30
4. Viewing and registering	Page 58
4.1 Register from file	Page 59
4.2 Real-Time register	Page 65
4.3 Registering without Video Source	Page 75
5. Timeline	Page 81
5.1 Timeline icons	Page 82
5.2 Timeline tools	Page 83
6. My analysis	Page 142
7. Tools	Page 144
7.1 Merge and convert video files	Page 145
7.2 Import/Export .XML Files	Page 146
7.3 Import databases from Tag&Go	Page 148
7.4 Import OPTA databases	Page 149
7.5- Quick merge videos from same source	Page 150
7.6- Quick merge videos from same source and analysis file (.nac)	Page 151
7.7 Import .TLcodes from GameBreaker / SportsCode	Page 152
7.8 Import databases from FIBA	Page 153
7.9 WiFi import from Tag&View	Page 154
7.10 Import files from CSV de Dartfish, EasyTag, Synergy, Opta...	Page 155
7.11 Import .XML Files from InStat	Page 156
8. annex	Page 157

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 HDMI (recommended) port or 1x VGA port

Video storage

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

Useful links

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

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

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

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

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

1. KEYBOARD SHORTCUTS

1.1 Video player	Page 5
1.2 Timeline	Page 6
1.3 Buttons template	Page 9
1.4 General	Page 9
1.5 Main menu	Page 10



1.1 Video player

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

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

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

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

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

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

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

Spacebar: Play/pause video.

Shift + Enter: Full screen video playback.

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

L: Continue the video after playing a register.

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

R: Replay the last register shown

+: Refresh the real time review

1.2 Timeline

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

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

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

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

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

C: Create register in a selected category.

Del: Delete selected register/s.

A: Go to the following category.

Q: Go to the previous category

Control+T: Hide/ show Timeline

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

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

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

Ctrl + M: Make a new row by merging the selected rows.

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

Alt + D: Delete all the descriptors of the selected row

W: Open data matrix

Alt + Click: Set an anchor register

Ctrl + A: Synchronise 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.

Alt+M: Merge all the open analyses in a new one

Ctrl+S: Make a copy of the selected analysis

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

Alt + S: Make a copy of the selected presentation.

Alt + M: Merge all the open presentations in a new one

Ctrl+ : Make a new presentation

Double click on presentation tab: Open the folder where the presentation is saved

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

P: make a new panel

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. In the case you close **Nacsport Elite** with one or several windows on a secondary monitor or projector, those windows will not be shown if you open the program again without connecting the secondary monitor or projector. This combination of keys fixes this problem.

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

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

Ctrl: Open window for independent text notes while registering

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

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

Mouse wheel over a descriptor: Player in game / Player not in game

1.5 Main menu

ESC: Close the 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.

2: Register without Video Source.

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.

Right click on presentations: show the last 10 presentations

2. QUICK GUIDE

2.1. Real-Time register	Page 12
2.2 Viewing and recording from file	Page 17
2.3 Register without Video Source	Page 21
2.4 My analysis	Page 26

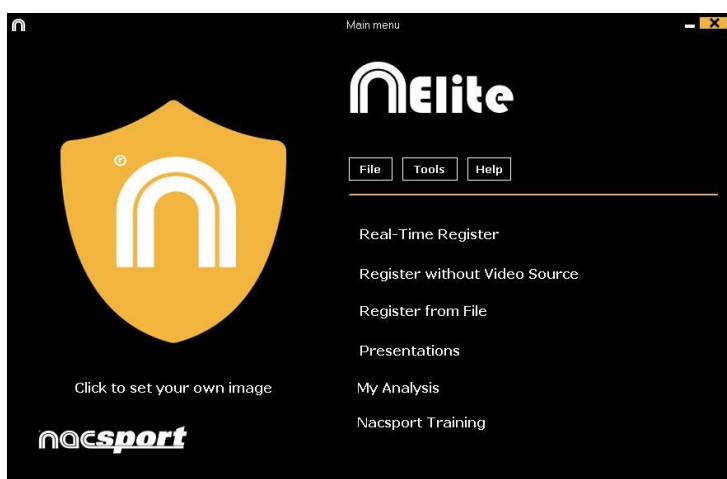


2.1. Real-Time register

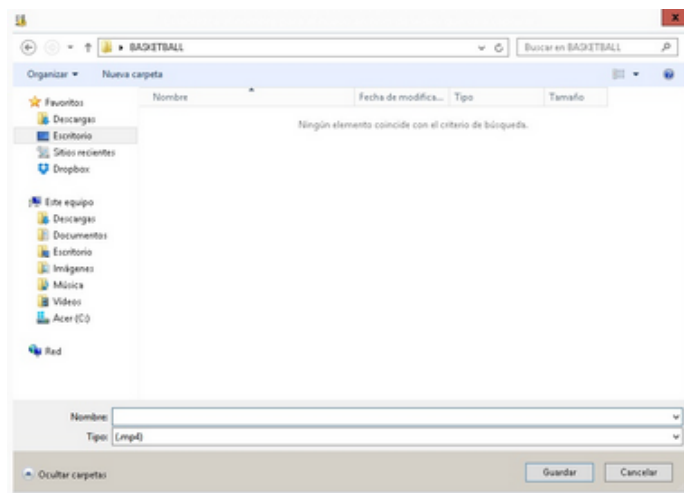
Real-Time register is the environment where videos can be viewed from an external source (video camera, video converter, etc.) connected to the FireWire port of the computer. While a video file is being created (digitized) with external images, user can use a buttons template to register actions.

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'.

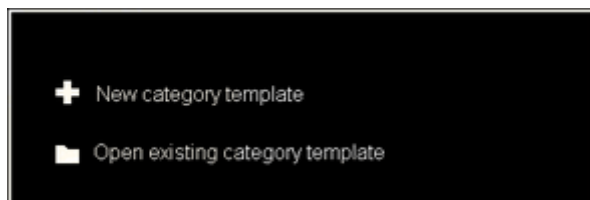


3.- The video will be in .MP4 format and compressed quality.

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.

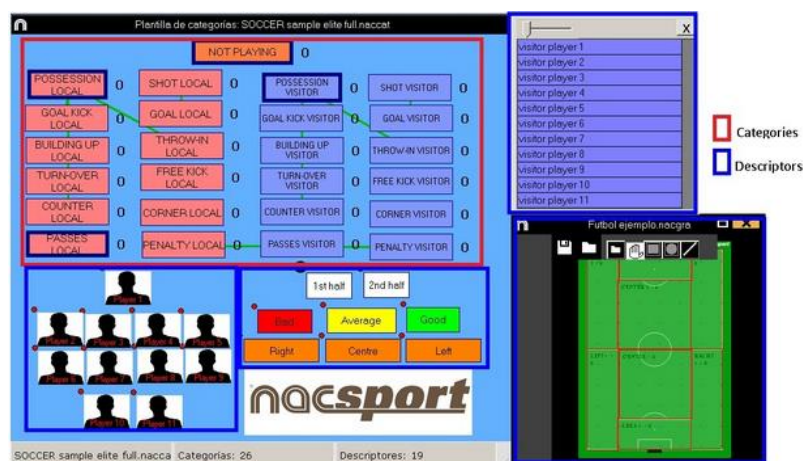
This program (**Nacsport Elite**) offers unlimited buttons to distribute between categories and descriptors.

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:

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

1-On the category screen:

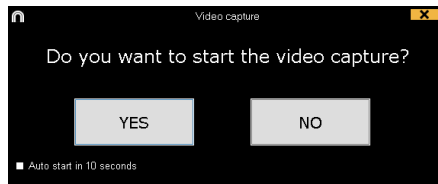
Click a button in the template and then click option **DESCRIPTORS**, or keeping pressed the Control key and double clicking the buttons template's background.

2-As an independent descriptor template:

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





5.- To start the video capture, click  and the click on YES.



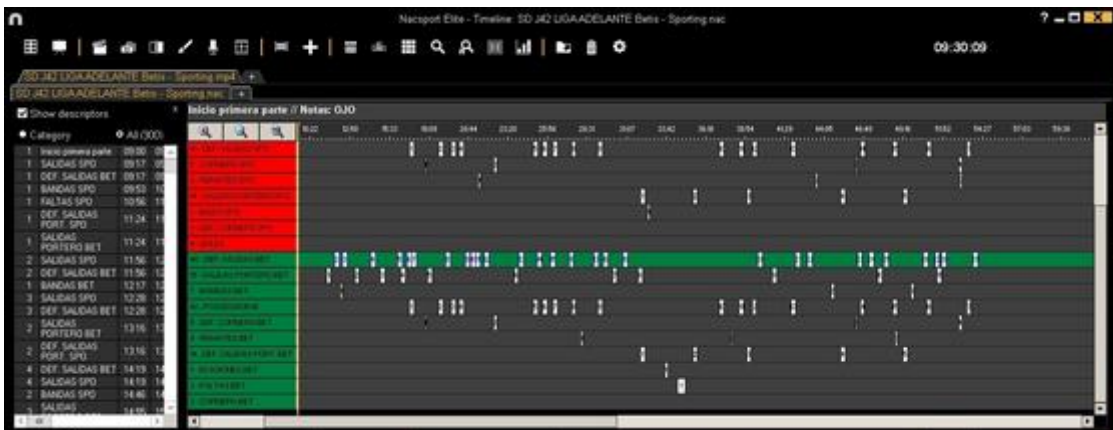
If you select Auto start in 10 seconds in future occasions the capture will auto-start 10 seconds after the confirmation message appears

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.



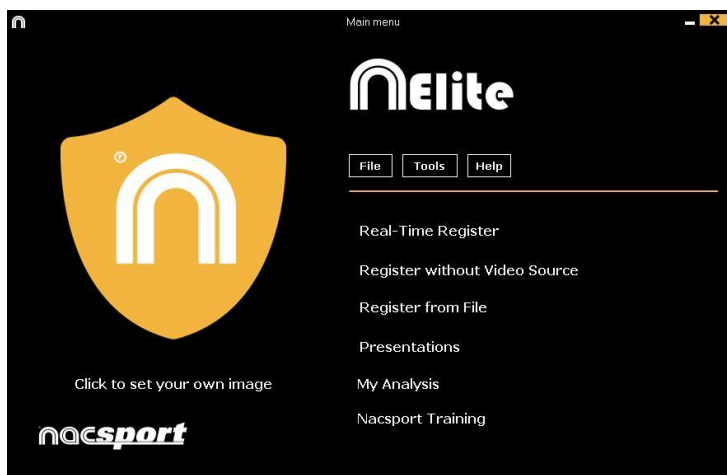
These are all the available **Timeline options**:

- **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

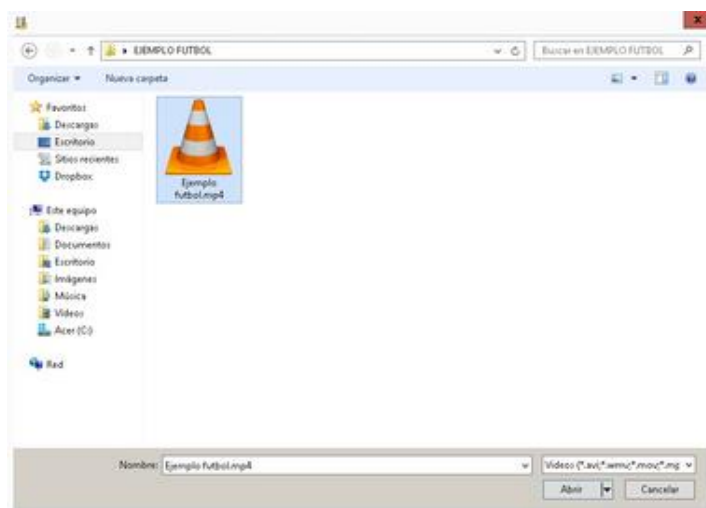
2.2 Viewing and recording from file

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.




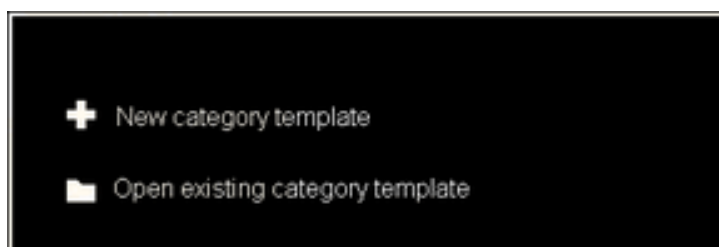
2.- Select the video file you wish to watch and click Open.



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 .



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

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

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

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

3.1 categories

If you have selected **Create new 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:

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

1-On the category screen:

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

2-As an independent descriptor template:

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

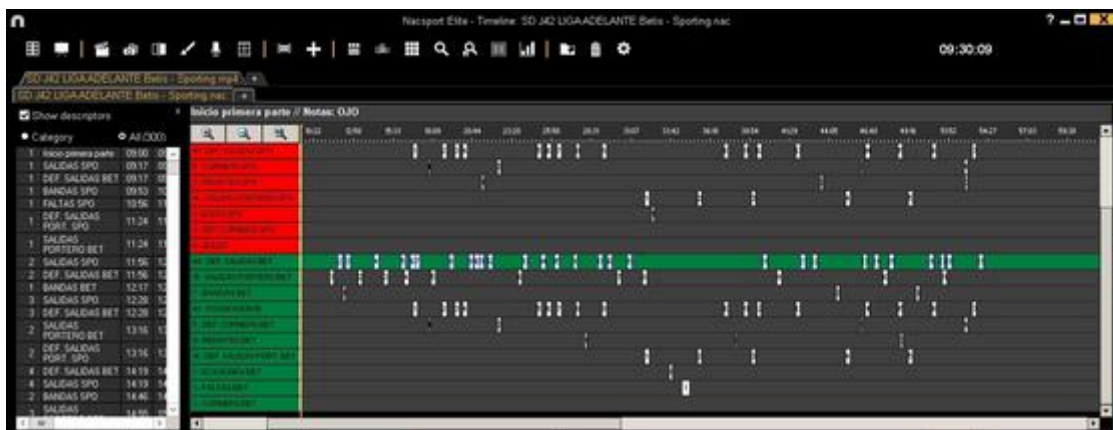


4.- To record actions

Click or **Record actions**, then click the video to play and finally click categories (buttons) created for that purpose, as they arise. To pause, click the video image. To play, compare, classify or change the recorded actions, click to open the record editing environment (Timeline).



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



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

- **Zoom** : 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

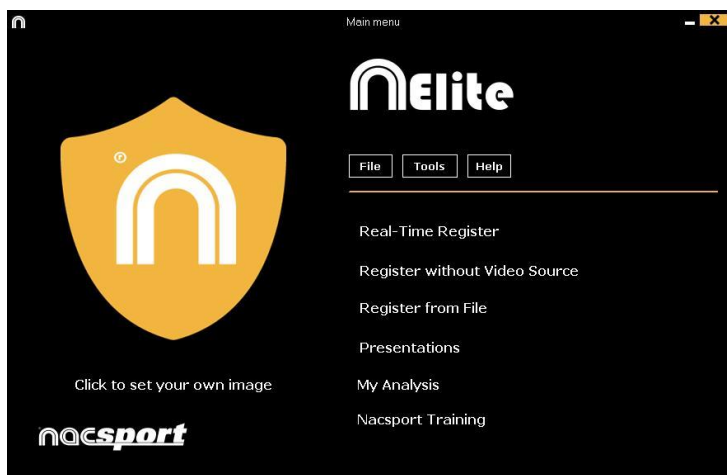


2.3 Register without Video Source

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

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


1.- Click Register without Video Source




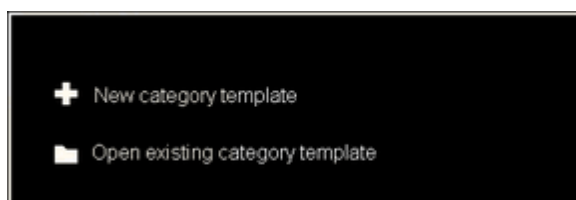
2.-Choose the name of the file to generate and click .



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

To create a buttons template, click  .

To open a buttons template, click .



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

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

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

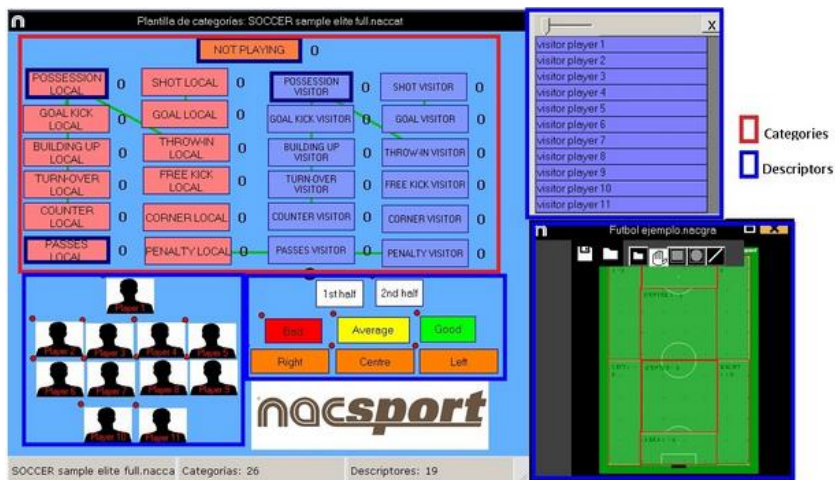
This program (**Nacsport Elite**) offers unlimited buttons to distribute between categories and descriptors.

3.1 categories

If you have selected **Create new 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 the appropriate button), user can also click respective descriptors to define them.

For example:

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

User can register actions and click on descriptors as follows:

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

3.3 Creating descriptors:

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

1-On the category screen:

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



2-As an independent descriptor template:

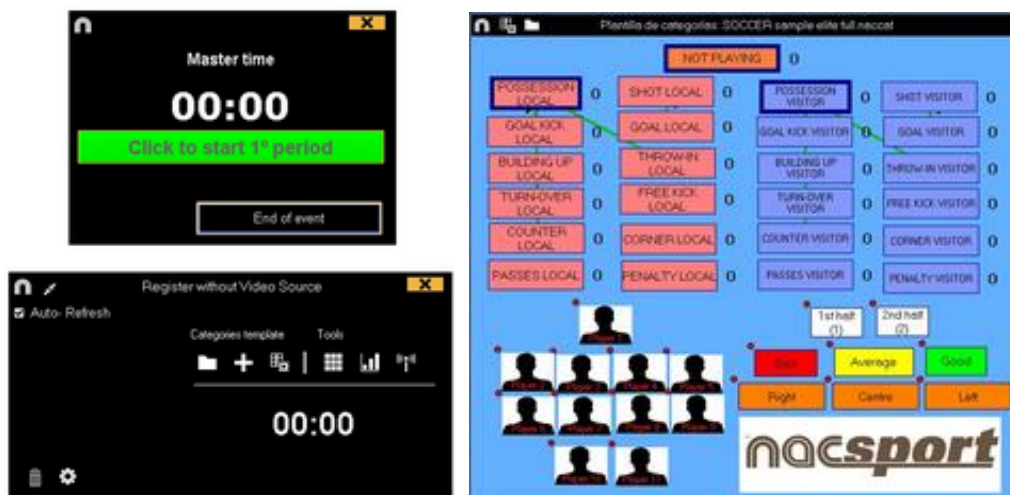
Click to open the following window. To add descriptors, enter the name and click .



4.- To record actions

Click or **Record actions.**

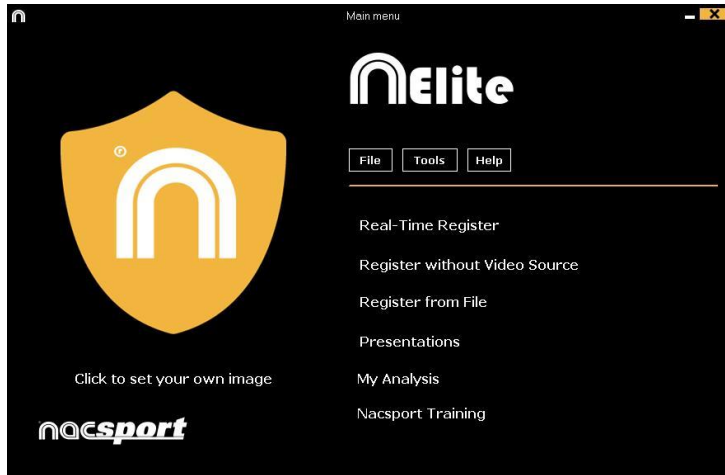
Click to start registering and then click categories (buttons) created for that purpose, as they arise.



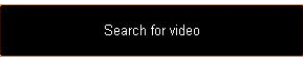
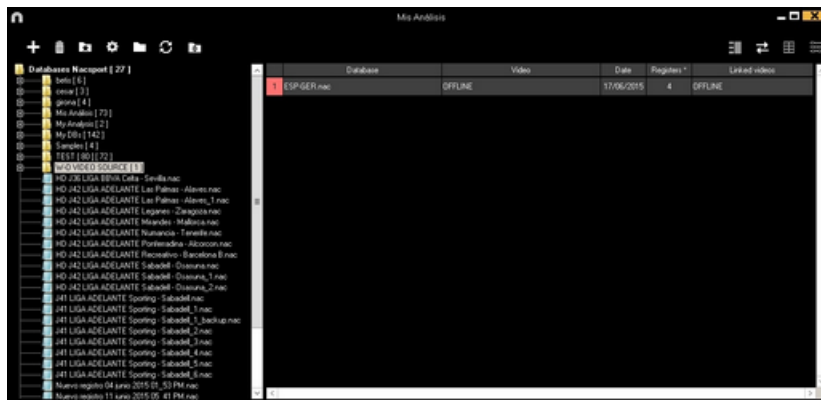
To stop registering the event click .

5.- Link databases with a video

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

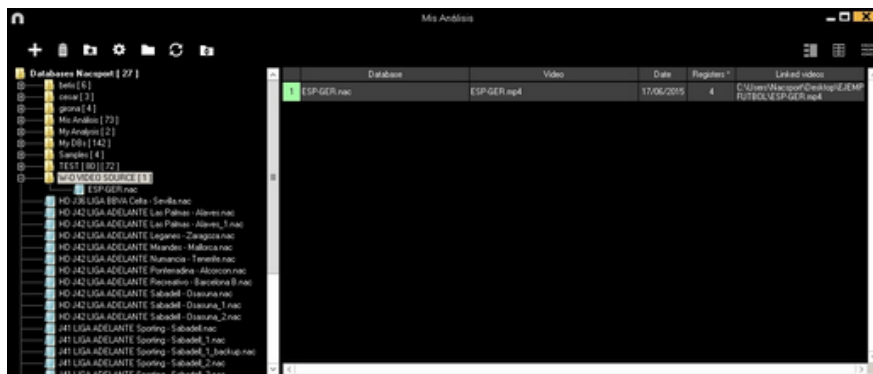



Select database you want to link with (it will be shown in red due it has no video).



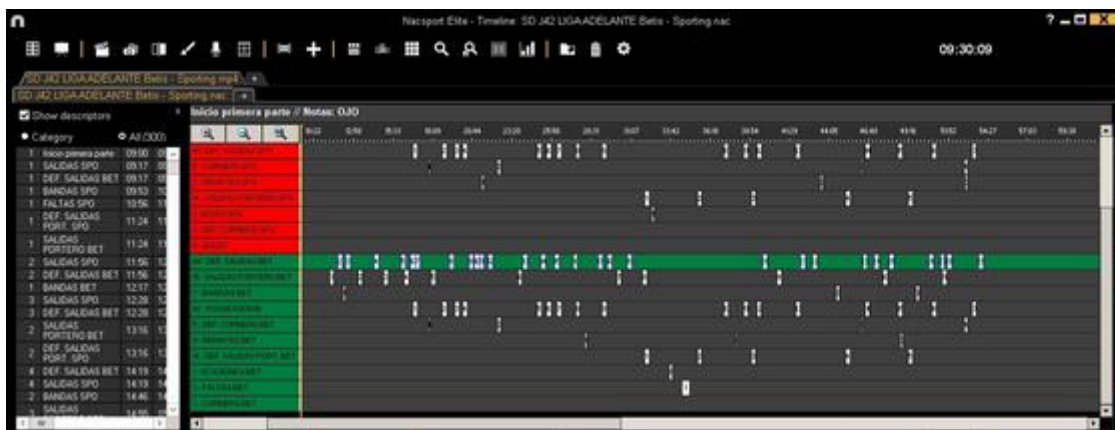
Double click the database and click on

Select the video and click **Open**.



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



2.4 My analysis

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



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

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

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](#)

Page 28

[3.2 Creating buttons templates](#)

Page 30



3.1 Buttons template icons



A) Button properties

- Create a new button.
- Create a customized button.
- Delete all buttons 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.
- Categories and descriptor searcher.
- Make a window with independent descriptors.
- Create a graphical descriptor (see 5.12)
- Order the data matrix.
- Make a dashboard.
- Export the template to Tag&Go.
- Open an already created template.

a) Interface

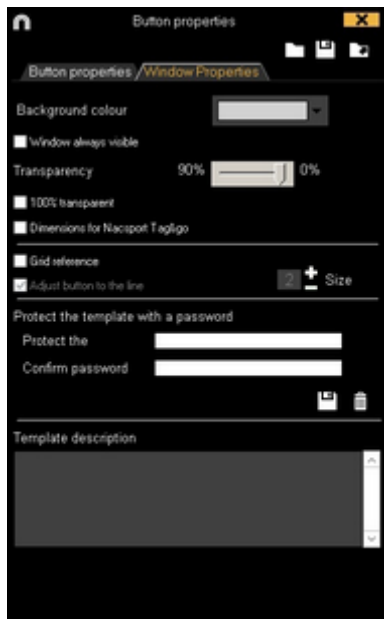
- Open the window to customize font and colour of the button.
- Open the window to add an image to a button.
- Fit the size of the image to the size of the button.

b) Links

- Add link between buttons.
- Delete link between buttons.



B) Buttons window properties

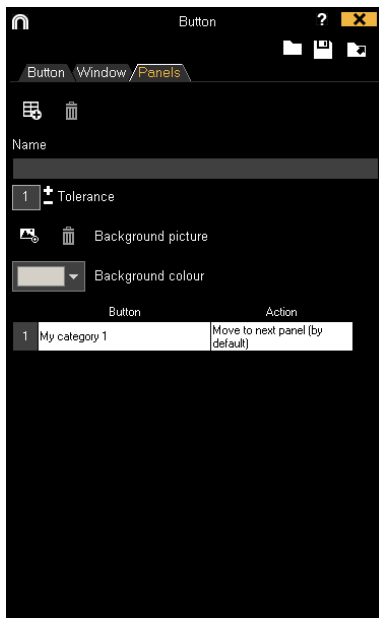


Lock buttons template with password.



Delete password.

C) Panels window



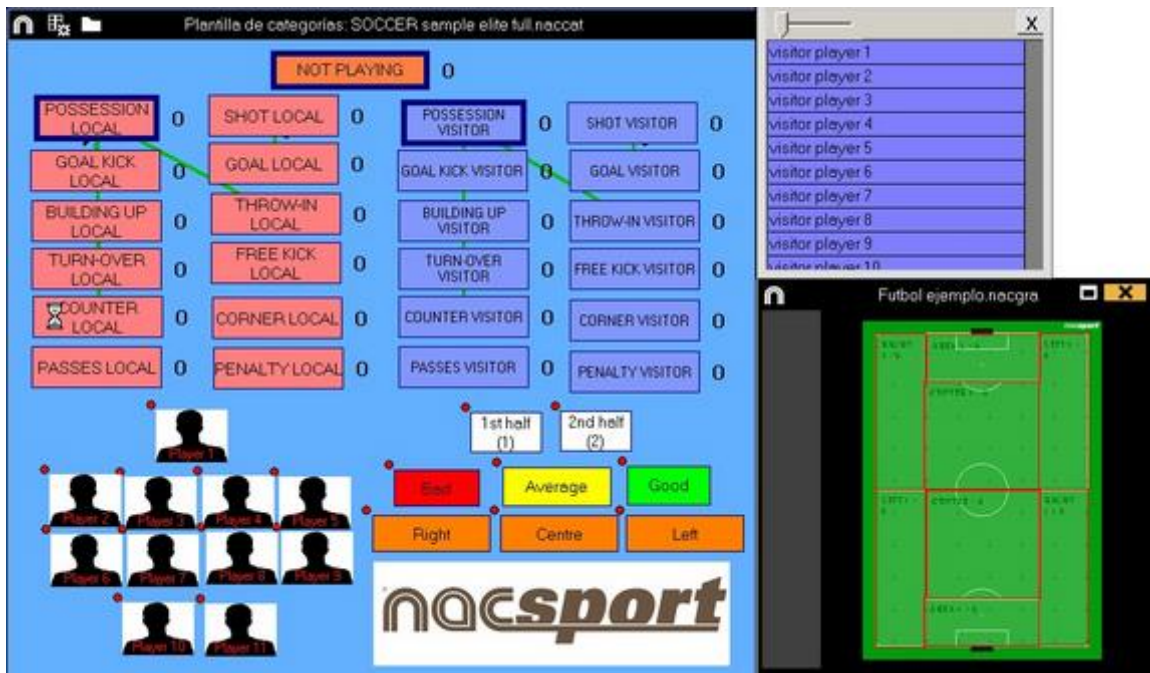
Make a new panel



Duplicate panel



3.2 Creating buttons templates




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

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


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

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

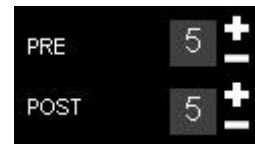
3.2.1 Categories

Insert categories (buttons) you wish by clicking , or by double-clicking the buttons template's background.

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

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

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



To change the preset time of the automatic categories, click

To 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:

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

1-On the category screen:

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

2-As an independent descriptor template:

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



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

To set a specific amount of descriptors that a category should have click on the behavior tab and set the amount of descriptors you want in the

Minimum descriptors number menu.

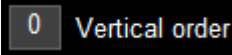
When accessing the timeline a window in where you can look for the registers not containing the minimum amount of descriptors you chose will be automatically open.

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 .

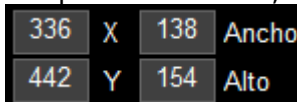
Right clicking on a button you can send it to an upper or lower layer, and also to the top or bottom layer. You can also modify the layer value by right clicking on the

button and selectin "vertical order" or from the menu  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.

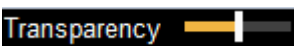
You can establish a specific size and position for your button in the Y or X axis of your template. This way you can be much more precise when organizing your templates. To do so, select any button and stablish the values you want from:




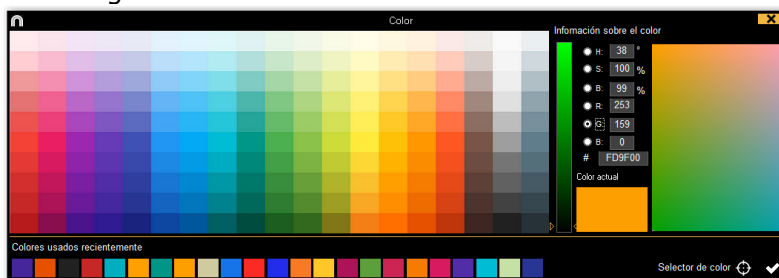
With the X and Y values you will set the placement of the button in the template. With the Height and Width values you set the size of the button. Clicking on any of the values will let you use your mouse wheel to modify it. You can also select several buttons at a time and apply the modifications to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


To lock the size and position of a button click on 

You can round the corners of a button from 

You can change the transparency of a button from 

To change the color of the button or its counter click 



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 box

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

3.2.4.2 Equalize properties and clone buttons

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

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

3.2.4.3 Add hot keys

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



3.2.4.4 Auto-list property.

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

How to create Autolists:

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

Select **Auto List** in the behave tab.

How to load Autolists:


Click  in Timeline.

Select **Create presentation** or **Open presentation**.

If you select **Create presentation:**

- Enter a name and click **Save**.
- In the pop-up message, click **Accept**.

If you select **Open presentation:**

- Select one presentation and click **Open**.
- Click  in Timeline.
- Select Load Autolists and they will be added automatically to the presentation.

3.2.4.5 Autopresentation property.

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

How to create Autopresentations:


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

Select **Auto Presentation** in the behave tab.

How to load Autopresentations:

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

How to access an Auto-Presentation:

- Click  in Timeline.
- Select **Open presentation**.
- Double click the AUTOPRE folder.
- Select a presentation and click **Open**.

3.2.4.6 Button as a counter (score category)

With the score property, software immediately provides the event score when you select it.

If you wish to use a button as a counter (score category), proceed as follows:


- 1- Select or create a button.
- 2- Check the option It is a "point" action 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.

3.2.4.7 Links between buttons

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

Example of a hockey match:

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

To make a link between buttons keep pressing the space bar key and click on the main button, then click on the button you want to link to the main button. You can link categories and descriptors using any combination of them.

Example.

CAT—CAT
 CAT—DESC
 DESC—DESC
 DESC—CAT

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

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

Example:

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

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

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

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

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

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

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

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

3.2.4.8 Exclusion property for manual categories

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

Example:

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

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


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



3.2.4.9 Graphical descriptors

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

Make a graphical descriptor:

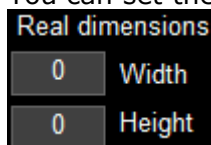
Click on  and select the picture (.jpeg, .jpg or .bmp) you want to use as the background for your graphic descriptor.


Each panel can contain a single graphic descriptor

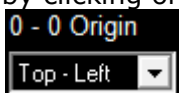
You can modify the size of the graphic descriptor by holding the Alt key and dragging the lower right corner of the picture.

To move the graphic descriptor, hold the Ctrl Key and then drag the graphic descriptor to its new position.


You can set the size of the field or pitch shown in the descriptor from:



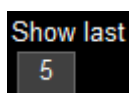
In case your field does not occupy the full picture, you can set the area corresponding to the field by clicking on 



From the dropdown menu you can set which corner of the graphical descriptor will be used as the 0-0 axis for the coordinates. This will be especially useful when exporting the graphical descriptor information to work with external software.

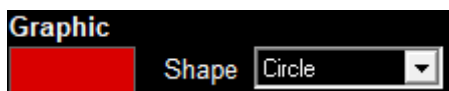
You can make new zones in the graphic descriptor from . Each new zone will act as a descriptor for your categories. You can set a panel flow for each different zone.

Clicking on **Show text** you can hide the name of the zones during the registering process. The descriptor will still be added as normal.



From **Show last** you can select the amount of figures that will be shown at the same time while registering actions.

From the interface tab you can set the color and figure for each category individually.



You can change the size of the reference spot shown during the registering from



the dropdown menu. This way the size of the reference spot will be fitted to the dimensions of your graphical descriptor.


When clicking on the graphic descriptor a figure with the selected color will be added to represent the specific category.

Use of graphical descriptors

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

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

Example:

- Click  and then, click on the corresponding zone.



3.2.4.10 Lock buttons templates with a password

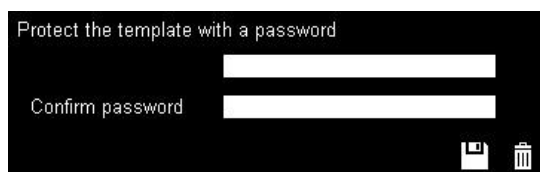
Follow these steps :


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.**



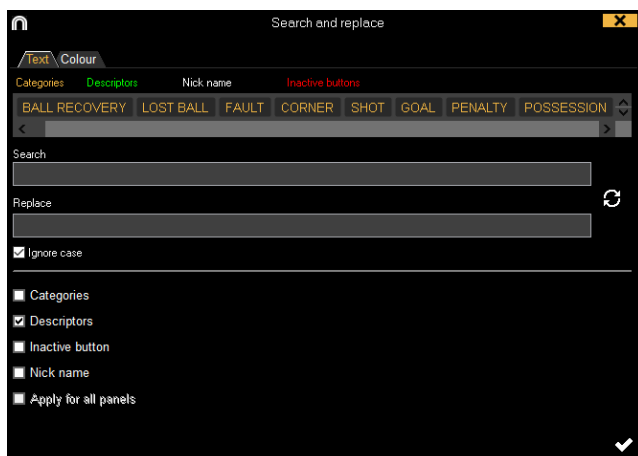
Click  to check that both passwords are the same.

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

3.2.4.11 Search and replace text in buttons:

With this option you can replace the text and colour 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.

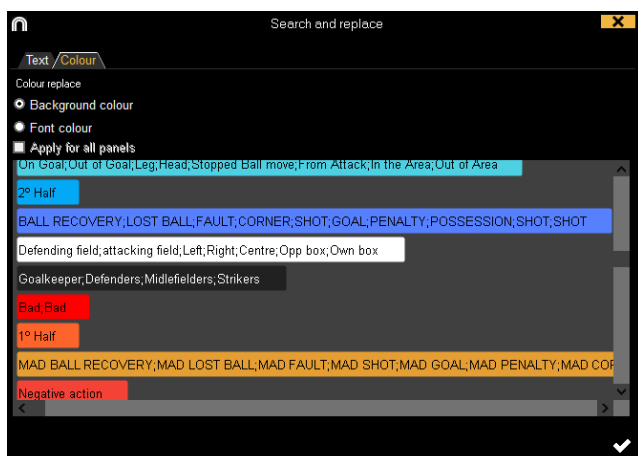


To change the text of any button you only have to insert the existing text and the new text in its corresponding box. You can select a specific button by clicking on its name on the upper part of the window. In case of having the same name on different buttons you can use the colour legend to distinguish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


Clicking on the Colour tab you will be able to change the background colour and font colour of any button.




To replace the colour of a series of buttons you just have to click on the colour to be changes and then select the new colour. All the selected buttons will automatically change their colour to the new one.

3.2.4.12 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**

3.2.4.13 Change the order of the data matrix

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

Click the  icon



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



3.2.4.14 Export templates to Nacsport Tag&go

Click  and select Export template to Nacsport Tag&go

3.2.4.15 Wildcard button.

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

To use this property follow these steps:

- 1- Select a button and click on the **Wildcard button** option in the **behaviour tab**
- 2- Begin a register of actions.
- 3- Click on the button with the **Wildcard button** property. This button will begin to blink as if it is a manual category button.
- 4- When the action you want to register ends click on the proper category to register it. This way the button with the **Wildcard button** property will stop blinking. The total length of the register will be the elapsed time between the click on the button with the **Wildcard button** property and the click on the category you wanted to register .

3.2.4.16 Category rating.

With this property you can give a rating (from 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.

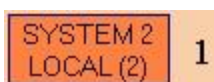


3- Once in the Timeline click on and choose the rating which categories you want to show.



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

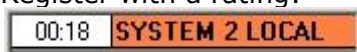


The category rating will be automatically opened.



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

Register with a rating:



Register without a rating:



3.2.4.17 Groups of buttons

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

Example:

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

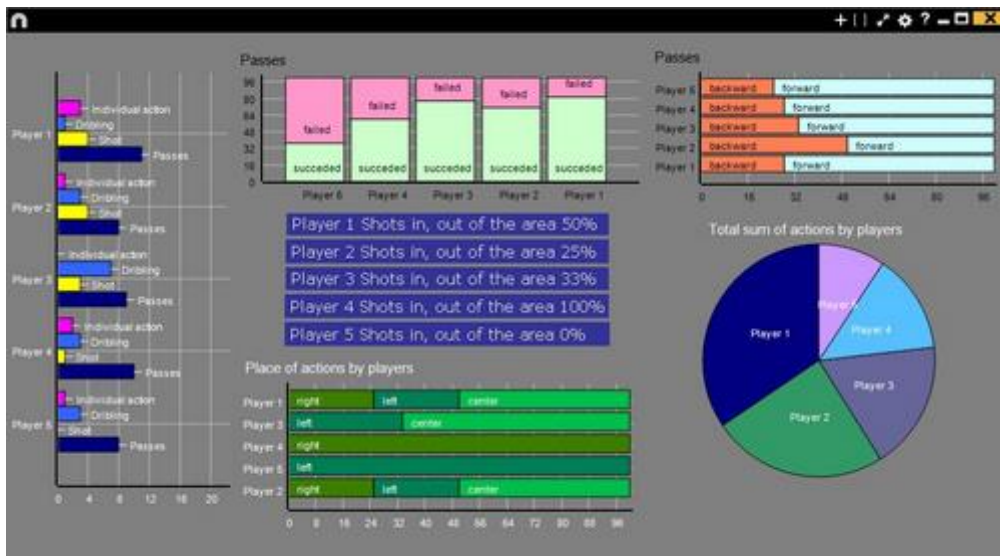


click on and type a name for the group



.Now those 3 players are part of the same group

3.2.4.18 Dashboards



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

Charts

To add a vertical or horizontal scrollbar to a dashboard click on and select the option you want. To keep a fixed window size click on Lock window size

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

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

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

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

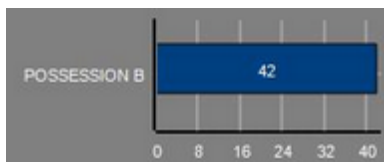
Now you can modify the size and position of an item and this will modify the rest of items of the same kind (charts, data labels, text labels and time labels). If you delete an item all the selected items will be deleted.

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

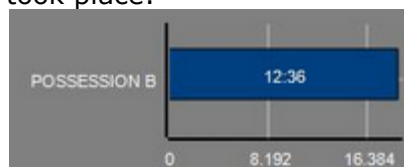
To lock any element in the dashboard right click and choose the option you want.

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:



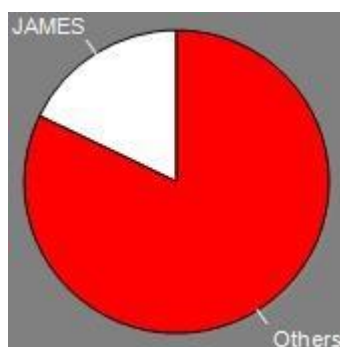
Amount of time during the actions took place:



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:

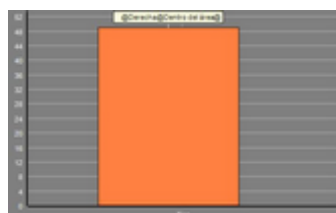
If you select a player relative to a group which contains the total amount of players you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



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

Example:

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



Labels

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

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

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

Background colour



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

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

Background colour



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

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

Example:

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

Player 1,Right: 41

Background colour



To change the colour of the label click

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

Label without nickname:

Free kick Side Shot Drill In the area = 0

Label with nickname:

Free kick 0

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

Hide the text

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

Amount of actions happened:

Possession A: 119

Amount of time during the actions took place:

Possession A: 35:42

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

Percentage
On target= 20%

Absolute value
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:

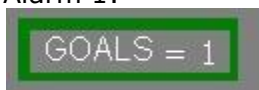
To show all the shots on the right and all the shots in the area select the category shot, the descriptor right and the descriptor in the area. Select "behave as sum". Now you will see all the shot on the right and all the shots in the area as a single value.

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

Example:

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

Alarm 1:



Alarm 2:



Alarm 3:



Calculation for data labels

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

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

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



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

Example:

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

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

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

	Operation	Value	Result
	x	2	= 0

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

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

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

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

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

Total scored points = 83

Context label.

With this option you can make a label showing data according to the context of the analysis.

To do so, right mouse click on the background of the dashboard and select "Context label" and select the context you want to use.

The context label will automatically refresh with any new analysis.

Game 1:			Game 2:		
Weather conditions	Type of surface	Game	Weather conditions	Type of surface	Game
Cloud	Grass	11	Sunny	mud	12

You can edit the context of an analysis from any dashboard by right mouse clicking on the background and selecting "Context label" then selecting "Edit context"

Chart from data label values.

With this option you can show the graphical representations of the values generated by a data label. This will allow having more specific and deeper charts.

To do so, you just have to make a new chart and then set the option **Data label**. You will automatically see a list containing all the data labels in the dashboard. Selecting any of them will show its value in the chart.

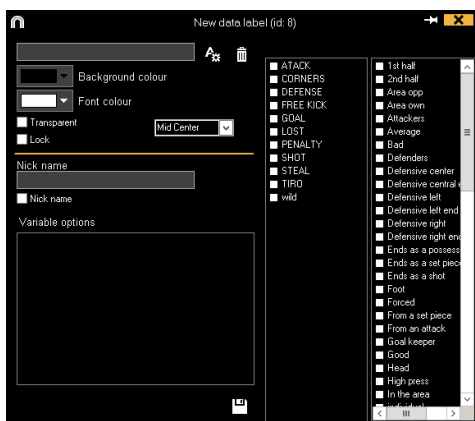
Note: This option is only available for bar and pie charts.

Variable label.

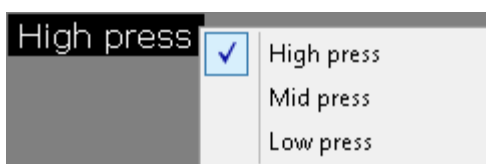
With this option you can make a label which will modify a variable involved in any chart or data label in your dashboard. To do so you first have to make a group containing all the related variables.

Right click on the dashboard and select "Variable label".

Select the category or descriptor you want as a base for the variable label. By default all categories or descriptors in the same group of the selected category or descriptor will be selected.



To change the variable click on the Variable label and select the one you want, this way all the labels or charts with the original variable will change into the selected one.



By right button clicking on any label or chart and selecting **Lock the variable change** you will block that label or chart against the variable change, so it will always show the same information.

Variable change pictures.

When adding a picture to a dashboard you can link it to a category or descriptor. This will allow using a variable label to modify not only the values of the charts and labels but also the picture shown.



Example: In a player statistics dashboard, when using a variable label to change to a different player the statistics will change and a picture of the new player will be shown.

To do so, you just have to add a picture and then select the category or descriptor you want to link to it.



Now when using a variable label which affects the category or descriptor selected, the corresponding picture will be automatically shown and the rest of picture will hide.

If no category or descriptor is selected for the added picture, it will be shown constantly and will never be affected by any variable change.

Clicking on you can select any picture and change its linked category or descriptor.

Labels from Descriptor calculator.

You can make a data label based on the result of a Descriptor calculator search. To do so do a Descriptor calculator search in the timeline and save the criteria used. From a Dashboard, right click on the background, choose "Descriptor calculator label" and select the criteria you want to set the new data label.

Dashboard backup.

Clicking on from the dashboard window you can open or make a backup from your dashboards. Clicking on **Create backup** you will create a new backup which will save the actual configuration of all your dashboards. If you select any backup from the list below and click on **Restore backup** you will open the backup, getting access to the previous configuration of your dashboards.

Note: When you delete multiple items at the same time, a new backup will be automatically created

Associate datalabels to a specific row order in Timeline.

With this option you can make a datalabel based on the order of the categories in the Timeline, ignoring the name of the category.

To do so you have to make a new datalabel and click on Now you have to select the row you wish to use and any descriptors you want to add.

Clicking on **Auto create all** you will automatically make a label for each row in combination to the selected descriptors.

Example: Having a template for the individual analysis of player, you will order the datamatrix to always show the same order (for example Defenders, Mid fielders, Attackers)

When making the datalabel by rows, this will always show the data of the players by group.

Player 1 = 29
Player 2 = 73
Player 3 = 24
Player 4 = 2
Player 5 = 2
Player 6 = 1
Player 7 = 3
Player 8 = 0
Player 9 = 27
Player 10 = 13
Player 11 = 24

In a new game the players changed, but the order of the groups remains. This will allow a dashboard to show the data of a new analysis without any modification to it.

In the first game the first row was for Player 1. In the second game the first row is for Player A.

Game 1	Game 2	Game 3
Player 1 = 29	Player A = 29	Player A = 29
Player 2 = 73	Player B = 73	Player 2 = 73
Player 3 = 24	Player C = 24	Player 3 = 24
Player 4 = 2	Player D = 2	Player D = 2
Player 5 = 2	Player E = 2	Player 5 = 2
Player 6 = 1	Player F = 1	Player 6 = 1
Player 7 = 3	Player G = 3	Player 7 = 3
Player 8 = 0	Player H = 0	Player 8 = 0
Player 9 = 27	Player I = 27	Player I = 27
Player 10 = 13	Player J = 13	Player O = 13
Player 11 = 24	Player K = 24	Player P = 24

Label for the last 5 actions.

This datalabel will show the result of the last 5 registers of a category depending on up to 3 different descriptors.

To do so you have to right click on the background of the dashboard and select "last 5 actions" Now select the category you want and then the descriptors.

The name of the descriptor will automatically appear next to a colour box. This will be the colour the datalabel will show when combined with the category.



When saving the datalabel it will make 5 different datalabels. These will show the last 5 registers of the selected category and will modify its colour depending on the added descriptor.

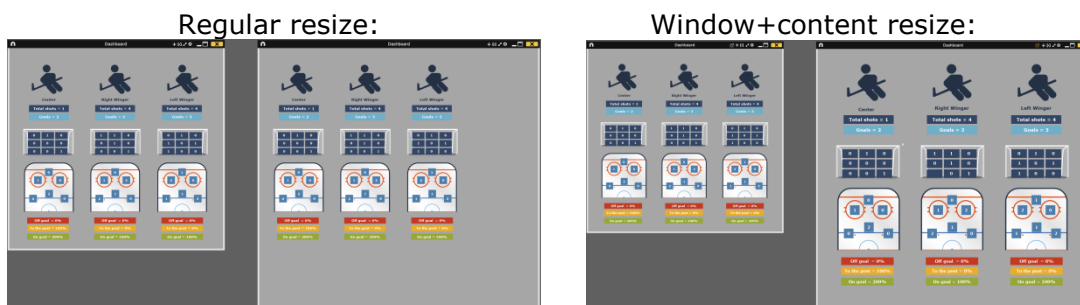


Resize dashboard content.

With this option you can modify the size of the dashboard window and all the objects in it.

To do so click on and change the size of the window.

Now all the object keep the same size ratio they had before.



The graphical descriptor in the Dashboard

You can add a graphical descriptor to a dashboard by right clicking on the background of the dashboard and selecting the corresponding option.

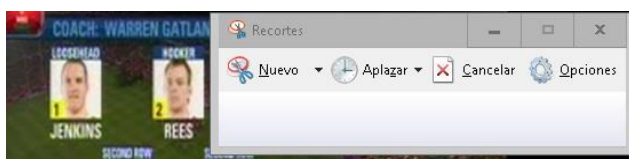
Now you have to select the categories and descriptors you want to use. The reference spots shown will correspond to the selected options.

For example, to show a graphical descriptor which only contains shots on goal you should select the category SHOT and the descriptor ON GOAL. This way the graphical descriptor will only show those spots which correspond to the selected combination.

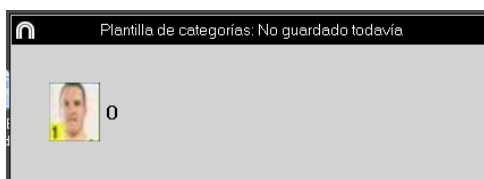
3.2.4.19 Make a button using a screen cut

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

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



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



3.2.4.20 Lock descriptors

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

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

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

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

Block descriptor on manual categories.

With this option you will avoid adding descriptors to manual categories which are closed.

To do so, select a manual category and click on **Only add descriptors when open** from the behaviour tab. Now you can only add descriptors to this category when it is open

Block X/Y values for categories. From the "blocked descriptors" menu you can set the option to block the X/Y values. This will not add the reference spot from the graphical descriptor to the category, but it will add it to the previous category instead. This is especially useful when working with linked and clustered buttons

3.2.4.21 Set an image as background

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

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



3.2.4.22 Nick name for buttons

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

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

Button without nick name :
 PICK AND ROLL LATERAL

Button with nick name:
 PRL

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

3.2.4.23 Do not show categories in play by play

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

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

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

3.2.4.24 Counters in time mode for the manual categories

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

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

Button in time mode:



3.2.4.25 Panels flow.

Now you can make templates divided by panels in order to minimise the space taken by the template and also keep a logical flow when taking your data.



To do so, open any template or make a new one.

From "Panels" tab click on  to make a new panel

You can make as many panels as you want and each panel will contain unlimited buttons.

To make a flow you will need to edit the tolerance of the panel and the behaviour of every button in it.

The tolerance is the amount of buttons you can click before automatically jumping to the next panel. Tolerance will only affect buttons with the default behaviour "Go to next panel" so buttons with "Do nothing" behaviour will not affect the tolerance and buttons with "Go to a specific panel" will ignore the tolerance and will automatically jump to the panel you set.

Example: When clicking on **SHOT** a jump to **Players** panel will occur. The Players panel has a tolerance of 2, what means I can click on 2 players before jumping to the next panel. When clicking on the second player I will automatically jump to the next panel. In case that only a player where involved in the shot you can click on one player and go to the next panel by clicking on  or in the corresponding panel. Clicking on  will take you to the last panel you were.

By default the behaviour for all the buttons is "Go to next panel" To edit the behaviour of a button right click on it and click on "Panels flow" then select the option you want for that button

- Go to home panel
- Do nothing
- Go to next panel
- Go to a specific panel

You can name each panel individually in the Name box. To go from a panel to

another you can use the  menu or the dropdown menu you will find next to the panel Name box

Click on  to duplicate a panel keeping all its buttons and flows

By clicking on **Add all buttons into a group with the panel name** you can set the actual panel as a group, this way all the buttons contained in the panel will be part of the same group. The name of the group will be the same as the name of the panel.

By clicking on **Automatically add the panel name as a descriptor** you can set the panel as an automatic descriptor, this way every time you click on a category in the panel a descriptor will be added to that category. The descriptor will be the same as the name of the panel

Singularities:

Graphical options for templates (size, colour, background image...) can be set all panels individually. 100% transparency property will be common for all the panels.

You can use all the hot keys for your buttons in each panel. Hot keys are not shared between panels.

You cannot make a link between buttons in different panels

By default the behaviour of any linked button will be "Do nothing" in case of changing that behaviour you should only change the behaviour to one of the buttons in the link chain.

Example: In a A-B-C-D link chain, you change the behaviour of the C buttons in to "Go to panel 2". When clicking on A you will register A-B-C-D and automatically jump to panel 2

Jumping to another panel will not stop manual buttons.


You can use exclusions for manual buttons in different panels

Automatically added descriptors will be added on all the categories, no matter in which panel the button is.

You can block descriptor from panels different to that of the category.

Search and replace tool will only affect the showing panel.

It is possible to set a panel flow for an inactive button. This way you can jump between panels without registering any category or descriptor.

From the registering environment, clicking on  you can make an initial load of your panels, this way when beginning the analysis the move between panels will be faster

3.2.4.26 Buttons ID.

With this option you can add an ID to each button with the objective of modify the name of the buttons with an ID by using an external .txt or .csv file.

The .txt or .csv file must have an ID:NAME structure

Example:

```
01:John  
02:Mike  
03:James  
04:Peter
```

To change the name of all the buttons, right click on the background of the template and select **Search file with names by ID (txt,csv)**. The .txt or .csv file will be automatically loaded and the names will be changed according to the ID from the external file.

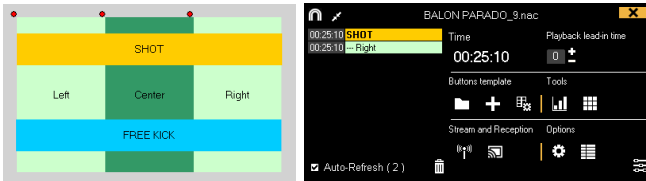
To change the name of a single button, right click on the button and select **Search file with names by ID (txt,csv)** then click on name in the list you want to use for the selected button

3.2.4.27 Clustered buttons.

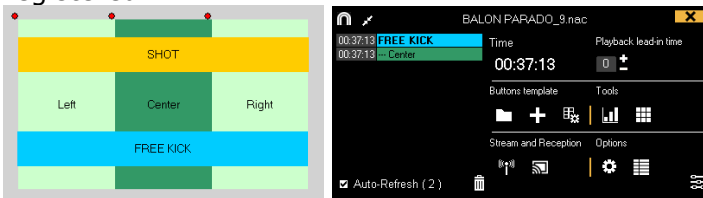
With this option you can register several actions with one click. The clustered buttons will click on all the buttons under any button you actually click. This way overlapped buttons will work as they are linked together, allowing you to simplify your tagging.

Example: In this case Shot and Free kick are overlapping the left, center and right buttons.

When clicking on the right side of the Shot button a Shot on the right will be registered



When clicking on the middle of the Free kick button a Free kick on the center is registered



3.2.4.28 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  and resize the window.

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

Regular resize:

Window+content resize:



3.2.4.29 Auto-sum descriptors

With this option, when a specific descriptor is added multiple times to the same registers, a new descriptor will be added indicating the total amount of times the former descriptor was added. For example, we are using a descriptor "Pass" in our "Attack" category a new descriptor will be added showing the total amount of passes for that attack.


Without auto-sum		With auto-sum	
00:03	ATTACK	00:03	ATTACK
00:10	--- Pass	00:10	--- Pass
00:16	--- Pass	00:16	--- Pass
00:20	--- Pass	00:20	--- Pass
		00:20	--- 3 Pass

To activate the auto-sum of descriptors, you have to select the descriptor you want, from the template edition window. Now, from the behaviour tab select “make auto-sum descriptor”. From now on each time you add this descriptor you will be also adding the auto-sum descriptor.

Note: Any change in the descriptors in the register (adding or deleting) from timeline or from the register properties you will also affect the auto-sum descriptor.

3.2.4.30 Video playback control property.

With this option you can set a video playback control to any button in the template. This will allow you to pause the video when clicking on a category or to go backwards 10 seconds when clicking on a descriptor, for instance.

To set a video playback control you just have to select the button you want to use and then from the dropdown menu on the lower part of the behaviour tab select the behavior you want to have  Video player.

Example:

- When clicking on the category “Penalty corner” the video will play in slow motion to see the action in detail.
- When clicking on the descriptor “Lost” the video will go backwards 10 seconds to see the action which led into the loss.
- When clicking on the descriptor “out of bounds” the video goes forward 15 seconds to see the moment when the game restarts.

3.2.4.31 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	Page 59
4.2 Real-Time register	Page 65
4.3 Registering without Video Source	Page 75

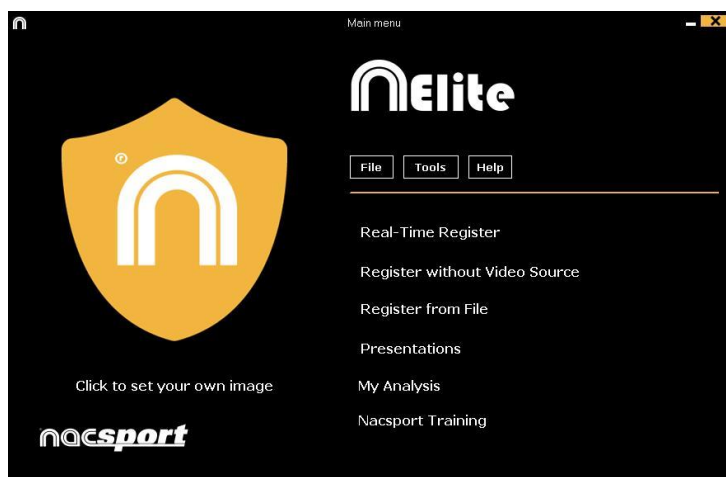


4.1 Register from file

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.

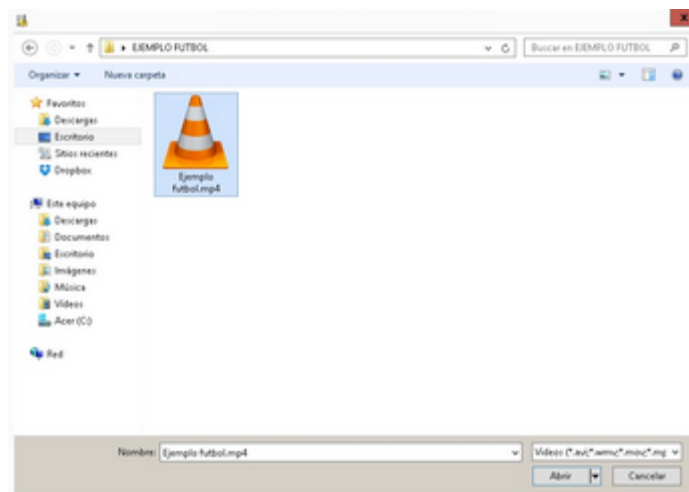


2.- Select the video file you wish to watch and click Open.

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 or check the option **Register actions**.

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



Click the video to pause the playback. (The video will go back for the time you have

set in the box)

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.

Options for descriptors:

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

Example:

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

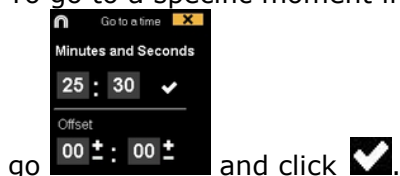
To disable the nesting option for clustered buttons, click on and select the corresponding option. Now all the overlapped buttons will not act as nested buttons, avoiding the possibility of clicking several actions with just one click

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

No you have to fill all the fields you want to use to give context to your analysis

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

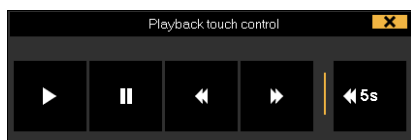
To go to a specific moment in the video, click , then select the time you want to



go . 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.



To see a list containing all the registers from the category you want click on the register/category counter

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

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

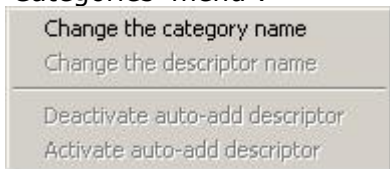
Click and the register control window will be minimized.



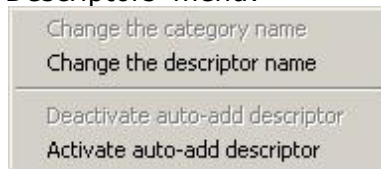
To add an independent text note press the Ctrl key

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

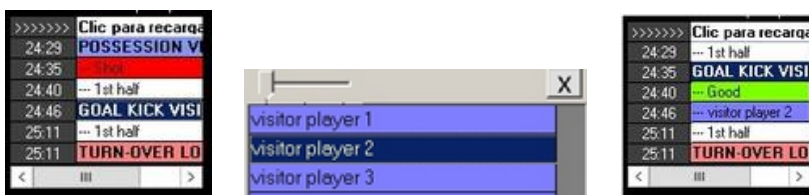
Categories' menu :



Descriptors' menu:



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



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



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

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

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

To save the note, click




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



Player connections.

With this option you can automatically control the players intervening in each action. This means each time you click on a category a descriptor will be added to identify the group of player in the game at that moment.

To do so, you have to establish the size of the group, clicking on  and selecting "set players in game limit".

Now you can select the descriptor which will act as the players in game. To do so, right click on the descriptor you want and select "Player in game". The players in game will show its descriptor indicator in green color.

Player in game




Player not in game

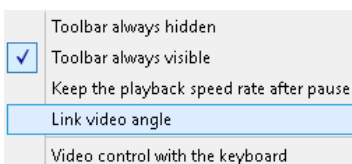



Now when registering any category a descriptor will be added to identify the group of player in game. If you substitute a player, when registering a new category a brand new descriptor will be added to identify the new group of players in game. This means each group of players will be associated to a specific and unique descriptor.

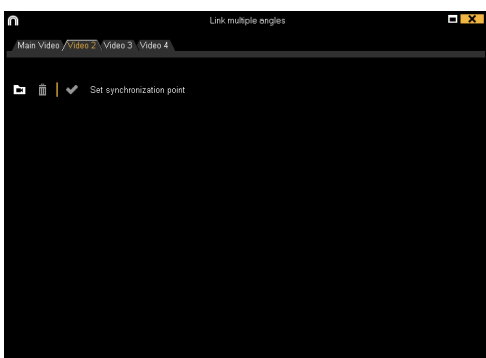
Note: The player group descriptor will not be shown in the register control window. You can see this descriptor in the play by play table and also in the Timeline.

5- Link different videos from the same event

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



Then select the tab where you want to add the video and click on 



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

To change views between the different videos and mosaic (4 videos at the same time) select the view you want by clicking on



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

To do reorder the additional videos keep the Ctrl key pressed and drag the video to the position you want when showing the mosaic view.

Click on you can select between using the 4, 5, 6, 7 keys as keyboard shortcuts for registering actions or as a way to move from one angle to another.



4.2 Real-Time register

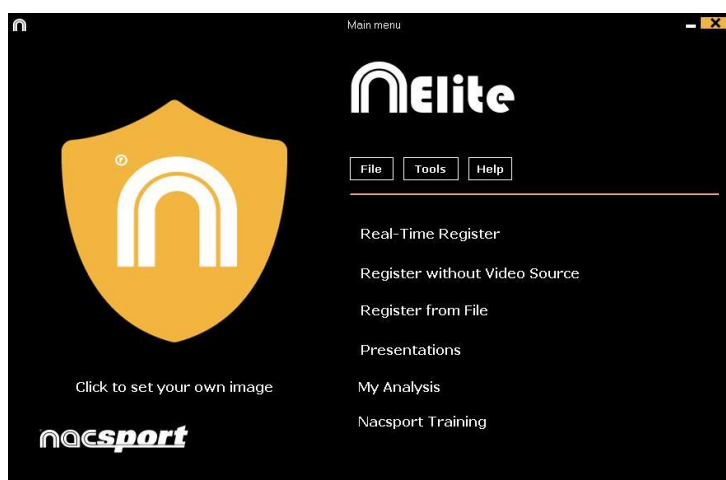
This is the environment in which video images can be viewed from an external source (video camera, video converter, etc.) connected to the computer's FireWire port. While a video file is being created (digitized) with external images, users can use a buttons template to register actions.

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.

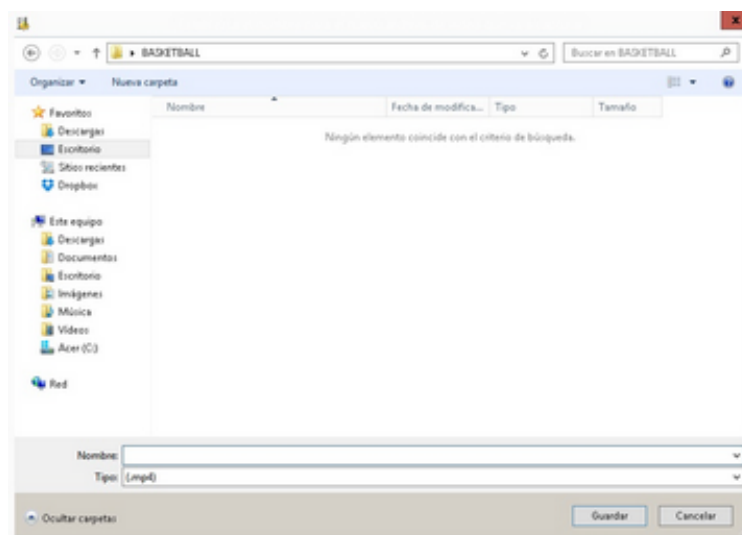
Follow the steps below to work with this environment:

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.




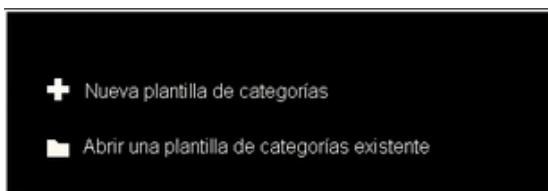
4.- The video will be in .MP4 format and will be stored with compressed quality.

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

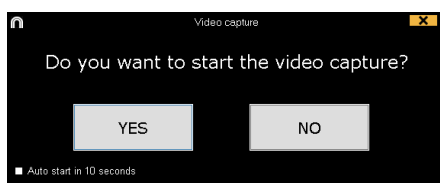
5.- Open or create a buttons template to record the actions of the generated video.

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 **Auto start in 10 seconds** 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 review and edit an already registered action without stop recording, double click the register in the box on the left of the register control window (option not available for HDV video capture)



Options for descriptors:

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

Example:

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

To disable the nesting option for clustered buttons, click on and select the corresponding option. Now all the overlapped buttons will not act as nested buttons, avoiding the possibility of clicking several actions with just one click

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.

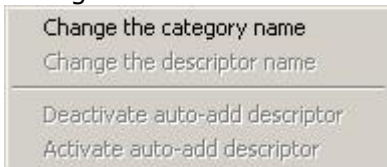
To stream data on real time in the same local network click on

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

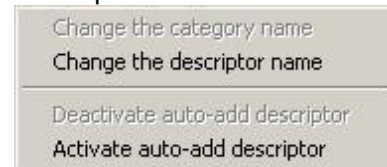
Click on and choose the size of the window you want to use. The window size will be determinate by the resolution of the video playing.

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

Categories' menu :



Descriptors' menu:



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



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



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

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

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


To save the note click




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

Make a real time capture with delay

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


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

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

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

Go to a previous moment of the recording

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


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


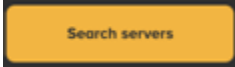
To go back and see the actions in real time click on 

Register data wirelessly in real time from Tag&Go.


You can get real time data in your PC from any device using Nacsport Tag&Go connected to the same local area network you are. This way several people can register different aspects of an event at the same time while making a common database for all of them.

To do so, you must first connect all the devices to the same local area network

Start a new real time register in Nacsport and click on  from the register control window.

From Tag&Go main menu tap on  and then tap on  that will search for any Nacsport software working in the network

In Nacsport you have to give access to the devices with Tag&Go you want to allow to receive data from.

Now you can send data in real time from Tag&Go to Nacsport. To do so tap on  from the registering environment in Tag&Go and then tap on the action as they happen.

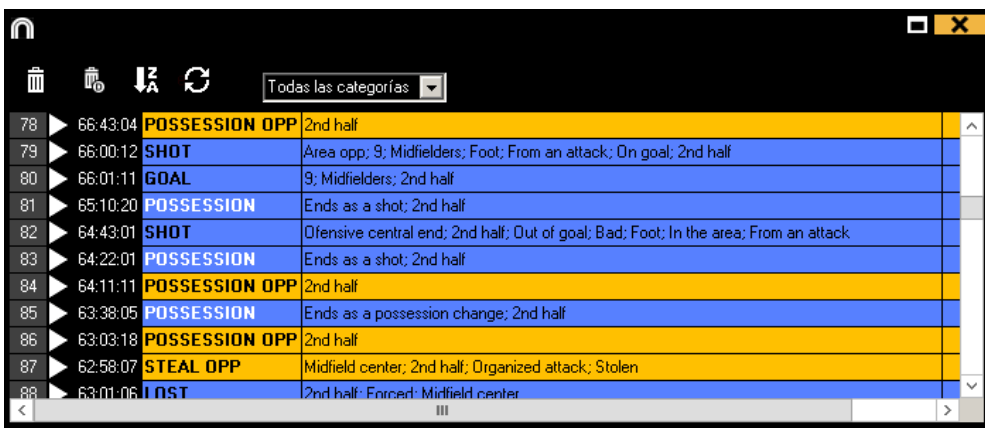
Note: Now every category or descriptor being registered on Tag&Go will also be registered in Nacsport

In Nacsport from **On-Line Devices** tab you can see which devices are sending data to Nacsport and from **Allowed Devices** tab you can see all the allowed devices.

From Nacsport you can deny access to a device after it has been connected, to do so just uncheck it from the allowed devices tab. You can also delete the allowed devices list by clicking on

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 action 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

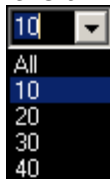


From the descriptors box you will also be able to delete the reference spots from the graphical descriptor associated to the register.

You can modify the colour and shape of a reference spot for a register according to the descriptors in it. To do so, right click on the X/Y value in the descriptors box and from the dropdown menu select the descriptor you want to use to modify the colour and shape of the reference spot.

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

To limit the amount on registers shown in the play by play window, click on the dropdown menu and choose the amount of registers you want to show.



You can add a descriptor or a reference spot to any specific register by selecting it and clicking on the descriptor or the spot in the graphical descriptor.

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

Coach Station streaming.

Before starting the capture click on **Full capture mode** then on **Stream Video Signal** and **Send Data to Coach Stations**.

Now you are streaming the registered actions to any Coach Station in the same Wi-Fi network

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

Manage IP address.

Now you can save and manage the address of your IP cameras

To do so, begin a real time register and from the configuration menu select "IP Camera". Now set the IP camera address and click on lastly, set a nickname for the IP address and click on accept.

You can open any previously saved IP address by clicking on and selecting the one you want.

You can check the connection by clicking on

Dual capture.

With this option you will be able to capture a video from two different sources at the same time. This will allow you to have two different angles from the same event

To do so, you have to begin a real time register and from the configuration menu click on and then on lastly select the device you want to use as second angle and begin the capture.

Note: to capture two different cameras you will need two capture devices. To make a dual capture with IP camera you will not need a second capture device.




Clicking on you can change between the first and second angles in both, mosaic view and video on video view.

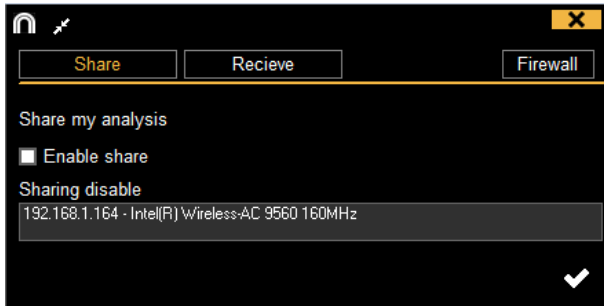
From video on video view, you can change the main angle by double clicking on the secondary angle. You can also change the place where the secondary is shown, by dragging the secondary video window to the corner of the player you want.

Collaborative analysis in real time.


With this option you can get in real time the data being registered in up to 4 other devices in the same WiFi network. This means, you can make an analysis between several people in different PC and all of them will have the data registered by the rest on real time

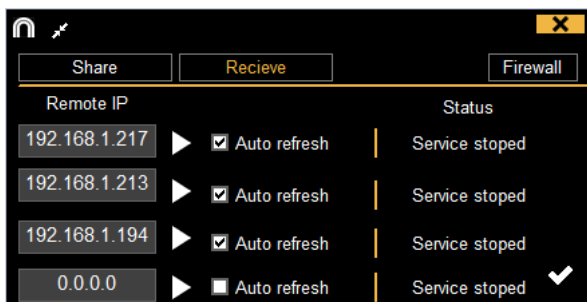
To do so, you have to start a real time analysis and then click on  from the register control window

In the PC sharing the data you have to activate the option **Enable share** from the *Share* tab.



Now you have to type the IP address showing in all the PCs you want to use as receivers.

From the *Receive* tab you can set up to 4 PCs from which you can receive the actions being registered in real time. To do so, just type the IP address of each PC and then click on .



Now you can click on a register from a sharing PC and it will be seen in the receiver PCs

Clicking on **Auto refresh** the new registers will be automatically shown after a maximum of 20 seconds.

From the play by play table you will be able to see all the registers made in your PC and also the registers made on the sharing PCs.

Singularities:

Registers send by another PC will show according to the video being captured in the receiving PC.


The actions will be automatically synchronized. This means, the different PCs will always show the correct action even if they were using different video sources.

Actions registered by another user cannot be deleted by a receiving PC.

Clicking on the Firewall tab you will automatically Access your PC's firewall configuration.

Player connections.

This option will let you automatically control the players intervening in each action. This means each time you click on a category a descriptor will be added to identify the group of player in the game at that moment.

To do so, you have to establish the size of the group, clicking on  and selecting "set players in game limit".

Now you can select the descriptor which will act as the players in game. To do so, right click on the descriptor you want and select "Player in game". The players in game will show its descriptor indicator in green color.

Player in game



Player not in game



Now when registering any category a descriptor will be added to identify the group of player in game. If you substitute a player, when registering a new category a brand new descriptor will be added to identify the new group of players in game. This means each group of players will be associated to a specific and unique descriptor.

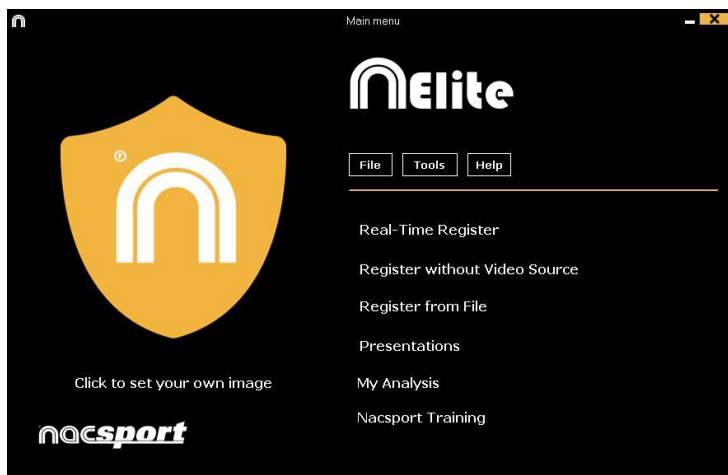
Note: The player group descriptor will not be shown in the register control window. You can see this descriptor in the play by play table and also in the Timeline.

4.3 Registering without Video Source

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

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

1- Click on Register without Video Source.



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



3.- Open or create a 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

Click to start registering.

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



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

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

Example:

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

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.

Options for descriptors:

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

Example:

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

To disable the nesting option for clustered buttons, click on and select the corresponding option. Now all the overlapped buttons will not act as nested buttons, avoiding the possibility of clicking several actions with just one click

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

Click and the register control window will be minimized.

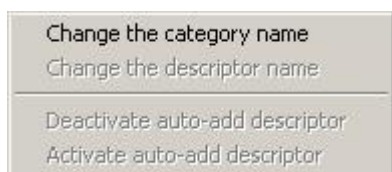
To stream data on real time in the same local network click on (see 8.2)

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

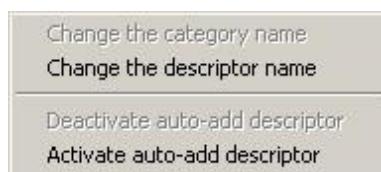
To stop registering the event click

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

Categories' menu :



Descriptors' menu:



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

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

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



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



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

To save the note click



Player connections.

This option will let you automatically control the players intervening in each action. This means each time you click on a category a descriptor will be added to identify the group of player in the game at that moment.

To do so, you have to establish the size of the group, clicking on and selecting "set players in game limit".

Now you can select the descriptor which will act as the players in game. To do so, right click on the descriptor you want and select "Player in game". The players in game will show its descriptor indicator in green color.

Player in game



Player not in game

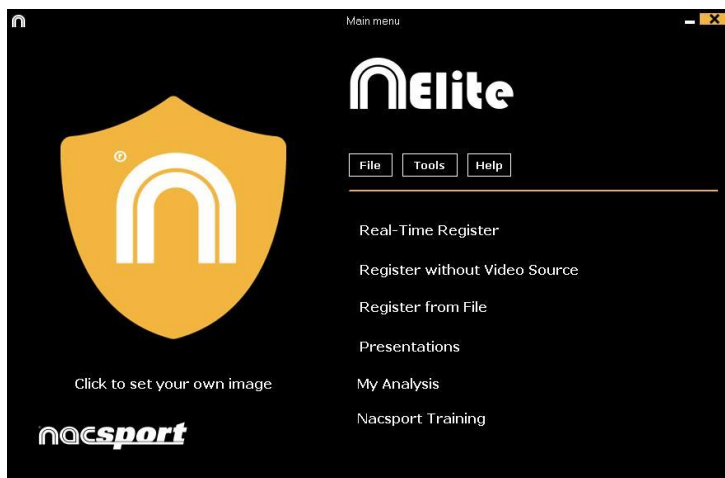


Now when registering any category a descriptor will be added to identify the group of player in game. If you substitute a player, when registering a new category a brand new descriptor will be added to identify the new group of players in game. This means each group of players will be associated to a specific and unique descriptor.

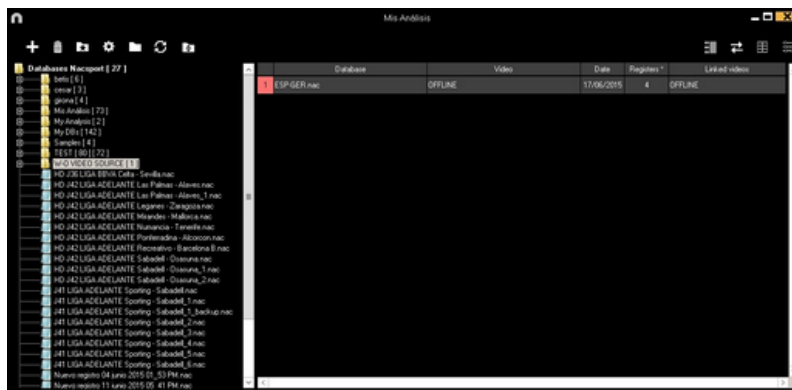
Note: The player group descriptor will not be shown in the register control window. You can see this descriptor in the play by play table and also in the Timeline.

5.- Link a database with a video

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



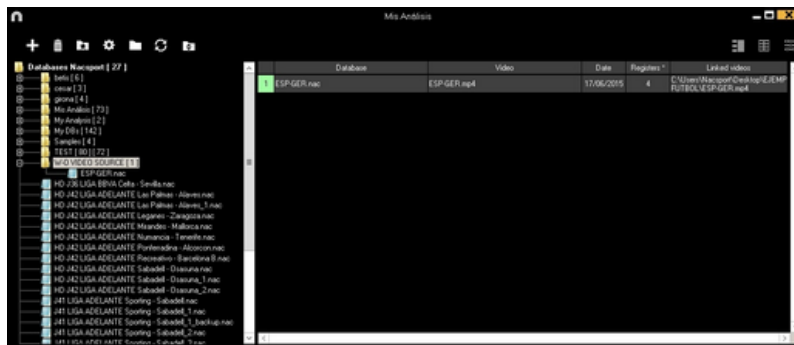
Select database you want to link (it will be shown in red because it has no video linked).



Search for video

Double click on database and click

Choose the video and click **Open**.



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



5. TIMELINE

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

[5.1 Timeline icons](#)




















Page 82

[5.2 Timeline tools](#)

Page 83



5.1 Timeline icons

-  Show and hide all records (actions) in selected category.
-  Show the window to make lists of actions (presentations).
-  Show the window to make a video with the selected category or actions.
-  Show the window which generates a sequence of frames of the selected action.
-  Show the window to compare selected actions (8 maximum).
-  Show the 'Viewing and recording actions' environment.
-  Show the window to adjust the length or time interval of the records.
-  Open the window to draw the actual frame of the video.
-  Delete the selected register/s from the Timeline.
-  Open the properties window of the selected register in the Timeline.
-  Open an already created database in the current Timeline.
-  Open the window which shows all categories and descriptors (Data Matrix).
-  Show the first frame of each category and all the drawings.
-  Open the actions searcher.
-  Timeline options.
-  Open exportation options.
-  Add an audio note to the selected register.
-  Open the notes and descriptor searcher.
-  Open the dashboards

5.2 Timeline tools

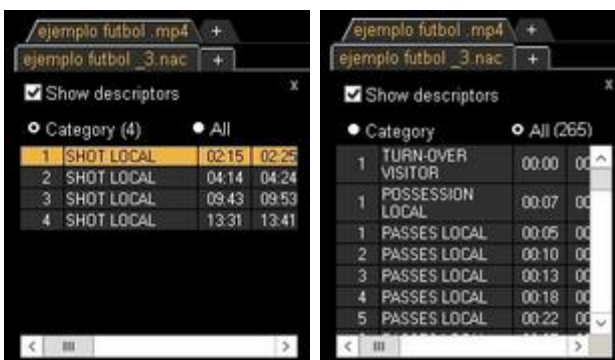
a. Show/hide register list	Page 84
b. Presentations	Page 85
c. Make a video	Page 96
d. Frame maker	Page 99
e. Compare actions	Page 100
f. Synchronize Timeline	Page 102
g. Drawing tool	Page 103
h. Add database to Timeline	Page 104
i. Register properties window	Page 105
j. Data matrix	Page 106
k. Timeline options	Page 112
l. Actions searcher	Page 116
m. Export	Page 117
n. Access to the moment a descriptor appears	Page 118
o. Link two videos to a single database	Page 119
p. Dashboards	Page 122
r. Descriptor calculator	Page 133
s. Open a template in timeline	Page 134
t. Data patterns	Page 136
u. Category frequency chart	Page 137
v. Player connections	Page 138
w. Graphical descriptors	Page 139

5.2.1 Show/hide register list

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



Registers can be shown by categories or chronological order.



5.2.2 Presentations

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



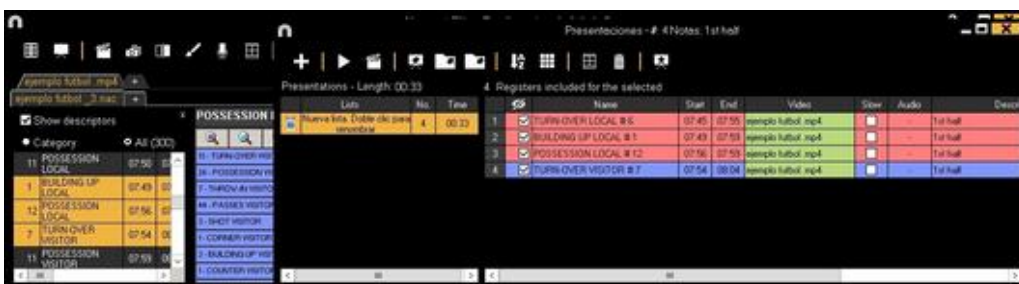
5.2.2.1 To make a presentation

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

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



Select register you want and press the key number **3** to add them to the list. Press **ctrl+3** to add the register including all the multiple angles.



You can select registers on the left of Timeline or from the Data Matrix or from Actions searcher.

To delete a list click .

You can also make a presentation with all the registers in the timeline by clicking and then choosing **"Make a presentation with the contents of the timeline"** option. If you keep the Ctrl key pressed while doing the previous process you will add all the registers of the timeline in mosaic view in case of having additional angles.

To edit registers from the presentation:

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



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

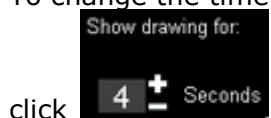
To change the length of a register, click on the start/end of a register and when the icon turns up, just drag the register to the moment that you want.



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

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

To change the time the drawing or picture should be shown (5 seconds by default),



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 set a presentation as favourite click on . Now this presentation will be automatically open when opening a timeline.

To add descriptors to the register click on **Descriptors**. You can use any descriptor in your analysis or make a new one just by typing it in the corresponding text box. To add the descriptor click on . To delete a descriptor click on next to name of the descriptor.

Note: This changes will only affect the register in the presentation not in the timeline.

To add an audio note click (see 5.2.17)

To go to the next register, click

To add the register to another list click on . Now you can make new lists by clicking on To add the actual register to another list, select the list you want and click on You can also add register to another list by double clicking on the box showing the amount of registers in a list.

Lists	No.
New list. Double click to rename	3

To edit the presentation:

You can organize the presentation in some different ways:

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

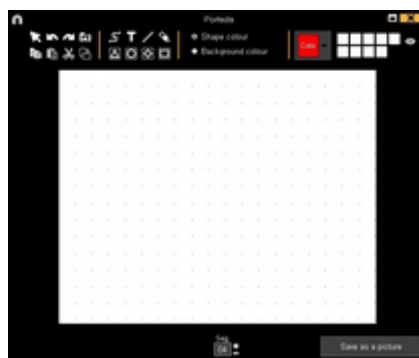
Presentations - Length: 05:38

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

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

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

To create a front page click



Click or to undo/redo the last changes

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



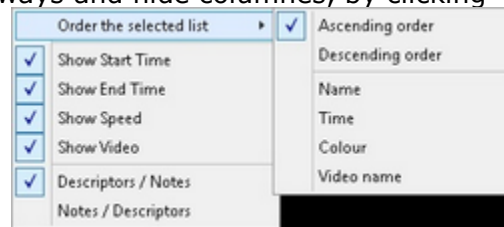
Modify the time while the front pages are shown selecting it on

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 edit a previously made front page, double click on it in the presentation. Now click on and select "Edit front page"

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



an then choosing one of these options:

Name:

1	<input checked="" type="checkbox"/>	SHOT LOCAL
2	<input checked="" type="checkbox"/>	SHOT LOCAL #1
3	<input checked="" type="checkbox"/>	SHOT LOCAL #2
4	<input checked="" type="checkbox"/>	SHOT LOCAL #3
5	<input checked="" type="checkbox"/>	SHOT LOCAL #4
6	<input checked="" type="checkbox"/>	SHOT VISITOR
7	<input checked="" type="checkbox"/>	SHOT VISITOR #1
8	<input checked="" type="checkbox"/>	SHOT VISITOR #2
9	<input checked="" type="checkbox"/>	SHOT VISITOR #3
10	<input checked="" type="checkbox"/>	TURN OVER LOCAL
11	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #1

Time:

1	<input checked="" type="checkbox"/>	SHOT LOCAL	00:00:00
2	<input checked="" type="checkbox"/>	TURN OVER LOCAL	00:00:00
3	<input checked="" type="checkbox"/>	SHOT VISITOR	00:00:00
4	<input checked="" type="checkbox"/>	TURN-OVER VISITOR #1	00:00:01
5	<input checked="" type="checkbox"/>	TURN-OVER VISITOR #2	00:49:12
6	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #1	01:37:15
7	<input checked="" type="checkbox"/>	TURN-OVER VISITOR #3	02:16:09
8	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #2	02:41:13
9	<input checked="" type="checkbox"/>	SHOT LOCAL #1	02:42:12
10	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #3	04:03:13
11	<input checked="" type="checkbox"/>	TURN-OVER VISITOR #4	04:21:00

Colour:

5	<input checked="" type="checkbox"/>	TURN-OVER VISITOR #5
6	<input checked="" type="checkbox"/>	TURN-OVER VISITOR #6
7	<input checked="" type="checkbox"/>	SHOT VISITOR #1
8	<input checked="" type="checkbox"/>	SHOT VISITOR #2
9	<input checked="" type="checkbox"/>	SHOT VISITOR #3
10	<input checked="" type="checkbox"/>	TURN OVER LOCAL
11	<input checked="" type="checkbox"/>	SHOT LOCAL
12	<input checked="" type="checkbox"/>	SHOT VISITOR
13	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #1
14	<input checked="" type="checkbox"/>	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**

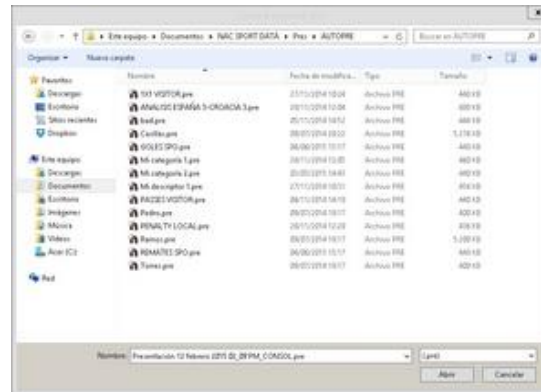
If you want that your favourite list structure is loaded automatically select **Auto-load favourite lists for new presentations**

To import a presentation:



To import a presentation, click

Search the .PRE file you want to import.

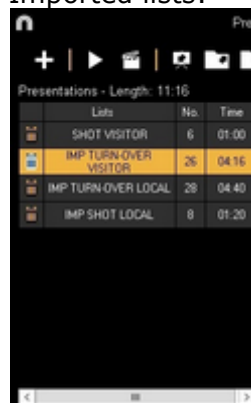


Select lists you want to import and click

Lists to import:



Imported lists:



Import videos into a presentation.

There are 2 options:

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



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


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

Import images as front pages into a presentation.

There are 2 options:

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



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

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

Copy, cut and paste registers in the presentation.

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

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

You can also copy registers from one presentation to another.

Change the name/colour of several register at once.

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

Ungroup multiple angles in registers.

With this option you can change the way you show your registers. In the case of having a register with additional angles in mosaic view you can split it in to several registers in a single angle view.

To do so select the register in mosaic view you want, right mouse click on it and select "Ungroup angles" This has make as many registers as different angles the original register had.

Group registers in a presentation.

With this option you can change the way you show your registers being able to group registers from a same action with different angles. You can also group registers from different actions, what will make a comparison of those registers.

To do so select up to 4 registers in your presentation, right mouse click on one of them and select "group videos". This has make a single register with a mosaic view on the registers previously selected.

Favourite angle in presentation.

From the register properties window in the presentation you can select which angle will be set as your favourite for that register. This means, when showing the presentation or making a final video this register will only show the favourite angle, though the register will still contain all the angles, so you can see all of them when showing the presentation.

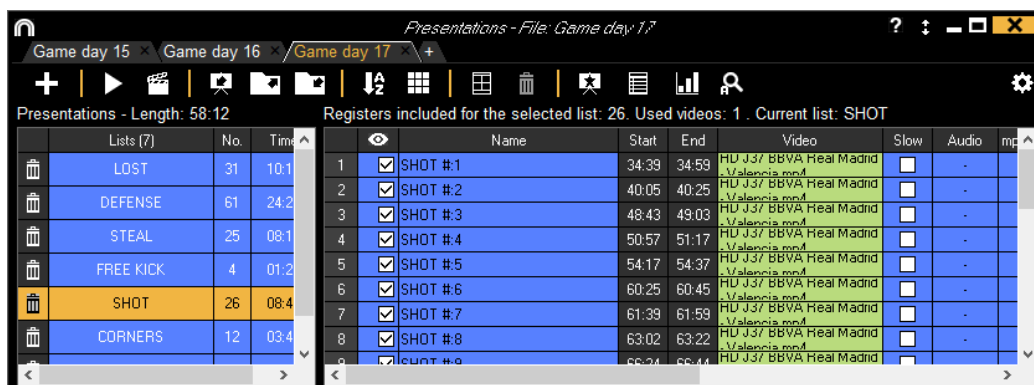
To select an angle as favourite you have to add an register in mosaic view and then open its properties window in the presentation. From the dropdown menu "favourite angle" select the angle you want to set as favourite. If you select "Default" you will show the mosaic view.

Note: When showing a presentation from Nacsport, the "Default" option will show the same angle as the previous register. For example, having a list with 5 registers and all of them set as "Default", then we change the first register to show angle 2 and now all the registers will show angle 2.

Multiple tabs for presentations

With this option you can work with several presentations at the same time, being able to combine them.

To do so, click on **+** on the upper left corner of the window. Noe select another presentation to open.



The changes made in one of the presentations will not affect the rest.

Pressing Alt + S will make a copy of the selected presentation

To make a new presentation with the content of all the opened presentations, press Alt + M

Pressing Ctrl + **+** will make a new presentation.

You can change a presentation by double clicking on its tab.

You can copy a list from a presentation and paste it in another presentation

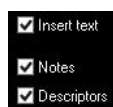
5.2.2.2 Show a presentation

To show a presentation, click



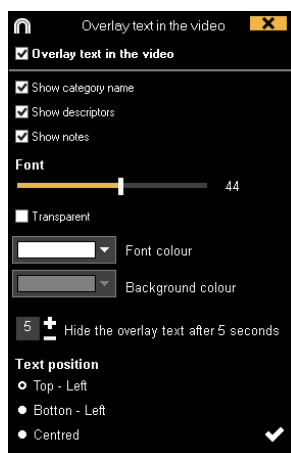
In this window, the presentation that you choose will be shown.

To see the playback options click on



To show notes and descriptors of a presentation, click

To show text directly over the video right button click on the video window and select "Overlay text in video". Now select the options you want.



Note: The final videos will NOT have overlay text.

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



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

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

Click on to make a new list

To show the video on full screen, click

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



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




Import videos into a presentation.

There are 2 options:

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



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


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

Import images as front pages into a presentation.

There are 2 options:

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

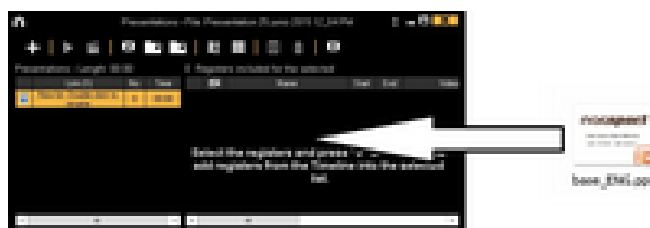


B) Click on , select import image and then select the image/images you want to import.

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

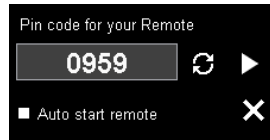
Import PowerPoint as frontpages in a presentation.

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.



Remote control for presentations.

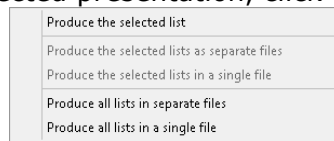
To link your presentation with the iOS app Nacsport Remote Control click on and insert the PIN code in your phone or tablet. Click on to link the devices. Now you can control the presentations playback remotely by using the controls showed in your phone or tablet screen.



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

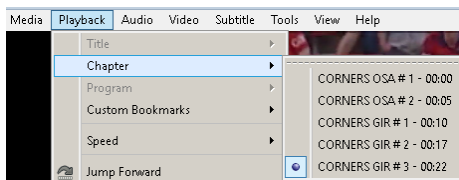


options in the drop-down menu

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

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

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



To add a transition between 2 registers in your presentation click on then on "Add video transition" and select the transition you want. Clicking on **Insert in all the list** you will add the same transition after each register in the selected list.

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

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





Click to start the production.

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








5.2.2.4 Presentation script.

You can make a script showing the elements contained in a presentation to use it as a guide when showing your presentation, and as a method of sharing information



To do so, open a presentation and click on . You can select between showing notes and descriptors, just notes or just descriptors you can also choose to show or not your drawings. To make the script click on 

In the script you will see the notes and descriptors from your registers and also some more info which will help you when showing your presentation

Now all the icons in the script will be explain.

-  Minute of video when the register begins
-  Register length.
-  The registers is in slow motion.
-  The register contains an audio note.
-  The register is a .mp4 chapter.
-  Register's notes.
-  Register's descriptors.


By default the first frame of each register will be used as a thumbnail for de script. The first 5 drawings of the register will also be shown in the script.

To change the thumbnail in the script you can pause the video at the moment you want from the registers edition window in presentation, click on  and then on 

To use a drawing as a thumbnail for the script double click on the register from the presentation window, right click on the drawing you want to use and click on "use image as thumbnail for the script". In case of using a drawing as a thumbnail that drawing will not be shown in the drawings section of the script.

5.2.2.5 Consolidate a presentation.


With this tool you can make a video and export a presentation linked to that video. This way you will not need the original video from the analysis to share a presentation.

To consolidate a presentation click on  and choose "consolidate the selected list" or "consolidate presentation" finally select the folder where the video and the presentation will be saved.


When importing this presentation in any other Nacsport software you will be able to edit the registers as normal as they are linked to the exported video.

Note: You will not be able to make the registers longer but, you will be able to make them shorter.


5.2.2.6 Matrix from presentation.

Now you can make a data matrix from multiple lists and the same time. To do so, select the lists you want and click 

5.2.2.7 Notes and descriptors searcher from presentations.

Clicking on  you will make a search by notes or descriptors in the selected list of a presentation.

5.2.2.8 Dashboards from presentations.

Now you can open a dashboard based on the registers in a list from a presentation. To do so select the list you wan and click on  from the presentation window. You can also open a dashboard while showing the presentation.

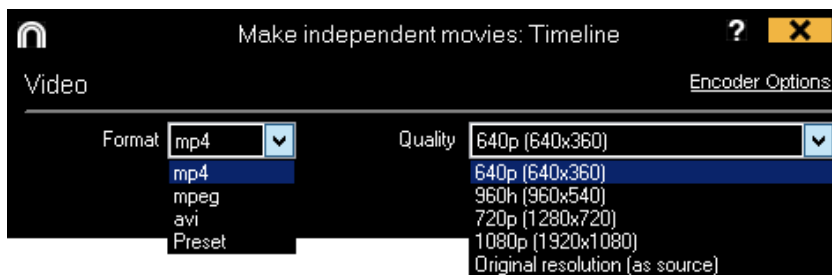
5.2.3 Make a video

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

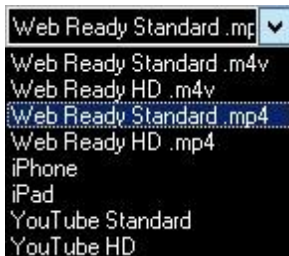


2- Select output format and quality you want and click



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.

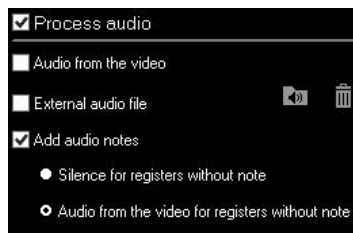


To upload a video to Sharing select **Send to Sharing**

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 add an external audio file to the video click

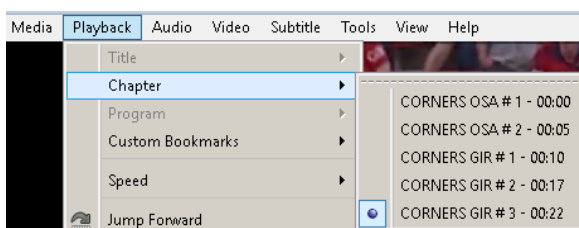


And then click and choose the file you want

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

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

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



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




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

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

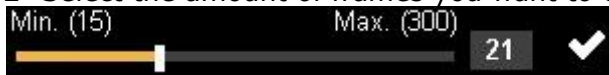
3- Type the name on the file you are going to produce a click on **Save**.


5.2.4 Frame maker


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


1- Select a register and click on .


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




Click  to draw in current frame

Click  to save the actual image a .jpg file.


Click  to save all images as .jpg files.

Click  to play all the images.


Click  to produce a video with all the extracted images.


5.2.5 Compare actions



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


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






You can draw by clicking .

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

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

To see the videos on full screen, click .

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.

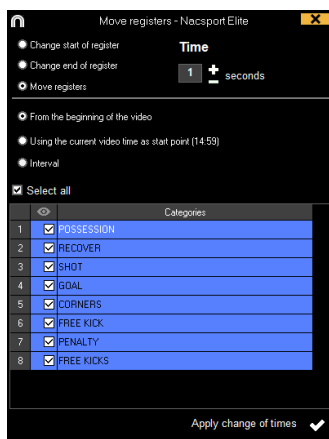
To compare two actions by overlapping them instead of having one next to the other, click on . Clicking on  from the comparison window you can make a video showing the overlapped actions. The exported video will not contain any drawing.

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

5.2.6 Synchronize Timeline

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

To open the tool, click

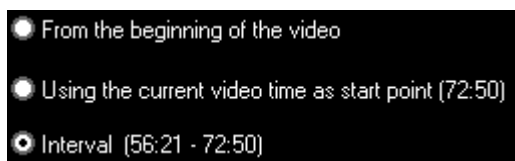


Look in the list for the categories you want to move and chose what you want to modify (beginning or end of a register, or moving the time of a register) and then



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

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

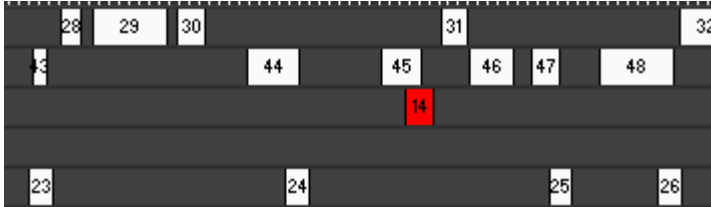


Click on to make the changes.

Anchor register.

With this tool you can use a register as a reference to synchronise your analysis.

To do so, select the register you will use as a reference while keeping pressed the Alt key. The reference register will be in red colour in the Timeline.



Now go to the moment of the video that corresponds to the moment in which the reference register should be and press Ctrl+A to synchronise the analysis

Note: In case any registers is set out of the total vieo time, it will not be deleted, but it will not show any action in the video when selecting it.

5.2.7 Drawing tool

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

To make a draw click

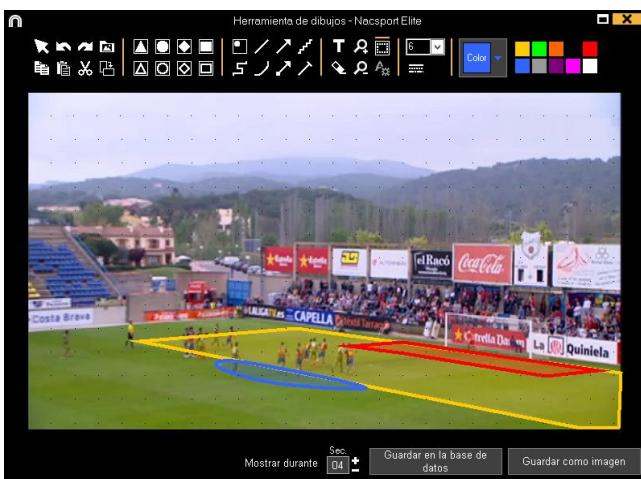


To undo or redo a draw click or respectively.

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

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

To break a form click on



To save the draw as a .jpg file click

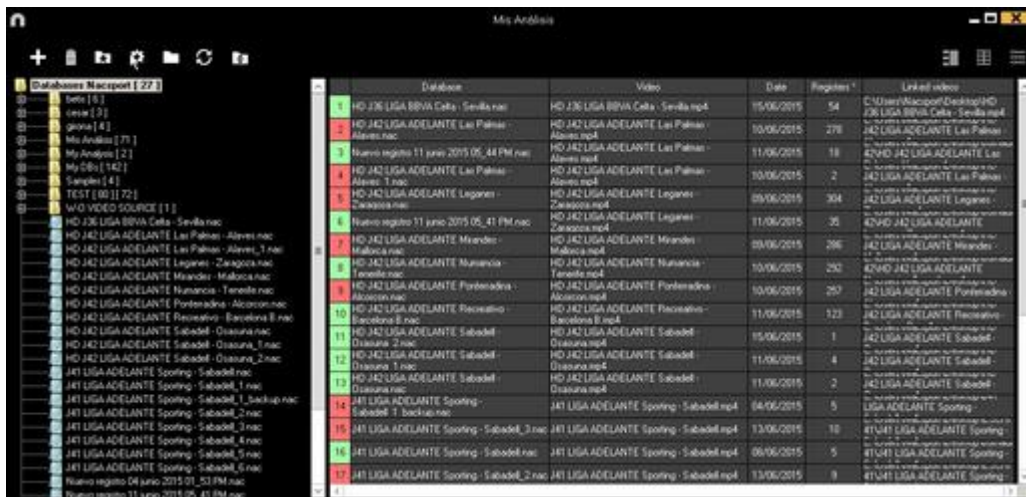
If you want your drawing to appear in presentation and videos, click **Save in the database**. Drawing will be shown for 5 seconds by default.



5.2.8 Open a database in the Timeline

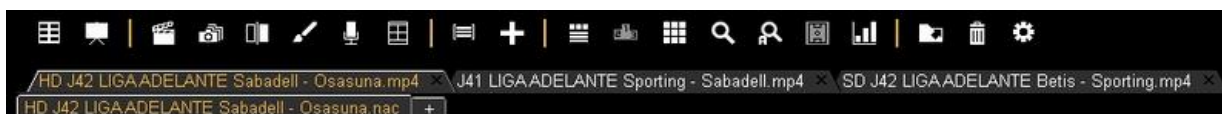
With this tool you can work with as many databases as you want in a single timeline. This allows to make presentations and videos of several events.

To add a database, click



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

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




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




5.2.9 Register properties window

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


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




To modify a drawing, click .



To add a picture to the register, click on .

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

To add an audio note click  (see 5.2.17)

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

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

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

5.2.10 Data matrix

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

To access to the data matrix, click



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

- Show by Categories
- Show by Descriptors

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

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

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

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

- Save as a picture
- Print
- Export Excel

Clicking on you can show the datamatrix from an specific time gap of the event.

To make a new row from datamatrix result select any intersection and then click on

This way you can see the relation between two descriptors in a single category

Example:

To know how many shots on goal where from out of the area select the intersection **SHOTS – On goal** and make a new category.

Now you can look for the intersection **Shots on goal – Out of the area** to see the shots on goal from out of the area



Simple data matrix:

Multiple data matrix:

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

To show the total amount of categories/descriptors click on **Show totals**
Data matrix from presentation's list

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

Open a presentation

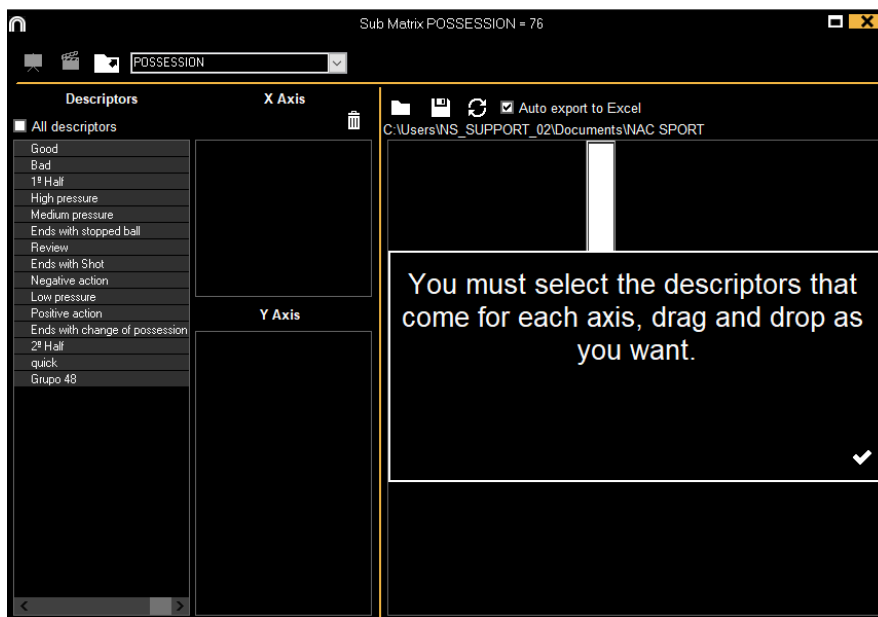
Select a list and click



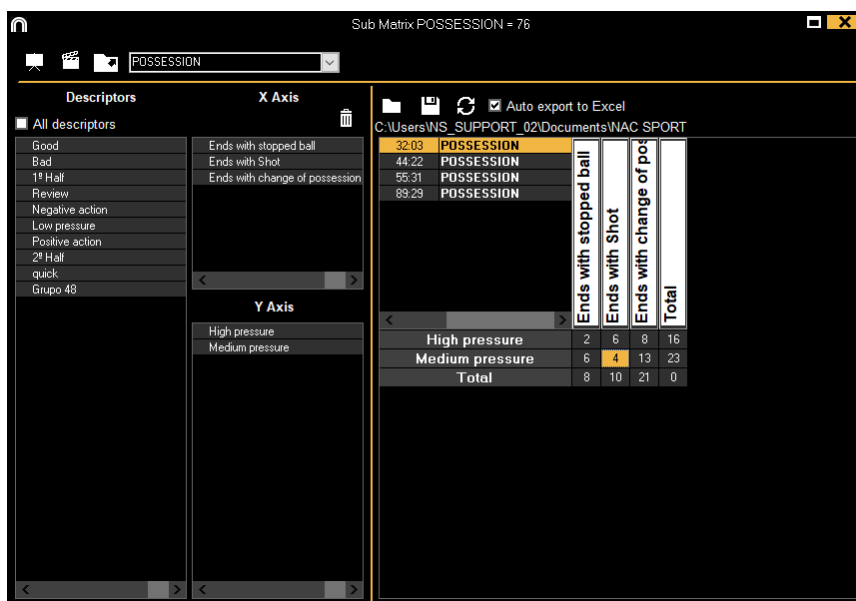
Submatrix

The submatrix will allow you reviewing the in depth relation between several descriptors in a single category. To open a submatrix first you have to open a data matrix and then select the category you want to work with. Double click on the category or selecting it and clicking on will open the submatrix.

Example: From the Shot category you will be able to relate the success descriptors (on goal/out of goal) with the player descriptors in or the gen a matrix showing the total amount of on goal and out of goal shots by players.




From this window you just have to drag the descriptors you want to the axis in order to make the submatrix.





Click on to send the register to a presentation.


Click on to make a video with the selected registers.



You can export the data in the submatrix to Excel or as an external picture by clicking on . Enabling the option "auto export as Excel" will automatically export the data as soon as you open a submatrix.

Clicking on  you can open any previously saved submatrix

Clicking on  you will save the actual axis order


Clicking on  will refresh the data in the submatrix

From the dropdown menu on the upper part of the window you can select a new category to work with in the submatrix.

Note: The submatrix will only show as available those descriptors related to the category selected. This means in case a descriptor was never registered in the category it won't show as available though it can be registered in a different category. In order to see every descriptor in your analysis you can enable the option "see all descriptors"

Combination of descriptors in the data matrix

With this tool you can filter your actions by using a combination of several descriptors from your data matrix. This will allow you to filter your actions in a much deeper way.

To do so, open a data matrix and click on 



Now keep pressing the Alt key and click on the descriptors you want to combine

From the upper box you can select the relation between the descriptors by clicking on the button between the descriptors

The possible relations are:

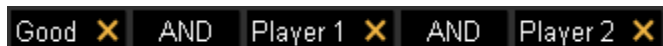
AND: Both descriptors are in the same action at the same time.

NOT: The descriptors are not in the same action at the same time

OR: The action contains one of the descriptors, the other or both descriptors at the same time.

Example:

To get all the good actions in which Player 1 and Player 2 were together:




To get all the good actions from the 1st quarter in which Player 1 wasn't playing:





To get all the good actions by player 1 during the 1st quarter and all the good actions by player 1 during the 2nd quarter:




This option excludes the actions that happened during the 3rd and 4th quarters





Clicking on  you will make a new descriptor that will be added to all the actions which agree to the combination criteria you selected. This new descriptor will be shown as the last descriptor in the matrix


You can set a specific name for the new descriptor from the "Nickname" box.


To save the combination criteria, click on  and set a name for the file. You can open any saved criteria by clicking on 

To delete the set criteria click on 


5.2.11 Timeline options

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

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

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

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



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

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

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

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

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



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

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

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

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

Follow these steps:

- 1- Click  icon and select **Add database (from the same video)**.
- 2- Select a database and click **Open**.
- 3- Select the categories you want to add to the actual analysis and click on . The registers from this database will be automatically added to previously opened analysis.

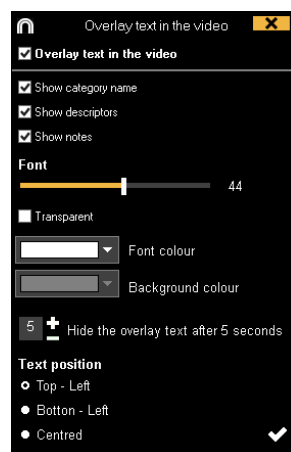
Hide/show TimeLine: From the Timeline's options menu, select **Hide Timeline**.

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

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

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

Overlay information on the video (notes and descriptors): To show text directly over the video right button click on the video window and select "Overlay text in video". Now select the options you want.



Note: The final videos will NOT have overlay text

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.

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.

Delete descriptors: To delete all the descriptors from each register in a category, select the category you want and press Alt+D

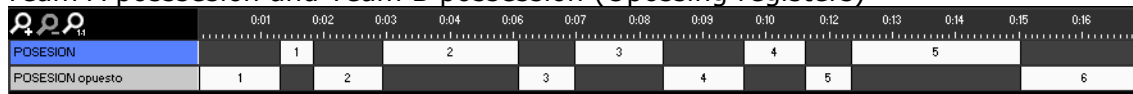
Make opposing registers: To make a new category with opposing register to those contained by a category select the original category and press on Shift+O

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

Team A possession

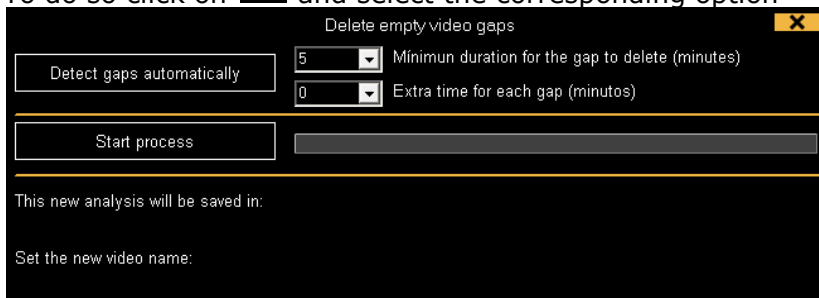


Team A possession and Team B possession (Opposing registers)



Remove unused footage: With this option you can make a video linked to an analysis using just the real play time from the original video.

To do so click on and select the corresponding option



Select the time gap you will consider for useless video and click on


Detect gaps automatically


Example: Setting a 5 minutes gap. Any fragment where there are 5 or more minutes between the end of a register and the beginning of the next one will be considered useless video.

Start process

Finally click on

This will make a new video and a new analysis with just the useful video for that event. The registers of the new analysis will be automatically linked to the new video

Continuous playback of a category: You can watch all the registers of a category in a continuous 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

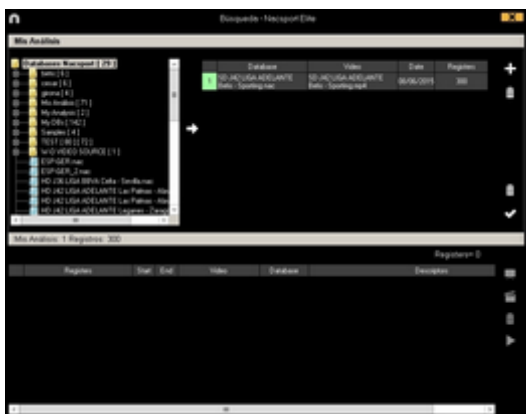
Timeline colour options: From the Timeline options menu you can choose any of the 6 styles.

5.2.12 Actions searcher

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

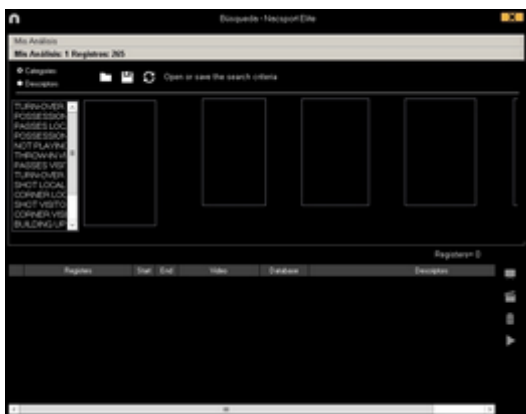
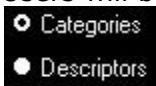
The search can be done from one only match or whole season, without limits.

To access to actions searcher, click



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

Users will be able to search actions in categories or descriptors by selecting



To add registers to a presentation click or push key **3** if there is a presentation already opened.

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

To see selected register, click .

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

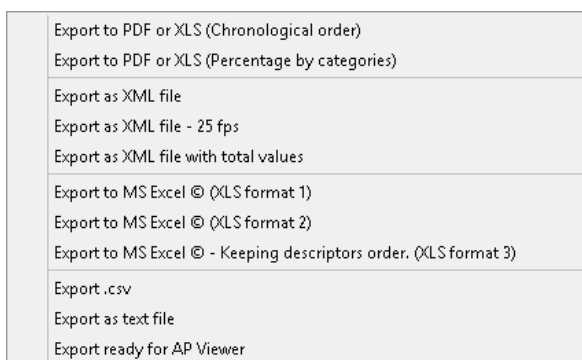


5.2.13 Export

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

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

To export, click and select desired option



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



You can export a .csv file showing the click time reference of the every register. This will allow you to link the registers with the data provided by a gps device.

To do so click on and select **Export .csv - System clock**

Exported file

```
'11:05:28', '11:05:28', '11:05:45', 'ATTACK', 'Mid press,Ends as a possession change'
'11:05:42', '11:05:47', '11:06:02', 'LOST', 'Steal'
'11:05:48', '11:05:51', '11:06:07', 'DEFENSE', 'Mid press,Ends as a shot'
```

Notes: The time shown corresponds to the time on the PC at the moment the register was done.

In order to get real data you have to make a real time analysis.

5.2.14 Access to the moment a descriptor appears

In **Timeline**:

1-Click Show descriptors

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

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

5	NOT PLAYING	03:17	03
7	POSESSION LOCAL	03:26	03
4	2 POINTS SHOT LOCAL	03:34	03
6	NOT PLAYING	03:41	03

4- Click the descriptor to be viewed.

Centre	03:39
2 POINTS MADE LOCAL	03:39
1st Q	03:39

In **Data Matrix**:

1- Click Show descriptors .

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

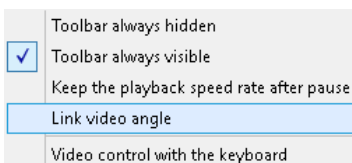
3- Click the descriptor to be viewed.

03:23:00	POSESSION VISITOF Pass
03:23:00	POSESSION VISITOF Pass

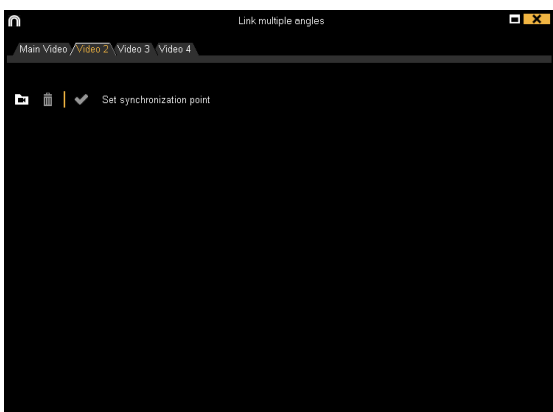


5.2.15 Link different videos to a single database

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



Then select the tab where you want to add the video and click on



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

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




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

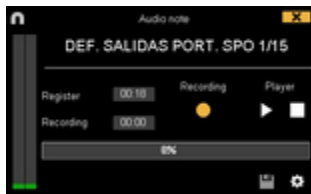
To add the mosaic view to a presentation press ctrl+3




5.2.16 Make an audio note


1- From Timeline:

- a) Select a register in Timeline.
- b) Click .




- c) Click **Start recording.**
- d) Once the recording is finished, so as to save audio note, click .


2- From the register properties window:

- a) In Timeline register block, double click a register.
- b) In **Audio Notes** section, click .




- c) Click **Start recording.**
- d) Once the recording is finished, so as to save audio note, click .

3- From presentations:

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

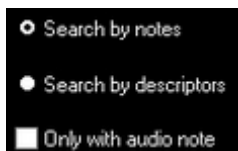


- c) Click **Start recording.**
- d) Once the recording is finished, so as to save audio note, click .

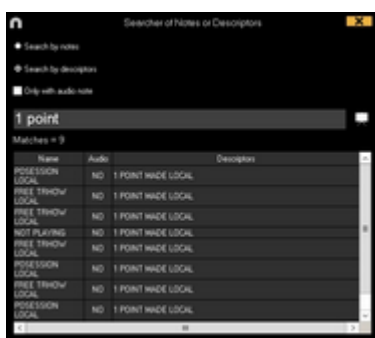
5.2.17 Notes and descriptors' searcher

a) In the Timeline click icon.

b) Choose between making a search by notes or descriptors.

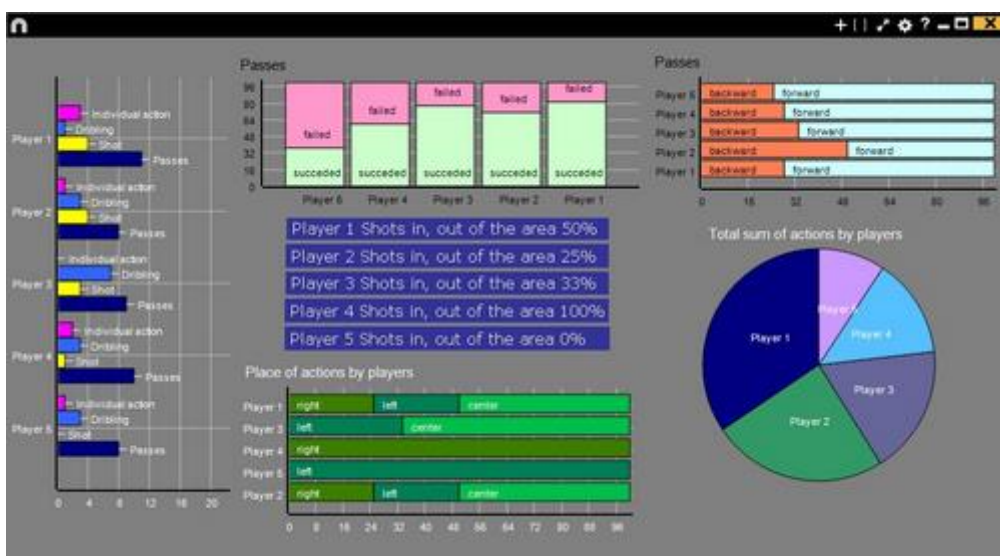


c) Type the text you want to search. While you type the number of coincidences will be shown.



You can order the results by category name clicking on Order by name

5.2.18 Dashboards



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

5.2.18.1 Make a dashboard

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

1. Charts

To add a vertical or horizontal scrollbar to a dashboard click on and select the option you want. To keep a fixed window size click on Lock window size

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

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

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

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

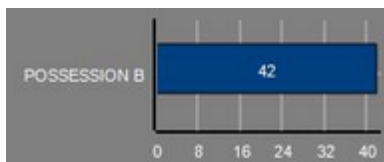
Now you can modify the size and position of an item and this will modify the rest of items of the same kind (charts, data labels, text labels and time labels). If you delete an item all the selected items will be deleted.

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`

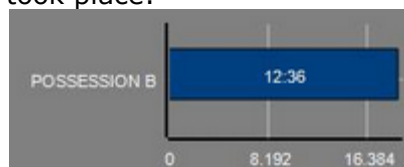


To lock any element in the dashboard right click and choose the option you want. To show the amount of time during an action took place instead of the amount of action happened click on Values in time mode

Amount of actions happened:



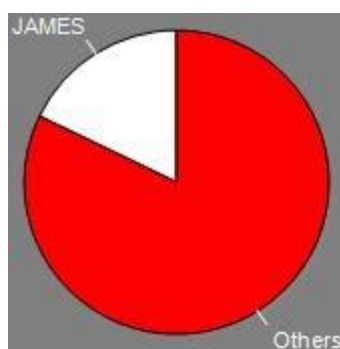
Amount of time during the actions took place:



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 and set a name for the label, to change the colour of the label click this label shows only text and can be use to organize the dashboard

To make a time label click on and set a name for the label, to change the colour of the label click , this label shows a timer which is the time of the actual video .

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

Example:

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

to change the colour of the label click

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

Label without nickname:

Label with nickname:

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:

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
On target= 20%

Absolute value
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.

Example:

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

Alarm 1:



Alarm 2:



Alarm 3:



Calculation for data labels

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

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

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

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

Example:

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

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

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

	Operation	Value	Result
	x	2	= 0

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

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

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

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

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

Total scored points = 83

Context label.

With this option you can make a label showing data according to the context of the analysis.

To do so, right mouse click on the background of the dashboard and select "Context label" and select the context you want to use.

The context label will automatically refresh with any new analysis.

Game 1:			Game 2:		
Weather conditions	Type of surface	Game	Weather conditions	Type of surface	Game
Cloud	Grass	11	Sunny	mud	12

You can edit the context of an analysis from any dashboard by right mouse clicking on the background and selecting "Context label" then selecting "Edit context"

Chart from data label values.

With this option you can show the graphical representations of the values generated by a data label. This will allow having more specific and deeper charts.

To do so, you just have to make a new chart and then set the option **Data label**. You will automatically see a list containing all the data labels in the dashboard. Selecting any of them will show its value in the chart.

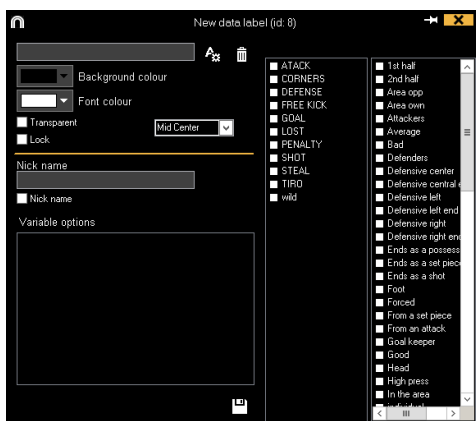
Note: This option is only available for bar and pie charts.

Variable label.

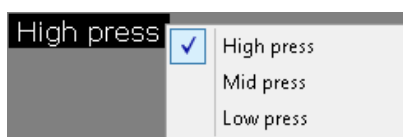
With this option you can make a label which will modify a variable involved in any chart or data label in your dashboard. To do so you first have to make a group containing all the related variables.

Right click on the dashboard and select "Variable label".

Select the category or descriptor you want as a base for the variable label. By default all categories or descriptors in the same group of the selected category or descriptor will be selected.



To change the variable click on the Variable label and select the one you want, this way all the labels or charts with the original variable will change into the selected one.



By right button clicking on any label or chart and selecting **Lock the variable change** you will block that label or chart against the variable change, so it will always show the same information.

Variable change pictures.

When adding a picture to a dashboard you can link it to a category or descriptor. This will allow using a variable label to modify not only the values of the charts and labels but also the picture shown.

Example: In a player statistics dashboard, when using a variable label to change to a different player the statistics will change and a picture of the new player will be shown.

To do so, you just have to add a picture and then select the category or descriptor you want to link to it.



Now when using a variable label which affects the category or descriptor selected, the corresponding picture will be automatically shown and the rest of picture will hide.

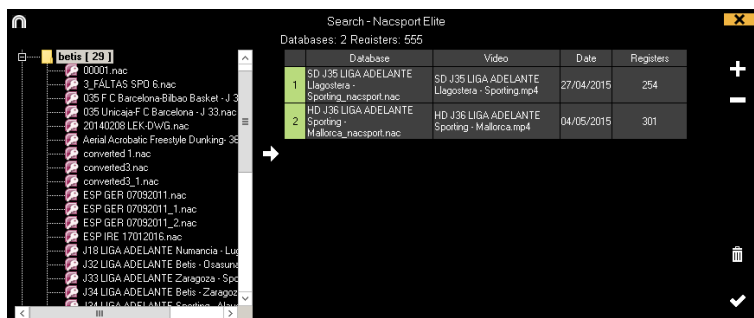
If no category or descriptor is selected for the added picture, it will be shown constantly and will never be affected by any variable change.

Clicking on you can select any picture and change its linked category or descriptor.

Multiple dashboards from Timeline

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

To do so click on . If you want to add another analysis you can do it by clicking on , selecting the analysis you want, clicking on , and finally on .



You can hide one or more analysis when having a multiple dashboard. To do so uncheck the analysis you want and click on



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

Edit registers properties

You can edit registers 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

Reorder the preview.

When opening a dashboard from multiple databases and clicking on any bar, section or label you can select the order in which the registers will be shown.

To change the order in which the registers are shown click on Order by analysis name (.nac). Now the registers will be shown in chronological order by analysis.

Chronological order:

<input type="checkbox"/> Order by analysis name (.nac)	<input type="checkbox"/> Maximize the window when opening			
1	7 Mts opp	09:21:17	09:24:39	1st h
2	7 Mts opp	14:25:19	14:29:44	Up ri
3	7 Mts opp	21:15:04	21:21:12	1st h
4	7 Mts opp	27:38:31	27:43:04	1st h
5	7 Mts opp	33:58:40	34:01:48	Dow
6	7 Mts opp	35:13:03	35:20:10	1st h
7	7 Mts opp	73:22:15	73:30:44	2nd l

By analysis order:

<input checked="" type="checkbox"/> Order by analysis name (.nac)	<input type="checkbox"/> Maximize the window when opening			
4	7 Mts opp	27:38:31	27:43:04	1st h
6	7 Mts opp	35:13:03	35:20:10	1st h
7	7 Mts opp	73:22:15	73:30:44	2nd l
3	7 Mts opp	21:15:04	21:21:12	1st h
1	7 Mts opp	09:21:17	09:24:39	1st h
2	7 Mts opp	14:25:19	14:29:44	Up ri
5	7 Mts opp	33:58:40	34:01:48	Dow

Labels from Descriptor calculator.

You can make a data label based on the result of a Descriptor calculator search. To do so do a Descriptor calculator search in the timeline and save the criteria used. From a Dashboard, right click on the background, choose "Descriptor calculator label" and select the criteria you want to set the new data label.

Dashboard backup.

Clicking on from the dashboard window you can open or make a backup from your dahsboards. Clicking on Create backup you will create a new backup which will save the actual configuration of all your dashboards. If you select any backup from the list below and click on Restore backup you will open the backup, getting access to the previous configuration of your dashboards.

Note: When you delete multiple ítems at the same time, a new backup will be automatically created



Associate datalabels to a specific row order in Timeline.

With this option you can make a datalabel based on the order of the categories in the Timeline, ignoring the name of the category.

To do so you have to make a new datalabel and click on Now you have to select the row you wish to use and any descriptors you want to add.

Clicking on **Auto create all** you will automatically make a label for each row in combination to the selected descriptors.

Example: Having a template for the individual analysis of player, you will order the datamatrix to always show the same order (for example Defenders, Mid fielders, Attackers)

When making the datalabel by rows, this will always show the data of the players by group.

Player 1 = 29
Player 2 = 73
Player 3 = 24
Player 4 = 2
Player 5 = 2
Player 6 = 1
Player 7 = 3
Player 8 = 0
Player 9 = 27
Player 10 = 13
Player 11 = 24

In a new game the players changed, but the order of the groups remains. This will allow a dashboard to show the data of a new analysis without any modification to it.

In the first game the first row was for Player 1. In the second game the first row is for Player A.

Game 1	Game 2	Game 3
Player 1 = 29	Player A = 29	Player A = 29
Player 2 = 73	Player B = 73	Player 2 = 73
Player 3 = 24	Player C = 24	Player 3 = 24
Player 4 = 2	Player D = 2	Player D = 2
Player 5 = 2	Player E = 2	Player 5 = 2
Player 6 = 1	Player F = 1	Player 6 = 1
Player 7 = 3	Player G = 3	Player 7 = 3
Player 8 = 0	Player H = 0	Player 8 = 0
Player 9 = 27	Player I = 27	Player I = 27
Player 10 = 13	Player J = 13	Player O = 13
Player 11 = 24	Player K = 24	Player P = 24

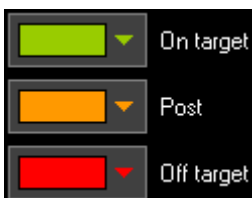


Label for the last 5 actions.

This datalabel will show the result of the last 5 registers of a category depending on up to 3 different descriptors.

To do so you have to right click on the background of the dashboard and select "last 5 actions" Now select the category you want and then the descriptors.

The name of the descriptor will automatically appear next to a colour box. This will be the colour the datalabel will show when combined with the category.



When saving the datalabel it will make 5 different datalabels. These will show the last 5 registers of the selected category and will modify its colour depending on the added descriptor.

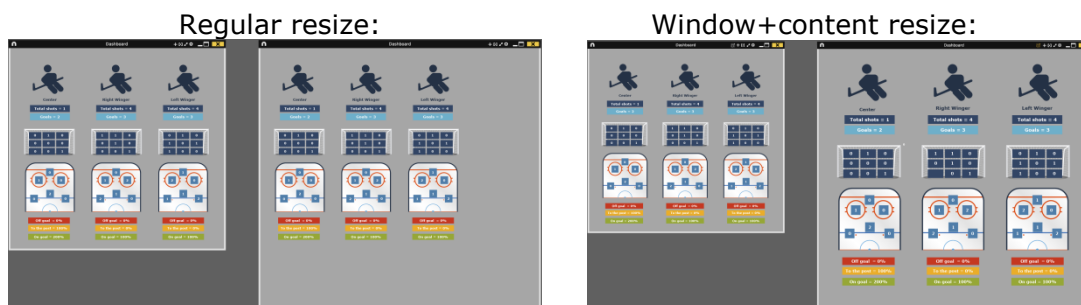


Resize dashboard content.

With this option you can modify the size of the dashboard window and all the objects in it.

To do so click on and change the size of the window.

Now all the object keep the same size ratio they had before.



The graphical descriptor in the Dashboard


You can add a graphical descriptor to a dashboard by right clicking on the background of the dashboard and selecting the corresponding option.

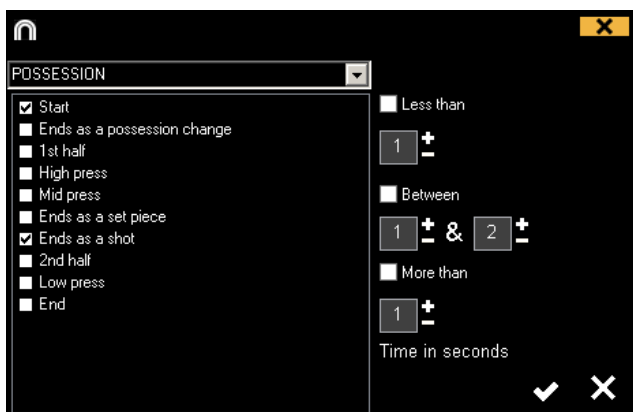
Now you have to select the categories and descriptors you want to use. The reference spots shown will correspond to the selected options.

For example, to show a graphical descriptor which only contains shots on goal you should select the category SHOT and the descriptor ON GOAL. This way the graphical descriptor will only show those spots which correspond to the selected combination.



5.2.19 Descriptor calculator

With this tool you can find those registers attending to a specific condition related to their time.

To do so select the category you want and click on 



Now select the descriptor you want to use as a base for the search. The “begin” and “end” option means the moment the register begins and ends. Select the value you want and finally select the condition.



Example: To know the amount of **Attacks** in where a **Shot** happened in less than 10 seconds after the beginning of the attack select the **Attack** category, click on  select **Begin** and **Shot**, set a 10 seconds time and click on . Now all the **Attacks** in which there were a **Shot** in less than 10 seconds from the beginning will have a new descriptor which will allow you to find them in the datamatrix.

You will also be able to make a new category with the registers you searched by clicking on  **Make a new row with the results**

To add a nickname to the search result type the nickname you want in the

Nick name

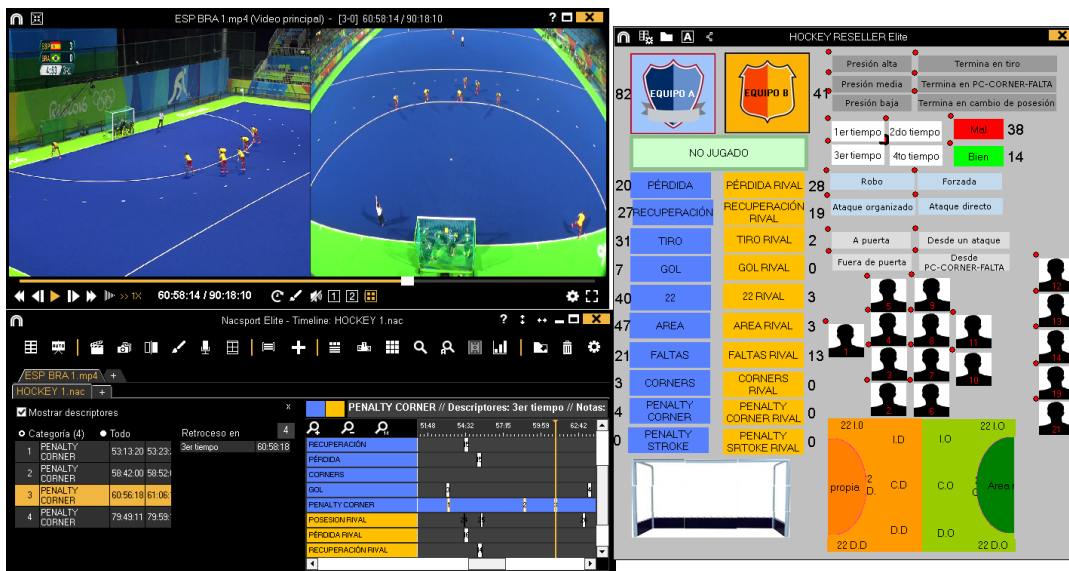
text box next to the rule you want to use for the search. The final category will have its original name plus the nickname.

To save a search criteria for a Descriptor calculator you must set the criteria you want and then click on  clicking on  you will save the name for the criteria.

The saved criteria will be shown, so you can reuse them whenever you want

5.2.20 Open a template in timeline

With this option you will be able to edit your registers in faster and easier way. To open a button template in timeline click on and select the corresponding option.



Now you can add categories by clicking on them in the button template at the moment you want.

To add descriptor to already existing registers, select the register you want to add descriptors to and then click on the descriptors you want to add to the selected registers. To add descriptors to multiple registers at once, select the registers you want by keeping pressed the Ctrl key and then click on the descriptor you want.

Note: Descriptors will be added at the moment the video shows when clicking on them. In case of adding a descriptor out of the registers time it will be added at the end of the register.

Note: Buttons shortcuts 1, 2 and 3 keys will not work when the using the buttons template in timeline



5.2.21 Data patterns.

With this tool you can find patterns that are repeated in an analysis in order to understand in a better way how an event evolves.

To do so, click on  in the timeline



Now you can set the conditions the patterns have to fulfill.

In the first place you have to select the minimum amount of repetition to consider a coincidence as a pattern. You also have to select the minimum amount of descriptor the actions have to meet.



You can do this from the menu

Setting an 8 value for repetitions will only show those patterns which are repeated 8 or more times

Setting a 3 value for depth will only show those patterns which contain 3 or more descriptors.

Both conditions must be fulfilled in order to show a pattern. All the descriptors must be in the same order on every action.


Clicking on **Ignore descriptors order** the descriptors order will no be taken in account.



To do a deeper filter you can use the option **Filter by category** in combination with **With the category** to focus on a specific category. **Before category** for actions happening just after the selected category. **After category** for actions happening just before the selected category.

Lastly, you can specify descriptor you want to include or exclude from the patterns search from the menu **With descriptor** **Without descriptor**

To see the registers in a pattern, click on any of the results. You can send any register to a presentation by pressing the 3 key.



You can teach the software how to react to certain patterns. This way you can ignore patterns which don't give useful information. You can also set a pattern as an important pattern. To do so, you have to right mouse click on any of the results.

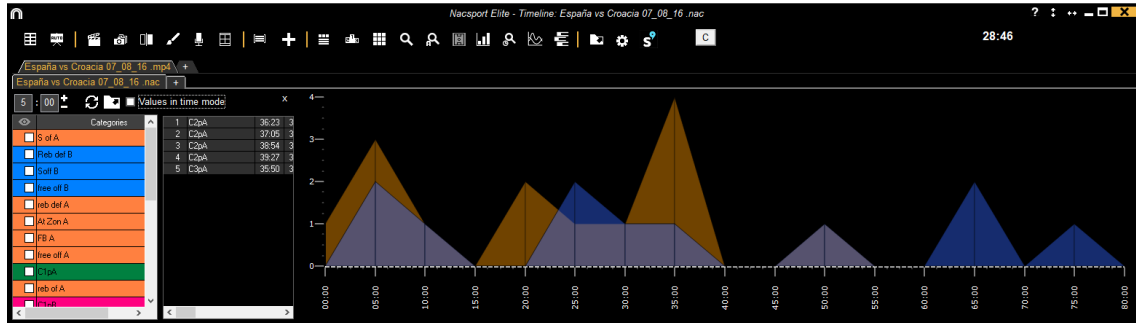
Setting a pattern as irrelevant will totally ignore that patten in future searches. You can see your irrelevant patters from the proper tap. To re include the patter in future searches, select the pattern and click on .

Setting a pattern as relevant and giving it an alias, will make this pattern to be automatically searched in future analyses. You can consult the relevant patterns in the proper window. Clicking on  will add a descriptor with the alias of the patterns to all the registers in it, so you will be able to find those registers with any of the filtering tools. To do a search based on your relevant patterns click on . Clicking on **Search for relevant patterns automatically** you will force the search of the patterns every time a new analysis is open. Checking "Auto add nickname" will automatically add the descriptor to the registers in that pattern.


5.2.22 Category frequency chart.

With this tool you can see a graphical representation of the amount of actions by category happened during an event, and even compare them.

To do so, click on , select the categories you want to add to the chart and then on .



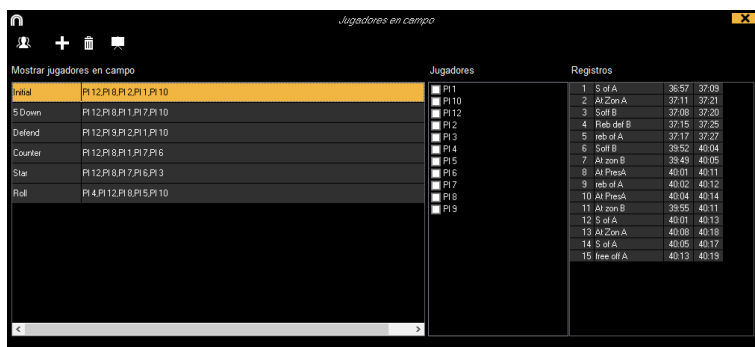
By clicking on any of the areas in the chart you will see the actions happened at that moment.

You can modify the time interval by setting the want you want on .

You can show value my duration of the action in an interval by clicking on Values in time mode

5.2.23 Player connections.

To check the actions made by a specific group of players click on the options icon from the timeline, and then select "show players connections"



You can see the actions made by a group of players by clicking on the name of the group and then clicking on the action you want to see.

You can filter actions made by specific player and see in which group they were by clicking on the name of the player.

You can also make a subgroup of players, selecting the player you want and clicking on . This subgroup will be automatically added in future analyses.


You can show/hide the subgroups by clicking on

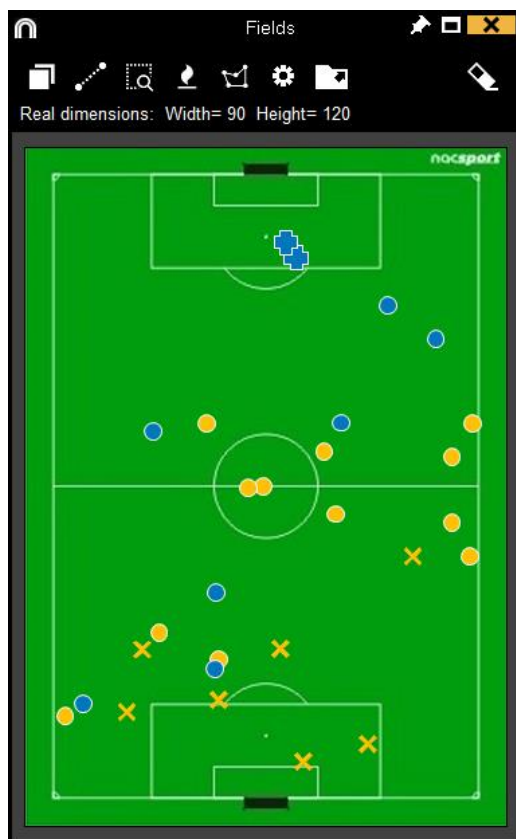
Double clicking on the name of a group or subgroup you can change its name. This change will be kept for future analyses.

You can add any action to a presentation by clicking on the proper icon or pressing the 3 key.




5.2.24 Graphical descriptors


From the Timeline you can click on  to open the graphic descriptors of your analysis.





By default the graphic descriptor will show the figures of all the selected registers.


You can show/hide the graphic descriptor zones by clicking on .


In case of having several graphic descriptors to a single register, you can see the direction the action took by clicking on . If you place your mouse over any spot you will see the distance and speed between that spot and the next. This calculation will be made according to the field measurements.

The icon  will activate the area searcher. Now you can select an area by dragging your mouse over any part of the field or pitch. This will show just the actions happened in that specific area. This allows you to make much more specific searches in comparison to just looking at the zones made in the graphic descriptor.

By clicking on  you will make a heat map with all the actions being showed at that moment. You can make as many heat maps as you want to see the most active parts of the field or pitch. You can select the heat maps to be shown by clicking on the icon and then on the heat maps you want.

To show the occupied surface of the registers being shown click on .

You can modify the size of the figures by clicking on 

Click on  to export the graphic descriptors as a picture. You can use this for an external report or you can also add it to your registers or presentations.

If you have several graphic descriptors in a single template, you can navigate through them by using the tabs on the top.

Holding the Ctrl key and using your mouse wheel, you can zoom into the graphical descriptor.

Holding the Ctrl key and moving your mouse over the registers in timeline, you will be able to see their corresponding reference spots without changing the actions shown in the video.

You can move the reference spot, to adjust them with more precision, just by selecting and dragging them while holding Shift+Ctrl.

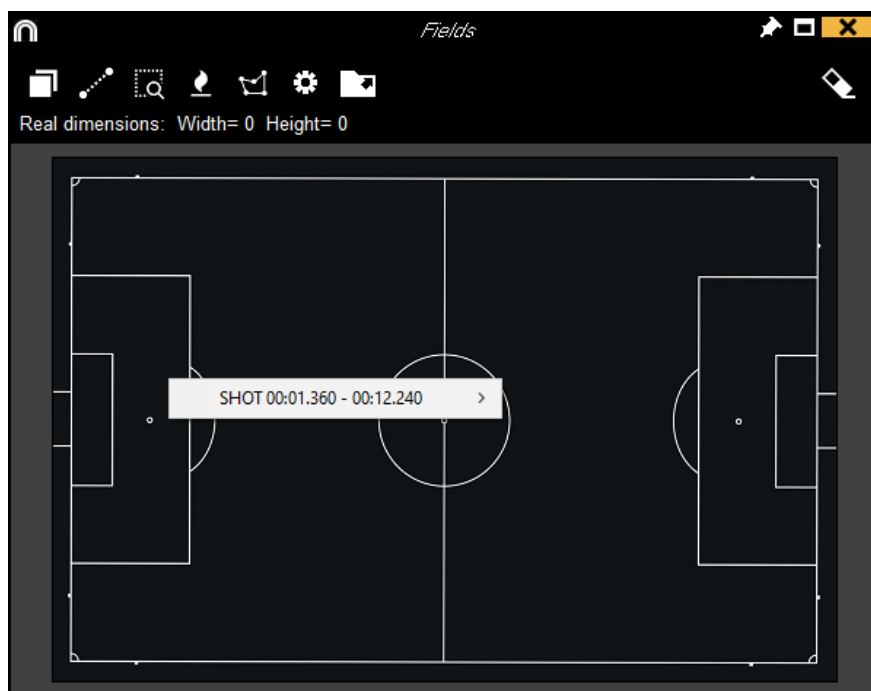
By double clicking on the background of the graphical descriptor you will hide the reference spots being shown.

Right clicking on any spot will allow you to delete it.

Edit reference spots in a graphical descriptor.

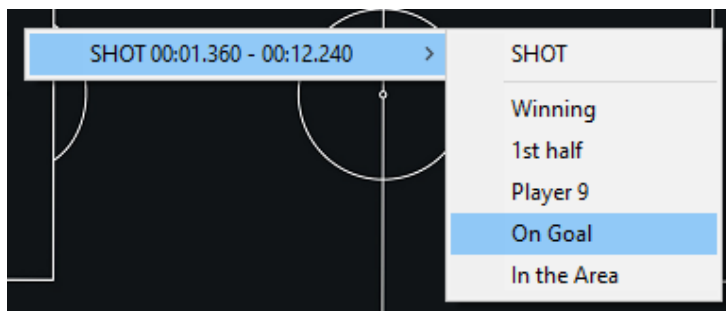
This option will let you set new reference spots directly in the Timeline, which is especially useful to correct mistakes as well as to add extra information.

To do so you have to open the graphical descriptor window and then select a specific register. When right clicking on any part of the graphical descriptor an option to add a spot will show up.



Clicking directly on the name of the category will add a spot in the selected place and in the actual time of the video.

In case the register had descriptors in it you will be able to use the descriptors shape and colour for the reference spot. You just have to set the mouse over the category name and then select the descriptor you want to use.



To delete a reference spot, select it and right click on it. Finally select the delete option.

Merge graphical descriptors.

When working with panels templates you may count with graphical descriptors on several different panels. This means when reviewing the info in the timeline the reference spots will be divided in several graphical descriptors.

This option will let you merge all the info in a single graphical descriptor to work in a much more comfortable way.

To do so you have to open the graphical descriptor in the timeline and select the graphical descriptors you want to merge. Then right click on one of them and select the corresponding option.

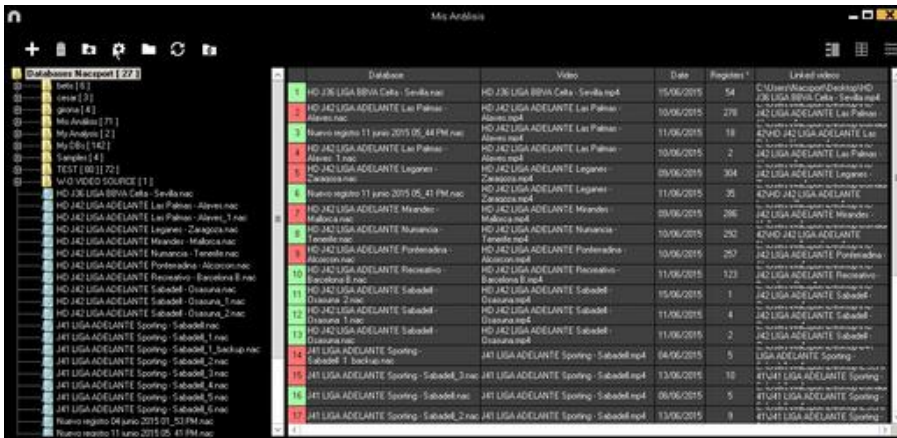
Linked graphs	#	#
Attack	1	4
Defense	1	

A new graphical descriptor will be automatically made and it will contain all the reference spots from the previously selected ones.

Note: The background picture from all the graphical descriptors must be exactly the same otherwise the reference spots will be shown on a wrong place after merging the graphical descriptors.

6. MY ANALYSIS

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




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





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



You can also:

Make subfolders: Click any folder and then click .

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

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

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

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

Open databases folder: Click  icon.


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


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

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

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 analysis 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 

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

7. TOOLS

7.1 Merge and convert video files	Page 145
7.2 Import/Export .XML Files	Page 146
7.3 Import databases from Tag&Go	Page 148
7.4 Import OPTA databases	Page 149
7.5- Quick merge videos from same source	Page 150
7.6- Quick merge videos from same source and analysis file (.nac)	Page 151
7.7 Import .TLcodes from GameBreaker / SportsCode	Page 152
7.8 Import databases from FIBA	Page153
7.9 WiFi import from Tag&View	Page 154
7.10 Import files from CSV de Dartfish, EasyTag, Synergy, Opta...	Page 155
7.11 Import .XML Files from InStat	Page 156

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:

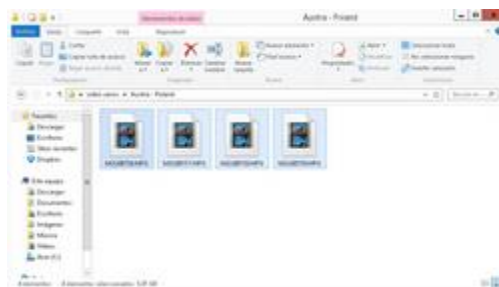
1- In the Nacsport main menu, click on **Tools**.

2- Click on **Convert MPEG-2 to .AVI**.



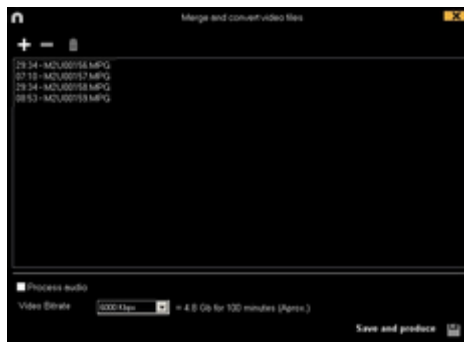
3- Click .

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.

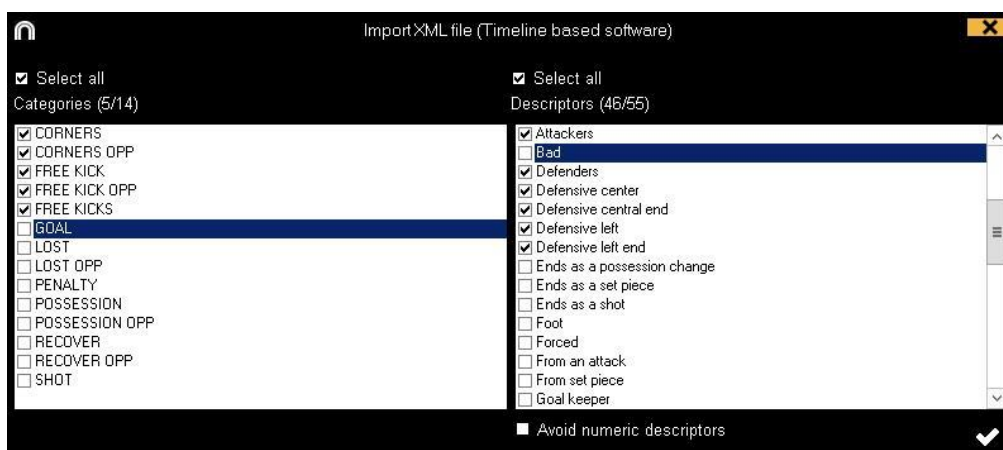


7.2 Import/Export .XML Files


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

- 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 files and open them.


After selecting the file you want to import, a new window will show allowing you to select what categories and descriptors will be imported.



Clicking on **Avoid numeric descriptors** you will automatically deselect all the descriptors containing just numeric values. This means the descriptor name does not contain any letter, though it can contain symbols such as :, -, .,

- f) Select name and destination for the **.NAC Database** and click on **Save**.
- g) In the section 3, click .
- h) Select the video which you want to link with the **.NAC Database** and double click it.
- i) Click on **Open the Timeline**.

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


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

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




7.3 Import databases from Tag&Go


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

Click  and select database to import.

7.4 Import OPTA databases

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

Click  and select file to be imported

Click  and select video to be linked

Click 

7.5- Quick merge videos from same source

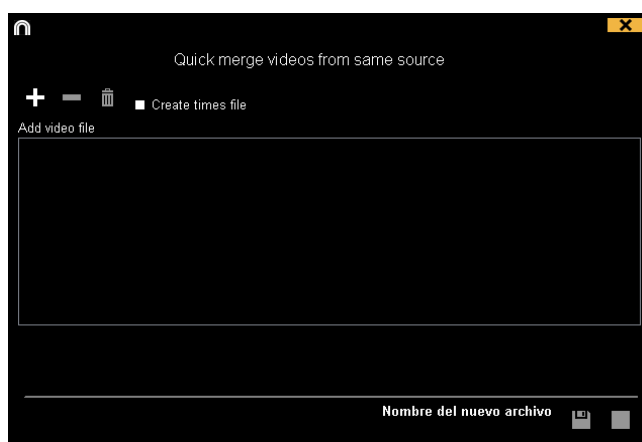
With this tool you can convert multiple video files into one video file in the same format of the original videos.


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

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


To use this tool, follow these steps:

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



- 3- Click on .

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

- 5- Click on .



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


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

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


To use this tool, follow these steps:

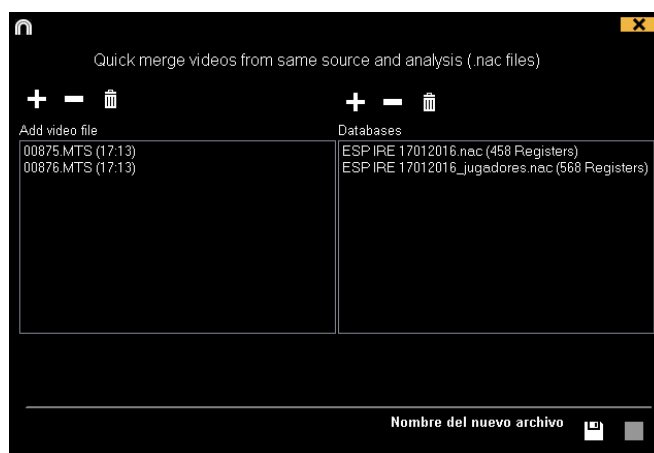
- 1- In the Nacsport main menu, click on **Tools**.
- 2- Click on **Quick merge videos from same source and analysis file**.



3- Click on .

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

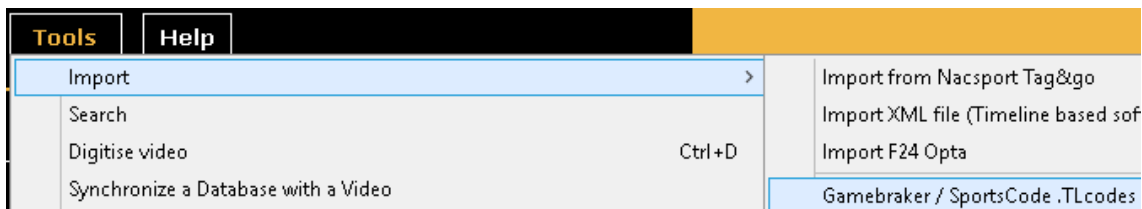
5- Click on .



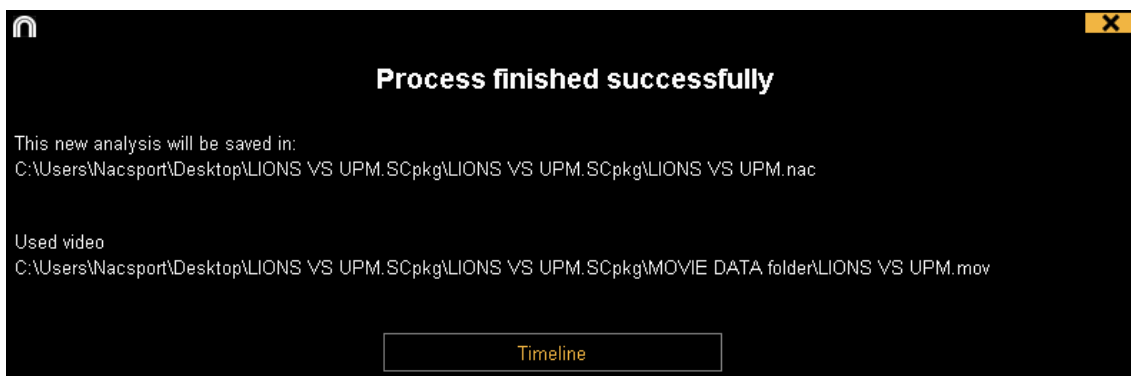
6- Enter a name and select a location for the video that will be generated

7.7 Import .TLcodes from GameBreaker / SportsCode

You can import the work you have done in SportsCode or GameBreaker into Nacsport keeping your information. To do so click on the Tools tab in the main menu, then on import and select the corresponding option.



Now look for the .TLcodes file you want to import and double click on it. It will be in the corresponding .SCpkg folder. Nacsport will automatically look for the video and link it to the newly made database.



To open the analysis and begin working click on **Timeline**


Imported files will be saved in "Nacsport imported" folder inside .SCpkg folder




7.8 Import databases from FIBA.

From the main menu click on Tools, then **import FIBA stats xml**.

Click on  and select the file to import


Click on  and set a name for the analysis



Click on  and select the video for the game.

7.9 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

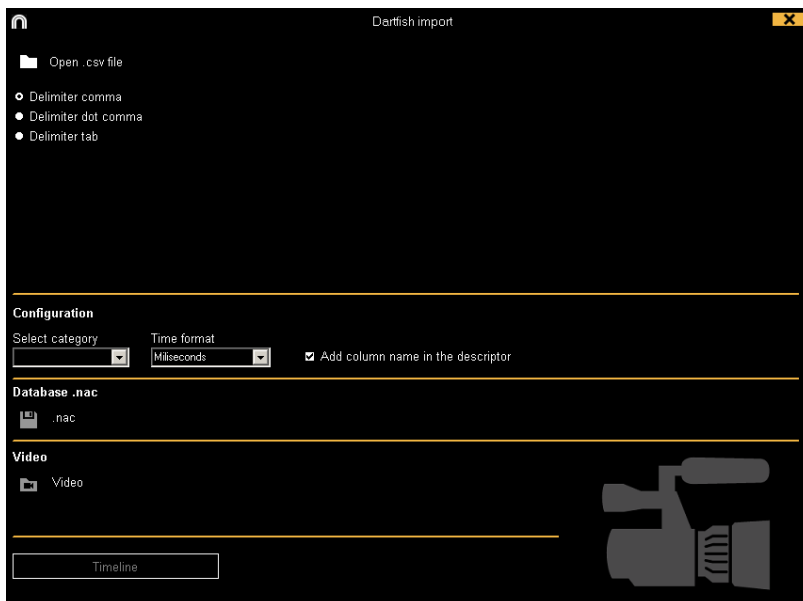
All the connected devices will automatically show up. Select the device you want and insert the PIN code you can see in your PC, finally tap on

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

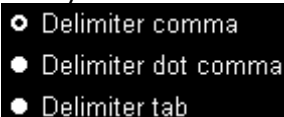
7.10 Import files from CSV de Dartfish, EasyTag, Synergy, Opta...

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




Click on  and select the file to import

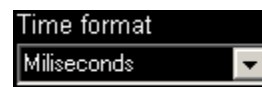
Now you have to select the kind of delimiter used for the .csv file



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 **Add column name in the descriptor** 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 **Timeline** to access the Timeline.

7.11 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	Page 158
8.2 Real time streaming	Page 159
8.3 General options	Page 163
8.4 Coach Station	Page 165
8.5 Twitter integration	Page 167
8.6 Update 6.0	Page 168



8.1 Import and export databases

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

Export:

You can use 2 different methods:

1.- From My documents folder

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

2.- From Nacsport databases

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

Import:

You can use 2 different methods:

1.- From My documents folder

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

2.- From Nacsport databases

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

8.2 Real time streaming

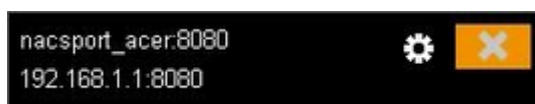
This tool allows you to stream in real time all the data you get while registering an event through a local network and into any device in that same network

Streaming from registering environment:

To do this click on  in the registers control window in the registering environment.

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

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



To change the streaming settings click on 



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

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

To start the data streaming automatically each time you start a new registering click on Start web server automatically

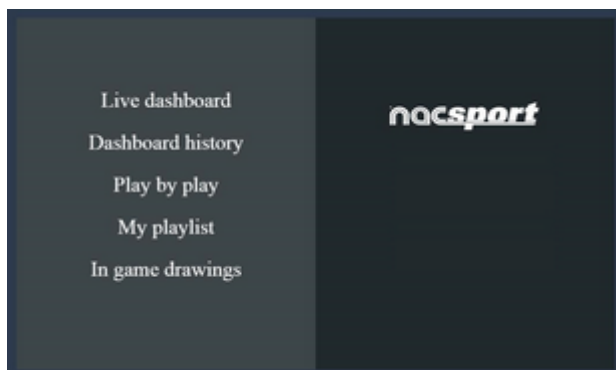
To create presentation's lists automatically with the registers you select in the devices receiving the streaming click on Make remote client list presentation files

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

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



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



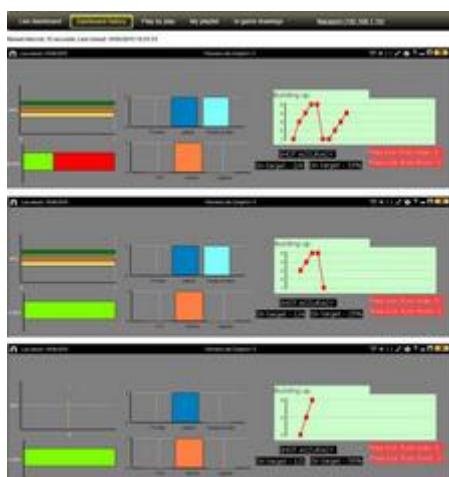
To see a dashboard in real time click/tap on "Live dashboard"3

In this environment you will see the actual view of the dashboard which is showing in the registering data PC



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

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



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





In this environment you can see all the actions registered in the event. To do this click/tap on ↓ to produce the action in the PC, then click/tap on ⊕ to see the action at you device.

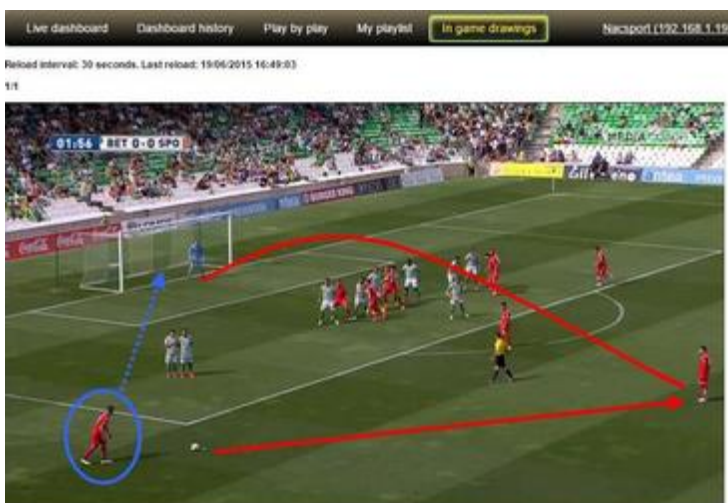
Clicking/taping on ☆ you will set that action as a favourite.

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




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


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



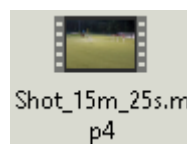
8.2.1 Save in the streaming PC the videos saw by the receiver device during a real time streaming.

With this option you can save a video file of the actions requested by any receiver device through the real time streaming option

To do so you have to set a folder to save the videos. From Nacsport's main menu click on "Tools" and then on "Options". Now select the tab **Web server**. In the lower part of the window click on  and select the folder to save the videos.

Now every time you click on  from the receiver device you will also make a video in the previously selected folder.

The name of the file will always show the name of the category and the time of the recording when it was made.



Note: If you use any shared folder (Dropbox, Hubic, Google drive...) To save the files, this will be available in the receiver device without internet connection, once the shared folders are synchronized.

8.3 General options

8.3.1 Show video player time.

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



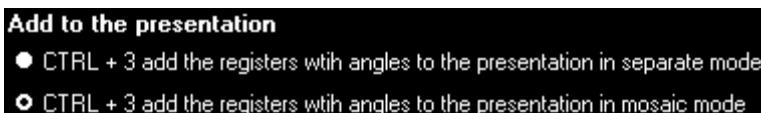
8.3.2 Add angles as separate videos/mosaic.

Having an analysis with multiple angles you can choose between using the 3 key to add every single angle or to add all angles as a mosaic.

To do so, go to main menu, tools tab and then to options. Once there click on



and select the option you want.



8.3.3 Check the server status.

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

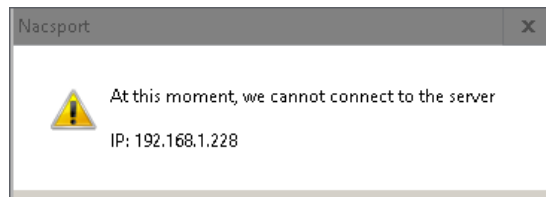
To do so, click on "options" in the "Tools" tab from the main menu. Now click on "Storage folders".



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



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:



8.3.4 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

8.3.5 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

8.3.6 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”.

8.3.7 Password for deactivation.

With this option you can set a password to deactivate your license.

To do so, go to “register and activation of your license” from the main menu.

By clicking on  you can set your password. This password will be requested for future deactivations.

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.

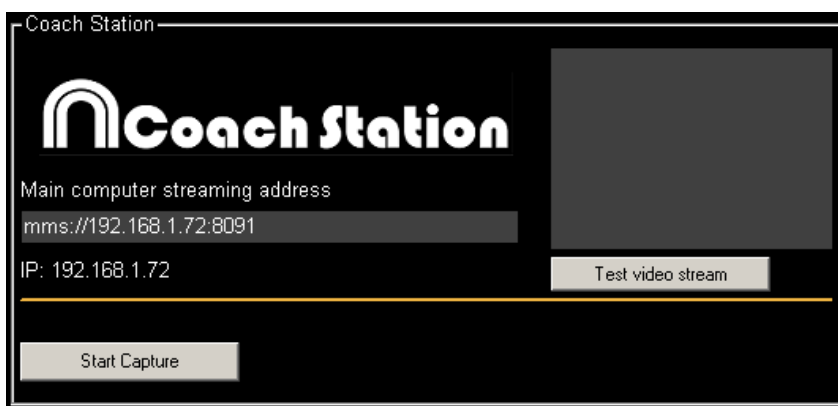
To do so you have to start a Real time Register from Nacsport and select the option Full capture mode then select Send Data to Coach Stations and start the capture.

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.

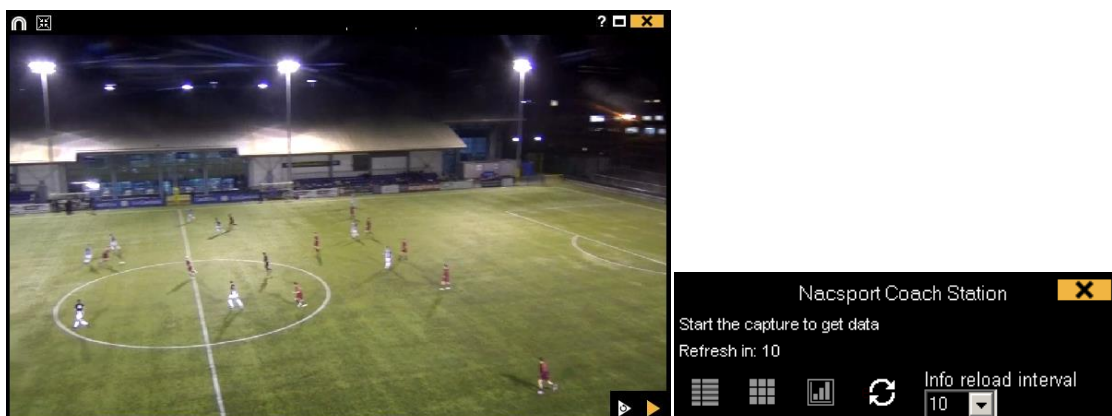
You will find the streaming address on the top part of the video player

Ahora desde otro PC con Nacsport haga clic en "Herramientas" desde el menú principal y luego en Coach Station.




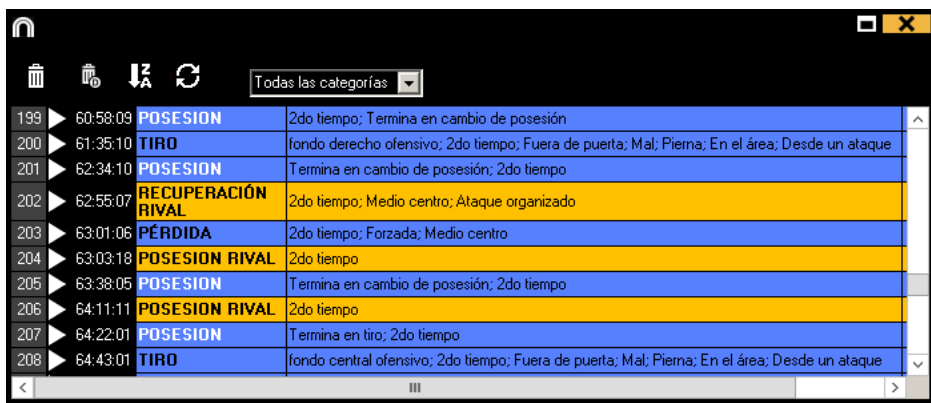
Clicking on "Test video stream" you can check the status of the video being streamed from the capture .

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.

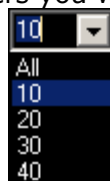



Time	Category	Description
199 ▶ 60:58:09	POSESION	2do tiempo; Termina en cambio de posesión
200 ▶ 61:35:10	TIRO	fondo derecho ofensivo; 2do tiempo; Fuera de puerta; Mal; Pierna; En el área; Desde un ataque
201 ▶ 62:34:10	POSESION	Termina en cambio de posesión; 2do tiempo
202 ▶ 62:55:07	RECUPERACIÓN RIVAL	2do tiempo; Medio centro; Ataque organizado
203 ▶ 63:01:06	PÉRDIDA	2do tiempo; Forzada; Medio centro
204 ▶ 63:03:18	POSESION RIVAL	2do tiempo
205 ▶ 63:38:05	POSESION	Termina en cambio de posesión; 2do tiempo
206 ▶ 64:11:11	POSESION RIVAL	2do tiempo
207 ▶ 64:22:01	POSESION	Termina en tiro; 2do tiempo
208 ▶ 64:43:01	TIRO	fondo central ofensivo; 2do tiempo; Fuera de puerta; Mal; Pierna; En el área; Desde un ataque


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  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"

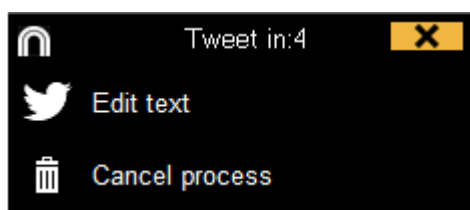
To unlink your account click on

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

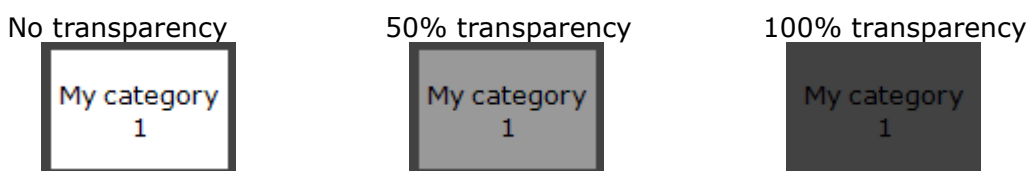
1.1 New edition options for buttons.

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

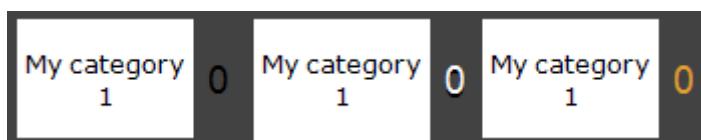
- **Default shapes for buttons.** From the dropdown menu over the name text box you can select the shape you want to use. This will allow you to organize your templates in a better way.



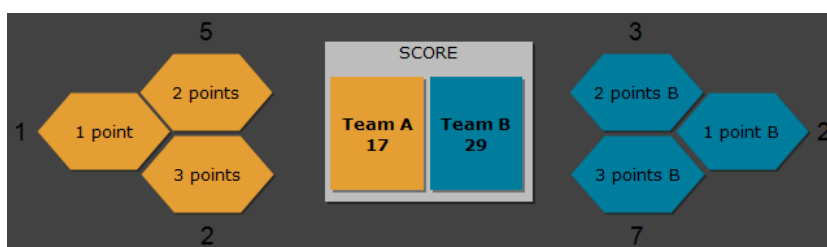
- **Transparency.** Apart from colour you will also be able to modify the transparency level of your buttons, which will allow you to make a much more efficient use of the clustered buttons. To modify the transparency of a button you just have to use the corresponding slider.



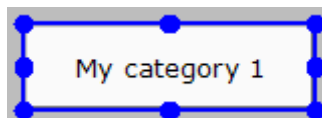
- **Counter colour.** By default the color for the counters will be black. This can make it hard to read them depending on the background colour used for the template. From the corresponding colour box, you will be able to change the colour of the counters for each button.



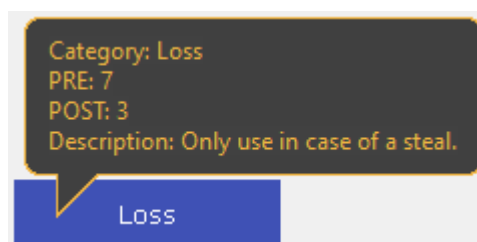
- **Pictures for inactive buttons.** You can add a picture to an inactive buttons as if it was a category or descriptor.
- **Inactive buttons as score.** Inactive buttons can show the score of the event, as long as there is point actions enabled. You just have to set any button as inactive, edit it and 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 Video playback control property.

With this option you can set a video playback control to any button in the template. This will allow you to pause the video when clicking on a category or to go backwards 10 seconds when clicking on a descriptor, for instance.

To set a video playback control you just have to select the button you want to use and then from the dropdown menu on the lower part of the behaviour tab select the behavior you want to have .

Example:

- When clicking on the category "Penalty corner" the video will play in slow motion to see the action in detail.
- When clicking on the descriptor "Lost" the video will go backwards 10 seconds to see the action which led into the loss.
- When clicking on the descriptor "out of bounds" the video goes forward 15 seconds to see the moment when the game restarts.

1.3 New edition options for graphical descriptors.

Now we count with some new option to make the work with graphical descriptors more comfortable.

- **Block X/Y values for categories.** From the "blocked descriptors" menu you can set the option to block the X/Y values. This will not add the

reference spot from the graphical descriptor to the category, but it will add it to the previous category instead. This is especially useful when working with linked and clustered buttons.

- **Reference spot size.** You can change the size of the reference spot shown

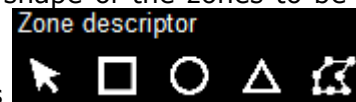


during the registering from the dropdown menu. This way the size of the reference spot will be fitted to the dimensions of your graphical descriptor.

- **Set the coordinates origin place.** From the dropdown menu you can set which corner of the graphical descriptor will be used as the 0-0 axis for the coordinates. This will be especially useful when exporting the graphical descriptor information to work with external software.



- **Shapes for zones.** You can select the shape of the zones to be made and



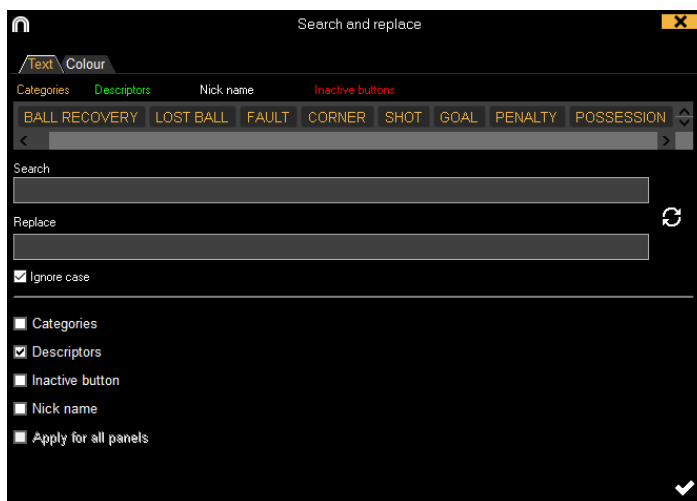
also customize them using these options

- **Show/hide zone names.** Clicking on Show text you can hide the name of the zones during the registering process. The descriptor will still be added as normal.

1.4 Search and replace.

With this option you can replace the text and colour 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.



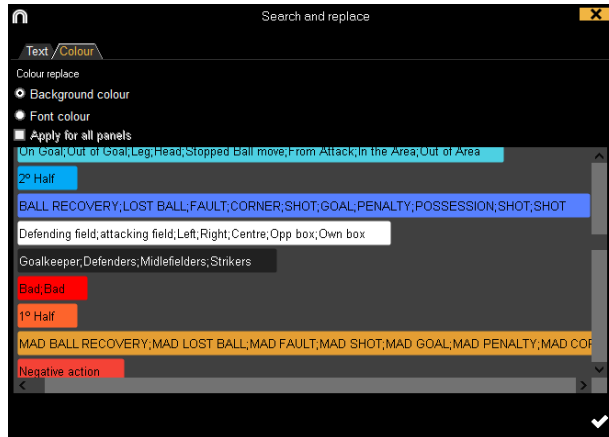
To change the text of any button you only have to insert the existing text and the new text in its corresponding box. You can select a specific button by clicking on its name on the upper part of the window. In case of having the same name on different buttons you can use the colour legend to distinguish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

Clicking on the Colour tab you will be able to change the background colour and font colour of any button.



To replace the colour of a series of buttons you just have to click on the colour to be changes and then select the new colour. All the selected buttons will automatically change their colour to the new one.

2. DASHBOARD

2.1 Variable change pictures.

When adding a picture to a dashboard you can link it to a category or descriptor. This will allow using a variable label to modify not only the values of the charts and labels but also the picture shown.

Example: In a player statistics dashboard, when using a variable label to change to a different player the statistics will change and a picture of the new player will be shown.

To do so, you just have to add a picture and then select the category or descriptor you want to link to it.



Now when using a variable label which affects the category or descriptor selected, the corresponding picture will be automatically shown and the rest of picture will hide.

If no category or descriptor is selected for the added picture, it will be shown constantly and will never be affected by any variable change.

Clicking on you can select any picture and change its linked category or descriptor.

2.2 Chart from data label values.

With this option you can show the graphical representations of the values generated by a data label. This will allow having more specific and deeper charts.

To do so, you just have to make a new chart and then set the option . You will automatically see a list containing all the data labels in the dashboard. Selecting any of them will show its value in the chart.

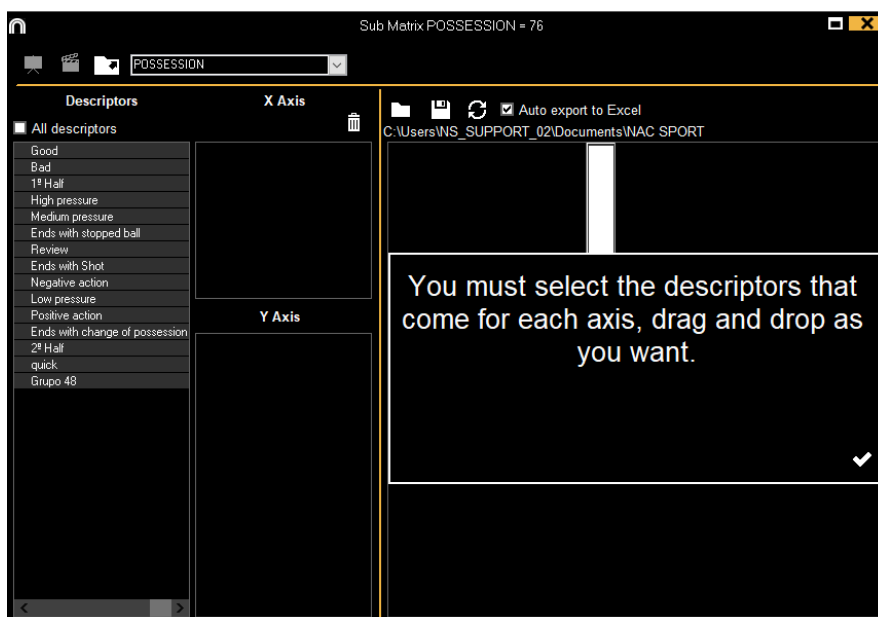
Note: This option is only available for bar and pie charts.

3. TIMELINE

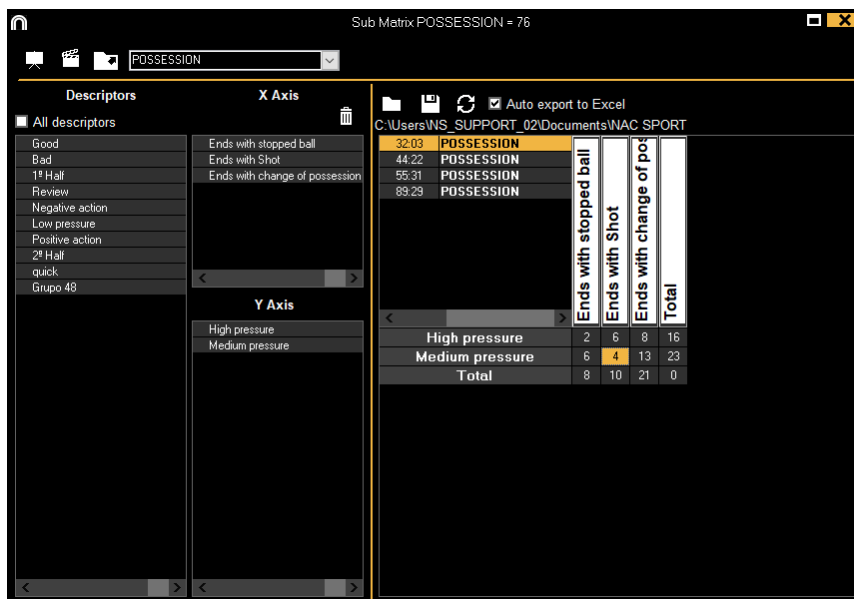
3.1 Submatrix

The submatrix will allow you reviewing the in depth relation between several descriptors in a single category. To open a submatrix first you have to open a data matrix and then select the category you want to work with. Double click on the category or selecting it and clicking on will open the submatrix.

Example: From the Shot category you will be able to relate the success descriptors (on goal/out of goal) with the player descriptors in or the gen a matrix showing the total amount of on goal and out of goal shots by players.



From this window you just have to drag the descriptors you want to the axis in order to make the submatrix.



Click on to send the register to a presentation.

Click on to make a video with the selected registers.

You can export the data in the submatrix to Excel or as an external picture by clicking on . Enabling the option "auto export as Excel" will automatically export the data as soon as you open a submatrix.

Clicking on you can open any previously saved submatrix

Clicking on you will save the actual axis order

Clicking on will refresh the data in the submatrix

From the dropdown menu on the upper part of the window you can select a new category to work with in the submatrix.

Note: The submatrix will only show as available those descriptors related to the category selected. This means in case a descriptor was never registered in the category it won't show as available though it can be registered in a different category. In order to see every descriptor in your analysis you can enable the option "see all descriptors"

3.2 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.

3.3. Hide lists in the presentation.

This option will let you hide specific lists in the presentation allowing this to work with only the essential information at each moment. This will be especially useful when working on very big presentations, avoiding to be forced to scroll down to find the list you want to work with. This is also helpful when doing a video meeting out of a portion of the whole presentation.

Example: In a presentation there are lists for each player. In the next video meeting the coach wants to focus on defenders. You can hide the lists which do not correspond to the defenders so the rest of the presentation is still there, but not showing to anyone.

Full presentation:

Lists (17)	No.	Time
PLAYER 1	73	16:0
PLAYER 2	29	09:2
PLAYER 3	24	08:0
PLAYER 4	3	00:5
PLAYER 5	6	01:2
PLAYER 6	1	00:1
PLAYER 7	3	00:2
PLAYER 8	0	00:0
PLAYER 9	2	00:1
PLAYER 10	101	39:3
PLAYER 11	4	01:2
PLAYER 12	27	08:5
PLAYER 13	11	03:4
PLAYER 14	24	08:0
PLAYER 15	3	01:0
PLAYER 16	2	00:3

Hidden lists presentation:

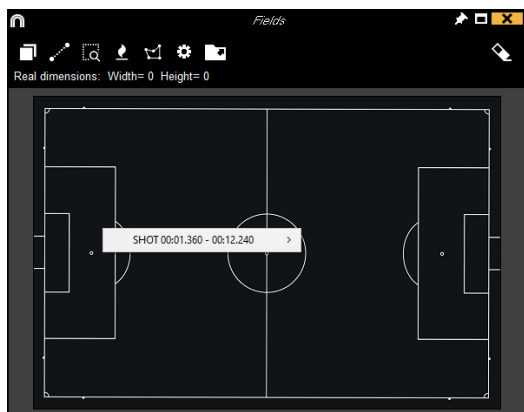
Lists (17)	No.	Time
PLAYER 2	29	09:26
PLAYER 4	3	00:57
PLAYER 6	1	00:17
PLAYER 7	3	00:26

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"

3.4 Edit reference spots in a graphical descriptor.

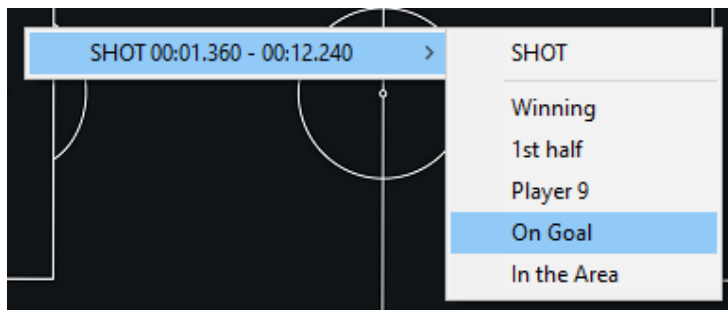
This option will let you set new reference spots directly in the Timeline, which is especially useful to correct mistakes as well as to add extra information.

To do so you have to open the graphical descriptor window and then select a specific register. When right clicking on any part of the graphical descriptor an option to add a spot will show up.



Clicking directly on the name of the category will add a spot in the selected place and in the actual time of the video.

In case the register had descriptors in it you will be able to use the descriptors shape and colour for the reference spot. You just have to set the mouse over the category name and then select the descriptor you want to use.



To delete a reference spot, select it and right click on it. Finally select the delete option.

3.5 Merge graphical descriptors.

When working with panels templates you may count with graphical descriptors on several different panels. This means when reviewing the info in the timeline the reference spots will be divided in several graphical descriptors.

This option will let you merge all the info in a single graphical descriptor to work in a much more comfortable way.

To do so you have to open the graphical descriptor in the timeline and select the graphical descriptors you want to merge. Then right click on one of them and select the corresponding option.

Linked graphs	#	#
Attack	1	4
Defense	1	

A new graphical descriptor will be automatically made and it will contain all the reference spots from the previously selected ones.

Note: The background picture from all the graphical descriptors must be exactly the same otherwise the reference spots will be shown on a wrong place after merging the graphical descriptors.

4. REGISTERING

4.1 Edit reference spots from the play by play table.

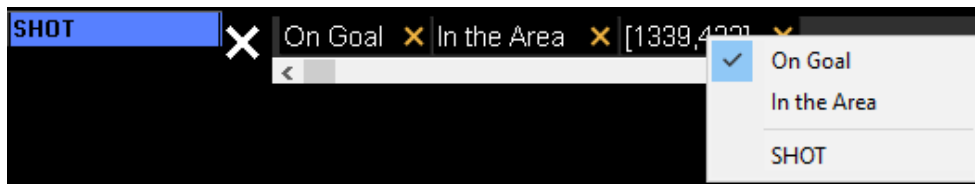
When working with graphical descriptors you will be able to make changes during the registering process through the play by play table, which will let you correct mistakes while still registering.

You can show/hide the X/Y values which represent the place of the reference spot by selecting the category filter and then enable the corresponding option

To delete a specific reference spot, double click on the descriptors box of the register to be modified and delete the X/Y values as if it was a descriptor.



You can modify the colour and shape of a reference spot for a register according to the descriptors in it. To do so, right click on the X/Y value in the descriptors box and from the dropdown menu select the descriptor you want to use to modify the colour and shape of the reference spot.



Example: After registering an action you realize there is a mistake and the reference spot was added before clicking on the descriptor, so it does not show the proper colour and shape. From the play by play table you double click on the descriptors box, then right click on the X/Y value and finally select the descriptor you added, the colour and shape of the reference spot will automatically change to show as the one set for the descriptor.

5. GENERAL CHANGES

5.1 Shortcuts.

Registering:

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

Mouse wheel over a descriptor: Player in game / Player not in game

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

Main menu:

Right click on presentations: show the last 10 presentations

5.2 Export X/Y to external files

When working with graphical descriptors you can export the X/Y values of the reference spots to work with XML and XLS files. This will allow using these values on external software to make a deeper analysis.

To do so, you just have to enable the corresponding option on the export window.



n@c*sport*

quality information, better decisions