Elite

UPDATE MANUAL

Nacsport Elite
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nacsport

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

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1. TEMPLATES

1.1 New edition options for buttons.

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

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


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

No transparency   50% transparency   100% transparency
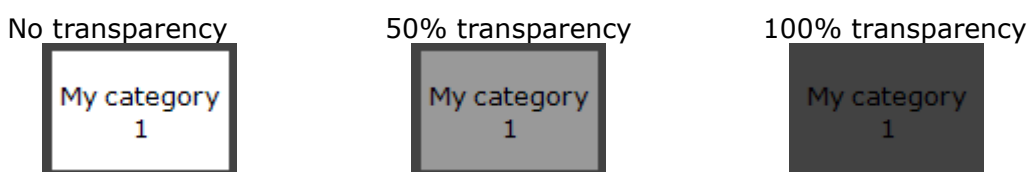
- **Counter colour.** By default the color for the counters will be black. This can make it hard to read them depending on the background colour used for the template. From the corresponding colour box, you will be able to change the colour of the counters for each button.
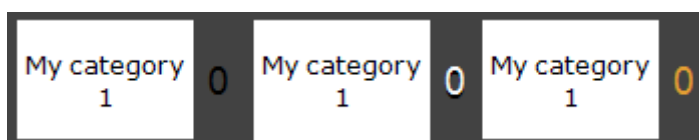

- **Pictures for inactive buttons.** You can add a picture to an inactive buttons as if it was a category or descriptor.

- **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.
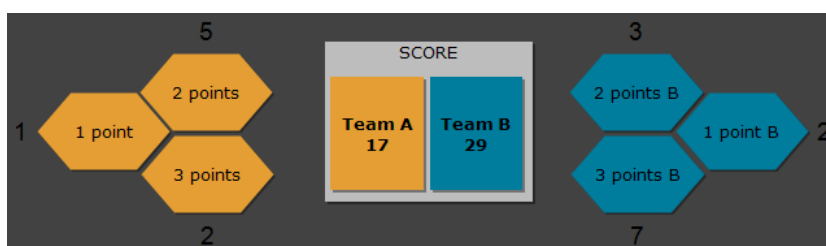
- **Editing the size of a button.** When selecting a button a border will show around it. Dragging any of the spots in the border will modify the size of the button. This will let you make a much more precise edition of the button.
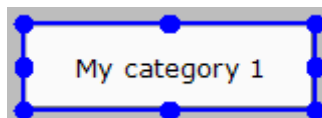
- **Edit the name of a button.** Double clicking on a button while editing the template will allow you to edit its name.

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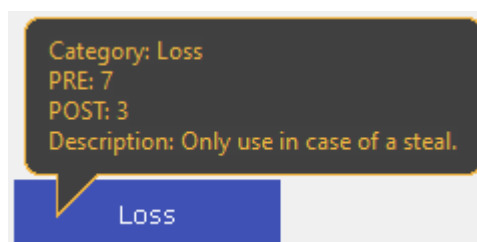
The information showed will be: The kind of button (category/descriptor), the PRE/POST time assigned and finally the description added to the button.

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 leaded 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.

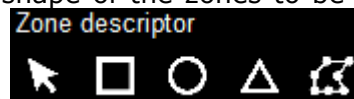- **Reference spot size.** You can change the size of the reference spot shown during the registering from the dropdown menu . This way the size of the reference spot will be fitted to the dimensions of your graphical descriptor.

- **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 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 **A·B** will open the search and replace window.
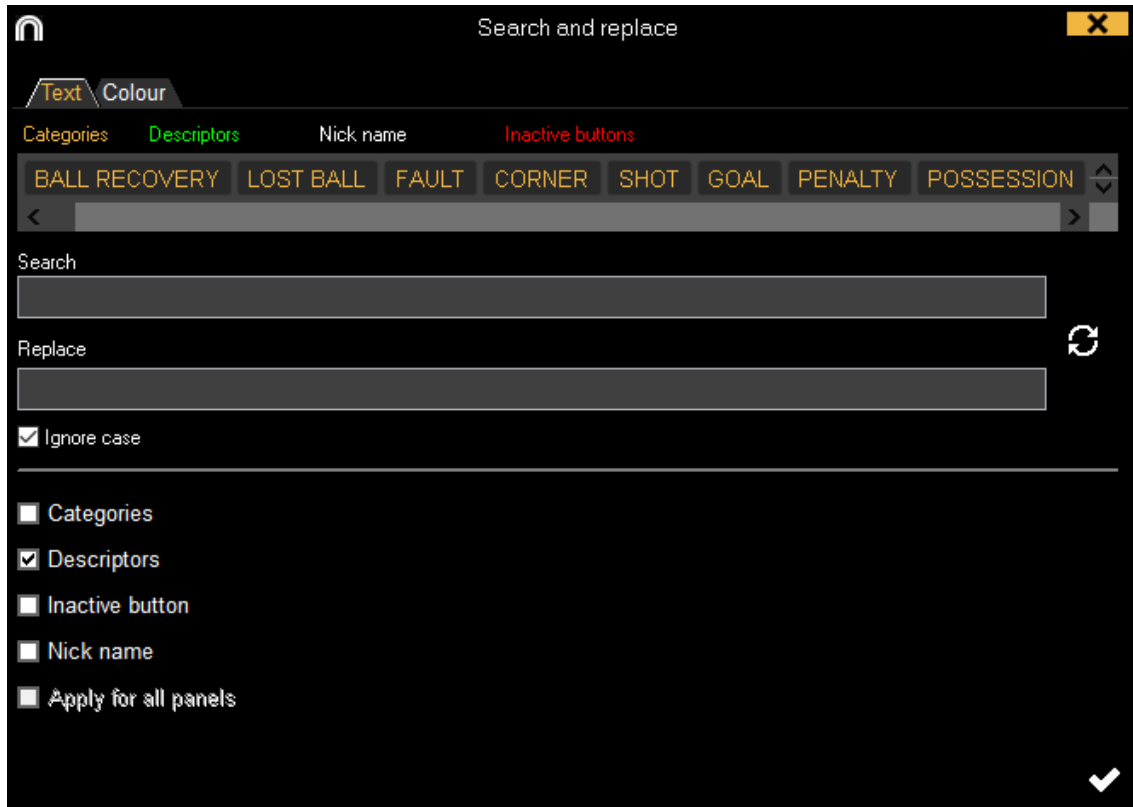
To change the text of any button you only have to insert the existing text and the new text in its corresponding box. You can select a specific button by clicking on its name on the upper part of the window. In case of having the same name on different buttons you can use the colour legend to distinguish 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.
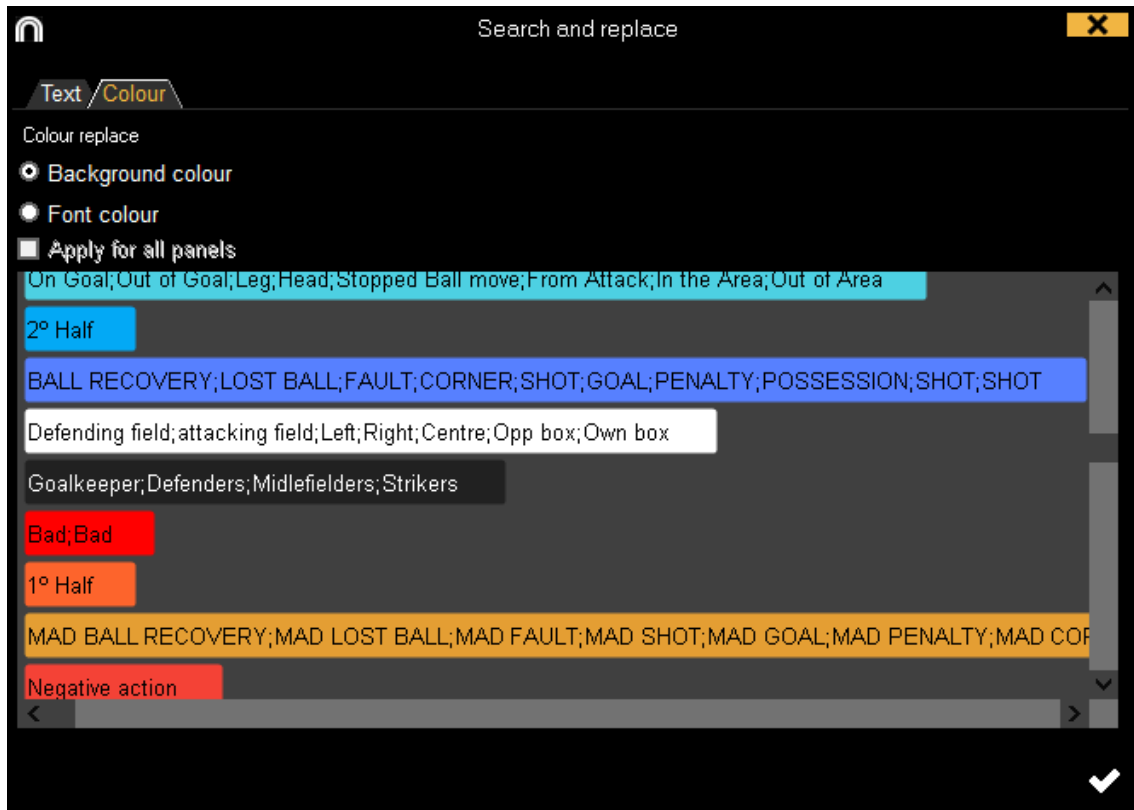
To replace the colour of a series of buttons you just have to click on the colour to be changes and then select the new colour. All the selected buttons will automatically change their colour to the new one.

2. DASHBOARDS

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.

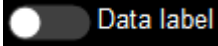Now when using a variable label which affects the category or descriptor selected, the corresponding picture will be automatically shown and the rest of picture will hide.

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

⬤ 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.

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.
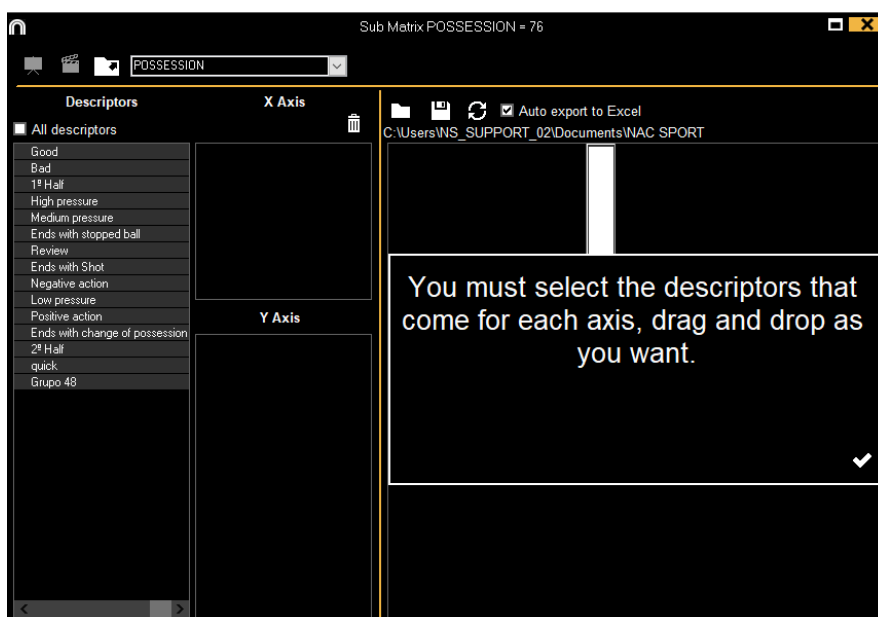
From this window you just have to drag the descriptors you want to the axis in order to make the submatrix.
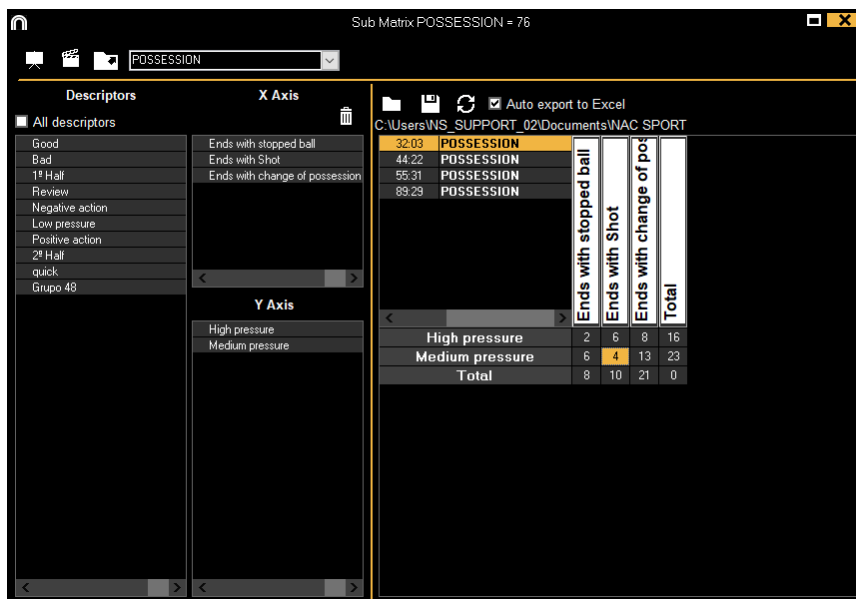
Click on [icon] to send the register to a presentation.

Click on [icon] 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 [icon]. Enabling the option "auto export as Excel" will automatically export the date as soon as you open a submatrix.

Clicking on [icon] you can open any previously saved submatrix

Clicking on [icon] you will save the actual axis order

Clicking on [icon] 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: Hidden lists presentation:

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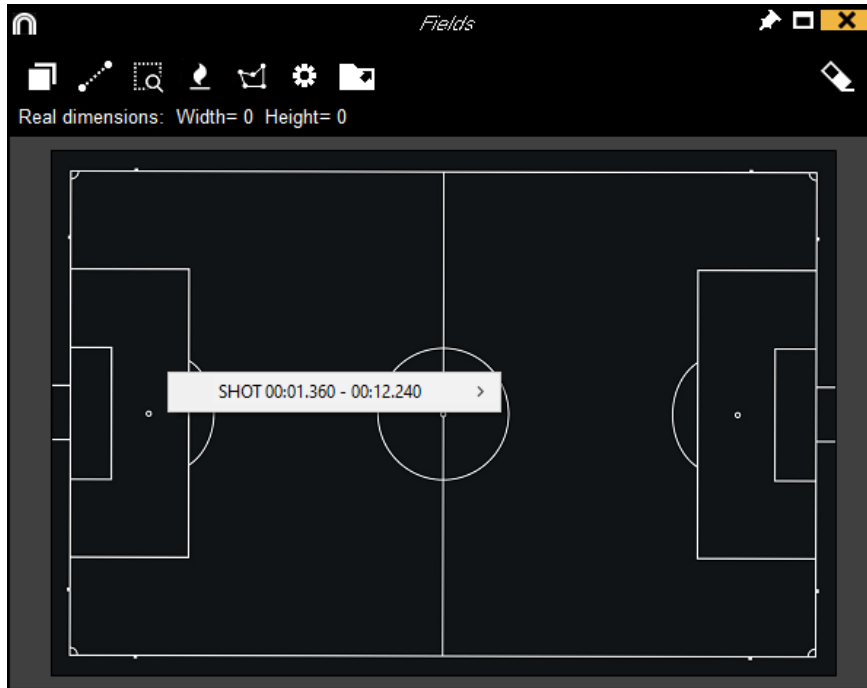
Clicking directly on the name of the category will add a spot in the selected place and in the actual time of the video.

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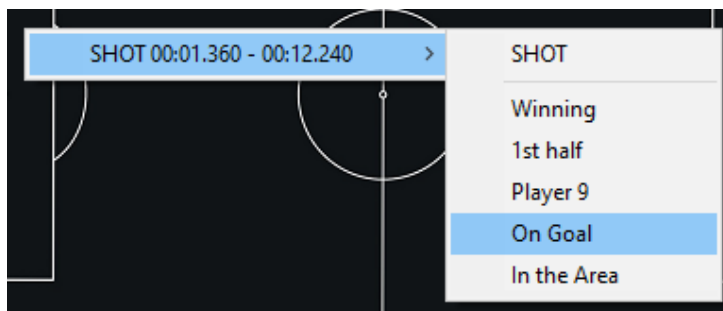
To delete a reference spot, select it and right click on it. Finally select the delete option.

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 an 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. Form 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 las 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.