NPro

USER MANUAL

Nacsport Pro
Version 6.0
05August2020

nacsport

CONTACT

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INDEX

0. SYSTEM REQUIREMENTS

Minimum requirements

Operating System

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

Hardware
    RAM Memory: 4GB
    Processor: Intel © Core i5 or equivalent
    Video memory: 256MB dedicated memory (not share with general RAM)
    Screen resolution: 1366 x 768
    At least 300MB free hard disk space to install software

Recommended requirements

Operating System

    Windows 10 (32 or 64bits)

Hardware
    RAM Memory: 8GB
    Processor: Intel © Core i7 or equivalent
    Video memory: 512MB dedicated memory (not share with general RAM)
    Screen resolution: 1920 x 1080
    At least 300MB free hard disk space to install software

Minimum requirements necessary to...

Capture and register actions in real time

Using video cameras via FireWire:
    1x FireWire port (IEEE1394) or 1x PCMCIA (Expresscard) free Slot to add external FireWire Port

Using hard disk video camera and USB Digitizer (e.g. Hauppauge USB Live-2):
    1x USB2 or USB3 port

Overhead projector or secondary monitor
    1x HMDI (recommended) port or 1x VGA port

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

Useful links
    FireWire: http://en.wikipedia.org/wiki/IEEE_1394
    CPUs: http://www.cpubenchmark.net/
    HDMI: http://en.wikipedia.org/wiki/HDMI
    VGA: http://en.wikipedia.org/wiki/VGA_connector
    External Hard Drive: http://www.amazon.com/External-Hard-Drives-Storage-Add-Ons/b?ie=UTF8&node=595048

1. KEYBOARD SHORTCUTS

1.1 Video player

M: Play frame by frame. Press once to advance just one frame. Keep pressed to play the video continuously.

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

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

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

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

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

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

Spacebar: Play/pause video.

Shift + Enter: Full screen video playback.

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

L: Continue the video after playing a record.

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

R: Replay the last register shown

1.2 Timeline

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

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

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

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: 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: Syncrhonise using the anchor register

Ctrl +F: Merge overlapping registers

º\ª: Full screen.

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

E: Go to the end of the register.

+: Zoom-in in the timeline

-: Zoom-out in the timeline

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

Right click when opening a presentation: Open the last presentation

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

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

Ctrl+mouse wheel: zoom in/zoom out timeline

Click+mouse wheel: vertical scroll.

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

Mouse wheel: Move the button up/down

Shift + Mouse wheel: move the button right/left

Ctrl + Mouse wheel: Resize button

1.4 General shortcuts

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

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

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

Ctrl: Open window for independent text notes while registering

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

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

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

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

Registering actions:

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

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

1.5 Main menu.

ESC: Closet he program.

Ctrl + C: Open comparison.

Ctrl + P: Open video player.

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

Ctrl + Q: Open the quick video merge tool.

Ctrl + O: Open options.

Ctrl + B: Open an external .nac.

M: Open My Analysis.

P: Open Presentations.

L: Open the last analysis used in Timeline.

1: Real-Time registering.

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

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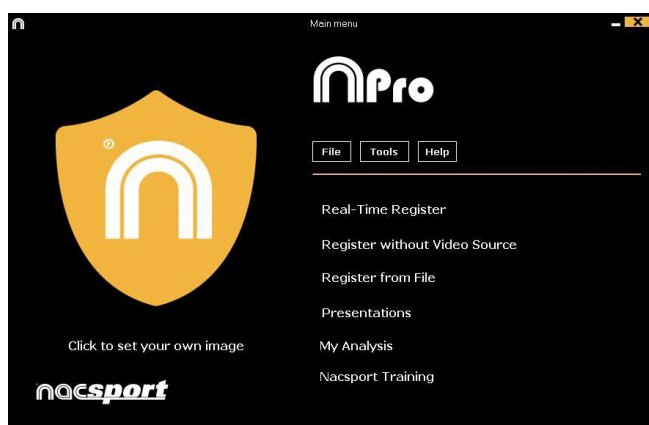
2.- Enter the name of the video file to be captured. Then click on 'Save'.
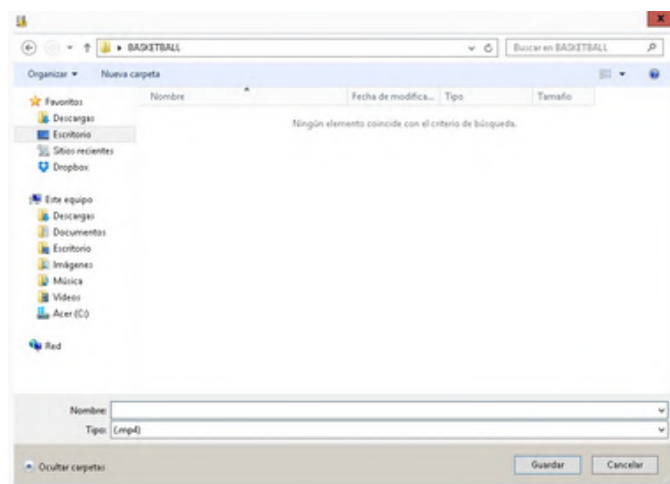
3.- The video will be in .MP4 format and compressed quality.

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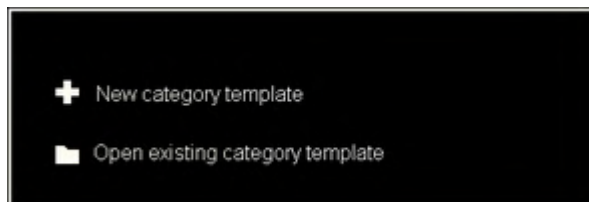
With this version of the program, you can **configure your button template on two levels**:

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 Pro**) 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 **It behaves as a DESCRIPTOR**, 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.**
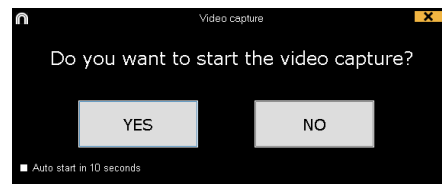
If you select in future occasions the capture will auto-start 10 seconds after the confirmation message appears

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

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

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

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

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

- Delete category (row): Right click on the name of the category to be deleted, select **Delete row** and click 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 Pro)** 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 **It behaves as a DESCRIPTOR**, 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 ➕.
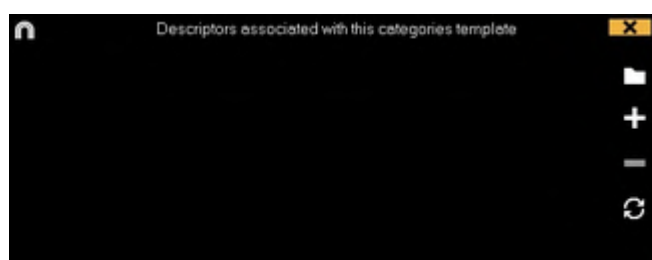
4.- To record actions

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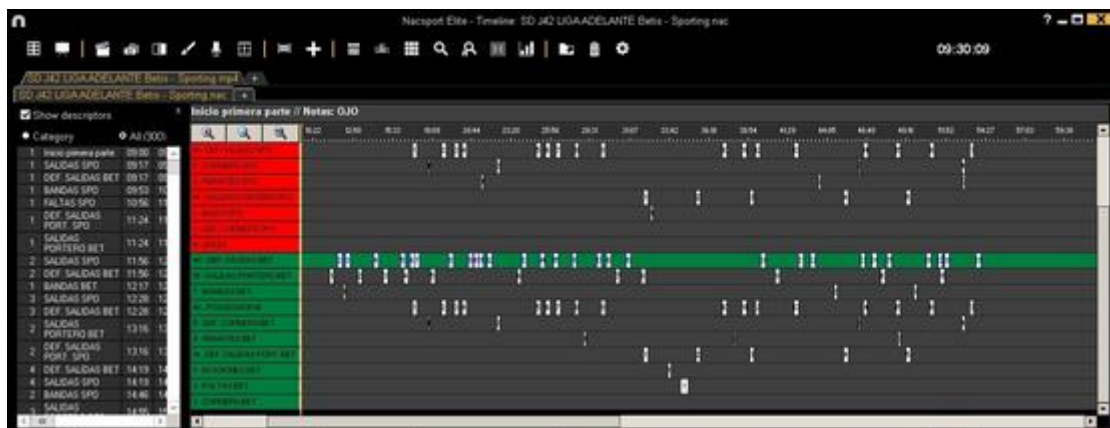
These are all the available **Timeline options**:

- 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 Pro**) 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 **It behaves as a DESCRIPTOR**, 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 [**Click to start 1º period**] to start registering and then click categories (buttons) created for that purpose, as they arise.

To stop registering the event click [**End of event**].
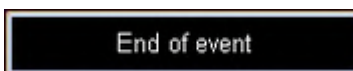
5.- Link databases with a video

When registering a event without video source it is necessary to link the created databases with a video in order to get access to the Timeline. To do this click **My analysis.**
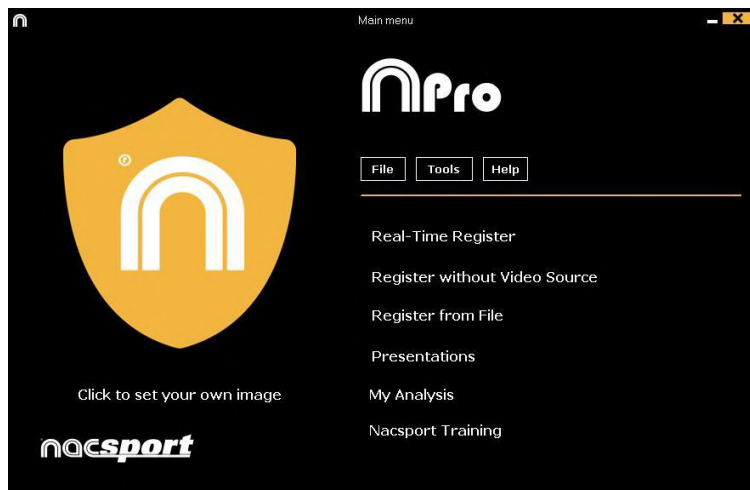
Select database you want to link with (it will be shown in red due it has no video).

Double click the database and click on

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

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

- 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
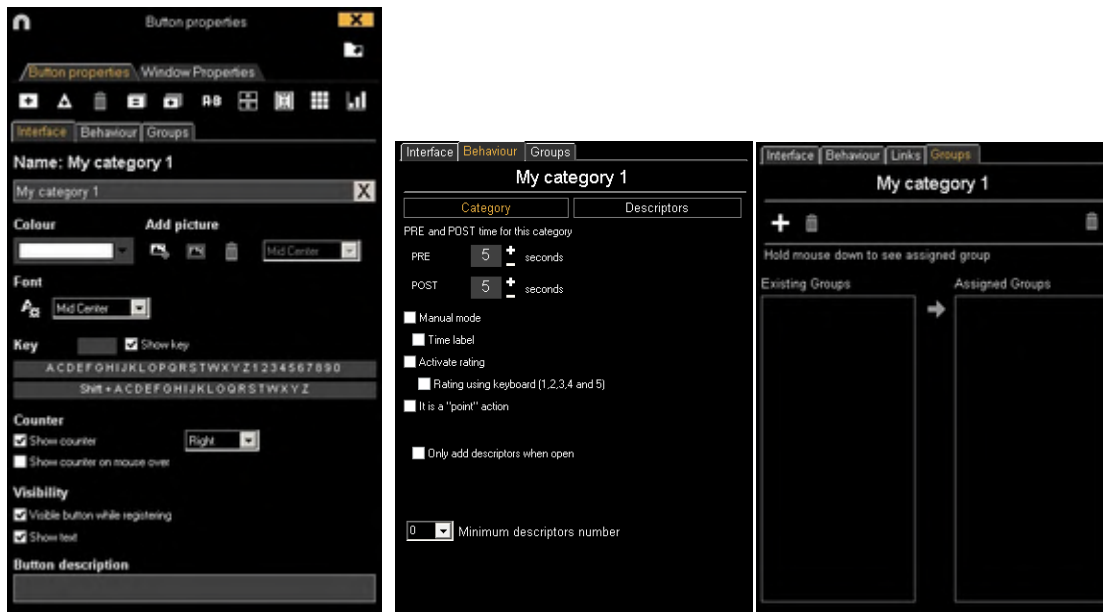
A) Button properties

⊞ 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.

A·B Categories and descriptor searcher.

▦ Make a window with independent descriptors

▦ Create a graphical descriptor (see 5.12)

▦ Order the data matrix.

▥ Make a dashboard.

▨ Export the template to Tag&Go.

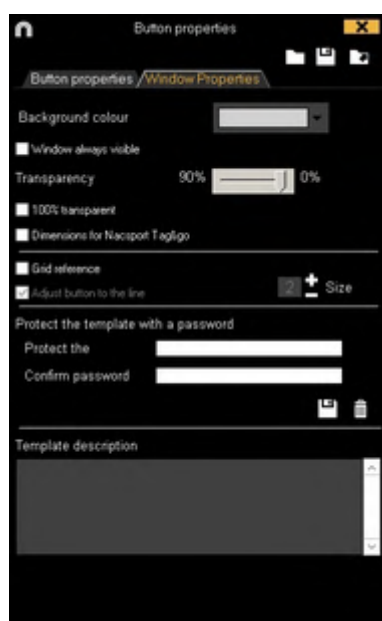📁 Open an already created template.

a) Interface

Aₓ 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.

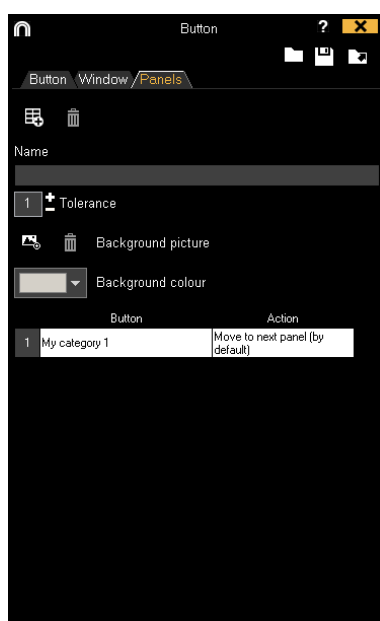🗑 Delete link between buttons.

B) Buttons window properties

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

![trash icon] Delete password.

C) Panels window

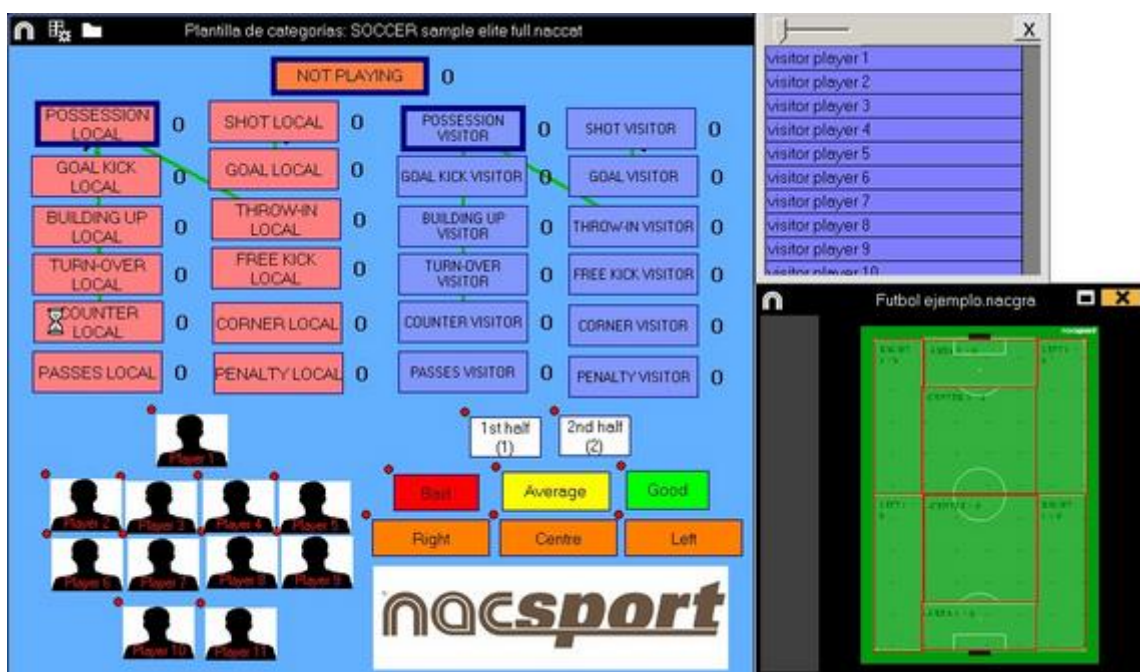![make panel icon] Make a new panel

3.2 Creating buttons templates

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

One primary level (**Categories**) and other secondary level (**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 [A] (see 4.8)

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 [PRE 5 +/- POST 5 +/-].

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:

1-On the category screen:

Click the button you want and then click option **It behaves as a DESCRIPTOR** , 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 �⌐ 0 ▼ ⌐ Minimun 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 [0 Vertical order] in the edition window. You can also use negative values to send a button to lower layers.

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

To change the size of a button, drag any of the borders of the button. Hold down Ctrl key while dragging in order to keep the original the aspect ratio.
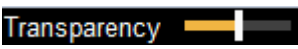
You can stablish a specific size and position for your button in the Y or X axis of your template. This way you can be much more precise when organizing your templates. To do so, select any button and stablish the values you want from:
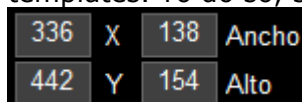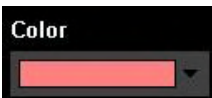
With the X and Y values you will set the placement of the button in the template. With the Height and Width values you set the size of the button. Clicking on any of the values will let you use your mouse wheel to modify it. You can also select several buttons at a time and apply the modifications to all of them at once.

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

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

You can change the transparency of a button from [Transparency]

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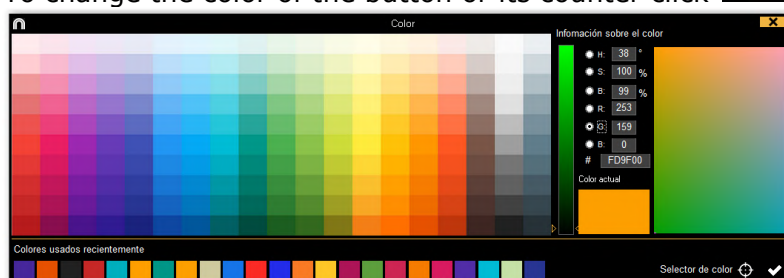
With the "Eyedropper color picker" you can use any color from any element on your screen as the background color for your button. To do so, click on and then place your mouse arrow over the color you want to use, then press the space bar key to use that color

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

To add an image (picture) to a button, click ![icon] and then click ![icon] to fit the size of the image to the button.

To change the font and text colour of a button, click ![icon].

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 ![Botón visible durante el registro]

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

From Window Properties tab:

To show/hide the background grid click ![Grid reference]

To adjust the button to a line of the background grid click ![Adjust button to the line]

You can change the size of the lines on the background grid by setting a number in the ![5 Size] box

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

3.2.4.2 Equalize properties and clone buttons

To equalize properties of buttons (categories or descriptors), choose buttons that you want, click ![icon] 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 ![icon] 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.

Available keys: X

A C D E F G H I J K L O P Q R S T U W X Y Z 1 2 3 4 5 6 7 8 9 0

F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12

Shift + A C D E F G H I J K L O Q R S T U W X Y Z 1 2 3 4 5 6 7 8 9 0

Shift + F1 F2 F3 F4 F5 F6 F7 F8 F9 F11 F12

Ctrl + A C D E F G H I J K L O P Q R S T U W X Y 1 2 3 4 5 6 7 8 9 0

Ctrl + F1 F2 F3 F4 F5 F6 F7 F8 F9 F11 F12

Alt + A C D E F G H I J K L O P Q R S T U W X Y Z 1 2 3 4 5 6 7 8 9 0

Shift + Ctrl + A C D E F G H I J K L O P Q R S T U W X Y Z 1 2 3 4 5 6 7 8 9

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 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.

3.2.4.8 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.**

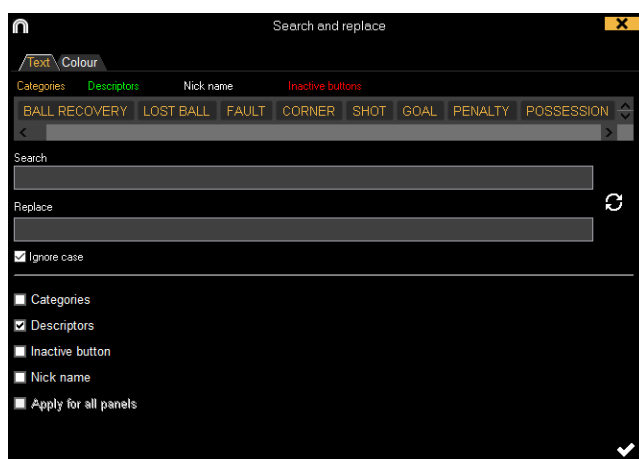Type the same password in the box under **Repeat password.**
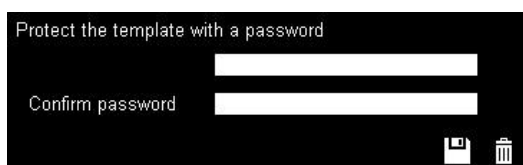
Click to check that both passwords are the same.

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

3.2.4.9 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.

3.2.4.10 Customized shape button:

Instructions:
1- Click on icon.

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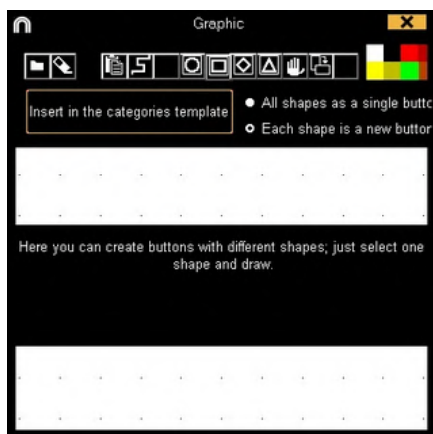
To use an image as a button click and look for the image you want.
By default each shape will be a new button. If you want to create a new single button with all the shapes you have drawn click on **All shapes as a single button.**
3- click on **Create new button**

3.2.4.11 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 o .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:
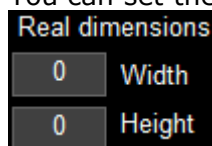
In case your field does not occupy the full picture, you can set the area corresponding to the field by clicking on
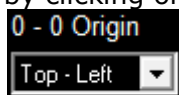
From the dropdown menu you can set which corner of the graphical descriptor will be used as the 0-0 axis for the coordinates. This will be especially useful when exporting the graphical descriptor information to work with external software.

You can make new zones in the graphic 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 you can hide the name of the zones during the registering process. The descriptor will still be added as normal.
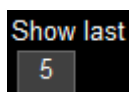
From you can select the amount of figures that will be shown at the same time while registering actions.

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

Graphic
Shape Circle

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   SHOT   and then, click on the corresponding zone.

3.2.4.12 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.

3.2.4.13 Export templates to Nacsport Tag&go

Click and select Export template to Nacsport Tag&go

3.2.4.14 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 .

3.2.4.15 Category rating.

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

To use this property follow these steps:

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

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

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

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

1- Pres the number key (1,2,3,4,5) to register the category with the corresponding shortcut
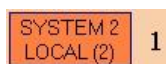
The category rating will be automatically opened.

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

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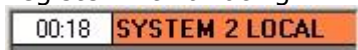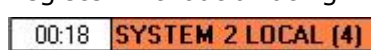
3.2.4.16 Groups of buttons

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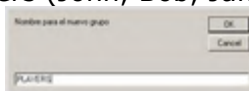
3.2.4.17 Dashboards
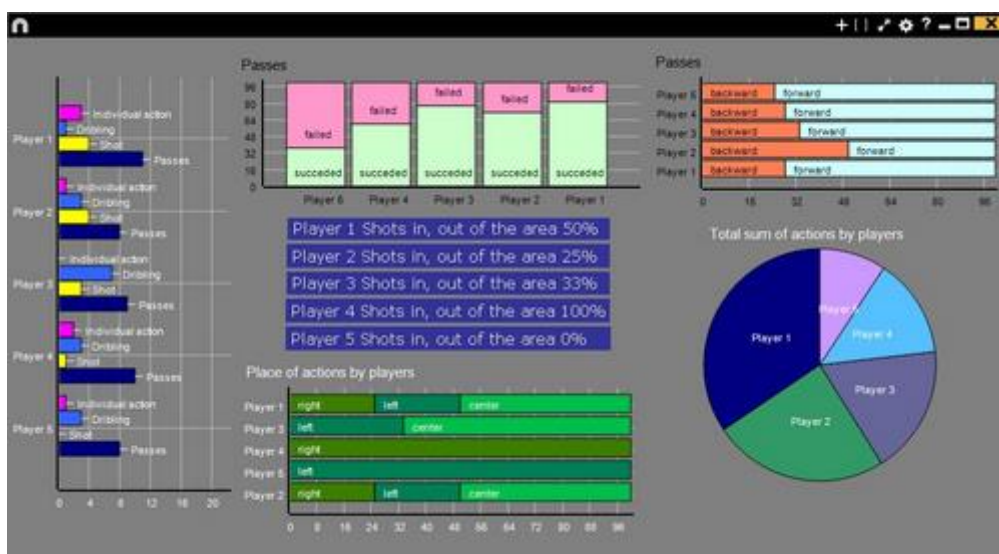
The Dashboards will allow you to see a graphical representation of the actions happened in the event, making easier to understand what happened during the event

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

Charts

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

To change the colour of any element in the chart click on it and choose the color you want. To add the same color to all the elements you are adding to the chart 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: took place:

Amount of time during the actions

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

Example:

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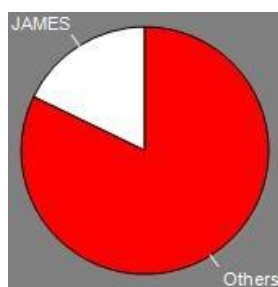
To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected

Example:

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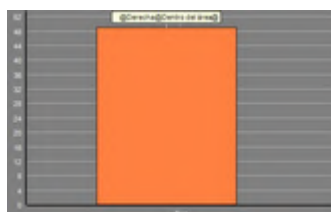
Labels

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

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

colour of the label click this label shows only text and can be used 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 data label click on and select the categories and descriptors you want to show.

Example:

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

Player 1,Right: 41

To change the colour of the label click

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

Label without nickname: Label with nickname:
Free kick Side Shot Drill In the area = 0   Free kick   0

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

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

Amount of actions happened: Amount of time during the actions took place:

Possession A: 119   Possession A: 35:42

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

To create a label relative to a group select the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the label show the value of the action selected in relation to the total amount of the group as a percentage, to see it as a absolute value click on ☑ Absolute value

Percentage
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:
GOALS = 1

Alarm 2:
GOALS = 3

Alarm 3:
GOALS = 5

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:

Weather conditions	Type of surface	Game
Cloud	Grass	11

Game 2:

Weather conditions	Type of surface	Game
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"

Dashboard backup.

Clicking on from the dashboard window you can open or make a backup from your dashboards. Clicking on 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 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

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.

Regular resize: Window+content resize:

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.

3.2.4.18 Make a button using a screen cut

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

To use this tool you will need to open any screen cut tool, for example the snipping tool which Windows provide by default. Open the image you want to use and snip/screen cut it.
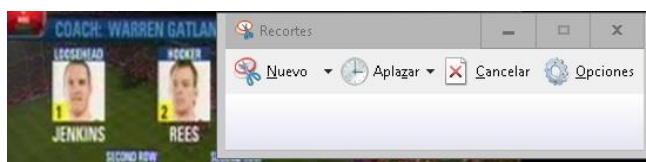
Right click on the template's backgroun an click on "Paste pictura and create category"
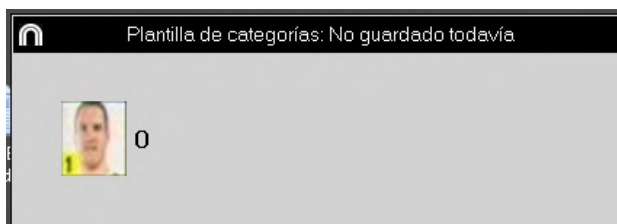
3.2.4.19 Set an image as background

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.

3.2.4.20 Nick name for buttons

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

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

Button without nick name :   Button with nick name:

PICK AND ROLL LATERAL   PRL

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

3.2.4.21 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:

Possession 00:32

3.2.4.22 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 up to 3 panels (home panel + panel 1+ panel 2) 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 home panel" will ignore the tolerance and will automatically jump to the home panel.

Example: When clicking on **SHOT** a jump to the next panel which contains **Players** 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

You can name each panel individually in the Name box. To go from a panel to another you can use the 🏠 1 2 3 4 5 menu or the dropdown menu you will find next to the panel Name box.

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

Search and replace tool will only affect the showing panel.

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 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

3.2.4.23 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
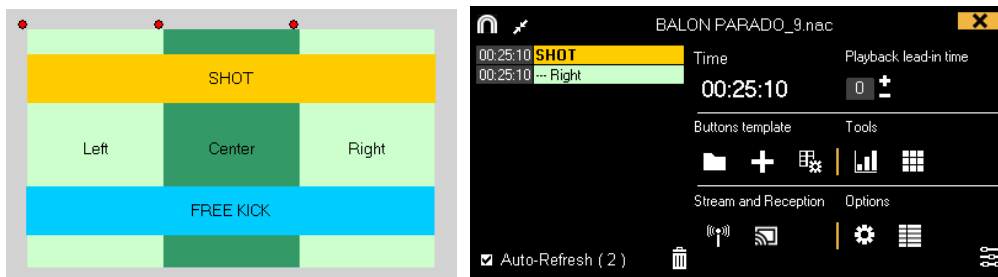
When clicking on the middle of the Free kick button a Free kick on the center is registered
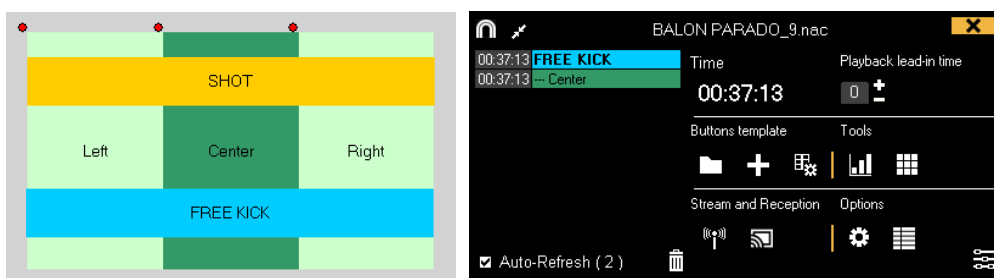
3.2.4.24 Block descriptor on manual categories.

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

3.2.4.25 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:

3.2.4.26 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 Pause Video | 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 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.

3.2.4.27 Button description.

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

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

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

4. VIEWING AND REGISTERING

Now the three options to view and record an event will be explained.

4.1 Register from file

This is the working environment in which a video file is seen and the actions are recorded by a buttons template created by the user.

Follow the steps below to work with this environment:

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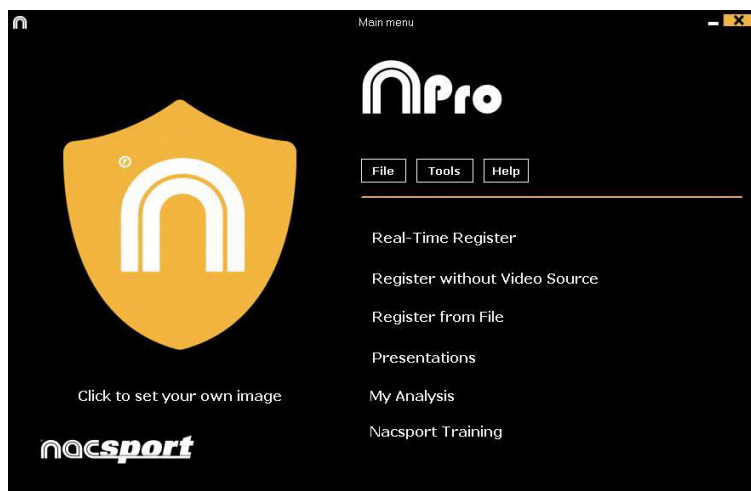
2.- Select the video file you wish to watch and click Open.
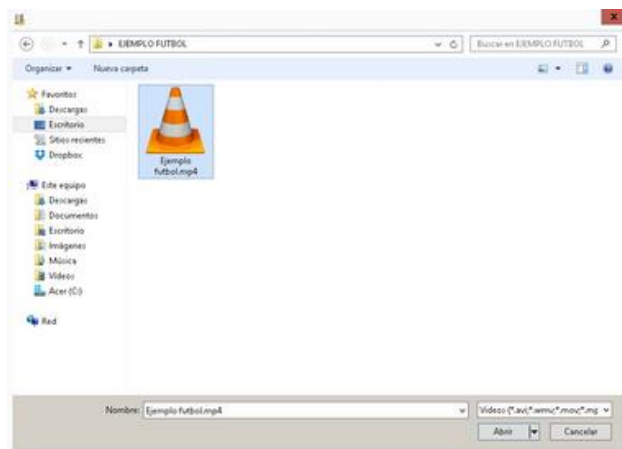
3.- Open or create a buttons template to record the actions of the generated video.

To create a buttons template, click .

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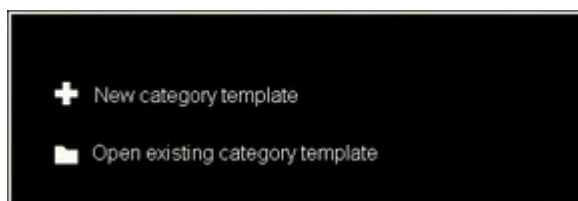
4.- To register actions.

Click or check the option **Register actions**.

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

Click the video to pause the playback.

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

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

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

Example:

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

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

To go to a specific moment in the video, click , then select the time you want to go and click .
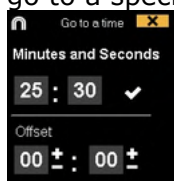
To play a video in slow motion click on and select the speed you want

To see the playback controls for touch screen devices press on the video player window for a few seconds.
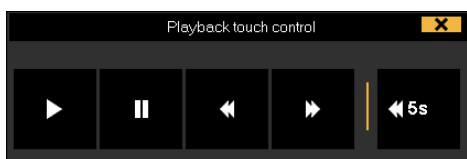
To see a list containing all the register from the category you want click on the register/category counter

To add an independent text note press the Ctrl key (see annex 8.2 part 1.2)

Click and the register control window will be minimized.

See shortcuts

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

Resize video window

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

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

Categories' menu :   Descriptors' menu:

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

Change the category name
Change the descriptor name
Deactivate auto-add descriptor
Activate auto-add descriptor
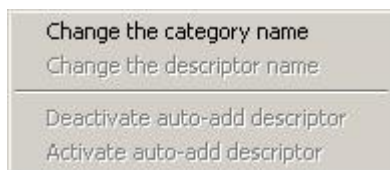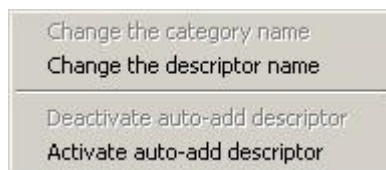
To add a descriptor on an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.
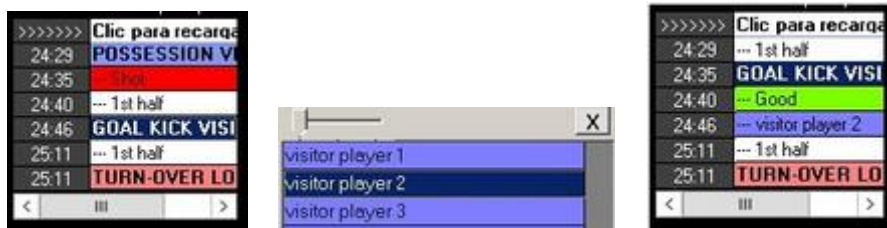
Now the category contains the descriptors **Good** and **visitor player 2.**

To add a 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 stablish 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 2 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 🎦
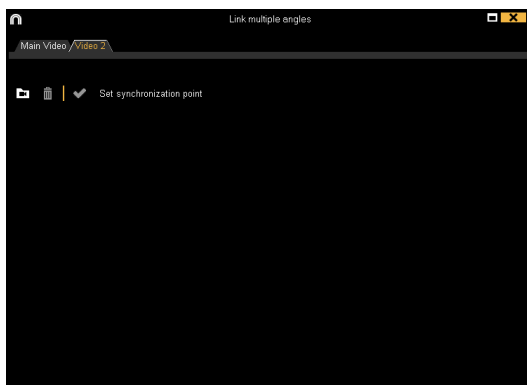
Select the video you want to and synchronize it with the original using the time scroll if necessary. Once finished click on ✔ and you will see the different videos at the same time

To change views between the different videos and mosaic (2 videos at the same time) select the view you want by clicking on 1 2 ⊞

Now you can make a video with any view you are showing at the moment of the production of the video

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, keys as keyboard shortcuts for registering actions o 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.
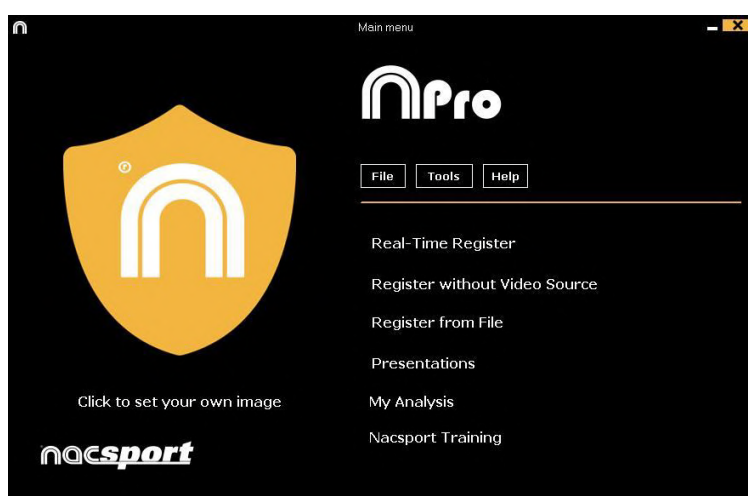
3.- Enter the name of the video file to be captured. Then click on *Save*.
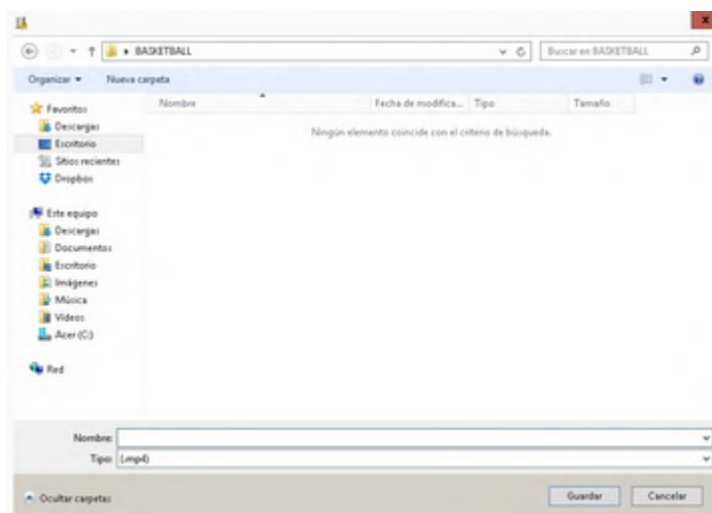
4.- The video will be in .MP4 format and will be stored with compressed quality.

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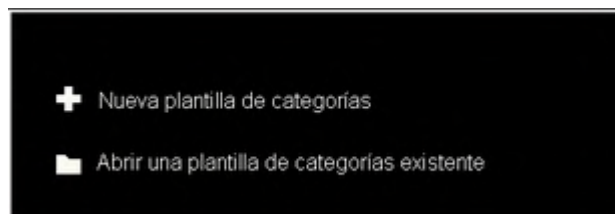
6.- To start the video capture, click 🔴 and the click on YES.
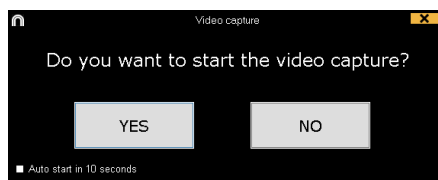
If you select ☐ Auto start in 10 seconds in future occasions the capture will auto-start 10 seconds after the confirmation message appears

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.

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 (see annex 8.2 part 1.2)

Click ⤢ and the register control window will be minimized.

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

See shortcuts

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

Resize video window

Click on [icon] 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.
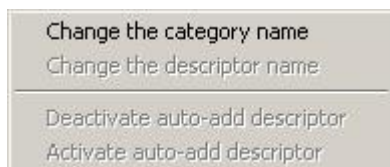
Categories' menu :	Descriptors' menu:
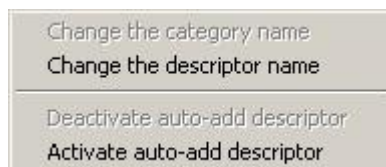
To add a descriptor to an already registered category, click the register in the box on the left of the register control window and click the descriptor you want to add.

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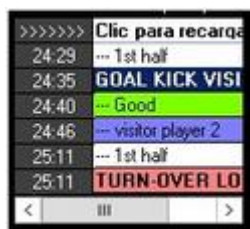
To add note to an already registered category, right click in the register in the box on the left of the register control window and add note. By default, notes are equal to the descriptors of the category.

To save the note click [✓].

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

Play by play window for registered actions.

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

From this list you can review the actions you want by clicking on them.
You can see actions of a single category just by selecting the one you want in the upper dropdown menu.

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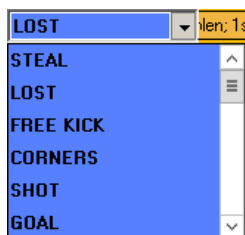
To delete a register select it and click on

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

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

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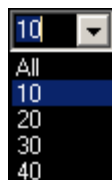
You can add a descriptor or a reference spot to any specific register by selecting it and clicking on the descriptor or the spot in the graphical descriptor.

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.

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

> **Note:** In Pro Plus you cannot stream the registered data. This means you cannot open a Play by Play table, Datamatrix or Dashboard from the Coach Station, when streaming from Pro Plus.

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

☑ Hardware encode mode
◉ NVIDIA GeForce GTX 1050 (Integrated RAMDAC)
○ Intel(R) UHD Graphics 630 (Internal)

> **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 TEST IP

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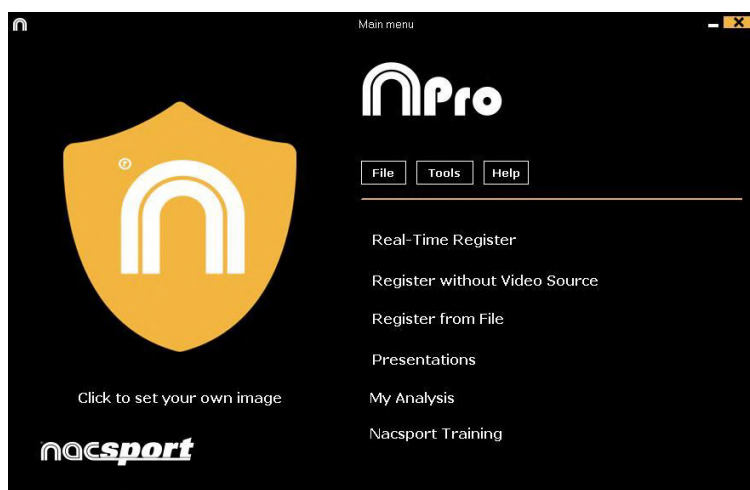
2.-Choose the name of the file to generate and click .

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 .
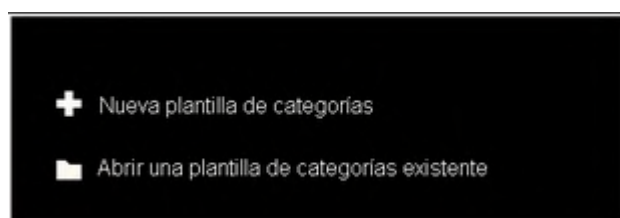
4.- To register actions.

Click

Click **Click to start 1º period** 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 8.2 part 1.2)

Click ⤢ and the register control window will be minimized.

See shortcuts

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

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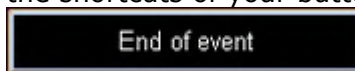
To quickly modify buttons, right click to the button you want and select what you want to modify on the drop-down menu.
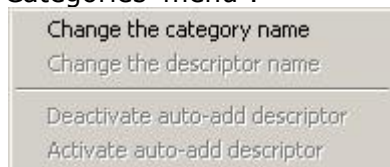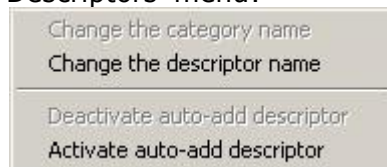
Categories' menu :

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

Descriptors' menu:

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

To add a descriptor to an already registered category click the register in the box on the left of the register control window and click the descriptor you want to add.
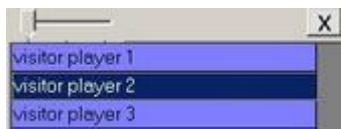
Now the category contains the descriptors **Good** and **Visitor Player 2.**

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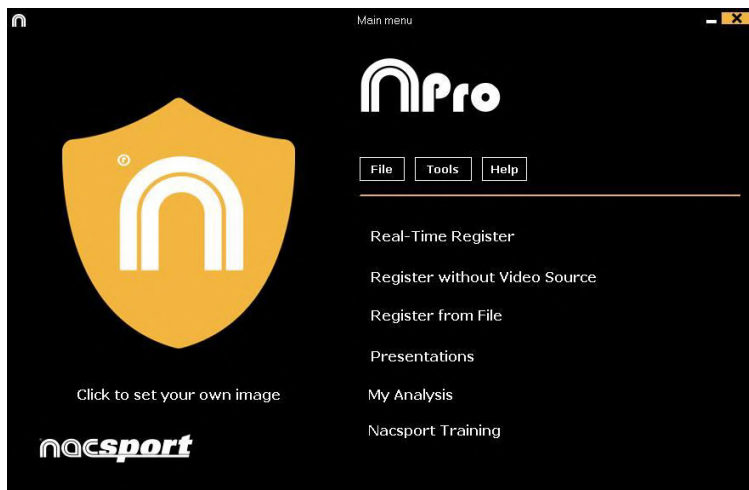
Select database you want to link (it will be shown in red because it has no video linked).
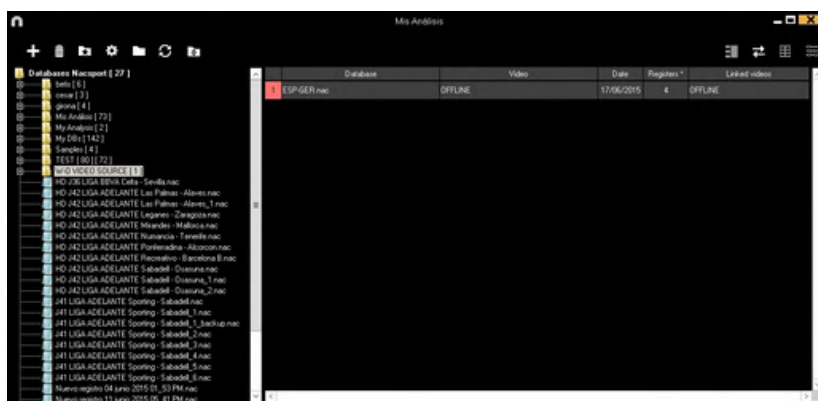
Double click on database and click ..

Choose the video and click **Open.**
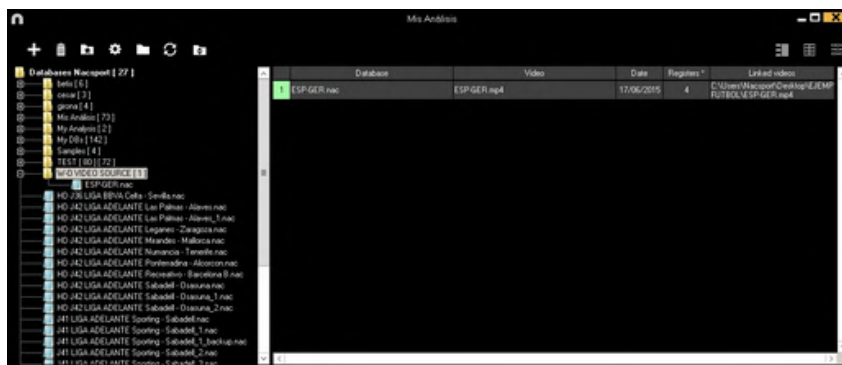
To play, compare, classify or change the recorded actions, click

5. TIMELINE

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

5.1 Timeline icons

Show and hide all records (actions) in selected category.

Show the window to make lists of actions (presentations).

Show the window to make a video with the selected category or actions.

Show the window which generates a sequence of frames of the selected action.

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

Show the 'Viewing and recording actions' environment.

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

Open the window to draw the actual frame of the video.

Delete the selected register/s from the Timeline.

Open the properties window of the selected register in the Timeline.

Open an already created database in the current Timeline.

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

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

Open the actions searcher.

Timeline options.

Open exportation options.

Add an audio note to the selected register.

Open the dashboards

5.2 Timeline tools

5.2.1 Show/hide register list

This tool shows/hides the list of registers the Timeline contains in a clear and easy way.
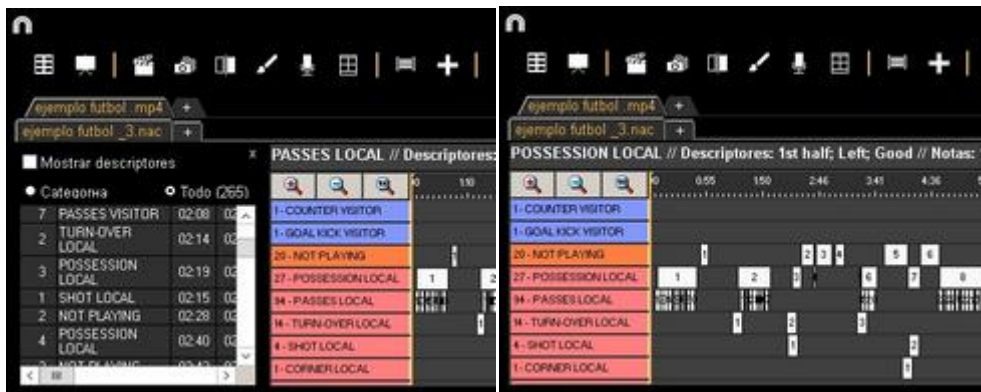
Registers can be shown by categories or chronological order.
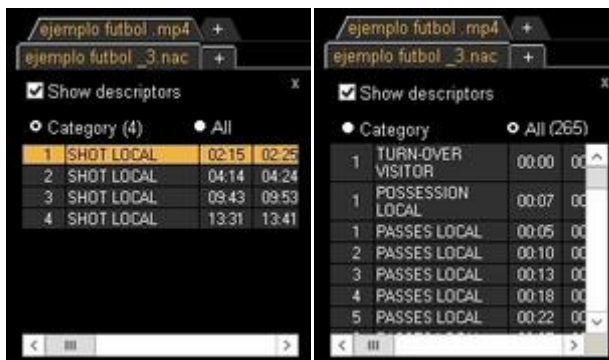
5.2.2 Presentations

With this tool you can make a list with registers in order to create a presentation and then show them o make a video with them. 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.
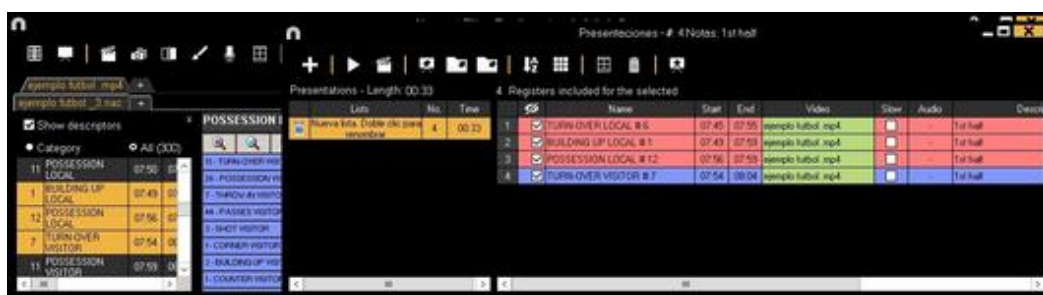
You can select registers in the left of Timeline from the data Matrix or from **Actions searcher.**

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.

<u>To edit registers from the presentation:</u>

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

In this window, you can add notes, pictures and drawings. You can also change the duration of the register
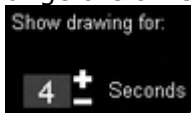
To change the length of a register, click on the start/end of a register and when the icon turns up, just drag the register to the moment that you want.

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

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

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

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

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

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

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 [X] 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 [icon] (see 5.2.17)

To go to the next register, click [icon].

To add the register to another list click on [icon].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 [icon]. You can also add register to another list by double clicking on the box showing the amount of registers in a list.

To edit the presentation:

You can organize the presentation in some different ways:

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

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

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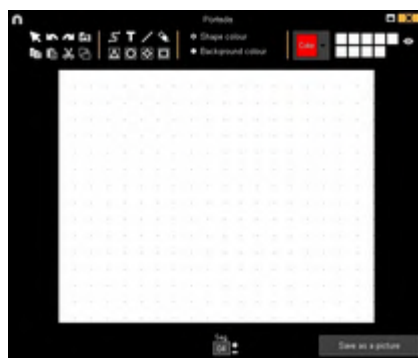
Click or to undo/redo the last changes

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 columnes, by clicking
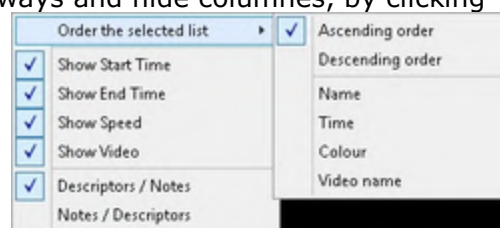
 an then choosing one of these options:

Name: Time: Colour:

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"

<u>Set list structure as favourite</u>

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**.

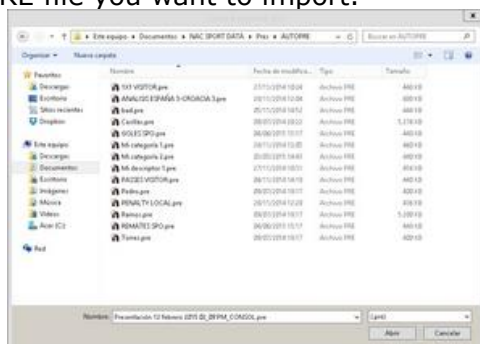To load a list in the new presentation, right click the mouse and select **Load favourite lists**

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

<u>To import a presentation:</u>

To import a presentation, click [Import.pre].

Search the .PRE file you want to import.

Select lists you want to import and click .

Lists to import:	Imported lists:
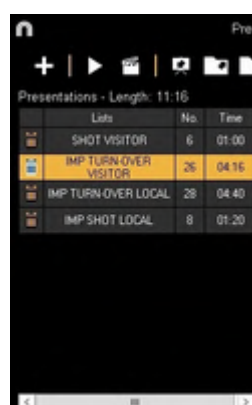
Import images as front pages into a presentation.

There are 2 options:

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

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

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

Copy, cut and paste registers in the presentation.

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

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

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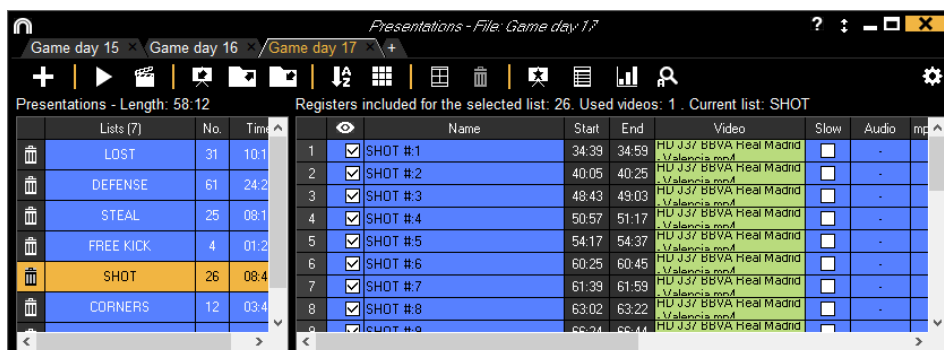
The changes made in one of the presentations will not affect the rest.

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

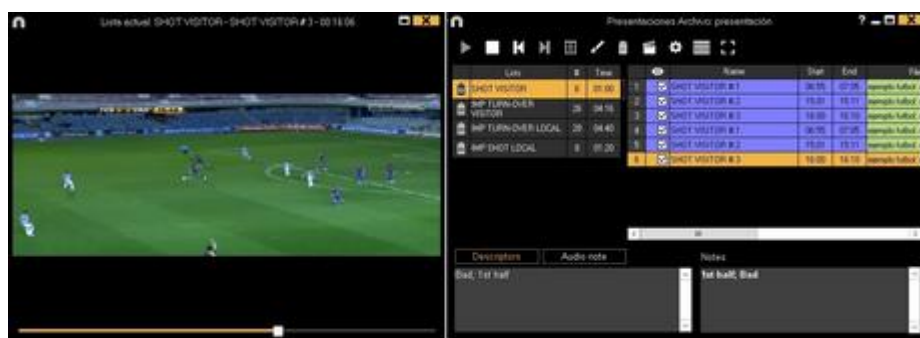To make a new presentation with the content of all the opened presentations, press Alt + M

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 show notes and descriptors of a presentation, click [☑ Insert text ☑ Notes ☑ 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.
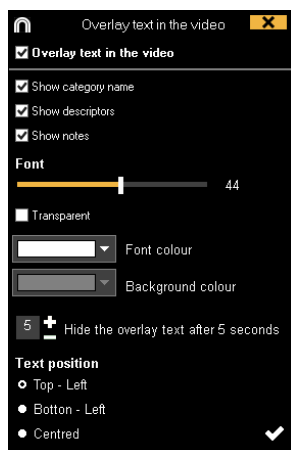
Note: The final videos will NOT have overlay text.

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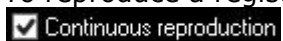
You can show the previous or next register by clicking   or by pressing keys **1** and **2**.

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 .

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 [icon] , 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 [icon]

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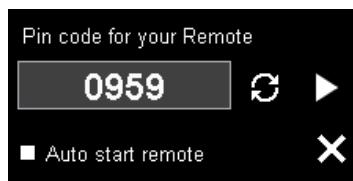
Clicking on [icon] you will generate a new PIN code

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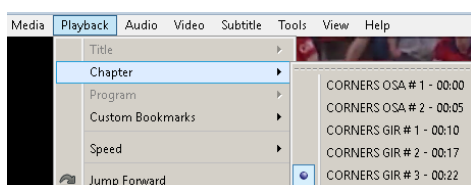
To add a transition between 2 registers in your presentation click on then on "Add video transition" and select the transition you want. Clicking on you will add the same transition after each register in the selected list.

> **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 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.

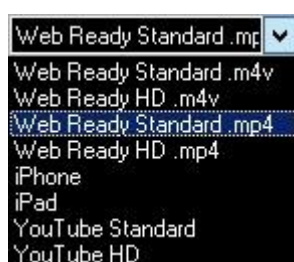1-To make a video select the register you want in it and then click .

2- Select output format and quality you want and click

To quickly export a video in its original format select This video will not contain any drawing, text or audio note.

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

To upload a video to Sharimg select

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

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

To add an external audio file to the video click

And then click and choose the file you want

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

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

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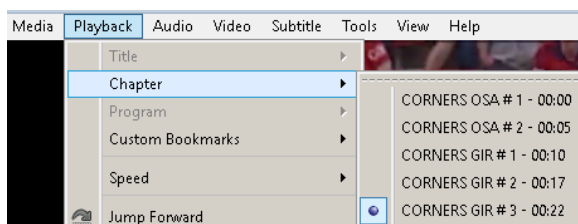
To add a logo to the final video click on from the video making window and then click on

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

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

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

5.2.4 Frame maker

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

1- Select a register and click on .

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

Click to draw in current frame.

Click to save the actual image a .jpg file.

Click to save all images as .jpg files.

Click to play all the images.

Click to produce a video with all the extracted images.

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 an quick and easy way. This is useful for situation when the video is wrong synchronized so the registers do not show actions properly.

To open the tool, click ▦ .

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

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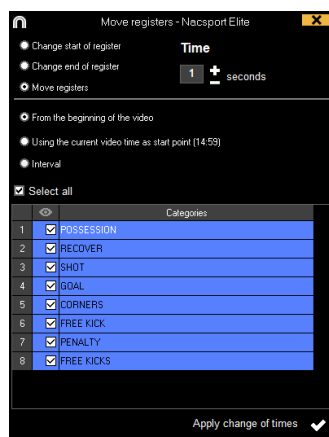
You can choose to move the registers from the beginning of the video or from the actual moment of it. This way you can synchronize just the registers from the 2º half for example. You can also select a time interval in the timeline and modify the registers in it.
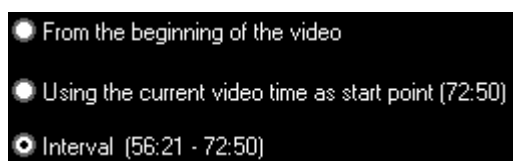
Click on ✔ to make the changes.

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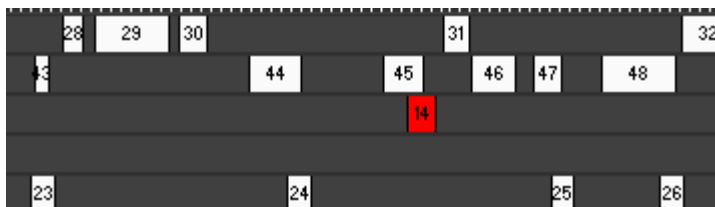
Now go to the moment of the video that corresponds to the moment in which the reference register should be and press Ctrl+A to synchronise the analysis

> **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 [draw icon].

To undo or redo a draw click [icon] or [icon] respectively.

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

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

To break a form click on [icon]

To save the draw as a .jpg file click [icon].

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.

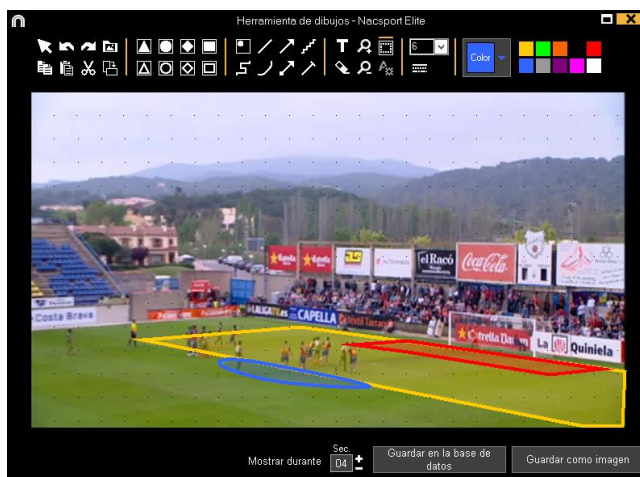To add a database, click ![plus icon].

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

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

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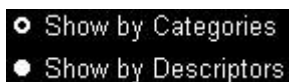
To add a selected register in the data matrix to a presentation, click or press key **3** if the presentation is already opened.

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

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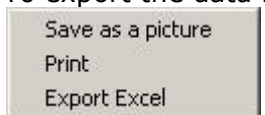
Clicking on you can show the datamatrix from an specific time gap of the event.

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

Customized Matrix

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

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

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

You can save the customized matrix clicking on ⊡.

To open an already made customized matrix you can select the proper option on

the box at the left of an opened matrix or clicking on ⊞

You also have a list with the 10 latest used customized matrix which you will find by

clicking on ⊞ or in the box at the left of an opened matrix

Multiple matrix

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

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

Click ✔

Simple data matrix:

Multiple data matrix:

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

5.2.11 Timeline options

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

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

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

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

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

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

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

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

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

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

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

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

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

Follow these steps:

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

2- Select a database and click **Open.**

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.
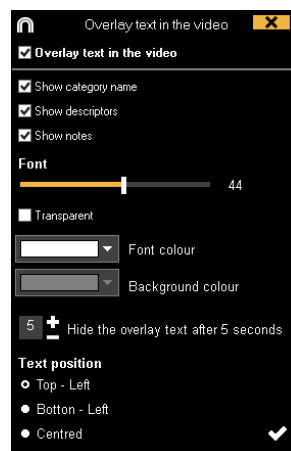
Note: The final videos will NOT have overlay text

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 pres 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 selec the category from Team A and press on Shift+O

Team A possession

Team A posssesion and Team B possession (Opossing registers)
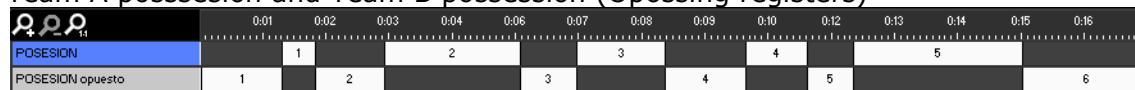
Remove unused footage: With this option you can make a video linked to an analysis using just the real play time from the original video.

To do so click on ⚙ and select the corresponding option

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

Detect gaps automatically

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

Finally click on   Start process

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 continues playback by clicking on

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

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

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

5.2.12 Actions searcher

In this window users will be able to search any action. Once made this search, you can immediately make a film or save your search in collection of actions.

To access to actions searcher, click [icon].
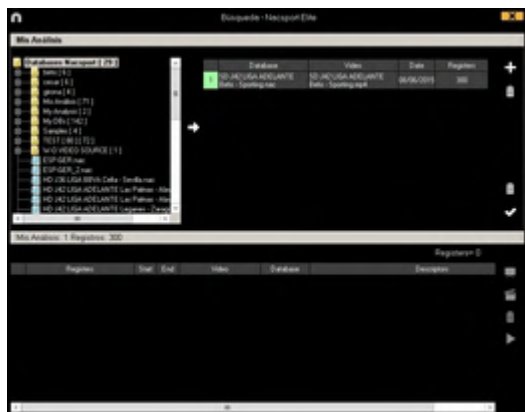
Users will be able to search actions in categories or descriptors by selecting

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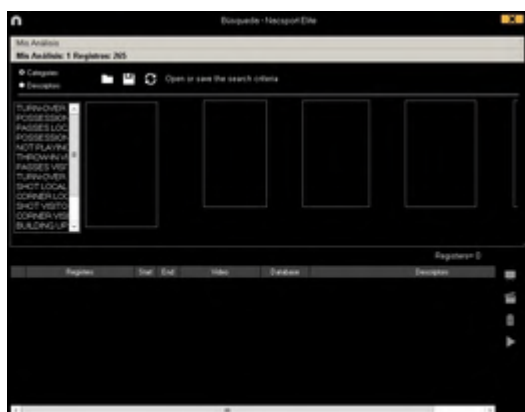
To add registers to a presentation click [icon] or push key **3** if there is a presentation already opened.

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

To see selected register, click [icon].

5.2.13 Export

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

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

- As .XLS file showing the percentage of categories.

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

- As .XLS file.

To export, click and select desired option

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

5.2.14 Access to the moment a descriptor appears

In **Timeline**:

1-Click ☑ Show descriptors

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

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

4- Click the descriptor to be viewed.

In **Data Matrix**:

1- Click ☑ Show descriptors .

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

3- Click the descriptor to be viewed.

5.2.15 Link different videos to a single database

With this tool you can link up to 2 different videos from different angles of an event. To do this click on ⚙ and select the option **link video angle**

```
    Toolbar always hidden
✓   Toolbar always visible
    Keep the playback speed rate after pause
    Link video angle
    Video control with the keyboard
```
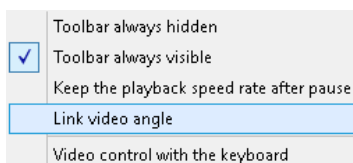
Then select the tab where you want to add the video and click on 🎥
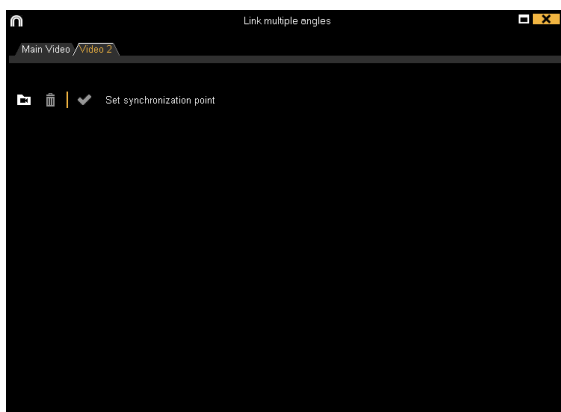
Select the video you want to and synchronize it with the original using the time scroll if necessary. Once finished click on ✔ and you will see the different videos at the same time

To change views between the different videos and mosaic (2 videos at the same time) select the view you want by clicking on 1 2 ⊞ or pressing the 4 and 5 keys

Now you can make a video with any view you are showing at the moment of the production of the video

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

5.2.16 Make an audio note

From Timeline:

a) Select a register in Timeline.

b) Click .
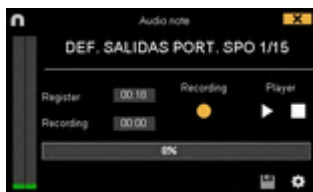
c) Click **Start recording.**

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

2- From the register properties window:

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

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

c)Click **Start recording.**

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

3- From presentations:

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

b)Click .

c)Click **Start recording.**

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

5.2.17 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

5.2.17.1 Make a dashboard

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

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

1. Charts

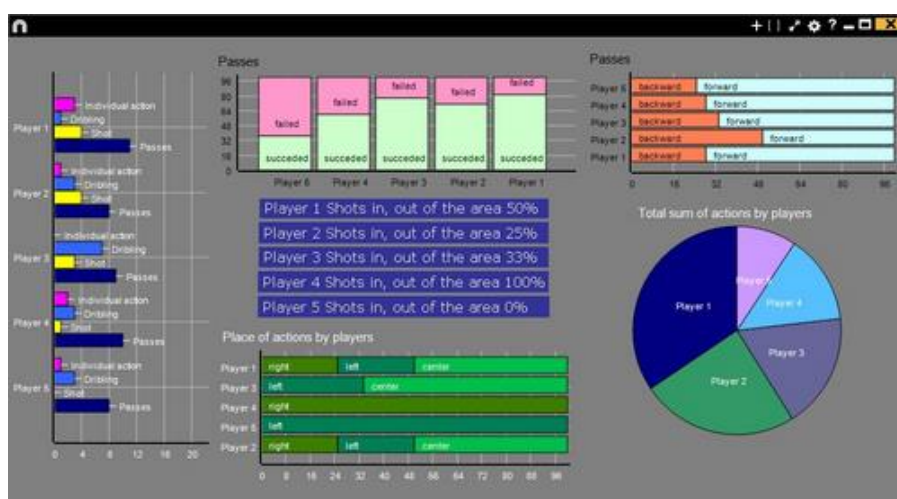To create a dashboard click [icon] on and select "make a new chart" [icon]
Choose the kind of chart you want to make and then click on the categories and descriptors you want to show. The pie and donut charts can only contain a single category in the case of adding descriptors, the lines chart can contain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

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

POSSESSION B | 42 | 0 8 16 24 32 40

Amount of time during the actions took place:

POSSESSION B | 12:36 | 0 8.192 16.384

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.

JAMES / Others (pie chart)
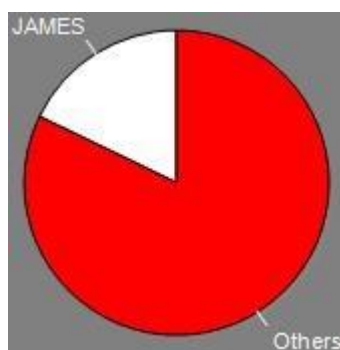
To create a chart which works as a filter click on the category you want, then on the descriptors you want and lastly on "Filtered mode", when this option is active you will only see the categories which contains all the descriptors selected at the same time

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

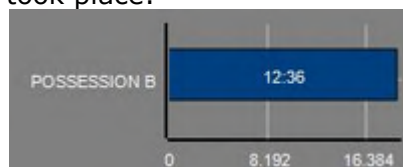Labels will able you to see a numerical representation of actions happened in an event, making easier to understand what happened during the event
You can make 3 different kinds of labels, the simple label, the time label and the data label

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

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

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

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

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

Example:

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

Player 1,Right: 41

to change the colour of the label click

To set a nickname for a label type the nickname on the corresponding box and

select now the label will you the text you set for it

Label without nickname: Label with nickname:

Free kick Side Shot Drill In the area = 0   Free kick   0

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

To show the amount of time during an action took place instead of the amount of action happened click on
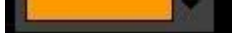
Amount of actions happened: Amount of time during the actions
                                            took place:

Possession A: 119   Possession A: 35:42

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

To create a label relative to a group select the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the label show the value of the action selected in relation to the total amount of the group as a percentage, to see it as a absolute value click on ☑ Absolute value

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

To see the labels ID's keep pressing Alt Gr or hold the left mouse button on the dashboard background. This will help you making label relative to another label.

To create a label relative to a group select the categories or descriptors you want to see, then click on "Relative to a group" and choose the group which contains the categories or descriptors you selected before. Now the label show the value of the action selected in relation to the total amount of the group as a percentage, to see it as a absolute value click on ☑ Absolute value

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

To see the labels ID's keep pressing Alt Gr. This will help you making label relative to another label.

To make a label which behaves as a sum of elements click on the category you want, then on the descriptor you want and lastly on " behave as sum" , when this option is active the label will show the total amount of the categories containing one of the descriptor summed to the total amount of categories containing the other descriptor.
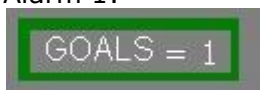
Example:

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

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

Example:

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

Alarm 1: | Alarm 2: | Alarm 3:
GOALS = 1 | GOALS = 3 | GOALS = 5

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"

Edit register properties

You can edit a register properties directly from the preview window of a chart or label. To do so click on any bar/section or label to see the action contained by that element. Now double click on any register you want to modify or click on ▦

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 anlysis name (.nac). Now the registers will be shown in chronological order by analysis.

Chronological order:					
☐ Order by anlysis name (.nac)					
☐ 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:					
☑ Order by anlysis name (.nac)					
☐ 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

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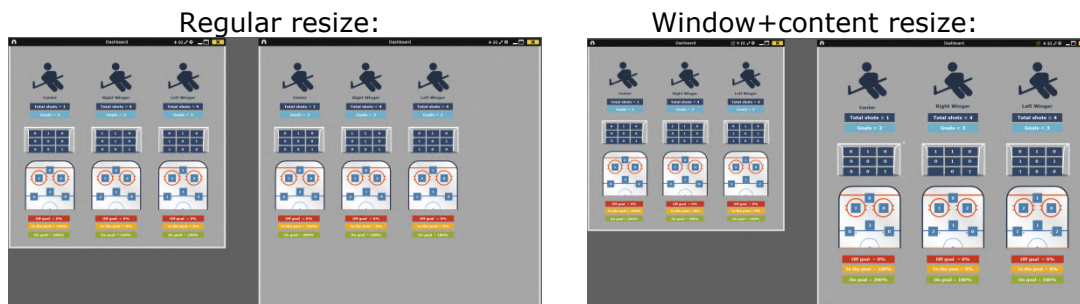
> **Note**: When you delete multiple ítems at the same time, a new backup will be automatically created

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.

Regular resize: Window+content resize:

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.

5.2.18 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 [icon], select the categories you want to add to the chart and then on [icon]
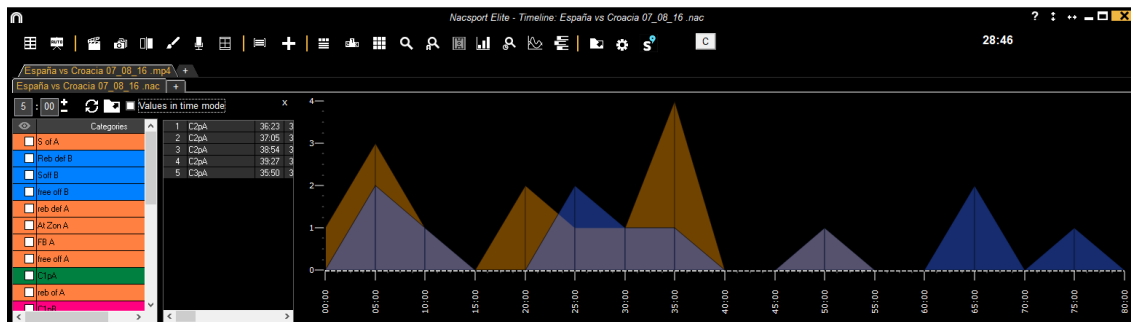
By clicking on any of the areas in the chart you will see the actions happened at that moment.

You can modify the time interval by setting the want you want on [icon]

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

5.2.19 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.

5.2.20 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 me made according to the field measurements.

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.

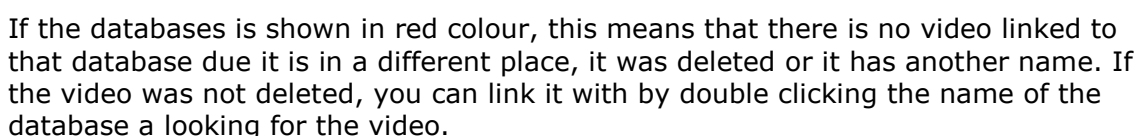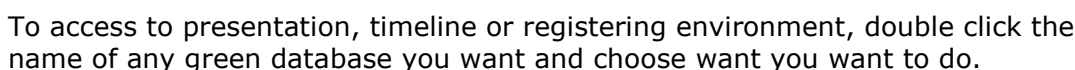Holding the Ctrl key and using your mouse wheel, you can zoom into the graphical descriptor.

Holding the Ctrl key a 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.

6. MY ANALYSIS

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

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

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

You can also:

Make subfolders: Click any folder and then click ![plus icon].

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

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

Choose folders' path: Click ![gear icon] and then select the path.

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

Open databases folder: Click ![folder icon] icon.

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

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

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

Analysis search: With this option you can quickly search and specific analysis by its name, video or creation date.
To do so just type in the search bar what you want to search.

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 button].

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 button]

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

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

7. TOOLS

7.1 Merge and convert video files

With this tool you can convert multiple video files into one video file in .AVI format. Input formats supported by Nacsport are: .AVI, .WMV, .MOV, .MPEG, .MPG, .MOD, .M2V, .MTS, .M2TS, .VOB, .MP4 and .AVS.
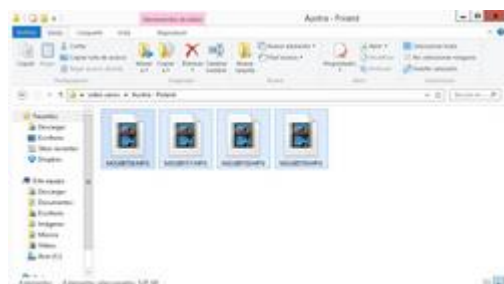
To use this tool, follow these steps:

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

2- Click on **Convert MPEG-2 to .AVI.**

3- Click .

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

5- Click .

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

7.2 Import/Export .XML Files

* To **import a .XML folder**:

a) At the main menu of the program, click on **Tools.**

b) Select **Import.**

c) Select **Import .XML of Gamebraker and SportsCode.**

d) Click [folder icon].

e) Look for the .XML folder and double click it.

After selecting the file you want to import a new window will show, allowing you to select what categories and descriptors will be imported.
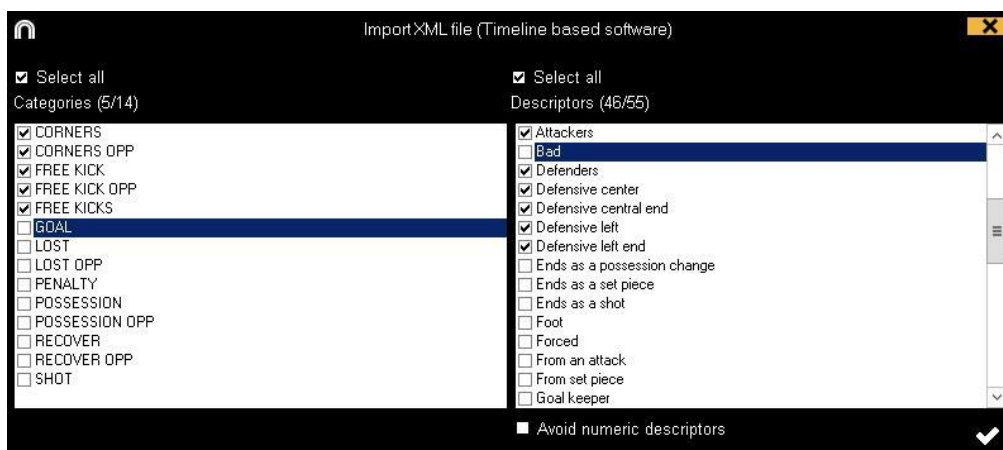
Clicking on [Avoid numeric descriptors] you will automatically deselect all the descriptors containing just numeric values. This means the descriptor name does not contain any letter, though it can contain symbols such as :, -, .,

f) Select name and destination for the **.NAC Database** and click on **Save.**

g) In the section 3, click [folder icon].

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

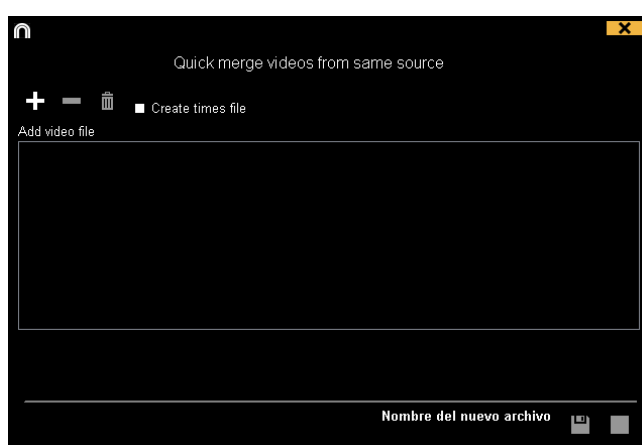Click ▭ and select video to be linked

Click | Create Nacsport DB |

7.5- Quick merge videos from same source

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

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

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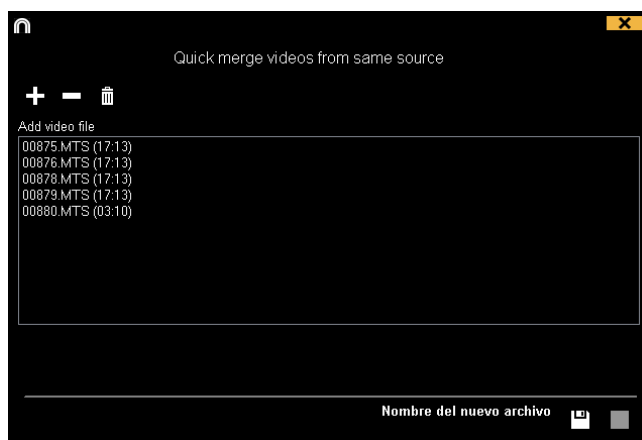
To use this tool, follow these steps:

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

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

3- Click on .

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

5- Click on

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

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

With this tool you can convert multiple video files into one video file.
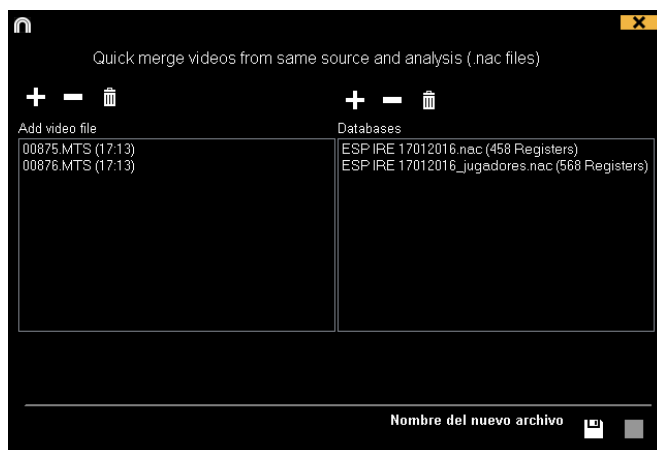
To use this tool, follow these steps:

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

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

3- Click on .

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

5- Click on

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

7.7 Import .TLcodes from GameBreaker / SportsCode

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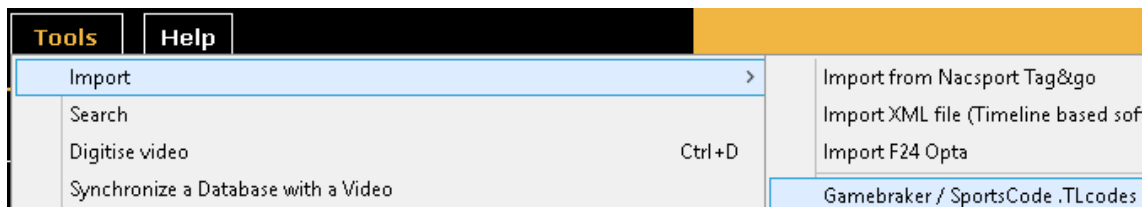
Now look for the .TLcodes file you want to import and double click on it. It will be in the corresponding .SCpkg folder. Nacsport will automatically look for the video and link it to the newly made database.
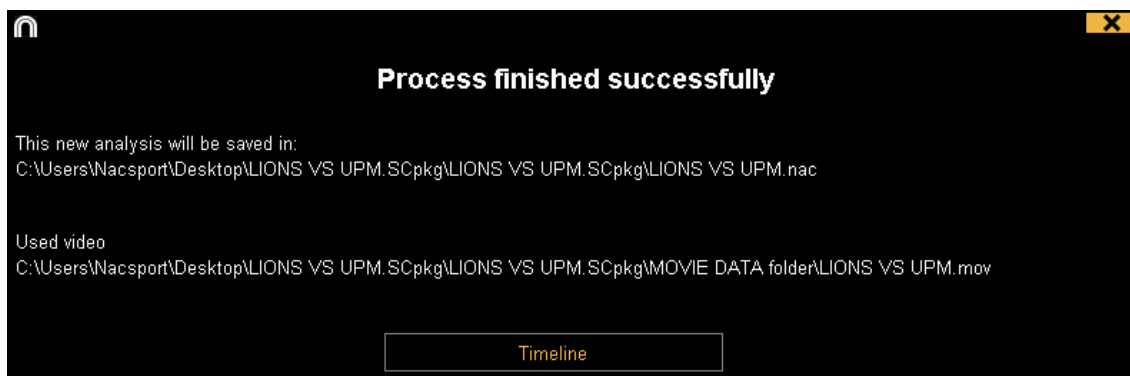
To open the analysis and begin working click on

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 [XML] and select the file to import

Click on [icon] and set a name for the analysis

Click on [icon] 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
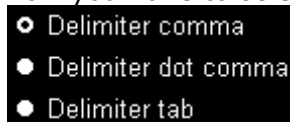
7.10 Import files from CSV de Dartfish, EasyTag, Synergy, Opta…

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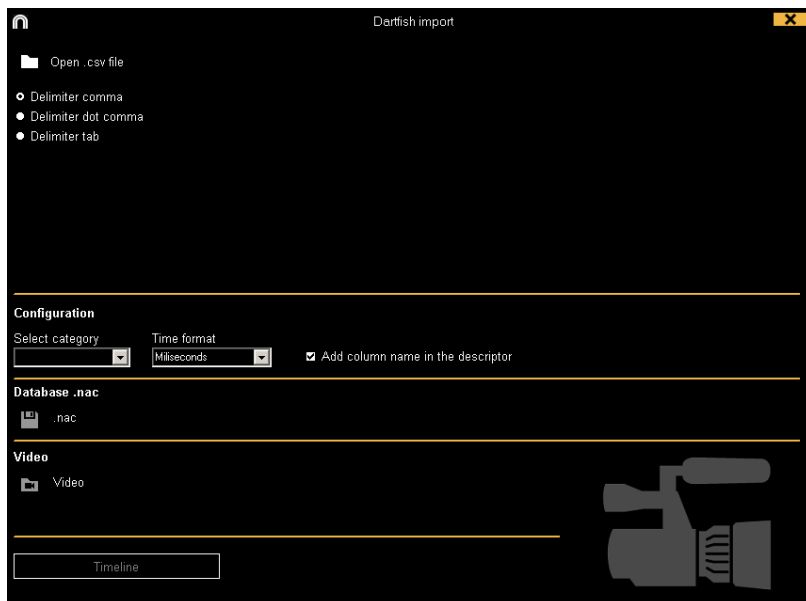
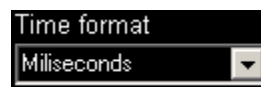Click on and select the file to import

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

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

Clicking on you will make a Nacsport database

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

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

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

Finally click on **Open the Timeline.**

8. ANEXO

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 clic on

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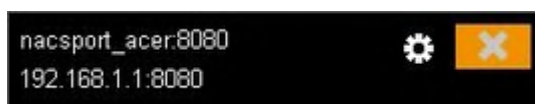
To change the streaming settings click on

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

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

To start the data streaming automatically each time you start a new registering clic on

To not stream the plays in real time click on

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

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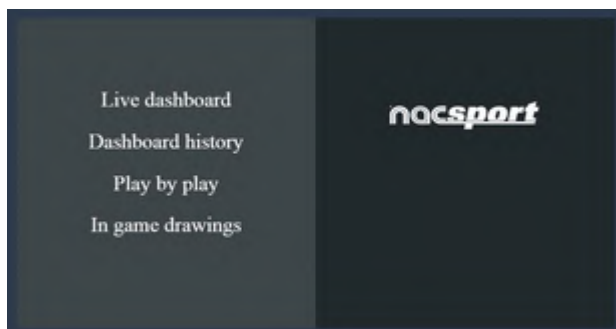

To see a dashboard in real time click/tap on "Live dashboard"3

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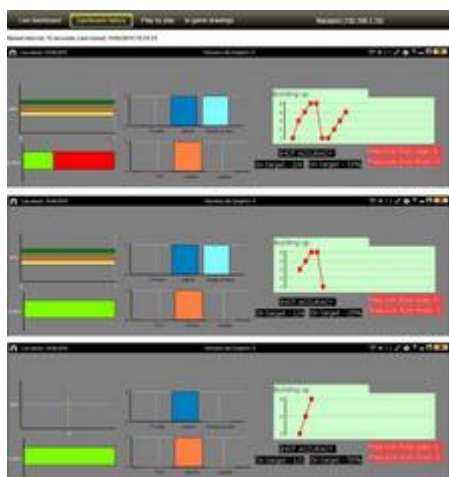
To see the stream of plays in real time click/tap on "Play by play"

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.
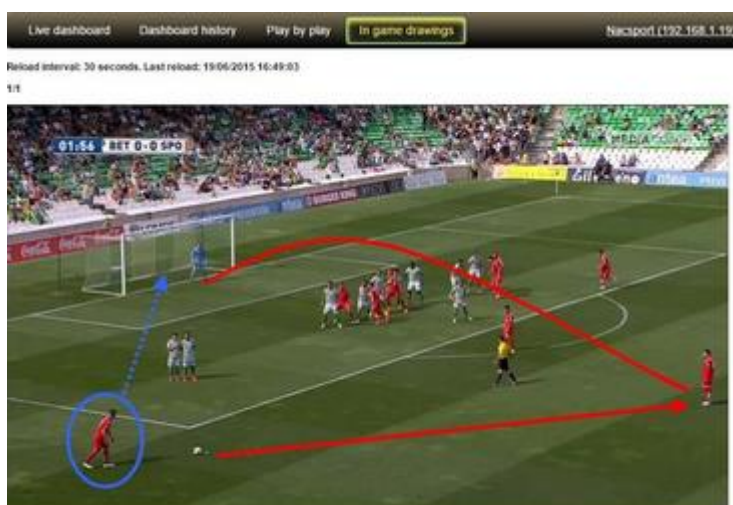
Clicking/taping on ⭐ you will set that action as a favourite.

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.

No 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.

Shot_15m_25s.mp4
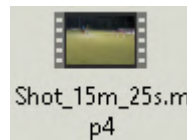
> **Note**: If you use any shared folder (Dropbox, Hubic, Google drive…) To save the files, this will be available in the reciever device without internet connection, once the shared folders are synchronized.

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.
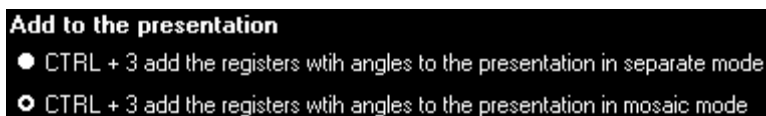

8.3.2 Add multiple angles as mosaic.

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
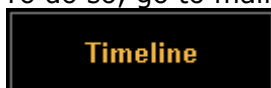
 and select the option you want.

### 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 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:
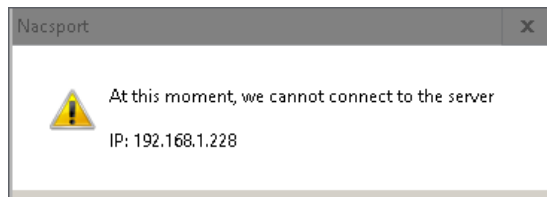
8.3.4 Change default folders path.

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.

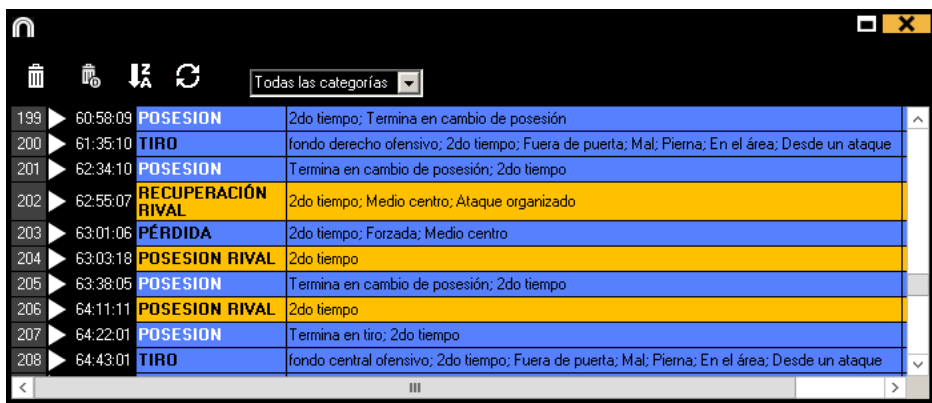You will find the streaming address on the top part of the video player
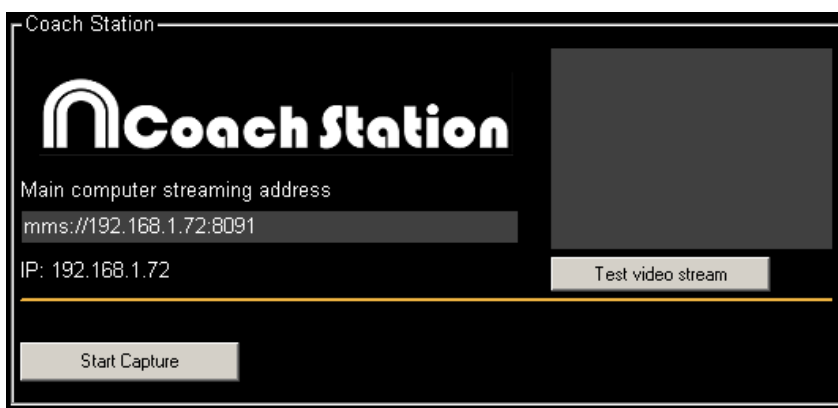
Clicking on "Test video stream" you can check the status of the video being streamed from the capture .

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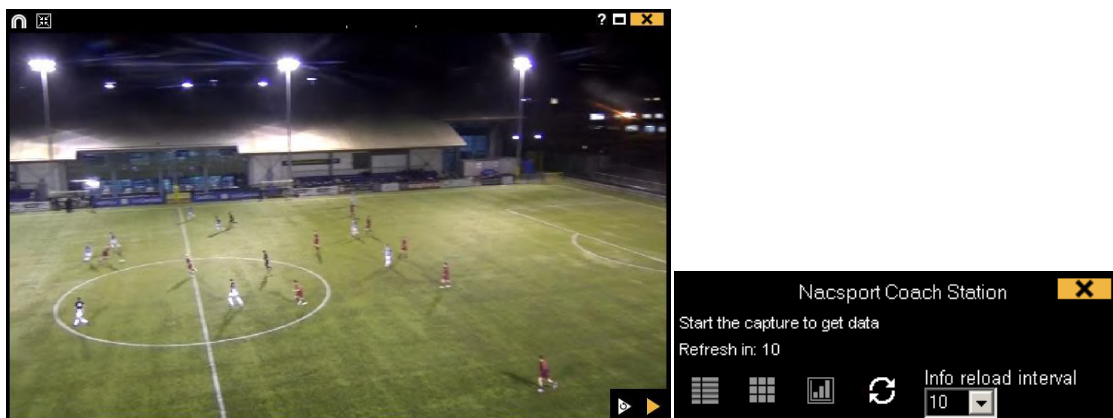
Clicking on [▶] from the video player you will be able to do a real time review. Now you can see any action previously registered.

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

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

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

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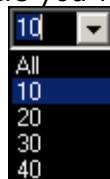
Clicking on [icon] you can open a quick consult matrix.

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

Clicking on [icon] you will refresh the info from the play by play window.

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

8.5 Twitter integration

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

To link your Twitter account you have to go to the options menu from the main menú and select the **Twitter** tab. Now click on **Vicular Nacsport con Twitter** and log in Twitter.

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

To unlink your account click on **Cancelar vinculación**

To set the buttons which will post Tweets you have to edit your template and select the desired button. From the behavior tab click on [twitter icon] and then on **☐ Activar Twitter post** lastly you have to insert the text you want to post in Twitter. By clicking on **☑ Post Dashboard** you will automatically post a picture of your dashboard next to your text.

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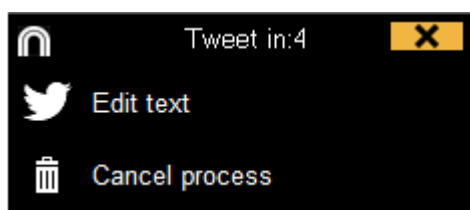
8.6 Update 6.0

1. TEMPLATES

1.1 New edition options for buttons.

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

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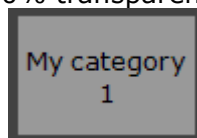

- **Transparency.** Apart from colour you will also be able to modify the transparency level of your buttons, which will allow you to make a much more efficient use of the clustered buttons. To modify the transparency of a button you just have to use the corresponding slider.
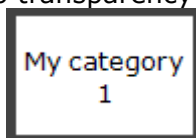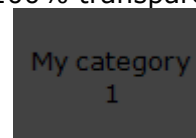
- **Counter colour.** By default the color for the counters will be black. This can make it hard to read them depending on the background colour used for the template. From the corresponding colour box, you will be able to change the colour of the counters for each button.
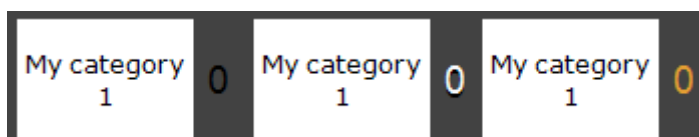
- **Pictures for inactive buttons.** You can add a picture to an inactive buttons as if it was a category or descriptor.

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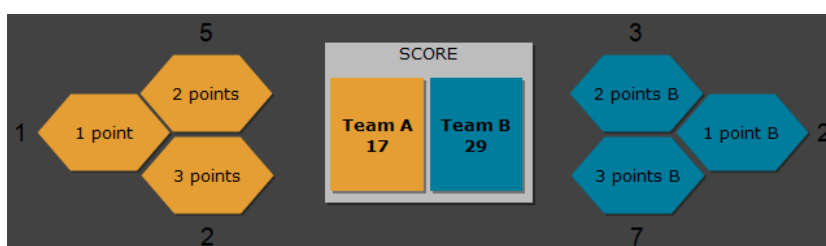
- **Editing the size of a button.** When selecting a button a border will show around it. Dragging any of the spots in the border will modify the size of the button. This will let you make a much more precise edition of the button.
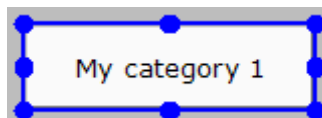
- **Edit the name of a button.** Double clicking on a button while editing the template will allow you to edit its name.

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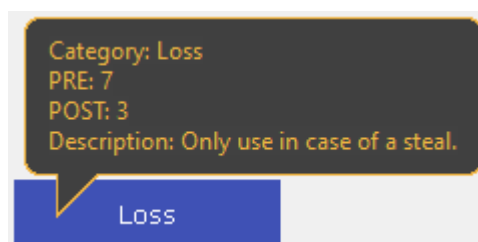

The information showed will be: The kind of button (category/descriptor), the PRE/POST time assigned and finally the description added to the button.

1.2 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.

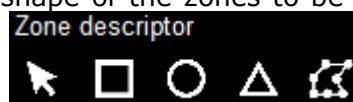### 1.3 New edition options for graphical descriptors.

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.

- **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.

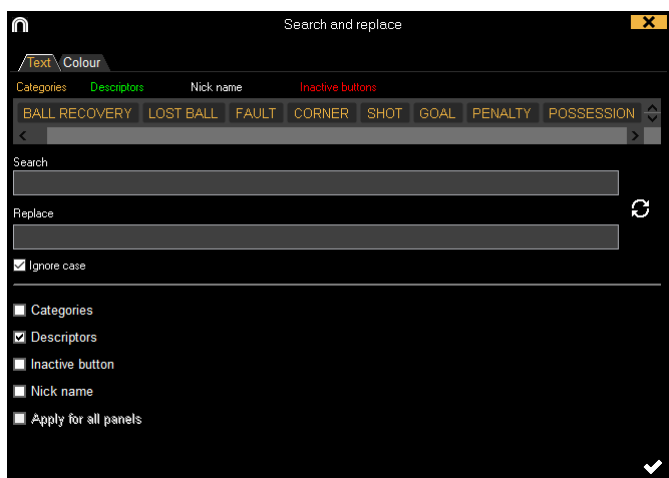- **Shapes for zones**. You can select the shape of the zones to be made and also customize them using these options

- **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.

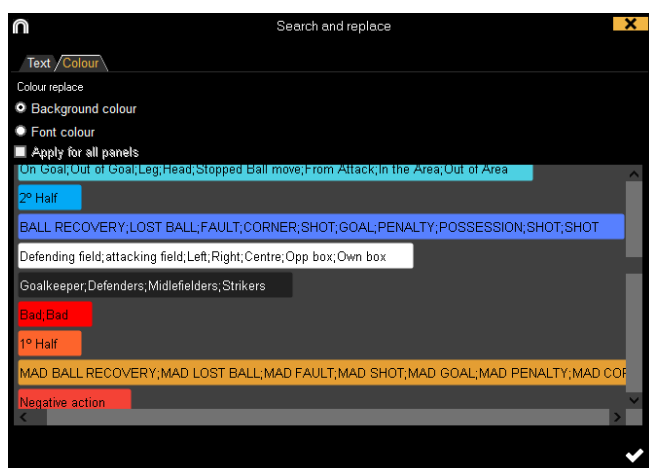Clicking on will open the search and replace window.

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. TIMELINE

2.1 Hide columns in presentations.

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

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

2.2. 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. REGISTERING

3.1 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.

4. GENERAL CHANGES

4.1 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

nacsport

quality information, better decisions