NScout+

UPDATE MANUAL

Nacsport Scout Plus
Version 6.0
05 August 2020

nacsport

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1. TEMPLATES

1.1 New edition options for buttons.

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

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


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

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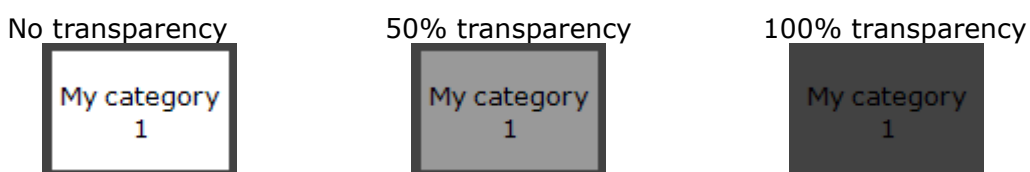
- **Counter colour.** By default the color for the counters will be black. This can make it hard to read them depending on the background colour used for the template. From the corresponding colour box, you will be able to change the colour of the counters for each button.
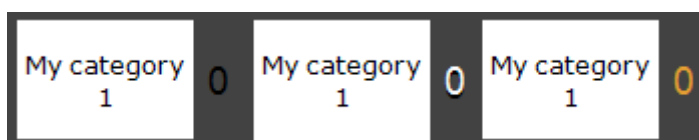

- **Pictures for inactive buttons.** You can add a picture to an inactive buttons as if it was a category or descriptor.

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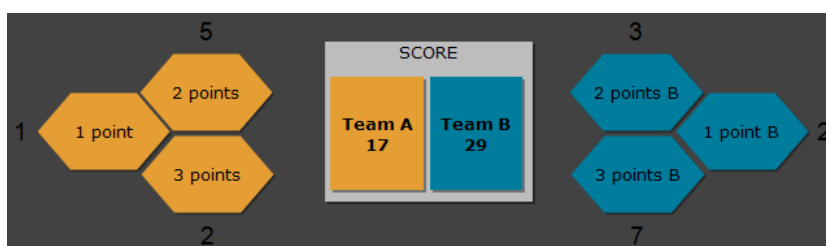
- **Editing the size of a button.** When selecting a button a border will show around it. Dragging any of the spots in the border will modify the size of the button. This will let you make a much more precise edition of the button.
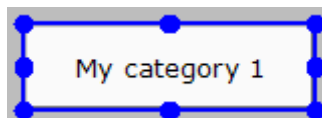
- **Edit the name of a button.** Double clicking on a button while editing the template will allow you to edit its name.

- **Pop up info box.** Setting the mouse over a button will show a text box with the information of the button. This will help you to recognize the specific behaviour of any button.
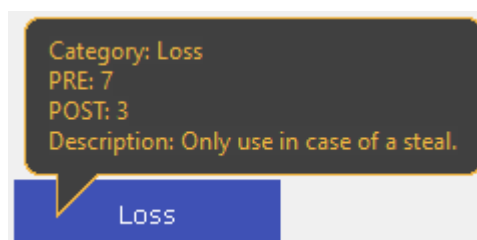
The information showed will be: The kind of button (category/descriptor), the PRE/POST time assigned and finally the description added to the button.

1.2 Video playback control property.

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

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

Example:

-When clicking on the category "Penalty corner" the video will play in slow motion to see the action in detail.

- When clicking on the descriptor "Lost" the video will go backwards 10 seconds to see the action which leaded into the loss.

- When clicking on the descriptor "out of bounds" the video goes forward 15 seconds to see the moment when the game restarts.

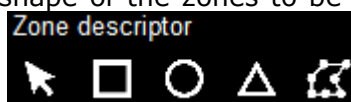## 1.3 New edition options for graphical descriptors.

Now we count with some new option to make the work with graphical descriptors more comfortable.

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

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

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

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

1.4 Search and replace.

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

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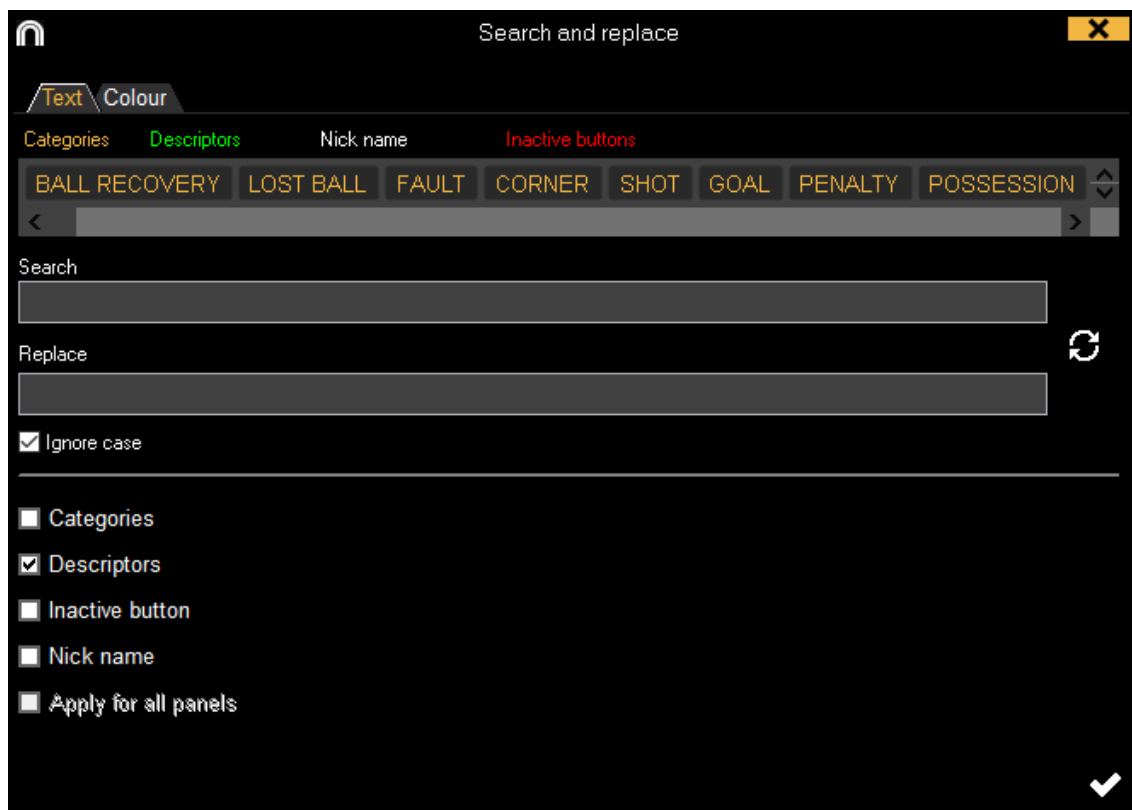
To change the text of any button you only have to insert the existing text and the new text in its corresponding box. You can select a specific button by clicking on its name on the upper part of the window. In case of having the same name on different buttons you can use the colour legend to distinguish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

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

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

Clicking on the Colour tab you will be able to change the background colour and font colour of any button.
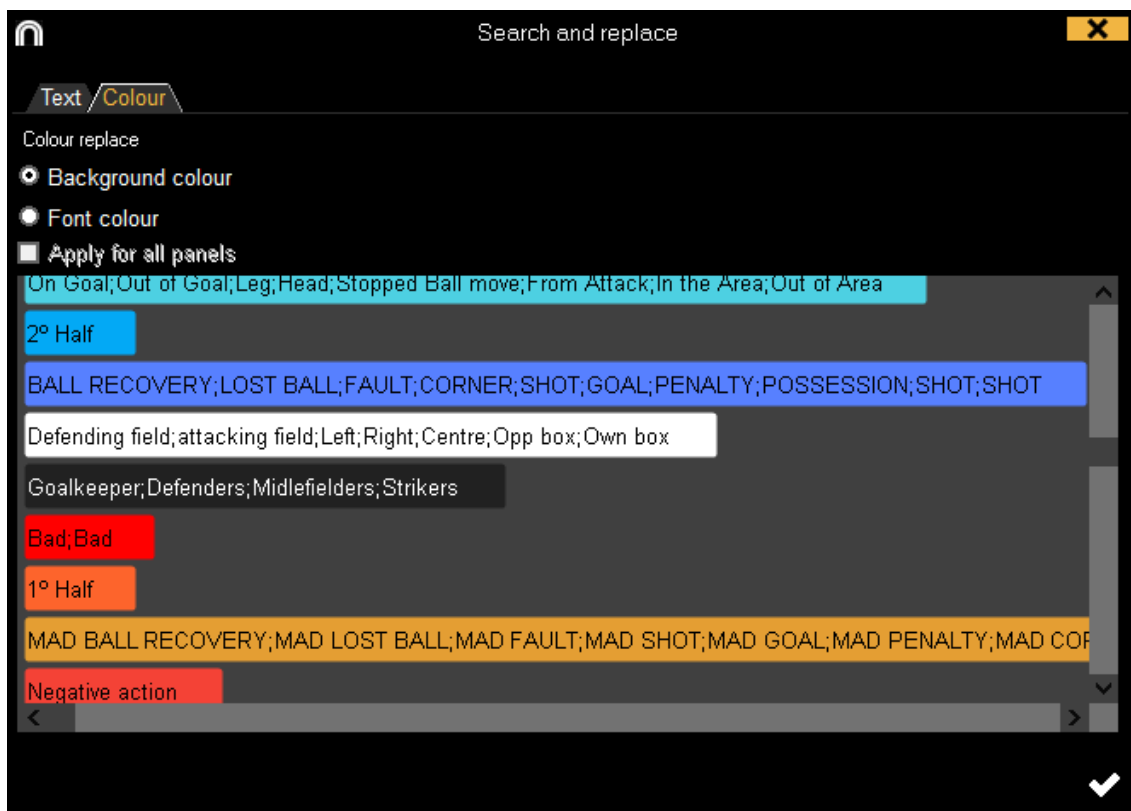
To replace the colour of a series of buttons you just have to click on the colour to be changes and then select the new colour. All the selected buttons will automatically change their colour to the new one.

2. 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 [icon] 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