

# **Tag&view**

## **USER MANUAL**

**Nacsport Tag&view**

Version 1.5.0

15 April 2020

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Nacsport Tag&view Manual  
Version 1.5.0  
15 April 2020  
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## 1. INTRODUCTION

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Nacsport Tag&View is an iPad/iPhone app for easily registering actions for an event you are watching or filming.

Data is collected by using a button template (with categories and descriptors) created by the user on the iPad/iPhone, or imported from the following Nacsport software: Basic, Basic Plus, Scout Plus, Pro Plus and Elite.

Once the event has finished, the resulting analysis of information can be exported for opening in any Nacsport software and also exported as an XML file so it can be used in other timeline based video analysis products (such as Gamebreaker © or SportsCode ©). Linking this information with a video will easily show you all your registered actions from the iPad/iPhone.

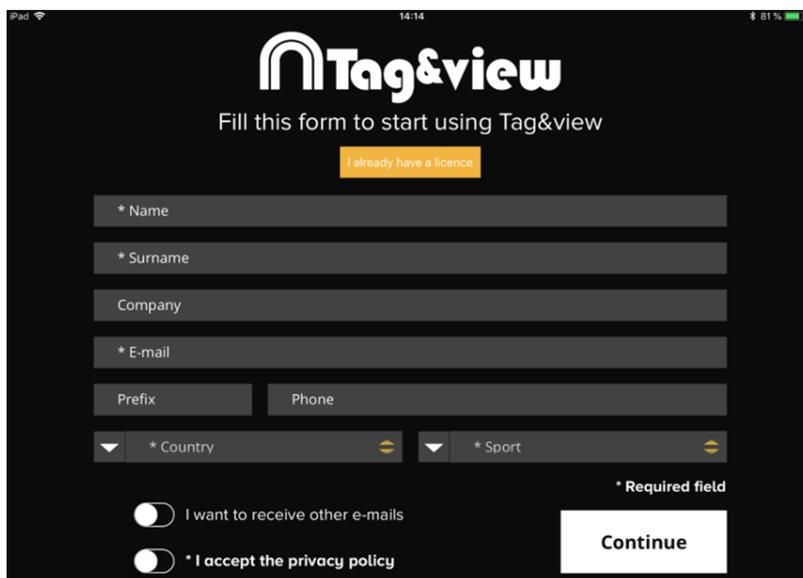
Nacsport Tag&View can be downloaded for free on iTunes with the following limitations:

- Import templates from other iPad/iPhone or Nacsport software.
- Duplicate templates within the app.
- Only the first 15 category registers in an analysis can be exported to Nacsport software (or as an XML file).
- The video capture/streaming will take a random duration between 30 seconds and 5 minutes
- Access to the data matrix.

To obtain full features of this app, it is compulsory to have a license.

## 2. CONFIGURATION AND LICENSE CODE

To use Tag&View you have to fill the initial form.

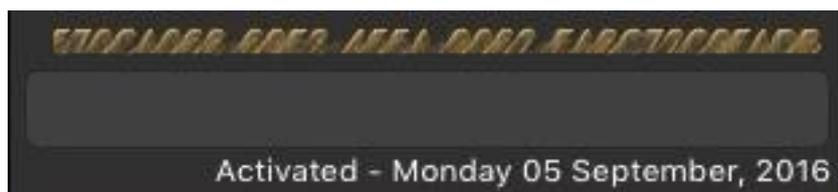


After this you will get an email with a code you have to insert in the app.

To configure Tag&View follow these steps:

- 1) In the main menu, tap the  icon.
- 2) Select your language. Tag&View is available in English, Spanish, German and Dutch.
- 3) Enter the email which will be used to contact your distributor or to send analysis from Tag&View. Next, tap **Update email**.
- 4) To request a Tag&View license send an email to [info@nacsport.com](mailto:info@nacsport.com) containing your name, surname and organisation. Please, indicate if you are a Nacsport user or not at the moment of the request.
- 5) Once Nacsport validates the process, we will send you a license number. This number must be entered in the **Subscription** box.

If you want to check the date of expiration of your license, you must open the configuration window. To do this, tap the  icon.



- 6) To change the logo in the main menu, just tap on it a select the image you want to use

## 3. BUTTON TEMPLATE (CATEGORIES AND DESCRIPTORS)

### 3.1. List button templates

In this work environment you can do the following:

- **Create button templates.** To do this, tap the  icon.
- **Delete button templates.** To do this, tap the  icon, select a template by

tapping the  icon and tap Delete. Another option: Swipe left on your template and tap Delete.

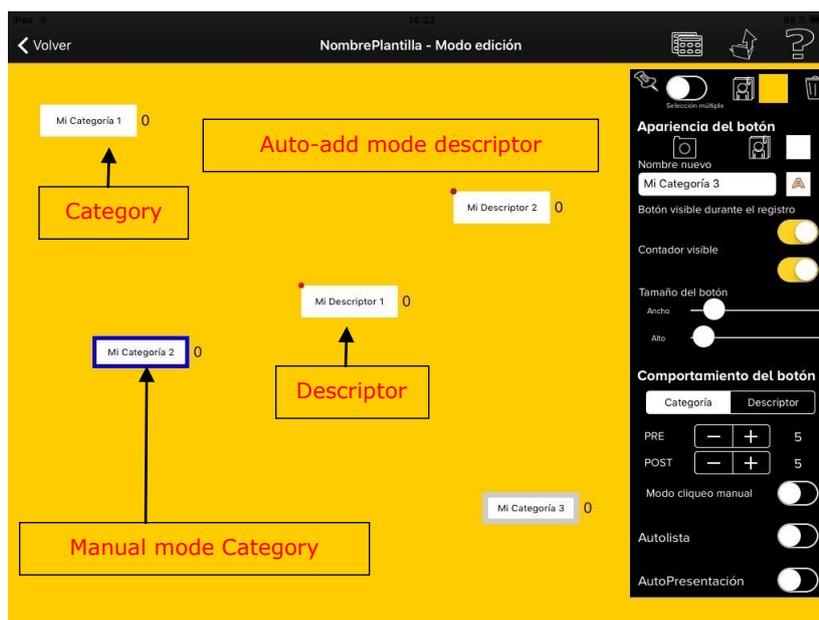
- **Import template to template list.** The template must be previously loaded via iTunes (see **import via iTunes**), tap the  icon and tap Accept. If you wish, you can modify the name of the template before tapping Accept.

- **Help.** To receive support for this environment, tap the  icon.

### 3.2. Edit button templates

**Buttons can be created** with different purposes. These are the available options:

- To create a **Category**: press and hold on the screen with one finger.
- To create a **Descriptor**: press and hold on the screen with two fingers.
- To create a **manual mode Category**: press and hold on the screen with three fingers.
- To create an **auto-add mode Descriptor**: press and hold on the screen with four fingers.



Once the button is created, it can be **moved** by tapping it with one finger and then dragging it to the desired position.

To modify the size of the button, select it and spread or pinch it. Alternatively, use the "button size" sliders.

#### - Replace text in multiple buttons at once:

Search for text sequences to be changed into others. Click this icon



Write the text to search for, write the text to replace and then Accept.

It is very useful when you want to change specific text in different buttons at the same time. For instance, if we have these buttons on our template: "Goal Team A", "Shots Team A" or "Poss Team A"... and we would like to replace "Team A" with "Team B".

With one action, we can quickly change the text in multiple buttons.

#### - Duplicate button templates:

To copy a button template, tap the  icon, select a name for the new template and tap Accept. Then, select your choice between duplicating it or not.

#### - Export button templates:

Tap the  icon, enter the recipient email and tap Send.- **Help.** To receive support for this environment, tap the  icon.

### 3.2.1 Button properties

This view consists of 3 sections:

#### General options:

- Block/unblock movement of the configuration window.

To block the movement of the configuration window, tap the  icon.

To unblock the movement of the configuration window, tap the  icon.

- Multiple button selection: To do this, keep your finger pressed for one second on the button which will be used as a reference, or tap the multiple selection button

. Next, start tapping the buttons you wish to select (these buttons will have an orange border after being selected).

- Delete button: Select a button and tap the  icon. A confirmation message will appear.

- Change screen background colour: Tap the  icon and select your choice.

-To clone a button keep pushed the button you want and select the amount of clones you want.

-Change background image: Tap on  and select any image you want

**Button appearance:**

New name: Tap in the blank box and enter the name for the selected button. If the name is coloured in red, this means that the name is already selected for another button.

Show text: If you do not want to see the text of a button select the button and tap on the corresponding option.

Text appearance: Tap the  icon to modify the colour, visibility, size and alignment of your text. The window that appears can be blocked to change the appearance of following buttons by tapping the  icon.

Change background picture: click  and select the file to replace it.

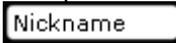
Button visible during register: If you do not want to make your button visible during registering, tap this selection circle. You also have the option to have the counter above, below on the left or right of the button

Visible counter: If you do not want to make your counter visible during registering, tap this selection circle.

Size of the button: To modify the size (width and height) of the button, move the two circles to the right or left.

Inactive button: To use a button as a partial or full frame for the template tap on



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 tap on the button you want from the template. Then tap on   and type the nick name you want in the text box

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 and

tap on 

## Button behaviour:

### 1) Category:

There are two ways to register actions:

Default mode: The length of each register (action) is 10 seconds, 5 seconds before (PRE) and 5 seconds after (POST) the buttons is pressed. You can change these PRE and POST times to suit your requirements.

Manual mode: The user will decide the start and end of a register by manually tapping when it starts and then again when it ends. The default PRE and POST times are 0 seconds, but they can be modified.

### How to create manual mode categories:

To have a category button in manual mode, tap the white circle next to "manual mode" under "Button Behaviour".

In manual mode, category buttons will keep recording until you turn them off with a tap. This can also be done automatically by setting other manual mode category buttons to have an exclusive link to each other.

**Example:** With two manual mode category buttons "Possession" and "No Possession", you can set these as exclusive to each other so that only one can be on at a time; giving you exact possession times in a game for both teams.

### How to create excluding categories:

NOTE: To show the exclusions window, at least two category buttons must be in manual mode.

a) Tap a button which is in manual mode. If there are at least two buttons in manual mode, the exclusion window will appear with the buttons which are available to be excluded.

b) From the list, tap the other buttons that you wish to be excluded to your currently selected button.

### How to use excluding categories:

To use excluding categories in the Analyse area:

Tap excluding buttons when actions are going on during registering.

When one of the excluding buttons (category) is tapped, the other buttons which are exclusively linked to it stop registering automatically.

### Other categories' behaviour

Wild Card Button: To use a button as Wild Card Button during registering user must slide the white circle to the right. This button allows you to start registering an action which has not been identified at first glance. Then, once identified, the user will be able to finish the action's recording by pressing the chosen corresponding category button in the template.

Activate Rating: Rate your registers from 1 to 5. Slide the white circle to the right if you want to activate this option.

## 2) **Descriptor:**

Descriptors determine how, when and where actions take place. They are like 'adjectives' for categories.

If you wish to add any of them automatically without tapping on them, select "Descriptor added in each click".

### **Different options for descriptors:**

When using the Analyse function, you can automatically add a descriptor into active categories without having to tap that descriptor button. In the template creation mode, tap your descriptor and then press the white circle underneath "Descriptor added in each click".

To hide the red mark which shows on the top left side of descriptor buttons, tap the white circle next to "Remove the red dot" in template edition mode.

### **Other behaviours (these can be also applied to Categories)**

Auto-list: During observation, you can pre-set your registers to automatically populate a list in a presentation window without reviewing them again. To activate this option, slide white circle to the right.

Auto-Presentation: Automatically populate an independent presentation file to include all the actions which have this parameter when pressed during an observation, with the clips separated into lists by the videos they are associated with.

Example:

In your template you have created a button called "Positive actions" and each time you click that button during the observation, these registers will be included in a presentation file with the same name. Each list in that presentation file will be of each different video.

### **Button as a counter (score property):**

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:

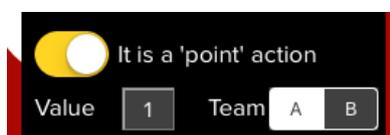
1- Select or create a button

2- Move right the "Point" action button



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

When in registering mode you will see the score on the right, above the time of the event

### Links between buttons

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

Example:

On a flight simulation if you click on **Goal**, the actions **Shot** and **In the area** are automatically registered.

To make a link between buttons keep pressing the space bar key and click on the main button, then click on the button you want to link to the main button.

You can link categories and descriptors using any combination of them.

Example.

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

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

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

Example:

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

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

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

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

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

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

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

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

**Lock descriptors**

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

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

In the links tab select the descriptors you want to lock and press



Now you will not be able to add those descriptors to the selected category



**Groups of buttons:**

With this property you will be able to make groups of different buttons. To do this select all the buttons you want to add to the group, then go to "Groups" section and tap on . Finally type the name of the group

Example:

To make a group of player choose the players (John, Bob, James)  tap on  and type a name for the group .Now those 3 players are part of the same group

**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 and tap on  to make a new panel.

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

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

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

Example: When tapping on **SHOT** a jump to **Players** panel will occur. The Players panel has a tolerance of 2, what means I can tap on 2 players before jumping to the next panel. When tapping 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 tap on one player and go to the next panel by tapping on  or in the corresponding panel. tapping 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 tap on it in the "Panels" menu, then select the option you want for that button.

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

You can name each panel individually in the Name box. To go from a panel to another you can use the  1 2 3 menu. Tapping on  will delete the panel and all the buttons in it.

### 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 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 tapping 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.

### Clustered buttons

When having a button on top of another, if you click on the upper button the bottom one will also be clicked. This will work with as many overlapped buttons as you may have.

This will allow you to have a much more compact and easy to use template.

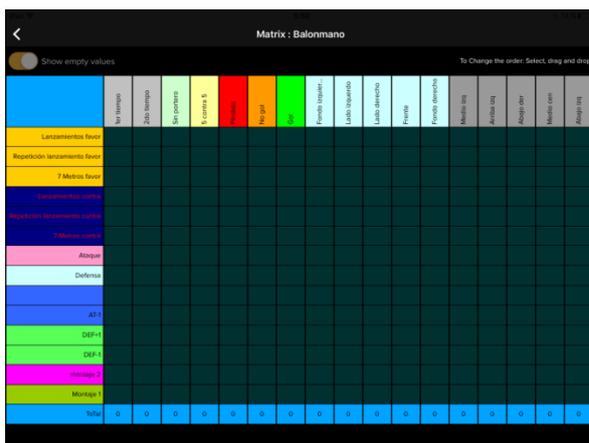
### Change the order of the data matrix

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

Tap the  icon



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

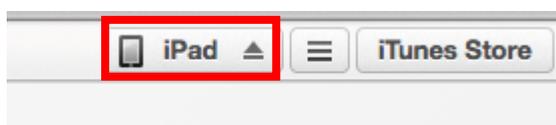


### 3.3 Import templates via iTunes

**NOTE:** The computer from where the user is going to import the template must have iTunes installed (<http://www.apple.com/es/itunes/download/>)

Follow these steps to import one or more templates to the iPad/iPhone:

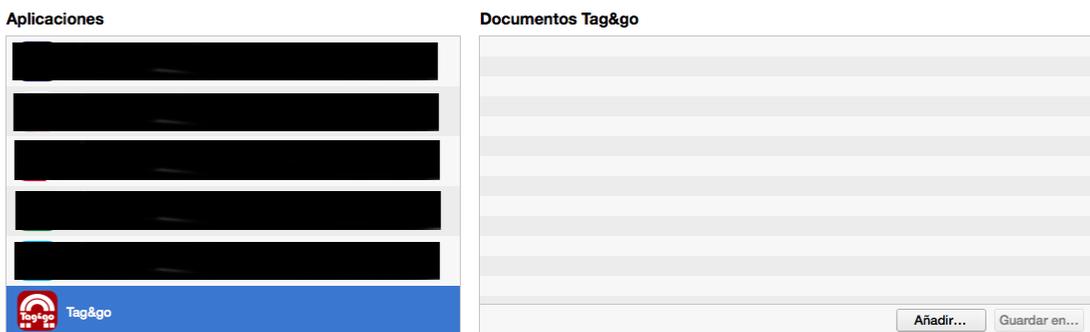
- 1) Connect iPad/iPhone to the computer.
- 2) Once the iPad/iPhone has been connected, open iTunes and click the button marked in red as shown in the following picture:



3) In the following menu, click the button marked in red as shown in the following picture:



4) Search for the Tag&View logo and click it. Then, drag the template you want from the PC to the box in the right of the window and click on "Accept"



### 3.4 Import templates via email.

**Note:** To import a template directly from email you need to set up your email account on your iPad/iPhone.

To import a template via email you have to send an email from your PC attaching the template you want to import.

From the email app in your iPad/iPhone open the email you sent the template to

and tap on  and then on . Your template will be automatically added to Tag&View.

## 4. ANALYSE (REGISTERING ACTIONS)

---

To start registering actions in Tag&View, follow these steps:

- 1) Tap **Analyse** so you can either select a template to use or begin with the template you were last editing.
- 2) Enter the name for the analysis you are creating and tap Accept.
- 3) Tap **"Click to start 1<sup>st</sup> period"** and then tap the buttons in the template when actions happen.
- 4) When the period finishes, tap **"Click to end 1<sup>st</sup> period"**.
- 5) Before the start of the second period, tap **"Click to start 2<sup>nd</sup> period"**.
- 6) When the second period finishes, tap **"Click to end 2<sup>nd</sup> period"**.
- 7) If your activity has multiple periods of play, repeat steps 5) and 6) as many times as you need until the event really finishes.
- 8) When the event finishes, tap **End of event** and select **YES**.

During Analyse mode, you are able to delete the last register you made by tapping the  icon or by double tapping on the screen with two fingers.

You can also show/hide the actions register window by swiping one finger in the screen from left to right, and vice versa

You can zoom in with a spread gesture on the screen while recording.

With a two finger tap you will focus on a specific part of the video.

Add an independent audio/text note: Swipe one finger up to fill your registers with extra information such as text or audio notes. Swipe the finger down to add text notes to the last clicked category.

If you want to pause the timer when adding an independent note, you must slide the white circle in the register window to the right.

To edit the made registers, press over any of them and they all will be listed on a new view.

A register can be deleted from two different views:

- (1) In the register lists, slide finger from right to left and then press "Delete".
- (2) In the Analysis view, slide finger from right to left and then press "Delete".

Add an independent audio/text note: Sliding your finger up you can fill your registers with extra information by adding an audio or text note. If you slide your finger down you will add a text note to the last category you registered.

You can pause the timer to add an independent note, to do so just move to the right the slider button in the registers control window.

**Register data wirelessly in real time from Tag&View.**

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

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

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

From Tag&View start an observation and from the top right menu insert a nickname for the iPad/iPhone, that will search for any Nacsport software working in the network and tap on  this will automatically search for any device connected in the same network.

**Note:** To receive data from another iPad/iPhone you have to enable the corresponding option in your iPad/iPhone and make the connection from the second device

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

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

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

Receive data in real time

Once the connection is established with another device in the same WiFi network you can enable the option "Receive" to receive the information being registered in another iPad. This will allow to have a much deeper analysis as soon as the registering ends as this will unify the information of two or more analysts.

**Data matrix**

Tapping on you can see a relation between the descriptors and categories you have clicked during an event

Return to Analysis      Matrix : New register Monday 11 September, 2017 05\_46\_53

Show empty values      To Change the order: Select, drag and drop.

	ser tiempo	Evadido	No gol	Goal	Lado derecho	Medio Izq	Ariba Izq	Medio dter	DUJSHBAEV	MORROS	Lateral	Total
Lanzamientos favor	4	2	1	1	1	1	1					4
Lanzamientos contra	2	1			1							2
Ataque	1											1
Defensa	2											2
AT+1	3											3
Total	12	1	2	2	1	2	1	1	1	1	2	0

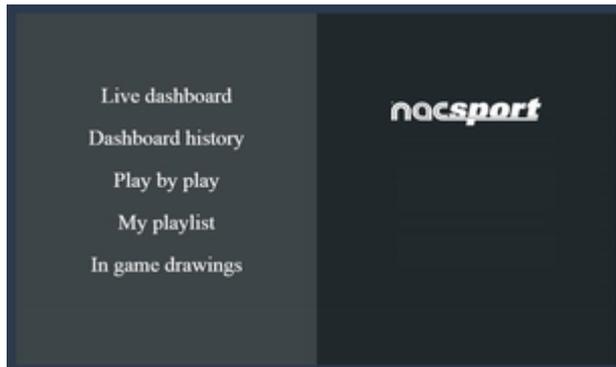
To go back to the registering environment tap on

Tapping on any action in the matrix will show the video of that action.

**Note:** This will not be available while streaming video.

**Access to Nacsport’s real time play by play**

To see the streamed data tap on and type the IP of the streaming PC connected to the same WIFI your iPad/iPhone is.



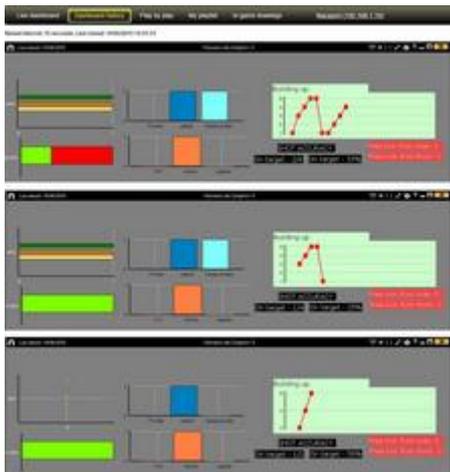
To see a dashboard in real time click/tap on "Live dashboard"3

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.

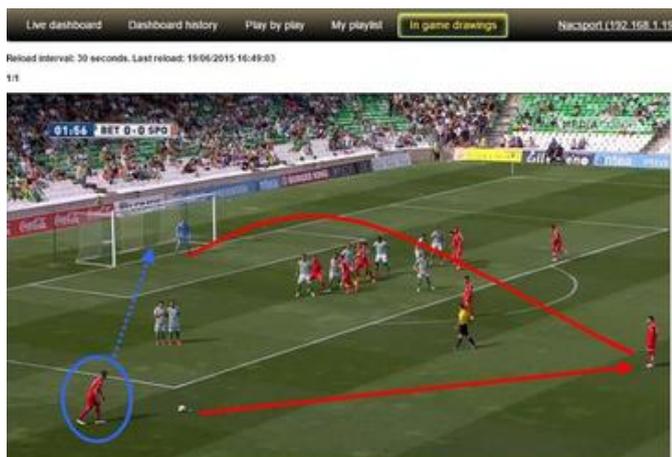
Clicking/taping on you will set that action as a favourite.

To see the list of favourite actions click/tap on "My playlist"

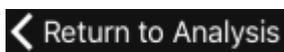


To see the actions click/tap on them. This action can be seen after losing the connection to local network

To see drawings in real time click on "In game drawings"



To go back to the registering environment tap on **Video streaming in real time**



When starting a registering you can choose to start a real time video streaming from the iPad/iPhone by tapping on



When starting the streaming an IP address will appear, setting that IP address in any browser from any other device connected to the same WiFi network will allow you to see the action captured by the iPad/iPhone.

**Note:** If you choose not to capture the video, it will not be saved in the iPad/iPhone even if the streaming is on.

**Note 2:** If you stream the video, the saved file will have no audio.

### Real time register from IP camera

With this option you can use an IP camera feed instead of using your iPad/iPhone camera to do the registering

To do so, go to the analyse environment and select a template

From the capture configuration window tap on



and set the

address of the IP camera. To check the connection you can tap on



Now you can register your actions as usual.

**Note:** You will not be able to make a recording from the IP camera feed. This means after the event you will have an analysis without video.

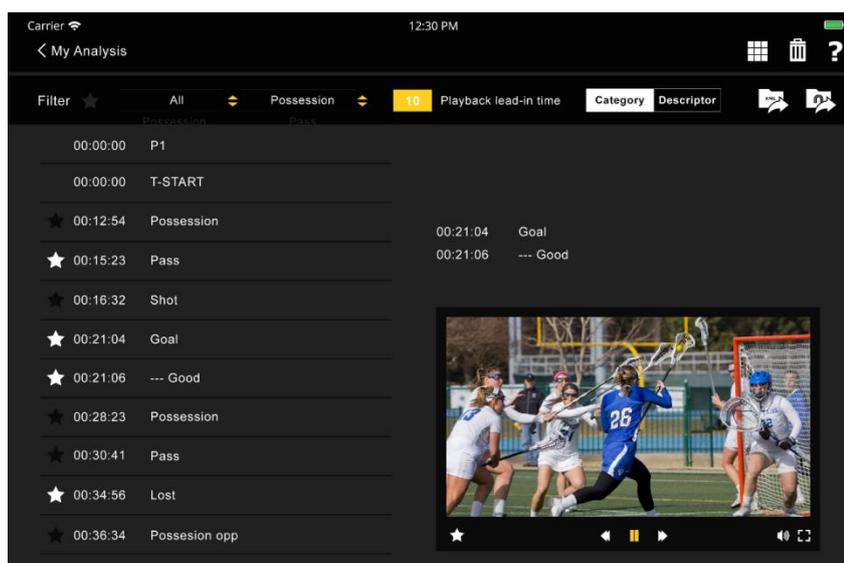
## 5. MY ANALYSES

### 5.1. List analyses

To access an analysis, tap **My analyses** from the main menu then select your chosen analysis.

### 5.2. Open an analysis.

You can review the actions in an analysis by taping on it.



Using  **Filter**  **My Category 1**  **--- My Descriptor 1**  menus you can filter to see specific actions

Tapping on  you can see a relation between the descriptors and categories you have clicked during an event

Taping on  you will set an action as favourite

You can edit the length of a register, adding or subtracting time to it by keeping it pushed and using the pop up menu

You can modify the playback lead-in time from  **2** **Playback lead-in time**

Taping on  you can choose between seeing the action by categories or descriptors.

Taping on  you will play all the registers, one after the other.

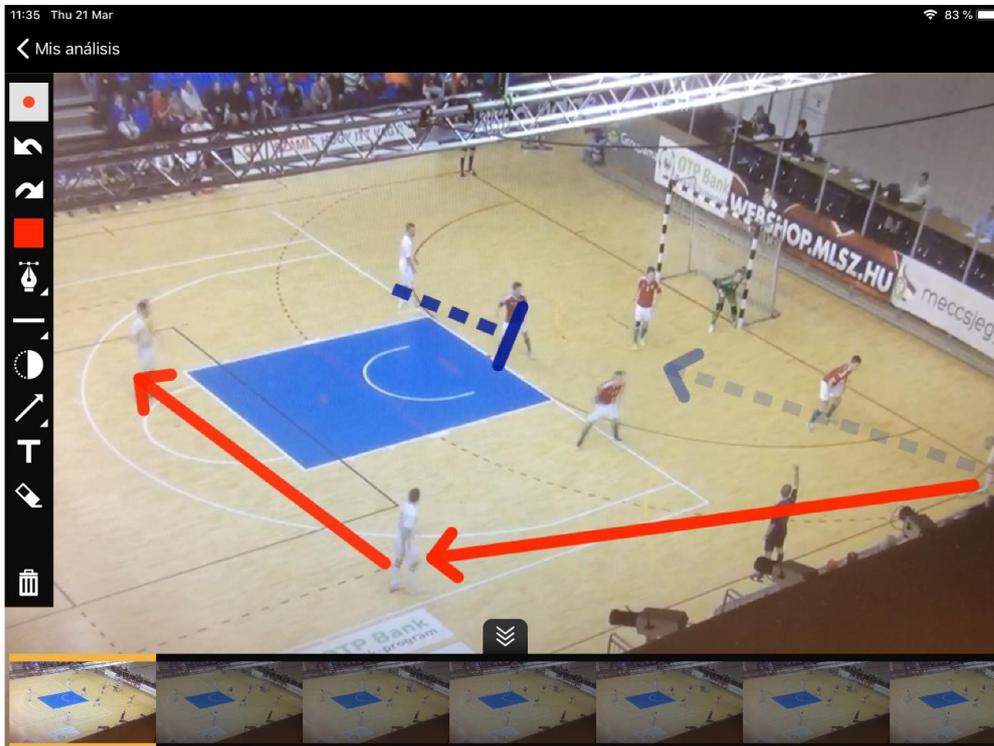
To make a drawing on any moment of the video, tap on 

To export the analysis tap on  and select the option you want.



### 5.3 Drawing tool.

To make a drawing on an specific moment of the video tap on  at the moment you want. You can make a drawing in any of your registers, but not on a moment of the video not containing a register.



From the menu on the bottom of the screen you can select the specific frame you want to make the drawing in.

You can change the line width from 

Tap on  to change the colour of an object

You can change between hand drawing lines or lines by segments from  

**Note:** To make a line by segments you have to tap one to set the beginning of the line and a second time to set the end of it. Tapping a third time will make a new segment which will begin at the end of the previous one. To make a brand new segment, double tap and then do a single tap to set the beginning of the new segment

You can change the type of line from 

To change the transparency of a line tap on 

You can change the ending of a line by tapping on 

To add a text tap on , edit the text, select the font size and colour you want. To move the text, tap on the background and then drag the text to its new position in the drawing. Once you are done with the edition of the text tap on . To close the edition window without saving the text click on .

To delete all the drawings tap on .

Tapping on  will undo/redo an object

You can save the drawing as a picture in your iPad's gallery by tapping on .

To save the drawing just tap on "My analyses" and go back to the list of analyses.

From the list of analyses you will be able to filter any action containing a drawing by tapping on  from the filters section.

To reedit any drawing tap on  while the drawing is showing.

The drawings will be shown for 3 seconds. In order to show a drawing for a longer time you can pause the playback while the drawings is showing by tapping on .

## 5.4. WiFi transfer of video and analysis.

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/iPhone. You will see a PIN code which you will have to insert in Tag&View to begin the process.

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 [NACSPORT DATA>Databases Nacsport> iPad imported folder in the Documents folder from your PC

## 5.5. Export analyses

There are two options to export analyses:

a) Export by email:

Follow these steps to export an analysis:

1) Select the analysis which will be exported.

2) Tap the  icon (.tgnac format) to export the selected analysis for use in Nacsport software.

Tap the  icon (.xml format) to export the selected analysis for use in Nacsport software or another timeline based product (such as Gamebreaker © or SportsCode ©).

3) Accept the message on the screen, enter recipient email and tap Send.

NOTE: In step 2, once you have tapped one of the two options, the analysis automatically goes to iTunes in your iPad/iPhone. More information is in the following Export via iTunes section.

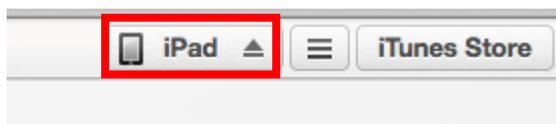
b) Export via iTunes:

NOTE: The computer where the user is going to import the analysis must have iTunes installed (<http://www.apple.com/es/itunes/download/>)

Follow these steps to export one or more analyses from the iPad/iPhone:

1) Connect iPad/iPhone to the computer.

2) Once the iPad/iPhone has been connected, open iTunes and click the button marked in red as shown in the following picture:



3) In the following menu, click the button marked in red as shown in the following picture:



4) Search for the Nacsport Tag&View logo and click it. Then, select your analyses to export and click the button marked in red:



## 5.6 Import analyses in Nacsport

Open Nacsport on your PC, in the main menu, in the tool section select import and then click on **Import from Tag&View**



Click on  and choose the analysis you want to import

**nacsport**

quality information, better decisions