

Nacsport Elite

Version 5.0 17 Diciembre 2019





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Nacsport Elite Manual Version 5.0 17 Diciembre, 2019 © New Assistant for Coach Sport, S.L.





INDEX

| 0. <u>System requirements</u> | Page 3 |
|---|----------------------|
| 1. <u>Keyboard shortcuts</u> | Page 4 |
| 1.1 Video player | Page 5 |
| <u>1.2 Timeline</u> | Page 6 |
| <u>1.3 Buttons template</u> | Page 9 |
| 1.4 General | Page 9 |
| <u>1.5 Main menu</u> | Page 10 |
| 2. <u>Quick guide</u> | Page 11 |
| 2.1. Real-Time register | Page 12 |
| 2.2 Viewing and recording from file | Page 17 |
| 2.3 Register without Video Source | Page 21 |
| 2.4 My analysis | Page 26 |
| 3. <u>Buttons template</u> | Page 27 |
| 3.1 Buttons template icons | Page 28 |
| 3.2 Creating buttons templates | Page 30 |
| 4. Viewing and registering | Page 56 |
| 4.1 Register from file | Page 57 |
| 4.2 Real-Time register | Page 63 |
| 4.3 Registering without Video Source | Page 73 |
| 5. <u>Timeline</u> | Page 79 |
| 5.1 Timeline icons | Page 80 |
| 5.2 Timeline tools | Page 81 |
| 6. <u>My analysis</u> | Page 137 |
| 7. <u>Tools</u> | Page 139 |
| 7.1 Merge and convert video files | Page 140 |
| 7.2 Import/Export .XML Files | Page 141 |
| 7.3 Import databases from Tag&Go | Page 143 |
| 7.4 Import OPTA databases | Page 144 |
| 7.5- Quick merge videos from same source | Page 145 |
| 7.6- Quick merge videos from same source and analysis file (.nac) | Page 146 |
| 7.7 Import .TLcodes from GameBreaker / SportsCode | Page 147 |
| 7.8 Import databases from FIBA | Page 148 |
| 7.9 WiFi import from Tag&View | Page 149 |
| 7.10 Import files from CSV de Dartfish, EasyTag, Synergy, Opta | Page 149 Page 150 |
| 7.11 Import .XML Files from InStat | Page 150 Page 151 |
| | rage TOT |

8.<u>annex</u>

Page 152



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: <u>http://en.wikipedia.org/wiki/IEEE 1394</u> CPUs: <u>http://www.cpubenchmark.net/</u> HDMI: <u>http://en.wikipedia.org/wiki/HDMI</u> VGA: <u>http://en.wikipedia.org/wiki/VGA connector</u> External Hard Drive: <u>http://www.amazon.com/External-Hard-Drives-</u> Storage-Add-Ons/b?ie=UTF8&node=595048





1. KEYBOARD SHORTCUTS

| 1.1 Video player | Page 5 |
|----------------------|---------|
| <u>1.2 Timeline</u> | Page 6 |
| 1.3 Buttons template | Page 9 |
| 1.4 General | Page 9 |
| 1.5 Main menu | Page 10 |





1.1 Video player

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

- **N**: Rewind frame by frame. Press once to rewind just one frame.
- **B**: Fast forward up to 3X speed. Press once to cycle through speeds.

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

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

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

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

Spacebar: Play/pause video.

Shift + Enter: Full screen video playback.

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

L: Continue the video after playing a register.

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

R: Replay the last register shown

+: Refresh the real time review





1.2 Timeline

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

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

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

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

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

C: Create register in a selected category.

Del: Delete selected register/s.

A: Go to the following category.

Q: Go to the previous category

Control+T: Hide/ show Timeline

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

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

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

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

Ctrl + C: Change the colour of the selected row.

S: Make an .mp4 video, with the selected registers, keeping the original resolution.

Ctrl + Supr: Delete the selected rows and the registers contained in them

Shift + O: Make a new row with the opposite registers of the selected row

Shift + Drag: Make a copy of the selected registers in a different row

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

W: Open data matrix

Alt + Click: Set an anchor register

Ctrl + A: Syncrhonise using the anchor register

Ctrl +F: Merge overlapping registers

•\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
- 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

Alt + click + drag the bottom-right corner of a button: Change size of a button.

Hold Ctrl + click: Select multiple buttons individually.

Click on the background and drag: select multiple buttons at once

Control+Z: Undo changes.

Double click: Create a button which behaves as a category

Ctrl + double click: create a button which behaves as a descriptor

P: make a new panel

1.4 General shortcuts

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

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

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

Ctrl: Open window for independent text notes while registering

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

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

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

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

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





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.





2. QUICK GUIDE

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





2.1. Real-Time register

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

In other words, both video and actions register are created simultaneously. At the end of the event, user will have all the actions in a Timeline, where they can be easily analysed and managed.

1.- Click on 'Real-Time Register' on the main menu.



2.- Enter the name of the video file to be captured. Then click on 'Save'.

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





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

To create a buttons template, click on 🖬 .

To open a buttons template, click on 🔲.



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

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

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

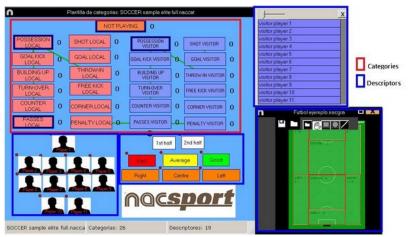
This program (**Nacsport Elite**) offers unlimited buttons to distribute between categories and descriptors.

4.1 categories

If you have selected 'Create new buttons template', users should insert the desired categories (buttons) by typing the name on the **New Name box** by clicking **+**.



Template example:







4.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking on the appropriate button), users can also click respective descriptors which are defining them.

For example:

```
Categories (actions) = possessions, faults, corner kicks, goals...
Descriptors (players) = Lehman, Jansen...
Descriptors (periods) = 1st half, 2nd half...
Descriptors (locations) = right, centre, left...
Descriptors (quality) = well done, bad...
```

User can register actions and click descriptors as follows:

Corner kick (click) + 1st half (click) + right (click) + well done (click).

4.3 Creating descriptors:

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

1-On the category screen:

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

2-As an independent descriptor template:

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







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



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

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

To pause, click III. In order to play, compare, classify or change the recorded

actions, click to open the record editing environment (Timeline).



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







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

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

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

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

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

- Edit category name (row): Right click on the name of the category to be edited,

select Edit category name and click

- **Delete category** (row): Right click on the name of the category to be deleted, select **Delete row** and click on **Yes**.

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

-Timeline's tools: See section 5.2







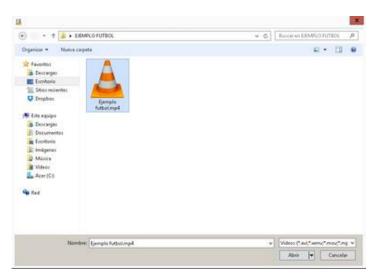
2.2 Viewing and recording from file

This is the environment where a video file can be seen and actions are recorded in the buttons template created by the user.

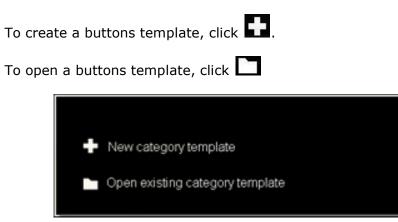
1.- Click on Register from File on main menu.



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



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







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

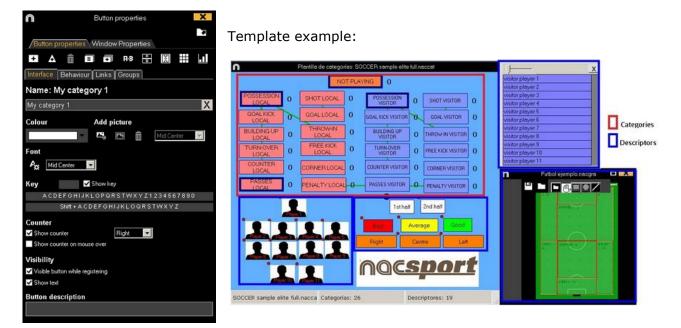
One primary level (3.1 Categories) and other secondary level (3.2 Descriptors).

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

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

3.1 categories

If you have selected **Create new buttons template**, insert the desired categories (buttons) by typing the name on the **New Name box** clicking **+**.



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*) + 1*st half* (*click*) + *right* (*click*) + *well done* (*click*).





3.3 Creating descriptors:

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

1-On the category screen:

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

2-As an independent descriptor template:

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



4.- To record actions

Click or **Record actions**, then click the video to play and finally click categories (buttons) created for that purpose, as they arise.

To pause, click the video image. To play, compare, classify or change the recorded

actions, click to open the record editing environment (Timeline).







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

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

- Zoom



: To maximise or minimise the Timeline. To show the entire

- 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

| | Main menu - X |
|-----------------------------|-------------------------------|
| | MElite |
| | File Tools Help |
| | Real-Time Register |
| | Register without Video Source |
| | Register from File |
| | Presentations |
| Click to set your own image | My Analysis |
| nacsport | Nacsport Training |
| | |
| | |
| asa tha nama of tha | file to generate and click |

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

| 0 | Observación sin Fuente de Video | × |
|------------------|---------------------------------|---|
| Nombre del nuevo | andiisis | |
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3.- Open or create a buttons template to record the actions of the generated video.



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

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

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

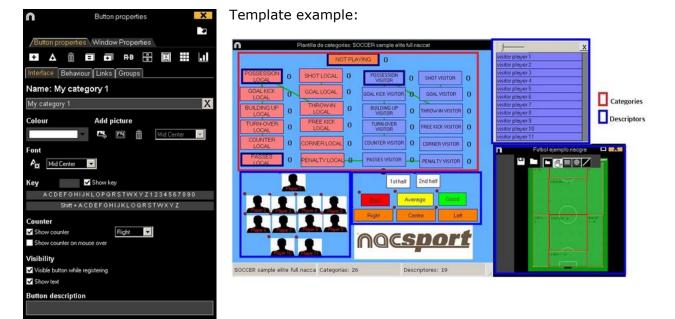
This program (Nacsport Elite) offers unlimited buttons to distribute between categories and descriptors.





3.1 categories

If you have selected **Create new buttons template**, insert the desired categories (buttons) by typing the name on the **New Name box** clicking **+**.



3.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking the appropriate button), user can also click respective descriptors to define them.

For example:

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

User can register actions and click on descriptors as follows:

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

3.3 Creating descriptors:

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

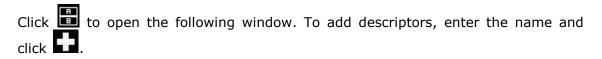
1-On the category screen:

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





2-As an independent descriptor template:





4.- To record actions

Click **B** or **Record actions.**

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



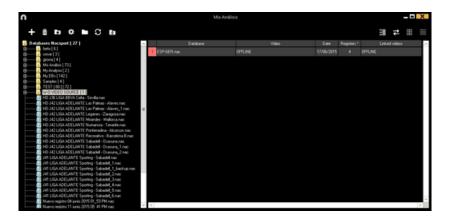


5.- Link databases with a video

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

Search for video

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.

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| T ince preva parte 0910 01- | | 1 | |
| 1 SALDAS SPO 00.17 52 | | | |
| 1 DEF SALIDAS BET 10817 10 | | | |
| 1 EMICAS SPO 1013 10 | | | |
| 1 FALTAS \$2/0 10.56 11 | | | |
| 1 PORT SHIDAS 11.24 11 | | | |
| . TALEAS | | | |
| - PORTUGIEL | | | |
| 2 SALEAS SPO 11.56 TO 2 DEF. SALEAS BET 11.56 TO | | | |
| 1 BANDAS BET 1217 13 | | 5 | |
| 3 SAUCHS SP0 1228 12 | THE REAL PROPERTY OF A DESCRIPTION OF A | | |
| 3 SEF. SALEAS BET 1228 15 | | | |
| 2 540,645 1316 13 | | | |
| TORIENOVEL | | | |
| 2 PORT \$PO 1316 1 | C THE LAND HAVE AND AND A DECISION OF A DECISIONO OF A DECISION | | |
| # DEF. SALIDAS BET TATE 14 | | | |
| 4 SALIGAS SPO 1419 14 | | | |
| 2 BANDAS SPO 14 46 14 5 SALIDAS 14 16 14 | | | |

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

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

- Change the start or end of a record: position the cursor on the left (start) or right (end) of the record and when it changes to \bigcirc . 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 $\textcircled{\begin{tmatrix} \hline \end{tmatrix}}$, left click and drag it in one of the two possible directions.

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

- Edit category name (row): Right-click the category to be edited, select Edit category name and click

- **Delete category** (row): Right-click the category to be deleted, select **Delete** row and click **Yes**.

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

-Timeline's tools: See section 5.2





2.4 My analysis

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

| | Mis Anális | 2 | | | - - × |
|---|--|--|------------|---------|--|
| + 1 B & B O B | | | | | |
| Databases Nacsport [27] | Base de datos | Video * | Fecha | Regimus | Videos vinculados |
| | 1 HD J36 LIGA BBVA Ceta - Sevila nac | HD J36 LIGA BBVA Celta - Sevilla.mp4 | 15/06/2015 | | C 'Users'Naciport/Desktop/HD 2061/04 DIVA Ceta - Sevila not |
| perce [4] McAnkisc[7] | HO JA2 LIGA ADELANTE Las Palmas - | HD J42 LIGA ADELANTE Las Palmas - Alaves no4 | 10/06/2015 | | J42 LIGA ADELANTE Las Painas |
| I My Analysis [2] | 3 Nuevo registo 11 junio 2015 05_44 PM nac | HD J42 UGA ADELANTE Las Painas - Alaves mp4 | 11/06/2015 | | 42VHD J42LIGA ADELANTE Las |
| P | HD JA2 LISA ADELANTE Las Palmas - Alaves 1 nac | HD J42 LISA ADELANTE Las Palmas - Alaves mp4 | 10/06/2015 | | HE LIGA ADELANTE Las Palmas |
| | 6 HD JA2UGA ADELANTE Legenes - Zarosona nac | HD J42 LIGA ADELANTE Legares - Zerazioa mol | 09/06/2015 | 304 | J42LIGA ADELANTE Leganes |
| 🛄 HD J36 LIGA BBVA Celta - Sevilla nac | 6 Nuevo registo 11 junio 2015 05_41 PM nac | HD J42 LIGA ADELANTE Legenez - Zwarcza rich | 11/06/2015 | | 42NHD J42LIGA ADELANTE |
| HD 342 LIGA ADELANTE Las Palnas - Alaves nac HD 342 LIGA ADELANTE Las Palnas - Alaves ,1 nac | 7 HD J42 UGA ADELANTE Meander - Mediaria nat | HD 342 LIGA ADELANTE Meander - Makera not | 09/06/2015 | 296 | 142 UGA ADELANTE Meander |
| HD J42 UGA ADELANTE Legener - Zerapitariec HD J42 UGA ADELANTE Mander - Maloca rec | HO JA2LIGA ADELANTE Numanoa - Terrente nac. | HD 342 LIGA ADELANTE Numerces | 10/06/2015 | 292 | 42VHD J42LIGA ADELANTE |
| | 9 HD J42 LIGA ADELANTE Pontenadina - Alcorcon nas | HD J42LIGA ADELANTE Ponterradina - Alcorcon mol | 10/06/2015 | 257 | JA2 UGA ADELANTE Povlenadna |
| HD JA2 UGA ADELANTE Portenadina - Alcoroninac HD JA2 UGA ADELANTE Recreativo - Barcelone Binac | 10 HD J42 LIGA ADELANTE Recessivo - Barcekova Binac | HD J42LIGA ADELANTE Receasivo - Bacelona B.mp4 | 11/06/2015 | 123 | J42 LIGA ADELANTE Recentivo |
| | 11 HD J42 UGA ADELANTE Sabadel | HD J42LISA ADELANTE Sebadel - Diatura nel | 15/06/2015 | | 142 UGA ADELANTE Sabada |
| | 12 HD J42 LIGA ADELANTE Sabadel- | HD J42 LIGA ADELANTE Sabadel - Duauna mol | 11/06/2015 | | AZUGA ADELANTE SALAM |
| J41 LIGA ADELANTE Sporting - Sabadel nac J41 LIGA ADELANTE Sporting - Sabadel 1 nac | 10 HD H2 UGA ADELANTE Sabadel | HD J42LIGA ADELANTE Sabadel - Diasuna mp4 | 11/06/2015 | | AZ LIGA ADELANTE Sabadal |
| J41 LIGA ADELANTE Sporing - Sabadel 1, backup nac. | 14 J41 LIGA ADELANTE Spoting | J41 LIGA ADELANTE Sporing - Sabadel np4 | 04/06/2015 | | UGA ADELANTE Sporting |
| J41 LIGA ADELANTE Sporting - Sabadelt_3 nac | 15 J41 LIGA ADELANTE Sporting - Sabadel_3 nac | J41 LIGA ADELANTE Sporing - Sabadeling4 | 13/06/2015 | | 41-VALLIGA ADELANTE Sporting |
| | 16 J41 LIGA ADELANTE Sporting - Sabadell risc | J41 LIGA ADELANTE Sporing - Sabadel np4 | 08/06/2015 | | 41 U41 LIGA ADELANTE Sporting |
| J41 LIGA ADELANTE Spoting - Sabadel_6 nec Nuevo regimo 04 anio 2015 01_53 PM rac. | 17 J41 LIGA ADELANTE Sporing - Sabadel 2 nac | J41 LIGA ADELANTE Sporting - Sabadel mp4 | 13/06/2015 | | 41 VALUGA ADELANTE Sooring |

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 | temp | late | icons |
|--|----|---|----------------|------|------|-------|
|--|----|---|----------------|------|------|-------|

3.2 Creating buttons templates

Page 28

Page 30



3.1 Buttons template icons

| Button | | | |
|----------------------------------|--|--|--|
| /Button Window Panels | | | |
| ➡ ▲ 🛱 ■ 哥 哥 ₽₽8 🗄 👹 🗰 🛄 | | | |
| Interface Behaviour Links Groups | Interface Behaviour Links Groups | Interface Behaviour Links Groups | Interface Behaviour Links Groups |
| Inactive button My category 1 | My category 1 | My category 1 | My category 1 |
| Nick name | Category Descriptors PRE and POST time for this category | Hold down left click on the link to see the link direction | + â |
| Colour Add picture | PRE 5 seconds | Links Behaviour | Hold down left click to see assigned group |
| 🔽 🖳 🛱 Mid Center 🔽 | POST 5 econds | | Existing Groups Assigned Groups |
| Font | Des. Blocked | | → |
| Ar Mid Center | Manual mode | | |
| Hot key | Time label | Show links in the categories template | |
| Show key | Wildcard button | Deaptivation | |
| Available keys: | Activate rating | Cat > Cat | |
| Counter | Rating using keyboard (1,2,3,4 and 5) | | |
| Show counter Right | Auto List | Cat > Des | |
| Show counter on mouse over | Auto Presentation | Des > Cat -Descriptor goes to previous and next | |
| Visibility Descriptors | It is a "point" action | Des > Cat -Descriptor only goes to the next | |
| Visible button while registering | | Des > Cat -Descriptor only goes to the previous | |
| Show text | | Des > Des -Descriptor goes to previous and next. | |
| Button description | 0 Minimun descriptors number Web server streaming | Des > Des -Descriptors goes to next category. | |
| | Add to Play by Play | Des > Des -Descriptors goes to previous category. | |
| | ✓ Aco to may by may | | |

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. |
| E Add properties of the blue highlighted button to other selected buttons. |
| Clones selected button. |
| RB 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

| P _{XX} | (|
|-----------------|---|
| 4 | (|
| | F |

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



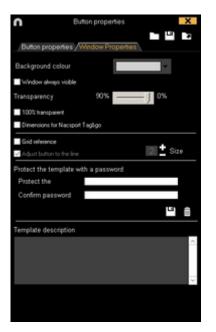
Add link between buttons.

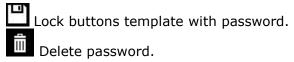
Delete link between buttons.



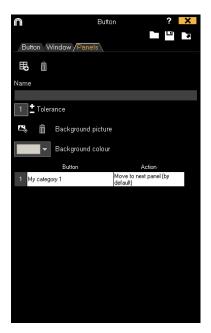


B) Buttons window properties





C) Panels window



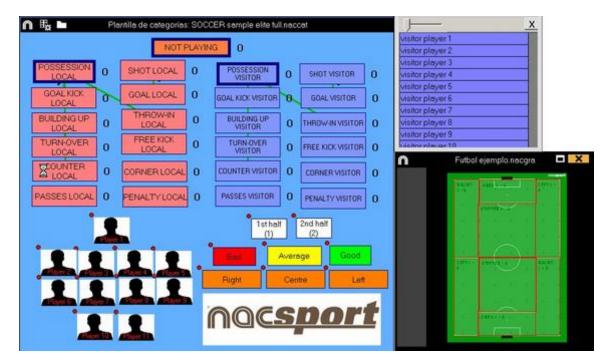


B Make a new panel



👪 Duplicate panel





3.2 Creating buttons templates

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

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

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

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

3.2.1 Categories

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

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

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



To change the preset time of the automatic categories, click

To set a decimal time for a category just type it on the time box.

To change automatic categories into manual categories, click I Manual mode





3.2.2 Descriptors:

Descriptors define how, when and where the registered actions take place. We could say that descriptors are like 'adjectives' to categories.

In order to ensure that all registers are classified in the best possible way, when actions are registered (by clicking on the appropriate button), user can also click on the respective descriptors with to define them.

For example:

Categories (actions) = possessions, faults, corner kicks, goals... Descriptors (players) = Lehman, Jansen... Descriptors (periods) = 1st half, 2nd half... Descriptors (locations) = right, centre, left... Descriptors (quality) = well done, bad...

Users can register actions and click on descriptors as follows:

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

You can also add descriptor to already registered action by click on the register and then on the descriptor you want.

3.2.3 Create descriptors:

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

1-On the category screen:

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

2-As an independent descriptor template:

Click L. 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

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

Vertical order button and selectin "vertical order" or from the menu in the edition window. You can also use negative values to send a button to lower layers.

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

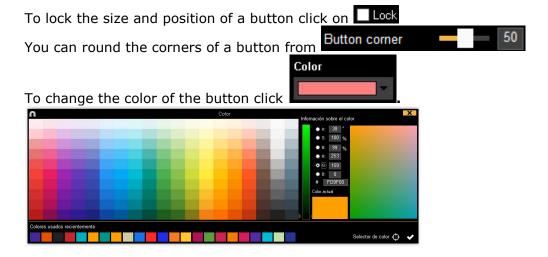
0

To change the size of a button, keep pressing the ALT key and drag the lower right corner of the button, or keeping pressed the Shift+Alt keys 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.



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 ullet 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 \square and then click \square to fit the size of the image to the button.

To change the font and text colour of a button, click \mathbf{A} .

To undo last change, press Ctrl+Z.

Having multiple buttons selected you can change their name by changing just one of the buttons. This way you will have several buttons with the same name.

To show/hide a button during action's registering click 🗹 Visible button while registering

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

From Window Properties tab:

To show/hide the background grid click Grid reference

To adjust the button to a line of the background grid click Adjust button to the line You can change the size of the lines on the background grid by setting a number in

the 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 and choose the properties to equalize.

To clone a button (all the properties of the new button will be the same than the

original one) choose a button, click 💷 and select the amount of buttons you want to create.

3.2.4.3 Add hot keys

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

| ACDEFGHIJKLOPQRSTUWXYZ1234567890 |
|--|
| 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+ACDEFGHIJKLOPQRSTUWXY1234567890 |
| Ctrl + F1 F2 F3 F4 F5 F6 F7 F8 F9 F11 F12 |
| Alt+ACDEFGHIJKLOPQRSTUWXYZ1234567890 |
| 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 III 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 **I** lt 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.

3.2.4.7 Links between buttons

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

Example of a hockey match:

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

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

Example.

CAT—CAT CAT—DESC DESC—DESC DESC—CAT

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





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

Example:

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

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

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

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

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

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

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

To see the links in the observation environment keep pushed the

3.2.4.8 Exclusion property for manual categories

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

Example:

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

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

1- Choose **Home Team Possession** category.

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



3.2.4.9 Graphical descriptors

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

Make a graphical descriptor:

Click on and select the picture (.jpeg, .jpg 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:

| Real dir | nensions |
|----------|----------|
| 0 | Width |
| 0 | Height |

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

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

Show last 5

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.

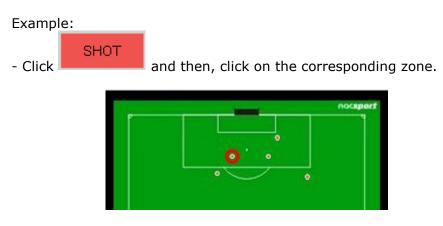
Use of graphical descriptors

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.







3.2.4.10 Lock buttons templates with a password

Follow these steps :

Click on Windows properties tab.



Type the password you want in the box under **Protect the template with a password.**

Type the same password in the box under **Repeat password**.

| Protect the template with a passwo | ord | |
|------------------------------------|-----|----|
| Confirm password | | |
| | | 11 |

Click that both passwords are the same.

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

3.2.4.11 Search and replace text in buttons:

Follow these steps:



2- Insert text to be searched. Coincidences will appear as text is typed.



3- Insert<u>new</u> text to replace searched one.

4- Click 🗹 icon.





3.2.4.12 Customized shape button:

Instructions:

1- Click on 🛕 icon.

2- Draw the shape you want for you new button.

| ∩ | | | | G | iraphic | - | | | | X |
|-----|---------|--------|---------|--------|--------------------|----|-------------------|----------|--------|-----|
| | • | Ĭ | 5 | 0 | | ≥⊿ | ل | | | |
| In | sert in | the ca | tegorie | es tem | plate | | shapes :h shaj | | | |
| | | 2 | | | | | | | | 1 |
| | | | | | | | | | | |
| Her | е уоц (| can cr | eate bu | | with dif ie and | | shapes | ; just : | select | one |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |

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

3- click on Create new button

3.2.4.13 Change the order of the data matrix

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

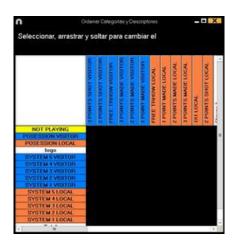
Click the icon

| Z PORKES SHOP VISIT | REAL TRACT STREET, VISA | THOMAL MONTH IN THE PARTY IS NOT | FREE TRANSMILLOCAL | FOMT MADE VIET | FORTS MADE LOC | OINT MADE LOCA | TOCM | ONTS SHOT LOC | |
|---------------------|-------------------------|----------------------------------|--------------------|----------------|----------------|----------------|------|---------------|------|
| Z PUDERT STREET | LINES STREET | T POWER MADE | FREE TRISOWS | FOWT MADE | | DINT MADE | TOON | DHIS SHOL | |
| STREET STREET | E STIMOTE E | P POWLES | PHEL TRUE | FOMT M | | DUNT NO | TOCM | DINTS: | |
| Albert Z | NOW | T ROW | Parties of | POW | NOL | No. | 13 | N. | 18 |
| 42 | | 2 | 2 | | | | | | 1.25 |
| | | | 1000 | - | N., | E. | 8 | * | ŧ. |
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Select the category or descriptor you want to replace, then drag and drop it where you want.



3.2.4.14 Export templates to Nacsport Tag&go

Click and select Export template to Nacsport Tag&go

3.2.4.15 Wildcard button.

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

To use this property follow these steps:

- 1- Select a button and click on the Wildcard button option in the behaviour tab
- 2- Begin a register of actions.

3- Click on the button with the **Wildcard button** property. This button will begin to blink as if it is a manual category button.

4- When the action you want to register ends click on the proper category to register it. This way the button with the **Wildcard button** property will stop blinking. The total length of the register will be the elapsed time between the click on the button with the **Wildcard button** property and the click on the category you wanted to register .

3.2.4.16 Category rating.

With this property you can give a rating (from 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.



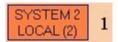




3- Once in the Timeline click on and choose the rating which categories you want to show.



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: 00:18 SYSTEM 2 LOCAL Register without a rating: 00:18 SYSTEM 2 LOCAL (4)

3.2.4.17 Groups of buttons

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

Example:

| To make a group of player choose the playe | rs (John, Bob, | James) | JOHN | 808 | JANES | |
|--|----------------|---------------|-------|------|-------|-----|
| | | OK. Canoel | | | | |
| click on and type a name for the group are part of the same group | PLOT | .No | w tho | se 3 | playe | ers |





3.2.4.18 Dashboards

| Pases Pa | | | + / \$? - 🗆 |
|--|--|--|--|
| How of actions by players | | Passes | Passes |
| Page 6 Page 6 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 Page 7 | er 1 - Dritting | at bloc | Mayer 4 backward forward Mayer 3 backward forward |
| Player 1 Shots in, out of the area 50% Player 2 Shots in, out of the area 25% Player 3 Shots in, out of the area 33% Player 3 Shots in, out of the area 33% Player 4 Shots in, out of the area 33% Player 5 Shots in, out of the area 100% Player 5 Shots in, out of the area 100% Player 5 Shots in, out of the area 100% Player 5 Shots in, out of the area 0% Player 1 Shots in, out of the area 0% Player 5 Shots in, out of the area 100% Player 5 Shots in | state of the local division of the local div | | |
| Player 1 Shots in, out of the area 50% Player 2 Shots in, out of the area 25% Player 3 Shots in, out of the area 33% Player 3 Shots in, out of the area 33% Player 4 Shots in, out of the area 30% Player 5 Shots in, out of the area 0% Player 5 Shots in, out of the area 0% Player 5 Shots in, out of the area 0% Player 1 Mark 1 Player 5 Shots in, out of the area 0% Player 6 Shots in, out of the area 0% Player 7 Player 7 Player 5 Shots in, out of the area 0% Player 8 Player 7 Player 7 Player 7 Player 8 Pl | - Thister | Player 6 Player 4 Player 3 Player 2 Player 1 | 0 15 52 48 54 80 96 |
| Player 2 Shots in, out of the area 25% Player 3 Shots in, out of the area 33% Player 4 Shots in, out of the area 100% Player 5 Shots in, out of the area 0% Player 5 Shots in, out of the area 0% Player 5 Shots in, out of the area 0% Player 6 Shots in, out of the area 0% Player 7 Shots in, out of the area 0% Player 7 Shots in, out of the area 0% Player 8 Place of actors by players Player 8 Player 8 P | The second | Player 1 Shots in, out of the area 50% | Total sum of actions by players |
| Player 3 shots in, out of the area 100% Player 4 Shots in, out of the area 100% Player 5 Shots in, out of the area 0% Player 5 Shots in, out of the area 0% Player 5 Shots in, out of the area 0% Player 1 Player 3 Player 3 shots in, out of the area 0% Player 3 shots in, out of the area 100% Player 3 shots in, out of the area 0% Player 3 shots in, out of the area 100% Player 3 shots in, out of the area 1 | - Individuel action | Player 2 Shots in, out of the area 25% | |
| Prover 4 Stots in, out of the area 100% Player 5 Shots in, out of the area 0% Player 5 Shots in, out of the area 0% Player 5 Player 5 P | | Player 3 Shots in, out of the area 33% | |
| Player 5 Shots in, out of the area 0% | - Paises | Player 4 Shots in, out of the area 100% | |
| Ensure Place of actions by players Passes Place of actions by players Passes Place of actions by players Passes Player 1 Int Berland State Player 2 Passes Player 3 Passes Player 4 Passes Player 4 Passes Player 4 | 4 Della An | Player 5 Shots in, out of the area 0% | Report Parent |
| Pager 2 Int Carbon Pager 2 Int C | · · Pres | Place of actions by players | |
| Pare Pare Pare Pare Pare Pare Pare Pare | | Payers roll int family | |
| | - Shat | | Player Z |
| | - Pathes | | |
| | | | |
| 0 8 16 24 32 40 48 56 64 72 80 88 96 | | | |

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

Charts

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

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

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

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

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

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

Right clicking on an item when having multiple selected you can line up all the items vertically or horizontally by choosing the options Line up selected to the left and Line up selected to the top

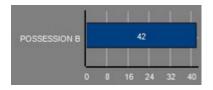
To lock any element in the dashboard right click and choose the option you want.



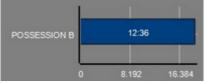


To show the amount of time during an action took place instead of the amount of action happened click on Values in time mode

Amount of actions happened:

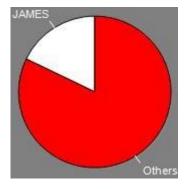


Amount of time during the actions took place:



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

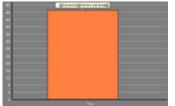
If you select a player relative to a group which contains the total amount of players you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



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

Example:

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







Labels

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

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

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

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

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

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

To make a time label click on IIII 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 show the text you set for it

Label without nickname:

Free kick Side Shot Drill In the area = 0

To hide the text of a label and only show the numeric value of it click on $\boxed{\mathbf{V}}$ Hide the text

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

Amount of actions happened:

Amount of time during the actions took place:

Label with nickname:

Free kick | 0

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





Calculation for data labels

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

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

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





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

Example:

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

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

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

| | Operation | Value | Result |
|---|-----------|-------|--------|
| Ê | x | 2 | = 0 |

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

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

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

| | Operation | Value | Result |
|---|-----------|---------|--------|
| ŧ | + | ID: 511 | = 12 |
| Ê | + | ID: 510 | = 39 |
| Ê | + | ID: 509 | = 71 |

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

Total scored points = 83

Context label.

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

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

The context label will automatically refresh with any new analysis.



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"





Variable label.

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

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

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

| ∩ Ne | w data label (id: 8) | + × |
|---|--|--|
| Background colour Font colour Cock Nick name Variable options | ▲ ATACK ■ COPNERE ■ COPNERE< | 1st half Area opp Area opp |

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

| High press | ✓ | High press |
|------------|-----------------------|------------|
| | | Mid press |
| | | Low press |

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

Labels from Descriptor calculator.

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

Dashboard backup.

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

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





Associate datalabels to a specific row order in Iimeline.

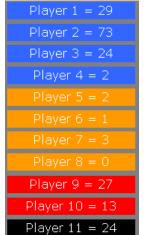
With this option you can make a datalabel based on the order of the categories in the Timeline, ignoring the name of the category.

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

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

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

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



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

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

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





Label for the last 5 actions.

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

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

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



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

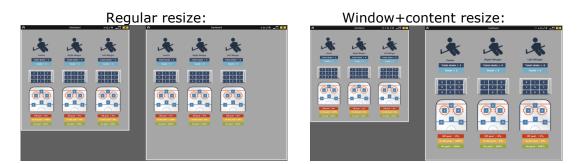
| First register | Second register | Third register |
|----------------|-----------------|----------------|
| On target | On target | Off target |
| | On target | On target |
| | | On target |
| | | |
| | | |

Resize dashboard content.

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

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

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



The graphical descriptor in the Dashboard

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

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





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

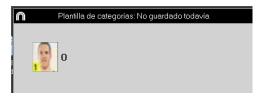
3.2.4.19 Make a button using a screen cut

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

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



Right click on the template's backgroun an click on "Paste pictura and create category"



3.2.4.20 Lock descriptors

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

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

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

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

Block descriptor on manual categories.

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

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





3.2.4.21 Set an image as background

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

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



3.2.4.22 Nick name for buttons

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

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

Button without nick name :

Button with nick name:

PICK AND ROLL LATERAL

PBL

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

3.2.4.23 Do not show categories in play by play

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

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

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

3.2.4.24 Counters in time mode for the manual categories

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

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







3.2.4.25 Panels flow.

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

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

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

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

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

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

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

one player and go to the next panel by clicking on

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

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

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

another you can use the find the second seco

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

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

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





Singularities:

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

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

You cannot make a link between buttons in different panels

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

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

Jumping to another panel will not stop manual buttons.

You can use exclusions for manual buttons in different panels

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

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

Search and replace tool will only affect the showing panel.

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

From the registering environment, clicking on 1 you can make an initial load of your panels, this way when beginning the analysis the move between panels will be faster

3.2.4.26 Buttons ID.

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

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

Example:

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

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

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





3.2.4.27 Clustered buttons.

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

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

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

| • | • | | | BALON PARADO_9.na | |
|------|-----------|-------|---------------------------------|----------------------|------------------|
| | знот | | 00:25:10 SHOT 00:25:10 Right | Time 00:25:10 | Playback lead-in |
| Left | Center | Right | | Buttons template | Taols |
| | FREE KICK | | | Stream and Reception | Options |

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

| • • | • | | | BALON PARADO_9.ns | |
|------|-----------|-------|------------------|----------------------|-----------------------|
| | SHOT | | 00.37:13 Center | Time 00:37:13 | Playback lead-in time |
| Left | Center | Right | | Buttons template | Tools |
| | FREE KICK | | | Stream and Reception | |
| | | | Auto-Refresh (2) | i ii 🖓 | * II * |

3.2.4.28 Resize template content.

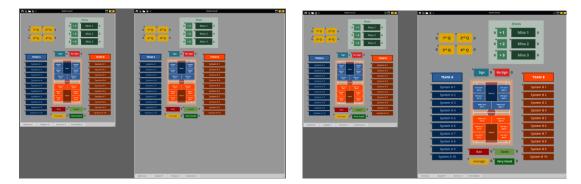
With this option you can modify the size of the template window and all the buttons in it by keeping their size ratio.

To do so, click on i and resize the window.

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

Regular resize:

Window+content resize:



3.2.4.29 Auto-sum descriptors

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





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

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

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





4. VIEWING AND REGISTERING

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

| 4.1 Register from file | Page 57 |
|--------------------------------------|---------|
| 4.2 Real-Time register | Page 63 |
| 4.3 Registering without Video Source | Page 73 |





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.

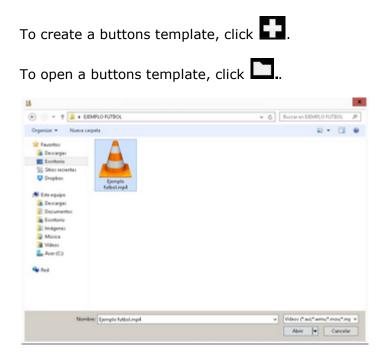
Follow the steps below to work with this environment:

1.- Click on Register from File on main menu.

| n | Main menu - X |
|-----------------------------|-------------------------------|
| | MElite |
| | File Tools Help |
| | Real-Time Register |
| | Register without Video Source |
| | Register from File |
| | Presentations |
| Click to set your own image | My Analysis |
| nacsport | Nacsport Training |

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.







4.- To register actions.

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

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



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

set in the box)

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

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

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

Example:

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





Clicking on we 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 \square and add the information you want. To save the context of an analysis click on \square . To reuse the context from the last analysis click on \square

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

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

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

| n | Goto | o a time | ~ | | | |
|--------|----------|----------|------|-----|-------|---|
| Minute | es an | d Sec | onds | | | |
| 25 | 3 | 0 | ~ | | | |
| Offset | | | | | | |
| 00 | : | 00 | ± | and | click | V |

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

0.05x 0.25x 0.50x 0.75x 1

go

To see the playback controls for touch screen devices press on the video player window for a few seconds.



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

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

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

Click 🎽 and the register control window will be minimized.



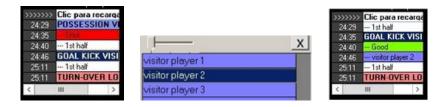


To add an independent text note press the Ctrl key

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

| Categories' menu : | Descriptors' menu: |
|--------------------------------|--------------------------------|
| Change the category name | Change the category name |
| Change the descriptor name | Change the descriptor name |
| Deactivate auto-add descriptor | Deactivate auto-add descriptor |
| Activate 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 descriptor to the next category you register instead of the last category you registered keep pressed the Insert key and click on the descriptors you want. The descriptors icon will change into green what indicates that descriptor will be added to the next category.

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

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

To save the note, click



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





Player connections.

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

To do so, you have to 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.

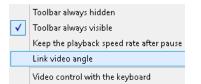


Now when registering any category a descriptor will be added to identify the group of player in game. If you substitute a player, when registering a new category a brand new descriptor will be added to identify the new group of players in game. This means each group of players will be associated to a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

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

5- Link different videos from the same event

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



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







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

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



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

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

Click on vou can select between using the 4, 5, 6, 7 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.

|) 🛞 = 🕆 🎩 🕨 | IASKETBALL | | | ¥ 6 8. | ocar en BASKET | BALL | ,p |
|---|------------|--------|-----------------------------|---------------------|----------------|------|----|
| rganizar • Nueva | carpeta | | | | | 10.4 | |
| Favoritos | Nombre | • | Fecha de modifica | Tipo | Tamafo | | |
| 🔒 Descargas Escritorio | | Ningún | elemento coincide con el cr | iterio de búcqueda. | | | |
| Sitios recientes Dropbox | | | | | | | |
| 투 Este equipo | | | | | | | |
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| Red | | | | | | | |
| _ | | | | | | | |
| Nombre Tipe (m | pd) | | | | | | - |

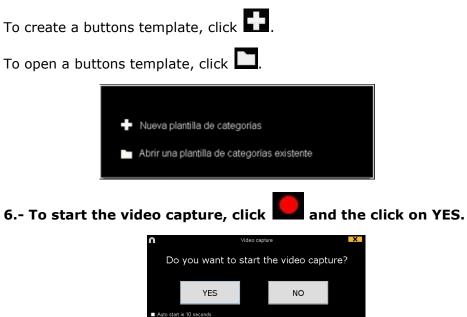
4.- The video will be in .MP4 format and will be stored with compressed quality.

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









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 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 we you can set the actual layout of the windows as a standard, by selecting the option "Save layout"

When selecting "Load layout" all the windows will be set according to the latest saved layout.

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



Options for descriptors:

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

Example:

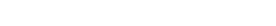
ATTACK ---1ST HALF, GOOD, PLAYER 1, PLAYER 2, PLAYER 1

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

To add context data to an event click on \bigcirc 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 **I**. This drawing will be saved in your database.





To add an independent text note press the Ctrl key

Click \checkmark and the register control window will be minimized.

To stream data on <u>real</u> time in the same local network click on

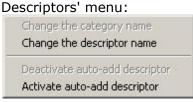


Keep pressing the 🖾 icon to see the shortcuts of your buttons.

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

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

Categories' menu : 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.

| >>>>>>> | Clic para recarga | | | >>>>>> | Clic para recarga |
|---------|-----------------------|------------------|---|--------|-----------------------|
| 24:29 | POSSESSION VI | | | 24:29 | 1st half |
| 24:35 | Shot | | | 24:35 | GOAL KICK VISI |
| 24:40 | 1st half | | | 24:40 | Good |
| 24:46 | GOAL KICK VISI | | X | 24:46 | visitor player 2 |
| 25.11 | 1st half | visitor player 1 | | 25:11 | 1st half |
| 25:11 | TURN-OVER LO | visitor player 2 | | 25:11 | TURN-OVER LO |
| < | | visitor player 3 | | < | III > |

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



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

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

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

To save the note click







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

Make a real time capture with delay

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

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

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

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

Go to a previous moment of the recording

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

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

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

Register data wirelessly in real time from Tag&Go.

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

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

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

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

Search servers that will

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

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





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

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

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

Play by play window for registered actions.

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

| \cap | | | | | | | - | 2 | × |
|--------|---|---------|---|--------------------------|--------|------|---|---|--------|
| ŧ | | Ē | ¥Å | C | | Toda | is las calegorías 💌 | | |
| 78 | | 66:43:0 | 14 <mark>PC</mark> | DSSES | SION (| OPP | 2nd half | | ^ |
| 79 | | 66:00:1 | 2 SH | i ot – | | | Area opp; 9; Midfielders; Foot; From an attack; On goal; 2nd half | | |
| 80 | | 66:01:1 | 1 G(| DAL | | | 9; Midfielders; 2nd half | | |
| 81 | 1 > 65:10:20 POSSESSION | | | Ends as a shot; 2nd half | | | | | |
| 82 | 82 564:43:01 SHOT Ofensive central end; 2nd half; Out of goal; Bad; Foot; In th | | Ofensive central end; 2nd half; Out of goal; Bad; Foot; In the area; From an attack | | | | | | |
| 83 | | 64:22:0 | 11 PC | DSSES | SION | | Ends as a shot; 2nd half | | |
| 84 | | 64:11:1 | 1 <mark>PC</mark> | DSSES: | SION (| OPP | 2nd half | | |
| 85 | | 63:38:0 | 15 PC | DSSES: | SION | | Ends as a possession change; 2nd half | | |
| 86 | | 63:03:1 | 8 <mark>PC</mark> | DSSES | SION (| OPP | 2nd half | | |
| 87 | | 62:58:0 | 17 <mark>S1</mark> | ieal o | PP | | Midfield center; 2nd half; Organized attack; Stolen | | |
| 88 | | 63-01-0 | 6 I I | IST | | | 2nd half: Forced: Midfield center | | \sim |
| < | | | | | | | W | | |

From this list you can review the actions you want by clicking on them.

You can see actions of a single category just by selecting the one you want in the upper dropdown menu.

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

| LOST | 🚽 🚽 🚽 🚽 |
|-----------|---------|
| STEAL | ^ |
| LOST | ≡ |
| FREE KICK | |
| CORNERS | |
| SHOT | |
| GOAL | ~ |

To delete a register select it and click on $ar{ar{\mathbb{I}}}$

To delete a descriptor, double click on the descriptors list next to the category name and click on \boxtimes 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

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.

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

Coach Station streaming.

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

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

Video capture with GPU.

With this option you can use your GPU to capture video during a real time registering. This will do a better use of your PC resources, allowing to capture in higher resolutions while doing parallel process such as Coach Station streaming

To activate the video capture with GPU, start a real time register and from the configuration menu click on the "performance" tab, then on the option corresponding to your GPU

- 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 Isatly, set a nickname for the IP address and click on accept.

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

You can check the connection by clicking on





Dual capture.

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

To do so, you have to begin a real time register and from the configuration menu click on 2nd angle and then on Enable 2nd angle lastly select the device you want to use as second angle and beging the capture.

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



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

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

Collaborative analysis in real time.

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

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

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

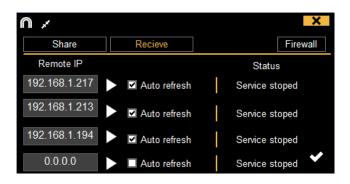






No you have to type the IP address showing in all the PCs you want to use as receivers.

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



Now you can click on a register from a sharing PC and it will be seen in the receiver $\ensuremath{\mathsf{PCs}}$

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

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

Singularities:

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

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

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

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





Player connections.

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

To do so, you have to stablish the size of the group, clicking on $\textcircled{1}{2}$ 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.



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.

| | Main menu 🗕 🗙 |
|-----------------------------|-------------------------------|
| | MElite |
| | File Tools Help |
| | Real-Time Register |
| | Register without Video Source |
| | Register from File |
| | Presentations |
| Click to set your own image | My Analysis |
| nacsport | Nacsport Training |
| | |

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.



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 we 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 \bigcirc and add the information you want. To save the context of an analysis click on \textcircled . To reuse the context from the last analysis click on \bigcirc

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

Click **Z** and the register control window will be minimized.

To stream data on <u>real</u> time in the same local network click on \square (see 8.2)

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

To stop registering the event click

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

End of event

Categories' menu :

Descriptors' menu:

| Change the category name Change the descriptor name | |
|--|---|
| Deactivate auto-add descriptor | 8 |
| Activate auto-add descriptor | |

| | nge the category name nge the descriptor name |
|-------|--|
| Dea | ctivate auto-add descriptor |
| Activ | vate auto-add descriptor |

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

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





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

| >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> | Clic para recarga | | | >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>> | Clic para recarq |
|---|-----------------------|------------------|---|---|------------------|
| 24:29 | POSSESSION VI | | | 24:29 | 1st half |
| 24:35 | - Shot | | | 24:35 | GOAL KICK VIS |
| 24:40 | 1st half | | | 24:40 | Good |
| 24.46 | GOAL KICK VISI | | X | 24:46 | visitor player 2 |
| 25:11 | 1st half | visitor player 1 | | 25:11 | 1st half |
| 25:11 | TURN-OVER LO | visitor player 2 | | 25:11 | TURN-OVER LO |
| < | ш > | visitor player 3 | | < | III > |

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

| | Refresh (611) | | Notes Aux | sio note |
|-------|--------------------|-------|---|----------|
| | PASSES LOCAL | 10. | And | |
| 11:16 | TURN-OVER VISITOR | 11 | Notes | ^ · |
| 1116 | POSSESSION VISITOR | 1.0 | 0.11111 | |
| 11.40 | TURN-OVER LOCAL | 14 | | |
| 11:40 | POSSESSION LOCAL | 3 107 | | 100 C |
| 11541 | NOT PLAYING | 1.0 | | <u>v</u> |
| 11.51 | THROW IN VISITOR | 14 | - | _ |
| < 1 | - 44 | 121 | 0 | ~ |

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.







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

Search for video

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

5.2 Timeline tools

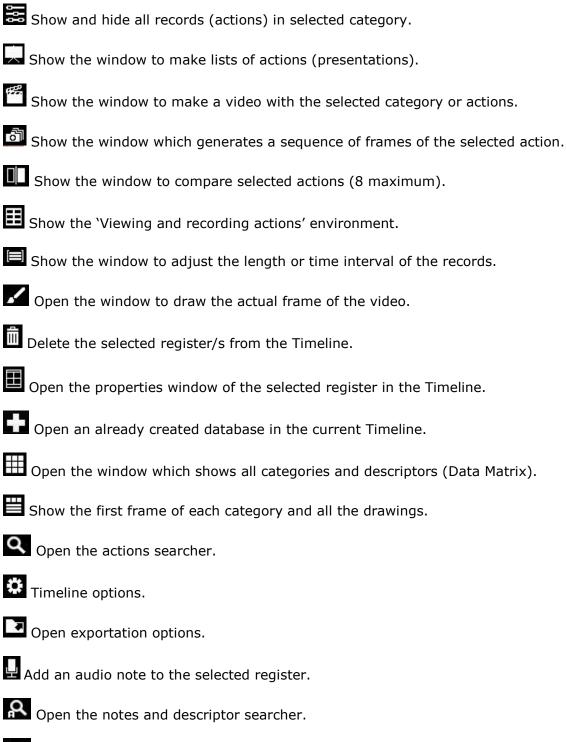
Page 80

Page 81





5.1 Timeline icons





Open the dashboards





5.2 Timeline tools

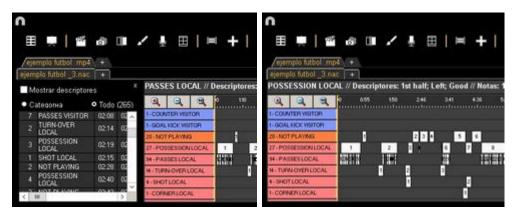
| a. <u>Show/hide register list</u> | Page 82 |
|--|----------|
| b. <u>Presentations</u> | Page 83 |
| c. <u>Make a video</u> | Page 94 |
| d. <u>Frame maker</u> | Page 97 |
| e. <u>Compare actions</u> | Page 98 |
| f. <u>Synchronize Timeline</u> | Page 99 |
| g. <u>Drawing tool</u> | Page 101 |
| h. Add database to Timeline | Page 102 |
| i. <u>Register properties window</u> | Page 103 |
| j. <u>Data matrix</u> | Page 104 |
| k. <u>Timeline options</u> | Page 109 |
| I. <u>Actions searcher</u> | Page 113 |
| m. <u>Export</u> | Page 114 |
| n. Access to the moment a descriptor appears | Page 115 |
| o. Link two videos to a single database | Page 116 |
| p. <u>Dashboards</u> | Page 119 |
| r. <u>Descriptor calculator</u> | Page 129 |
| s. <u>Open a template in timeline</u> | Page 130 |
| t. <u>Data patterns</u> | Page 132 |
| u. <u>Category frequency chart</u> | Page 133 |
| v <u>Player conections</u> | Page 134 |
| w <u>Graphical descriptors</u> | Page 135 |





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.

| <u> </u> | mplo futbol . mp plo futbol _3.na | and the second s | | | emplo futbol mp/ splo futbol _3 nac | | |
|----------|--------------------------------------|--|-------|-----|--|----------|------|
| | how descriptors | | x | | Show descriptors | | x |
| • C | ategory (4) | • All | | • (| Category | O All (2 | 265) |
| 1 2 | SHOT LOCAL SHOT LOCAL | 0215 | 02:25 | 1 | TURN-OVER VISITOR | 00.00 | 00^ |
| 3 | SHOT LOCAL SHOT LOCAL | 09.43 | 09:53 | 1 | POSSESSION | 00.07 | 00 |
| | SHUT LOLAL | 13:31 | 13:41 | 1 | PASSES LOCAL | 00:05 | 00 |
| | | | | 2 | PASSES LOCAL PASSES LOCAL | 00.10 | 00 |
| | | | | 4 | PASSES LOCAL | 00.18 | 00 |
| | | | | 5 | PASSES LOCAL | 00.22 | 00 ~ |
| < | 888 | | > | < | m | | > |





5.2.2 Presentations

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

| | entations - Length (6) Liefe | 10 | Tele | | | ers included for the selected Name | Start | Led. | Video | Slow | | | De |
|---|---------------------------------|----|--------------------|-----|----|---------------------------------------|--------|--------|------------------------|------|-------|----------|----|
| | TURNINER LOCAL | | 12:20 | 12 | | TURN-OVER VISITOR #2 | 00.41 | 00.51 | Agen. lodtul sigment | | 1.0 | Tatlat | |
| - | TURN OVER VISITOR | 0 | 82.08 | 1 | | TURN OVER VISITOR #3 | 01:50 | \$2.03 | Aque locket signees | | 1.0 | 1st had | |
| | | | Contraction of the | 4 | | TURN OVER VISITOR #4 | 02.37 | 00.47 | Figm fodtul oliginees | | 1.0 | Inthel | |
| | SHOT LOCAL | | 00.40 | 5 | 2 | FURNIOVER VISITOR #5. | 05,25 | 85.35 | reampto hutbol imp4 | | 1.00 | Isthel | |
| | SHOT VISITOR | | 00.30 | 5 | | TURN OVER VISITOR #6 | 06.38 | D6:48 | repemptic hutboll imp4 | | 1.0 | 1it hall | |
| | | | | 2 | | TURN OVER VISITOR #.T | 07.54 | 08.04 | eempki futbol. mp4 | | | 10.848 | |
| | | | | | 8 | TURN OVER VISITOR # 8 | 100.42 | 108.52 | eemplo tuttoi .mp4 | | | Tat had | |
| | | | | | 8 | TURN-OVER VISITOR B.9 | 15.50 | 11.20 | Agen Jodah sigenya | | | Sithet | |
| | | | | 10 | 2 | TURN-OVER VISITOR # 10 | 12:24 | 12.34 | Agen. Kodtuf oligenees | | | Lithol | |
| | | | | 11 | | DURIN-OVER VISITOR #11 | 34.16 | 14.25 | April Today Signature | | | Inthal | |
| | | | | 12 | 2 | TURN OVER VISITOR #12 | 15.52 | 16.01 | nimplo tubol mp4 | | | 1st had | |
| | | | | 113 | 12 | TURN OVER VISITOR # 13 | 19:24 | 19.34 | ejempio hutbol mp4 | | 1.1.4 | Tel ball | |

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.

| n | | | n | H. | - 611 | | Presentaciones - # | ANotes:1 | that | | | | |
|------------------------|-----------------------|---------------------|---------------------------------------|----|-------|-----|-----------------------|----------|-------|------------------------|------|-------|---------|
| 🗐 💻 🛛 🛍 | | | + > 🖆 Presentations - Langth (| | | | III E B S | | | | | | |
| elemplo tutbot _3 mat. | 17 | | L LAS | | Tee | G | liane | Stat | Def- | Vides - | Ster | Audo | Dentri |
| Show descriptors | | POSSESSION | | | 00.10 | 1 3 | TURN OVER LOCAL #5 | 07.45 | #255 | Ages forthal aligned | | | Turbal |
| · Category | • AF (303) | a a | an and a second as | | | 2 3 | BUILDING LP LOCAL # 1 | 07.49 | 47.55 | Age: Suttuit signed | 0 | | Tor Not |
| IT POSSESSION | 8758 E | IS- TURN-OVER WOR | | | | | POSSESSION LOCAL # 12 | 02.96 | 群岛 | Fore: Kodkull calqueer | | 14 | Tol Sal |
| LOCAL | and the second second | Ja POIDERIDA VI | | | | | TURN OVER VIDIOR # 7 | 07.54 | 98.04 | Ager, Suthal adqueet | | 10.00 | To Aul |
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| MISTOR | Different Des | + COMMON VISITORS | | | | | | | | | | | |
| TA POSSESSION | 0755 0 | 2-BADNOUP HIS | | | | | | | | | | | |
| <1000 | 1. 1. | 1-COUNTER HISTOR | < | | 2 | <. | | 44 | | | | | 2 |

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

To delete a list click 🟛

You can also make a presentation with all the registers in the timeline by clicking

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



To edit registers from the presentation:

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



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 4 turns up, just drag the register to the moment that you want.



To add a drawing, click for 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), Show drawing for:



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



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

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





To add descriptors to the register click on descriptors. You can use any descriptor in your analysis or make a new one just by typing it in the corresponding

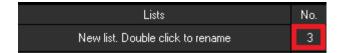
text box. To add the descriptor click on \square . To delete a descriptor click on \blacksquare next to name of the descriptor.

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

To add an audio note click 🛃 (s<u>ee 5.2.17</u>)

To go to the next register, click 🛄

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



To edit the presentation:

You can organize the presentation in some different ways:

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

| | Lists | No | Time |
|-----|-------------------|----|-------|
| iii | TURN-OVER LOCAL | 14 | 02:20 |
| iii | TURN-OVER VISITOR | 13 | 02:08 |
| iii | SHOT LOCAL | 4 | 00.40 |
| iii | SHOT VISITOR | | 00.30 |

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

| 7 | TURN-OVER LOCAL #12 |
|----|----------------------|
| 8 | TURN-OVER LOCAL # 13 |
| 9 | Shot local |
| 10 | SHOT LOCAL #1 |
| 11 | SHOT LOCAL #2 |
| 12 | SHOT LOCAL # 3 |
| 13 | SHOT LOCAL #4 |
| 14 | Shot visitor |
| 15 | SHOT VISITOR #1 |

To create a front page click

| 0 | | | | | | | | | P. | ia (o | | | | | | | |
|------------|---|---|---|---|---|---|---|---|-----|-------|-------|---|--|------|---|---|-----------|
| ** | | | 5 | I | 2 | ŝ | | ٠ | 94 | pa o | itear | | | Cale | | Ŧ | • |
| b 0 | * | ð | 2 | 0 | • | | 1 | | Tw. | 90 | end o | ~ | | | | | |
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| | | | | | | | | | 1 | | • | | | | 5 | | a picture |





Seg. 04

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, by clicking 😡 an then choosing

| | Order the selected list 🔹 🕨 | Image: A start of the start of | Ascending order |
|---|-----------------------------|---|------------------|
| ~ | Show Start Time | | Descending order |
| ~ | Show End Time | | Name |
| ✓ | Show Speed | | Time |
| ~ | Show Video | | Colour |
| ~ | Descriptors / Notes | | Video name |
| _ | Notes / Descriptors | | |

one of these options:

| Na | Name: Time: | | | | | | | Colour: |
|-----|--|-----|---|----------------------|----------|------|---|-----------------------|
| 1 | SHOT LOCAL | 1 | | SHOT LOCAL | 00:00:00 | 5 | | TURN-OVER VISITOR #:5 |
| 2 | SHOT LOCAL #1 | 2 | | TURN OVER LOCAL | 00:00:00 | 6 | | TURN-OVER VISITOR #:6 |
| 3 | SHOT LOCAL #2 | 3 | | SHOT VISITOR | 00:00:00 | 7 | | SHOT VISITOR #1 |
| 4 | SHOT LOCAL #3 | 4 | | TURN-OVER VISITOR #1 | 00:00:01 | 8 | | SHOT VISITOR #2 |
| 5 | SHOT LOCAL #4 | 5 | | TURN-OVER VISITOR #2 | 00:49:12 | 9 | | SHOT VISITOR #3 |
| 6 | SHOT VISITOR | 6 | 2 | TURN-OVER LOCAL #1 | 01:37:15 | 10 | | TURN OVER LOCAL |
| 7 | SHOT VISITOR #1 | 7 | | TURN-OVER VISITOR #3 | 0216.09 | 1000 | | |
| 8 | SHOT VISITOR #2 | 8 | ~ | TURN-OVER LOCAL #2 | 02.41:13 | 11 | | SHOT LOCAL |
| 9 | SHOT VISITOR = 3 | 9 | | SHOT LOCAL #1 | 02.42.12 | 12 | | SHOT VISITOR |
| 10 | TURN OVER LOCAL | 10 | | TURN OVER LOCAL #3 | 04:03:13 | 13 | | TURN-OVER LOCAL #1 |
| 11 | TURN-OVER LOCAL # 1 | 11 | | TURN-OVER VISITOR #4 | 04:21:00 | 14 | | TURN-OVER LOCAL #:2 |
| 100 | THE REPORT OF TH | 120 | | AURTICALL RA | 10 15 15 | | - | |

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.

Set list structure as favourite

With these options, users will be able to save a list structure to be used in future presentations.

To do this, right click the mouse over a list and select **Save the list structure as** favourite.

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

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





To import a presentation:

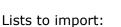
To import a presentation, click



Search the .PRE file you want to import.

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| The second second | Abadara | 25/11/20181414 | Anthrop 1995 | 440.10 | |
| U Drogiltion | Cardinges . | 2010/07/2014 20:52 | Andrew THE | 1.114.10 | |
| | A 9035320 av | 24/06/2018 18:01 | Action THE | 4010 | |
| The appropri- | The takeposta Tare | 24/10/09/412/03 | Active PM | 440.10 | |
| di Peccepe | A this anti-good a light | given systems | Anton III | -440.40 | |
| 2 Decumenter | The descriptor Lave | 2011/040418/01 | Antria PR | 41410 | |
| Sauthana . | A PADELVOTOR AVE | 241032535478 | Autors (91) | AND KD | |
| 2 bridgerer | A Patrope | 29/27/22/4 1817 | Action ITE | 400.40 | |
| All Marine | PENAL TY LOCAL pre- | 2010/02/4 12:28 | Action 188 | 20570 | |
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| Ane Kit | A REMARKS SPO are | 24/26/2010 10:17 | dectory a TAK | 440.43 | |
| | A Tanal pre | 26/05/2014 16/17 | shirtows ITE | 402.10 | |
| No Pad | | | | | |
| | | | | | |
| | | | | | |
| 0725 | The section of the se | A PLAN AND A | | Elleri | |

Select lists you want to import and click





Imported lists:



Import videos into a presentation.

There are 2 options:

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



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

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





Import images as front pages into a presentation.

There are 2 options:

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



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

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

Copy, cut and paste registers in the presentation.

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

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

You can also copy registers from one presentation to another.

Change the name/colour of several register at once.

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

Ungroup multiple angles in registers.

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

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

Group registers in a presentation.

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

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





Favourite angle in presentation.

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

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

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

Multiple tabs for presentations

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

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

| n Ga | me day 15 🔺 Game | day 1 | l6 × /Ga | ime da | ıy 17 | | ations - Fi | ile: Gan | ne day i | 7,7 | | | ? | : | - 0 | X |
|----------|--------------------------------------|-------|----------|--------|--------------|----------|-------------|----------|----------|----------|---------------|--|-----|---|-------|------|
| Prese | • I > 🚟 I entations - Length: 58: | | | | | | for the sel | • | | | eos: | A 1 . Current list: SHO | г | | | \$ |
| | Lists (7) | No. | Time 🛆 | | ۲ | | Name | | | art En | _ | Video | Slo | w | Audio | mp 🔨 |
| 莭 | LOST | 31 | 10:1 | 1 | $\mathbf{>}$ | SHOT #:1 | | | 34 | :39 34:5 | 33 | ID J37 BBVA Real Madrid Valencia mp4 | |] | | |
| 亩 | DEFENSE | 61 | 24:2 | 2 | Y | SHOT #:2 | | | 40 | :05 40:2 | 20 <u>.</u> 1 | ID J37 BBVA Real Madrid Valencia mol | |] | 1. | |
| | DEFENSE | 01 | 24.2 | 3 | \checkmark | SHOT #:3 | | | 48 | :43 49:0 | J3 _ | ID J37 BBVA Real Madrid. Valencia mod | |] | | |
| Ê | STEAL | 25 | 08:1 | 4 | V | SHOT #:4 | | | 50 | :57 51:1 | | ID J37 BBVA Real Madrid Valencia mp4 | |] | | |
| 盦 | FREE KICK | 4 | 01:2 | 5 | V | SHOT #:5 | | | 54 | :17 54:3 | 37 🖁 | ID J37 BBVA Real Madrid Valencia mol | |] | - | |
| | 01107 | 00 | 00.4 | 6 | N | SHOT #:6 | | | 60 | :25 60:4 | | ID J37 BBVA Real Madrid. Valencia mo4 | |] | • | |
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| 莭 | CORNERS | 12 | 03:4 | 8 | \checkmark | SHOT #:8 | | | 63 | :02 63:2 | 22 🖁 | ID J37 BBVA Real Madrid. Valencia mp4 | |] | | |
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| < | | | > | < | | | | | | | | | | | | > |

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 + $\ensuremath{\mathsf{M}}$

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

| 0 | Line envel SHOT VIDTOR-SHOT VIDTOR #3-001806 | | Pres | entaciones Archivis presentación | ? - C X |
|-------------|--|--|---------------------|-----------------------------------|--|
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| | | Carbon Vesinov | 8 0.00 | Contraction and | Att CM sample bear a |
| 10000 | and the design of the design o | A SPILENOLL | 35 3416 | S S WELVELOW #3 | TER TETT sangle labor o |
| 100 | And the second se | HP TURN DATE LOC | 04. 29 04.40 | S SHOT MUTOR # 3 | 10 IB 10 apropt Little |
| STREET, ST. | A REAL PROPERTY AND A REAL | the second s | 0.400-0040 000-0040 | SHOT VILTOR BT | 0.10 0125 sample label of 10.00 10.11 sample label of |
| | | MPTHOT LOOK | 1 (1.20 | A CONSTRUCTOR AS | 10.00 14.10 meruk tabala |
| | an art t | 14 | | | |
| | | | | 4 | 11 |
| | | Description | Audio note | Notes | |
| | | Ded, for hell | | Yet half, Bud | 2 |

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

To see the playback options click on



To show notes and descriptors of a presentation, click 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 Continuous reproduction

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

You can show the previous or next register by clicking **L** 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 Image and select the speed you want

Slow motion 0.05x 0.25x 0.50x 0.75x 1x

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





Import videos into a presentation.

There are 2 options:

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



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

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

Import PowerPoint as frontpages in a presentation.

To create front pages using .ppt: select the .ppt file and drag it to the presentation window. The slides of the .ppt file will become front pages.



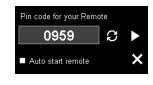




Remote control for presentations.

To link your presentation with the iOS app Nacsport Remote Control click on

and insert the PIN code in your phone or tablet. Click on \square to link the devices. Now you can control the presentations playback remotely by using the controls showed in your phone or tablet screen.



Clicking on 🖾 you will generate a new PIN code

5.2.2.3 To produce a presentation

| To produce a video | with the selected | presentation, | click | and select | one of the |
|--------------------|-------------------|---------------|-------|------------|------------|

| | Produce the selected list | |
|----|--|--|
| | Produce the selected lists as separate files | |
| | Produce the selected lists in a single file | |
| | Produce all lists in separate files | |
| uГ | Produce all lists in a single file | |

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

| ledia | Play | back | Audio | Video | Subtitle | То | ols | View | Help |
|-------|------|-------|----------|-------|----------|----|-----|-------|-----------------------|
| | | Title | | | | ► | Q. | | |
| | | Chap | ter | | | + | | 0.000 | JERS OSA # 1 - 00:00 |
| | | Prog | ram | | | × | | | VERSIOSA # 1 - 00:00 |
| | | Cust | om Booki | marks | | • | | | VERS 0.54 # 2 - 00:05 |
| | | Speed | | | | | | | |
| | | | | | | | _ | | VERS GIR # 2 - 00:17 |
| | | Jump | Forward | | | | ۲ | CORM | VERS GIR # 3 - 00:22 |

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

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

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

| | | Make indepe | endent movie | es: Presentations | | × |
|-------|------------|-------------|--------------|-------------------|---|---|
| Video | | | | | | |
| | Format mp4 | 4 | Quality | HD 1280i (16:9) | ~ | |
| Split | files | | | Save and produce | ۵ | |

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 I. 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.

 \odot Minute of video when the register begins

Ö Register length.

- The registers is in slow motion.
- The register contains an audio note.
- The register is a .mp4 chapter.
- Register's notes.
- B 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 \blacksquare 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 \blacksquare

5.2.2.7 Notes and descriptors searcher from presentations.

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

5.2.2.8 Dashboards from presentations.

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





5.2.3 Make a video

With this tool you can make a video with the selected registers.

1-To make a video select the register you want in it and then click $mathbf{m}$.



2- Select output format and quality you want and click 🛄.

| \bigcirc | | Make | e independent mo | vies: Timeline | ? × |
|------------|---|------|------------------|--|-----------------|
| Video | | | | | Encoder Options |
| | Format mp4 mp4 mpe avi Pres | g | Quality | 640p (640x360) 640p (640x360) 960h (960x540) 720p (1280x720) 1080p (1920x1080) Original resolution (as so | vurce) |

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

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



To upload a video to Sharimg select Send to Sharimg

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

| 🗹 Show category name | Ourselow have any hear |
|----------------------|------------------------|
| Show notes | Overlay text on top |
| 🗹 Descriptors | Overlay text on bottom |

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 🜆

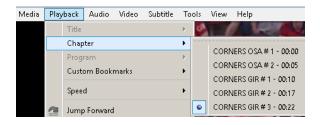


And then click 🖬 and choose the file you want

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 $\stackrel{\clubsuit}{\clubsuit}$ from the video making window and then click on $\stackrel{\clubsuit}{\blacksquare}$



Add the logo you want by clicking on \square 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.**



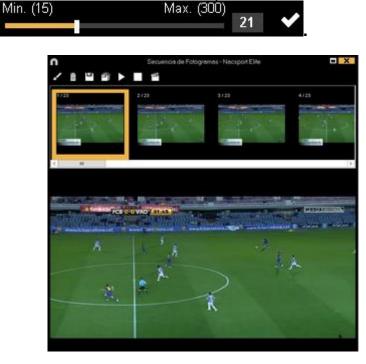


5.2.4 Frame maker

With this tool you can split a vide<u>o in</u>to separate images.

1- Select a register and click on

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



- Click I to draw in current frame
- Click \square to save the actual image a .jpg file.
- Click To save all images as .jpg files.
- Click to play all the images.
- Click $\overset{\texttt{main}}{=}$ 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 \square and \square .

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 \fbox Clicking on \fbox from the comparison window you can make a video showing the overlapped actions. The exported video will not contain any drawing.

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





5.2.6 Synchronize Timeline

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

To open the tool, click 🔲.

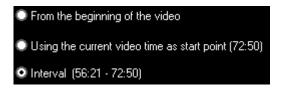
| \cap | | Move registers - Nacsport Elite 🛛 🗙 | | | | | |
|--------|-------------------------------|--|--|--|--|--|--|
| ٠ | Change start of register Time | | | | | | |
| ۰ | Chang | e end of register 1 + seconds | | | | | |
| 0 | Move | egisters | | | | | |
| | | ne beginning of the video | | | | | |
| | | he current video time as start point (14:59) | | | | | |
| • | Interva | | | | | | |
| | Select | all | | | | | |
| | ۲ | Categories | | | | | |
| 1 | | POSSESSION | | | | | |
| 2 | | RECOVER | | | | | |
| 3 | | SHOT | | | | | |
| -4 | | GDAL | | | | | |
| 5 | | CORNERS | | | | | |
| 6 | | FREE KICK | | | | | |
| 7 | | PENALTY | | | | | |
| 8 | | FREE KICKS | | | | | |
| | | | | | | | |
| | | Apply change of times 🗸 | | | | | |

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

| Time | | |
|------------|---------|---|
| 0 ± | Seconds | i |

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

You can choose to move the registers from the beginning of the video or from the actual moment of it. This way you can synchronize just the registers from the 2° 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.

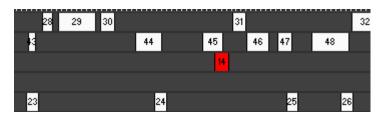




Anchor register.

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

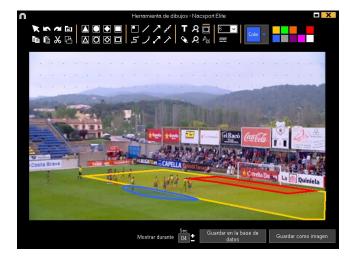
With this tool you can add a draw onto an exact moment of the video.

To make a draw click **V**.



To undo or redo a draw click 🖾 or 🜌 respectively.

To change the font, color and background of a text click on To add a reference grid in order to make a draw click on To break a form click on



To save the draw as a .jpg file click \square

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

| | Mis Ardia | | | | |
|---|---|--|------------|-------------|---|
| + 1 n ę • C n | | | | | 3 I I I |
| Databases Naceport [27] | Database | Video | Date | Fingations* | Unked where |
| bete [6] | T HO JIE LIGA BOWN Cells - Sevilla nat | HD J36 LIGA BOVA Ceta - Sevila rod | 15/06/2015 | | C10ser/Wacsport/Decktop/2/0 JOELIGA SEVIL Ceta - Sevila roll |
| | HO JACUSA ADELANTE Les Paines - Aleves nac | HD JAD LIGA ADELANTE Lei Palman - Alaves roli | 10/06/2015 | 278 | INCLIGA ACELANTE Las Palsas |
| My Analysis [2] | 3 Nuevo registro 11 paris 2015 05, 44 PM rue: | HD JA2UGA ADELANTE Las Palmas - Alames mol | 11/06/2015 | | 42YHO JAQUIGA ADELANTE Las |
| | HO JACUGA ADELANTE Las Palmas- | HD JAD LIGA ADELANTE Les Paines - Alexes moli | 10/06/2015 | | 142 LIGA ADELANTE Las Palvas |
| TEST [00]1721 | HO JACILILA ADELANTE Legeren - | HD JA2UGA ADELANTE Legaver - Zwatora not | 05/06/2015 | | 142 LIGA ADELANTE Legenes |
| - A HD J3E LIGA BRVA Ceta - Sevila nac | Kuenco registro 11 junio 2015 05_41 Phil.nec | HD J421/GA ADELANTE Legener- Zeressen no4 | 11/06/2015 | | 4240 HOUSA ADELANTE |
| B HD J42USA ADELANTE Las Patrias - Aleves nac B HD J42USA ADELANTE Las Patrias - Aleves - Trais | NO ACTUGA ADELANTE Maander- | HD J42 LIGA ADELANTE Minanderi I Mediaca mod | 00/06/2015 | | 142USA ADELANTE Hirander |
| HD 342 USA ADELANTE Legaver - Zaragozanac | HD-342 USA ADELMITE Numeria - Templetras: | HD JK2 UEA ADELANTE Numercie Terrente no4 | 10/06/2015 | | ANO JOUGA ADDIANTE |
| - E HD J42 LIGA ADELANTE Numarcia - Teneste nac | HO-JA210EA ADELANTE Portenadoa | HD J42 USA ADELANTE Porteradiva - Alcencos repl | 10/06/2015 | | J4213GA ADELANTE Portenadro |
| HD 342 USA ADELANTE Portenadra - Accessme HD 342 USA ADELANTE Receasivo - Barcelora Binec | 10 HO JA2UGA ADELANTE Recentivo | HD JK2 LIGA ADELANTE Pacentes - Bacelona E and | 11/06/2015 | | JAZLIGA ACELANTE Recentive |
| HD HQ LIGA ADELANTE Sabatel - Orange Insc HD HQ LIGA ADELANTE Sabatel - Orange Trac | 11 HO 342 UGA ADELANTE Sabadat | HD JA2 LIGA ADELAWTE Sabadel Drawna ned | 15/06/2015 | | 142URA ADELANTE Sabable |
| - A HO JA2 UGA ADELANTE Sabadel - Osaruna 2nac | 12 HD H210A ADELANTE Sabadel- Dissorta Trac | HD JH2 LIGA ADELANTE Sabade Disaya ref | 11/06/2015 | | 142LIGA ADELANTE SIGNAM |
| | 13 HO JA2 USA ADELANTE Sabadel | HD JA2 LIGA ADELANTE Subadel - Disanza met | 11/06/2015 | | JAZLICA ADELANTE Sabade |
| | 14 JAT LIGA ADELANTE Sporing- Sabadel T backaping | AT USA ADEUANTE Sporing - SabadelimpA | 64/06/2015 | | LIGA ADELANTE Sporing |
| JAT LIGA ADELANTE Sporting - Sabadel, 3nac JAT LIGA ADELANTE Sporting - Sabadel, Anac | 15 AT LISA ADELANTE Sporing - Subadel, 3 re | HI USA ADELANTE Sporing - Subadel up-F | 13/06/0015 | | ATUAT LAUA ADELANTE Souring |
| - IS JAT USA ADELANTE Sponny Sabadel, Sinac | 16 JH LIGA ADELANTE Sporing -Sabadelinac | JAT UGA ADELANTE Sporing - Sabadel np4 | 06/06/2015 | | TUHI LIGA ADELANTE Source |
| B JRT USA ADELANTE Sporing - Sabadel, 6 nac Nativo ingisto D4 junio 2015 01, 53 FM stat: | 17 HT LIGA ADELANTE Sporing - Sabadel, 2 na | AT LISA ADELANTE Sporing - Sebadeling-F | 13/06/2015 | | ATUAT LIGA ADELANTE Saving |

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

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



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



.



5.2.9 Register properties window

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

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

| n Propiedad | es del registro | | | × |
|-----------------------------------|-----------------|------------------------------|----------|---|
| CORNERS SPO 2/5 | | | K | н |
| Pitters | | | | |
| Notes | Descriptors | / | Ē3 | |
| Escriba aquí sos comentarios 🗠 | | | | |
| Rating: without rating | Audio note | | | - |
| 12345 | 1/2 | + 6 | Þ | |
| <mark>थे दि थे</mark> 24 26 28 23 | 108 0.8 | 22.79 22.21 (004.410.010) | 23.3 | |
| | | | | |

To modify a drawing, click **V**.

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 $oldsymbol{E}$.

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 \square . To go to the previous register, click \square .







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 mat | pto t | | | | ic | k | | - |
|--|---|---------|--------|------|------|------|------|-----|------|
| Extraction of the second secon | Haga cile en los resultados para meistrar los registros | Tat And | Aurode | | Came | - | 14 | 1 | Test |
| Matrix types | TURN-OVER VISITOR | | Ε. | | | | | | 33 |
| Old anna | POSSE SCHON VISITOR | 2 | | 1.11 | 1.4 | 1.4 | 1.2 | | 1.20 |
| 100 Laure 1 | PASSES VESTOR | | | | | | | | |
| 50 mpm | SHUT VERTOR | | | | | | | | |
| 40.4004 | COFINE IN VESTIGE | | | | | | | | |
| 1000 | BUILDING OF VISITOR | | | | | | | | |
| A reprint | COUNTER VIETOR | | | | | | | | 1 |
| extension temporations | COM SICK VIDETCH | | | | | | | | |
| 32.mpm | NOT PLACENC | | | | | | | | 28 |
| 10 m(m | POSSES STRONG COCAS | | | | | | | | 100 |
| 23.000 | PASSEELDCAL | 10 | | | | | | | 10. |
| 36 non | TUNIN-OVER LOCAL | 14 | | | | | | | 110 |
| 3 ngm | SHOT LOCAL | | | | | | | | .4 |
| 1 808 | CONNETS LOCAL | | | | | | | | 10.0 |
| 21409 | BUILDING UP LOCAL | | | | | | | | |
| diam'r | COUNTER LOCAL | | | | | | | | 1.0 |
| (theps | States and States | | L U | 18 | 1 12 | 1 14 | 1.00 | 111 | 1.81 |
| (7) where | | | | | | | | | |

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

Show by Categories

Show by Descriptors

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

| To produce a video with the register selected in the data matrix, click \square . |
|---|
| 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.

| S Open cum | on matrix after sa | mg the set | | | | - |
|------------|--------------------|------------|---|--------------------|-----------------------|-----------------------|
| | line | | | Employ | | and the second second |
| | | | - | TURN ONEN VEDTUR | E to the | |
| | | | - | THEOW WINSTON | C longs | |
| | | 1 | | PAULO HONOK | and the second second | _ |
| | | | _ | Dell'I visitore | Late | |
| | | | - | KONKEN VIVITIAN | 1.00 | |
| | | | | BUADING OF VISITIN | EN4 | |
| | | | | KOUNTER HORDE | | |
| | | | | BOAL KOX METTER | | |
| | | | | PAGE PELICIPAL | | |
| | | 100 | | PRESERVATION COCK. | | |
| | | | | PHINES LOCAL | | |
| | | | | TORN (HER LINCK) | | |
| | | | | DHEFT LOCAL | | |
| | | | | COMMENT COCKE | | |
| | | | | BURDING (#COCH | | |
| | | | | COUNTER LICK. | | |

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 \square .

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 oxplus

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

| V S | 1 UG/ | ANTE S ELANT | porting - E Sport | Sabad |
|-----|-------|-----------------|----------------------|-------|
| | | ELANT | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |







Simple data matrix:



| n ■≦≞≣⊟ | • | Manig de statos - Base de datos Blow by Categories • Show by Decorptors | | uit. | 100 | | | | | -0 | | |
|--------------------------------------|---|---|------|------|------|-----|------|------|------|---------|------|---|
| C | | | | | | | | | | | | + |
| ■ eyengio Mod _2 ■ eyengio Mod _3 | | Haga clic en los resultados para mostrar los registros | | | | | | | | teller. | | |
| fatmen | | | 3 | ŝ | | I. | | | L. | 1 | | |
| Create custom matrix | | | 5 | 3 | | | 1 | Ε. | 1 | 1 | | |
| Open system matter | | TURN-OVER VISITOR | - | | | - | | - | | 2 | | |
| Matrix types | | POSSESSION VISITOR | | | 22 | 12 | 14 | 1.0 | 12 | 12 | 57 | |
| 555 ncm | - | THROW IN VISITOR | | | | | | | | 14 | 14 | |
| gnom | | PASSES VERTOR | | | 188 | | 1 | | | 10 | | |
| \$5.scm | | SHOT WATCH | | | | | | | | .8 | Ŧ | |
| x.hom | | CORNER VISITOR | | | | | | | | 2 | 2 | |
| Macm | * | BUILDING UP VISITOR | | | | | | | | 6 | | |
| WOA NOW | | COUNTER WITTOR | | | | | | | | · 2 | | |
| estelegie zwegoze.ncm | | GOAL KICK VISITOR | | | | | | | | 2 | | |
| 12 ACH 18 ACH | | NOT PLAYING | | | | | | | | -40 | | |
| 21ace | | POSSESSION LOCAL | 40 | | 14 | 198 | | | | -54 | - 51 | |
| 10 scm | | PASSES LOCAL | 105 | | 34 | | | | | 100 | 1 | |
| 30 nom | | TURN-OVER LOCAL | 28 | | | | | | | 28 | 3 | |
| 9 non | | SHOTLOCAL | | | | | | | | . 0 | | |
| 2 noni 23 noni | | CORNER LOCAL | | | | | | | | . 2 | | |
| 3 note | | INTEDING UP LOCAL | - 10 | | | | | | | 12 | | |
| 4 non | | COUNTERLOCAL | | | | | | | | 2 | - | |
| 27 Acm | | ejemple tetted | | | 12 | 100 | - 22 | - 22 | | | | |
| (1).iem | | Total | 10.0 | 124 | 6.67 | 120 | | 1.22 | 1.05 | 10.01 | 1 | 1 |

Multiple data matrix:

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

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

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

Open a presentation

| C | | | | | Pret | enter | sione | s-An | div | o pre | PLent | tación 1 | | | | × |
|------|-----------------------|------|--------|-------|------|---------|-------------|--------|-------|-------|-------|----------|-------|------------------------|-------|-------------|
| - | | | | | Ż | | 11 | Ξ | | 1 | | | | | | |
| Pres | entations - Length 39 | 58 | | 18.Re | gitt | ers inc | luded | for th | 14 14 | elect | ed - | | | | | |
| | Einter | 10 | Test A | | 99 | | | Ne | H. | | | Stat | Ind | Video | Skee | Audo - |
| - | THALF | 180 | 27.0 | 105 | 8 | 24.11 | SLD | AL R | 24 | | | 0034 | 02.41 | Agent Subject anget | | 100 |
| | PRISSES LOCAL | 54 | 05.2 | 36 | | TURN. | OVER | V | 061 | 14 | | \$3.37 | 0247 | semple futful mp4 | | 100 |
| | HODED LODAL | 1.00 | | 1 | | 2055 | 1550 | NMS. | 108 | | | 83.42 | 63.63 | semple tubel mp4 | | 100 |
| ÷. | TURN OVER LOCAL | | 10.2 | 50 | E | NOTE | Linn | GHS | | | | 83.49 | 04.52 | temple futful repl | | 1.0 |
| | PASSES VISITOR | 44 | 00.4 | 55 | 8 | CORN | OR LO | CAL 9 | 12 | | | 04.07 | 0413 | eemple tubel mp4 | | 1000 |
| | | | - | 165 | | 100 | 11100 | N LOC | AL R | | | 54.12 | 06.28 | earright futbol inp4 | | Concerns of |
| | SHOT VISITOR | | 0.5 | 12 | | \$401 | LOCA | 11 | | | | 0414 | 0121 | emergels fulfick angel | ROI I | - |
| | SHOT LOCAL | | 004 | 162 | | NOTE | LON | | | | | 04.28 | 64.43 | Ample futbul inp4 | 0 | |
| -01 | | | 0.00 | 100 | 1 | | | - | ** | | | | 26.3 | | - | 1.12 |

Select a list and click oxplus

| Matizale a | latos | -Be | se de | e dat | os: Tr | empi | PreM | acna | c ⊸⊑ | X |
|---|----------|---------|-------|--------|--------|------|------|-------|------|-----|
| Click on the results to show the registers | Las half | Average | Dad | Centre | Good | Left | High | Total | | < |
| PASSES VISITOR | 37 | 100 | 5 | 100 | 1 | | | 37 | | |
| POSSESSION LOCAL | | | 7 | 2 | | | | 19 | | |
| POSSESSION VISITOR | | | .9 | | | | | 19 | | :02 |
| SHOT LOCAL | | | | | | | | 4 | | |
| SHOT VISITOR | | | | | | | | 1.1 | | |
| THROW-IN VISITOR | | | | | | | | 5 | | |
| TURN-OVER LOCAL | | | | | | | | 11 | | |
| TURN-OVER VISITOR | | | | | | | | 11 | | |
| Total | 180 | 10 | 28 | 7 | 10 | 3 | 33 | 0 | | ~ |



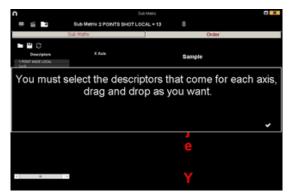


Submatrix

A submatrix is a relation between the descriptors which a category contains, so it will relate descriptors to descriptors.



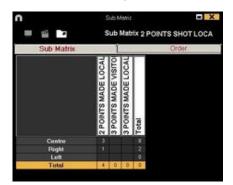
In order to make a submatrix double click the category you want in the data matrix.



Chose the descriptors you want to see from the list on the left and drag then to the X or Y axis box.



Click on Sub Matrix tab to see you new submatrix







Combination of descriptors in the data matrix

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

To do so, open a data matrix and click on

| Alt + Click to select descriptor | | Nick name | ~ | Ê | |
|----------------------------------|---|-----------|---|---|--|
| < | > | | | | |

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

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

The possible relations are:

AND: Both descriptors are in the same action at the same time. NOT: The descriptors are not in the same action at the same time OR: The action contains one of the descriptors, the other or both descriptors at the same time.

Example:

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

Good 🗙 AND Player1 🗙 AND Player2 🗙

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

Good 🗙 AND 1st Q 🗙 NOT Player 1 🗙

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

Good 🗙 AND Plaγer1 🗙 AND 1stQ 🗙 OR 2ndQ 🗙

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

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

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

| To save the combination criteria, click o | n 🗀 | and set the a name for the file. You |
|---|-----|--------------------------------------|
| can open any saved criteria by clicking o | n 🗖 | |

1.11

To delete the set criteria click on $ar{ar{\square}}$





5.2.11 Timeline options

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

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 be a 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 **All** from the registers grid to see all the registers in chronological order. Select the registers you want keeping pressed the

Ctrl key and click on 🔛 and then on "Make a new category with selected registers" option

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

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







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

Follow these steps:



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

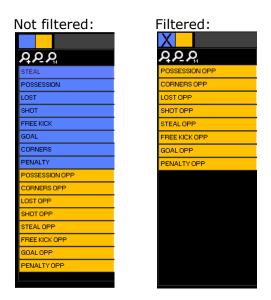
Merge rows in timeline: To merge two rows in timeline select both rows keeping the Ctrl key pressed. Right mouse click and select "Merge rows"...This will make a new row containing all the registers from the previously selected rows

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.









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 posse | ssion | | | | | | | | | | | |
|--------------|-------|------|------|----------|----------|------|------|------|------|------|------|--------|
| <u>222</u> | 0:01 | 0:02 | 0:03 | 0:04 0:0 | :07 0:08 | 0:09 | 0:10 | 0:12 | 0:13 | 0:14 | 0:15 | 0:16 0 |
| POSESION | | 1 | | 2 | 3 | | 4 | | | 5 | | |
| | | | | | | | | | | | | |

 Posssion
 1
 2
 3
 4
 5
 6

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.









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

Detect gaps automatically

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

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 **II** icon in the video player window.

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

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







5.2.12 Actions searcher

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

The search can be done from one only match or whole season, without limits. To access to actions searcher, click



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

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

Descriptors

| 0 | | Davigo | ede NacaportDie | | X |
|--|-----------|----------------|-----------------|-------------|---|
| Ma Análisis Mis Análisis: 1 Registres: 201 | | | | | |
| Categoies Evecaptors | B C (100 | r san the sear | h offeria | | |
| TL/RWONER A Protection of the Annual | | | | | |
| | | | | Registere | |
| Repites | Sec. Ext. | Tides | Detter | Description | |
| | | | | | 1 |
| | | | | | |
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| | | | | | |
| | | | | | |

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

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

To see selected register, click **D**.

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



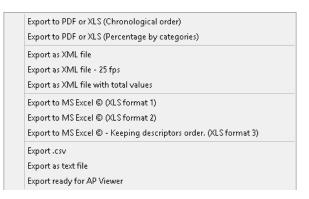


5.2.13 Export

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

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

To export, click **and** select desired option



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

| \cap | | | |
|--------|--------------|-------------------------|----|
| V S | elect | all | |
| | 0 | Categories | ^ |
| | \checkmark | THROW IN GIR | |
| | \checkmark | FREE KICK GIR | 1 |
| | \checkmark | CORNERS GIR | 1_ |
| | \checkmark | CORNERS DEFENSE GIR | 1 |
| | \checkmark | SHOTS GIR | 1 |
| | \checkmark | GOALS GIR |]≡ |
| | \checkmark | GOAL KICK OSA | |
| | | GOAL KICK DEFENSE OSA | |
| | | BUILDING UP OSA | 1 |
| | | BUILDING UP DEFENSE OSA | |
| | | THROW IN OSA | ~ |
| | | Export as XML file | |

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

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

Exported file

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

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

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





In **Timeline**:

1-Click Show descriptors

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

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

| 5 | NOT PLAYING | 03:17 | 05 ^ |
|----|------------------------|-------|------|
| 7 | POSESSION | 03:26 | 03 |
| -4 | 2 POINTS SHOT LOCAL | 03:34 | 03 |
| .6 | NOT PLAYING | 03:41 | 16 ~ |
| < | | | > |

4- Click the descriptor to be viewed.

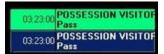
| Centre | 03:39 |
|------------------------|-------|
| 2 POINTS MADE LOCAL | 03:39 |
| 1st Q | 03:39 |

In Data Matrix:

1- Click Show descriptors

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

3- Click the descriptor to be viewed.



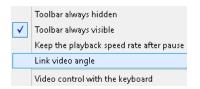






5.2.15 Link different videos to a single database

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



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



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

To change views between the different videos and mosaic (4 videos at the same

time) select the view you want by clicking on **1234** or pressing the 4, 5, 6, 7 keys



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

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







5.2.16 Make an audio note

1- From Timeline:

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

| DEF. | Aude SALIDAS | PORT. SP | 0 1/15 |
|-----------------------|-----------------|-----------|--------|
| Register Recording | 00:18 | Recording | Player |
| | | N | |
| | | | |

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

2- From the register properties window:

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



c)Click Start recording.

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

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 \square .







5.2.17 Notes and descriptors' searcher

- a) In the Timeline click Ricon.
- b) Choose between making a search by notes or descriptors.



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

| 0 | | Searcher of Notes or D | escriptors. | × |
|------------------------------------|---------|------------------------|-------------|---|
| Search by note | | | | |
| · Search by dea | oiptors | | | |
| Only with audio | 1004 | | | |
| 1 point | | | | |
| Matches = 9 | | | | |
| Name | Aude | | Оннофекти | - |
| POSESSION LOCAL | | 1 FOINT WHEE LECKL | | |
| FREE TRHOW | | | | |
| FREE TRHOW | | | | |
| NOT PLAYING | | I FOINT WHERE LEGGHE | | |
| FREE TRHOW | | | | |
| POSESSON LOCAL | | | | |
| FREE TRHOW | | | | |
| POSESSION LOGAL | | | | - |
| < | | | | 2 |

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







5.2.18 Dashboards

| n | | | + i 🖍 💠 ? = 🗆 🗙 |
|--------------------------|--|---|---|
| | Passes | Passen | |
| - Incideal action | faind | bled Payer S Payer 4 | backward forward forward |
| Player 1 - Shot | 41 32 31 succeded succeded succeded su | cceded succeded Player 3 | Dechaed forward : Dechaed forward : Dechaed forward : |
| Payer 2 | | | 15 32 48 54 50 96 |
| Pages | Player 1 Shots in, out of th | | Total sum of actions by players |
| Player 3 La Shot | Player 2 Shots in, out of th Player 3 Shots in, out of th | and designed in the state of the state of the | |
| - Paises | Player 4 Shots in, out of th | | |
| Player 4 - Dritting | Player 5 Shots in, out of th | e area 096 | Payer 1 |
| Patters | Place of actions by players | 100 - 10 - 10 - 10 | Pager 3 |
| Player & Political actor | Payer1 rgt 3et center Payer3 let center | | Pager 2 |
| - Petters | Payer 4 roll | | $\langle \rangle$ |
| 0 4 6 13 16 26 | Raym2 right left Center | | |
| | | | |

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

5.2.18.1Make a dashboard

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

1. Charts

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

To insert a picture as an object in the dashboard, click on 4. Transparent .png pictures will keep their transparency when inserted in the dashboard

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

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

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

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

Right clicking on an item when having multiple selected you can line up all the items vertically or horizontally by choosing the options Line up selected to the left and Line up selected to the top

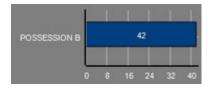




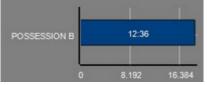


To lock any element in the dashboard right click and choose the option you want. To show the amount of time during an action took place instead of the amount of action happened click on Values in time mode

Amount of actions happened:



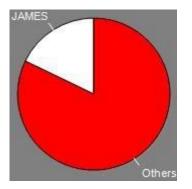
Amount of time during the actions took place:



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

Example:

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



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

Example:

To see all the shot on the right in the area select the category shots, the descriptor right and the descriptor in the area. Select "Filtered mode". No you will only see in the chart the shot which contains the descriptors right and the descriptor in the area at the same time

| | reiha@Centra de | i-m) | |
|--------|---------------------|------|--|
| | | | |
| - | | | |
| * | | | |
| * * | | | |
| н — | | | |
| | | | |
| | | | |
| | | | |
| 1 | | | |
| _ | Tes | | |







2. Labels

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

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

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

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

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

To make a time label click on 1 and select the categories and descriptors you want to show.

Example:

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

Player 1,Right: 41

Background colour

to change the colour of the label click

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

Label without nickname:

Free kick Side Shot Drill In the area = 0

Label with nickname: Free kick 0

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

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

Amount of actions happened:

Possession A: 119

Amount of time during the actions took place:

Possession A: 35:42

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







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





Calculation for data labels

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

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

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







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

Example:

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

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

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

| | Operation | Value | Result |
|---|-----------|-------|--------|
| 目 | x | 2 | = 0 |

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

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

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

| | Operation | Value | Result |
|---|-----------|---------|--------|
| ŧ | + | ID: 511 | = 12 |
| Ê | + | ID: 510 | = 39 |
| Ê | ÷ | ID: 509 | = 71 |

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

Total scored points = 83

Context label.

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

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

The context label will automatically refresh with any new analysis.

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

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





Variable label.

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

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

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

| New data labe | (id: 8) | ×× |
|--|--|--|
| Age Image: Colour ■ Transport Mid:Center ■ Lock Mid:Center Nick name ■ Nick name | ATACK CORNERS DEFENSE FREE NOC GOAL US1 PENALTY STEAL TRO WIG | 1st half A 2nd half A Atea opp A Atea ops B Addackets B Bad B Bad B Defaultion B Point B Point B Defaultion B Defaultion B Defaultion B Defaultion B B B B B B B B B B B B |

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

| High press | ✓ | High press |
|------------|-----------------------|------------|
| | | Mid press |
| | | Low press |

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

Multiple dashboards from Timeline

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

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

| $\hfill \square$ | | | Search - Nacsport E | lite | | | × |
|--|----------|-------|---|---|------------|-----------|---|
| | C | Datal | bases: 2 Registers: 555 | | | | |
| 🖬 🔤 🔤 betis [29] | ^ | | Database | Video | Date | Registers | |
| 💯 00001.nac 💯 3_FÁLTAS SPD 6.nac 💯 035 F C Barcelona-Bibao Basket - J 3 | | 1 | SD J35 LIGA ADELANTE Llagostera - Sporting_nacsport.nac | SD J35 LIGA ADELANTE Llagostera - Sporting.mp4 | 27/04/2015 | | + |
| 035 Unicaja-F C Barcelona - J 33 nac 20140208 LEK-DWG nac Aerial Acrobatic Freestyle Dunking- 38 | = | | HD J36 LIGA ADELANTE Sporting • Mallorca_nacsport.nac | HD J36 LIGA ADELANTE Sporting - Mallorca.mp4 | 04/05/2015 | | |
| Converted 1 nac Converted 1 nac Converted 3 nac Ser GER 0702011 nac ESP GER 0702011 nac ESP GER 0702011_ nac ESP GER 0702011_ nac ESP GER 0702011_ nac | → | | | | | | |
| | | | | | | | |
| J33 LIGA ADELANTE Zaragoza - Spo J34 LIGA ADELANTE Betis - Zaragoz I24 LIGA ADELANTE Section Alax | ~ | | | | | | ~ |







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

| Databases | Existing dashboards |
|---|---------------------|
| HD J36 LIGA ADELANTE Sporting - Mall | SPO |
| 🔲 J33 LIGA ADELANTE Zaragoza - Sportin | |
| 🔲 J34 LIGA ADELANTE Sporting - Alaves_i | |
| ✓ SD J35 LIGA ADELANTE Llagostera - Sp | |

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

Edit registers properties

You can edit registers properties directly from the preview window of a chart or label. To do so click on any bar/section or label to see the action contained by that

element. Now double click on any register you want to modify or click on 🛄

Reorder the preview.

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

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

| | Chronological order: | | | | | | | | |
|----------------------------------|------------------------------|----------|----------------|--|--|--|--|--|--|
| 🗌 Ord | 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 I | | | | | | |

| Ord | ler by anlysis name (.n | iac) | | |
|-----|-------------------------|-----------|----------|---|
| Ma | kimize the window wh | en openin | g | |
| 4 | 7 Mts opp | 27:38:31 | 27:43:04 | 1 |
| 6 | 7 Mts opp | 35:13:03 | 35:20:10 | 1 |

73:22:15|73:30:44|2nd1

21:15:04 21:21:12 1st h

09:21:17 09:24:39 1st h 14:25:19 14:29:44 Up ri

33:58:40 34:01:48 Dow

7 Mts opp

7 Mts opp

7 Mts opp

7 Mts opp 7 Mts opp

By analysis order:

Labels from Descriptor calculator.

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

Dashboard backup.

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

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







Associate datalabels to a specific row order in Iimeline.

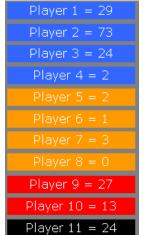
With this option you can make a datalabel based on the order of the categories in the Timeline, ignoring the name of the category.

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

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

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

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



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

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

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







Label for the last 5 actions.

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

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

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



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

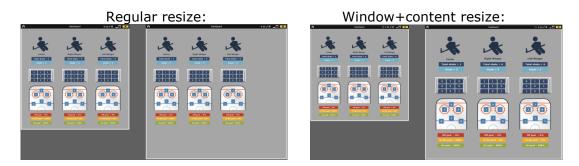
| First register | Second register | Third register |
|----------------|-----------------|----------------|
| On target | On target | Off target |
| | On target | On target |
| | | On target |
| | | |
| | | |

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 i and change the size of the window.

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



The graphical descriptor in the Dashboard

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

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







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

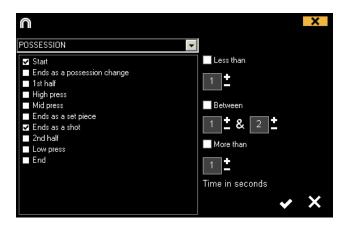




5.2.19 Descriptor calculator

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

To do so select the category you want and click on $lacksymbol{\mathbb{R}}$



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

Example: To know the amount of **Attacks** in where a **Shot** happened in less than <u>10</u> seconds after the beginning of the attack select the **Attack** category, click on

select **Begin** and **Shot**, set a 10 seconds time and click on **S**. Now all the **Attacks** in which there were a **Shot** in less than 10 seconds from the beginning will have a new descriptor which will allow you to find them in the datamatrix.

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

To add a nickname to the seach result type the nickname you want in the Nick name

search. The final category will has its original name plus the nickname.

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

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







5.2.20 Open a template in timeline

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



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

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

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

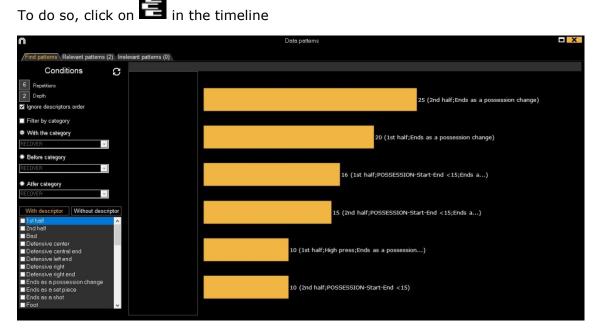
Note: Buttons shortcuts 1, 2 and 3 keys will not work when the using the buttons template in timeline





5.2.21 Data patterns.

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



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

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



You can do this from the menu

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

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

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

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

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

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







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

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

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

Setting a pattern as relevant and giving it an alias, will make this pattern to be automatically searched in future analyses. You can consult the relevant patterns in

the proper window. Clicking on will add a descriptor with the alias of the patterns to all the registers in it, so you will be able to find those registers with any

of the filtering tools. To do a search based on your relevant patterns click on Clicking on Search for relevant patterns automatically you will force the search of the patterns every time a new analysis is open. Checking "Auto add nickname" will automatically add the descriptor to the registers in that pattern.

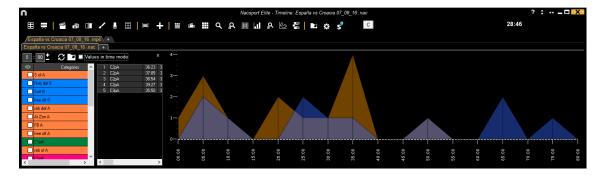




5.2.22 Category frequency chart.

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

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



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

You can modify the time interval by setting the want you want on 05:00



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





5.2.23 Player connections.

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

| | idores en campo | Jugadores | Registros | |
|--------|-------------------------------|-----------|-------------------------|----------------------------|
| nitial | PI 12,PI 8,PI 2,PI 1,PI 10 | PI1 | 1 SofA | 36:57 37:09 |
| - | | PI10 | 2 AtZon A | 37:11 37:21 |
| Down | PI 12,PI 8,PI 1,PI 7,PI 10 | PI12 | 3 Soff B 4 Reb def B | 37:08 37:20 37:15 37:25 |
| lefend | PI 12,PI 9,PI 2,PI 1,PI 10 | P13 | 5 reb of A | 37:17 37:27 |
| ounter | 012010012012012 | PI4 | 6 Soff B | 39:52 40:04 |
| ounter | PI 12, PI 8, PI 1, PI 7, PI 6 | P15 | 7 At zon B | 39:49 40:05 |
| itar | PI 12, PI 8, PI 7, PI 6, PI 3 | 🗖 PI 6 | 8 At PresA | 40:01 40:11 |
| | | PI 7 | 9 reb of A | 40:02 40:12 |
| | PI 4,PI 12,PI 8,PI 5,PI 10 | PI8 | 10 At PresA | 40:04 40:14 |
| | | PIS | 11 At zon B | 39:55 40:11 |
| | | | 12 S of A | 40:01 40:13 |
| | | | 13 At Zon A | 40:08 40:18 |
| | | | 14 S of A | 40:05 40:17 |
| | | | 15 free off A | 40:13 40:19 |

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 ${f M}$

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

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

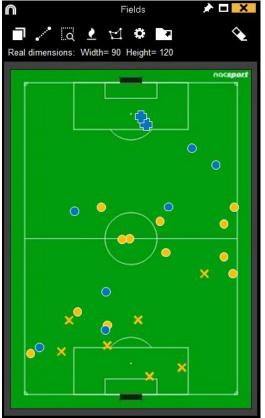






5.2.24 Graphical descriptors

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



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

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

In case of having several graphic descriptors to a single register, you can see the

direction the action took by clicking on *sec.* 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.

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

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

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





You can modify the size of the figures by clicking on $\ref{eq:started}$



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.

|) | Mis Arabis | | | | - • · × |
|--|--|--|------------|------------|---|
| + # 10 0 10 0 10 | | | | | II II I |
| Gatabases Naceport [27] | Database | Valeo | Date | Fingulant* | Linked indexe |
| 0 | CHO JIE LIGA BRVA Ceta - Sevilla nac | HD 236 LIGA BOVA Ceta - Sevila rod | 15/06/2015 | | C-User/Wacoon/Decktop/HD JOK LISA SEVIA Celta - Sevila and |
| B 3 giota[4] | HO JACUGA ADELANTE Las Painas - Alavas nac | HD JA2 LIGA ADELANTE Lai Palnas - Alteres resk | 10/06/2015 | | JAZUGA AZELANTE Lai Palnar |
| 8 | 1 Narvo Ingetto 11 preio 2015 05, 44 PM rue: | HD J42 LIGA ADELANTE Las Patnes- Alexes and | | | 4240 HOLIGA ADELANTE LM |
| 0 | HO JA2LIGA ADELANTE Las Palmas- | HD 342 LIGA ADELANTE Las Painas - Alexes moli | 10/06/2015 | | 142UGA ACELANTE Las Palson |
| B | HO JA2 LIGA ADELANTE Legerer | HD J42LIGA ADELANTE Legener- Zweitere wolf | 05/06/2015 | | 142 LIUA ADELANTE Legenes |
| | K Nuevo regulto 11 junio 2015 05_41 Pht nac | HD JK2105A ADELANTE Legener- Zerenzen met | | | 42HD HOUSA ADELANTE |
| HD J42USA ADELANTE Las Patrias - Alaves nac HD J42USA ADELANTE Las Patrias - Alaves - Trais | HO ACUSA ADELANTE Maarden- | HD J42 LIGA ADELANTE Mirandes I Medicia mod | 00/06/2015 | | 142 UGA ADELANTE Mininder |
| HD JKD LIGA ADELANTE Legaret - Zalapota Nat HD JKD LIGA ADELANTE Meander - Midloca And | HD 342 LIGA ADELANTE Musancia- | HD J42 UEA ADELANTE Numercia Terrete no4 | 10/06/2015 | | KINO JELIGA ADELANTE |
| | NO JA210GA ADELANTE Portenadira | HD J42 USA ADELANTE Porteradore - Alconton and | | | J4213GA ADELANTE Portenados |
| HD 342 USA ADELANTE Portenados - Aconomise HD 342 USA ADELANTE Recessivo - Revelina E nac | 0 HO JACUGA ADELANTE Recentro | HD JK2 UGA ADELANTE Recentlys - Bacelona II and | 11/06/2015 | | J42LIGA ACELANTE Recentive |
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| - B HD J42 UGA ADELANTE Sabadel - Osanara, 2hac | 2 HD HOLISA ADELANTE Sabadal- | HD H2 LIGA ADELANTE Sabadel Disaya ref | 11/06/2015 | | JAZUGA ADELANTE SIDANA |
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| - JATI DGA ADELANTE Sporting - Sabadel, 3 nac | 1 NI USA ADELANTE Sporing - Sabadat, 3 na | JAT USA ADELANTE Sporting - Subadel inp4 | 13/06/2015 | | ATUAT LIGA ADELANTE Sporing |
| JAT USA ADELANTE Sporting - Sabadel, A nac JAT USA ADELANTE Sporting - Sabadel, 5 nac | 6 Att USA ADELANTE Sporting - Sabadelinac | JAT LIGA ADELANTE Sporing - Sabadel mp4 | 06/06/2015 | | ITUAT LIGA ADELANTE Sporting |
| | HI LIGA ADELANTE Sporing - Sababel 2 rat | AT LISA ADELANTE Sporing - Sebadeling4 | 13/06/2015 | | ATUAT LIGA ADELANTE Source |

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.

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| B W-0 VIDEO SOURCE [1] | 12 J41 LIGA ADELANTE Sporting - Sabadel_1 na | 341 LIGA ADELANTE Sporting - Sabadel.mp4 | 04/06/2015 | 45 LIGA ADELANTE Spoting |
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| HD J35 LIGA EBVA Ceta - Sevila nac HD J42 LIGA ADELANTE Las Palnet - Aleves nac | 14 ESP-GER_2 Nac. | ESP GER mp4 | 18/06/2015 | 21 C.WinnsWacsport/Desktop/EJEN PUTIOL/USP/GER mod |
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| HD 342 LIGA ADELANTE Leganes - Zaragoza nac HD 342 LIGA ADELANTE Mixandes - Malorca.nac | 16 Nuevo registro 13 junio 2015 07_43 PM nac | OFFLINE | 13/06/2015 | 11 OFFLINE |
| HD J42 LISA ADELANTE Numancia - Tenerfeinac | 12 MILLIGA ADELANTE Scottes, Schudell 3 an | 341 LIGA ADELANTE Scottro - Sabadel mod | 13/06/2015 | 10 41U41 LIGA ADELANTE Sporting |



You can also:

Make subfolders: Click any folder and then click

Delete folders (and the databases in it) or delete databases: Click any folder (or

III database) and then click

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



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

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

Open databases folder: Click 🛄 icon.

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

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

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 anaylisis date click on 🗖 Only in .nac path

Access a folder in a server: With this option you can save your analysis in a shared folder for your whole organization. To see the folders in the server click on O Server

Refresh the analyses list: Click on 🕃



Export Excel/xml: With this option you will make a new file for each selected

analysis. Select the analyses you want, click on 🚺 and select the option you want.





7. TOOLS

| 7.1 Merge and convert video files | Page 140 |
|---|----------|
| 7.2 Import/Export .XML Files | Page 141 |
| 7.3 Import databases from Tag&Go | Page 143 |
| 7.4 Import OPTA databases | Page 144 |
| 7.5- Quick merge videos from same source | Page 145 |
| 7.6- Quick merge videos from same source and analysis file (.nac) | Page 146 |
| 7.7 Import .TLcodes from GameBreaker / SportsCode | Page 147 |
| 7.8 Import databases from FIBA | Page148 |
| 7.9 WiFi import from Tag&View | Page 149 |
| 7.10 Import files from CSV de Dartfish, EasyTag, Synergy, Opta | Page 150 |
| 7.11 Import .XML Files from InStat | Page 151 |





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.

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5- Click 🛄.

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

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7.2 Import/Export .XML Files

* To import a .XML file:

- a) At the main menu of the program, click on Tools.
- b) Select Import.
- c) Select Import .XML of Gamebraker and SportsCode.

d) Click 🛄.

e) Look for the .XML files and open them.

After selecting the file you want to import, a new window will show allowing you to select what categories and descriptors will be imported.

| | Import XML file (Timeline based software) | |
|--|--|--|
| ☑ Select all Categories (5/14) | ✓ Select all Descriptors (46/55) | |
| CORNERS CORNERS OPP GREE KICK FREE KICK OPP FREE KICKS GOAL LOST LOST OPP PENALTY POSSESSION | | |
| POSSESSION OPP RECOVER RECOVER OPP SHOT | ☐ Foot ☐ Forced ☐ From an attack ☐ From set piece ☐ Goal keeper ✓ ▲ Avoid numeric descriptors | |

Clicking on Avoid numeric descriptors you will automatically deselect all the descriptors containing just numeric values. This means the descriptor name does not contain any letter, though it can contain symbols such as :, -, .,

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

g) In the section 3, click

h) Select the video which you want to link with the **.NAC Database** and double click it.

i) Click on **Open the Timeline.**







* To export a .XML folder:

- a) Once the Timeline is opened with the folder to export, click

- b) Select Export .XML.
- c) Select name and destination. Then, click Save.

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





7.3 Import databases from Tag&Go

In Main Menu, in the tools section, select **Import/Import from Tag&go** Click and select database to import.





7.4 Import OPTA databases

In Main Menu, select Import/Import F24 Opta

| Click | and | select | file | to | be | impor | ted |
|-------|-----|--------|------|----|----|-------|-----|
| CIICK | unu | SCICCU | me | ιu | bC | mpor | ιcu |

Click and select video to be linked

| Click |
|-------|
|-------|





7.5- Quick merge videos from same source

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

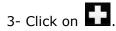
Example: Files from a video camera which makes several files from a single match. This merge is only valid for files of the same source

Input formats supported by Nacsport are: .AVI, .WMV, .MOV, .MPEG, .MPG, .MOD, .M2V, .MTS, .M2TS, .VOB, .MP4 and .AVS.

To use this tool, follow these steps:

- 1- In the Nacsport main menu, click on Tools.
- 2- Click on Quick merge videos from same source





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

| ∩ | Quick merge videos from same source | × |
|---|-------------------------------------|---|
| Add video file | | |
| 00875.MTS (17:13) 00876.MTS (17:13) 00878.MTS (17:13) 00879.MTS (17:13) 00880.MTS (03:10) | | |
| | | |
| | Nombre del nuevo archivo | |

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



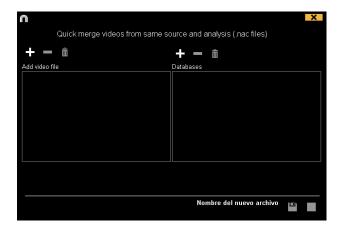


7.6- Quick merge videos from same source and analysis file (.nac)

With this tool you can convert multiple video files into one video file.

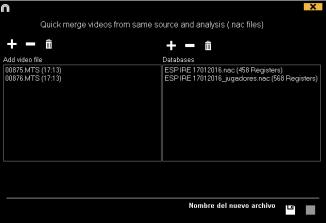
To use this tool, follow these steps:

- 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.**





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.

| То | ols Help | | |
|----|-------------------------------------|-------|-------------------------------------|
| | Import | > | Import from Nacsport Tag&go |
| | Search | | Import XML file (Timeline based sof |
| | Digitise video C | trl+D | Import F24 Opta |
| | Synchronize a Database with a Video | | Gamebraker / SportsCode .TLcodes |

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.

| Process finished successfully |
|---|
| This new analysis will be saved in: C:\Users\Nacsport\Desktop\LIONS VS UPM.SCpkg\LIONS VS UPM.SCpkg\LIONS VS UPM.nac |
| Used video C:\Users\Nacsport\Desktop\LIONS VS UPM.SCpkg\LIONS VS UPM.SCpkg\MOVIE DATA folder\LIONS VS UPM.mov |
| Timeline |
| |

To open the analysis and begin working click on Timeline

Imported files will be saved in "Nacsport imported" folder inside .SCpkg folder





7.8 Import databases from FIBA.

From the main menu click on Tools, then **import FIBA stats xml**.

Click on 🖾 and select the file to import

Click on 💾 and set a name for the analysis

Click on and select the video for the game.





7.9 WiFi import from Tag&View

To make an export through a local area network you have to start the reception from Nacsport in your PC.

To do so, click on the Tools tab from Nacsport's main menu. Click on Import and select WiFi import from iPad. You will see a PIN code which you will have to insert in Tag&View to begin the process. You can randomly change the PIN code by

clicking on 🕃

Having an analysis open from Tag&View tap on 🗹 and select 🛜 Search for Nacsport

All the connected devices will automatically show up. Select the device you want and insert the PIN code you can see in your PC, finally tap on **Send files to Nacsport**

The exported files will be saved in the [NAC SPORT DATA>Databases Nacsport> iPad imported folder in the Documents folder from your PC





7.10 Import files from CSV de Dartfish, EasyTag, Synergy, Opta...

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

| Open.csv file • Delimiter comma • Delimiter dot comma • Delimiter tab Configuration Select category Time format • Milesconds • Add column name in the descriptor Database .nac • Inac Video | | Dartfish import | X |
|--|---|-----------------------------------|---|
| Delimiter dot comma Delimiter tab Configuration Select category Time format Select category Time format Milesconds I Add column name in the descriptor Database .nac Inac Video | Open .csv file | | |
| Select category Time format Miliseconds C Add column name in the descriptor Database .nac Video | Delimiter dot comma | | |
| Select category Time format Miliseconds C Add column name in the descriptor Database .nac Video | | | |
| Select category Time format Miliseconds C Add column name in the descriptor Database .nac Video | | | |
| Select category Time format Miliseconds C Add column name in the descriptor Database .nac Video | | | |
| Video | Select category | Add column name in the descriptor | |
| | | | |
| | Video | | |
| | ▶ Video | | |
| Timeline | Timeline | | |

Click on \square and select the file to import

Now you have to select the kind of delimiter used for the .csv file

- Delimiter comma
- Delimiter dot comma
- Delimiter tab

Select the column from the .csv file which will be used as categories for Nacsport Select category

using the menu Name



Select the time format used in the .csv file from the menu

Clicking on Add column name in the descriptor you can add the name of the rest of columns to their values and use them as descriptors.

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

Clicking on 💾 you will make a Nacsport database

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





7.11 Import .XML from InStat

To import a .XML file from InStat:

At the main menu of the program, click on **Tools** and select **Import**, then Select **Import**.XML from Instat

On the window click and look for the .XML files you want to import. Select name and destination for the **.NAC Database** and click on **Save.**

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

Finally click on **Open the Timeline.**





8. ANNEX

| 8.1 Import and export databases | Page 153 |
|---------------------------------|----------|
| 8.2 Real time streaming | Page 154 |
| 8.3 General options | Page 158 |
| 8.4 Coach Station | Page 160 |
| 8.5 Twitter integration | Page 162 |
| <u>8.6 Update 5.0</u> | Page 163 |



 \wedge



8.1 Import and export databases

Import and export Nacsport databases is as easy as copy the database you want and paste it in another PC.

Export:

You can use 2 different methods:

- 1.- From My documents folder
 - 1-Go to My documents folder.
 - 2- Open NAC SPORT DATA folder
 - 3- Open Databases Nac folder
 - 4- Copy the .NAC files you want from this folder

2.- From Nacsport databases

- 1- From Nacsport main menu click **Nacsport databases.**
- 2- Select the database you want to export.
- 3- Right click the database and click **Copy**.

Import:

You can use 2 different methods:

1.- From My documents folder

- 1- Go to My documents folder.
- 2- Open NAC SPORT DATA folder.
- 3- Open **Databases Nac** folder.
- 4- Paste .NAC files you want from this folder.

2.- From Nacsport databases

- 1- From Nacsport main menu, click Nacsport databases.
- 2- Right click any folder and click **Paste to import** an already copied file.





8.2 Real time streaming

This tool allows you to stream in real time all the data you get while registering an event through a local network and into any device in that same network

Streaming from registering environment:

To do this click on in the registers control window in the registering environment.

To stream a dashboard click on select the dashboard you want to open and click on

Set in any internet browser in any device your computer's IP. You can find you IP in the upper-left corner of you window



To change the streaming settings click on ${}$



To change the time interval in which the data is streamed to the devices click on the drop-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 Start web server automatically

To create presentation's lists automatically with the registers you select in the devices receiving the streaming click on Make remote client list presentation files

To not stream the plays in real time click on 🗹 Do not stream the Play by Play

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





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



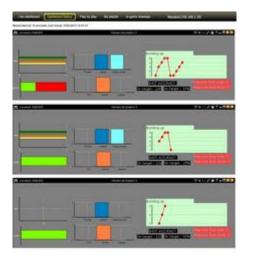
To see a dashboard in real time click/tap on "Live dashboard"3

In this environment you will see the actual view of the dashboard which is showing in the registering data PC

| Live dashfored | Danifooard holory | Play by pay | My play thi | In game drawings | Nacaport (192.158.1.19) |
|-------------------------|-----------------------|--|--------------|------------------|---|
| belimeral 15 seconds. | Last reliast 1955-201 | 110-10-10 | | | 010000000000000000000000000000000000000 |
| Carlanae Taxactory N.A. | n.# | | Thursen) | an Graymourt Co | 11+11 2 0 7 - D 12 |
| | | | | | |
| | 100 | | | Dallard | 10 |
| - | | | 1000 | - 1 | 1 1 11 |
| - | | Para | and - Centin | _ !/ | 1 / r / · |
| F 32 | 2.4 | | | | |
| | 12 | | | | ACCURACY |
| - | | No. of Lot of Lo | | | |

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"





| latored | Interval | 3, Last reload: 19/06 | 2015 18:45:52 | | | |
|---------|------------|-----------------------|---------------|--------------|---|-----------------------------------|
| Detaile | est ejeing | plo futbol _2.eac | | | | |
| Statt. | End | Category | Descriptors | Status Unded | and the second se | |
| 80.00 | 10.10 | 7(876-0188 | | * | The second s | And the Party of Street, or other |
| 13.56 | 10.04 | PARTIES LOC | Second. | • • | 1.4 | |
| 11.11 | 20.94 | NASTREE LOS | int half | * | 1 4 3 | |
| 22.47 | 12.65 | PASSES LOC | | * | | 0.6 |
| 21:42 | 22:47 | PAGEND LOC | Dethalf. | ۰ ۱ | | |
| 12.37 | 36.63 | P031212208 | Cardina | ± | | |
| nn. | 22.43 | TURN-OVER | Dot helt | + | | |
| 11.14 | 39-37 | P01585500 | Bad Dither | * | | ** * . |
| 29-22 | 22.04 | GOMLADOK | Ent half . | + | | |

In this environment you can see all the actions registered in the event. To do this

click/tap on \checkmark to produce the action in the PC, then click/tap on b 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 \checkmark from the receiver device you will also make a video in the previously selected folder.

The name of the file will always show the name of the category and the time of the recording when it was made.



Note: If you use any shared folder (Dropbox, Hubic, Google drive...) To save the files, this will be available in the 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.

| Time format | |
|-------------|---------------|
| • MM:SS | MM:SS:FF |
| • MM:SS:mm | • HH:MM:SS:mm |

8.3.2 Add angles as separate videos/mosaic.

Having an analysis with multiple angles you can choose between using the 3 key to add every single angle or to add all angles as a mosaic.

To do so, go to main menu, tools tab and then to options. Once there click on

| Timeline | and select the option you want. | | | | |
|-------------------------|--|--|--|--|--|
| Add to the presentation | | | | | |
| • CTRL + 3 add the regi | sters wtih angles to the presentation in separate mode | | | | |
| • CTRL + 3 add the regi | sters wtih angles to the presentation in mosaic mode | | | | |

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".

Server

Click on L conection" and type the IP address of the server. Now click on "check

| ✓ Show local server folder view Local Server | 192.168.1.228 | Check Connection | |
|--|---------------|------------------|--|
| Server folders | | | |
| Primary databases path | | | |
| | | | |
| Primary presentations path | | | |
| | | | |
| Primary buttons templates path | | | |
| Primary videos path | | | |
| | | | |







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

 Image: Use Nacsport DATA default path

 and select the new path. To go back to the original one

 just click again on

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 \square you can set your password. This password will be requested for future deactivations.





8.4 Coach Station

Coach Station will allow you to review actions and interact with a dashboard while getting the data streamed by the capture laptop in the same WiFi network your laptop is.

To do so you have to start a Real time Register from Nacsport and select the option Full capture mode then select Send Data to Coach Stations and start the capture.

Now from another PC with Nacsport clic on "Tool" from the main menu and then on "Coach Station".

From Coach Station you have to set the streaming address from the capture PC.

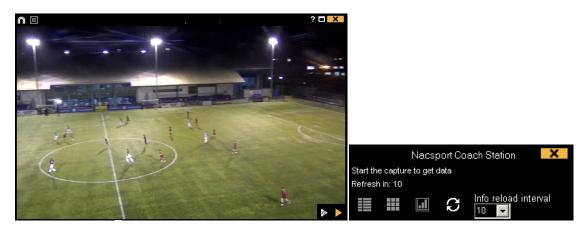
You will find the streaming address on the top part of the video player

Ahora desde otro PC con Nacsport haga clic en "Herramientas" desde el menú principal y luego en Coach Station.

| Coach Station Coach Station Main computer streaming address mms://192.168.1.72:8091 | | |
|--|-------------------|--|
| IP: 192.168.1.72 | Test video stream | |
| Start Capture | | |

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 \blacksquare from the control window.

| \bigcirc | | | | X |
|------------|----------------------|-----------------------|---|---|
| Î | Ē | L C Io | as las categorías 💌 | |
| 199 | 60:58:0 | POSESION | 2do tiempo; Termina en cambio de posesión | ^ |
| 200 | 61:35:10 |) TIRO | fondo derecho ofensivo; 2do tiempo; Fuera de puerta; Mal; Pierna; En el área; Desde un ataque | |
| 201 | | POSESION | Termina en cambio de posesión; 2do tiempo | |
| 202 | 62:55:07 | RECUPERACIÓN RIVAL | 2do tiempo; Medio centro; Ataque organizado | |
| 203 | 63:01:08 | PÉRDIDA | 2do tiempo; Forzada; Medio centro | |
| 204 | 63:03:18 | POSESION RIVAL | 2do tiempo | |
| 205 | 63:38:05 | POSESION | Termina en cambio de posesión; 2do tiempo | |
| 206 | 64:11:11 | POSESION RIVAL | 2do tiempo | |
| 207 | 64:22:0 [*] | POSESION | Termina en tiro; 2do tiempo | |
| 208 | 64:43:0* | TIRO | fondo central ofensivo; 2do tiempo; Fuera de puerta; Mal; Pierna; En el área; Desde un ataque | ~ |
| < | | | III | > |

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.

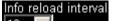
To limit the maximum amount of registers shown click on the dropdown menu and select the amount of registers you want to see.



Clicking on \blacksquare you can open a quick consult matrix.

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

Clicking on O you will refresh the info from the play by play window.



From the menu

you can select the automatic refresh time.





8.5 Twitter integration

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

To link your Twitter account you have to go to the options menu from the main

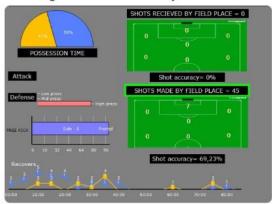


To set the buttons which will post Tweets you have to edit your template and select

the desired button. From the behavior tab click on and then on Activar Twitter post lastly you have to insert the text you want to post in Twitter. By clicking on Post Dashboard you will automatically post a picture of your dashboard next to your text.



What a goal! Hard work always has a reward.



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.





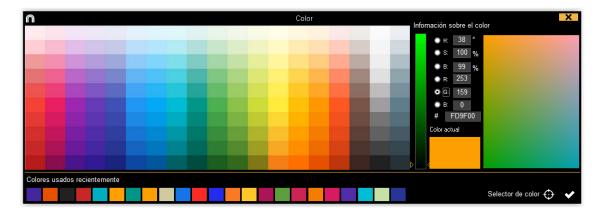


8.6 Update 5.0

1. TEMPLATES

1.1 Extended color palette.

Now you can use an extended color palette to modify your buttons in a much more precise way. You can modify the color saturation and the red, green, blue levels of your 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

1.2 Accurate button sizing and placement.

With this new option 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:

| 336 | Х | 138 | Ancho |
|-----|---|-----|-------|
| 442 | Υ | 154 | Alto |

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.

Clicking on "lock" will avoid any unintentional change for the selected button.





1.4 Graphical descriptors.

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:

| Real di | nensions |
|---------|----------|
| 0 | Width |
| 0 | Height |

In case your field does not occupy the full picture, you can set the area

corresponding to the field by clicking on 🛄

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



From **Linear** 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.



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

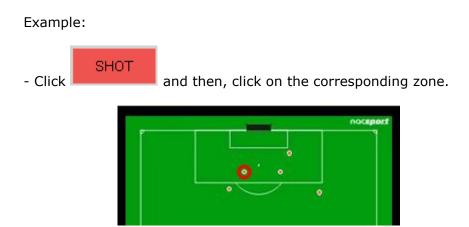
Use of graphical descriptors

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.







The graphical descriptor in the Timeline

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.

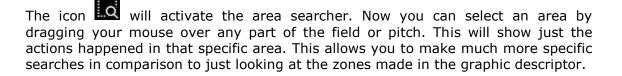
You can show/hide the graphic descriptor zones by clicking on



In case of having several graphic descriptors to a single register, you can see the

direction the action took by clicking on \checkmark . 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.





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

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

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.

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.





1.3 Set the order of layers.

With this option you can overlay buttons choosing which of them will show on top and which on bottom.

To do so, select a button and set its order from Vertical order. Higher numbers will bring the button to the top. You can also use negative values.

You can also set the layer order by right clicking on a button and selecting "vertical order".

Right clicking on a button you will be able to send it to the next layer up or down, to the top or to the bottom layer.

Note: In case several buttons are in the same layer, the last button made will always be the one on top.

1.4 Player connections.

With this new 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 3 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.



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.

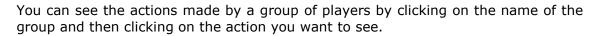
Note: The player group descriptor will not be shown in the register control window. You can see this descriptor in the play by play table and also in the Timeline.

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"

| 112.06.07.201.0710 • 112.06.07.10.7710 • 112.06.07.07.010 • 112.06.07.07.010 • 112.06.07.06.07 • 112.06.07.06.07 • 112.06.07.06.07 • • | P11 P110 P112 P12 P13 P14 P15 P16 P17 | 1 Sol A 2 Al Zon A 3 Solt B 4 Reb def B 5 reb ol A 6 Solt B 7 At zon B 8 At PresA | 36:57 37:09 37:11 37:21 37:08 37:20 37:15 37:25 37:17 37:27 |
|---|---|--|---|
| 9 п12лаладитято н п12лаладитя п12лаладите п12лаладите н12лаладите н12лаладите н12лаладите н12лаладите н12лаладите н12ла н12 н12 н12 н12 н12 н12 н12 н12 н12 н12 | P112 P12 P13 P13 P14 P15 P16 P17 | 3 Soff B 4 Reb def B 5 reb of A 6 Soff B 7 At zon B | 37:08 37:20 37:15 37:25 37:17 37:27 |
| 9 п12лаладитято н п12лаладитя п12лаладите п12лаладите н12лаладите н12лаладите н12лаладите н12лаладите н12лаладите н12ла н12 н12 н12 н12 н12 н12 н12 н12 н12 н12 | P12 P13 P14 P15 P15 P16 P17 | 4 Reb def B 5 reb of A 6 Soff B 7 At zon B | 37:15 37:25 37:17 37:27 |
| н Р12/18/11/17/16 Р12/18/17/16/13 | P13 P14 P15 P16 P17 | 5 reb of A 6 Soff B 7 At zon B | 37:17 37:27 |
| M 12,M 8,M 7,M 6,M 3 | P14 P15 P16 P17 | 6 Soff B 7 At zon B | |
| M 12,M 8,M 7,M 6,M 3 | P15 P16 P17 | | 39:52 40:04 |
| | P16 | | 39:49 40:05 |
| PI 4.PI 12.PI 8.PI 5.PI 10 | P17 | | 40:01 40:11 |
| H 4,H 12,H 8,H 5,H 10 | | 9 rebotA | 40:02 40:12 |
| | P18 | 10 At PresA | 40:04 40:14 |
| | P19 | 11 At zon B | 39:55 40:11 |
| | | 12 S of A | 40:01 40:13 |
| | | 13 Al Zon A | 40.08 40.18 |
| | | 14 Sol A | 40:05 40:17 |
| | | 15 free off A | 40.13 40.19 |







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 ${f M}$

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.

1.3 Auto-sum descriptors

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

| Witl | nout auto-sum | 1 |
|-------|---------------|---|
| 00:03 | ATTACK | |
| 00:10 | Pass | |
| 00:16 | Pass | |
| 00:20 | Pass | |
| | | |

| With auto-sum | | | | | | | | |
|---------------|--------|--|--|--|--|--|--|--|
| 00:03 | ATTACK | | | | | | | |
| 00:10 | Pass | | | | | | | |
| 00:16 | Pass | | | | | | | |
| 00:20 | Pass | | | | | | | |
| 00:20 | 3 Pass | | | | | | | |

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

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

2. TIMELINE

2.1 Enhanced text overlay.

Now you can show the text over the video by clicking on the \mathbf{III} 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.





2.3 Show registers duration time

You can select a new 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".

2.4 Favourite angle in presentation.

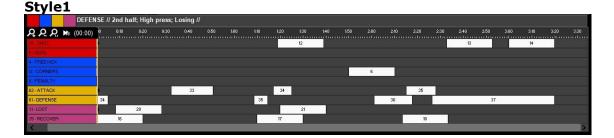
From the register properties window in the presentation you can select which angle will be set as your favourite for that register. This means, when showing the presentation or making a final video this register will only show the favourite angle, though the register will still contain all the angles,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

2.2 Timeline colour options.

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



Style2

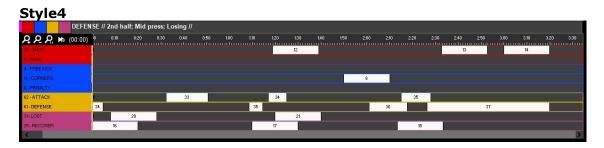


Style3

| | DEFEN | SE // 2nd h | alf; Mid p | ress; Losi | ng // | | | | | | | | | | | | | | | |
|---------------|---------|-------------|------------|------------|-----------|------|------|------|------|------|------|----------|--------|------|------|------|------|------|------|------|
| ρρρικ | (00:00) | ío 0:10 | 0:20 | 0:30 | 0:40 0:50 | 1:00 | 1:10 | 1:20 | 1:30 | 1:40 | 1:50 | 2:00 2:1 | 0 2:20 | 2:30 | 2:40 | 2:50 | 3:00 | 3:10 | 3:20 | 3:30 |
| 26-SHOT | | | | | | | | | | | | | | | | | | 14 | | |
| | | | | | | | | | | | | | | | | | | | | |
| 4 - FREE KICK | | | | | | | | | | | | | | | | | | | | |
| 12 - CORNERS | | | | | | | | | | | | 6 | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | |
| 62 - ATTACK | | | | | 33 | | | 34 | | | | | 35 | | | | | | | |
| 61 - DEFENSE | | 34 | | | | | 35 | | | | | 36 | | | | 37 | | | | |
| 31-LOST | | | 20 | | | | | | 21 | | | | | | | | | | | |
| 25 - RECOVER | | 16 | | | | | | 17 | | | | | 1 | 8 | | | | | | |
| < | | | | | | | | | | | | | | | | | | | | > |



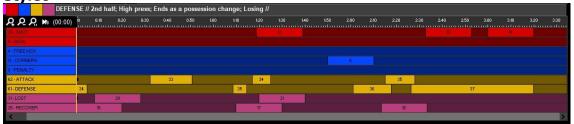




Style5

| Q Q Q 🌬 (00:00) | io 0:10 | 0:20 | 0:30 | 0:40 | 0:50 | 1:00 | 1:10 | 1:20 | 1:30 | 1:40 | 1:50 | 2:00 | 2:10 | 2:20 | 2:30 | 2:40 | 2:50 | 3:00 | 3:10 | 3:20 | 3:30 |
|-----------------|---------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 26 SHUT | 1 | | | | | | | | | | | | | | | | | | 34 | | |
| | | | | | | | | | | | | | | | | | | | | | |
| 4 - FREE KICK | | | | | | | | | | | | | | | | | | | | | |
| 12 - CORNERS | | | | | | | | | | | | 6 | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
| 62 - ATTACK | L | | | 33 | 1 | | | 34 | | | | | | 35 | | | | | | | |
| 61 - DEFENSE | 34 | | | | | | 35 | | | | | | 36 | | | | 37 | | | | |
| 31-LOST | | 20 | | | | | | | 21 | | | | | | | | | | | | |
| 25 - RECOVER | 16 | | | | | | | 17 | | | | | | 18 | | | | | | | |

Style6



3. REGISTERING

3.1 Categories filter in the play by play table.

With this option you can show just a specific category, filtering the actions in a much more comfortable way while registering actions on real time.

To do so, click on \mathbf{M} and uncheck the option "all categories", now you can select just the categories you want to show.

3.1 Add notes from the play by play table.

Now you add notes to your register in a much faster way from the play by play table.

To do so, double click on the "notes" text box you will find next to the descriptors text box in the play by play table.

3.6 Collaborative analysis in real time.

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

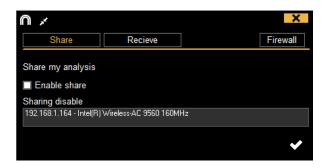






To do so, you have to start a real time analysis and then click on Figure from the register control window

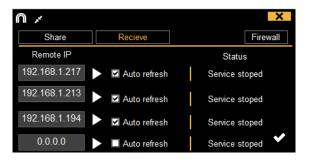
In the PC sharing the data you have to activate the option **Enable share** from the *Share* tab.



No you have to type the IP address showing in all the PCs you want to use as receivers.

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

and then click on



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

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

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

Singularities:

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

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

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

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







3.7 Youtube capture.

With this option you can capture in real time any video in Youtube. This will allow you to use videos or live streaming as your video source.

To do so, you just have to copy the link to the video/live stream. Then from Real Time Registering select the option to use an IP camera and paste the link as if it is the IP address of a camera.

5. GENERAL CHANGES

4.1 Shortcuts.

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.

Button templates:

P: make a new panel (only Nacsport Elite)

4.2 XLS export improvements.

With the new xls export option, XLS format 5 you will be able to export the start time, end time and duration time of you actions as well as the notes in each of your registers.

4.3 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 **D** you can set your password. This password will be requested for future deactivations.







quality information, better decisions