



USER MANUAL

Nacsport Scout Plus

Version 3.8.0

27 December 2018

CONTACT

You can contact us through any of the following ways:



WEB: www.nacsport.com



FACEBOOK: www.facebook.com/nacsportSL



TWITTER: www.twitter.com/nacsport



YOUTUBE: www.youtube.com/nacsport



INSTAGRAM: www.instagram.com/nacsport



LINKEDIN: www.linkedin.com/company/nacsport



GOOGLE: plus.google.com/+nacsport



E-MAIL: info@nacsport.com



CHAT: www.nacsport.com/livezilla/chat.php



SKYPE: [nacsport](https://www.skype.com/nacsport)



PHONE: +34 928 363 816



ADDRESS: C/. Dr. Juan Domínguez Pérez, 23. 2º
35008 Las Palmas de Gran Canaria
Canary Islands – Spain

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

INDEX

| | |
|---|----------|
| 0. System requirements | Page 3 |
| 1. Keyboard shortcuts | Page 4 |
| 1.1 Video player | Page 5 |
| 1.2 Timeline | Page 6 |
| 1.3 Buttons template | Page 8 |
| 1.4 General | Page 8 |
| 1.5 Main menu | Page 9 |
| 2. Quick guide | Page 10 |
| 2.1. Real-Time register | Page 11 |
| 2.2 Viewing and recording from file | Page 16 |
| 2.3 Register without Video Source | Page 20 |
| 2.4 My analysis | Page 25 |
| 3. Buttons template | Page 26 |
| 3.1 Buttons template icons | Page 27 |
| 3.2 Creating buttons templates | Page 29 |
| 4. Viewing and registering | Page 42 |
| 4.1 Register from file | Page 43 |
| 4.2 Real-Time register | Page 48 |
| 4.3 Registering without Video Source | Page 53 |
| 5. Timeline | Page 57 |
| 5.1 Timeline icons | Page 58 |
| 5.2 Timeline tools | Page 59 |
| 6. My analysis | Page 92 |
| 7. Tools | Page 94 |
| 7.1 Merge and convert video files | Page 95 |
| 7.2 Import/Export .XML Files | Page 96 |
| 7.3 Import databases from Tag&Go | Page 97 |
| 7.4 Import OPTA databases | Page 98 |
| 7.5- Quick merge videos from same source | Page 99 |
| 7.6- Quick merge videos from same source and analysis file (.nac) | Page 100 |
| 7.7 Import .TLcodes from GameBreaker / SportsCode | Page 101 |
| 7.8 WiFi import from Tag&View | Page 102 |
| 7.9 Import files from CSV de Dartfish, EasyTag, Synergy, Opta... | Page 103 |
| 7.10 Import .XML Files from InStat | Page 104 |
| 8. Annex | Page 105 |

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 HDMI (recommended) port or 1x VGA port

Video storage

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

Useful links

FireWire: http://en.wikipedia.org/wiki/IEEE_1394

CPUs: <http://www.cpubenchmark.net/>

HDMI: <http://en.wikipedia.org/wiki/HDMI>

VGA: http://en.wikipedia.org/wiki/VGA_connector

External Hard Drive: <http://www.amazon.com/External-Hard-Drives-Storage-Add-Ons/b?ie=UTF8&node=595048>

1. KEYBOARD SHORTCUTS

| | |
|--------------------------------------|--------|
| 1.1 Video player | Page 5 |
| 1.2 Timeline | Page 6 |
| 1.3 Buttons template | Page 7 |
| 1.4 General | Page 7 |
| 1.5 Main menu | Page 8 |

1.1 Video player

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

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

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

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

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

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

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

Spacebar: Play/pause video.

Shift + Enter: Full screen video playback.

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

L: Continue the video after playing a record.

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

R: Replay the last register shown

1.2 Timeline

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

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

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

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

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

C: Create register in a selected category.

Del: Delete selected register/s.

A: Go to the following category.

Q: Go to the previous category

Control+T: Hide/ show Timeline

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

4, 5: Change between video angles

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

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

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

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

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

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

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

W: Open data matrix

Alt + Click: Set an anchor register

Ctrl + A: Synchronise using the anchor register

Ctrl +F: Merge overlapping registers

o/a: Full screen.

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

E: Go to the end of the register.

+: Zoom-in in the timeline

-: Zoom-out in the timeline

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

Right click when opening a presentation: Open the last presentation

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

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

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

From show presentations:

E: Enable/disable edition mode.

T: Show/hide text

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

1.4 General shortcuts

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

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

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

Ctrl: Open window for independent text notes while registering

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

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

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

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

1.5 Main menu.

ESC: Close the 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

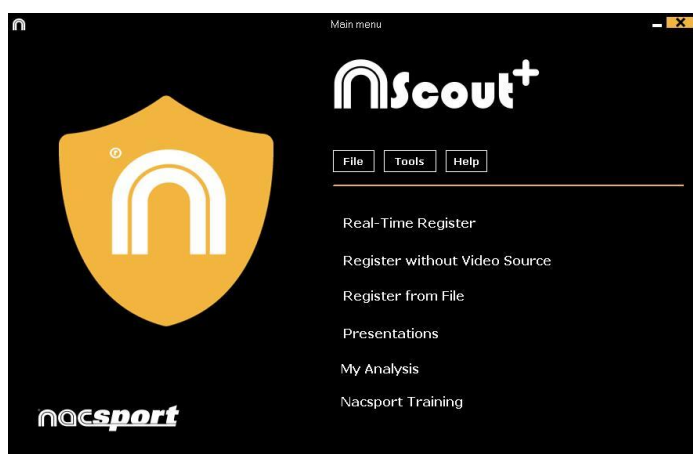
| | |
|---|---------|
| 2.1. Real-Time register | Page 10 |
| 2.2 Viewing and recording from file | Page 15 |
| 2.3 Register without Video Source | Page 19 |
| 2.4 My analysis | Page 24 |

2.1. Real-Time register

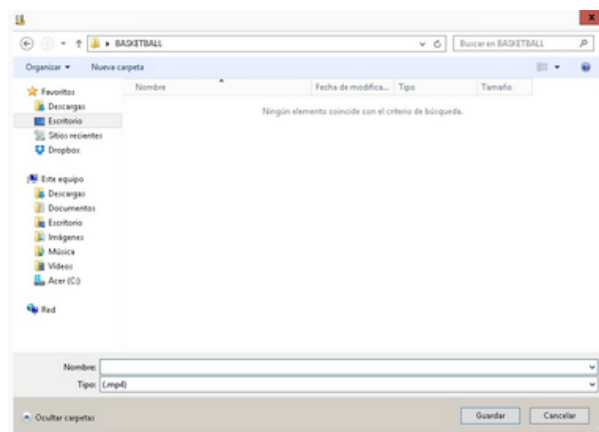
Real-Time register is the environment where videos can be viewed from an external source (video camera, video converter, etc.) connected to the FireWire port of the computer. While a video file is being created (digitized) with external images, user can use a buttons template to register actions.

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

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




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

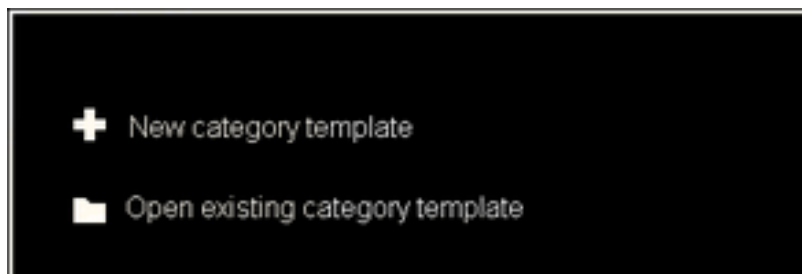


3.- The video will be in .MP4 format and compressed quality.

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

To create a buttons template, click on .

To open a buttons template, click on .




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.

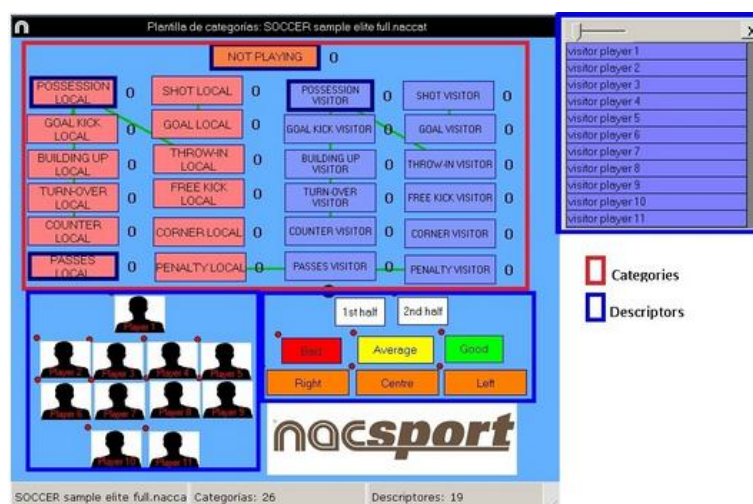
This program (**Nacsport Scout Plus**) offers unlimited buttons to distribute between categories and descriptors.

4.1 categories

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



Template example:



4.2 Descriptors:

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

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

For example:

Categories (actions) = possessions, faults, corner kicks, goals...

Descriptors (players) = Lehman, Jansen...

Descriptors (periods) = 1st half, 2nd half...

Descriptors (locations) = right, centre, left...

Descriptors (quality) = well done, bad...

User can register actions and click descriptors as follows:

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



4.3 Creating descriptors:

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


1-On the category screen:

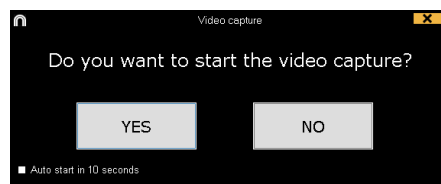
Click a button in the template and then click option **It behaves as a DESCRIPTOR**.

2-As an independent descriptor template:

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





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



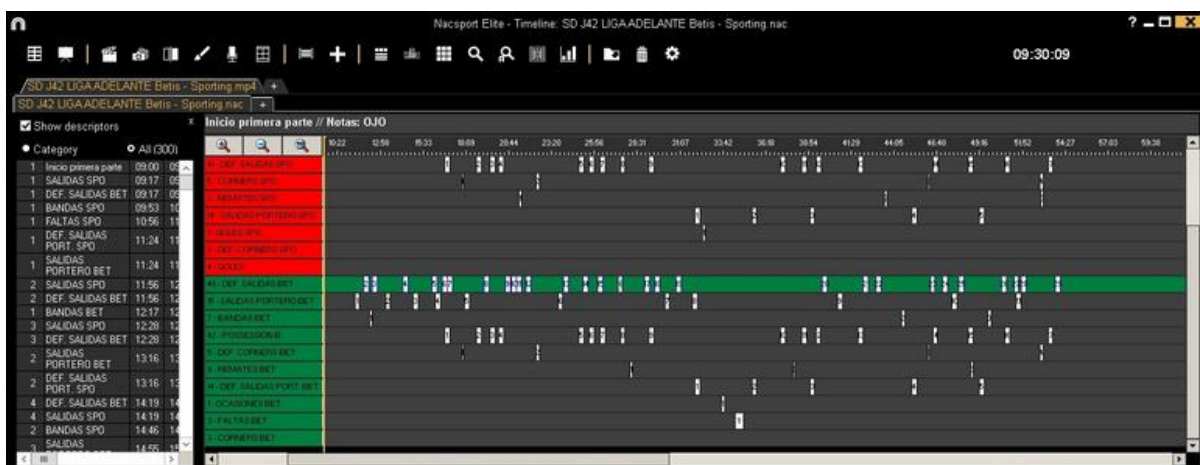
If you select ☐ Auto start in 10 seconds in future occasions the capture will auto-start 10 seconds after the confirmation message appears

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






To pause, click . 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.



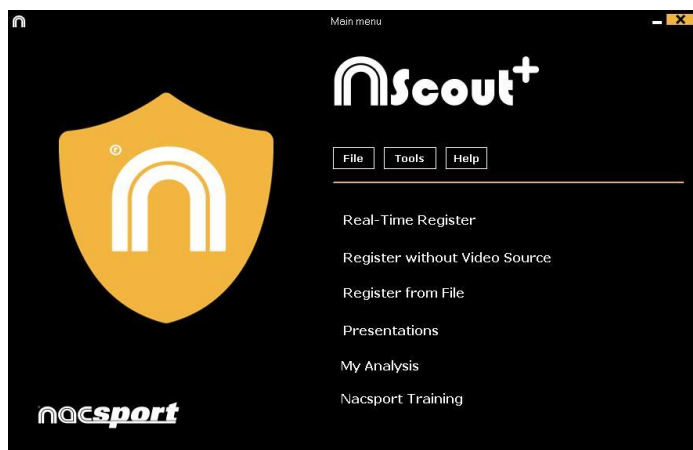
These are all the available **Timeline options**:

- **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

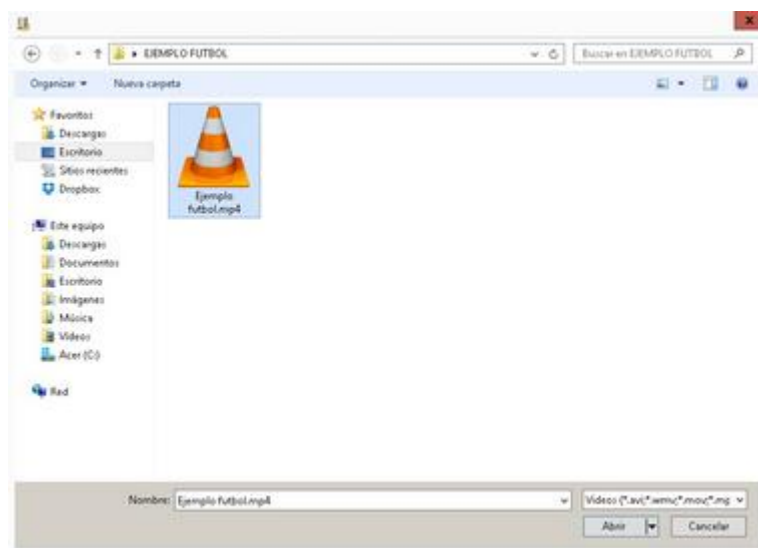
2.2 Viewing and recording from file

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

To create a buttons template, click .

To open a buttons template, click .



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

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

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

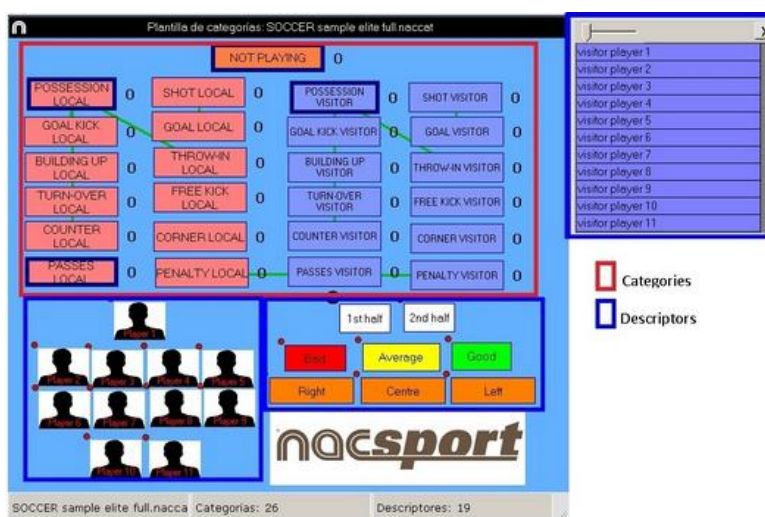
This program (**Nacsport Scout Plus**) offers unlimited buttons to distribute between categories and descriptors.

3.1 categories

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



Template example:



3.2 Descriptors:

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

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

For example:

Categories (actions) = possessions, faults, corner kicks, goals...

Descriptors (players) = Lehman, Jansen...

Descriptors (periods) = 1st half, 2nd half...

Descriptors (locations) = right, centre, left...

Descriptors (quality) = well done, bad...

User can register actions and click on descriptors as follows:

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





3.3 Creating descriptors:

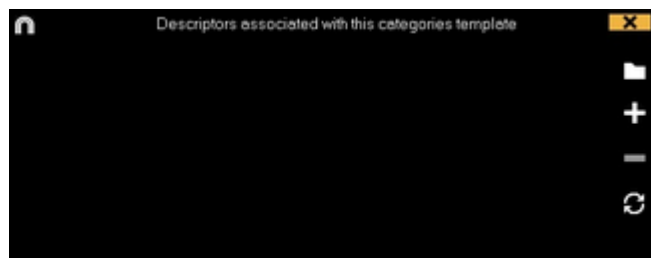
User can create descriptors in two different ways (See picture 4.1):

1-On the category screen:


Click the button you want and then click the option **It behaves as a DESCRIPTOR**.


2-As an independent descriptor template:

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



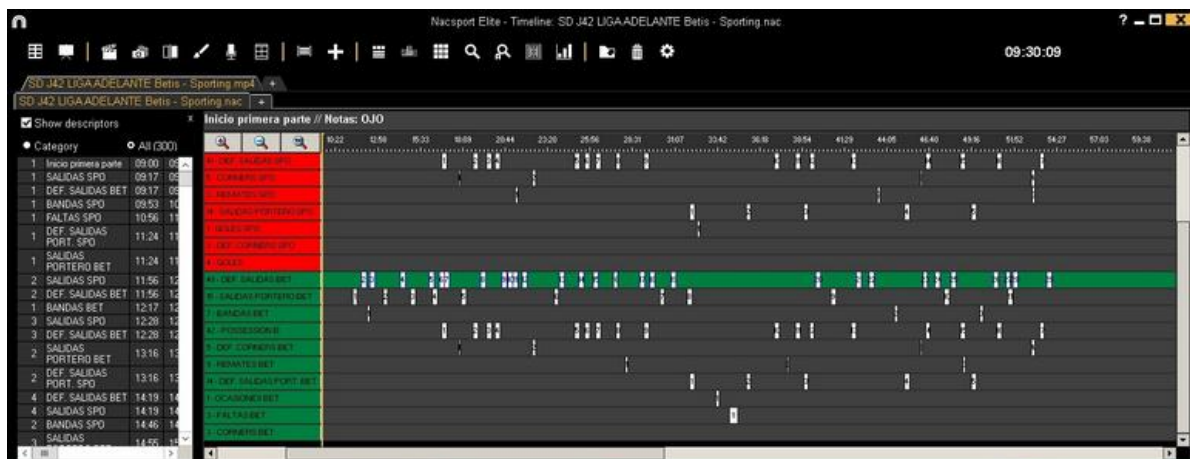
4.- To record actions

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

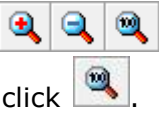




To pause, click the video image. To play, compare, classify or change the recorded actions, click  to open the record editing environment (Timeline).



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



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

- **Zoom** : To maximise or minimise the Timeline. To show the entire Timeline, click .
- **Change the start or end of a record**: Place cursor on the left (start) or right (end) of the record and when it changes to , then left click and drag it in one of the two possible directions.
- **Temporary displacement of record** (without affecting its length): Place cursor in the middle of the record and when it changes to , then left click and drag it in one of the two possible directions.
- **Add category** (row): Right click on the name of a category (row) and select **Add row**. Then enter a name and click on **Ok**. Timeline would have a maximum of 50 categories or rows (depending on the number of categories previously created in the buttons template).
- **Edit category name** (row): Right click on the name of the category to be edited, select **Edit category name** and click .
- **Delete category** (row): Right click on the name of the category to be deleted, select **Delete row** and click **Yes**.
- **Duplicate category** (row): Right-click on the name of the category to be duplicated and select **Duplicate row**.
- **Timeline's tools**: See section 5.2

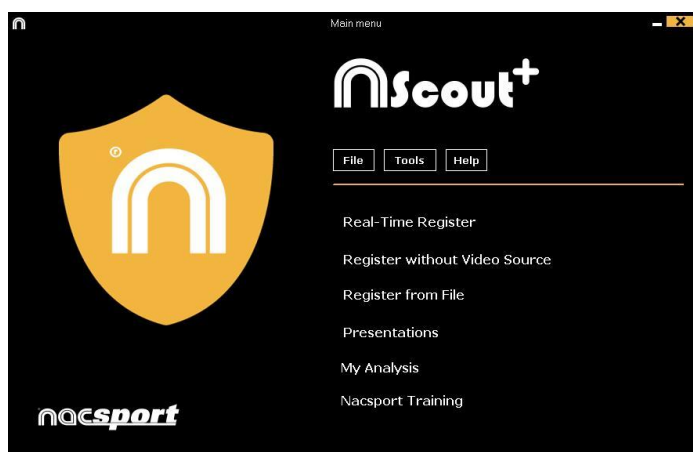


2.3 Register without Video Source

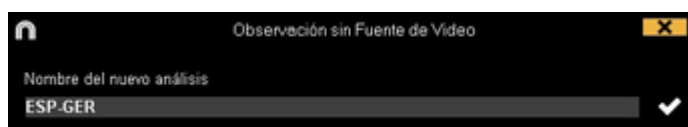
Actions from a sport event can be registered without a video opened or a capture device connected to the computer. For example: while one person is recording a sport event, another one can be on the other side of the pitch registering actions.

Once the event is over, the database can be linked to and synchronized with the registered actions on the respective video.


1.- Click Register without Video Source



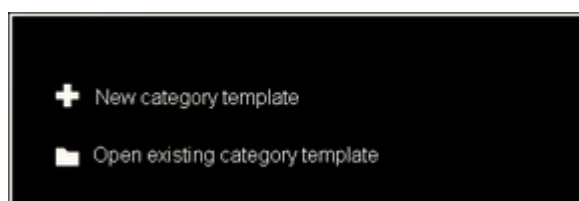
2.-Choose the name of the file to generate and click .



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

To create a buttons template, click .

To open a buttons template, click ..



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

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

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

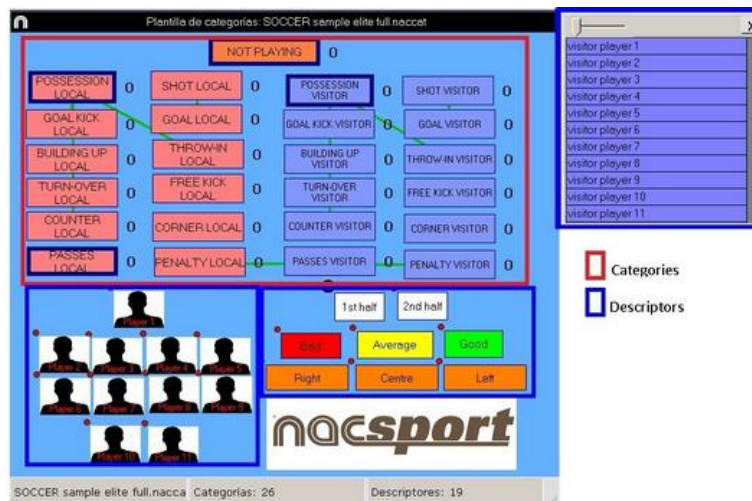
This program (**Nacsport Scout Plus**) offers unlimited buttons to distribute between categories and descriptors.

3.1 categories

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



Template example:



3.2 Descriptors:

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

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

For example:

Categories (actions) = possessions, faults, corners, goals...

Descriptors (players) = Lehman, Jansen...

Descriptors (periods) = 1 time, 2 time...

Descriptors (locations) = right, centre, left...

Descriptors (quality) = good, bad...

User can register actions and click on descriptors as follows:

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





3.3 Creating descriptors:

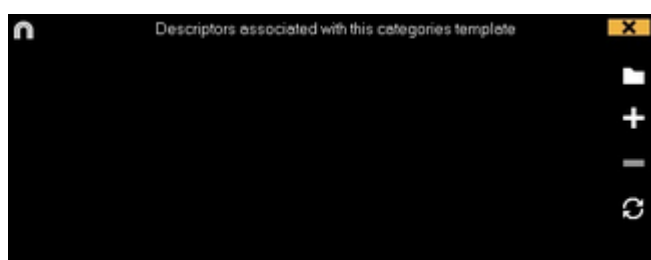
Users can create descriptors in two different ways (See picture 4.1):

1-On the category screen:

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


2-As an independent descriptor template:

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



4.- To record actions

Click  or **Record actions**.

Click  to start registering and then click categories (buttons) created for that purpose, as they arise.

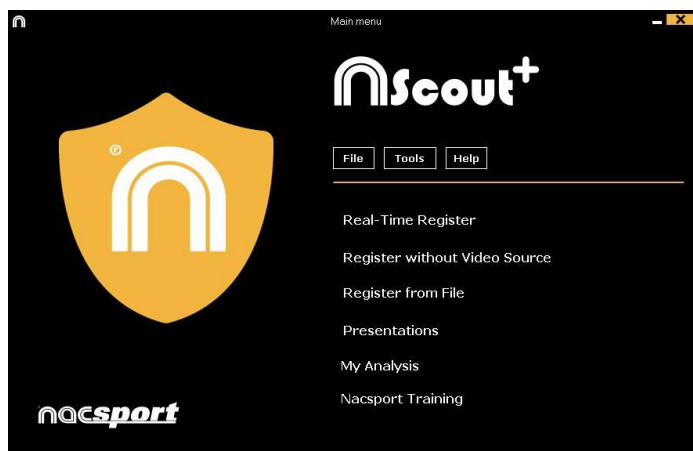


To stop registering the event click .

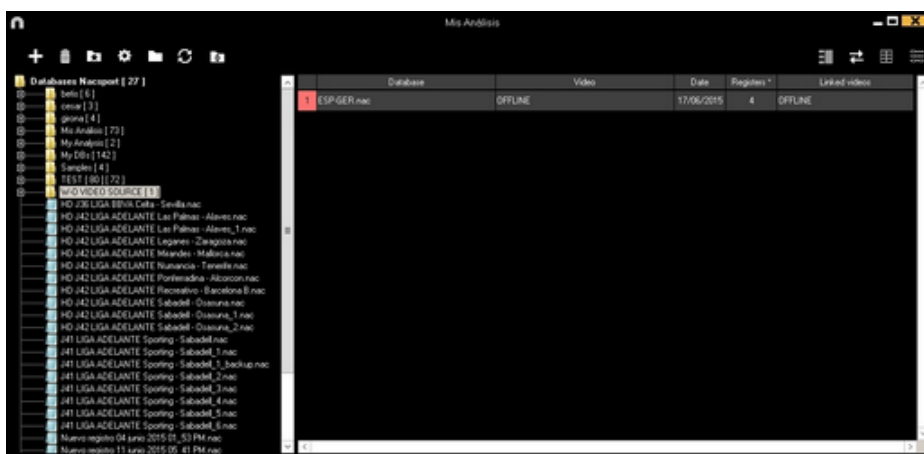


5.- Link databases with a video

When registering an 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**.



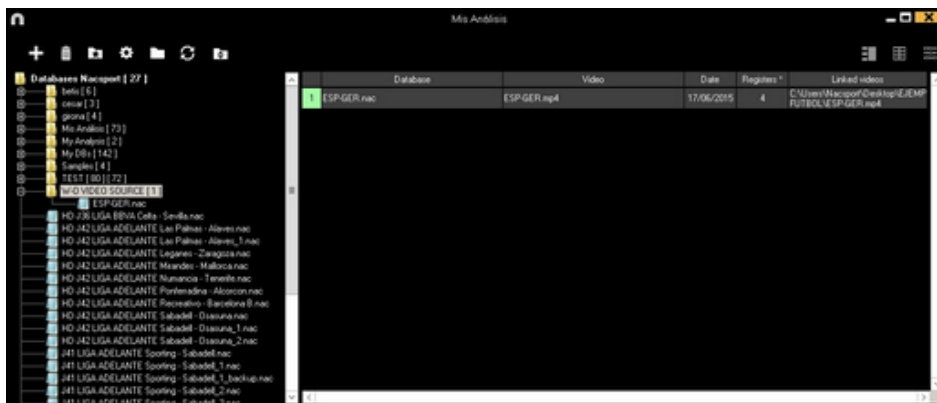
Select database you want to link with (it will be shown in red due it has no video).




Search for video

Double click the database and click on

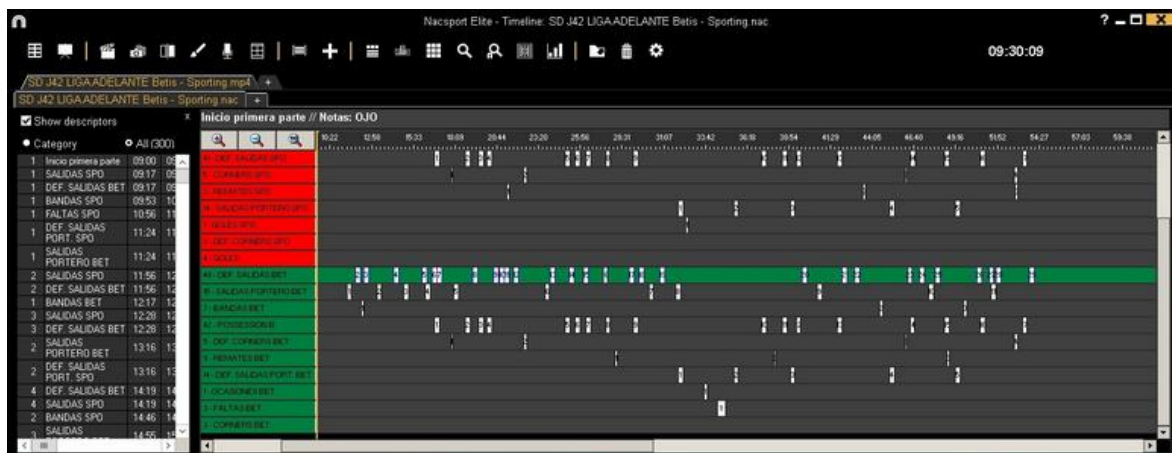
Select the video and click **Open**.



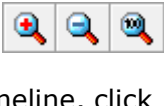




To play, compare, classify or change the recorded actions, click  to open the record editing environment (Timeline).



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



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

- **Zoom** : you can maximise or minimise the Timeline. To show the entire Timeline, click .
- **Change the start or end of a record**: position the cursor on the left (start) or right (end) of the record and when it changes to . Left click and drag it in one of the two possible directions.
- **Temporary displacement of record** (without affecting its length): place the cursor in the centre of the record and when it changes to , left click and drag it in one of the two possible directions.
- **Add category** (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.

| | Database | Video | Date | Registers | Linked video |
|----|---|---|------------|-----------|--|
| 1 | HD J36 LIGA BBVA Celta - Sevilla.nac | HD J36 LIGA BBVA Celta - Sevilla.mp4 | 15/06/2015 | 54 | C:\Users\Nacsport\Desktop\HD J36 LIGA BBVA Celta - Sevilla.mp4 |
| 2 | HD J42 LIGA ADELANTE Las Palmas - Alaves.nac | HD J42 LIGA ADELANTE Las Palmas - Alaves.mp4 | 10/06/2015 | 278 | J42 LIGA ADELANTE Las Palmas - Alaves.mp4 |
| 3 | Nuevo registro 11 junio 2015 05_44 PM.nac | HD J42 LIGA ADELANTE Las Palmas - Alaves.mp4 | 11/06/2015 | 18 | 42HD J42 LIGA ADELANTE Las Palmas - Alaves.mp4 |
| 4 | HD J42 LIGA ADELANTE Las Palmas - Alaves_1.nac | HD J42 LIGA ADELANTE Las Palmas - Alaves.mp4 | 10/06/2015 | 2 | J42 LIGA ADELANTE Las Palmas - Alaves.mp4 |
| 5 | HD J42 LIGA ADELANTE Leganes - Zaragoza.nac | HD J42 LIGA ADELANTE Leganes - Zaragoza.mp4 | 09/06/2015 | 304 | J42 LIGA ADELANTE Leganes - Zaragoza.mp4 |
| 6 | Nuevo registro 11 junio 2015 05_41 PM.nac | HD J42 LIGA ADELANTE Leganes - Zaragoza.mp4 | 11/06/2015 | 35 | 42HD J42 LIGA ADELANTE Leganes - Zaragoza.mp4 |
| 7 | HD J42 LIGA ADELANTE Mirandes - Mallorca.nac | HD J42 LIGA ADELANTE Mirandes - Mallorca.mp4 | 09/06/2015 | 286 | J42 LIGA ADELANTE Mirandes - Mallorca.mp4 |
| 8 | HD J42 LIGA ADELANTE Numanzia - Tenerife.nac | HD J42 LIGA ADELANTE Numanzia - Tenerife.mp4 | 10/06/2015 | 282 | 42HD J42 LIGA ADELANTE Numanzia - Tenerife.mp4 |
| 9 | HD J42 LIGA ADELANTE Ponferradina - Alcorcon.nac | HD J42 LIGA ADELANTE Ponferradina - Alcorcon.mp4 | 10/06/2015 | 257 | J42 LIGA ADELANTE Ponferradina - Alcorcon.mp4 |
| 10 | HD J42 LIGA ADELANTE Recreativo - Barcelona B.nac | HD J42 LIGA ADELANTE Recreativo - Barcelona B.mp4 | 11/06/2015 | 123 | J42 LIGA ADELANTE Recreativo - Barcelona B.mp4 |
| 11 | HD J42 LIGA ADELANTE Sabadell - Osasuna.nac | HD J42 LIGA ADELANTE Sabadell - Osasuna.mp4 | 15/06/2015 | 1 | J42 LIGA ADELANTE Sabadell - Osasuna.mp4 |
| 12 | HD J42 LIGA ADELANTE Sabadell - Osasuna_2.nac | HD J42 LIGA ADELANTE Sabadell - Osasuna.mp4 | 11/06/2015 | 4 | J42 LIGA ADELANTE Sabadell - Osasuna.mp4 |
| 13 | HD J42 LIGA ADELANTE Sabadell - Osasuna_1.nac | HD J42 LIGA ADELANTE Sabadell - Osasuna.mp4 | 11/06/2015 | 2 | J42 LIGA ADELANTE Sabadell - Osasuna.mp4 |
| 14 | J41 LIGA ADELANTE Sporting - Sabadell_1.nac | J41 LIGA ADELANTE Sporting - Sabadell.mp4 | 04/06/2015 | 5 | LIGA ADELANTE Sporting - Sabadell.mp4 |
| 15 | J41 LIGA ADELANTE Sporting - Sabadell_2.nac | J41 LIGA ADELANTE Sporting - Sabadell.mp4 | 13/06/2015 | 10 | 41J41 LIGA ADELANTE Sporting - Sabadell.mp4 |
| 16 | J41 LIGA ADELANTE Sporting - Sabadell.nac | J41 LIGA ADELANTE Sporting - Sabadell.mp4 | 08/06/2015 | 5 | 41J41 LIGA ADELANTE Sporting - Sabadell.mp4 |
| 17 | J41 LIGA ADELANTE Sporting - Sabadell_3.nac | J41 LIGA ADELANTE Sporting - Sabadell.mp4 | 13/06/2015 | 9 | 41J41 LIGA ADELANTE Sporting - Sabadell.mp4 |

To access presentations, timeline or the viewing and record environment, double click to database (green means available) and select your preferred option.

You can also open several databases at once by selecting the databases you want and then clicking

If the database is in red, this means the associated video is in a different location than the last time it was used, it has a different name or the video has been deleted. If the video is still available, it can be associated by double clicking the red database and searching for it.

Following actions can be performed:

- **Create subfolders:** click the desired folder and then click
- **Delete folders (and the databases they contain) or databases:** click the desired folder and then click
- **Assign favourite folder:** click the desired folder and then click
- **Select folder directory:** click and select directory.



3. BUTTONS TEMPLATE

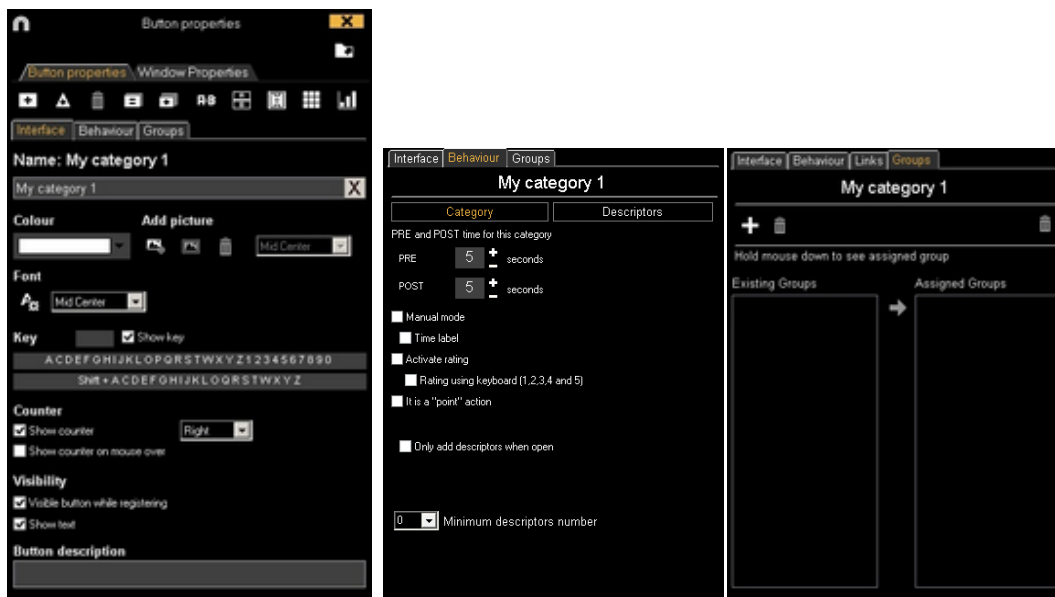
[3.1 Buttons template icons](#)

Page 26












[3.2 Creating buttons templates](#)

Page 28




3.1 Buttons template icons



A) Button properties

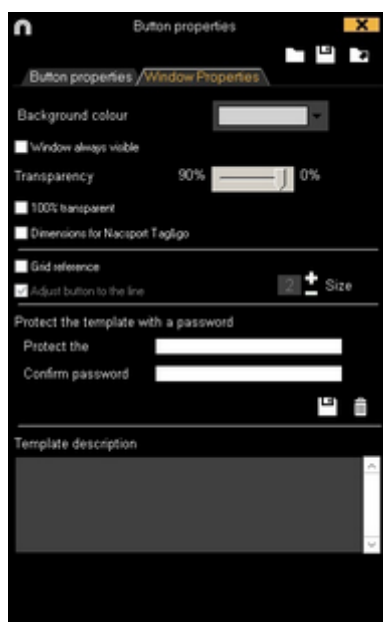
-  Create a new button.
-  Create a customized button.
-  Delete all buttons created in actual template.
-  Open window to rename and save buttons template.
-  Add properties of the blue highlighted button to other selected buttons.
-  Clones selected button.
-  Make a window with independent descriptors.
-  Order the data matrix.
-  Make a dashboard.
-  Export the template to Tag&Go.
-  Open an already created template.

a) Interface

-  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) Buttons window properties

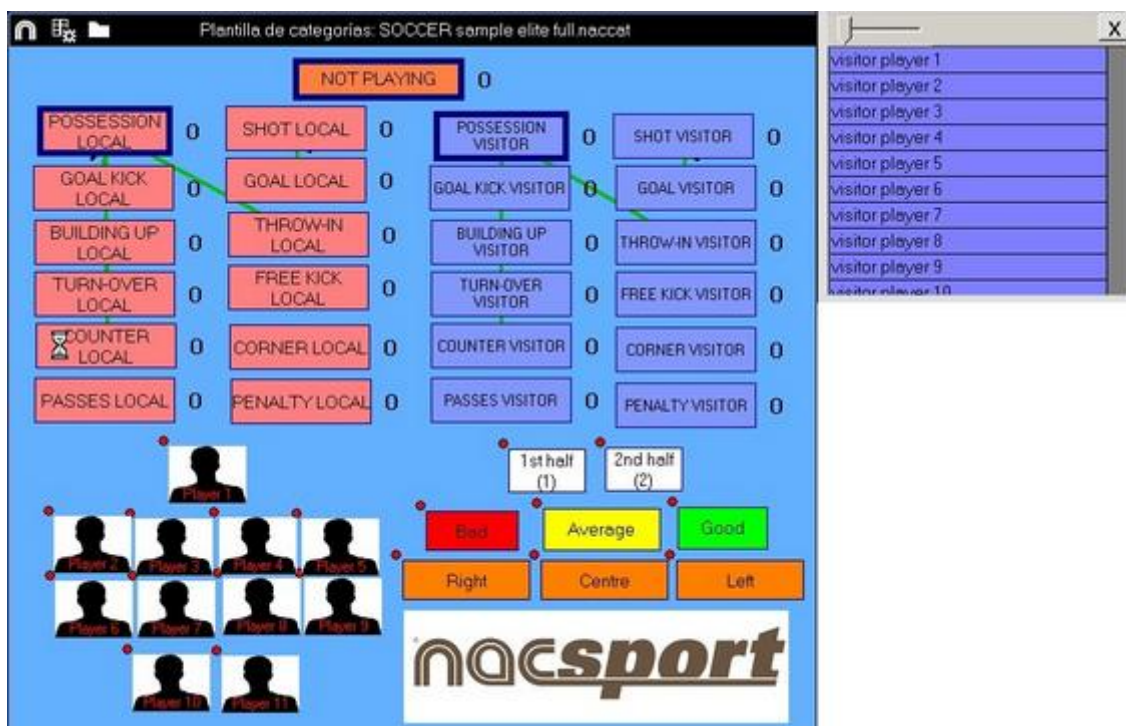


Lock buttons template with password.



Delete password

3.2 Creating buttons templates




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

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

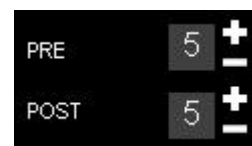
You can relate a primary action with one or two secondary (or more) actions when you are registering, as all the buttons are independent.

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

3.2.1 Categories


Insert categories (buttons) you wish by clicking 

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  **Manual mode**.



3.2.2 Descriptors:

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

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

For example:

Categories (actions) = possessions, faults, corner kicks, goals...

Descriptors (players) = Lehman, Jansen...

Descriptors (periods) = 1st half, 2nd half...

Descriptors (locations) = right, centre, left...

Descriptors (quality) = well done, bad...

Users can register actions and click on descriptors as follows:

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

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



3.2.3 Create descriptors:

Users can create descriptors in two different ways:

1-On the category screen:

Click the button you want and then click option **It behaves as a DESCRIPTOR**


2-As an independent descriptor template:

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



Descriptors can also be added automatically, without clicking them, if you select ☒ **The descriptor is automatically added at each click**. This option can be changed from the register window by right-button click on 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

 **Minimum 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.


To change the order of the button, right click with the mouse on the button and select **Send to the back** or **Send to the front**, with this option, user will be able to bring buttons to front or send them to back as if they were layers.

To change the size of a button, keep pressing the ALT key and drag the lower right corner of the button




To change the color of the button click

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

To change the font and text colour of a button, click .

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  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.



3.2.4.4 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.



3.2.4.5 Button as a counter (score category)

With the score property, software immediately provides the event score when you select it.

If you wish to use a button as a counter (score category), proceed as follows:


- 1- Select or create a button.
- 2- Check the option ☒ It is a "point" action in the behave tab.
- 3- Assign the **Value** and **Team** to the selected button.

Example:

To follow the score of a basketball match, the following buttons can be created, with the following values:

Free Throws Local: Value= 1 and Team= A
 Free Throws Visitor: Value= 1 and Team= B
 2 points Local: Value= 2 and Team= A
 2 points Visitor: Value= 2 and Team= B
 3 points Local: Value= 3 and Team= A
 3 points Visitor: Value= 3 and Team= B

To view the score in Timeline, proceed as follows:

1- In the Timeline, click .

2- Select **Show score**.

3- The score appears next to the video time in Timeline window and in video player window.

It also appears in the properties window of the registers in Timeline.

3.2.4.6 Lock buttons templates with a password

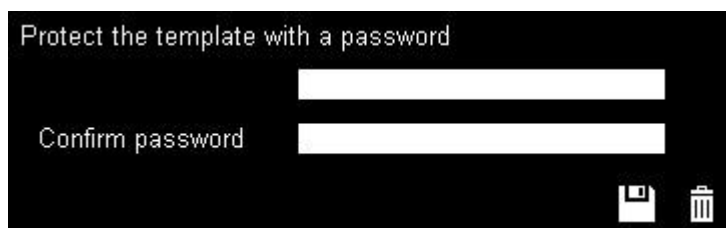
Follow these steps :


Click on **Windows properties** tab.




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

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




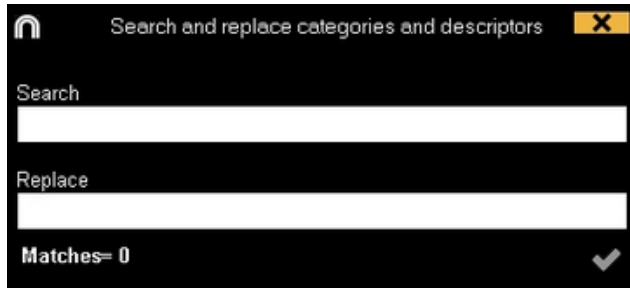
Click  to check that both passwords are the same.


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

3.2.4.7 Search and replace text in buttons:

Follow these steps:


- a) Click  icon.
- b) Insert text to be searched. Coincidences will appear as text is typed.

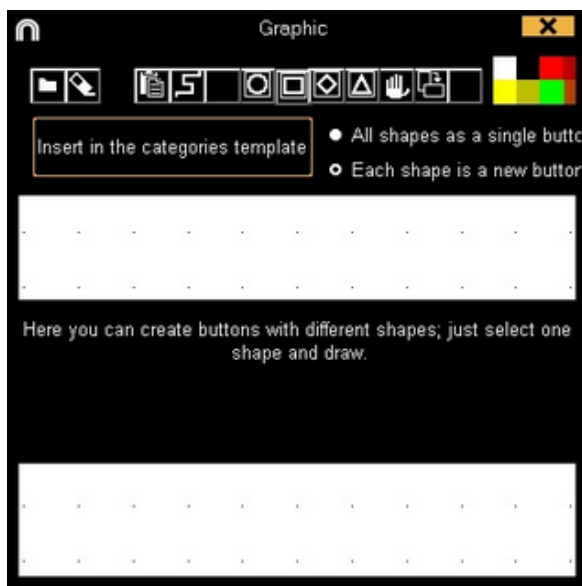



- c) Insert new text to replace searched one.
- d) Click  icon.

3.2.4.8 Customized shape button:

Instructions:

- 1- Click on  icon.
- 2- Draw the shape you want for you new button.



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

- 3- Click on **Create new button**

3.2.4.9 Change the order of the data matrix

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


Click the  icon



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



3.2.4.10 Export templates to Nacsport Tag&go

Click  and select Export template to Nacsport Tag&go


3.2.4.11 Category rating.

With this property you can give a rating (from 1 to 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.

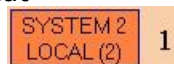


- 3- Once in the Timeline click on  and choose the rating which categories you want to show.



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

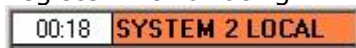


The category rating will be automatically opened.

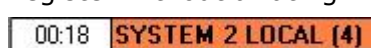


- 2- Set the rating you want by pressing the corresponding key (1, 2, 3, 4, 5) or close the rating by pressing Esc.


Register with a rating:



Register without a rating:




3.2.4.12 Groups of buttons

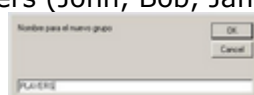
With this property you will be able to make groups of different buttons. To do this click on the tab "Groups", choose the button you want and click on  and type the name of the group.

Example:

To make a group of player choose the players (John, Bob, James)

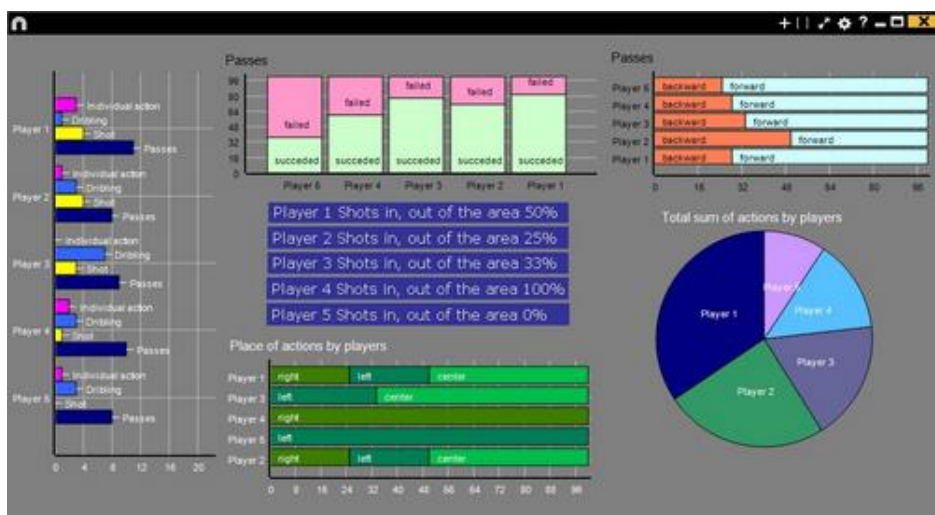


click on  and type a name for the group




. Now those 3 players are part of the same group



3.2.4.13 Dashboards



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

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

Charts

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

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

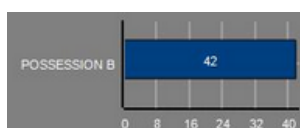
You can select multiple items in a dashboard by keeping pressed the Ctrl key and clicking on the item.

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

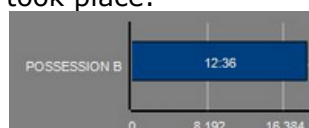
Right clicking on an item when having multiple selected you can line up all the items vertically or horizontally by choosing the options **Line up selected to the left** and **Line up selected to the top**

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

Amount of actions happened:



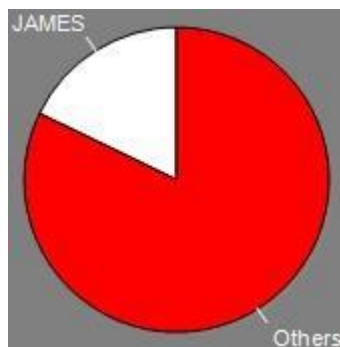
Amount of time during the actions took place:



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:

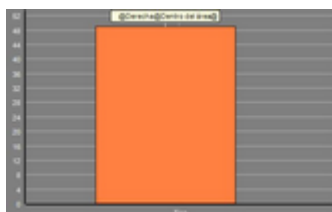
If you select a player relative to a group which contains the total amount of players you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



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

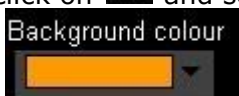


Labels


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  and set a name for the label, to change the



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

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


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

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

Example:

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

Player 1,Right: 41

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

Label without nickname:

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:

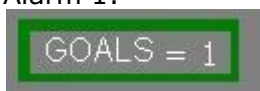
To show all the shots on the right and all the shots in the area select the category Shot, the descriptor Right and the descriptor In the area. Select "behave as sum". Now you will see all the shot on the right and all the shots in the area as a single value.

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:



Alarm 2:



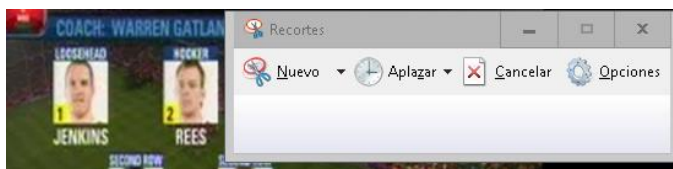
Alarm 3:



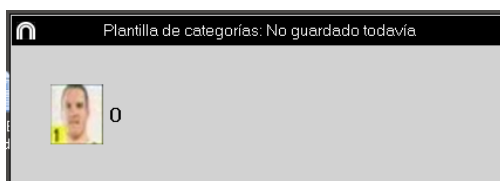
3.2.4.14 Make a button using a screen cut

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 background and click on "Paste picture and create category"



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 items at the same time, a new backup will be automatically created

3.2.4.15 Set an image as background

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

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



3.2.4.16 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:

PICK AND ROLL LATERAL

Button with nick name:

PRL

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

3.2.4.17 Counters in time mode for the manual categories

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

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

Button in time mode:

Possession 00:32

3.2.4.18 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

4. VIEWING AND REGISTERING

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

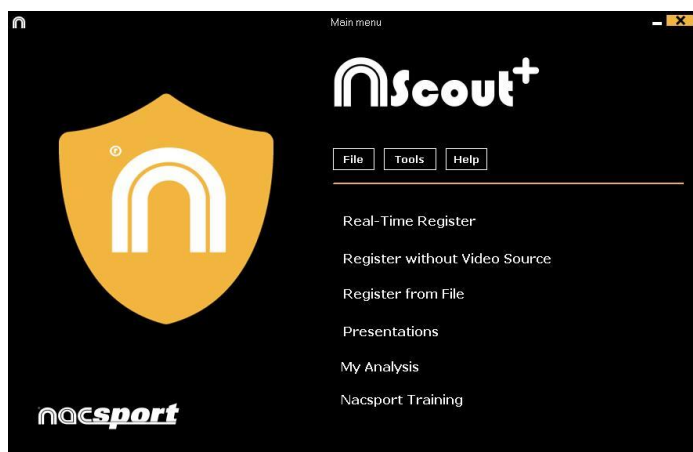
| | |
|--|---------|
| 4.1 Register from file | Page 43 |
| 4.2 Real-Time register | Page 48 |
| 4.3 Registering without Video Source | Page 53 |

4.1 Register from file

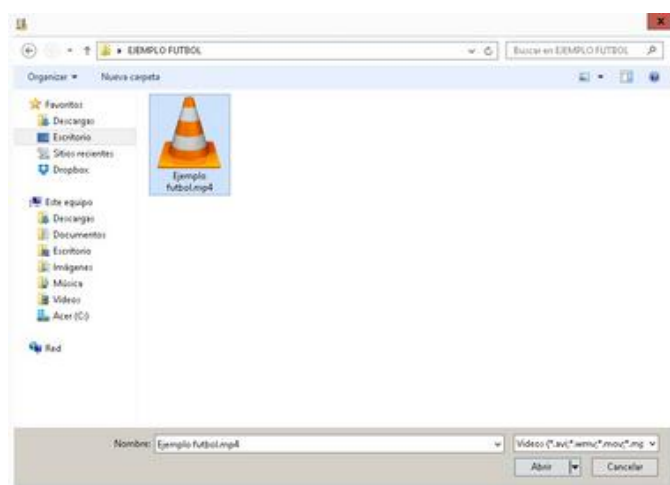
This is the working environment in which a video file is seen and the actions are recorded by a buttons template created by the user.

Follow the steps below to work with this environment:


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




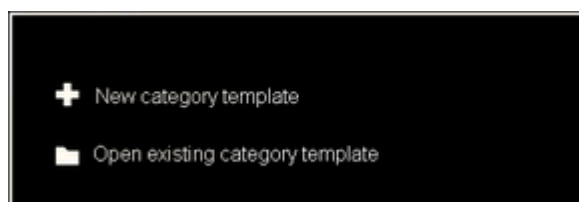
2.- Select the video file you wish to watch and click Open.




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

To create a buttons template, click .

To open a buttons template, click .




4.- To register actions.

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

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



Click the video to pause the playback.


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

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

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

Example:


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


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


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

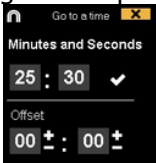




Options for descriptors:

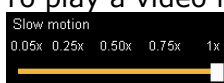
Click  and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category.

To draw onto the image, click . 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

go  and click .

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




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




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

Click  and the register control window will be minimized.

See shortcuts

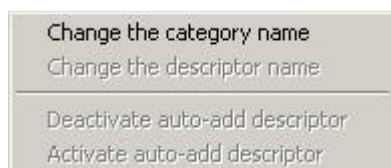
Keep pressing the  icon to see the shortcuts of your buttons.

Resize video window

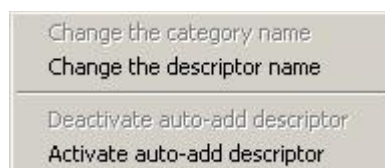
Click on  and choose the size of the window you want to use. The window size will be determinate by the resolution of the video playing.

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

Categories' menu :



Descriptors' menu:



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




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




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

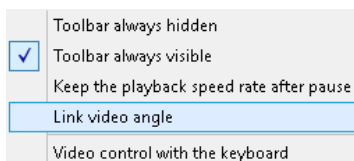
To save the note, click .




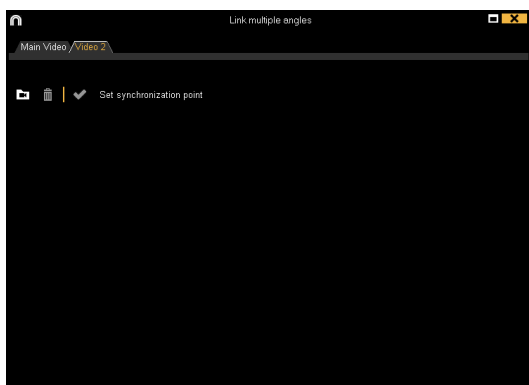
To play, compare, classify or change the recorded actions, click  to open the record editing environment (Timeline).


5- Link different videos from the same event


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



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




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

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



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

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

Click on  you can select between using the 4, 5, keys as keyboard shortcuts for registering actions or as a way to move from one angle to another.

4.2 Real-Time register

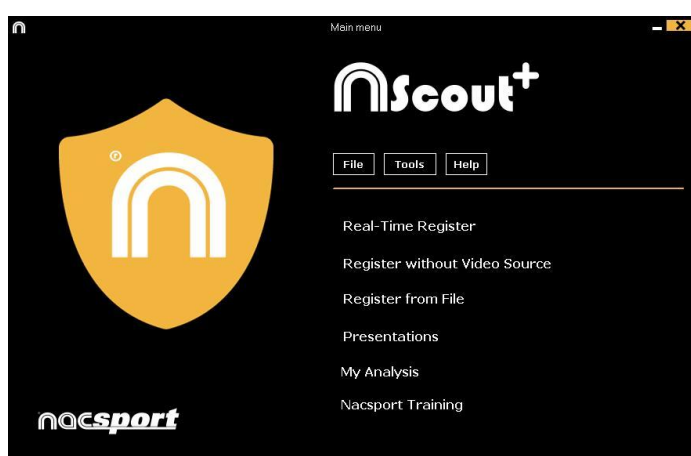
This is the environment in which video images can be viewed from an external source (video camera, video converter, etc.) connected to the computer's FireWire port. While a video file is being created (digitized) with external images, users can use a buttons template to register actions.

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

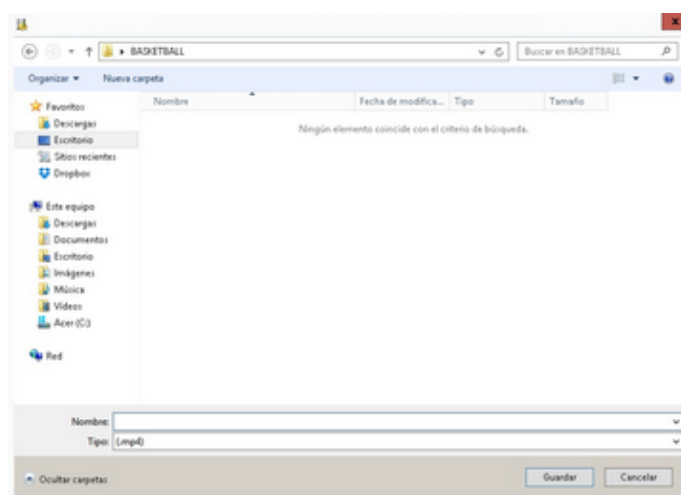
Follow the steps below to work with this environment:

1.- Connect the camera to the PC


2.- Click Real-Time Register on the main menu.




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




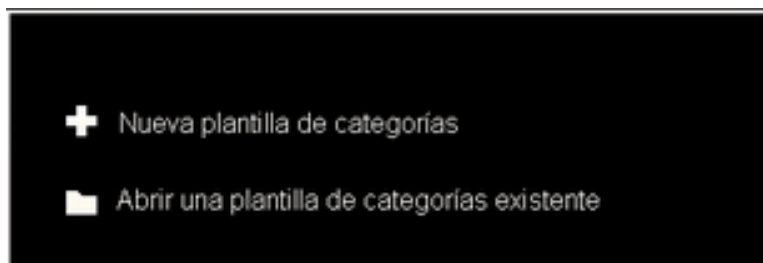
4.- The video will be in .MP4 format and will be stored with compressed quality.

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

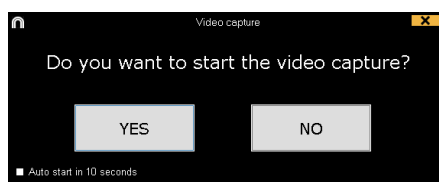
5.- Open or create a buttons template to record the actions of the generated video.

To create a buttons template, click .

To open a buttons template, click .




6.- To start the video capture, click and then 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 on the categories (buttons) created for that purpose as they arise.



To pause the video capture click .


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

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

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


Example:


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

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

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

Options for descriptors:


Click  and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category.

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


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

Click  and the register control window will be minimized.

See shortcuts

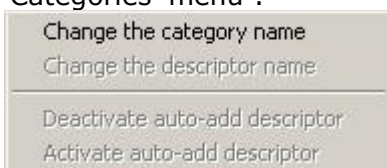
Keep pressing the  icon to see the shortcuts of your buttons.

Resize video window

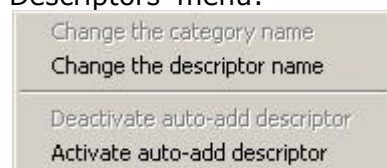
Click on  and choose the size of the window you want to use. The window size will be determinate by the resolution of the video playing.

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

Categories' menu :



Descriptors' menu:



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



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



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

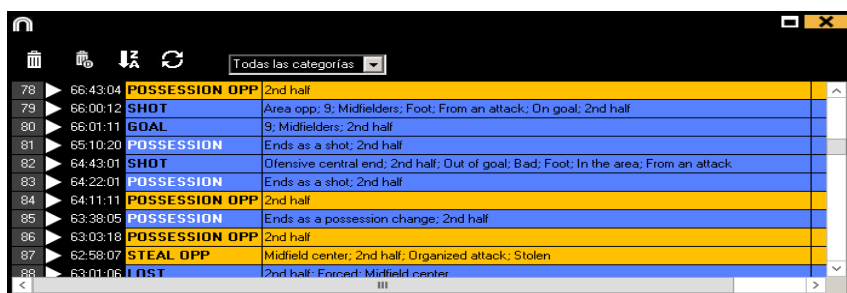
To save the note click



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

Play by play window for registered actions.

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



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





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

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



To delete a register select it and click on 

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

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

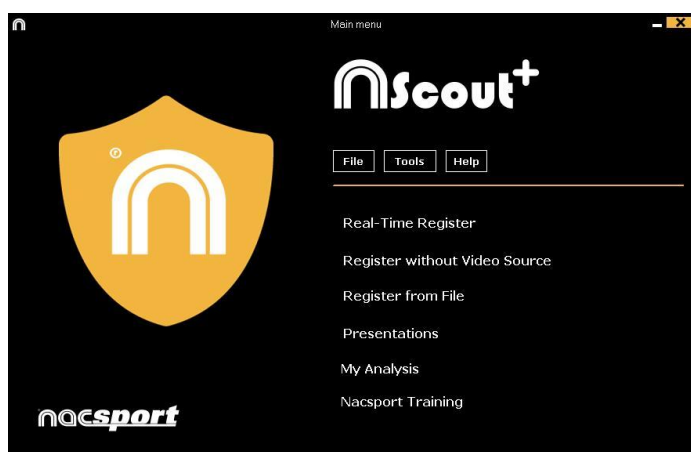
Clicking on ☒ Auto open play by play this window will be automatically open when getting in the registering environment

4.3 Registering without Video Source

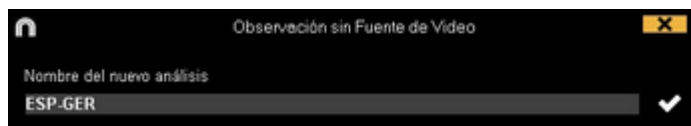
Actions from a sport event can be registered without a video opened or a capture device connected to the computer. For example: one person is recording a sport event and the other one can be on the other side of the pitch registering actions.

Once the event is over, database can be linked and synchronized with the registered actions on the respective video.


1- Click on Register without Video Source.




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



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

To create a buttons template, click .

To open a buttons template, click .




4.- To register actions.

Click 

Click  to start registering.

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




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

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

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

Example:


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

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

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




Options for descriptors:

Click  and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category.

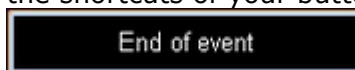
To add an independent text note press the Ctrl key (see annex 8.2 part 1.2)

Click  and the register control window will be minimized.

See shortcuts

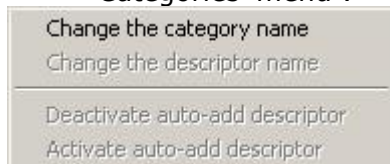
Keep pressing the  icon to see the shortcuts of your buttons.

To stop registering the event click

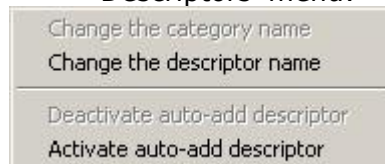


To quickly modify buttons, right click to the button you want and select what you want to modify on the drop-down menu.

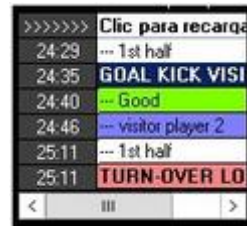
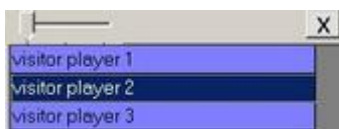
Categories' menu :



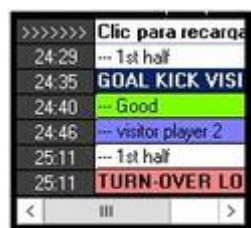
Descriptors' menu:



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



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



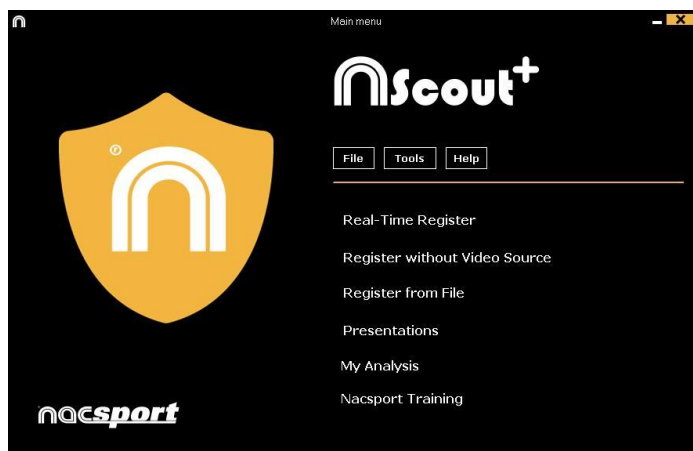
To add a note to an already registered category, right-click the register in the box on the left of the register control window and add the note. By default, notes are equal to the category descriptors.

To save the note click .

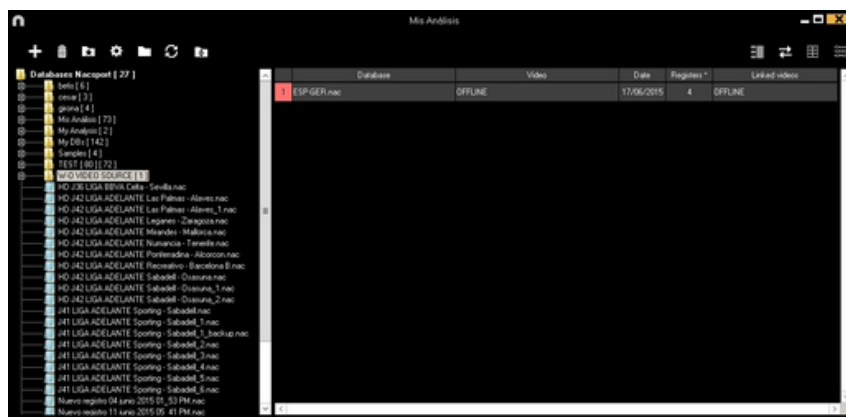


5.- Link a database with a video

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**.



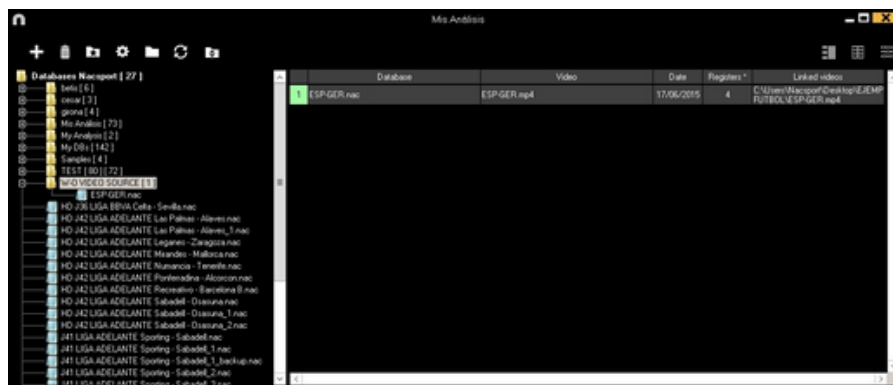
Select database you want to link (it will be shown in red because it has no video linked).



Search for video

Double click on database and click

Choose the video and click **Open**.



To play, compare, classify or change the recorded actions, click



5. TIMELINE

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

[5.1 Timeline icons](#)

Page 58

[5.2 Timeline Tools](#)

Page 59

5.1 Timeline icons



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



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



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



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



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



Show the 'Viewing and recording actions' environment.



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



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



Delete the selected register/s from the Timeline.



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



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



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



Timeline options.



Open exportation options.



Open the dashboards

5.2 Timeline tools

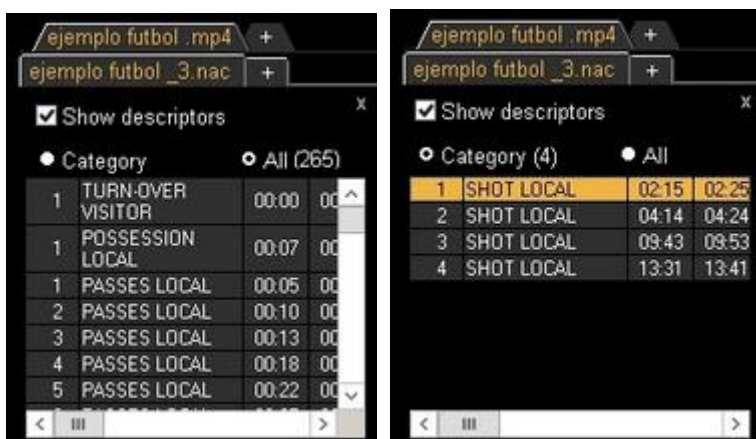
| | |
|---|---------|
| a. Show/hide register list | Page 60 |
| b. Presentations | Page 61 |
| c. Make a video | Page 69 |
| d. Frame maker | Page 71 |
| e. Compare actions | Page 72 |
| f. Synchronize Timeline | Page 73 |
| g. Drawing tool | Page 74 |
| h. Open a database in the Timeline | Page 75 |
| i. Register properties window | Page 76 |
| j. Data matrix | Page 78 |
| k. Timeline options | Page 81 |
| l. Export | Page 84 |
| m. Make an audio note | Page 85 |
| n. Dashboards | Page 87 |
| o. Link different videos to a single database | Page 91 |

5.2.1 Show/hide register list

This tool shows/hides the list of registers the Timeline contains in a clear and easy way.



Registers can be shown by categories or chronological order.





5.2.2 Presentations

With this tool you can make a list with registers in order to create a presentation and then show them to make a video with them. In this version of the program you can use up to 5 different videos (databases)



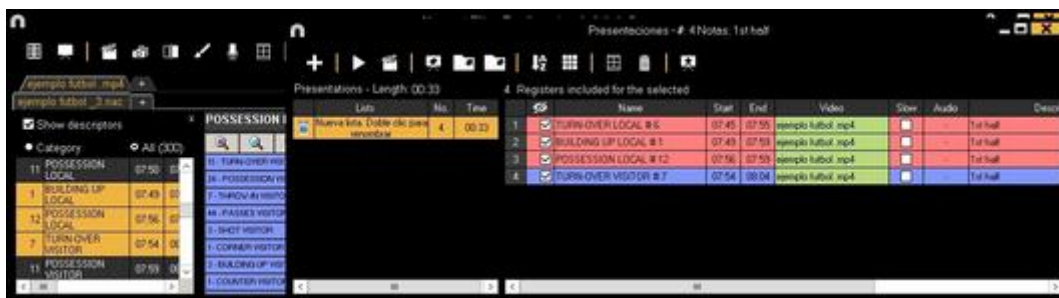
5.2.2.1 To make a presentation

To make a presentation, click  from the Timeline and then **Make a new presentation**.

Make a new list by clicking . You can change the name of the list by double clicking it.




Select register you want and press the key number **3** to add them to the list. Press **ctrl+3** to add the register including all the multiple angles.



You can select registers on the left of Timeline or from the data Matrix.

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 .




In this window, you can add notes, pictures and drawings. You can also change the duration of the register.

To change the length of a register, click on the start/end of a register and when the icon  turns up, just drag the register to the moment that you want.




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




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

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 . To delete a descriptor click on  next to name of the descriptor.

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

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 . To add the actual 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.

| Lists | No. |
|----------------------------------|-----|
| New list. Double click to rename | 3 |

To edit the presentation:

You can organize the presentation in some different ways:

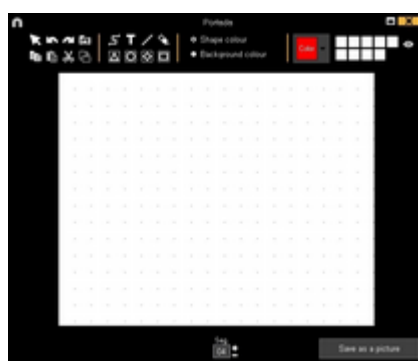
a) Lists: each list contains a kind of action.

| Presentations - Length: 05:38 | | | |
|---|-------------------|-----|-------|
| | Lists | No. | Time |
|  | TURN-OVER LOCAL | 14 | 02:20 |
|  | TURN-OVER VISITOR | 13 | 02:08 |
|  | SHOT LOCAL | 4 | 00:40 |
|  | SHOT VISITOR | 3 | 00:30 |


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

| | | |
|----|-------------------------------------|---------------------|
| 7 | <input checked="" type="checkbox"/> | TURN-OVER LOCAL #12 |
| 8 | <input checked="" type="checkbox"/> | TURN-OVER LOCAL #13 |
| 9 | <input checked="" type="checkbox"/> | Shot local |
| 10 | <input checked="" type="checkbox"/> | SHOT LOCAL #1 |
| 11 | <input checked="" type="checkbox"/> | SHOT LOCAL #2 |
| 12 | <input checked="" type="checkbox"/> | SHOT LOCAL #3 |
| 13 | <input checked="" type="checkbox"/> | SHOT LOCAL #4 |
| 14 | <input checked="" type="checkbox"/> | Shot visitor |
| 15 | <input checked="" type="checkbox"/> | SHOT VISITOR #1 |

To create a front page click 



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

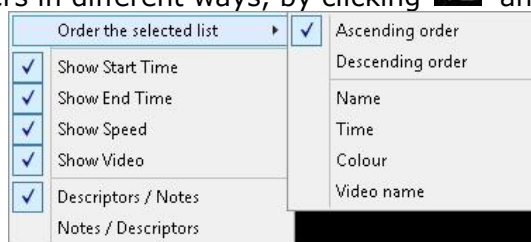


Create front pages using .ppt: select the .ppt file and drag it to the presentation window. The slides of the .ppt file will become front pages.



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  and then




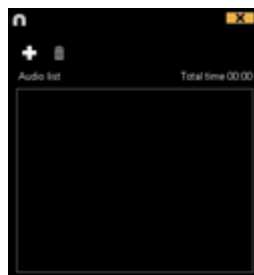
choosing one of these options


| Name: | Time: | Colour: |
|---|--|--|
| 1 <input checked="" type="checkbox"/> SHOT LOCAL | 1 <input checked="" type="checkbox"/> SHOT LOCAL 00:00:00 | 5 <input checked="" type="checkbox"/> TURN-OVER VISITOR #5 |
| 2 <input checked="" type="checkbox"/> SHOT LOCAL #1 | 2 <input checked="" type="checkbox"/> TURN OVER LOCAL 00:00:00 | 6 <input checked="" type="checkbox"/> TURN-OVER VISITOR #6 |
| 3 <input checked="" type="checkbox"/> SHOT LOCAL #2 | 3 <input checked="" type="checkbox"/> SHOT VISITOR 00:00:00 | 7 <input checked="" type="checkbox"/> SHOT VISITOR #1 |
| 4 <input checked="" type="checkbox"/> SHOT LOCAL #3 | 4 <input checked="" type="checkbox"/> TURN-OVER VISITOR #1 00:00:01 | 8 <input checked="" type="checkbox"/> SHOT VISITOR #2 |
| 5 <input checked="" type="checkbox"/> SHOT LOCAL #4 | 5 <input checked="" type="checkbox"/> TURN-OVER VISITOR #2 00:49:12 | 9 <input checked="" type="checkbox"/> SHOT VISITOR #3 |
| 6 <input checked="" type="checkbox"/> SHOT VISITOR | 6 <input checked="" type="checkbox"/> TURN-OVER LOCAL #1 01:37:15 | 10 <input checked="" type="checkbox"/> TURN OVER LOCAL |
| 7 <input checked="" type="checkbox"/> SHOT VISITOR #1 | 7 <input checked="" type="checkbox"/> TURN-OVER VISITOR #3 02:16:09 | 11 <input checked="" type="checkbox"/> SHOT LOCAL |
| 8 <input checked="" type="checkbox"/> SHOT VISITOR #2 | 8 <input checked="" type="checkbox"/> TURN-OVER LOCAL #2 02:41:13 | 12 <input checked="" type="checkbox"/> SHOT VISITOR |
| 9 <input checked="" type="checkbox"/> SHOT VISITOR #3 | 9 <input checked="" type="checkbox"/> SHOT LOCAL #1 02:42:12 | 13 <input checked="" type="checkbox"/> TURN-OVER LOCAL #1 |
| 10 <input checked="" type="checkbox"/> TURN OVER LOCAL | 10 <input checked="" type="checkbox"/> TURN-OVER LOCAL #3 04:03:13 | 14 <input checked="" type="checkbox"/> TURN-OVER LOCAL #2 |
| 11 <input checked="" type="checkbox"/> TURN-OVER LOCAL #1 | 11 <input checked="" type="checkbox"/> TURN-OVER VISITOR #4 04:21:00 | |

To change the colour of a list right click on its name and select "change selected lists colour"

Note: When adding the whole timeline to a presentation each lists colour will be the same as its corresponding category colour.

To add an external audio file to the presentation click on 



And then click  and choose the file you want

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**

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.

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.



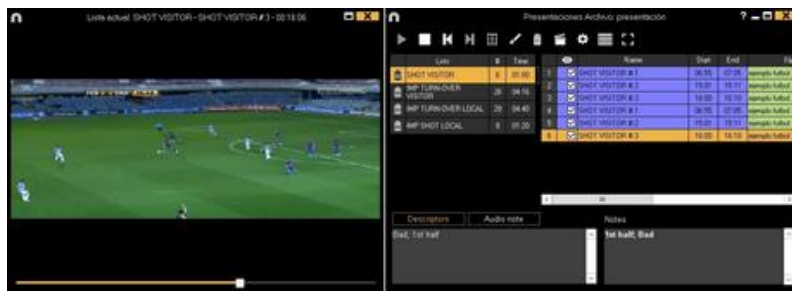
Copy, cut and paste registers in the presentation.

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.

5.2.2.2 Show a presentation

To show a presentation, click .

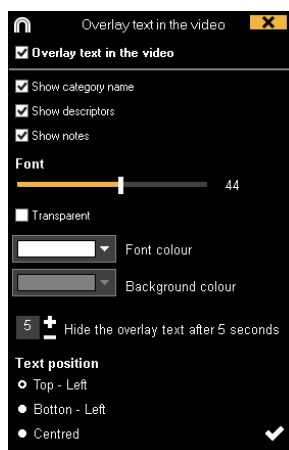


In this window, the presentation that you choose will be shown.



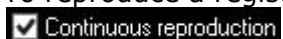
To show notes and descriptors of a presentation, click



To show text directly over the video right button click on the video window and select "Overlay text in video". Now select the options you want.





Note: The final videos will NOT have overlay text.

To reproduce a register after another with stopping the video, click



You can show the previous or next register by clicking   or by pressing keys **1** and **2**.

To show the video on full screen, click .

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





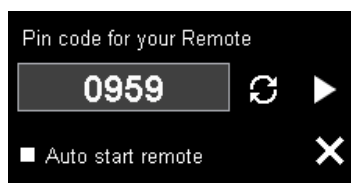
Import PowerPoint as frontpages in a presentation.


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.

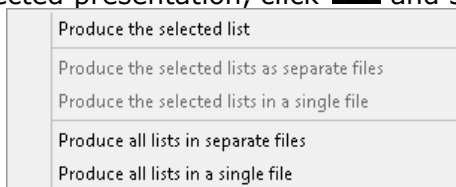
To link your presentation with the iOS app Nacsport Remote Control click on  and insert the PIN code in your phone or tablet. Click on  to link the devices. Now you can control the presentations playback remotely by using the controls showed in your phone or tablet screen.



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

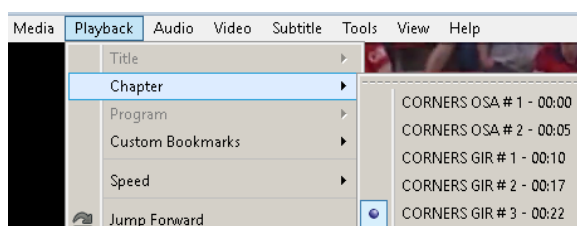




options in the drop-down menu

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 **chapters**, finally click on the register you want to see




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

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

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





Click  to start the production.

Type the name of the file that will be produced and click on **Save**.








5.2.2.4 Presentation script.

You can make a script showing the elements contained in a presentation to use it as a guide when showing your presentation, and as a method of sharing information



To do so, open a presentation and click on . You can select between showing notes and descriptors, just notes or just descriptors you can also choose to show or not your drawings. To make the script click on 

In the script you will see the notes and descriptors from your registers and also some more info which will help you when showing your presentation

Now all the icons in the script will be explain.

-  Minute of video when the register begins
-  Register length.
-  The registers is in slow motion.
-  The register contains an audio note.
-  The register is a .mp4 chapter.
-  Register's notes.
-  Register's descriptors.


By default the first frame of each register will be used as a thumbnail for de script. The first 5 drawings of the register will also be shown in the script.

To change the thumbnail in the script you can pause the video at the moment you want from the registers edition window in presentation, click on  and then on 

To use a drawing as a thumbnail for the script double click on the register from the presentation window, right click on the drawing you want to use and click on "use image as thumbnail for the script". In case of using a drawing as a thumbnail that drawing will not be shown in the drawings section of the script.

5.2.2.5 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 want and click on  from the presentation window. You can also open a dashboard while showing the presentation.

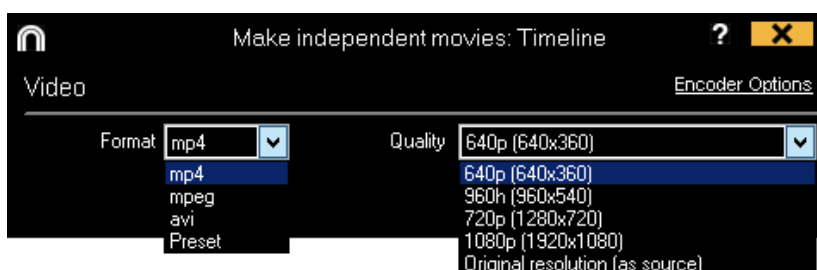
5.2.3 Make a video

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

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



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



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

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



To upload a video to Sharing select **Send to Sharing**.


To show notes in the video, click ☒ **Text** and choose the option you want.



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

To add an external audio file to the video click 



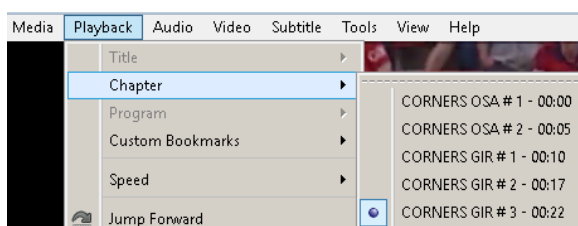
And then click  and choose the file you want



To produce an .mp4 video with chapters in each register select

☒ **Insert chapters in the .mp4 file** in the production options windows.

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

To see the registers in the VLC media player click on **playback** and then on **chapters**, finally click on the register you want to see



To add a logo to the final video click on  from the video making window and then click on 



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

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

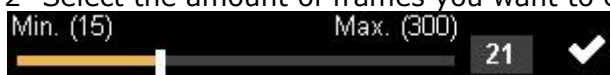
3- Type the name on the file you are going to produce a click on **Save**.


5.2.4 Frame maker


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


1- Select a register and click on .


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




Click  to draw in current frame.

Click  to save the actual image as a .jpg file.


Click  to save all images as .jpg files.

Click  to play all the images.


Click  to produce a video with all the extracted images.


5.2.5 Compare actions



With this tool you can compare up to 8 different videos (registers).


1- To compare registers just select them in the grid on the left of Timeline by keeping pressed Control key and clicking .




You can draw by clicking .

To synchronize the beginning of one of the videos, click  until the moment you desire. Then, repeat the process with other videos.


To play all the videos at the same time, click  and .

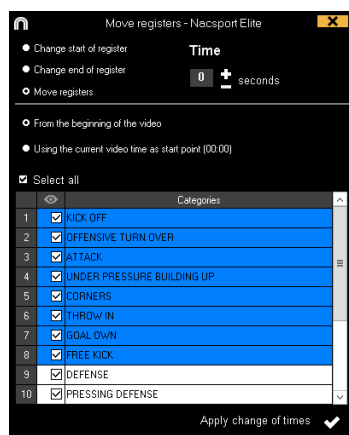
To see the videos on full screen, click .

To compare an action from the timeline with an external video click on . Clicking on a new action will show it in the comparison tool. The external video will never change.

5.2.6 Synchronize Timeline


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

To open the tool, click .

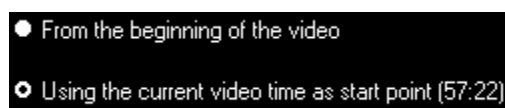


Look in the list for the categories you want to move and chose what you want to modify (beginning or end of a register, or moving the time of a register) and then



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

You can choose to move the registers from the beginning of the video or from the actual moment of it. This way you can synchronize just the registers from the 2^o half for example.

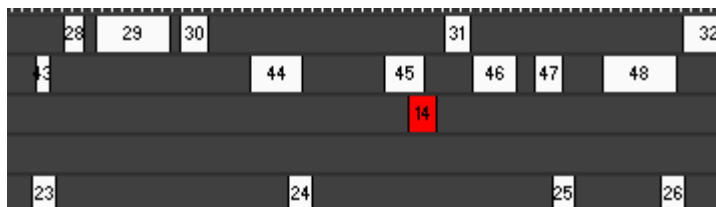


Click on  to make the changes.

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 .

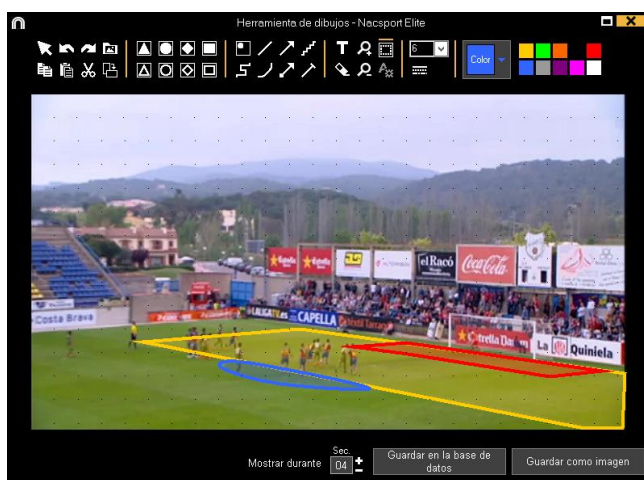



To undo or redo a draw click  or  respectively.

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 .

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 .



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  or double click a register.





To modify a drawing, click .

To add a picture to the register, click on .

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

To add a descriptor, select one in the descriptor list and click .

To modify the time of the register, drag the beginning or the end of the register to the moment you want.

To go to the next register click . To go to the previous register, click .

Multiple matrix

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

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



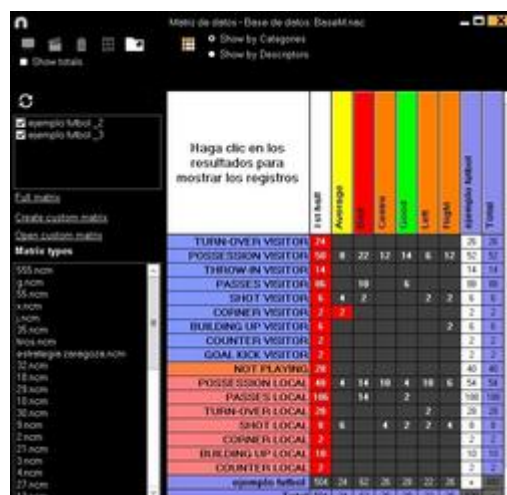
Click



Simple data matrix:



Multiple data matrix:



To show the total amount of categories/descriptors of each video 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.


| Register | Name | Start | End | Video | Stop | Audio |
|------------------------|------------------------|-------|-------|----------------------|------|-------|
| 1 HALF | 1 HALF | 00:00 | 00:00 | example futbol .asp4 | | |
| PASSES LOCAL | PASSES LOCAL | 00:00 | 00:00 | example futbol .asp4 | | |
| TURN OVER LOCAL | TURN OVER LOCAL | 00:00 | 00:00 | example futbol .asp4 | | |
| PASSES VISITOR | PASSES VISITOR | 00:00 | 00:00 | example futbol .asp4 | | |
| SHOT VISITOR | SHOT VISITOR | 00:00 | 00:00 | example futbol .asp4 | | |
| SHOT LOCAL | SHOT LOCAL | 00:00 | 00:00 | example futbol .asp4 | | |
| PASSES LOCAL B.20 | PASSES LOCAL B.20 | 00:00 | 00:00 | example futbol .asp4 | | |
| TURN OVER VISITOR B.4 | TURN OVER VISITOR B.4 | 00:00 | 00:00 | example futbol .asp4 | | |
| POSSESSION VISITOR B.6 | POSSESSION VISITOR B.6 | 00:00 | 00:00 | example futbol .asp4 | | |
| NOT PLAYING B.5 | NOT PLAYING B.5 | 00:00 | 00:00 | example futbol .asp4 | | |
| CORNER LOCAL B.7 | CORNER LOCAL B.7 | 00:00 | 00:00 | example futbol .asp4 | | |
| POSSESSION LOCAL B.7 | POSSESSION LOCAL B.7 | 00:00 | 00:00 | example futbol .asp4 | | |
| SHOT LOCAL B.2 | SHOT LOCAL B.2 | 00:00 | 00:00 | example futbol .asp4 | | |
| NOT PLAYING B.5 | NOT PLAYING B.5 | 00:00 | 00:00 | example futbol .asp4 | | |


Select a list and click 

| | 1st half | Average | Bad | Centre | Good | Left | Right | Total |
|--------------------|------------|-----------|-----------|----------|-----------|----------|-----------|-----------|
| PASSES VISITOR | 37 | 5 | 1 | | | | | 37 |
| POSSESSION LOCAL | 17 | 2 | 7 | 2 | 2 | 5 | 3 | 19 |
| POSSESSION VISITOR | 18 | 3 | 9 | 3 | 5 | 2 | 4 | 19 |
| SHOT LOCAL | 4 | 3 | 2 | 1 | 1 | 2 | | 4 |
| SHOT VISITOR | 1 | 1 | | | | | 1 | 1 |
| THROW-IN VISITOR | 5 | | | | | | | 5 |
| TURN-OVER LOCAL | 11 | | | | | 1 | | 11 |
| TURN-OVER VISITOR | 9 | | | | | | | 11 |
| Total | 100 | 10 | 26 | 7 | 10 | 9 | 11 | 15 |


5.2.11 Timeline options

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

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

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

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



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

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

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

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

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



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

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

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

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

Follow these steps:

- 1- Click  icon and select **Add database (from the same video)**.
- 2- Select a database and click **Open**.
- 3- Select the categories you want to add to the actual analysis and click on . The registers from this database will be automatically added to previously opened analysis.

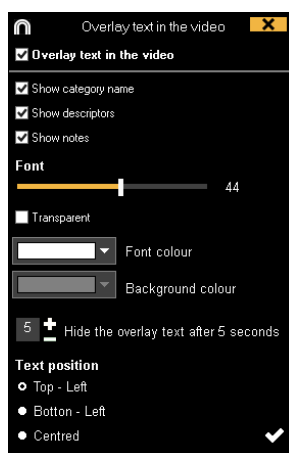
Hide/show TimeLine: From the Timeline's options menu, select **Hide Timeline**.

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

Merge overlapped registers: with this option the register that are overlapped will became a single register

Note: once the registers have been merged, this change cannot be undone.

Overlay information on the video (notes and descriptors): To show text directly over the video right button click on the video window and select "Overlay text in video". Now select the options you want.



Note: The final videos will NOT have overlay text

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

Colour filter in timeline: From timeline you can filter your categories by colour showing just those with a specific colour. To do so click on the colour you want to hide in the box you will find over the categories names. To show a hidden colour click on it again.

Not filtered:



Filtered:



Hidden categories will not be shown in the data matrix

Copy registers: To copy a register from a category to a different category, select the registers you want by keeping pressed Ctrl and then use Shift + mouse drag to move the register to the category you want.

Make opposing registers: To make a new category with opposing register to those contained by a category select the original category and press on Shift+O

Exmple: Having the possession of a team you can automatically obtain the opponent team possession. To do so selec the category from Team A and press on Shift+O

Team A possession

| | 0:01 | 0:02 | 0:03 | 0:04 | 0:06 | 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 | | | | | | | | | | |


Team A possesion and Team B possession (Oposing registers)

| | 0:01 | 0:02 | 0:03 | 0:04 | 0:06 | 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 | | | | | | | | | | |
| POSESION opuesto | 1 | 2 | 3 | 4 | 5 | 6 | | | | | | | | | |

5.2.12 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


| |
|--|
| Export to PDF or XLS (Chronological order) |
| Export to PDF or XLS (Percentage by categories) |
| Export as XML file |
| Export as XML file - 25 fps |
| Export as XML file with total values |
| Export to MS Excel © (XLS format 1) |
| Export to MS Excel © (XLS format 2) |
| Export to MS Excel © - Keeping descriptors order. (XLS format 3) |
| Export .csv |
| Export as text file |
| Export ready for AP Viewer |

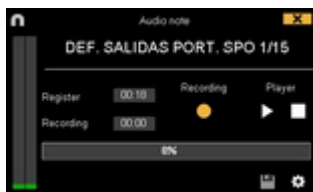
You can export just the categories you select when making an .XML file to do so just click the .xml export option you want and then select the categories you want in the window.




5.2.13 Make an audio note


From Timeline:

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




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


2- From the register properties window:

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




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

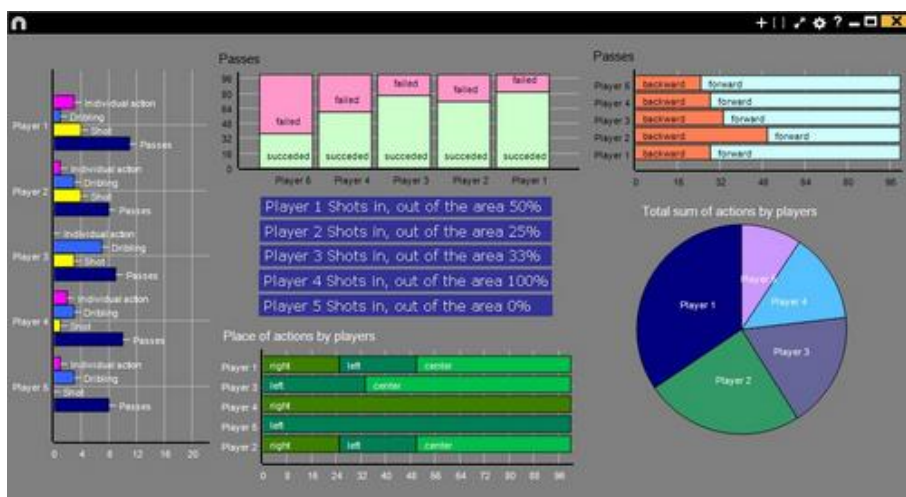
3- From presentations:

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



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

5.2.14 Dashboards



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

5.2.13.1 Make a dashboard

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

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

1. Charts

To create a dashboard click 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.

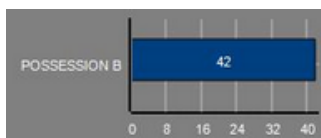
Right clicking on an item when having multiple selected you can line up all the items vertically or horizontally by choosing the options **Line up selected to the left** and **Line up selected to the top**

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

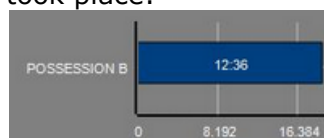
To show the amount of time during an action took place instead of the amount of action happened click on ☒ **Values in time mode**



Amount of actions happened:



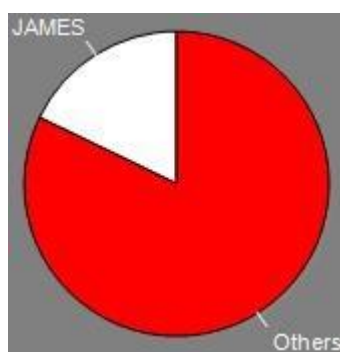
Amount of time during the actions took place:



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:

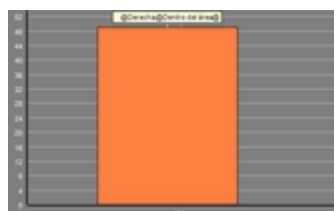
If you select a player relative to a group which contains the total amount of player you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



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:


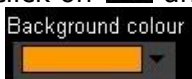
To see all the shot on the right in the area select the category shots, the descriptor right and the descriptor in the area. Select "Filtered mode". No you will only see in the chart the shot which contains the descriptors right and the descriptor in the area at the same time






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  and set a name for the label, to change the colour of the label click  this label shows only text and can be use to organize the dashboard


To make a time label click on  and set a name for the label, to change the colour of the label click , this label shows a timer which is the time of the actual video .

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

Example:

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

Player 1,Right: 41

To change the colour of the label click  To set a nickname for a label type the nickname on the corresponding box and select ☒ 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:

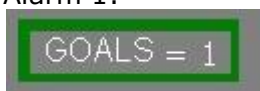
To show all the shots on the right and all the shots in the area select the category shot, the descriptor right and the descriptor in the area. Select "behave as sum". Now you will see all the shot on the right and all the shots in the area as a single value.

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:




Alarm 2:






Alarm 3:



Edit register properties


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

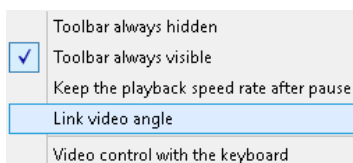
Dashboard backup.


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.

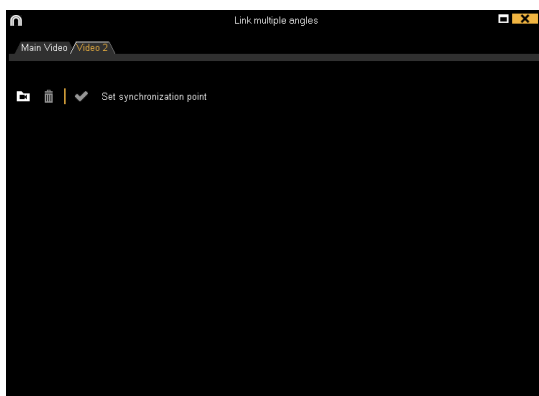
Note: When you delete multiple ítems at the same time, a new backup will be automatically created


5.2.15 Link different videos to a single database


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



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



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

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



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

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

6. MY ANALYSIS

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

| Database | Video | Date | Registers | Linked videos |
|---|---|------------|-----------|--|
| HO J26 LIGA BBVA Celta - Sevilla nac | HO J26 LIGA BBVA Celta - Sevilla.nac | 15/06/2015 | 54 | C:\Users\NacSport\Desktop\HO J26 LIGA BBVA Celta - Sevilla.nac |
| HO J42 LIGA ADELANTE Las Palmas - Alavés nac | HO J42 LIGA ADELANTE Las Palmas - Alavés.nac | 10/06/2015 | 278 | J42 LIGA ADELANTE Las Palmas - Alavés.nac |
| Nuevo registro 11 junio 2015 05_44 PM nac | HO J42 LIGA ADELANTE Las Palmas - Alavés.nac | 11/06/2015 | 18 | K2ND J42 LIGA ADELANTE Las Palmas - Alavés.nac |
| HO J42 LIGA ADELANTE Las Palmas - Alavés nac | HO J42 LIGA ADELANTE Las Palmas - Alavés.nac | 10/06/2015 | 2 | J42 LIGA ADELANTE Las Palmas - Alavés.nac |
| HO J42 LIGA ADELANTE Leganes - Zorrotosa nac | HO J42 LIGA ADELANTE Leganes - Zorrotosa.nac | 09/06/2015 | 304 | J42 LIGA ADELANTE Leganes - Zorrotosa.nac |
| Nuevo registro 11 junio 2015 05_41 PM nac | HO J42 LIGA ADELANTE Leganes - Zorrotosa.nac | 11/06/2015 | 35 | K2ND J42 LIGA ADELANTE Leganes - Zorrotosa.nac |
| HO J42 LIGA ADELANTE Mirandes - Mallorca nac | HO J42 LIGA ADELANTE Mirandes - Mallorca.nac | 09/06/2015 | 286 | J42 LIGA ADELANTE Mirandes - Mallorca.nac |
| HO J42 LIGA ADELANTE Numanzia - Tenerife nac | HO J42 LIGA ADELANTE Numanzia - Tenerife.nac | 10/06/2015 | 282 | K2ND J42 LIGA ADELANTE Numanzia - Tenerife.nac |
| HO J42 LIGA ADELANTE Portomadrina - Alacón nac | HO J42 LIGA ADELANTE Portomadrina - Alacón.nac | 10/06/2015 | 257 | J42 LIGA ADELANTE Portomadrina - Alacón.nac |
| HO J42 LIGA ADELANTE Recreativo - Barcelona B nac | HO J42 LIGA ADELANTE Recreativo - Barcelona B.nac | 11/06/2015 | 123 | J42 LIGA ADELANTE Recreativo - Barcelona B.nac |
| HO J42 LIGA ADELANTE Sabadell - Osasuna nac | HO J42 LIGA ADELANTE Sabadell - Osasuna.nac | 15/06/2015 | 1 | J42 LIGA ADELANTE Sabadell - Osasuna.nac |
| HO J42 LIGA ADELANTE Sabadell - Osasuna nac | HO J42 LIGA ADELANTE Sabadell - Osasuna.nac | 11/06/2015 | 4 | J42 LIGA ADELANTE Sabadell - Osasuna.nac |
| HO J42 LIGA ADELANTE Sabadell - Osasuna nac | HO J42 LIGA ADELANTE Sabadell - Osasuna.nac | 11/06/2015 | 2 | J42 LIGA ADELANTE Sabadell - Osasuna.nac |
| HO J42 LIGA ADELANTE Sporting - Sabadell_1 nac | HO J42 LIGA ADELANTE Sporting - Sabadell_1.nac | 13/06/2015 | 10 | K1VH J42 LIGA ADELANTE Sporting - Sabadell_1.nac |
| HO J42 LIGA ADELANTE Sporting - Sabadell_2 nac | HO J42 LIGA ADELANTE Sporting - Sabadell_2.nac | 09/06/2015 | 5 | K1VH J42 LIGA ADELANTE Sporting - Sabadell_2.nac |
| HO J42 LIGA ADELANTE Sporting - Sabadell_3 nac | HO J42 LIGA ADELANTE Sporting - Sabadell_3.nac | 13/06/2015 | 9 | K1VH J42 LIGA ADELANTE Sporting - Sabadell_3.nac |


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


| Database | Video | Date | Registers | Linked videos |
|---|---|------------|-----------|---|
| SD J42 LIGA ADELANTE Albacete - Real Madrid | SD J42 LIGA ADELANTE Albacete - Real Madrid.nac | 09/06/2015 | 309 | J42 LIGA ADELANTE Albacete - Real Madrid.nac |
| HO J42 LIGA ADELANTE Leganes - Zorrotosa nac | HO J42 LIGA ADELANTE Leganes - Zorrotosa.nac | 09/06/2015 | 304 | J42 LIGA ADELANTE Leganes - Zorrotosa.nac |
| SD J42 LIGA ADELANTE Valladolid - Espana B nac | SD J42 LIGA ADELANTE Valladolid - Espana B.nac | 09/06/2015 | 300 | J42 LIGA ADELANTE Valladolid - Espana B.nac |
| HO J42 LIGA ADELANTE Girona - Zorrotosa nac | HO J42 LIGA ADELANTE Girona - Zorrotosa.nac | 08/06/2015 | 298 | C:\Users\NacSport\Desktop\HO J42 LIGA ADELANTE Girona - Zorrotosa.nac |
| SD J42 LIGA ADELANTE Betis - Sporting nac | SD J42 LIGA ADELANTE Betis - Sporting.nac | 09/06/2015 | 297 | K2ND J42 LIGA ADELANTE Betis - Sporting.nac |
| HO J42 LIGA ADELANTE Numanzia - Tenerife nac | HO J42 LIGA ADELANTE Numanzia - Tenerife.nac | 10/06/2015 | 292 | K2ND J42 LIGA ADELANTE Numanzia - Tenerife.nac |
| HO J42 LIGA ADELANTE Mirandes - Mallorca nac | HO J42 LIGA ADELANTE Mirandes - Mallorca.nac | 09/06/2015 | 286 | J42 LIGA ADELANTE Mirandes - Mallorca.nac |
| HO J42 LIGA ADELANTE Las Palmas - Alavés nac | HO J42 LIGA ADELANTE Las Palmas - Alavés.nac | 10/06/2015 | 278 | J42 LIGA ADELANTE Las Palmas - Alavés.nac |
| HO J42 LIGA ADELANTE Portomadrina - Alacón nac | HO J42 LIGA ADELANTE Portomadrina - Alacón.nac | 10/06/2015 | 257 | J42 LIGA ADELANTE Portomadrina - Alacón.nac |
| HO J42 LIGA ADELANTE Recreativo - Barcelona B nac | HO J42 LIGA ADELANTE Recreativo - Barcelona B.nac | 11/06/2015 | 123 | J42 LIGA ADELANTE Recreativo - Barcelona B.nac |
| HO J26 LIGA BBVA Celta - Sevilla nac | HO J26 LIGA BBVA Celta - Sevilla.nac | 15/06/2015 | 54 | C:\Users\NacSport\Desktop\HO J26 LIGA BBVA Celta - Sevilla.nac |
| J41 LIGA ADELANTE Sporting - Sabadell_1 nac | J41 LIGA ADELANTE Sporting - Sabadell_1.nac | 04/06/2015 | 45 | J41 LIGA ADELANTE Sporting - Sabadell_1.nac |
| Nuevo registro 11 junio 2015 05_41 PM nac | HO J42 LIGA ADELANTE Leganes - Zorrotosa.nac | 11/06/2015 | 35 | K2ND J42 LIGA ADELANTE Leganes - Zorrotosa.nac |
| ESP GER_2 nac | ESP GER_2.nac | 18/06/2015 | 21 | C:\Users\NacSport\Desktop\ESP GER_2.nac |
| Nuevo registro 11 junio 2015 06_44 PM nac | HO J42 LIGA ADELANTE Las Palmas - Alavés.nac | 11/06/2015 | 18 | K2ND J42 LIGA ADELANTE Las Palmas - Alavés.nac |
| Nuevo registro 11 junio 2015 07_43 PM nac | OFFLINE | 13/06/2015 | 11 | OFFLINE |
| J41 LIGA ADELANTE Sporting - Sabadell_2 nac | J41 LIGA ADELANTE Sporting - Sabadell_2.nac | 13/06/2015 | 10 | K1VH J41 LIGA ADELANTE Sporting - Sabadell_2.nac |

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.

| Database | Video | Date | Registers | Linked videos |
|---|---|------------|-----------|---|
| SD J42 LIGA ADELANTE Albacete - Real Madrid | SD J42 LIGA ADELANTE Albacete - Real Madrid.nac | 09/06/2015 | 309 | J42 LIGA ADELANTE Albacete - Real Madrid.nac |
| HO J42 LIGA ADELANTE Leganes - Zorrotosa nac | HO J42 LIGA ADELANTE Leganes - Zorrotosa.nac | 09/06/2015 | 304 | J42 LIGA ADELANTE Leganes - Zorrotosa.nac |
| SD J42 LIGA ADELANTE Valladolid - Espana B nac | SD J42 LIGA ADELANTE Valladolid - Espana B.nac | 09/06/2015 | 300 | J42 LIGA ADELANTE Valladolid - Espana B.nac |
| HO J42 LIGA ADELANTE Girona - Zorrotosa nac | HO J42 LIGA ADELANTE Girona - Zorrotosa.nac | 08/06/2015 | 298 | C:\Users\NacSport\Desktop\HO J42 LIGA ADELANTE Girona - Zorrotosa.nac |
| SD J42 LIGA ADELANTE Betis - Sporting nac | SD J42 LIGA ADELANTE Betis - Sporting.nac | 09/06/2015 | 297 | K2ND J42 LIGA ADELANTE Betis - Sporting.nac |
| HO J42 LIGA ADELANTE Numanzia - Tenerife nac | HO J42 LIGA ADELANTE Numanzia - Tenerife.nac | 10/06/2015 | 292 | K2ND J42 LIGA ADELANTE Numanzia - Tenerife.nac |
| HO J42 LIGA ADELANTE Mirandes - Mallorca nac | HO J42 LIGA ADELANTE Mirandes - Mallorca.nac | 09/06/2015 | 286 | J42 LIGA ADELANTE Mirandes - Mallorca.nac |
| HO J42 LIGA ADELANTE Las Palmas - Alavés nac | HO J42 LIGA ADELANTE Las Palmas - Alavés.nac | 10/06/2015 | 278 | J42 LIGA ADELANTE Las Palmas - Alavés.nac |
| HO J42 LIGA ADELANTE Portomadrina - Alacón nac | HO J42 LIGA ADELANTE Portomadrina - Alacón.nac | 10/06/2015 | 257 | J42 LIGA ADELANTE Portomadrina - Alacón.nac |
| HO J42 LIGA ADELANTE Recreativo - Barcelona B nac | HO J42 LIGA ADELANTE Recreativo - Barcelona B.nac | 11/06/2015 | 123 | J42 LIGA ADELANTE Recreativo - Barcelona B.nac |
| HO J26 LIGA BBVA Celta - Sevilla nac | HO J26 LIGA BBVA Celta - Sevilla.nac | 15/06/2015 | 54 | C:\Users\NacSport\Desktop\HO J26 LIGA BBVA Celta - Sevilla.nac |
| J41 LIGA ADELANTE Sporting - Sabadell_1 nac | J41 LIGA ADELANTE Sporting - Sabadell_1.nac | 04/06/2015 | 45 | J41 LIGA ADELANTE Sporting - Sabadell_1.nac |
| Nuevo registro 11 junio 2015 05_41 PM nac | HO J42 LIGA ADELANTE Leganes - Zorrotosa.nac | 11/06/2015 | 35 | K2ND J42 LIGA ADELANTE Leganes - Zorrotosa.nac |
| ESP GER_2 nac | ESP GER_2.nac | 18/06/2015 | 21 | C:\Users\NacSport\Desktop\ESP GER_2.nac |
| Nuevo registro 11 junio 2015 06_44 PM nac | HO J42 LIGA ADELANTE Las Palmas - Alavés.nac | 11/06/2015 | 18 | K2ND J42 LIGA ADELANTE Las Palmas - Alavés.nac |
| Nuevo registro 11 junio 2015 07_43 PM nac | OFFLINE | 13/06/2015 | 11 | OFFLINE |
| J41 LIGA ADELANTE Sporting - Sabadell_2 nac | J41 LIGA ADELANTE Sporting - Sabadell_2.nac | 13/06/2015 | 10 | K1VH J41 LIGA ADELANTE Sporting - Sabadell_2.nac |

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

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


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

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

Quickly search for an analysis: With this option you can quickly search and specific analysis by its name, video or creation date. If you want to search an analysis depending exclusively on its name, ignoring the video name, file path and analysis date click on  **Only in .nac path**.

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

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 95 |
| 7.2 Import/Export .XML Files | Page 96 |
| 7.3 Import databases from Tag&Go | Page 97 |
| 7.4 Import OPTA databases | Page 98 |
| 7.5- Quick merge videos from same source | Page 99 |
| 7.6- Quick merge videos from same source and analysis file (.nac) | Page 100 |
| 7.7 Import .TLcodes from GameBreaker / SportsCode | Page 101 |
| 7.8 WiFi import from Tag&View | Page 102 |
| 7.9 Import files from CSV de Dartfish, EasyTag, Synergy, Opta... | Page 103 |
| 7.10 Import .XML Files from InStat | Page 104 |

7.1 Merge and convert video files

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

To use this tool, follow these steps:

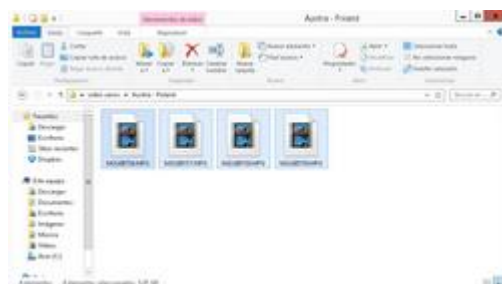
1- In the Nacsport main menu, click on **Tools**.

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



3- Click .

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





5- Click .

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




7.2 Import/Export .XML Files

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

- a) At the main menu of the program, click on **Tools**.
- b) Select **Import**.
- c) Select **Import .XML of Gamebraker and SportsCode**.
- d) Click .
- e) Look for the .XML folder and double click it.
- 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 imported

Click  and select video to be linked

Click 

7.5- Quick merge videos from same source

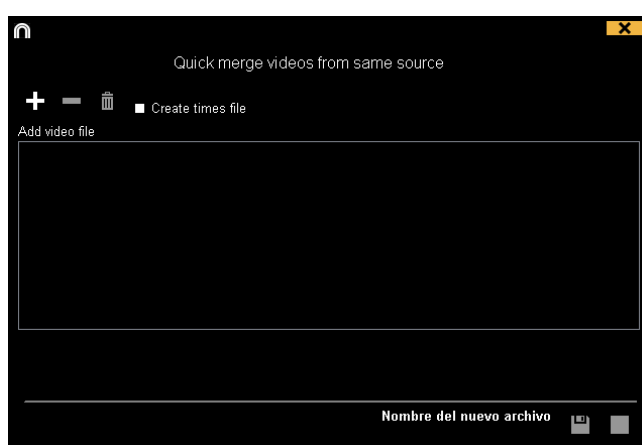
With this tool you can convert multiple video files into one video file in the same format of the original videos.



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

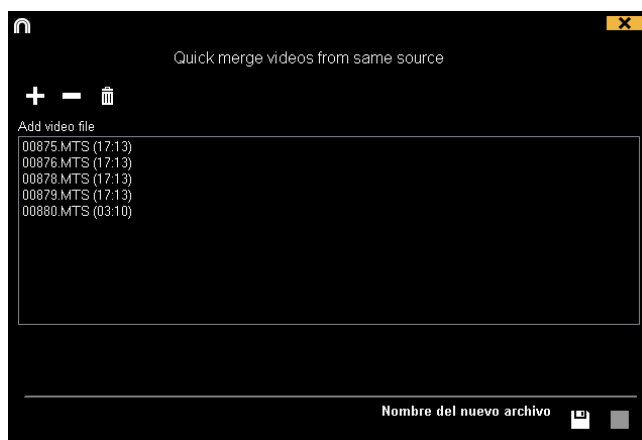
Input formats supported by Nacsport are: .AVI, .WMV, .MOV, .MPEG, .MPG, .MOD, .M2V, .MTS, .M2TS, .VOB, .MP4 and .AVS.

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**



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



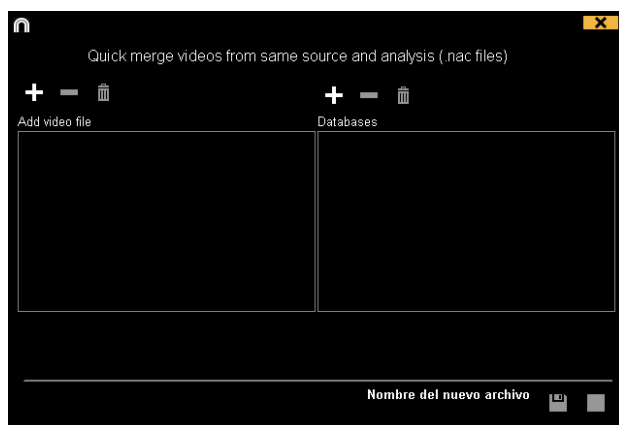
- 6- Enter a name and select a location for the video that will be generated

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

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

To use this tool, follow these steps:

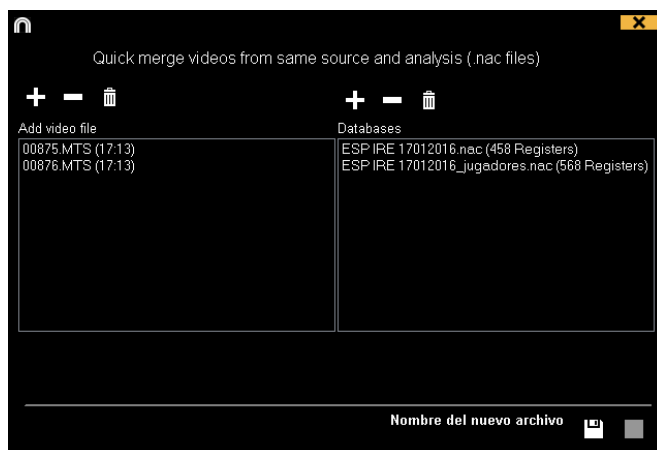
- 1- In the Nacsport main menu, click on **Tools**.
- 2- Click on **Quick merge videos from same source and analysis file**.



- 3- Click on .

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

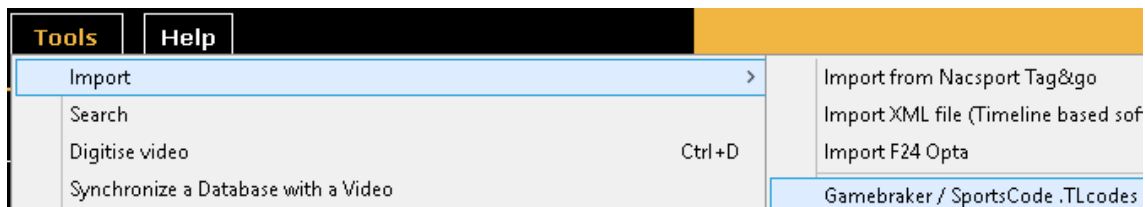
- 5- Click on .



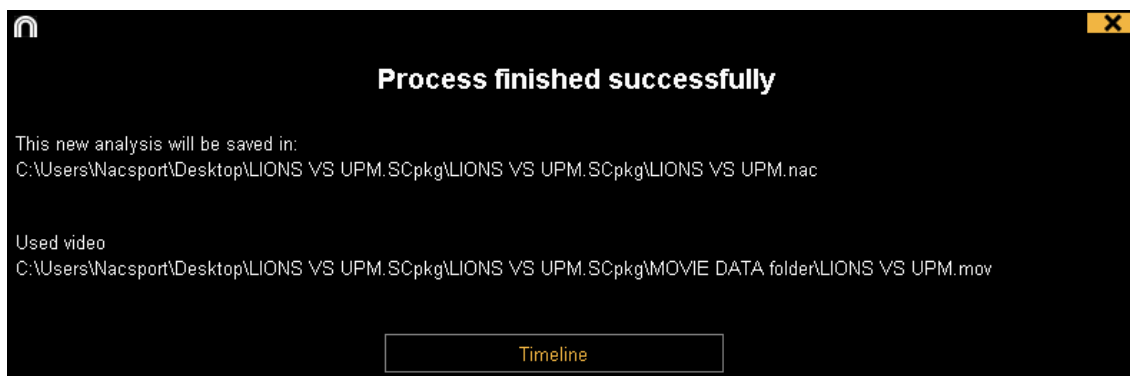
- 6- Enter a name and select a location for the video that will be generated

7.7 Import .TLcodes from GameBreaker / SportsCode

You can import the work you have done in SportsCode or GameBreaker into Nacsport keeping your information. To do so click on the Tools tab in the main menu, then on import and select the corresponding option.



Now look for the .TLcodes file you want to import and double click on it. It will be in the corresponding .SCpkg folder. Nacsport will automatically look for the video and link it to the newly made database.




To open the analysis and begin working click on **Timeline**



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

7.8 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

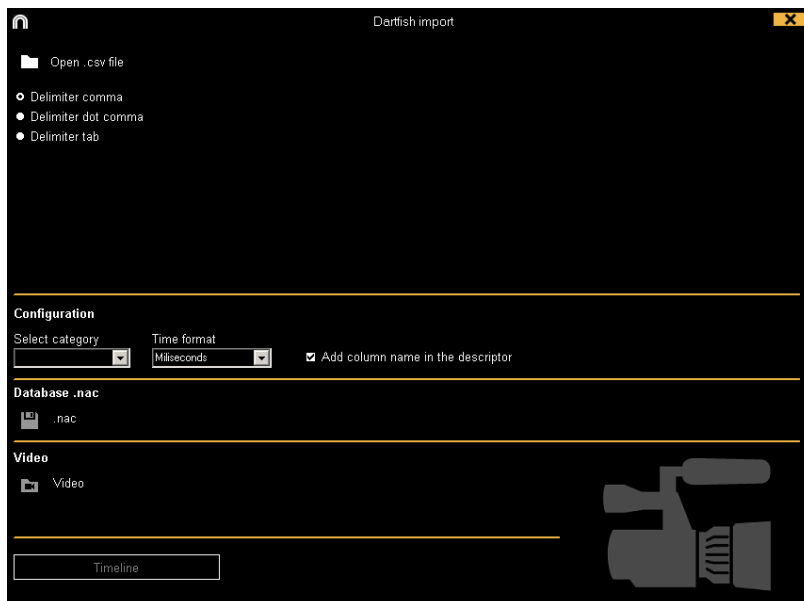
All the connected devices will automatically show up. Select the device you want and insert the PIN code you can see in your PC, finally tap on

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

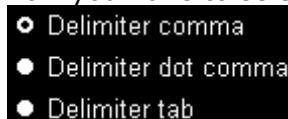
7.9 Import files from CSV de Dartfish, EasyTag, Synergy, Opta...

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




Click on  and select the file to import

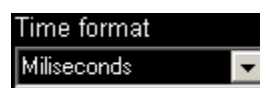
Now you have to select the kind of delimiter used for the .csv file



Select the column from the .csv file which will be used as categories for Nacsport


using the menu 


Select the time format used in the .csv file from the menu



Clicking on ☒ **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.

7.10 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 106 |
| 8.2 Real time streaming | Page 107 |
| 8.3 General options | Page 111 |
| 8.4 Coach Station | Page 113 |
| 8.5 Update 3.8.0 | Page 115 |

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.

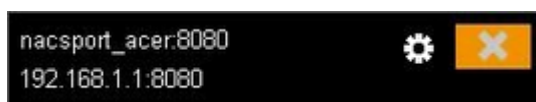
8.2 Real time streaming

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 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 your IP in the upper-left corner of your window



To change the streaming settings click on 



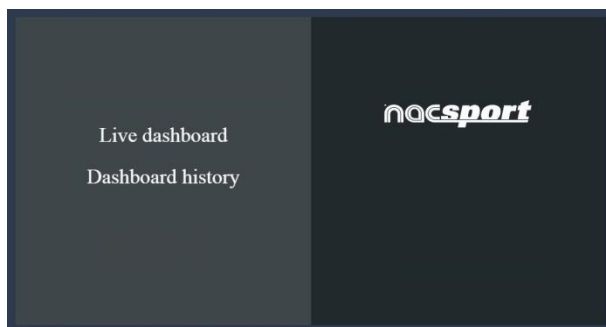
To change the time interval in which the data is streamed to the devices click on the drop-down list of the option you want to change

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

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.



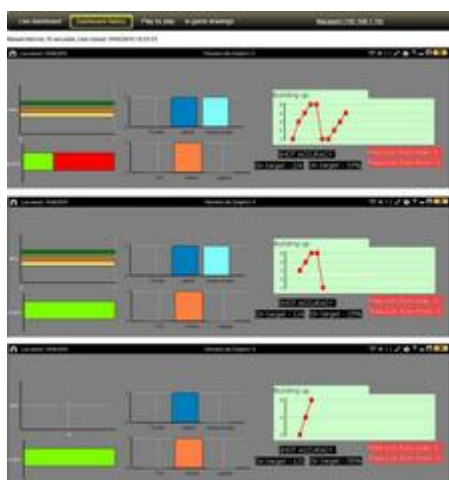
To see a dashboard in real time click/tap on "Live dashboard"

In this environment you will see the actual view of the dashboard which is showing in the registering data PC





To see an historical record of the dashboards through an event click/tap on "Dashboard history"


In this environment you can see the evolution of an event through the dashboards generated during that event



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



In this environment you can see all the actions registered in the event. To do this click/tap on  to produce the action in the PC, then click/tap on  to see the action at you device.

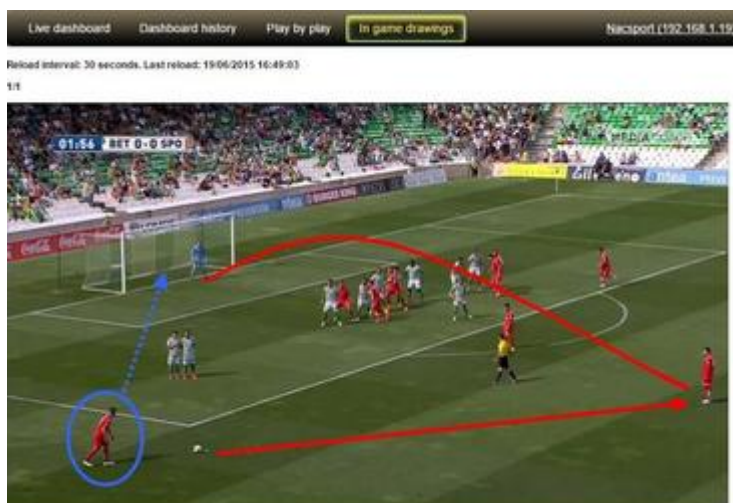
Clicking/taping on  you will set that action as a favourite.

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




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


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



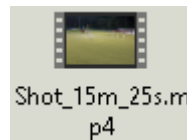
8.2.1 Save in the streaming PC the videos saw by the receiver device during a real time streaming.

With this option you can save a video file of the actions requested by any receiver device through the real time streaming option

To do so you have to set a folder to save the videos. From Nacsport's main menu click on "Tools" and then on "Options". Now select the tab **Web server**. In the lower part of the window click on  and select the folder to save the videos.

Now every time you click on  from the receiver device you will also make a video in the previously selected folder.

The name of the file will always show the name of the category and the time of the recording when it was made.



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

8.3 General options

8.3.1 Show video player time.

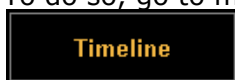
Now you can choose between 4 different ways to show the video player time. To do so go to the main menu and click on the tools tab. Click on "Options" and then on "Video player" finally select the option you want.



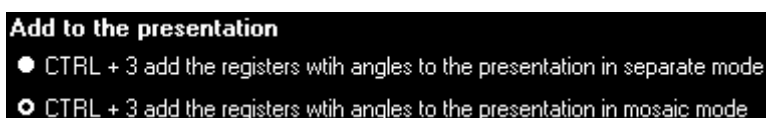
8.3.2 Add multiple angles as mosaic.

Having an analysis with multiple angles you can choose between using the 3 key to add every single angle or to add all angles as a mosaic.

To do so, go to main menu, tools tab and then to options. Once there click on




and select the option you want.

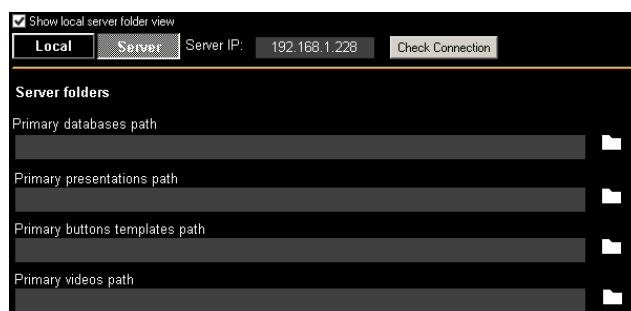


8.3.3 Check the server status.

With this option you can quickly check the status of the server where your databases are.

To do so, click on "options" in the "Tools" tab from the main menu. Now click on "Storage folders".

Click on  and type the IP address of the server. Now click on "check connection"



From now on every time you Access the server from "My analysis" there will be a server status check. In case there is no connection to the server an error message will appear:



8.3.4 Change default folders path.

You can set a new folder for all the Nacsport folders in a quick and simple way. To do so, go to the. From the Storage folders section click on

☒ Use Nacsport DATA default path and select the new path. To go back to the original one just click again on ☒ Use Nacsport DATA default path

8.3.5 Jump between categories and keep the video position.

With this option the videos shown in the Timeline will not change when moving between categories, this will allow you to find a new register from a different category without losing the image you are showing. Once you click on a register you will see it.

To do this, from Nacsport's main menu click on "Tools" and then on "Options" Click on the "Timeline" Tab and select ☒ Jump between categories keeps video position

8.4 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.

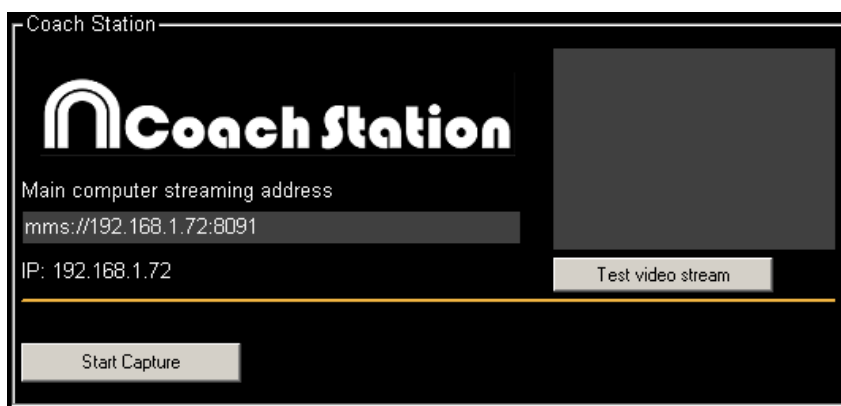
To do so you have to start a Real time Register from Nacsport and select the option ☒ Full capture mode then select ☒ Send Data to Coach Stations and start the capture.

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.

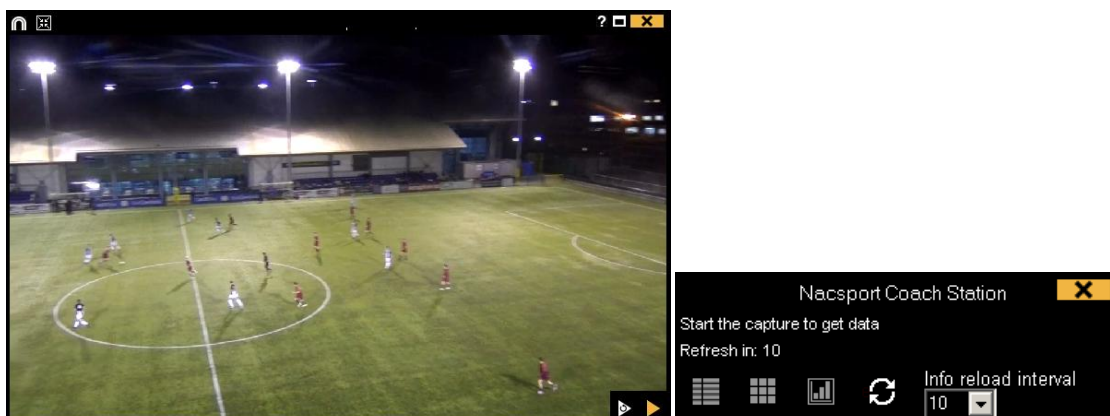
You will find the streaming address on the top part of the video player


Ahora desde otro PC con Nacsport haga clic en "Herramientas" desde el menú principal y luego en Coach Station.




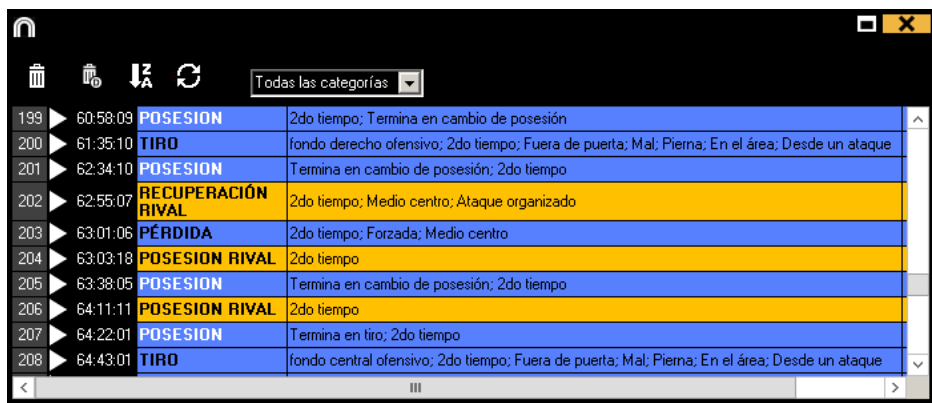
Clicking on "Test video stream" you can check the status of the video being streamed from the capture .

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  from the control window.

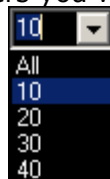



| | Timestamp | Action | Description |
|-----|-----------|--------------------|---|
| 199 | 60:58:08 | POSESION | 2do tiempo; Termina en cambio de posesión |
| 200 | 61:35:10 | TIRO | fondo derecho ofensivo; 2do tiempo; Fuera de puerta; Mal; Pierna; En el área; Desde un ataque |
| 201 | 62:34:10 | POSESION | Termina en cambio de posesión; 2do tiempo |
| 202 | 62:55:07 | RECUPERACIÓN RIVAL | 2do tiempo; Medio centro; Ataque organizado |
| 203 | 63:01:06 | 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 | 64:22:01 | POSESION | Termina en tiro; 2do tiempo |
| 208 | 64:43:01 | TIRO | fondo central ofensivo; 2do tiempo; Fuera de puerta; Mal; Pierna; En el área; Desde un ataque |


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  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  you will refresh the info from the play by play window.


From the menu  you can select the automatic refresh time.

8.5 Update 3.8.0

1. DASHBOARDS

1.1 Import PNG files with transparency.

Now you can import a picture in .png format with transparency as an object for your dashboard


To do so, click on  from a dashboard and select the .png file you want to import.

2. TIMELINE

2.1 Change the selected register when comparing to an external video.

When making a comparison to an external video you can select any new register without closing the comparison window. This will keep the external video but show the video of a different register each time you select a new one.

2.2 Add transitions automatically.

When adding a transition you can click on  **Insert in all the list** to add the same transition after each register in the selected list.

2.3 Open a dashboard while showing a presentation.

Now you can see your charts and statistics while showing a presentation.

[®]**n@c*sport***

quality information, better decisions