User's manual



Elite

Version 2.200



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0.System requirements

Minimum requirements

Operating System

Windows VISTA with Service Pack 2 (32 or 64bits) Windows 7 with Service Pack 1 (32 or 64bits) Windows 8 (32 or 64bits)

Hardware

RAM Memory: 2GB Processor: Intel© Core 2 Duo 2 GHz or similar 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 7 with Service Pack 1 (32 or 64bits) Windows 8 (32 or 64bits)

Hardware

RAM Memory: 4GB Processor: Intel © Core i7 or equivalent Video memory: 512MB dedicated memory (not share with general RAM) Screen resolution: 1920 x 1080 At least 300MB free hard disk space to install software

Minimum requirements necessary to...

Capture and register actions in real time

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

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

Overhead projector or secondary monitor

1x HMDI (recommended) port or 1x VGA port

Video storage

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

Useful links

FireWire: <u>http://en.wikipedia.org/wiki/IEEE_1394</u> CPUs: <u>http://www.cpubenchmark.net/</u> HDMI: <u>http://en.wikipedia.org/wiki/HDMI</u> VGA: <u>http://en.wikipedia.org/wiki/VGA_connector</u> External Hard Drive:

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

Nacsport Elite

noc<u>sport</u>



1. Keyboard shotcuts

- 1.1 Video player
- 1.2 Timeline
- 1.3 Category template
- 1.4 General shortcuts



1.1 Video player

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

N: Rewind frame by frame. Press once to rewind just one frame.

B: Fast forward up to 3X speed. Press once to cycle through speeds.

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

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

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

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

Spacebar: Play/pause video.

Shift + Enter: Full screen video playback.

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

L: Continue the video after playing a register.

Note: You can also see the video player short cuts while registering in the **Video Opt** tab in the register control window.

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.

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.



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

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

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

Ctrl: Open window for independent text notes while registering

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



2. Quick guide

- 2.1 Real-Time register
- 2.2 Viewing and recording from file
- 2.3 Register without Video Source
- 2.4 My analysis



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 category 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 category template to record the actions of the generated video.

To create a category template, click on







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

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

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

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

4.1 categories

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



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



4.3 Creating descriptors:

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

1-On the category screen:

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

2-As an independent descriptor template:

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



5.- To start the video capture, click

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

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





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

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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 3, 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 category 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 category template to record the actions of the generated video

To crea	ate a category template, click	
То ореі	n a category template, click 🛄	
	 New category template Open existing category template 	



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

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

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

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

3.1 categories

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



3.2 Descriptors:

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

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

For example:

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

User can register actions and click on descriptors as follows:

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



3.3 Creating descriptors:

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

1-On the category screen:

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

2-As an independent descriptor template:

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



4.- To record actions

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

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



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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**:

🔍 🔍 💐 : To maximise or minimise the Timeline. To show the entire Timeline, click ۵. - Zoom

- 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 (1), 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.



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





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

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

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

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

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



3.1 categories

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



3.2 Descriptors:

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

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

For example:

Categories (actions) = possesions, 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 category 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 1º period

to start registering and then click categories (buttons)

created for that purpose, as they arise.



To stop registering the event click

End of event



5.- Link databases with a video

When registering a event without video source it is necessary to link the created databases with a video in order to get access to the Timeline. To do this click **My analysis**.



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



Double click the database and click on

Search for video

Select the video and click Open.



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



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

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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.



2.4 My analysis

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

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Nuevo registo 14 prio 2015 01 53 PH rac	4				

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 m click
- Assign favourite folder: click the desired folder and then click
- Select folder directory: click and select directory.





3. Categories template

3.1 Categories template icons

3.2 Categories template creation



3.1 Categories template icons

Button properties				
A Behaviour Links Groups Name: My category 1 My category 1 X	[Interface Behaviour Links [Groups] My category 1 9 It behaves at a CATEGORY	Interface Behaviour Links My ca	ategory 1	My category 1
Colour Add picture	I behaves as a DESCRIPTOR PRE 5 POST 5 Manual mode	Hold mouse down to see as Existing Groups		Show links in the categories template SHOT LOCAL
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Visibility Visibility Show text Button description	Auto Presentation It is a "point" action			

A) Button properties



a) Interface

PXX	(
4	,
	1

Open the window to customize font and colour of the category.

Open the window to add an image to a category (button).

Fit the size of the image to the size of the category.

b) Links



Add link between buttons.

Delete link between buttons.



B) Categories window properties





Lock categories template with password.

Delete password.



3.2 Creating categories templates

n 🛱 🖿 Plantilla de categorías: SC	CCER sample elite full naccat	<u> </u>
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This program allows user to configure your button template on two levels:

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

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

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

1. Categories

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

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

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

To change the preset time of the automatic categories, click To change automatic categories into manual categories, click



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. Create descriptors:

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

1-On the category screen:

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

2-As an independent descriptor template:

Click
Cl



Descriptors can also be added automatically, without clicking them, if you select

The descriptor is automatically added at each click . This option can be changed from the register window by right-button click the descriptor.

4. Other options for creating categories templates

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, or keeping pressed the Shift+Alt keys in order to keep the original the aspect ratio.



To change the color of the button click

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



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

To undo last change, press Ctrl+Z.

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

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 I Adjust button to the line

You can change the size of the lines od the background grid by setting a number in the

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

4.2 Equalize properties and clone buttons

To equalize properties of buttons (categories or descriptors), choose buttons that you want, click \square 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.

4.3 Add hot keys

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

ACDEFGHIJKLOPQRSTWXYZ34567890 Shift+ACDEFGHIJKLOQRSTWXYZ

4.4 Auto-list property.

When this property is assigned to a button in a categories template, a list with all the actions registered under this parameter will be created automatically in the presentation.

How to create Autolists:

In the category template, select one button (category or descriptor).

Select Auto List in the behave tab.

How to load Autolists:

Click III in Timeline.

Select Create presentation or Open presentation.

If you select Create presentation:

- Enter a name and click **Save**.
- In the pop-up message, click Accept.

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box



If you select **Open presentation**:

- Select one presentation and click **Open**.
- Click 🛄 in Timeline.
- Select Load Autolists and they will be added automatically to the presentation.

4.5 Autopresentation property.

When this property is assigned to a button in a categories template, a presentation (.pre) will be automatically created with all actions containing this parameter classified by videos.

How to create Autopresentations:

In the category template, select one button (category or descriptor).

Select Auto Presentation in the behave tab.

How to load Autopresentations:

When accessing Timeline, Autopresentation will be loaded and created automatically.

How to access an Auto-Presentation:

- Click in Timeline.
- Select **Open presentation**.
- Double click the AUTOPRE folder.
- Select a presentation and click **Open.**

4.6 Button as a counter (score category)

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

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

1- Select or create a button.

2- Check the option **I** lis 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.

4.7 Links between buttons

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

Example of a hockey match:

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

To follow the example, proceed as follows:

1- Select the button (category/descriptor) you wish to link to another button. According to the example, we first select **Goal**.

2- In the drop-down box, in the links tab, select the button you wish to link to the previously selected button. Following the example, we select **Shot**.

SHOT LOCAL	+
POSSESSION VISITOR	~
Right (Sector)	į.

3- Click on to establish the link. Now, every time you click on **Goal**, **Shot and Area** will automatically be registered.

4- Select the **Shot** button.

5- In the drop-down box, select Area.

6- Click to establish the link. Now, every time you click **Goal, Shot** will automatically be registered. Every time you click **Shot**, **Area** will automatically be registered. If you click **Area**, however, **Shot** will logically not be clicked.





4.8 Exclusion property for manual categories

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

Example:

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

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

1- Choose Home Team Possession category.

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

4.9 Graphical descriptors

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

Create graphical descriptors:



2 - Choose the image (.jpeg, .jpg or .bmp) to be used as graphical descriptor and double click. **Nacsport** provides users with more than 50 images related to playing surfaces of more than 10 sports.

3 - Use any of the following icons to edit the selected graphic descriptor:

- Select an image 💻
- Select and modify created zones
- Make rectangular zones
- Make oval/circular zones
- Make zones by hand 🚺.





4- Click to save the graphic descriptor

Open graphical descriptors:

- 1- Click and choose **Open a graphical descriptor**.
- 2- Choose a graphical descriptor (.nacgra) and double click.

Link a graphical descriptor to a category template:

- a)) From **main menu**:
 - 1- On the main Nacsport Elite menu, click File, Open categories template.
 - 2- Choose a categories template (.naccat) and double click.
 - 3- Click and select **Open a graphic descriptor**.
 - 4- Choose a graphical descriptor (.nacgra) and double click.

- To another graphic, click 🖆 and choose a graphical descriptor (.nacgra) and double click.

- Click L to save the graphical descriptor.

b) From Register from File:

1- In the categories window, click 👪

2- Click and select **Open a graphic descriptor.**

3- Choose a graphic descriptor (.nacgra) and double click.

- If you wish to change to another graphic, click 📓 , choose a graphic descriptor (.nacgra) and double click.

- Click L to save the graphic descriptor.



Use of graphical descriptors

In the **Observation and Registering actions** environment, with a graphic descriptor users can register the part of the pitch where different actions occur by clicking on the image.

First of all, users must click on a category and then on the area where the action occurred. For example, first click (category) Shots on goal and then click the graphic descriptor in the area where the Shots on goal occurred.

Example:



4.10 Lock category templates with a password

Follow these steps :

Click on Windows properties tab.



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

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

Protect the template with a	ssword
Confirm password	
	L) 🗇

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



4.11 Search and replace text in buttons:

Follow these steps:

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



	Search and replace categories and descriptors	×
Search		
Replace		
Matche	s= 0	~

c) Insert new text to replace searched one.

d) Click 🔽 icon.

4.12 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



4.13 Change the order of the data matrix

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



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



4.14 Export templates to Nacsport Tag&go

Click and select Export template to Nacsport Tag&go

4.15 Wildcard button.

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

To use this property follow these steps:

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



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

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

4.16 Category rating.

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

To use this property follow these steps:

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

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



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



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

1- Pres the number key (1,2,3,4,5) to register the category with the corresponding shortcut



The category rating will be automatically opened.

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

Register with a rating:

Register without a rating:

00:18 SYSTEM 2 LOCAL

00:18 SYSTEM 2 LOCAL (4)



4.17 Groups of buttons

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

To make a group of player choose the players (John, Bob, James)	ce
Nondow para di nuevo papor	
a name for the group .Now those 3 players are part of the same group	
Para crear un grupo de jugadores seleccione los jugadores (john, bob, james)	lic
Konter pau di nurri gapo 06 06 Caroli	
en u y establezca un nombre para el grupo Ahora los 3 jugadores pertenecen a mismo grupo.	3l

4.18 Dashboards



Charts

The charts 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 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

o 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"


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

Amount of actions happened:



Amount of time during the actions took place:



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

Example:

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



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

Example:

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



Labels

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



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

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

Background colour

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 Background colour

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

To make a time label click on 进 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

laver 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 **Wick name** now the label will you the text you set for it

Label without nickname:

Free kick Side Shot Drill In the area = 0

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

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

Amount of actions happened:

Amount of time during the actions took place:

Possession A: 119

Possession A: 35:42

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

a percentage, to see it as a absolute value click on Absolute value

Percentage

Absolute value

On target = 20%

On target = 3/15

To 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.

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Label with nickname:

Background colour



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:









4. Viewing and registering

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

- 4.1 Register from file
- 4.2 Real-Time register
- 4.3 Registering without Video Source



4.1 Register from file

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

Follow the steps below to work with this environment:

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

	noc <u>sport</u> °
	File Tools Help
anne.	Real-Time Register
	Register without Video Source
	Register from File 🔶
	Presentations
	My Analysis
	Nacsport Training
	Nacsport Elite

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

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

To create a category template, click

To open a category 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.



Segundos

Click the video to pause the playback. (The video will go back for the time you have set in the box)

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

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

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

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

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



Example:

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

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



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

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

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

Categories' menu :

Descriptors' menu:

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

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

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	Clic para recarga			>>>>>>>	Clic para rec
24:29	POSSESSION VI			24:29	1st half
24:35	- Shot			24:35	GOAL KICK
24:40	1st half	-		24:40	Good
24:46	GOAL KICK VISI		X	24:46	visitor player
25:11	1st half	visitor player 1		25:11	1st half
25:11	TURN-OVER LO	visitor player 2		25:11	TURN-OVER
<	III >	visitor player 3		<	111

Now the category contains the descriptors Good and visitor player 2.

>>>>>>	Clic para	recarqa		
24:29	1st half			
24:35	GOAL KI	CK VISI		
24:40	Good			
24:46	visitor player 2			
25:11	1st half	100		
25:11	TURN-O	VER LO		
<	111	>		

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



PASSES LOCAL	111 - 1	10000	Audio note	
115 TURN-OVER VISITOR	1.0	Notes		~
THE POSSESSION VISITOR	12.5 111	0.0008		
1:40 TURN-OVER LOCAL	1.0			
140 POSSESSION LOCAL				100 million (1997)
1:41 NOT PLAYING	1.0			w.
1.51 THROW IN VISITOR	111 -			
	> 88			~

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



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 category template to register actions.

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

Follow the steps below to work with this environment:

1.- Connect the camera to the PC

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



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

🖻 💿 = † 🎽 🕨	IASKETBALL		¥ 6 8	ocar en BASKET	BALL	,p
Organizar • Nueva	carpeta				10 +	
ጵ Favoritos 🎉 Descargas 📰 Escritoria	Nombre	Fecha de modifica nto coincide con el cr		Tamafo		
Stiso recientes Dopbox Este equipo Documentos Documentos Stroitorio Documentos Invidenes Minica Videos Acer (C)						
Nombre: Tipo (.mg	ю					

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 category template to record the actions of the generated video.



6.- To start the video capture, click

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



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





To pause the video capture click oxplus

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.

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

Example:

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

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

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

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

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

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

Categories' menu :

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

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.

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	Clic para recarga	
24:29	POSSESSION VI	
24:35	-Shot	
24:40	1st half	
24:46	GOAL KICK VISI	<u> </u>
25:11	1st half	visitor playe
25:11	TURN-OVER LO	visitor playe
<	ш >	visitor plays

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

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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

1113 PASSES LOCAL 10 A	and the second s
the second s	1 A A A A A A A A A A A A A A A A A A A
POSSESSION VISITOR 1 d	
140 TURN-OVER LOCAL	
POSSESSION LOCAL	
THE NOT PLAYING	<u> </u>
151 THROW IN VISITOR 14 V	

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



4.3 Registering without Video Source

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

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





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



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





4.- To register actions.

Click Click to start 1º period

to start registering.

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



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

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

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

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

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

Example:

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

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

Click 🞽 and the register control window will be minimized.

To stream data on realtime in the same local network click on \square (see 8.2)

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To stop registering the event click

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

End of event



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.

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

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 <u>and add</u> 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.

noc <u>sport</u> *
File Tools Help
Real-Time Register
Register without Video Source
Register from File
Presentations
My Analysis 🔶
Nacsport Training
Nacsport Elite

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



Double click on database and click

Choose the video and click **Open.**



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





5. Timeline

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

5.1 Timeline icons

5.2 Timeline Tools

noc<u>sport</u>

5.1 Timeline icons





5.2 Timeline tools

- a. Show/hide register list
- b. Presentations
- c. <u>Make a video</u>
- d. Frame maker
- e. <u>Compare actions</u>
- f. <u>Synchronize Timeline</u>
- g. Drawing tool
- h. Add database to Timeline
- i. <u>Register properties window</u>
- j. <u>Data matrix</u>
- k. <u>Timeline options</u>
- I. Actions searcher
- m.<u>Export</u>
- n. Access to the moment a descriptor appears
- o. Link two videos to a single database



5.2.1 Show/hide register list

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



Registers can be shown by categories or chronological order.





5.2.2 Presentations

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

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ч	SHOT LOCAL		10.40		-	TURN OVER VISITOR #4			Figer locitur originaria		10.00	Inthal	
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а.	SHOT VISITOR		00.00	5		TURN OVER VISITOR #6			epergis hubol .mp4			THE NAME	
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				110	100	TURN OVER VISITOR #13	19.24	19.34	ejempkis hutboll mp4			Tel Sal	

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.

n									Pier	entatio	ns - Fiè	e: Pre	sent	stion	25 junio	2015	11_55 AM			: •	- ×
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																				_	
								s	dect ti	he reg	ister	s and	i pri	155.			" key to add regi ected list.	sters fr	om the	Time	line into

Select register you want and press the key number **3** to add them to the list.

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

To delete a list click 💼.

You can also make a presentation with all the registers in the timeline by clicking and then choosing **"Make a presentation with the contents of the timeline"** option.



To edit registers from the presentation:

it will be shown in the presentation.

it will be shown in the presentation.

To add a picture, click

To edit a register from the presentation, double click it or click $oxed{1}$.



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

To add a drawing, click *M* at the moment of the video you want to It will be saved in your database so

at the moment of the video you want to. It will be saved in your database so

008:00 0:08:06 0:08:12 0:08:00 008:06 0:08:12 TURN-OVERWSITOR #6 TURN-OVER WSITOR #6



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

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



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

To add an audio note click \square (see 5.2.17) To go to the next register, click \square .

To edit the presentation:



You can organize the presentation in some different ways:

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

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

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

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

To create a front page click 😟

, k 6	*	5	18		••••	Po Sia Esc	na fa pa o kiji po	ibur Al I	dite		Çalar	ŀ		+	•
							14	:					5		a picture

Click or 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.

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					rocapaci
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	and other	Inter State			bere ENG of
		ange tell an	Enter the registers and pro-	Brind the supplement of press of the supplement	Evicial the completent and protein discussion for an evice of the completent and protein discussion of the completent discussion of



You can also order you registers in different ways, by clicking D an then choosing one of these

	Order the selected list	•	\checkmark	Ascending order
√	Show Start Time			Descending order
~	Show End Time			Name
√	Show Speed			Time
√	Show Video			Colour
~	Descriptors / Notes			Video name
_	Notes / Descriptors			

options:

Nar	ne	:	Т	ime	2:		Co	lou	r:
1		SHOT LOCAL	1	P	SHOT LOCAL	00:00:00	5		TURN-OVER VISITOR #:5
2		SHOT LOCAL #1	2	P	TURN OVER LOCAL	00:00:00	6		TURN-OVER VISITOR #:6
3		SHOT LOCAL #2	3	P	SHOT VISITOR	00:00:00	7		SHOT VISITOR #1
4	2	SHOT LOCAL #:3	4	E	TURN OVER VISITOR #1	00:00:01	8		SHOT VISITOR #2
5	1000	SHOT LOCAL #4	5		TURN-OVER VISITOR #2	00.49.12	9		SHOT VISITOR #3
6		SHOT VISITOR	6	P	TURN-OVER LOCAL #1	01:37:15	10		TURN OVER LOCAL
7		SHOT VISITOR #1	7		TURN-OVER VISITOR #3	0216.09	1000		
8		SHOT VISITOR #2	8		TURN-OVER LOCAL #2	02.41:13	11		SHOT LOCAL
9		SHOT VISITOR # 3	9	P	SHOT LOCAL #1	02.42.12	12		SHOT VISITOR
10		TURN OVER LOCAL	10	E	TURN OVER LOCAL # 3	04:03:13	13		TURN-OVER LOCAL #1
11		TURN-OVER LOCAL # 1	11		TURN-OVER VISITOR #4	04:21:00	14		TURN-OVER LOCAL #2
100		THE REPORT OF TH	120		AURTINAL PA	100 100 000		_	-

To add an external audio file to the presentation click on \square



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



To import a presentation:

To import a presentation, click



Search the .PRE file you want to import.

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The Star recienter	Abadges	diversion and	Anti-House PME	488.19	
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	A 00000000.000	24/26/2018 10:11	Active THE	40.00	
A Line applyin	A Micategoria Lare	24/11/WH 12/01	Active PNE	440+0	
Stronger	A th anti-parts 2 pre-	DODLIDS SAID	Annos HIE	440.10	
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for Pad					
in the second	Presentación 12 Nobrero 1211 de 201944. CO	ARCE and		Lano .	

Select lists you want to import and click

Lists to import:





Imported lists:



Import videos into a presentation.

There are 2 options:

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



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

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



Import images as front pages into a presentation.

There are 2 options:

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



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

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

Copy, cut and paste registers in the presentation.

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

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

Change the name/colour of several register at once.

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

5.2.2.2 Show a presentation

To show a presentation, click



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

<u>e si</u>	IOWII.
~	Insert text
~	Notes
~	Descriptors

To show notes and descriptors of a presentation, click

Nacsport Elite

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

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

You can show the previous or next register by clicking old K

To show the video on full screen, click 🖽

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

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 Produce the selected list Produce all lists in separate files Produce all lists in a single file

drop-down menu

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

	Make inde	ependent movies: Presentations	×
Video			
	Format mp4 🗸	Quality HD 1280i (16:9)	
Split	files	Save and produce	



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	Real and a second secon	ai i			
	Navevo registrio 17 junio 2015 01,27 PM/ve regist (* regist)				

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





or by pressing keys **1** and **2**.





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 an then click $extsf{main}$.

100	an E_ lodtut olqu	6 +	
N	tostrar descripto	res	
• 0	ategorika (13)	• Todo	
	TURN-OVER VISITOR	00.00	R.
2	TURN-OVER VISITOR	00.41	00
- 3	TURN-OVER VISITOR	01.53	-
	TURN-OVER VISITOR	03.37	
5	TURN-OVER MISITOR	05.25	œ
	THEN OVER		.

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





To add an external audio file to the video click **Nacsport Elite**





And then click 🖬 and choose the file you want

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

				2
🖯 🛞 + 🕂 🍑 k New Japela		v 6 Beire	Neva Cepeta	÷
Organizar = Nueva carpeta			10 ×	
Image: Second	Yangin elevente sançale con el col	terio de bioqueto.		
Nambre Type mpl (: npl)		-	der Cancel	



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 **I** to draw in current frame
- Click \square to save the actual image a .jpg file.
- Click To save all images as .jpg files.
- Click to play all the images.



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 **I**.

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

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

To see the videos on full screen, click \square .



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 \square .

n Move	registers - Nacsport Elite	x
Category	Move registers	×
Change start of register	Time	
Change end of register	0 🛓 Seconds	
Move registers		
O From the beginning of the	e video	
Using the current video to	ime as start point (09.53:16)	~

Look in the box for the category you wan to modify if you want to modify all the registers of a single category.

Look for Move registers

select how much time

🔄 all the registers of you database.

Select what you want to modify (beginning or end of a register, or moving the time of a register) and then



in positive to move to the right in negative to move to the left.



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 is or is respectively.

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

If you want you 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 **H**.

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Databases Naceport [27]	Database	Valeo	Date	Registers*	Linked sciece	T
bete [6]	1 HO JOE LIGA BOVA Ceta - Sevilla nati	HD 236 LIGA 89VA Ceka - Sevila repl	15-06-2015		C1User/Waciport/Decktop/HD 2011/554 (EVI), Celta - Sevilla med	1
giota[4]	HO JACIUGA ADELJANTE Las Painies	HD JAD UGA ADELANTE Lei Palman - Alteres mol	10/06/2015	278	142 LIGA ACELANTE Las Palnas	
	3 Namo segens 11 paris 2015 05, 44 PM run	HO JA2UGA ADELANTE Las Palmas - Alexes and	11/06/2015		4240 HOLIGA ADELANTE Las	1
	HO JACIUGA ADELANTE Las Palmas	HO JAD UGA ADELANTE Les Paines - Alexes and	10/06/2015		142LIGA ADELANTE Las Patras	
	HO JA2 USA ADELANTE Legarer - Zeparate date	HD J42UGA ADELANTE Legene - Zwatora not	05/06/2015	304	142LIUA ADELANTE Legenes	l
HD J36 LIGA BRVA Ceta - Sevila nac	Kueno registro 11 junio 2015 05_41 Philmac	HD HOUGA ADELANTE Legener- Zenation med	11/06/2015		ADHO MQUISA ADELMITE	i
	HD JATUSA ADELANTE Mirender-	HD JA2 LIGA ADELANTE Mirander I Medicina mod	00/06/2015		JAZUSA ADELANTE Hirander	l
HD J42 LIGA ADELANTE Legaver - Zarapota nac HD J42 LIGA ADELANTE Meander - Melosa nac	HD 342 UGA ADELANTE Numeria	HD JK2 USA ADELANTE Numercia Terrete not	10/06/2015	292	4240 JICLIGA ADELANTE	í
- B HD J42 LISA ADELANTE Numarcia - Teresteriaci	NO 342 LIGA ADELANTE Partenadra	HD J42 USA ADELANTE Porteradine - Alcendere -	10/06/2015		14210GA ACELANTE Portmadro	l
HD 342 LISA ADELANTE Portenadive - Accountee HD 342 LISA ADELANTE Receasivo - Racekine E nec	10 HO JACUGA ADELANTE Recentio	HD JAP UGA ADELINTE Recention- Bacelona Burel	11/06/2015		JA2LIGA ADELANTE Receative-	j
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E HD J42 UGA ADELANTE Sabadel - Quatura, 2nac	12 HD-H2105A ADELANTE Sakadel- Dissues Trac	HD HOUGA ADDILANTE Sabade	11/06/2015		JAZUGA ADELANTE SIDAGA	
	13 HO JA2UGA ADELANTE Sebadel Diserver nec	HD JA2UGA ADELANTE Sabadet : Disavar not	11/06/2015		JAZUGA ADELANTE SIGNAF	
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- JAT LIGA ADELANTE Sporting - Sabadel, 5 nac	16 JHT USA ADELANTE Sporing - SabadaEnac	JAT UGA ADELANTE Sporing - Sabadel rep4	06/06/2015		ITUHT LISA ADELIANTE Sporting	
JH1 LIGA ADELANTE Sporing - Sabadel_6 nac Riverso registro D4 junio 2015 01, 53 PM zucc	11 HIGH ADELANTE Sporing - Subadel 2 na	AT LISA ADELANTE Sporing - Sebadeling-4	13/06/2015		ATUAL LIGA ADELANTE Souting	

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 **I**.

To add a picture to the register, click on 🔼

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

To add an audio note click	느	(see 5.2.17)
----------------------------	---	--------------

To add a descriptor, select one in the descriptor list and click $oldsymbol{\mathbb{F}}$.

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 \mathbf{M} . To go to the previous register, click \mathbf{K} .



5.2.10 Data matrix

In this window you can see in a clear and quick way all the categories and descriptors. You can consult numerically all the actions registered and see them immediately.

To access to the data matrix, click $oxplus_{}$

-

Hugga clic en los recutados para mendetar los adgistros Subra Contactor a dos adgistros Cardo Autor Cardo Autor Mana Mana Mana
John Image: Construction of Constructin of Construction of Constructin of Construction of Constr
 Show by Categories Show by Descriptors
To add a selected register in the data matrix to a presentation, click is already opened.
To produce a video with the register selected in the data matrix, click $\begin{array}{c} \blacksquare \\ \blacksquare \end{array}$
To open the register properties window, double click a register or click Save as a picture
To export the data matrix, click and choose one of these options

Customized Matrix

To make a customized matrix click on \blacksquare and select "customized matrix" option.



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


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

You can save the customized matrix clicking on $m \Pi$.

To open an already made cu	stomized matrix you ca	an select the proper	option on the b	ox at the left of an
opened matrix or clicking or			•	
opened matrix or clicking on	1			

You also have a list with the 10 latest used customized matrix which you will find by clicking on \blacksquare or in the box at the left of an opened matrix

Multiple matrix

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

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



Click

Simple data matrix:

C III III III III	Matty de debts - Bese de debt Diow by Categories Show by Descriptor		ut i	ec.					- 5		
0											*
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Matrix types	POSSESSION VISITOR			11				1.61	- 10	2	
555 ncm	THROW IN VISITOR								7	7	
gnom	PASSES VISITOR	40							48	44	
55 nem	SHOT VISITOR								3	1	
x,both	CORNER VISITOR								1	1	
25 scm	BUILDING OP VISITOR								3		
25 NOT	COUNTER VISITOR								1	1	
estellegie zwegoze.ncm	GOAL KICK VISITOR								1		
12 ACM	NOT PLAYING								30		
18 Ages	POISE SSION LOCAL	24			1.81		15		21		
20xcm 10xcm	PAGE SLOCAL	-							54	54	
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Multiple data matrix:

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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

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Select a list and click \blacksquare

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Click on the results to show the registers	Lat half	Average	Bad	Contro	Good	Left	Fught	Yotal		5
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Submatrix

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

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

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



Click on Sub Matrix tab to see you new submatrix



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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): Right click the name of the category to be edited. Select Edit category

name and click

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

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

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

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

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.** Registers from this database will be automatically added to previously opened database.

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.



5.2.12 Actions searcher

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

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

To access to actions searcher, click



Select database you want to search in and click **Select** to start searching actions.

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



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

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

To see selected register, click

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



5.2.13 Export

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

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



To export, click and select desired option

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5.2.14 Access to the moment a descriptor appears

In **Timeline**:

1-Click Show descriptors

- 2- Insert backwards motion (in seconds) to view the descriptor Playback lead-in
- 3- Click the register with descriptor(s) to be viewed.



4- Click the descriptor to be viewed.

Centre	03:39
2 POINTS MADE	03:39
1st Q	03:39

In Data Matrix:

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

3- Click the descriptor to be viewed.



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5.2.15 Link two video to a single database

This tool will allow users, in the case of having two angles from a same event, to review actions simultaneously and select their favorite one out of both videos to be displayed in the presentation later.

Example: a same Timeline can be used with the video offered by TV broadcast and other video obtained by your own camera.



To **link two videos to a same database**, follow these next steps:

- 1- In the software main menu click **Nacsport Databases**.
- 2- Double click the first database to be linked to another video.
- 3- Click Timeline.
- 4- Click and select Link a secondary video.
- 5- Double click the name of the video.
- 6- Play the videos and stop them in the same moment to sync them.
- 7- Click Link videos.



5.2.16 Make an audio note

1- 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 \square .

2- From the register properties window:

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

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



c)Click Start recording.

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

3- From presentations:

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

b) Click **H**.



c)Click Start recording.

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

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5.2.17 Notes and descriptors' searcher

a) In the Timeline click Ricon.

b) Choose between making a search by notes or descriptors.



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





5.2.18 Dashboards

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Charts

The charts 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 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 clic on "Same colour for each series"

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.

Nacsport Elite





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



Labels

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

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

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

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

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

, 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:

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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



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** n the label will you the text you set for it

Label without nickname:

Free kick Side Shot Drill In the area = 0

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

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

Amount of actions happened:

Amount of time during the actions took place:

Label with nickname:

Free kick | 0

Possession A: 119

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

a percentage, to see it as a absolute value click on Absolute value

Percentage

Absolute value

On target = 3/15

Possession A: 35:42

On target = 20%

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:



Nacsport Elite



Alarm 3:



area = U



6. My analysis

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

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- general 41	HO JA2UGA ADELANTE Las Painas - Aleves nac	HD JAD UGA ADEUNITE Lei Palman - Alavies noti	10/06/2015	278	INCUGA ACELANTE Las Palman	
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	1 HO 342 UGA ADELANTE Legener - Zerbeite net	HD JA2LIGA ADELANTE Legener - Zenepos not	05/06/2015		142LILA ADELANTE Legener	
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HD J42 LIGA ADELANTE Legares - Zarapota nac HD J42 LIGA ADELANTE Meander - Meloca nac	E HO 342 USA ADELANTE Numerica- Terrefector	HD J42 UGA ADELANTE Numercie - Tarrente molé	10/06/2015	292	4240 JULIGA ADELANTE	í
- B HD J42LISA ADELANTE Numarcia - Terestervac	ID 42 USA ADEUANTE Portenadora	HD J42UGA ADEUANTE Pontematine - Alcences and	10/06/2015	257	J4213LA ACELANTE Portmedre	l
	10 HO HOUGA ADELANTE Recession	HD 342 UGA ADELIAITE Recession - Bacelona BireA	11/06/2015		JA2LIGA ADELANTE Recentive	l
HD 342 LISA ADELANTE Sabadel - Oracuna nac HD 342 LISA ADELANTE Sabadel - Oracuna, 1 nac	HO 342 LIGA ADELANTE Sabadel - Duanza 2 mil	HD JA2 USA ADELANTE Sabadel Oranara mpa	15/06/2015		AULIA ADELANTE SIRANE	
III HO J42 UGA ADELANTE Sabadel - Osatura, 2nac	12 HD M2105A ADELANTE Sabadel-	HD HCLIEA ADELANTE Subadel	11/06/2015		HELIGA ADELANTE SIGNAL	1
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- JAT LIGA ADELANTE Sporing - Sabadel, 3 nac	15 HT USA ADELANTE Sporing - Sakadel, 3 na	HI USA ADELANTE Sporting - Sabadat inpl	13/06/2015		ATUAT LALA ADELANTE Source	ũ
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To access to presentation, timeline or registering environment, double click the name of any green database you want and choose want you want to do.

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SD J37UGA ADEUNTE Malore	Petrovat H0 J421/GA ADELANTE Legener -	HD JIQ LIGA ADELANTE Legener - Zensona roli	01/06/2015	204	JA2 LIGA ADELANTE Legenes
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SD J38 LIGA ADELANTE Grone - SD J38 LIGA ADELANTE Legener		50 HE-USA ADELANTE Genra -Lugsarp4	08/06/2015		C*User/Nacipor/Dedite/SD /42 LIGA ADELANTE Geore - Luco rick
SD J38 LIGA ADELANTE Maande SD J38 LIGA ADELANTE Nasian		10 JACUGA ADELANCE Belle Topping red	08/06/2015		45/50 H2USA ADELANTE Best
	C HO MOUSA ADELMITE NUMBER	PD 342 LIGA ADDLANIE Nonarcia	10/06/2015	210	KTORD JAZUNGA ADELANTE
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SD 140 LIGA ADELIANTE Bells - A	HO JIC UGA ADEUNTE Lei Palsei -	HD J42UGA ADELANTE Las Patras	10/06/2015		JAZ LIGA ADELANTE Las Pakias-
SD 143 LIGA ADELIANTE Plecies	HO AZUGA ADELANTE Porteradra	HD J42 LIGA ADELJANTE Portenden - Alconomed	10406/2015	257	HE LIGA ADELANTE Porteriadora
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	10 Nuevo registo 13 junio 2015 07_43 PM nac	OTTINE	13/06/2015		OFFLME
HO JA2USA ADELANTE Numarcia - Tan		vici JHT LIGA ADELIANTE Sporting - Sabadet.mp4	13/06/2015		4TUAT LIGA ADELANTE Source

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

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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



<u>Choose folders' path</u>: 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

<u>Open databases folder:</u> Click **(** icon.



<u>7. Tools</u>

- 7.1 Merge and convert video files
- 7.2 Import/Export .XML Files
- 7.3 Import databases from Tag&Go
- 7.4 Import OPTA databases



7.1 Merge and convert video files

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

To use this tool, follow these steps:

- 1- In the Nacsport main menu, click on Tools.
- 2- Click on Convert MPEG-2 to .AVI.



3- Click

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

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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.



7.3 Import databases from Tag&Go

In Main Menu, in the tools section, select Import/Import from Tag&go

Click and select database to import.



7.4 Import OPTA databases

In Main Menu, select **Import/Import F24 Opta**Click and select file to be imported
Click and select video to be linked
Click Create Nacsport DB



8. Annex

- 8.1 Import and export databases
- 8.2 Real time streaming
- 8.3 Nacsport on the web
- 8.4 Update 2.200



8.1 Import and export databases

Import and export Nacsport databases is as easy as copy the database you want and paste it in another PC.

Export:

You can use 2 different methods:

- 1.- From My documents folder
 - 1-Go to My documents folder.
 - 2- Open NAC SPORT DATA folder
 - 3- Open Databases Nac folder
 - 4- Copy the .NAC files you want from this folder

2.- From Nacsport databases

- 1- From Nacsport main menu click Nacsport databases.
- 2- Select the database you want to export.
- 3- Right click the database and click **Copy**.

Import:

You can use 2 different methods:

1.- From My documents folder

- 1- Go to My documents folder.
- 2- Open NAC SPORT DATA folder.
- 3- Open **Databases Nac** folder.
- 4- Paste .NAC files you want from this folder.

2.- From Nacsport databases

- 1- From Nacsport main menu, click **Nacsport databases.**
- 2- Right click any folder and click **Paste to import** an already copied file.



8.2 Real time streaming

This tool allows you to stream in real time all the data you get while registering an event through a local network and into any device in that same network

Streaming from registering environment:

To do this click on in the registers control window in the registering environment.

To stream a dashboard click on 🛄 select the dashboard you want to open and click on



Set in any internet browser in any device your computer's IP. You can find you IP in the upper-left corner of you window



To change the streaming settings click on



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

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

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

To create presentation's lists automatically with the registers you select in the devices receiving the streaming click on Make remote client list presentation files

To not stream the plays in real time click on 🛛 🗹 Do not stream the Play by Play

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

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





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

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



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

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



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

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In this environment you can see all the actions registered in the event. To do this click/tap on \checkmark to

produce the action in the PC, then click/tap on \bigcirc to see the action at you device.

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

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



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

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





8.3 Nacsport on the web

E-mail: info@nacsport.com

www.Nacsport.com

Facebook

Twitter

<u>LinkedIn</u>



8.4 Update 2.200

1 CATEGORY TEMPLATES/ REGISTER OF ACTIONS

1.1 Dashboards



Charts

The charts 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 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 clic on "Same colour for each series"

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 players you want, select "Relative to a group" and select the group which contains all the players.

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

Example:

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



Labels

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

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

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

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

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

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

To make a data label click on 逆 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



to change the colour of the label click **Nacsport Elite**





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

Label without nickname:

Free kick Side Shot Drill In the area = 0

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

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

Amount of actions happened:

Amount of time during the actions took place:

Possession A: 119

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

a percentage, to see it as a absolute value click on Absolute value

Percentage

Absolute value

On target = 3/15

Possession A: 35:42

On target = 20%

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:





Label with nickname:



2 REGISTER OF ACTIONS

2.1 Real time streaming.

This tool allows you to stream in real time all the data you get while registering an event through a local network and into any device in that same network

Streaming from registering environment:

To do this click on \square in the registers control window in the registering environment.

To stream a dashboard click on 🛄 select the dashboard you want to open and click on



Set in any internet browser in any device your computer's IP. You can find you IP in the upper-left corner of you window



To change the streaming settings click on ${f \dot{x}}$



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

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

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





