

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 HDMI (recommended) port or 1x VGA port

Video storage

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

Useful links

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

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

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

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

External Hard Drive:

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

1. Keyboard shortcuts

[1.1 Video player](#)

[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

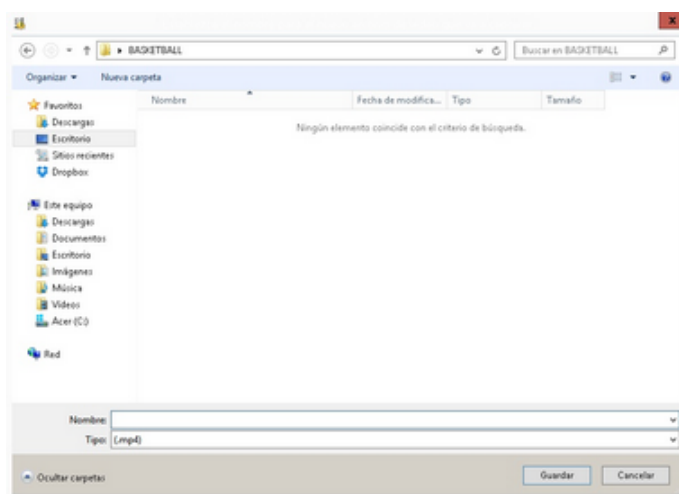
Real-Time register is the environment where videos can be viewed from an external source (video camera, video converter, etc.) connected to the FireWire port of the computer. While a video file is being created (digitized) with external images, user can use a category template to register actions.

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'.

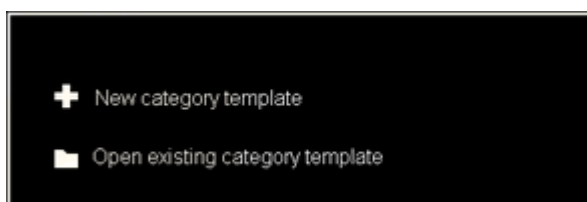


3.- The video will be in .MP4 format and compressed quality.

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

To create a category template, click on .

To open 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 **+**.



Template example:



4.2 Descriptors:

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

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

For example:

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

User can register actions and click descriptors as follows:

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

4.3 Creating descriptors:

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

1-On the category screen:

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



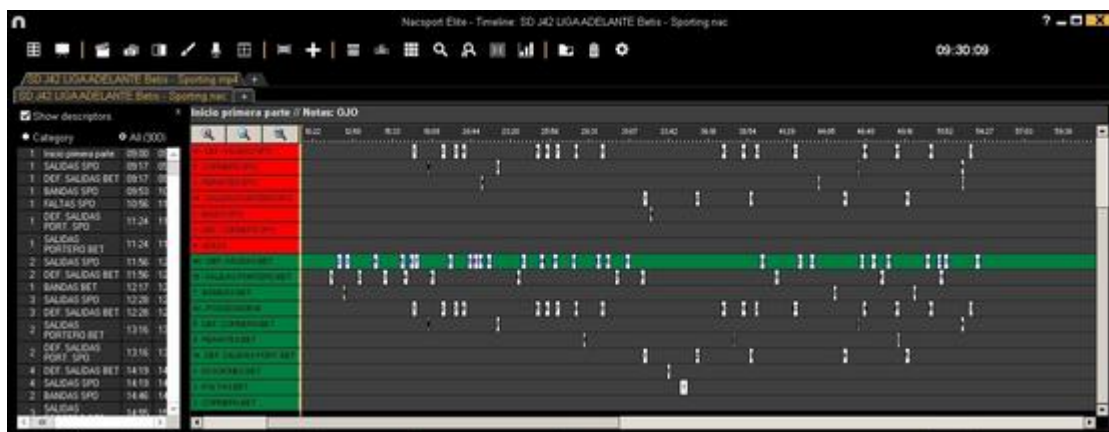
5.- To start the video capture, click .

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

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



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



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

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

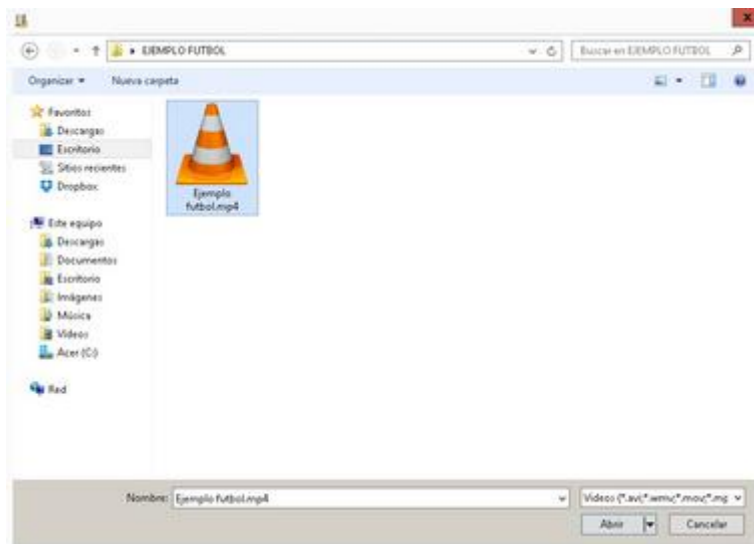
2.2 Viewing and recording from file

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


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




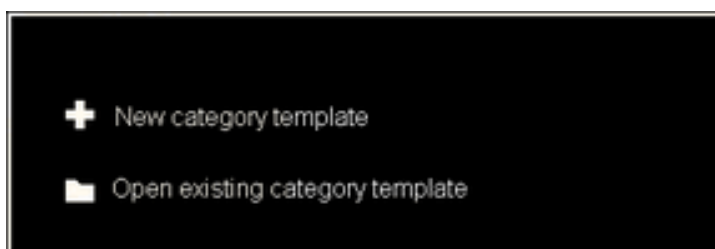
2.- Select the video file you wish to watch and click Open.



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

To create a category template, click .

To open a category template, click .



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

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

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

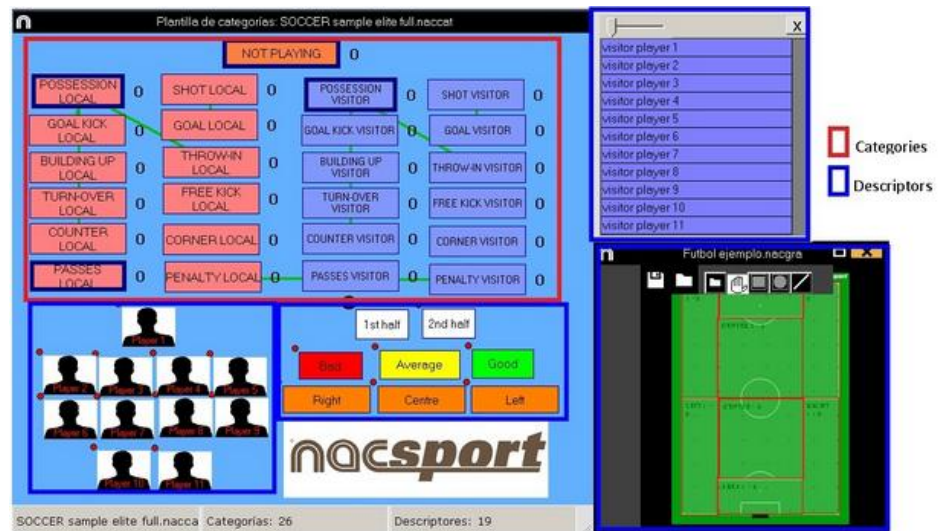
This program (**Nacsport Elite**) offers unlimited buttons to distribute between categories and descriptors.

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 **+**.



Template example:



3.2 Descriptors:

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

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

For example:

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

Descriptors (players) = Lehman, Jansen...

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

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

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

User can register actions and click on descriptors as follows:

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



3.3 Creating descriptors:

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

1-On the category screen:


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


2-As an independent descriptor template:

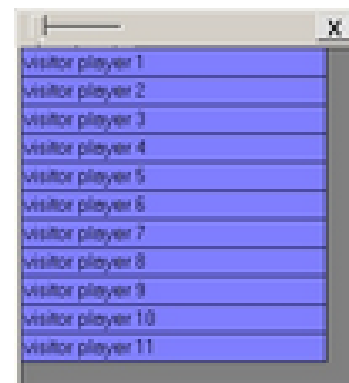
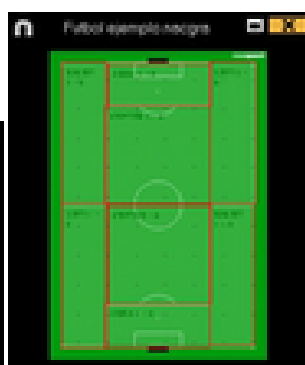
Click  to open the following window. To add descriptors, enter the desired name and click .



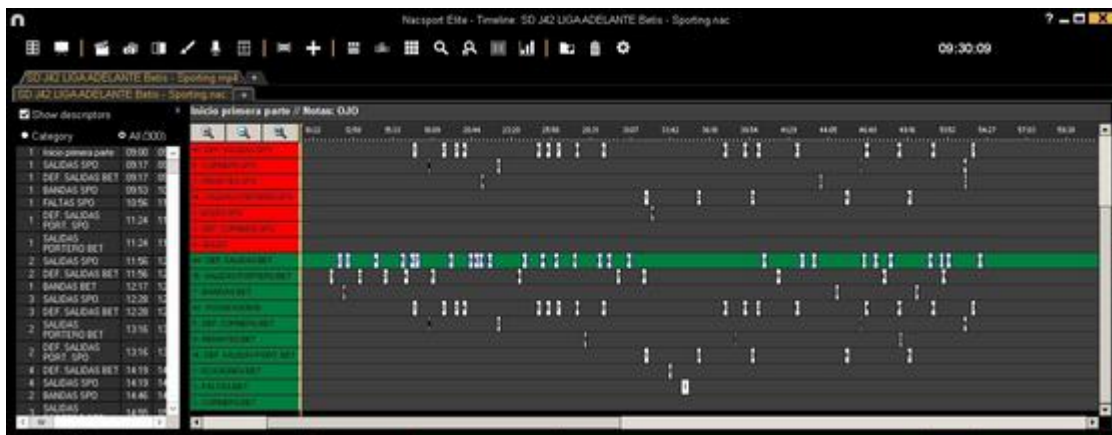
4.- To record actions

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  to open the record editing environment (Timeline).



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



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

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

2.3 Register without Video Source

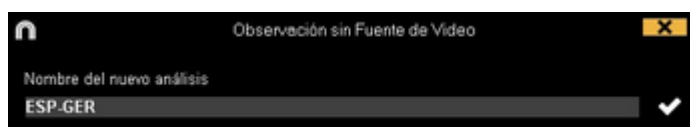
Actions from a sport event can be registered without a video opened or a capture device connected to the computer. For example: while one person is recording a sport event, another one can be on the other side of the pitch registering actions.

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


1.- Click Register without Video Source




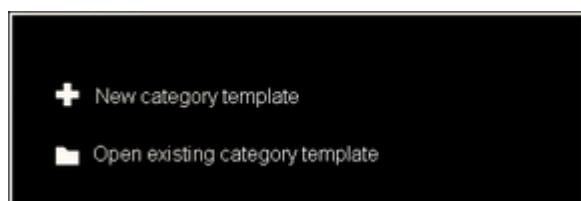
2.-Choose the name of the file to generate and click



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

To create a category template, click  .

To open a category template, click  .



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

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

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

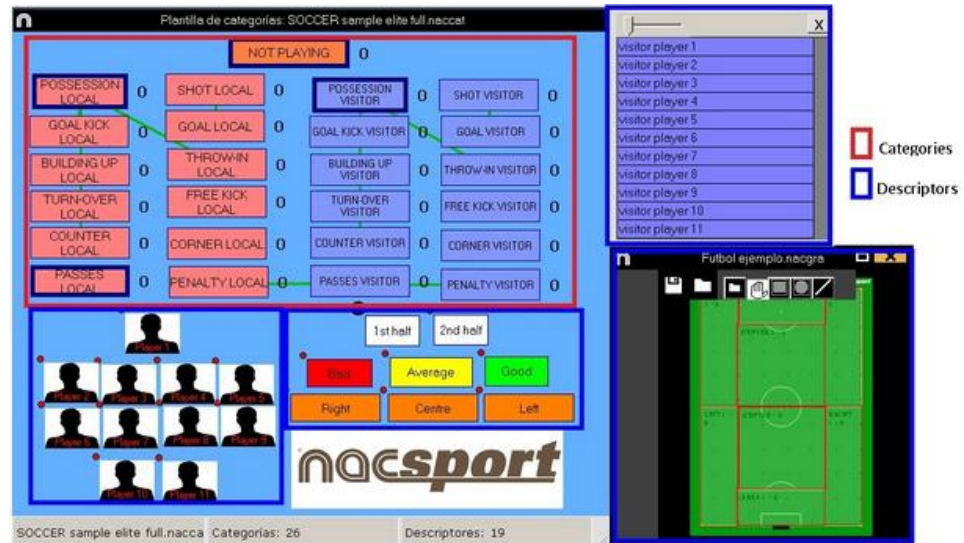
This program (**Nacsport Elite**) offers unlimited buttons to distribute between categories and descriptors.

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 **+**.



Template example:



3.2 Descriptors:

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

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

For example:

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

User can register actions and click on descriptors as follows:

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

3.3 Creating descriptors:

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

1-On the category screen:

Click the button you want and then click option **It behaves as a DESCRIPTOR**, or keeping pressed the Control key and double clicking the 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 registering and then click categories (buttons) created for that purpose, as they arise.



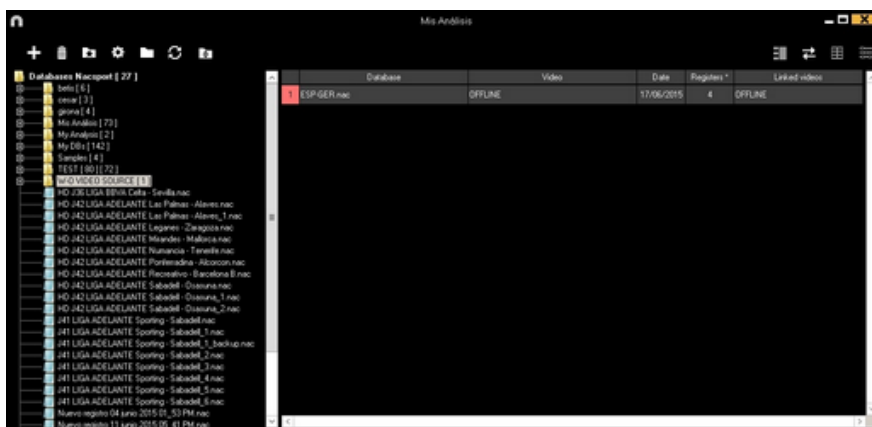
To stop registering the event click .

5.- Link databases with a video

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



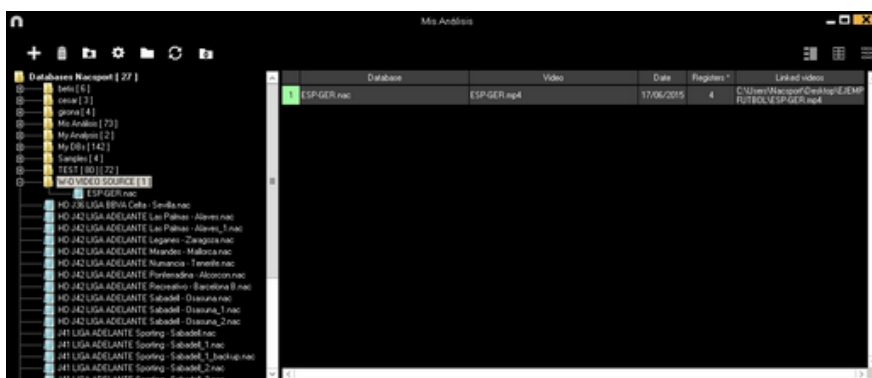
Select database you want to link with (it will be shown in red due it has no video).




Search for video

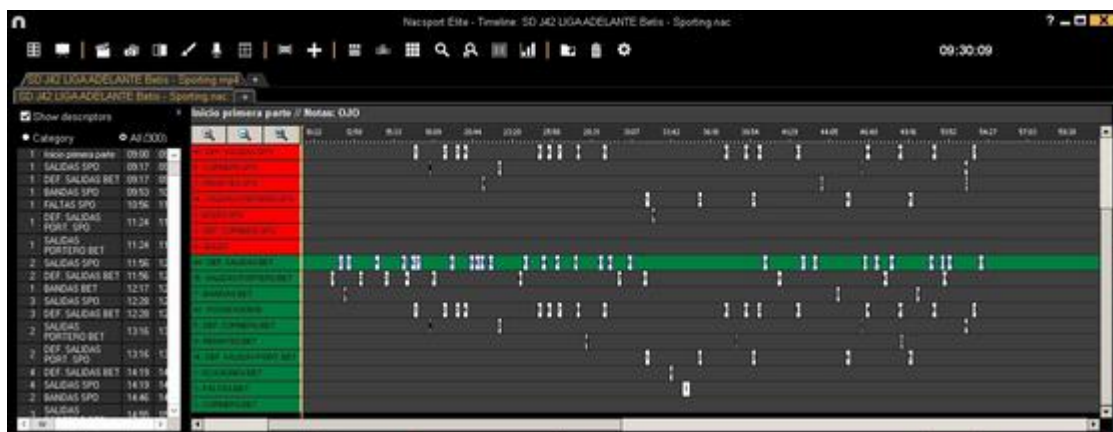
Double click the database and click on

Select the video and click **Open**.



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

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



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

- **Zoom** : you can maximise or minimise the Timeline. To show the entire Timeline, click .
- **Change the start or end of a record**: position the cursor on the left (start) or right (end) of the record and when it changes to . Left click and drag it in one of the two possible directions.
- **Temporary displacement of record** (without affecting its length): place the cursor in the centre of the record and when it changes to , left click and drag it in one of the two possible directions.
- **Add category** (row): Right-click a category (row) and select **Add row**. Then enter a name and click **Ok**. Timeline can stand a maximum of 50 categories or rows (Depending on the number of categories previously created in the buttons template).
- **Edit category name** (row): Right-click the category to be edited, select **Edit category name** and click .
- **Delete category** (row): Right-click the category to be deleted, select **Delete row** and click **Yes**.
- **Duplicate category** (row): Right-click the category to be duplicated and select **Duplicate row**.

2.4 My analysis

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



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

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

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

Following actions can be performed:

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

3. Categories template

[3.1 Categories template icons](#)

[3.2 Categories template creation](#)

3.1 Categories template icons



A) Button properties

- Create a new category (button).
- Create a customized button.
- Delete all categories created in actual template.
- Open window to rename and save category template.
- Add properties of the blue highlighted category to other selected categories.
- Clones selected category (button).
- Categories and descriptor searcher.
- Make a window with independent descriptors
- Create a graphical descriptor (see 5.12)
- Order the data matrix
- Make a dashboard
- Export the template to Tag&Go
- Open an already created template

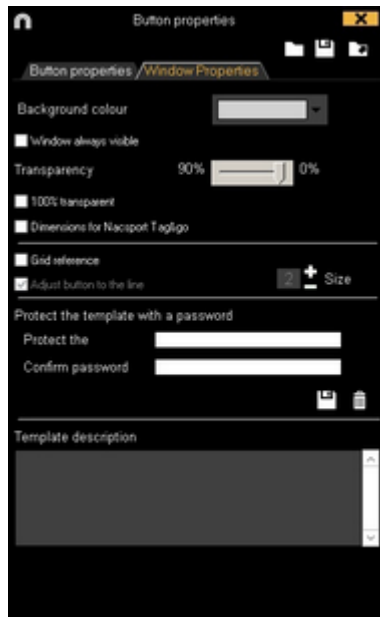
a) Interface

- 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

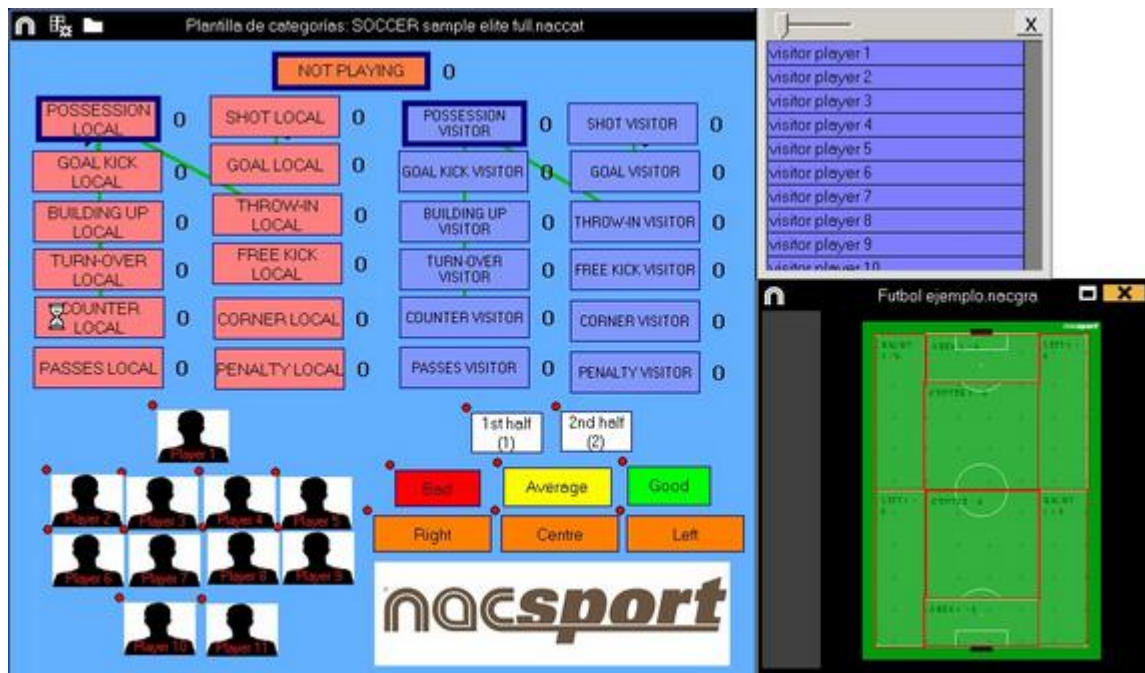


Lock categories template with password.



Delete password.

3.2 Creating categories templates



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  (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  **Manual mode**.

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



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

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

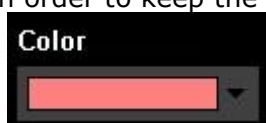
4. Other options for creating categories templates

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

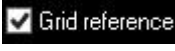
To add an image (picture) to a button, click  and then click  to fit the size of the image to the button.

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


To undo last change, press Ctrl+Z.

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

From Window Properties tab:


To show/hide the background grid click .


To adjust the button to a line of the background grid click .

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

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  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.



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  in the behave tab.

How to load Autolists:


Click  in Timeline.

Select **Create presentation** or **Open presentation**.

If you select **Create presentation**:

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

If you select **Open presentation**:

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

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  It is a "point" action in the behave tab.
- 3- Assign the **Value** and **Team** to the selected button .

Example:

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

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

To view the score in Timeline, proceed as follows:

- 1- In the Timeline, click .
- 2- Select **Show score**.
- 3- The score appears next to the video time in Timeline window and in video player window.

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

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**.

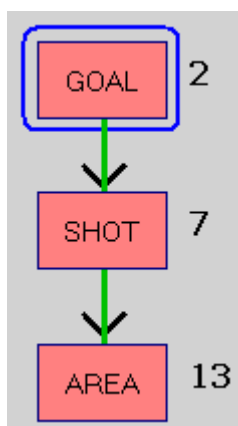


3- Click on to establish the link. Now, every time you click on **Goal**, **Shot** and **Area** will automatically be registered.

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:

- 1 - Click on .
- 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  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  to save the graphic descriptor.

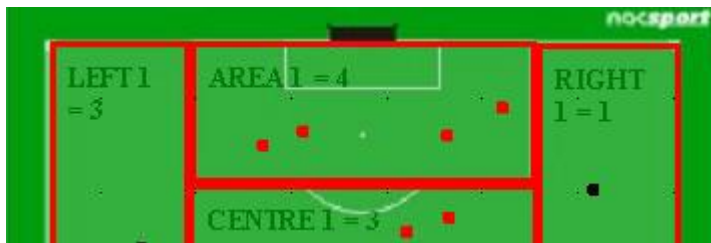
Use of graphical descriptors

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:

- Click  and then, click on the corresponding zone.



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.**

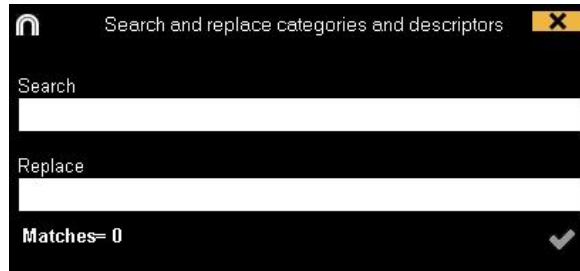
Click  to check that both passwords are the same.

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:

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




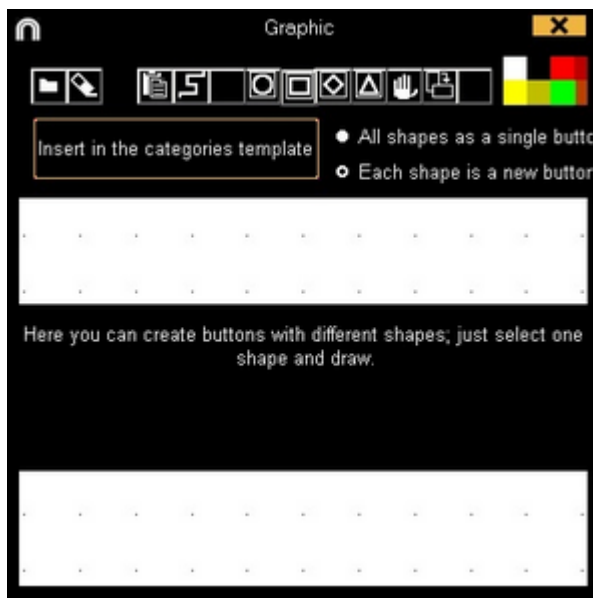
c) Insert new text to replace searched one.

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.

Click the  icon



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.

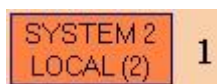


3- Once in the Timeline click on  and choose the rating which categories you want to show.



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:








4.17 Groups of buttons

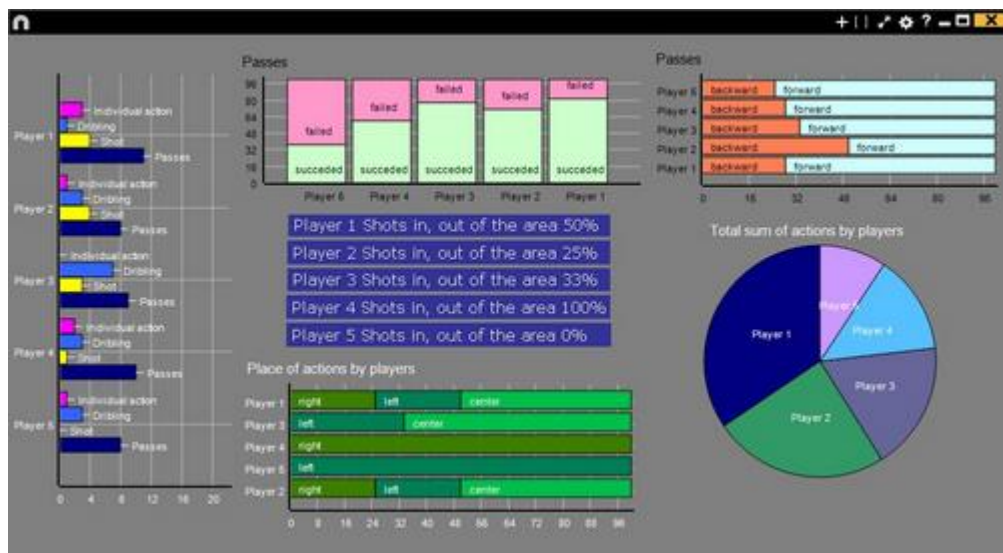
With this property you will be able to make groups of different buttons. To do this click on the tab "Groups", choose the button you want and click on  and type the name of the group.

Example:

To make a group of player choose the players (John, Bob, James)    click on  and type 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)    haga clic en  y establezca un nombre para el grupo . Ahora los 3 jugadores pertenecen al mismo grupo.

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" 

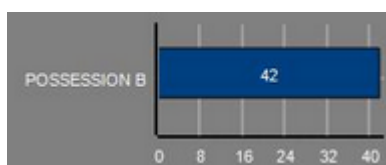
Choose the kind of chart you want to make and then click on the categories and descriptors you want to show. The pie and donut charts can only contain a single category in the case of adding descriptors, the lines chart can contain only categories or only descriptors

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"

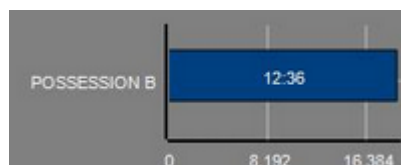
To show the amount of time during an action took place instead of the amount of action happened click on

☒ Values in time mode

Amount of actions happened:



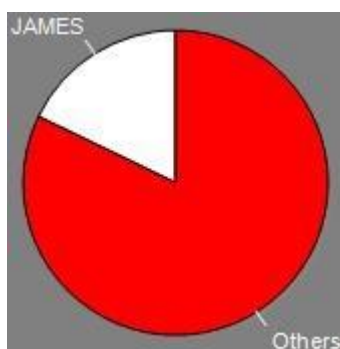
Amount of time during the actions took place:



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  and set a name for the label, to change the colour of the label click




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

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



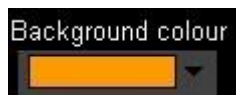
, this label shows a timer which is the time of the actual video .

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

Example:

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

Player 1,Right: 41



To change the colour of the label click

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

Label without nickname:

Label with nickname:

Free kick Side Shot Drill In the area = 0

Free kick 0

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

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

Amount of actions happened:

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.

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.

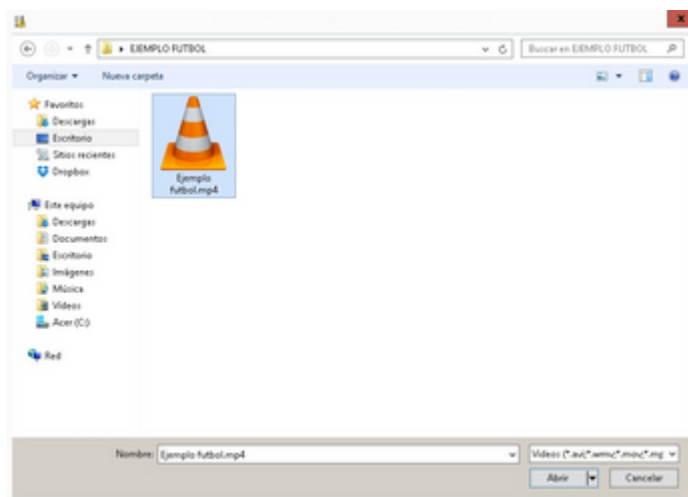


2.- Select the video file you wish to watch and click Open.


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.




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.

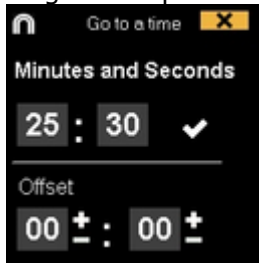
Options for descriptors: Click  and select **Last descriptor sets the end time for the category**. With this option, if a user registers a descriptor beyond the time set for a category, this category will change its final time to include this descriptor within the time of the category. Or **Allow having 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 . This drawing will be saved in you database.

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



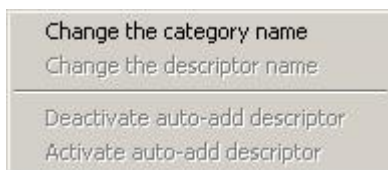
and click .

Click  and the register control window will be minimized.

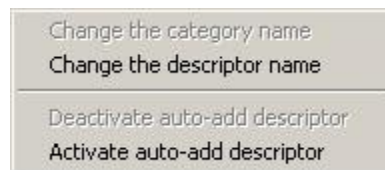
To add an independent text note press the Ctrl key (see annex 8.3 part 1.4)

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

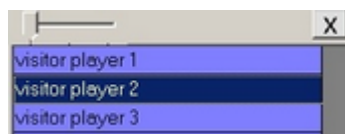
Categories' menu :



Descriptors' menu:



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



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



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

To save the note, click



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



to open the record editing environment (Timeline).

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.

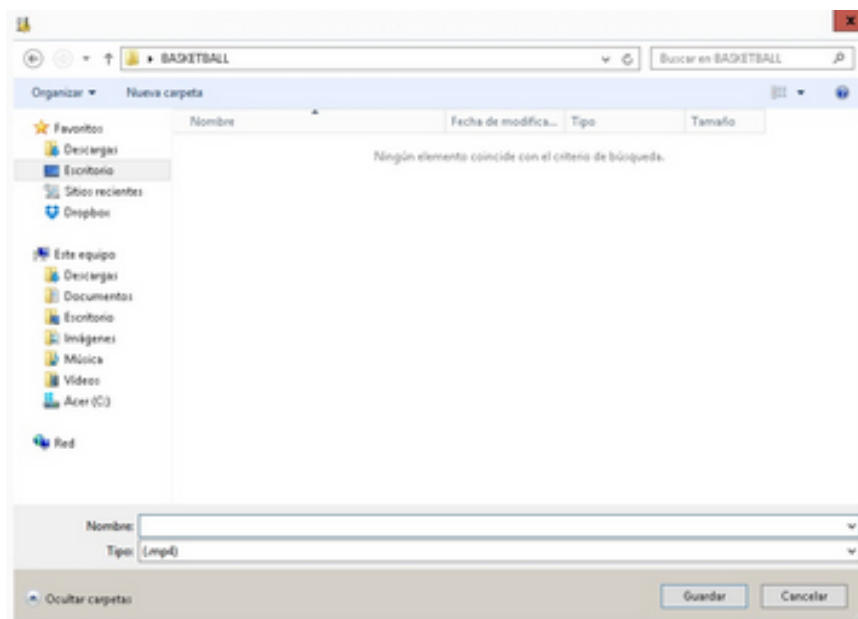
Follow the steps below to work with this environment:

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.




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.

To create a category template, click .

To open a category template, click .



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 .

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 . This drawing will be saved in you database.

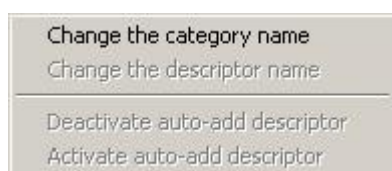
To add an independent text note press the Ctrl key (see annex 8.3 part 1.4)

Click  and the register control window will be minimized.

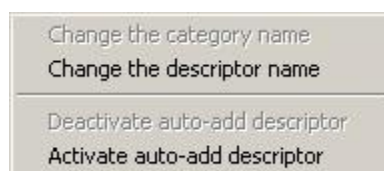
To stream data on real time in the same local network click on  (see 8.2)

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

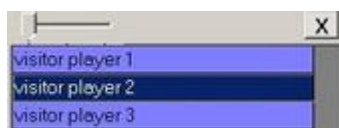
Categories' menu :



Descriptors' menu:




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




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

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

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

To save the note click .



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

4.3 Registering without Video Source

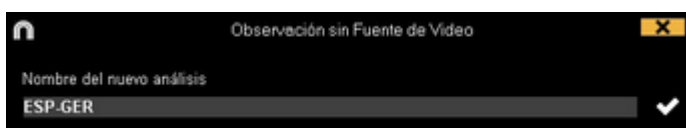
Actions from a sport event can be registered without a video opened or a capture device connected to the computer. For example: one person is recording a sport event and the other one can be on the other side of the pitch registering actions.

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


1- Click on Register without Video Source.




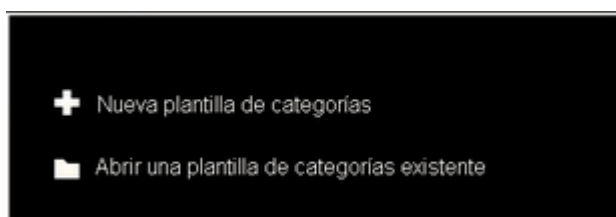
2.-Choose the name of the file to generate and click .



3.- Open or create a 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 .

Click  to start registering.

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




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

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

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

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


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:

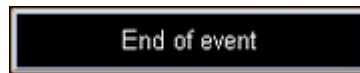
ATTACK ---1ST HALF, GOOD, PLAYER 1, PLAYER 2, PLAYER 1

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.

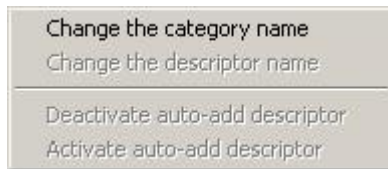
To stream data on realtime in the same local network click on  (see 8.2)

To stop registering the event click



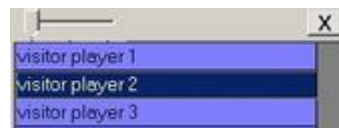
To quickly modify buttons, right click to the button you want and select what you want to modify on the drop-down menu.

Categories' menu :



Descriptors' menu:

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



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



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

To save the note click

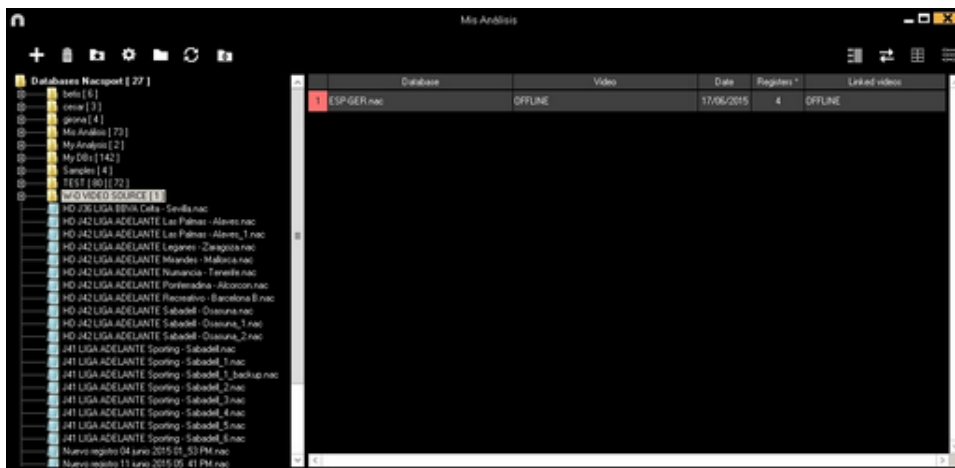


5.- Link a database with a video

When an event had been registered without video source it is necessary to link the created database with a video in order to get access to the Timeline, to do this click on **My analysis**.



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



Search for video

Double click on database and click

Choose the video and click **Open**.



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






















5. Timeline

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

[5.1 Timeline icons](#)

[5.2 Timeline Tools](#)

5.1 Timeline icons

-  Show and hide all records (actions) in selected category.
-  Show the window to make lists of actions (presentations).
-  Show the window to make a video with the selected category or actions.
-  Show the window which generates a sequence of frames of the selected action.
-  Show the window to compare selected actions (8 maximum).
-  Show the 'Viewing and recording actions' environment.
-  Show the window to adjust the length or time interval of the records.
-  Open the window to draw the actual frame of the video.
-  Delete the selected register/s from the Timeline.
-  Open the properties window of the selected register in the Timeline.
-  Open an already created database in the current Timeline.
-  Open the window which shows all categories and descriptors (Data Matrix).
-  Show the first frame of each category and all the drawings.
-  Open the actions searcher.
-  Timeline options.
-  Open exportation options.
-  Add an audio note to the selected register.
-  Open the notes and descriptor searcher.
-  Open the dashboards

5.2 Timeline tools

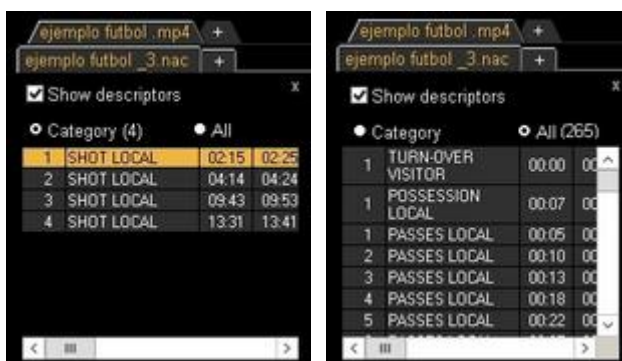
- a. [Show/hide register list](#)
- b. [Presentations](#)
- c. [Make a video](#)
- d. [Frame maker](#)
- e. [Compare actions](#)
- f. [Synchronize Timeline](#)
- g. [Drawing tool](#)
- h. [Add database to Timeline](#)
- i. [Register properties window](#)
- j. [Data matrix](#)
- k. [Timeline options](#)
- l. [Actions searcher](#)
- m. [Export](#)
- 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 or make a video with them. In this version of the program you can use as many videos (databases) as you want.



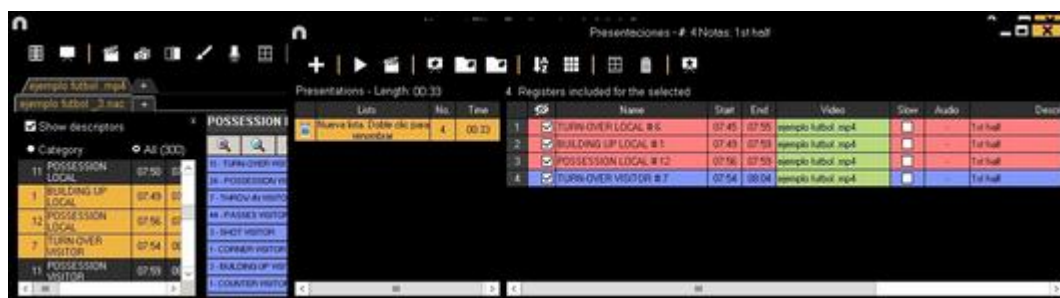
5.2.2.1 To make a presentation

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

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



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



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:


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




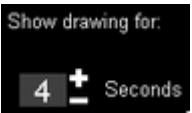
In this window, you can add notes, pictures and drawings. You can also change the duration of the register.

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



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


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

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  (see 5.2.17)

To go to the next register, click .

To edit the presentation:

You can organize the presentation in some different ways:


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

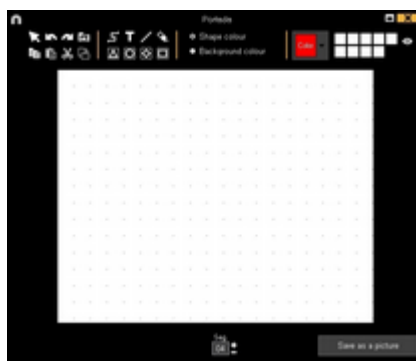
Presentations - Length: 05:38

	Lists	No.	Time
1-2 III	TURN-OVER LOCAL	14	02:20
3-4 III	TURN-OVER VISITOR	13	02:08
5-6 III	SHOT LOCAL	4	00:40
7-8 III	SHOT VISITOR	3	00:30


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

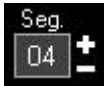
7	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #12
8	<input checked="" type="checkbox"/>	TURN-OVER LOCAL #13
9	<input checked="" type="checkbox"/>	Shot local
10	<input checked="" type="checkbox"/>	SHOT LOCAL #1
11	<input checked="" type="checkbox"/>	SHOT LOCAL #2
12	<input checked="" type="checkbox"/>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

To create a front page click 




Click  or  to undo/redo the last changes

Click on  to see the list of already created front pages, select **creation order** and the front pages will be ordered by creation date (newest or oldest first).

Modify the time while the front pages are shown selecting it on 

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



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

Order the selected list

☒ Ascending order
☐ Descending order
Name
Time
Colour
Video name

☒ Show Start Time
☒ Show End Time
☒ Show Speed
☒ Show Video
☒ Descriptors / Notes
☐ Notes / Descriptors

options:

Name:


1	<input checked="" type="checkbox"/>	SHOT LOCAL
2	<input checked="" type="checkbox"/>	SHOT LOCAL #1
3	<input checked="" type="checkbox"/>	SHOT LOCAL #2
4	<input checked="" type="checkbox"/>	SHOT LOCAL #3
5	<input checked="" type="checkbox"/>	SHOT LOCAL #4
6	<input checked="" type="checkbox"/>	SHOT VISITOR
7	<input checked="" type="checkbox"/>	SHOT VISITOR #1
8	<input checked="" type="checkbox"/>	SHOT VISITOR #2
9	<input checked="" type="checkbox"/>	SHOT VISITOR #3
10	<input checked="" type="checkbox"/>	TURN OVER LOCAL
11	<input checked="" type="checkbox"/>	TURN OVER LOCAL #1

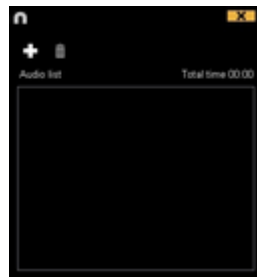
Time:


1	<input checked="" type="checkbox"/>	SHOT LOCAL	00:00:00
2	<input checked="" type="checkbox"/>	TURN OVER LOCAL	00:00:00
3	<input checked="" type="checkbox"/>	SHOT VISITOR	00:00:00
4	<input checked="" type="checkbox"/>	TURN OVER VISITOR #1	00:00:01
5	<input checked="" type="checkbox"/>	TURN OVER VISITOR #2	00:49:12
6	<input checked="" type="checkbox"/>	TURN OVER LOCAL #1	01:37:15
7	<input checked="" type="checkbox"/>	TURN OVER VISITOR #3	02:16:09
8	<input checked="" type="checkbox"/>	TURN OVER LOCAL #2	02:41:13
9	<input checked="" type="checkbox"/>	SHOT LOCAL #1	02:42:32
10	<input checked="" type="checkbox"/>	TURN OVER LOCAL #3	04:03:13
11	<input checked="" type="checkbox"/>	TURN OVER VISITOR #4	04:21:00

Colour:

5	<input checked="" type="checkbox"/>	TURN OVER VISITOR #5
6	<input checked="" type="checkbox"/>	TURN OVER VISITOR #6
7	<input checked="" type="checkbox"/>	SHOT VISITOR #1
8	<input checked="" type="checkbox"/>	SHOT VISITOR #2
9	<input checked="" type="checkbox"/>	SHOT VISITOR #3
10	<input checked="" type="checkbox"/>	TURN OVER LOCAL
11	<input checked="" type="checkbox"/>	SHOT LOCAL
12	<input checked="" type="checkbox"/>	SHOT VISITOR
13	<input checked="" type="checkbox"/>	TURN OVER LOCAL #1
14	<input checked="" type="checkbox"/>	TURN OVER LOCAL #2

To add an external audio file to the presentation click on 



And then click  and choose the file you want

Set list structure as favourite

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

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

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

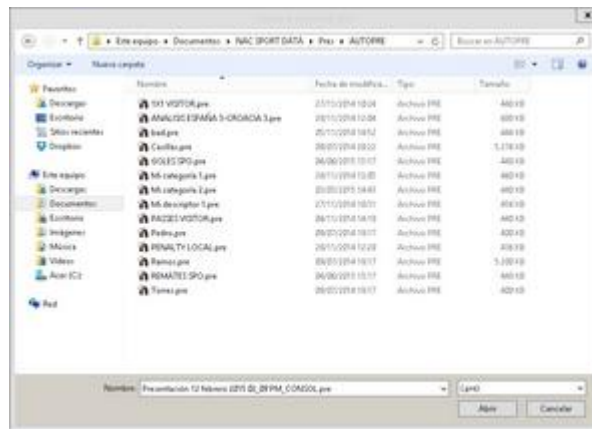
If you want that your favourite list structure is loaded automatically select **Auto-load favourite lists for new presentations**

To import a presentation:



To import a presentation, click

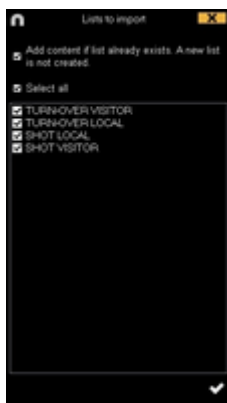
Search the .PRE file you want to import.



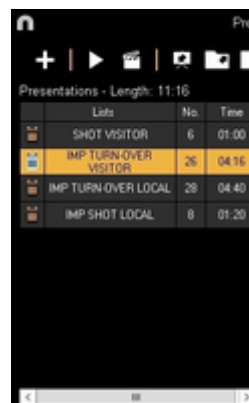
Select lists you want to import and click



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 , select import video and then select the video/videos you want to import.


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

Import images as front pages into a presentation.

There are 2 options:

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



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

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

Copy, cut and paste registers in the presentation.

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

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

Change the name/colour of several register at once.

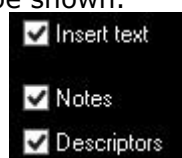
Select the register you want to modify by keeping pressed the Ctrl key and clicking on the register, then make the change you want.

5.2.2.2 Show a presentation

To show a presentation, click .





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





To show notes and descriptors of a presentation, click

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


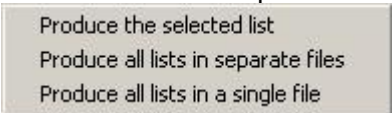
In this program you can add a drawing that **CANNOT** be saved by clicking .

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

To show the video on full screen, click .

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 .

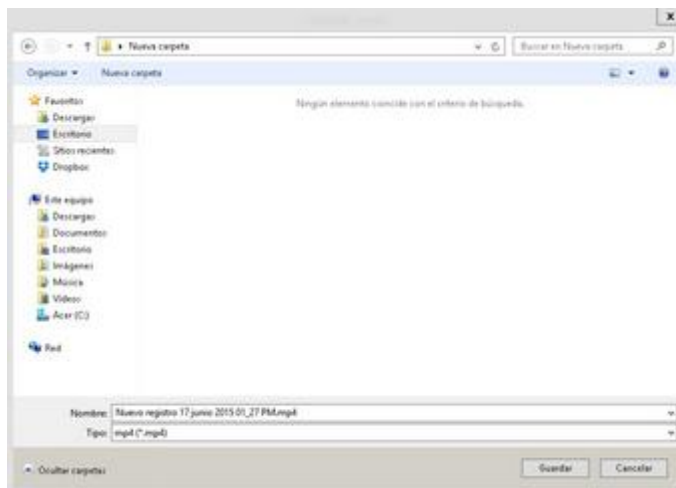
5.2.2.3 To produce a presentation

To produce a video with the selected presentation, click  and select one of the options in the drop-down menu .

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



Click  to start the production.




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

5.2.3 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 .



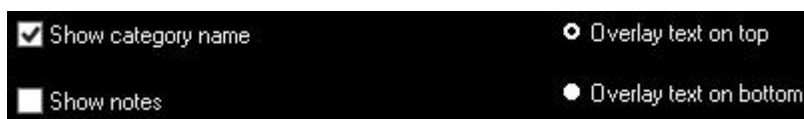
2- Select output format and quality you want and click .



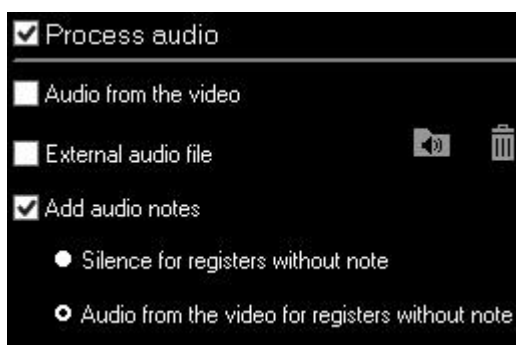
By clicking , a drop-down menu will appear showing more options for video quality.



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




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

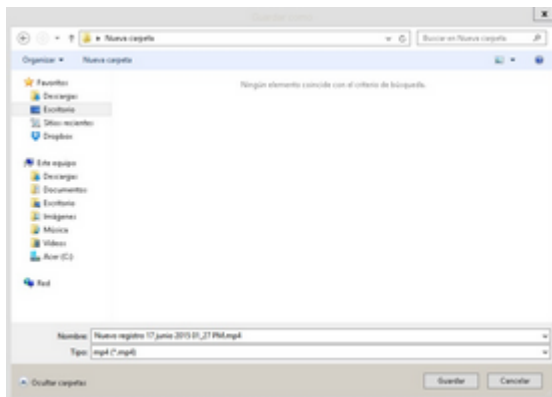


To add an external audio file to the video click .




And then click  and choose the file you want

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

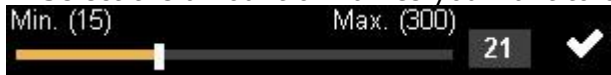


5.2.4 Frame maker


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


1- Select a register and click on .


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




Click  to draw in current frame

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


Click  to save all images as .jpg files.

Click  to play all the images.


Click  to produce a video with all the extracted images.


5.2.5 Compare actions



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


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



You can draw by clicking .


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

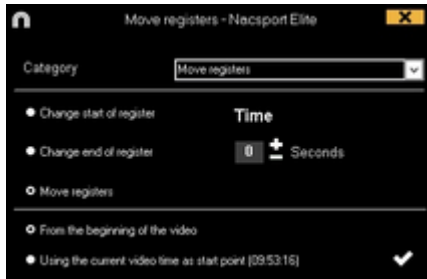
To play all the videos at the same time, click  and .

To see the videos on full screen, click .


5.2.6 Synchronize Timeline

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

To open the tool, click .



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

Look for  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



select how much time 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  or  respectively.

To save the draw as a .jpg file click .

If you want your drawing to appear in presentation and videos, click **Save in the database**. Drawing will be shown for 5 seconds by default.

5.2.8 Open a database in the Timeline

With this tool you can work with as many databases as you want in a single timeline. This allows to make presentations and videos of several events.

To add a database, click .



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

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



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


5.2.9 Register properties window

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


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




To modify a drawing, click .



To add a picture to the register, click on .

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

To add an audio note click  (see 5.2.17)

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

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

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

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 .




- ☒ Show by Categories
- ☐ Show by Descriptors

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

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

To produce a video with the register selected in the data matrix, click .

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

To export the data matrix, click  and choose one of these options

- Save as a picture
- Print
- Export Excel


Customized Matrix


To make a customized matrix click on  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 .

To open an already made customized matrix you can select the proper option on the box at the left of an opened matrix or clicking on .

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

	Average	Goals	Corners	Fouls	Left	Right	Total
TURN-OVER VISITOR	12	4	11	6	7	3	26
POSSESSION VISITOR	25	4	11	6	7	3	26
THROW-IN VISITOR	2	1	1	1	1	1	7
PASSES VISITOR	43	5	3	44	44		
SHOT VISITOR	3	2	1	1	1	3	7
CORNER VISITOR	8	1				1	1
BUILDING UP VISITOR	2			1	3	3	3
COUNTER VISITOR	6			1	1	1	3
GOAL KICK VISITOR	1						1
NOT PLAYING	14						20
POSSESSION LOCAL	24	2	7	5	2	5	27
PASSES LOCAL	33	7	1	36	36		
THROW-IN LOCAL	14					1	14
SHOT LOCAL	4	3	2	1	2	4	11
CORNER LOCAL	1						1
BUILDING UP LOCAL	5			5	5		10
COUNTER LOCAL	1			1	1		2
GOAL KICK LOCAL	2						2
SD J41 LIGA ADELANTE Sporting - Sabadell	26	12	26	13	14	11	4

Multiple data matrix:

	Average	Goals	Corners	Fouls	Left	Right	Total
TURN-OVER VISITOR	14	4	11	6	7	3	26
POSSESSION VISITOR	26	4	11	6	7	3	26
THROW-IN VISITOR	2	1	1	1	1	1	7
PASSES VISITOR	44	5	3	44	44		
SHOT VISITOR	3	2	1	1	1	3	7
CORNER VISITOR	8	1				1	1
BUILDING UP VISITOR	2			1	3	3	3
COUNTER VISITOR	6			1	1	1	3
GOAL KICK VISITOR	1						1
NOT PLAYING	14						20
POSSESSION LOCAL	24	2	7	5	2	5	27
PASSES LOCAL	33	7	1	36	36		
THROW-IN LOCAL	14					1	14
SHOT LOCAL	4	3	2	1	2	4	11
CORNER LOCAL	1						1
BUILDING UP LOCAL	5			5	5		10
COUNTER LOCAL	1			1	1		2
GOAL KICK LOCAL	2						2
SD J41 LIGA ADELANTE Sporting - Sabadell	26	12	26	13	14	11	4
SD J42 LIGA ADELANTE Betis - Sport	26	12	26	13	14	11	4



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

	2 POINTS MADE LOCAL	3 POINTS MADE VISITOR	3 POINTS MADE LOCAL	Total
Centre	3			3
Right	1			1
Left				0
Total	4	0	0	4


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 or customized.


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

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 become a single register

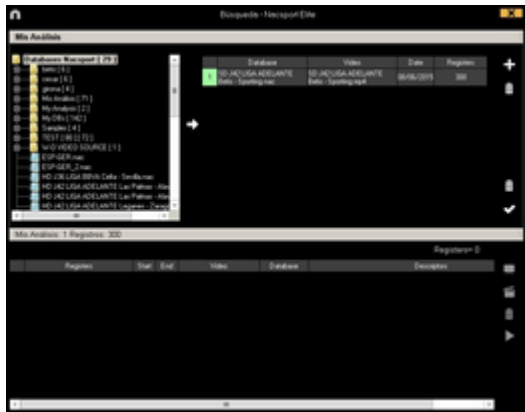
Note: once the registers have been merged, this change cannot be undone.

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.

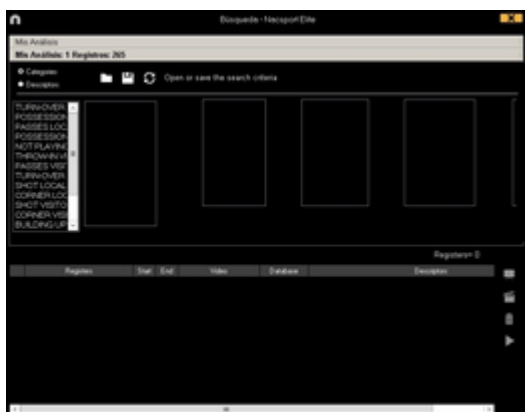
The search can be done from one only match or whole season, without limits.


To access to actions searcher, click .




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

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



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 .

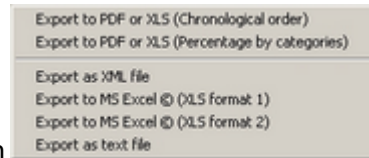
To see selected register, click .

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.

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 5.

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

5	NOT PLAYING	03:17	03
7	POSSESSION LOCAL	03:26	03
4	2 POINTS SHOT LOCAL	03:34	03
6	NOT PLAYING	03:41	03

4- Click the descriptor to be viewed.

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

In **Data Matrix**:

1- Click ☒ Show descriptors.

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

3- Click the descriptor to be viewed.

03:23:00	POSSESSION VISITOR
	Pass
03:23:00	POSSESSION VISITOR
	Pass


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:

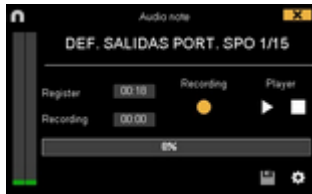
- 1- In the software main menu click **Nacsport Databases**.
- 2- Double click the first database to be linked to another video.
- 3- Click **Timeline**.
- 4- Click  and select **Link a secondary video**.
- 5- Double click the name of the video.
- 6- Play the videos and stop them in the same moment to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


2- From the register properties window:

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

b) In **Audio Notes** section, click .



c) Click **Start recording**.

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


3- From presentations:

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


b) Click .



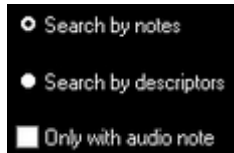
c) Click **Start recording**.

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

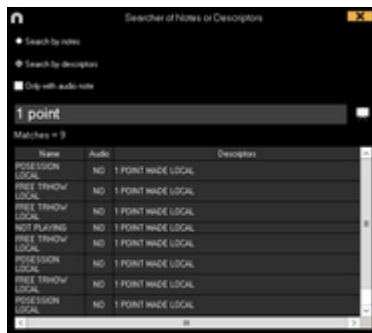
5.2.17 Notes and descriptors' searcher

a) In the Timeline click  icon.

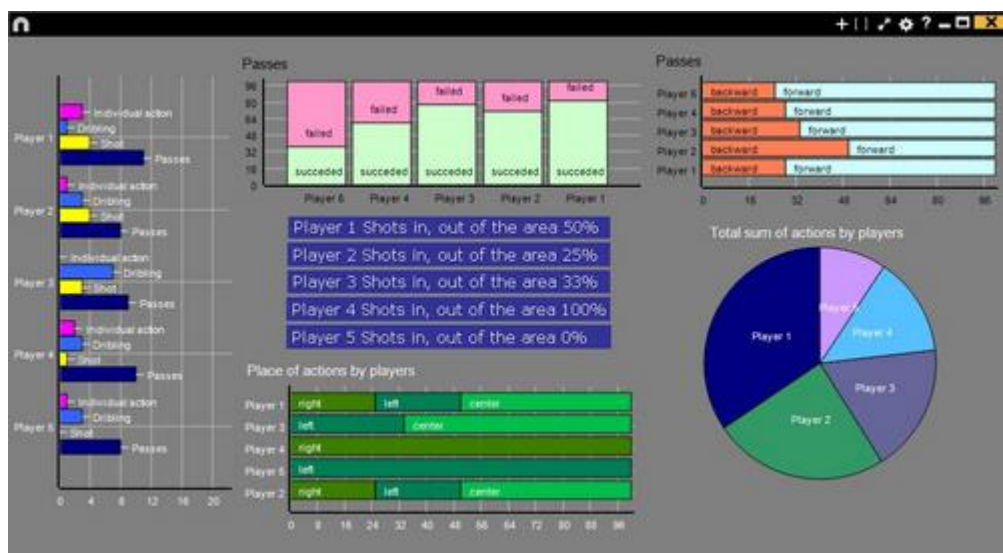
b) Choose between making a search by notes or descriptors.



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





5.2.18 Dashboards



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

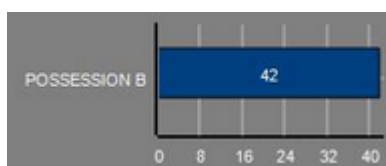
To create a dashboard click  on and select "make a new chart" 

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

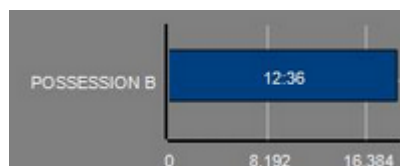
To change the colour of any element in the chart click on it and choose the color you want. To add the same color to all the elements you are adding to the chart click on "Same colour for each series"

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:



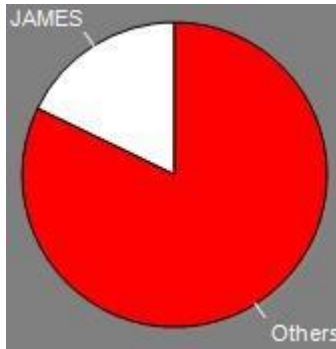
Amount of time during the actions took place:



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:

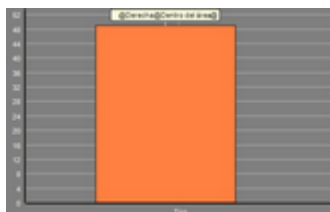
If you select a player relative to a group which contains the total amount of player you can see participation of a player in relation the participation of the rest. To do this select the player you want, select "Relative to a group" and select the group which contains all the players.



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

Example:


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

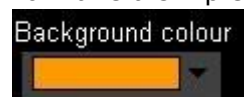


Labels


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

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

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




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

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



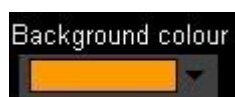
, this label shows a timer which is the time of the actual video .

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

Example:

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

Player 1, Right: 41



to change the colour of the label click

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

Label without nickname:

Label with nickname:

Free kick Side Shot Drill In the area = 0

Free kick 0

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

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

Amount of actions happened:

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 shows the value of the action selected in relation to the total amount of the group as a percentage, to see it as an 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 descriptors 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:

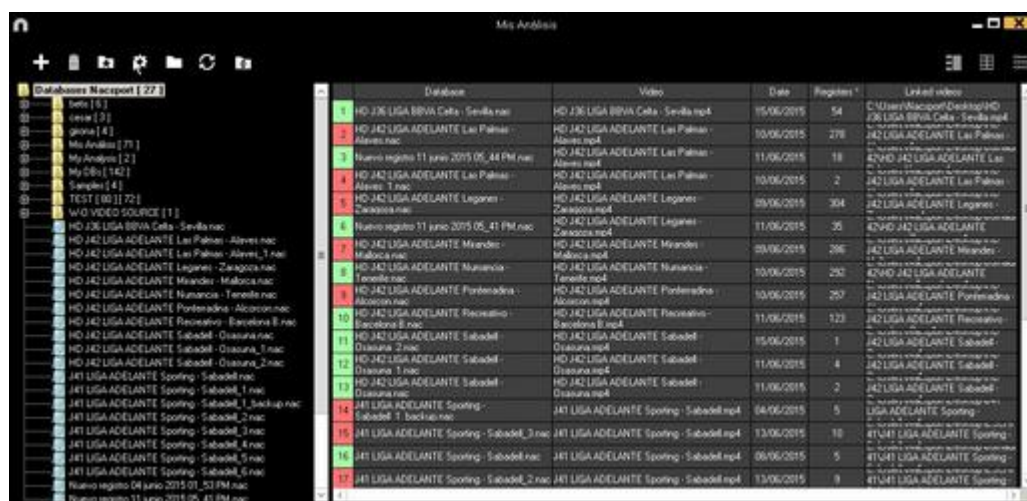
GOALS = 1

GOALS = 3

GOALS = 5

6. My analysis

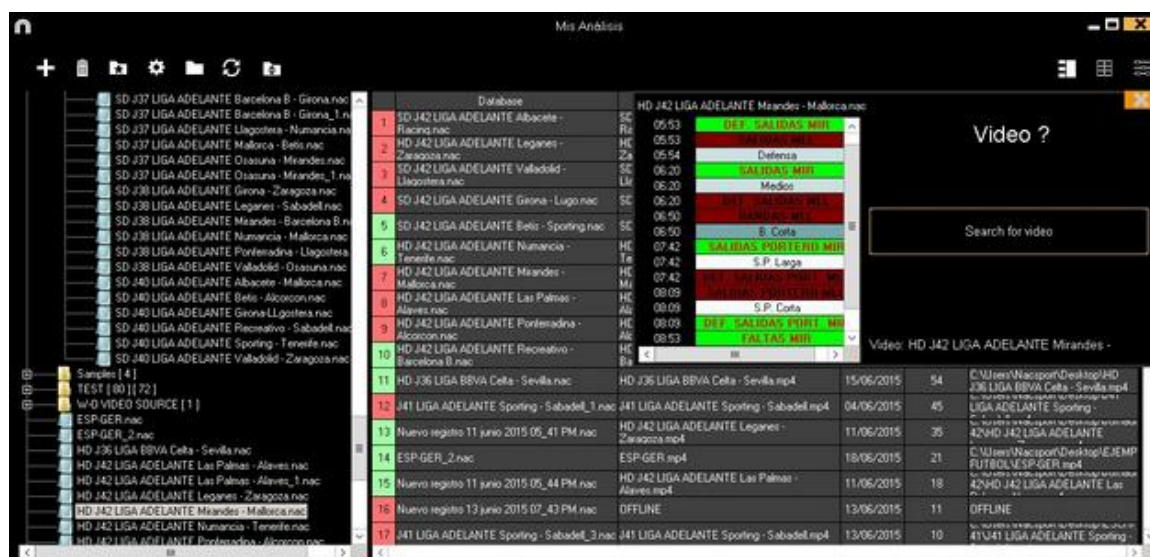
In this environment you can consult all the databases created or imported by the user.




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





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.



You can also:

Make subfolders: Click any folder and then click .

Delete folders (and the databases in it) or delete databases: Click any folder (or database) and then click .

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

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

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

Open databases folder: Click  icon.

7. Tools

[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.

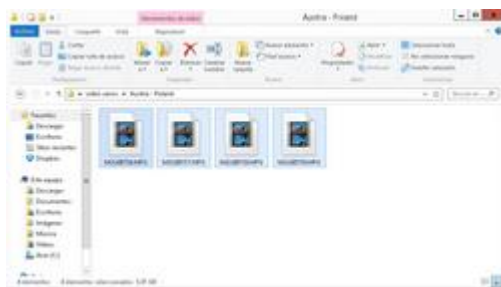
To use this tool, follow these steps:

- 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**.





- 5- Click .

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




7.2 Import/Export .XML Files

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


- a) At the main menu of the program, click on **Tools**.
- b) Select **Import**.
- c) Select **Import .XML of Gamebraker and SportsCode**.
- d) Click .
- e) Look for the .XML folder and double click it.
- f) Select name and destination for the **.NAC Database** and click on **Save**.
- g) In the section 3, click .
- h) Select the video which you want to link with the **.NAC Database** and double click it.
- i) Click on **Open the Timeline**.

* To **export a .XML folder**:

- a) Once the Timeline is opened with the folder to export, click .
- b) Select **Export .XML**.
- c) Select name and destination. Then, click **Save**.

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 

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

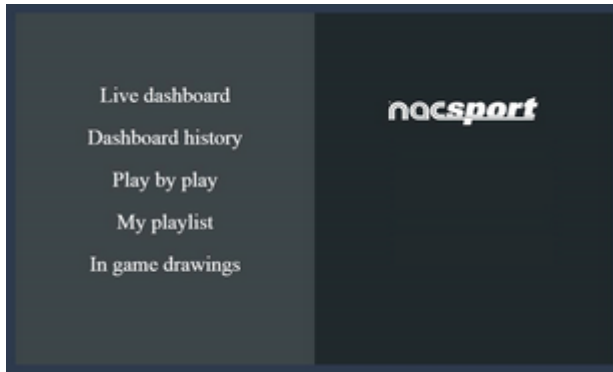
To create presentation's lists automatically with the registers you select in the devices receiving the streaming click on ☒ Make remote client list presentation files

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

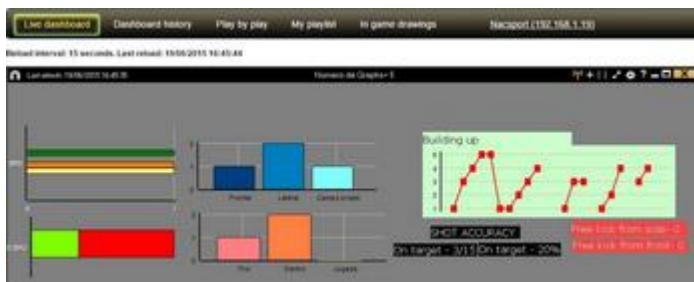
☒ Stream the open dashboard automatically

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.



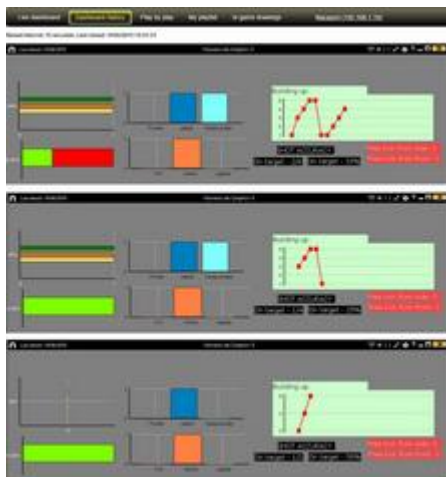
To see a dashboard in real time click/tap on "Live dashboard"3

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"

The 'Play by play' interface displays a list of plays on the left and a video player on the right. The plays are listed with their start and end times, categories, descriptions, and status. The video player shows a live stream of the football match.

Start	End	Category	Description	Status	Used
00:00	00:00	TURN-OVER			
23:36	23:36	PASSES LOC	End half		
23:36	23:36	PASSES LOC	End half		
23:47	23:47	PASSES LOC			
23:42	23:47	PASSES LOC	End half		
23:37	24:02	POSSSESSION	Cardin End half		
23:31	23:42	TURN-OVER	End half		
23:36	23:37	POSSSESSION	End End half		
23:22	23:34	GOAL KICK	End half		

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

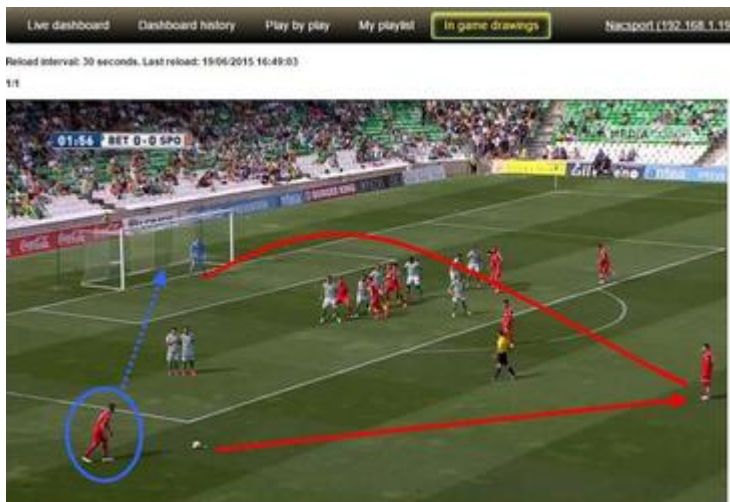
Clicking/taping on  you will set that action as a favourite.

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



To see the actions click/tap on them. This action can be seen after 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](mailto:info@nacsport.com)

www.Nacsport.com

[Facebook](#)

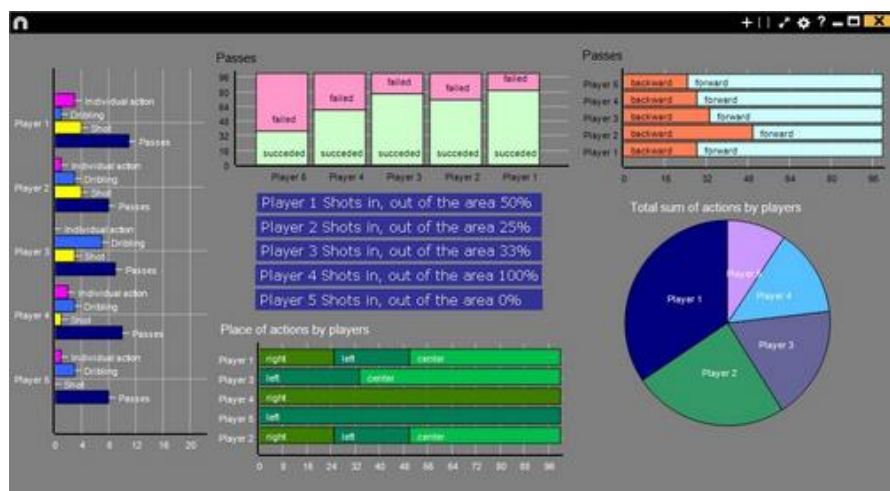
[Twitter](#)

[LinkedIn](#)

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

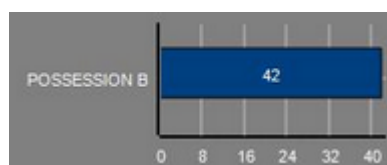
To create a dashboard click  on and select "make a new chart" 

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

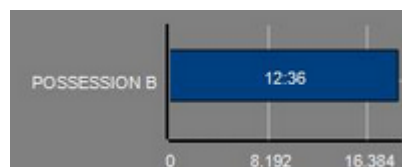
To change the colour of any element in the chart click on it and choose the color you want. To add the same color to all the elements you are adding to the chart click on "Same colour for each series"

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:



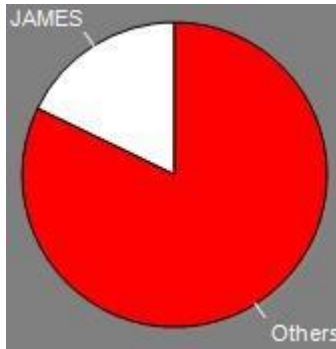
Amount of time during the actions took place:



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:

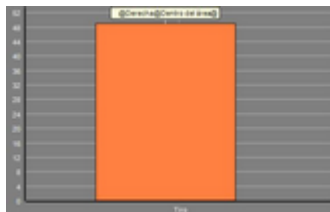
If you select a player relative to a group which contains the total amount of player you can see participation of a player in relation the participation of the rest. To do this select the players you want, select "Relative to a group" and select the group which contains all the players.



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

Example:


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

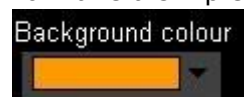


Labels


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

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

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



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

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



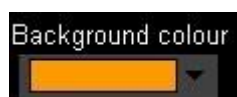
, this label shows a timer which is the time of the actual video .

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

Example:

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

Player 1,Right: 41



to change the colour of the label click

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

Label without nickname:

Label with nickname:

Free kick Side Shot Drill In the area = 0

Free kick 0

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

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

Amount of actions happened:

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.

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:

GOALS = 1

GOALS = 3


GOALS = 5



2 REGISTER OF ACTIONS

2.1 Real time streaming.

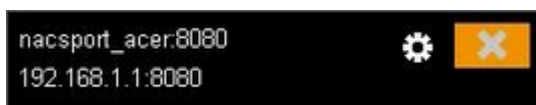
This tool allows you to stream in real time all the data you get while registering an event through a local network and into any device in that same network


Streaming from registering environment:

To do this click on  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-down list of the option you want to change

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

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

☒ Start web server automatically

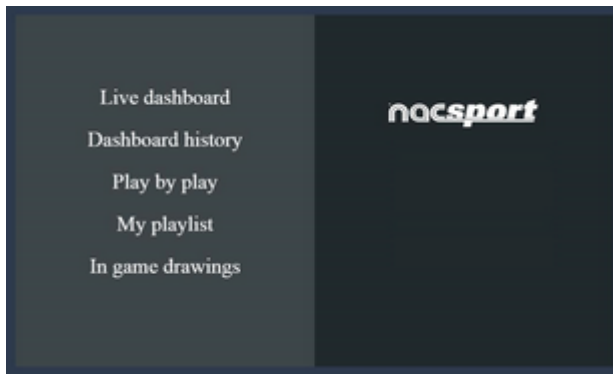
To create presentation's lists automatically with the registers you select in the devices receiving the streaming click on ☒ Make remote client list presentation files

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.



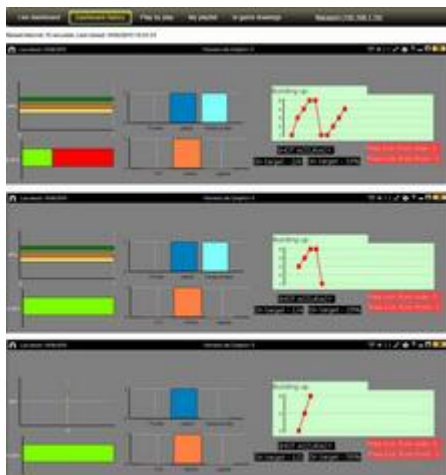
To see a dashboard in real time click/tap on "Live dashboard"3

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"

Start	End	Category	Description	Status	Used
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23:36	23:36	PASSES LOC	End half		
23:36	23:36	PASSES LOC	End half		
23:47	23:47	PASSES LOC			
23:47	23:47	PASSES LOC	End half		
23:37	24:02	POSSSESSION	Cardin (end half)		
23:31	23:43	TURN-OVER	End half		
23:36	23:37	POSSSESSION	End (end half)		
23:22	23:34	GOAL KICK	End half		

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

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

To see the 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"

