

# User Manual



**EASY, FAST AND INTUITIVE**

# Getting Started

- 1 Check that your computer meets Longomatch's requirements:

Operating System	Min Version OS	Min CPU	Recommended CPU	Min RAM	Recommended RAM
Windows	Windows 10, version 1809	Intel Core i3 8th generation (x64)	Intel Core i7 10th generation (x64)	4Gb	8Gb
Mac OS	Monterey or higher				

- 2 Create an account at [www.longomatch.com](http://www.longomatch.com)

### Registration form

First name

Last name

Date of birth

Email

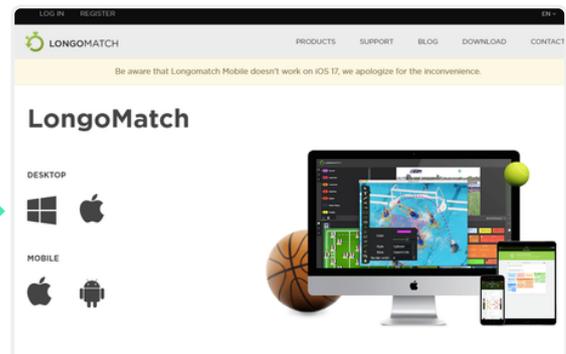
*Make sure your e-mail is correct as this where we will send you your activation code.*

Email (verify)

Country

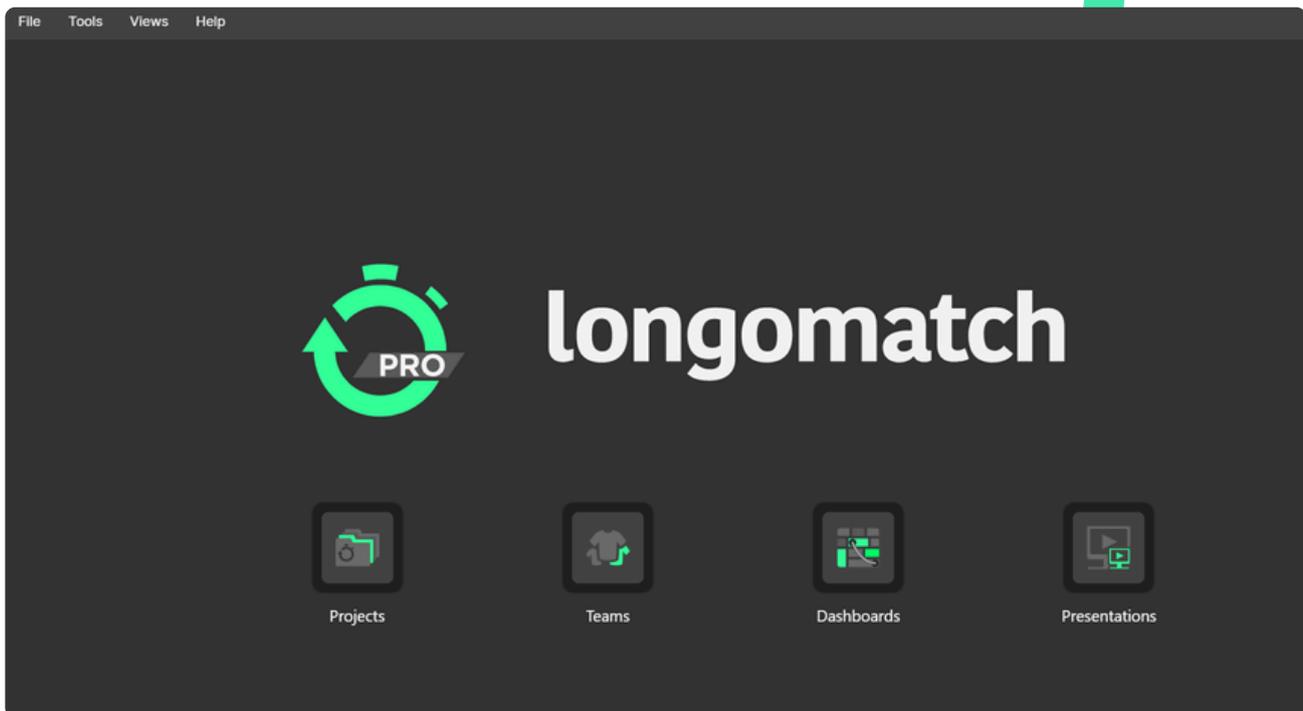
Sport

- 3 Download Longomatch from our website or click [here](#) for Windows and [here](#) for MacOS.



# User Manual

## Introduction:



Longomatch has been designed to be very easy to use and offers basic video analysis functionalities in an intuitive interface. It can be easily adapted to any sport, thanks to its customisable templates. In addition, you can create your teams and upload all the information about your players and the opposing teams you want to analyse, so it has all the necessary elements for a detailed performance analysis.

Longomatch can be used both for post-game analysis, as it is compatible with the most common video formats, and for live analysis that can be carried out by recording with an IP camera, an HDMI device connected to any

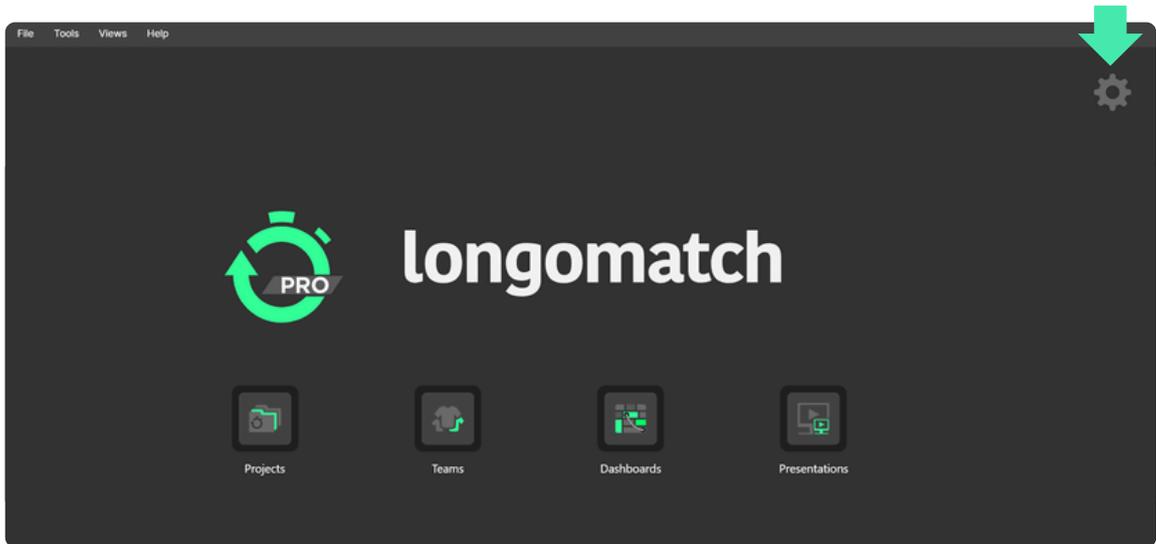
camera or without any recording device, as it allows you to create your cuts without audiovisual material so that you can synchronise it once you have the video. The advantages of using live analytics is that Longomatch has live playback, which allows you to review tagged events without stopping the recording and export them while you continue working.

In addition, you can create your playlists for each match and then make your final presentations for the whole season or create reports for specific matchdays or players.

# 1 Preferences

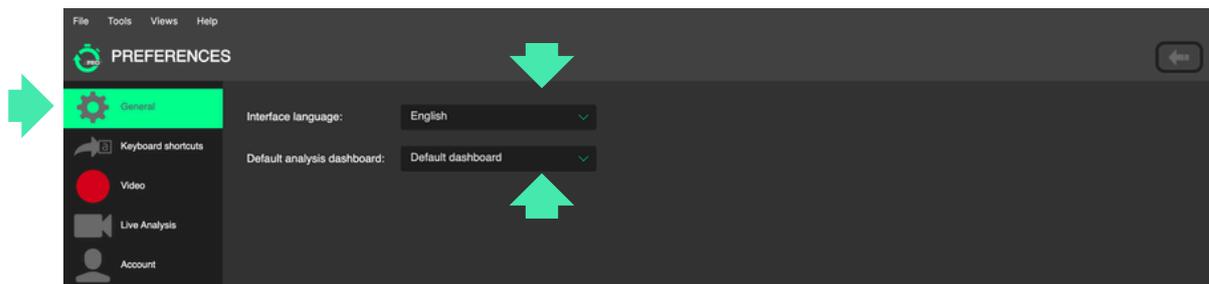
The preferences panel allows you to customise the main features of Longomatch, such as the language of the application, the keyboard shortcuts, the default video export or live recording settings, or to change the licence you want to activate.

You can access this panel by clicking on the "Preferences" icon in the top right corner.



## 1.1 General

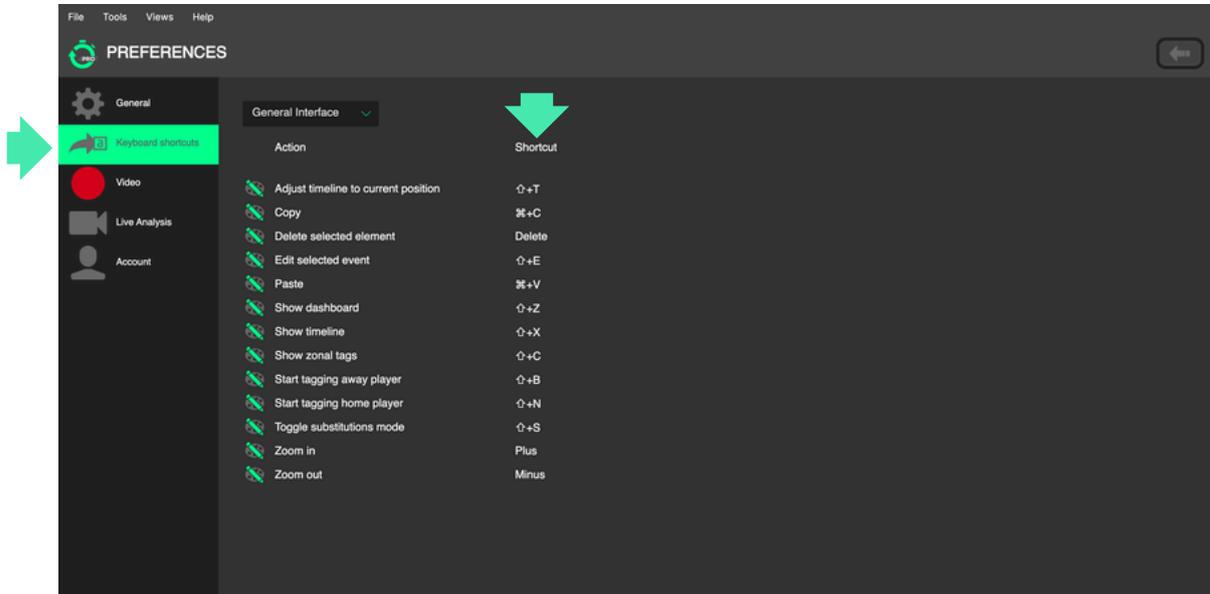
On this screen, we can change the language in which we want to have Longomatch. We will have to click on the drop-down menu, select the language we want, and then we will have to close the application. Once we open the programme again, it will appear in the selected language.



Here you can also select the default analysis panel you want to be shown when you make a new project. This option is useful if you have an analysis panel that you use more than the others, but you can select another one before starting to analyse your project.

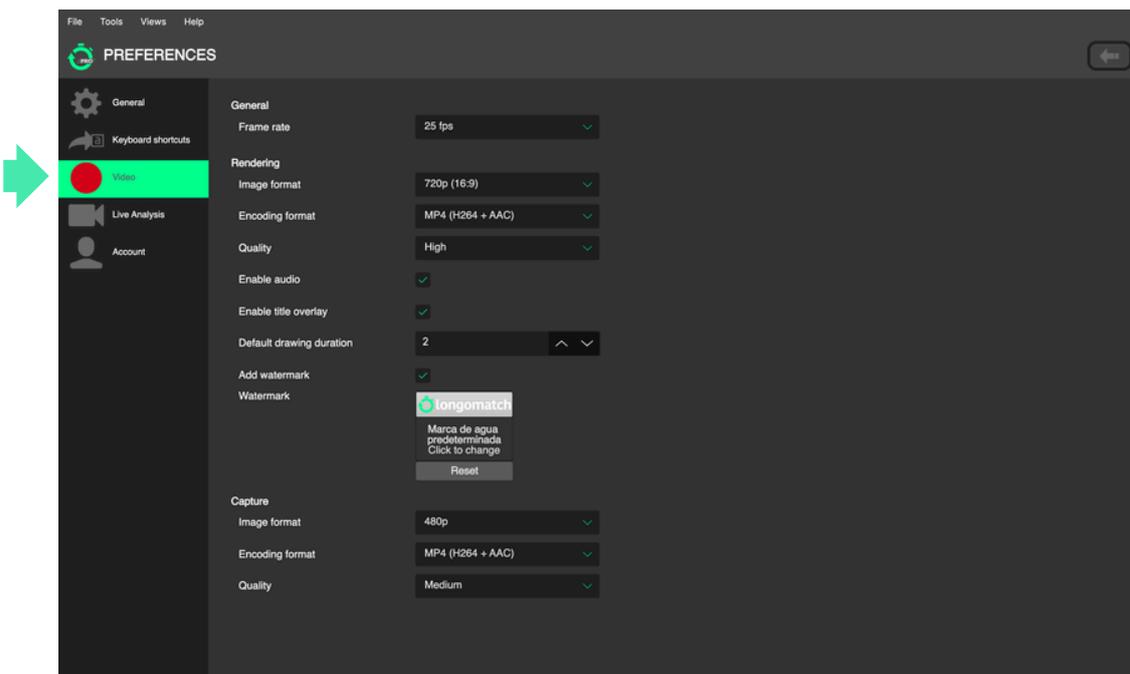
## 1.2 Keyboard shortcuts

Longomatch, by default, assigns some keys to the most common actions. From this page, you can modify them so that you can use the ones that best suit you.



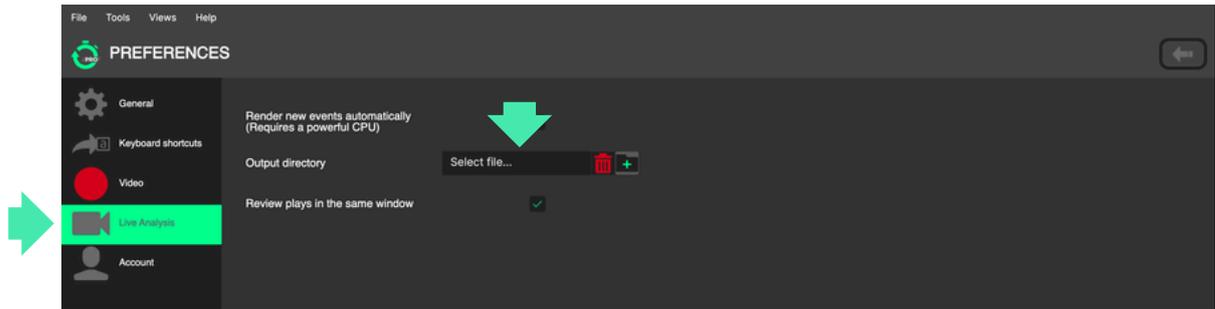
## 1.3 Video

In this screen, you will be able to save the configuration in which you would like your Longomatch videos to be exported. You can choose the quality of the video, whether you want it to be exported with audio or not, the default duration of the drawings you make, customise your watermark, etc.



## 1.4 Live analysis

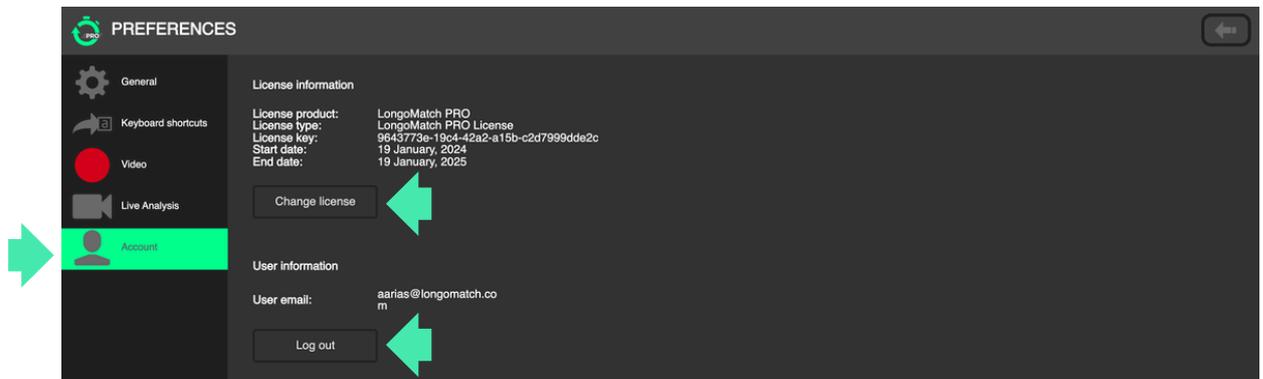
In this screen, you can configure the output folder for your videos when you analyse live. It also gives you the option to play the tags in split screen while you analyse, and most important of all, it also gives you the option to export all the clips you make. It is very important that, if you don't have a very powerful device, you have this option deactivated, otherwise Longomatch's performance may deteriorate considerably because this option needs a lot of resources.



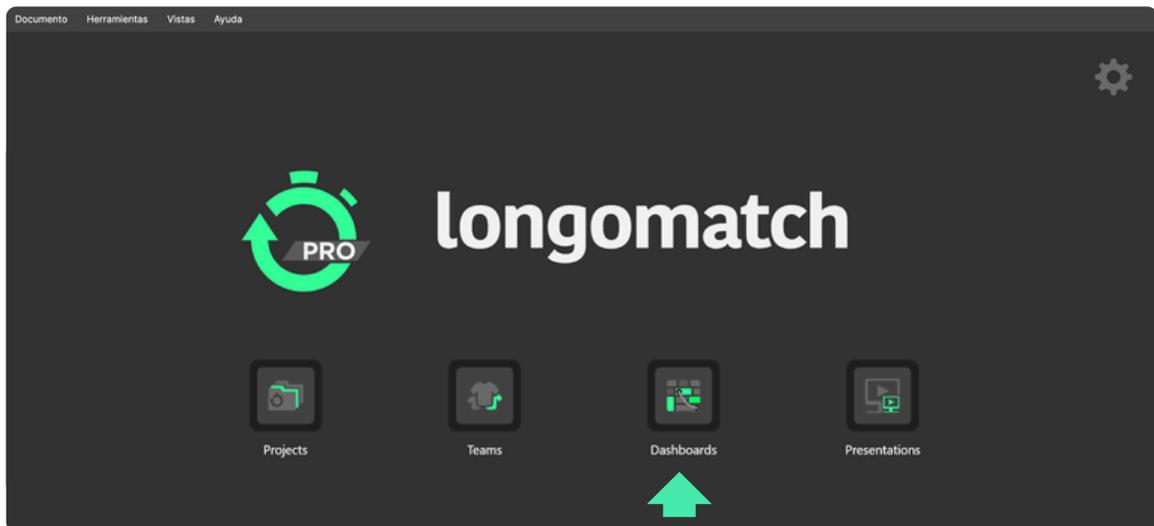
## 1.5 Account

Finally, here you can change your licence if you have not selected the correct one during login or if you have purchased a licence after activating the one you already had. Simply click on "Change license" and a drop-down will appear with all your active licenses, so you can select the one you want.

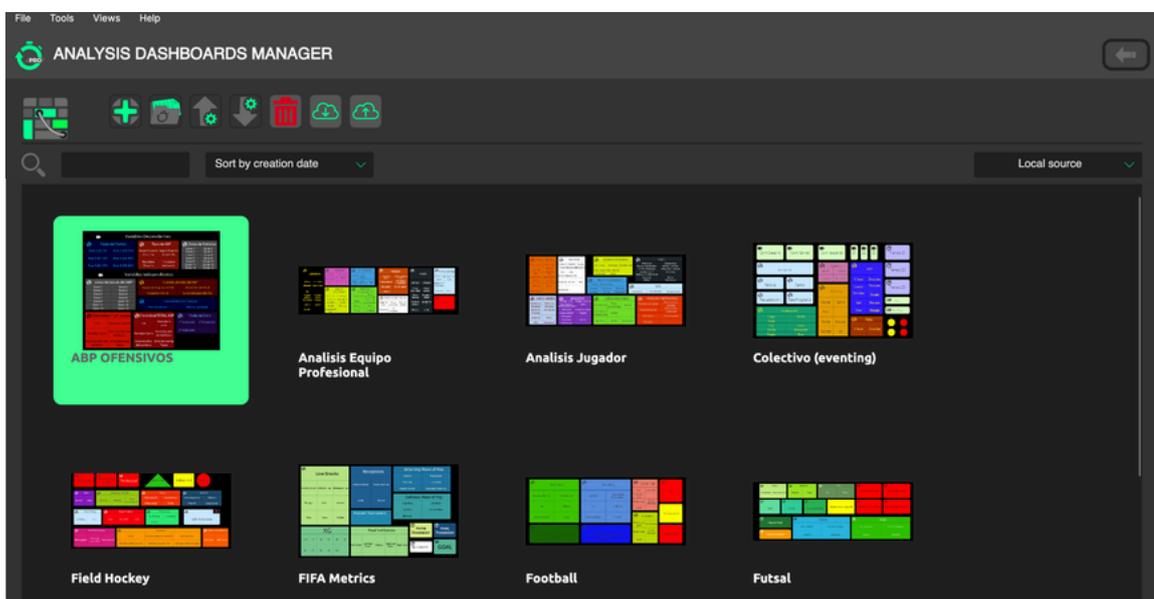
From here you can also log out.



## 2 Analysis dashboards



The analytics dashboard is a fundamental part of your analytics flow because it defines the set of buttons on a grid that allows you to code events in a match into different analytics categories. The application comes with a default panel that can be used as a starting point to familiarise yourself with the software, but most video analysts will end up creating their own analytics panels to meet their specific needs.



The Longomatch analysis panels are fully customisable; you can add as many buttons as you want according to your needs and choose their size and location to make coding work easier.

## 2.1 Dashboard buttons



### Tag Button

Adds additional labels to events, and can be applied to any event. Tag buttons can be grouped so that they are mutually exclusive and only one tag button can be activated at a time.



### Score Button

Tracks match points and is reflected in the statistics. It should be used to code events that result in changes to a score, such as goals in a football match.



### Card Button

Tracks Foul events in the match and is reflected in the statistics. Must be used whenever a player is penalised.



### Timer Button

It encodes match phases, such as possession of the ball, where only a timer is needed that starts counting when it is clicked and ends when it is clicked again.



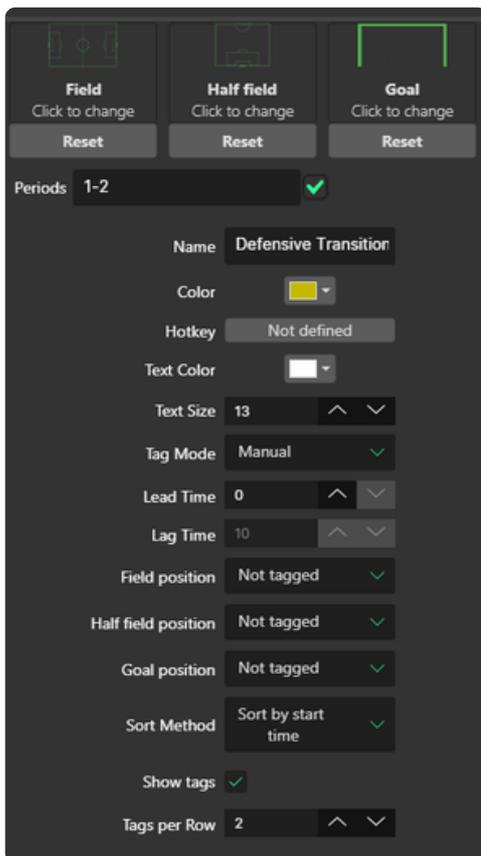
### Category Button

Encodes events into custom analysis categories. The name of the button is the name of the analysis category to which the events will be added. Using this option, you can also add as many subcategories as you want, so that you can have all the information you need to perform your analysis.

## 2.2 Customise your analysis dashboard

### a. Buttons general information

In all the buttons you create, once you click on them, all the characteristics that you can modify will appear on the right. Not all buttons will have the same information, as some are simpler than others. Some examples are:



**Field, midfield and goal:** clicking on the image will allow you to add your own, in case you want to add a photo of a real field or goal.

**Periods:** by default, two periods will appear, but if we were analysing, for example, basketball, we could add all four periods.

**Name:** the name of your button, category. E.g. serving zones, match phases, spiking zones...

**Colour, text colour and size:** you can change the colour of the button, the text or its size, to make it easier to identify it in your panel.

**Hotkey:** allows you to assign a key on the keyboard so that you can analyse your match without using the mouse.

**Labelling mode:** allows you to choose how you want the event to be cut, if you select automatic, you will be able to select the start and end time below. That is, automatic tagging will cut off X seconds before and X seconds after the button is clicked.

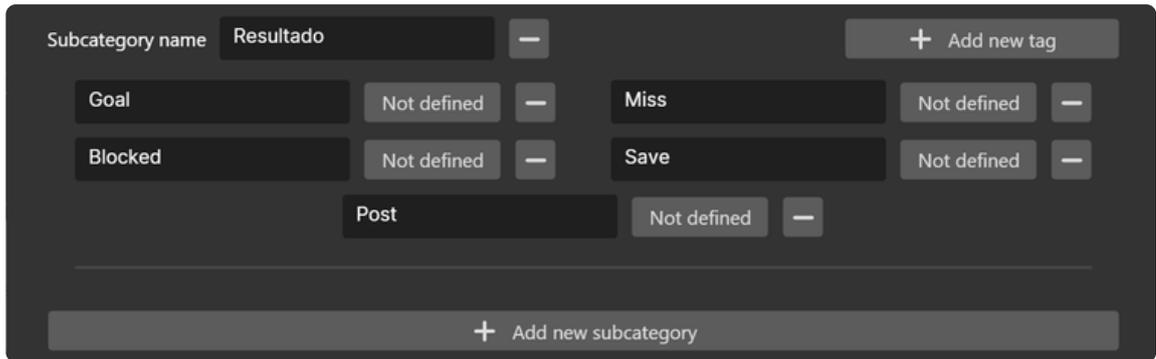
If, on the other hand, you choose manual tagging, the cut-off will start with the first click and end when you click the second click.

**Field, midfield or goal position:** this button gives you the option to add where on the field the action has taken place. A pop-up screen will then open while analysing the match where you can mark the area of the action.

**Sorting method:** The method we want to use to sort the slices of that button.

**Show labels and labels per line:** this applies only to the subcategories and how we want them to appear visually.

## b. Subcategories



To edit the subcategories of each button and thus be able to add all the necessary information, click on the pencil icon, and the above window will open.

Here we can add as many subcategories as we want, as well as assign keyboard shortcuts to each one.

## c. Linking buttons



Button linking is a combination of buttons that are linked together to create multiple events by tagging with a button to speed up the tagging of multiple events or to tag different game situations using a single tag action. The tag action can create an additional event or end an ongoing event.

Here's an example of how they work:

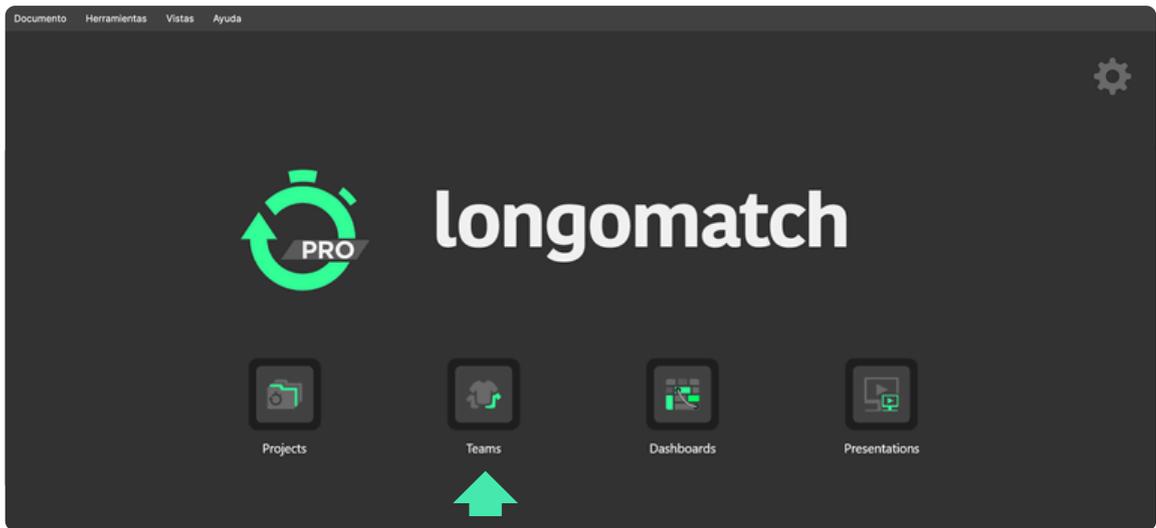


**Team vs opponent time of possession:**  
We link the two timers that count the time of possession of each team.

## 2.3 Analysis dashboard examples

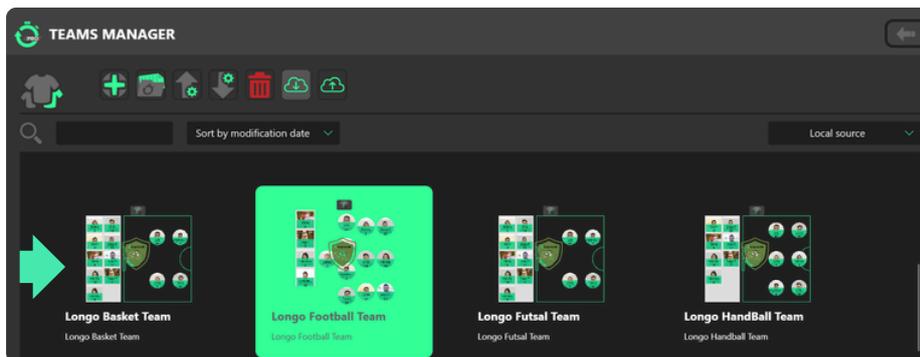


## 3 Teams



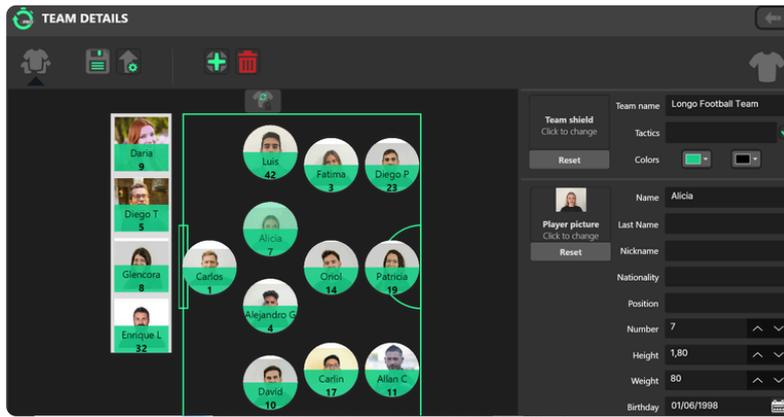
For an analysis, it is necessary to have two teams in the project. This is organised in the "Teams" tab.

By clicking here, all the teams we have created will be displayed.



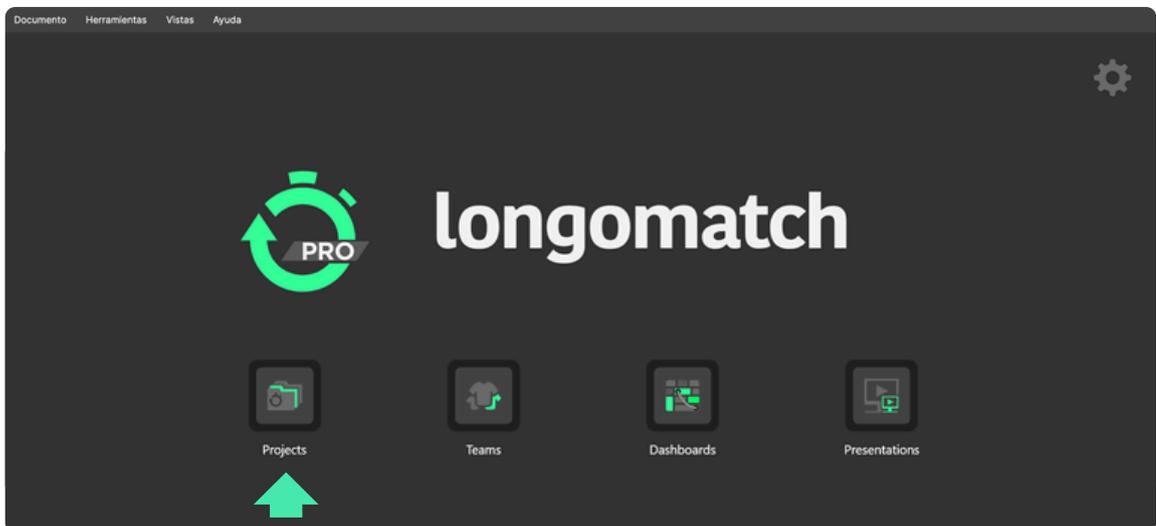
Here you can create, delete or modify all squads.





In addition, for each of the teams, you will be able to give the following information to each player, change the formation, put their photos to make it easier to recognise them during the analysis, etc.

## 4 Starting a new project



Clicking on projects will open all the projects we have in our database, and at the top we can select the option to create a new one, which will open a new screen asking us what type of project we want to start:



**Video file:** This allows you to use a video from your computer or storage device.

**Capture device:** Using an HDMI capture device with your computer for live analysis.

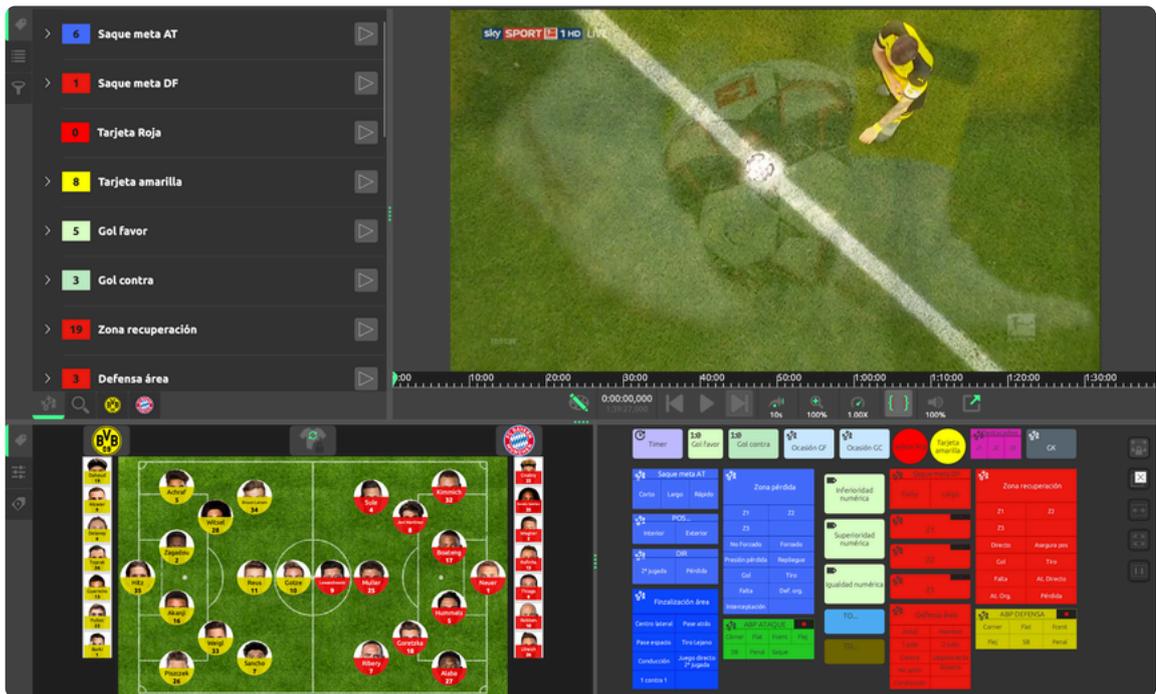
**Simulated capture device:** This is the best option for projects without a video file or without a connected capture device. You will be able to do the analysis and add the video to the project later.

**IP Camera:** Video files can also be retrieved using the wifi connection and an IP camera.

# 5 Analyse your first project

When the project properties have been defined and the times synchronised, the analysis screen will open with many different windows. These windows contain all the important elements to perform a match analysis.

You will see the selected analysis panel, the video player window, a window to play all events once they have been tagged and a field with both teams and the players of the respective teams.



## 5.1 Playback window

Below the video in use, a series of icons will appear that will allow you to monitor the status of the video.



Add static drawings to a cut to highlight an element.



Performs jumps in the video for the number of seconds allotted to it.



Allows you to zoom in or out for editing.



Change the video playback speed: slow motion or fast motion.



Adjusts the duration of an event that you have held.



Modify the volume of the video.



The time in the video you are in, and the buttons to play/pause, and go back or forward.



Unzip the video screen so you can have it in two different windows.

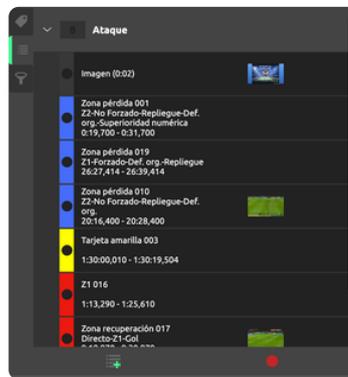
## 5.2 Event grouping and filters

Once we have started to analyse our match, we will be able to see all the events in the top left column, which will appear in the order we have set in our analysis panel. There, we will also have different views that we can use:



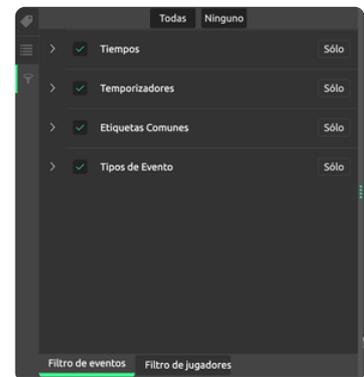
### Events List

We can play all the events, create playlists with different categories, export any of the clips, move it to another category or delete it.



### Playlist

All events that we want to group in a list will appear there to make it easier to organise events.



### Filters

They make it easier to find the events you are looking for, using the different filters by events or players.



## 5.3 Timeline

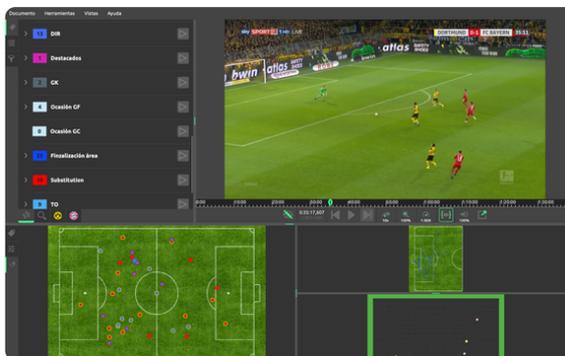


The timeline is used to display all events in chronological order. Each line represents the main label, which is used in the analysis panel and on each line you will find all events related to this label.

The timeline has a playhead that can be moved over the timeline bar. The bar shows the minutes and seconds of the video you are working with. The video player window will still be visible for you to continue reviewing the game situations of the match/actions you are analysing.

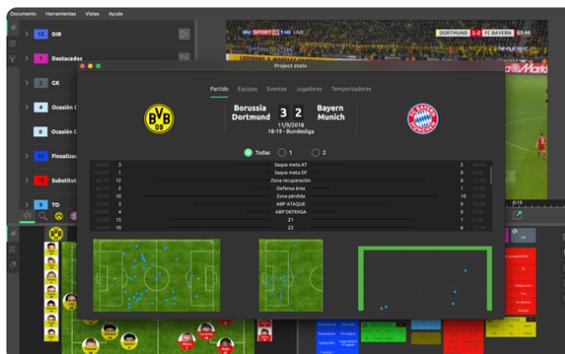
From here, you will also be able to modify the duration of the cuts you have.

## 5.4 Zonal tags



Zonal tags are labelled as a dot or as a trajectory. The dot will show a circle with the colours of each team's jersey, as will the events on the timeline. The trajectory is an arrow from point A to point B, showing the path of the tag. The arrows will also appear with coloured borders according to the colours of the team jersey they belong to for easy identification.

## 5.5 Match statistics



Once we have finished analysing our match, we can see the final statistics by clicking on "Tools" and selecting the option "Show project statistics", and they will appear in different views.

## 5.6 Excel export

Another option to see in a generic way what has happened in the match is to use the export to Excel.

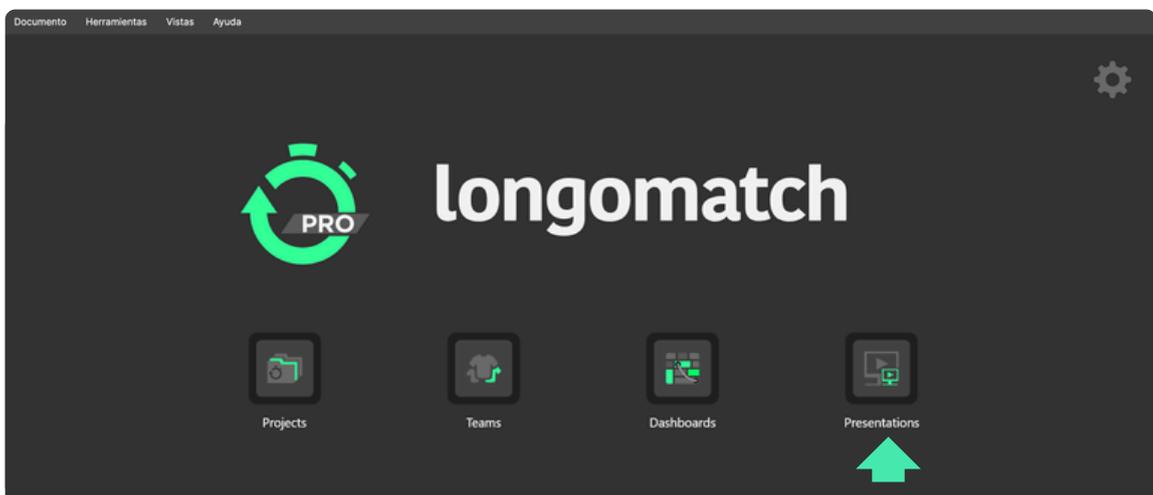
This option allows you to export all the project data in an Excel sheet. There, we can find all the categories of our buttons, with their subcategories, field position, players tagged in actions, etc.

Zona recuperación										Posición de campo	
Evento	Tiempo	Inicio	Fin	Equipo	Jugadores	Resultado	Nueva subcategoría	New subcategory	FieldX	FieldY	
Zona recuperación	0:01:11	0:00:58	0:01:11	Equipo	26-Piszczek	Z2	Asegura pos	At. Org.	0.34375	0.21	
Zona recuperación	0:02:38	0:02:28	0:02:40	Equipo	26-Piszczek	Z1	Asegura pos	At. Org.	0.28125	0.24	
Zona recuperación	0:09:29	0:09:19	0:09:31	Equipo	35-Hitz	Z1	Directo	Gol	0.2828125	0.175	
Zona recuperación	0:09:31	0:09:21	0:09:33			Z1	Directo	Gol	0.5	0.5	
Zona recuperación	0:10:21	0:10:11	0:10:23	Bayern Munich	27-Alaba	Z2	Asegura pos	At. Org.	0.465625	0.185	
Zona recuperación	0:10:36	0:10:26	0:10:38	Equipo	28-Witsel	Z1	Asegura pos	At. Directo	0.296875	0.495	
Zona recuperación	0:13:59	0:13:49	0:14:01	Equipo		Z2	Asegura pos	At. Org.	0.34375	0.91	
Zona recuperación	0:14:40	0:14:30	0:14:50	Equipo	2-Zagadou	Z2	Asegura pos	At. Org.	0.321875	0.65	
Zona recuperación	0:18:57	0:18:47	0:18:59	Equipo	35-Hitz	Z1	Asegura pos	At. Org.	0.15	0.415	
Zona recuperación	0:22:19	0:22:09	0:22:21	Bayern Munich	8-Javi Martinez	Z2	Asegura pos	At. Org.	0.3875	0.765	
Zona recuperación	0:22:39	0:22:29	0:22:41	Bayern Munich	22-Gnabry	Z3	Asegura pos	At. Org.	0.33125	0.725	
Zona recuperación	0:35:04	0:34:54	0:35:06	Bayern Munich	7-Ribery	Z2	Asegura pos	At. Org.	0.6375	0.18	
Zona recuperación	0:37:03	0:36:53	0:37:05	Bayern Munich	25-Muller	Z1	Asegura pos	At. Org.	0.65625	0.745	
Zona recuperación	0:53:38	0:53:28	0:53:40	Equipo	28-Witsel	Z2	Asegura pos	At. Org.	0.56875	0.88	
Zona recuperación	0:57:18	0:57:08	0:57:20	Equipo	28-Witsel	Z2	Asegura pos	At. Org.	0.63125	0.33	
Zona recuperación	1:11:29	1:11:13	1:11:31	Equipo	5-Achraf	Z1	Directo	At. Directo	0.75625	0.45	
Zona recuperación	1:24:08	1:23:58	1:24:10	Equipo	2-Zagadou	Z1	Directo	Pérdida	0.815625	0.275	
Zona recuperación	1:32:50	1:32:34	1:32:52	Equipo	11-Reus	Z2	Directo	Tiro	0.421875	0.39	

ABP DEFENSA						
Evento	Tiempo	Inicio	Fin	Equipo	Jugadores	Resultado
ABP DEFENSA 001	0:04:10	0:04:10	0:04:19	Equipo		Corner
ABP DEFENSA 002	0:05:20	0:05:20	0:05:27	Equipo		Corner
ABP DEFENSA 003	1:29:34	1:29:34	1:29:41	Equipo		Corner
ABP DEFENSA 004	1:37:13	1:37:13	1:37:21	Equipo		Corner

## 6 Presentations

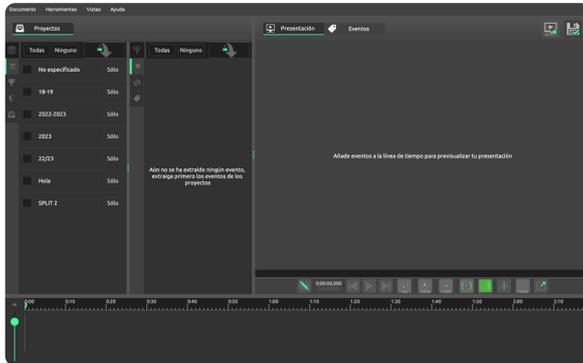
This functionality allows you to create presentations using events from different projects. It also allows you to add images and videos from your computer to customise the presentation. For example, you can create a presentation of the direct goals scored by a specific player during the 2023/2024 season.



Once we have created a new presentation, we can add the video cuts.

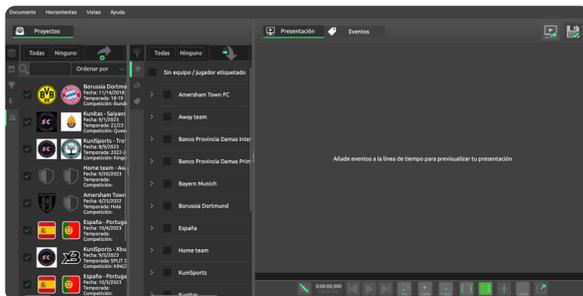
To do this, two columns will appear with different filters that we will have to add to narrow down the clips.

In the first column, we will have the filters of the information that we have been adding in our projects:



- Seasons.
- Competition
- Teams
- Related projects.

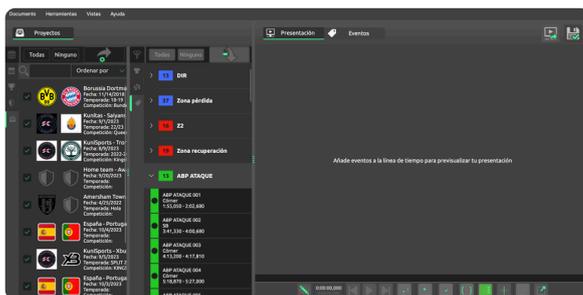
In case it is a field that we do not specify, we can check the option "not specified" and, in this case, it will show us all those events in which we do not specify this field.



As we add the information in the filters, we will have to click on the arrow at the top of the column, until we move the events to the second column.

Once in the second column, we can filter by:

- Players
- Categories
- Events



And there we will see all the events we have with the selected characteristics.

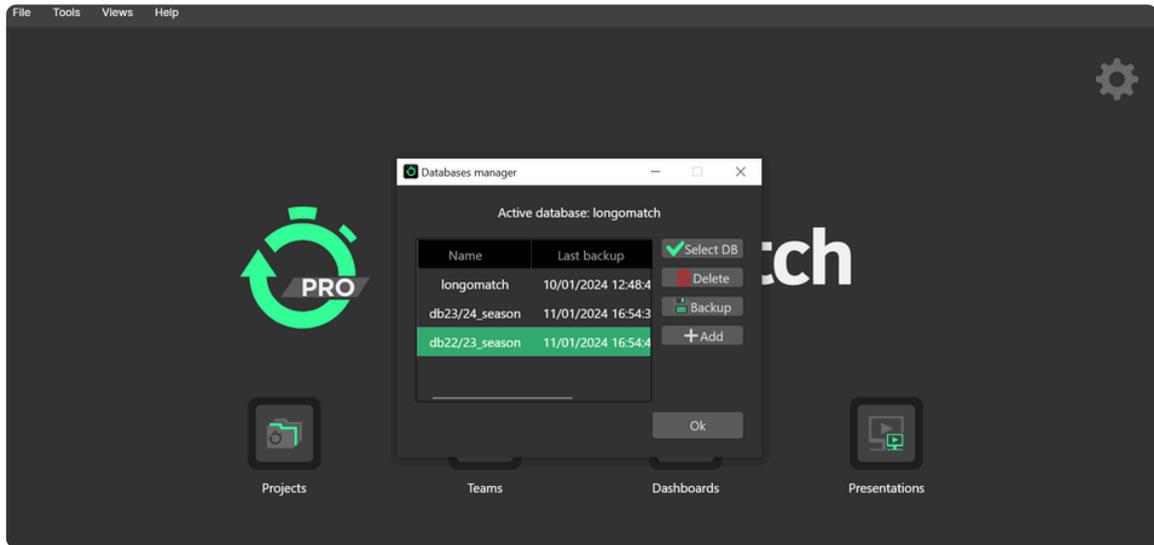


And here, all we have to do is start dragging the remaining clips onto the timeline at the bottom.

We can add external images and video to make our presentations more complete, and modify or add drawings of our clips.



## 7 Databases manager



As we know that Longomatch is your working application, the "Database Manager" tool helps you to keep all your projects organised.

You can create as many databases as you want, separating them, for example, by season. This way, when you are in the database of season 23/24, you will not see the projects of season 22/23, but you will be able to access them by changing the selected database.

You can find this option in the "Tools" panel in the top bar.