CHRONOVISION

Users Guide

VISION SPORT

Table des matières

1 Open and closing the software

1.1 Open the software

Double-click the CHRONOVISION icon on the desktop :

chronovision.exe

The home page is displayed:
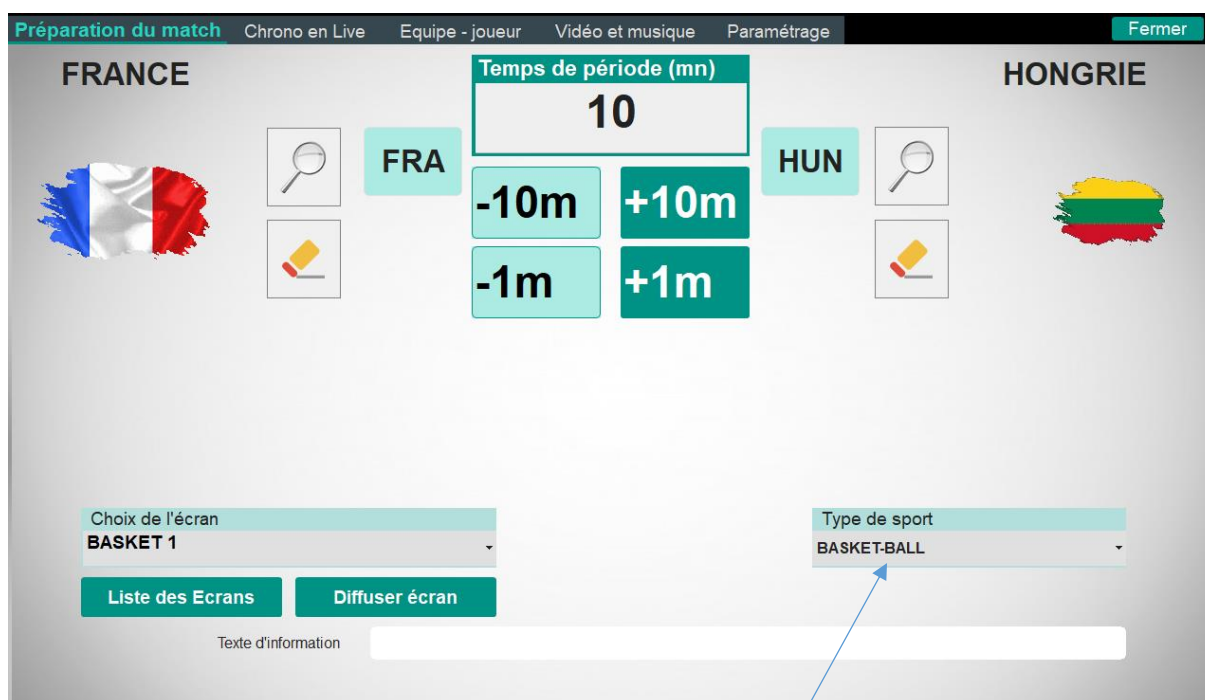
This page corresponds to the Match Preparation tab and restores by default the last configuration used:

- • the selected sport, here, basketball;
- • the length of a period, if any, here, 10 minutes;
- • the name of the teams or players present here, France – Hungary

1.2 Closing the software

The closing of the software can only be done from the home page / the **Match Preparation** tab by clicking on the **Close** button on the top right .
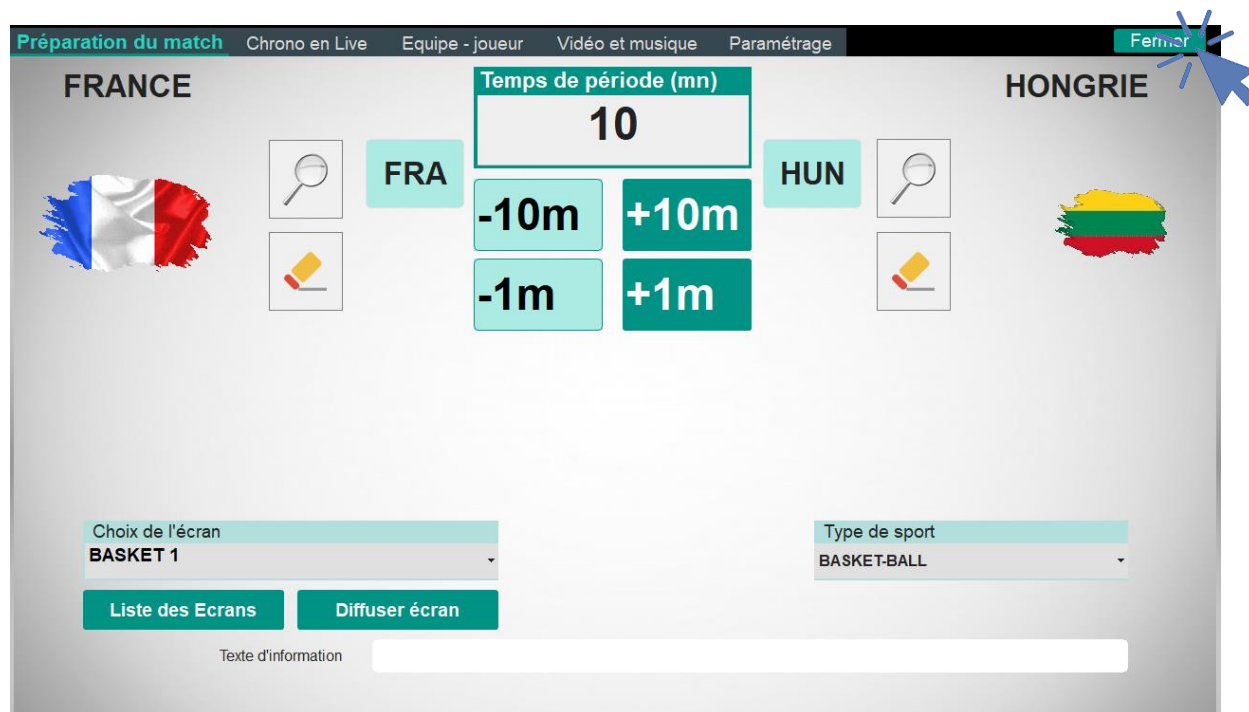
2 Match Preparation Tab

2.1 Sélect a sport

From the **Match Preparation** tab, which also serves as the home page, the type of sport is selected via the drop-down menu:

2.2 Changing the first parameters of a match

Once the type of sport selected, for example basketball, it is possible from this tab to change different parameters of the match :

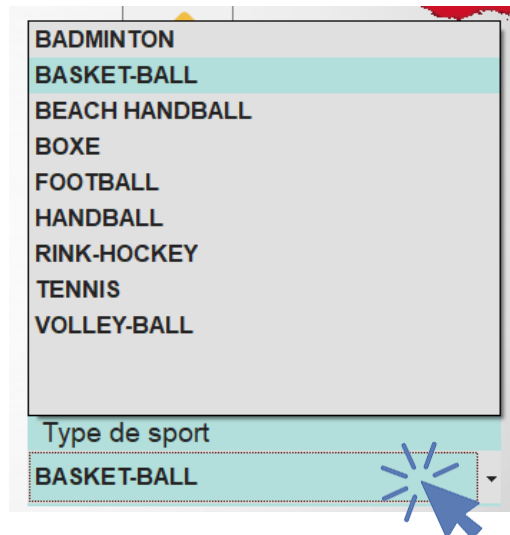- change the abbreviation for the names of the teams by clicking directly in the area of the name that will be highlighted and entering the new name using the keyboard :
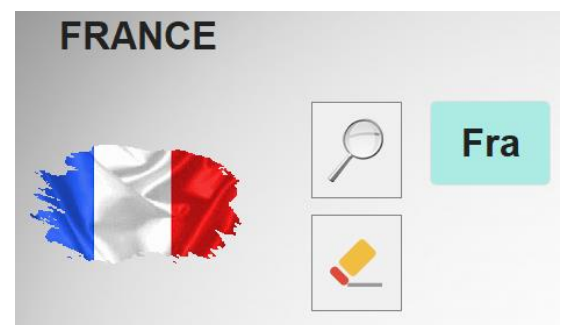
  To validate the new name, press enter (if the name of the team on the left was changed, the name of the team on the right will be highlighted and can be modified, if you do not want to modify it or after modification, press enter again);
- It is possible to add an image, a logo for the player or the team or to delete it. The button allows to search for an image in the computer while the button delete the displayed image (be careful, the image is deleted directly without a confirmation request) ;

- The duration of the period can also be modified from this tab by adding or deleting minutes using the buttons :

-10m	+10m
-1m	+1m
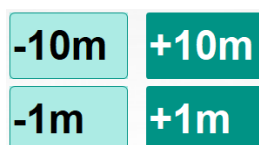
You can directly change the duration of the period by clicking in **the Time frame of the period** and enter the new value on the keyboard:

Temps de période (mn)

12

2.3 First settings of the broadcast on a 2nd screen (TV, LED panel)

By default, the display is only done on the screen of the computer, it is necessary to activate the broadcast on a second screen to be able to display the stopwatch and score on a second screen which can be a screen choice TV, an LED panel…
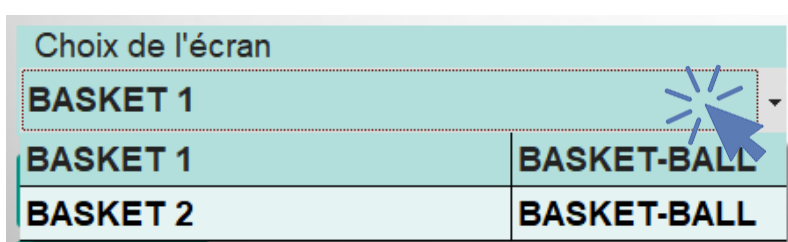
2.3.1 Choosing a model for broadcasting and launching the broadcast

To use an existing template for the broadcast just select this template in the drop-down menu (when creating templates, it is better to give a name rather short but to recognize it and differentiate it from other existing models)

Choix de l'écran

BASKET 1	
BASKET 1	BASKET-BALL
BASKET 2	BASKET-BALL

If there is no existing template or none of them fit your needs, you can create your own templates (see 2.3.2 Creating and Editing Delivery Templates)

Once the model is chosen, just click on the button Display screen that will change color:

Diffuser écran   Diffuser écran

The broadcast will then start on the second screen.

> ⚠ **Note**: Once the broadcast is launched, it is no longer possible to modify the chosen sport and the corresponding drop-down menu disappears. To access this menu again, you first have to click the Broadcast screen button to stop broadcasting on the additional screen, the button will return to its light color and the drop-down menu will reappear.
>
> When the broadcast is launched, it is not possible to change the delivery model.

2.3.2 Creating and modifying delivery templates

To create a new delivery model or edit an existing template, you must display the list of templates by clicking the **List of screens** button:
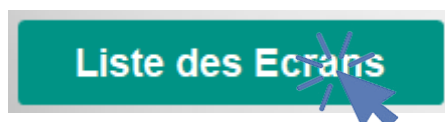
A new **SPORT Table** window opens with a more or less long list of existing models for the previously selected sport (see 2.1 Sport Selection):

Click on the button to close the **SPORT Table** window and return to the **Match Preparation** tab.

2.3.2.1   Creating a diffusion model

To create a new mailing template, click the **New** button.

Complete the document :

Click in the **ACTIVITY** box to enter the name of the model, in our case "EXAMPLE", it is better to choose a speaking name to know immediately which model it is without having to systematically reconsult the corresponding records.

Then choose from the drop-down menu the type of sport to apply the model, here basketball :

Choisir	Choisir un sport.... ▾
	Choisir un sport....
Le sport	**BASKET-BALL**
	BEACH HANDBALL
Temps d'une	**HANDBALL**
	VOLLEY-BALL
largeur écra	**FOOTBALL**
	TENNIS
hauteur écra	**BADMINTON**
	RINK-HOCKEY
Modèle de p	**BOXE**
◉ Football	
○ Basket-ball	
○ Modèle C	
○ Tennis	○ Handball 2 ○ Beach HB 3

Then define the duration of the period if necessary by clicking in the box **Time of a period**, in our example, 10 minutes:

Temps d'une période en minutes
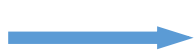
Temps d'une période en minutes   10

The time can also be adjusted by clicking on the +1 and -1 buttons:

+1

-1

Then define the height and width of the screen used for the diffusion in pixels, here 1920 by 1080 :
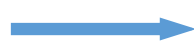
largeur écran   →   largeur écran   1920

hauteur écran   →   hauteur écran   1080

Choose the Presentation Template that corresponds to a default positioning of the score and the timer on the broadcast screen, for our EXAMPLE, the Basketball model is ticked:

Modèle de présentation

○ Football	○ Modèle E	○ Handball 3
◉ Basket-ball	○ Volley	○ Beach HB 1
○ Modèle C	○ Handball 1	○ Beach HB 2
○ Tennis	○ Handball 2	○ Beach HB 3

> ⚠ **Note** : the choice of a presentation template defaults to the position of the score and the chrono on the broadcast screen, but this position can be modified in the Setup tab (see 6.2 Setting up the broadcast screen).

It is possible to add an image that will serve as a background image. The button 🔍 It is possible to add an image that will serve as a background image. The button ✏ delete the displayed image (be careful, the image is deleted directly without a confirmation request.
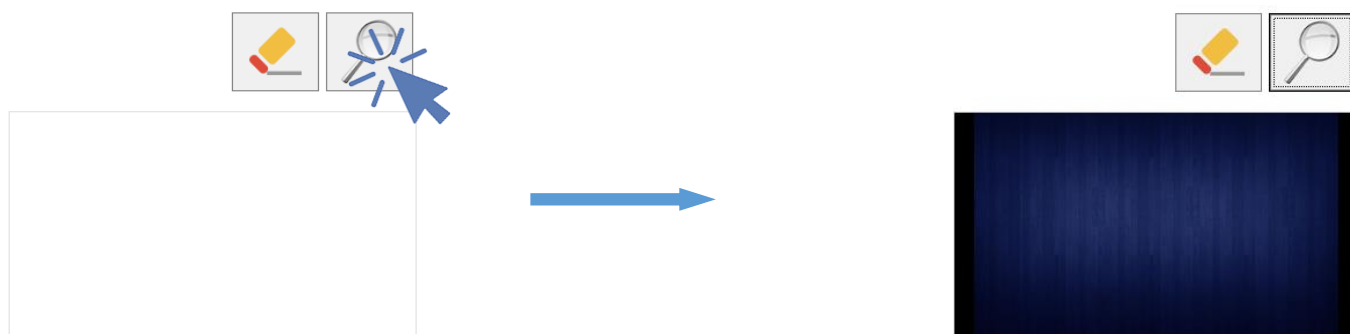
In case of video broadcasting, it is necessary to define the width and the height of the video in pixels as well as the position of the display of this video (by default, the values 0 for X and Y position the video in the angle in top left). In our case, it will be a vertical strip of video of 200 pixels wide and 1080 pixels high that we want to display on the right of the screen is a value of X of 1720 and a value of Y from 0.

| largeur vidéo | 0 | Position X vidéo | 0 |
| hauteur vidéo | 0 | Position Y vidéo | 0 |

| largeur vidéo | 200 | Position X vidéo | 1720 |
| hauteur vidéo | 1080 | Position Y vidéo | 0 |
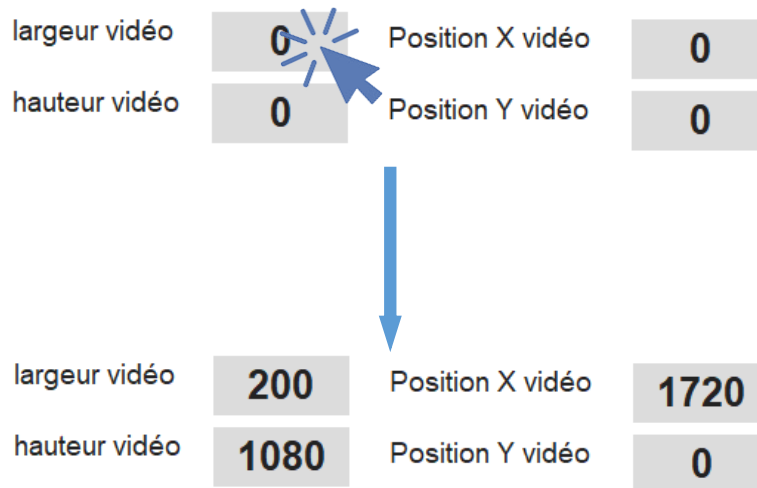
⚠ **Note :** in the case of our example of a screen of 1920 pixels wide by 1080 pixels high, here are the possible values for X and Y:

```
           Valeurs de X
      0   ──────────────▶  1920
      0  ┌──────────────────┐
 V       │                  │
 a       │                  │
 l       │                  │
 e       │                  │
 u  │    │                  │
 r  │    │                  │
 s  ▼    │                  │
 d       │                  │
 e       │                  │
 Y       │                  │
   1080  └──────────────────┘
```
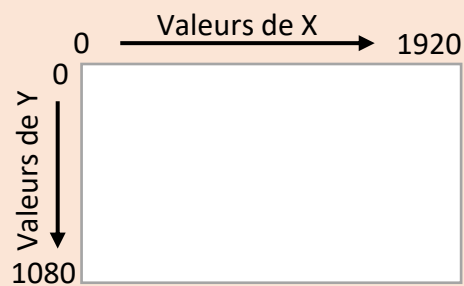
The larger the value chosen for X, the more the video will be shifted to the right.
The higher the value chosen for Y, the more the video will be shifted down.

Be careful to consider the width and height of the video to avoid truncation on the display.

Once all the parameters have been entered, press the **Validation** button [Valider ✓] to save the new card and close the window. The new model now appears in the list of possible models for basketball:

Table SPORT

Nom de l'écran	Temps jeu	Modèle	Fond d'écran	Pour le Sport	
BASKET 1	10	Modèle Basket		BASKET-BALL	Fermer ✕
BASKET 2	10	Modèle Basket		BASKET-BALL	
EXEMPLE	10	Modèle Basket		BASKET-BALL	Nouveau +
					Modifier ✎
					Efface 🗑
					Dupliquer ✎

2.3.2.2   Modify a diffusion template

To view the details of a model and / or to modify it, double click on the corresponding line or click on the line in question then on the button **Modify** Modifier ✎ .

A new windows opens :

The different parameters can be checked or modified. To keep the changes, click on the **Validate** button Valider ✔ to save the changes and close the window.

To only close the window, click on the Cancel button Annuler ✕
(In this case, the changes made will not be taken into account).

2.3.2.3 Duplicating a diffusion template

In some cases, the distribution model to be created may be very close to an existing model with a difference for example the background image to use or the position of the video. In this case, to avoid creating a new model or losing the existing model by modifying it, it is possible to use the **Duplicate** button:

Here, to duplicate our EXAMPLE template, select the model that appears highlighted and click the **Duplicate** button.

A new window opens, listing all the values of the existing model selected except the name that is completed by "_DUPLI" so that the new model generated has a different name by default. The new model can be renamed and modified as needed (see 2.3.2.2 Modifying a delivery model)

2.3.2.4   Delete a broadcast template

If some models are no longer used, the model list becomes long, the useless template (s) can be easily deleted by selecting a template and then clicking the **Erase** button Efface 🗑 .

 A confirmation window opens so that the selected template is not deleted by mistake:
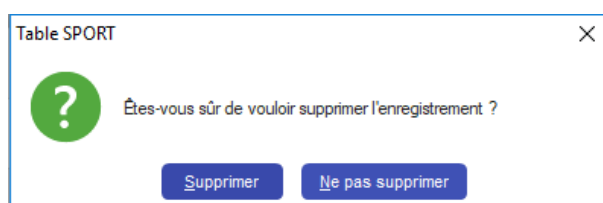
3 Tab « Chrono Live »
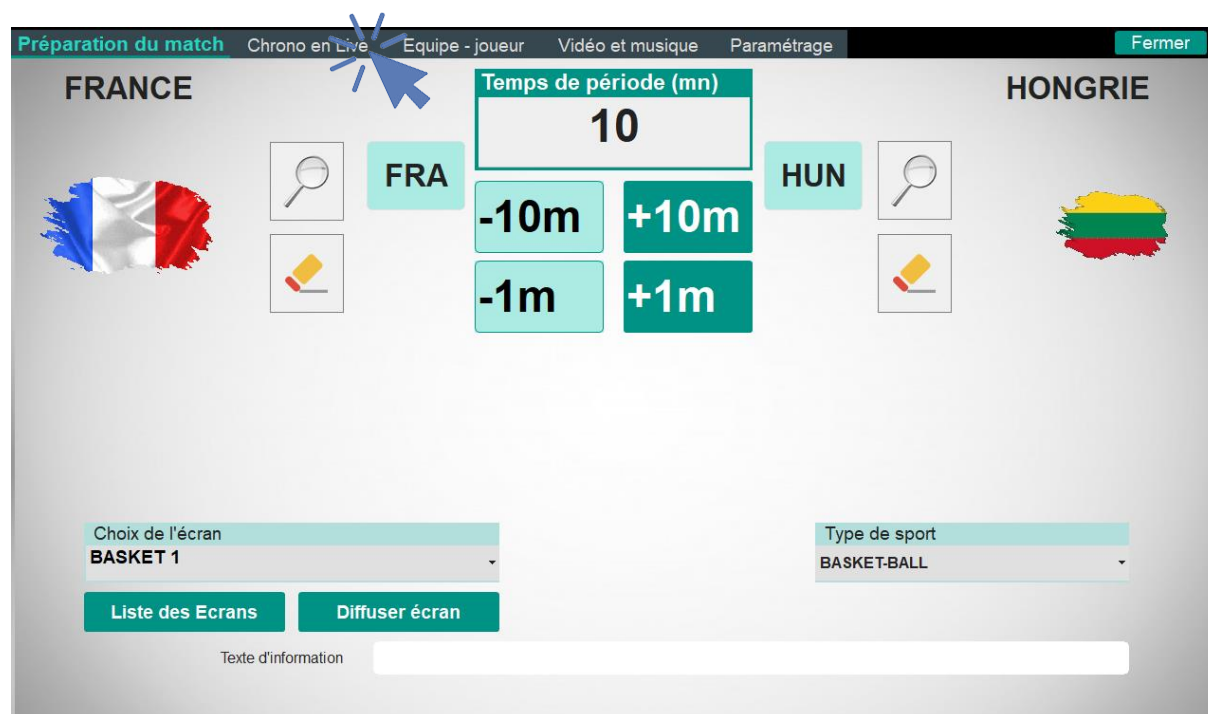
3.1 General

Depending on the sport selected previously (see 2.1 Selection of the sport), the aspect of this tab will differ with the presence or not of a chrono, of the list of the players ...

However, whatever the chosen sport, some buttons include the indication of a keyboard shortcut, for example:

On this key, the indication F8 in the upper left indicates that it is possible to press the **F8** key on the keyboard to trigger the same action as pressing this button.

When using a timer, this tab always displays the time in both possible modes (increment and countdown). The type of timer displayed on the display screen is indicated by the display word LED and can be changed in the Setup tab (see 6.1 Software settings).

In this example of a 10 minute period, 16 seconds of play have already elapsed:

The **display for LED** appears on the incremented chrono so it will be displayed on the broadcast screen.

3.2 Beach handball

On the home page / **Match preparation** tab, select the type of **Beach handball** sport (see 2.1 Sport selection), and, in the case of a broadcast, choose its broadcasting model and launch the broadcast (cf. 2.3.1 Choosing a Model for Dissemination and Release). If necessary, change the duration of a period (2.2 Changing the first parameters of a match)

Then click on the **Team - Player** tab to choose which teams or players will compete in the match (see 4 Team - Player Tab). In this example the women's teams of France and Hungary meet, 10 players having been selected side France and side Hungary

Click on the Chrono Live tab to access the scoring screen :

3.2.1 General appearance of the Beach Handball scoring screen

The screen consists of three major parts:

- - The left side: team A with his players and his score;
- - The central part: chrono and time management;
- - The right side: Team B with his players and his score.

In the lower part of the screen are recalled :

- - The time at the clock and the time remaining for the period;
- - The duration of the period.

3.2.2 Description de la table de marque beach handball

Zones and their use:

- 1 - the resets (score and time);
- 2 - chrono management;
- 3 - score management;
- 4 - fault management;
- 5 - set management.

3.2.2.1 The resets

Start by resetting the score and the chrono by clicking on the **RAZ score** and **RAZ chrono** buttons (windows will be displayed to propose you to reset the various elements):

Note : it is important to reset all parameters before the start of the match to prevent score, foul or penalty information from being recorded in the course of testing and kept for the match.

The reset of the timer also takes into account a possible change in the duration of the period in the Match Preparation tab (see 2.2 Changing the first parameters of a match).

3.2.2.2 Chrono management

Team A time out request

Remaining Time

Team B time out request

Rectification of time: adding or deleting minutes

Rectifying time: adding or removing seconds

Time elapsed

Start / Stop time

Temps Mort F9 · 00:00 · Temps Mort F10

+1 Minutes · 10:00 affichage pour L · +1 Secondes

-1 · -1

KLAXON clavier numérique / · Pause

et GG 🔒 · Touche clavier numérique signe moins DEPART · Fin 2er

0 · 17
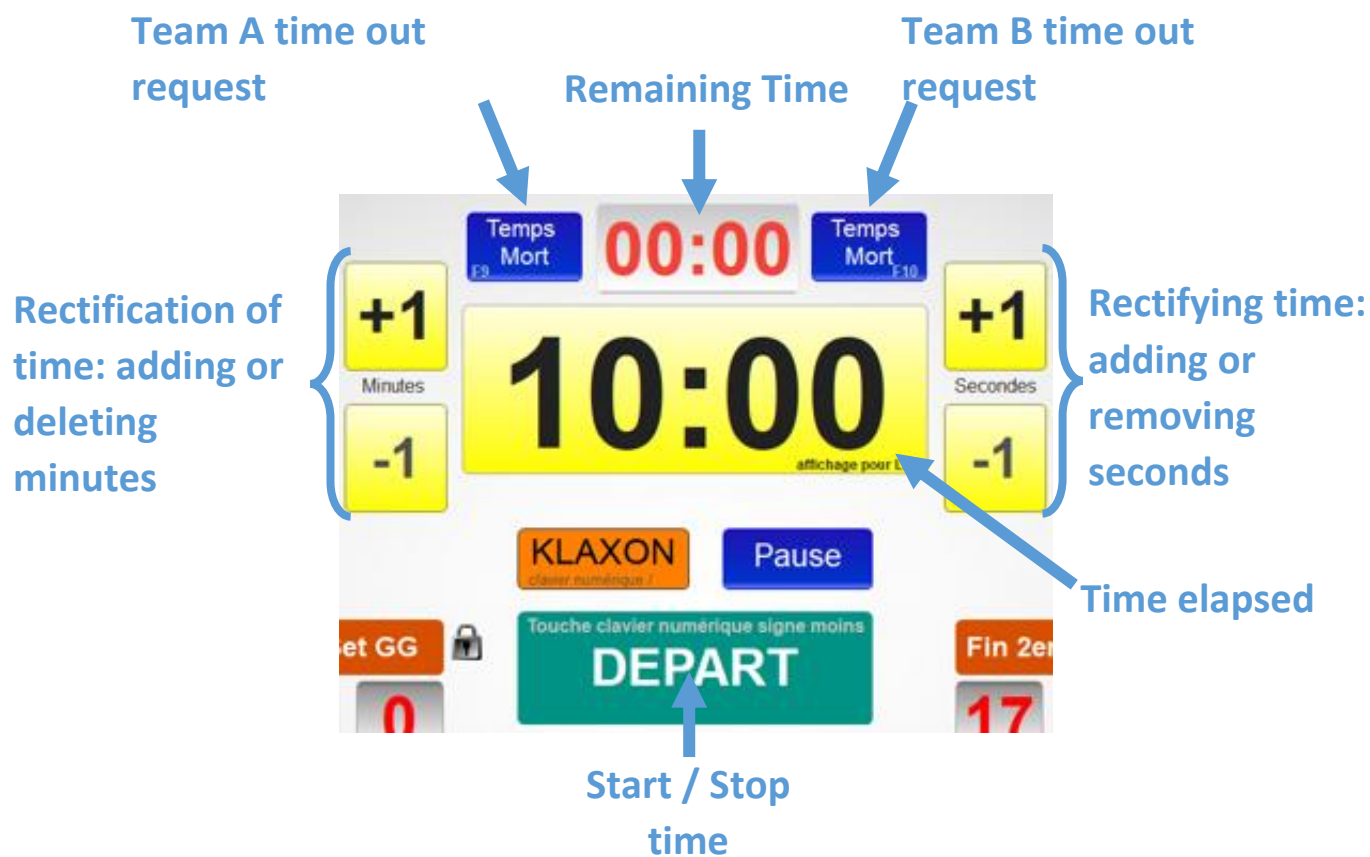
For resetting the time, clicking on the **RAZ score** and **RAZ chrono** buttons

The stopwatch:

To start the timer, press the **START** button or the **-** key on the computer's numeric keypad:

To stop the timer, press the **STOP** button or the - key on the computer keypad:
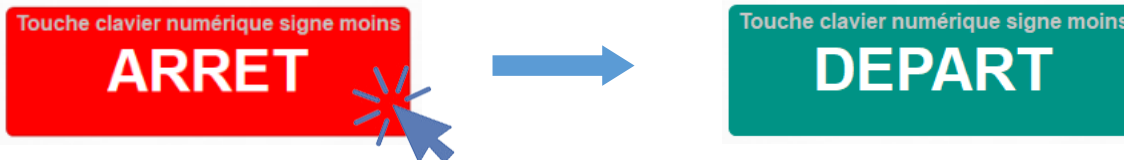
⚠️ **Note :** in the event of an Time error (forgetting to stop or restart the stopwatch), it is possible to rectify it with the buttons **+1** and **-1** when the stopwatch is stopped and thus add or remove minutes and / or seconds at the posted time.

The horn:

If necessary, you can sound the horn by pressing the **KLAXON** button or the / numeric keypad on the computer:

If the horn is accidentally tripped, press the KLAXON button or the / numeric keypad button on the computer again, otherwise wait for the beep to sound..

Pause:

The pause is a countdown of 5 minutes which is triggered automatically at the end of the first set that is to say by pressing the button **End 1st set** unless the two teams are equal in which case the count starts by pressing the **End button 1st set GG**.

No beep sounds at either the beginning or the end of the pause (the countdown can be stopped at any time by pressing the button again).

| Pause | After 6 seconds → | 4:54 |

The Time Out :

To trigger a **Time Out**, press the Time Out button of the team concerned or the F9 key on the keyboard for team A or the F10 key for team B. If the timer is not stopped at the time of the the Time Out is triggered, the stopwatch is then stopped, the horn sounds and the Time Out time is counted down. 10 seconds before the end of the Time Out, the horn sounds a second time, then sounds a third time at the end of the timeout.

| Temps Mort F9 | After 4 seconds → | 0:56 F9 |
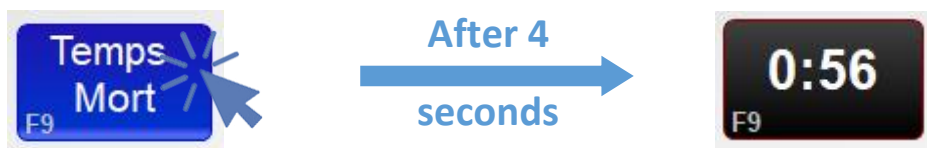
Team A:

Rectification of the score { Score -2 -1 / 2 / +2 (F3) +1 (F1) } **Add 1 or 2 points**

Team B:

Add 1 or 2 points { +2 (F4) +1 (F2) / 1 / Score -2 -1 (F12) } **Rectification of the score**

> ⚠ **Note :** to change the score, press the +1, +2 or -1, -2 buttons or the F1, F3, F11 keys on the keyboard for Team A or the F2, F4, F12 keys on Team B.

Assigning points to the scorer:

When a goal is scored, pressing the +1 or +2 button increases the team's score by that number of points. After pressing this button, simply press the number of the player of the team that scored that goal to give it to him. The number of goals scored by a player is displayed on his player button and can be found in the Team - Player tab (see 4 Team - Player tab).

Choix de l'équipe	FRANCE FILLES			
Affichage tableau	n°	Joue	But	Faute
JOUEUR 1	**1**	☑	**6**	
JOUEUR 2	2	☑		2
JOUEUR 3	3	☑	13	
JOUEUR 4	4	☑		
JOUEUR 5	5	☑	7	
JOUEUR 6	6	☑		
JOUEUR 7	7	☑	6	
JOUEUR 8	8	☑		
JOUEUR 9	9	☑	2	
JOUEUR 10	10	☑		
Somme			**34**	**2**
Compteur	**10**	**10**		

For example, player 3, who had already scored 13 goals, just scored again, a 2-point goal:

In case of error, for example if it was not the player 3 who had scored this goal at 2 points but the player 5, press the Correction button who then becomes red (and the rest as the system is in correction mode):
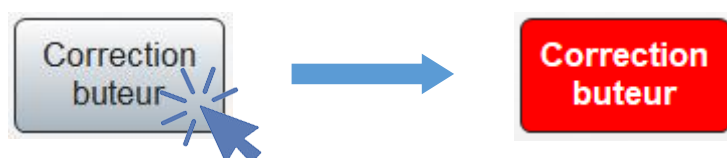
Then click on the -2 button since a 2-point goal was mis-awarded and on the number of the player to withdraw the goal (3):

Then click on the +2 button and the number of the player to whom the goal is assigned (5).

Once the corrections are applied, press again on the correction button aimeur which becomes again gray:
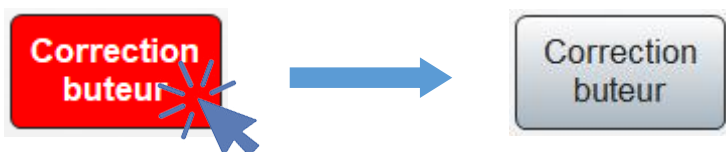
⚠ **Note :** if the goal has been assigned to a player on the other team, perform the same operations without pressing the Goal Compensation button. That is, press the -1 or -2 button of the team to which the goal was erroneously assigned and then click on the number of the player who was assigned the goal in error.

3.2.2.4 Management of faults

When a player commits a foul, press the button **Fault** of the corresponding team that turns red.

After pressing this button, just press the player number of the team that made the mistake to assign it to him, the **Fault** button becomes gray again.
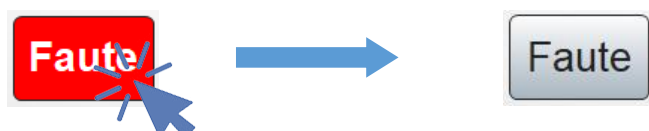
At the first foul, the player's box is displayed in yellow:

At the second foul, the player's box turns red :

> ⚠ **Note :** In the event of a mistake attributing a fault to a player, rectification is done directly in the Team - Player tab (see 4 Team - Player tab).

End of the first set:

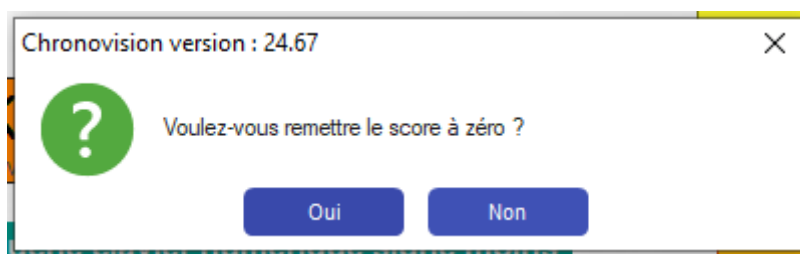At the end of the first set, press the button **End 1st set**, the button changes from yellow to orange and the score of each team is automatically registered in the boxes below:

A window appears to propose to reset the score of both teams :

⚠️ **Note :** a padlock also appeared to the right of the End 1 Set button, which prevents you from accidentally resetting the set's score.

If the set was not finished, and it is necessary to reset the set, press the padlock then the button **End 1st set** which becomes yellow again.

At the end of the set time, two cases are possible:

- One team has scored more points than the other, so this team wins the set and the 5 minutes of break time start to count. A new **End 2eme set** button also appears;

- Both teams are tied, in this case, a new button, **1st set GG** appears:

The set resumes (time is not counted), until one of the two teams scores the "golden goal", scores 1 or 2 points and wins the set. Assign points to the player then press the 1st set GG button which turns orange, the score of each team automatically registering in the boxes below. A window appears to propose the resetting of the scores of the two teams.
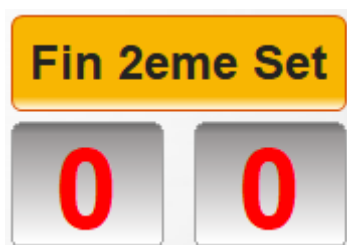
A padlock appears next to the **1st set button GG** as for the button **End 1st set** to avoid any unintended reset of the set.

The **End 2nd Set** button also appears.

The 5 minutes of the break time start to be counted automatically.

End of the second set:

At the end of the second set, press the **End 2nd set** button, the button changes from yellow to orange and the score of each team automatically falls into the boxes below. A padlock appears next to the button to prevent unintended reset of the set.

As at the end of the first set, different cases are possible at the end of the allotted time :

- One team scored more points than the other, so this team wins the set. If this team had already won the first set, they won the match. If each team has won a set, the match is not over, the teams must pass the penalty shootout to break the tie and the **SHOOT OUT** button appears instead of the START button (see below). ;

- The two teams are tied in this second set, in this case, a new button, **2nd set GG** appears:

The set resumes (time is not counted), until one of the two teams scores the "golden goal", scores 1 or 2 points and wins the set. Assign the points to the player then press the 2nd set GG button that turns orange, the score of each team automatically registering in the boxes below.

A padlock appears next to the **1st set button GG** as for the button **End 1st set** to avoid any unintended reset of the set.

If the team that won the second set had already won first, they win the match. If each team has won a set, the match is not over, the teams must pass the penalty shootout to break the tie and the **SHOOT OUT** button appears instead of the **START** button (see below)..

Shots on goal:

If each team has won a set, both teams must be split by a shootout, in a series of 5 shots per team. The SHOOT OUT button will appear instead of the **START** button:
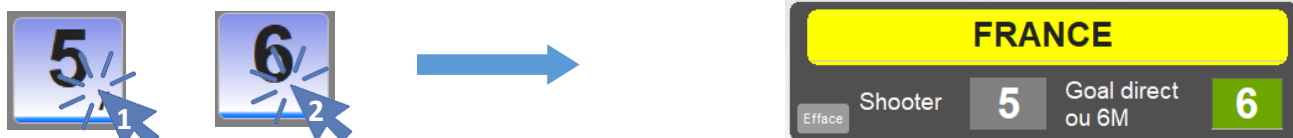
Clicking on this button changes the appearance of the brand table:
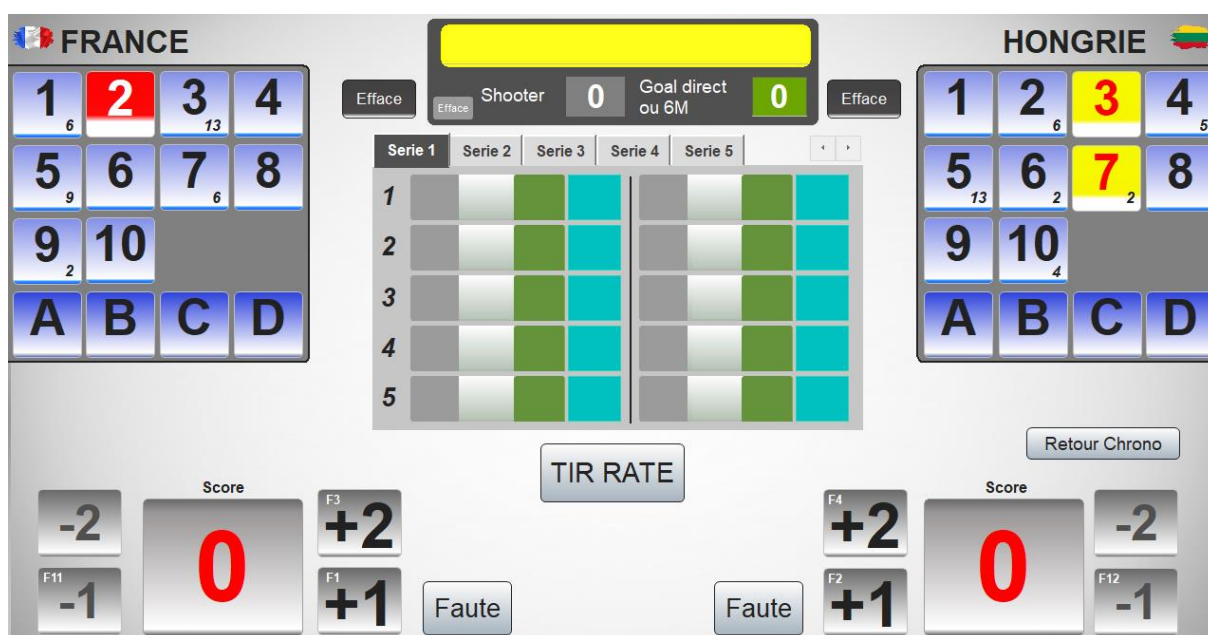
> ⚠️ **Note :** to return to the display of the scorecard with chrono, just click on the Back **button chrono**:
>
>

During a shot on goal, first press the box corresponding to the shooter of the team and then the goalkeeper of the same team, their number appears in the upper frame:

In case of error on the selection of players, press the Erase button located in this frame:

Different cases are then possible :

- the shooter does not score:
  o click on the **missed shoot** button :

  o the line of the series is completed automatically:

    Example: on the first shot, the shooter is the player 5 and he missed, the goalkeeper was the player 6, the first line of the series then displays:

- the shooter scores a goal worth 1 point or 2 points:
  o click on the **+1** or **+2** button :

  o 3 buttons appear, click on the button GOAL:

    the line of the series is completed automatically:
    Example: on the second shot, the shooter is the player 1 and he scored a goal at 2 points, the goalkeeper was the player 6, the second line of the series then displays:

- the goalkeeper scores a goal directly (2 points):
  - o click on the **+2** button:

  - o 3 buttons appear, click on the button GOAL DIRECT:

    a line of the series is completed automatically:
    Example: on the third shot, the shooter is the player 3, the goalkeeper was the player 6 and it is he who scored, the third line of the series then displays:

- The opposing goalkeeper committed a foul resulting in a 6M throw.
    Press again on the box of the player who was the shooter during this shot then press the box of the player who will shoot the 6M
    Example: At the fourth shot, initially, the shooter was the player 7 and the goalkeeper the player 6, but a foul was committed and it is the player 5 who will finally shoot the 6M:

  - o If the shot is missed, press the **missed shoot** button:

    And the line of the series is completed automatically:

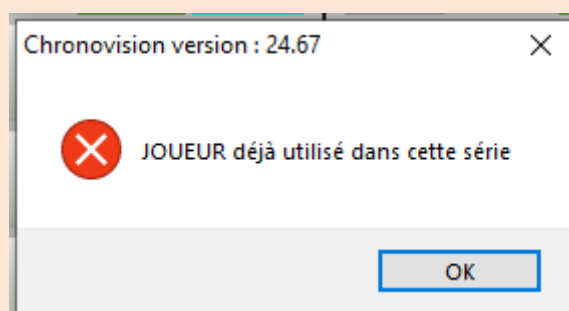 - o If the shot is successful, click on the **+2** button:

    4 buttons appear, click on the button 6M:

The line of the series is completed automatically:

> ⚠️ **Note :** if the same shooter is selected for the second time in the same series of shots, an error message appears and the shooter is not selected:
>
>

At the end of a series of 5 shots per team, if both teams are tied, click on the next series:

4 Onglet Equipe – Joueur

4.1 General

The appearance of this tab is the same regardless of the sport selected:

When a magnifying glass appears next to a column name of the different tables on this tab, it is possible to search in this column. Click on the magnifying glass to search:

Affichage tableau	🔍	n°	🔍	Joue	But	🔍Faute🔍 >
JOUEUR 1		1		☑	**4**	
JOUEUR 10		10		☑		
JOUEUR 11		11		☐		
JOUEUR 12		12		☑		
JOUEUR 13		13		☐		

	🔍	n°	🔍	Joue	But	🔍Faute🔍 >
JOUEUR 1		1		☑	**4**	
JOUEUR 10		10		☑		
JOUEUR 11		11		☐		
JOUEUR 12		12		☑		
JOUEUR 13		13		☐		

I this, for example, to gain more access to player # 2 :

JOUEUR 2|	🔍	n°	🔍	Joue	But	🔍Faute🔍 >
JOUEUR 2		2		☐		
JOUEUR 20		20		☐		
JOUEUR 21		21		☐		
JOUEUR 22		22		☐		
JOUEUR 23		23		☐		

Similarly, by clicking on a column name, it is possible to sort alphanumeric ascending or descending (successive clicks):

n°
1
10
11
12
13
14
15
16
17
18
19
2
20
21
22
23

→

n°
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

→

| n° |
|---|
| 30 |
| 29 |
| 28 |
| 27 |
| 26 |
| 25 |
| 24 |
| 23 |
| 22 |
| 21 |
| 20 |
| 19 |
| 18 |
| 17 |
| 16 |
| 15 |
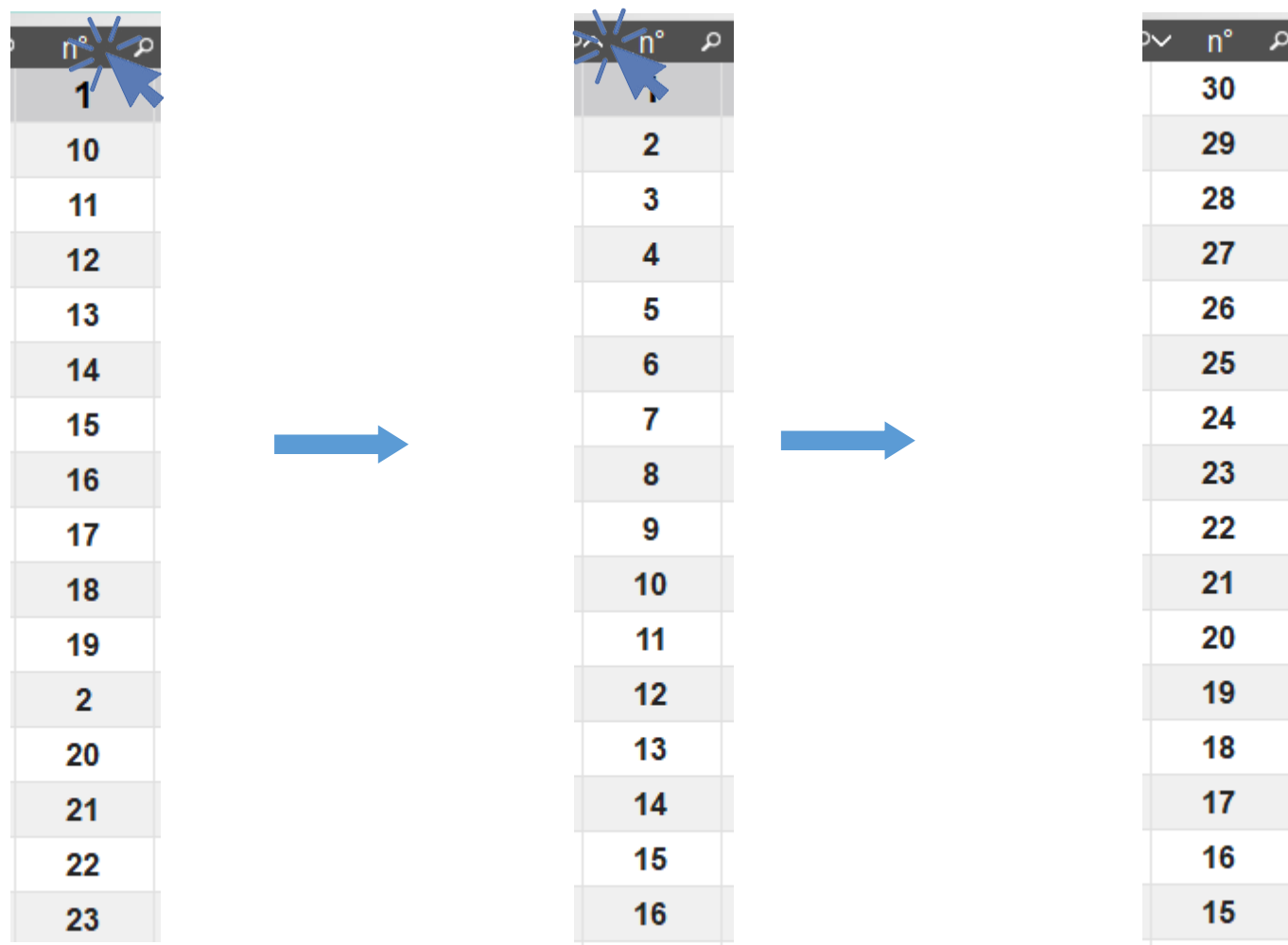
⚠ **Note :** search and sorting options are available in all tables, either in the Team - Player tab, the Player Team window, the Team Sheet window or the Player Profile window..

By default, the last two teams selected appear on the Team - Player tab. To choose other teams, click in the "Team Selection" area:

A drop-down menu appears, click on the desired team :
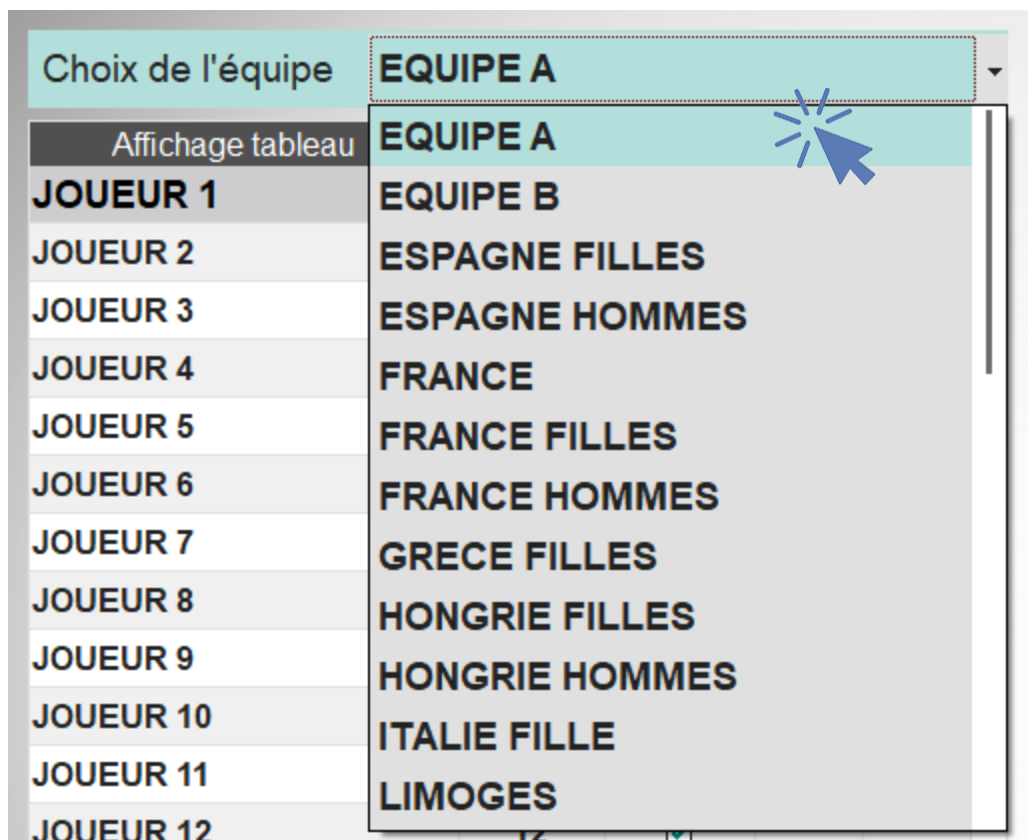
The list of players of the team then appears:

☐ Que les sélectionnés

Choix de l'équipe	EQUIPE A	▼

Affichage tableau 🔎	n° 🔎	Joue	But 🔎	Faute 🔎 >
JOUEUR 1	**1**	☐		
JOUEUR 2	2	☐		
JOUEUR 3	3	☐		
JOUEUR 4	4	☐		
JOUEUR 5	5	☐		
JOUEUR 6	6	☐		
JOUEUR 7	7	☐		
JOUEUR 8	8	☐		
JOUEUR 9	9	☐		
JOUEUR 10	10	☐		
JOUEUR 11	11	☐		
JOUEUR 12	12	☐		
JOUEUR 13	13	☐		
JOUEUR 14	14	☐		
JOUEUR 15	15	☐		
JOUEUR 16	16	☐		
Somme			0	0
Compteur	30	0		

Tout sélectionner	Tout désélectionner

To select the players that will participate in the match, click on the box in the Play column of each participant. For example, selecting players 1, 3, 6, 10 and 12:

At the bottom of the list, the number of players selected in the team and the total number of players on this team are counted automatically. In this zone can also appear the number of points scored by this team during the last meeting as well as the number of fouls committed (depending on the selected sport).

Total of players in the team

Number of selected players

Total number of mistakes

Total of goals

To select all players on the team, press the Select All button:
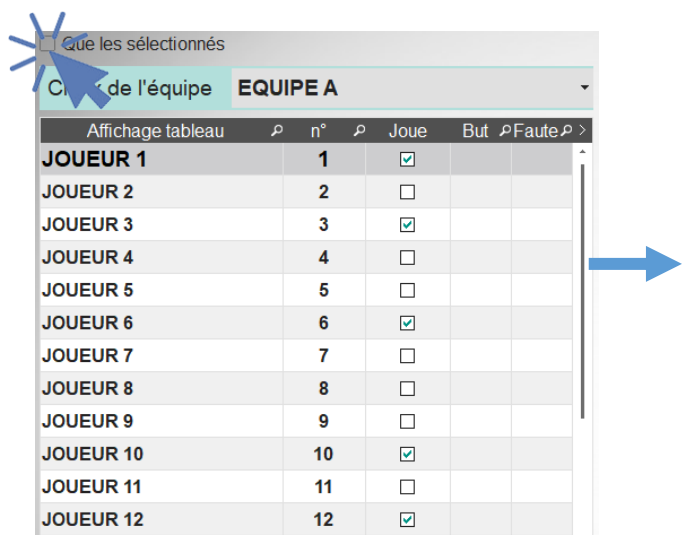
To deselect all players on the team, press the Deselect all button :

To clear the goals and penalties scored during a previous match or tests, press the Clear Goals and Fouls button, the goals and faults of the two teams displayed will be immediately deleted.:

To simplify the display, it is possible to display only the selected players by ticking the box that the selected:

To display again the complete list of the players of the team, uncheck the box That the selected ones.

4.2 Creation of teams and players

To create a new team, a player or modify an existing team or player, click on the Create button - Modify TEAM PLAYER:

A new Team Players window opens:

The upper part of the window is dedicated to the management of the teams and the lower part of the window to the management of the players.

To close the window, click on the Close button:

4.2.1 Creation and modification of teams
4.2.1.1 Create a new team

To create a new team, click on the New button :

A new "Team Sheet" window opens:

Click in the TEAM box and enter the name of the new team :

By default, the Display Team checkbox contains the previously entered team name, just click in the box to edit it:

Equipe affichage   **EQUIPE A**

To define an abbreviation for the team, click on the Abbreviation box
(preferably 3 to 4 characters maximum):

Abréviation   **EQ A**

It is possible to choose a logo for the team or to give it a special background for the display. To search for an image in the computer, click on the button:

To delete the chosen logo or background, click on the button :

To save the new team and close the window, click on the Validate button:

Valider ✓

To close the window without keeping the team data, click the Cancel button :

Annuler ✕

4.2.1.2   Modification of an existing team

To edit an existing team, select the team in question from the drop-down :

Nom de l'equipe 🔎	Nom affichage de l'équipe	Sigle de l'équipe ＞
EQUIPE A	EQUIPE A	EQ A
EQUIPE B	EQUIPE B	EQ B
ESPAGNE FILLES	ESPAGNE	ESP
ESPAGNE HOMMES	ESPAGNE	ESP
FRANCE	FRANCE	FR
FRANCE FILLES	FRANCE	FRA

Then click on the Edit button:

Modifier ✏

The team form appears and all elements can be modified (see Creating a new team).

To save the team changes and close the window, click on the Validate button:

Valider ✔

To close the window without keeping the changes, click the Cancel button:

Annuler ✕

4.2.2 Creating and modifying players

When a team is selected the list of players created for this team appears in the bottom table:

Here for example, the composition of Team B:

Nom de l'equipe	Nom affichage de l'équipe	Sigle de l'équipe
EQUIPE A	EQUIPE A	EQ A
EQUIPE B	EQUIPE B	EQ B
ESPAGNE FILLES	ESPAGNE	ESP
ESPAGNE HOMMES	ESPAGNE	ESP
FRANCE	FRANCE	FR
FRANCE FILLES	FRANCE	FRA

Nom joueur	Prénom joueur	Affichage tableau	n°	Joue	but	fautes	
JOUEUR 1		JOUEUR 1	1	☐			
JOUEUR 2		JOUEUR 2	2	☐			
JOUEUR 3	**Liste des**	JOUEUR 3	3	☐			
JOUEUR 4	**joueurs de**	JOUEUR 4	4	☐			
JOUEUR 5	**l'équipe B**	JOUEUR 5	5	☐			
JOUEUR 6		JOUEUR 6	6	☐			
JOUEUR 7		JOUEUR 7	7	☐			
JOUEUR 8		JOUEUR 8	8	☐			
JOUEUR 9		JOUEUR 9	9	☐			
JOUEUR 10		JOUEUR 10	10	☐			
JOUEUR 11		JOUEUR 11	11	☐			
JOUEUR 12		JOUEUR 12	12	☐			
Somme					0	0	0
Compteur				0			

After creating a team the list of players is empty:

Nom de l'equipe	🔍	Nom affichage de l'équipe	Sigle de l'équipe	>
EQUIPE A		EQUIPE A	EQ A	
EQUIPE B		EQUIPE B	EQ B	
ESPAGNE FILLES		ESPAGNE	ESP	
ESPAGNE HOMMES		ESPAGNE	ESP	
FRANCE		FRANCE	FR	
FRANCE FILLES		FRANCE	FRA	

Nom joueur	🔍	Prénom joueur	🔍	Affichage tableau	🔍	n°	🔍	Joue	but	🔍	fautes	🔍	>
Somme													
Compteur													

There are three ways to create new players:

- Automatic creation of 30 players;
- The creation of players one by one
- Importation of an excel file containing in first position the n ° player, in second position the name and in third position the first name.

4.2.2.1   Automatic creation of 30 players

To automatically create 30 players from PLAYER 1 to PLAYER 30, just click on the button Create 30 players:

Création de 30 joueurs +

Nom de l'equipe 🔎	Nom affichage de l'équipe	Sigle de l'équipe >
EQUIPE A	EQUIPE A	EQ A
EQUIPE B	EQUIPE B	EQ B
ESPAGNE FILLES	ESPAGNE	ESP
ESPAGNE HOMMES	ESPAGNE	ESP
FRANCE	FRANCE	FR
FRANCE FILLES	FRANCE	FRA

Nom joueur 🔎	Prénom joueur 🔎	Affichage tableau 🔎	n° 🔎	Joue	but 🔎	fautes 🔎	>
JOUEUR 1		JOUEUR 1	1	☐			
JOUEUR 2		JOUEUR 2	2	☐			
JOUEUR 3		JOUEUR 3	3	☐			
JOUEUR 4		JOUEUR 4	4	☐			
JOUEUR 5		JOUEUR 5	5	☐			
JOUEUR 6		JOUEUR 6	6	☐			
JOUEUR 7		JOUEUR 7	7	☐			
JOUEUR 8		JOUEUR 8	8	☐			
JOUEUR 9		JOUEUR 9	9	☐			
JOUEUR 10		JOUEUR 10	10	☐			
JOUEUR 11		JOUEUR 11	11	☐			
JOUEUR 12		JOUEUR 12	12	☐			
Somme					0	0	0
Compteur				0			

By checking the Play box, it is possible to select the players who will participate in the game.

4.2.2.2 Create a player

To create players one by one, click on the button New:

Nom joueur		Prénom joueur		Affichage tableau		n°		Joue	but	fautes		
JOUEUR 1				JOUEUR 1		1		☐				
JOUEUR 2				JOUEUR 2		2		☐				
JOUEUR 3				JOUEUR 3		3		☐				
JOUEUR 4				JOUEUR 4		4		☐				
JOUEUR 5				JOUEUR 5		5		☐				
JOUEUR 6				JOUEUR 6		6		☐				

Nouveau +
Modifier ✎
Supprimer 🗑

Fiche joueur

EQUIPE   **EQUIPE A**

Valider ✓
Annuler ✗
Imprimer 🖶

Nom joueur :

Prénom :

○ Prénom + Nom   ◉ 1ère lettre Prénom + Nom
○ Nom + Prénom   ○ Nom + 1ère lettre Prénom

Nom affiché :

n° joueur   **0**

☐ Joueur sélectionné par défaut

Photo du joueur

4.3 Correction of the number of goals / fouls attributed to a player

In the event of an error in the number of goals or faults attributed to a player, simply select the player concerned in the table and then the corresponding box (goal or foul) and enter the new value that is automatically recorded..

For example, if Player 1 had actually scored 4 goals and not 3 :

- Select the line corresponding to player 1;
- Click on the box Purpose, the number 3 is highlighted;
- Type "4" on the numeric keypad. Just click on another player or button to dismiss the highlight.
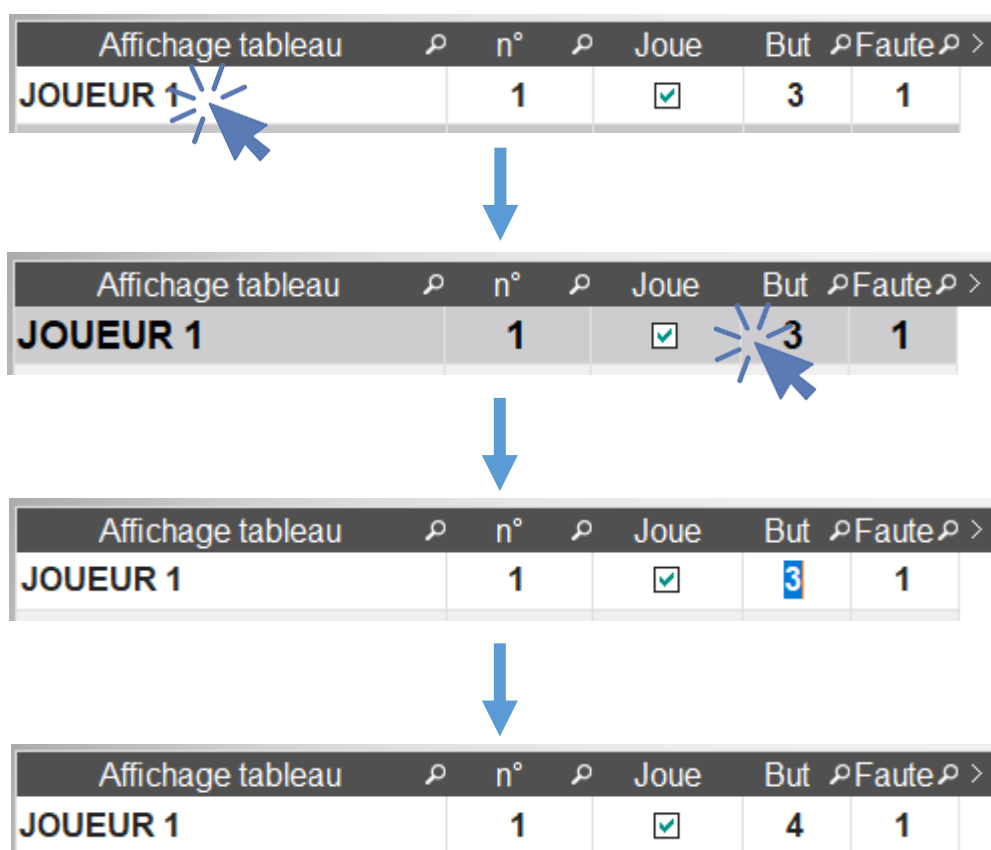
For example, if Player 1 did not commit any fault:

- Select the line corresponding to player 1;
- Click on the Fault box, the number 1 is highlighted;
- Type "0" on the numeric keypad or delete. Just click on another player or button to remove the highlight.

Affichage tableau	🔍	n°	🔍	Joue	But	🔍Faute🔍 >
JOUEUR 1		1		☑	3	1

Affichage tableau	🔍	n°	🔍	Joue	But	🔍Faute🔍 >
JOUEUR 1		1		☑	3	1

Affichage tableau	🔍	n°	🔍	Joue	But	🔍Faute🔍 >
JOUEUR 1		1		☑	4	1

Affichage tableau	🔍	n°	🔍	Joue	But	🔍Faute🔍 >
JOUEUR 1		1		☑	4	

5 Video and Music tab

From this screen you can play audio and video files.

Only condition, your broadcast screen must be activated from the screen of the tab "Preparation of the match. »

To activate before the beginning of the broadcast to
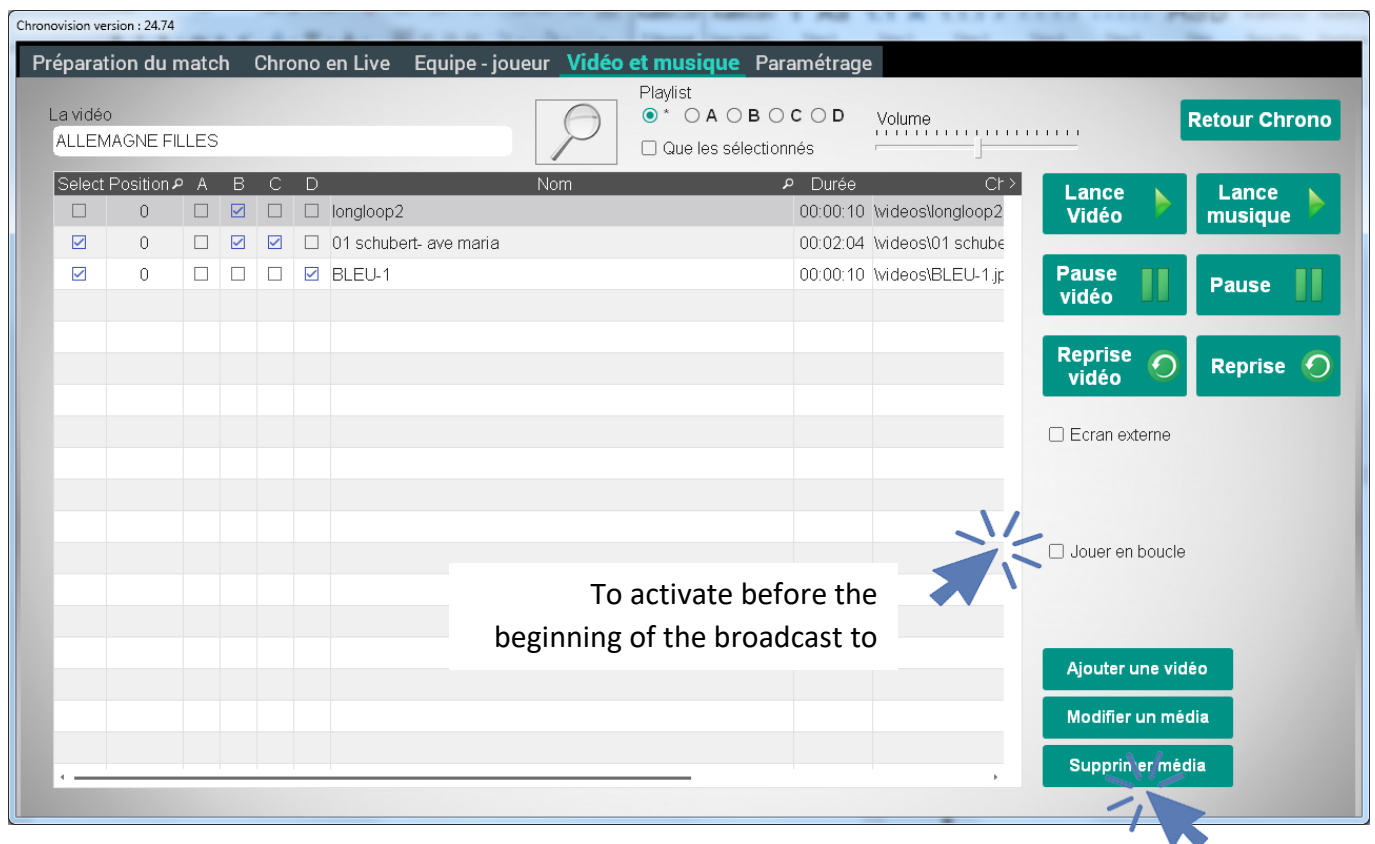
Add, Edit, or delete a media

5.1 Add or edit a media

From this screen you can search for an audio or video file located on your hard disk

Once you have selected a media, the software will automatically propose the maximum broadcast time of this file. You can reduce the duration of the broadcast time by manually changing the broadcast time.

You can also choose a position number and if the file is part of a selection see one or more Playlists.

5.2 Filtrer la Playlist

There is only one mailing list, but you can filter by choosing a filter criteria.

- That the selected ones
- The A - B - C - D playlist
-

-

You can at any time choose the selection criteria on the media and then choose to activate the filter of the distribution table.

5.1 5.1 Dissemination of a media

You have to choose the title you want to broadcast first then, depending on the media, start the video broadcast or just audio.

Possibilité de faire une pause de la diffusion et une reprise après une pause

6 Setup tab

6.1 Software settings

From this screen you will be able to choose

- The language of the software
- The broadcasting of an end-of-time sound signal
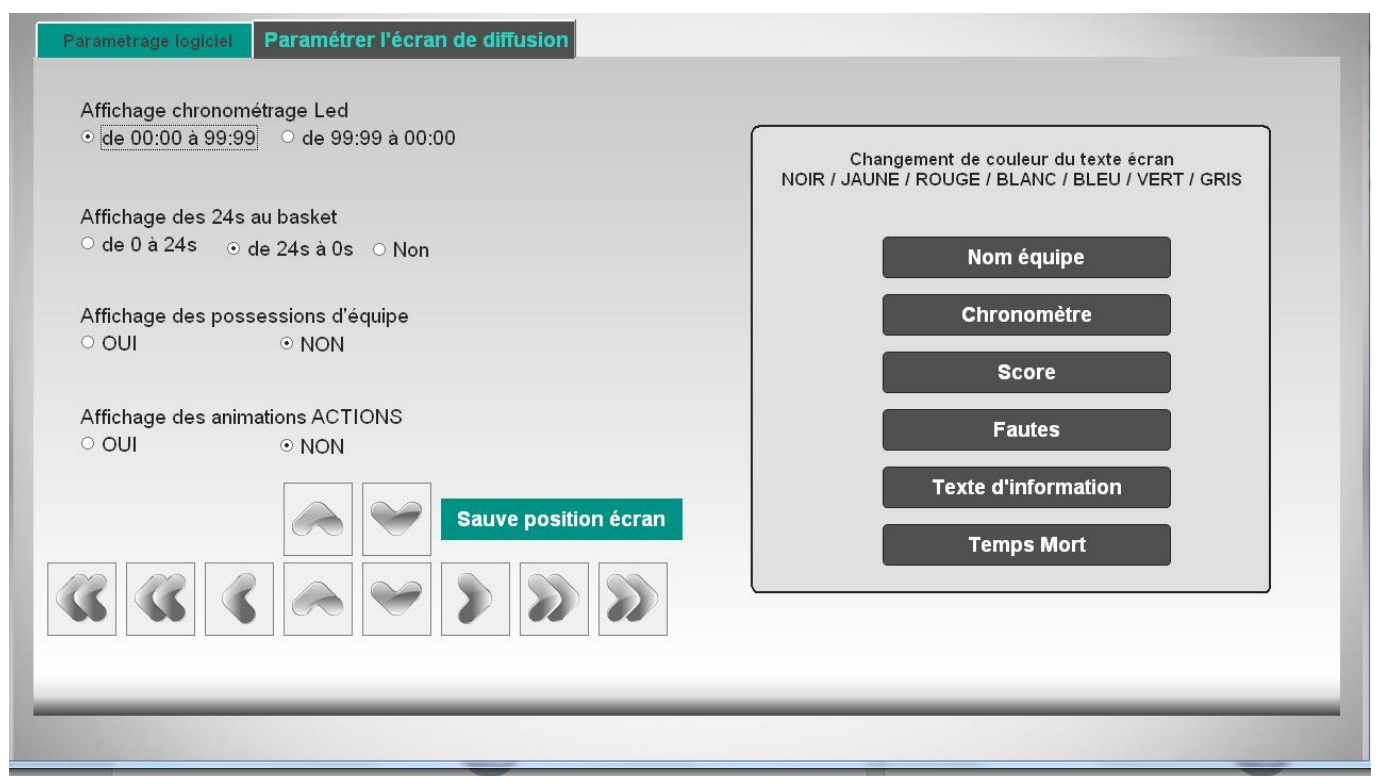- The communication port number for the case of interconnection with an external brand table.

6.2 Setting up the broadcast screen

From this screen you will be able to choose

- The color of the broadcast elements on the video screen
- The up or down timing display
- The display of 24 s Basketball
- The display of ball possessions
- The display of the action animation

You can also change the position of the broadcast screen and save this positioning.