



Sport Manuals

For BASIC LED190/250/300

Wrestling, boxing and time keeping



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Contents

General	3
<i>Radio Remote Control</i>	3
<i>Hardwired Remote Control</i>	3
Main Settings	4
Common for All Sports	6
Boxing	7
Wrestling	9
Timekeeping – Standard	11
Timekeeping – Training	13



General

This document describes the use of the Westerstrand remote control for BASIC LED Scoreboards. There are two variants of the remote control, one wired and one wireless.

The remote control has a TFT display and a number of buttons. Some buttons have specific functions, for example [Start], [Stop] and the numeric buttons. The ten buttons surrounding the TFT-display will change behaviour depending what is shown on the display. The buttons below the display can for example be used to increase and decrease the score when a match is running but also be used to step through menus.

When the remote control is started, all available sports are shown. If the remote control has more than 8 sports, press [Next] to show more sports. Start a sport by pressing the corresponding button.

In this manual, all text within brackets, [], refers to a button. For example, when [Stop] is mentioned, it refers to the “Stop”-button.

Radio Remote Control

The radio remote control controls the scoreboard via 2,4 GHz radio. It has an internal rechargeable lithium-ion battery which can be charged with the included charger. When the battery is being charged, a red LED is lit next to the power switch. When the battery is fully charged the LED will instead be green.

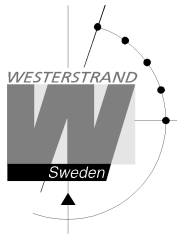
The remote control can be turned on and off with a switch on the back of the remote. Before the remote control is turned on, the scoreboard must be started. Then start the remote by setting the switch in the “ON” position.

If the scoreboard is not on when the remote is started the following error message will be shown: ”Error: Radio out of range”. In this case, turn the remote control off, power up the scoreboard and then turn the remote control on again.

When the battery has been discharged below a certain level, it will automatically be turned off. To start the remote control again, the charger must be connected. In some cases, it can be possible to start the remote control again without the charger being connected. In this case, it will automatically be turned off again in a few minutes. If this happens repeatedly, the battery charge may become so low that the remote will not start even when the charger is connected. In this case, it may have to charge for up to 30 minutes before it can be started again. In this case, both the green and the red LED:s on the back of the remote might be lit for some time.

Hardwired Remote Control

The hardwired remote control is powered from the scoreboard. It doesn't have switch. To turn it off, it must be disconnected from the connection box.



Main Settings

By selecting [Menu] from the start screen, a number of settings can be changed.

Select Extra Modules

If there are extra modules to show penalties, fouls or player scores, they must be activated in the remote control. This is normally set at delivery. Select [Modules] to activate or inactivate a module. The following modules exist:

- Penalty Module – Module for showing individual penalties.
- Foul Module – Module for showing individual fouls.
- Player Stats Module – Boards for showing player score in basketball and handball. If player score shall only be shown in basketball, the module can be inactivated in the sport settings for handball by selecting [Menu] → [Sport Settings] → [Handball] → [Player Stats Module].

Depending on which modules are activated, different functions are available in the remote control.

Under the modules settings, the system type, "Basic LED190/250" or "Basic LED300", can be set. This is set at delivery and should not be changed.

Change Language

To change the language, press [Change Language] and then select the correct language.

Button Sound

Normally, the remote control will make a sound each time a button is pressed. This sound can be turned off or on with the [Button Beep] button. Next to the button label the current status is shown: "On" if the button sound is on and "Off" if the sound is off.

även efter att manöverapparaten startats om. För att tillfälligt ändra en inställning, starta först en match och gå in i sportinställningar i matchmenyn. Inställningen kommer då bara att finnas kvar tills matchen avslutas.

Change the Light Intensity for the Remote Control

The light intensity for the remote control display can be changed by selecting [Display Brightness]. The intensity can be set from 5-95%. Enter a value and press [Ok] to accept or [Cancel] to go back without saving the changes. Changing the light intensity will affect the battery time.

Segment Test

A segment test can be used to check that the scoreboards work. During the test, all digits on the scoreboards will count up from 0 to 9 and then start over from 0. To start the test, select [Segment Test] and then [On]. Press [Off] to stop the test. The test must be stopped with the [Off] button before the board can be used normally again.

Sport Settings

A number of settings for each sport can be changed permanently by selecting [Sport Settings] and then selecting the sport. Then select the setting to change. The settings will be saved and remain even after the remote control has been restarted. To temporarily change a setting, first start a match and then use the [Sport Settings] menu from there. The settings will then be restored when the sport is exited.



Real-Time

Press the [Real-Time] button to change the settings for real-time. The following choices are shown:

- Set Real-Time: Press to set the real-time.
- Show: Show the real-time on the scoreboard.
- Hide: Remove the real-time from the scoreboard.
- Automatic display on: The real-time will automatically be shown on the scoreboard 8 seconds after the remote control has been turned off or unplugged.
- Automatic display off: Inactivates the automatic display of real-time.

Change the Light Intensity of the Scoreboard

Change the light intensity of the scoreboard by selecting [Board Brightness]. The value “50%” is always shown, as the remote control does not know the current intensity of the scoreboard. The intensity can be set from 1 to 100%. Enter the value with the numeric buttons and press [Ok] to accept.

Version

To see the software version in the remote control, select [Version] This information is important when contacting Westerstrands regarding any questions or problems.

Radio Address (Only Radio Versions)

When more than one radio remote control is used, they must be set to different ID:s. Press [Radio Address] to change the ID:s. The digits shown on the screen are the scoreboard ID:s that the remote control will send data to. Five different ID:s can be selected. Activate or deactivate an ID by pressing the corresponding numeric button.

Example:

The radio remote control should send data to scoreboards with ID1 and ID2, but shows ”12345”. Deactivate ID 3, 4 and 5 by pressing the [3], [4] and [5] buttons. Now only “12” will be shown on the display.

How to set the ID:s in the scoreboards is described in the scoreboard manual.

Battery Information (Only Radio Versions)

Detailed information about the battery status can be shown by selecting [Battery Information].

Advanced Settings

The advanced settings are password protected changes that can't be changed by the user.



Common for All Sports

Set Team Names

If the scoreboard can show team names, these can be entered in the remote control when a sport has been selected. To set the names, first stop the match clock and then press [Change] followed by [Team Names]. If any team names have already been entered, they will be shown on the screen. Select the team name to change by pressing [Home] or [Guest]. The team name can now be entered with the alphanumeric keyboard. For example, "HOME" is entered by pressing [4] twice, [6] three times, [6] one time and [3] twice. To erase letters, press [Erase]. Save by pressing [Ok] or abort with [Cancel].

Note that the team names shown in the remote control display will still be "Home" and "Guest". The entered team names will only be shown on the scoreboard.

When a new match is started, the names will remain on the scoreboard. When the sport is ended with [Quit Game], the team names will disappear.

Sport Settings

When a sport has been selected, temporary settings such as period time, timeout length and shot clock times can temporarily be changed. This is done by selecting [New Period/Exit] and then [Sport Settings]. When a setting has been changed, the game must be restarted. The changes will remain until the sport is exited with [Quit Game].

Other Settings

Some settings that can be changed from the main menu can also be changed when a sport is started. These settings include the display brightness, scoreboard brightness, real-time and button sound. To change these settings, stop the match, select [New Period/Exit] and then [Settings]. The settings can then be changed in the same way as described in the "Main Settings" chapter.

Manual Signal



To manually sound the match signal, press the button with the siren symbol.

What Happens at Power Down

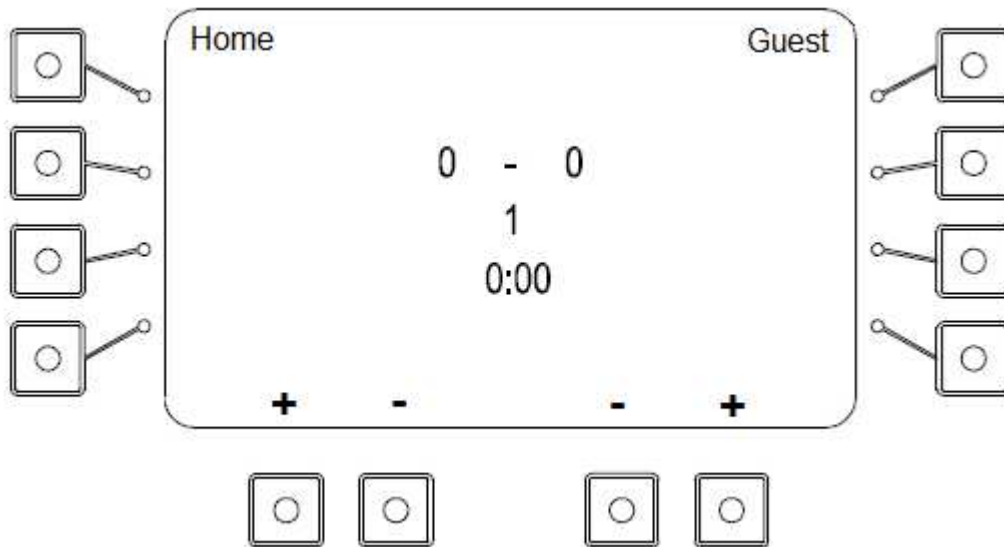
The remote control is continuously saving all information in an internal memory. When it is turned off or unplugged, the data is saved and can be restored when the remote is restarted. If a match was running when the remote was turned off, the question "Restore Data?" will be shown at startup. Press [Yes] to restore the match or [No] to go to the start menu.



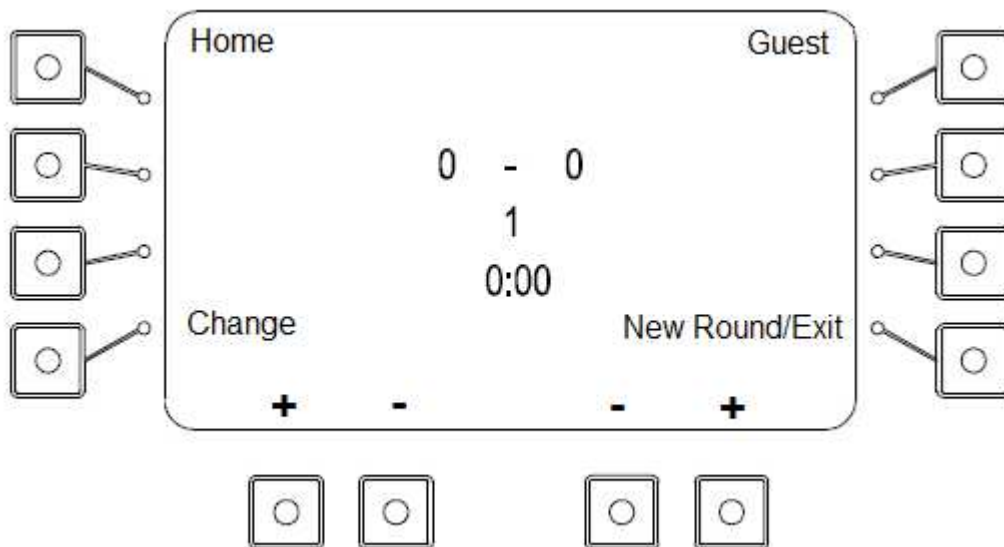
Boxing

The display for boxing looks differently depending on if the game clock is started or stopped. Some functions will only be available when the clock is stopped.

Display when the match is started:



Display when the match is stopped:





Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the round, an automatic pause countdown of one minute is started. When the countdown is finished, the remote control will automatically change to the next round.

Score

Add or remove score with the [+] and [-] buttons under the display.

Adjust the Round Time

The match time can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. Enter the correct time with the numeric buttons and accept with [Ok].

New Round

To start a new round, press [New Round/Exit] and then [New Round]. The remote control will suggest a round number. Press [Ok] to accept or enter another round number with the numeric keys, followed by [Ok].

Start a New Match

To finish and start a new match, press [New Round/Exit] and then [New Match]. The question “Are you sure you want to end the game” will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [New Round/Exit] and then [Quit Game]. The question “Are you sure you want to end the game” will be shown. Press [Yes] to exit.



Wrestling

The round time is selected at start-up. Two alternatives are available: 1,5 minutes and 2 minutes. Select a time to start the match. The display for boxing looks differently depending on if the game clock is started or stopped. Some functions will only be available when the clock is stopped.

Display when the match is stopped:



Display when the match is started:





Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. At the end of the round, an automatic pause countdown of 30 seconds is started. When the countdown is finished, the remote control will automatically change to the next round.

Score

Add or remove score with the [+] and [-] buttons under the display.

Warning

Add or remove warnings with buttons [Warning+] and [Warning-]. Warnings are shown as dots both on the scoreboard and the remote-control display.

Adjust the Round Time

The round time can only be changed when the clock is stopped. Select [Change] followed by [Adjust Times]. Enter the correct time with the numeric buttons and accept with [Ok].

Start a New Match

To finish and start a new match, press [New Round/Exit] and then [New Match]. The question “Are you sure you want to end the game” will be shown. Press [Yes] to start the new match.

Exit the Sport

To exit the sport and go back to the start screen, press [New Round/Exit] and then [Quit Game]. The question “Are you sure you want to end the game” will be shown. Press [Yes] to exit.

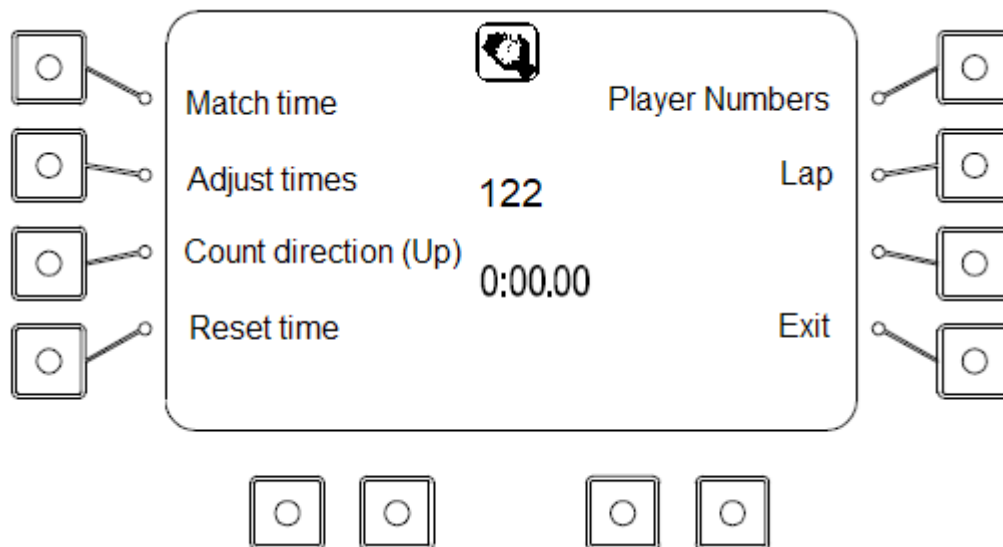


Timekeeping – Standard

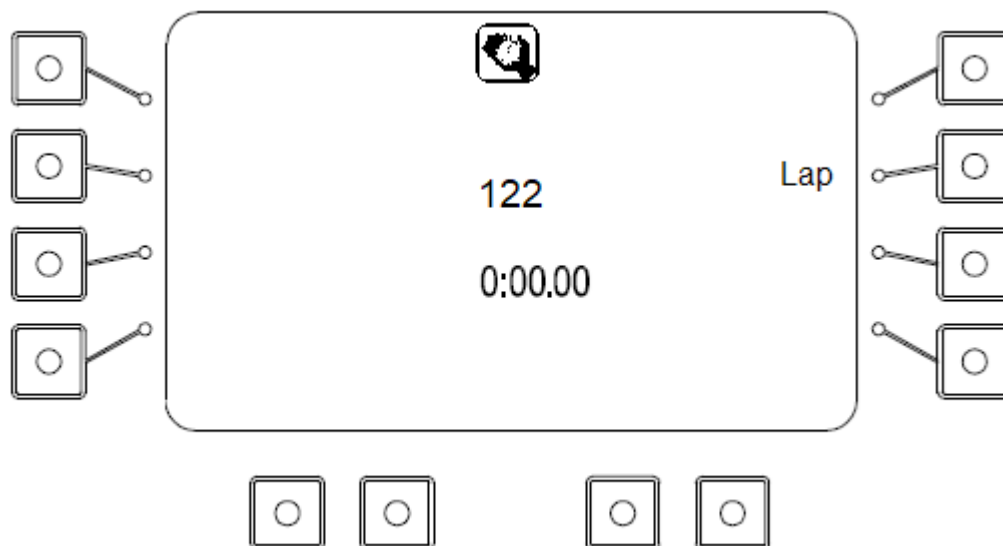
Timekeeping is available in two modes, "Standard" and "Training". The mode is selected when the sport is started.

The display for boxing looks differently depending on if the game clock is started or stopped. Some functions will only be available when the clock is stopped.

Display when the match is stopped:



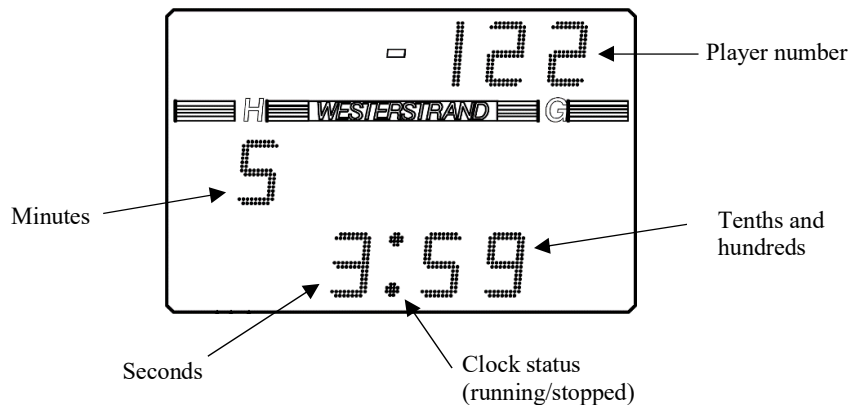
Display when the match is started:





Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. In the standard mode, the clock will count up from 0:00. Tenths are shown during the counting, but hundreds are only shown when the clock is stopped. When the clock has reached the set match time, it will stop automatically.



Enter Match Time

To set the match time, select [Match Time] the set match time is shown. Change the time using the numeric buttons and accept with [Ok].

Adjust the Match Time

To adjust the clock, select [Adjust Time]. The current match time will be shown. Change the time using the numeric button and accept with [Ok].

Reset Time

When [Reset Time] is pressed, the clock will either be reset to 0:00 (When counting up) or to the set match time (When counting down).

Count Direction

Tryck på [Count Direction] to toggle between counting up or down. The current selection is shown in parenthesis.

Player Number

To enter a player number, press [Player Number]. Enter the number with the numeric keyboard and accept with [Ok].

Lap

When the [Lap] button is pressed, the clock will keep on counting, but the time shown on the scoreboard will pause for three seconds before showing the current time again.

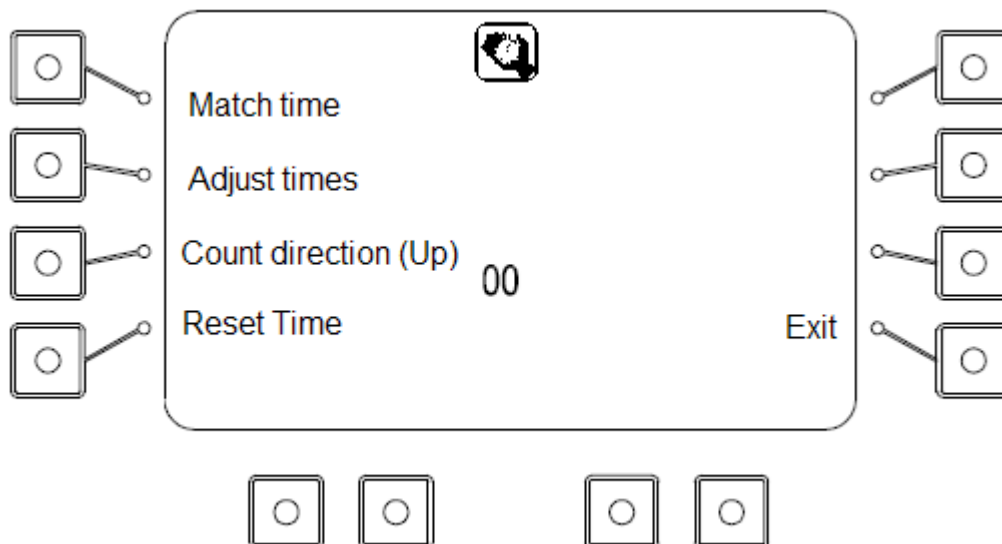


Timekeeping – Training

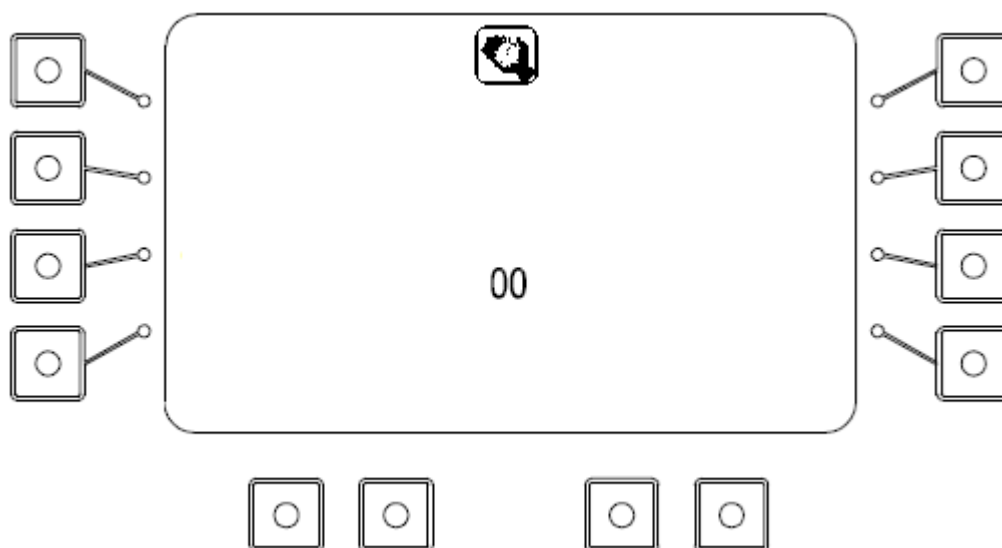
Timekeeping is available in two modes, "Standard" and "Training". The mode is selected when the sport is started.

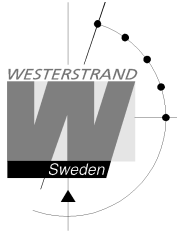
The display for boxing looks differently depending on if the game clock is started or stopped. Some functions will only be available when the clock is stopped.

Display when the match is stopped:



Display when the match is started:





Timekeeping

Press [Start] to start the game clock and [Stop] to stop it. In the training mode, nothing is shown on the scoreboard. The clock will count up from 0 to 99 seconds and then restart from 0. The seconds are shown on the shot clocks.

Set Matchtime

To change the maximum number of seconds, press [Match time]. Enter the seconds (Two digits) and press [Ok].

Adjust time

To adjust the clock, press [Adjust Times]. The current time is shown. Enter the new time and press [Ok].

Reset Time

When [Reset Time] is pressed, the clock will be reset to 0 (When counting up) or to the set match time (When counting down).

Count Direction

Press [Count Direction] to change between counting up and counting down. The current selection is shown in parenthesis.