

D-CKN

ALGE-TIMING



Manual

Important Information

General

Before using your **ALGE-TIMING** device read the complete manual carefully. It is part of the device and contains important information about installation, safety and its intended use. This manual cannot cover all conceivable applications. For further information or in case of problems that are mentioned not at all or not sufficiently detailed, please contact your **ALGE-TIMING** representative. You can find contact details on our homepage www.alge-timing.com

Safety

Apart from the information of this manual all general safety and accident prevention regulations of the legislator must be taken into account.

The device must only be used by trained persons. The setting-up and installation must only be executed according to the manufacturer's data.

Intended Use

The device must only be used for its intended applications. Technical modifications and any misuse are prohibited because of the risks involved! **ALGE-TIMING** is not liable for damages that are caused by improper use or incorrect operation.

Power supply

The stated voltage on the type plate must correspond to voltage of the power source. Check all connections and plugs before usage. Damaged connection wires must be replaced immediately by an authorized electrician. The device must only be connected to an electric supply that has been installed by an electrician according to IEC 60364-1. Never touch the mains plug with wet hands! Never touch live parts!

Cleaning

Please clean the outside of the device only with a smooth cloth. Detergents can cause damage. Never submerge in water, never open or clean with wet cloth. The cleaning must not be carried out by hose or high-pressure (risk of short circuits or other damage).

Liability Limitations

All technical information, data and information for installation and operation correspond to the latest status at time of printing and are made in all conscience considering our past experience and knowledge. Information, pictures and description do not entitle to base any claims. The manufacturer is not liable for damage due to failure to observe the manual, improper use, incorrect repairs, technical modifications, use of unauthorized spare parts. Translations are made in all conscience. We assume no liability for translation mistakes, even if the translation is carried out by us or on our behalf.

Disposal

If a label is placed on the device showing a crossed out dustbin on wheels (see drawing), the European directive 2002/96/EG applies for this device.

Please get informed about the applicable regulations for separate collection of electrical and electronical waste in your country and do not dispose of the old devices as household waste. Correct disposal of old equipment protects the environment and humans against negative consequences!



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1 Command Consoles

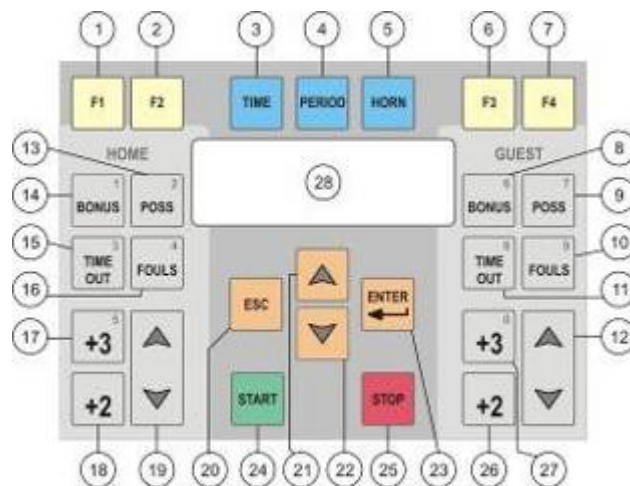
The following models of the command console D-CKN are available:

- **D-CKN**
- **D-CKN-WTN-A (WTN radio with battery)**

1.1 Command Console - Keyboard

With the standard software of the command console CKN we can cover the following sports:

- **basketball**
- **hockey**
- **handball**
- **water-polo**
- **volleyball**
- **football (soccer)**



D-CKN keyboard

- | | |
|--|---|
| 1..... F1 – Brightness level 1 - 9 | 14 Toggle bonus indicator - home |
| 2..... F2 – Score per quarter/sets | 15 Home time out +1 |
| 3..... Enter to time menu | 16 Enter to home fouls menu |
| 4..... Period +1 | 17 Home score +3 |
| 5..... Horn | 18 Home score +2 |
| 6..... F3 – Enter to player number and names menu (bask.); technical T.O (vol.), | 19 Home score +1 (up) or -1 (down) |
| 7..... F4 – Shot time correction (bask); technical T.O (voll.), | 20 ESC - Pressing 3 times enter main menu |
| 8..... Toggle bonus indicator - guest | 21 Menu scroll up |
| 9..... Ball possession - guest | 22 Menu scroll down |
| 10..... Enter to guest fouls menu | 23 ENTER - Confirm changes |
| 11..... Guest time out +1 | 24 Start game time |
| 12..... Guest score +1 (up) or -1 (down) | 25 Stop game time |
| 13..... Ball possession - home | 26 Guest score +2 |
| | 27 Guest score +3 |
| | 28 LCD display |

D-CKN is connected by cable 146-05 with the multisport scoreboard.

D-CKN-WTN-A is connected by radio using a WTN-DB at the multisport scoreboard.

1.2 D-CKN PC Keyboard



D-CKN PC keyboard

- | | |
|--|---|
| 1..... ESC – Press 3 x ESC to get to main menu | 15 DELETE – To delete current character |
| 2..... F1 - Home score +1 | 16 PAGE DOWN – Enter to player numbers and names menu |
| 3..... F2 - Home score +2 | 17 CTRL LEFT - Start game time |
| 4..... F3 - Home score +3 | 18 SHIFT- Hold for opposite function |
| 5..... F4 - Enter to home fouls menu | 19 COMMA - Bonus home |
| 6..... F5 - Guest score +1 | 20 POINT - Bonus guest |
| 7..... F6 - Guest score +2 | 21 [(left square bracket) - Timeout home |
| 8..... F7 - Guest score +3 | 22] (right square bracket) – Timeout guest |
| 9..... F8 - Enter to guest fouls menu | 23 ENTER – Confirm changes |
| 10..... F9 - Enter to time menu | 24 CTRL RIGHT – Stop game time |
| 11..... F10 - Period +1 | 25 LEFT ARROW – Ball possession home |
| 12..... F11 - Horn | 26 RIGHT ARROW – Ball possession guest |
| 13..... F12 – Enter team names menu | |
| 14..... INSERT – Enter quarter/set score | |

1.3 General Key Function

Esc - returns to previous menu

Enter - confirms and to next menu

Yellow arrows (UP or DOWN) - scroll menu

If you change parameters, the keys have following function:

Esc - returns to previous menu without saving the parameter value

Enter - confirms settings

Yellow arrows (UP or DOWN) - scroll menu

Adjusting brightness level for outdoor scoreboards is effected by pressing 'B' key on PC keyboard or with F1 key on foil keyboard.

D-CKN enters the brightness menu, in which the user can set the value from 0 to 9.

0 – the lowest brightness level

9 – the highest brightness level

Last adjusted brightness level is not accessible upon reset.

2 Game Data Reset and Setting the Parameters and Language

To activate the main menu, press '**ESC**' three times, while the main time is stopped:

- Continue match
- Start new match
- Configuration
- Language
- Keyboard Type
- Scorer console off (on)
- Backup console off (on)
- Protocol type v2.0 (v1.0)
- Shoot console v3.0 (v2.0)
- Input type I (NI)

The first two options are important for the current running game. Choose option '**Start new match**' to enter the menu that offers possible sports:

- Basketball
- Volleyball
- Handball
- Hockey (standard Game type e.g. for official games)
- Hockey1 (Game Type 1, e.g. for junior games)
- Hockey2 (Game Type 2, e.g. for children games)

Confirm your choice of sport and all parameters are reset to default values.

Choose option '**Configuration**' to enter the parameter menu and select the sport whose parameter you want to change:

- Basketball
- Volleyball
- Handball
- Hockey
- Soccer

By confirming the choice, you can enter the menu and adjust the values of the parameters of the chosen sport. The parameters of all sports are thoroughly described in the manual.

Choosing option '**Language**', you can change the language used in the menus:

- English
- Deutsch
- Italian

Choosing option '**Keyboard Type**', you can choose keyboards with specific characters:

- English
- Deutsch
- Czech
- Finnish

Choosing option '**Scorer console**', you can define the command console as scorer console:

- 0-off console controls all data (time, score, personal fouls, off ...)
- 1-on console controls only score, personal fouls, ball possession...

Choose option '**Backup console**' to define the command console as backup console:

- 0-off console controls all data (time, score, personal fouls, off ...)
- 1-on console receives from master console time, score and cumulative fouls in match

Choose option **'Protocol type'** to define the protocol type of the command console:

- 0 – v1.0 for scoreboards produced until December 2006 (wired type of protocol)
- 1 – v2.0 for scoreboards produced from 2007 and newer (wireless type of protocol)

Choose option **'Shot console'** to define the type of CKA3 console:

- 0 – v2.0 for CKN console produced from 2003 to October 2010.
- 1 – v3.0 for CKN console produced from October 2010 and newer

Choose option **'Inputs type'** to define type of inputs for CKA and Start/Stop console:

- 0 – NI for scoreboards produced until December 2004.
- 1 – I for scoreboards produced from 2005 and newer.

3 Basketball

3.1 Parameters

- Period**.....refers to parameters that determine the match time (usually it is a quarter time, 10:00)
- Break**.....break time between 1-st/2-nd and 3-rd/4-th quarter
- Break 2/3**.....break during halftime
- Overtime**.....overtime duration
- Time way**.....time counting – up or down
- No of Period**.....number of game periods (1-9)
- Timeout period**.....timeout duration (0-99 sec)
- No. of Timeouts**.....number of timeouts, for basketball set 4 (adjustable 1 to 9).
- Timeout period**.....timeout duration (adjustable between 0 and 99 sec)
- No of timeouts**.....the number of timeout is adjustable between 1 and 9
- Shot console**.....parameter allows turning off shot console. If the parameter has a value of 0, the shot console is off and pressing buttons on the console starts and stops the match time.
- Shot period**.....shot time duration (standard is 24 sec)
- Shot period 1**.....second value for shot time duration (standard is 14 sec)
- Shot start**.....parameter describes condition for start of counting action time. Action can be started separately with the START button on the shot console during the game time counting, or it can be started at the same time (immediately) with the game start button on the main keyboard.
- Horn time**.....horn sound duration is adjustable between 0 and 9 sec
- Sound interup.**.....If the scoreboard has this option and the parameter has a value of 1 (on), the horn sounds with interrupted sound after expiration of the shoot time. Otherwise, the horn sounds with a continuous sound.
- Bonus**.....limit of fouls per team
- Auto-Bonus**.....if the parameter value is 1, the number of fouls is counted up to the bonus limit and the bonus indicator automatically lights up. Otherwise, the bonus indicator can be switched on/off manually using the buttons 'bonus home' or 'bonus guest' on the main keyboard.
- Fouls/Player**.....maximal number of personal fouls per player
- Score+Player**.....if the parameter is 1, an increasing score asks for player number and calculates the points for every player. This option is useful for scoreboard models with player points indicators.
- Shot horn**.....if parameter has value 1 (on), horn integrated in shot clocks sounds together with the horn on the main scoreboard. Otherwise, if this parameter is 0, only the horn at the shot clocks sounds when the shot time expires.

3.2 Score

The score can be set within 0 - 199 no matter if the match time is running or not. Score changing buttons are:

Input Score	D-CKN	PC KEYBOARD
Home Team increase score by 1 point	Home Arrow Up	F1
Guest Team increase score by 1 point	Guest Arrow Up	F5
Home Team increase score by 2 points	Home +2	F2
Guest Team increase score by 2 points	Guest +2	F6
Home Team increase score by 3 points	Home +3	F3
Guest Team increase score by 3 points	Guest +3	F7
Home Team decrease score by 1 point	Home Arrow Down	SHIFT + F1
Guest Team decrease score by 1 point	Guest Arrow Down	SHIFT + F5

D-CKN-Command Console:

Pressing '**YELLOW ARROW DOWN**' starts a 3-second timer. During this period, pressing on any '**SCORE**' button on the foil decreases the appropriate score.

PC-keyboard:

With '**YELLOW ARROW DOWN**' + '**SCORE**' (SHIFT + Fx) it is possible to decrease the appropriate score.

3.3 Team / Personal Fouls

It is possible to add fouls for a team by pressing the '**FOULS**' button. The message '**Enter player number**' appears on the screen. Now you can enter a one or two digits player number and the foul is added to this player and to the team. If the player number is not entered, only team fouls are increased. In case the team has already reached bonus, the foul is added only to the player. In case the player has a maximal number of fouls, the action does not have any effect.

To decrease team/personal fouls:

D-CKN-Command Console:

Press '**YELLOW ARROW DOWN**' to start a 3-second timer. Press on any **FOULS** button on the foil during this period to clear the appropriate foul.

PC-keyboard:

It is possible to decrease team/player fouls by pressing '**YELLOW ARROW DOWN**' + '**FOULS**' (SHIFT+F4/F8) buttons.

3.4 Bonus

Press the button '**BONUS**' (Home/Guest) to toggle the bonus indicator (on/off) on the scoreboard if the parameter '**Auto-Bonus**' is on. Otherwise, the bonus indicator automatically lights when the team achieves the bonus limit.

3.5 Timeout

Timeout is activated by pressing the button **'TIMEOUT'** (Home/Guest). The shot clocks start to count immediately. Pressing action button on the D-CKN console or the main time stop button stops the timeout counting. Also, the number of spent timeouts is automatically increased.

When using **'YELLOW ARROW DOWN'+ 'TIMEOUT'** it is possible to cancel and decrease the number of timeouts.

3.6 Time

The main time has three parts: *Warm-up*, *Period* and *Break* time (while shot times are stopped). **Warm up** and Break time always count down. After expiration of the warm-up time the console automatically clears all data from the previous match. The horn does not sound after expiration of warm-up time. The period time can count up or down depending on the parameter **'Time way'** (described in basketball menu parameters). If we choose counting down we should set a starting time that determines how long the game or break lasts. Otherwise, we set an ending time and the start time is automatically 0:00. The offered game/break period durations can be manually preset to some other desired value. **'ENTER'** turns to the main screen with new time durations and **'ESC'** discards the changes. Time modification is not possible during the time counting.

Pressing **'TIME'** button activates the scroll menu with the following options:

- Warm-up**..... (Defines warm-up time, always counts down, at the end of warm-up the time console automatically sets parameters for the start of a new match. The horn does not sound after expiration of warm-up time)
- Period**..... 10:00 (predefined value - configuration menu for basketball)
- Break** 05:00 (predefined value)
- Overtime**..... 02:00 (predefined value)
- Correct game time**..... (allows changing of current game time a few seconds up or down)
- Enter current time** (allows to change or to define current game time)
- Enter end time** (allows to change or to define end of the game)
- Enter break manually** .. (correct or define break period different from predefined)
- Correct Shot Time** (allows changing or defining shot time, button **F4** has same function)
- Adjust RT Clock**..... (allows change and adjustment of real time)
- Show real time off (on)** (if 'on' scoreboard shows time from local RT Clock)
- AutoStart** (if set - automatically starts break time after each period)

3.7 Period

Press **'PERIOD'** (PC keyboard - **F10**) to increase the number of periods. To decrease press **'YELLOW ARROW DOWN'+ 'PERIOD'** (PC keyboard - **'Shift'+ F10**).

3.8 Possession

D-CKN-Command Console:

Pressing '**POSS**' button switches possession indicators. Pressing two times the same button switches off possession indicator.

PC-keyboard:

Pressing '**ARROW LEFT**' or '**ARROW RIGHT**' button switches possession indicators. Pressing two times the same button switches off possession indicator.

3.9 Horn

Press '**HORN**' (PC keyboard - **F11**) to activate the main horn. This button on the foil keyboard activates the horn only if the operator is not in any of the menus for data entering. Pressing button **F11** on the PC keyboard activates the horn at any time; it does not matter if the operator uses the foil keyboard.

3.10 Brightness Settings

'**F1**' (PC keyboard '**B**') allows to set the brightness on the scoreboard digits between 1 and 9. Default value is 9.

3.11 Team Names

For scoreboard models that have team names, pressing '**Teams**' (PC keyboard - **F12**) activates two options:

- Home team**
- Guest team**

Choose the team and enter the name with the PC keyboard. You can also see the team names on the CKN display. Maximum length of a team name is 12 characters.

3.12 Player Numbers and Names

For scoreboard models that have players' numbers and/or players names, pressing '**Player numbers**' button (PC keyboard – **PAGE DOWN**, CKN foil keyboard button - **F3**) activates five options:

- | | |
|------------------------|--|
| Home players | Home team player numbers and names menu |
| Guest players | Guest team player numbers and names menu |
| Default players | Predefined player numbers |
| Clear guests | Clears player numbers and names only of guest team |
| Clear all | Clears all player numbers and names |

Choose the team and then select the player position from 1 to 18 for the chosen team. Enter the player number from 0 to 99 and confirm with '**ENTER**'. The cursor appears in the name field. Now you can enter the player name using the PC keyboard and press '**ENTER**' to confirm. Otherwise, you can leave the player name field blank by pressing '**ENTER**' to skip this option. Maximum length for a player name is 20 characters.

Option **Default player** sets player numbers on predefined values (from 4 to 21). By choosing this option, the names of the players are cleared.

Option **Clear guests** clears player numbers and names only for the guest team.

Option **Clear all** clears all players numbers and names.

3.13 Score per Quarter

Pressing '**SET SCORE**' (PC keyboard – **INSERT**, CKN foil keyboard - **F2**) activates the option for setting the score for each quarter:

- First quarter
- Second quarter
- Third quarter
- Fourth quarter

Choose the appropriate quarter, enter score and confirm with '**ENTER**'.

3.14 Command Console D-CKA3 for Shot Clock

The D-CKA is used as command console in systems with shot clocks. The D-CKA3 console has three buttons: black, green and white.

As long as the black push-button is pressed, the shot digits on the SC scoreboard are blank (digits off). After releasing the black push-button, the shot clock shows the value of the shoot period. Pressing the black push-button at any time sets the action time on the predefined value (Shoot period).

Pressing on the white push-button at any time during the game sets the action time to the value for parameter "Shoot period 1" (e.g. 14 seconds).

Depending on the parameter 'Shot start' (described in chapter 3), the shot clock can start counting the shoot time separately from game time counting by pressing the push-button 'START' on the D-CKA3 console (green push-button). Otherwise, the shot clock can start to count the shoot time together with the game time start (immediately) by pressing the green button 'START' on the D-CKN console (or on PC keyboard).

Stopping the game time stops the shot counter. Stopping the shot counter does not stop the game time.

After the end of action time and when the game time does not stop, press the black (or white) push-button on the D-CKA3 console to set a new action time. This operation does not start counting down immediately, so you must press the 'START' push-button on the D-CKA3 console for a new start of counting down.



4 Hockey / Handball / Soccer (Football)

All three sports use the same configuration parameters. For example, when a change of the soccer parameter period is saved, the same period value is used for a hockey or handball game. So before starting new games, verify parameters for the chosen sport.

4.1 Parameters

- Period**.....parameter that determines the game time duration for standard match type in hockey or handball (e.g. for hockey it is 3 periods and 20 minutes per period).
- Period GT1**parameters that determine the game time duration in hockey for match type 1 (predefined time 15:00).
- Period GT2**parameters that determine the game time duration in hockey for match type 2 (predefined time 10:00).
- Break**.....break time between periods in standard match type for hockey or handball (predefined time 15:00).
- Break GT1**break time between periods in match type 1 for hockey (predefined time 10:00).
- Break GT2**break time between periods in match type 2 for hockey (predefined time 05:00).
- Overtime**.....extra period duration
- Time way**time counting – up or down
- No of Period**.....number of game periods (1-9)
- Add Period** If this parameter has a value of 1, then the scoreboard shows the cumulative time in the match (after a break between periods, the game time continues to count up from the value on the end of the previous period). If this parameter has a value of 0, in every period, the time only counts until predefined value.
- Timeout period**timeout duration (0-99 sec)
- No of Timeouts**number of timeouts (1-9)
- Horn time**horn sound duration (0-9 sec)
- Sound interrup**..... If the scoreboard has this option and the parameter has a value of 1 (on), the horn sounds with an interrupted sound after the end of shoot time. Otherwise, the horn sounds with a continuous sound.
- Penalty 1**defines penalty time
- Penalty 2**defines penalty time (second option)
- Penalty 3**defines penalty time (third option)
- Misconduct1****hockey:** defines misconduct penalty time
- Misconduct2****hockey:** defines misconduct penalty time (second option)
- Goal=PenaltyCLR**if parameter is 1, penalty time is cleared if opponents score
- Score+Player**if parameter is 1, increasing score asks for entering player number and calculates points for every player; this option is useful for scoreboard models with player point's indicators

4.2 Score

The score can be set between of 0-199 no matter if the game time is going on or not. Score changing buttons are:

Input Score	D-CKN	PC-KEYBOARD
Goal Home Team increase score	Home Arrow Up	F1
Goal Guest Team increase score	Guest Arrow Up	F5
Goal Home Team decrease score	Home Arrow Down	SHIFT + F1
Goal Guest Team decrease score	Guest Arrow Down	SHIFT + F5
Goal Home Team increase score without deleting penalty	Home +2	F2
Goal Guest Team increase score without deleting penalty	Guest +2	F6

D-CKN-Command Console:

Pressing '**YELLOW ARROW DOWN**' starts a 3-second timer. During this period, pressing **GRAY ARROW DOWN** button on foil decreases the appropriate score.

4.3 Penalty

Pressing '**FOULS**' button enters the penalty menu. Now, you may choose between 3 penalty times, two misconduct penalties (adjusted in parameter menu), or correct some of current penalty times. Choose one and message '**Enter player number**' appears on screen. Now you can enter one or two digits (player number) and the penalty time starts. If the player number is not entered, the action does not have any effect.

Press **F2** (for home team) or **F4** (for guest team) to enter the menu for correction of player numbers. Select the player number that you want to change with yellow arrow and confirm by pressing ENTER. Then input correct player number and confirm with ENTER.

D-CKN-Command Console:

Pressing '**YELLOW ARROW DOWN**' starts 3-second timer. Press on the '**FOULS**' (Home/Guest) button during this period to enter the penalty menu and you can select and cancel the appropriate foul.

PC-keyboard:

Pressing '**YELLOW ARROW DOWN**' + '**FOULS**' (SHIFT+F4/F8) cancels the penalty.

4.4 Timeout

Timeout is activated by pressing the button '**TIMEOUT**' (Home/Guest). The shot clocks start to count immediately and the number of timeouts is automatically increased.

D-CKN-Command Console:

Pressing '**YELLOW ARROW DOWN**' starts a 3-second timer. During this period, pressing '**TIMEOUT**' cancels the timeout timer and decreases the number of timeouts.

PC-keyboard:

Using '**YELLOW ARROW DOWN**'+'**TIMEOUT**' is possible to cancel the timeout timer and to decrease the number of timeouts.

4.5 Time

The main time has three parts: *Warm-up*, *Period* and *Break* time (while shot times are stopped). **Warm up** and Break time always count down. After expiration of the warm-up time the console automatically clears all data from the previous match. The horn does not sound after expiration of warm-up time. The period time can count up or down depending on the parameter '**Time way**' (described in Hockey / Handball / Soccer menu parameters). If we choose counting down we should set a starting time that determines how long the game or break lasts. Otherwise, we set an ending time and the start time is automatically 0:00. The offered game/break period durations can be manually preset to some other desired value. '**ENTER**' turns to the main screen with new time durations and '**ESC**' discards the changes. Time modification is not possible during the time counting.

In hockey, when the game time counts down, pressing '**ENTER**' on the foil keyboard shows the total of the played time from the start of the match. Next press on '**ENTER**' to return to current countdown time.

Pressing '**TIME**' activates the scroll menu with the following options:

Correct game time	(allows changing current game time a few seconds up or down)
Warm-up	(defines warm up time, always counts down and horn does not sound automatically after expiration of warm-up time)
Period	value depends on selected sport (handball or hockey) and adjusted match type (for hockey)
Break	value depends on selected sport (handball or hockey) and adjusted match type (for hockey)
Enter break manually	(defines break period if not predefined)
Overtime	02:00 (predefined value)
Enter current time	(allows changing or defining current game time)
Enter end time	(allows changing or defining end of the game)
Adjust RT Clock	(allows change and adjustment of real time)
Show real time off (on)	(if 'on' scoreboard shows time from local RT Clock)
AutoStart	(if set - automatically starts break time after each period)
Stop interval	(if value is 0:00, game time stops only manually or automatically after expiration of game period. When value is adjusted for example to 2:00, this allows stopping the game time automatically after every 2 minutes).

4.6 Period

Press '**PERIOD**' (PC keyboard - **F10**) to increase the number of periods; to decrease press '**YELLOW ARROW DOWN**'+'**PERIOD**' (PC keyboard –'**Shift**'+ **F10**)

4.7 Horn

Press '**HORN**' (PC keyboard - **F11**) to activate the main horn. This button on the foil keyboard activates the horn only if the operator is not in any of menus for data entering.

Pressing **F11** on the PC keyboard activates the horn at any time, no matter if the operator uses the foil keyboard.

4.8 Brightness Settings

'F1' (PC keyboard 'B') allows setting the brightness on the scoreboard digits between 1 and 9. Default value is 9.

4.9 Team Names

If the scoreboard can display team names, press '**Teams**' (PC keyboard - F12) and this activates two options:

- Home team
- Guest team

Choose the team and enter the name with the PC keyboard. In this option, you cannot see the team names in the CKN display. Maximum length of a team name is 12 characters.

4.10 Player Numbers and Names

For scoreboard models that have players numbers and/or players names, press '**Player numbers**' button (PC keyboard – PAGE DOWN, CKN foil keyboard button - F3) to activate five options:

Home players	Home team player numbers and names menu
Guest players	Guest team player numbers and names menu
Default players	Predefined player numbers
Clear guests	Clears player numbers and names only of guest team
Clear all	Clears all player numbers and names

Choose the team and then select the player position from 1 to 18 for the chosen team. Enter the player number from 0 to 99 and confirm with '**ENTER**'. The cursor appears in the name field. Now you can enter the player name using the PC keyboard and press '**ENTER**' to confirm. Otherwise, you can leave the player name field blank by pressing '**ENTER**' to skip this option. Maximum length for a player name is 20 characters.

Option **Default player** sets the players numbers on predefined values (from 4 to 21). By choosing this option, the names of the players are cleared.

The option "**Clear guests**" clears the player numbers and names only for the guest team. The option "**Clear all**" clears all player numbers and names.

4.11 HGL (Hockey Goal Lights)

When game time is running and you press the push button from the D-HGL system it will turn on signal red light behind goal. If time is not stopped, the next press on same button will turn off signal red light. If game time is stopped on the console D-CKN or the break time is running, the light of the D-HGL system will be turned on green.

5 Volleyball / Tennis

The program volleyball is also applicable for tennis.

5.1 Parameters

Volleyball menu configuration parameters:

Timeout period timeout duration (0-99 sec)

No of Timeouts number of timeouts (1-9)

Horn time horn sound duration (0-9 sec)

Tech TO 1 Selected time at which the first technical timeout starts. According to international rules, the value is 8. The default value is zero (not Technical Timeout). In many leagues there is only one technical timeout or no technical timeout.

Tech TO 2 Selected time at which the second technical timeout starts. According to international rules, the value is 16. The default value is zero (not Technical Timeout). In many leagues there is only one technical timeout or no technical timeout.

5.2 Set Score

The game score can be set in the domain of 0-199 no matter if the game time is going on or not. Score changing buttons are:

Input Score	D-CKN	PC-KEYBOARD
Goal Home Team increase score	Home Arrow Up	F1
Goal Guest Team increase score	Guest Arrow Up	F5
Goal Home Team decrease score	Home Arrow Down	SHIFT + F1
Goal Guest Team decrease score	Guest Arrow Down	SHIFT + F5

When a set is finished, press the key **<PERIOD>**. Now the current set jumps to the left (first free position) and a new set starts.

D-CKN-Command Console:

Pressing **'YELLOW ARROW DOWN'** starts 3-second timer. During this period, pressing **'GRAY ARROW DOWN'** on foil decreases the appropriate score.

5.3 Match Score

The match score can be set between of 0-9, no matter if the game time is going on or not. Match score changing buttons are:

Input Sets	D-CKN	PC-KEYBOARD
Set Won Home Team increase score	FOUL (Home)	F4
Set Won Guest Team increase score	FOUL (Guest)	F8
Set Won Home Team decrease score	<yellow arrow down> + <FOUL> (Home)	SHIFT + F4
Set Won Guest Team decrease score	<yellow arrow down> + <FOUL> (Guest)	SHIFT + F8

5.4 Timeout and Technical Timeout

The Timeout is activated by pressing the buttons 'TIMEOUT' (Home/Guest). The clock starts to count immediately. Also, the number of spent timeouts is automatically increased.

Technical timeout will automatically start, when one of teams first achieves values defined by parameters **Tech TO 1** (usually 8) and **Tech TO 2** (usually 16). If match have only one Technical TO per set, this will be defined by parameter Tech TO 1 (for example 12) and Tech TO 2 could be adjusted on 99. The end of technical timeout is signaled by the horn. For another technical timeout, press foil buttons **F3** or **F4** and enter the menu for timeout length. Enter timeout length and confirm with '**ENTER**'. The technical timeout is not added to any team.

Addition:

D-CKN-Command Console:

Pressing '**YELLOW ARROW DOWN**' starts a 3-second timer. During this period, pressing **TIMEOUT** cancels the timeout timer and decreases the number of timeouts.

PC-Keyboard:

Using '**YELLOW ARROW DOWN**'+'**TIMEOUT**' is possible to cancel the timeout timer and to decrease the number of timeouts.

5.5 Time

The main time always counts up.

5.6 Winning Sets

Press '**PERIOD**' (PC keyboard - **F10**) to finish a set and increase the number of periods. Now the current set jumps to the left (first free position) and a new set starts.

To decrease press '**YELLOW ARROW DOWN**' and '**PERIOD**' (PC-keyboard –'**Shift**' and **F10**). At the same time you erase the score for the previous set and return to the current set score on set score position.

5.7 Service Possession

D-CKN-Command Console:

Pressing the '**POSS**' button switches the possession indicators.

PC-keyboard:

Pressing '**ARROW LEFT**' or '**ARROW RIGHT**' button switches the possession indicators. If the team that has no service possession makes a point, the possession indicator switches automatically.

5.8 Horn

Press '**HORN**' (PC keyboard - F11) to activate the main horn.

5.9 Score per Sets

Pressing '**SET SCORE**' (PC keyboard – INSERT, D-CKN foil keyboard **F2**) activates the option for setting the score for each quarter:

- First quarter
- Second quarter
- Third quarter
- Fourth quarter
- Choose quarter, enter (or correct) score for set and confirm with **ENTER**.

5.10 Brightness Settings

'**F1**' (PC keyboard '**B**') allows setting the brightness on the scoreboard digits between 1 and 9. Default value is 9.

5.11 Team Names

For scoreboard models that have team names, pressing '**Teams**' (PC keyboard - **F12**) activates two options:

- Home team
- Guest team

Choose the team and enter the name with the PC keyboard. You can also see the team names on the D-CKN display. Maximum length of a team name is 12 characters.

6 Display Commands

When using the PC keyboard, it is possible to send several commands to the D-RTNM displays.

Press **DispList button ('Q')** to enter to the list menu. The selected list becomes the active display list.

Press **EffectList button ('W')** to enter to the effect menu. The selected effect appears on the display (it is inserted in the current display list).

Buttons **Effect1 – Effect8 ('1' – '8')** are shortcuts for the effect menu. Pressing any of these buttons starts the appropriate effect animation on the display immediately.

*More information about ID and RTNM displays, as well as list and effect possibilities, can be found in the '**Display studio manual**'.

7 Scorer Console

The configuration using two consoles (timer + scorer console) can be used only for basketball games. This configuration requires two operators: timer and scorer.

The timer operator works on the timer console and controls the game time, shot time, time-outs and period.

At the same time, the scorer operator controls the score, fouls, player numbers, player points and ball/service possession.

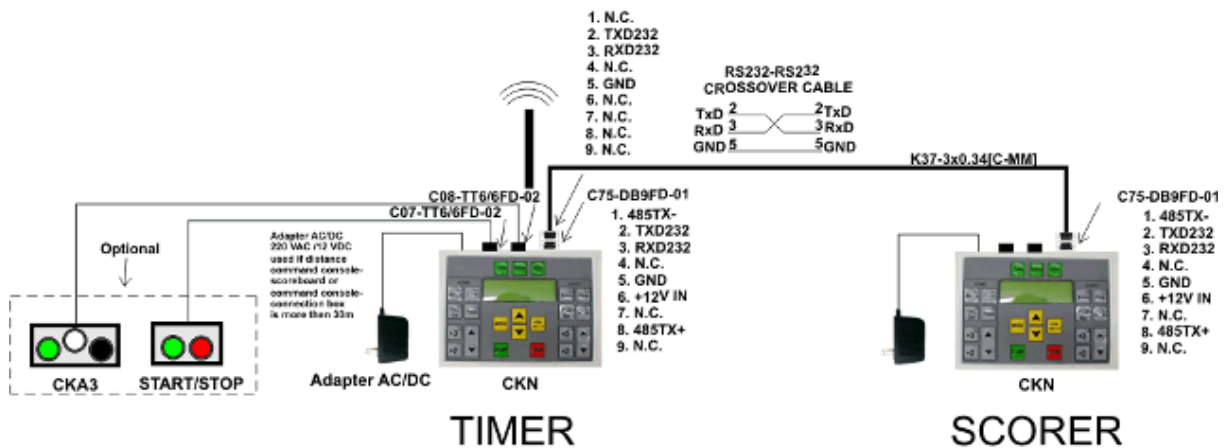
In the football (scorer) mode no time control-button works. Each console listens and shows data sent by other consoles. Thanks to this feature both timer and scorer have all the game data on LCD screen, the timer can follow the game score and the scorer follows the game time, shot time and period. In this configuration the timer console is the master, collects score data and sends both time and score data to the scoreboard.

Turning off the scorer console, the timer console still sends time and score data, but data of player number and player points is lost. The game can continue as normal (with default players).

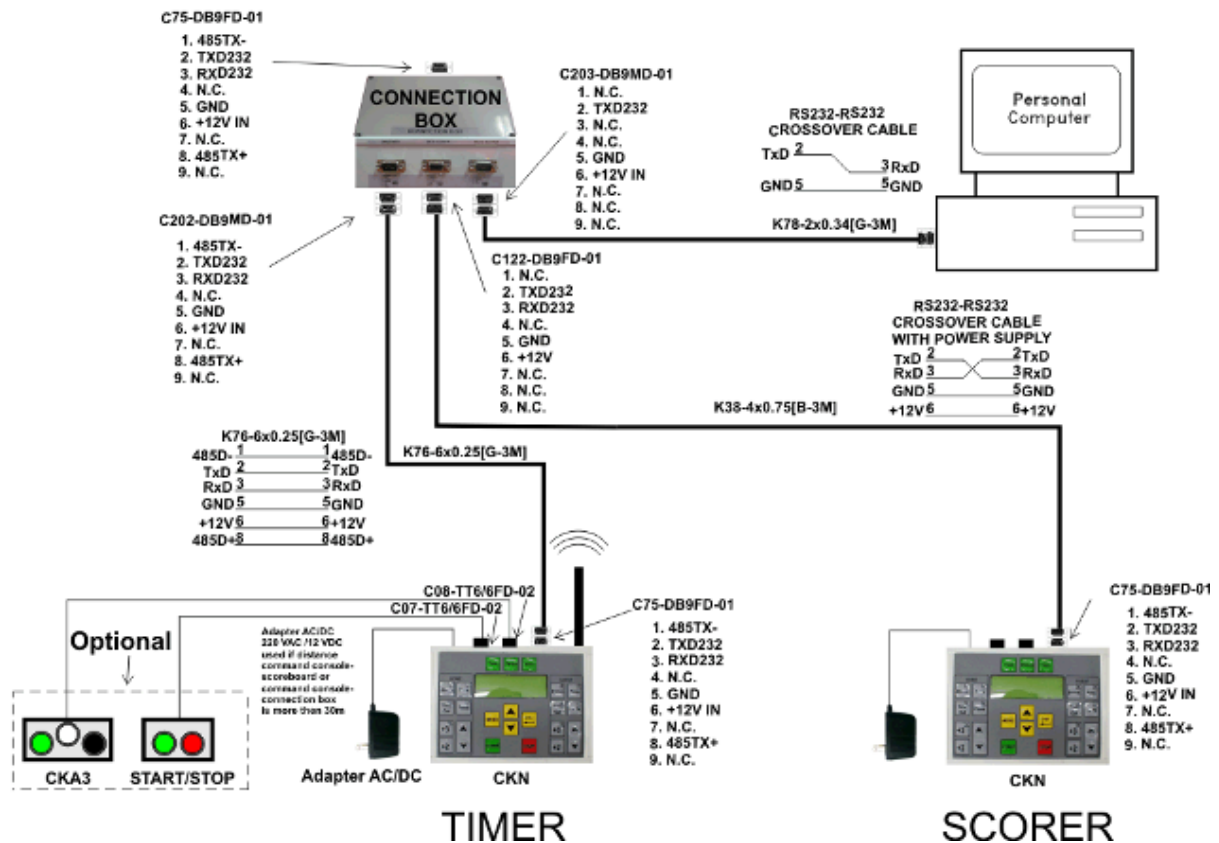
Turning off the timer console, the 'Scorer console' parameter on the scorer console just have to be turned off. The scorer console still contains all relevant game data including time and shot counter and can continue the game as master.

Below connection diagrams show different ways of connecting the system.

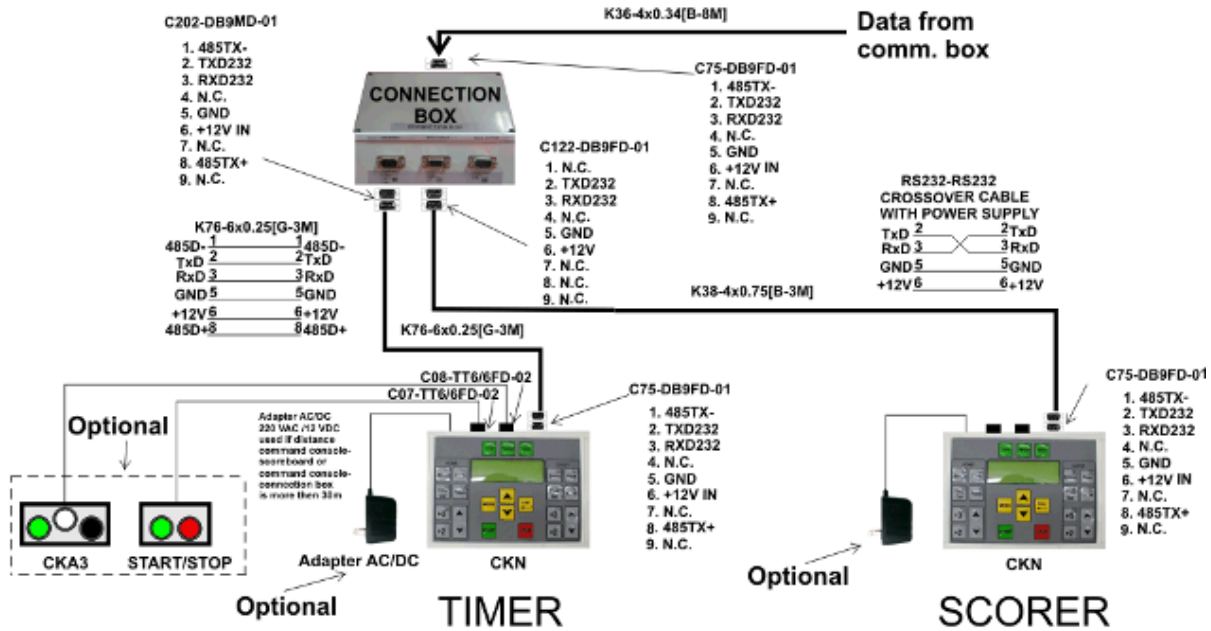
TIMER with wireless + SCORER CONNECTION DIAGRAM



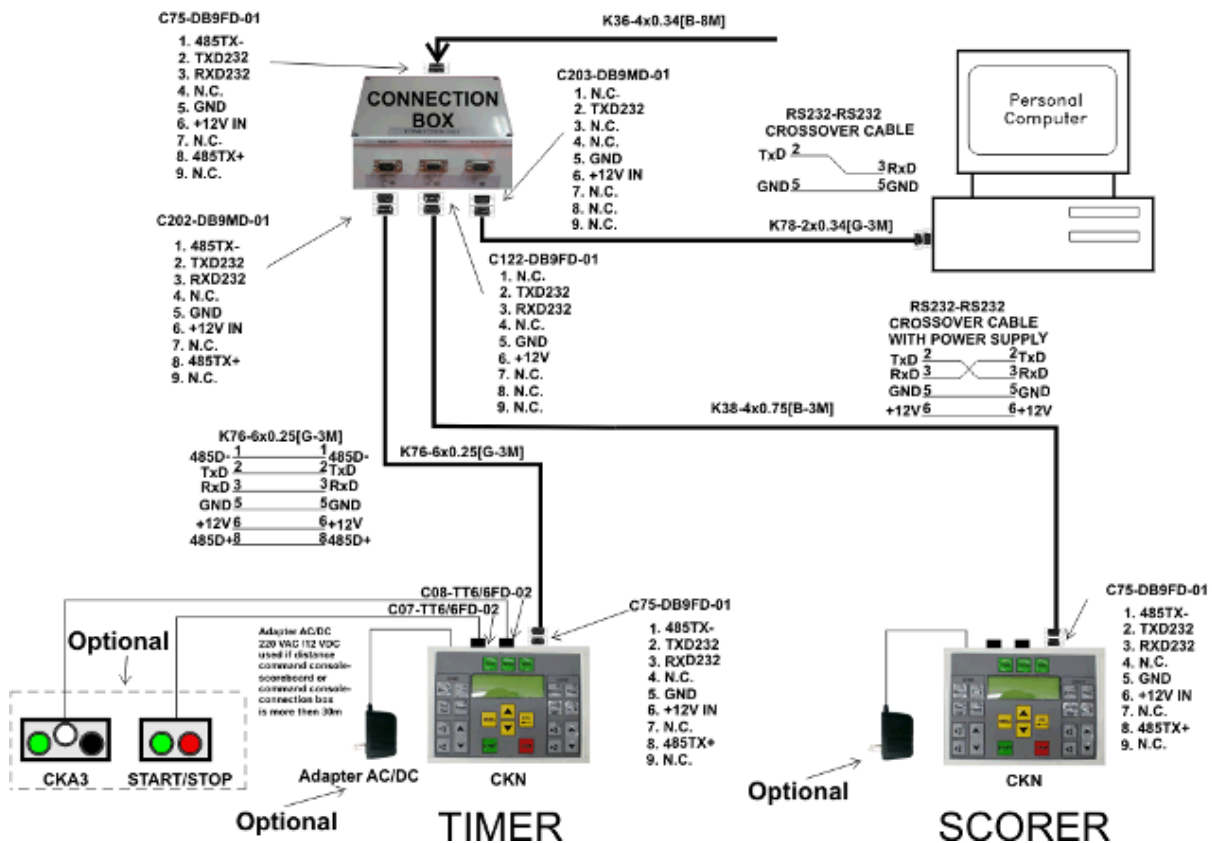
TIMER with wireless + SCORER + PC CONNECTION DIAGRAM



TIMER with wire + SCORER CONNECTION DIAGRAM



TIMER with wire + SCORER + PC CONNECTION DIAGRAM



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