

D-CKN

Ice Hockey



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!



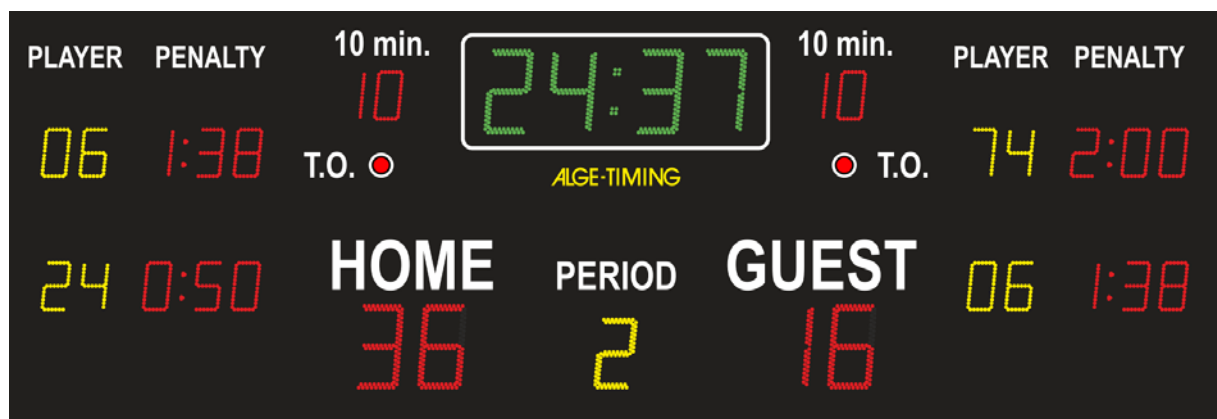
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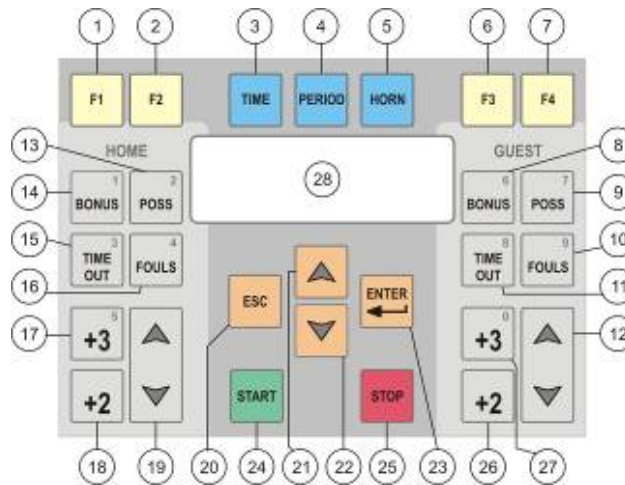
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Example of an ALGE-TIMING Ice Hockey Score Board:



1 Control Terminal D-CKN



- | | |
|--|---|
| 1..... Brightness of Display Board | 17No function |
| 2..... No function | 18Home: increase score without delete a penalty |
| 3..... Menu for times | 19Home: increase or decrease goal |
| 4..... Increase period | 20ESC: press 3 times to get in general menu |
| 5..... Horn | 21Menu: scroll up |
| 6..... Input of player numbers and names | 22Menu: scroll down |
| 7..... No function | 23Menu: confirm with „ENTER“ |
| 8..... No function | 24Game time START |
| 9..... No function | 25Game time STOP |
| 10.... Go to Guest „fouls menu“ | 26Guest: increase score without delete a penalty |
| 11.... Guest: Timeout | 27No function |
| 12.... Guest: increase or decrease goal | 28LCD Display |
| 13.... No function | |
| 14.... No function | |
| 15.... Guest: Timeout | |
| 16.... Go to Home „fouls menu“ | |

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.

D-CKN PC-Keyboard



When switching the D-CKN on it shows for 2 sec. the software version (e.g. S1848) in the display of the D-CKN. In case of problems please let us know this software version.

2 General purpose buttons

ESC - returns to previous menu.

ENTER - goes to next menu.

Yellow arrows (UP or DOWN) - scroll menu.

If you are changing parameters, general-purpose buttons have following meaning:

ESC - returns to previous menu without saving the parameter value.

ENTER - returns to previous menu with saving the parameter value.

Yellow arrows (UP or DOWN) - scroll menu.

The brightness of the scoreboard is adjustable. Press the button on the PC-keyboard or F1 on the D-CKN to adjust the brightness.

The D-CKN changes the brightness menu and with values between 0 and 9 you can select the brightness:

0 – low brightness

9 – high brightness

The last value of brightness is not stored after turning the D-CKN off.

Game data reset and setting the parameters and language

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

Continue match	
Start new match	
Configuration	
Language	
Keyboard Type	
Scorer terminal off (on)	only used if you work with different operators on different terminals
Backup terminal off (on)	only used if you work with different operators on different terminals
Protocol type v2.0 (v1.0)	depending on the age of the scoreboard, for newer boards it is v2.0
Shoot terminal v3.0 (v2.0)	depending on the age of the shoot terminal, for newer ones it is v3.0
Input type I (NI)	

First two options are important for the actual running game. Choosing option '**Start new match**', enter to menu that will offer possible sports:

Basketball	Hockey 1
Volleyball	Hockey 2
Handball	Soccer
Hockey	

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

Choosing option '**Configuration**', enter to parameter menu and select sport which parameter you will change:

Basketball	Hockey 1
Volleyball	Hockey 2
Handball	Soccer
Hockey	

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

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

English	Finnish
Deutsch	Italian
Czech	

Choosing option '**Keyboard Type**', you can choose keyboard with specific character set:

English	Czech
Deutsch	Finnish

3 Parameter

- Period** determines the period duration (normally 3 periods, each with 20 min. (Hockey))
- Period GT1** period duration for Hockey1 (e.g. for young teams)
- Period GT2** period duration for Hockey2 (e.g. for young teams)
- Break** break between the periods (normal 15 minutes (Hockey))
- Break GT1** break duration for Hockey1 (e.g. for young teams)
- Break GT2** break duration for Hockey2 (e.g. for young teams)
- Overtime** Extra-period duration (overtime - normally 5 min.)
- Time way** time that counts up or down (normally count up)
- No of Period** number of periods (1-9) (normally 3 periods)
- Add. Period** overtime on or off (normally on)
- Timeout period** timeout duration (normally 30 sec.)
- No. of timeouts** number of timeouts (1-9). (normally 1 timeout per team)
- Horn time** duration of the honking horn at the end of a period (adjustable between 0 a 9 sec, normally 2 sec.)
- Sound interup.** If scoreboard have this option and parameter has value 1 (on), horn will be sound with interrupted sound after expire of shoot time. Otherwise, horn will be sound with continuous sound. (normally on)
- Minor** penalty of 2 min.
- Bench Minor** penalty of 2 min.
- Major** penalty of 5 min.
- Misconduct** penalty of 10 min.
- Misconduct** penalty of 5 min.
- Goal=PenaltyCLR** when on a penalty will be cleared when scoring
- Score+Player** when parameter 1, you have to input after each goal the number of the scorer.

4 Keyboard function during the Game:

F1	Adjustment of brightness of scoreboard (0 to 9, 0 = dark, 9 = bright))
F2	Change player number of home team (for fouls)
F3	Input of player names (only with PC keyboard)
F4	Change player number of guest team (for fouls)
Time	Adjustment of parameters
Period	Increase period <i>Attention:</i> with yellow arrow key down and key PERIOD it is possible to count period backwards
Horn	Start the horn tone

Yellow Keys:

Arrow Key Up	Menu selection up
Arrow Key Down	Menu selection down
ESC	Leave the menu
ENTER	Select menu or confirm adjusted value

Home Team (Left Keyboard):

BONUS (1)	no function
POSS (2)	no function
TIMEOUT (3)	Start timeout for home team <i>Attention:</i> with <arrow down key> and key <TIMEOUT> it is possible to delete a timeout
FOULS (4)	Select input of fouls for home team. <i>Attention:</i> select with arrow the correct penalty and confirm with <ENTER>, than input player number (numbers are small on keyboard) and confirm with <ENTER>
+3 (5)	no function
+2	count up goal of home team (penalty will not be deleted – e.g. when scoring with a penalty)
Arrow Up	count up goal of home team
Arrow Down	count down goal of home team

Guest Team (Right Keyboard):

BONUS (1)	no function
POSS (2)	no function
TIMEOUT (3)	Start timeout for guest team <i>Attention:</i> with <arrow down key> and key <TIMEOUT> it is possible to delete a timeout
FOULS (4)	Select input of fouls for guest team. <i>Attention:</i> select with arrow the correct penalty and confirm with <ENTER>, than input player number (numbers are small on keyboard) and confirm with <ENTER>
+3 (5)	no function
+2	count up goal of guest team (penalty will not be deleted – e.g. when scoring with a penalty)
Arrow Up	count up goal of guest team
Arrow Down	count down goal of guest team

5 Score

It is possible to adjust the score between 0 and 99. The score can be adjusted independent from the time running or stopped.

Terminal D-CKN:	PC-Keyboard:	Score Board:
<Home Arrow Up>	F1 (SCORE)	Score Home +1
<Home Arrow Down>	SHIFT + F1	Score Home -1
<Guest Arrow Up>	F4 (SCORE)	Score Guest +1
<Guest Arrow Down>	SHIFT + F4	Score Guest -1

Change a score without clearing a penalty of minor team (e.g. for penalty scoring):

- <Home +2> Home team plays power play and scores in a penalty
- <Guest +2> Guest team plays power play and scores in a penalty

Terminal D-CKN:

Press <Yellow Arrow Down> and a 3 sec. countdown starts during this you can by pressing the <Grey Arrow Down> reduce the score by one goal.

6 Penalty

Input Penalty:

- Stop time with key <STOP>
- Press key <FOULS> of home or guest team
- Select with <Yellow Arrow Key Down> the penalty
- Confirm selected penalty with <ENTER>
- Input player number with keyboard (small numbers on keyboard)
- Confirm player number with <ENTER>
- It shows player number and penalty on display board
- When the game continues (pulley) press <START>

Delete Penalty:

- Press <Yellow Arrow Key Down>
- Press within 3 sec. key <FOULS> of team that you want to correct
- Select with <Yellow Arrow Key Down> the penalty that you want to clear
- Press <ENTER> to clear penalty

Change Player Number for Penalty:

- Press <F2> for home team or <F4> for guest team.
- Select with arrow key the penalty and confirm with <ENTER>
- Input new player number with keyboard
- Confirm player number with <ENTER>

7 Time Out

Start the timeout by pressing the key <TIMEOUT> for home or guest. Timeout works only if the game time is stopped. The timeout time will be shown in the field of the game time. Further the timeout dot of the team that selected the timeout is shown on the scoreboard.

Delete a running or shown timeout:

- Press <Yellow Arrow Key Down>
- Press within 3 sec. the key <TIMEOUT> of home or guest team
- The timeout clock is now deleted and it shows the game time
- The dot for the timeout is also cleared

When deleting a timeout, the timeout countdown is cleared and the number of timeouts reduced.

8 TIME Adjustments

The main timing consists of two parts: periods and breaks. The periods can count up or down depending on the parameter <TIME> (see point 3). By international rules of the ISU the game time on the scoreboard must count down.

In the game report you need to note the total game time. If you press <ENTER> it will show on the display of the terminal D-CKN the total game time instead of the countdown time, but on the scoreboard, it still shows the countdown time. If you press <ENTER> again, it will show on both displays the countdown time again.

To correct the time during a running game time is not possible (only when time is stopped).

By pressing the key <TIME> a menu with the following options is activated:

Correct game time	correct the game time for a few seconds (keys up or down)
Warming-up	input the duration for the warm-up of the game
Period	20:00 (adjusted value – configure in menu point 2)
Break	15:00 (adjusted value)
Ent.break manually	to adjust a new break time (only for this break)
Overtime	05:00 (adjusted value)
Correct game time	to correct the actual game time (seconds) with the yellow arrow key of the D-CKN controller or with up and down key of PC-keyboard
Enter current time	to input a new game time
Enter end time	to adjust the end of a period new (e.g. instead of 20 min. the end of the period is after 10 min.)
Adjust RT Clock	to adjust the time of day (it shows the time of day when the D-CKN is disconnected).
Show real time off	when adjusted on ON it shows during the game the actual time of day instead of the game time.
AutoStart on	when ON it shows automatically the break time after the end of each period.
Stop on inter. off	for young games it is possible to honk the horn in regular intervals (e.g. every 45 seconds – see next point). If you select “ON” the interval is activated, with “OFF”
Stop interval 0:45	for young games you can adjust the interval time for regular changes of the lines (units, see above). At the end of each interval time the horn honks. When „ Stop on inter. “ is on „ on “ the clock stops, if it is on „ off “ the clock does not stop.

9 Period

Press <PERIOD> (PC-keyboard - F10) to increase the period.

Attention: with key <YELLOW ARROW DOWN> and key <PERIOD> it is possible to count the period back.

10 Horn

Press <HORN> (PC-keyboard - F11) to activate the horn.

11 Team Names (only for special models)

Press <TEAMS> (only on PC-keyboard = F12) to activate two input the team names of:

- Home Team
- Guest Team

Input the name of the teams with the keyboard!

12 Change Player Names:

With key <F3> of the D-CKN terminal you can change or input or clear the names of the players.

- <Home players>: Change or input names of the home team
- <Guest players>: Change or input names of the guest team
- <Default players>: Set the names and player number on default (1 – 18)
- <Clear guests>: Clear the names and player number of the guest team on
- <Clear all>: Clear the names and player number on default (1 – 18)

13 Controlling Matrix Display Boards D-RTNM (additional display)

When using a PC-keyboard you can sent control controls to a Matrix display board D-RTNM.

- Press DispList-key ('Q') to get in the list menu. The selected list name will be the active display list.
- Press EffectList-Taste ('W') to get into the effect menu. The selected effect is shown on the display board.
- Press Effect1 – Effect8 ('1' – '8') are shortcuts to the effect menu. By pressing these keys the effect starts on the D-RTNM display board.

More information about the use of D-RTNM display boards and lists and affects you will find in the manual of the D-RTNM or DisplayStudio.

14 Quick Start Guide – Important Functions

14.1 *After starting (and at the end of a game)*

Check if score and penalty are on zero. If they are not empty do the following

- Press three times <ESC>
- Press <yellow arrow down> key once to <Start new match>
- Press <ENTER>
- When curser is on Hockey press <ENTER>

14.2 *Player and referees come early back on ice after a break*

- Press key <STOP> to stop the clock
- Press <yellow arrow down>
- Press <TIME> within 2 seconds
- Press <yellow arrow down> until curser is on <Ent.break manually>
- Press <ENTER>
- Input time until the end of break (e.g. 03:00)
- Press <ENTER>
- Press <START> to continue with the new break time

14.3 *Clear penalty manual*

- Press <yellow arrow down>
- Press <FOULS> within 2 seconds
- Select penalty with yellow key
- <ENTER>

14.4 *Input penalty manual (after clearing it by exident)*

- Press <FOULS>
- Select „Enter pen. time“
- Press <ENTER>
- Input penalty time (e.g. 01:57)
- Press <ENTER>
- Input player number
- Press <ENTER>

14.5 *Correct game time*

- Make sure that the time is stopped
- Press <yellow arrow down>
- Press <TIME> within 2 seconds
- Select „Correct game time“
- Press <ENTER>
- Press yellow arrow up or down (time increases or decreases in seconds)
- Press <ENTER>

14.6 *Change game time*

- Make sure that the time is stopped
- Press <yellow arrow down>
- Press <TIME> within 2 seconds

- Select „ Enter current time“
- Press < ENTER>
- Input time (e.g. 14:33)
- Press < ENTER>

14.7 Change Player Number for Penalty

Home:

- Press <F2>
- If you have more than one penalty select with <yellow arrow down> key the player
- Press <ENTER>
- Input new player number
- Press <ENTER>

Guest:

- Press <F4>
- If you have more than one penalty select with <yellow arrow down> key the player
- Press <ENTER>
- Input new player number
- Press <ENTER>

14.8 Delayed Penalties

If you have more than 2 delayed penalties you have to wait before you input a further penalty that one penalty is cleared (finished). The D-CKN can store up to four penalties.

14.9 Scoring a penalty against a shorthanded team

When a team scores a goal with a penalty shoot against a shorthanded team, than the penalty time of the shorthanded team should not disappear. In order to keep this penalty time(s) press the key <+2> to add a goal. By using <+2> it will increase the score by one goal without clearing penalty times.

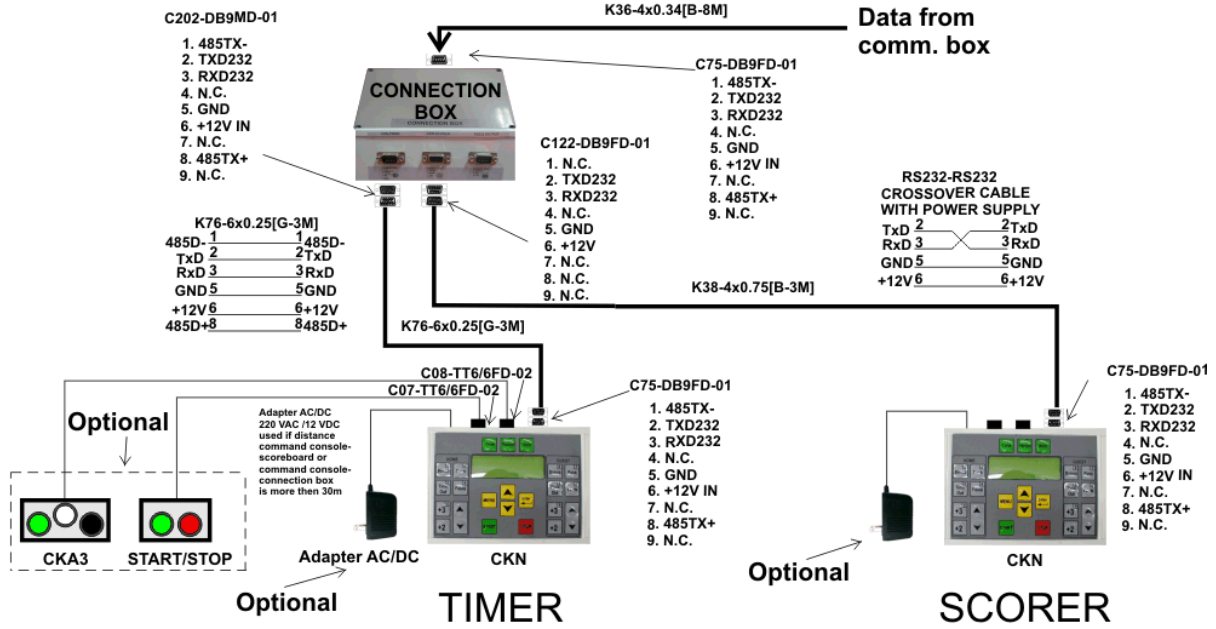
14.10 Break time before o

If you want to show a break time before you start the overtime you have to do the following:

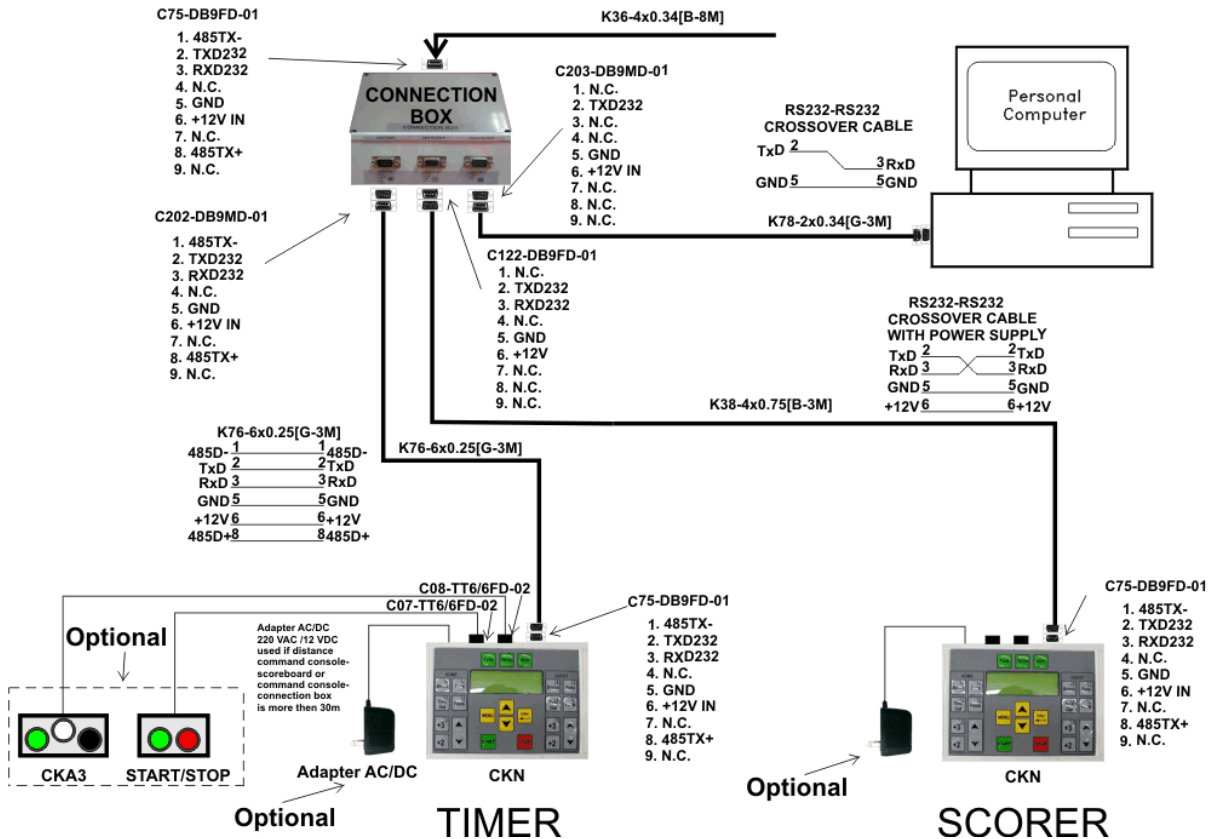
- Press key <PERIOD>
- Press key <TIME>
- Press key <Arrow down> and select „Ent.break manually“, than press <ENTER>
- Input the break time
- Press <START> to start the break time
- After the end of the break it shows the overtime automatically

15 Connections and Cabling

TIMER with wire + SCORER CONNECTION DIAGRAM

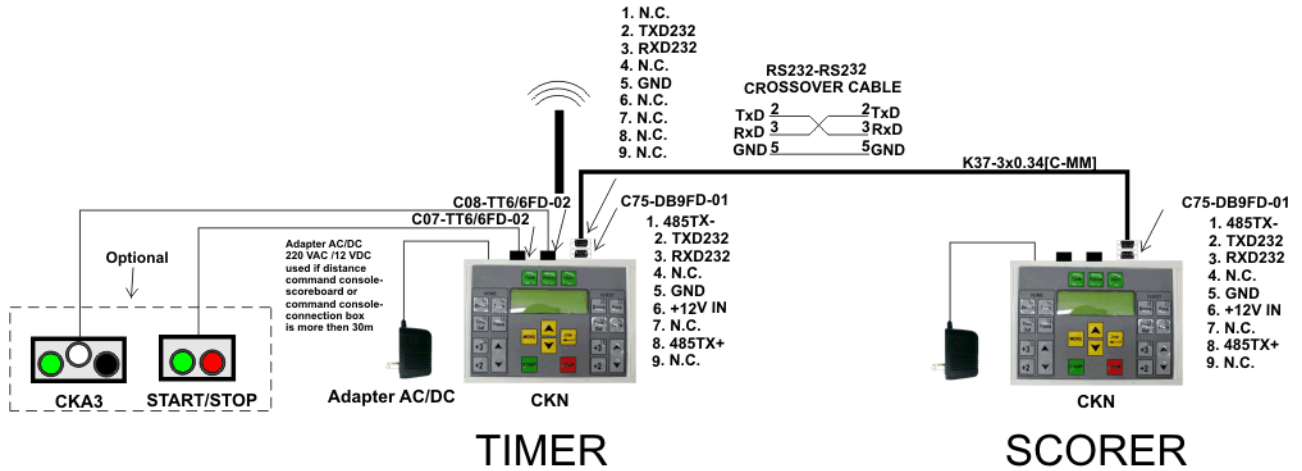


TIMER with wire + SCORER + PC CONNECTION DIAGRAM

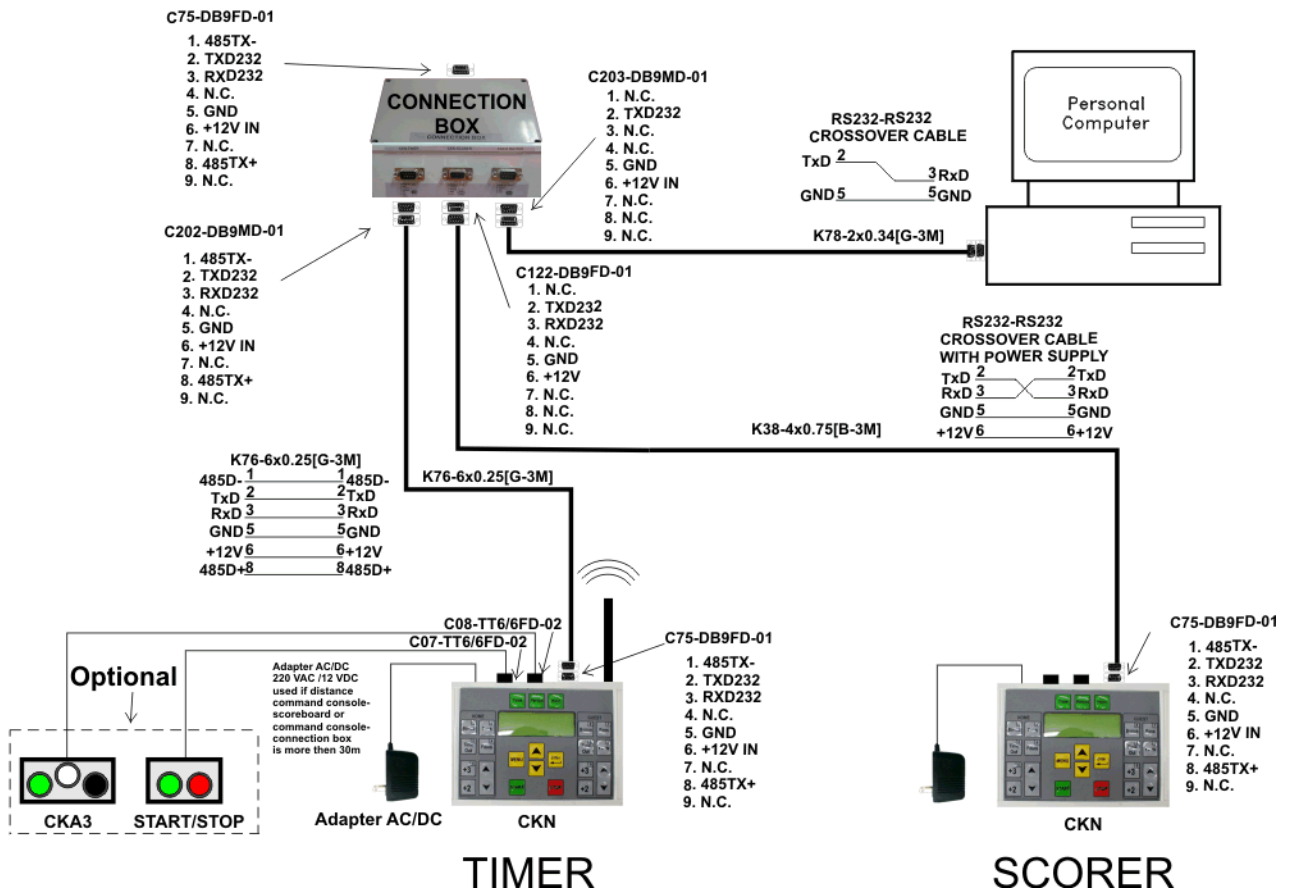


16 Connection and Cabling of a System with Radio

TIMER with wireless + SCORER CONNECTION DIAGRAM



TIMER with wireless + SCORER + PC CONNECTION DIAGRAM



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