

D-CKN

Soccer and American Football



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!



Operating ranges and interferences

The ALGE WTN operates in 4.2 GHz frequency band, the same as WLAN. This is also used by other services. The operating range as well as the operation may be disturbed by devices working at the same or neighboring frequencies.

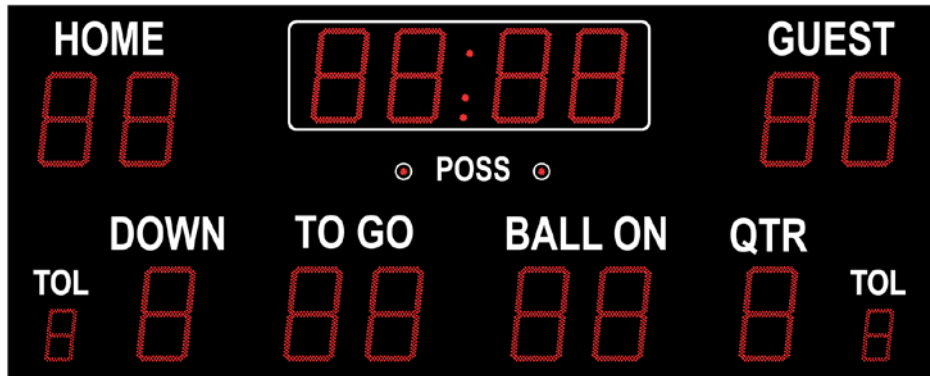
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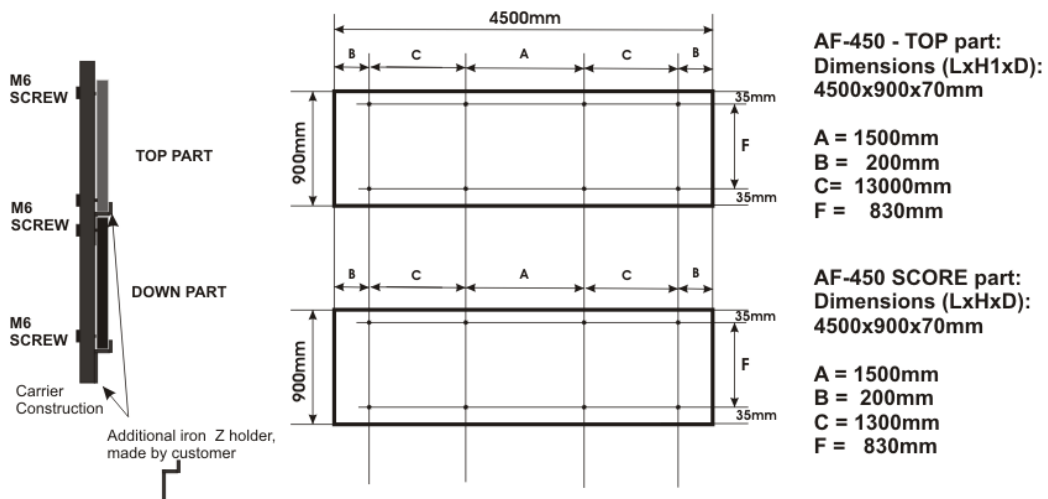
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1 Scoreboard



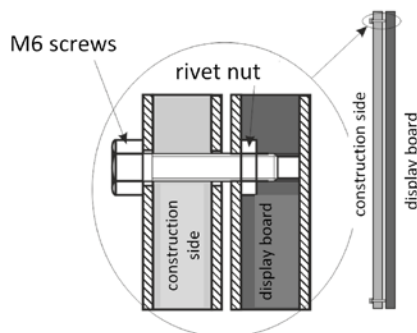
model D-AF450-TOL250

2 Installation of Scoreboard

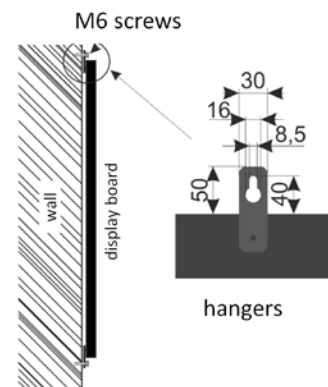


Weight: ca. 160 kg

All installation holes are for M6 screws.



Installation on the same construction, fixed with M6 screws



Installation on the wall, fixed with M6 screws at hangers

3 Radio Control for LED Scoreboards

In case you would like to upgrade from cable version D-CKN control terminal to the D-CKN-WTN-A radio controlled terminal, you also need the radio receiver WTN-DB for the scoreboard (surcharge). You can order the upgrade as a package: D-CKN-WTN-A-DB (terminal including receiver).

Attention: radio-controlled scoreboards also need power supply!

4 Accessories for Soccer Scoreboards

- DCF radio receiver D-DCF:** The time is always precise and automatically changes from daylight savings to standard daylight time. Only works in Central Europe.

- GPS radio receiver D-GPS:** The time is always precise and automatically changes from daylight savings to standard daylight time; works worldwide.

- Temperature sensor D-AT:** The temperature is shown when the match clock is not needed. It is also possible to display day time and temperature alternating.

- Light sensor D-LS:** The brightness is automatically adjusted to the ambient light intensity.

- Models with text display:** It is possible to complement the soccer scoreboard with a matrix display. Depending on the size of the matrix display D-RTNM club names or ads can be shown.

5 D-CKN Control Terminal

6 Control Terminal D-CKN:

We offer several different control terminals. The standard model is D-CKN (cable version, standard with all soccer scoreboard models described here).

- D-CKN:** standard control for all models with 4-digit match time
- D-CKN-WTN-A:** option (surcharge) – integrated battery and WTN radio so that the user is free to move around



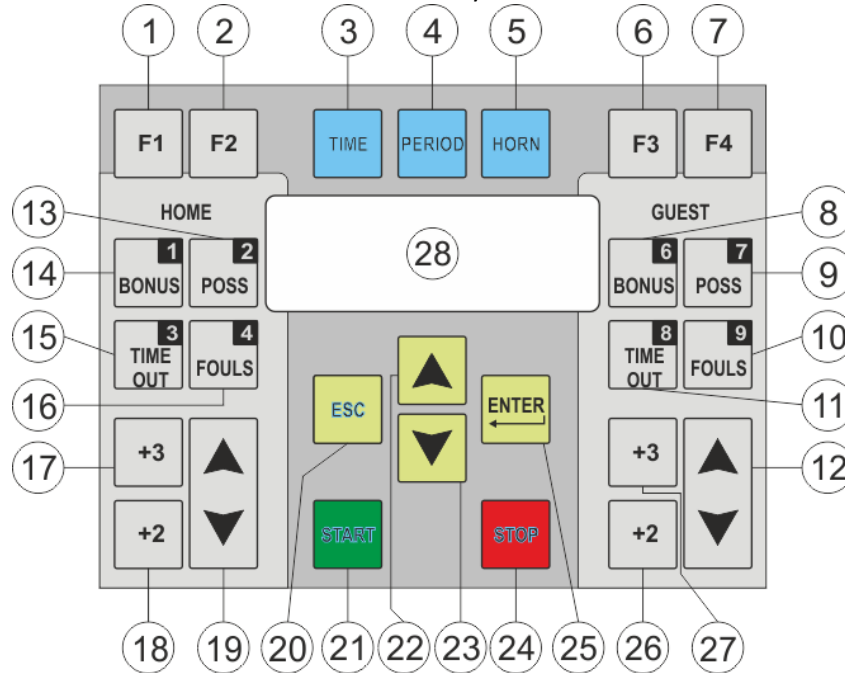
control terminal D-CKN



control terminal D-CKN-WTN-A

6.1 Keypad Layout of the D-CKN Terminal

All D-CKN scoreboard terminal types have the same layout. The D-CKN is connected with the 146-05 cable to the scoreboard. The D-CKN-TX is connected by radio via the D-RX at the scoreboard.



- 1..... F1 – Down
- 2..... F2 – To Go
- 3..... time menu: for adjusting the time
- 4..... period: e.g. quarter for American Football
- 5..... horn (no function)
- 6..... F3 – ball on
- 7..... F4 – brightness settings for scoreboard (1 to 9 / 1 = dark, 9 = light)
- 8..... no function
- 9..... ball possession - guest
- 10..... no function
- 11..... time out – guest (-1)
- 12..... score guest, +1 (up) or -1 (down)
- 13..... ball possession - home
- 14..... no function
- 15..... time out - home (-1)
- 16..... no function
- 17..... score home, +3
- 18..... score home, +2
- 19..... score home, +1 (up) or -1 (down)
- 20..... ESC – press 3 x to enter the menu (time must have been stopped)
- 21..... menu scroll up
- 22..... menu scroll down
- 23..... ENTER – confirm changes
- 24..... start match time
- 25..... stop match time
- 26..... score guest, +2
- 27..... score guest, +3
- 28..... LCD display

6.2 Operation of D-CKN Control Terminal

With pressing ESC three times, you enter the settings menu (the time must have been stopped – no running time).

6.2.1 General Operation

ESC – back to previous menu

ENTER – enter the menu

yellow arrow (up or down) - scroll

When changing the parameters, the keys have the following functions:

ESC – back to previous menu without saving the changes

ENTER – back to previous menu with saving the changes

yellow arrow (up or down) – scroll the menu

6.2.2 Reset of Match Data and Setting of Parameters

Press ESC three times when the match time is stopped to change the functions for the following menus:

- Continue match
- Start new match
- Configuration
- Language
- Keyboards

Options 1 and 2 are interesting during a currently running match.

Select option 2 (start new match) to reset time, period (half time), and score to zero and to start a new match.

Choose option 3 (configuration) to enter the parameter menu. You can now change all flexible settings for soccer/football.

Select option 4 (language) to choose the desired language:

- English
- German
- Czech
- Finnish
- Italian

Choose option 5 (keyboards) to select the country-specific type of keyboard:

- English
- German
- Czech
- Finnish

6.2.3 Parameters

Period refers to the parameters that define the match time (normally half times = 45:00 minutes).

Time – counting up or down the time (normally the time runs up, counting up)

Period no. – number of match periods (1-9) and/or halftimes (normally = 2; after the second half-time an “E” appears on the display for deciding match)

By pressing the yellow arrow down, a three second timer starts. If the <period> key on the foil keypad is pressed during that time, the period (half-time) is changed back by one.

6.2.3.1 Time

Period can be counted up or down, depending on the ‘TIME’ parameter (described in chapter 1).

When counting down is selected, you choose a starting time that indicates the duration of the match

time. Otherwise, you choose the ending time which automatically sets the starting time to 0:00 hrs. The offered time periods can be changed to any desired value.

<ENTER> leads you back to the main view with the new duration, <ESC> deletes all changes. Time modifications during running match time are not possible.

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

6.2.3.2 Change Match Time

This parameter allows changing or defining the current match time; e.g. to set the second half to 45 minutes.

6.2.3.3 Set RealTime

This parameter allows changing the day time of the internal clock; the day time is only shown when the CKN control terminal is disconnect or switched off! – after about 10 seconds.

6.2.3.4 AutoSTOP (ON - OFF)

In case this parameter is “ON”, the time automatically stops after each period; e.g. period = 45 minutes – stop at 45 and 90 minutes = FIFA regulation for international matches; over time is shown separately.

6.2.4 Period

Press 'PERIOD' to increase the number of periods. In order to start the second half, the period must be increased by one! This means you have to press the <PERIOD> key!!!

By pressing the yellow arrow down, a 3 second timer starts. If the key <PERIOD> is pressed during that time, the period is counted back.

6.3 Change between Soccer and American Football

In case you change from American Football to soccer or vice versa, some parameters of the configuration menu have to be adjusted:

- time must be stopped
- press 3 x <ESC>
- change to “configuration” with yellow arrow down
- press <ENTER>

6.3.1.1 Soccer

- period: e.g. 45 min
- break: e.g. 15 min
- time: up
- period no.: 2

6.3.1.2 American Football

- period: e.g. 12 min
- break: e.g. 15 min
- time: up
- period no.: 4

6.4 Operation

6.4.1 Score

The score can be set from 0 to 199 at any time with the following keys.

<HOME arrow up>	- score home +1
<HOME arrow down>	- score home -1
<HOME +2>	- score home +2
<HOME +3>	- score home +3
<GUEST arrow up >	- score guest +1
<GUES arrow down>	- score guest -1
<GUEST +2>	- score guest +2
<GUEST +3>	- score guest +3

Count down score:

When pressing the yellow arrow down key, the score can be counted down during three seconds with the above described keys.

6.4.2 DOWN

When you press the <F1> key, the DOWN display is counted up until 4. In case you press <F1> once again, the display of DOWN is deleted.

6.4.3 TO GO

When you press <F2> the menu "To Go" appears on the display. You can execute the input with the numbers on the keypad and confirm with <ENTER>.

6.4.4 BALL ON

When you press <F3> the menu "Ball on" appears on the display. You can execute the input with the numbers on the keypad and confirm with <ENTER>.

6.4.5 BRIGHTNESS

When you press <F4> you can set the brightness of the LED figures of the scoreboard. The setting is effected with the figures 1 to 9, 1 being the darkest and 9 the lightest setting. Confirm your input with <ENTER>.

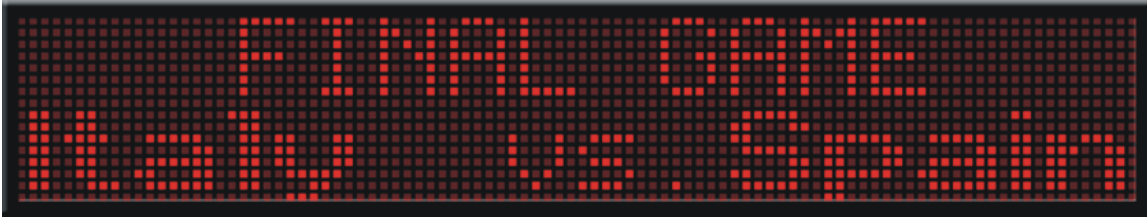
6.5 Track and Field Mode

Scoreboards with track and field mode connect the timing device output with a 2-pin cable directly to the COM box.

The control terminal must be connected and switched on for track and field operation. The data of the timing device is read by the control terminal and sent to the scoreboard. Scoreboards with a direct RS232 input are also available. In that case, the control terminal has to be disconnected when the scoreboard is used for soccer/football; there is no COM box.

6.6 Scoreboard Control (optional):

When you use the PC keyboard it is possible to send several control commands to a D-RTNM display board. Press the DisplList key ('Q') to enter the list menu. The selected list name becomes the active display list. Press the EffectList key ('W') to enter the effect menu. The selected effect appears on the display (is added to the current display list). The Effect1 – Effect8 keys ('1' – '8') are shortcuts for the effect menu. By pressing one of those keys, the effect animation is started on the display.



*More information about the D-ID and D-RTNM display boards as well as list and effect possibilities can be found in the corresponding manuals (e.g. DisplayStudio).

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