D-CKN

Water Polo

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!
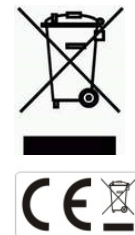
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Declaration of Conformity

We declare that the following products comply with the requirements of the listed standards. Parts that we use in the product are CE certified by the manufacturers and ALGE-TIMING GmbH does not change them.

We,   ALGE-TIMING **GmbH**
        Rotkreuzstrasse 39
        A-6890 Lustenau

Declare under our sole responsibility, that the display board:

D-LINE

and its models of the series 57, 100, 150, 250, 300, 450, 600, 1000, 1500, SDA1 produced from 01.01.2005 and later

> is in conformity with the following standard(s) or other normative documents(s):

Safety: IEC 60950:1999 / EN 60950:2000
                EN 60335-1:2002 + A11:2004 + A1:2004 + A12:2006 + A2:2006

EMC: EN55022:2006+A1:2007
                EN55024:1998+A1:2001+A2:2003
                EN61000 3-2:2006
                EN61000 3-3:1995+A1:2001+A2:2005

Additional Information:
The product herewith complies with the requirements of the Low Voltage Directive 73/23/EEC, also the EMC Directive 2004/108EG and accordingly carries the CE-marking.
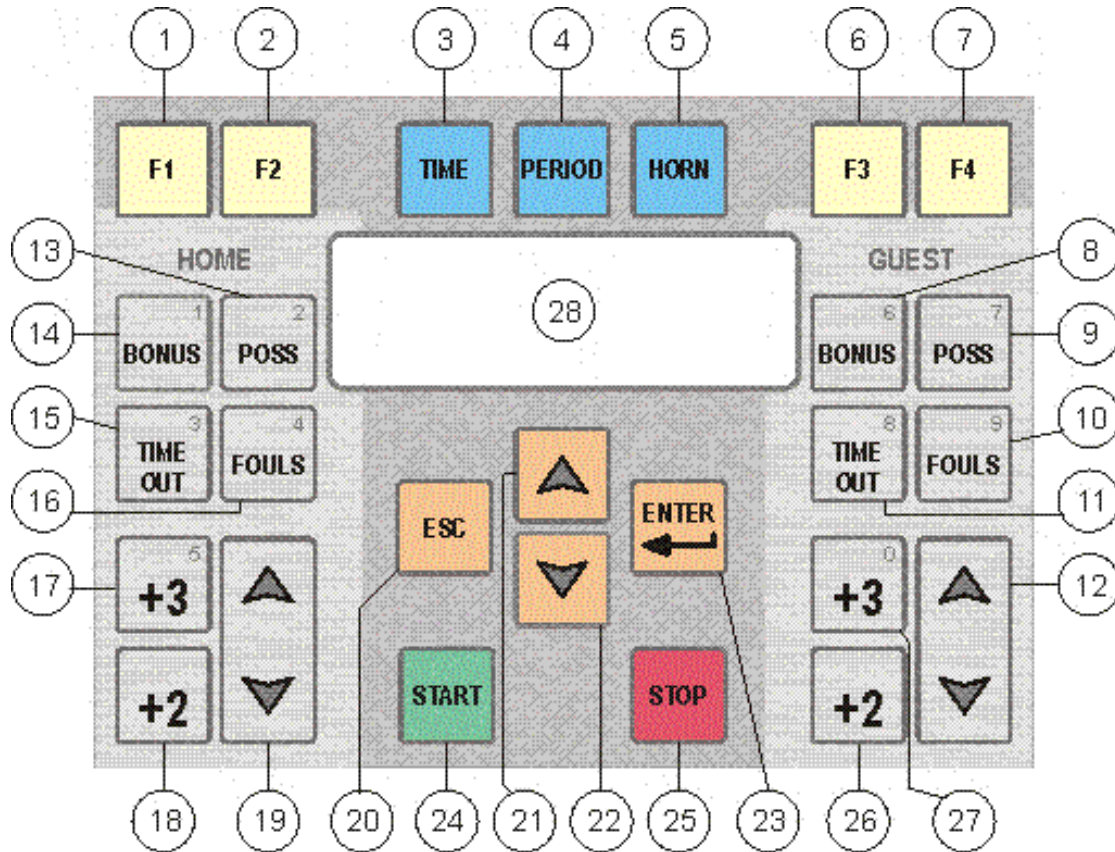
Lustenau, 30.11.2010 ALGE-TIMING GmbH

Albert Vetter
(General Manager)

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2 CKN PC Keyboard

Picture 2. CKN PC Tastatur

ESC – Pressing 3 times enter main menu
F1 - Home score +1
F2 - Decrease personal foul -1 – home team
F3 - +3 FOULS to home player
F4 - +1 FOUL and Exclusion 20s.- home
F5 - Guest score +1
F6 - Decrease personal foul -1 –guest team
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W – Display effects
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RIGHT SQUARE BRACKET – Time out guest
ENTER – Confirm changes
CTRL RIGHT – Stop game time
LEFT ARROW – Ball possesion home
RIGHT ARROW – Ball possesion guest
POINT – Enter to home fouls menu
DOT – Enter to guest fouls men

3 General Key Functions

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.

Game data reset and setting the parameters and language

Press *Esc* three times*,* while the main time is stopped, to activate the function with following menu:

Continue game	Language
Start new game	Keyboard Type
Configuration	Scorer terminal

Options 1 and 2 are of interest for the actual running game.

Choosing option 2 (Start new game) you will activate new menu with next options:

Match type – param - Start match with 8min period length and breaks between $1^{st}/2^{nd}$ and $3^{rd}/4^{th}$ period can be controled by parameter **Break**. Break on half game is defined by parameter **Break** 2/3 (please check predefined value after programming).
Match type 1 – 8/2 - Start match with 8min period length and breaks between $1^{st}/2^{nd}$ and $3^{rd}/4^{th}$ are 2 always minutes. Break in halftime is always 5 minutes
Match type 1 – 7/2 - Start match with 7min period length and all breaks are 2 minutes
Match type 1 – 5/2 - Start match with 5min period length and all breaks are 2 minutes
Choose match type and press Enter.

Choosing option 3 you enter to parameter menu.

Choosing option 4 (Language) you can change language used in menus:

English	Czech
German	Italian

Choosing option 5 (Keyboard Type) you can choose keyboard with specific character set:

English	Czech
German	Finish

Option 6 (parameter Scorer terminal) allow you to operate with two CKN terminals. On first CKN terminal adjust Scorer terminal = 0 (OFF) and this terminal work as timer and scorer. On second terminal adjust Scorer terminal = 1 (ON), connect to communication line, and this terminal could be used to change score but time changes is not allowed. This option is used if two operators work during the game, one is timer, other is scorer. Default value is 0 (OFF).

4 Water Polo Parameters Menu

Period	refers to parameters that determine the game time (usually it's a quarter time, 8:00)
Break	Break time between periods 1st/2nd and 3rd/4th period (usually 2:00)
Break 2/3	Break time in halftime between periods (usually 5:00)
Overtime	Extra period duration (usually 3:00)
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 per period(1-9)
Horn time	horn sound duration (0-9 sec)
Sound interrupt	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.
Shot Terminal	must be turned on for water-polo game.
Shot period	if shot clock exists, defines shot time
Shot start	parameter describe condition for start of action time counting. Action can be started separately with START button on shot terminal during the game time counting, or can be started at the same time (immediately) with game start button on main keyboard.
SC stops time	if set to on, allowed, stops game time after expiring of action time (predefined off)
Penalty 1	defines penalty time (predefined value 0:20)
Penalty 2	defines penalty time (second option, predefined value 0:20)
Penalty 3	defines penalty time (third option, predefined value 4:00))
Goal=Penalty CLR	if parameter is 1, penalty time will be cleared if opponents score
Score + Player	if parameter is 1, incrementing score will demand to enter player number and will calculate points for every player. This option is useful for scoreboard models with player point's indicators.

5 Water Polo Match

5.1 Score

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

FOIL BUTTON	PC KEYBOARD	
'HOME ARROW UP'	F1	- Score Home +1
'HOME ARROW DOWN'	SHIFT+F1	- Score Home -1
'GUEST ARROW UP'	F1	- Score Guest +1
'GUEST ARROW DOWN'	SHIFT+F1	- Score Guest -1

*Foil keypad:
Pressing on GRAY ARROW UP button on foil will increase appropriate score.
Pressing on GRAY ARROW DOWN button on foil will decrease appropriate score.

5.2 Period

Press 'PERIOD' (PC keyboard - **F10**) to increase the number of periods.
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on PERIOD button will decrease period value

5.3 Time

Main time has three parts: *Warm-up, Period* and *Break* time (while shot times are stopped). **Warm up** and Break time always goes down. After expiring of warm up time terminal automatically clear all data from previous match. Horn doesn't sound after expiring of warm up time. Period time can count up or down depending on parameter **'Time way'** (described in water polo menu parameters).
If we choose down counting then we should set starting time that determines how much game or break will last. Otherwise, we set ending time and start time will automatically be 0:00. Offered game/break period durations can be manually preset to some other desired value. *Ent* turns to mains screen with new time durations and *Esc* will discard the changes. Time modification is not possible during the time counting.
Pressing TIME button will activate scroll menu with following options:

Warm-up	(define warm up time, always count down, after expiring of warm up time terminal automatically set parameters for start of new match. Horn doesn't sound after expiring of warm up time)
Period	8:00 (predefined value - configuration menu chapter 2)
Break	02:00 (predefined value)
Break 2/3	02:00 (please check predefined value)
Enter break manually	(define break period if not predefined)
Overtime	03:00 (predefined value)
Correct game time	(allow to change few seconds up/down of game time with yellow arrows)
Enter current time	(allow to change or to define current game time)
Enter end time	(allow to change or to define end of the game)
Correct Shot Time	(allow to change or to define shoot time)
Adjust RT Clock	(allow to change or to define current real time clock)
Show real time	(allow to represent real time on position of game time)
Auto Start	(if set - will automatically start break time after each period)

5.4 Correction of Shot Time

By pressing **'F4'** button on CKN keyboard, or **'HOME'** on PC keyboard) you enter to shot time correction menu. Enter correct remain shot time and confirm with **'ENTER'** push button. If shot time is not entered or confirm with ENTER, action doesn't have effect.

5.5 Penalty

By pressing appropriate **'FOULS'** button on CKN keyboard, (keys (**F4**) or **(F8)** on PC keyboard) you enter to 20sec penalty menu. Now, you can enter number of excluded player.
By pressing **'BONUS'** button you enter to penalty menu. Now, you may choose between 3 penalty times (adjusted in parameter menu), or you can choose 'No time penalty' that will add foul without starting penalty timer.
Choose one option, and message 'Enter player number' will appear on screen. Now you can enter one or two digits (player number) and penalty time will start. Also will be increased number of personal fouls for excluded player. If player number is not entered, action doesn't have effect.

5.6 Delete Penalty Time

<u>*Foil keyboard:</u>
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on appropriate FOULS button will cancel penalty time.
NOTE: This action will not decrease number of personal fouls for player.

<u>*PC keyboard:</u>
Using '-'+'FOULS' is possible to cancel penalty time.
NOTE: This action will not decrease number of personal fouls for player.

5.7 Delete Penalty Time without Score

<u>*Foil keyboard</u>
Pressing appropriate **POSS** button will erase penalty times when ball possession is changed

<u>*PC keyboard</u>
Pressing **Arrow left** or **Arrow right** button will erase penalty times when ball possession is changed

5.8 Correction Quantity of Personal Fouls

<u>*Foil keyboard:</u>
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, press appropriate '+2' button on foil keyboard to enter in menu for decreasing number of fouls.

<u>*PC keyboard:</u>
You'll have to press SHIFT+'**Point**' or SHIFT+'**Dot**' button on PC keyboard to enter to menu for decreasing number of fouls.
Pressing '+3' button on foil keyboard or 'FOUL +3' on PC keyboard you also enter to penalty menu, but this time +3 fouls will be add automatically to player.

5.9 Time Out

Time out will be activated by pressing the buttons TIMEOUT (Home/Guest) on foil keyboard or LEFT (Home) / RIGHT (Guest) SQUARE BRACKET on PC keyboard.
The shot clocks start to count immediately and horn will sound at the start of time out counting. Also, number of spent timeouts will be automatically increased.
Horn will notify teams 15 seconds before the end of time out and finally will sound at the end of time out period. Pressing action button on CKA console will stop time out counting.

5.10 Correction Quantity for used Time Outs

<u>*Foil keyboard:</u>
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on appropriate FOULS button will decrease number of used time outs.

<u>*PC keyboard:</u>
Using '-'+ 'LEFT / RIGHT SQUARE BRACKET' is possible to decrease number of used time outs.

After each period, state of markers for timeouts stay saved in memory. If some of teams did not use a time out in one of periods, a marker for time out in this period stays turned off.

5.11 Horn

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

Horn will automatically sound after expiring of each period, break or shot time.

5.12 Team Names

Pressing 'Teams' (PC keyboard - **F12**) will activate two options:
Home team
Guest team
Choose team and enter name.

6   Brightness Settings

'F1' (PC keyboard **'B'**) allow to set brightness on scoreboard digits in domain 1-9. Default value is 9. Shot clocks always have brightness on value 9.

7   CKA Control Terminal

CKA is used as command console in systems with shot clocks. CKA console has two buttons, black and green. Push on the black button set new shot time (30sec)
Depend on parameter 'Shot start', shot counter can be started separately with **'START'** green button on shot console during the game time counting, or can be started at the same time (immediately) with game start button on main keyboard.
Stop of the game time will stop shot counter.
In case that action time finished, and game is not stopped, depending on parameter 'Shot start', for option 'Together' press on black button will set and start running new action time.
For option 'Separately' press on black button will set new action time but counting down will not be started until you press on the green button.

8   Display Commands

Using PC keyboard, it's possible to send several commands to the ID or RTNM displays.
Press DispList button ('**Q**') to enter to the list menu. Selected list became active display list.
Press EffectList button ('**W**) to enter to the effect menu. Selected effect will appear on the display (will be inserted into the current display list).
Buttons Effect1 – Effect8 ('1' – '8') are shortcuts for effect menu. Pressing any of this buttons will start appropriate effect animation on the display immediately.

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

Subject to changes

ALGE-TIMING GmbH