

D-CKN



ALGE-TIMING

Manual Judo

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 Control Terminal D-CKN:

ATTENTION! The foil-keyboard of the D-CKN is for Judo deactivated!

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. Maximal distance of the WTN radio at free sight up to max. 300 m.



control terminal D-CKN
control terminal D-CKN-WTN-A

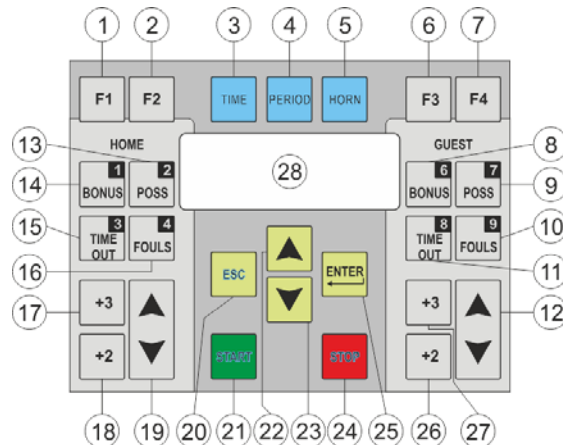


1.1 Control terminal D-CKN

ATTENTION! The foil-keyboard of the D-CKN is for Judo deactivated!

The layout of the D-CKN control terminal is the same for all models.

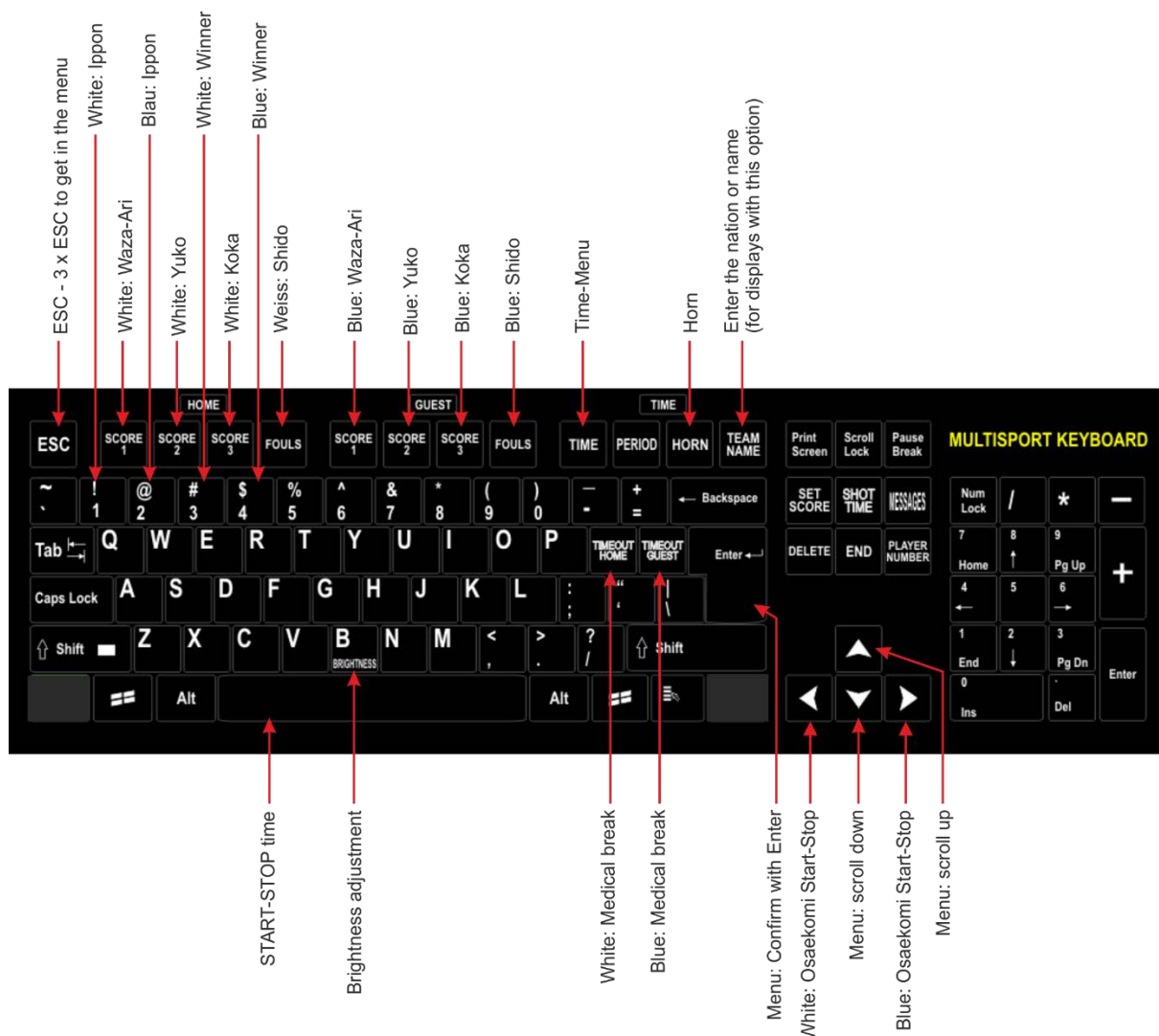
- The D-CKN is connected to the scoreboard with cable 145-05.
- The D-CKN-WTN-A is connected via WTN radio connection with WTN-DB to the scoreboard.



- | | |
|---|---|
| 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 without clearing a penalty |
| 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 without clearing a penalty |
| | 27 Guest score +3 |
| | 28 LCD display |

1.2 PC Keyboard for D-CKN Terminal

In Judo all operation is done on this keyboard!



1.3 General Keyboard Functions

In Judo the CKN foil keyboard is deactivated. The operation is done exclusively on the PC-Keyboard!

If you like to make a new contest or change parameters you have to press 3x ESC.

ESC – exit the menu without making any changes

ENTER – confirm

Arrows (up and down) to scroll up and down in the menu

With the button „B“ you can enter the brightness menu on outdoor displays. A setting from 0-9 is here possible.

1.4 Operation of Control Terminal D-CKN

1.4.1 Reset of Match Data and Setting of Parameters

Press *ESC* three times when playing time is stopped in order to change the functions for the following menus:

- Start new contest
- Configuration

“Start new contest” will delete the data from the actual contest and a new contest will be loaded.

“Configuration” is loading the menu to adjust

- Game periode - time.
- Horn time –Horn time in seconds (2 sec. standard)
- Hold time – Time for Oseakomi

1.4.2 Operation during contest

WHITE

BLUE

| | |
|---|---|
| <Name> W Y K <TIME> <w y k> <Osaekomi TIME> | <Name> W Y K <w y k> <Osaekomi TIME> |
|---|---|

1.4.2.1 Names and Nation

The 'PLAYER' button opens the menu to enter the player data.

White player
 Blue Player

Choose with arrow buttons the player you like to change and then press enter.

Player name
 Country

If your display doesn't have these functions you can leave the name and nation also empty.

1.4.2.2 Running time

The button 'TIME' opens the menu to change the contest time.

Game period 2:00
 Enter manually

Enter manually - here you can enter manually a contest time
 Choose the option with enter. Then enter the desired time and confirm with enter.

1.4.2.3 Start/Stop the time

With the "Space-bar" you start and stop the time.

1.4.2.4 Osaekomi timers

The button „OSEAKOMI“ you start and stop the oseakomi-timer for the related player. If you press the „OSEAKOMI“ button for the opposite player it will stop the running oseakomi time and start the oseakomi time off he opposite player.

The oseakomi time stops automatically after the adjustable hold-time.

With the CKA you can also control the oseakomi timers.



1.4.2.5 *Wazari, Yuko, Koka, Shido*

'W', 'Y', 'K' or 'S', is adding the points to the related player.

'-(left Shift) + 'W', '-(left Shift) + 'Y', '-(left Shift) + 'K' or '-(left Shift) + 'S' is deleting points from the related player.

| | |
|-----------------|---|
| F1 | White Wazari + |
| SHIFT+F1 | White Wazari - |
| F2 | White Yuko + |
| SHIFT+F2 | White Yuko - |
| F3 | White Koka + |
| SHIFT+F3 | White Koka - |
| F4 | White Shido + (add automatically blue W, Y or K) |
| F5 | Blue Wazari + |
| SHIFT+F5 | Blue Wazari - |
| F6 | Blue Yuko + |
| SHIFT+F6 | Blue Yuko - |
| F7 | Blue Koka + |
| SHIFT+F7 | Blue Koka - |
| F8 | Blue Shido + (add automatically White W, Y or K) |

1.4.2.6 *Ippon*

The 'IPPON' button switches immediately the 'I' on the display

1.4.2.7 *Medical time-out*

The button 'MEDICAL' switch on the '+' on the display.

1.4.2.8 *Winner*

The button 'Winner' shows the related '**' on the display.

1.4.2.9 *Horn*

The button 'Horn' is honking the signal.

2 Radio System WTN

Optional the display board can be controlled by radio. ALGE-TIMING has a patented radio system called WTN (Wireless Timing System) that is built in the controller (type D-CKN-WTN-A). Further a radio receiver WNT-DB at the display board must be connected.



Console **D-CKN-WTN-A**

This console has an on/off-switch on the left side.



Radio Receiver WTN-DB

The red switch must be set on position 4 (Team 4) and plugged to the display board.

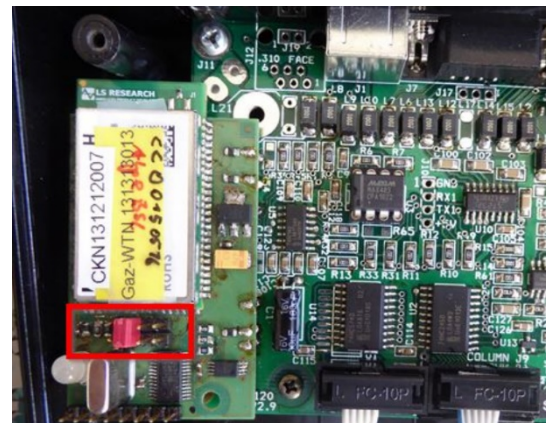
2.1 Changing the Radio Channel

The D-CKN-WTN-A has an integrated WTN Wireless Timing Network radio module. This module is by default set to team 4. The required WTN-DB for scoreboards is also set to team 4.

In special cases it could be necessary to change the team. This might be caused by an interfering transmitter or further systems within radio range.

If that is the case and you have to switch the team, please proceed as follows:

- Disconnect the power supply; turn off the terminal.
- Remove the 4 rubber feet from underneath the terminal.
- Loosen the screws that are at the places where the rubber feet were.
- Now you can remove the bottom of the terminal.
- You can see the integrated WTN module (see picture). You can choose the desired channel by setting the jumper (see red box at the picture).
- On the picture the jumper is set to team 4.
- For switching teams, set the jumper one to the right for team 2, two to the right for team 1, one to the left for team 8 and so on.
- After setting the suitable team for your requirements, close the terminal by following the above steps in reverse order.
- You have to set the WTN-DB as well on the same team.



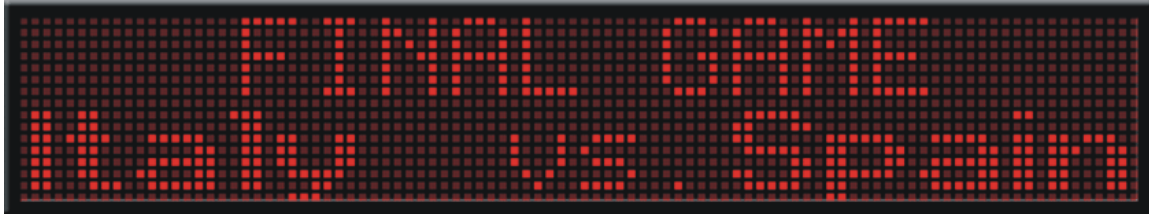
| | |
|----------|-------|
| 2420 MHz | S1 |
| 2425 MHz | S2 |
| 2430 MHz | S3 |
| 2435 MHz | S4 |
| 2440 MHz | S5 |
| 2445 MHz | S6 |
| 2450 MHz | S7 |
| 2455 MHz | S8 |
| 2460 MHz | S9 |
| 2475 MHz | AA-AF |

All WTN channels are on 2.4 GHz band.

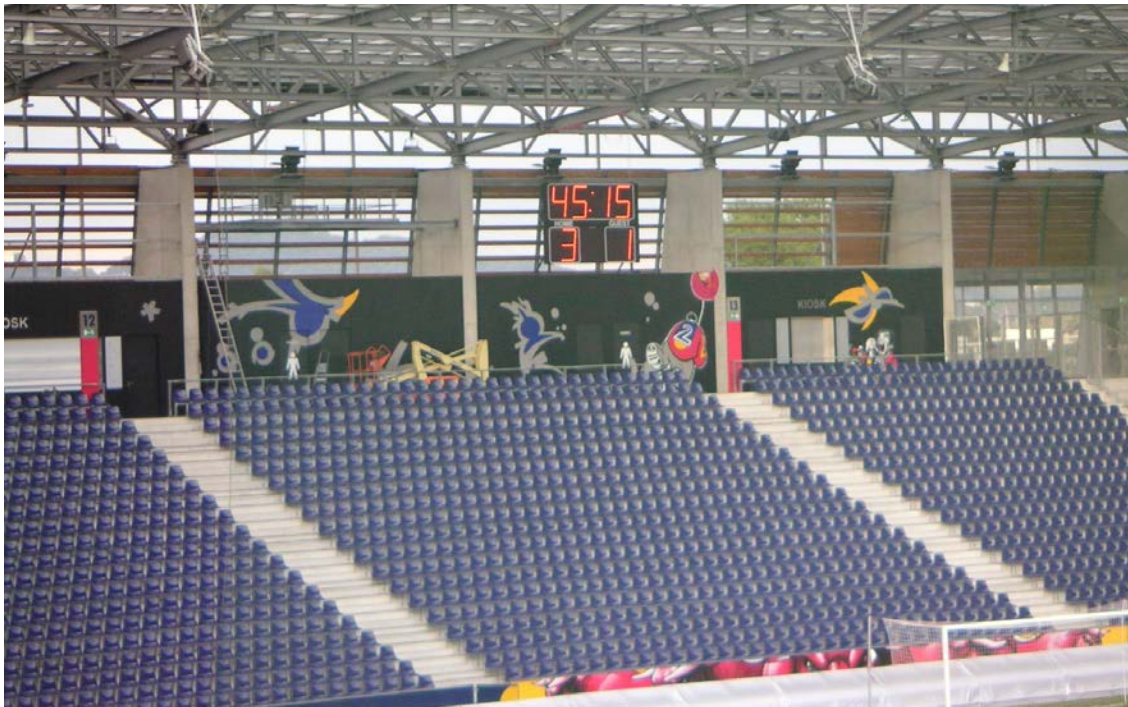
3 Display-Control (optional)

If 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 reach the list menu. The chosen list name becomes the active display list. Press the EffectList key (,W') to reach the effect menu. The chosen effect shows on the display (is added to the current display list).

The keys Effect1 – Effect8 (,1' – ,8') are hot keys for the effect menu. By pressing one of these keys the effect animation on the display is started.



*You will find more information on the D-ID and D-RTNM display boards as well as list and effect possibilities in the corresponding manuals (e.g. Display Studio)



4 Special Accessory

The following accessories are available for the display system:

- D-LS light sensor
- D-AT temperature sensor
- DCF receiver D-DCF
- GPS receiver D-GPS

The installation of the accessories can be seen from the supplied system plan.

Subject to changes, misprints and errors

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