

D-CKN



SQUASH



ALGE-TIMING

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 electronic 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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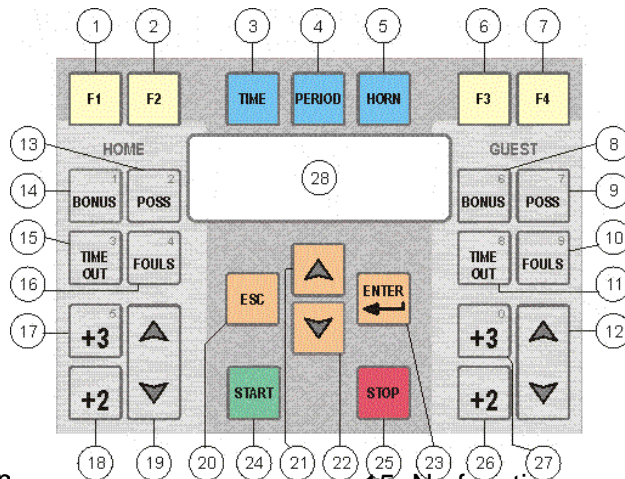
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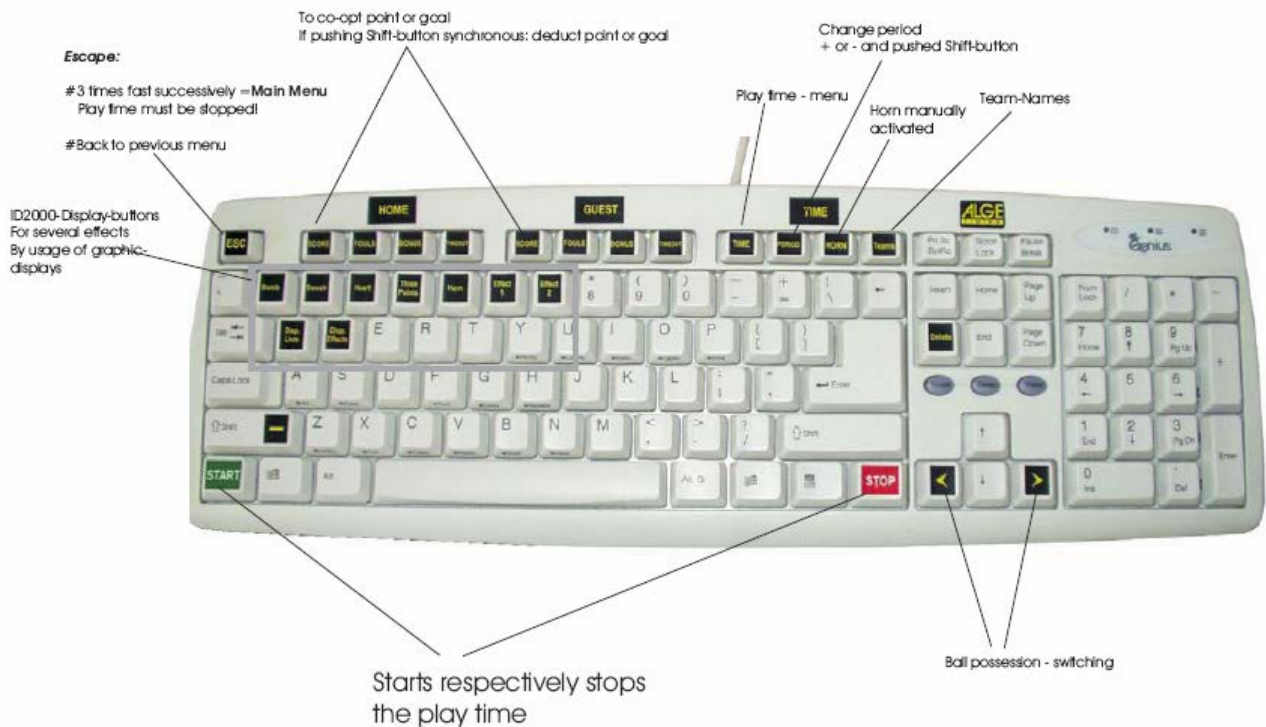
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1 Command console CKN - Squash



- | | |
|---|---|
| 1. Brightness menu | 15. No function |
| 2. No function | 16. No function |
| 3. Enter to time menu | 17. No function |
| 4. Period +1 | 18. To decrease points – player1 |
| 5. Horn | 19. Player 2 score +1 (up) or -1 (down) |
| 6. No function | 20. Pressing 3 times enter main menu |
| 7. No function | 21. Menu scroll up |
| 8. No function | 22. Menu scroll down |
| 9. Service possession | 23. Confirm changes |
| 10. No function | 24. Start game time |
| 11. No function | 25. Stop game time |
| 12. Player 1 score +1 (up) or -1 (down) | 26. To decrease points –player2 |
| 13. Service possession | 27. No function |
| 14. No function | 28. LCD display |



- | | |
|---|---|
| 1. ESC – Press 3 times to enter main menu | 10. PAGE DOWN – Enter buzzer menu |
| 2. F1 - Player 1 score +1 | 11. Q – Display lists menu |
| 3. F2 - Player 1 score -1 | 12. W – Display effects |
| 4. F5 - Player 2 score +1 | 13. CTRL LEFT - Start game time |
| 5. F6 - Player 2 score -1 | 14. ENTER – Confirm changes |
| 6. F10 - Period +1 | 15. CTRL RIGHT – Stop game time |
| 7. F11 - Horn | 16. LEFT ARROW – Ball possession home |
| 8. F12 – Player name menu | 17. RIGHT ARROW – Ball possession guest |
| 9. PAGE UP – Enter message menu | 18. 1,2,3,4,5,6,7 – Direct input effects |
| | (lists from 8 to 13) |

1.1 General-purpose buttons

- Esc - return to previous menu.
- Enter - next menu.
- Yellow arrows (UP or DOWN) - scroll menu.

If you change parameters, general-purpose buttons have the following functions:

- Esc - return to previous menu without saving the parameter value.
- Enter - return to previous menu with saving the parameter value.
- Yellow arrows (UP or DOWN) - scroll menu.

2 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
Start new game
Language

Options 1 and 2 are of interest for the actual running game. Choosing option 2 (Start new game) you start new event, resetting time, score and fouls.

Choosing option 3 (language) you can change language used in menus:

English	Finish
German	Italian
Czech	

3 Score

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

Foil Buttons	PC Keyboard	Change
Home arrow up	F1	Player 1 +1
Home arrow down	F2	Player 1 -1
Guest arrow up	F5	Player 2 +1
Guest arrow down	F6	Player 2 -1

Buzzer menu

When 0 is set the key sound of the keyboard is off, when 1 is set the key sound is on.

Time menu

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

Enter current time (allows to change or to define current game time)
Time way (time can count up or down depending on parameter 'Time way')
Adjust RT Clock

When we you adjust time to count down the horn is activated at zero.

4 Period

Press 'PERIOD' (PC keyboard - F10) to increase the number of periods and the result for that period is displayed at the required place. The result for new period is now zero.

5 Horn

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

6 Message menu

When the message button on the keyboard is pressed we enter the message menu.

Then type the number of message and the message for that number. Messages from 0-2 are shown in list4 and messages from 3-5 in list5.

7 Player names menu

Pressing ' Player names menu ' (PC keyboard - F12) activates two options:

Player1

Player2
Tourname
Clear all

8 Possession

Foil keyboard:

Pressing POSS button switches possession indicators.

PC keyboard:

Pressing arrow left or arrow right button switches possession indicators.

9 Brightness settings

'F1' (PC keyboard 'B') allows to set brightness of scoreboard digits in domain 1-9.

Default value is 9.

10 Text panels

When communication with pult is stopped, player names will disappear but time (List6) and messages (List4,5) continue.

11 Display commands:

Using the PC keyboard, it is possible to send several commands to the ID or RTNM displays.

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

Press EffectList button ('W') to enter the effect menu. Selected effect appears on the display (is inserted in 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.

*For more information about ID and RTNM displays, as well as list and effect possibilities, read the 'Display studio manual'.

11.1 Edit the text line using command console

Contents shown on the display are called lists. Only one list can be displayed at a time but up to 16 lists are stored in the display memory. Users can activate (permanently displaying on the display) or insert (display stops displaying current list, displays the inserted list just one time and resumes to previous list) each one of those lists. For how to create valid lists and the way of creating display contents please refer to Display Studio manual.

Water polo RTNM displays are supplied with loaded lists.

Lists that can be used during the game:

List0 - Player1 name, Player2 name, Tourname

List1 - Player1 name, Player2 name, Time

List2 - Player1 name bold, Player2 name bold, Tourname bold

List3 - Player1 name bold, Player2 name bold, Time bold

List4 - Message0, Message1, Message2

List5 - Message3 bold, Message4 bold, Message5 bold

List6 - Time

List7 - Test

List8 - Bravo on player1 name, Player2 name, Tourname

List9 - Player1, Bravo on player2 name, Tourname

List10 - Player1 name, Player2 name, Bravo on Tourname
List11 - Hearts on player1 name, Player2 name, Tourname
List12 - Player1, hearts on player2 name, Tourname
List13 - All hearts
List14 - Only bravo on player1 name
List15 - Only bravo on player2 name

Lists that are used during the breaks (commercials list, test lists, demo lists) are List8-List15.

One of lists List1-List8 is activated during the game (on keyboard press Disp Lists (Q) then press 0 for list0, 1 for list 1,....).

Besides the active list, the user can insert one of the commercial lists (pressing one of the effect keys on the keyboard, or pressing Displ Effects (W), and choosing list).

Press Messages key (PageUp), enter message number (from 0 to 5) and enter message content. Displaying message is done by setting active List4 (message number 0 to 2) or List5 (message number 3 to 5).

Press Team Name key (F12), team names (player1 or player2). Team names are displayed by activating List0 to List3.

11.2 Squash scoreboard variables

Lists, that contain static text starting with '\$', are called display (scoreboard) variables. Display does not show e.g. \$M00, but depending on the text after \$ some specific data. For more refer to Display Studio manual and \$ commands.

Sqash scoreboard use next variables:

\$h00 – player1

\$g00 – player2

\$M00, \$M01, \$M02, \$M03, \$M04 and \$M05 messages typed by command console.

\$h01 – Tourname

Subject to errors

ALGE-TIMING GmbH

Rotkreuzstraße 39

A-6890 Lustenau

Austria

Tel: +43-5577-85966

Fax: +43-5577-85966-4

office@alge-timing.com

www.alge-timing.com