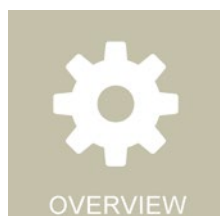


BODET Scorepad



User manual - General rules



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Ref.: 607977 E

Ensure on delivery that the product has not been damaged in transport.

Precautions

- Protect the device against splashed liquids, rain and excessive solar radiation.
- Do not use the device if damaged or uncertain.
- Check mains voltage.
- Do not open the unit case: no user-serviceable parts inside. If the unit case must be opened, call a qualified service technician. Always switch off the device and unplug all cables before opening.
- The information contained in this document may be changed without prior notice.

Table of contents

Precautions	2
1. Introduction	4
Installation	4
Packing list	4
2. Safety and handling	5
Important information on safety	5
Important information on handling	5
3. General view of the Scorepad	6
Overview of the Scorepad	6
Accessories	7
Communications	8
4. Start-up	9
Device commissioning	9
Icons and information in the screen header bar	10
General menu information and functions	11
5. Menus	11
Welcome message (Home page)	11
Loading teams	11
Change the time	11
Lists of settings for each menu type	12
6. Club access by sport	13
7. Using the TeamEditor application	14
8. Update Scorepad	15
9. Importing content into Scorepad from a USB stick	16
Recommendations on the size of the files	18
10. Exporting content from the Scorepad onto a USB stick	19
11. Technical data	20
Electrical	20
Mechanical	20
7" LCD touch screen	20

1.Introduction

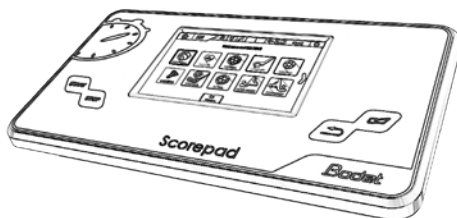
- Bodet Sport provides various types of scoreboards (indoor, outdoor, damp environments, etc.) configurable for a wide range of sports. These scoreboard ranges are controlled by a single Scorepad console featuring a keyboard and touch screen to facilitate operation.
- Options and accessories are provided for use with the Scorepad console:
 - 4-hour battery extension
 - Start/Stop hand switch
 - Possession console
- **IMPORTANT:** This manual describes all features of the console. However, depending on your configuration, some features, sports or options will not be available.

Installation

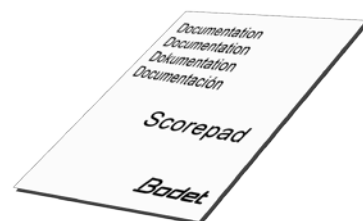
- Please refer to the installation manual matching your Scorepad console.

Packing list

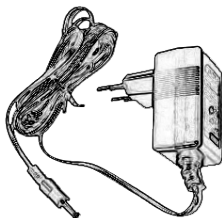
- Check that the Scorepad packaging contains the following components and accessories according to your Scorepad version:



Scorepad



Quick start guide



Mains power supply

2. Safety and handling

- **IMPORTANT:** Failure to apply these instructions may result in damage to your Scorepad. Before using the Scorepad, please read all information on safety and handling.

Important information on safety

■ USE

Handle the Scorepad carefully. It is built in plastic (unit case) and glass (touch screen) and contains sensitive electronic components. The Scorepad may be damaged if dropped, burnt, punctured, crushed or brought into contact with liquids. Never use a damaged Scorepad: for instance, if it has a cracked screen, as this may cause injury.

■ CHARGING AND POWER SUPPLY

Charge the Scorepad with the mains adapter supplied. Using damaged cables or chargers, or charging in very humid conditions may cause fire, electrocution, injury, or damage to the product or other property. When the BODET mains adapter is powering or charging the Scorepad, make sure the connector is securely fitted into the adapter before plugging it into a mains outlet (green indicator LED when charging).

Important information on handling

■ CLEANING

Immediately clean the Scorepad if it comes into contact with a substance likely to stain or damage the touch screen. Use a wipe suitable for computer screens. Prevent any liquids from penetrating the device. Do not use cleaning products or compressed air.

■ USING CONNECTORS AND KEYS

Never force a connector into a port and never depress a key with excessive pressure: doing so may cause damage not covered by the warranty. If you have trouble seating the connector in the port, this is probably because the connector does not match the port. Check for an obstruction and make sure the connector matches the port format.

■ OPERATING TEMPERATURE

The Scorepad is designed to operate at ambient temperatures ranging from 0°C to +40°C. The Scorepad may be damaged and its battery life shortened if used or stored out of this temperature range. Avoid exposing the Scorepad to sudden changes in temperature or humidity. During use or while charging the battery, it is normal for the Scorepad to heat up.

3. General view of the Scorepad

Overview of the Scorepad



- 1 Start key: starts the stopwatch.
- 2 Stop key: stops the stopwatch.
- 3 LCD touch screen: configures all sports display settings.
- 4 Buzzer key: immediately starts or stops buzzer.
- 5 Correction key: corrects last action.



- 1 USB-a port: loads data (match configurations, player or team lists, partner logos, etc.) from a USB drive.
- 2 RJ45 network port: sports data communications with the Ethernet network.
Sports protocol transmission:
 - Simple format for TV embedding (displays stopwatch, score, possession time, total fouls and individual fouls).
- 3 USB-b port: connects to a second Scorepad or a PC.
- 4 HDMI port: connects to a TV-type display device.
- 5 Mini DIN port with lock: BODET sports data bus to connect to a Bodet scoreboard.
- 6 2 RJ12 ports: connect to additional consoles (referee whistle, possession console, Start/Stop hand switch, etc.).
- 7 Jack socket: power supply and battery charger.
- 8 1 green LED: indicates mains power ON.
- 9 1 RESET button: turn off the keyboard.

In case of a frozen screen (unresponsive touch screen) press the RESET button 9. In case of malfunction, try to restart the Scorepad (refer to chapter 4: Star-up) or try to turn it off by pressing the RESET button (refer to chapter 3. Overview of the Scorepad).

7" LCD TOUCH SCREEN: CAPACITIVE MULTI-TOUCH

It only takes a few simple gestures (touch, drag and sweep) to use the Scorepad touch screen:



Accessories

■ BATTERY EXTENSION

The battery extension provides extra runtime for the Scorepad in the event of a mains power-out (up to 4 hours) so that the Scorepad can remain in service for the duration of the match.

This Lithium-ion battery is installed exclusively by our technical staff:

- in-factory for new consoles.
- on consoles in service: our customer support team installs and tests the device for correct operation.

Note: The standard battery supplies a power reserve for continuous console operation of approx. 15 minutes. This battery is therefore not designed to power the Scorepad for the full duration of a match.

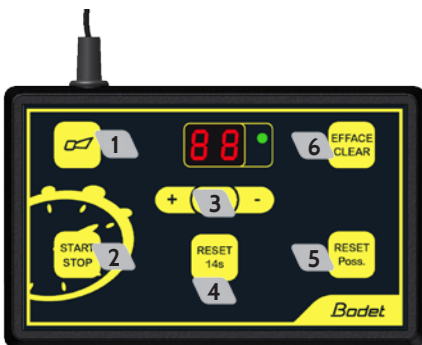
■ START/STOP HAND SWITCH

The Start/Stop hand switch connects to the Scorepad via the RJ12 port. It is used to start and stop the stopwatch.



■ POSSESSION CONSOLE

The possession console is used with the possession digit displays (Basketball or Water Polo). This console connects to the Scorepad via the RJ12 port.



- 1 Buzzer key: immediately stops buzzer.
- 2 Starts or stops the possession time count.
- 3 Correction mode: short press on **C**: the display flashes. Press **+** to increase possession time by 1 second steps or press **-** to decrease by 1 second. Press **C** to return to normal mode. Correction is possible up to 90 sec.
- 4 Reset possession time to 14 seconds.
- 5 Possession time is reset according to the sport being played (if pressed and the game time stopwatch value is less than the possession time value: digit displays are reset).
- 6 Resets possession time display only if possession time is stopped (the display (24) is also reset). Cancels 24 or 14 sec RESET if pressed < 2 sec after pressing the RESET key.

■ HDMI

The HDMI output allows the Scorepad to communicate with display devices via an HDMI cable. For instance, it can be used to display sports data on an LCD-type screen.

The HDMI output resolution is 1280 x 720 pixels.

Background colour or image are now user-selectable.

■ NETWORKING PROTOCOL OPTION

The Scorepad uses a networking protocol to send data to various display devices (TV, remote screens, press control room, etc.) depending on the protocol selected (enabled by our technical staff (see page 13).

IMPORTANT

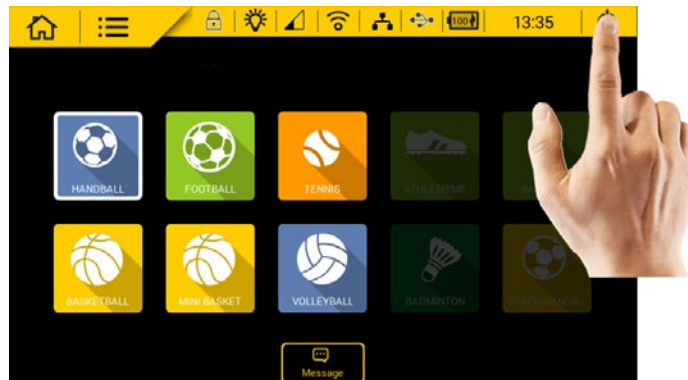
- These options are installed exclusively by our technical staff:
 - In-factory for new consoles.
 - On consoles in service: our customer support team installs and tests the device for correct operation.
- IMPORTANT: The secondary keyboard function with offset of faults and individual points is only available for basketball sports. Any other use with another sport may be caused to malfunction.
- Do not disconnect the cables during the match, however if this happens let the desks restart the communication between them.

4. Start-up

Device commissioning

Starting the Scorepad: Press **START** and wait for logo to display **Bodet**.

Powering off the Scorepad: Press **POWER** (or the **STOP** key until the confirmation pop-up appears):

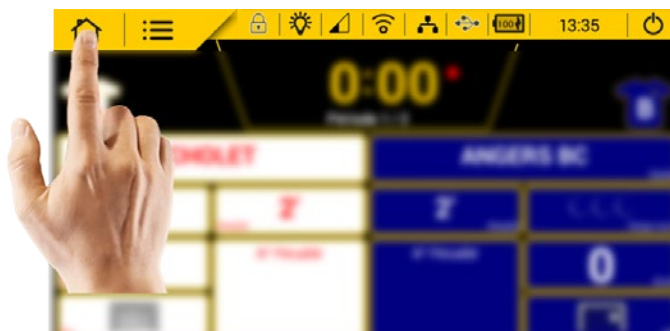


A confirmation screen comes up. Click **OK** ☒.

Selecting a sport: Press the desired sport:



Changing or exiting a sport: Press **HOME**:



A confirmation screen comes up. Click **OK** ☒.

Starting or stopping the stopwatch: Press **START** or **STOP**














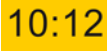

Manually starting the buzzer: Press **Buzzer**

Correcting the last action: Press **Undo**








Icons and information in the screen header bar

The icons in the screen header bar show information on the console:



Status icons	Meanings
 Home	Returns you to the home screen at any time. Note: A confirmation window appears to confirm your choice.
 Settings	Access console configuration menus: advanced user menu and technician menu.
 Locking	Locks the touch screen.
 Brightness	Individually adjusts the brightness of the console touch screen and scoreboards (score and possession time displays).
 Communication status	Shows wired or radio communication status.  indicates communication is OK. Weak reception: 1 bar, average reception: 2 bars, good reception: 3 bars.  indicates communication problems.  indicates communication is too weak between the console and the scoreboards.
 WiFi	Indicates Scorepad is connected to an existing WiFi network. <i>(Function not available on this version).</i>
 Network	Indicates Scorepad is connected to your existing LAN.
 USB	Indicates a USB drive is connected.
 Battery level	Indicates battery level or charge status.  indicates low battery level.
 10:12 Time	Shows console time.
 Off	Powers down the console. Note: A confirmation window appears to confirm your choice.

General menu information and functions



- **Save**  and **OK**  are used to save settings and close the relevant window.
- **Cancel**  closes the relevant window without saving changes.
-  **Rename** is used to change the name of a configuration or team in the Scorepad.
-  **Copy** is used to duplicate a configuration, a team, a menu, or a setting. A window opens to save under a new name.
-  **Delete** is used to delete the configuration.
-  **Advanced settings/Technician menu** opens a new window to access advanced settings or the technician menu.

Keys or features that are greyed out are inactive.

Keys or features that are yellow are active and configurable.


5. Menus

Welcome message (Home page)

- 1) Click **Message**  then select a message from the list displayed.
- 2) Edit the message with .

This message will be displayed on scoreboards featuring an alphanumeric strip display or on video screens.

Launch this message:

- 3) Select the message
- 4) Click  **Launch distribution**


Loading teams

With Bodet's Team software, you can create teams with names, logos and player lists. Download takes place via the USB socket.


This software is available from: www.bodet-sport.com

Change the time

To change the time on the scoreboard:

- 1) Go to the general menu by clicking on .
- 2) In the display section, click on **TIME/DATE**.
- 3) Under settings, click on **TIME/DATE**, then change the time.

Lists of settings for each menu type

1) Access the main menu by clicking .

Headings	Settings	Descriptions	Main menu	Advanced Settings Menu	Technician Menu (code : 4934)
System					
	Version (VER)	Displays information on console version.	√	√ (can be updated)	√ (can be updated)
	Console and scoreboard test (TEST)	Tests scoreboard display. Test sequence: 1) Display shows scoreboard number on the main scoreboard. 2) Display shows scoreboard EPROM version. 3) Display shows ribbon cable number for each module (flashing). 4) Display shows address for each module on the ribbon cable. 5) Display shows all LEDs in all modules (also possible using dip-switch 3 on the card). 6) Fade to black for all modules.	-	√	√
	Restore factory defaults	Restores factory settings and resets sports settings.	-	-	√
	Back up	Saves configurations per sport or for all sports.	-	-	√
	Restore	Loads configurations per sport or for all sports.	-	-	√
	Language	Select configurations to restore per sport. Changes the console language.	√	√	√
Display					
	Time / Date	Displays and sets time and date on console or scoreboard(s) (1 to 6).	-	√	√
	Welcome message	Enter a welcoming text which will be displayed on the Scorepad screen.	-	-	√
Communications and connectivity					
	Communication	Communication status with scoreboard(s): - Enter the name of each scoreboard (24 characters maximum). - Select the type of communication between the console and the scoreboard(s): scoreboard range, wire, HF radio. - Select the device number. - Select the transmission channel number.	-	-	√
	HDMI	Display sports information on display devices fitted with an HDMI input.	√	√	√
	Network	Function enabled using the ON/OFF button: sends the BUS Sport protocol for TV display.	√	√	√
	USB	Load players, teams, team logos. This option is also used to save match data and import/save settings per sport.	√	√	√

*** WARNING: returning to factory settings deletes all saved parameters, as well as the settings for each sport and the teams registered. It is recommended that you save your settings on a USB drive before starting this operation.**

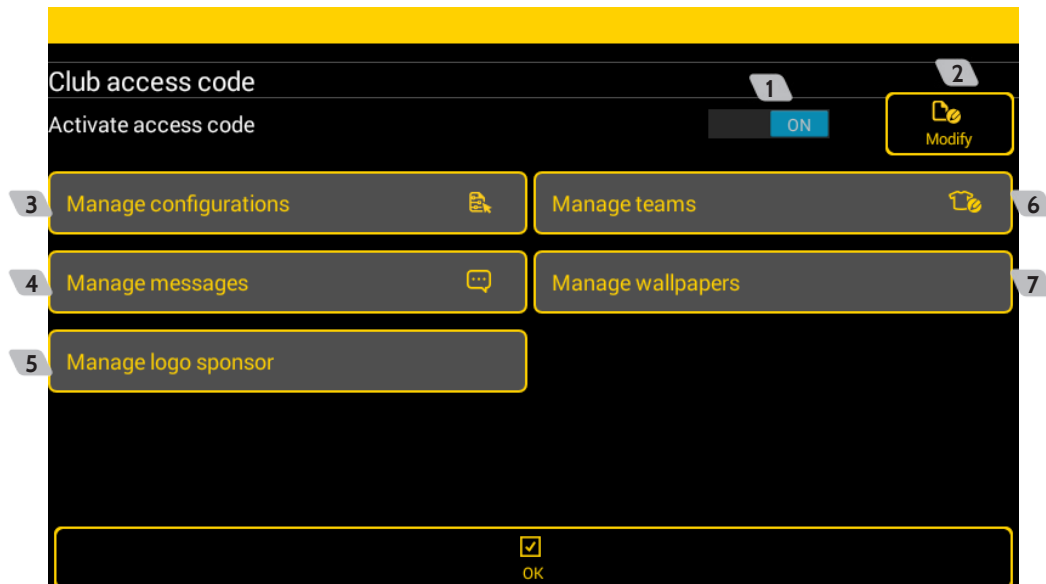
6. Club access by sport

1) On the home screen, select the relevant sport.

2) Click the  **Club access** button.

You are prompted to enter the default Club access code: 1234.

The following window opens:



1 to activate or deactivate the Club access code.

2 to change the Club access code.

3 to create/update/delete configurations. It is possible to import, export and order configurations.

4 to create/update/delete messages. It is possible to import and export messages.

5 to rename or delete sponsor logos. It is possible to import and export logos.

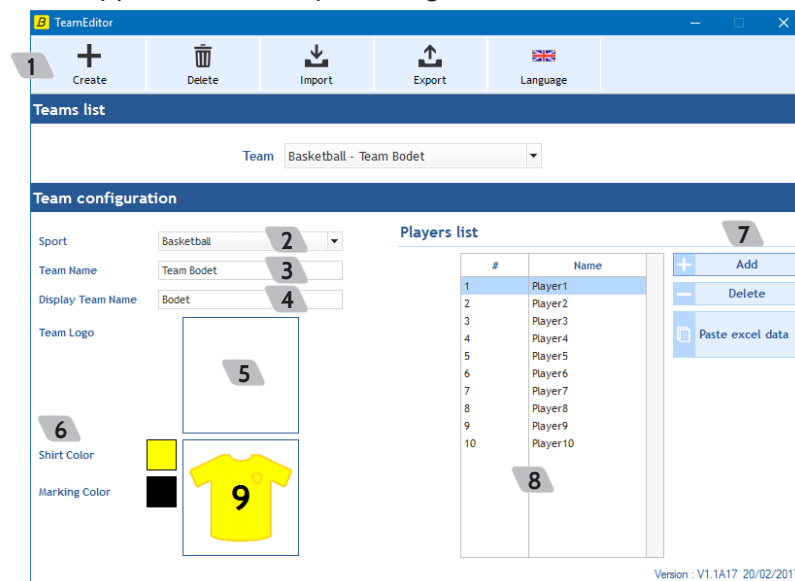
6 to create/update/delete team configurations. It is possible to import, export and order team configurations.

7 to rename or delete backgrounds. It is possible to import and export backgrounds.

7. Using the TeamEditor application

- With the TeamEditor application (available from the Bodet Sport website), you can create teams from your PC, then export them to the Scorepad for greater simplicity.
- You can also import teams created on the Scorepad to the TeamEditor application.

1- Launch the TeamEditor application. Example configuration:



2- Create the list of players on a team by following the steps below:

- 1 Click on **Create**
- 2 Select the sport from the drop-down menu.
- 3 Enter the team name.
- 4 Enter the name to be displayed on the scoreboard.
- 5 Click on this space to load the team logo. (Refer to page 18 for the logos format).
- 6 Select the jersey colours.
- 7 Add or delete a player. You can load a list of players from an Excel file by clicking on **Paste excel data**
- 8 Double-click on a player number of name to edit it.

	deletes the team created.
	imports a team created on the Scorepad into the TeamEditor application.
	exports a team created in TeamEditor to the Scorepad.
	used to select the application display language (English or French).

3- Export the file to the USB key root directory.

4- Turn on the console.




5- Insert the USB key to load the teams. From the console:

- Select the sport
- Click on **Club access**
- Click on **Import/Export**
- Click on **Import**
- Select the options to import (configurations, logos, teams, etc.)

Notes:




- Teams created with TeamEditor can be edited from the console or by reloading them onto the PC.
- Team file names must not contain any special characters.
- You can create several teams with TeamEditor, then export them, via a single file, to the Scorepad.
- The extension of the file generated is: .team

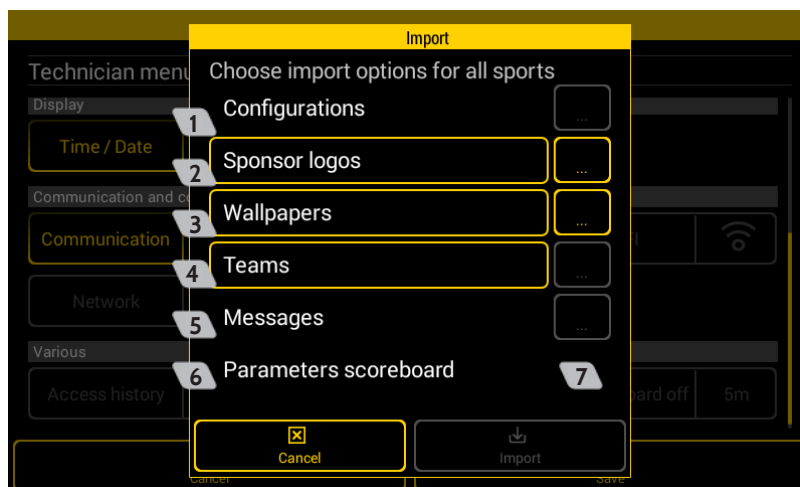
8. Update Scorepad

- 1) On the homepage, click on .
- 2) Click on  **Technician menu**
- 3) Connect the USB drive containing the update file to the scoreboard.
N.B. this file has a .fw extension.
- 4) In the System menu, click on **VER Version**
- 5) Click  to launch the update. This update may take several minutes.
The scoreboard will restart in its default display language (English).
The settings remain in the memory and are not lost.
- 6) When the scoreboard version has been updated, this will be indicated in green:



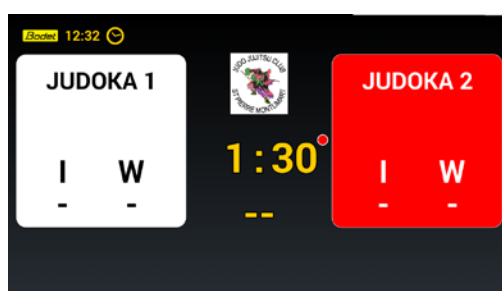
9. Importing content into Scorepad from a USB stick

- 1) Start the Scorepad keyboard.
- 2) On the homepage, click .
- 3) Click the  **Technician menu**.
- 4) Connect the USB stick loaded with the files that you want to import.
- 5) In the **Communication and connectivity** section, click **USB**.
- 6) A popup window prompts you to select either import or export. Click  **Import** to import content.
The storage space is limited to 1 GB.
- 7) Depending on the type of files contained on the USB stick, certain parameters will be enabled or disabled:

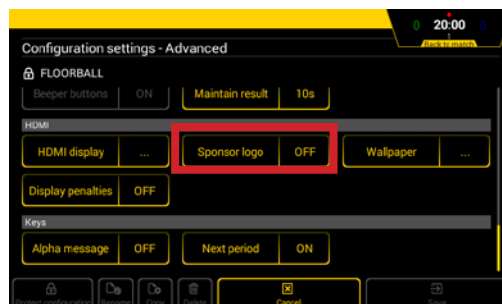


- 1 To import the match configurations previously retrieved on another Scorepad keyboard. The file extension is: .param
- 2 To import sponsor logos. The file extensions are: .png, .jpg, .jpeg

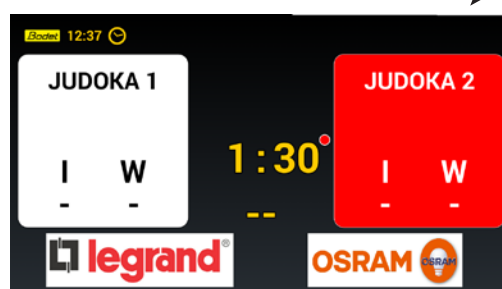
E.g.



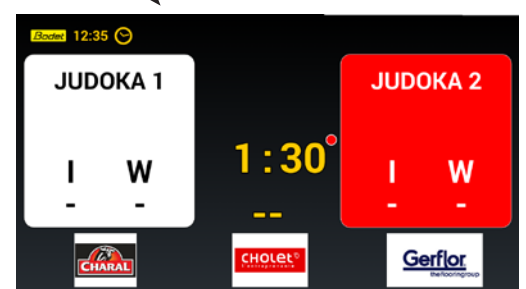
Without sponsor logos
(HDMI screen output)



Scorepad configuration screen



With 2 sponsor logos
(HDMI screen output)



With 3 sponsor logos
(HDMI screen output)

- 3 To import wallpapers. The file extensions are: .png, .jpg, .jpeg

E.g.



Scorepad configuration screen




Screen output (HDMI)



Scorepad configuration screen

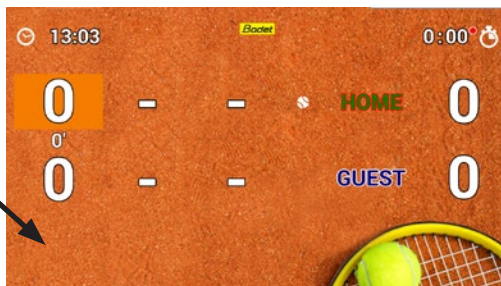


Screen output (HDMI)

- 4 To import the teams previously retrieved on another Scorepad or created from the TeamEditor software. The file extension is: .team
- 5 To import messages. The file extension is: .param
- 6 To import the scoreboard parameters (communication mode, type and number of scoreboards in the room). The file extension is: .param
- 7 For each option, these buttons are used to select the visuals on the root of the USB stick.
- 8) Click the relevant option, then click  **Import**.

Recommendation on the size of the files

- Background image for HDMI output: 1280 x 720 pixels



- Teams' logos: 270 x 180 pixels

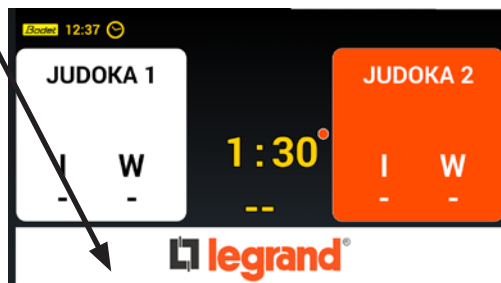


- Sponsors' logos:

- recommended: 250 x 115 pixels



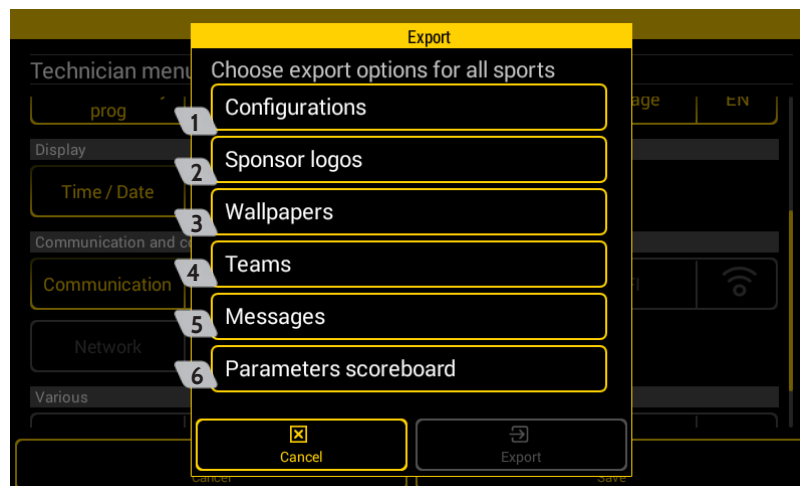
- possibility of applying the logo over the whole width of the screen: 1280 x 115 pixels




These resolution are given as « width x height ».

10. Exporting content from the Scorepad onto a USB stick

- 1) Start the Scorepad keyboard.
- 2) On the homepage, click .
- 3) Click the  **Technician menu**.
- 4) Connect the USB stick.
- 5) In the **Communication and connectivity** section, click **USB**.
- 6) A popup window prompts you to select either import or export. Click  **Export** to export content.
- 7) Select which parameters are to be exported by clicking on them:



- 1 To export the match configurations for each sport in order to use them on another keyboard. The file extension is: .param.
 - 2 To export the sponsor logos in order to use them on another keyboard. The file extensions are: .png, .jpg, .jpeg
 - 3 To export the wallpapers in order to use them on another keyboard. The file extensions are: .png, .jpg, .jpeg
 - 4 To export the team list for each sport. The file extension is: .team
 - 5 To export the list of messages created. The file extension is: .param
 - 6 To export the installation configuration with the selected communication mode, type and number of scoreboards in the room. The file extension is: .param
- 8) Click the relevant option and then click  **Export**.

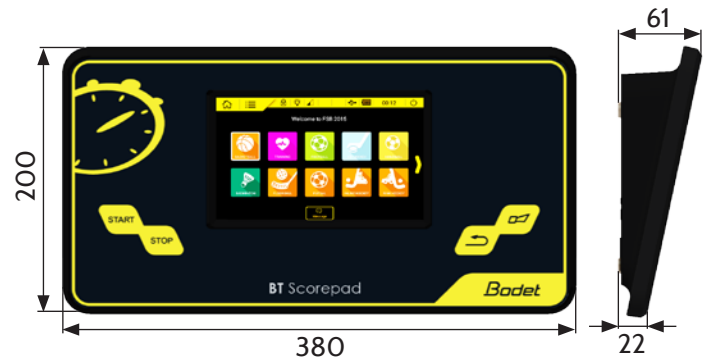
11. Technical data

Electrical

- Separate mains power supply: 100-240 VAC, 50/60 Hz.

Mechanical

- Dimensions: L380 x H200 x W22/61mm
- Construction: PC/ABS
- Operating temperature: 0°C to +40°C
- Protection rating: IP 20
- Standard: Class II



7" LCD touch screen

- Dimensions: L152 x H91 mm
- Screen type: Capacitive LCD
- Resolution: 800 x 480 pixels
- Construction: Glass front, impact-proof and scratch-proof
- Lifetime: 40,000 hours

