ovalBoard 7

Oval Multi-Sport Scoreboard Software

User Guide



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1 Introduction

ovalBoard 7 is the scoreboard software for oval grounds. One program runs the scoreboard for **cricket** in summer and for **Australian Rules football** and **International Rules football** in winter. You operate the match on the Game page of one Windows PC, and ovalBoard 7 renders the scoreboards, sponsor boards, TV graphics and information screens live on LED walls, projectors, monitors and video mixers.

This guide starts with a short Quick Start. The chapters after it describe the main window, the pages and the outputs that all sports share. Then each sport has its own chapter: **Cricket**, **Australian Rules Football** and **International Rules Football**, each with its rules, its Game panel, every menu and dialog it opens, all its outputs, its remote control and worked examples. The guide ends with complete usage scenarios, a quick reference, troubleshooting and the files and folders.

Sports and Formats

Choose the sport and its format with the sport button in the bottom bar of the Game page (see Quick Start). Each format sets the rules the scorer enforces. Choose the format that matches your match; for a club game with other limits (e.g. 15 or 16 overs per side, a different bowler limit or no DRS) change the format's values in **Time Settings** (see Cricket ▸ Time Settings: the Match Format).

Cricket format	Innings	Overs / balls	Per bowler	Powerplay	No-ball	Free hit	Reviews (DRS)
T20	1 per side	20 overs of 6 balls	4 overs	Overs 1–6	1 run	Yes	2 per innings
One-Day (50 Overs)	1 per side	50 overs of 6 balls	10 overs	P1 1–10, P2 11–40, P3 41–50	1 run	Yes	2 per innings
Test / First-Class	2 per side	No limit, 5 days	No limit	–	1 run	No	3 per innings
The Hundred	1 per side	100 balls in sets of 5 (ends change after 10 balls)	20 balls	First 25 balls	2 runs	Yes	1 per innings
T10	1 per side	10 overs of 6 balls	2 overs	Overs 1–3	1 run	Yes	1 per innings

A wide costs 1 run in every format. Every limited-overs format allows a **Super Over** after a tie (called a **Super Five** in The Hundred). The Test format offers the **follow-on** (200 runs lead in a five-day match). The Hundred counts balls instead of overs on the boards and gives the fielding side one 90-second timeout per innings, from ball 25.

Football code	Periods	Clock	Scoring	Cards
Aussie Rules (AFL)	4 quarters of 20:00, extra time 2 × 3:00 (ET1, ET2)	Counts up; after 20:00 it holds and the time-on counts on	Goal 6, behind 1; shown as goals.behinds and total	–
International Rules	4 quarters of 18:00	Counts up; after 18:00 it holds and the time-on counts on	Goal 6, over 3, behind 1; shown as goals.overs.behinds and total	Yellow card (10-minute sin bin), red card

Outputs

ovalBoard 7 renders four boards for every sport: **St** (the standard scoreboard), **Sp** (the scoreboard with a sponsor area), **Ad** (a narrow score column next to a video or advert area) and **CK** (a chroma-key overlay on green, for vision mixers). Each board can go to a window on any monitor (LED wall, projector, video wall) or to an NDI source, and an info screen (intro, announcements, result, the cricket batting and bowling cards, goal, card and team graphics in the football codes) can replace the St board or the CK overlay at any time. See Outputs and The Info Page for details, and the Outputs section of each sport chapter for every screen of that sport.

System Requirements

- Windows 10 or Windows 11, 64-bit.
- Microsoft .NET Framework 4.8 (included in current Windows versions).
- Microsoft Edge WebView2 Runtime. It renders the boards. The setup checks for it and offers to open the download page when it is missing.
- A screen of at least 1920 × 1080 for the operator window, plus one extra monitor or video output for each board you show on a separate screen.
- A network connection if you use the remote control, NDI outputs or the state broadcast to other programs.

Installation and Activation

1. Run the ovalBoard 7 setup as an administrator. The program installs to **C:\ovalBoard7** and adds a desktop shortcut.
2. The setup adds the Windows Firewall rules for the remote control and the state broadcast, so phones and other PCs on your network can connect.
3. If .NET Framework 4.8 or the WebView2 Runtime is missing, the setup asks whether to open the download page. Install the missing part, then start ovalBoard 7.
4. Activate the program with the licence you received when you bought it. A licence is bound either to the computer or to a USB drive that you plug into the scoreboard PC. Follow the instructions that came with your purchase. If you need help, contact the vendor through footballscoreboardsoftware.com.

> **Note** Your own designs, teams, players, logos, media, settings, keyboard shortcuts and match journals are kept in **C:\ovalBoard7\data** . Updates and uninstalls leave this folder in place. To remove everything, delete the folder after you uninstall.

Pro and Lite Editions

ovalBoard 7 is the **Pro** edition. A **Lite** edition, ovalBoard 7 L, has the same sports and operation for one LED board. This guide describes ovalBoard 7.

	ovalBoard 7 (Pro)	ovalBoard 7 L (Lite)
Sports, rule presets, control panels, Undo, crash restore	all	the same
Board outputs	St, Sp, Ad and CK – four windows on any monitors	St – one window
Info page, Screens page, team lists and photos	St and CK graphics	St graphics
Media Player	20 playlists and the URL list	one playlist and the URL list

	ovalBoard 7 (Pro)	ovalBoard 7 L (Lite)
Sp / Ad Media (sponsor strip, Ad slicing, banners)	yes	–
NDI output, Video Sources (camera, NDI receive, screen capture)	yes	–
Board designs: gallery and editor	all outputs	the St screens
Remote control, officials' phones, console link, UDP broadcast, keyboard shortcuts, 46 languages	yes	yes
Program folder	C:\ovalBoard7	C:\ovalBoard7L
Licence	licence of ovalBoard 7	licence of ovalBoard 7 L (the licences of the two editions are not interchangeable)

2 Quick Start

This walkthrough scores a club T20 match from the toss to the first over, then shows how little a football match needs. Every step is described in detail in the sport chapters.

Choose the Sport and Format

- Click the sport button in the bottom bar of the Game page (it shows the running sport and format, e.g. **Cricket · T20** ▾).
- In Choose Sport and Discipline click **Cricket**, **Aussie Rules** or **International Rules** at the top, then the format below: **T20**, **One-Day (50 Overs)**, **Test / First-Class**, **The Hundred** or **T10** for cricket, **Aussie Rules (AFL)** or **International Rules** for the football codes. The window is shown for each sport in Starting a Match ▸ Choosing the Sport and Discipline.

If a match is in progress, ovalBoard 7 asks whether to switch and start a new match. Each sport keeps its own team list, so your cricket teams and football teams never get mixed up.

Your First Over

1. Click the sport button in the bottom bar (it shows, for example, **Cricket · T20** ▾) and choose **Cricket** and **T20**.
2. On the Teams page, enter both teams, their logos and the players with their shirt or batting-order numbers (see Teams and Players). Enter the event name and the venue there too. They appear in the header of the Game panel and on the boards.
3. Record the toss: click **More** ▾ ▸ **Toss** ▸ *team* · **Bat** or *team* · **Bowl**. The toss line appears in amber next to the Batting buttons.
4. Click the batting side under **Batting** (or **More** ▾ ▸ **Start Innings**, which follows the toss). The button turns green and the innings starts.
5. Pick the opening batters in the **Striker** and **Non-Striker** pickers and the bowler in the **Bowler** picker. A gold frame shows each picker that still needs a player.
6. Score each ball with the pad: **•** for a dot ball, **+1** to **+6** for runs, **Wd** / **Nb** / **B** / **Lb** before the runs for extras, **W** ▾ for a wicket.
7. After six legal balls the over ends by itself: the batters change ends, the bowler is cleared and the Bowler picker turns gold. Pick the next bowler.
8. Made a mistake? Click ↶ on the pad (or press `F12`) to take back the last action.

> **Tip** Put the St board on the ground's LED screen before the toss (see Outputs). Everything you enter on the Game panel appears on the boards immediately.

Your First Football Quarter

1. Choose **Aussie Rules** (or **International Rules**) in Choose Sport and Discipline.
2. Enter the teams on the Teams page and click **Apply**.
3. At the bounce (or throw-in), click **Start** under the clock or press `F1`. The clock counts up in orange.
4. Score with **Goal ▲** and **Behind ▲** (International Rules: the green **G6**, **O3** and **B1**). The totals and the goals.behinds breakdown update on every board.

5. When the quarter's time is reached, the clock holds and the time-on counts on in red. At the siren click **Stop**, then the next quarter button.

3 The Main Window

ovalBoard 7 runs in one operator window. Six page tabs and the Settings tab sit on the coloured strip at the top; the **Game** page holds the control panel of the running sport, framed by the output strip on the left, the tool strip on the right and the on-air rows and bottom bar below.

The boards themselves are separate windows without a frame (one per output). You open them with the **St**, **Sp**, **Ad** and **CK** buttons; where each one goes (which monitor, full screen or an exact area) is set once on the Outputs page and kept for every later start.

Tabs and Side Strips

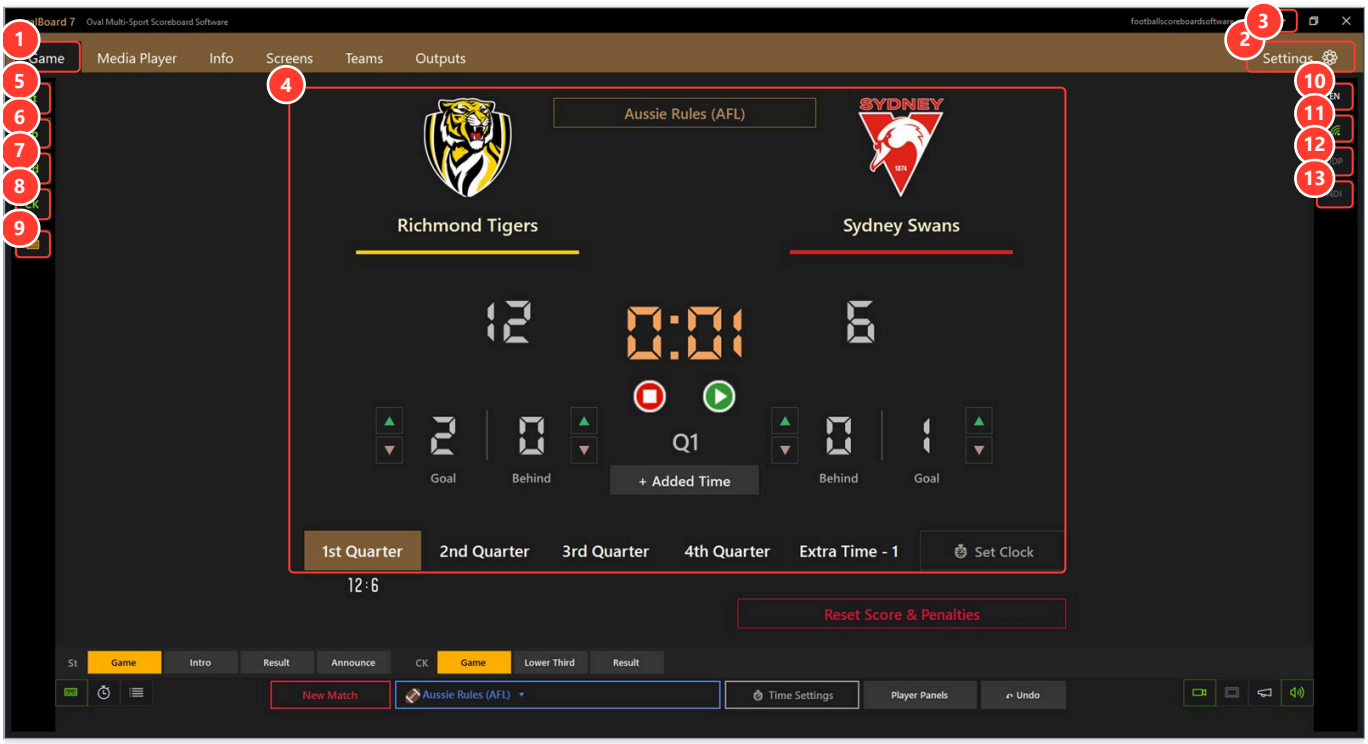


Figure 1. The Game page (Aussie Rules): tabs, output strip (left) and tool strip (right)

#	Control	What it does
1	**Page tabs**	Switch between the pages **Game** (the control panel), **Media Player** (videos and pictures on the board), **Info** (event graphics), **Screens** (which screen each output shows), **Teams** (names, colours, logos, team lists) and **Outputs** (monitors, window positions, designs, NDI, Sp / Ad media, video sources). The open tab has the dark colour of the page below it. Clicking **Game** while the Media Player shows a clip brings the scoreboard back.
2	**Settings**	Opens the Settings page: language, remote control, console and UDP integration, keyboard shortcuts.
3	**Minimise / Maximise / Close**	The window buttons. Drag the title bar to move the window. Closing the main window also closes all board windows.
4	**Control panel of the sport**	The scoreboard controls of the running sport: clock, period, scores, fouls, timeouts, penalties, sets and so on. They are explained in the chapter of each sport. The panel grows with the window, and so do the drop-down menus it opens (Card ▾, player lists, More ▾ …): their text is as large as the buttons that open them.

#	Control	What it does
5	**St – Standard (LED) output**	Click to open or close the **Standard** board window (the main scoreboard for the LED wall, video board or a monitor in the venue). The letters light green while the window is open. Where the window goes is set once on the Outputs page (see *Sending the Board to the LED Screen*).
6	**Sp – Sponsored output**	Opens or closes the **Sponsored** board: the scoreboard with the sponsor strip. **Right-click** opens the *Sp / Ad Media* dialog at the **Sponsor Strip (Sp)** tab.
7	**Ad – Advertising output**	Opens or closes the **Advertising** board: the scoreboard slice next to a large advertising area and up to two banners. **Right-click** opens the *Sp / Ad Media* dialog at the **Ad Layout** tab.
8	**CK – Chroma Key (Video) output**	Opens or closes the **Chroma Key** window: broadcast graphics on a green background for a vision mixer (or with transparency over NDI). **Right-click** opens the *Video Sources* window (camera, NDI or screen capture under the CK graphics).
9	**Preview Design**	Opens the design gallery: every master and own design of the sport, rendered live with the running match. One click puts a design on an output (see *Board Designs*).
10	**Language**	Shows the language menu (the button shows the code of the current language). The chosen language is saved and used after the next start of the program (see *Settings*).
11	**Remote Control**	Switches the phone / tablet remote control (the built-in web server) on or off. Lit green while the server runs; the tooltip shows the port.
12	**UDP Broadcast**	Switches the UDP state broadcast for LED controllers and other listeners on or off. Lit green while it runs.
13	**NDI**	Switches NDI on or off for **every output that is open**. Lit green while at least one open output sends NDI. NDI per output is on the Outputs page.

On-Air Rows and Bottom Bar

Below the control panel are two rows: the on-air screens of the St and CK outputs, and the bottom bar with the match commands and the tool icons.

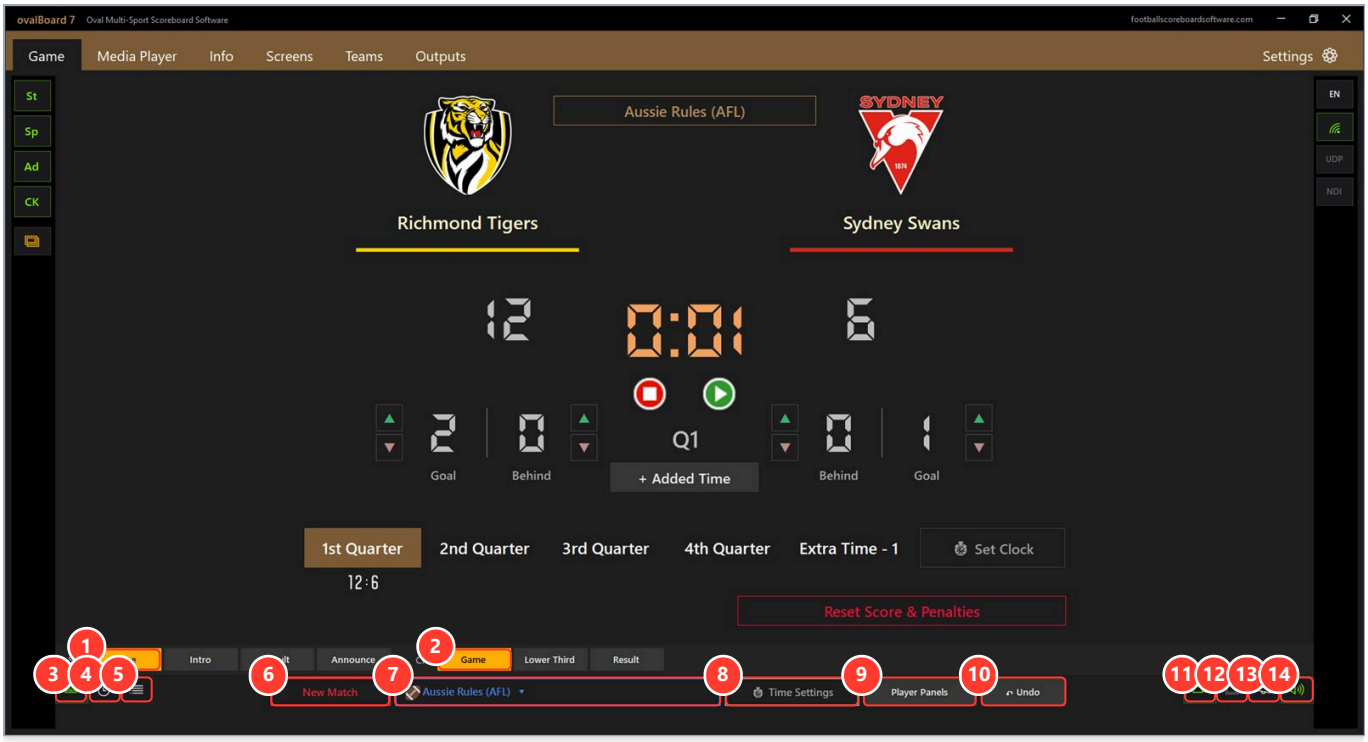


Figure 2. The Game page: on-air screens and bottom bar

#	Control	What it does
1	St screens	The screens of the Standard board: **Game** (the scoreboard) and the info screens of the design (**Intro**, **Result**, **Announce**, **Timeout** …). The screen on air is amber; click **Game** to return to the scoreboard.
2	CK screens	The screens of the Chroma Key output: **Game** (score bug), **Lower Third** (announcement) and **Result**. Event graphics (goal, card, substitution, team list, officials) go on air from the Info page.
3	Keyboard Shortcuts	Opens the keyboard shortcut editor. Lit green while the global shortcuts are on.
4	Time Settings (icon)	Opens the Time Settings of the discipline – the same as the **Time Settings** button.
5	Players	Opens the Teams page with the team lists.
6	New Match	Starts a new match of the same sport and discipline after a confirmation. Scores, clocks and statistics are reset; teams and team lists stay.
7	Sport · Discipline	Shows the running sport and discipline (rule set). Click to choose another sport or discipline.
8	Time Settings	Period lengths and names, overtime, timeout, shot clock, team foul limit and penalty times of the discipline. Shown amber with a ***** when the times differ from the default values.
9	Player Panels	Switches the Standard game screen between the plain scoreboard and the scoreboard with player panels (number, name, fouls, points …). Lit amber while the player panels are shown. Only for sports with player statistics. A name that does not fit its panel is shortened to the initial and the surname before it is cut with "…".
10	Undo	Takes back the last change of the score, fouls, timeouts, penalties … (up to 100 steps). Keyboard: `Ctrl` + `Z`. The bottom bar has this button only in the timed sports; the other sports have their Undo on their own panel, so there is never more than one Undo button.
11	Background Video	Plays the background video behind the St, Sp and Ad boards (the CK output stays green). Without a video in *data\media\background* a file dialog asks for one first.

#	Control	What it does
12	**Background Picture**	Shows a background picture behind the St, Sp and Ad boards. Without a picture in *data\media\background* a file dialog asks for one first.
13	**Horn**	Sounds the horn once on the PC speakers.
14	**Sound On / Off**	Switches all sounds (horn, shot clock horn, timeout signal) on or off. Lit green while the sounds are on.

> **Tip** When the panel refuses an action (for example a timeout when all timeouts are used, or Undo with nothing left to undo), the reason appears in red in the line under the bottom bar.

The Four Outputs

Every design has a set of boards for four outputs. Each output is its own window and can go to its own monitor, to NDI or to both at the same time.

Output	Name in the program	What it shows	Typical use
St	Standard (LED)	The full scoreboard and the full-screen info screens (Intro, Result, Announce, Timeout, Goal, Card, Substitution, Player Intro, Team List, Officials).	LED wall, video board or TV in the venue
Sp	Sponsored	The scoreboard with the sponsor strip (pictures, videos or scrolling text, see *Sp / Ad Media*) and the scrolling text of the Info page.	Venue screens that also carry sponsors
Ad	Advertising	The screen sliced into a scoreboard part, a large advertising area and up to two banners (see *Sp / Ad Media*).	Side boards, perimeter or concourse screens
CK	Chroma Key (Video)	Broadcast graphics (score bug, lower third, result, player, substitution, team list, officials) on a green background. Over NDI the green is sent as transparency.	vMix, OBS, CasparCG, hardware vision mixers

Board elements that only matter at times stay off the board until they have something to show: on the St and Ad boards a heading such as **Penalty**, **2 Min**, **Sin Bin**, **Card** or **Red Cards** appears only while a team has such a penalty or card (no empty “Card 0 0”), and score breakdown chips use the right number (*1 Goal*, *2 Goals*).

Until you add your own files, the Sp and Ad boards show sample sponsor pictures and videos. The background video and picture (bottom bar) appear behind St, Sp and Ad only; CK always keeps its key colour.

The Four Boards

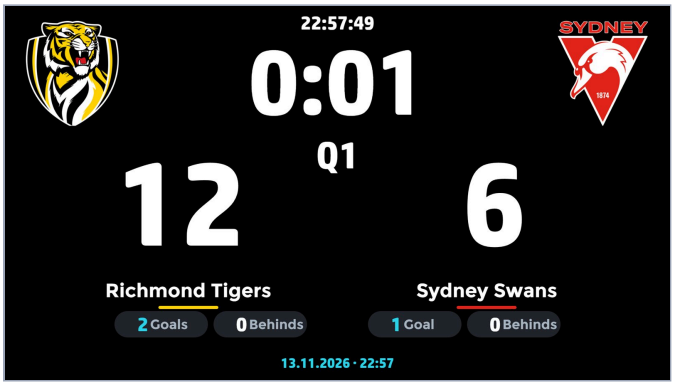


Figure 3. St – Standard (LED) board



Figure 4. Sp – Sponsored board with the sponsor strip



Figure 5. Ad – Advertising board

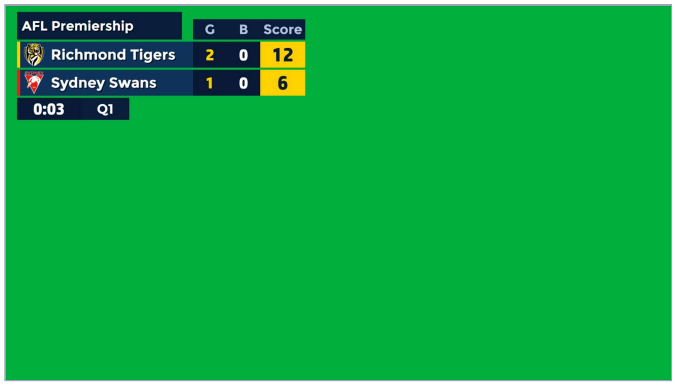


Figure 6. CK – Chroma Key output (green background)

Keys and Sounds in the Main Window

Key	What it does
`Space`	Starts or stops the game clock while the Game page is open (not while you type in a text box).
`Ctrl` + `Z`	Undo – the same as the Undo button (bottom bar or panel).
`F1` – `F12`, numpad	Global keyboard shortcuts of the sport (see *Keyboard Shortcuts*). They also work while another program has the focus.
`Esc`	Closes the open dialog (sport picker, Time Settings, Sp / Ad Media, keyboard shortcuts).
Right-click **Sp** / **Ad**	Opens the Sp / Ad Media dialog at the Sponsor Strip tab (Sp) or the Ad Layout tab (Ad).
Right-click **CK**	Opens the Video Sources window (camera, NDI or screen capture on the CK and Ad boards).

The program sounds the horn at the end of a period and of the match, a shot clock horn when the shot clock runs out, and a signal at the start and end of a timeout. Switch all sounds off with the speaker icon. To use your own horn, put a WAV file with the same name as the shipped sound (02.wav = horn, 03.wav = timeout, 04.wav = shot clock) into *data\sounds*.

4 Starting a Match

When ovalBoard 7 starts, it opens the sport and discipline that were used last, with the team setup of that sport. Every command during the match is written to a match journal, so a match survives a power cut or a crash (see *Restoring a Match after a Crash*).

New Match

Click **New Match** in the bottom bar (set sports and some others also have it on their panel). A confirmation appears:

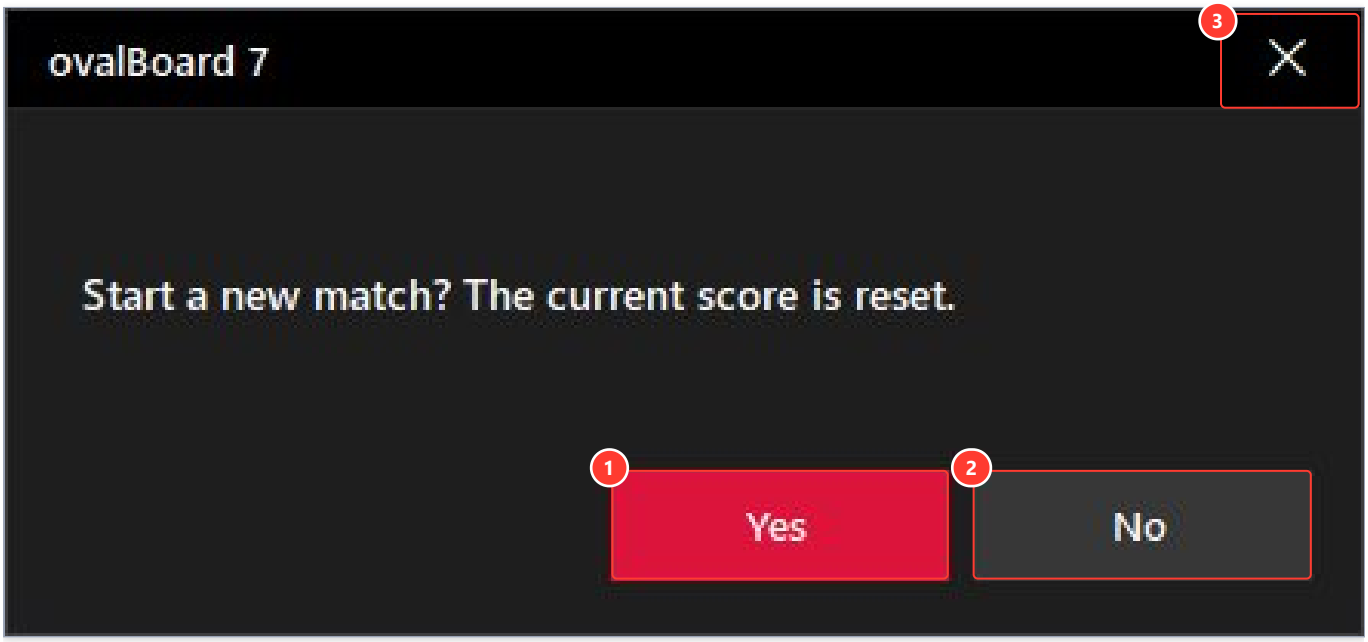


Figure 7. Confirmation of a new match

#	Control	What it does
1	**Yes**	Starts a new match of the same sport and discipline: scores, clocks, fouls, timeouts, penalties and player statistics are reset. Teams, colours, logos and team lists stay.
2	**No**	Keeps the running match.
3	**Close** (×)	The same as **No**. `Esc` also answers No.

> **Tip** The remote control has **New Match** in its *Match Control* section; it asks the same question on the phone.

Choosing the Sport and Discipline

Click the sport button in the middle of the bottom bar (it shows the sport and discipline, for example *Sport · Discipline* ▾). The picker shows every sport of ovalBoard 7 as a tile and, below, the disciplines (rule sets) of the chosen sport.

The Sport Picker

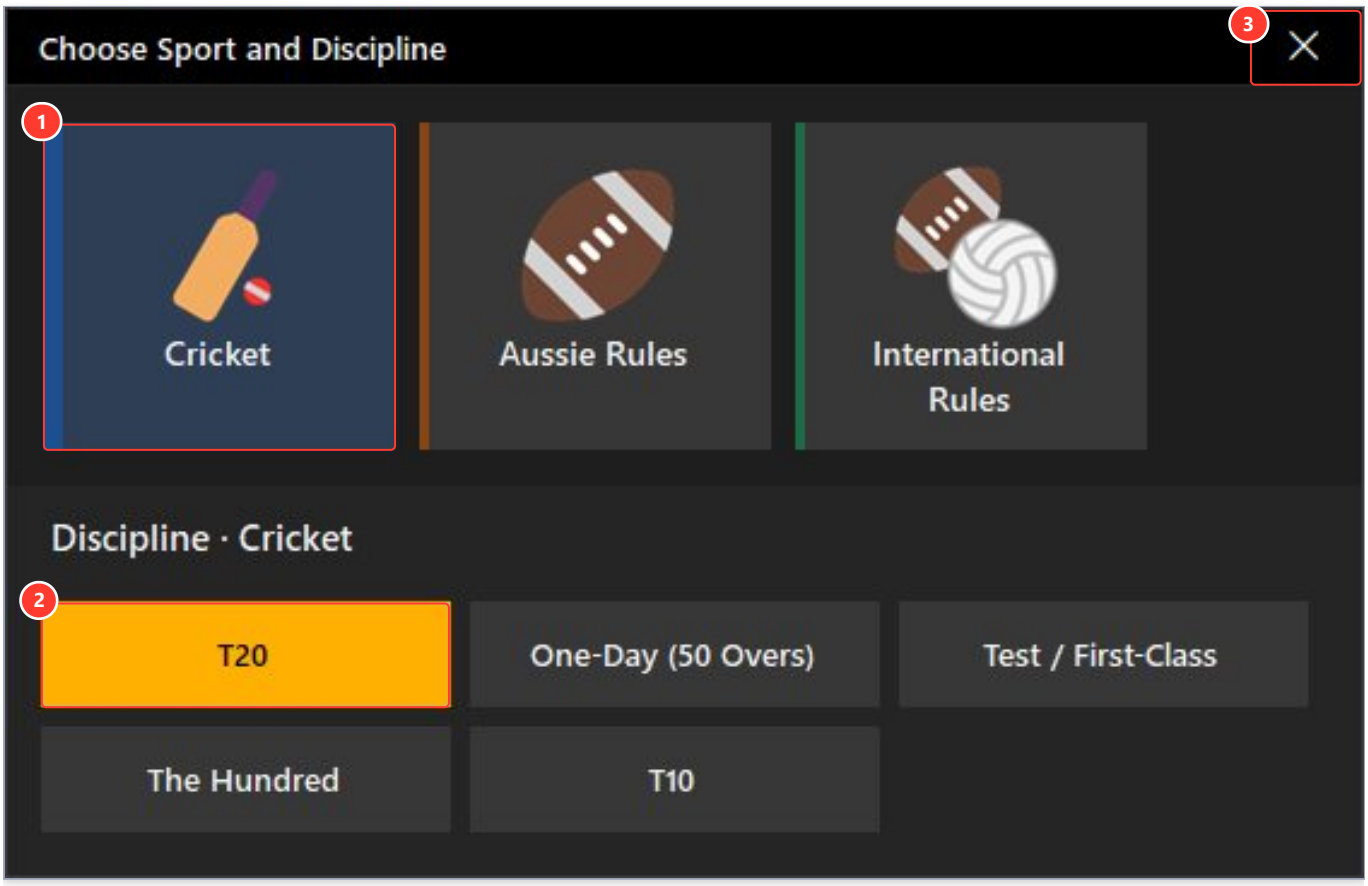


Figure 8. Choose Sport and Discipline

#	Control	What it does
1	**Sport tiles**	Every sport of ovalBoard 7. Click a sport to show its disciplines below. The running sport is tinted in its colour. A sport with only one discipline is chosen with one click.
2	**Disciplines**	The rule sets of the chosen sport (e.g. league, junior or international rules with their own period lengths, timeouts and limits). Click a discipline to start it. The running discipline is amber; choosing it again changes nothing.
3	**Close (×)**	Closes the picker without a change (also `Esc`).

The disciplines of every sport of ovalBoard 7:

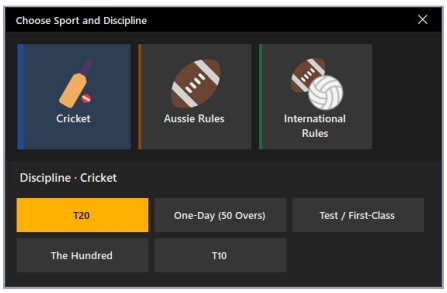


Figure 9. Cricket – its disciplines

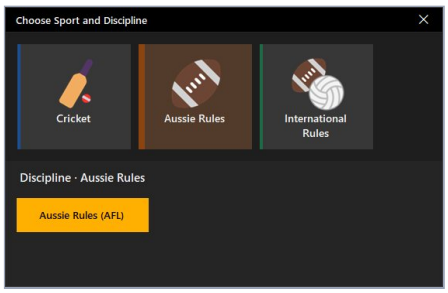


Figure 10. Aussie Rules – its disciplines



Figure 11. International Rules – its disciplines

Switching during a Match

If a match is in progress (a score other than 0, the clock running or a set played), the program asks before it switches. The new sport starts with its own team setup, designs and keyboard shortcuts; the choice is remembered for the next start.

Switch Confirmation

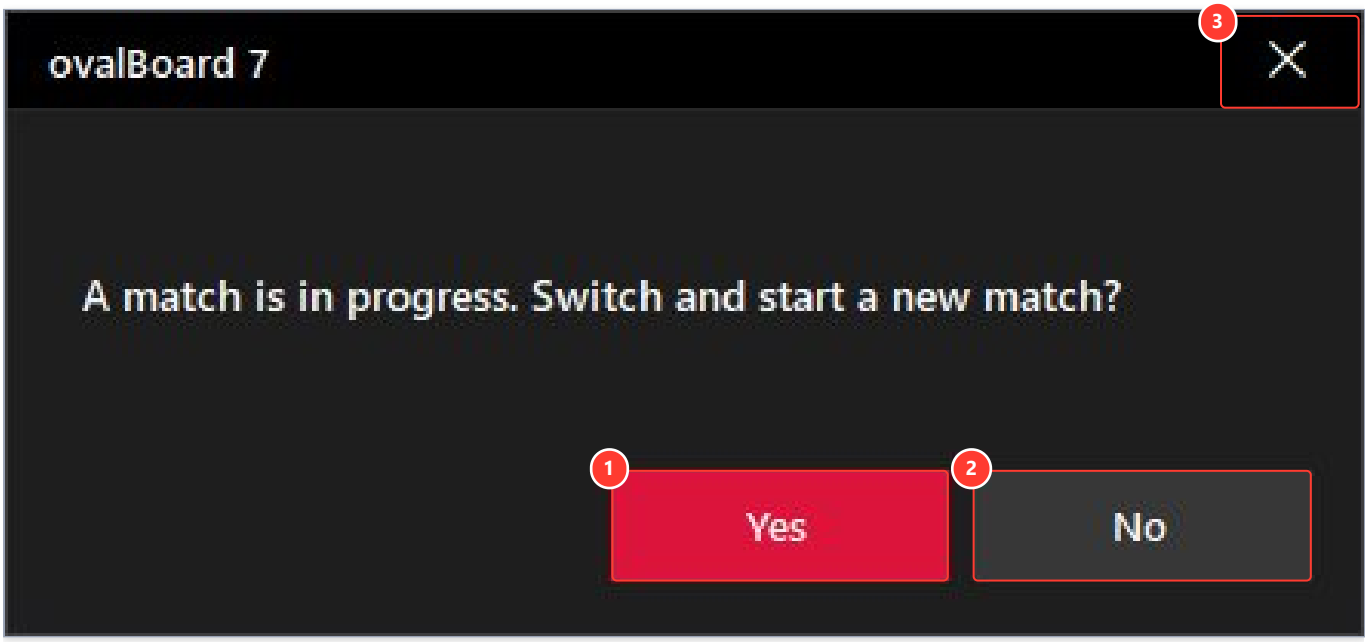


Figure 12. “A match is in progress. Switch and start a new match?”

#	Control	What it does
1	Yes	Ends the running match and starts the chosen sport / discipline with a new match.
2	No	Stays with the running match; nothing changes.
3	Close (×)	The same as **No**. `Esc` also answers No.

Time Settings

Click **Time Settings** (or the stopwatch icon at the bottom left) to change the times of the running discipline. The title bar names the sport and, when the preset has a name of its own, the discipline. The window grows with the number of rows, so the last row is always visible. The dialog only shows what the discipline has:

- **Periods** – the name of each period as the board shows it (Q1, 1H, P1 …) and its duration in m:ss.
- **Overtime** – the names of the overtime periods as the period buttons show them, separated by commas (e.g. *ET1, ET2*), and their duration. Where the preset has one overtime name such as *OT*, further overtime periods are numbered automatically (OT1, OT2 …).
- **Timeouts** – the length of a timeout.
- **Shot Clock** – full time and reset time in seconds (e.g. 24 / 14).
- **Team Fouls** – the foul limit (penalty situation / bonus).
- **Penalties** – the length of each timed penalty (e.g. 2 minutes).
- Set sports: **Sets to Win**, **Points per Set**, **Deciding Set Points**, timeout and technical timeout length.
- Cricket: **Match Format** – overs per innings, overs per bowler, days of a two-innings match, balls per over, players per side, reviews, powerplay overs and the timeout length, depending on the format.
- Swimming and diving have no time settings (the dialog says so); their rules belong to the meet and the event.

Times are typed as m:ss (plain seconds are accepted too). The Time Settings dialog of every sport, with its own rows, is shown in the chapter of that sport. The three buttons at the bottom are the same everywhere:

Button	What it does
Default Values	Fills in the factory values of the discipline after a confirmation (below). Nothing is saved until you click Save.
Cancel	Closes without saving. When you changed something, it asks *"Discard Changes?"* first.
Save	Checks and saves the values. An invalid value is reported in red at the bottom of the dialog and nothing is saved.

Confirmations of the Time Settings

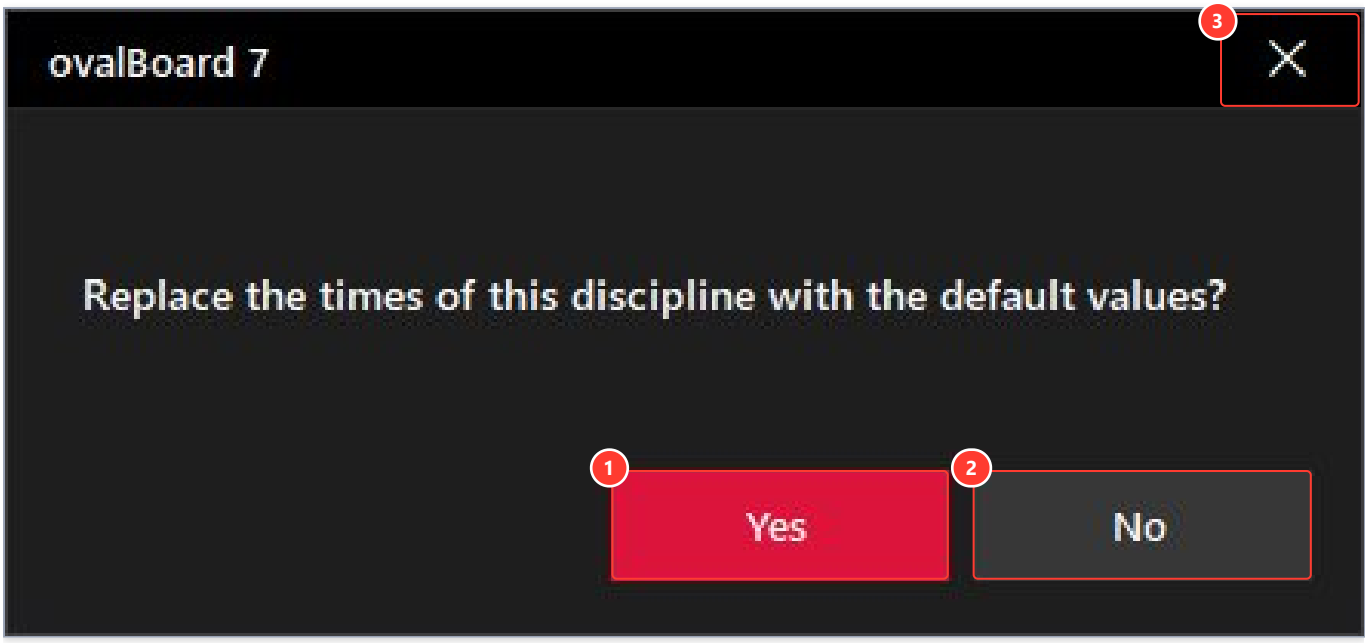


Figure 13. "Replace the times of this discipline with the default values?" (Default Values)

#	Control	What it does
1	Yes	Fills every row with the factory value of the discipline. Click **Save** afterwards to keep them.
2	No	Keeps the values in the dialog.
3	Close (×)	The same as **No**. `Esc` also answers No.



Figure 14. “Discard Changes?” (Cancel or × after a change)

#	Control	What it does
1	Yes	Closes the dialog and forgets the changes.
2	No	Returns to the dialog with your changes.
3	Close (×)	The same as **No**. `Esc` also answers No.

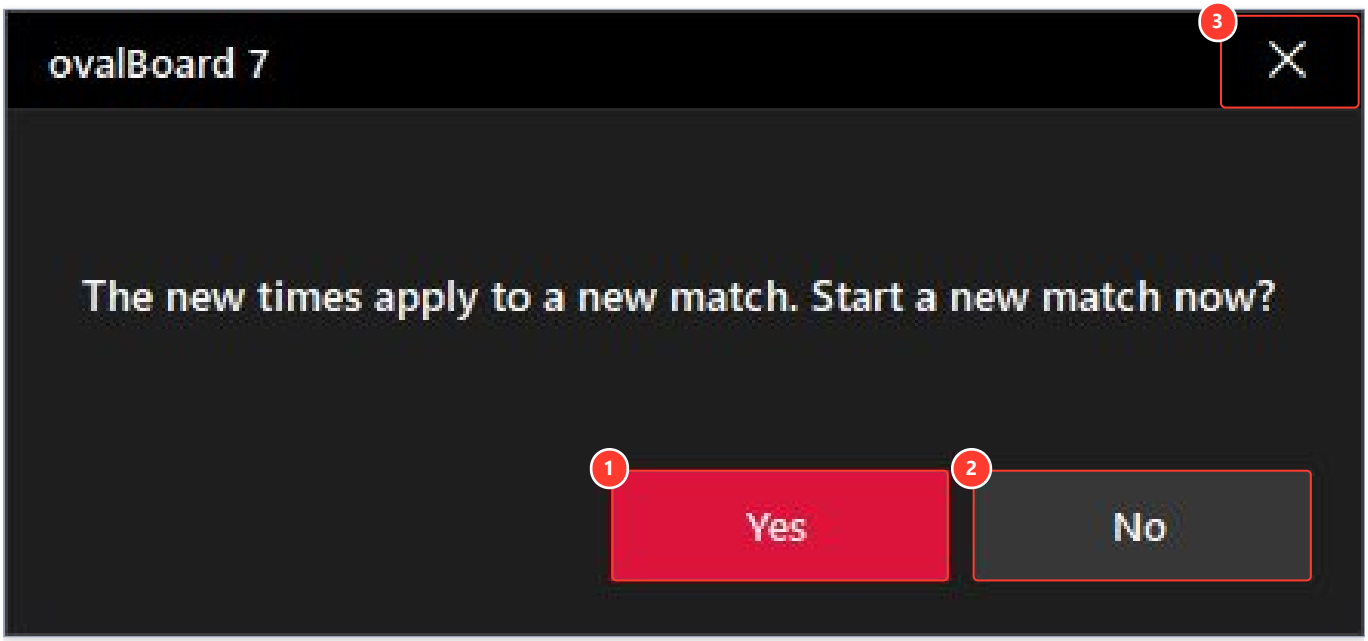


Figure 15. “The new times apply to a new match. Start a new match now?” (Save during a match)

#	Control	What it does
1	Yes	Starts a new match at once with the new times.
2	No	Keeps the running match with the old times; the new times are used from the next new match.
3	Close (×)	The same as **No**. `Esc` also answers No.

When the New Times Apply

Saved times are stored per discipline (only the values that differ from the factory values) and are used for every later match of that discipline. After **Save** a new match starts at once; if a match is in progress the program first asks whether to start one now (above).

> **Note** While a discipline uses own times, the Time Settings button shows an asterisk (**Time Settings ***) in amber. Use **Default Values** and **Save** to return to the official times.

Undo

Undo (the Undo button, `Ctrl`+`Z`, or `F12` in the default keyboard shortcuts) takes back the last scoring change: points, goals, fouls, timeouts, penalties, period changes and so on, up to 100 steps back. The running clocks keep their time. Undo also works from the remote control. Text changes and info graphics are not part of Undo.

There is one Undo button per sport: in the timed sports it is in the bottom bar; set sports, beach tennis, cricket and the swimming desk have it on their own panel and no Undo in the bottom bar. The dive desk has no Undo button: use **Correct** for a published dive, or `Ctrl`+`Z` / the remote Undo.

Restoring a Match after a Crash

If ovalBoard 7 did not close normally (power cut, Windows update, crash), the next start finds the journal of the unfinished match and asks whether to restore it. The question names the sport and the time of the last entry.

Restore Question

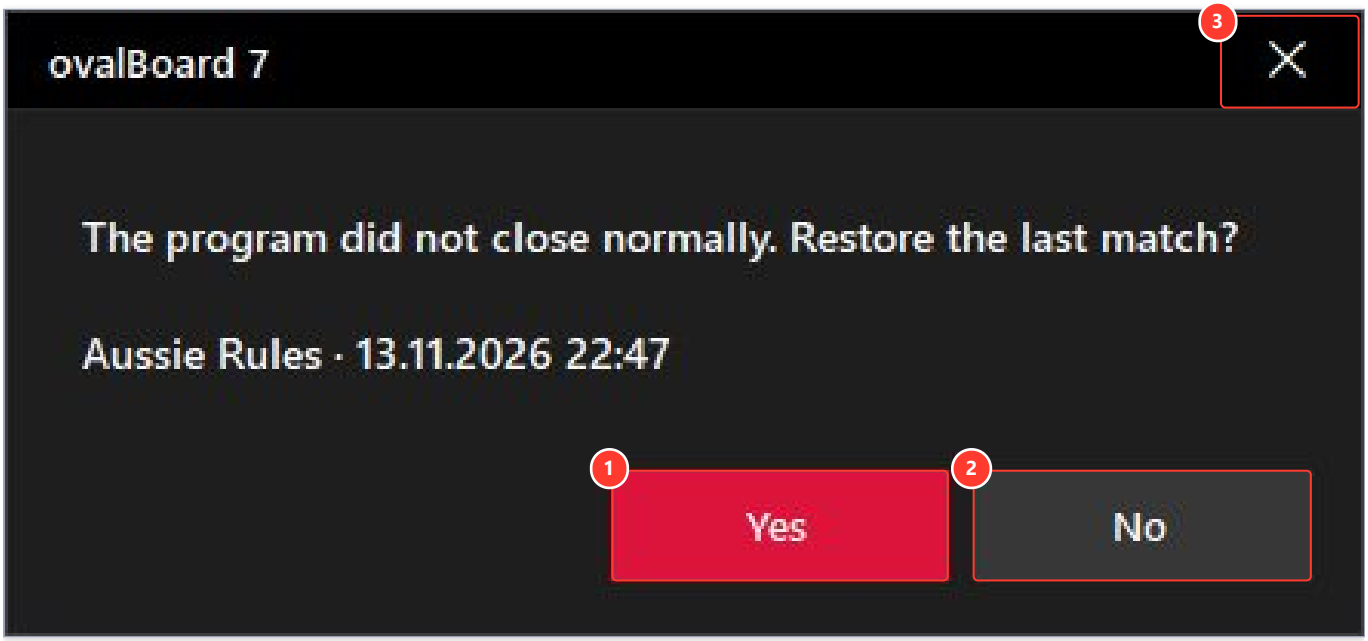


Figure 16. “The program did not close normally. Restore the last match?”

#	Control	What it does
1	Yes	Replays every command of the journal: scores, fouls, timeouts, penalties, periods and the team setup are back as they were. The clock is **stopped** and shows the time of the last recorded action.
2	No	Starts with a new match of the last sport. The journal file stays in *data\matches*.
3	Close (×)	The same as **No**. `Esc` also answers No.

1. Answer **Yes**.
2. Compare the clock with the official time and correct it with **Set Clock** if needed (the time that ran between the last action and the crash is not in the journal).
3. Check that the boards are open (St / Sp / Ad / CK – every output that was on opens again by itself at its place) and start the clock.

5 The Info Page

The Info page puts event graphics on air: announcements, goals, cards and time penalties, player intros, substitutions, team lists and officials. Each row has its team, its player fields and a **Show** button. Which rows you see depends on the sport and the design: basketball has no goal or card row, handball has its 2-minute penalties, set sports show sanctions (warning, penalty, expulsion, disqualification), sports that count red cards have a Red Card row, and swimming, diving and cricket keep only the announcement, the scrolling text and the info screens.

The Rows of the Info Page

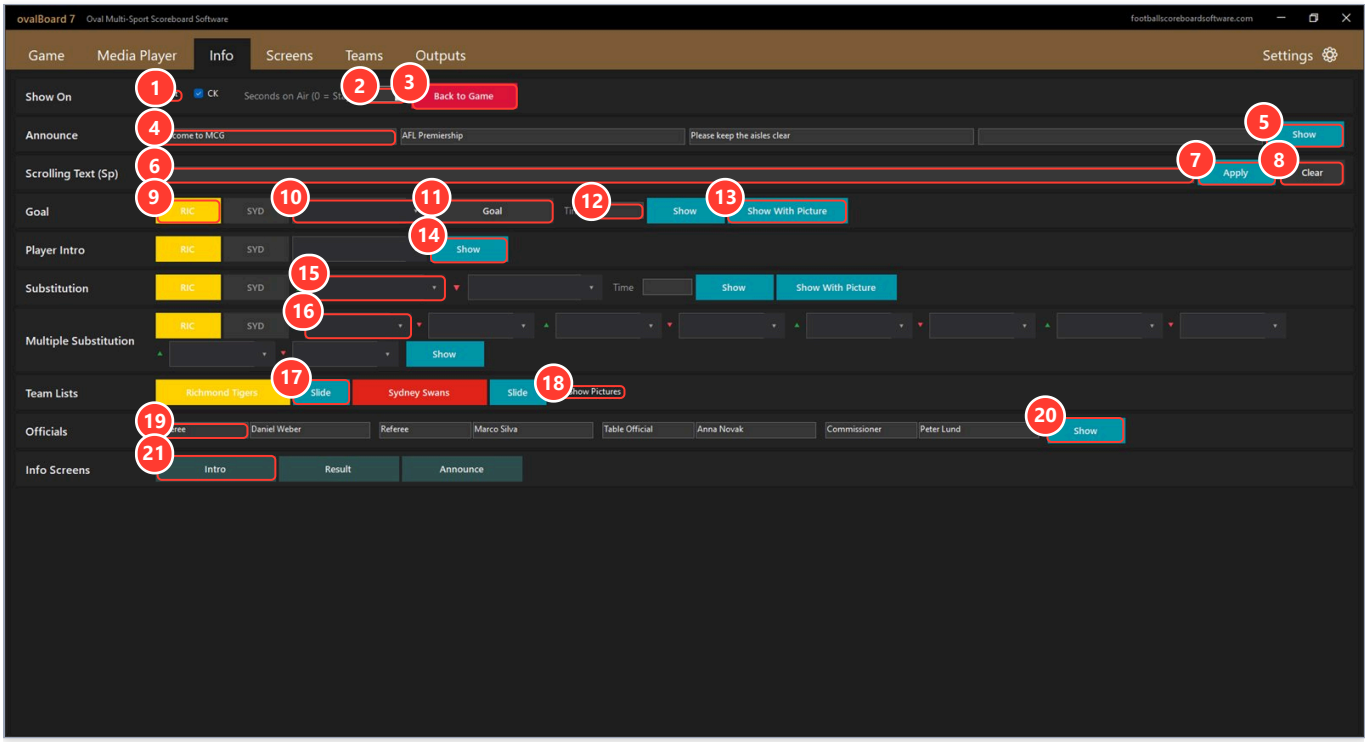


Figure 17. The Info page

#	Control	What it does
1	**Show On: St / CK**	Where the graphics of this page go: the Standard board (full-screen info screen) and / or the Chroma Key output (broadcast graphic). CK is ticked when the CK output was open when the page was built.
2	**Seconds on Air (0 = Stay)**	How long a graphic stays on air before the outputs return to the game screen (0–120 s, default 10). **0** = the graphic stays until you click Back to Game.
3	**Back to Game**	Takes the graphic off at once and returns St and CK to the game screen (it also stops a running team slide). An output that you switched to another screen in the meantime is left alone.
4	**Announce: Title, Line 1, Line 2, Line 3**	Free announcement texts (welcome, next match, safety notes …): a title and up to three lines. The same four texts are on the Screens page.
5	**Announce: Show**	Saves the texts and shows the **Announce** screen on St and the **Lower Third** on CK (the title and the first two lines).
6	**Scrolling Text (Sp)**	The text that scrolls on the Sponsored board – in its own band above the sponsor strip or inside the strip (see *Sp / Ad Media*).

#	Control	What it does
7	**Apply**	Puts the scrolling text on the Sp board.
8	**Clear**	Empties the text and removes the scrolling text from the Sp board (the sponsor strip shows its own content again).
9	**Team buttons**	Every player row starts with the two teams (short names). The chosen team is shown in its team colour; changing the team empties the player fields of the row.
10	**Player field**	Type a number and / or a name (e.g. *17 John Smith*) or click ▾ to pick from the team list (menu below). A typed player that is not in the team list is added to it (number and name).
11	**Goal: score type**	Where the sport has several score types (goal or behind, try or conversion …), this list chooses the title of the goal graphic.
12	**Time**	The box after the **Time** label: minute or game time printed on the graphic. Empty = the game clock at the moment you click Show. The box empties after each Show.
13	**Show / Show With Picture**	**Show** puts the graphic on air with number and name; **Show With Picture** adds the player photos chosen in the **Photo** column of the Teams page (a player without a photo is shown without one).
14	**Player Intro: Show**	Shows one player (number, name, photo when there is one) on St and as the player graphic on CK.
15	**Substitution: In ▲ / Out ▼**	The player coming in (green ▲) and the player going out (red ▼). Show / Show With Picture put both on one graphic.
16	**Multiple Substitution**	Up to five in ▲ / out ▼ pairs of one team. Each pair (green ▲ in, red ▼ out) stays together as one block; when the row is too narrow, a whole pair moves to the next line. Pairs with an empty field are left out. **Show** puts all pairs on one graphic (St *Substitutions*, CK *Substitutions*).
17	**Team Lists: team / Slide**	The team button (team name in its colour) shows the whole team list of that team. **Slide** shows the players marked Show one after the other as player intros (every half of Seconds on Air, at least 3 s), then returns to the game screen.
18	**Show Pictures**	Team lists with the player photos (from the **Photo** column of the Teams page).
19	**Officials**	Four pairs of role and name (referee, umpire, table official, commissioner …). Rows with an empty name are left out.
20	**Officials: Show**	Saves the officials with the team setup and shows the officials graphic on St and CK.
21	**Info Screens**	The other info screens of the design: **Intro** (event and teams), **Result**, **Announce**, **Timeout** where the sport has one (cricket adds **Batting** and **Bowling**). They follow Show On and Seconds on Air like the rows above.

1. Tick where the graphic goes (**St**, **CK** or both) and set **Seconds on Air**.
2. Choose the team in the row.
3. Type the player (number, name or both) or pick from the list with ▾; for a card choose the type, for a goal the score type if there is a list.
4. Optionally type the minute into the **Time** box; leave it empty to use the game clock.
5. Click **Show** (or **Show With Picture**). After the seconds on air the outputs return to the game screen by itself; **Back to Game** ends it earlier.

> **Tip** You can work without team lists: a number alone is enough for the graphic. A number with a name is added to the team list of the Teams page, so it is there for the next graphic and the next match.

> **Note** A row appears only when the St or CK design has a screen for it, and a graphic is only put on an output whose design has that screen. Apart from the Red Card row, the Info page does not change the score: goals, fouls and cards for the board are entered on the Game page.

The Player List (▾)

Click ▾ in a player field: the list shows the players of the chosen team that are marked **Show** on the Teams page, with number and name.

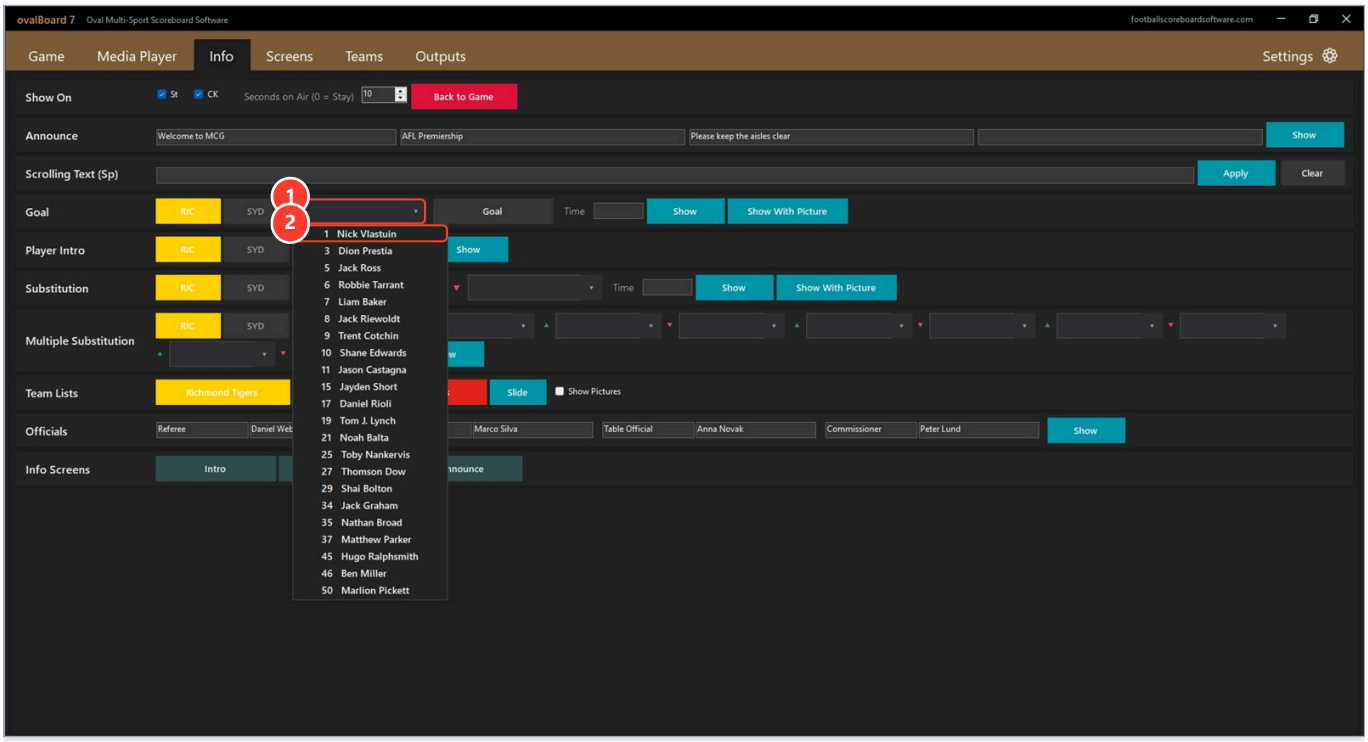


Figure 18. The player list of a player field (Aussie Rules)

#	Control	What it does
1	**Player field**	The field whose list is open. You can also type here instead of picking.
2	**Players (number, name)**	Click a player to put number and name into the field. The list has one entry per player marked Show; it scrolls when the team is long.

Score Type, Card and Sanction Lists

The type list of a row decides the title of the graphic. Every sport has its own entries:

Aussie Rules

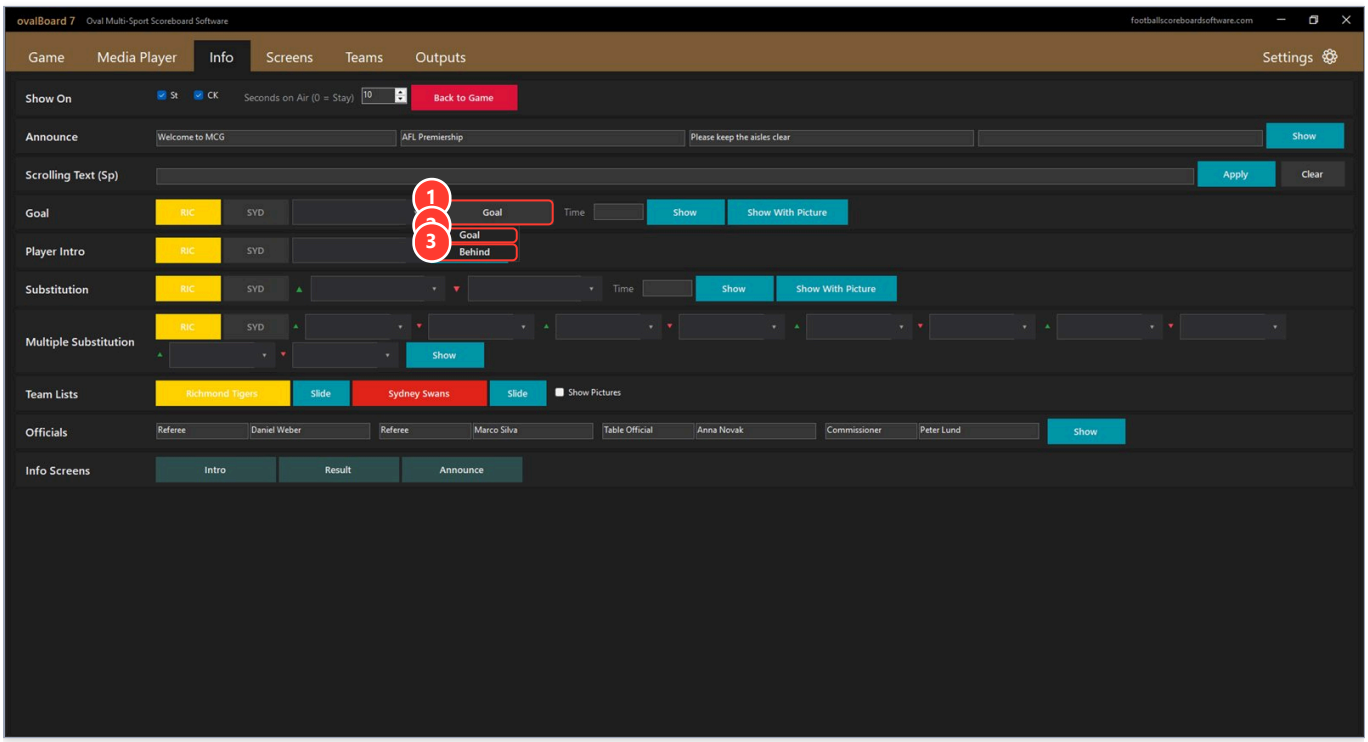


Figure 19. Aussie Rules: the score types of the Goal row

#	Control	What it does
1	**Score type list**	Click to open the list; the chosen entry is the title of the graphic. Goals themselves are counted on the Game page.
2	**Goal**	The scorer graphic titled “Goal”.
3	**Behind**	The scorer graphic titled “Behind”.

International Rules

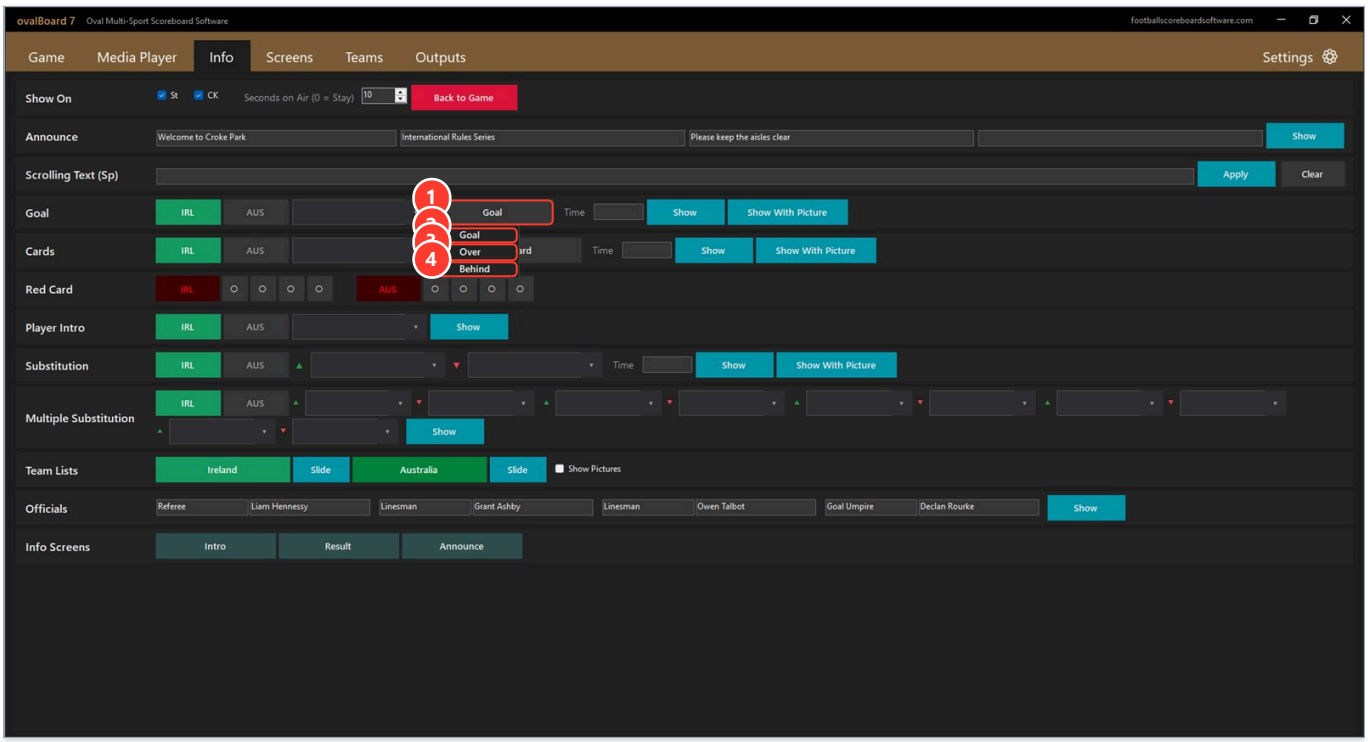


Figure 20. International Rules: the score types of the Goal row

#	Control	What it does
1	**Score type list**	Click to open the list; the chosen entry is the title of the graphic. Goals themselves are counted on the Game page.
2	**Goal**	The scorer graphic titled “Goal”.
3	**Over**	The scorer graphic titled “Over” (the ball over the crossbar between the posts).
4	**Behind**	The scorer graphic titled “Behind”.

The Info Page of Each Sport

The rows follow the sport. The pages of all sports of ovalBoard 7:

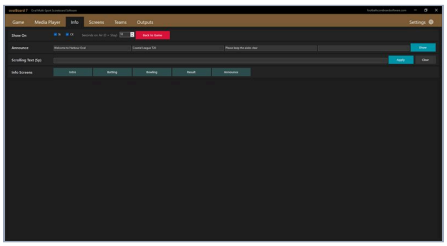


Figure 21. Cricket: Announce, scrolling text and the info screens only (no player rows)

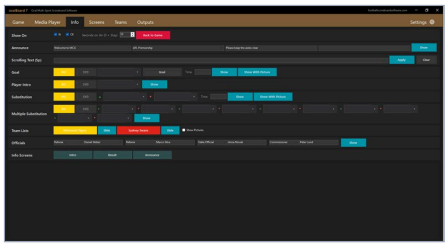


Figure 22. Aussie Rules: Goal row with score types (Goal …)

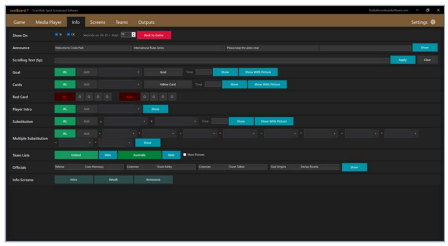


Figure 23. International Rules: Goal row with score types (Goal …), penalty / card row (Yellow Card …), Red Card row

Info Screens on the Standard Board

The full-screen graphics of the St output (Arena master design, with the background video). Each comes from the row of the same name or from the Info Screens row:



Figure 24. Intro – event name, both teams with logos, date and time

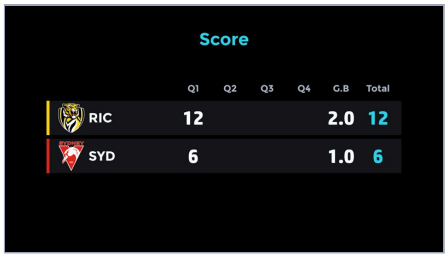


Figure 25. Result

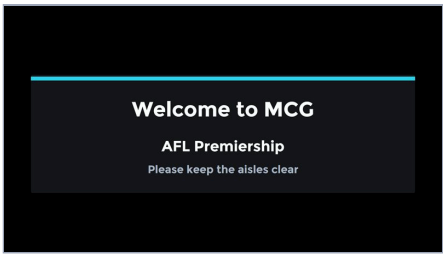


Figure 26. Announce – title and announcement lines



Figure 27. Goal – scorer with number, name, photo, team and score

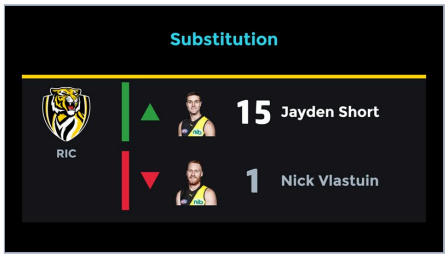


Figure 28. Substitution – player in (▲) and out (▼)

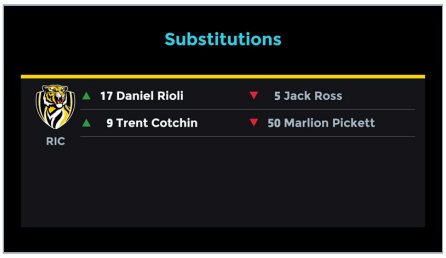


Figure 29. Multiple Substitution – several pairs of one team

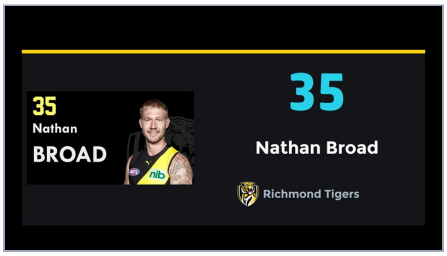


Figure 30. Player Intro



Figure 31. Team List

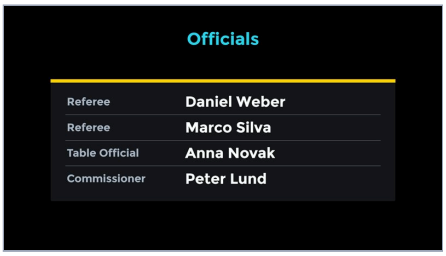


Figure 32. Officials

Broadcast Graphics on the CK Output

The same events on the Chroma Key output (Broadcast master design). The green is keyed out by the vision mixer, or sent as transparency over NDI:

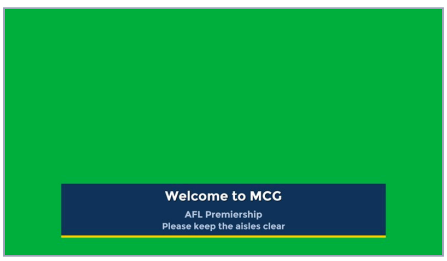


Figure 33. CK Lower Third – the announcement title and two lines

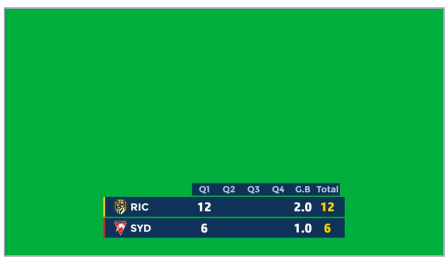


Figure 34. CK Result

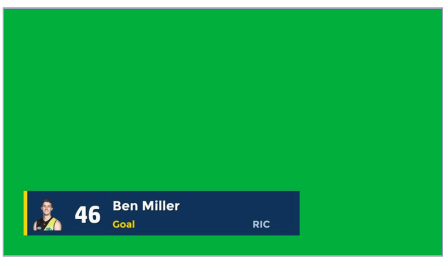


Figure 35. CK Player – goal, card or player intro



Figure 36. CK Substitution

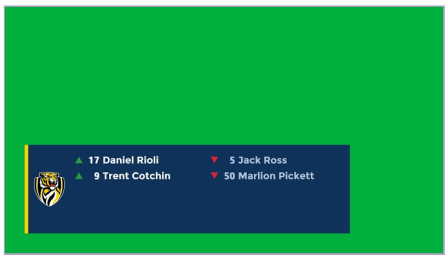


Figure 37. CK Multiple Substitution



Figure 38. CK Team List



Figure 39. CK Officials

6 The Screens Page

The Screens page has three columns: the screens of the St output, the screens of the CK output and the announcement texts. One click on a screen button puts that screen on air at once (without the Seconds on Air timer of the Info page). The screen on air is green.

Which screens appear depends on the design of the output and on the sport: the masters have the screens shown here; an own design may have more or fewer. A Goal or Card screen is never offered in a sport that has no goals or no cards / penalties, even when an older own design still contains it. The Sp and Ad outputs always show their game screen.

> **Tip** The on-air row of the Game page has the same St and CK screens except the event screens, so you rarely need to leave the Game page during play.

Screen Buttons

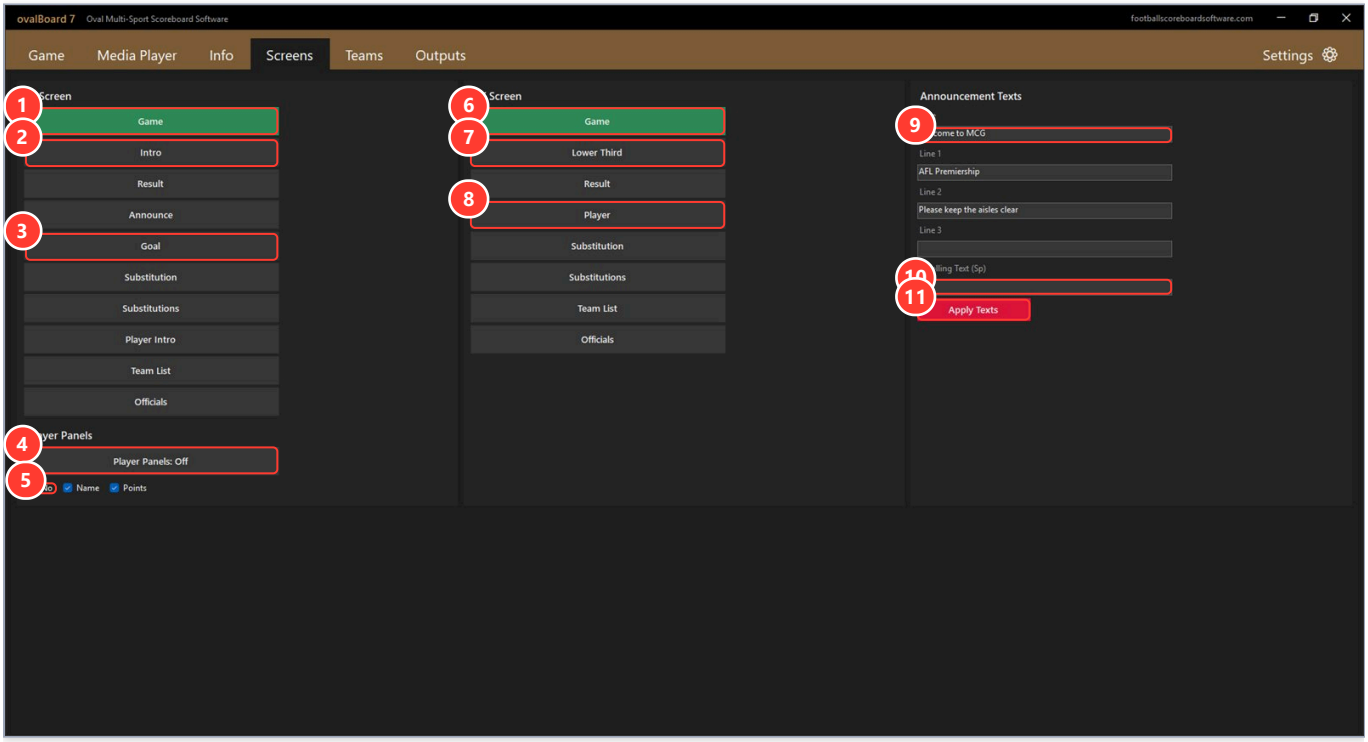


Figure 40. The Screens page

#	Control	What it does
1	St Screen: Game	The scoreboard of the Standard output. Click to return from any info screen.
2	St info screens	**Intro**, **Result**, **Announce** and, where the sport has one, **Timeout** (cricket: **Batting**, **Bowling**): shown with the data of the running match.
3	St event screens	**Goal**, **Card**, **Substitution**, **Substitutions**, **Player Intro**, **Team List**, **Officials**: they show the player or team last chosen on the Info page. Use the Info page to fill them. **Goal** is offered only in sports that score goals (for example not in basketball) and **Card** only in sports with cards, time penalties or sanctions (for example not in basketball, Aussie Rules or American football).
4	Player Panels: On / Off	Switches the St game screen between the plain scoreboard and the scoreboard with player panels (the same as the Player Panels button on the Game page). Green while On.

#	Control	What it does
5	**Player panel columns**	Which columns the player panels show: **No**, **Name** and the statistics of the sport (**Fouls**, **Points**, **Penalties**, **Cards**). Saved per sport.
6	**CK Screen: Game**	The score bug of the Chroma Key output.
7	**CK Lower Third / Result**	The announcement as a lower third, and the result graphic.
8	**CK event graphics**	**Player**, **Substitution**, **Substitutions**, **Team List**, **Officials**: the last content sent from the Info page.
9	**Announcement Texts**	**Title** and **Line 1** – **Line 3** of the announcement screens: St Announce shows the title and all three lines, the CK Lower Third the title and the first two lines. The same texts as in the Announce row of the Info page.
10	**Scrolling Text (Sp)**	The text that scrolls on the Sponsored board (the same as on the Info page). Empty = no scrolling text.
11	**Apply Texts**	Puts the title, the three lines and the scrolling text on the boards.

The Screens Page of Each Sport

The screen lists of the master designs of every sport (player panel options only where the sport keeps player statistics):

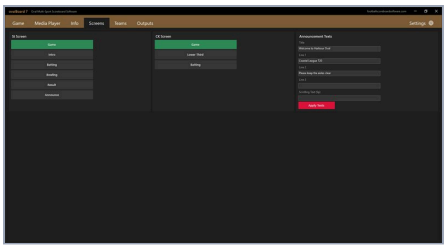


Figure 41. Cricket

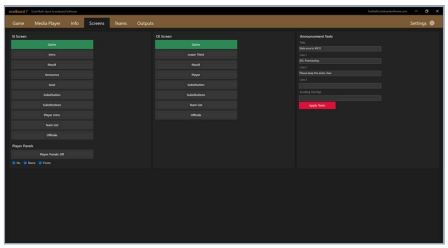


Figure 42. Aussie Rules

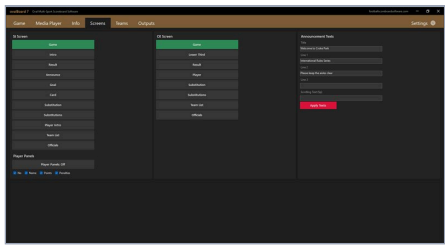


Figure 43. International Rules

7 Teams and Players

The Teams page holds the event, the two teams and their team lists. The setup is saved per sport (*data\config\<sport>\setup.json*) and stays when you start a new match; switching to another sport loads that sport's own setup.

Event and Teams

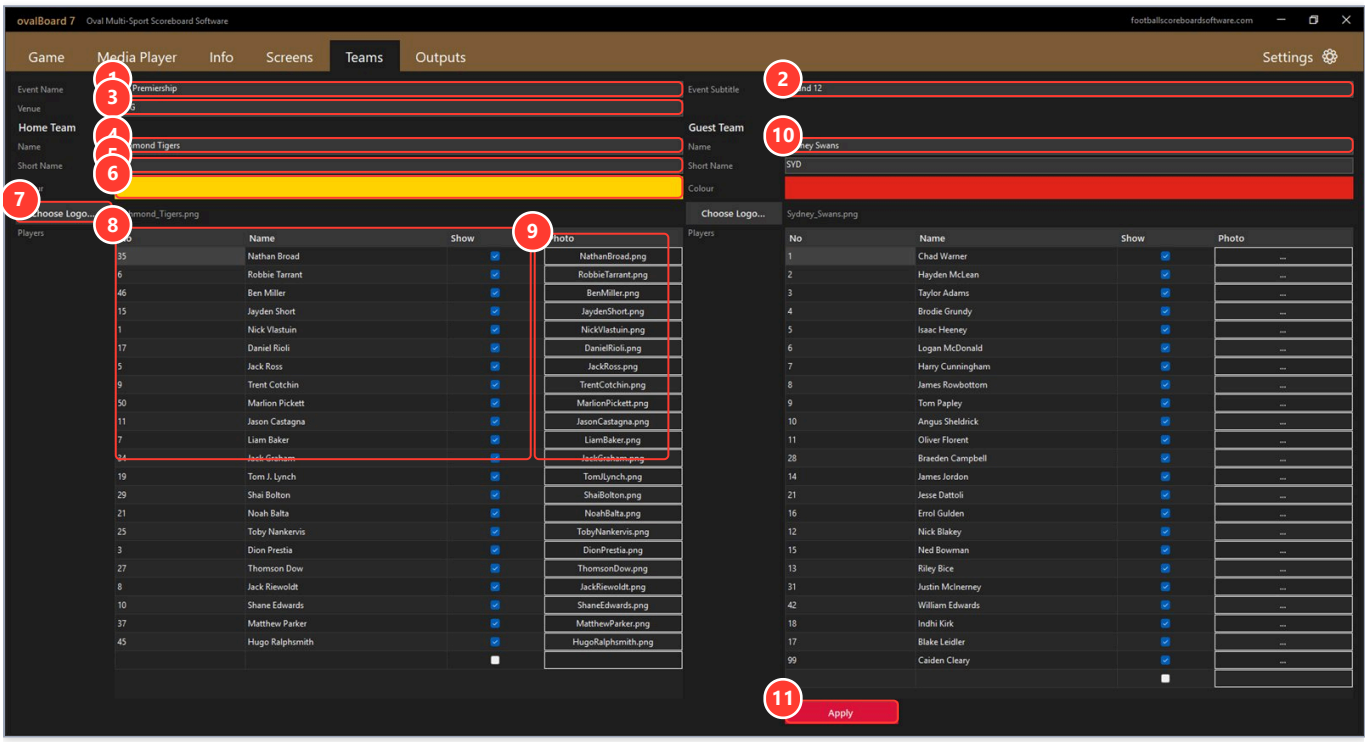


Figure 44. The Teams page

#	Control	What it does
1	**Event Name**	The competition or event (league, cup, tournament). Shown on the Intro screen and the CK graphics.
2	**Event Subtitle**	A second line for the event (round, group, final …).
3	**Venue**	The hall, ground or pool.
4	**Name (Home Team)**	The full team name for the boards.
5	**Short Name**	Short name or abbreviation (3–4 letters) for compact boards, the Ad board, the CK score bug and the team buttons of the Info page.
6	**Colour**	Click to choose the team colour. It is used for the team stripes, the team buttons and the graphics.
7	**Choose Logo…**	Choose a logo file (PNG, JPG, WEBP or SVG). The file is copied into *data\logos*; the file name is shown next to the button.
8	**Players**	The team list: **No** (up to 4 characters, e.g. 7, 07, 23A), **Name**, **Show** and **Photo** (next callout). Type into the empty last row to add a player. To remove a player, empty both the number and the name of the row (empty rows are dropped when you click Apply). Players with Show ticked appear as number buttons on the Game page, in the player panels, the player lists of the Info page, the team list graphics and the team slide.

#	Control	What it does
9	**Photo**	The player photo. A row without a photo shows **...**; **click** the cell to choose a picture (PNG, JPG, JPEG or WEBP). The file is copied into *data\media\players* and its name appears in the cell. **Right-click** the cell to remove the photo from the player (the copied file stays in the folder). Type the number and name of a new player first: the empty last row takes no photo. Like every change on this page, the photo is saved with **Apply**.
10	**Guest Team**	Name, Short Name, Colour, logo and Players of the guest team – the same fields as for the home team.
11	**Apply**	Saves everything on this page and updates the boards. **Changes are not saved until you click Apply.**

1. Type the event, venue and both teams.
2. Choose colours and logos.
3. Fill the team lists (or paste them row by row) and tick **Show** for the players of today.
4. Optionally click the **Photo** cell of a player to give the player a picture.
5. Click **Apply**.

Teams in the Different Kinds of Sport

Kind of sport	What "team" means on this page
Team sports with a clock (basketball, handball, football, hockey, water polo, beach soccer, Australian rules ...)	Two teams with full team lists; numbers are used for fouls, penalties, cards and player panels on the Game page.
Set sports (volleyball, beach volleyball, footvolley, snow volleyball) and beach tennis	Two teams or pairs. For beach sports the name is usually the pair (e.g. *Surname / Surname*) and the team list holds the two or three players; sanctions on the Info page pick from it.
Cricket	Two teams with their players; the team list is used for the batter and bowler choices of the cricket panel and the batting and bowling cards.
Swimming and diving	No teams: the page holds the meet / event name, subtitle and venue and saves the competition (below). Swimmers, divers, heats and dive lists belong to the competition of the desk.

The Teams Page of Each Sport

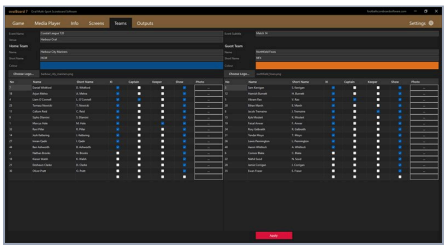


Figure 45. Cricket

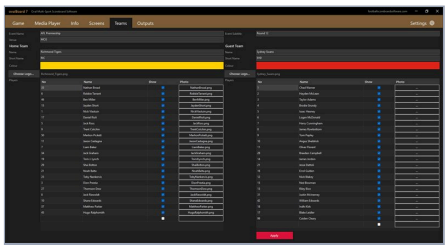


Figure 46. Aussie Rules

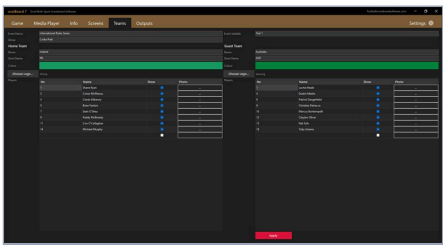


Figure 47. International Rules

Player Photos and Numbers

Numbers may contain up to four characters (e.g. 7, 07, 23A). A player typed on the Info page that is not in the list is added to it automatically.

Player photos are set in the **Photo** column of the team list:

1. Make sure the player has a number and a name in the list.
2. Click the player's **Photo** cell (it shows **...** while there is no photo).
3. Choose a picture file (PNG, JPG, JPEG or WEBP) in the file dialog. ovalBoard 7 copies it into *data\media\players* under a new name made of the sport, the team, the number and a time stamp, so the original file can be moved or deleted afterwards. The cell shows the file name.
4. Click **Apply** to save the team list with the photo.

To take a photo away, **right-click** the Photo cell: it shows **...** again (click Apply to save).

The photos are used by **Show With Picture** in the Goal, Card and Substitution rows of the Info page, by the team lists when **Show Pictures** is ticked, and by the player intro. A player without a photo is shown with number and name only.

> **Tip** Untick **Show** for players who are not playing today instead of deleting them: they disappear from the number buttons, panels, player lists and team lists but stay in the list for the next match.

8 Outputs

The Outputs page sets up the four board windows. Each output has one row with its settings and a second row with the window position. Every change is saved at once and applied to the open window; at the next start the program opens the board windows again exactly as they were. How to bring the board onto an LED screen, a video processor or a sender card is explained step by step in the next chapter, *Sending the Board to the LED Screen*.

The Output Rows

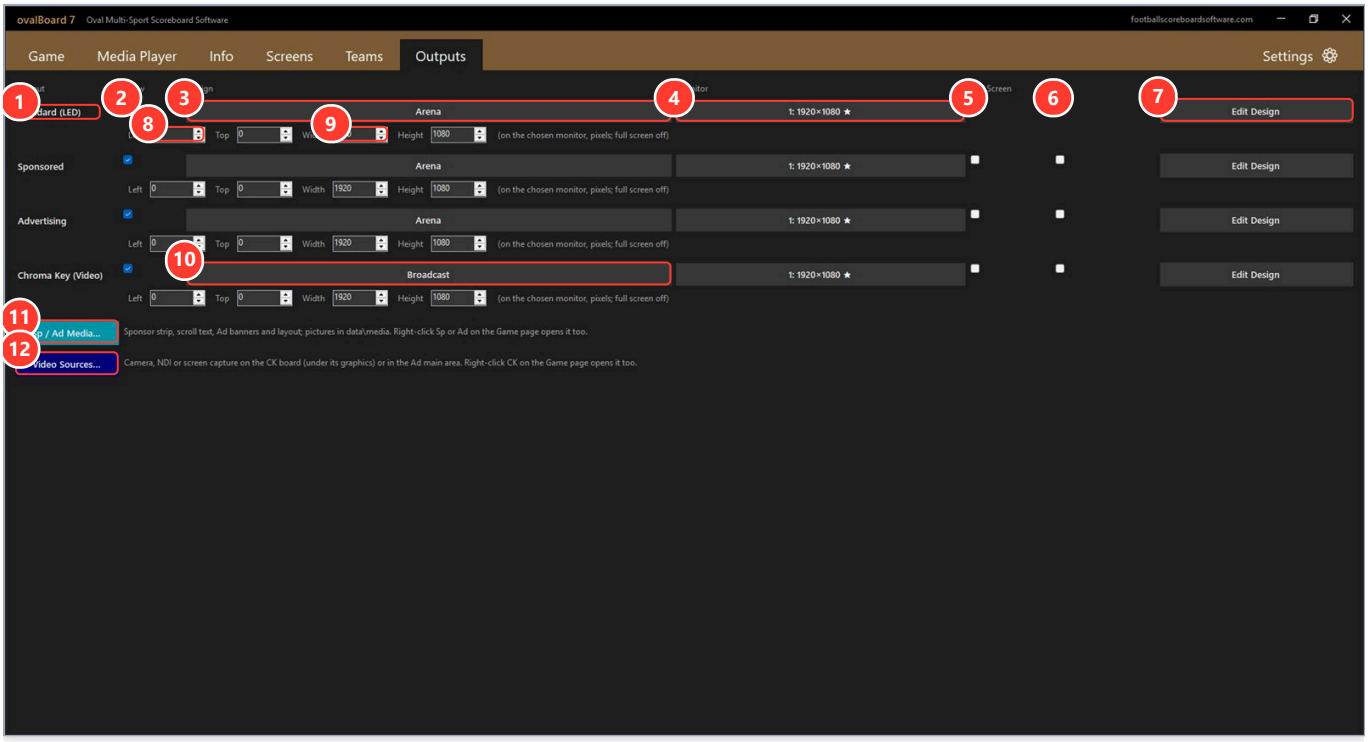


Figure 48. The Outputs page

#	Control	What it does
1	Output	**Standard (LED)** = St, **Sponsored** = Sp, **Advertising** = Ad, **Chroma Key (Video)** = CK.
2	Show	Opens or closes the output window – the same as the St / Sp / Ad / CK buttons on the Game page. An output that is on opens again by itself at the next start of the program.
3	Design	The design of this output for the running sport (menu below). Own designs are marked with ★. Each sport remembers its own choice.
4	Monitor	The monitor of the window: number, resolution, ★ = the main monitor (menu in the next chapter). With two or more monitors a new output opens on monitor 2.
5	Full Screen	Ticked: the board fills the chosen monitor. Not ticked: the window uses Left / Top / Width / Height.
6	NDI	Sends this output as an NDI source (30 frames per second). The status (fps or an error) appears next to the box. The output window must be open (Show).
7	Edit Design	Opens the design editor with the design and the current screen of this output.
8	Left / Top	Position of the window on the chosen monitor in pixels (0 / 0 = top left corner of that monitor). Only when Full Screen is off. See *Sending the Board to the LED Screen*.

#	Control	What it does
9	**Width / Height**	Window size in pixels (at least 160 × 90), for LED walls and strips with an unusual resolution (e.g. 1920 × 480 or 1280 × 1024). The board scales to the window.
10	**CK design**	The CK output uses the Broadcast master by default, the other outputs the Arena master.
11	**Sp / Ad Media...**	Opens the Sp / Ad Media dialog: sponsor strip, scroll text, Ad layout, banners and the advertising area (see the chapter *Sp / Ad Media*).
12	**Video Sources...**	Opens the Video Sources window: a camera, an NDI source or a screen capture on the CK board or in the Ad main area (see the chapter *Video Sources*).

Choosing a Design

Click the design field of a row to open the list of designs of the running sport:

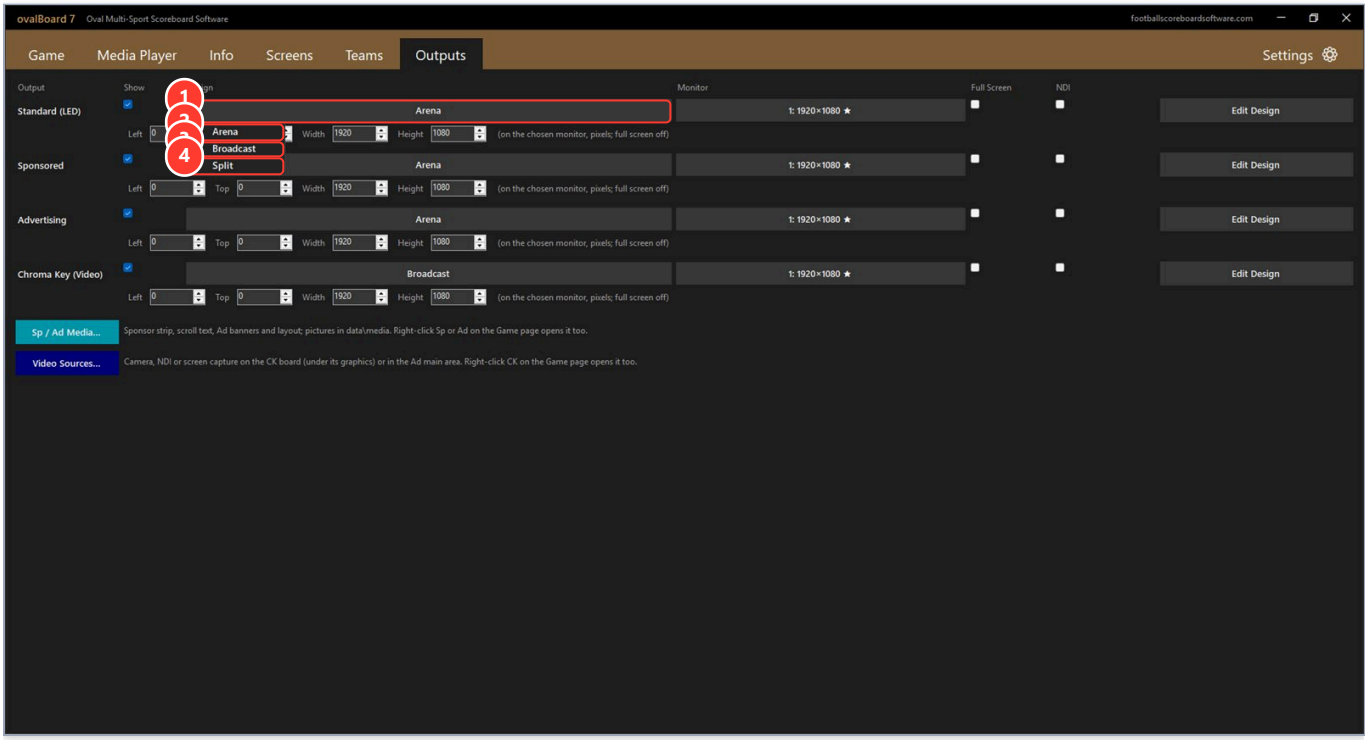


Figure 49. The design list of the Standard (LED) output

#	Control	What it does
1	**Design field**	Shows the design in use; click to open the list.
2	**Arena**	Master design: black LED look with big digits and corner logos. The default of St, Sp and Ad.
3	**Broadcast**	Master design: header strip and team rows. The default of CK (score bug and broadcast graphics).
4	**Split**	Master design: team panels in the team colours left and right of a centre column.

Own designs (saved copies, see *Board Designs*) follow the masters in the list, marked with ★. The board changes at once; the choice is kept per sport and output.

Background Video and Picture

The two icons at the bottom right of the Game page put a video or a picture behind the St, Sp and Ad boards. The first video (MP4, WEBM, MOV) and the first picture (PNG, JPG, WEBP) in *data\media\background*, in alphabetical order, are used. When the folder is empty, clicking the icon asks for a file and copies it there. The CK output never gets a background, so it can always be keyed.

Use a dark, calm video so the digits stay readable. Most pictures in this guide were taken with a dark animated background video; the board on the right shows the same design without it:

With and Without Background

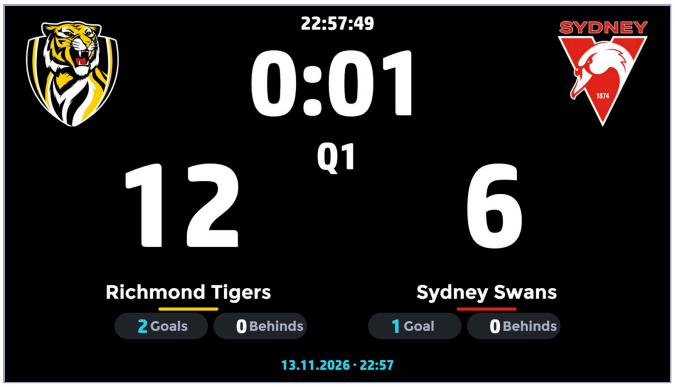


Figure 50. St board with the background video

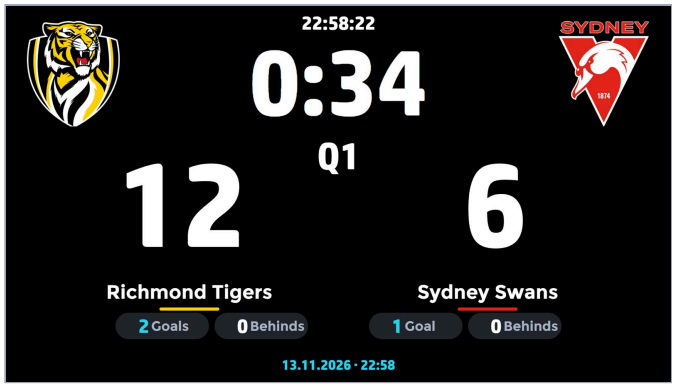


Figure 51. The same board without background (the design's own black)

NDI

NDI sends a board over the network to vMix, OBS, CasparCG, TriCaster or any other NDI receiver without a capture card. The NDI library is shipped with the program; nothing else has to be installed.

- Tick **NDI** for an output on this page, or click **NDI** on the right strip of the Game page to switch NDI on or off for every open output.
- NDI captures the output window, so the output must be open. It may sit on a second monitor; if you only need NDI, use a small window position (Full Screen off).
- The CK output is sent with transparency (alpha) instead of the green background: put it as an overlay on top of the camera in the receiver, no keyer needed.
- The source names are <*product*> *St*, … *Sp*, … *Ad* and … *CK* on the PC name.

NDI Status

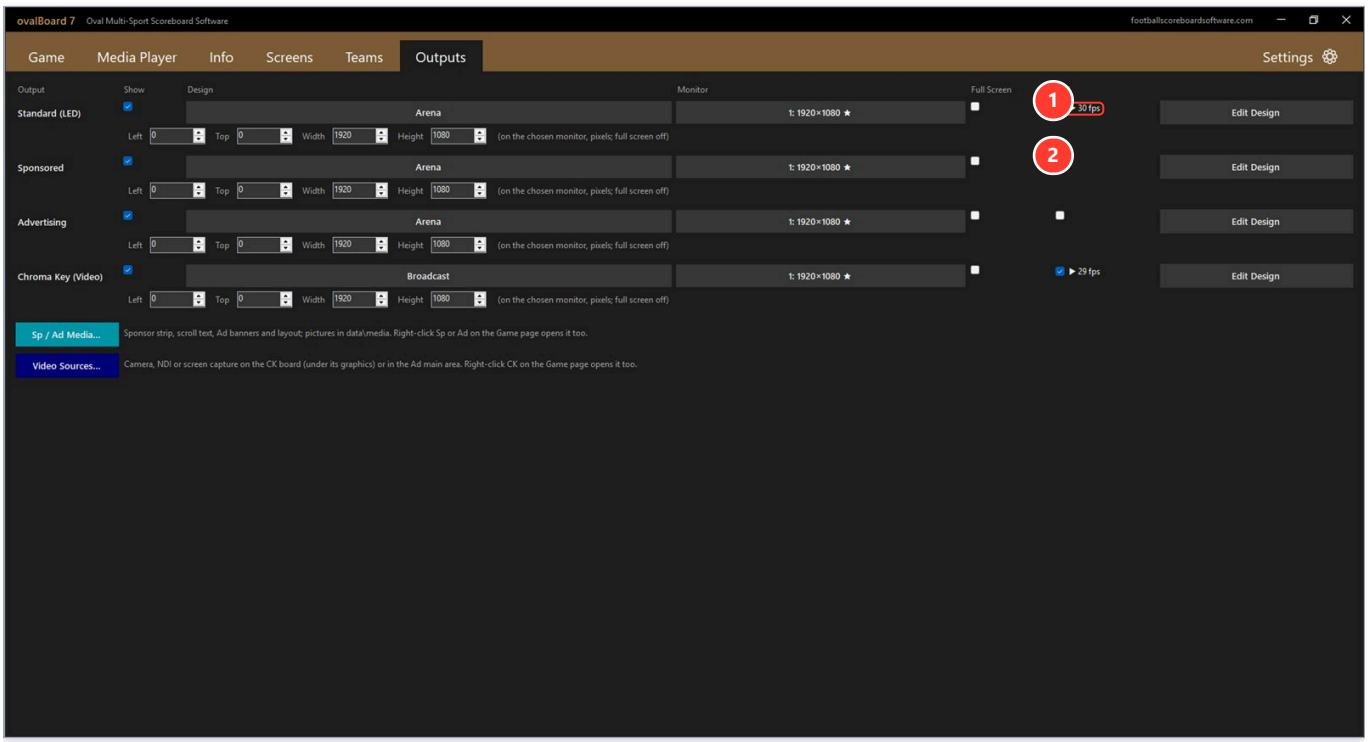


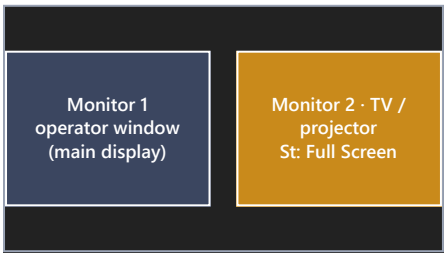
Figure 52. NDI switched on for the Standard (LED) output

#	Control	What it does
1	**NDI with status**	▶ **30 fps**: the output is sent and the frame rate reached. An error text instead (for example when the window is closed) tells you why nothing is sent.
2	**NDI off**	An empty box: this output is not sent over NDI.

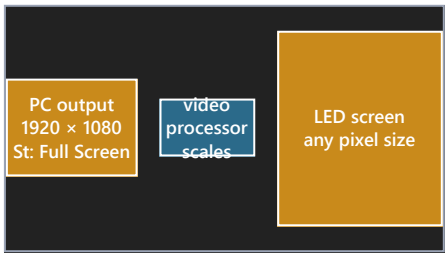
9 Sending the Board to the LED Screen

This chapter answers the question customers ask most: **how does the board get onto the LED screen?** Whether the LED is driven by a second monitor output, a video processor (scaler) or an LED sender card, the method is always the same: Windows sees the device as one more monitor, and the Outputs page of ovalBoard 7 puts the board window on that monitor – either filling it (**Full Screen**) or on an exact pixel area (**Left / Top / Width / Height**).

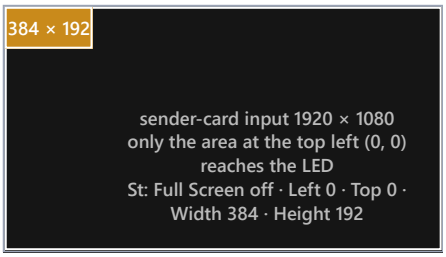
> **Note** **This is a one-time setting.** Everything on the Outputs page is saved at once. At every later start ovalBoard 7 opens the board again by itself on the same monitor at the same place. You do not have to repeat it before each match – only when the LED, the processor, the sender card or the monitor arrangement changes.



Second monitor, projector or TV: the board fills monitor 2



Video processor: the full signal goes in, the processor scales it to the LED



Sender card: the board sits exactly on the pixel area the card sends to the LED

How Windows Sees the Outputs

The program never talks to the LED hardware directly. Whatever is connected to a video output of the PC – a monitor, a TV, a projector, an LED video processor or an LED sender card – appears in Windows as a monitor. The operator window stays on the main monitor; the board window goes to the LED monitor.

1. Connect the device to a free video output of the graphics card (HDMI, DVI or DisplayPort; an adapter cable is fine).
2. Press `Win` + `P` and choose **Extend**. (*Duplicate* would show the operator window on the LED; *Second screen only* would switch the operator monitor off.)
3. Open the Windows display settings (right-click the desktop → **Display settings**). The monitors are shown as numbered boxes; **Identify** shows the numbers on the screens. Drag the boxes so that their arrangement matches the desk – it only decides where the mouse crosses from one monitor to the other.
4. Click the LED monitor's box and set **Display resolution** to the resolution the processor or sender card expects (for most devices 1920 × 1080) and **Scale** to **100 %**.
5. Keep the operator monitor as the main display (*Make this my main display*), so that new windows and the taskbar stay on the desk.

> **Note** Scale 100 % on the LED monitor matters: ovalBoard 7 places the board in the pixels Windows reports for that monitor. At 100 % these are the real pixels of the signal. At 125 % or 150 % Windows reports a smaller monitor (for example 1536 × 864 instead of 1920 × 1080) and enlarges the picture, so the board becomes soft and the Left / Top / Width / Height values no longer match the LED's pixel map.

On the Outputs page the **Monitor** list shows every monitor with its number and resolution; ★ marks the main display. The numbers follow the order in which Windows lists the monitors, which is not always the number shown by *Identify* – pick the LED monitor by its resolution when in doubt.

The Monitor List

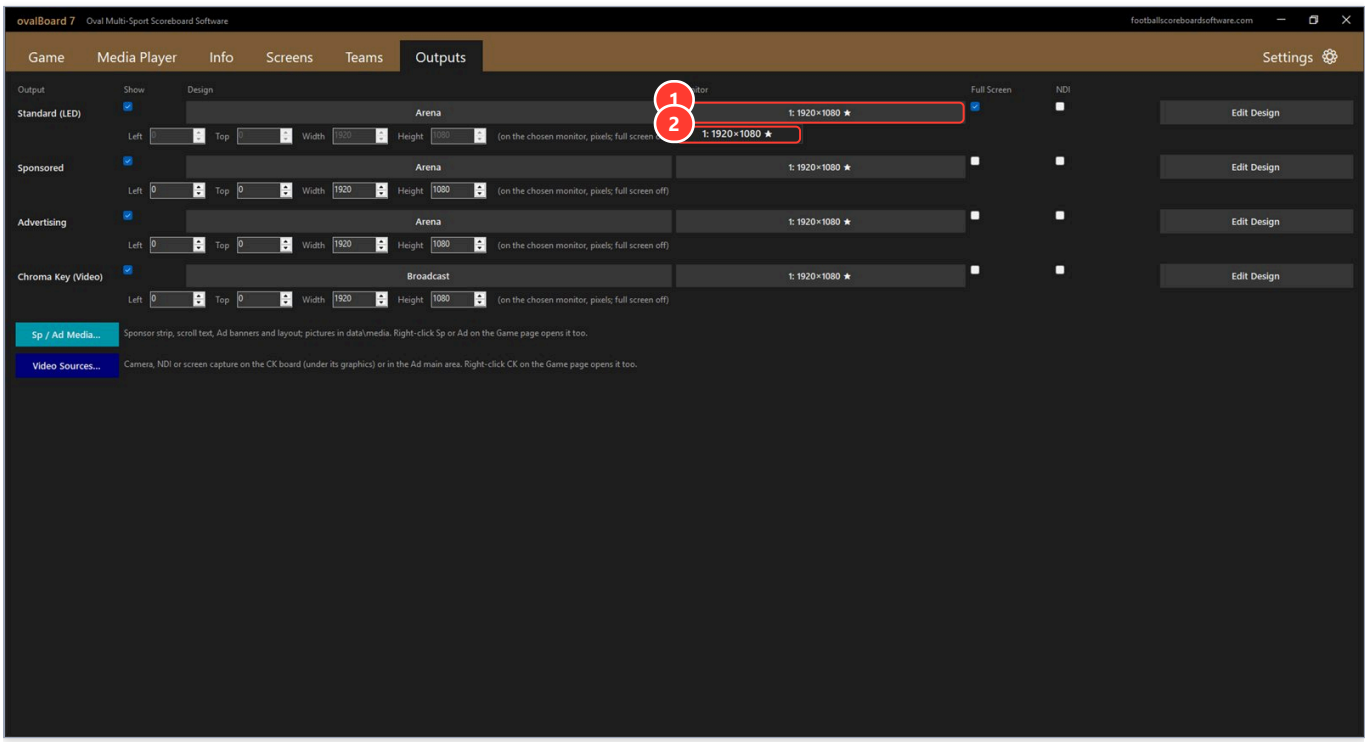


Figure 53. The Monitor list of the Standard (LED) row (this PC has one monitor; with more monitors each one is listed)

#	Control	What it does
1	**Monitor field**	Shows the chosen monitor; click to open the list.
2	**Monitor entries**	*number: width* × *height*, ★ = the main display. Click an entry: the board moves there at once and the choice is saved.

Second Monitor, Projector or TV

A monitor, TV or projector shows the whole picture of its input, so the board simply fills it:

1. Open the **Outputs** page.
2. In the **Standard (LED)** row choose the second monitor in **Monitor** (for example *2: 1920×1080*).
3. Tick **Full Screen**.
4. Tick **Show** (or click **St** on the Game page). The board fills the second monitor at once.

Full Screen on the Second Monitor

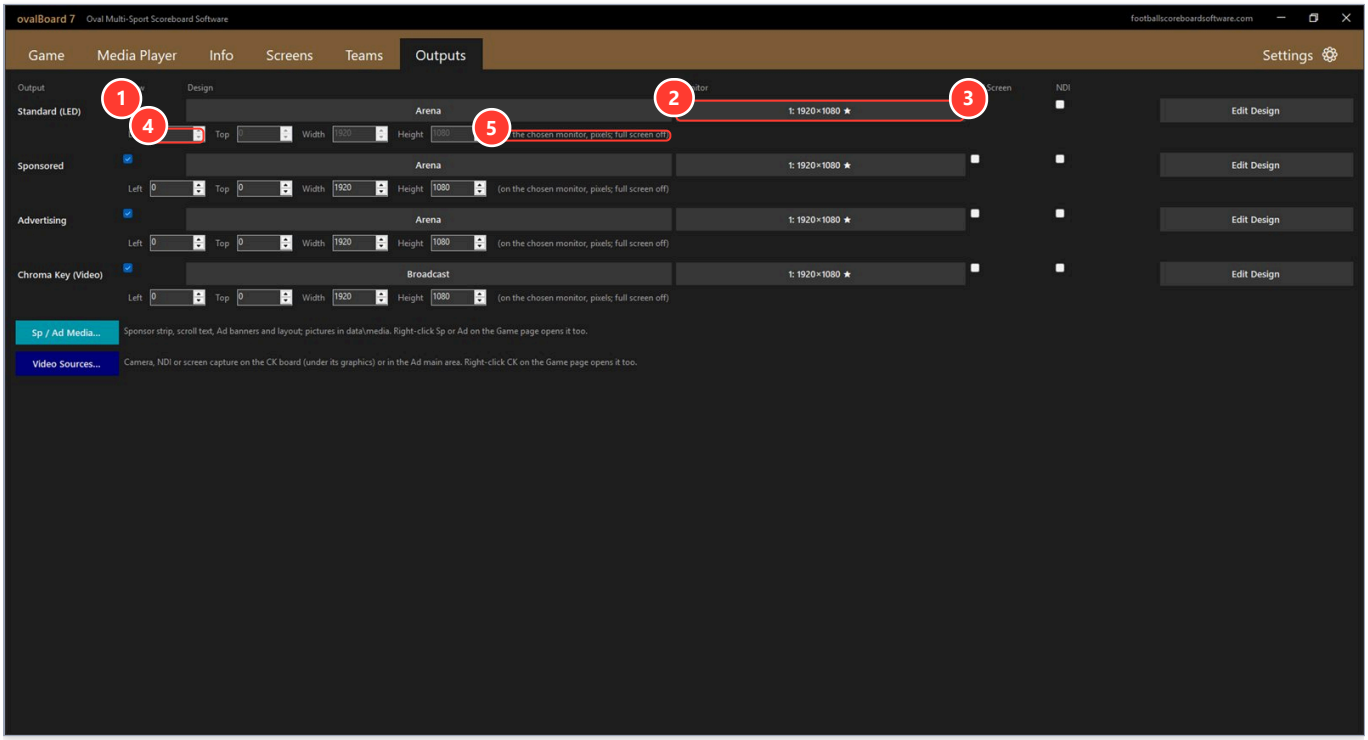


Figure 54. Standard (LED) on the whole monitor (Full Screen ticked)

#	Control	What it does
1	**Show**	Opens the St board window at once. It stays on, and the program opens it again by itself at every start.
2	**Monitor**	The display the board goes to: number, resolution, ★ = the main display of Windows. Choose the display that is the TV, the video processor or the sender card.
3	**Full Screen**	**Ticked**: the board fills the whole chosen monitor, whatever its resolution. The four position fields below are greyed out.
4	**Left**	Left, Top, Width, Height: used only when Full Screen is off.
5	**Hint**	Reminder: the values are pixels on the chosen monitor and apply when Full Screen is off. A value is applied when you press `Enter`, leave the field or click its arrows.

> **Tip** To try the settings on a PC with only one monitor, untick Full Screen and give the board a small area (for example Left 1000, Top 100, Width 800, Height 450): the board then sits next to the operator window instead of covering it.

LED Video Processor (Scaler)

An LED video processor (also called scaler or video controller) takes a normal video signal – usually 1920 × 1080 – and scales it to the pixel size of the LED screen, whatever that is (for example 768 × 384 or 2560 × 640). The scaling or cropping is set in the processor's own menu or software.

1. Set the Windows resolution of the processor's output to the processor's input resolution (often 1920 × 1080, 60 Hz), Scale 100 %.
2. On the Outputs page choose that monitor for **Standard (LED)** and tick **Full Screen** and **Show**.
3. In the processor, scale the whole input to the LED (or choose the part of the input it should show).

When the processor takes only a fixed part of its input (for example the top 1920 × 480 of a 1920 × 1080 signal for an LED strip), untick Full Screen and type that part: Left **0**, Top **0**, Width **1920**, Height **480**. The design adapts its layout to the shape of the window:

A 1920 × 480 Strip

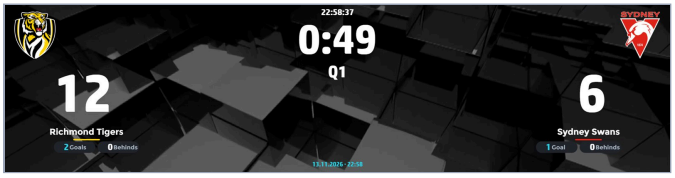


Figure 55. The St board in a 1920 × 480 area (Full Screen off, Left 0, Top 0, Width 1920, Height 480)

LED Sender Card (Direct Connection)

An LED sender card (sending card or LED controller box) is connected straight to the PC and does **not** scale. It takes a pixel area of its HDMI / DVI input – usually starting at the top left corner – and sends exactly those pixels to the LED cabinets; the rest of the picture is ignored. Which area it takes and how the cabinets are arranged (the "LED mapping") is set in the LED vendor's software; that part belongs to the LED supplier.

So the board must sit exactly on that area, pixel for pixel:

1. Set the Windows resolution of the sender card's output to what the card expects (often 1920 × 1080), Scale 100 %.
2. On the Outputs page choose the sender card's monitor for **Standard (LED)**.
3. Untick **Full Screen**.
4. Type **Left 0** and **Top 0** (the corner where the card's mapping starts – if the vendor software starts the LED elsewhere, type that position).
5. Type the LED size in pixels as **Width** and **Height**, for example 384 × 192.
6. Tick **Show**. The board appears on the LED at once.

LED screen	Full Screen	Left	Top	Width	Height
3 × 2 cabinets of 128 × 96 pixels	off	0	0	384	192
Wall of 768 × 384 pixels	off	0	0	768	384
Long strip of 1920 × 480 pixels	off	0	0	1920	480
Mapping starts at x 0, y 200 in the vendor software	off	0	200	LED width	LED height
LED of exactly 1920 × 1080	on	–	–	–	–

The Sender-Card Area on the Outputs Page

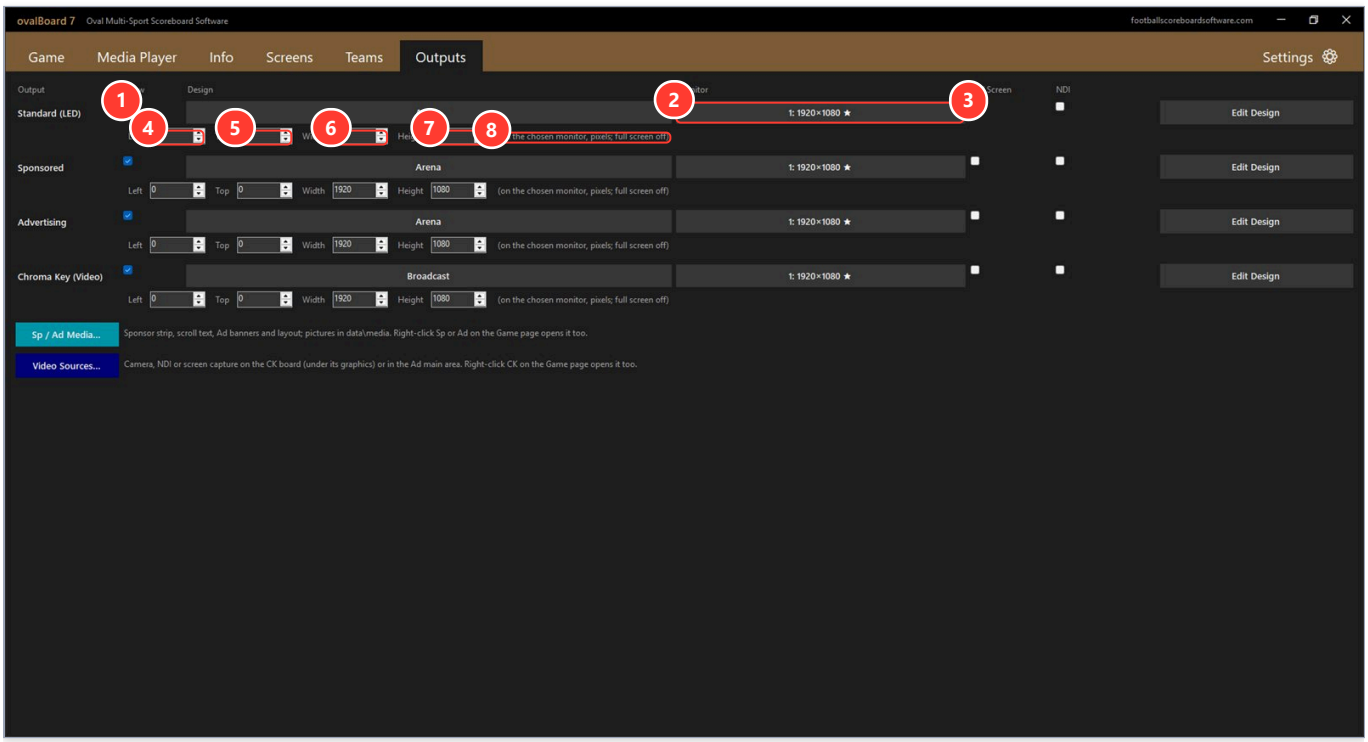


Figure 56. Standard (LED) on a 384 × 192 area at the top left of the sender card's monitor

#	Control	What it does
1	**Show**	Opens the St board window at once. It stays on, and the program opens it again by itself at every start.
2	**Monitor**	The display the board goes to: number, resolution, ★ = the main display of Windows. Choose the display that is the TV, the video processor or the sender card.
3	**Full Screen**	**Not ticked**: the board uses the rectangle of the four fields below instead of the whole monitor.
4	**Left**	Distance from the left edge of the chosen monitor in pixels. **0** = the left edge (sender cards map the LED from there).
5	**Top**	Distance from the top edge of the chosen monitor in pixels. **0** = the top edge.
6	**Width**	The width of the LED screen in pixels (here 384). At least 160.
7	**Height**	The height of the LED screen in pixels (here 192). At least 90.
8	**Hint**	Reminder: the values are pixels on the chosen monitor and apply when Full Screen is off. A value is applied when you press `Enter`, leave the field or click its arrows.

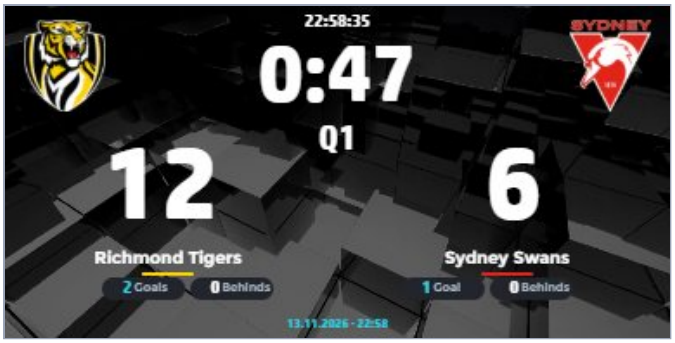


Figure 57. The board in the 384 × 192 window: the design arranges itself for the small screen

Several Outputs

Each of the four outputs (St, Sp, Ad, CK) has its own row with its own monitor and area, so one PC can drive several screens at the same time, for example:

- St with Full Screen on the LED processor (monitor 2), Sp with Full Screen on a TV in the hall (monitor 3).
- Two LED screens on one sender card: St at Left 0, Top 0, Width 384, Height 192 and Ad at Left 384, Top 0 with the size of the second LED – the vendor software maps both areas.
- CK as a small window on the operator monitor (Full Screen off) when it is only needed as an NDI source for a vision mixer.

Several outputs may share a monitor; their areas should not overlap.

Pixels, Monitors and Window Scaling

- Left, Top, Width and Height are pixels **on the chosen monitor**: 0 / 0 is the top left corner of that monitor, wherever it stands in the Windows arrangement (also left of or above the main display). Width and Height are at least 160 × 90.
- A value is applied when you press `Enter`, leave the field or click its arrows; the board moves at once.
- The program remembers the monitor by its Windows name as well as by its number. If Windows changes the order of the monitors (after a driver update or when a monitor is added), the board still finds its monitor.
- If the chosen monitor is not connected at the start, the board opens on the last monitor of the list (on a PC with one monitor: on the operator screen). Connect the device or switch it on: when Windows reports the change, the board moves back to its place by itself – also when you change a resolution while the program runs.
- A board on another monitor than the operator window stays on top of other windows and of the taskbar, and the mouse pointer is hidden over it. A board on the operator's own monitor is a normal window (the operator window can come in front of it).
- Set Scale to 100 % for the LED monitor in the Windows display settings (see above); the operator monitor may use any scale.

A One-Time Setting

- **Saved automatically.** There is no Save button: every change on the Outputs page (Show, Monitor, Full Screen, Left / Top / Width / Height, design) is saved at once in *data\config\outputs.json*.
- **Restored at every start.** When ovalBoard 7 starts, every output that was on opens again by itself on the same monitor, at the same place, with the same design. Start the program and the board is on the LED.
- **Not before every match.** Repeat the setting only when the hardware changes: another LED size or mapping, another processor or sender card, another Windows resolution, another cable / graphics output, or a new PC.

- **New PC or reinstallation.** Copy the *data* folder (see *Files and Folders*); the outputs open at the same place on a PC with the same monitor arrangement.

Troubleshooting the LED Output

Problem	What to do
The board is on the wrong screen.	Choose the other entry in **Monitor** (pick it by its resolution). Check that Windows uses **Extend** (`Win`+`P`).
The operator window appears on the LED.	Windows is in *Duplicate* mode or the LED is the main display: choose **Extend** and make the operator monitor the main display in the Windows display settings.
Black borders around the board on the LED.	Sender card: Width and Height must be exactly the LED size in pixels, Left / Top the start of the mapping. Video processor: use Full Screen and let the processor scale the whole input.
Part of the board is cut off.	The area is larger than the LED mapping, or Left / Top are wrong, or the Windows resolution differs from the one the device expects. Check the values against the LED vendor software.
The board looks soft or blurry.	Set Scale to 100 % and the device's own resolution for the LED monitor in the Windows display settings. A processor that scales a small signal up also softens it.
The taskbar or another window covers the board.	Put the board on its own monitor (not the operator's): there it stays on top. On the operator's monitor it is a normal window.
The mouse pointer shows on the LED.	The pointer is hidden over a board on its own monitor; move the mouse back to the operator monitor. Arrange the monitors in the Windows display settings so that the LED monitor is not in the way of the mouse (for example diagonally below).
The board did not open at the start.	Is **Show** ticked for the output? Is the device switched on and connected? Without its monitor the board opens on the last monitor of the list and moves back as soon as Windows reports the monitor again.
The board is on the monitor but the LED stays dark.	Check the input selection of the processor, and the sender card, its mapping and brightness in the LED vendor's software – these are outside ovalBoard 7.

10 Media Player

The **Media Player** page puts videos, pictures, sound files and web pages on the board instead of the scoreboard: a walk-on video, sponsor clips, a half-time slide show, a stream or a YouTube link. It has 20 playlists. A clip plays on the St board and, when they are open, also on the Sp and Ad boards (without sound there); the CK output always keeps its graphics.

- The St output must be open (Outputs page or the St button); otherwise the page asks you to switch it on first.
- Playback goes on while you work on other pages. While a clip plays, the **Settings** tab shows the time left (▶ m:ss) and the taskbar button shows a progress bar.
- The scoreboard comes back with the **Game** tab, with Stop / Finish, at the end of a single clip, and – with *Return to the Scoreboard* on – at the end of the playlist.
- A picture stays on the board for the **Image Play Duration** of the Settings page (default 5 seconds), then the playlist goes on.
- While something plays, the playlist cannot be changed (Add Clip, Delete Clip, the playlist buttons and Delete Playlist are hidden or blocked).

The Media Player Page

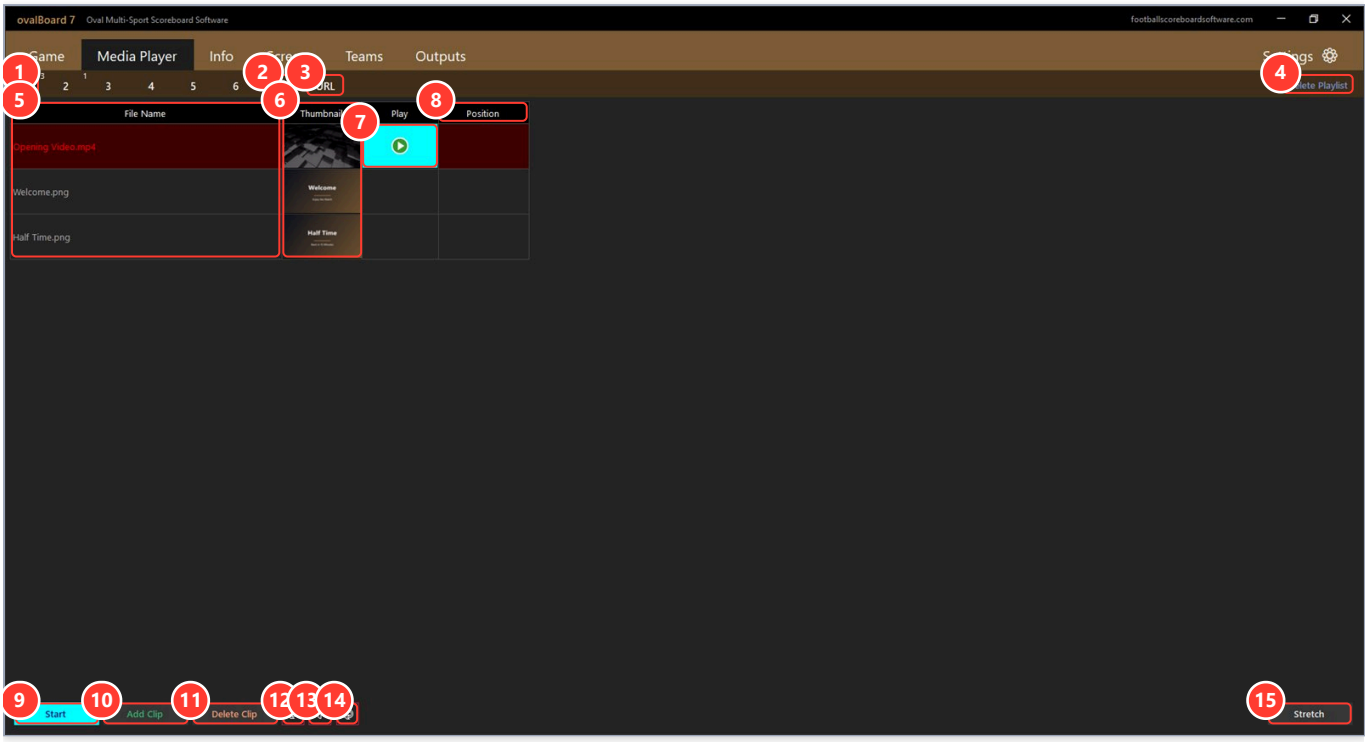


Figure 58. The Media Player page with three clips in playlist 1 (playlist 2 holds one clip)

#	Control	What it does
1	**Playlists 1 – 6**	Six playlist buttons; the small number above a button is the number of clips in that playlist. The open playlist has the dark colour. Not while something plays.
2	**Playlists 7 – 20**	Opens the list of playlists 7 to 20 (with their clip counts); the button then shows the chosen number.
3	**URL**	Opens the list of web addresses (web pages, streams, YouTube links) to show on the board (below).

#	Control	What it does
4	**Delete Playlist**	Removes every clip from the open playlist after a confirmation. The files themselves stay where they are.
5	**File Name**	The clips of the playlist. Videos in white, pictures in grey, a file that no longer exists in red (it is skipped). The tooltip shows the full path. Drag a row up or down to change the order.
6	**Thumbnail**	A small picture of the clip (videos: the Windows thumbnail).
7	**Play**	The selected row has a turquoise ▶ button: it plays this one clip on the board (with Repeat on: again and again).
8	**Position**	While a clip plays: the time left (m:ss).
9	**Start**	Plays the playlist from the selected row to the end. Start switches Repeat off. While the playlist runs the button says **Finish** and stops it.
10	**Add Clip**	Adds videos (MP4, M4V, WEBM, MOV, MKV, OGV), sound files (MP3, M4A, AAC, WAV, OGG) and pictures (BMP, GIF, JPG, PNG, WEBP). The files are used where they are – keep them in a folder that stays.
11	**Delete Clip**	Removes the selected row from the playlist (the file stays).
12	**Return to the Scoreboard**	Green frame = on: when the playlist reaches its end the board shows the scoreboard again. Red frame = off: the playlist starts again from the top.
13	**Sound On / Off**	Green frame = the sound of the clips plays. Off by default.
14	**Auto Repeat**	Green frame = the playing clip starts again when it ends (Play of one clip).
15	**Display Mode**	How a clip fills the board (list below).

While a Clip Plays

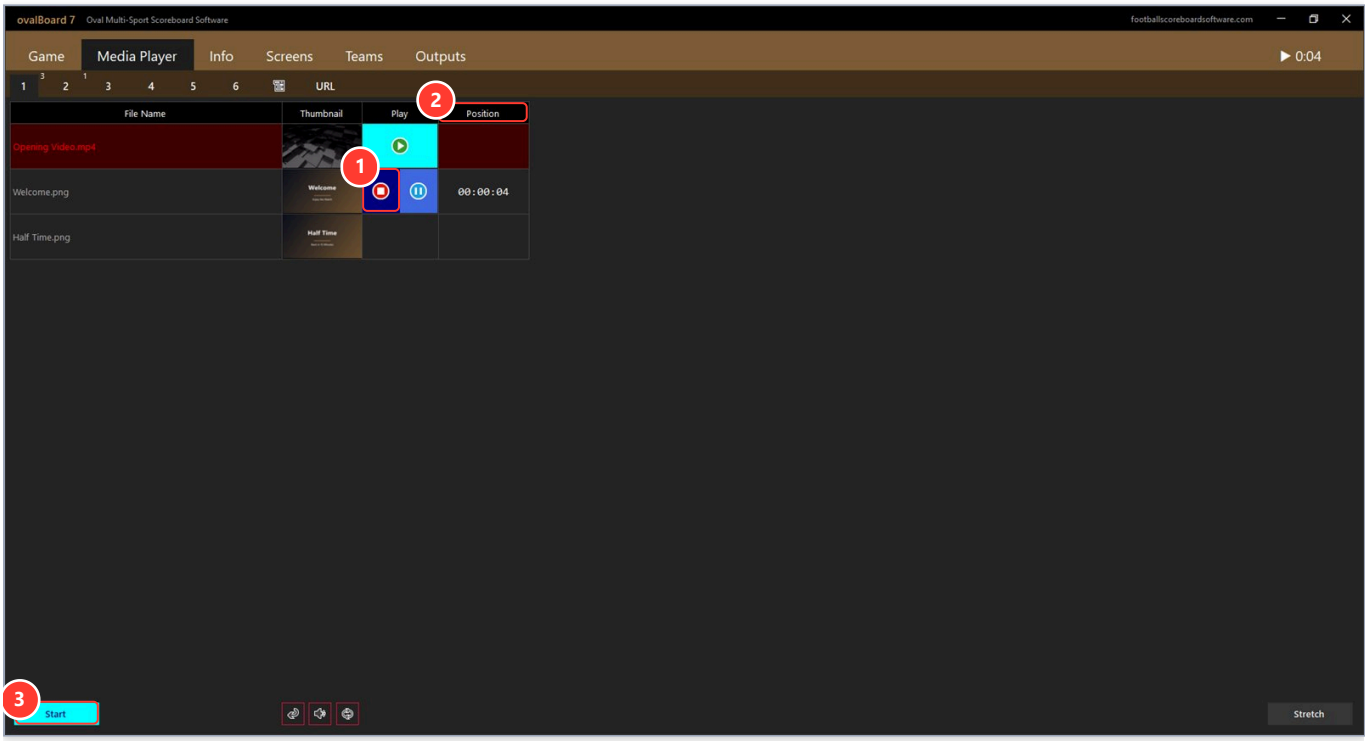


Figure 59. A slide of the playlist on the board

#	Control	What it does
1	**Stop ■ / Pause ▮▮**	On the playing row the Play cell turns into **Stop** (back to the scoreboard) and **Pause** (pause / continue).
2	**Position**	The time left of the playing clip.
3	**Start**	Starts the playlist (Finish while the playlist runs).

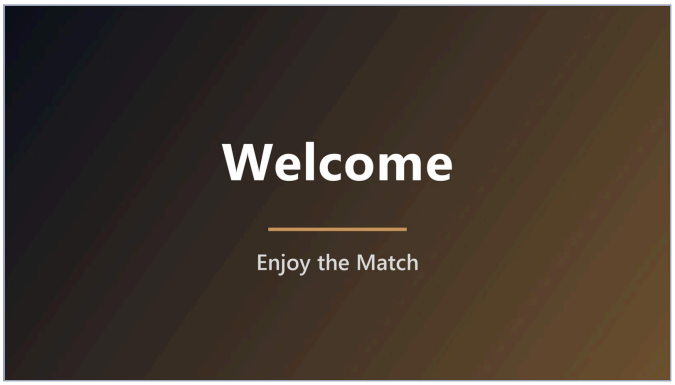


Figure 60. The St board showing the slide “Welcome” of the Media Player

Select another row while a clip plays: its Play cell offers ▶ to switch straight to that clip.

Display Modes

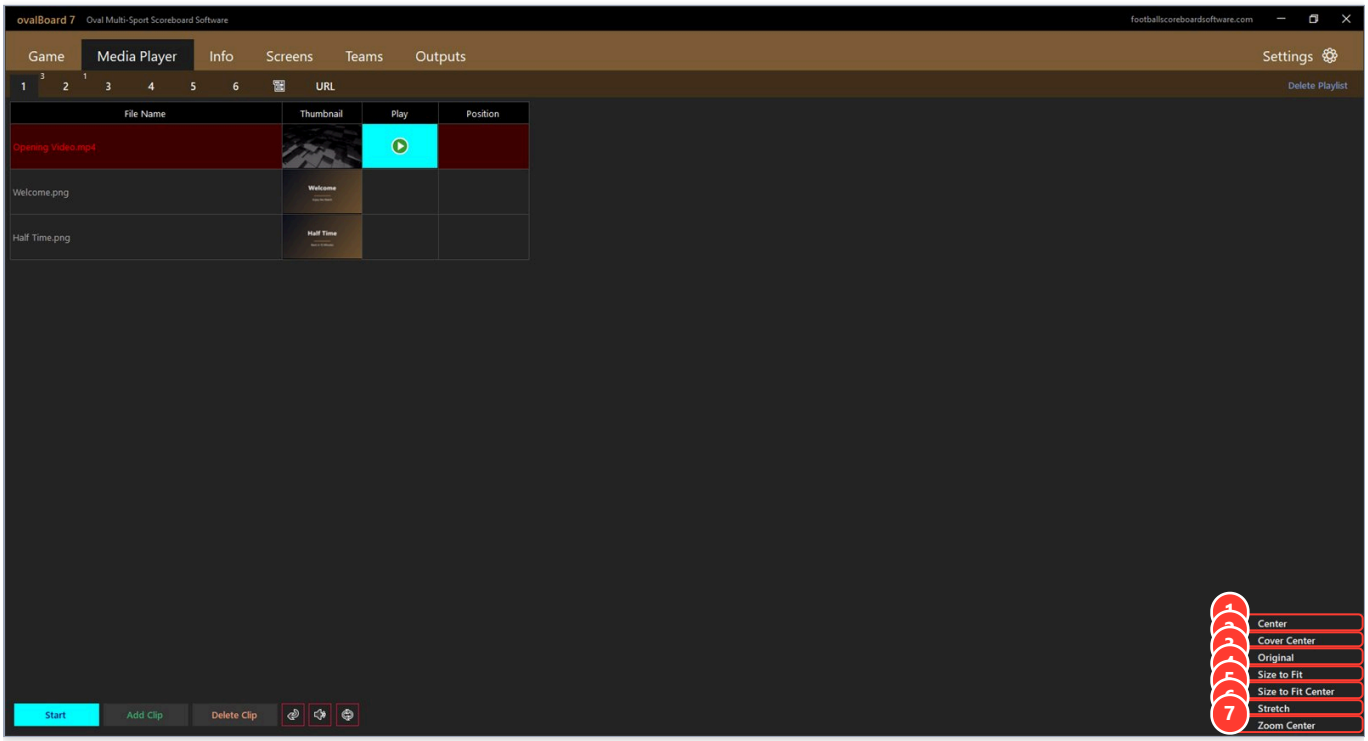


Figure 61. The display modes of the Media Player

#	Control	What it does
1	**Center**	Original size in the middle of the board (a large clip is cut at the edges).
2	**Cover Center**	Fills the board, keeps the shape, cuts the edges that do not fit.
3	**Original**	Original size from the top left corner.

#	Control	What it does
4	Size to Fit	The whole clip as large as possible, from the top left corner (bars where the shape differs).
5	Size to Fit Center	The whole clip as large as possible, in the middle.
6	Stretch	Fills the board exactly; a clip of another shape is distorted. The default.
7	Zoom Center	Fills the board, keeps the shape, cuts the edges (like Cover Center).

Playlists 7 to 20

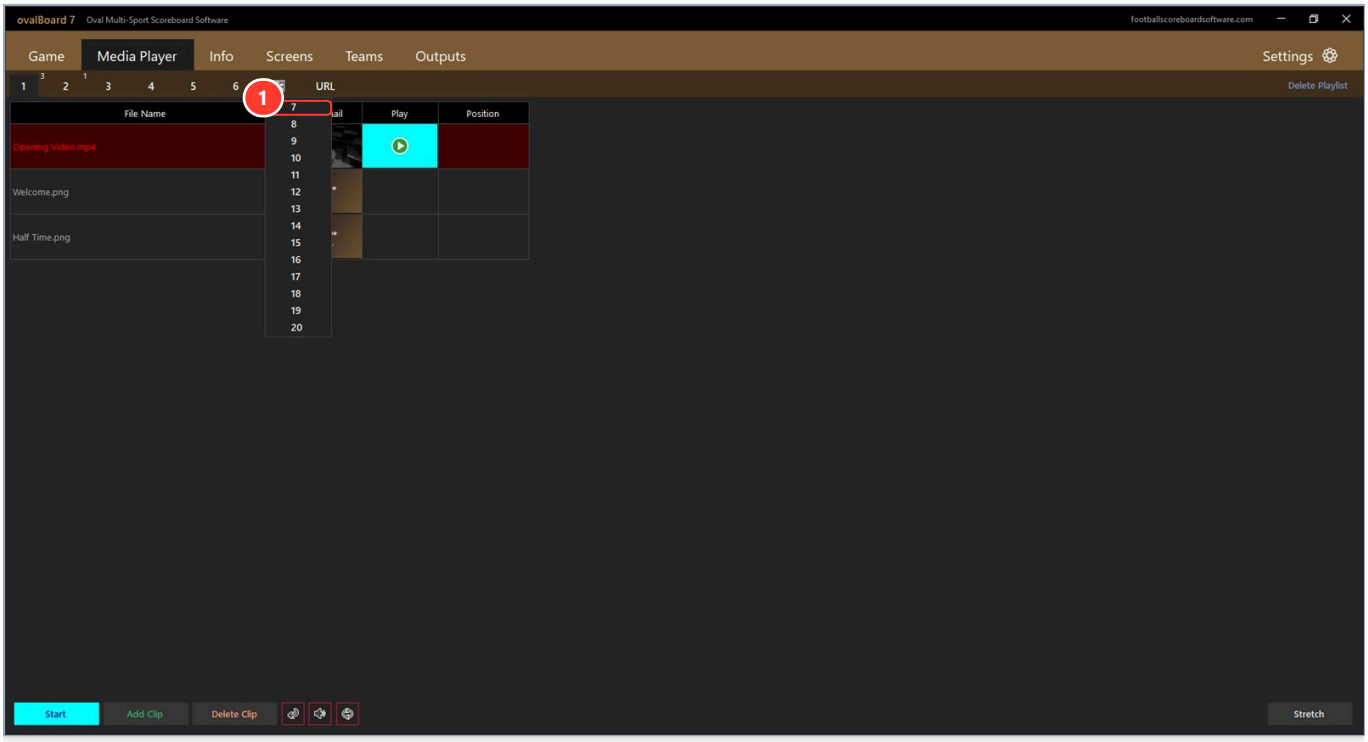


Figure 62. The list of playlists 7 to 20

#	Control	What it does
1	Playlist entries	Click a number to open that playlist; a number in brackets is its clip count.

Web Pages and Streams (URL)

The URL list holds web addresses that the board can show full screen: a web page, a live stream page or a YouTube link (it plays the video). The list is saved by itself.

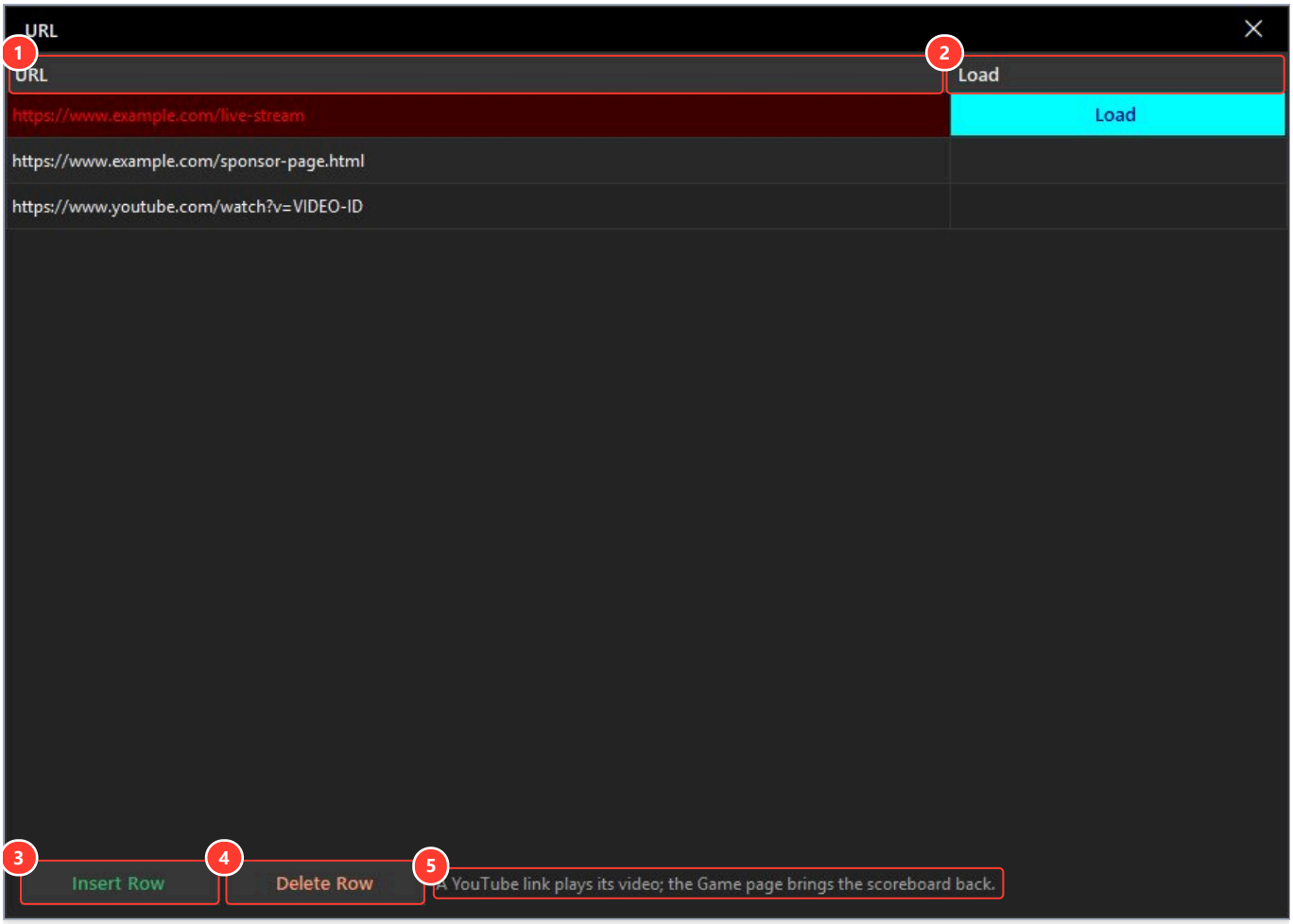


Figure 63. The URL list

#	Control	What it does
1	URL	One address per row. Click a cell and type (or press `F2`).
2	Load	The **Load** button of the selected row shows that address on the board.
3	Insert Row	Inserts an empty row above the selected one (or at the end) and starts editing it.
4	Delete Row	Removes the selected row.
5	Hint	A YouTube link plays its video; the **Game** tab brings the scoreboard back.

Media Player from the Remote Control and the Keyboard

The remote control has a **Media Player** block at the end of its panel: the playlist numbers, **Start / Finish**, **Pause**, **Next Clip** and **Back to the Scoreboard**, with a line that shows what plays and the time left. Starting a playlist from the phone opens the Media Player page on the PC.

Command (POST /api/command)	What it does
media.start [1–20]	Opens the playlist (the given number, or the open one) and plays it from the first clip.
media.stop	Back to the scoreboard.
media.pause	Pause / continue.
media.next	The next clip of the running playlist.

Command (POST /api/command)	What it does
media.repeat, *media.volume*, *media.return* [on|off]	Auto Repeat, Sound, Return to the Scoreboard (without a value: switch over).

GET /api/media returns the state (playlist, what plays, time left, the switches). In the keyboard shortcut editor two Media Player actions can get a key (no key by default): **Start / Finish** of the playlist and **Back to the Scoreboard**.

The Media Player Block of the Remote

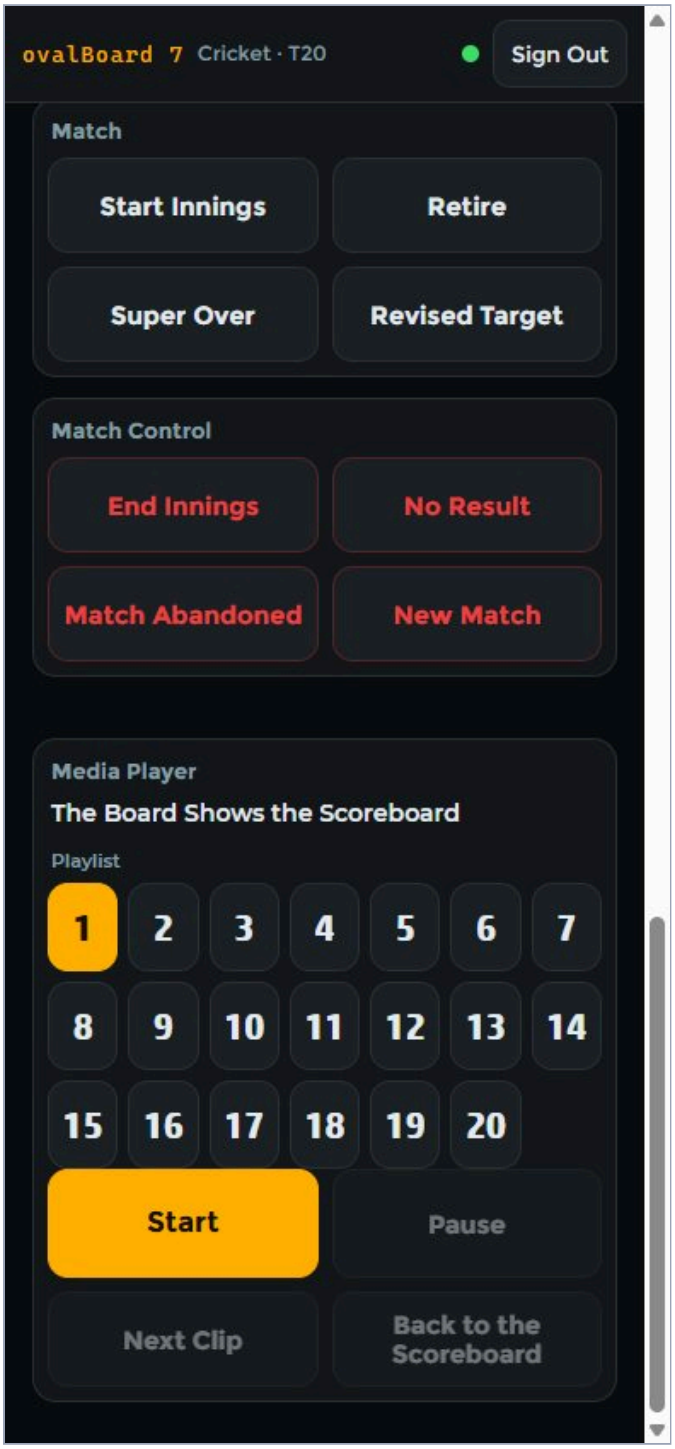


Figure 64. The Media Player block at the end of the remote panel (phone)

11 Video Sources

The **Video Sources** window puts a live picture on the CK board (under the CK graphics) or into the main area of the Ad board: a **camera** (USB webcam, HDMI capture device), an **NDI source** from the network (a camera, a vision mixer, another PC) or a **screen capture** of a part of the desktop. Open it with **Video Sources…** on the Outputs page or with a right-click on **CK** on the Game page.

- One source per board. Closing the board window stops its source.
- The window remembers camera, format, NDI source, capture area and display mode per board and shows them again the next time; a source never starts by itself after a restart – click Start (and Show) again.
- The board window must be open (CK or Ad) for Show.

Camera

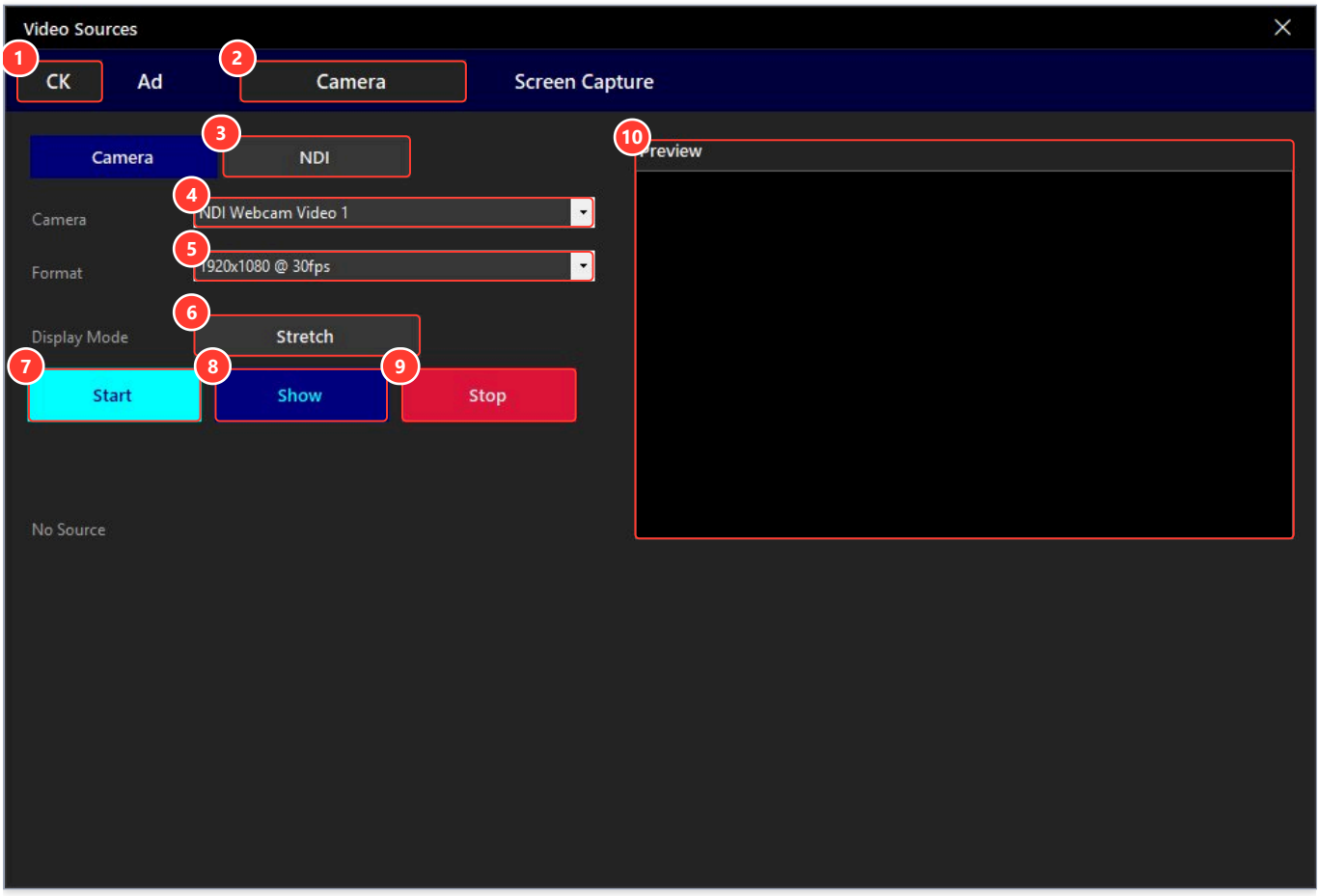


Figure 65. Video Sources – Camera

#	Control	What it does
1	CK / Ad	The board the source goes to: **CK** (the whole window, under the CK graphics) or **Ad** (the main area of the Ad board). Each board has its own source and settings.
2	Camera / Screen Capture	The two pages: **Camera** (a camera or an NDI source) and **Screen Capture** (a part of the desktop).
3	Camera / NDI	The kind of live source on this page: a camera of the PC or an NDI source.
4	Camera	The cameras and capture devices Windows sees (“Searching…” while the list is built).

#	Control	What it does
5	**Format**	Size and frame rate the camera offers (for example *1920x1080 @ 30fps*).
6	**Display Mode**	How the picture fills the board area: the seven modes of the Media Player (Stretch, Cover Center, Size to Fit …).
7	**Start**	Starts the source and shows it in the **Preview** on the right (for a screen capture it goes straight to the board).
8	**Show**	Puts the started source on the board.
9	**Stop**	Stops the source; the board shows its own content again.
10	**Preview**	The picture of the source before (and while) it is on the board.

NDI Source

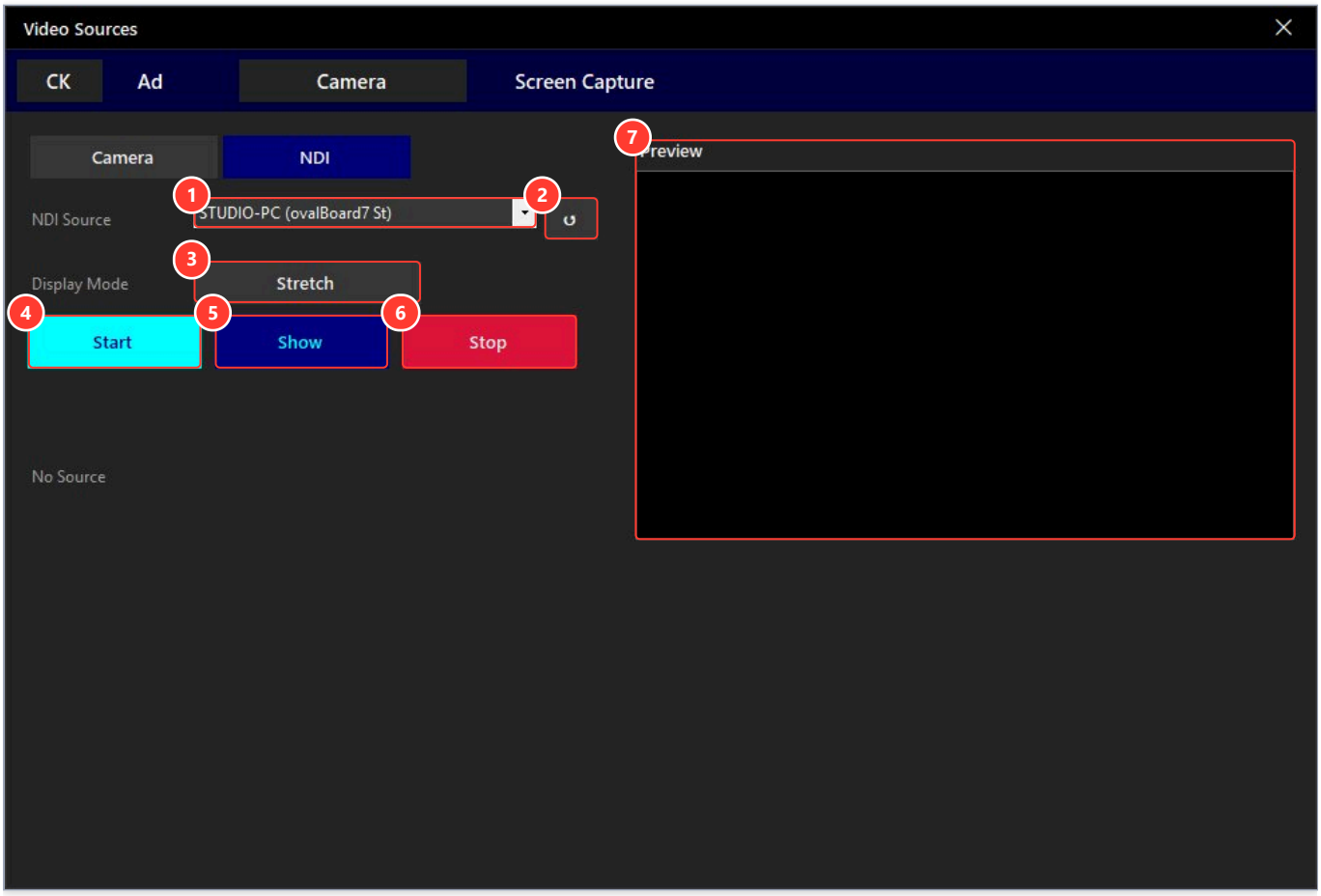


Figure 66. Video Sources – NDI (here the program's own St output as the source)

#	Control	What it does
1	**NDI Source**	The NDI sources found in the local network, named *COMPUTER (source)*. The video is received in the highest quality, without sound.
2	**Refresh** ↺	Searches the network again (for a source that was started later).
3	**Display Mode**	How the picture fills the board area: the seven modes of the Media Player (Stretch, Cover Center, Size to Fit …).
4	**Start**	Starts the source and shows it in the **Preview** on the right (for a screen capture it goes straight to the board).

#	Control	What it does
5	Show	Puts the started source on the board.
6	Stop	Stops the source; the board shows its own content again.
7	Preview	The picture of the source before (and while) it is on the board.

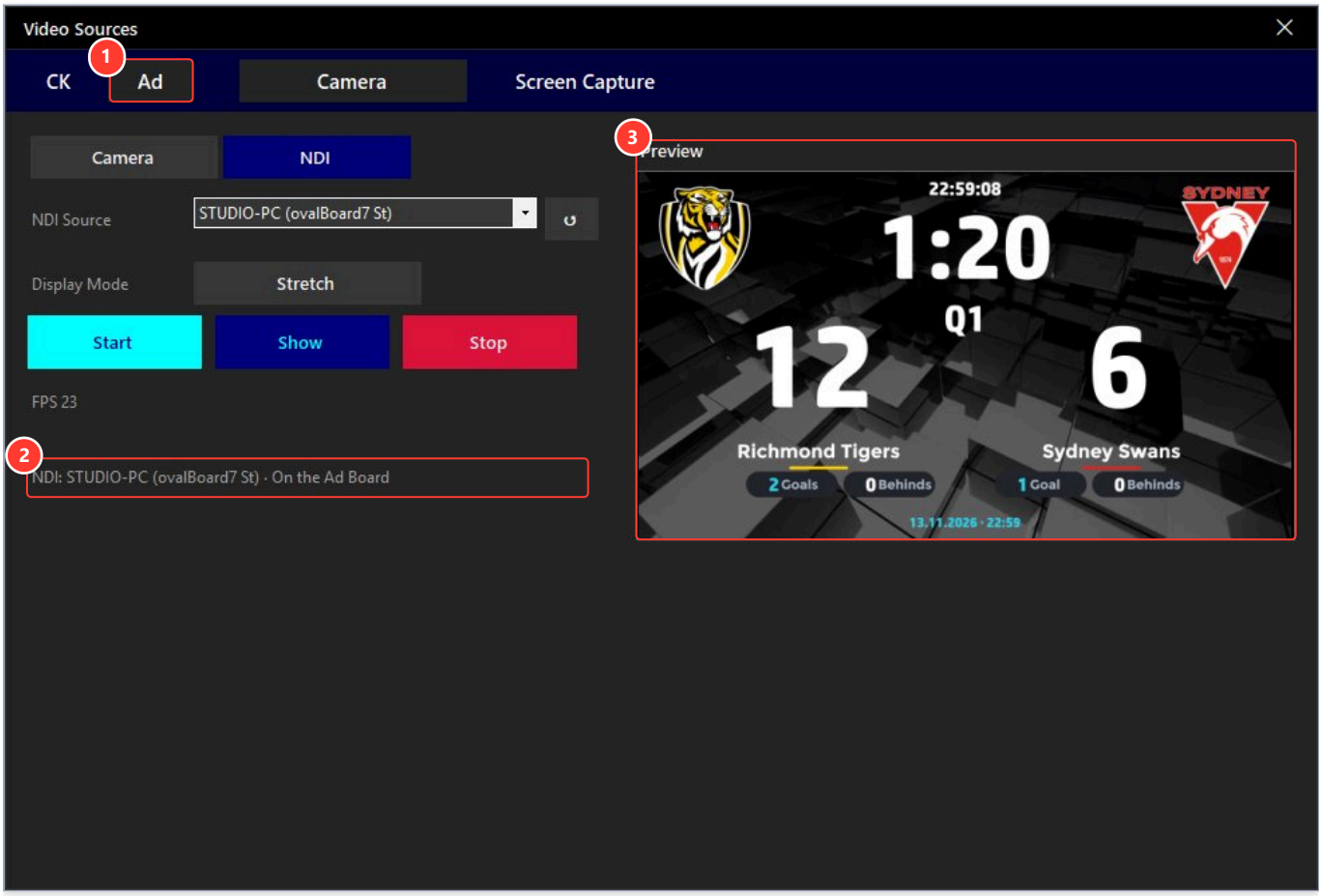


Figure 67. The NDI source started and shown in the Ad main area

#	Control	What it does
1	Board: Ad	Ad is chosen: the source goes into the main area of the Ad board.
2	Status	What runs and where: the source and “On the Ad Board” or “Preview Only”, or an error text. Above it the frame rate (FPS) of the source.
3	Preview	The received picture.

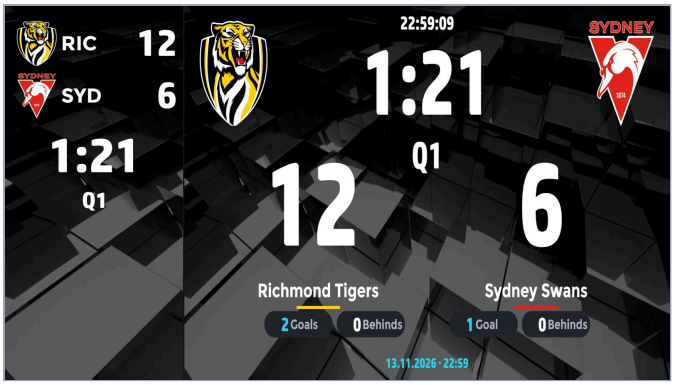


Figure 68. The Ad board with the NDI source in its main area, next to the scoreboard

Screen Capture

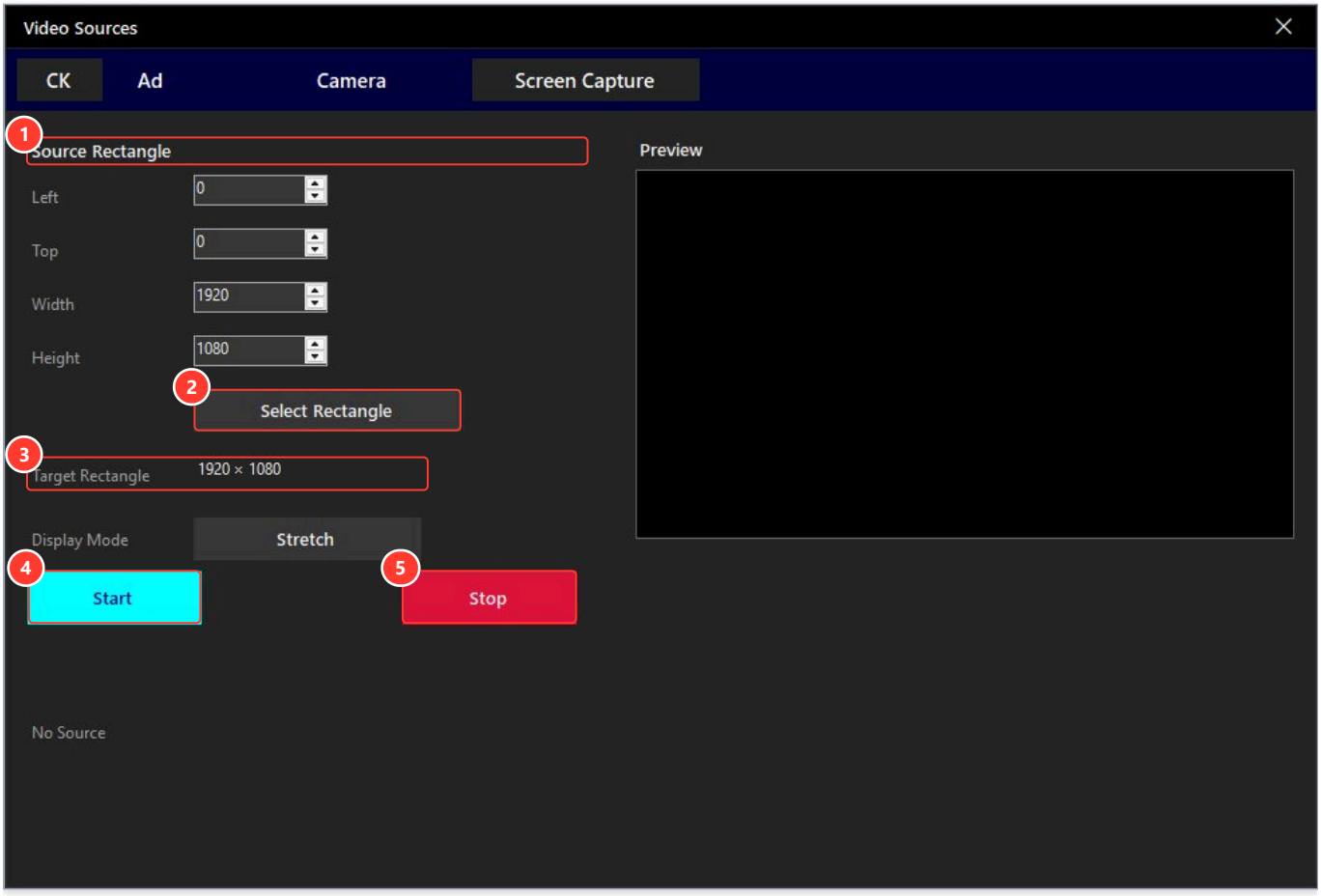


Figure 69. Video Sources – Screen Capture

#	Control	What it does
1	Source Rectangle	The part of the desktop to capture, in pixels of the whole desktop: **Left**, **Top**, **Width**, **Height**.
2	Select Rectangle	Darkens the screens: drag a rectangle with the mouse to fill in the four values.
3	Target Rectangle	The size of the board window the capture goes to.
4	Start	Starts the capture and puts it on the board at once (about 30 frames per second).
5	Stop	Stops the capture.

12 Sp / Ad Media

The **Sp / Ad Media** dialog sets up what the Sponsored and Advertising boards show besides the score: the sponsor strip of the Sp board, where the scrolling text of the Info page runs, how the Ad board is sliced into scoreboard, banners and advertising area, and the pictures, videos and texts of every strip. The dialog stays open next to the main window (you can keep scoring), and every change is saved and shown on the board windows at once.

Open it with	Opens at
Sp / Ad Media... at the bottom of the Outputs page	Sponsor Strip (Sp)
Right-click **Sp** on the output strip of the Game page	Sponsor Strip (Sp)
Right-click **Ad** on the output strip of the Game page	Ad Layout

Each strip has its own folder under *data\media*: *sponsor* (Sp strip), *ad* (main area of the Ad board), *banner1* and *banner2*. An empty banner folder shows the sponsor pictures; empty sponsor and ad folders show the sample media of the sport.

Strip Modes and Fields

Every strip (the Sp strip, both banners and the Ad main area) has a **Mode**. The dialog shows only the fields the chosen mode uses:

Mode	Where	What the strip does	Fields shown
Slide	Sp strip, banners	One picture or video after the other. Pictures stay *Seconds per Picture*; videos play to their end; a single video loops.	Seconds per Picture, Display Mode, Pictures
Playlist	Main Area (Ad)	The same as Slide, for the large advertising area.	Seconds per Picture, Display Mode, Pictures
Scroll Images	all	All pictures side by side in an endless loop (videos are left out).	Direction, Speed, Picture Height, Gap, Background colour, Pictures
Scroll Text	all	Your lines as segments in an endless loop, colours 1–3 cycling per line, a dot or a gap between them.	Direction, Speed, Gap, Font Size, Separator, Colours, Scroll Text
Images + Text	Sp strip, banners	Pictures and lines alternating in one loop (picture 1, line 1, picture 2, line 2 ...).	all scroll fields, Colours, Scroll Text, Pictures
Camera	Main Area (Ad)	The live picture of the PC's camera or capture device.	Display Mode

Field	Range (default)	What it does
Direction	Left, Right, Up, Down (Left)	Where the loop runs. Up / Down suit tall strips such as a side banner.
Speed (1–20)	1–20 (5)	In tenths of the strip's thickness per second: 5 moves half the strip height per second, so the same value looks alike on every board size.
Seconds per Picture	2–120 (8)	How long a picture stays in Slide / Playlist. Videos always play to their end.

Field	Range (default)	What it does
Display Mode	Fit, Fill, Stretch (Fit)	**Fit** shows the whole picture (bars where the shape differs), **Fill** fills the area and crops the edges, **Stretch** fills the area and distorts.
Picture Height (%)	20–100 (80)	Height of the scrolling pictures in % of the strip's thickness.
Gap (%)	0–100 (12)	Space between two pictures or segments, in % of the strip's thickness.
Font Size (%)	20–90 (50)	Text height in % of the strip's thickness. The font is the text font of the design.
Separator	Dot •, Gap Only (Dot)	What stands between two text segments.
Colours	Background, Colour 1–3	Left-click a colour button to choose a colour; **right-click** it to go back to the design's theme colour (the button then says · *Theme*). Lines take Colour 1, 2, 3, 1 … in turn. Theme defaults: background = the design's panel colour for text (transparent for pictures), Colour 1 and 3 = text colour, Colour 2 = accent colour.
Scroll Text (One Segment per Line)	free text	Each non-empty line is one segment of the loop. The board updates half a second after you stop typing.

Sponsor Strip (Sp)

The strip along the bottom of the Sp board. The picture shows the factory settings (Slide):

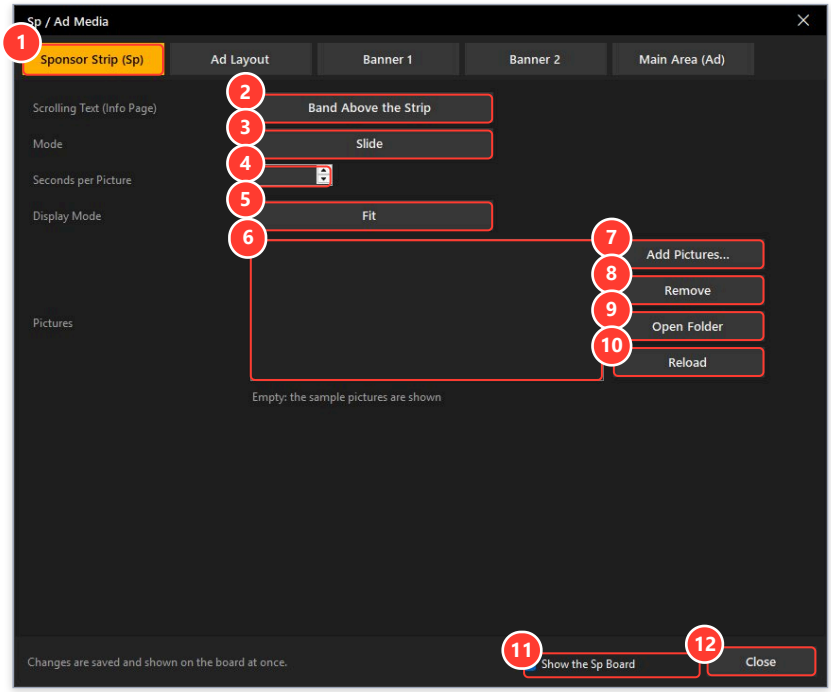


Figure 70. Sp / Ad Media – Sponsor Strip (Sp)

#	Control	What it does
1	Tabs	**Sponsor Strip (Sp)** – the strip of the Sp board; **Ad Layout** – how the Ad board is sliced; **Banner 1** / **Banner 2** – the content of the two Ad banners; **Main Area (Ad)** – the large advertising area. The open tab is amber.

#	Control	What it does
2	Scrolling Text (Info Page)	Where the scrolling text of the Info page runs: **Band Above the Strip** – in its own band of the design above the sponsor strip; **Inside the Strip** – it replaces the strip content while there is a text (with the strip's direction, speed, font size and colours) and the strip returns to its pictures when you click Clear on the Info page.
3	Mode	**Slide**, **Scroll Images**, **Scroll Text** or **Images + Text** (see the table above).
4	Seconds per Picture	Slide only: 2–120 seconds per picture (default 8).
5	Display Mode	Slide only: **Fit**, **Fill** or **Stretch**.
6	Pictures	The files of the strip's folder in file name order (pictures PNG, JPG, WEBP, SVG and videos MP4, WEBM). Select one or more (`Ctrl` / `Shift`+click) for Remove. The line below the list shows the folder, or – when it is empty – "Empty: the sample pictures are shown" (the sample sponsor pictures of the sport play).
7	Add Pictures...	Choose pictures and videos; they are copied into the folder (a file of the same name is replaced) and the board reloads.
8	Remove	Deletes the selected files from the folder after a confirmation.
9	Open Folder	Opens the folder in Windows Explorer – handy for renaming files to change their order.
10	Reload	Reads the folder again after you changed files in Explorer and sends the new playlist to the board.
11	Show the Sp / Ad Board	Opens or closes the board this tab belongs to (Sp for the Sponsor Strip tab, Ad for the other tabs), so you can watch every change live.
12	Close	Closes the dialog (also `Esc` or ×). There is no Save button: every change is saved and shown on the board at once.

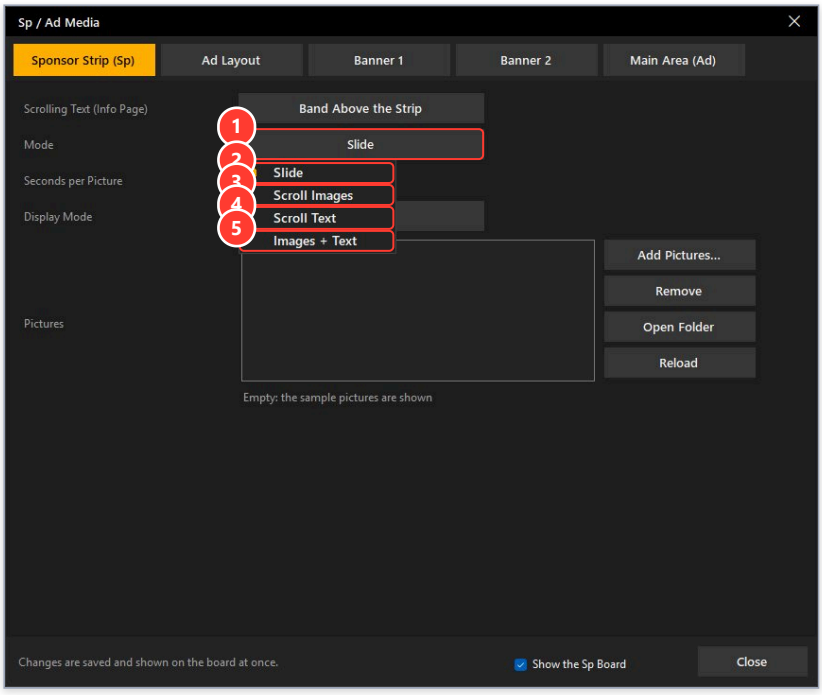


Figure 71. The Mode list of the Sponsor Strip (Sp)

#	Control	What it does
1	Mode field	Shows the mode of the strip; click to open the list.

#	Control	What it does
2	Slide	One picture or video after the other.
3	Scroll Images	All pictures side by side in an endless loop.
4	Scroll Text	The lines of the scroll text in an endless loop.
5	Images + Text	Pictures and lines alternating in one loop.

The Sp Strip on the Board

The same Sp board with four different strip settings:



Figure 72. Scroll Images – the sponsor pictures in an endless loop to the left

#	Control	What it does
1	Sponsor strip	Mode **Scroll Images**, Direction Left, Speed 5, Picture Height 80 %, Gap 14 %. Without a background colour the board shows through between the pictures.

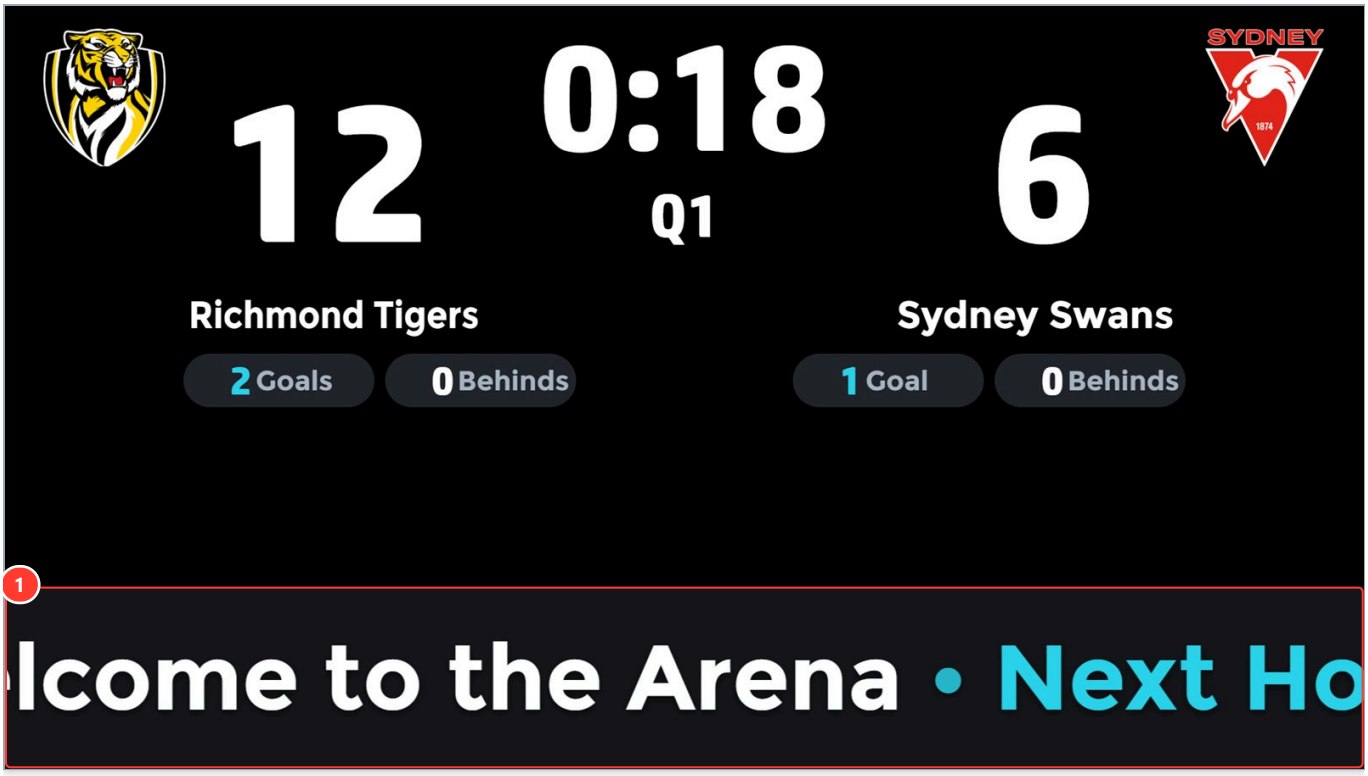


Figure 73. Scroll Text – three lines as segments, Colour 1 / 2 / 3 cycling, dot separator

#	Control	What it does
1	Text strip	Mode **Scroll Text**, Font Size 50 %, Separator Dot. The background is the design's panel colour (theme).

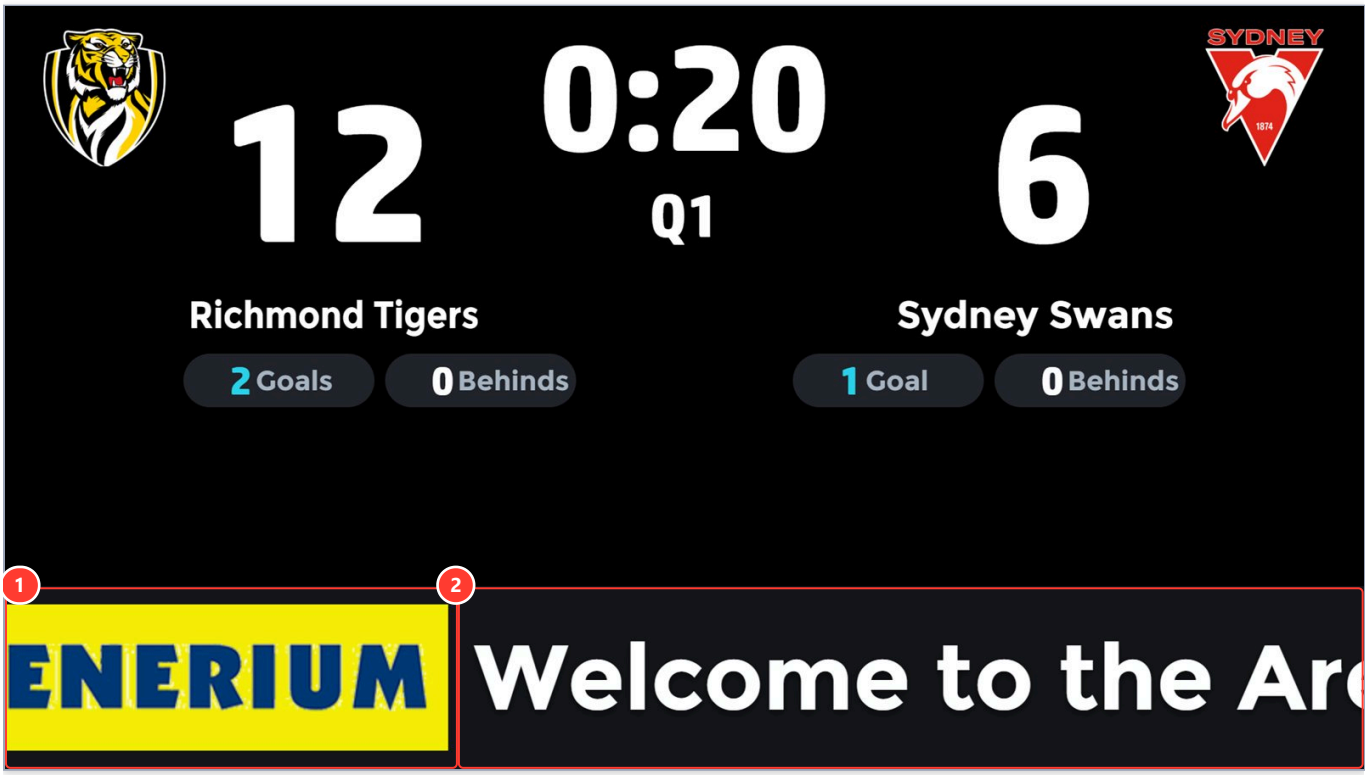


Figure 74. Images + Text – pictures and lines alternating

#	Control	What it does
1	Picture	A sponsor picture …

#	Control	What it does
2	Line	… followed by a line of the scroll text, then the next picture.

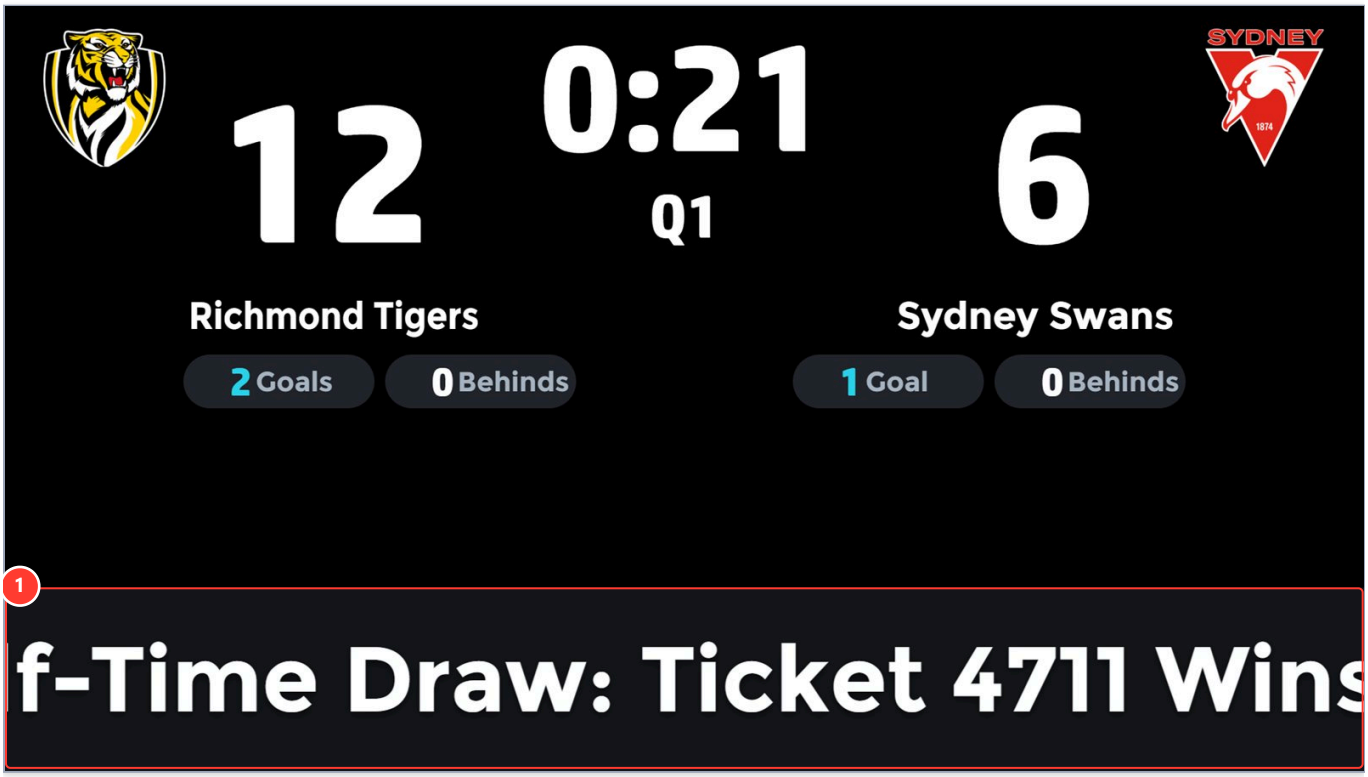


Figure 75. Scrolling Text (Info Page) set to Inside the Strip

#	Control	What it does
1	**Info page text in the strip**	While the Info page has a scrolling text, it runs inside the strip instead of the pictures. **Clear** on the Info page gives the strip back to its pictures.

Ad Layout

The Ad board is cut into slices: the **scoreboard**, up to two **banners** and the **main area** that takes what is left. This tab decides the sides and sizes:

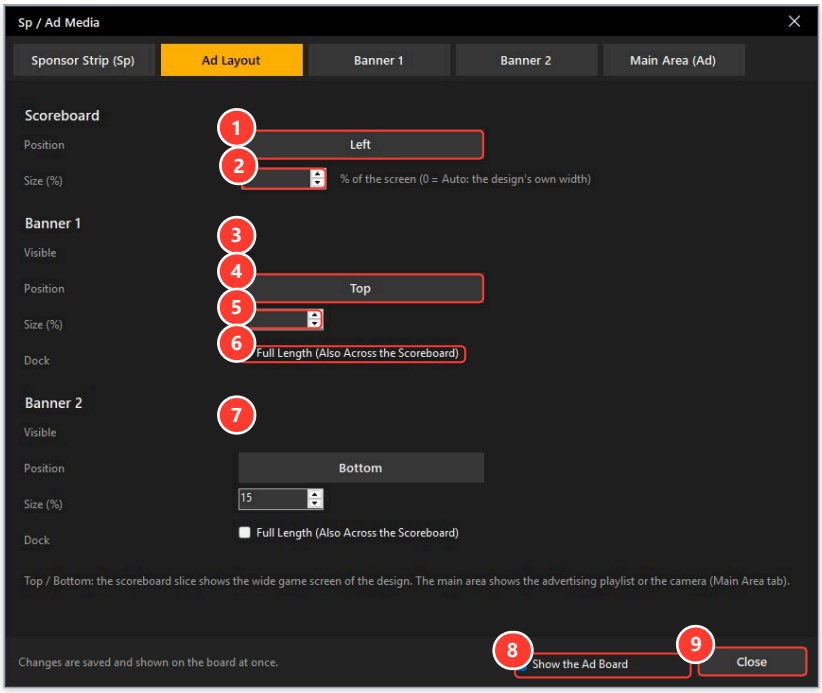


Figure 76. Sp / Ad Media – Ad Layout

#	Control	What it does
1	**Scoreboard: Position**	**Left** (default), **Right**, **Top** or **Bottom**. Top / Bottom show the wide game screen of the design (*Ad Game Wide*) across the screen.
2	**Scoreboard: Size (%)**	% of the screen width (left / right) or height (top / bottom), 10–70. **0** = Auto: the design's own column width (top / bottom: 30 %).
3	**Banner 1: Visible**	Shows banner 1. A hidden banner takes no room. Both banners are off by default.
4	**Banner 1: Position**	The side of the banner: Top (default for banner 1), Bottom (default for banner 2), Left or Right.
5	**Banner 1: Size (%)**	Thickness of the banner: 5–50 % of the screen height (top / bottom) or width (left / right). Default 15.
6	**Banner 1: Dock**	**Full Length**: the banner runs along the whole screen edge, across the scoreboard too. Off: it only covers the advertising side next to the scoreboard.
7	**Banner 2**	The same four settings for banner 2.
8	**Show the Sp / Ad Board**	Opens or closes the board this tab belongs to (Sp for the Sponsor Strip tab, Ad for the other tabs), so you can watch every change live.
9	**Close**	Closes the dialog (also `Esc` or ×). There is no Save button: every change is saved and shown on the board at once.

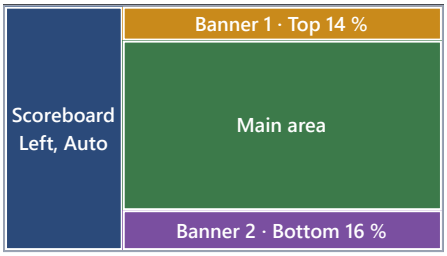
Tip: the content of each banner is set on its own tab (Banner 1, Banner 2), the main area on **Main Area (Ad)**.

How the Ad Board Is Sliced

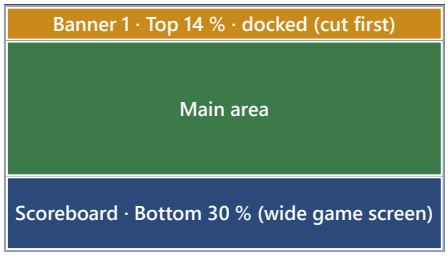
The board cuts the screen in a fixed order. Hidden banners take no room:

1. **Docked banners** (Full Length ticked) first: each takes its size along its whole screen edge.
2. Then the **scoreboard** slice on its side, with its size (or the design's own width).

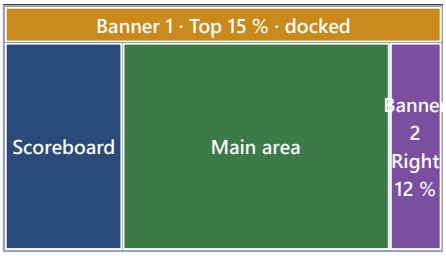
3. Then the **banners that are not docked**: they are cut only from what is left, so they run next to the scoreboard, not across it.
4. What remains is the **main area** (advertising playlist, camera or scroll).



A: banners not docked – they stop at the scoreboard



B: scoreboard across the bottom, docked banner over the full width



C: docked top banner, scoreboard left, side banner right

Ad Layout	Scoreboard	Banner 1	Banner 2	Main area
Factory settings	Left, Auto width	hidden	hidden	the rest (right part)
Example A (below)	Left, Auto (≈ 27 %)	Top 14 %, not docked: right of the scoreboard	Bottom 16 %, not docked: right of the scoreboard	between the banners
Example B (below)	Bottom 30 %, wide game screen	Top 14 %, docked: full width	hidden	the middle band
Side banner	Left, Auto	Right 12 %, not docked	hidden	between scoreboard and banner
LED strip 1920 × 480	Left 25 %	hidden	hidden	the rest of the strip

Two Examples



Figure 77. Example A – scoreboard left, banner 1 (Scroll Text) at the top, banner 2 (Scroll Images) at the bottom

#	Control	What it does
1	**Scoreboard**	Position Left, Size 0 (Auto): the design's own column width.
2	**Banner 1**	Top, 14 %, not docked: it starts right of the scoreboard. Mode Scroll Text.
3	**Main area**	Main Area (Ad) in Playlist mode: the advertising pictures and videos.
4	**Banner 2**	Bottom, 16 %, not docked. Mode Scroll Images (the sponsor pictures, because the banner2 folder is empty).

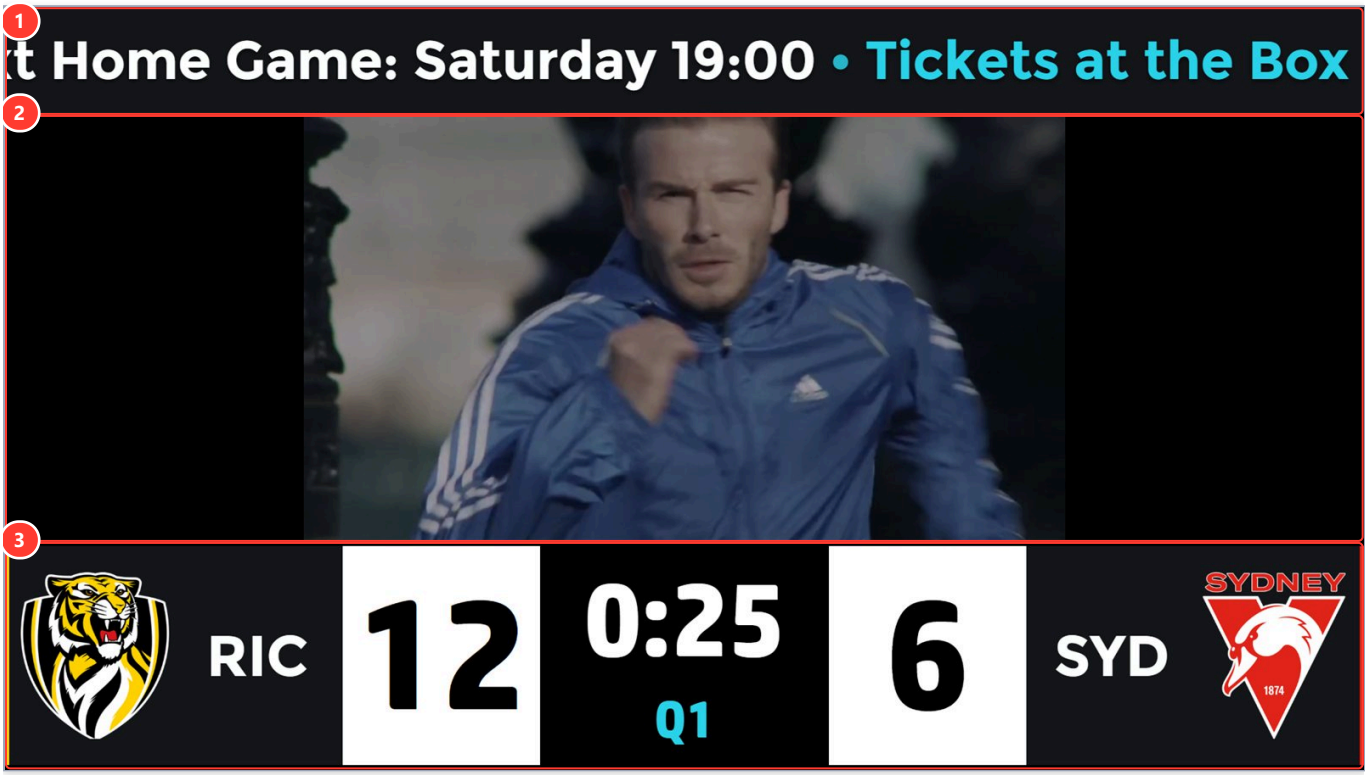


Figure 78. Example B – scoreboard across the bottom, banner 1 docked at the top

#	Control	What it does
1	**Banner 1 (docked)**	Top, 14 %, Full Length: it is cut first and runs across the whole width.
2	**Main area**	What is left between the banner and the scoreboard. The video keeps its shape (Display Mode Fit).
3	**Scoreboard (wide)**	Position Bottom, Size 30 %: the board shows the wide game screen of the design.

Banner 1 and Banner 2

The content of the two banners. Their place and size are on the Ad Layout tab. New banners start as **Scroll Images**:

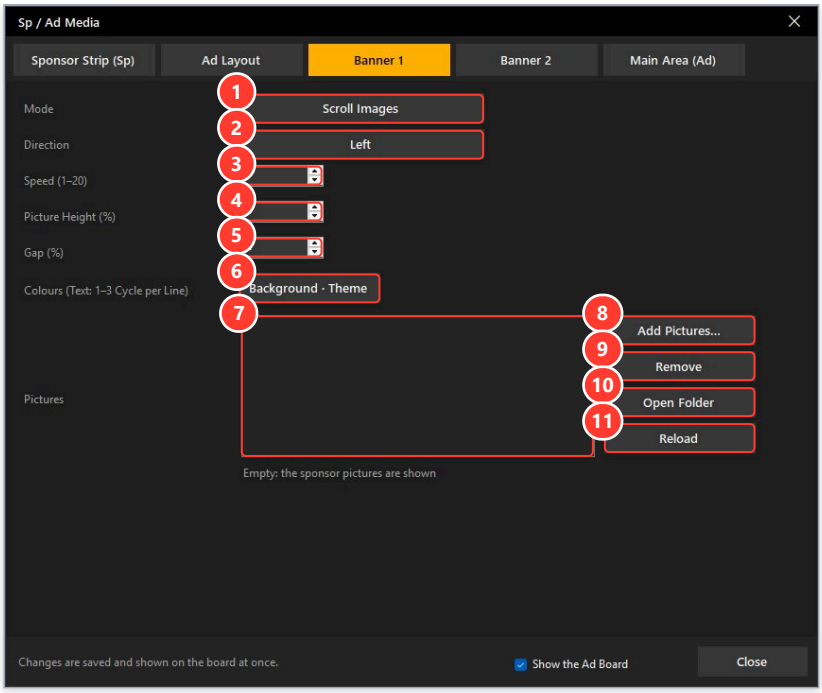


Figure 79. Sp / Ad Media – Banner 1 (Scroll Images)

#	Control	What it does
1	Mode	**Slide**, **Scroll Images**, **Scroll Text** or **Images + Text**.
2	Direction	Left, Right, Up or Down.
3	Speed (1–20)	Scroll speed (default 5).
4	Picture Height (%)	Height of the pictures in % of the banner's thickness (default 80).
5	Gap (%)	Space between the pictures (default 12).
6	Colours: Background	Background of the banner. Left-click chooses a colour, right-click returns to the theme. In the text modes the buttons Colour 1, Colour 2 and Colour 3 appear next to it.
7	Pictures	The files of the strip's folder in file name order (pictures PNG, JPG, WEBP, SVG and videos MP4, WEBM). Select one or more (`Ctrl` / `Shift`+click) for Remove. The line below the list shows the folder, or – when it is empty – that the sponsor pictures are shown.
8	Add Pictures...	Choose pictures and videos; they are copied into the folder (a file of the same name is replaced) and the board reloads.
9	Remove	Deletes the selected files from the folder after a confirmation.
10	Open Folder	Opens the folder in Windows Explorer – handy for renaming files to change their order.
11	Reload	Reads the folder again after you changed files in Explorer and sends the new playlist to the board.

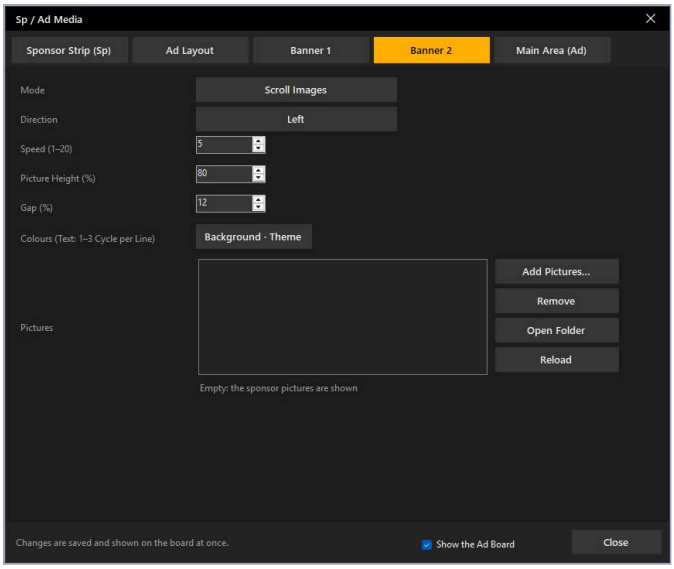


Figure 80. Banner 2 – the same fields for the second banner (folder data\media\banner2)

Main Area (Ad)

The large advertising area of the Ad board:

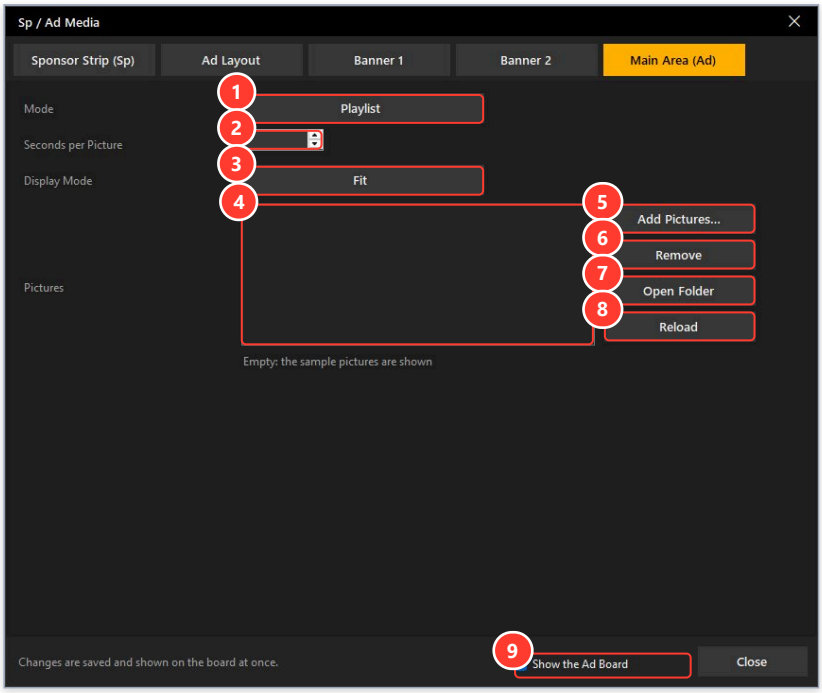


Figure 81. Sp / Ad Media – Main Area (Ad), Playlist

#	Control	What it does
1	Mode	**Playlist** (one picture or video after the other), **Camera** (the live picture of the PC's default camera or capture device), **Scroll Images** or **Scroll Text**.
2	Seconds per Picture	Playlist: how long each picture stays (default 8); videos play to their end.
3	Display Mode	Playlist and Camera: Fit, Fill or Stretch.

#	Control	What it does
4	**Pictures**	The files of the strip's folder in file name order (pictures PNG, JPG, WEBP, SVG and videos MP4, WEBM). Select one or more (`Ctrl` / `Shift`+click) for Remove. The line below the list shows the folder, or – when it is empty – "Empty: the sample pictures are shown" (the sample advertising media of the sport play).
5	**Add Pictures…**	Choose pictures and videos; they are copied into the folder (a file of the same name is replaced) and the board reloads.
6	**Remove**	Deletes the selected files from the folder after a confirmation.
7	**Open Folder**	Opens the folder in Windows Explorer – handy for renaming files to change their order.
8	**Reload**	Reads the folder again after you changed files in Explorer and sends the new playlist to the board.
9	**Show the Sp / Ad Board**	Opens or closes the board this tab belongs to (Sp for the Sponsor Strip tab, Ad for the other tabs), so you can watch every change live.

> **Tip** Camera needs a camera or a capture device that Windows sees (USB webcam, HDMI capture stick). It shows the default device; the camera picture is part of the board, so it also goes out over NDI.

Removing Pictures

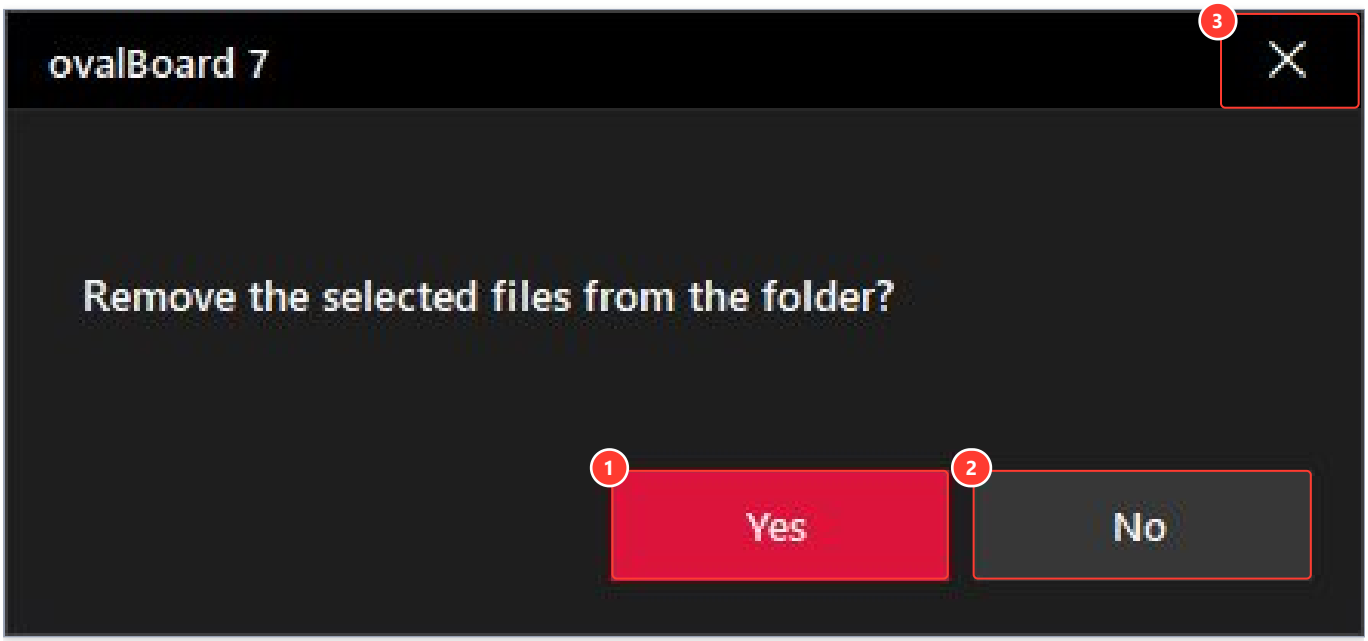


Figure 82. "Remove the selected files from the folder?"

#	Control	What it does
1	**Yes**	Deletes the selected files from the strip's folder (they are not moved to the recycle bin) and reloads the board.
2	**No**	Keeps the files.
3	**Close** (×)	The same as **No**. `Esc` also answers No.

13 Board Designs

Every sport comes with three master designs: **Arena** (black LED look with big digits and corner logos), **Broadcast** (header strip and team rows, the default of the CK output) and **Split** (team panels left and right of a centre column). A design contains all screens of all four outputs: St game and info screens, Sp, Ad (normal and wide) and the CK graphics.

Master designs are read-only. To change one, open it in the editor and save a copy: the copy is an **own design** that you can change, rename and delete. Program updates never change your own designs.

Preview Design (Design Gallery)

Click the design icon under CK on the output strip of the Game page. The gallery shows every design of the running sport, rendered live with the current match.

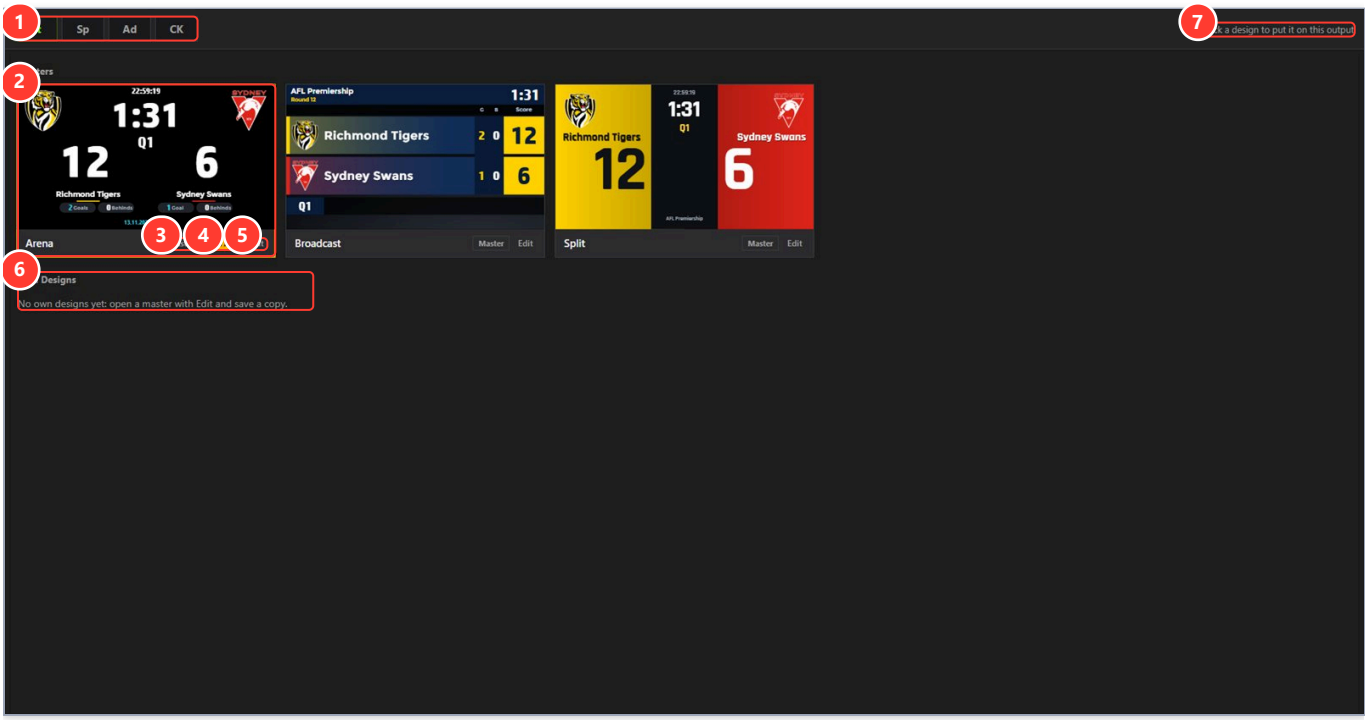


Figure 83. The design gallery

#	Control	What it does
1	St / Sp / Ad / CK	Choose the output whose designs you want to see. The output shown is green; the tooltip shows the full output name.
2	Design card	A live preview of the design's game screen for that output. **Click the card** (or press `Enter`) to put this design on the chosen output at once.
3	Master / Own	Whether the design is a factory master or one of your own designs.
4	On Air	Marks the design the output uses now (the card also has an amber frame).
5	Edit	Opens this design in the design editor.
6	Own Designs	Your own copies. Until you save a copy of a master, this part says that there are no own designs yet.
7	Hint	Reminder: a click on a design puts it on this output.

The gallery follows the match live. Close it with `Esc` or the window button. The design choice is saved per sport and output; it is the same choice as the Design list on the Outputs page.

The Design Editor

Open the editor with **Edit** in the gallery or **Edit Design** on the Outputs page. What you see on the canvas is exactly what goes on air.

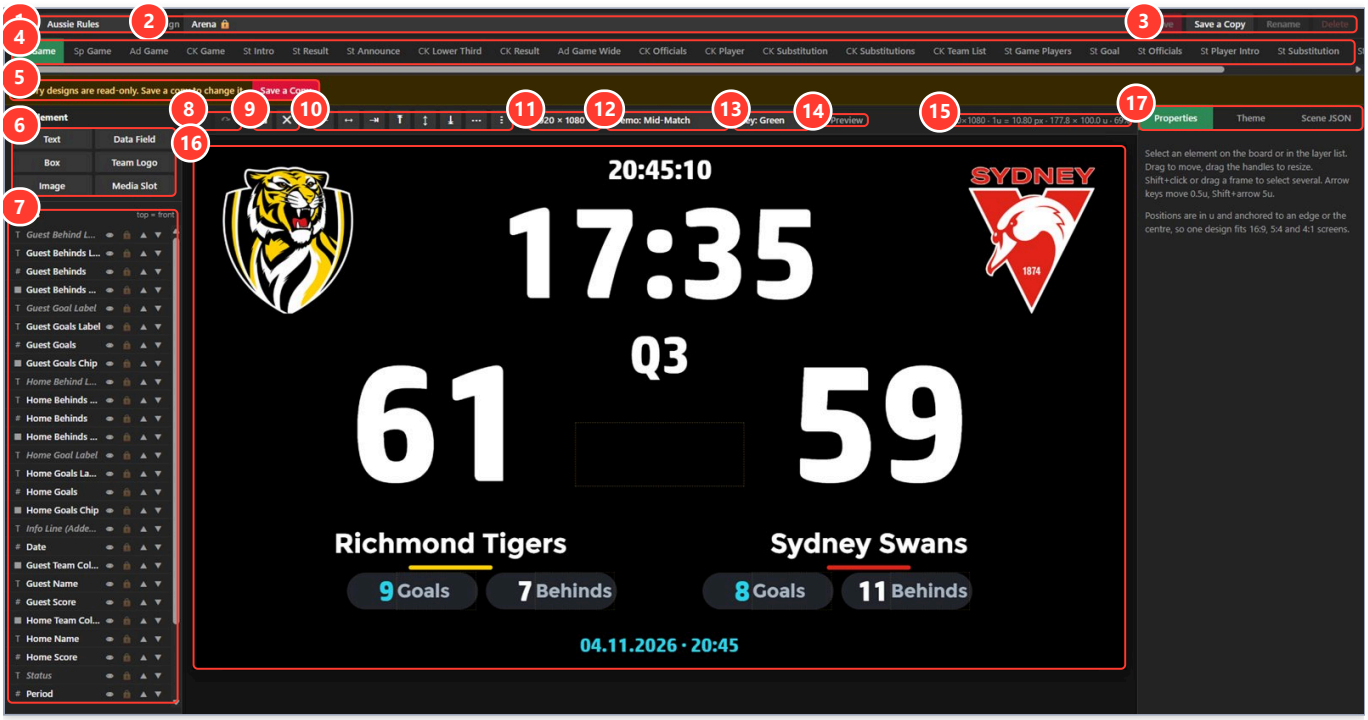


Figure 84. The design editor

#	Control	What it does
1	Sport	The sport whose designs are edited.
2	Design	The design to edit (masters and own designs). A lock marks a read-only master.
3	Save / Save a Copy / Rename / Delete	**Save** (`Ctrl` + `S`) stores the changes of an own design; outputs that use it update at once. **Save a Copy** asks for a name and creates a new own design. **Rename** and **Delete** work on own designs only (Delete asks first and cannot be undone).
4	Screens	All screens of the design: St Game, Sp Game, Ad Game, Ad Game Wide, CK Game, the info screens, St Game Players and the event graphics. Click a tab to edit that screen; the arrows scroll the row.
5	Read-only notice	Shown for factory masters: **Save a Copy** creates your own editable copy.
6	Add Element	Adds a **Text**, a **Data Field** (any value of the match: score, clock, names, fouls ...), a **Box**, a **Team Logo**, an **Image** (up to 8 MB) or a **Media Slot** (the sponsor / ad playlist or a camera).
7	Layers	All elements of the screen, the top one in front. Per element: show / hide (eye), lock, bring forward ▲, send backward ▼. Click a name to select it; names in italics are hidden by a rule at the moment (e.g. penalty elements while no penalty runs).
8	Undo / Redo	`Ctrl` + `Z` / `Ctrl` + `Y`.
9	Duplicate / Delete	Duplicates the selected elements (`Ctrl` + `D`) or deletes them (`Del`).

#	Control	What it does
10	**Align and distribute**	Aligns several selected elements left, centre, right, top, middle or bottom, or spaces them evenly.
11	**Preview Size**	Checks the design at 1920 × 1080, 1280 × 1024, 1920 × 480 or 1080 × 1920. Positions are relative to the edges, so one design fits several screen shapes.
12	**Preview Data**	Sample match data on the canvas: a mid-match situation, or a special moment (penalties, timeouts, possession …) to check elements that only appear then.
13	**Key colour**	Background of CK screens in the editor: green, checker or grey.
14	**Preview**	Hides the selection frames and handles to see the screen as on air.
15	**Scale**	The preview size, the editor unit (1 u = 1 % of the smaller side), the screen in units and the zoom of the canvas.
16	**Canvas**	Click to select, drag to move, drag the handles to resize. `Shift`+click or drag a frame to select several. Arrow keys move by 0.5 units, `Shift`+arrow by 5.
17	**Properties / Theme / Scene JSON**	**Properties**: position, size, text, data field, font, colours and rules (e.g. turn red when the shot clock runs out) of the selected element. **Theme**: theme presets, digit and text font and the colour tokens – a colour change applies to every element and screen that uses it (also the theme colours of the Sp / Ad strips). **Scene JSON**: the screen as text, for advanced users (**Apply** checks and loads it).

> **Tip** Change colours in the **Theme** tab first: one change recolours the whole design on every screen. Use element properties only for single exceptions.

14 Settings

Open **Settings** ⚙ at the right end of the tab strip. All settings are stored in *data\config\settings.json*.

The Settings Page

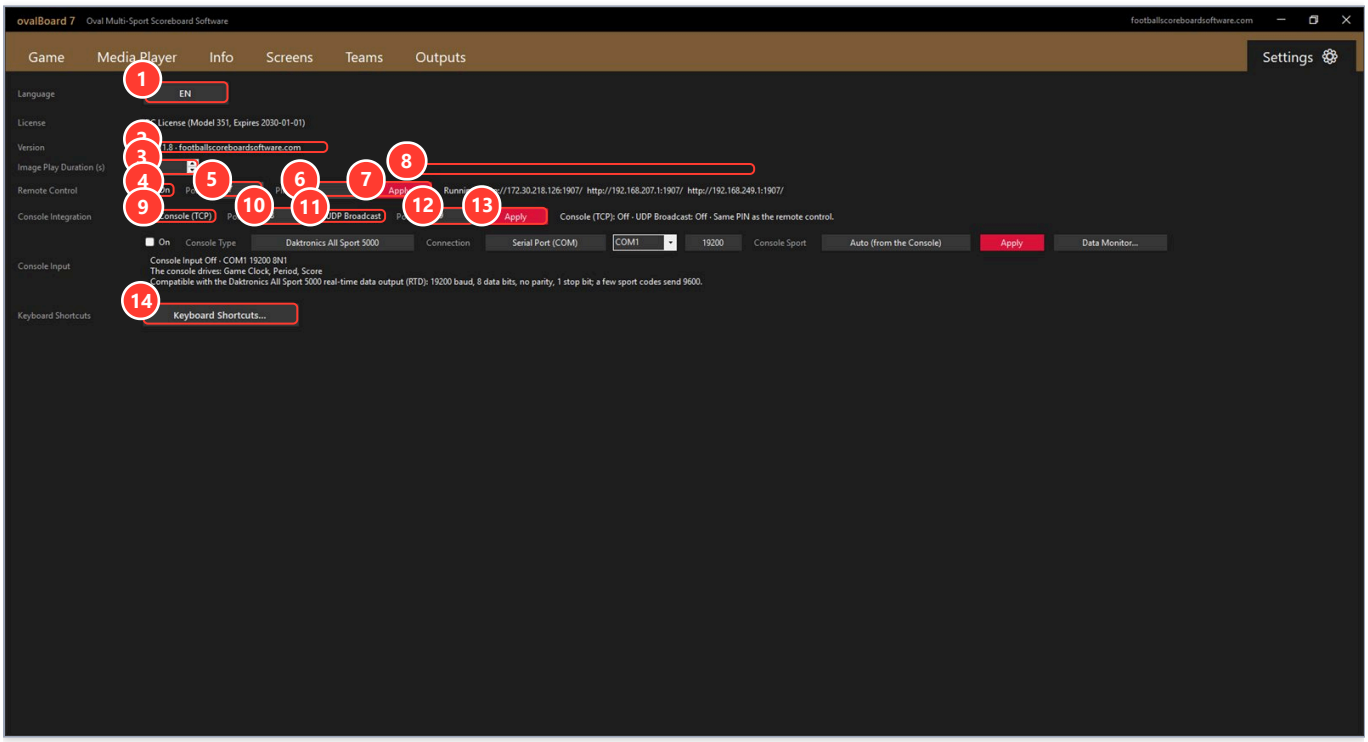


Figure 85. The Settings page

#	Control	What it does
1	**Language**	The language of the program, the board texts and the remote control pages (sign-in page, headings, buttons and questions on the phone follow it). Click to open the list of languages (the same list as on the right strip of the Game page). The new language is used after a restart.
2	**Version**	Program version and web site.
3	**Image Play Duration (s)**	How long a picture of a Media Player playlist stays on the board before the next clip (1–3600 seconds, default 5). Videos always play to their end.
4	**Remote Control: On**	The built-in web server for phones and tablets (and the HTTP API). On by default.
5	**Port**	The TCP port of the web server (default 1907).
6	**PIN**	The PIN a phone needs to sign in (four random digits are set on the first start). Empty = nobody can sign in. A new PIN applies to new sign-ins.
7	**Apply (remote)**	Saves the three values (On, Port, PIN) and restarts the server. The button sits on the same line as the text boxes.
8	**Status and addresses**	**Running** and the addresses to open on the phone (one per network adapter), or **Off** / **Not running** with the reason (e.g. the port is in use).
9	**Console (TCP)**	The console link for table consoles, statistics and automation software (default port 1908, off by default). Uses the same PIN.

#	Control	What it does
10	**Console port**	TCP port of the console link.
11	**UDP Broadcast**	Sends every change of the board as UDP datagrams to the local network (off by default). No PIN; listeners only receive.
12	**UDP port**	The UDP port of the broadcast (default 1909).
13	**Apply (console)**	Saves the console and UDP settings and restarts the services. The status line shows Off / Running (with the number of connected consoles).
14	**Keyboard Shortcuts…**	Opens the keyboard shortcut editor.

Choosing the Language

Click the language button at the top of the right strip on the Game page (or the Language field of the Settings page). The list shows every language by its code; the current one is ticked.

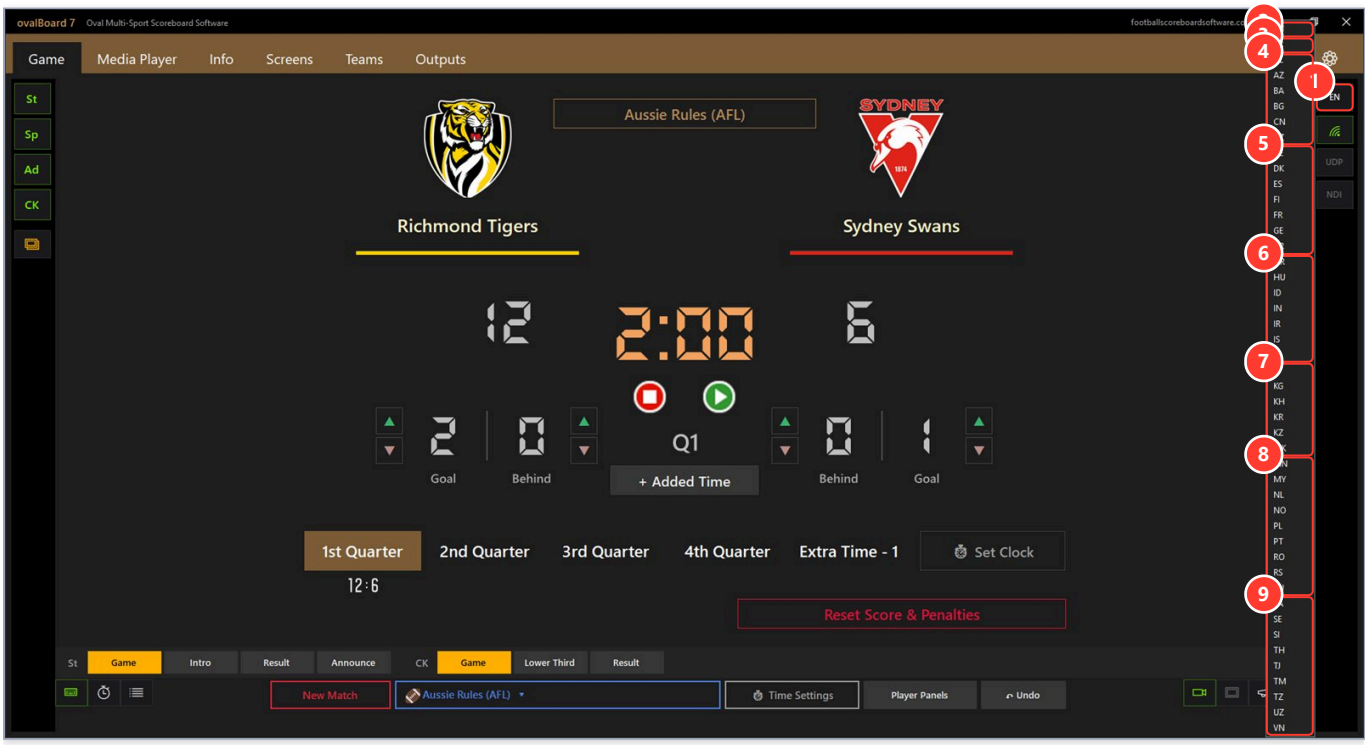


Figure 86. The language menu on the right strip

#	Control	What it does
1	**Language button**	Shows the current language code and opens the menu.
2	**EN**	English – the language of this guide and the fall-back for every text that a language file does not have.
3	**TR**	Turkish.
4	**AL · AZ · BA · BG · CN · CZ**	Albanian, Azerbaijani, Bosnian, Bulgarian, Chinese, Czech.
5	**DE · DK · ES · FI · FR · GE · GR**	German, Danish, Spanish, Finnish, French, Georgian, Greek.
6	**HR · HU · ID · IN · IR · IS · IT**	Croatian, Hungarian, Indonesian, Hindi, Persian (written right to left), Icelandic, Italian.

#	Control	What it does
7	JP · KG · KH · KR · KZ · MK	Japanese, Kyrgyz, Khmer, Korean, Kazakh, Macedonian.
8	MN · MY · NL · NO · PL · PT · RO · RS · RU	Mongolian, Malay, Dutch, Norwegian, Polish, Portuguese, Romanian, Serbian, Russian.
9	SA · SE · SI · TH · TJ · TM · TZ · UZ · VN	Arabic (written right to left), Swedish, Slovenian, Thai, Tajik, Turkmen, Swahili, Uzbek, Vietnamese.

The menu is the same in every sport; here it is open over the panel of another sport:

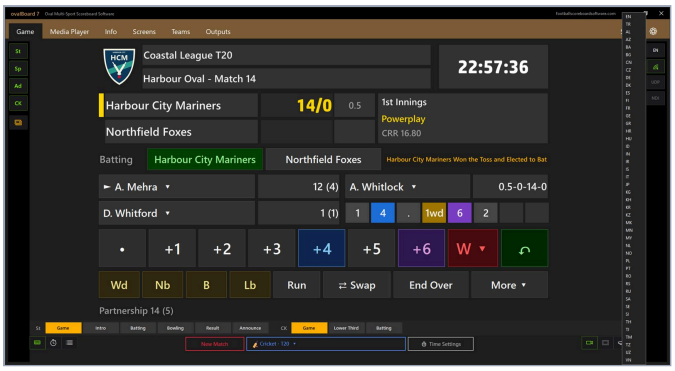


Figure 87. The language menu over the Cricket panel

Restart for the New Language

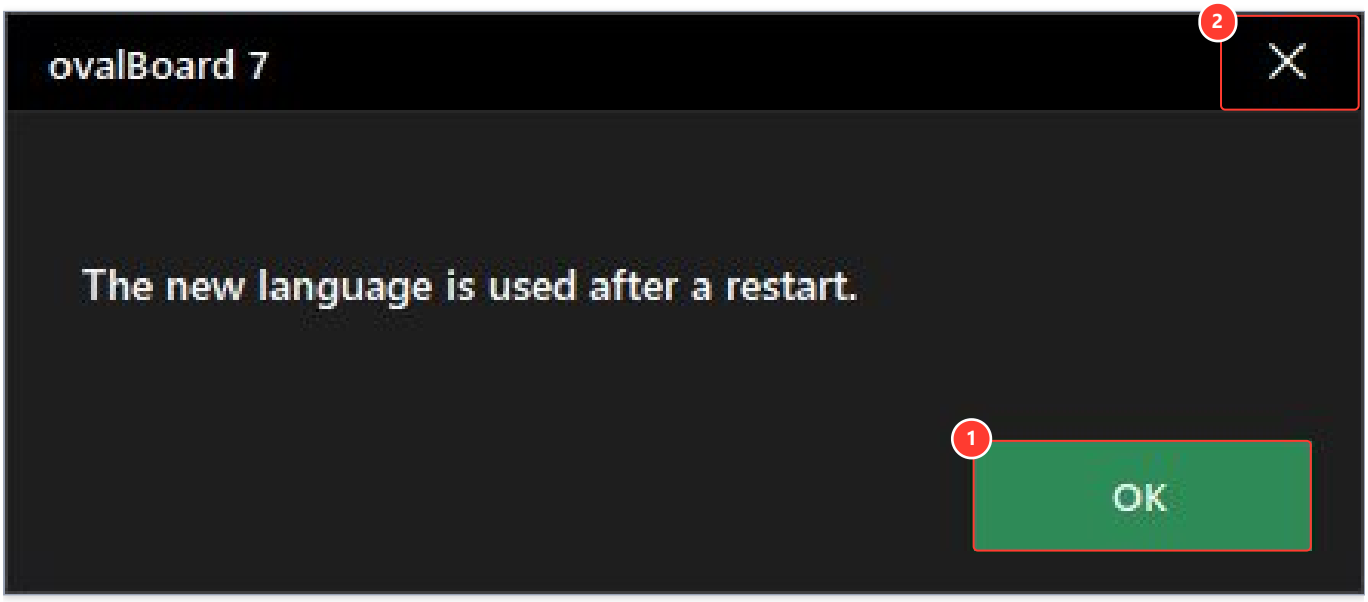


Figure 88. “The new language is used after a restart.”

#	Control	What it does
1	OK	Closes the message. The choice is already saved; close ovalBoard 7 and start it again to switch the program, the boards and the remote to the new language.
2	Close (×)	The same as OK.

15 Keyboard Shortcuts

ovalBoard 7 has global keyboard shortcuts: they work even while vMix, CasparCG, a browser or any other program has the focus, so you can score from a second keyboard or a numeric keypad while you work in another window. Only the F-keys `F1`–`F12` and the numeric keypad (`NumLock` on: `0`–`9`, `/`, `*`, `-`, `+`, `,`) can be used – never letters or the normal digits. The key still reaches the other program too.

Open the editor with the keyboard icon at the bottom left of the Game page or **Keyboard Shortcuts…** on the Settings page.

The Shortcut Editor

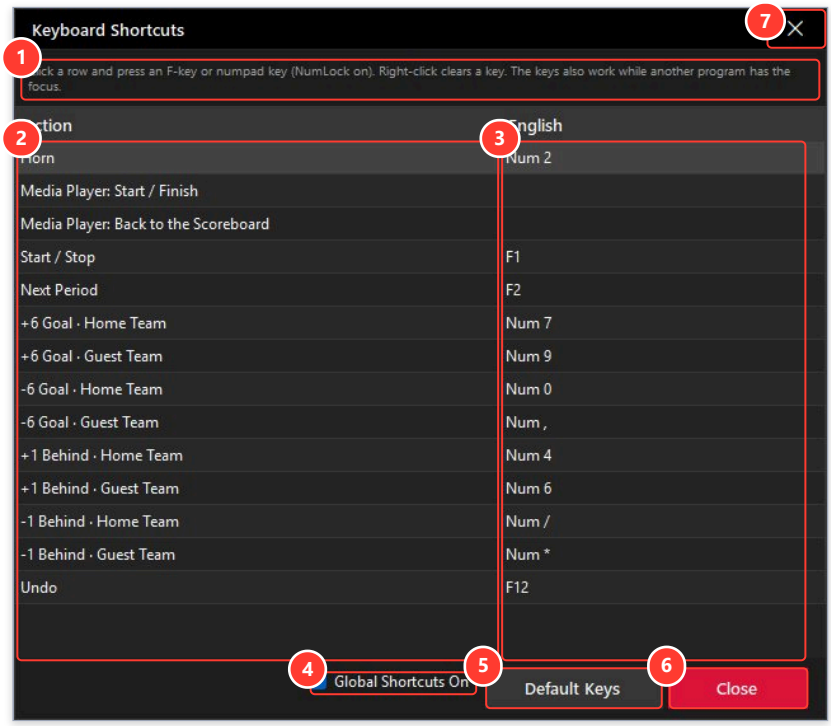


Figure 89. The keyboard shortcut editor

#	Control	What it does
1	**Help line**	How to assign and clear keys.
2	**Action**	Every action of the running sport and discipline, per team where it belongs to a team, plus the Horn. The names are the ones of the panel and the remote (*+2 Goal*, *Play Clock 40*, *Centre Pass* …). Actions that reset the match have no key, and actions that need a typed value or a choice are not listed (Set Clock, Added Time, Ball On, a cricket delivery or revised target, the lane times and lane status of swimming, the awards, dive selection and dive change of diving): use the panel or the remote for them.
3	**Key**	**Click a row**, then press an F-key or a numpad key: the key is assigned ("Press a Key…" is shown while waiting). A key belongs to one action only; it is taken away from its old action. **Right-click** a row (or press `Delete`) to clear its key. `Esc` first cancels waiting, a second `Esc` closes the window.
4	**Global Shortcuts On**	Switches all shortcuts on or off. While they are off you can still assign keys here.
5	**Default Keys**	Replaces the keys of this sport with the default keys (after a confirmation, below).

#	Control	What it does
6	**Close**	Closes the editor. Keys are saved at once.
7	**Close** (×)	The same as Close.

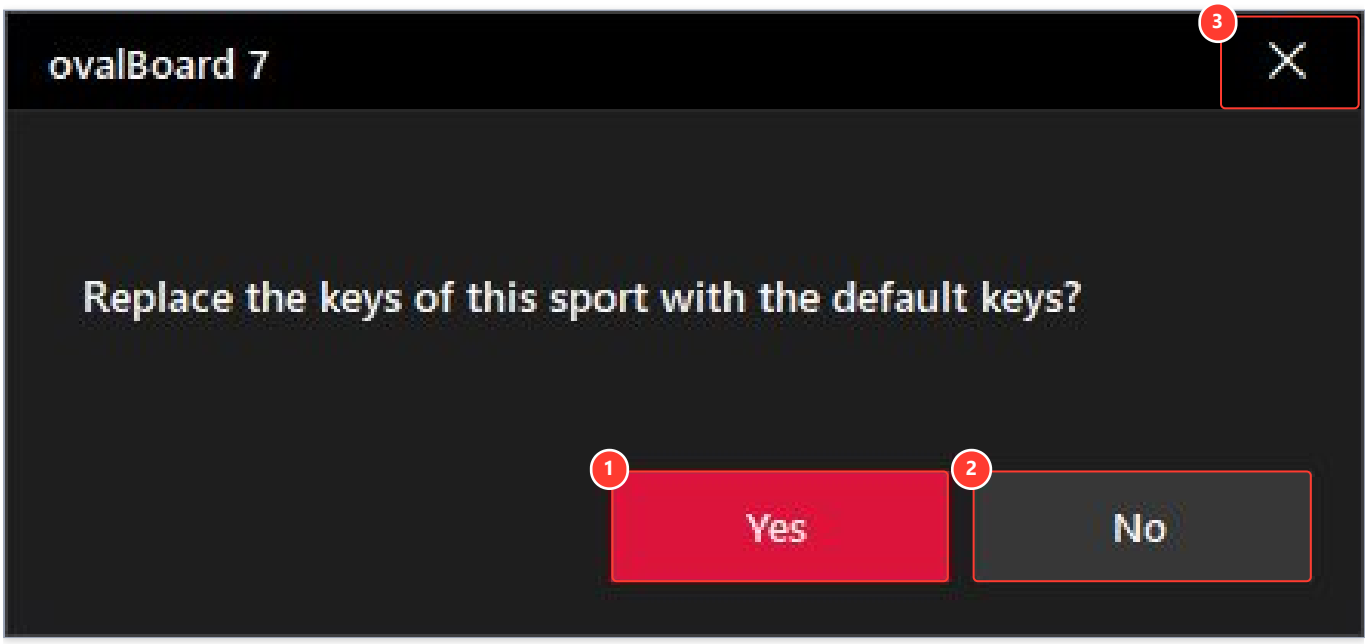


Figure 90. “Replace the keys of this sport with the default keys?”

#	Control	What it does
1	**Yes**	Every key of the running sport goes back to the default below; your own keys of this sport are lost. Other sports keep their keys.
2	**No**	Keeps your keys.
3	**Close** (×)	The same as **No**. `Esc` also answers No.

Default Keys

The keys are saved per sport in *data\config\hotkeys.json*. The default keys (when the sport has the action):

Key	Default action
`F1`	Start / stop the game clock
`F2`	Next period
`F3` / `F4`	Shot clock (American football: play clock) full reset / short reset. Where the short reset equals the full time (for example 30 / 30) there is only one reset action and `F4` stays free.
`F5` / `F6`	Timeout home / guest
`F7` / `F8`	Foul +1 / −1 home
`F9` / `F10`	Foul +1 / −1 guest
`F11`	Change possession (netball: Centre Pass)
`F12`	Undo

Key	Default action
`Num 7` / `Num 4` / `Num 1`	Home: first / second / third score type (e.g. +1 / +2 / +3); set sports: `Num 7` point home, `Num 1` point home −1
`Num 9` / `Num 6` / `Num 3`	Guest: the same score types; set sports: `Num 9` point guest, `Num 3` point guest −1
`Num 0` / `Num /` / `Num −`	Home: take back the first / second / third score type
`Num ,` / `Num *` / `Num +`	Guest: take back the first / second / third score type
`Num 5`	End the timeout (set sports)
`Num 2`	Horn

> **Note** While you type in a text box of ovalBoard 7 (team names, Info page, time settings), the numpad types digits and does not score. The shortcuts are switched off when you untick Global Shortcuts On.

The Actions of Each Sport

The editor lists the actions of the running sport, so it looks different for every sport:

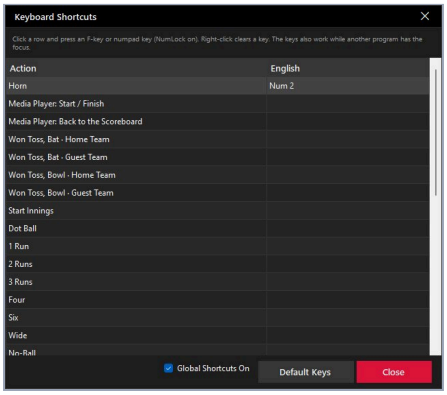


Figure 91. Cricket

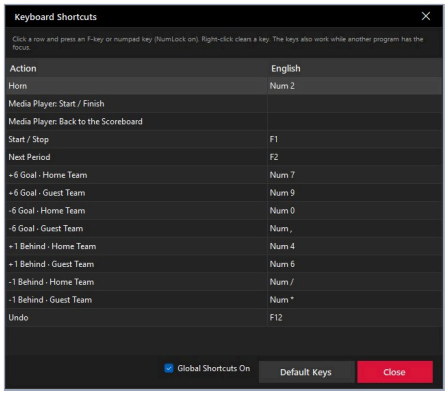


Figure 92. Aussie Rules

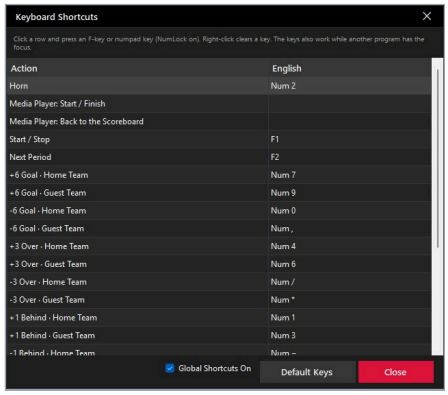


Figure 93. International Rules

16 Remote Control

Any phone, tablet or second PC on the same network can control the scoreboard in its web browser – no app to install. The built-in web server is on by default. The remote builds its buttons from the running sport and discipline, so one page serves every sport; the buttons of each sport are shown in the chapter of that sport.

Connecting a Phone or Tablet

1. Connect the phone to the same network (Wi-Fi) as the scoreboard PC.
2. Open **Settings** on the scoreboard PC. The **Remote Control** row shows **Running** and one or more addresses such as *http://192.168.1.50:1907/*, and the **PIN**.
3. Type that address into the phone's browser (use the address of the adapter that is on the phone's network).
4. Enter the PIN on the number pad and press ✓.
5. The remote opens with the running sport. Score, clock and period follow the scoreboard live.

> **Tip** Add the page to the home screen of the phone (browser menu → *Add to Home Screen*): it then opens full screen like an app.

Signing In

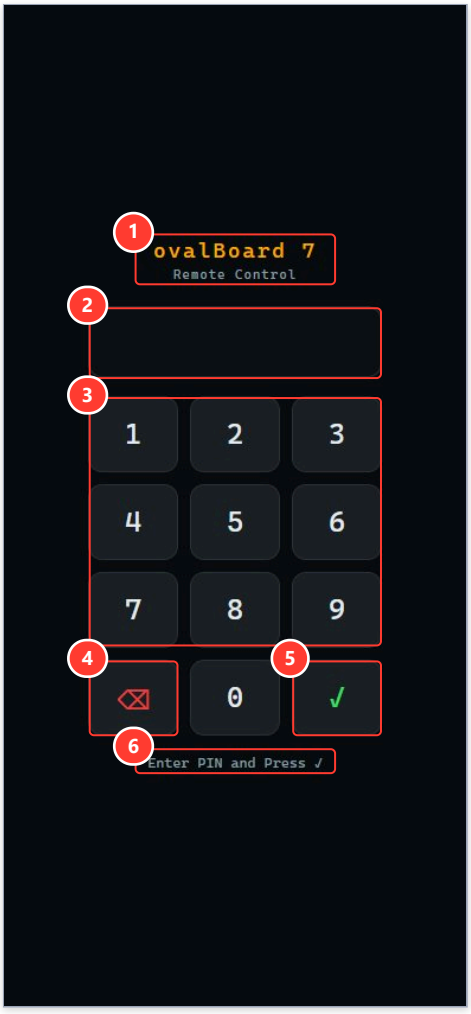


Figure 94. The sign-in page on a phone

#	Control	What it does
1	**Title**	The product name (ovalBoard 7) and *Remote Control*: you know at once which scoreboard you are signing in to.
2	**PIN display**	Shows a dot for every digit you typed (up to 8). The PIN itself is never shown.
3	**Number pad**	Tap the digits of the PIN. On a PC the number keys, `Backspace` and `Enter` work too.
4	**⌫ Delete**	Deletes the last digit.
5	**✓ Sign In**	Sends the PIN. Right: the panel opens. Wrong: the line below says so.
6	**Hint line**	“Enter PIN and Press ✓”, “Signing In…”, a wrong PIN, “No Connection to the Scoreboard”, or the lockout countdown “Too Many Wrong PINs. Wait … s”. These texts, like every text of the remote pages, are in the language of the program (see *Settings*).

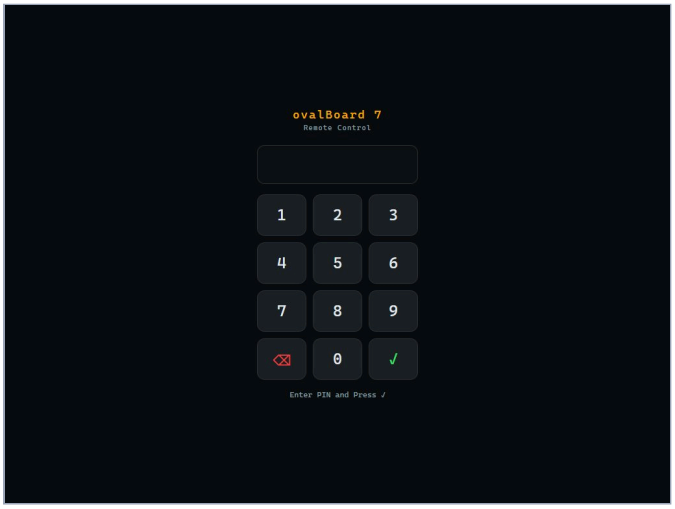


Figure 95. The same page on a tablet

- After five wrong PINs from one device it is locked for 30 seconds; every further wrong PIN doubles the wait, up to 15 minutes. The pad is disabled while the countdown runs.
- The sign-in lasts while the browser tab is open; a device that is still signed in skips the PIN page. Closing the tab ends it.
- An empty PIN in Settings switches the remote sign-in off.

The Remote Panel

On a tablet (or a phone held sideways, from 760 pixels width) the two teams stand side by side with two buttons per row, next to the Match column; on a phone held upright the two teams stay side by side and the Match and Match Control sections follow below, so you scroll down to them. The layout is the same in every sport:

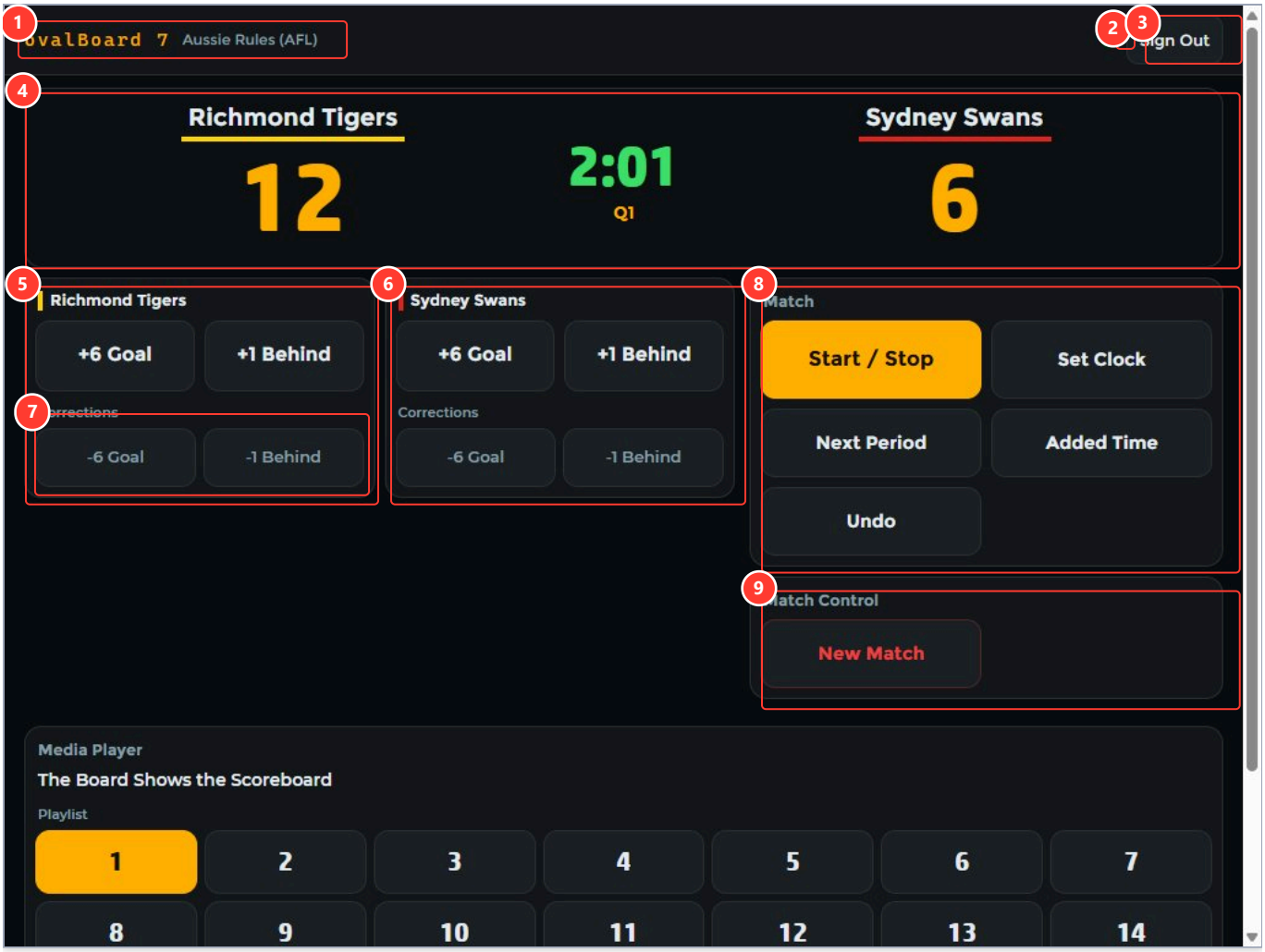


Figure 96. The remote panel on a tablet (Aussie Rules)

#	Control	What it does
1	**Title and sport**	The product name (ovalBoard 7), then the running sport and discipline (shown once when the discipline name already contains the sport, e.g. just *Football*; a long text takes two lines). The page rebuilds itself after a new match or a change of sport.
2	**Connection dot**	Green while the remote receives the scoreboard; red when the connection is lost (it reconnects by itself).
3	**Sign Out**	Asks “Sign Out?” and returns to the PIN page.
4	**Score**	Team names in their colours (a long name takes two lines instead of being cut), scores, clock, period, shot clock and chips such as fouls, timeouts or possession – live from the scoreboard. A **Penalties** chip (the number of running penalties) appears only in sports with timed penalties; netball shows **Centre Pass** instead of Possession.
5	**Home team**	The actions of the home team (goals or points, fouls, timeouts, cards …), headed by the team name (two buttons per row on a tablet, one on an upright phone). A score button shows its value once: *+2 Goal*, *+6 Goal*, *+1 Free Throw*. A long label wraps between words onto a second line.
6	**Guest team**	The same actions for the guest team.
7	**Corrections**	The −1 actions of the team (take back a goal, a foul, a card …), small so they are not hit by mistake.

#	Control	What it does
8	Match	Actions that belong to the match: **Start / Stop** (amber), Set Clock, Next Period, shot clock, timeouts, Undo … Actions that need a value (Set Clock) open an input sheet.
9	Match Control	Actions that reset or end something (**New Match** …). They always ask for a confirmation and cannot be undone from the remote.

- Every button does exactly what the same control on the panel does, including Undo. Several devices can be connected at the same time, also together with the operator at the PC.
- A refused action (for example a timeout when none is left) shows its reason in a red message at the bottom.
- The remote pages use the language of the program: headings (Match, Corrections, Match Control), the action labels, the chips, the sheets (OK / Cancel, Yes / No) and the messages are shown in the language chosen in Settings; the browser tab shows the product name and the sport.
- Swimming and diving have their own remote view (heat and lanes, or diver, judges and standings).
- At the end of the panel the **Media Player** block starts and stops the clips of the Media Player (see *Media Player*).

Running Penalties on the Remote

In sports with time penalties the phone lists the running penalties of a team under its buttons: number, time left and a red ✕ that takes exactly that penalty off early (the same as the ✕ on the Game page). The list appears only while a penalty runs.

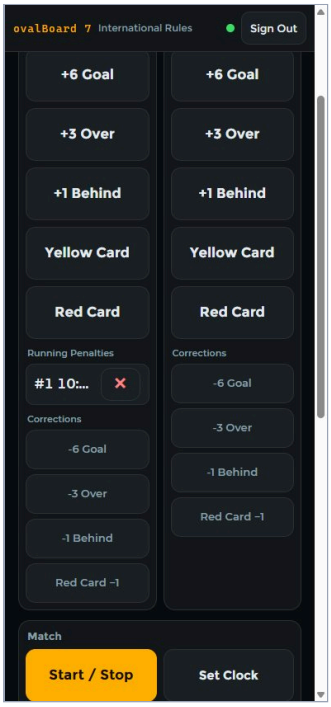


Figure 97. International Rules: a running penalty on the phone

Input and Confirmation Sheets

Some buttons need more than a tap. The remote then shows a sheet at the bottom of the screen:

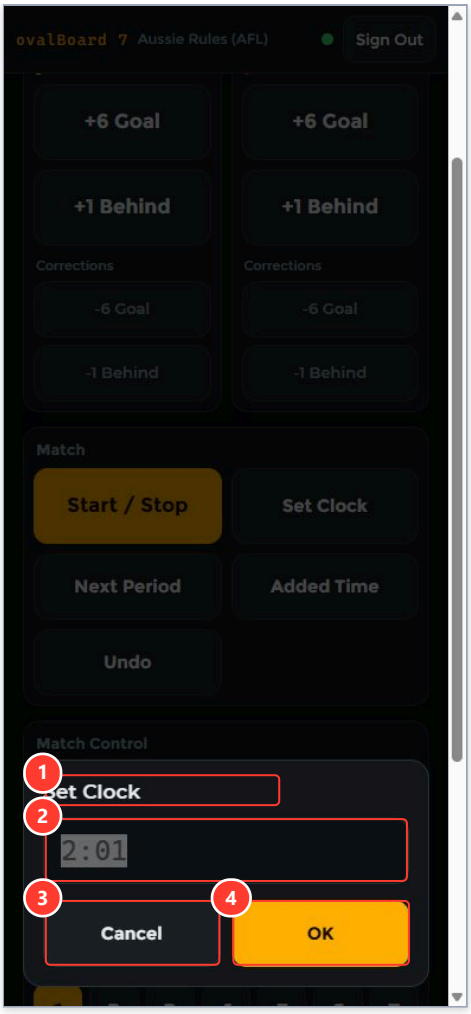


Figure 98. An input sheet (Set Clock) on a phone

#	Control	What it does
1	**Title**	The action, with the team where it belongs to one.
2	**Input**	Type the value (Set Clock: *m:ss*, the current time is filled in and selected). The phone shows its number keyboard. Where the value has a format of its own, the sheet shows an *Example:* … line above the box.
3	**Cancel**	Closes the sheet without a change (so does a tap outside the sheet).
4	**OK**	Sends the value (also `Enter`).

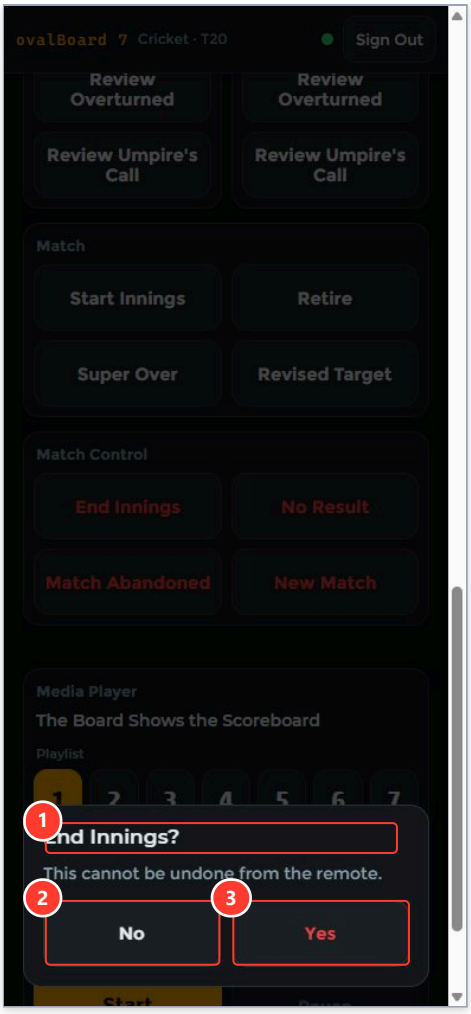


Figure 99. The confirm sheet of a Match Control action on a phone

#	Control	What it does
1	**Question**	The action with a question mark, and “This cannot be undone from the remote.”
2	**No**	Nothing happens.
3	**Yes**	Runs the action (red: it resets or ends something).

17 Data Exchange

Besides NDI (see *Outputs*), ovalBoard 7 offers three data channels for other software and devices. They are the same in every scoreboard product of the family and are described for developers in the separate integration API document.

Channel	Default	Switch	Use it for
HTTP API	TCP 1907	Settings → Remote Control (on by default)	Scripts, web pages, graphics systems that poll the state (vMix data source, CasparCG templates) and send commands. Needs the PIN.
Console link	TCP 1908	Settings → Console Integration → Console (TCP)	Table consoles and statistics software: one connection for many commands and the live state. Same PIN and the same lockout as the remote.
UDP broadcast	UDP 1909	Settings → Console Integration → UDP Broadcast, or UDP on the right strip	LED controllers and displays that only listen: every change is sent as JSON to the local network, no sign-in.

All channels use the same commands as the panel (for example *score.add*, *clock.toggle*, *timeout.take*) and the same data keys as the board designs (for example *home.score*, *clock.text*, *period.name*, *home.fouls*). The list of actions and keys of the running discipline is available from the HTTP API (*/api/catalog*).

> **Note** Commands only change the score with a POST request; a plain web link can never change the board. Allow TCP 1907 / 1908 in the Windows firewall of the scoreboard PC when other devices connect. UDP broadcast does not cross routers.

18 Connecting a Scoreboard Console or Timing System

ovalBoard 7 can take the clock, the scores and the results from the scoreboard console or the timing system that runs the match or the race: the console operator works as always, and ovalBoard 7 shows the values on its boards with its own designs, logos, player lists, info screens, sponsors, the CK overlay and NDI. One console type at a time (Settings → Console Input → Console Type); the types offered are those of the ovalBoard 7 sports.

> **Note** Every console type is **compatible with** the named product only: ovalBoard 7 is not made, endorsed or supported by the console makers and shows no logos. The drivers were written from public documents and tested with simulators of the consoles. Test the Console Input with your console before the first match (each brand section ends with a short test), and record a data log for support if anything differs.

Console Types in ovalBoard 7

Console type in Settings	Connection	Sports it drives
Daktronics All Sport 5000	RS-232 19200 8N1 (J5 / J6 / J-box) or a serial-to-Ethernet converter	All the team sports in the table above

Compatible with Daktronics All Sport 5000

Many sports halls already have a Daktronics All Sport 5000 control console on the scorer's table. ovalBoard 7 can read the console's **real-time data output** (RTD): the console operator runs the clock and the scores on the console as always, and ovalBoard 7 shows them on its boards – with its own designs, logos, player lists, info screens, sponsors, the CK overlay and NDI.

> **Note** **Compatible with the Daktronics All Sport 5000.** ovalBoard 7 is not made or supported by Daktronics. The console's data format is not published as an open standard; the Console Input was built from public documentation (the Daktronics *All Sport 5000 Series Enhanced RTD Reference Manual* ED-12483 and the All Sport 5000 operation manual ED-11976) and from open-source projects that read the same output, and it was tested with a console simulator. Please test it with your console before the first match (see *First Test with a Real Console* below).

What You Need

- An All Sport 5000 console with its sport insert, and its junction box (J-box) or the console's own I/O connector.
- A serial connection to the PC: the console's RTD is an RS-232 signal on its 9-pin **J5 Computer Port** / 25-pin **J6 I/O Port** and, through the 25-pin J-box, the "All Sport RS-232 data". Use a USB-RS-232 adapter (FTDI or Prolific chip) and a straight serial cable; the J6 port needs a 9-pin to 25-pin cable. Some installations bring the RTD as a current loop (pins 22 + and 7 – of the 25-pin connector) to a signal converter – then use that converter's RS-232 or USB output.
- Or a serial-to-Ethernet converter (serial device server) next to the console: ovalBoard 7 then connects over the network (**Network (TCP)**, raw TCP mode of the converter).
- The serial settings: **19200 baud, 8 data bits, no parity, 1 stop bit** (ED-12483). A few console sport codes send at **9600** (Daktronics names code 6604); choose 9600 then.

- Do not use the console's scoreboard outputs (the signal to the scoreboards, pins 14–19): they carry another format and show only garbage in the data monitor.

> **Tip** Which pins and ports carry the RTD differs between console revisions and J-box types. If the data monitor shows no packets, ask the Daktronics dealer which port of your console and J-box carries the "RTD" or "real-time data" RS-232 output.

Switching the Console Input On

1. Connect the console (or its J-box) to the PC and check in the Windows Device Manager which COM port the adapter got.
2. On the console, choose the sport (the sport insert and its code, for example 1101 for basketball) as you always do. Make sure the console's clock direction and period length are the same as in ovalBoard 7's **Time Settings** for the discipline.
3. In ovalBoard 7, choose the sport and discipline (Game page → sport button).
4. Open **Settings** ⚙. In the **Console Input** row choose **Daktronics All Sport 5000**, **Serial Port (COM)**, the COM port and **19200**; leave **Console Sport** on **Auto**.
5. Tick **On** and click **Apply**. The indicator next to Settings in the tab strip turns amber (*Console: Waiting for Data*) and green (*Console Control · Receiving*) as soon as valid data arrives.
6. **At every start of ovalBoard 7 the Console Input is Off** – also after the program restored an unfinished match. The connection settings are kept: open Settings, tick **On** and click **Apply** again when the console is to take over. So a program start never hands the match to a console by surprise.
7. If the board does not fill in at once, change any value on the console once (for example start and stop the clock): the console sends what changes, and from time to time a full update.

The Console Input Row

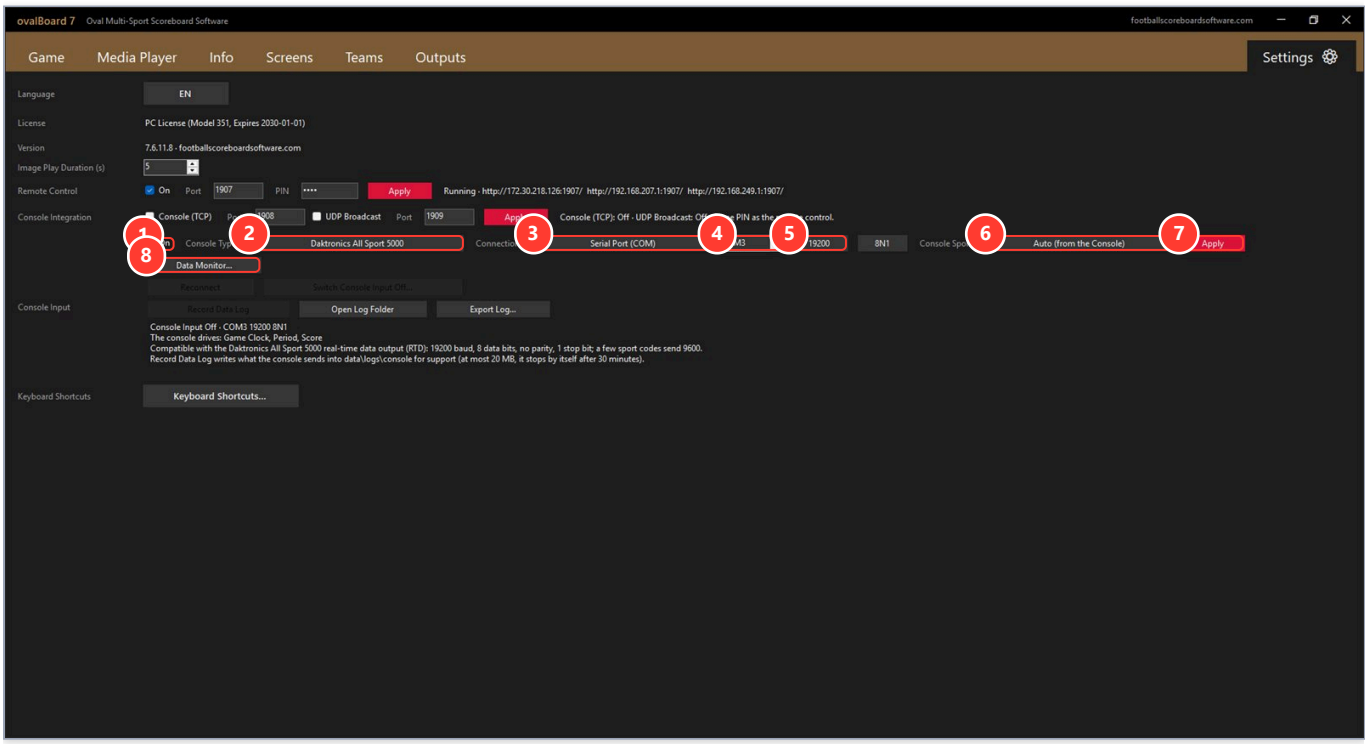


Figure 100. Settings page – Console Input set up for a USB-serial adapter on COM3 (not switched on yet)

#	Control	What it does
1	On	Switches the Console Input on. Switching it off while the console has control asks first (Yes / No).
2	Console Type	The console the program reads: **Daktronics All Sport 5000** here (compatible: the program reads the console's real-time data output). The other types of ovalBoard 7 are in *Console Types in ovalBoard 7*.
3	Connection	**Serial Port (COM)** for a USB-serial adapter or a built-in COM port; **Network (TCP)** for a serial-to-Ethernet converter (address:port).
4	COM port	The COM port of the adapter (the list shows the ports Windows has; a port that appears later can be typed).
5	Baud rate	**19200** for the All Sport 5000 (8 data bits, no parity, 1 stop bit). Choose **9600** only for a console sport code that sends at 9600 (for example football code 6604).
6	Console Sport	**Auto**: the program takes the sport from the code the console sends, otherwise the console sport that belongs to the sport you play (see the table). Choose a console sport only when the console runs another sport than the table says.
7	Apply	Saves the Console Input settings and (re)connects.
8	Data Monitor...	Opens the data monitor for installers (see below).

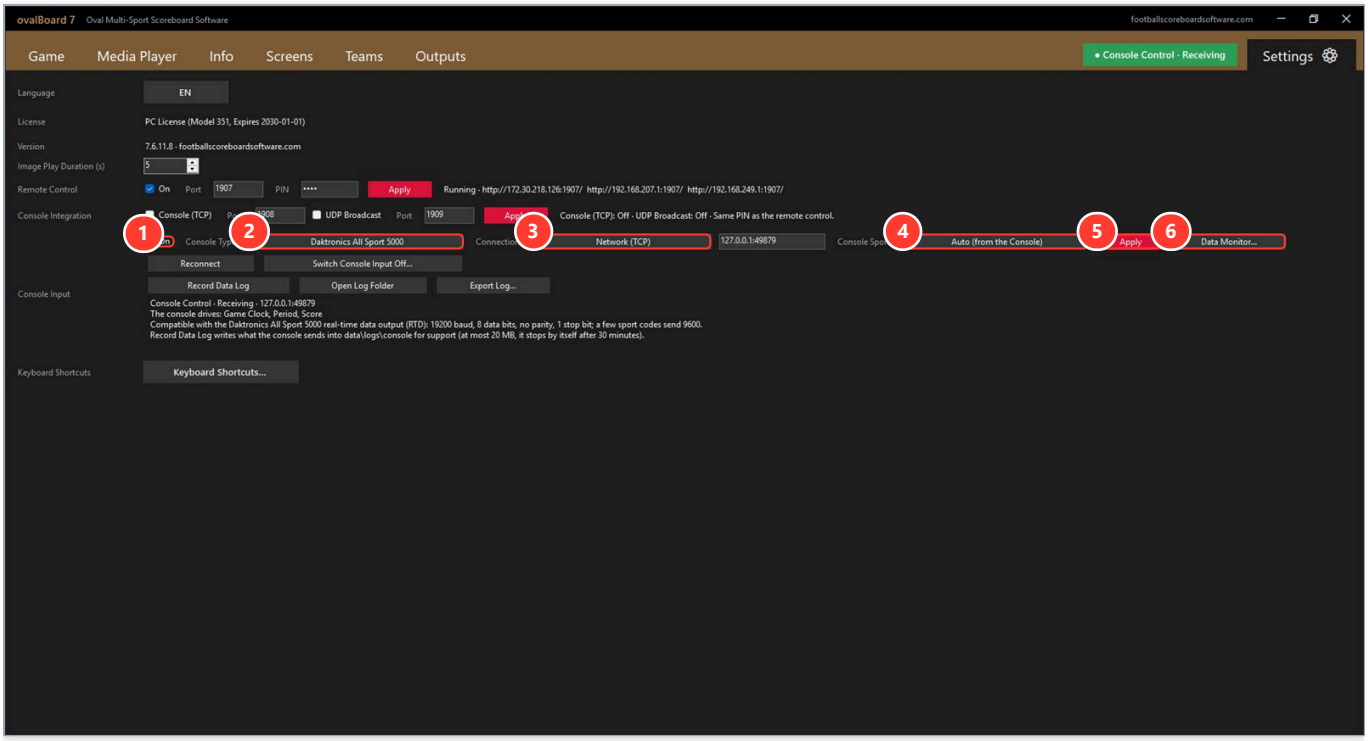


Figure 101. Settings page – Console Input on and receiving (here from the console simulator over the network)

#	Control	What it does
1	On	Switches the Console Input on. Switching it off while the console has control asks first (Yes / No).
2	Console Type	The console the program reads: **Daktronics All Sport 5000** here (compatible: the program reads the console's real-time data output). The other types of ovalBoard 7 are in *Console Types in ovalBoard 7*.

#	Control	What it does
3	**Connection**	**Network (TCP)**: the program connects to a serial-to-Ethernet converter (or to a console simulator) at address:port.
4	**Console Sport**	**Auto**: the program takes the sport from the code the console sends, otherwise the console sport that belongs to the sport you play (see the table). Choose a console sport only when the console runs another sport than the table says.
5	**Apply**	Saves the Console Input settings and (re)connects.
6	**Data Monitor…**	Opens the data monitor for installers (see below).

Which Sport the Console Must Run

The console arranges its data by the sport selected on the console, so the console sport must fit the sport you play in ovalBoard 7. Full data packets carry the console's sport code; with **Console Sport: Auto** ovalBoard 7 uses it. The table shows what the console drives in each sport of ovalBoard 7; everything else stays on the panel.

Sports and Console Data

Sport in ovalBoard 7	Console sport (code)	What the console drives
Cricket	–	No – the console sends totals, the cricket scorer works ball by ball.
Aussie Rules	Australian Rules (6699)	Game clock (counting up; time-on counts as added time) and running state, quarter, goals and behinds
International Rules	Australian Rules (6699)	Game clock and running state, quarter. Goals, overs and behinds stay on the panel (the console has no overs)

First Test with a Real Console

Because the Console Input was built from public documentation and a simulator, test it once with your console before the first match (about 15 minutes):

1. Connect the console, set up the Console Input as above and open the data monitor. **Packets** must rise and **Checksum Errors** stay at 0. Note the **Console Sport Code**.
2. Start and stop the clock on the console: the clock in ovalBoard 7 must start and stop with it and show the same time (at most a second apart above one minute, a few tenths below).
3. Set the clock on the console to another value: ovalBoard 7 follows within a second.
4. Add points for both teams, one at a time and several at once; take one back: the scores must match.
5. Change the period, add team fouls, take a timeout for each team, switch possession, run the shot clock (where the sport has them): every value must match.
6. Pull the cable: *Console Data Lost* after 3 seconds, the buttons stay locked. Plug it in again: green again (or click the indicator › Reconnect).
7. Close ovalBoard 7 and start it again: the Console Input is Off; switch it on in Settings and the console takes over again.
8. Click **Record Data Log** during a few minutes of a test match and keep the export: if anything differs, send it to support with a note of what the console showed.

> **Tip** If the scores are right but the clock is off by a whole period, the console and the discipline count in different directions or have another period length: set the Time Settings of the discipline to the console's values.

Who Controls What

Once ovalBoard 7 receives valid data from the console, **the console has control**: the values the console drives (see the table) come only from the console.

- On the Game page the buttons of those values are greyed out and do nothing: clock start / stop and Set Clock, period buttons, score buttons, shot clock, team fouls, timeouts, possession, down / distance – depending on the sport.
- New Match, another sport or discipline, Time Settings and Undo are not possible while the console has control (a message says so); they would change values the console drives. In swimming and diving the same holds for **Import…**, **Open Competition…** and **Edit Competition** › Save: they would replace the meet the console is timing.
- **The console's values win.** When the console shows more periods, a longer period, more timeouts or another clock than the rules of the discipline allow, ovalBoard 7 shows what the console shows. Set the console right if the board must follow the rules.
- The keyboard shortcuts, the remote control and the HTTP API cannot change these values either: the program answers *Console Control Active*. The remote shows a green bar *Console Control · Receiving* and greys out the same buttons.
- Everything the console does not send stays with the operator: team names, logos, colours, player lists, penalties and cards where the table does not list them, info screens, announcements, the Media Player, sponsors, outputs and designs.
- **Full Time in sports with added time** (soccer, rugby, Gaelic games, Australian Rules, International Rules): a console has no full-time signal – its clock only stops. When the console's clock is stopped at or past the end of the last period and the match can end (a team leads, or a draw is the result), **Next Period** (`F2`, or Next Period on the remote) is free for you: it gives Full Time and the winner. If the console's clock runs again, the match goes on. A level score that goes to extra time stays with the console.

> **Note** There is no override from the panel while the console has control. To correct a value, correct it on the console. To take over by hand, switch the Console Input off: click the indicator › **Switch Console Input Off…** › **Yes** . Only this releases the console's control – **Apply** , **No** , **Reconnect** or another console type leave it with the console.

The Game Page under Console Control

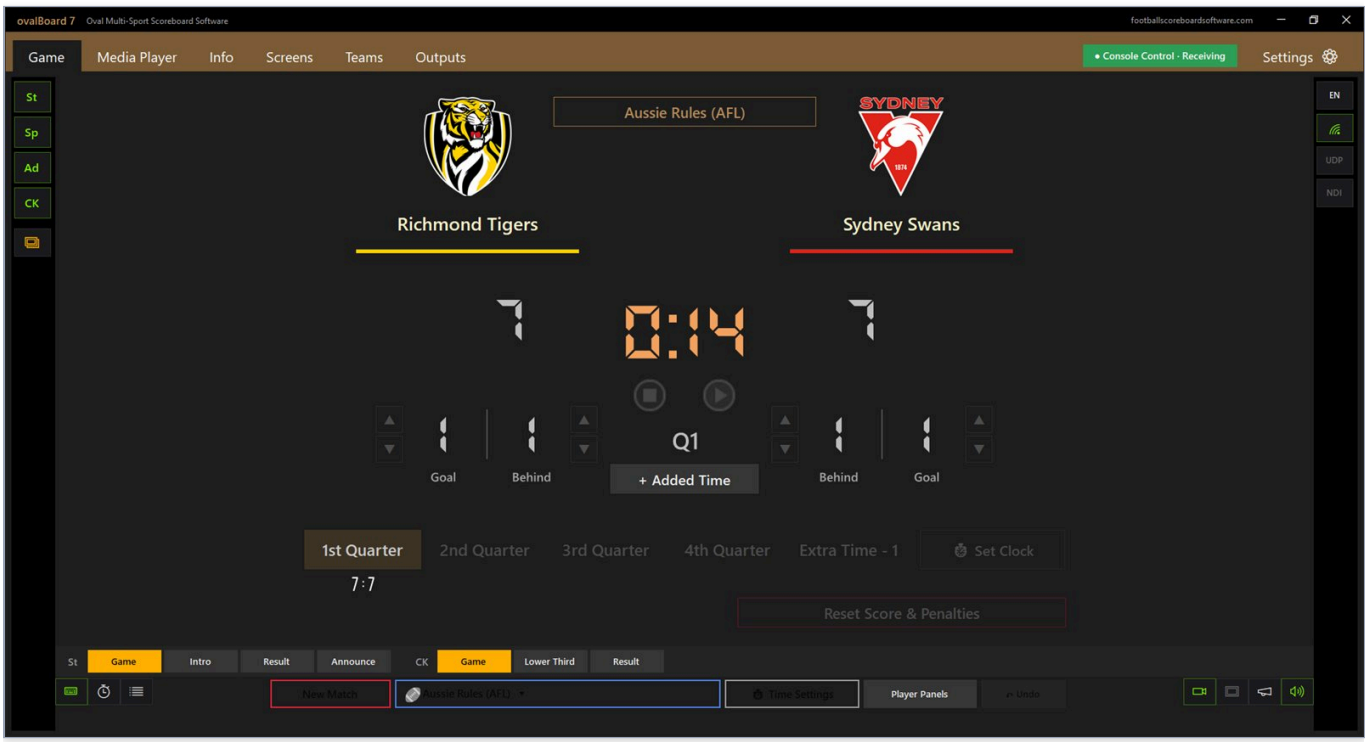


Figure 102. Aussie Rules under console control: the console-driven buttons are greyed out

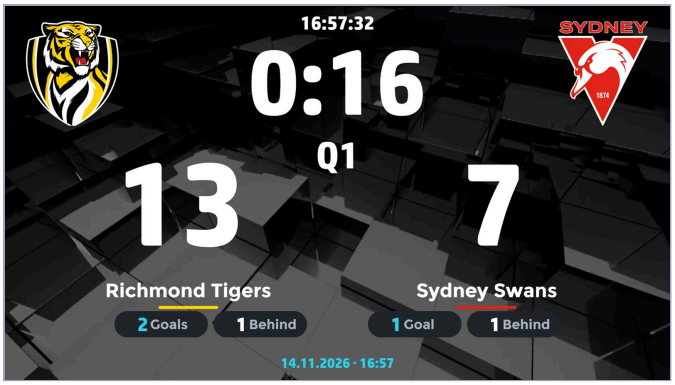


Figure 103. The St board follows the console

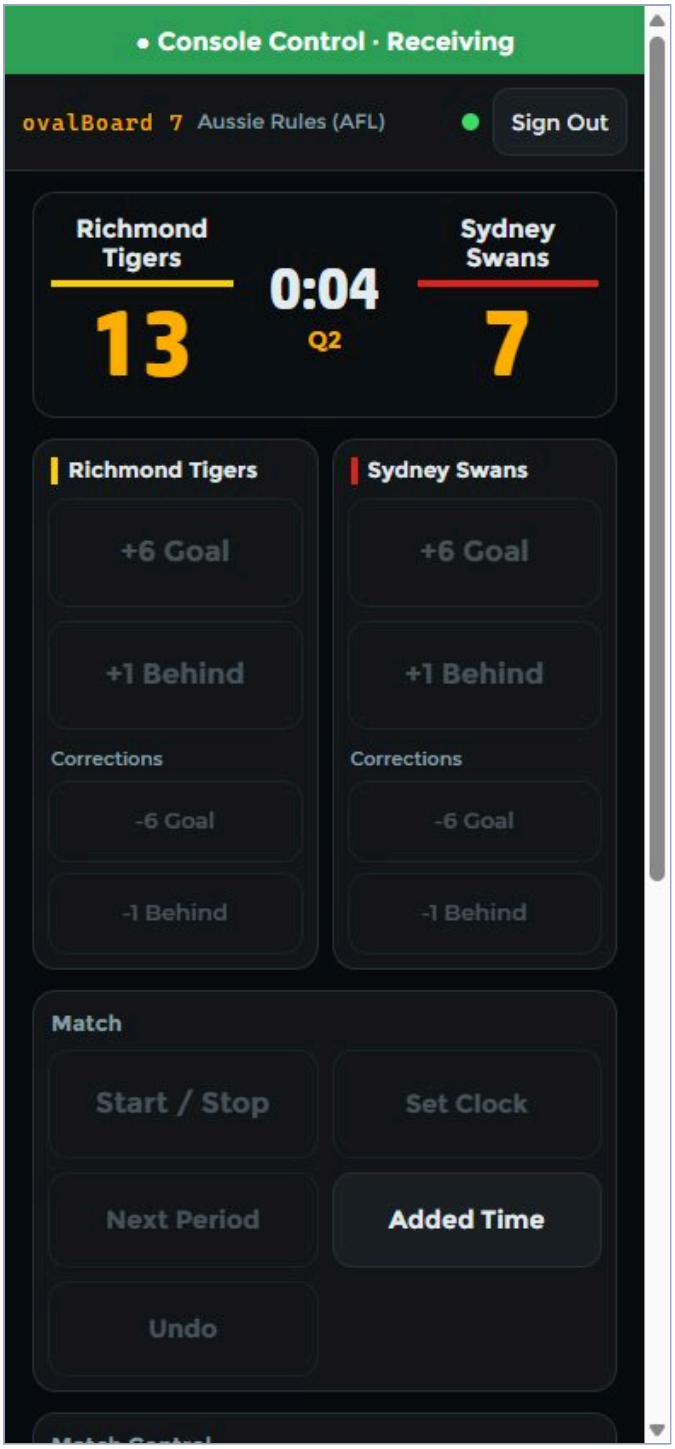


Figure 104. The remote control: the console bar and the greyed-out buttons

The Console Indicator

The indicator next to Settings in the tab strip shows the console's state: green *Console Control · Receiving*, amber *Console: Waiting for Data* (or a message, see below), red and blinking *Console Data Lost / Console Port Error*. A long message ends with "…" – point at it for the whole text. **Click it** for the menu:

- **Reconnect** – opens the connection again (the cable or converter was replaced). The console keeps control; the data take over again as soon as they arrive.
- **Data Monitor…** – the monitor for installers (see below).
- **Switch Console Input Off…** – asks first; **Yes** hands the match to the panel with the last console values, **No** changes nothing.

The same three buttons are on the Settings page (Console Input row) and at the bottom of the data monitor, so you always have a way out.

The Indicator Menu

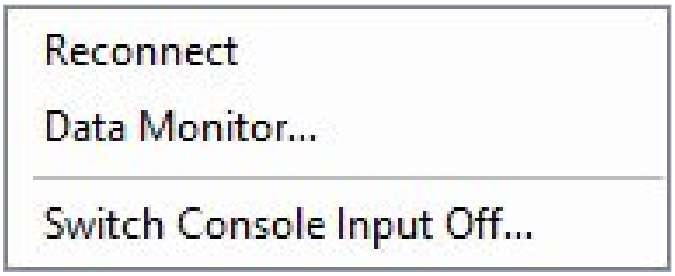


Figure 105. Click the indicator: Reconnect, Data Monitor..., Switch Console Input Off...

When the Console Runs Another Sport

The console must run the sport you play in ovalBoard 7 (see the table). If its data say another sport – for example a console still set to basketball while you play volleyball – ovalBoard 7 does not read them with a wrong table and does not lock anything: the indicator turns amber with *The console sends Basketball: set the console to Volleyball or choose Console Sport*. The same message is on the Settings page, in the data monitor and on the remote's console bar. Set the sport on the console (or choose Console Sport in Settings) and the console takes over.

A console type that has no table for the sport you play (for example a basketball console while you score cricket) shows the amber *Console: Receiving (Not Used for This Sport)*; the panel works as usual.

If the console is switched to another sport while it has control, the lock stays (only Off + Yes releases it) and the message tells what to do. After a pause of 20 seconds or more in the data, an All Sport 5000 is read again only after its next full packet has told its sport.

Another Sport on the Console

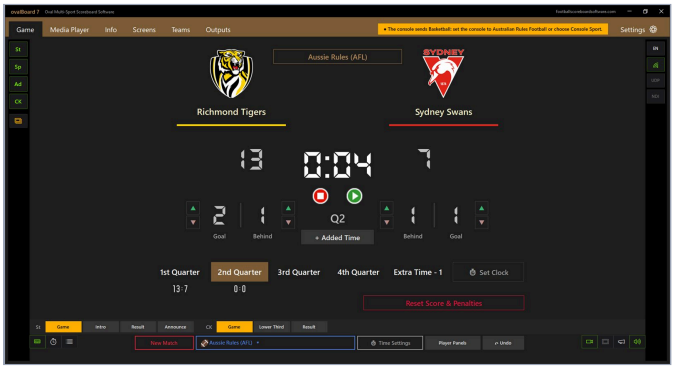


Figure 106. The console sends another sport: amber message, nothing locked

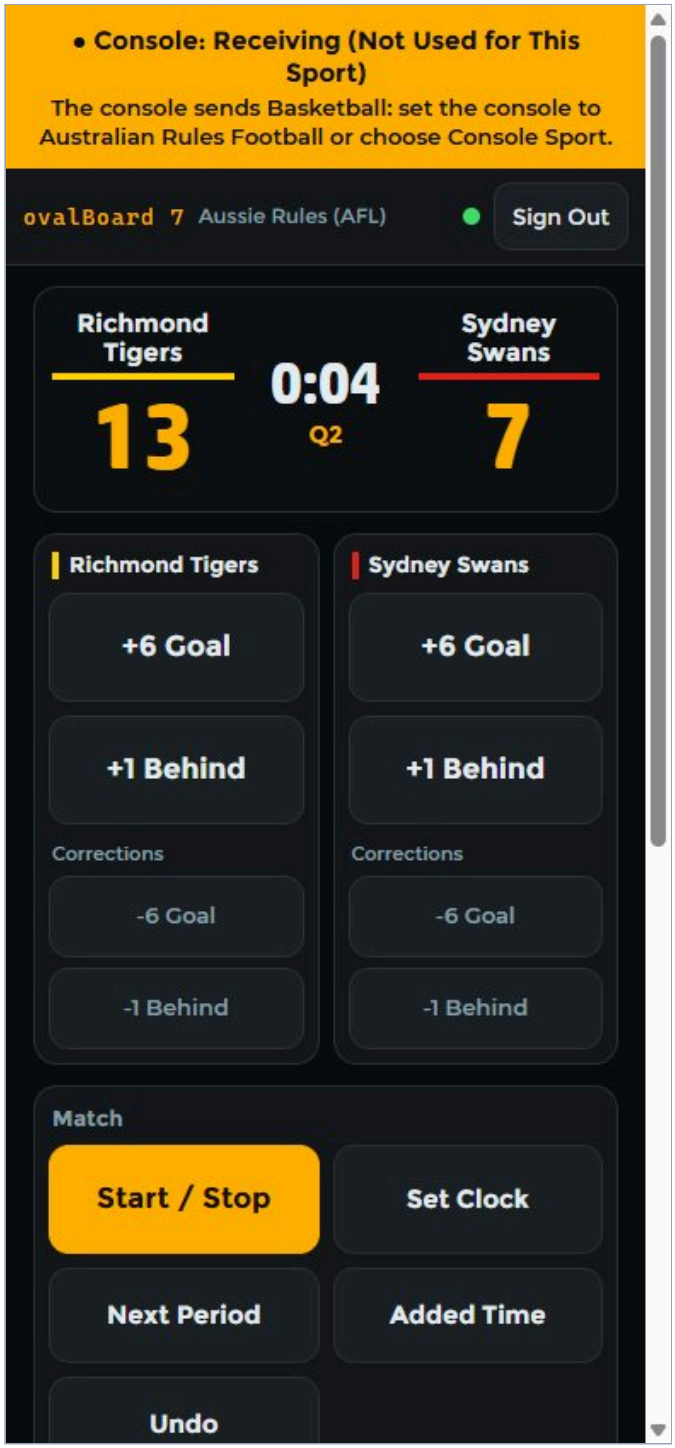


Figure 107. The remote's console bar with the same message

When the Console Data Stop

If no valid data arrive for 3 seconds (cable pulled, console switched off, adapter removed), the indicator turns red and blinks: **Console Data Lost**. The board keeps the last values, a running clock goes on, and **the console keeps control** – the buttons stay greyed out, so that the board never shows values nobody controls.

A running clock that reaches 0:00 while the data are lost **holds there**: the period does not end and no result is shown (no *End of Q4*, no *Match Won*) until the console's data say what happened – the console may have stopped the clock a second earlier.

- When the data come back, the console takes over again at once; nothing else is needed. The program reconnects to the COM port or converter by itself every 2 seconds.
- Click the indicator › **Reconnect** after replacing a cable or converter (the program also tries by itself every 2 seconds).
- If the console cannot be brought back, switch the Console Input off: click the indicator › **Switch Console Input Off…** › **Yes** (or Settings → untick **On** → **Apply** → **Yes**). The panel takes over with the last console values (score, period, clock). **No** leaves everything with the console.
- Swimming: if ovalBoard 7 closed unexpectedly during a race the console started, the restored heat goes on racing; switch the Console Input on again and the console's finals and its official end complete the heat.
- When valid data arrive again while the Console Input is on, the console takes control again.

Data Lost and Switching Off

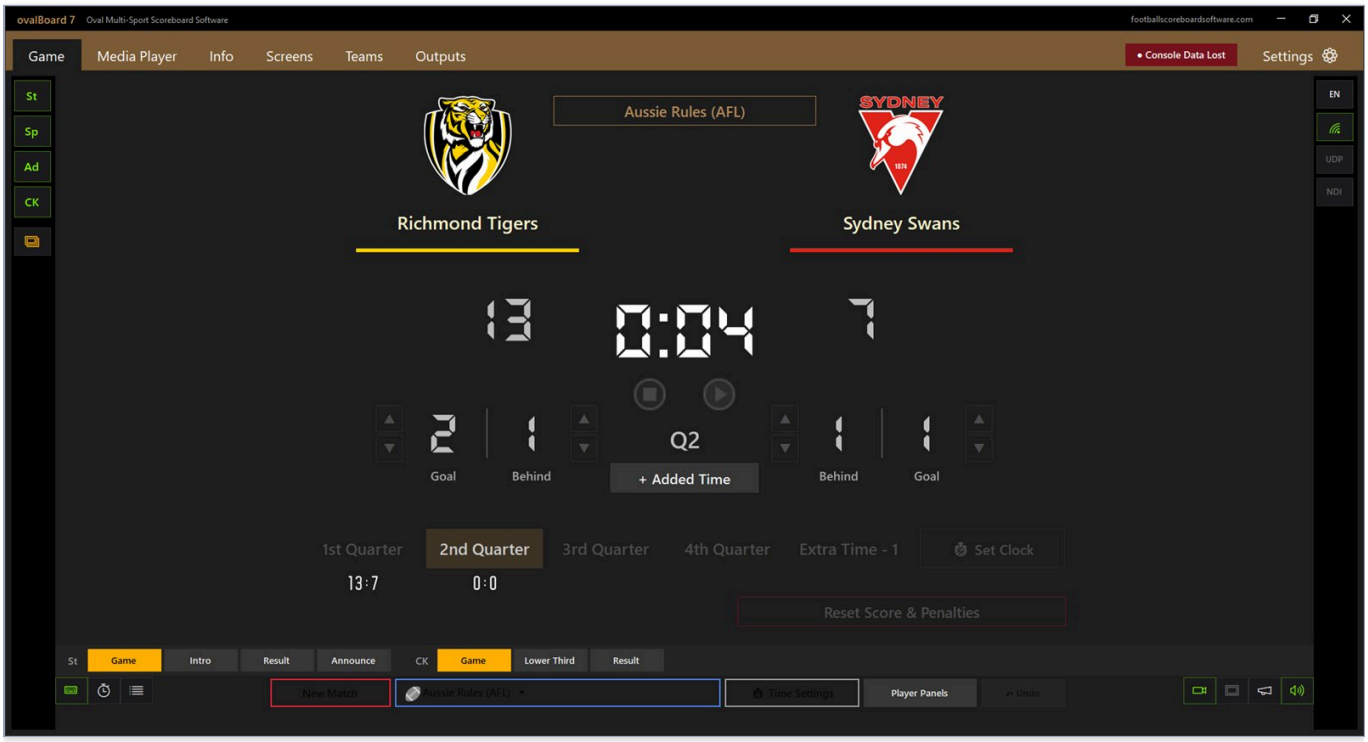


Figure 108. Console Data Lost: the last values stay, the buttons stay locked

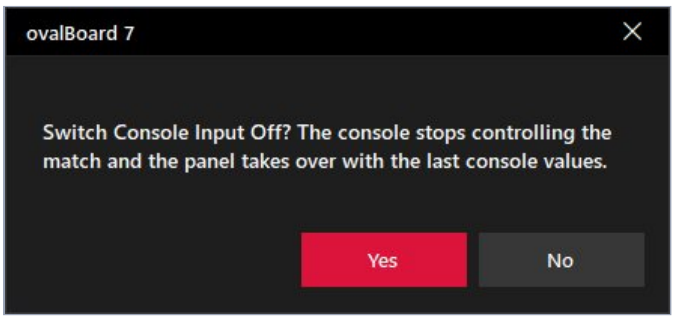


Figure 109. Switching the Console Input off asks first

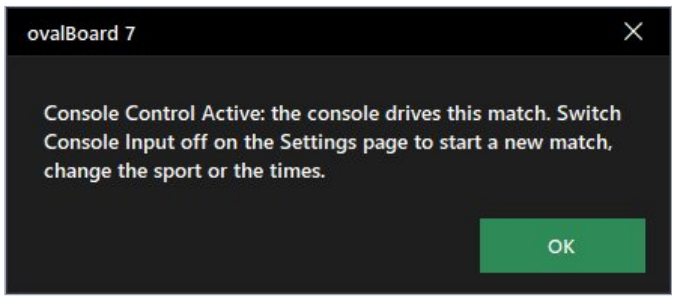


Figure 110. New Match, sport and Time Settings wait while the console has control

The Data Monitor (for Installers)

Click the console indicator, or **Data Monitor…** on the Settings page. The monitor shows the connection and its counters, the console's sport code, every field of the console sport with its raw value, the values ovalBoard 7 reads from them, and the last frames as received.

- **Packets** rising: the console data arrive and are valid.

- **Checksum Errors** or **Broken Frames** rising: wrong baud rate, a bad cable or interference.
- **Bytes** rising but no packets: wrong port of the console (scoreboard output instead of RTD) or wrong baud rate.
- **Console Sport Code**: the code the console runs; **Console Sport**: the table ovalBoard 7 uses for it.
- **Last Refused Value**: a console value the program could not take over (for example a score after the match was ended by the panel); the other values go on.
- A note line says what the program needs (for example *Event 9 Heat 1 of the console is not in the program*); the remote's console bar shows it too.
- **Reconnect** and **Switch Console Input Off...** at the bottom work as in the indicator menu.
- **Record Data Log** writes what the console sends and what the program does with it into *data\logs\console* (see *Recording a Data Log for Support*).

The Data Monitor Window

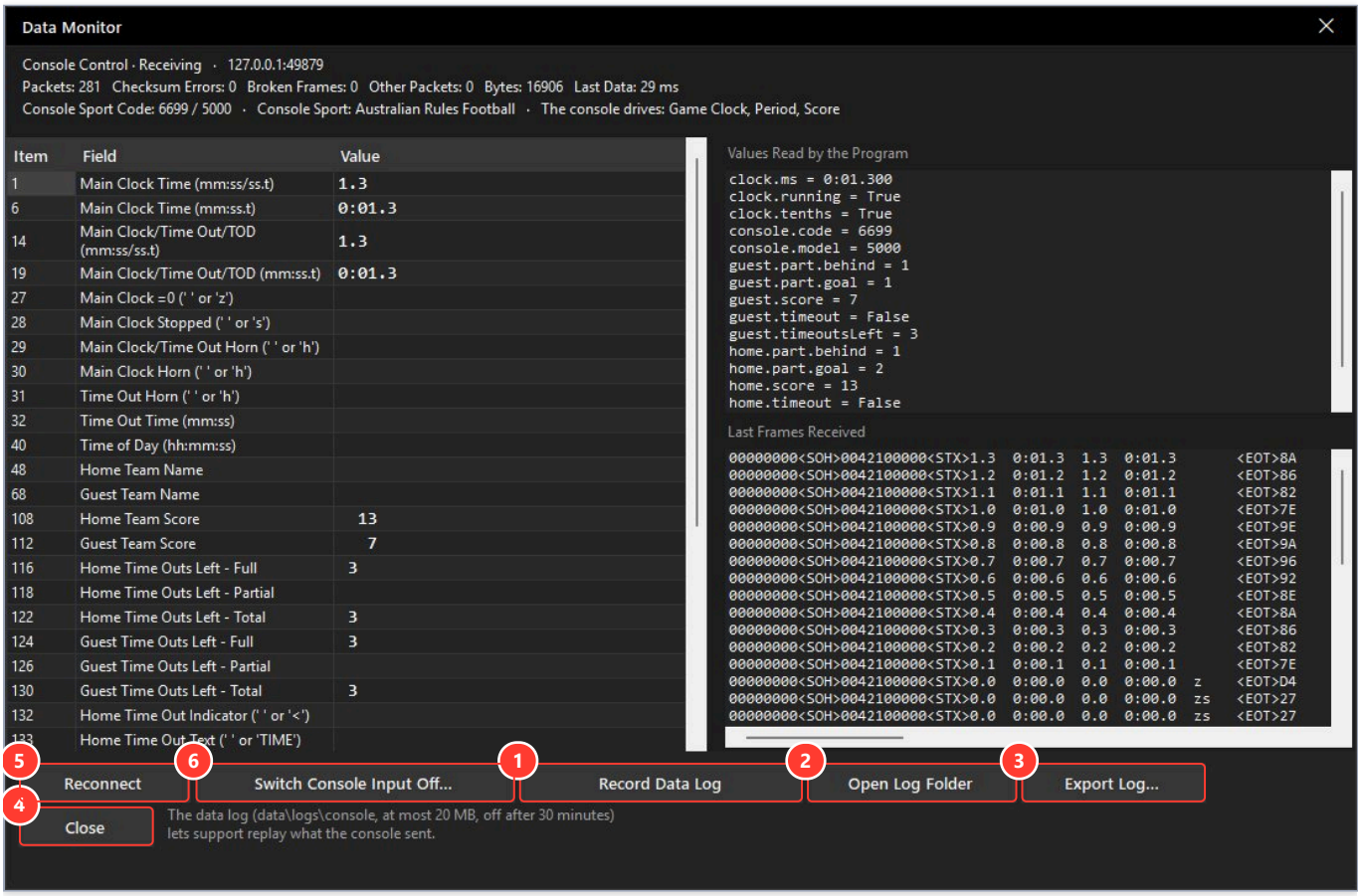


Figure 111. The data monitor: status and counters, the fields of the console sport, the values read and the last frames

#	Control	What it does
1	**Record Data Log**	Starts / stops the data log for support (see *Recording a Data Log for Support*).
2	**Open Log Folder**	Opens data\logs\console in Explorer.
3	**Export Log...**	Saves all console logs as one zip file to send to support.
4	**Close**	Closes the monitor (also `Esc`). The Console Input keeps running.
5	**Reconnect**	Opens the connection again; the console keeps control.
6	**Switch Console Input Off...**	Asks first; Yes hands the match to the panel.

Troubleshooting the Console Input

Problem	What to do
The indicator stays amber (Waiting for Data).	Wrong COM port, wrong console port (use the RTD / RS-232 output, not the scoreboard output), or the console sends nothing yet: change a value on the console (start and stop the clock).
Console Port Error.	The COM port does not exist or another program uses it (close terminal programs or other scoreboard software). Check the Device Manager.
Bytes rise but no packets; checksum errors rise.	Wrong baud rate: try 9600 / 19200. Check the cable (a null-modem cable may be needed between some adapters and J-boxes).
Amber: *The console sends …*	The console runs another sport than ovalBoard 7: set the sport on the console or choose Console Sport in Settings (nothing is locked meanwhile).
Amber: *Console: Receiving (Not Used for This Sport)*	This console type has no table for the sport you play: the panel works as usual.
The indicator says Off after a restart.	Correct: the Console Input is Off at every start. Settings → tick On → Apply.
The match does not end in a sport with added time.	Stop the clock on the console, then Next Period (`F2` or the remote) gives Full Time.
Green, but nothing changes on the board.	The sport in ovalBoard 7 has no console data (see the table): check the Console Sport Code in the monitor and set Console Sport, or choose the matching sport in ovalBoard 7.
The clock differs from the Time Settings.	The console's values win: the board shows the console's period length and clock. Set the console (or the Time Settings) to the same values.
A team's score is right but the score types (2 / 3 points, try / conversion) are wrong in the statistics.	The console sends only totals; the program guesses the type from each change. Totals on the board are always right.
I must take over by hand during the match.	Click the indicator › Switch Console Input Off… › Yes. The panel continues with the last console values. Apply, No and Reconnect leave the console in control.

Recording a Data Log for Support

When a console does not work as it should on site, a **data log** lets support see exactly what the console sent. It is off when ovalBoard 7 starts and never stays on by mistake.

1. Settings → Console Input (or the data monitor): click **Record Data Log**. The button turns red (*Stop Recording*) and the status line under it shows *Recording Log* with the time left (the data monitor too); the indicator in the tab strip keeps showing only the console's state.
2. Let the console run the situation that goes wrong (a few minutes are enough). Note what the console showed.
3. Click **Stop Recording** – or let it stop by itself after **30 minutes**; switching the Console Input off stops it too.
4. Click **Export Log…**: one zip file of the logs (choose where to save it, e.g. the desktop) – send it to support with your note. **Open Log Folder** shows the files.

- What is in it: every byte the console sent with its time (support can replay it into the program), and a readable list of what happened – connection, errors with the bytes concerned, unknown packets, every change of the values read, the lock state, the console type, port and baud rate, the program version.
- The log folder is *data\logs\console*. It never takes more than **20 MB** in all (at most 4 MB per file, 20 files): the oldest files are deleted first, also after a restart.

- No personal data are recorded – only the console's data.

Other Consoles

These consoles are possible once a customer sends a data log (or a capture) of their console – their data format is not published: **Swiss Timing basketball consoles**, **Mobatime**, **Fair-Play**, **ALGE** timers, **Microgate**. Record a data log with the console connected as above (any console type) and send it to support.

19 Typical Workflows

1. Connect the second display and set it to *Extend* in the Windows display settings (`Win`+`P`), Scale 100 %.
2. Start ovalBoard 7, click the sport button in the bottom bar and choose the sport and discipline.
3. Open **Teams**: type the event, team names, short names, choose colours and logos, fill the team lists and click **Apply**.
4. Open **Outputs**: in the Standard (LED) row choose monitor 2, tick **Full Screen** and **Show** (for a sender card: Full Screen off and the LED's pixel area, see *Sending the Board to the LED Screen*).
5. Click the design icon on the output strip and pick the master design you like for St.
6. Optionally switch on the background video with the icon at the bottom right.
7. Go back to **Game** and run the match; use the St on-air row for Intro before the start and Result at the end.

1. On **Outputs**, set St to the LED wall monitor with **Full Screen** (or Left / Top / Width / Height for an LED controller with an unusual resolution).
2. Tick **Show** and **NDI** for Chroma Key (Video). If you do not need to see it, untick Full Screen and give it a small window on the operator monitor.
3. In vMix add an NDI input *<PC name> (<product> CK)* and put it as an overlay; the background is already transparent.
4. On the **Info** page tick **St** and **CK**, set Seconds on Air to 8–10.
5. During play, show goals, cards and substitutions from the Info page: the LED wall shows the full-screen graphic, the broadcast the lower graphic, and both return to the game screen by themselves.

1. Right-click **Sp** on the output strip: the **Sp / Ad Media** dialog opens at the Sponsor Strip tab. Click **Add Pictures…** and choose the sponsor logos (PNG with a transparent background looks best).
2. Set Mode to **Scroll Images**, Direction Left, Speed 4–6. Rename the files in **Open Folder** (01_, 02_ …) to change their order, then click **Reload**.
3. Open the **Ad Layout** tab: keep the scoreboard Left (Size 0 = Auto), tick **Visible** for Banner 1 (Top, 12 %) and Banner 2 (Bottom, 12 %).
4. On **Banner 1** choose **Scroll Text** and type one message per line (next home game, ticket office, social media). Pick Colour 2 in the club colour.
5. On **Main Area (Ad)** keep **Playlist** and add the sponsor videos; set Seconds per Picture for the still adverts.
6. Tick **Show the Ad Board**, check the result live and close the dialog. At half-time type a raffle message into Scrolling Text on the Info page and click Apply.

1. Connect the sender card, press `Win`+`P` → **Extend**, and set the card's monitor to 1920 × 1080, Scale 100 %, in the Windows display settings.
2. Let the LED supplier map the screen in the vendor software from the top left corner (0, 0) of the card's input.
3. On **Outputs**, Standard (LED): choose the sender card's monitor, untick **Full Screen**, type Left 0, Top 0, Width 384, Height 192 and tick **Show**.
4. Check the LED: the board fills it exactly. Close ovalBoard 7.
5. On match day just start ovalBoard 7: the board opens on the LED by itself.

1. Before the match open **Media Player**, click **Add Clip** and choose the video and the two pictures; drag the rows into order.
2. Switch **Return to the Scoreboard** on (green frame), set the sound on if the video has music, and check **Image Play Duration** on the Settings page.

3. At half-time select the first row and click **Start**: the clips play one after the other on the board.
4. At the end of the playlist the scoreboard comes back by itself (or click **Finish** / the **Game** tab earlier).

1. Open **Settings** and note the address and the PIN of the Remote Control row (set your own PIN and click Apply if you like).
2. Connect the phone to the same Wi-Fi and open the address in its browser.
3. Enter the PIN and press ✓.
4. Use the team buttons for scores, fouls and timeouts and the Match buttons for the clock; mistakes are fixed with the Corrections buttons or Undo.
5. Keep the PC operator for info graphics and screens; both can work at the same time.

1. Before the day, open **Teams** and type the event name and the venue.
2. Type the first match's teams with their team lists (number, name, Show) and click **Apply**.
3. For each later match, change names, short names, colours, logos and team lists and click **Apply**, then click **New Match** (the team setup is kept, the score is reset).
4. Untick **Show** for injured or absent players instead of deleting them.
5. Before each match, show the Intro screen and the team lists (Info page → Team Lists, with **Slide** for a player-by-player presentation).

1. Type only the team names and click **Apply** on the Teams page.
2. Score on the Game page as usual (team scores without players).
3. For a goal or a card graphic, open the Info page, choose the team and type just the number (or number and name) into the player field.
4. Click **Show**. A number with a name is added to the team list, so it can be picked from ▾ next time.

1. Start the PC and ovalBoard 7 again.
2. Answer **Yes** to *"The program did not close normally. Restore the last match?"*.
3. Check score, fouls and penalties on the Game page; the clock is stopped at the time of the last recorded action.
4. Ask the table officials for the official time and correct it with **Set Clock**.
5. Check that the boards are open (St / Sp / Ad / CK open again by themselves at their places) and start the clock with the referee's signal.

1. Click the design icon on the output strip, then **Edit** on the Arena card.
2. Click **Save a Copy** and give the design the club name.
3. Open the **Theme** tab and change the colour tokens (accent, panel, text) and the fonts – every screen of the design follows.
4. Check the special moments with **Preview Data** and the shapes of your screens with **Preview Size**.
5. Click **Save** (`Ctrl` + `S`), close the editor and choose the new design (★) for St, Sp and Ad on the Outputs page or in the gallery.

20 Cricket

Cricket has its own Game panel: a ball-by-ball scoring pad, in the style of the family's cricket scoreboard. The upper half shows the match situation. The lower half is the pad you score each delivery with. ovalBoard 7 keeps the full scorecard: batting and bowling figures, extras, fall of wickets, partnerships, over-by-over history, milestones, free hits, powerplays and reviews. It also checks every entry against the Laws and the format and refuses anything that cannot happen. The reason appears in the status line of the bottom bar.

Rules as Implemented

The five formats and their limits are listed in Introduction ▸ Sports and Formats; Time Settings changes them for your competition. Whatever the format, the scorer works by these rules:

- A ball needs both batters and a bowler (the gold pickers show what is missing).
- A legal ball counts towards the over; wides and no-balls do not. The over ends by itself after the format's balls per over: the batters change ends, a maiden is credited when the bowler conceded nothing, and the bowler is cleared.
- A bowler may not bowl two overs in a row (in The Hundred two sets of five from one end are one block) and may not exceed the format's limit per bowler.
- A boundary is 4, or 6 off the bat. Six byes are refused. An odd number of runs changes the strike.
- A wide costs 1 run plus the runs on it; a no-ball costs 1 run (2 in The Hundred) plus the runs, and gives a free hit in the formats with free hits. Wides and no-balls count against the bowler; byes and leg byes do not.
- Bowled, caught, LBW, stumped and hit wicket allow no runs on that ball, and only the striker can be out that way. On a free hit or a no-ball only run out and obstructing the field are accepted; on a wide also stumped and hit wicket.
- The toss is only accepted before the first innings. A batter who is out cannot come back; a retired-hurt batter can.
- An innings closes by itself when the side is all out (players per side − 1 wickets), the overs are used up or the target is reached.
- ovalBoard 7 decides the result by itself: won by runs, won by wickets (with the balls left in a limited-overs chase), won by an innings in a two-innings match, or a tie. Draw, No Result and Abandoned are set with More ▾ ▸ End Match.
- Penalty runs awarded when a side is not batting are added to its next innings (or its last one, if it does not bat again).

> **Note** ovalBoard 7 does not calculate DLS targets. For a match that is shortened before it starts, set **Overs per Innings** in Time Settings. During a match, the **Revised Target** button of the remote control (and the HTTP interface) sets the target of the final innings and, if you like, its balls: e.g. *150* or *150:96*. The Game panel itself has no button for it; More ▾ ▸ End Innings ends an innings early.

The Game Panel

The upper half of the panel shows the match situation; you click the team buttons and the three pickers there.



Figure 112. The cricket Game panel: header, team scores, situation box, pickers and the over strip.

#	Control	What it does
1	Logo	The home team's logo (or its short name on the team colour when there is no logo).
2	Event	The event name from the Teams page.
3	Venue and Match	The venue and the event subtitle (e.g. the match number), joined with a dash.
4	Time of Day	Cricket has no game clock. The box shows the time of day, which the boards show too.
5	Batting Team	The gold bar on the left and the gold score mark the side that is batting.
6	Other Team	The fielding side. Its score shows after it has batted.
7	Score	Runs/wickets of the team's latest innings (e.g. 14/0). After a declaration the score reads 250/6d.
8	Overs	Overs and balls bowled (0.5 = five legal balls). In The Hundred it shows the balls faced.
9	Innings and Target	The innings (1st Innings, 2nd Innings, Super Over) and, in a chase, the target (Target 153).
10	Equation / Status	In gold: the chase equation (e.g. *team* Need 30 Runs from 18 Balls), the lead or deficit in a two-innings match, Innings Break with the score, or the result. Before the match, the toss or Before the Match. In a first innings it shows what matters now: **Free Hit**, the running **Powerplay**, or the overs (balls) left. It never repeats the innings line above it.
11	Rates	CRR (current run rate), RRR (required run rate) in a chase, and the projected total in a limited-overs first innings from the end of the first over.
12	Batting Buttons	Click a team to start the innings with that team batting. They only work before an innings (before the match or in the break). After the first innings ovalBoard 7 only accepts the side whose turn it is. The batting side is green.
13	Toss	The toss result in amber (e.g. *team* Won the Toss and Elected to Bat). Enter it with More ▾ ▸ Toss.

#	Control	What it does
14	**Striker**	The batter on strike, marked ►. Click to open the Striker menu (see below). A gold frame means the end is empty (start of the innings, after a wicket).
15	**Striker Runs (Balls)**	The striker's runs and balls faced, e.g. 12 (4).
16	**Non-Striker**	The batter at the bowler's end. It opens the same menu as the Striker picker.
17	**Non-Striker Runs (Balls)**	The non-striker's runs and balls faced.
18	**Bowler**	The current bowler. Click to open the Bowler menu with the fielding team's players. It turns gold at the start of every over (and after a bowler reaches the limit in The Hundred).
19	**Bowler Figures**	Overs-Maidens-Runs-Wickets (O-M-R-W), e.g. 0.5-0-14-0. Wides and no-balls count against the bowler, byes and leg byes do not.
20	**This Over**	One chip per delivery of the current over: **.** dot, **1**–**6** runs, **1wd** / **5nb** / **2b** / **1lb** extras (with the total of the ball), **W** or **1W** a wicket. Colours: a boundary four is blue, a six purple, extras gold, wickets red.
21	**Partnership and Last Wicket**	The current partnership, runs (legal balls), e.g. 14 (5). After a wicket it also shows the last man out (name, runs (balls), score/wicket and over), and at the end of the match the result.

> **Tip** A batter or bowler without a number in the team list does not appear in the pickers. Give every player a number on the Teams page. The batting order (1–11) works well when the players have no shirt numbers. **Other Player...** also needs a number: type it before the name (e.g. *12 Alex Kim*).

The lower half is the pad. Under it are the on-air rows of the St and CK outputs (the cricket screens) and the bottom bar. The tool icons at both ends of the bottom bar are described in The Main Window.

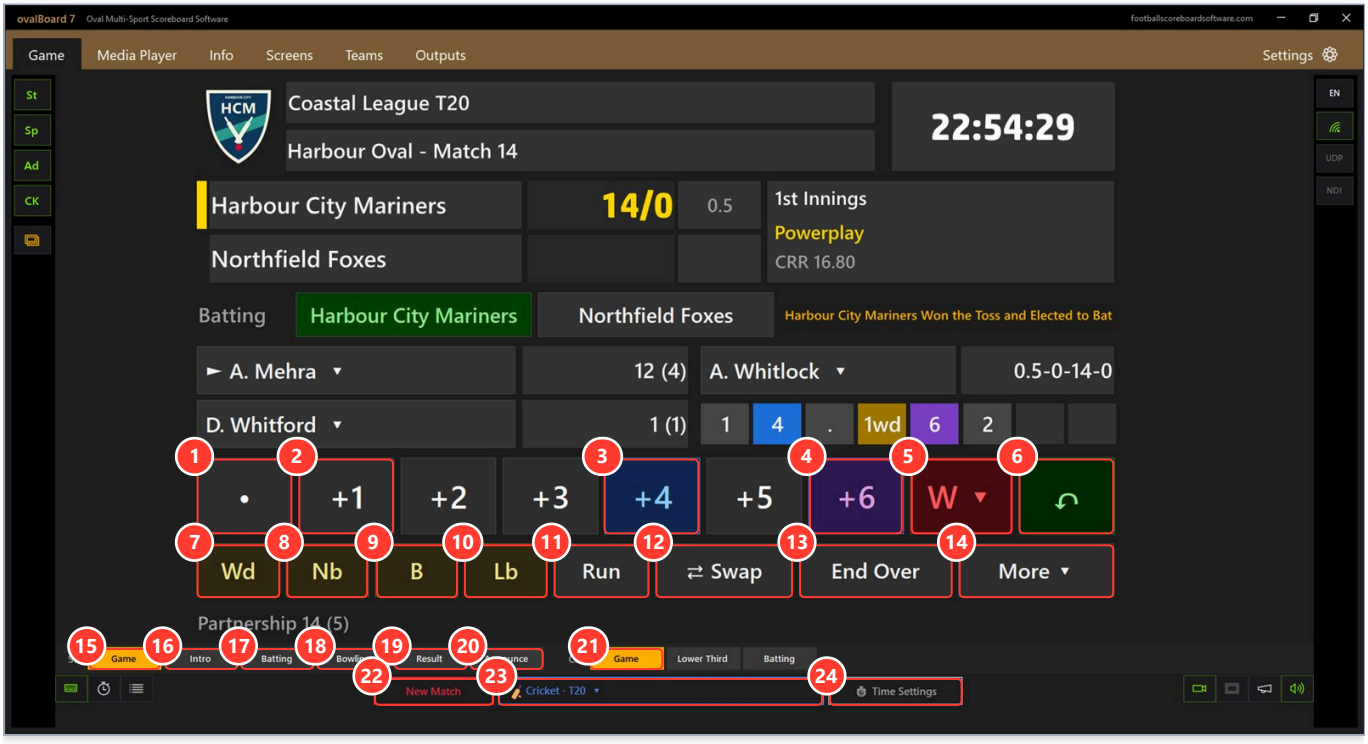


Figure 113. The ball-by-ball pad, the on-air rows and the bottom bar of the cricket Game page.

#	Control	What it does
1	• (Dot Ball)	A legal ball with no run. After Wd, it is a plain wide; after Nb, a plain no-ball; after B or Lb, a legal dot ball.
2	+1 / +2 / +3 / +5	Runs off the bat, or runs on the extra you chose first. After an odd number of runs the batters change ends.
3	+4	A boundary four (blue chip). After B, Lb or Wd it is four byes, four leg byes or a wide to the boundary. With **Run** on, it is four runs that were run.
4	+6	A six (purple chip). Only off the bat: on byes or leg byes ovalBoard 7 refuses it.
5	W ▾ (Wicket)	Opens the Wicket menu (see The Wicket Menu). Choose Wd or Nb first if the wicket fell on a wide or no-ball: the extra goes with the wicket.
6	↶ (Undo)	Takes back the last action of any kind: a ball, a pick, a wicket, the end of an over or innings. Click again to go further back. Same as `F12`.
7	Wd (Wide)	Selects a wide for the next delivery (the button lights up gold). Then press • for one wide, or +1…+4 for runs on the wide (wd+1 = 2wd, wd+4 = 5wd). A wide is not a legal ball and is not a ball faced.
8	Nb (No-Ball)	Selects a no-ball. Then • for the no-ball alone, or +1…+6 for runs off the bat on it (nb+4 = 5nb, the batter gets 4). Combine with B or Lb for byes on a no-ball. The next ball is a free hit in formats with free hits.
9	B (Byes)	Selects byes, then +1…+4 for the number of byes. Pressed after Nb, it makes no-ball + byes (Nb and B stay lit).
10	Lb (Leg Byes)	Selects leg byes, then +1…+4. Pressed after Nb: no-ball + leg byes. Byes and leg byes count as balls faced but not as runs for the batter or the bowler.
11	Run	Toggle: the next +4 or +6 was all run, not a boundary. It is not counted as a four or six, and the batters stay at their ends after four. The tooltip says the same.
12	⇄ Swap	Swaps striker and non-striker, e.g. when the batters crossed before a catch or a run out.
13	End Over	Ends the over early or late when the umpire called it so (at least one legal ball must be bowled). Normally the over ends by itself after six legal balls (five in The Hundred).
14	More ▾	Toss, innings, declaration, retirements, reviews, penalty runs, timeout, powerplay, Super Over and End Match (see The More Menu).
15	St · Game	Puts the St board back on the scoreboard from any info screen.
16	St · Intro	The Intro screen: event, both teams with logos, venue, date and time.
17	St · Batting	The batting card of the current innings: R, B, 4s, 6s, SR and the dismissals, with extras and fall of wickets.
18	St · Bowling	The bowling card of the fielding side: O, M, R, W, Wd, Nb and Econ.
19	St · Result	Both teams with score and overs and the result line (before the result: the toss).
20	St · Announce	The announcement title and lines of the Info / Screens page.
21	CK · Game / Lower Third / Batting	The CK score bug, the announcement as a lower third, or the batting card on the green background.
22	New Match	Clears the match and starts again with the same teams and format, after a confirmation.

#	Control	What it does
23	**Sport and Format**	Shows the sport and format and opens Choose Sport and Discipline.
24	**Time Settings**	Opens the **Match Format** of the running cricket format (see Time Settings: the Match Format).

> **Note** The pad has one Undo, the green ↶ ; the bottom bar has no Undo button in cricket. The extra buttons and Run clear themselves after each ball; click a lit button again to switch it off.

Entering Deliveries

Every delivery is one or two clicks: an optional extra (Wd, Nb, B, Lb, with Run for an all-run four or six), then the runs.

What happened	Click	Over chip	Scored as
Dot ball	•	.	Legal ball, ball faced, dot for batter and bowler
Two runs	+2	2	2 to the batter and against the bowler
Boundary four	+4	4 (blue)	4 to the batter, counted as a four
Four all run	Run, +4	4	4 to the batter, not a boundary, no change of ends
Six	+6	6 (purple)	6 to the batter, counted as a six
Wide	Wd, •	1wd	1 wide, not a legal ball
Wide, batters run one	Wd, +1	2wd	2 wides, batters change ends
Wide to the boundary	Wd, +4	5wd	5 wides
No-ball	Nb, •	1nb	No-ball penalty (2 in The Hundred), ball faced, free hit next
Four off the bat on a no-ball	Nb, +4	5nb	4 to the batter + 1 no-ball
No-ball, two byes	Nb, B, +2	3nb	1 no-ball + 2 byes
One leg bye	Lb, +1	1lb	Leg bye, legal ball, batters change ends
Four byes	B, +4	4b	4 byes to the boundary, not against the bowler

When a delivery completes the over, ovalBoard 7 closes the over. When the innings is complete (all out, the overs used up or the target reached), the innings closes by itself.

The Striker, Non-Striker and Bowler Menus

Click a picker to choose a player. The Striker and Non-Striker pickers list the batting team, the Bowler picker the fielding team. Each list shows the players who have a number on the Teams page, then **Other Player...**.

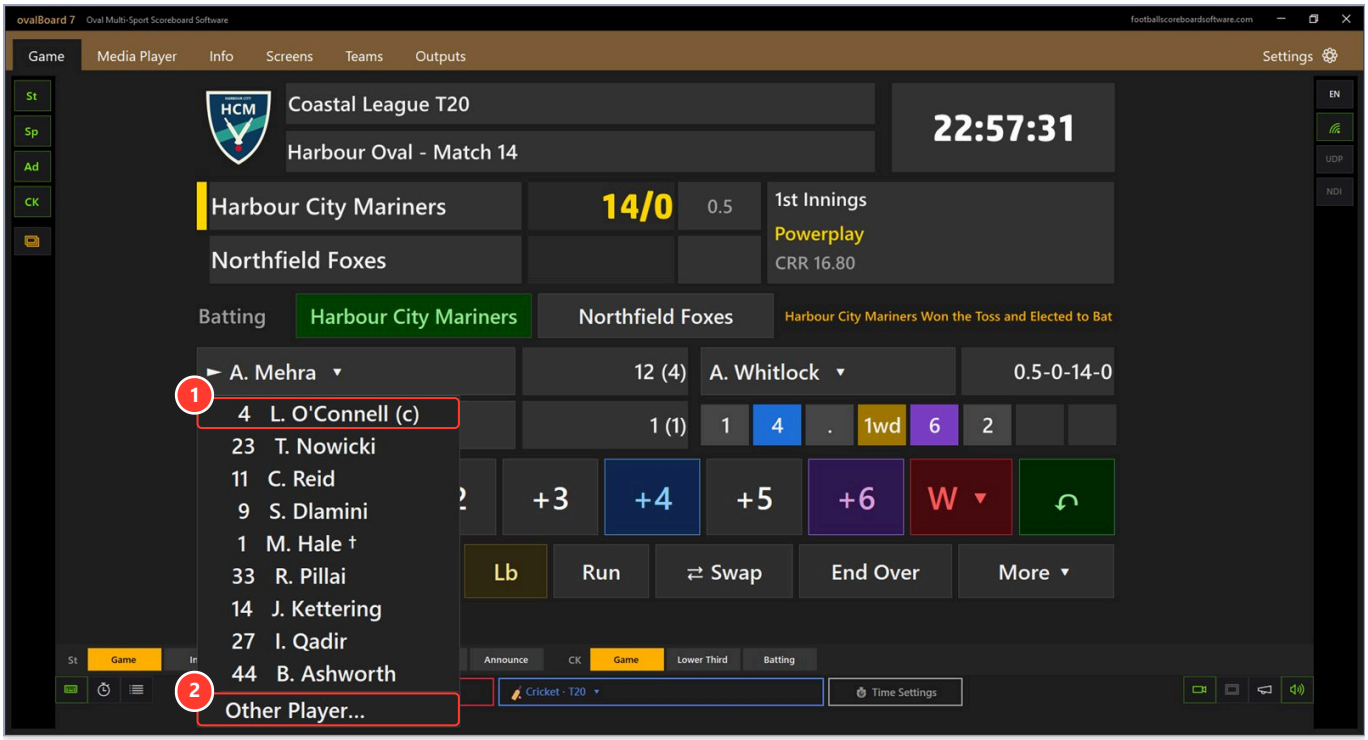


Figure 114. The Striker menu: the batting team's players with numbers, then Other Player...

#	Control	What it does
1	**Players (number and name)**	Every player of the batting team that has a number on the Teams page, in team-list order. Click one to send that batter to the striker's end (the Non-Striker menu fills the other end). A batter who is out, or already at the crease, is refused with a message in the status line.
2	**Other Player...**	Opens the Other Player dialog: type a number and a name (e.g. *12 Alex Kim*). The player is added to the team list and goes to that end.

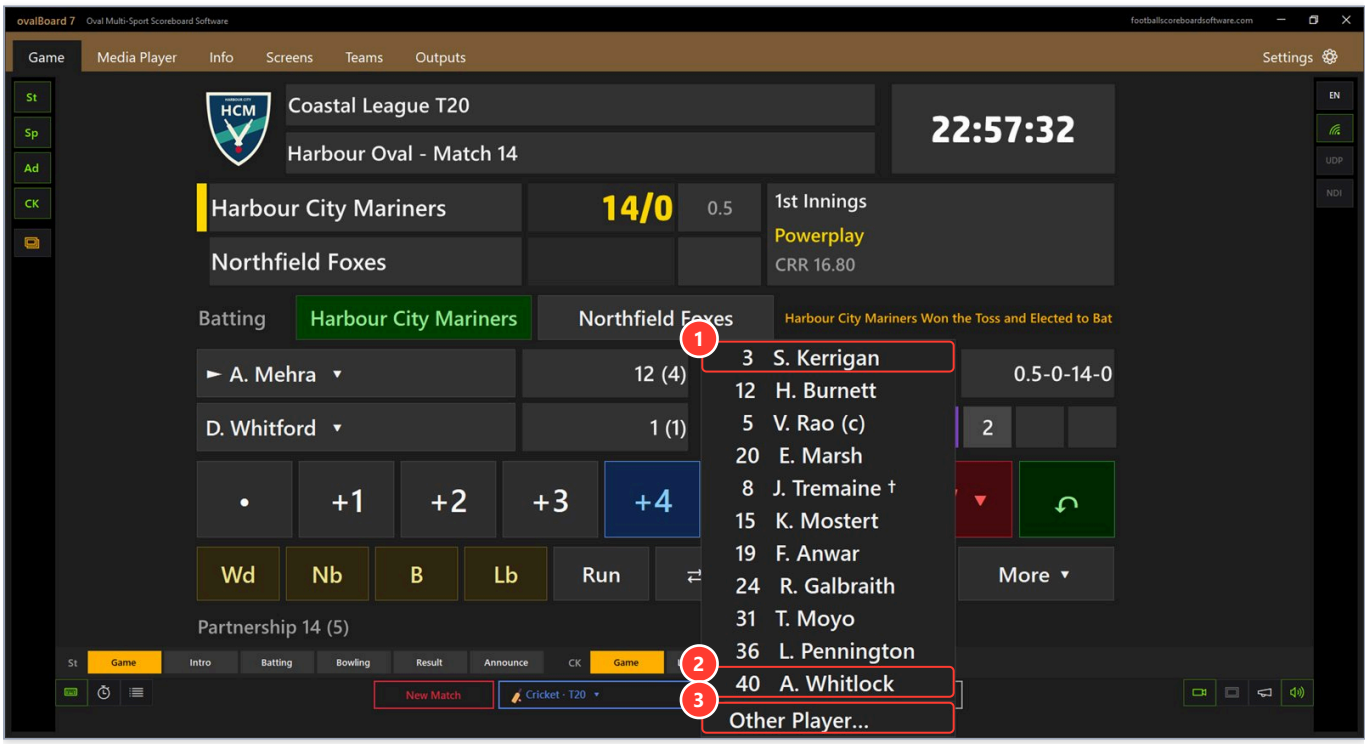


Figure 115. The Bowler menu: the fielding team's players with numbers, then Other Player...

#	Control	What it does
1	**Players (number and name)**	Every numbered player of the fielding team. Click one to make that player the bowler of this over. The bowler of the previous over, or a bowler who has reached the format's limit, is refused.
2	**Current Bowler**	The current bowler is in the list like everybody else; choosing another player before the first ball of the over corrects a wrong pick.
3	**Other Player...**	Adds a bowler who is not in the list (number and name), e.g. a substitute or a junior player you type by hand.



Figure 116. Other Player... asks for the number and the name of a player who is not in the list.

#	Control	What it does
1	**Number and Name**	Type the number first, then the name: *17 John Smith*. A number alone is accepted; a name without a number is ignored (the pickers and the scorecard work with numbers).
2	**OK**	Adds the player to the team list of the Teams page and puts the player where you opened the dialog (striker, non-striker, bowler or fielder).
3	**Cancel**	Closes the dialog; nothing changes. The ✕ in the title bar does the same.

Pick a wrong batter by mistake? As long as the batter has not faced a ball, pick the right one in the same picker and the wrong one is removed. A retired-hurt batter (More ▾ ▸ Retire) can come back later: pick the batter again in a free picker.

The Wicket Menu

Click **W** ▾ on the pad. Dismissals that need a fielder open a list of the fielding team; Run Out first asks for the runs completed and the batter who is out.

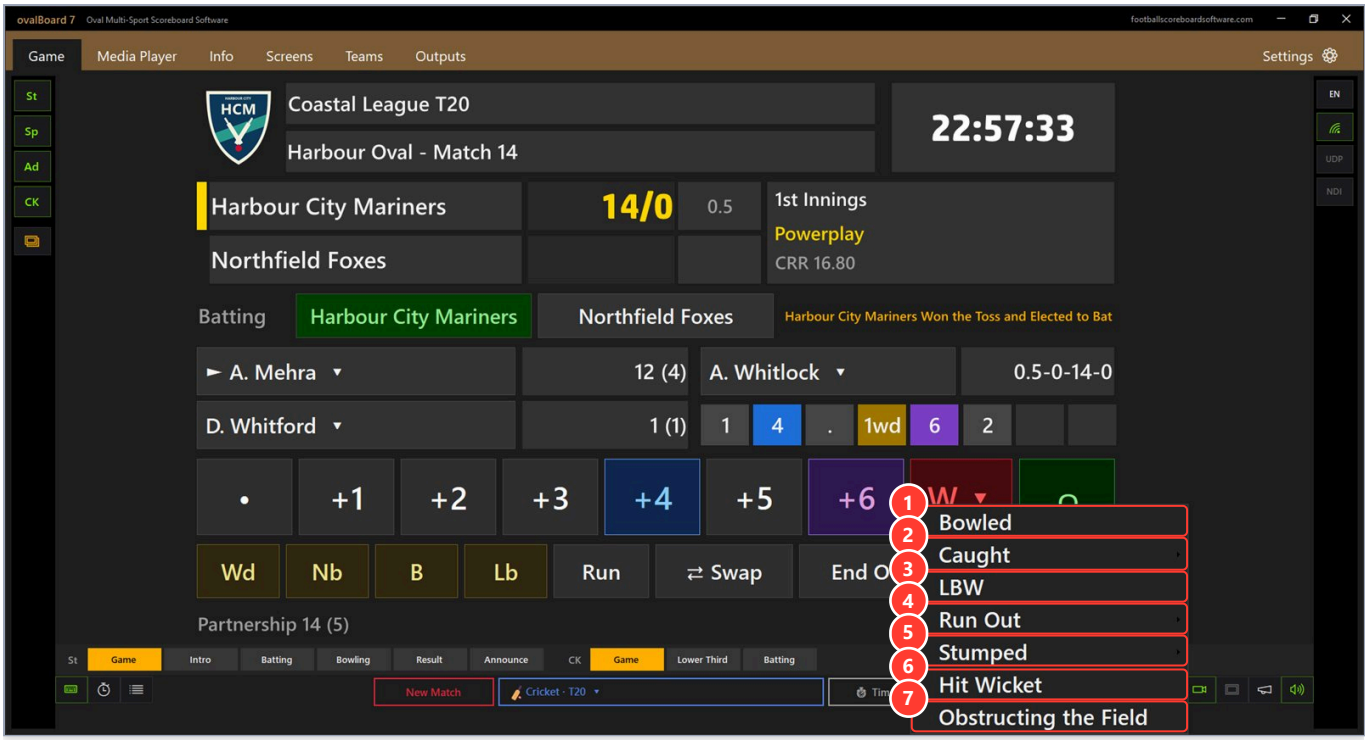


Figure 117. The Wicket menu (W ▾): the seven dismissals.

#	Control	What it does
1	**Bowled**	The striker is out bowled. No runs on that ball; credited to the bowler.
2	**Caught** ▸	Opens the list of fielders (see the next picture). Credited to the bowler.
3	**LBW**	Leg before wicket. Striker out, credited to the bowler.
4	**Run Out** ▸	Opens the runs completed before the run out, then who is out and the fielder (see below). Not credited to the bowler.
5	**Stumped** ▸	Opens the fielders list for the wicketkeeper. Also possible on a wide (Wd, then W ▾ ▸ Stumped).
6	**Hit Wicket**	The striker broke the wicket. Credited to the bowler; possible on a wide.
7	**Obstructing the Field**	Out obstructing the field; not credited to the bowler. Possible on a wide, a no-ball and a free hit.

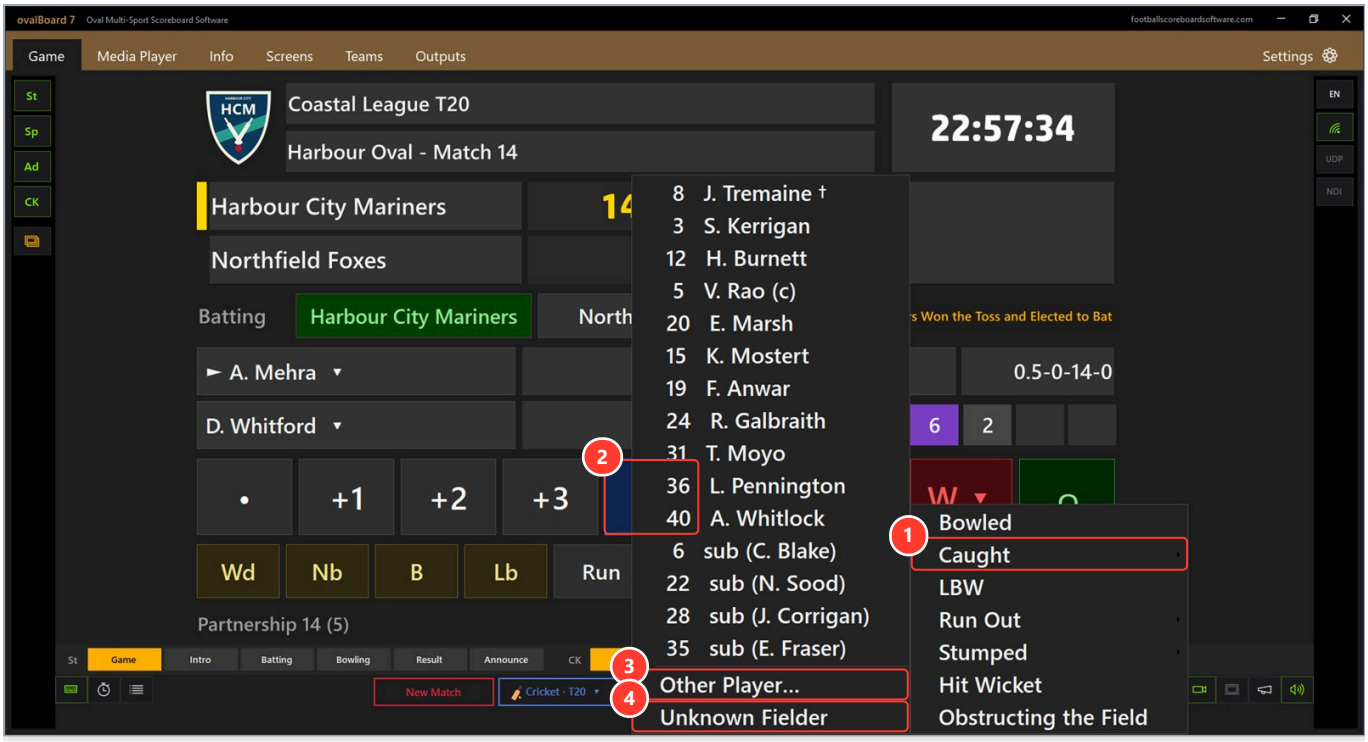


Figure 118. W ▾ ▸ Caught: the fielding team's players, Other Player... and Unknown Fielder.

#	Control	What it does
1	**Caught**	Point at Caught to open the fielders.
2	**Fielders (number and name)**	The numbered players of the fielding team. Click the catcher: the wicket is recorded (c *fielder* b *bowler* on the batting card) and the striker's end empties.
3	**Other Player...**	A fielder who is not in the list (a substitute fielder): type number and name; the player is added to the team list and credited with the catch.
4	**Unknown Fielder**	Records the catch without a name when you did not see who took it.

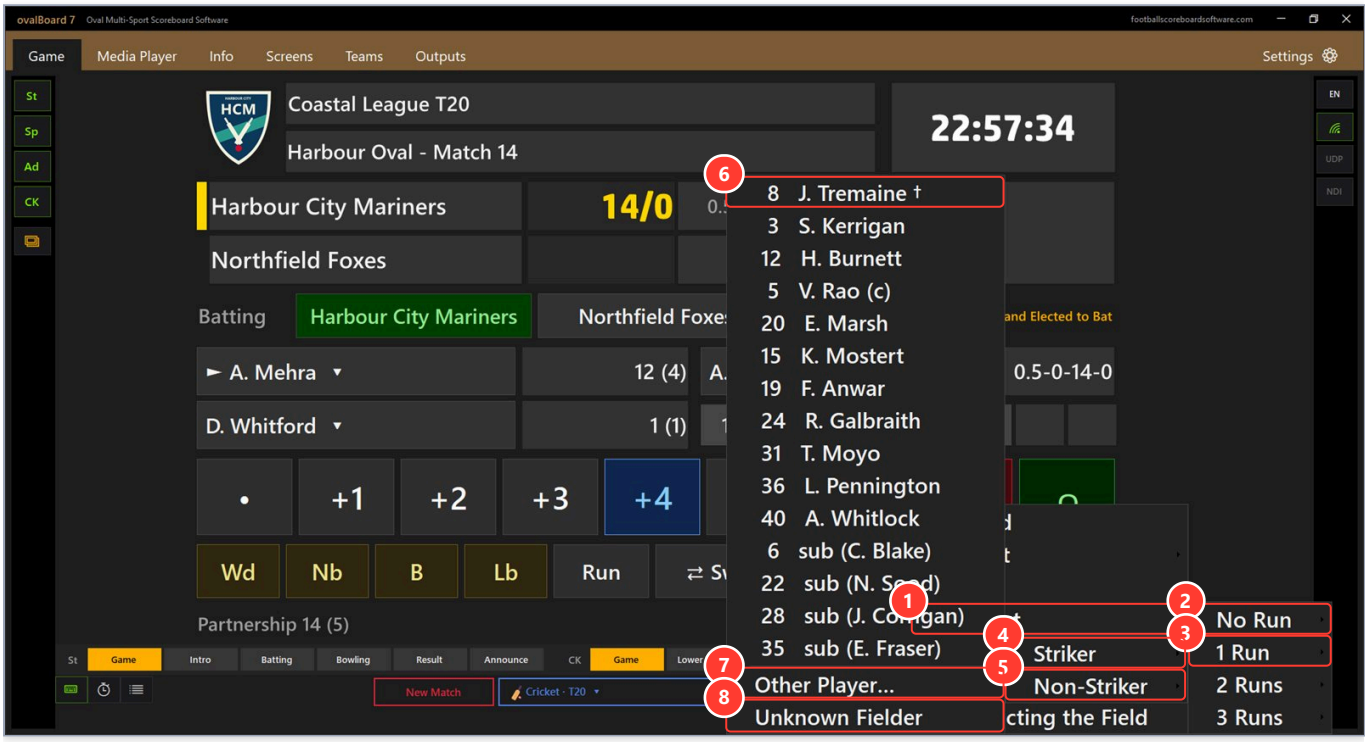


Figure 119. W ▾ ▸ Run Out ▸ 1 Run ▸ Non-Striker ▸ the fielder.

#	Control	What it does
1	**Run Out**	Point at Run Out to open the runs completed.
2	**No Run**	The run out happened before a run was completed.
3	**1 Run / 2 Runs / 3 Runs**	The runs the batters completed before the run out. They are scored with the wicket (as 1W, 2W ...).
4	**Striker**	The batter on strike was run out.
5	**Non-Striker**	The batter at the other end was run out (e.g. backing up too far, or the second run).
6	**Fielders**	The fielder who ran the batter out. Click to record the wicket: the runs are scored and the right end empties.
7	**Other Player...**	A fielder who is not in the list.
8	**Unknown Fielder**	Records the run out without a fielder.

Dismissal	Who is out	Next menu	Credited to the bowler
Bowled	Striker	–	Yes
Caught	Striker	The catcher	Yes
LBW	Striker	–	Yes
Run Out	Striker or Non-Striker	Runs completed, then the batter, then the fielder	No
Stumped	Striker	The wicketkeeper	Yes
Hit Wicket	Striker	–	Yes
Obstructing the Field	Striker	–	No

1. If the wicket fell on a wide or no-ball, click Wd or Nb first (stumped on a wide: Wd, then W ▾ ▸ Stumped).
2. Click **W** ▾ and choose the dismissal (and the fielder, where the menu asks: a player of the list, **Other Player...** or **Unknown Fielder**).
3. The batter's end empties and its picker gets a gold frame. The last-wicket line under the pad shows the batter's score and the fall of wicket.
4. Pick the new batter in the gold picker. If the batters crossed, click ⇄ Swap.

The More Menu

Everything that is not a delivery: the toss, the innings, retirements, reviews, penalty runs, the timeout, the powerplay and the end of the match. Items that do not apply to the running format are refused with a message in the status line.

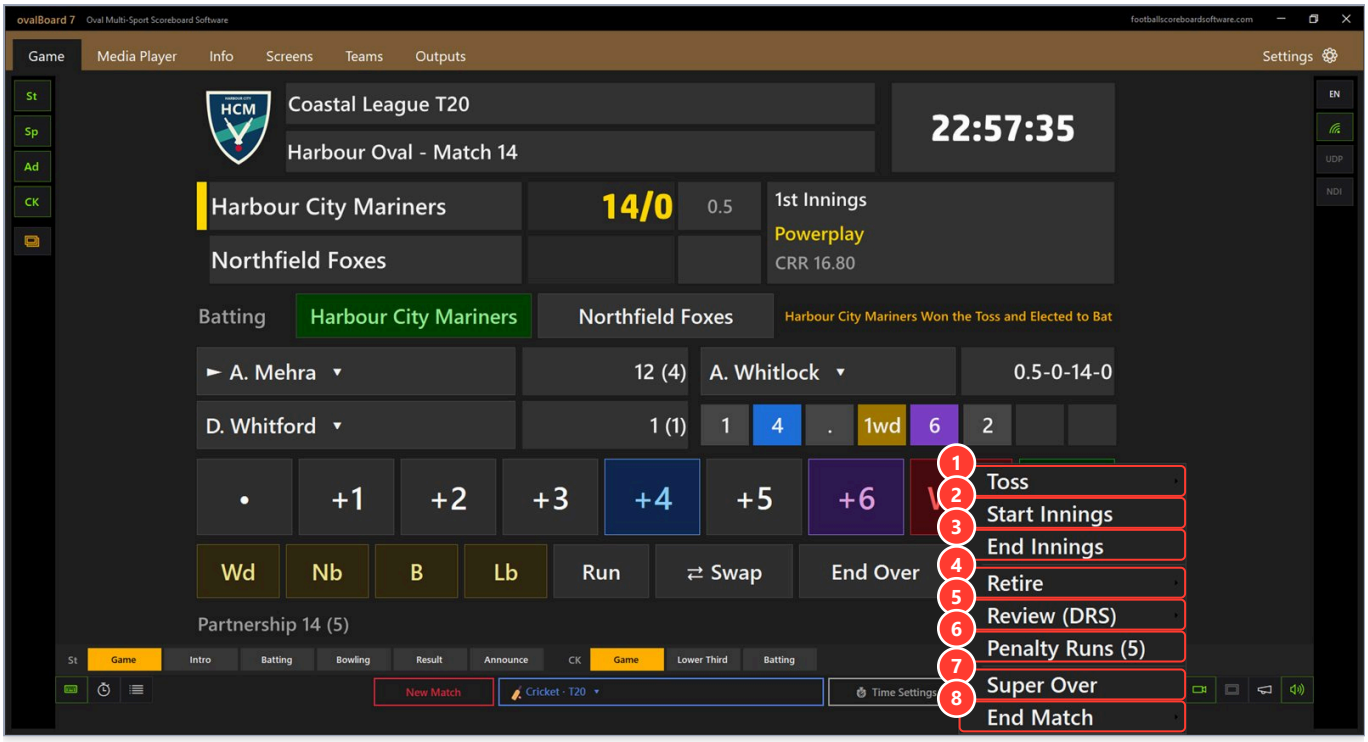


Figure 120. The More menu of a T20 match: only the items the format has are listed.

#	Control	What it does
1	Toss ▸	Opens *team* · **Bat** and *team* · **Bowl** for both teams. Records the toss before the first innings; the toss line shows it, and Start Innings follows it.
2	Start Innings	Starts the next innings with the team whose turn it is (the toss decides the first). Same as the Batting buttons.
3	End Innings	Closes the innings as it stands, e.g. when the overs were reduced or the match is cut short. It first asks *End the innings now?* with Yes / No.
4	Retire ▸	Opens **Striker · Retired Hurt**, **Striker · Retired Out**, **Non-Striker · Retired Hurt** and **Non-Striker · Retired Out**. Retired hurt leaves not out and may resume later; retired out counts as a wicket. Either way the partnership ends and the end empties.
5	Review (DRS) ▸	Records a review for a team (see the next picture).
6	Penalty Runs (5)	Awards 5 penalty runs to the batting side (extras, Law 41).
7	Super Over	After a tie in a limited-overs match: prepares a Super Over (the item reads **Super Five** in The Hundred; the Test format has none). Then start its innings; the side that batted second bats first.
8	End Match ▸	Opens **Tie**, **No Result** and **Abandoned** (in the Test format also **Draw** first). A click asks *End the match: …?* with Yes / No, then ends the match with that result, e.g. a drawn Test or a washed-out game.

The More menu follows the format: it lists only what the format allows. The T20 picture above has no Declare, Fielding Timeout or Floating Powerplay. The items by format:

More ▾ item	T20	One-Day	Test / First-Class	The Hundred	T10
Toss, Start Innings, End Innings, Retire, Penalty Runs (5), End Match	Yes	Yes	Yes	Yes	Yes

More ▾ item	T20	One-Day	Test / First-Class	The Hundred	T10
Declare	–	–	Yes	–	–
Review (DRS)	Yes	Yes	Yes	Yes	Yes
Fielding Timeout	–	–	–	Yes	–
Super Over	Yes	Yes	–	Super Five	Yes
End Match ▸ Draw	–	–	Yes	–	–

Review (DRS) disappears when **DRS Reviews per Innings** is set to 0 in Time Settings. **Fielding Timeout** is the fielding side's 90-second timeout of The Hundred, allowed once per innings from ball 25; it ends with the next delivery. A **Floating Powerplay** item appears only in a format with floating powerplay overs; none of the five formats has one.

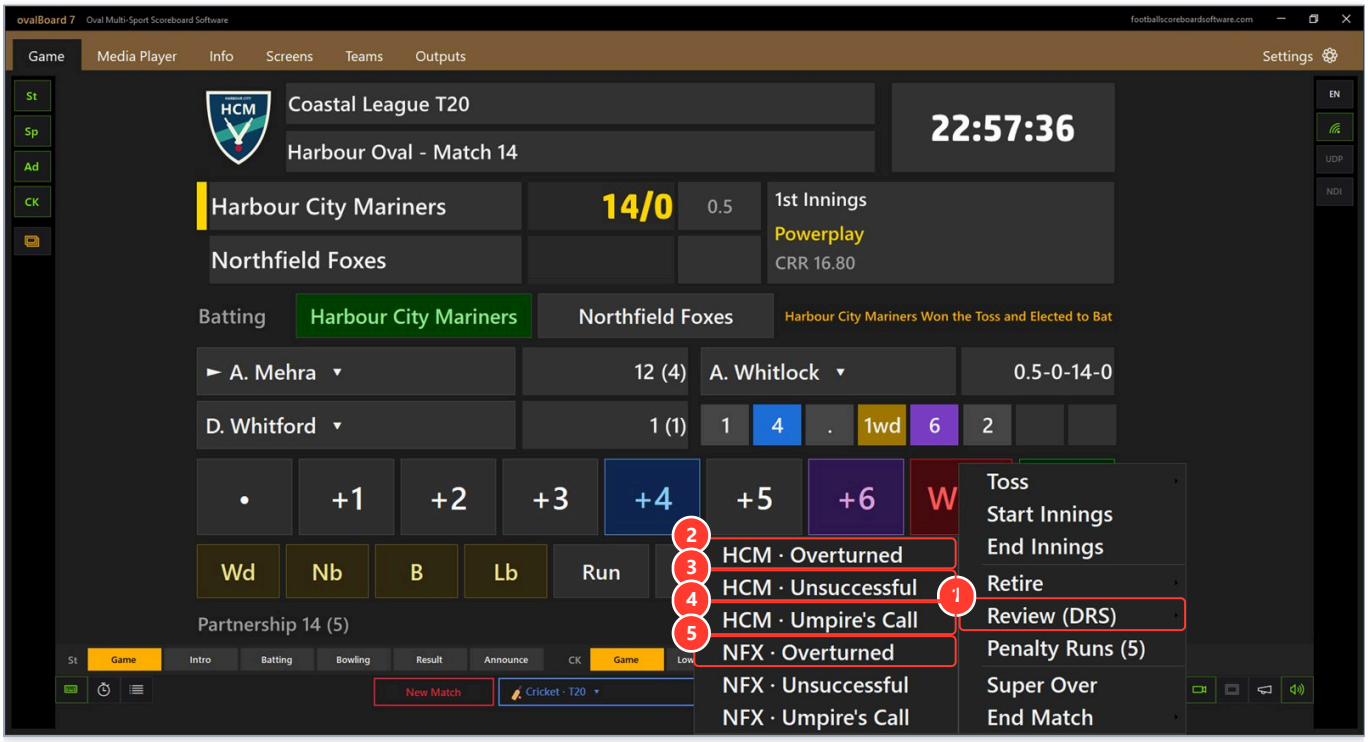


Figure 121. More ▾ ▸ Review (DRS): three outcomes for each team (short names).

#	Control	What it does
1	**Review (DRS)**	Point at it to open the outcomes.
2	**Team · Overturned**	The review succeeded: the decision was changed. The team keeps its review.
3	**Team · Unsuccessful**	The review failed: one of the team's reviews for the innings is used. Refused when the team has none left.
4	**Team · Umpire's Call**	The on-field decision stands on umpire's call: the team keeps its review.
5	**Other Team**	The same three outcomes for the other team.

> **Note** End Innings, Declare and every End Match result ask first (*End the innings now?*, *Declare the innings closed?*, *End the match: Draw?* ...) with Yes / No. Should you still end something by mistake, click ↶ (or press `F12`) right away.

Innings Breaks, Chases and Two-Innings Matches

- **Innings break:** when an innings closes, the situation box shows Innings Break with the team's score. Click the other team's Batting button (or More ▾ ▸ Start Innings) to start the next innings.
- **Chase:** in the final innings the box shows Target *n*, the equation (Need *n* Runs from *b* Balls) and CRR · RRR. The innings ends as soon as the target is reached.
- **Test / First-Class:** the innings alternate, the box shows the batting side's lead or deficit (Lead by / Trail by / Scores Level), and the follow-on becomes available after the second innings when the lead is big enough. Enforce it with the **Enforce Follow-On** action (assign a key in Keyboard Shortcuts, or use the remote). Day and session are advanced with **Next Session** the same way.
- **Super Over:** after a tie, More ▾ ▸ Super Over prepares it; start its innings with the Batting button.

Time Settings: the Match Format

Cricket has no game clock: its Time Settings window holds the **Match Format** of the running format. Open it with ⏱ **Time Settings** in the bottom bar. The rows depend on the format.

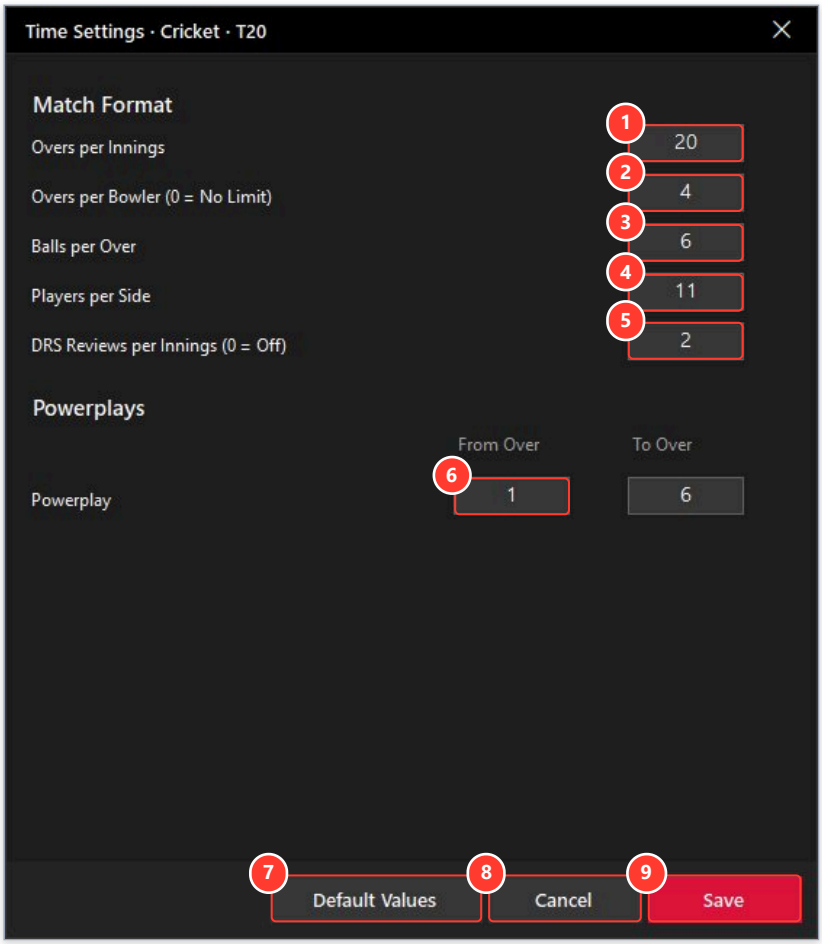


Figure 122. Time Settings · Cricket · T20: the match format.

#	Control	What it does
1	**Overs per Innings**	The overs of each side, e.g. *15* or *16* for a short club game. The boards, the equation and the projected score follow it. Limited-overs formats only.
2	**Overs per Bowler (0 = No Limit)**	The most overs one bowler may bowl; the pad refuses more.
3	**Balls per Over**	Legal balls in an over (6; 5 in The Hundred).

#	Control	What it does
4	**Players per Side**	The number of players of each side; it sets when the batting side is all out (10 wickets with 11 players).
5	**DRS Reviews per Innings (0 = Off)**	Unsuccessful reviews each team may make per innings (More ▾ ▸ Review). 0 removes the review buttons from the remote and the keys.
6	**Powerplay: From Over / To Over**	The overs of each powerplay of the format (T20: 1 to 6; One-Day has three rows). The situation box and the boards show the powerplay while it runs. To Over may not be lower than From Over.
7	**Default Values**	Puts the factory values of the format back into the fields after a confirmation.
8	**Cancel**	Closes the dialog without saving. The ✕ does the same.
9	**Save**	Checks and saves the values for this format (an impossible combination is reported in red and nothing is saved). They apply to a new match: if a match is in progress you are asked whether to start one now. **Time Settings *** then shows that the format differs from the factory values.

- **Days** – a two-innings format (Test / First-Class) shows the number of days instead of the overs rows.
- **Timeout Duration** – The Hundred shows a Timeouts header with the length of the fielding side's timeout (1:30).
- One-Day (50 Overs) shows three powerplay rows (P1, P2, P3); Test / First-Class has none.

> **Tip** The values are saved per format. Changing T20 to 16 overs does not change T10 or One-Day. Click **Default Values** to return to the factory format.

Keyboard Shortcuts for Cricket

Out of the box, cricket only has `F12` for Undo and `Num 2` for the horn. Assign your own keys in Keyboard Shortcuts (the keyboard icon in the bottom bar, or Settings); each sport keeps its own keys.

The Keyboard Shortcuts window with the cricket actions is shown in Keyboard Shortcuts ▸ The Actions of Each Sport. Its rows: the horn; Won Toss, Bat / Bowl for each team; Start Innings; Dot Ball, 1 Run, 2 Runs, 3 Runs, Four, Six, Wide, No-Ball, Bye, Leg Bye; Bowled, Caught, LBW, Run Out; Swap Strike, End Over; Penalty Runs and the review outcomes for each team; Undo; and the format's own actions (Timeout, Enforce Follow-On, Next Session, Super Over). A Bye or Leg Bye key scores one; a wicket key records it without a fielder.

Actions that end something (End Innings, Declare, End Match, New Match) are not offered as keys. Actions that need a value you type or a player you choose (Delivery, Revised Target, Retire, Batter, Bowler) are not listed either; use the Game panel or the remote control for them.

Cricket Outputs

All four boards follow the scoring ball by ball. During an innings the St board names the innings at the top right; its lower banner shows the situation only outside live play (innings break, result, toss), so the innings is never shown twice. Extras such as **1wd** or **5nb** fit their chips of the over strip on every board. The board design (Arena, Broadcast or Split, colours, fonts) is chosen on the Outputs page (see Board Designs).

The Game Screens

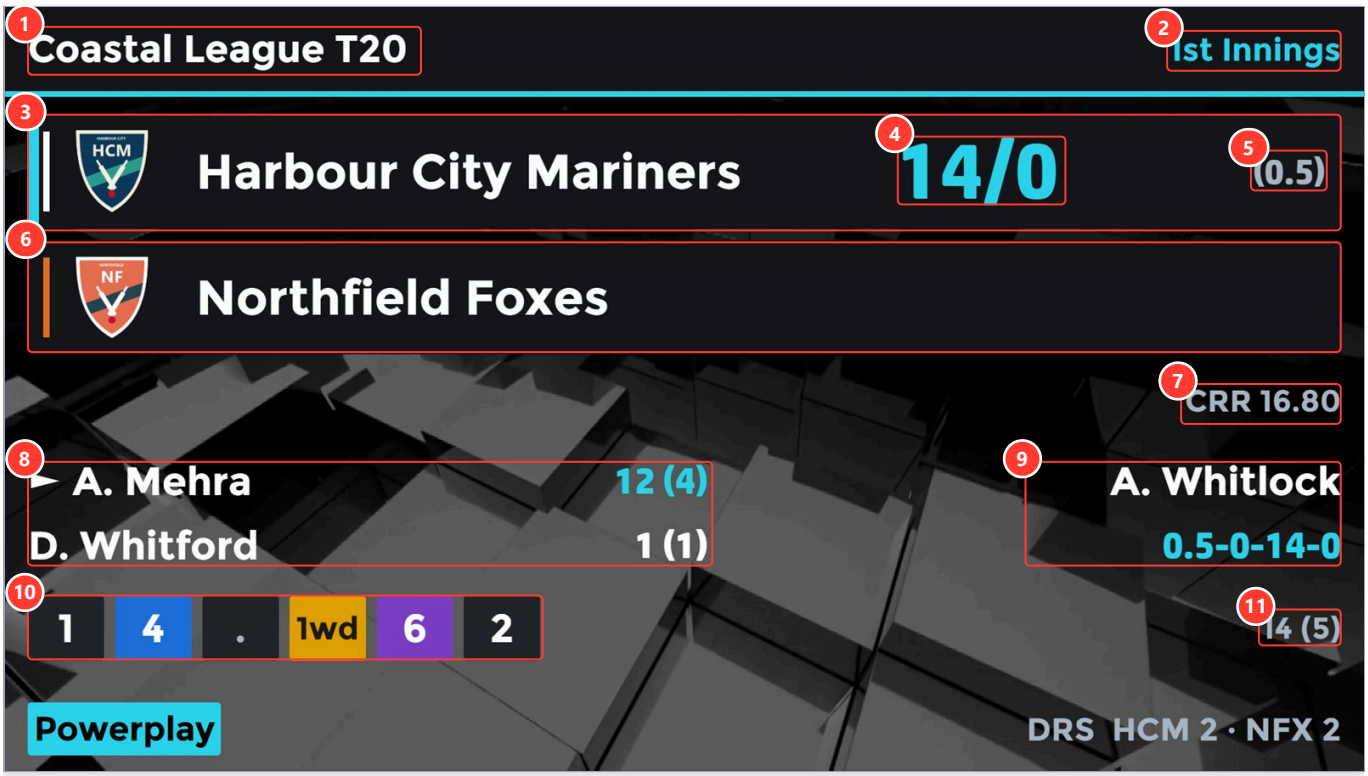


Figure 123. The cricket St board (game screen).

#	Control	What it does
1	Event	The event name from the Teams page.
2	Innings	The innings being played (1st Innings, 2nd Innings · Target …).
3	Batting Team	Logo, name and the colour bar of the batting side, highlighted.
4	Score	Runs/wickets of the innings.
5	Overs	Overs bowled (balls in The Hundred).
6	Other Team	The fielding side; its score appears after it has batted.
7	Rates and Equation	CRR, and in a chase the equation and RRR. Outside live play (break, result, toss) a banner shows the situation here.
8	Batters	Striker (►) and non-striker with runs (balls).
9	Bowler	The bowler's name and O-M-R-W figures.
10	This Over	The chips of the current over, in the same colours as on the Game panel.
11	Partnership	Runs (balls) of the current partnership.

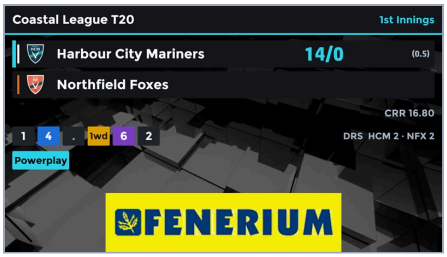


Figure 124. Sp: the score, CRR and this over above the sponsor area. Open it with the Sp button of the output strip.



Figure 125. Ad: short names, score, batters, bowler and this over in a column beside the video or advert area.

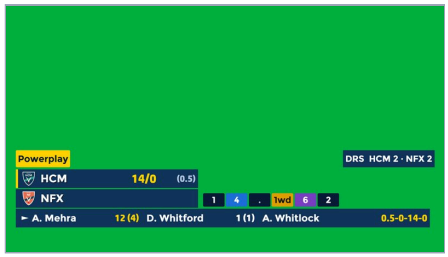


Figure 126. CK: a lower-third score bug: short names with score and overs, this over, both batters and the bowler with figures, on green for keying.

Batting, Bowling and the Other Cricket Screens

Each info screen replaces the game screen of its output until you put another one on air. Use the on-air rows of the Game page (fastest during play), the Info Screens row of the Info page (with its St / CK ticks and Seconds on Air) or the Screens page.



Figure 127. St Intro: event, match, both teams with logos, venue, date and time. Before the toss: St · Intro.

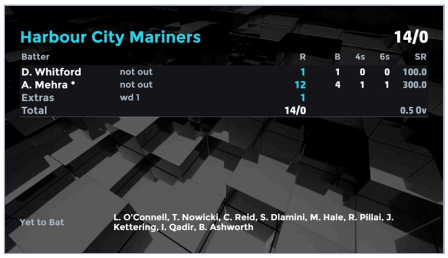


Figure 128. St Batting: the batting card of the current innings with R, B, 4s, 6s, SR, how out, extras and fall of wickets. St · Batting, e.g. after a wicket.



Figure 129. St Bowling: the fielding side's bowlers with O, M, R, W, Wd, Nb and Econ. St · Bowling, e.g. at the end of an over.



Figure 130. St Result: both teams with score and overs and the result line (before the result, the toss). St · Result after the last ball.

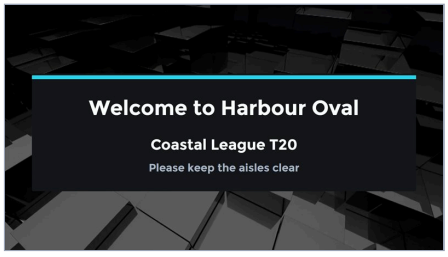


Figure 131. St Announce: the announcement title and lines. St · Announce, or Show in the Announce row of the Info page.



Figure 132. CK Batting: the batters of the innings with their runs (R) and balls (B) under column heads, and the score, on green. CK · Batting during a break in play.

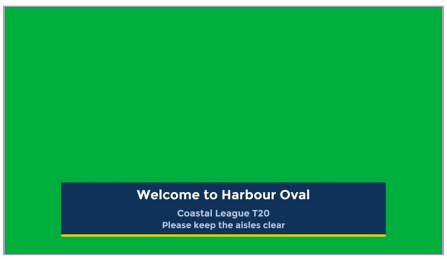


Figure 133. CK Lower Third: the announcement title and two lines at the bottom of the picture. CK · Lower Third, or Announce Show with CK ticked.

To show...	On the Game page	Elsewhere
Intro	St · Intro	Info page ▸ Info Screens ▸ Intro; Screens page ▸ St Screen ▸ Intro
Batting card	St · Batting, CK · Batting	Info page ▸ Info Screens ▸ Batting (St); Screens page

To show…	On the Game page	Elsewhere
Bowling card	St · Bowling	Info page ▸ Info Screens ▸ Bowling; Screens page
Result	St · Result	Info page ▸ Info Screens ▸ Result; Screens page
Announcement	St · Announce, CK · Lower Third	Info page ▸ Announce ▸ Show (St and CK); Screens page
Back to the score	St · Game, CK · Game	Info page ▸ Back to Game; Screens page ▸ Game

The Cricket Info, Screens and Teams Pages

The cricket pages are shorter than those of the football codes: there are no goal, card or substitution graphics. The Info page has the Show On ticks, Seconds on Air, Back to Game, Announce, the Sp scrolling text and the Info Screens row (Intro, Batting, Bowling, Result, Announce); the Screens page lists the St screens Game, Intro, Batting, Bowling, Result, Announce and the CK screens Game, Lower Third, Batting. The pictures of these cricket pages are in The Info Page, The Screens Page and Teams and Players (… of Each Sport).

> **Tip** Only players with a number on the Teams page appear in the pickers and the fielder lists. Use the batting order (1–11) as the number when the players have no shirt numbers.

The Cricket Remote Control

With the remote control switched on (see Remote Control), a phone or tablet shows the cricket pad of the Game panel: the score card (innings, batting team, runs/wickets and overs, rates), the powerplay or equation banner, the balls of this over, **At the Crease** (striker, non-striker and bowler with their figures; tap one to pick the player from the team list or Other Player…), the **Delivery** pad (Wd, Nb, B, Lb, Run, • and 1–6, W ▾, ⇄ Swap Strike, End Over, Undo), the Batting and Bowling lists, a block per team, Match and Match Control. The score stays empty for a side that has not batted yet. The pictures show the T20 layout; the buttons follow the format (reviews, timeout, follow-on, Super Five). Buttons that need a typed value open a sheet; when the value has a longer format (Retire) the sheet shows *Example: 7:hurt · 7:out* above the box. Buttons that end something open a Yes / No sheet.

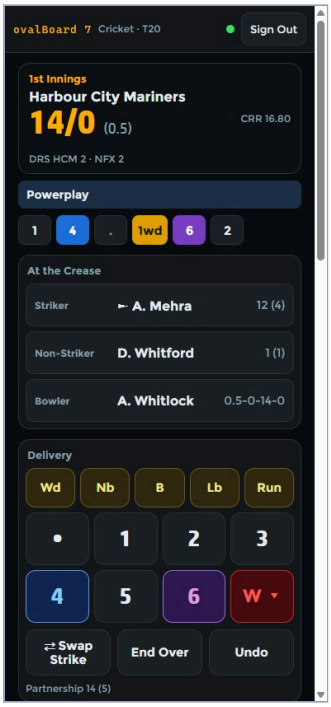


Figure 134. Phone: score card, powerplay banner, this over, At the Crease and the Delivery pad.

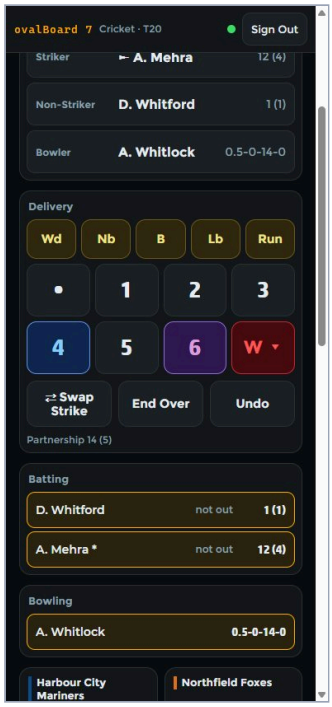


Figure 135. Phone, scrolled: the Delivery pad, the Batting and Bowling lists and the team blocks.

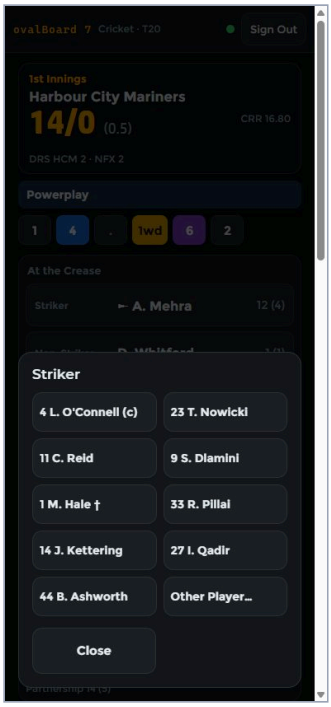


Figure 136. Phone: Striker tapped – pick the batter from the team list or Other Player….

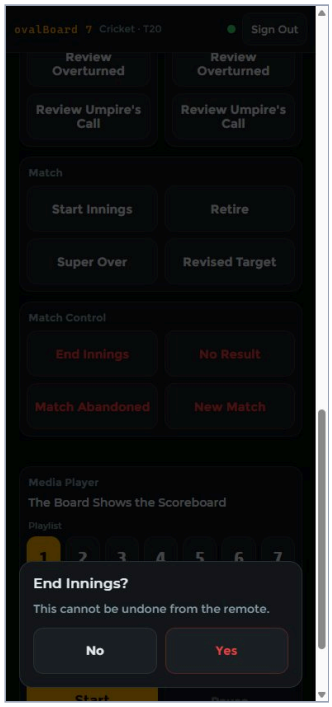


Figure 137. Phone: the confirmation sheet of End Innings.

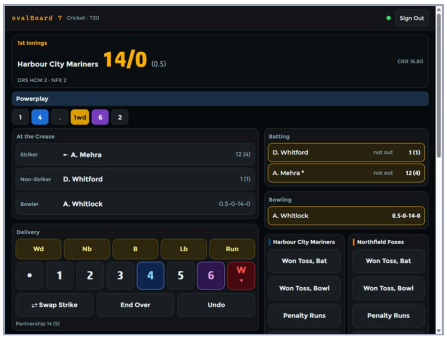


Figure 138. Tablet: At the Crease and the Delivery pad on the left; Batting, Bowling and the team blocks on the right.

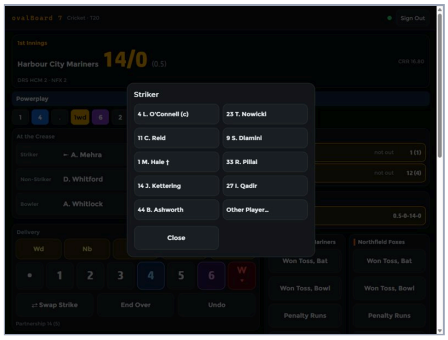


Figure 139. Tablet: the Striker picker.

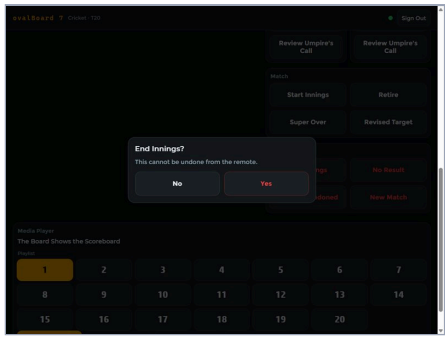


Figure 140. Tablet: a confirmation sheet.

Remote button	Where	What it does
Won Toss, Bat / Won Toss, Bowl	Team block	Records the toss for that team (like More ▾ ▸ Toss).
Penalty Runs	Team block	Five penalty runs to that team.
Review Lost / Review Overturned / Review Umpire's Call	Team block	The review outcomes (Unsuccessful, Overturned, Umpire's Call). Shown only when the format has reviews.
Timeout	Team block	The Hundred only: the fielding timeout for that team.
Striker / Non-Striker / Bowler	At the Crease	Tap to open the team list (batting side for the batters, fielding side for the bowler) and tap a player. **Other Player…** asks for the shirt number. The end that still needs a player is highlighted.
Wd, Nb, B, Lb	Delivery	Choose the extra first (Nb with B or Lb for byes on a no-ball), then the runs: • alone is the extra by itself.
Run	Delivery	The next 4 or 6 was all run, not a boundary.
• and 1–6	Delivery	Sends the ball with that many runs (and the chosen extra). 4 and 6 are boundaries unless Run is lit.
W ▾	Delivery	Opens the wicket sheet: Bowled, Caught, LBW, Run Out, Stumped, Hit Wicket, Obstructing the Field. Caught and Stumped then ask for the fielder (or Unknown Fielder); Run Out asks for the runs completed, who is out and the fielder.
⇄ Swap Strike, End Over, Undo	Delivery	As on the Game panel: swaps the batters, ends the over, takes back the last action.
Start Innings	Match	Starts the next innings.
Retire	Match	Asks for the batter and how: *7:hurt* or *7:out* (the sheet shows the example).
Floating Powerplay, Enforce Follow-On, Next Session	Match	Only in formats that have them (Test: follow-on and sessions).
Super Over (Super Five)	Match	Prepares a Super Over after a tie in a limited-overs match.
Revised Target	Match	Sets the target of the final innings and, if you like, its balls: *150* or *150:96* (0 keeps the normal value). Entered during a break, it applies to the next innings.

Remote button	Where	What it does
End Innings, No Result, Match Abandoned, New Match (Test: also Declare, Match Drawn)	Match Control	Actions that end something. Each asks …? **This cannot be undone from the remote** with No / Yes.

> **Tip** Type nothing and tap OK, and the remote sends nothing. A refused action (e.g. a ball without a bowler) shows its reason as a short message at the bottom of the remote.

Cricket Scenarios

1. Click **Wd**. The button lights up gold.
2. Click **+4**. Runs that run away off a wide count as wides, not byes.
3. The over chip shows **5wd** in gold, the score rises by 5 and the bowler's figures by 5 runs. The ball is not counted, so the over still needs the same number of legal balls.
4. The batters stay at their ends (a boundary is not run). If they had run one before the ball crossed the rope, it would still be Wd, +4.
5. Entered +4 without Wd by mistake? Click ↶ and enter the ball again.

1. Click **W** ▾ ▸ **Run Out** ▸ **No Run** ▸ **Non-Striker**, then the fielder who threw (or **Unknown Fielder** if you do not know). Had the batters completed a run first, you would choose **1 Run** instead of No Run.
2. The over chip shows **W** in red, the wickets go up by one, and the Non-Striker picker empties with a gold frame. The bowler gets no wicket for a run out.
3. Click the Non-Striker picker and choose the incoming batter. If the batter is not in the list, choose **Other Player…** and type a number and name, e.g. *7 Sam Lee*.
4. If the batters had crossed, so the new batter takes strike, click ⇄ **Swap**.
5. Show the scorecard between balls with St · **Batting** and return with St · **Game**.

1. After the last legal ball of the 20th over the innings closes by itself. The situation box shows **Innings Break** with the final score.
2. Show the Batting and Bowling cards on the St board during the break (St · Batting, St · Bowling).
3. Click the second team under **Batting**. The situation box shows **2nd Innings · Target** *n*, the equation (Need *n* Runs from 120 Balls) and the required run rate.
4. Pick the opening batters and the bowler, and score the chase ball by ball. The equation updates on every ball.
5. When the target is reached, the match ends by itself (e.g. Won by 6 Wickets (9 Balls Left)). If the overs run out first, the fielding side wins by runs, or the match is a tie.
6. After a tie, use **More** ▾ ▸ **Super Over** if your competition plays one, then start its innings with the Batting button.

1. Score the ball as it was given (e.g. •).
2. Click **More** ▾ ▸ **Review (DRS)** ▸ *fielding team* · **Unsuccessful**. The team has one review less for the innings; with none left, a further review is refused.
3. Had the decision been overturned to out, you would enter the wicket with **W** ▾ ▸ **LBW** and record *team* · **Overturned** (the team keeps its review).
4. For the helmet, score the ball first, then click **More** ▾ ▸ **Penalty Runs (5)**. The batting side's extras rise by 5.

21 Australian Rules Football

Aussie Rules uses the family's football Game panel with two counters per team: **Goals** (6 points) and **Behinds** (1 point). The total, the goals and behinds and the score of each quarter update as you score. The clock counts up. When the quarter's time is reached, the clock holds at 20:00 and the time-on counts on until you end the quarter.

Rules as Implemented

- Four quarters (Q1–Q4) of 20:00 by default, counted up from 0:00. The clock does not stop by itself: at the quarter's length it holds and the **time-on** counts on (+0:47 in red) until you click Stop or go to the next quarter.
- Extra time: two periods of 3:00 (ET1, ET2), reached with the ET1 button – only when the scores are level after Q4.
- **Full time:** at the final siren of Q4 with one team ahead, press `F2` (Next Period, also on the remote): the match ends with *Match Won* and the winner. The same at the end of ET2 when a team leads.
- **Golden score:** still level after ET2? Click the extra-time button again (or `F2`): the golden score period (**GS**) starts with the clock counting up, and the first score of any kind – goal or behind – wins the match.
- The points of extra time and golden score appear under the extra-time button, so the quarters and the extra periods add up to the total.
- A goal is worth 6 points, a behind 1. The boards show the goals and behinds and the total (e.g. 12.8 and 80).
- The points of each quarter are kept and shown under the quarter buttons and on the Result screen.
- Aussie Rules has no cards, so the panel has no player-number box: goals and behinds count for the team. The Info page credits a goal kicker on the goal graphic.
- The quarter lengths, the names and the extra time can be changed in Time Settings (e.g. 4 × 12:00 for juniors).

The Game Panel

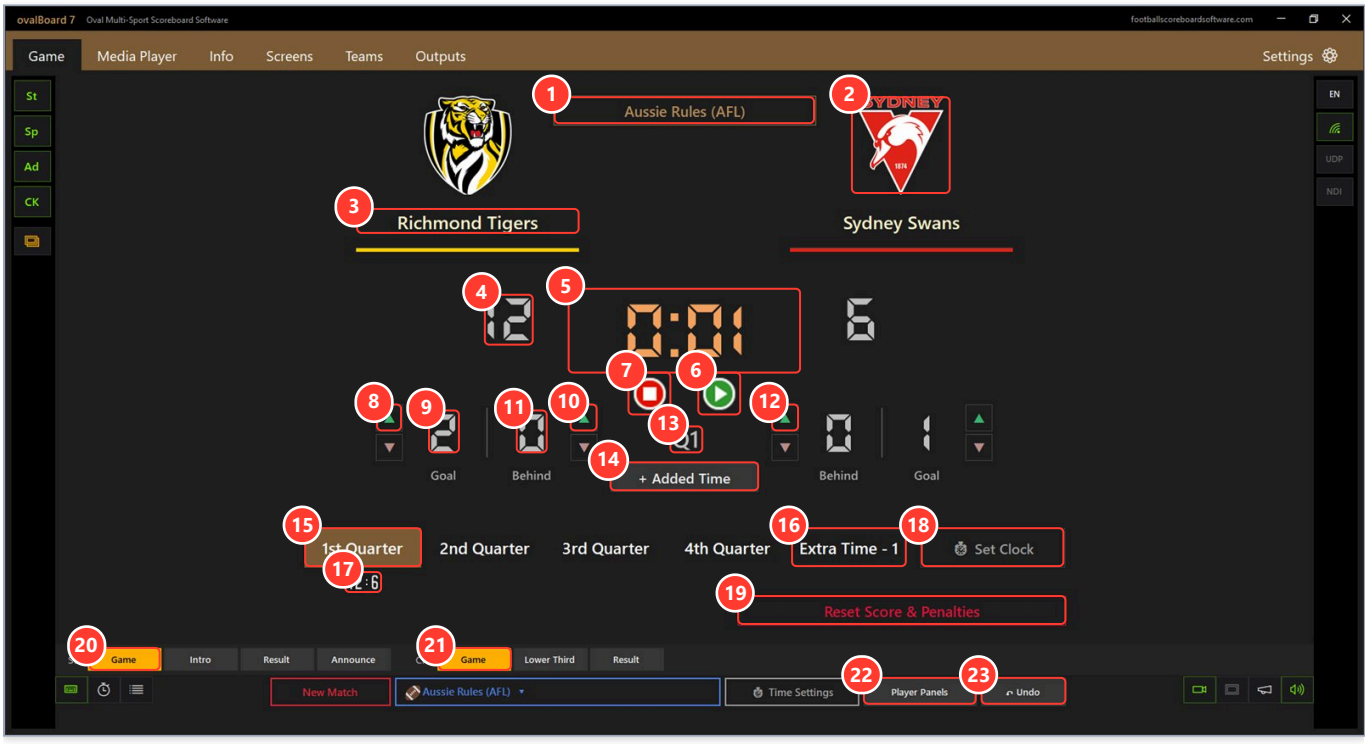


Figure 141. The Aussie Rules Game panel.

#	Control	What it does
1	**Discipline**	Shows the code and opens Choose Sport and Discipline.
2	**Logos**	The team logos from the Teams page.
3	**Team Name**	Click and type to rename the team, and press Enter (or click elsewhere) to save it. The coloured line under it is the team colour. The guest name works the same way.
4	**Total (Home)**	The team's points: goals × 6 + behinds. The guest total is on the right.
5	**Clock**	Counts up from 0:00, orange while running, white when stopped. Double-click to set it (m:ss). After the quarter's length the clock holds and the time-on counts on.
6	**Stop**	Stops the clock (`F1` toggles start and stop).
7	**Start**	Starts the clock.
8	**Goal ▲ / ▼ (Home)**	▲ adds a goal (6 points), ▼ takes one back. Default keys: `Num 7` / `Num 0` (home), `Num 9` / `Num ,` (guest).
9	**Goals**	The home team's goals. The guest counters are mirrored on the right.
10	**Behind ▲ / ▼ (Home)**	▲ adds a behind (1 point), ▼ takes one back. Default keys: `Num 4` / `Num /` (home), `Num 6` / `Num *` (guest).
11	**Behinds**	The home team's behinds.
12	**Guest Counters**	The guest team's Behind ▲ ▼ and Goal ▲ ▼, mirrored.
13	**Quarter**	The quarter being played (Q1–Q4, ET1, ET2).
14	**+ Added Time**	Opens the Added Time dialog. The announced time shows in red above the clock (e.g. +3); after the quarter's length the running time-on shows there too.
15	**Quarter Buttons**	Click a quarter to go to it. The clock resets to 0:00 and stops, and the time-on is cleared. The current quarter is in the brown strip colour. `F2` goes to the next quarter.
16	**Extra Time - 1**	Extra time (2 × 3 minutes). Click once for the first period of extra time (ET1 on the boards). While in extra time, click again for the second (ET2); the button then shows the running period, e.g. **Extra Time - 2**.
17	**Quarter Score**	The points each team scored in that quarter (home : guest), under each quarter button.
18	**Set Clock**	Opens the Set Clock dialog to correct the clock, e.g. after a stoppage.
19	**Reset Score & Penalties**	Starts a new match (scores, quarters and clock to zero) after a confirmation.
20	**St Screen Row**	The St screens of Aussie Rules: **Game**, **Intro**, **Result** and **Announce**. The other event screens (goal, card, substitution, team list, officials) come from the Info page (see the Outputs section below).
21	**CK Screen Row**	The CK screens: **Game** (score bug), **Lower Third** and **Result**.
22	**Player Panels**	Shows or hides the team lists with each player's points on the St board.
23	**Undo**	Takes back the last score change or quarter change (`F12`).

The tool icons and the other buttons of the bottom bar (New Match, the sport button, Time Settings) are described in The Main Window.

Dialogs of the Aussie Rules Panel

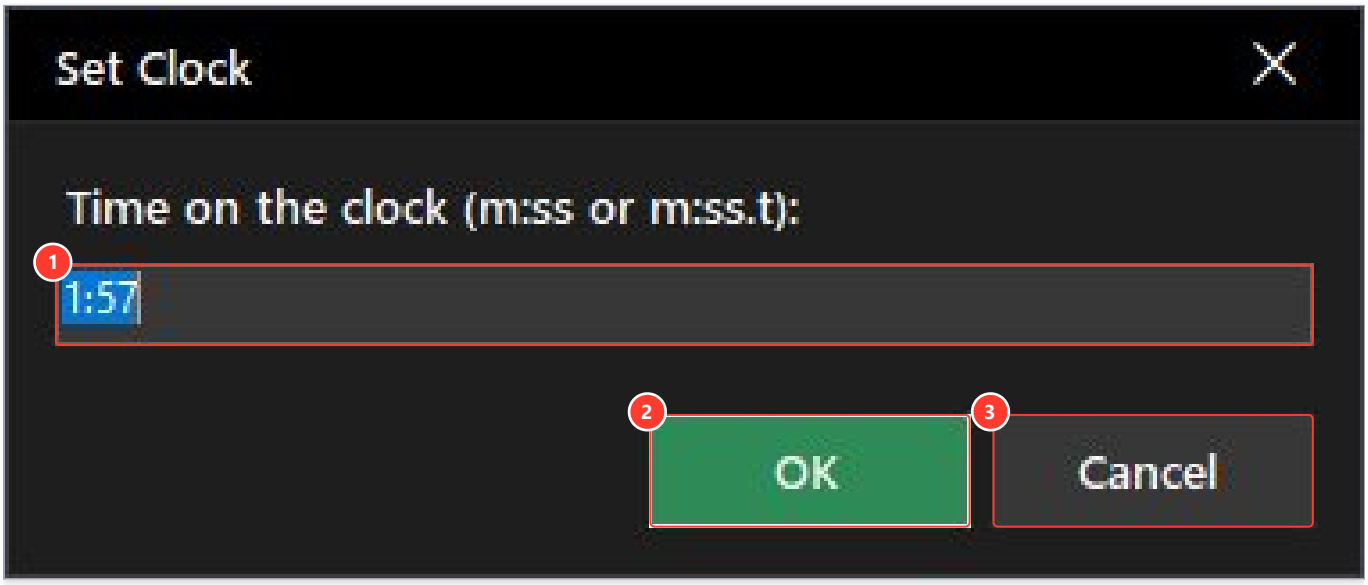


Figure 142. Set Clock: type the time the clock shall show.

#	Control	What it does
1	**Time on the Clock**	Shows the clock time at the moment you opened the dialog. Type the new time as m:ss (or m:ss.t), e.g. *12:30*. The time must lie within the quarter (0:00 up to its length); the time-on is cleared. Opened by ⏱ Set Clock or a double-click on the clock.
2	**OK**	Sets the clock. A running clock keeps running from the new time.
3	**Cancel**	Leaves the clock as it is.

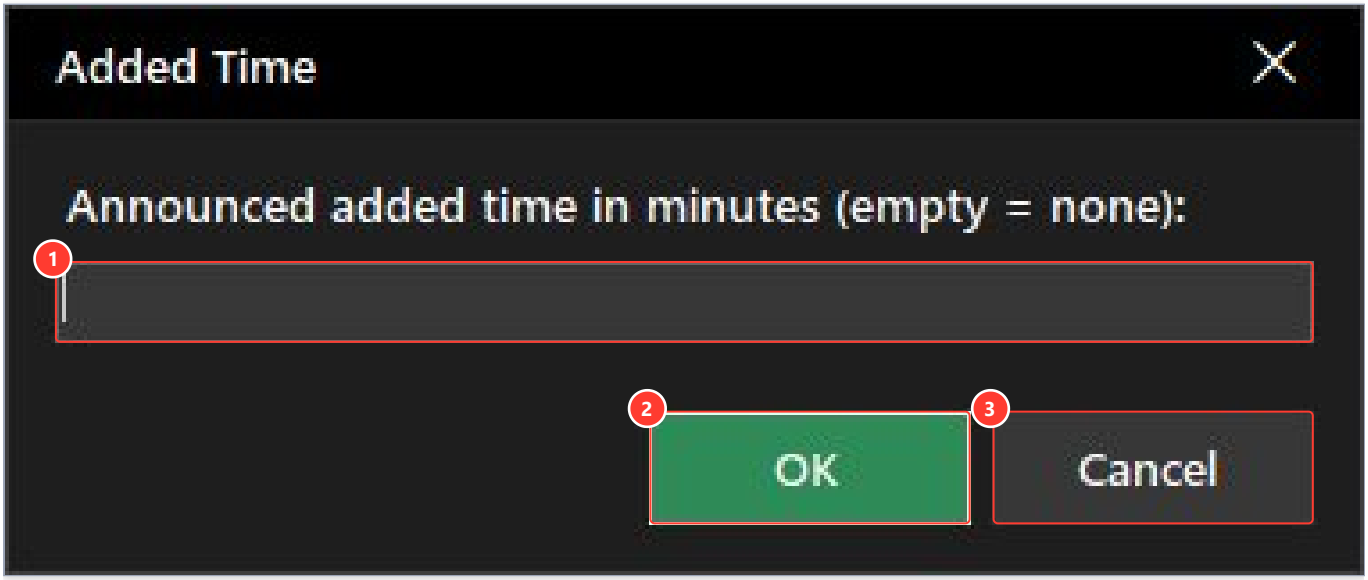


Figure 143. Added Time: the announced added time in minutes.

#	Control	What it does
1	**Minutes**	Type the announced time in minutes (0–99), e.g. *3*. It appears as +3 in red above the clock and on the boards that show it. Leave it empty (or 0) to remove it.
2	**OK**	Shows the added time.
3	**Cancel**	Closes the dialog without a change.

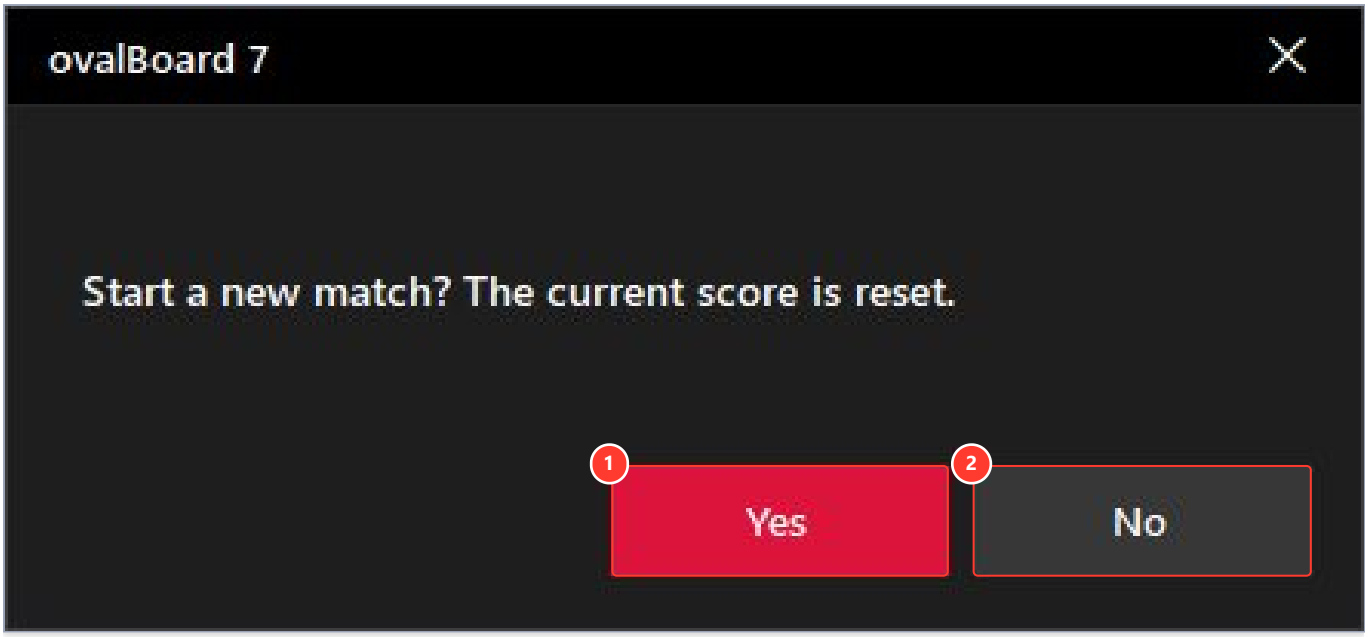


Figure 144. Reset Score & Penalties asks before it starts a new match.

#	Control	What it does
1	Yes	Starts a new match: scores, quarter scores, cards and sin bins, clock and quarter go back to the start. Teams and team lists stay.
2	No	Keeps the match as it is. The ✕ does the same.

Time Settings

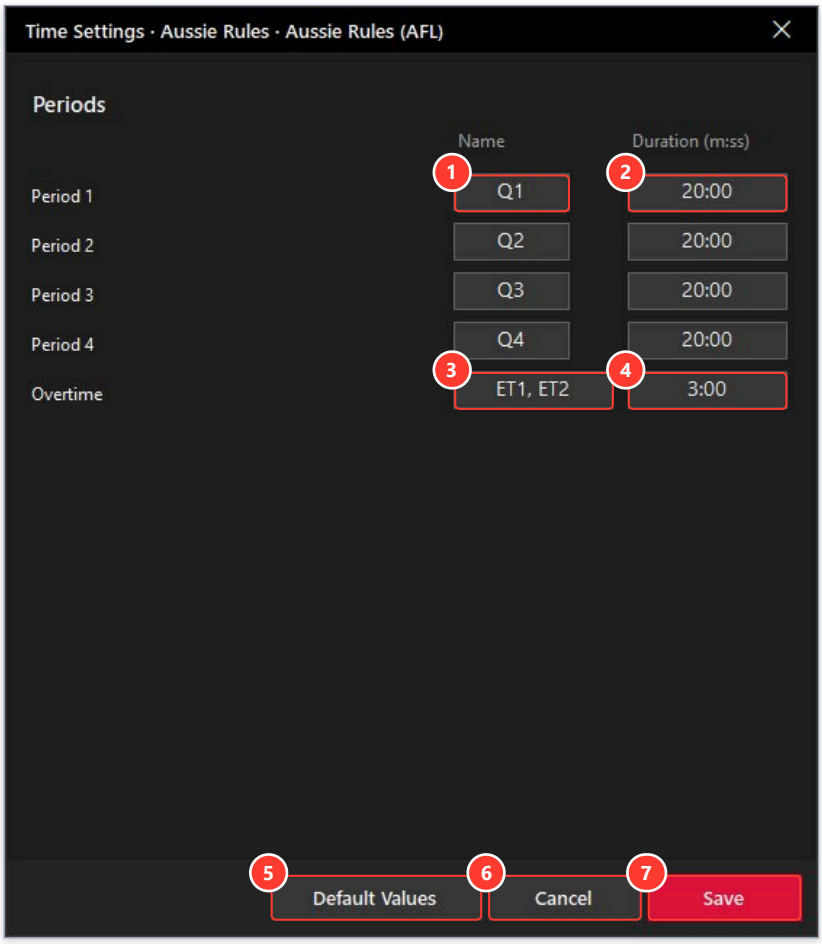


Figure 145. Time Settings for Aussie Rules.

#	Control	What it does
1	**Period Name**	The short name of each quarter as the boards show it (Q1–Q4).
2	**Duration**	The length of each quarter (m:ss), 20:00 by default. Shorten them for junior football, e.g. 12:00.
3	**Overtime Names**	The names of the extra-time periods (ET1, ET2), separated by commas.
4	**Overtime Duration**	The length of each extra-time period.
5	**Default Values**	Restores the factory times for Aussie Rules after a confirmation.
6	**Cancel**	Closes without saving.
7	**Save**	Saves the times for Aussie Rules. They apply to a new match. If a match is in progress, ovalBoard 7 offers to start one.

Keyboard Shortcuts for Aussie Rules

The Keyboard Shortcuts window of Aussie Rules is the one shown in the Keyboard Shortcuts chapter. Its default keys:

Action	Home	Guest
+6 Goal	`Num 7`	`Num 9`

Action	Home	Guest
−6 Goal	`Num 0`	`Num ,`
+1 Behind	`Num 4`	`Num 6`
−1 Behind	`Num /`	`Num *`
Start / Stop	`F1`	
Next Period	`F2`	
Undo	`F12`	
Horn	`Num 2`	
Set Clock, Added Time	no default key	

The Info Page for Aussie Rules

The Info page of Aussie Rules has the Goal, Player Intro, Substitution, Multiple Substitution, Team Lists and Officials rows described in The Info Page (its pictures, with the player list and the score-type list, are there). There is no Cards row, because Aussie Rules has no cards. In the Goal row the score-type list offers **Goal** and **Behind**: it only sets the title of the graphic, the score itself is entered on the Game panel.

Aussie Rules Outputs

The Game Screens

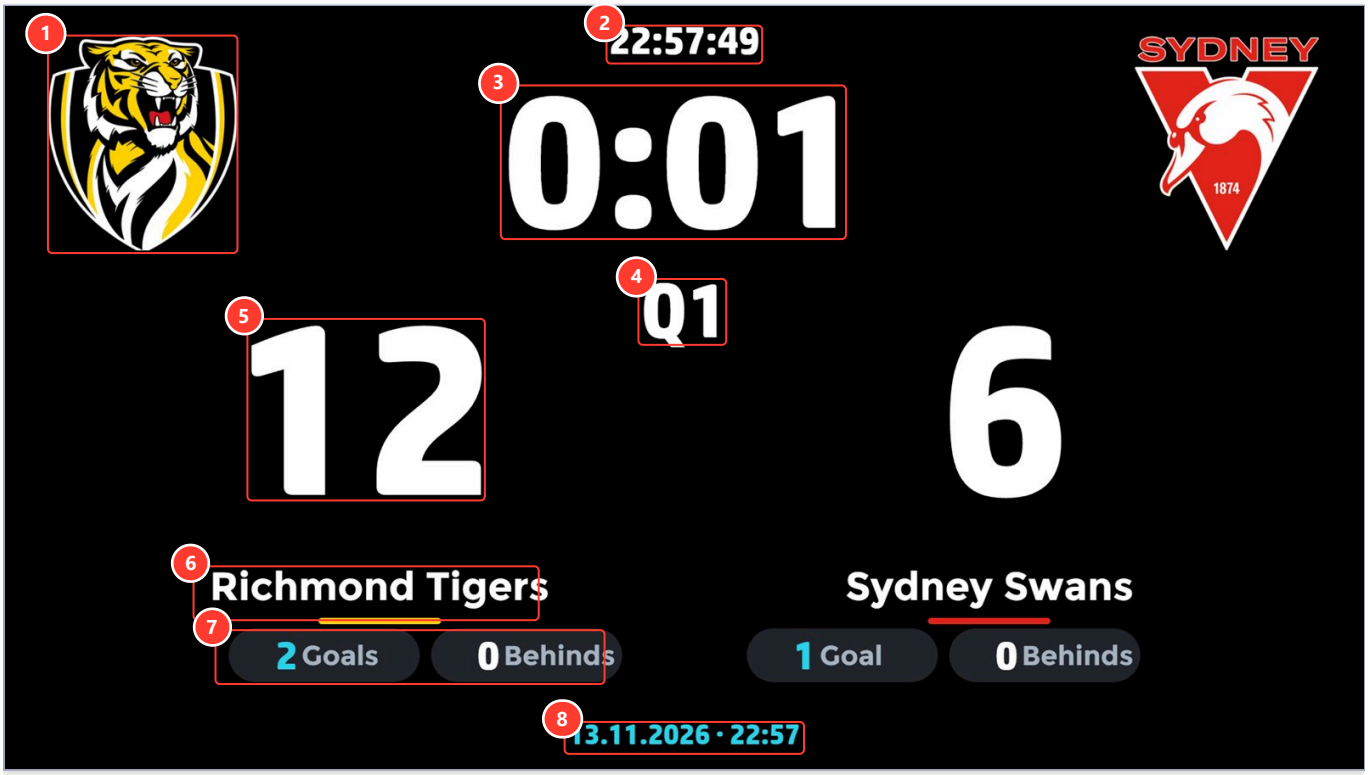


Figure 146. The Aussie Rules St board.

#	Control	What it does
1	Logos	The team logos.

#	Control	What it does
2	Time of Day	The time of day.
3	Clock	The game clock, counting up.
4	Quarter	Q1–Q4, ET1, ET2.
5	Totals	The points of each team.
6	Team Name	Team name with the team colour.
7	Goals and Behinds	The goals and behinds of the team.
8	Date and Time	Date and time of day.

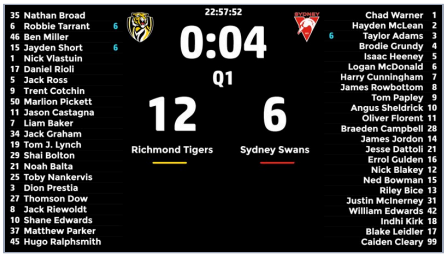


Figure 147. St with Player Panels on: both team lists with the points of each scorer. Player Panels in the bottom bar.



Figure 148. Sp: the score above the sponsor area.

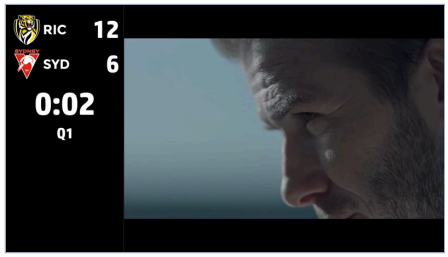


Figure 149. Ad: short names, totals, clock and quarter beside the video or advert area.

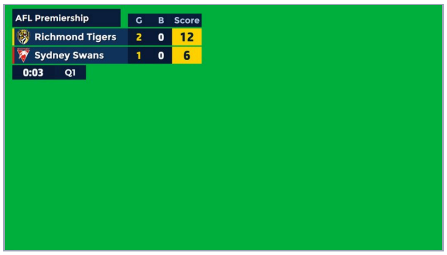


Figure 150. CK: event, goals, behinds and total for each team, clock and quarter.

Info Screens and Broadcast Graphics

The St info screens replace the scoreboard; the CK graphics appear on the green background. Aussie Rules has no cards, so there is no Card screen: the Screens page does not offer one. Intro, Result and Announce are on the on-air rows of the Game page; the event screens are sent from the Info page (they show what you entered there), and every screen can be put on air from the Screens page.



Figure 151. St Intro: event, teams with logos, venue, date and time. St · Intro before the bounce.

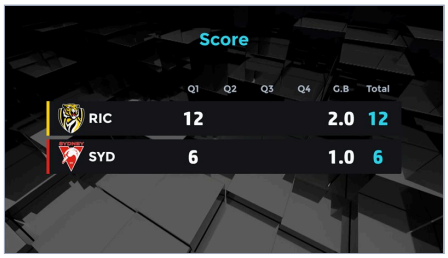


Figure 152. St Result (Score): points of each quarter and the total. St · Result at the breaks and after the siren.

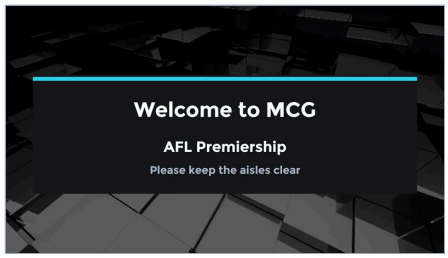


Figure 153. St Announce: title and lines of the announcement. St · Announce or Info ▸ Announce ▸ Show.



Figure 154. St Goal: number, name, photo and team of the goal kicker with the score; the title is the score type chosen in the Goal row (Goal or Behind). Info ▸ Goal ▸ Show (With Picture).

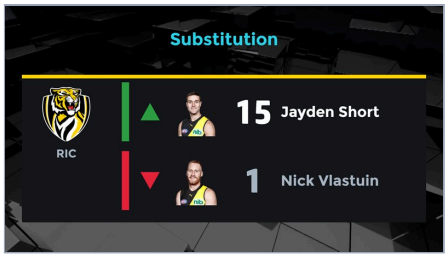


Figure 155. St Substitution: player in (▲) and player out (▼) with the minute. Info ▸ Substitution ▸ Show.

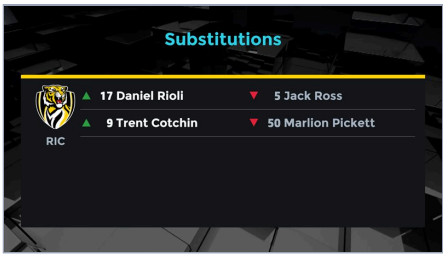


Figure 156. St Substitutions: up to five in / out pairs of one team. Info ▸ Multiple Substitution ▸ Show.

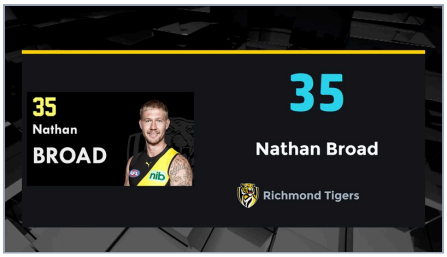


Figure 157. St Player Intro: one player with number, name and photo. Info ▸ Player Intro ▸ Show, or a team Slide.



Figure 158. St Team List: the whole team list with the coach. Info ▸ Team Lists ▸ team button.

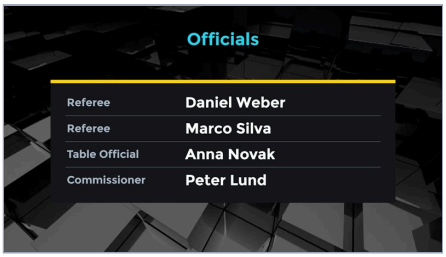


Figure 159. St Officials: up to four roles and names. Info ▸ Officials ▸ Show.

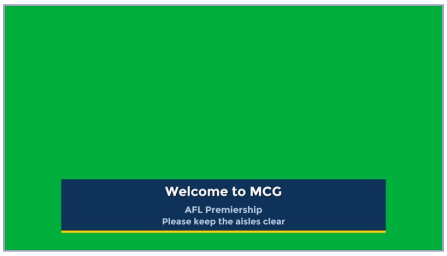


Figure 160. CK Lower Third: announcement title and two lines. CK · Lower Third or Announce Show.

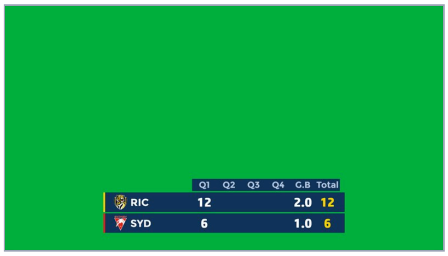


Figure 161. CK Result: quarter scores and totals as a lower third. CK · Result.



Figure 162. CK Player: goal kicker (or player intro) with photo, number, name and team. Info ▸ Goal / Player Intro with CK ticked.



Figure 163. CK Substitution: in / out as a lower third. Info ▸ Substitution with CK ticked.

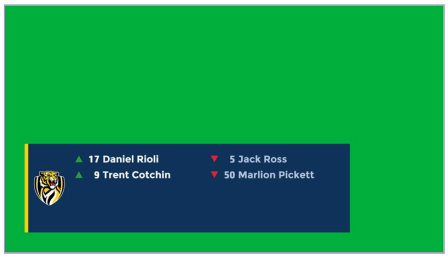


Figure 164. CK Substitutions: several pairs of one team. Info ▸ Multiple Substitution.

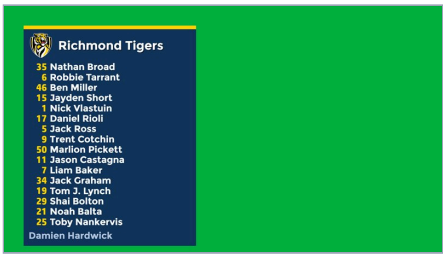


Figure 165. CK Team List: a team list panel at the side. Info ▸ Team Lists.



Figure 166. CK Officials: the officials panel. Info ▸ Officials ▸ Show.

The Aussie Rules Remote Control

The remote shows the score, the clock and the quarter, a block per team (+6 Goal, +1 Behind and, under Corrections, −6 Goal and −1 Behind), the Match block and Match Control. Set Clock opens a sheet with the current

clock time. There is no Penalties counter under the scores: Aussie Rules has no timed penalties.

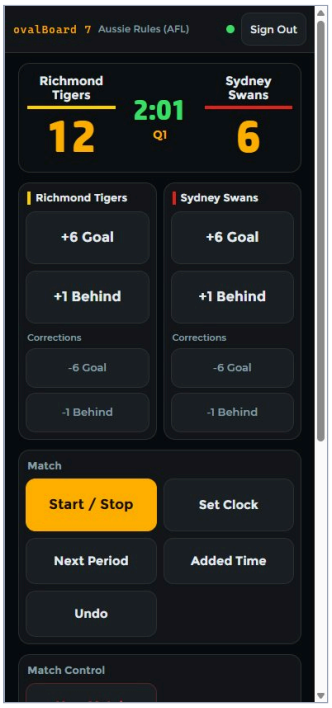


Figure 167. Phone: score and clock, both team blocks and the Match block.

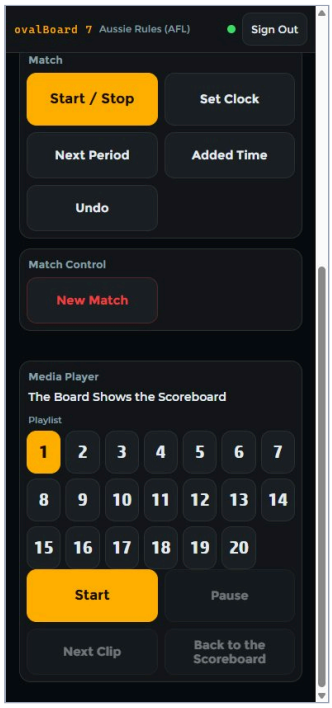


Figure 168. Phone, scrolled down: Corrections, Match and Match Control with New Match.

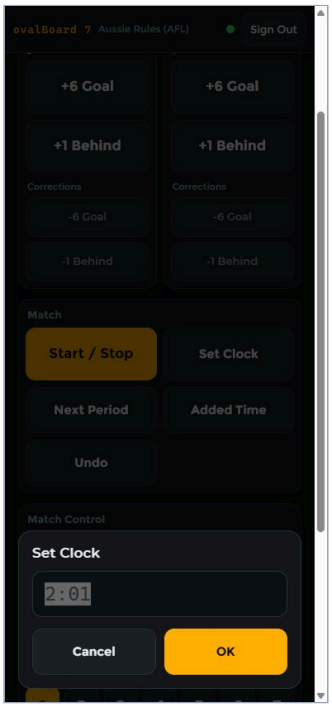


Figure 169. Phone: the Set Clock sheet.

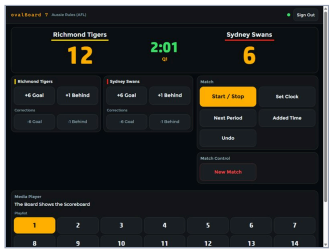


Figure 170. Tablet: the same blocks side by side.

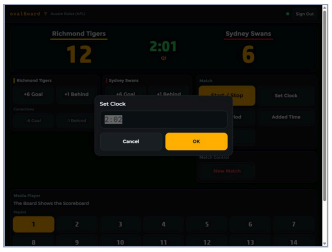


Figure 171. Tablet: the Set Clock sheet.

Remote button	Where	What it does
+6 Goal	Team block	A goal for that team (6 points).
+1 Behind	Team block	A behind for that team (1 point).
−6 Goal / −1 Behind	Team block ▸ Corrections	Takes back a goal or a behind.
Start / Stop	Match	Starts or stops the game clock (the big amber button).
Set Clock	Match	Opens a sheet with the clock time selected; type m:ss and tap OK (see the sheet pictures).
Next Period	Match	Goes to the next quarter; the clock is reset to 0:00 and stopped.
Added Time	Match	Asks for the announced added time in minutes (empty = none).
Undo	Match	Takes back the last change (the clock time is not changed).
New Match	Match Control	Starts a new match after the confirmation *New Match?* **This cannot be undone from the remote**.

Aussie Rules Scenarios

1. Click **Goal** ▲ on the home side (or press `Num 7`). The goals counter goes up by one and the total by 6.
2. Click **Behind** ▲ on the guest side (or press `Num 6`). The guest total goes up by 1.
3. The clock reaches 20:00 and holds. The time-on counts on in red above the clock.
4. At the siren click **Stop**. The quarter score under 1st Quarter shows the points of the quarter.
5. Show St · **Result** during the break: the quarter scores and totals.
6. Click **2nd Quarter**. The clock resets to 0:00. Click **Start** at the bounce.

1. Click **Goal** ▼ for the team. The total drops by 6.
2. Click **Behind** ▲. The total rises by 1, and the boards show the corrected goals.behinds.
3. Or click ↶ Undo in the bottom bar (or press `F12`) right after the wrong goal, then score the behind.

1. Before the match, set the four quarters to **12:00** in Time Settings and click Save.
2. Enter the squads with their numbers on the Teams page.
3. On the Info page, tick **St**, set Seconds on Air to 8.
4. After a goal, click **Goal** ▲ on the Game page, then on the Info page choose the team, pick the player with ▾ and click **Show**. The Goal screen shows the kicker for 8 seconds, then the scoreboard returns.

22 International Rules Football

International Rules combines Gaelic and Australian football: a **goal** into the net is 6 points, an **over** (between the posts above the bar) 3, a **behind** 1. The Game panel has a row of score buttons for each type, a player-number box to credit the scorer and yellow and red card buttons. The clock counts up through four 18-minute quarters and holds at 18:00 while the time-on counts on.

Rules as Implemented

- Four quarters (Q1–Q4) of 18:00, counted up. At 18:00 the clock holds and the time-on counts on until you stop it or go to the next quarter. There is no extra time (a level series is decided on aggregate).
- **Full time:** at the final siren of Q4 press F2 (Next Period, also on the remote): a team ahead wins (*Match Won*); a level score ends as a draw (*Full Time*).
- Goal 6, over 3, behind 1. The boards show goals, overs and behinds and the total (e.g. 2.5.3 and 30).
- Yellow card: a 10-minute sin bin. It counts down only while the game clock runs and disappears at 0:00. Any number of sin bins can run; the St board shows the first two of each team.
- Red card: counted per team (card symbols under the team name), without a timer.
- A score or card can be credited to a player with the number box; the player panels of the St board show each player's points.

The Game Panel



Figure 172. The International Rules Game panel.

#	Control	What it does
1	**Discipline**	Shows the code and opens Choose Sport and Discipline.
2	**Team Name**	Type to rename the team, and press Enter to save. The line under it is the team colour.
3	**G6 / O3 / B1 (Remove)**	The grey buttons above the score take back a goal, an over or a behind.

#	Control	What it does
4	**Total**	The team's points: goals × 6 + overs × 3 + behinds.
5	**Breakdown**	Goals.overs.behinds, e.g. 2.0.0.
6	**G6 / O3 / B1 (Add)**	The green buttons under the score add a goal (6), an over (3) or a behind (1). If a number is in the player box, the score is credited to that player and the box clears. Default keys: `Num 7` / `Num 4` / `Num 1` (home), `Num 9` / `Num 6` / `Num 3` (guest).
7	**Y10 (Yellow Card)**	A yellow card: a 10-minute sin bin for the player in the number box (or without a number). The sin bin counts down while the game clock runs and shows on the St board. Running sin bins are listed at the outer edge of the panel with a red ✕ to remove one.
8	**R (Red Card)**	Counts a red card for the team (and the player in the box). Each card appears as a card symbol under the team name. Right-click takes one back.
9	**Player Number**	Type the player's number (up to three characters) before scoring or giving a card. It applies to the next score or card only.
10	**Player List ▾**	Opens the team list (see the next picture).
11	**CLR**	Clears the player-number box.
12	**Guest Buttons**	The guest side mirrors the home side: remove buttons, add buttons, Y10, R, number box, ▾ and CLR.
13	**Clock**	Counts up, orange while running. Double-click to set it. After 18:00 it holds and the time-on counts on.
14	**Stop / Start**	Stop and start the clock (`F1` toggles).
15	**+ Added Time**	Opens the Added Time dialog; the announced time shows in red above the clock.
16	**Quarter Buttons**	Go to a quarter (the clock resets to 0:00 and stops). The points of each quarter appear under its button. There is no extra time in International Rules.
17	**Set Clock**	Opens the Set Clock dialog.
18	**Reset Score & Penalties**	Starts a new match after a confirmation.
19	**St Screen Row**	The St screens of International Rules: **Game**, **Intro**, **Result** and **Announce**. The other event screens (goal, card, substitution, team list, officials) come from the Info page (see the Outputs section below).
20	**CK Screen Row**	The CK screens: **Game** (score bug), **Lower Third** and **Result**.
21	**Player Panels**	Shows or hides the team lists with the points of each player on the St board.
22	**Undo**	Takes back the last score, card or quarter change (`F12`).

Menus and Dialogs of the International Rules Panel

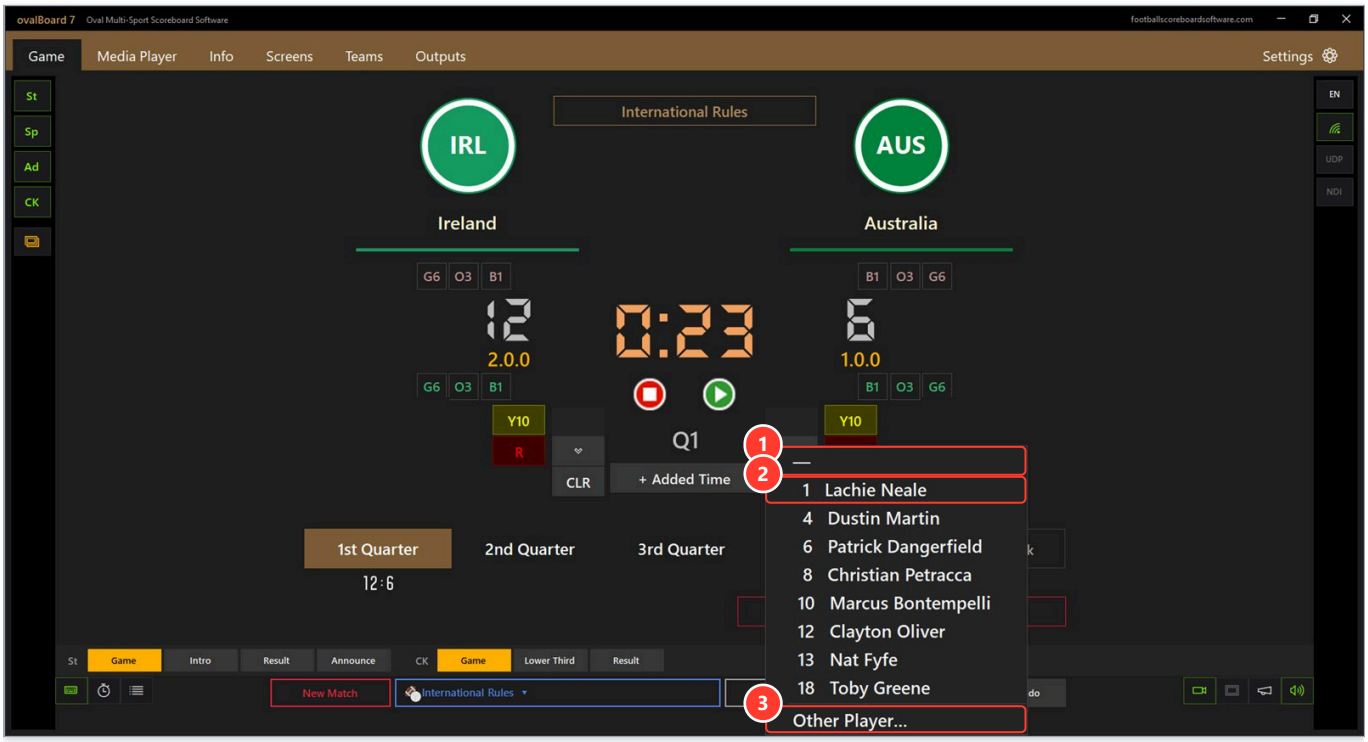


Figure 173. The player list (▾) under the home number box.

#	Control	What it does
1	—	Empties the number box.
2	Players	The team list with numbers. Click a player to put the number into the box; the next score or card is credited to that player.
3	Other Player...	Opens the Other Player dialog to type a number and name; the player is added to the team list and the number goes into the box.

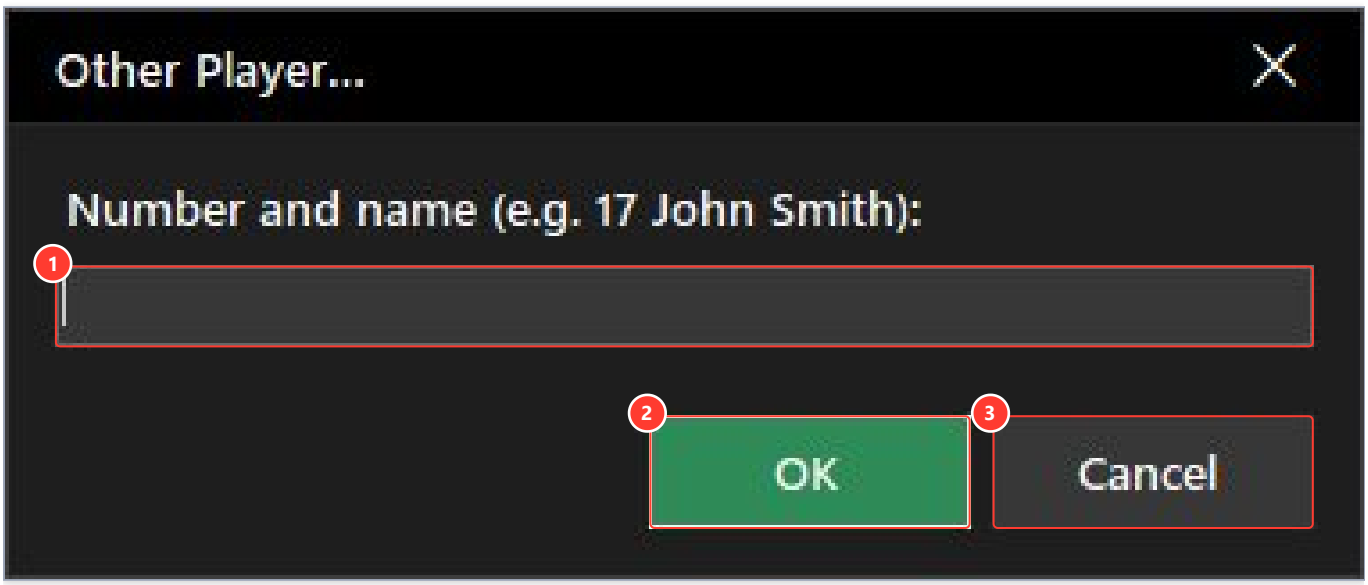


Figure 174. Other Player... from the player list.

#	Control	What it does
1	Number and Name	Number first, then the name: *17 John Smith*.

#	Control	What it does
2	OK	Adds the player to the team list and puts the number into the box.
3	Cancel	Closes the dialog; the box stays as it was.

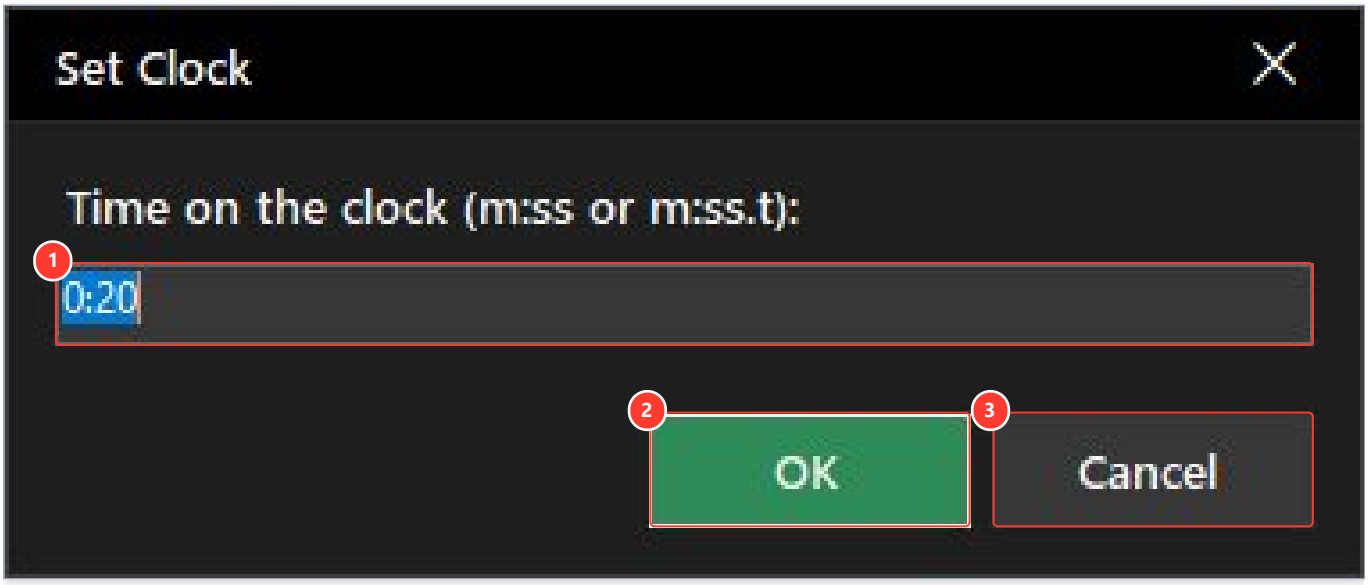


Figure 175. Set Clock: type the time the clock shall show.

#	Control	What it does
1	Time on the Clock	Shows the clock time at the moment you opened the dialog. Type the new time as m:ss (or m:ss.t), e.g. *12:30*. The time must lie within the quarter (0:00 up to its length); the time-on is cleared. Opened by ⏱ Set Clock or a double-click on the clock.
2	OK	Sets the clock. A running clock keeps running from the new time.
3	Cancel	Leaves the clock as it is.

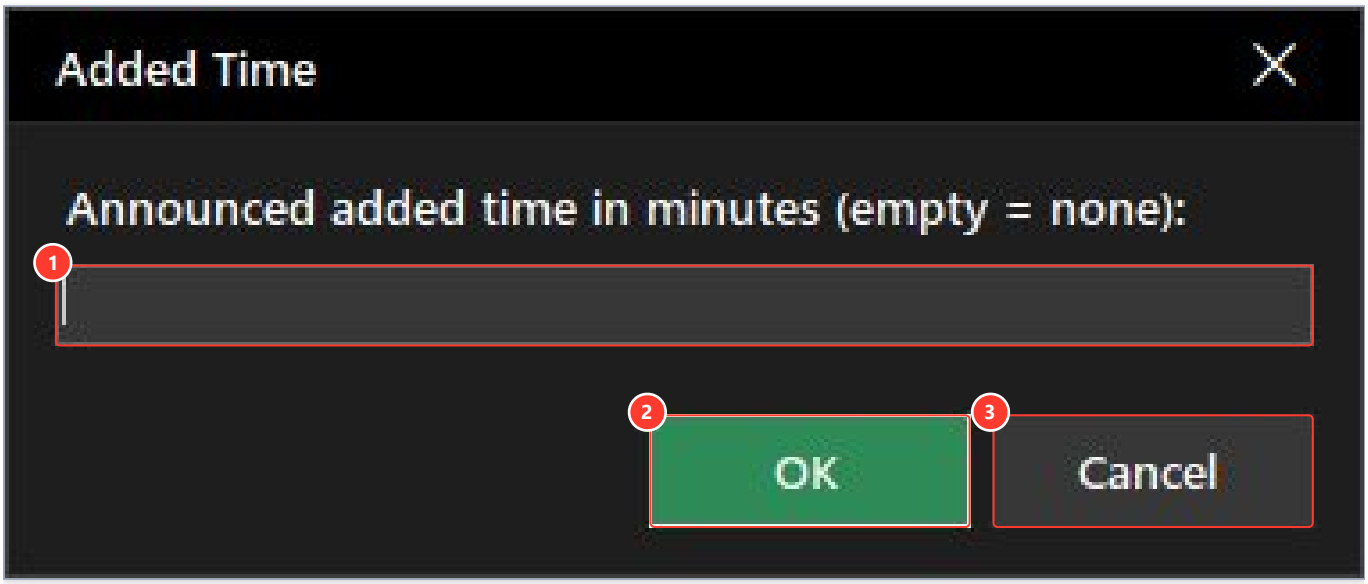


Figure 176. Added Time: the announced added time in minutes.

#	Control	What it does
1	Minutes	Type the announced time in minutes (0–99), e.g. *3*. It appears as +3 in red above the clock and on the boards that show it. Leave it empty (or 0) to remove it.

#	Control	What it does
2	OK	Shows the added time.
3	Cancel	Closes the dialog without a change.

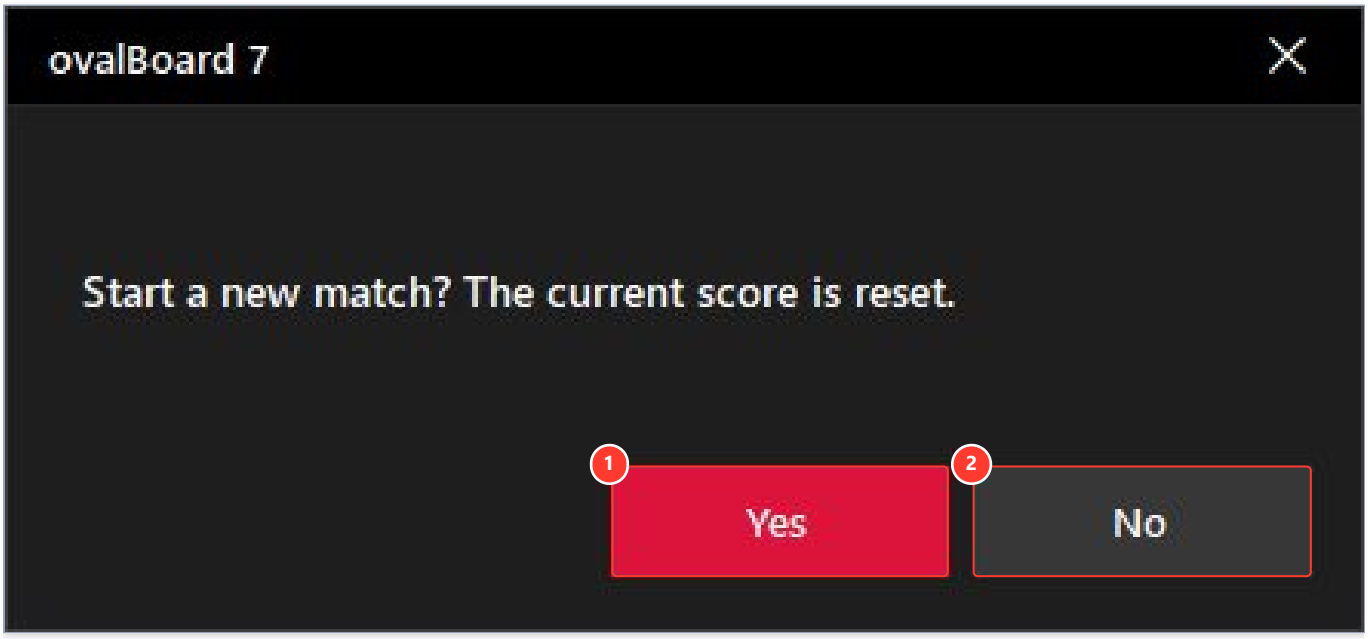


Figure 177. Reset Score & Penalties asks before it starts a new match.

#	Control	What it does
1	Yes	Starts a new match: scores, quarter scores, cards and sin bins, clock and quarter go back to the start. Teams and team lists stay.
2	No	Keeps the match as it is. The ✕ does the same.

Time Settings

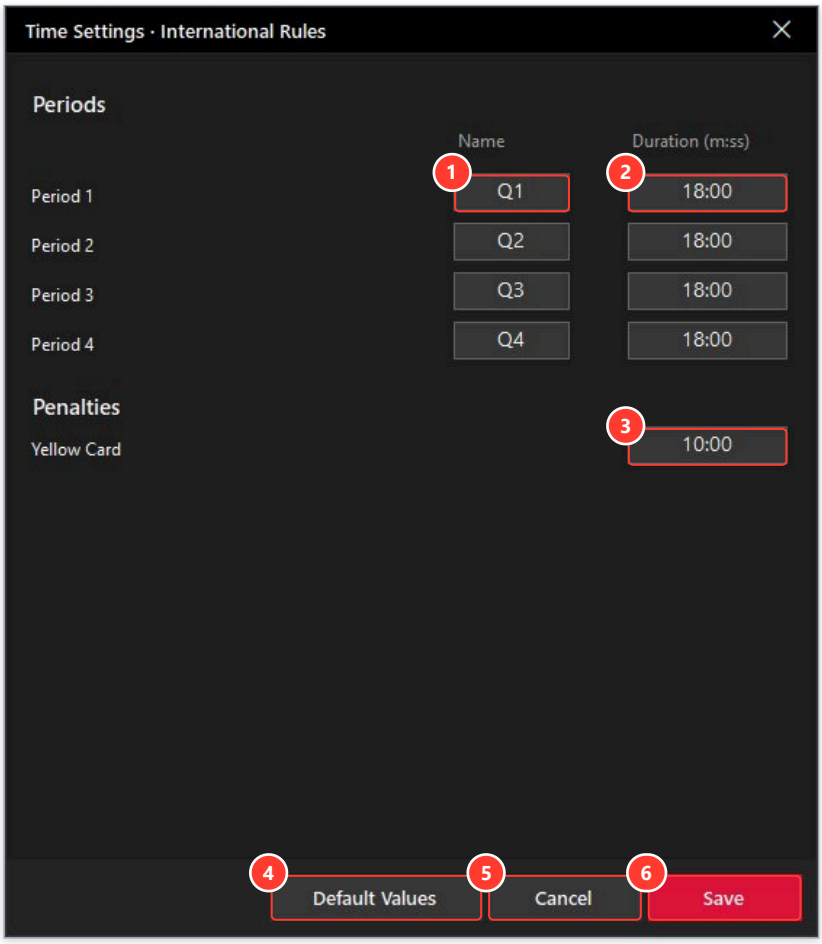


Figure 178. Time Settings for International Rules.

#	Control	What it does
1	**Period Name**	The short names of the quarters.
2	**Duration**	The length of each quarter, 18:00 by default.
3	**Yellow Card**	The length of the sin bin for a yellow card.
4	**Default Values**	Restores the factory times after a confirmation.
5	**Cancel**	Closes without saving.
6	**Save**	Saves the times. They apply to a new match.

Keyboard Shortcuts for International Rules

The window is shown in Keyboard Shortcuts ▸ The Actions of Each Sport. The default keys:

Action	Home	Guest
+6 Goal	`Num 7`	`Num 9`
−6 Goal	`Num 0`	`Num ,`
+3 Over	`Num 4`	`Num 6`
−3 Over	`Num /`	`Num *`

Action	Home	Guest
+1 Behind	`Num 1`	`Num 3`
−1 Behind	`Num −`	`Num +`
Start / Stop	`F1`	
Next Period	`F2`	
Undo	`F12`	
Horn	`Num 2`	
Set Clock, Added Time, Yellow Card, Red Card, Red Card −1	no default key	

The Info Page for International Rules

Besides the rows of every football code, the International Rules Info page has a **Cards** row (team, player, Yellow Card or Red Card, minute, Show / Show With Picture: the card graphic only, it does not give the card on the Game panel) and a **Red Card** row (click a circle to set the red cards of each team, 0–4, on the boards). The score-type list of the Goal row offers Goal, Over and Behind. The page itself is shown in The Info Page ▸ The Info Page of Each Sport.

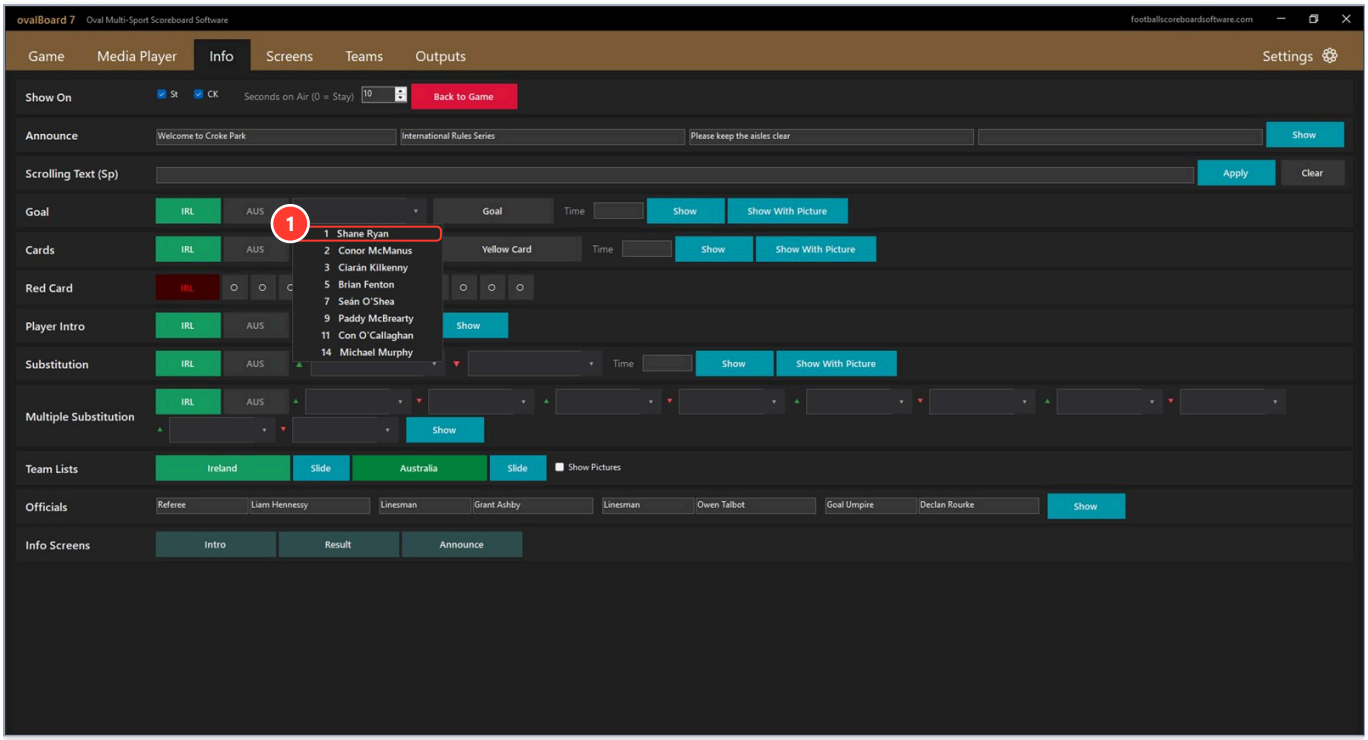


Figure 179. The player list (▾) of an Info page row: the team list with numbers.

#	Control	What it does
1	**Players**	Click a player to fill the field with number and name. You can also type a number, a name or both; a new number with a name is added to the team list.

International Rules Outputs

The Game Screens

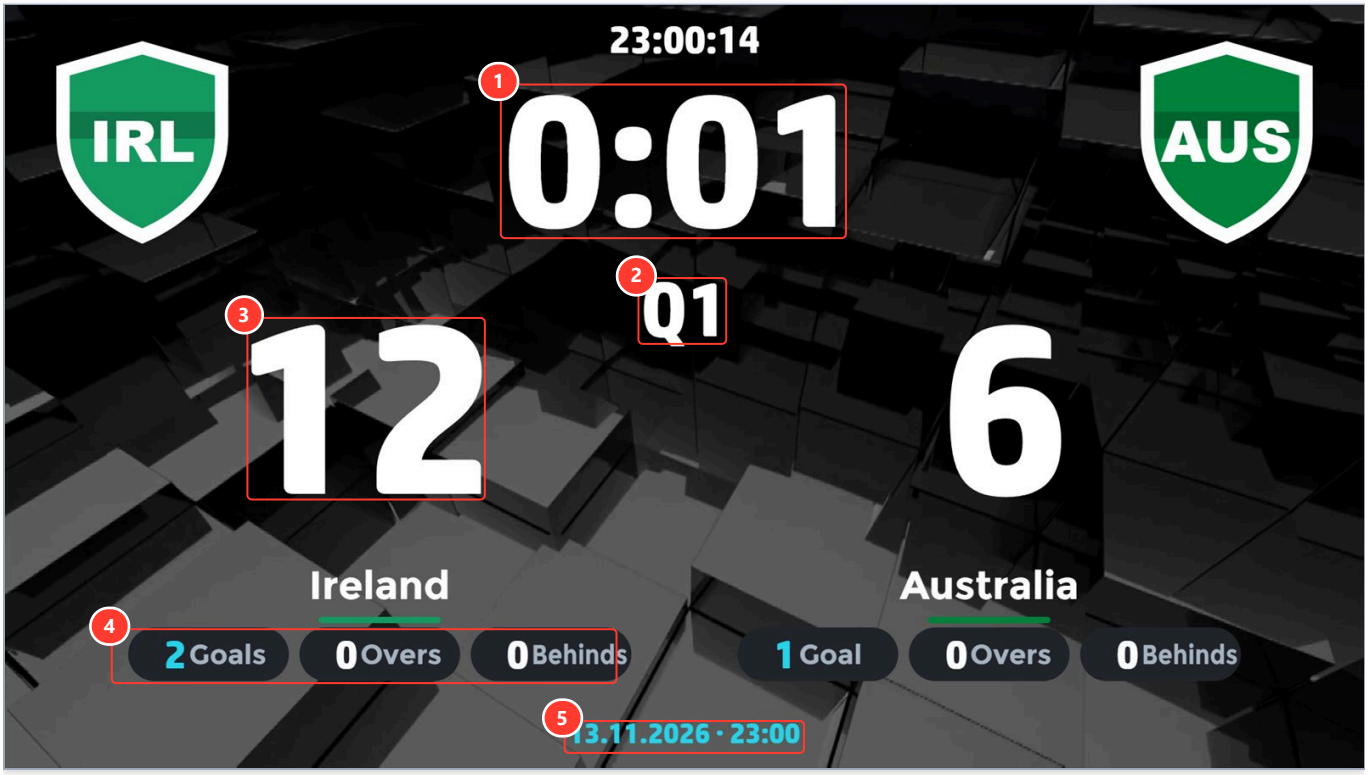


Figure 180. The International Rules St board.

#	Control	What it does
1	Clock	The game clock, counting up; the time of day above it.
2	Quarter	Q1–Q4.
3	Totals	The points of each team.
4	Goals, Overs, Behinds	The breakdown of the team's score. Running sin bins (number and time) appear on this board while they run.
5	Date and Time	Date and time of day.

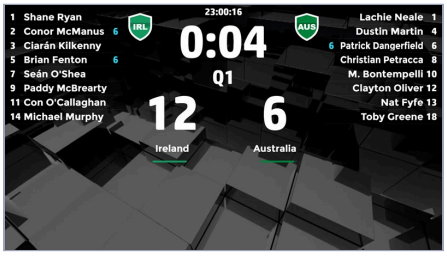


Figure 181. St with Player Panels on: the team lists with the points of each scorer.



Figure 182. Sp: the score with the breakdown above the sponsor area.

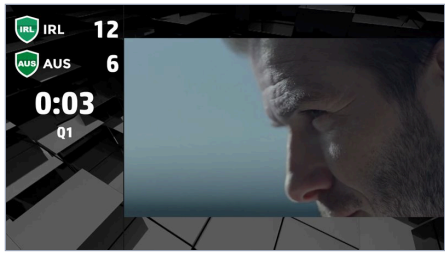


Figure 183. Ad: short names, totals, clock and quarter beside the video or advert area.

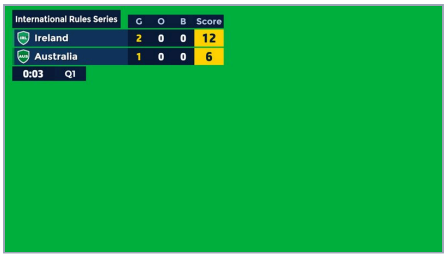


Figure 184. CK: event, goals, overs, behinds and total, clock and quarter.

Info Screens and Broadcast Graphics

Intro, Result and Announce are on the on-air rows of the Game page; goal, card, substitution, team list and officials graphics are sent from the Info page; the Screens page shows any of them.



Figure 185. St Intro: event, teams, venue, date and time. St · Intro.

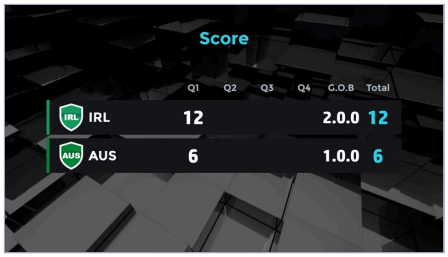


Figure 186. St Result: quarter scores and totals. St · Result.

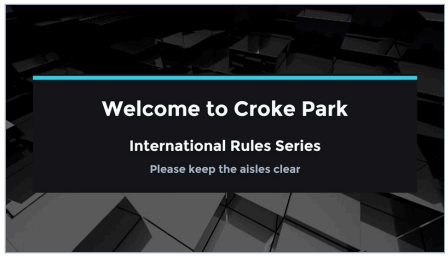


Figure 187. St Announce: the announcement. St · Announce.



Figure 188. St Goal: the scorer with the score; the title follows the score type (Goal, Over, Behind). Info ▸ Goal ▸ Show.

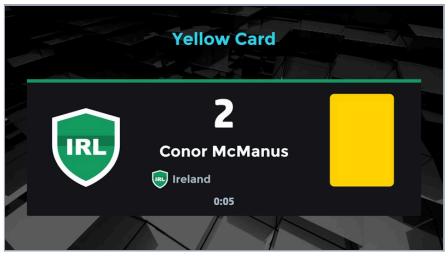


Figure 189. St Card: the player, team, card and game time (the team logo when there is no photo); the title is the card chosen in the Cards row (Yellow Card or Red Card). Info ▸ Cards ▸ Show.

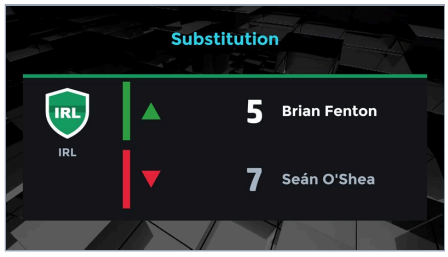


Figure 190. St Substitution: player in and out. Info ▸ Substitution ▸ Show.

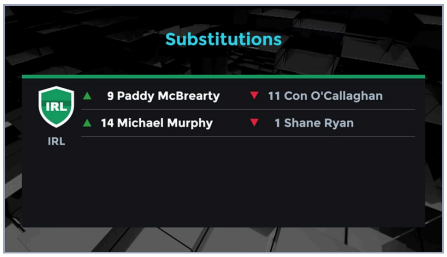


Figure 191. St Substitutions: several pairs. Info ▸ Multiple Substitution ▸ Show.



Figure 192. St Player Intro: one player. Info ▸ Player Intro ▸ Show.



Figure 193. St Team List: a whole team. Info ▸ Team Lists.

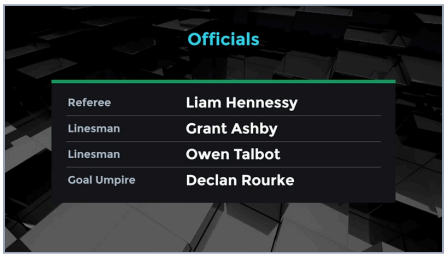


Figure 194. St Officials: the officials typed in the Officials row of the Info page (here a referee, two linesmen and a goal umpire). Info ▸ Officials ▸ Show.

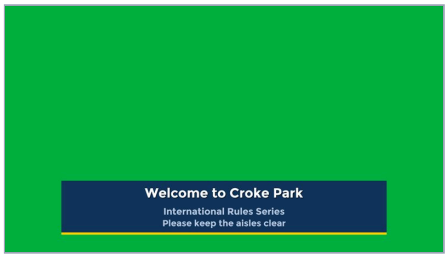


Figure 195. CK Lower Third: the announcement. CK · Lower Third.

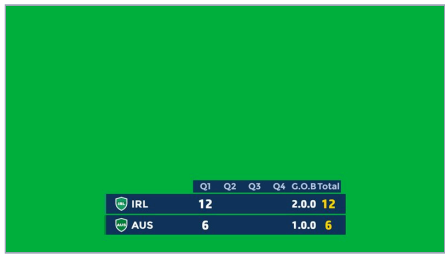


Figure 196. CK Result: quarter scores and totals. CK · Result.

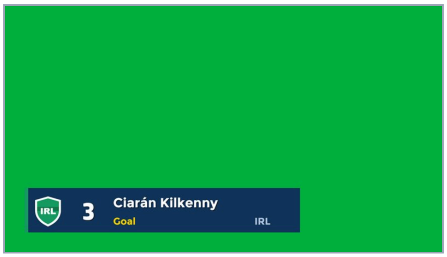


Figure 197. CK Player: scorer, card or player intro. Info page rows with CK ticked.



Figure 198. CK Substitution. Info ▸ Substitution.

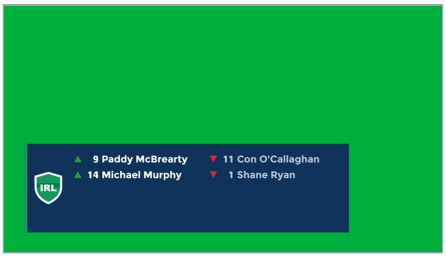


Figure 199. CK Substitutions. Info ▸ Multiple Substitution.



Figure 200. CK Team List. Info ▸ Team Lists.



Figure 201. CK Officials. Info ▸ Officials.

The International Rules Remote Control

The remote of International Rules adds the overs, the cards and a Penalties counter (running sin bins) under each score.

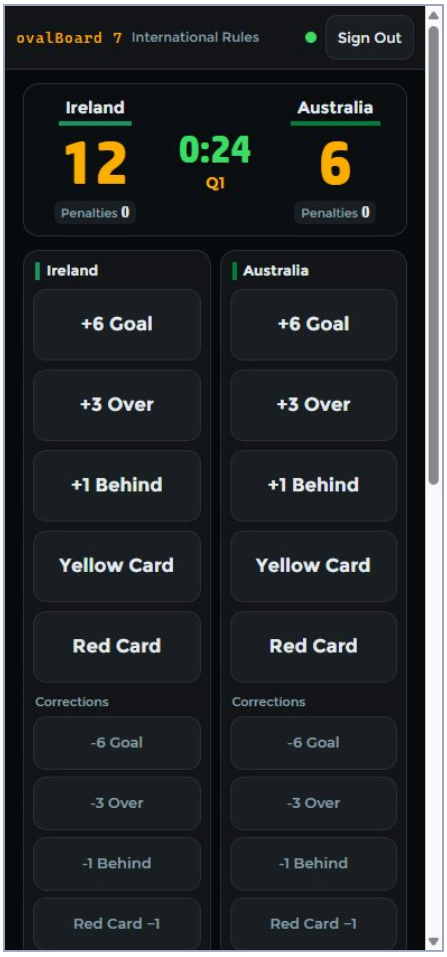


Figure 202. Phone: score, clock and quarter, Penalties counters and the team blocks.

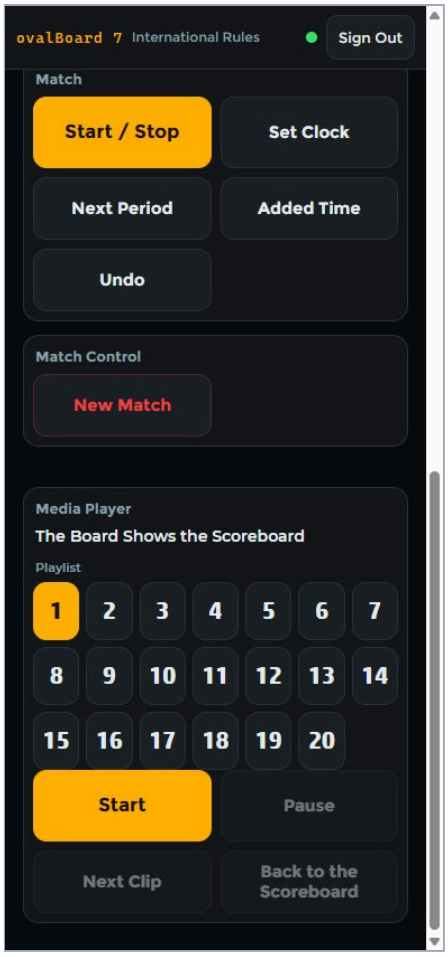


Figure 203. Phone, scrolled: Corrections, Match and Match Control.

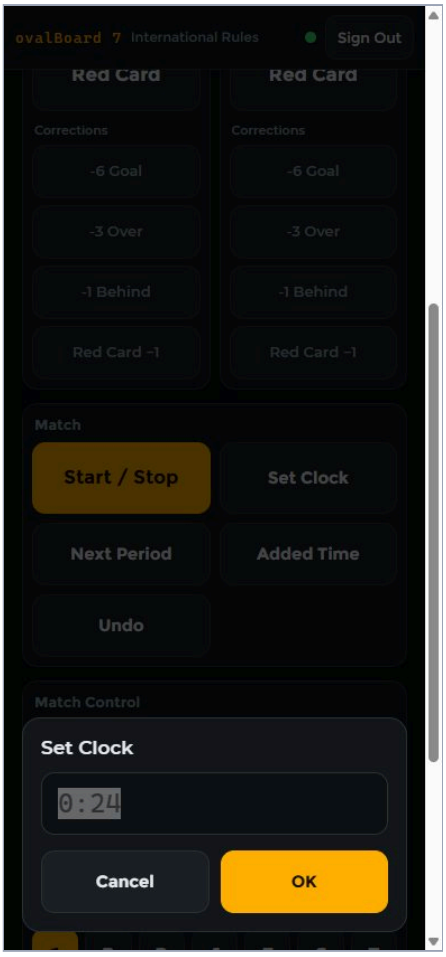


Figure 204. Phone: the Set Clock sheet.

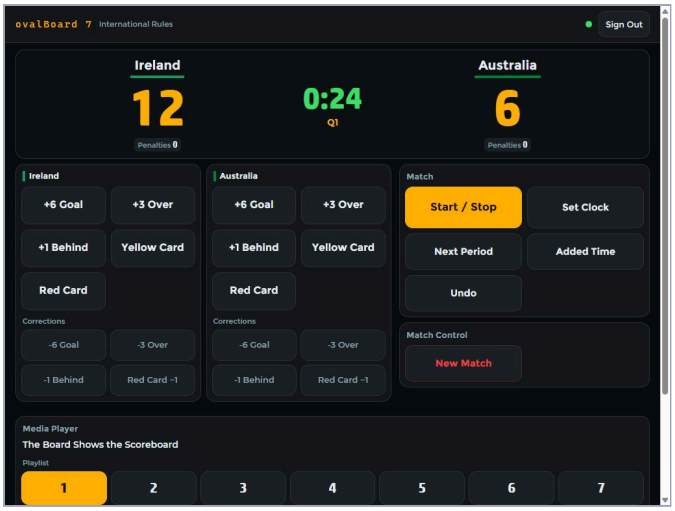


Figure 205. Tablet: team blocks, Match and Match Control side by side.

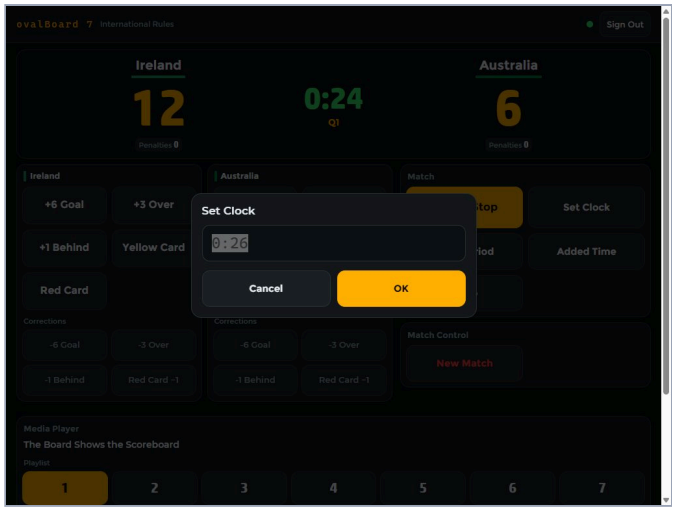


Figure 206. Tablet: the Set Clock sheet.

Remote button	Where	What it does
+6 Goal	Team block	A goal for that team (6 points).
+3 Over / +1 Behind	Team block	An over (3) or a behind (1).
Yellow Card	Team block	A 10-minute sin bin for the team, without a player number.
Red Card	Team block	Counts a red card for the team.
−6 Goal / −3 Over / −1 Behind / Red Card −1	Team block ▸ Corrections	Takes back a score or a red card.
Start / Stop	Match	Starts or stops the game clock (the big amber button).
Set Clock	Match	Opens a sheet with the clock time selected; type m:ss and tap OK (see the sheet pictures).
Next Period	Match	Goes to the next quarter; the clock is reset to 0:00 and stopped.
Added Time	Match	Asks for the announced added time in minutes (empty = none).
Undo	Match	Takes back the last change (the clock time is not changed).
New Match	Match Control	Starts a new match after the confirmation *New Match?* **This cannot be undone from the remote**.

International Rules Scenarios

1. Type **11** in the home player box (or pick the player from ▾).
2. Click the green **O3** under the home score. The total rises by 3, the breakdown shows one more over, and the box clears.
3. With Player Panels on, the St board shows the 3 points next to number 11.
4. Wrong button? Click the grey O3 above the score to take the over back, or ↶ Undo.

1. Type the player's number in the guest player box.
2. Click **Y10** on the guest side. A 10:00 sin bin appears beside the panel and on the St board.
3. On the Info page, choose the guest team and the player in the Cards row, keep **Yellow Card** and click **Show** for the card graphic.

4. The sin bin counts down only while the game clock runs. At 0:00 it disappears by itself. To end it early, click its red ✕.

1. Right-click **R** on that team: the red card is taken back.
2. Click **R** on the right team (with the player's number in the box).
3. On the remote, **Red Card −1** in Corrections does the same.

23 Usage Scenarios

Complete workflows for oval grounds. The pages and dialogs named here are described in their own chapters.

Workflows

1. Before the day, enter both teams and their players with numbers, the event and the venue on the Teams page.
2. On the Outputs page, open the St board on the LED board's monitor, full screen.
3. Choose Cricket · T20, show St · Intro while the teams warm up, then enter the toss with More ▾ ▸ Toss.
4. Click the batting side, pick the openers and the bowler, click St · Game and score every ball on the pad.
5. Between overs, briefly show St · Batting or St · Bowling, then St · Game.
6. At the innings break show the batting card, then start the chase with the second team's Batting button.
7. After the last ball, show St · Result until the ground empties.

1. On the Outputs page, send the CK board to NDI (or to a window your mixer captures) and key out the green.
2. Keep CK · Game on air as the score bug: score, overs, this over, batters and bowler.
3. After a wicket, switch to CK · Batting for the batting card, then back to CK · Game.
4. Use CK · Lower Third for an announcement (see The Info Page).
5. Run the St board on the ground screen at the same time. Both boards follow the same scoring.
6. If a second operator works the graphics, give them the remote control on a tablet so the scorer can keep to the pad.

1. Choose Cricket · T10.
2. Click the batting side. In the Striker picker choose Other Player… and type the batting order number and the name, e.g. *1 Mia Brown*. Do the same for the non-striker.
3. In the Bowler picker, add the bowler the same way. The bowlers are added to the fielding team's list, so they are ready for the wicket menu later.
4. Add each new batter with Other Player… when the gold frame asks for one. Everybody you type is added to the team list for the second innings and the next match.
5. If the coaches agree to retire a batter at 25, use More ▾ ▸ Retire ▸ Striker · Retired Hurt (not out). The batter can come back later.
6. Playing fewer overs, e.g. 8 per side? Set **Overs per Innings** in Time Settings before the match.
7. If the match is cut short, end the innings with More ▾ ▸ End Innings.

1. On the PC, switch on the remote control and connect the phone (see Remote Control).
2. The volunteer taps the balls on the Delivery pad of the remote as they happen (•, 1, 4, Wd then • for a wide …); either of you can pick the batters and bowlers (At the Crease on the remote, the pickers on the PC).
3. For a run on a wide the volunteer taps **Wd** and then **1**; for a catch **W** ▾ ▸ **Caught** and the fielder.
4. If two people enter the same ball, the second one appears as an extra ball: click ↶ on the PC to take it back.

1. At the start of the footy season, choose Aussie Rules (or International Rules) in Choose Sport and Discipline.
2. The cricket teams stay where they are: each sport has its own team list. Enter the footy teams on the Teams page.
3. If your league plays shorter quarters, set them once in Time Settings (e.g. 4 × 16:00). They are kept for the next matches.
4. Choose the footy board designs on the Outputs page (see Board Designs). The cricket designs stay unchanged.

5. On match day, start the clock at the bounce, score goals and behinds, and click the next quarter at each break.
6. In spring, switch back to Cricket: your cricket teams, players and formats are all still there.

1. When the umpires take the players off, do nothing on the pad. The score simply waits.
2. On the Info page, show an announcement on the St board, e.g. *Rain Delay – Next Inspection 3:30 pm* (see The Info Page).
3. When play resumes, switch the St board back to Game and carry on scoring.
4. If the overs are reduced, end the first innings at the new limit with More ▾ ▸ End Innings. ovalBoard 7 does not calculate DLS: send the revised target of the chase from the remote control with **Revised Target** (e.g. *98:72* = 98 runs from 72 balls), and announce it with the Announce screen if you like.
5. If there is no more play, end the match with More ▾ ▸ End Match ▸ No Result (or Abandoned). The result appears on the boards.

1. Choose Cricket · Test / First-Class, set **Days** to 2 in Time Settings, then enter the toss and start the first innings.
2. When the first side declares, use More ▾ ▸ Declare. The score shows with a d, and the next innings can start.
3. At stumps and the next morning, advance the day and session with the Next Session key or remote button.
4. In the later innings the situation box shows the lead or deficit. If the follow-on becomes available and the captain enforces it, use the Enforce Follow-On key or remote button.
5. If time runs out, use More ▾ ▸ End Match ▸ Draw.

1. Choose International Rules and enter both squads with numbers.
2. Start the clock at the throw-in. Before each score, type the scorer's number in the player box, then click G6, O3 or B1.
3. Give yellow cards with the number box and Y10. The sin bins run on the St board; show the card graphic from the Info page.
4. Turn on Player Panels at the breaks to show who scored, and St · Result for the quarter scores.

24 Oval Sports Quick Reference

Cricket: to record…	Do this
Toss	More ▾ ▸ Toss ▸ team · Bat / Bowl
Start an innings	Batting button of the side, or More ▾ ▸ Start Innings
Batters / bowler	Click the picker, choose a player or Other Player…
Dot ball / runs	• / +1 … +6
Four or six all run	Run, then +4 or +6
Wide (+ runs)	Wd, then • (or +1 … +4)
No-ball (+ runs off the bat)	Nb, then • (or +1 … +6)
No-ball + byes / leg byes	Nb, B (or Lb), then +1 … +4
Byes / leg byes	B or Lb, then +1 … +4
Wicket	(Wd / Nb if needed) W ▾ ▸ dismissal ▸ fielder (or Other Player… / Unknown Fielder); then pick the new batter
Run out after completed runs	W ▾ ▸ Run Out ▸ 1 Run / 2 Runs / 3 Runs ▸ Striker / Non-Striker ▸ fielder
Shorter match (e.g. 15 overs)	Time Settings ▸ Overs per Innings, before the match
Revised target (chase)	Remote control ▸ Revised Target, e.g. 150:96
Batters crossed	⇄ Swap
Over called early or late	End Over
Retirement	More ▾ ▸ Retire
Review	More ▾ ▸ Review (DRS) ▸ team · outcome
5 penalty runs to the batting side	More ▾ ▸ Penalty Runs (5)
Declaration / end of innings	More ▾ ▸ Declare / End Innings
Draw, tie, no result, abandoned	More ▾ ▸ End Match
Super Over after a tie	More ▾ ▸ Super Over, then Batting button
Batting / bowling card on the boards	St · Batting, St · Bowling, CK · Batting
Undo the last action	↶ (pad), F12, Ctrl+Z

Football: to…	Aussie Rules	International Rules
Score a goal	Goal ▲ (Num 7 / Num 9)	G6 green (Num 7 / Num 9)
Score an over	–	O3 green (Num 4 / Num 6)
Score a behind	Behind ▲ (Num 4 / Num 6)	B1 green (Num 1 / Num 3)

Football: to…	Aussie Rules	International Rules
Take a score back	▼ under the counter	Grey G6 / O3 / B1 above the score
Credit a player	Info page ▸ Goal (graphic only)	Number box (or ▾ list), then the score
Yellow / red card	–	Y10 / R (right-click R to remove)
Start / stop the clock	Start / Stop, F1	Start / Stop, F1
Next quarter	Quarter button, F2	Quarter button, F2
Extra time	ET1 (again for ET2)	–
Set the clock	Double-click the clock or Set Clock	Double-click the clock or Set Clock
Announced added time	+ Added Time	+ Added Time
Show the players' scores	Player Panels	Player Panels
New match	Reset Score & Penalties or New Match	Reset Score & Penalties or New Match

Screen	Cricket	Aussie Rules	International Rules
St game screen	St · Game	St · Game	St · Game
Intro / Result / Announce	St · Intro / Result / Announce	St · Intro / Result / Announce	St · Intro / Result / Announce
Batting / Bowling card	St · Batting / Bowling, CK · Batting	–	–
Goal, card, substitution, team list, officials	–	Info page rows	Info page rows
CK score bug / lower third	CK · Game / Lower Third	CK · Game / Lower Third / Result	CK · Game / Lower Third / Result

> **Note** The keys shown are the defaults of a new installation. You can change them in Keyboard Shortcuts.

25 Troubleshooting

Problem	What to do
A board does not appear on the second monitor.	Check that Windows uses *Extend* (not Duplicate), then choose the monitor on the Outputs page and tick **Show**. More in *Sending the Board to the LED Screen → Troubleshooting the LED Output*.
The board is too small or cut off on an LED wall.	Untick **Full Screen** and enter the exact Left / Top / Width / Height of the LED controller's area on that monitor (see *LED Sender Card*).
I have to place the board again at every start.	No: the Outputs page saves everything at once and the board opens at its place by itself. If it does not, check that the LED device is switched on before or soon after the program starts, and that Windows still uses *Extend*.
A clip of the Media Player does not play.	The St output must be open. A red file name means the file was moved or deleted: add it again. Some video formats need the matching Windows codec; MP4 (H.264) always works.
A keyboard shortcut does nothing.	Check **Global Shortcuts On** in the keyboard shortcut editor (the keyboard icon at the bottom left is green when on), switch `NumLock` on, and make sure the key is assigned for the **current sport**. Numpad keys do not score while you type in a text box of the program.
The phone cannot open the remote page.	Same network as the PC (not mobile data, not a guest Wi-Fi)? Settings shows **Running**? Allow TCP 1907 in the Windows firewall. If the status says *Not running*, the port is used by another program: choose another port and click Apply.
The PIN is refused or the pad is locked.	After five wrong PINs the device is locked for 30 s, then longer (up to 15 minutes). Wait for the countdown; check the PIN on the Settings page.
The remote shows a red dot or "No Connection to the Scoreboard".	The phone lost the Wi-Fi or the PC's server stopped. It reconnects by itself; check the Wi-Fi and the remote button on the right strip (green = running).
NDI source is missing in vMix / OBS.	The output must be open (**Show**) and **NDI** ticked. The NDI column shows the frame rate or an error. PC and receiver must be in the same network; allow the program in the firewall.
CK shows green in the vision mixer.	Use a chroma keyer on the green, or use the NDI source, which already carries transparency.
The Sp or Ad board still shows sample pictures.	Add your own files on the strip's tab of the Sp / Ad Media dialog (or copy them into *data\media\sponsor*, *ad*, *banner1*, *banner2* and click **Reload**).
A video does not appear in a scrolling strip.	Scroll Images and Images + Text use pictures only. Use Slide (or Playlist in the main area) for videos.
The scrolling text of the Info page does not appear.	Click **Apply** after typing. Look in the right place: with *Band Above the Strip* it runs in the design's band, with *Inside the Strip* it replaces the strip content. The Sp board must be open.
The Ad main area is black in Camera mode.	Windows must see a camera or capture device that is not used by another program. Choose Playlist to go back to the adverts.
The Ad banners do not appear.	Tick **Visible** for the banner on the Ad Layout tab; check its size (5–50 %).
The Info page Show button does nothing on CK.	Tick **CK** under Show On, and open the CK output. A graphic is only shown when the output's design has that screen.

Problem	What to do
The camera, NDI or capture picture stays black.	Video Sources: click **Start**, check the Preview, then **Show**; the CK or Ad board must be open. A camera used by another program cannot be opened; for NDI click ↺ to search again.
The new times are not used.	Times apply to a new match. After saving, answer **Yes** to start a new match, or start one with **New Match**.
Team names or the team list changes do not appear.	Click **Apply** on the Teams page – nothing is saved before.
The language did not change.	The language is used after a restart of the program.
The program closed unexpectedly.	Start it again and answer **Yes** to *Restore the last match?*. The match continues with the clock stopped; check the clock and start it again.

Every start, error and network event is written to the log file of the day in *data\logs*; send it with a problem report.

26 Files and Folders

All your data lives in the *data* folder inside the program folder. To move ovalBoard 7 to another PC, or to keep a backup, copy the whole *data* folder.

Folder / file	Content
data\config\settings.json	Language, remote control (port, PIN), console and UDP settings, sound on / off, last sport and discipline.
data\config\outputs.json	Per output: shown, monitor (number and Windows name), full screen, window position, NDI, player panels; the design of each output per sport; player panel columns; background video / picture on or off; the Sp / Ad Media settings (strip modes, Ad layout, banners, scroll texts).
data\config\inputs.json	The Video Sources settings of the CK and Ad boards (camera, format, NDI source, capture area, display mode).
data\media\playlists	The Media Player: playlist01.json … playlist20.json (the clips are referenced where they are), urls.json (the URL list) and player.json (display mode, sound, return, image play duration).
data\config\hotkeys.json	Keyboard shortcuts per sport and the Global Shortcuts On switch.
data\config\<sport>\setup.json	Event, venue, teams, colours, logos, team lists, officials of a sport (the competition for swimming and diving).
data\config\<sport>\rules\<discipline>.json	Your own Time Settings of a discipline (only the values that differ from the factory values).
data\config\running.json	Points to the journal of the running match; used to offer the restore after an unexpected end.
data\designs	Your own board designs, per sport. The factory masters are in the program folder and are never changed.
data\logos	Team logos chosen on the Teams page.
data\media\sponsor	Pictures and videos of the Sp sponsor strip.
data\media\ad	Pictures and videos of the main area of the Ad board.
data\media\banner1, *data\media\banner2*	Pictures of the two Ad banners (empty: the sponsor pictures are used).
data\media\background	Background video and picture of the St, Sp and Ad boards.
data\media\players	Player photos chosen in the Photo column of the Teams page (copies of your files).
data\sounds	Your own sounds (01.wav … 05.wav) replace the shipped ones.
data\matches	One journal file per match (every command with its time); used to restore a match after an unexpected end.
data\logs	One log file per day.
data\webview2	Working files of the board windows (browser cache). Safe to delete while the program is closed.

> **Note** Edit the files only while the program is closed. If a settings file cannot be read, the program starts with default values and keeps the damaged file as *.bad*.