soccerBoard 7

Professional Led Display Scoreboard Software

USER MANUAL

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LANGUAGE SUPPORT

Soccerboard supports all languages. You can use special characters from any language such as Arabic, Chinese, Hebrew, and other Asian alphabets in the application.

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1. Introduction

1.1 What soccerBoard 7 does

soccerBoard 7 is a scoreboard and match-graphics application for football venues and broadcasts. You run the match from a control window on the operator PC; the application renders the scoreboard in a separate board window that you place on a second display, a projector or an LED wall, or send over the network as an NDI video stream. Besides the score and the clock it shows goals, cards, substitutions, VAR decisions, team line-ups, referees, statistics, league tables, results and fixtures, sponsor images, scrolling texts, announcements, player pictures and video clips.

The application has four display modes, each with its own look and its own control page:

- Standard (St): the full-screen scoreboard with names, logos, score, clock, events and two free text lines.
- Sponsored (Sp): the Standard scoreboard plus a strip at the top or bottom for sponsor images or scrolling texts.
- Advertisement (Ad): a small scoreboard box, up to two banners and a large area for a video playlist, a camera or a captured screen region.
- Chroma Key (CK): a compact scorebug and info graphics on a solid key colour, meant to be keyed over a live picture in a vision mixer.

1.2 How to read this guide

Every screen of the application is documented in the same way:

- A pair block shows the board output on the left and the control panel that produced it on the right, exactly as they appeared during the documentation run. The board pictures are reduced to 1280 pixels in this document; the control panel pictures are embedded at their native size.
- The text explains what the screen is for and how you use it in a match.
- A control table lists every button, check box, radio button, drop-down list and clickable picture of the screen: the control at its native size in the first column, its name in the second and what it does in the third. Controls that are pure decoration (labels, frames, logos that cannot be clicked) are not listed.

Statements that could not be verified on the running application are marked TO BE CONFIRMED. Prices, license tiers and everything else that only the vendor can answer are marked TO BE CONFIRMED BY ZIYA. Standard Windows dialogs (file pickers, message boxes of Windows itself) follow the language of the operating system; the application's own dialogs follow the language chosen in Settings.

1.3 Requirements

- Windows 10 or Windows 11, 64-bit, with the Microsoft Edge WebView2 runtime (part of every current Windows).
- A second display output or an NDI receiver for the board. The operator window and the board window can also share one screen; chapter 3 shows both set-ups.
- Optional: a webcam, a capture card or an NDI source for the Advertisement and Chroma Key modes.
- A network connection is only needed for the remote control from a phone and for the optional download of league data.

1.4 Installation and first start

Run the setup file and follow the wizard. The application installs into C:\soccerBoard7 and puts a shortcut on the desktop. When you install a newer version over an existing one, your settings, teams, players, playlists, sponsor images, designs and language edits are kept.

Start the application from the desktop shortcut. A small status card appears while the components load, then the control window opens in the lower right corner of the screen and the board window opens at its configured position.

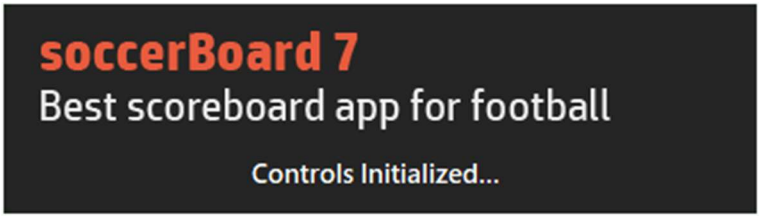


Figure 1. The status card shown while the application starts.

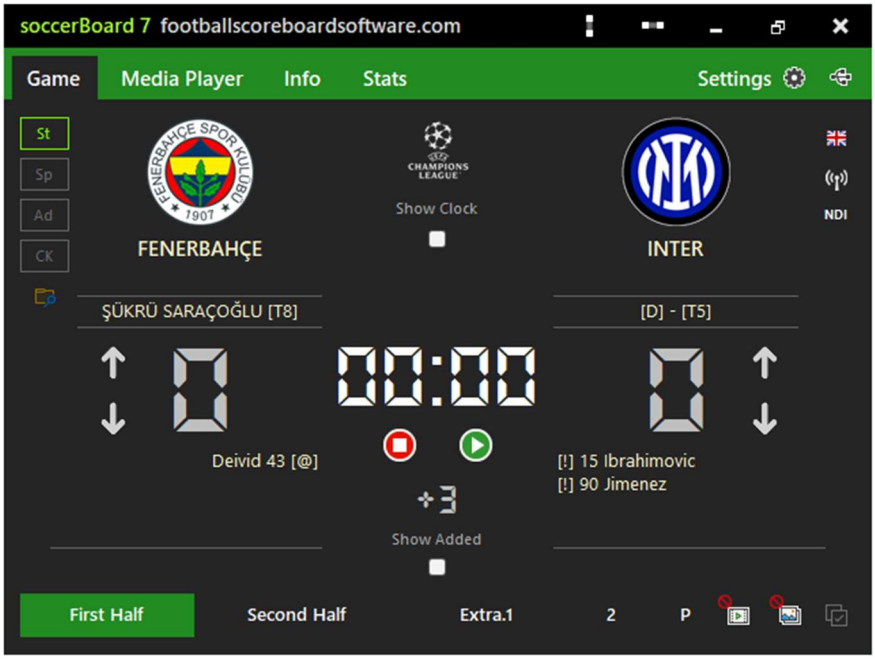


Figure 2. The control window as it opens: the Game page with the match control panel.

1.5 Choosing the language

The operator interface is available in 46 languages. Open Settings > Language, pick the language in the list and click Apply Language; the application asks for a restart. The titles printed on the board graphics (Goal, Yellow Card, Standings and so on) are edited separately on the Titles tab of the same page; see chapter 13.4.

2. Licensing

2.1 License modes and when the license is checked

soccerBoard 7 runs in one of three modes:

- Demo: no license found. Everything can be tried, but the board shows the word DEMO in the clock area at regular intervals, the board size is limited and a number of functions are locked (for example the home-side score and logo buttons, the non-stop chronometer and the internet download).
- PC license: a key that is bound to the Computer ID of this PC. You enter it once under Settings > License (route A below).
- USB license: a key that is stored on a USB stick. The stick licenses whichever PC it is plugged into (route B below).

The PC key is read when the application starts. The USB stick is checked only at two moments: when the application starts and when you open the Settings page. If you plug the stick in later, open Settings once so the application picks it up; the License button in the menu strip then shows the USB icon instead of the lock.

Two routes are available and both are normal ways to license the software; choose the one that matches how you bought it.

2.2 Route A: licensing this PC with a PC key

1. Open Settings > License. The Computer ID of this PC is shown in the CPU ID field.
2. Click the copy button next to the Computer ID and paste the ID into your order or e-mail to the vendor.
3. When you receive the license key, paste it into the License Key field.
4. Click Save. The application checks the key against the Computer ID and shows a confirmation; a wrong key is reported in the same way.
5. The license is active at once and stays on this PC. Moving the installation folder to another computer does not move the license.

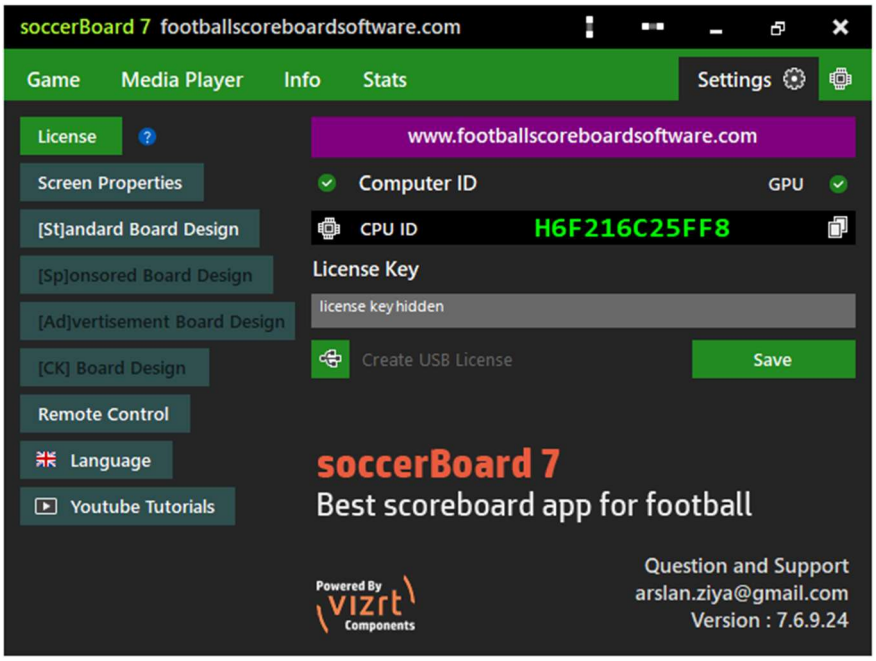


Figure 3. The License tab with a PC key entered (the key is masked in this document).

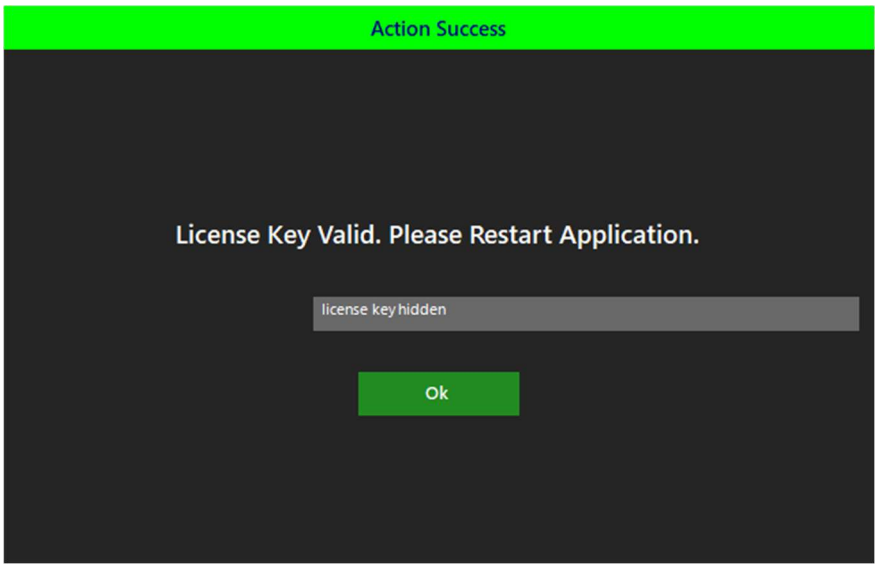


Figure 4. The confirmation after Save.

The Use USB License box below the key field stores your preference for the USB route. In this version the USB stick is detected at start and when Settings opens whether or not the box is ticked.

> **TO BE CONFIRMED:** The exact effect of the Use USB License box on the license check could not be verified on the running application.

Control	Name	What it does
	**License Info**	Shows a licence information message: whether the current licence is valid, its maximum output resolution, expiry date, model, and whether the GPU, extra media player and record & replay options are enabled.
	**PC Licence Help**	Opens the help page that explains the PC licence: how to read this computer's device ID, order a licence key for it and enter the key here.
	**Copy Computer ID**	Copies this computer's device ID to the clipboard so it can be pasted into an order or an e-mail.
	**Create USB License**	Opens the Create USB License page, where a purchased licence key is saved onto a USB stick that then unlocks any computer it is plugged into.
	**Save**	Checks the licence key typed for this computer against its device ID and, when it matches and is not expired, saves the key on this PC and unlocks the licensed features; the key field turns green for a valid key and pink for an expired one, and a message confirms success or reports an invalid key.

2.3 Route B: creating a USB license stick

1. Plug the USB stick into the operator PC. Any stick works; it does not need to be empty.
2. Open Settings > License and click the USB icon (Create USB License). The USB License Creator opens.
3. Select the stick in the Select USB Device list. Its USB ID appears in the USB ID field; the copy button copies it.
4. Send the USB ID to the vendor and paste the key you receive into the License Key field.
5. Click Save. The application checks the key against the stick and writes the license onto the stick; a confirmation is shown.
6. Restart the application (or open Settings) with the stick plugged in: the License tab now reports that a USB license was found.

The stick can now be used on any PC that runs soccerBoard 7. Remember the rule of chapter 2.1: the stick is read at start and when Settings opens, so plug it in before you start the application.

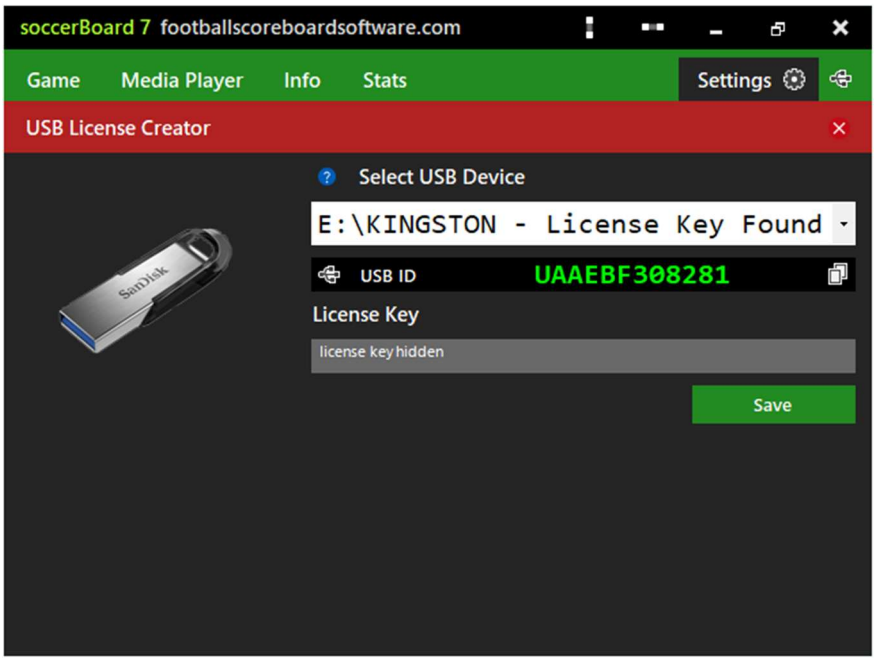


Figure 5. The USB License Creator with the stick selected (the key is masked in this document).

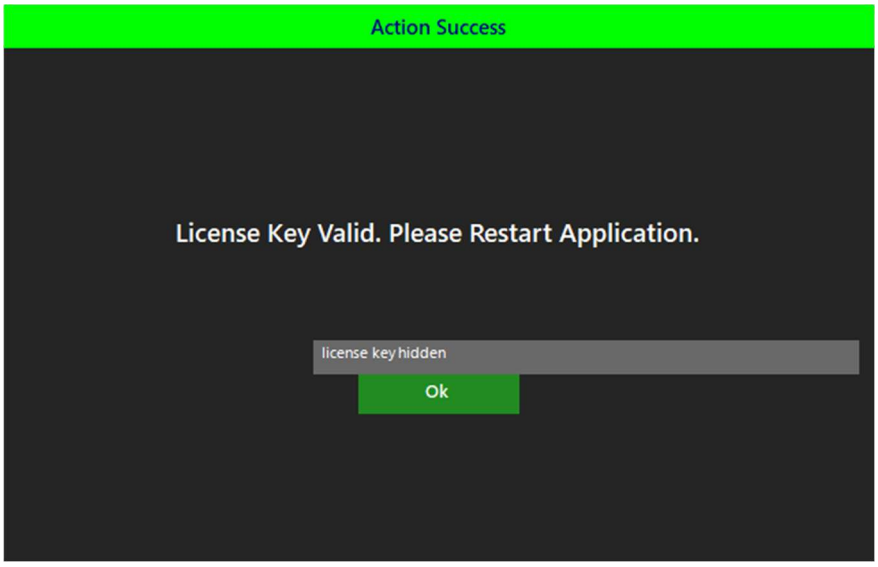


Figure 6. The confirmation after the license was written to the stick.

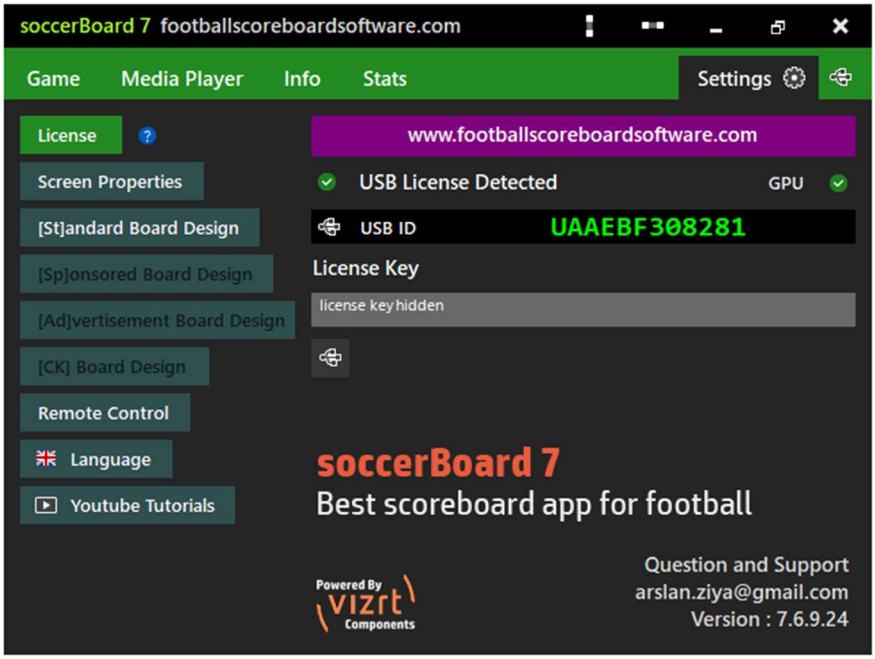


Figure 7. The License tab when a valid USB stick is present.

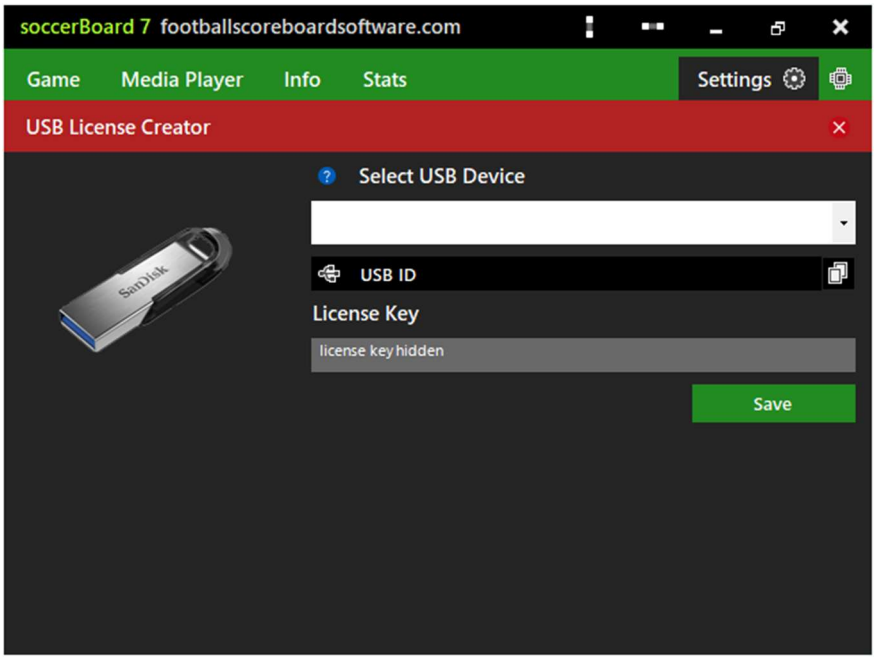
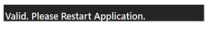


Figure 8. The USB License Creator without a stick: the device list is empty and Save does nothing.

Control	Name	What it does
	**Close**	Closes the Create USB License page and returns to Settings.
	**USB Licence Help**	Opens the help page that explains the USB licence: how to read the device ID of the stick, order a licence key for it and save the key onto the stick.
	**USB Stick**	Selects the USB stick to license from the sticks currently plugged in; its device ID is shown and any licence key already stored on the stick is loaded into the key field.
	**Copy Stick ID**	Copies the device ID of the selected USB stick to the clipboard so it can be pasted into an order or an e-mail.

Control	Name	What it does
Save	**Save**	Checks the licence key typed against the device ID of the selected USB stick and, when it matches and is not expired, saves the key onto the stick so that it unlocks any computer it is plugged into; the key field turns green for a valid key, pink for an expired one, and a message reports an invalid key or a missing stick.

2.4 What the license controls

- Board size: the Max Resolution row under Settings > Display Properties shows the largest board width your license allows; Width and Height cannot be set above it and are reduced to it at start if a larger value is found.
- Demo mode: without a license the board shows DEMO in the clock area and the board size is limited to a small preview.
- Locked functions in demo mode: some buttons of the match panel (home score and home logo), the non-stop chronometer and the internet download.

2.5 License tiers and prices

> **TO BE CONFIRMED:** The available license models (for example single PC, USB, resolution tiers), their prices and the ordering address are not documented here. The application distinguishes license models by the key; the License Info button shows the model of the current key.

3. Monitor set-up and outputs

The board window is a separate window that you place where the spectators see it. There are two normal ways to arrange the operator window and the board, and a third output over the network.

3.1 Second monitor: the board on its own display

Connect the display to the PC and extend the Windows desktop onto it. Then set the position and size of the board under Settings > Display Properties:

- Left and Top: the position of the board window on the desktop, in pixels. With a full-HD main screen the second display starts at Left 1920, Top 0.
- Width and Height: the size of the board window, normally the resolution of the display (1920 x 1080 for full HD). The maximum is limited by your license.

Click a value to edit it; the change is saved when you leave the cell and the board moves at once.

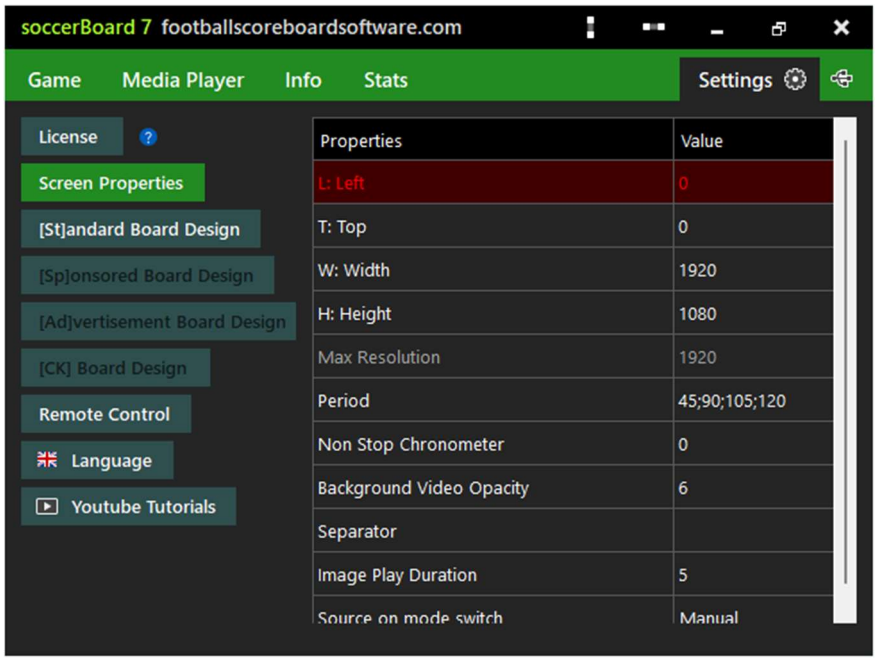


Figure 9. Display Properties with the board on the main screen (Left 0).

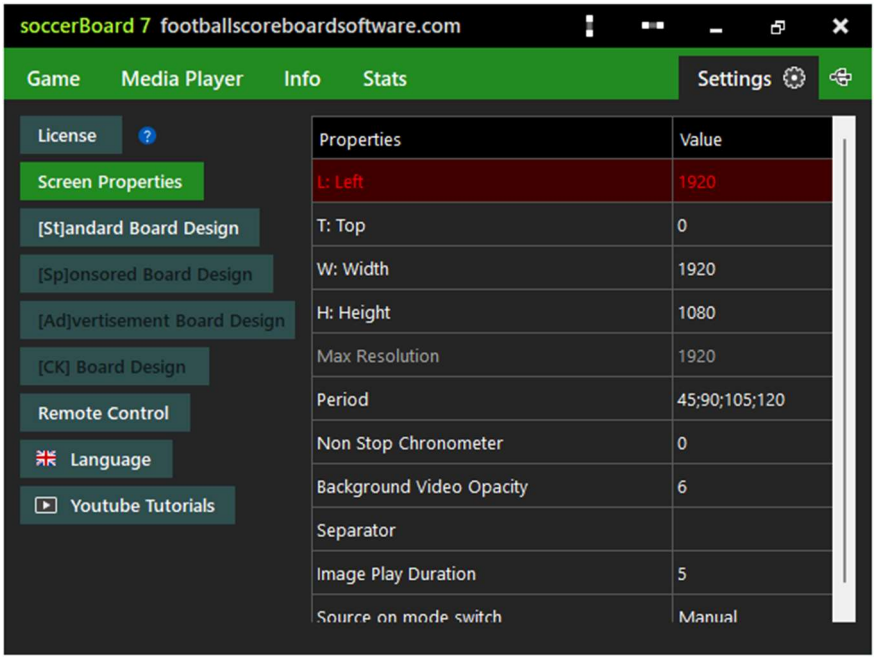


Figure 10. Display Properties with the board moved to a second full-HD display (Left 1920).

3.2 Single screen: docking the control window next to the board

When the operator PC has only one screen, for example a laptop next to a vision mixer, the control window can be docked so that both the panel and the board stay visible. The two dock buttons at the left of the title bar do this:

- Vertical dock: the control window becomes a column on the right edge of the screen, full working-area height and 640 pixels wide, on top of the board. The board remains visible on the left. A second click returns the window to its normal size and place.
- Horizontal dock: the control window becomes a strip along the bottom of the screen, full width and 480 pixels high. The board remains visible above it. A second click returns the window.



Figure 11. Vertical dock: the control window as a column at the right edge, the board visible behind it.



Figure 12. Horizontal dock: the control window as a strip along the bottom, the board visible above it.

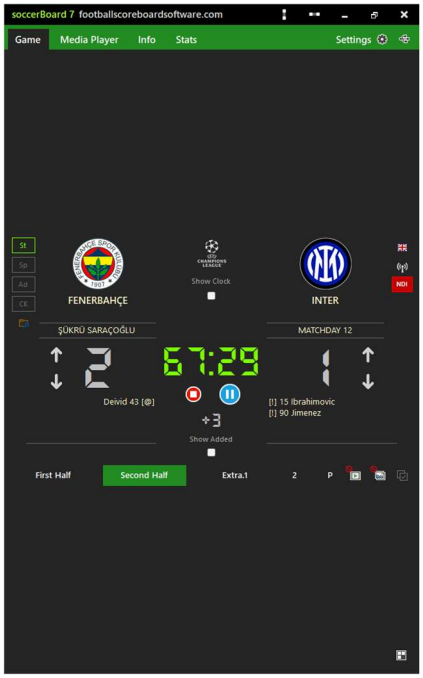


Figure 13. The docked control window in the vertical layout.

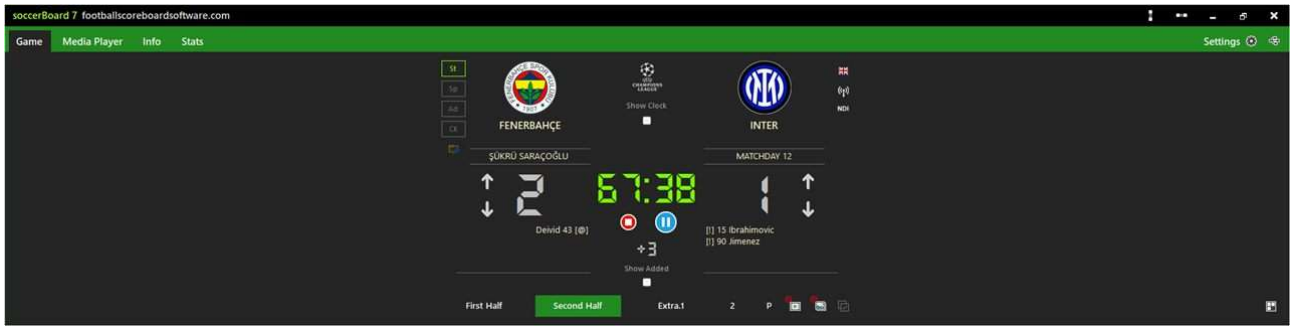


Figure 14. The docked control window in the horizontal layout.

A double-click on an empty area of the Game page also returns the window to its compact 640 x 480 size in the lower right corner.

3.3 NDI output

The NDI button on the right of the match panel starts and stops an NDI stream of the board. Other computers on the network (vision mixers, streaming software, NDI monitors) see the stream under the sender name set in the application (SB7_NDI by default). The button changes colour while the stream runs and shows a tooltip when NDI is not available on this PC. The stream carries the board at its configured Width x Height; a board that is larger than the operator screen is still sent in full size.

4. The main window

The main window is borderless and has its own title bar. It hosts every control page in the area below the green menu strip.

4.1 Title bar

The buttons in the title bar work from left to right: Vertical dock, Horizontal dock (chapter 3.2), Minimize, Maximize / restore and Close. Close asks for a confirmation and then closes the application; running sources (camera, capture, playlist) and the NDI stream are stopped in an orderly way.

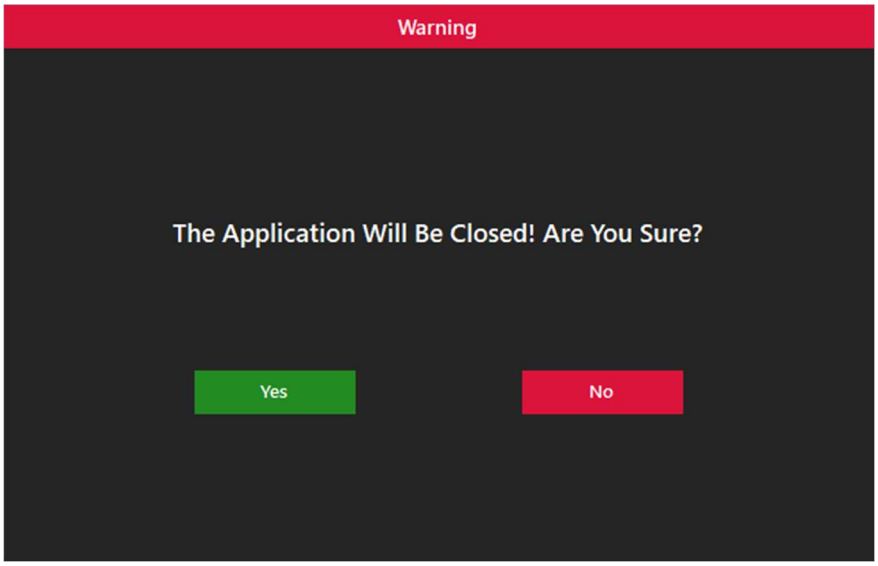
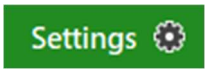


Figure 15. The confirmation shown by the Close button.

4.2 Menu strip

- Game: the match control panel (chapter 5).
- Media Player: the main video player with playlists (chapter 9).
- Info: on-air info graphics such as goal, card, substitution, line-ups and announcements (chapter 7).
- Stats: timeline, match statistics, standings, results and fixtures (chapter 8).
- Sp / Ad / CK: the control page of the selected display mode. The button shows the abbreviation of the current mode and is hidden in Standard mode (chapters 10 to 12).
- Settings: license, display properties, board design, remote control and language (chapter 13).
- The globe icon at the right end opens the internet download page for league data (chapter 8.5); the lock or USB icon next to Settings opens the License tab.

While a playlist is playing, the Settings button shows the position of the current clip instead of its caption. The mode button blinks while a camera, capture or playlist source is active in that mode.

Control	Name	What it does
	**Vertical Dock**	Toggles the operator window between the compact 640 x 480 size in the bottom right corner and a full-height column (640 wide) along the right edge of the screen.
	**Horizontal Dock**	Toggles the operator window between the compact 640 x 480 size in the bottom right corner and a full-width strip (480 high) along the bottom of the screen.
	**Minimize**	Minimizes the operator window to the taskbar.
	**Maximize**	Maximizes the operator window, or restores it to its previous size when it is already maximized.
	**Close**	Closes the application after a confirmation prompt; all running outputs are shut down in order.
	**Game**	Game: opens the main operator panel with score, clock, period, team names and events, and puts the scoreboard back on the board output.
	**Media Player**	Media Player: opens the media playlist page for playing videos and images on the board.
	**Info**	Info: opens the Info pages (line-ups, referees, sponsors and other information graphics).
	**Stats**	Stats: opens the Stats pages (statistics, results, fixtures and standings). Not available while the download window is open.
	**Ad / Sp / CK**	Ad / Sp / CK: opens the operator panel for the selected display mode - the Advertisement banners, the Sponsored content or the Chroma Key panel. The caption follows the current display mode.
	**Settings**	Settings: opens the Settings pages. While a media clip is playing the button shows the remaining time instead of the caption.

5. Match control panel

The Game page is where you run the match. Everything you change here is pushed to the board immediately.

BOARD OUTPUT **CONTROL PANEL**

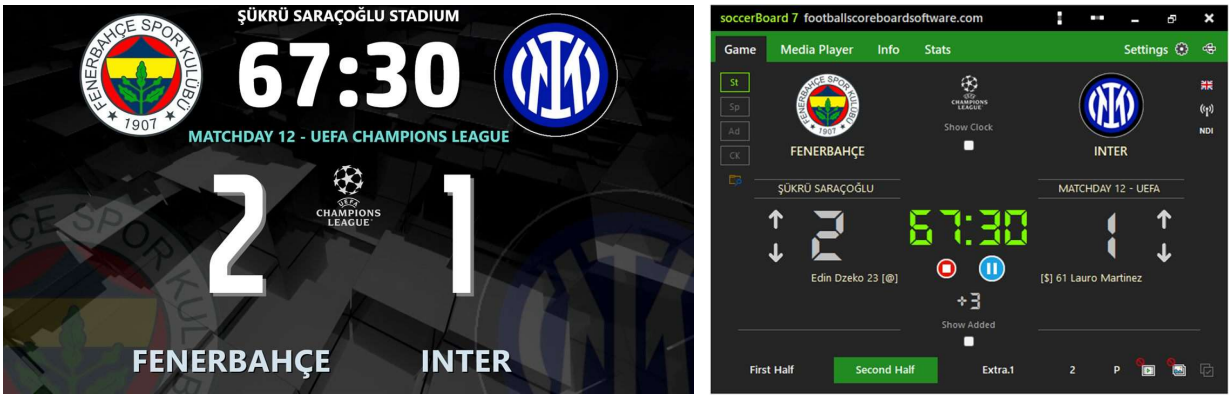


Figure 16. The Standard board during the second half and the match control panel that drives it.

5.1 Display mode

The four small buttons on the left (St, Sp, Ad, CK) select the display mode. The board window changes at once and the matching control page appears in the menu strip. Sources that are running in a mode (camera, capture, playlist) are stopped when you leave that mode; see chapter 13.1 for the option to restore them automatically when you come back.

5.2 Team names, logos and colours

- Type the team names into the two boxes under the logos. Press Enter inside the box to write a name on two lines.
- Click a team logo to pick an image file for it; click the logo in the middle to set the competition or board logo. When the mouse rests on a logo a small delete icon appears next to it; click it to remove the image.
- Team colours (two per team) are set on the Info page and are used by the chroma-key scorebug and the info graphics.

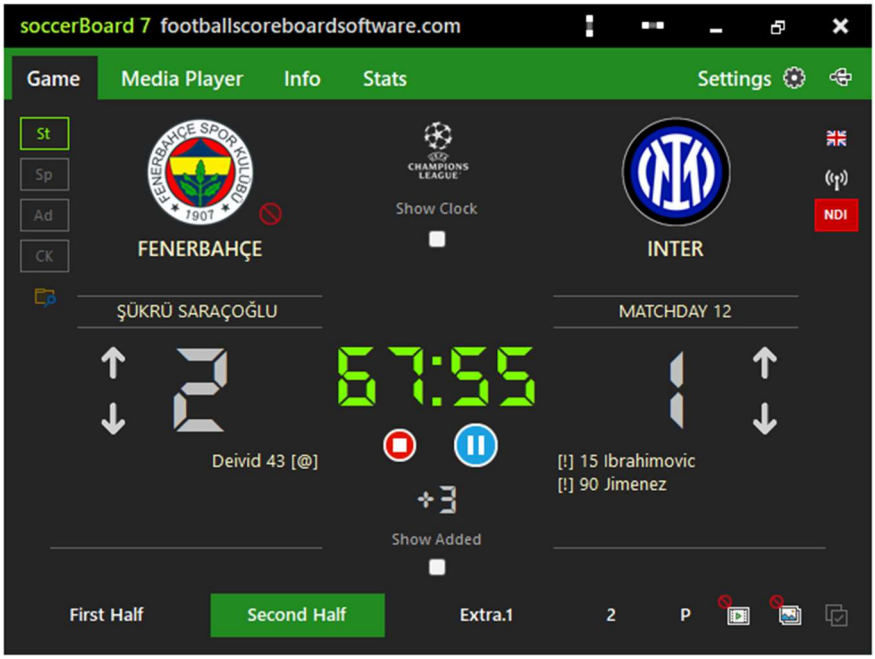


Figure 17. The delete icon that appears when the mouse rests on the home logo.

5.3 Score and free text lines

Use the arrows above and below each score to count goals up or down. The score never goes below zero. The two free text lines (for example stadium and matchday) are typed into the boxes above the scores; they support date and time tokens such as [D] for today's date and [T5] for the time in five-minute steps.

5.4 Clock and periods

- The round Start/Pause and Stop buttons control the clock. The first press of Stop pauses, the second press resets the clock to the start of the period.
- To set a time by hand, stop the clock, type the time as mm:ss into the clock box and start again.
- The period buttons (First Half, Second Half, Extra 1, Extra 2, P) select the period. The clock starts each period at its preset value; the preset minutes (45, 90, 105, 120 by default) are edited under Settings > Display Properties > Period. The period cannot be changed while the clock runs: pause it first.
- Show Clock shows the time of day (hours and minutes) in the added-time field of the board, for example before kick-off. When Show Added is ticked as well, the added-time counter takes that place while it runs.

BOARD OUTPUT



CONTROL PANEL

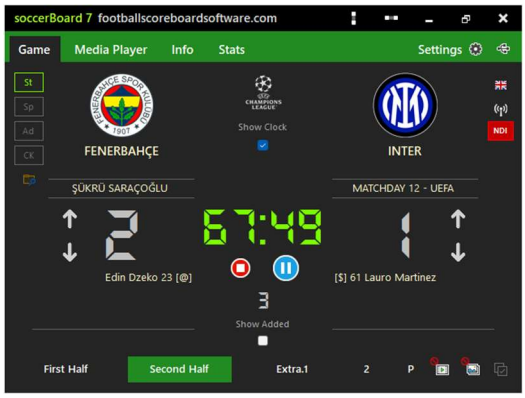


Figure 18. Show Clock ticked: the board shows the time of day next to the match clock.

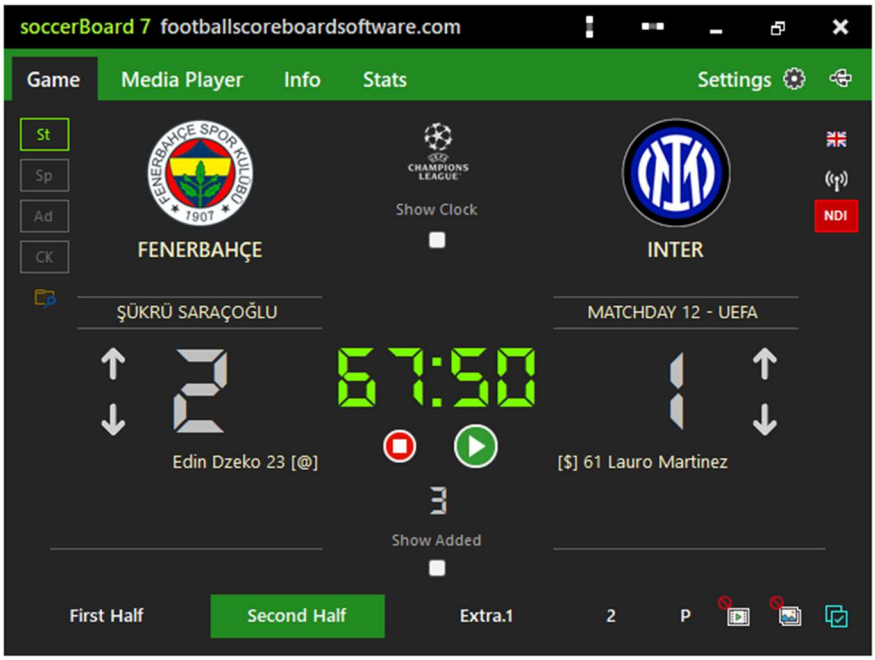


Figure 19. The clock paused: the Start button shows the play symbol again.

5.5 Added time

Type the added minutes into the field under the clock (for example 3) and tick Show Added. The board shows +3 next to the clock; when the regular time is over, the added-time counter continues automatically.

BOARD OUTPUT **CONTROL PANEL**

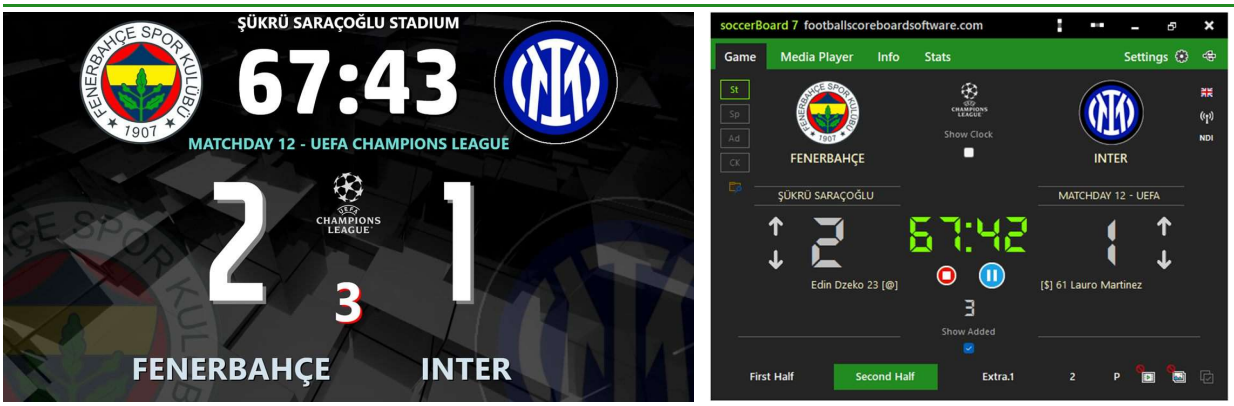


Figure 20. Three minutes of added time entered and shown on the board.

5.6 Events

The two event boxes under the scores hold the match timeline that appears under the team names on the board. Type a line per event and insert the event symbol with the seven icon buttons that appear while you edit; the symbols are shown as icons on the board:

Symbol	Meaning
[@]	Goal
[!@]	Own goal

Symbol	Meaning
[$]	Penalty scored
[!$]	Penalty missed
[!]	Yellow card
[!#]	Second yellow card
[#]	Red card

The board is refreshed when you click the confirm icon next to the boxes; it blinks while there are unsent changes. The eraser icons clear a box. Goals, cards and substitutions that you show from the Info page can be added to the timeline automatically.

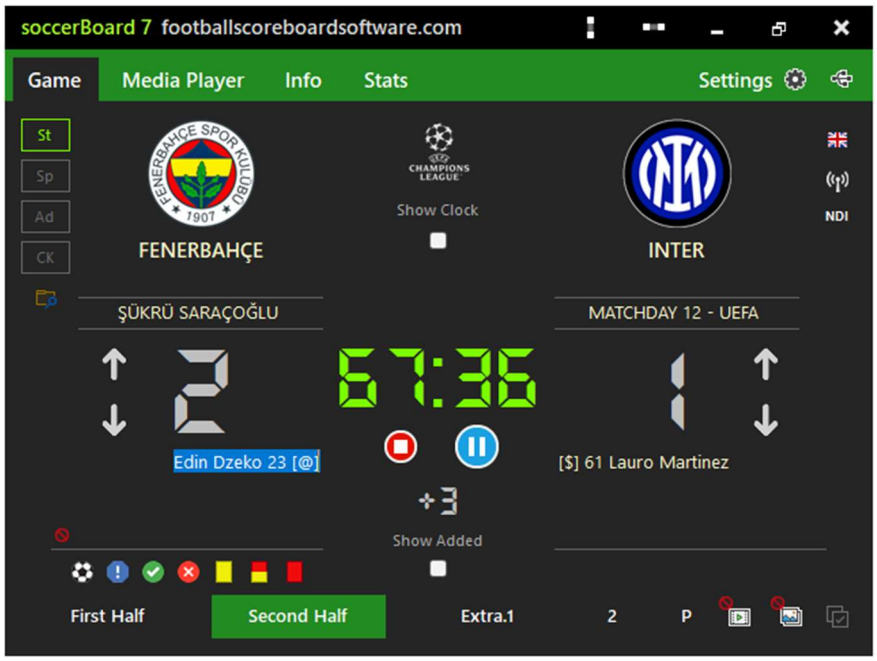


Figure 21. Editing the guest event box: the symbol buttons and the blinking confirm icon.

5.7 Penalty shoot-out

Select the period P. The name and event boxes make room for the shoot-out editor: click the green tick for a scored kick and the red cross for a missed one, for each team in turn; the last five kicks of each team are kept. Click Show to put the shoot-out on the board. Select another period to return to the normal scoreboard.

BOARD OUTPUT CONTROL PANEL

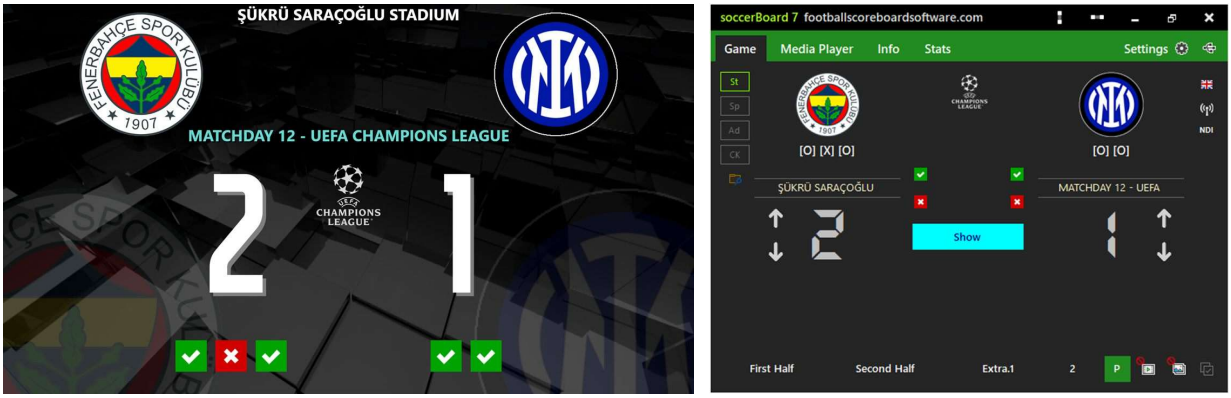


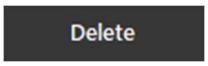
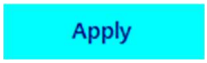
Figure 22. The penalty shoot-out editor and the shoot-out on the board after Show.

5.8 Designs

The folder icon under the display mode buttons opens the design list: every design you have saved for the current display mode is shown with a preview. Select one and click Apply, or Delete and Rename to manage the list. Designs are created in Settings > Board Design (chapter 13.2).



Figure 23. The list of saved board designs.

Control	Name	What it does
	**Close**	Closes the design picker without changing the current design.
	**Delete**	Delete: removes the selected saved design from the list. Click once to arm the button (it turns red) and a second time to delete; the built-in factory designs cannot be deleted.
	**Rename**	Rename: starts editing the name of the selected design in the list; the built-in factory designs cannot be renamed.
	**Apply**	Apply: makes the selected design the current design for the active display mode, applies its saved layout and redraws the board.

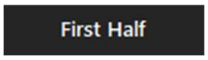
5.9 Tool icons

The icons on the right side of the panel give quick access to the Language settings (flag), the Remote Control settings (antenna) and the NDI stream (NDI button). The two icons at the left of the event boxes choose the background video and the middle-layer image of the Standard board (chapter 6.1).

5.10 Controls of the match panel

Control	Name	What it does
	**Standard View**	Standard View: switches the board to the Standard display mode and shows the standard scoreboard design.
	**Home Logo**	Shows the home team logo; click to choose a new image file, which is then shown on the board. Requires a valid licence.
	**Board Logo**	Shows the board logo (the emblem between the two team logos); click to choose a new image file, which is then shown on the board.
	**Guest Logo**	Shows the guest team logo; click to choose a new image file, which is then shown on the board.
	**Language Settings**	Language Settings: opens the language page where the panel language and the board captions are chosen and edited.
	**Sponsored View**	Sponsored View: switches the board to the Sponsored display mode, showing the scoreboard together with the sponsor scroll text or slide show.
	**Remove Board Logo**	Removes the board logo (the small emblem shown between the two team logos) and redraws the board without it. Appears when the mouse is over the board logo.
	**Remove Home Logo**	Remove Home Logo: opens the remote control window with the addresses and commands for controlling the board from another device.
	**Advertisement View**	Advertisement View: switches the board to the Advertisement display mode, showing the scoreboard with the advertisement banners (scroll text, slide show or media) around it.
	**Remove Home Logo**	Removes the home team logo from the board and redraws the board without it. Appears when the mouse is over the home logo; requires a valid licence.
	**Remove Guest Logo**	Removes the guest team logo from the board and redraws the board without it. Appears when the mouse is over the guest logo.
	**NDI**	Start/Stop NDI Camera Stream: starts sending the board as an NDI network video stream, or stops the running stream. The button colour shows whether the stream is on, off or unavailable.
	**Chroma Key View**	Chroma Key View: switches the board to the Chroma Key display mode, a keyed output for vision mixers.
	**Show Clock**	Shows the time of day (hours and minutes) in the added-time field of the board, for example before kick-off. When Show Added is ticked as well, the added-time counter takes that place while it runs.
	**Select Design**	Select Design: opens the design picker next to the button, where a saved board design can be previewed, applied, renamed or deleted.

Control	Name	What it does
	**Clear Home Name**	Clears the home team name field and puts the cursor back into it; during the penalty shoot-out period it clears the home penalty sequence instead.
	**Home Penalty Scored**	Records a scored penalty for the home team by adding an [O] mark to the home penalty sequence; only the last five kicks are kept.
	**Guest Penalty Scored**	Records a scored penalty for the guest team by adding an [O] mark to the guest penalty sequence; only the last five kicks are kept.
	**Clear Guest Name**	Clears the guest team name field and puts the cursor back into it; during the penalty shoot-out period it clears the guest penalty sequence instead.
	**Clear Extra Text 1**	Clears the first extra text field and puts the cursor back into it.
	**Home Penalty Missed**	Records a missed penalty for the home team by adding an [X] mark to the home penalty sequence; only the last five kicks are kept.
	**Guest Penalty Missed**	Records a missed penalty for the guest team by adding an [X] mark to the guest penalty sequence; only the last five kicks are kept.
	**Clear Extra Text 2**	Clears the second extra text field and puts the cursor back into it.
	**Home Score +1**	Increases the home team score by one. Requires a valid licence.
	**Guest Score +1**	Increases the guest team score by one.
	**Home Score -1**	Decreases the home team score by one; the score cannot go below zero. Requires a valid licence.
	**Show**	Show: sends the current penalty shoot-out sequences to the board.
	**Guest Score -1**	Decreases the guest team score by one; the score cannot go below zero.
	**Stop**	Stops the match clock; a second click on a stopped clock resets it to the start time of the selected period and clears the added time.
	**Start / Pause**	Starts the match clock from the time shown, or pauses it when it is running. A period must be selected first.
	**Clear Home Events**	Clears the home team event text field and puts the cursor back into it, ready for new text.
	**Clear Guest Events**	Clears the guest team event text field and puts the cursor back into it, ready for new text.
	**[@] Goal**	Inserts the [@] placeholder (shirt number and player name) at the cursor position of the event text field that is being edited.
	**[!@] Own Goal**	Inserts the [!@] placeholder at the cursor position of the event text field that is being edited.
	**[$] Penalty Scored**	Inserts the [$] placeholder at the cursor position of the event text field that is being edited.
	**[!$] Penalty Missed**	Inserts the [!$] placeholder at the cursor position of the event text field that is being edited.

Control	Name	What it does
	**[!] Yellow Card**	Inserts the [!] placeholder at the cursor position of the event text field that is being edited.
	**[!#] Second Yellow**	Inserts the [!#] placeholder at the cursor position of the event text field that is being edited.
	**[#] Red Card**	Inserts the [#] placeholder at the cursor position of the event text field that is being edited.
	**Show Added**	Shows the added minutes typed into the field under the clock on the board (for example +3). When the regular time of the period is over, the added-time counter continues automatically.
	**First Half**	First Half: selects the first half, resets the match clock to 00:00 and clears the added time. Not available while the clock is running.
	**Second Half**	Second Half: selects the second half and sets the match clock to the start of the second half (normally 45:00) with added time cleared. Not available while the clock is running.
	**Extra 1**	Extra.1: selects the first period of extra time and sets the match clock to its start (normally 90:00) with added time cleared. Not available while the clock is running.
	**Extra 2**	Extra.2: selects the second period of extra time and sets the match clock to its start (normally 105:00) with added time cleared. Not available while the clock is running.
	**Penalty**	Penalty: switches the panel to the penalty shoot-out, replacing the team name and event fields with the penalty sequences and the scored/missed buttons; the clock is reset to 00:00.
	**Background Video**	Select Background Layer Video File: opens a file dialog to choose the video that plays as the background layer of the board, then redraws the board.
	**Remove Background Video**	Removes the background layer video from the board and redraws the board without it.
	**Middle Image**	Select Middle Layer Image File: opens a file dialog to choose the image shown on the middle layer of the board, then redraws the board.
	**Remove Middle Image**	Removes the middle layer image from the board and redraws the board without it.
	**Send Changes**	Send Changes to Scoreboard: pushes the edited event texts to the board and stops the blinking reminder that unsent changes are waiting.
	**Compact Window**	Shrinks the operator window to a compact 640 x 480 size and parks it in the bottom right corner of the screen.

6. Background images and videos

Several parts of the board can carry your own image or video. This chapter collects the places where backgrounds are set.

6.1 Standard board: background video and middle-layer image

The two icons at the left of the event boxes on the Game page set a video that plays behind the whole Standard board and an image that is drawn on the middle layer, between the video and the scoreboard elements. Each icon opens a file dialog; the small delete icon next to it removes the file again and redraws the board. The opacity of the background video is set under Settings > Display Properties > Background Video Opacity (0 to 10). Supported files are the common video formats that Windows can play (MP4, for example) and PNG or JPG images.

6.2 Info graphics: the shared background

The gear button on the Info page opens the background options for the team list, the line-up slide and the referee list. Three choices are available: the scoreboard background (the info graphic is drawn over the current board), a plain black background, or a file of your own; with the third choice a Select File button appears and the chosen path is shown next to it.

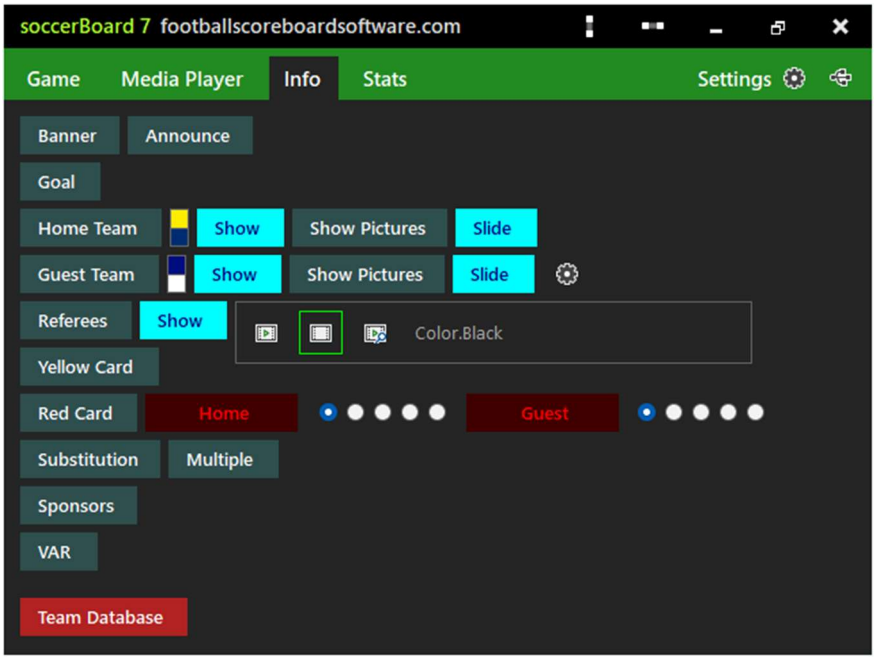


Figure 24. The Info page with the background options expanded.

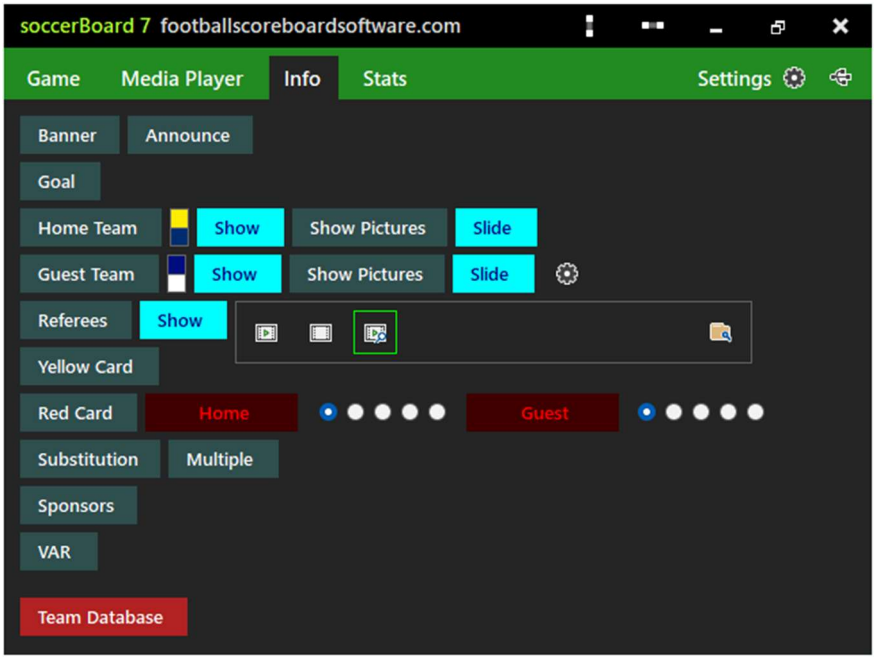


Figure 25. The third option selected: the file button and the chosen path.

6.3 Goal, card, substitution and VAR: background per graphic

The editors for goal, cards, substitutions and VAR have the same three background buttons in their lower row. The choice is remembered per graphic, so a goal can play over a celebration clip while a card keeps the scoreboard background.

BOARD OUTPUT **CONTROL PANEL**

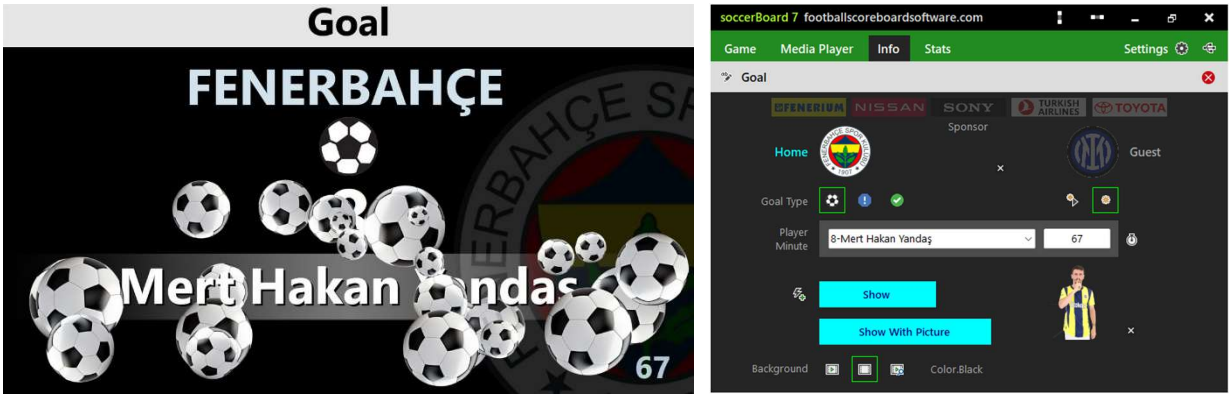


Figure 26. A goal graphic over a video background.

BOARD OUTPUT **CONTROL PANEL**

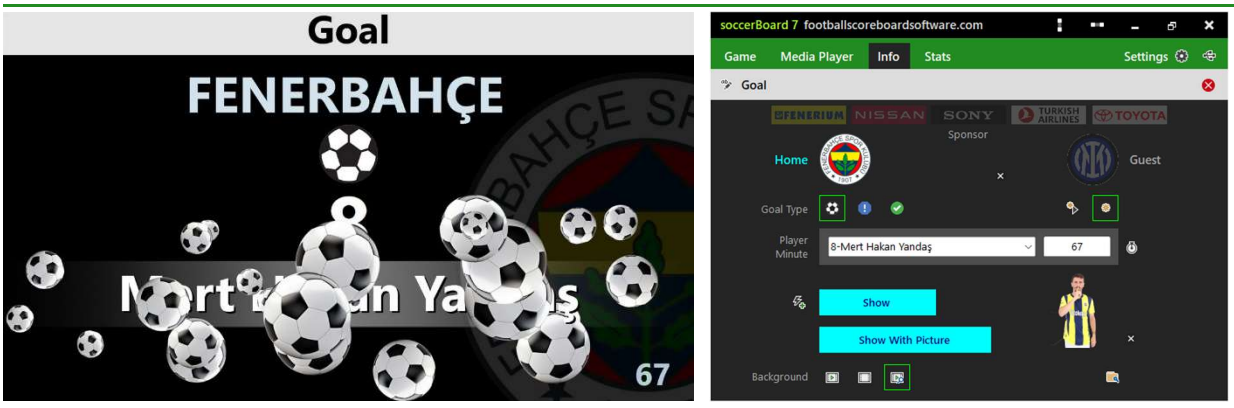


Figure 27. The same goal graphic over an image background.

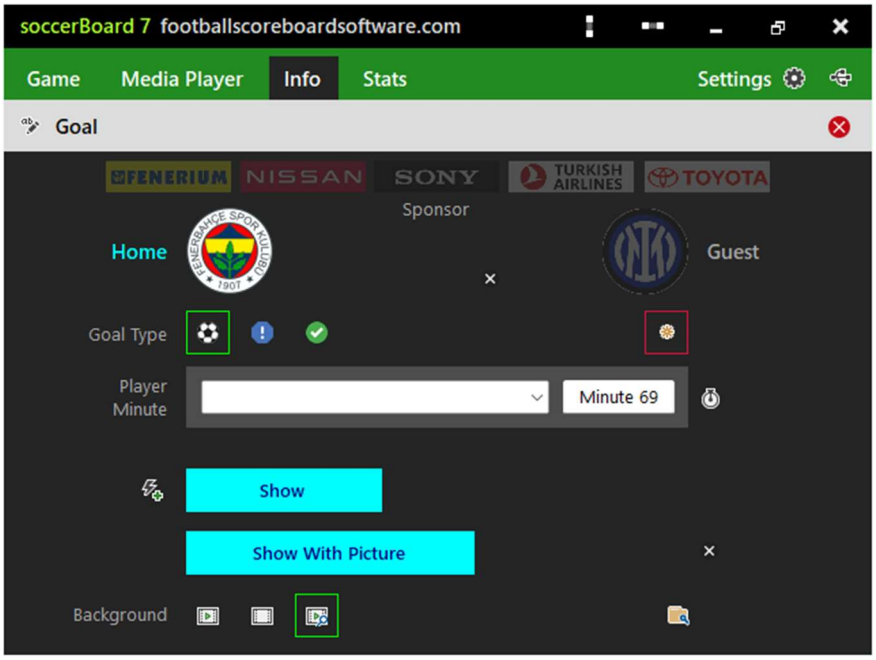


Figure 28. The goal editor with the file button and the chosen image path.

6.4 Other backgrounds

- Banner and announcement have their own background buttons in their editors (chapters 7.1 and 7.2).
- The sponsor strip and the scrolling texts of the Sponsored and Advertisement modes use a background colour set in their style panels (chapters 10 and 11).
- The Chroma Key board uses the key colour instead of a background (chapter 12.4).

7. Info graphics

The Info page collects the graphics that you show during the match on top of the Standard board: banners, announcements, goals, cards, substitutions, line-ups, referees, sponsors and VAR decisions. The buttons on the left open the editor of each graphic in the same window.

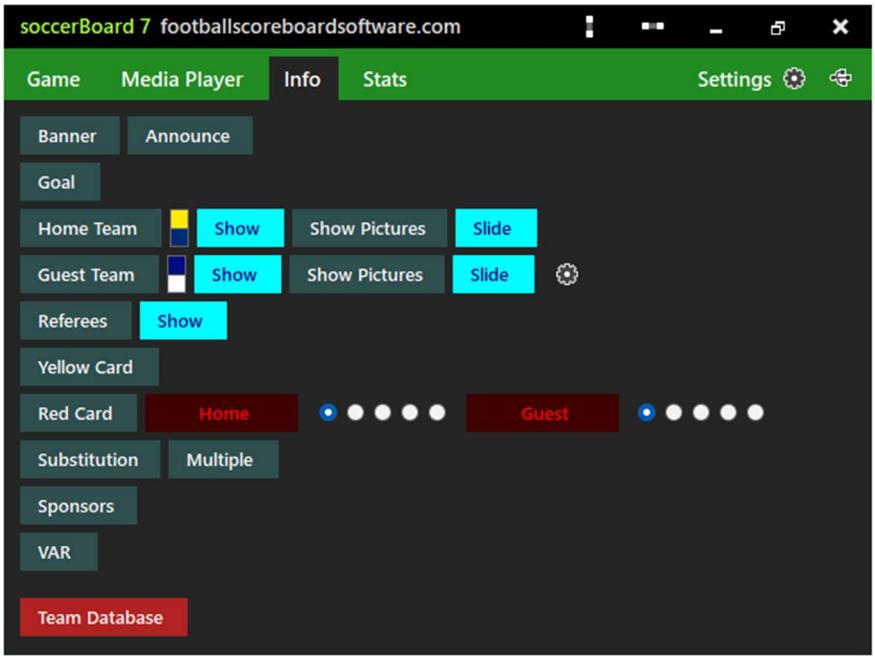


Figure 29. The Info page.

Common controls on the Info page:

- Home Team / Guest Team with Show, Show Pictures and Slide: show the line-up as a list, open the player picture player, or show the team slide.
- Referees > Show: shows the referee list.
- The four colour buttons set the two kit colours of each team.
- The radio buttons next to the team names set the number of red cards shown on the board (0 to 4 per team).
- Team Database: the list of teams you have saved; from here a saved team is loaded as home or guest team.
- The gear button opens the background options (chapter 6.2).

Control	Name	What it does
Banner	**Banner**	Opens the Banner page, where the running banner text for the board is edited and shown.
Announce	**Announce**	Opens the Announce page, where announcement texts for the board are edited and shown.
Goal	**Goal**	Opens the Goal page, where a goal, own goal or penalty goal graphic is prepared and shown.
Home Team	**Home Team**	Opens the Home Team players page, where the home team line-up is entered and edited.
	Home Colour 1	Opens the colour picker for the first kit colour of the home team. The team colours are used by the info graphics and by the chroma-key scorebug.

Control	Name	What it does
	Home Colour 2	Opens the colour picker for the second kit colour of the home team. The team colours are used by the info graphics and by the chroma-key scorebug.
Show	**Show**	Shows the home team player list on the board using the selected background.
Show Pictures	**Show Pictures**	Opens the Show Pictures page for the home team, where individual player pictures can be put on the board.
Slide	**Slide**	Shows the home team line-up slide on the board using the selected background.
Guest Team	**Guest Team**	Opens the Guest Team players page, where the guest team line-up is entered and edited.
	Guest Colour 1	Opens the colour picker for the first kit colour of the guest team. The team colours are used by the info graphics and by the chroma-key scorebug.
	Guest Colour 2	Opens the colour picker for the second kit colour of the guest team. The team colours are used by the info graphics and by the chroma-key scorebug.
Show	**Show**	Shows the guest team player list on the board using the selected background.
Show Pictures	**Show Pictures**	Opens the Show Pictures page for the guest team, where individual player pictures can be put on the board.
Slide	**Slide**	Shows the guest team line-up slide on the board using the selected background.
	**Background Options**	Shows or hides the background options panel for the team list, line-up slide and referee graphics.
Referees	**Referees**	Opens the Referees page, where the match officials are entered.
Show	**Show**	Shows the referee list on the board using the selected background.
	**Scoreboard Background**	Uses the scoreboard background behind the team list, line-up slide and referee graphics. The choice is saved and marked with a green border.
	**Black Background**	Uses a plain black background behind the team list, line-up slide and referee graphics. The choice is saved and marked with a green border.
	**Custom Background**	Uses your own image or video file as the background behind the team list, line-up slide and referee graphics, and reveals the file picker button next to it. The choice is saved and marked with a green border.
	**Select File**	Opens a file dialog to choose the image or video used as the custom background for the team list, line-up slide and referee graphics. The file name appears in the box next to it and the choice is saved.

Control	Name	What it does
Yellow Card	**Yellow Card**	Opens the Card page preset to a yellow card, where the card graphic is prepared and shown.
Red Card	**Red Card**	Opens the Card page preset to a red card, where the card graphic is prepared and shown.
	Home Red Cards 0	Sets the number of red cards shown for the home team on the board to none and refreshes the board.
	Guest Red Cards 0	Sets the number of red cards shown for the guest team on the board to none and refreshes the board.
Substitution	**Substitution**	Opens the Substitution page for a single player change.
Multiple	**Multiple**	Opens the Multiple substitution page, where several player changes are shown together.
Sponsors	**Sponsors**	Opens the Sponsors page, where the sponsor logos used on the graphics are managed.
VAR	**VAR**	Opens the VAR page for the Standard display mode, where a VAR check or decision graphic is prepared and shown.
Team Database	**Team Database**	Opens the Team Database list, from which a saved team can be loaded into the players page.

7.1 Banner

A lower-third banner with up to three text rows and the sponsor logos above. Type the rows, choose one of the four presets for the third row (buttons 1 to 4; the third row you type is stored back into the selected preset), pick the background and click Show. The two clock buttons put the running time into the third row, with or without seconds. Show a second time to hide the banner.

BOARD OUTPUT **CONTROL PANEL**

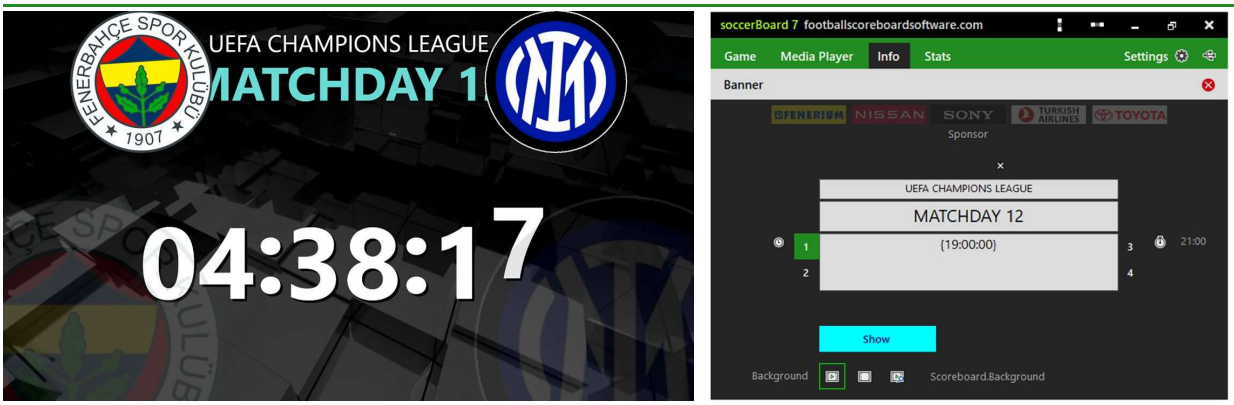


Figure 30. The banner editor and the banner on the board.

Control	Name	What it does
	Close	Closes the Banner page and returns to the panel behind it.

Control	Name	What it does
	**Sponsor Logo 1**	Selects the first sponsor logo to be shown on the banner and displays it in the sponsor preview.
	**Sponsor Logo 2**	Selects the second sponsor logo to be shown on the banner and displays it in the sponsor preview.
	**Sponsor Logo 3**	Selects the third sponsor logo to be shown on the banner and displays it in the sponsor preview.
	**Sponsor Logo 4**	Selects the fourth sponsor logo to be shown on the banner and displays it in the sponsor preview.
	**Sponsor Logo 5**	Selects the fifth sponsor logo to be shown on the banner and displays it in the sponsor preview.
	**Remove Sponsor Logo**	Removes the sponsor logo from the banner so that no sponsor logo is shown.
	**Clear Row 1**	Clears the first banner text line and places the cursor in it.
	**Show Clock**	Puts the running clock placeholder into the third banner line so the banner shows the current time; clicking again switches between the minutes-only and the with-seconds form.
	**Clear Row 2**	Clears the second banner text line and places the cursor in it.
	**Show Remaining Time**	Puts a countdown placeholder for the time entered in the time field into the third banner line so the banner shows the remaining time until that moment; clicking again switches between the minutes-only and the with-seconds form.
	**Preset 1**	Selects banner preset 1 and loads its stored third line into the text field (the first two lines are reloaded as well); the third line shown next is stored back into this preset.
	**Preset 3**	Selects banner preset 3 and loads its stored third line into the text field (the first two lines are reloaded as well); the third line shown next is stored back into this preset.
	**Preset 2**	Selects banner preset 2 and loads its stored third line into the text field (the first two lines are reloaded as well); the third line shown next is stored back into this preset.
	**Clear Row 3**	Clears the third banner text line and places the cursor in it.
	**Preset 4**	Selects banner preset 4 and loads its stored third line into the text field (the first two lines are reloaded as well); the third line shown next is stored back into this preset.
	**Show**	Shows the banner on the board with the three text lines, the selected background and sponsor logo; a clock or countdown placeholder in the third line is shown as a live time. The texts are stored, the third line in the active preset.
	**Scoreboard Background**	Uses the scoreboard background behind the banner. The choice is highlighted and remembered for the next banner.
	**Black Background**	Uses a plain black background behind the banner. The choice is highlighted and remembered for the next banner.

Control	Name	What it does
	**Selected Background**	Uses a background image or video file of your own behind the banner and reveals the file selection button; the name of the currently selected file is shown next to it.
not captured	**Select File**	Opens a file dialog to choose the image or video file used as the banner background; the file name is shown next to the button.

7.2 Announce

A full-screen announcement, for example a safety message or a welcome text. Type the text, choose one of four presets (buttons 1 to 4 store and recall the announcement text), pick the visual style, adjust font and colours behind the gear button, and click Show. The team logos can be shown next to the text.

The style list offers six visual styles, and each style has its own font, size and colour settings that you edit in the style panel:

Style	Look
Standart	plain text on the background
Gradient	text with a gradient fill
Shape	text on a shape; uses up to five colours
Stripe-H	text on horizontal stripes
Stripe-V	text on vertical stripes
Stroke	outlined text; uses up to five colours

> **TO BE CONFIRMED:** The exact appearance of each announcement style is described from the style names and the colour settings each style exposes; only the Standart style was captured on the board during the documentation run.

BOARD OUTPUT **CONTROL PANEL**

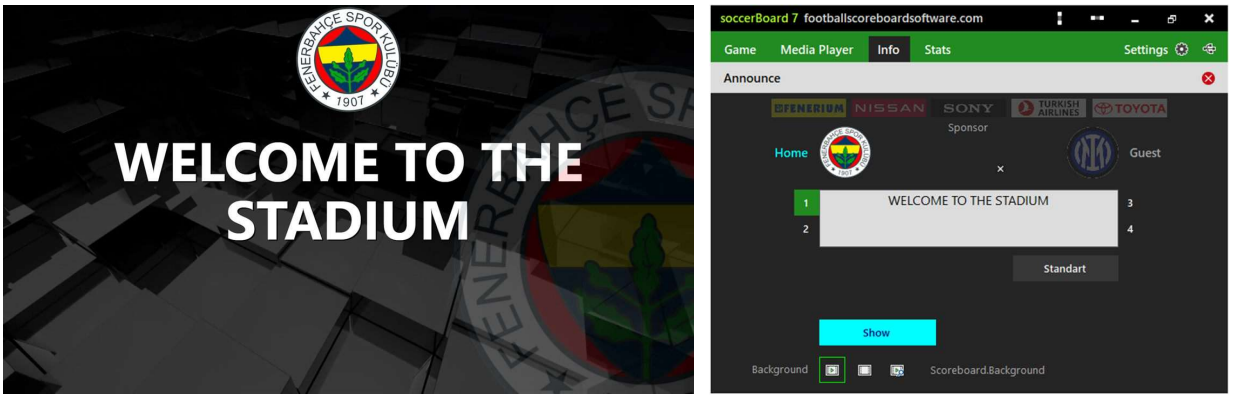


Figure 31. The announcement editor and the announcement on the board.

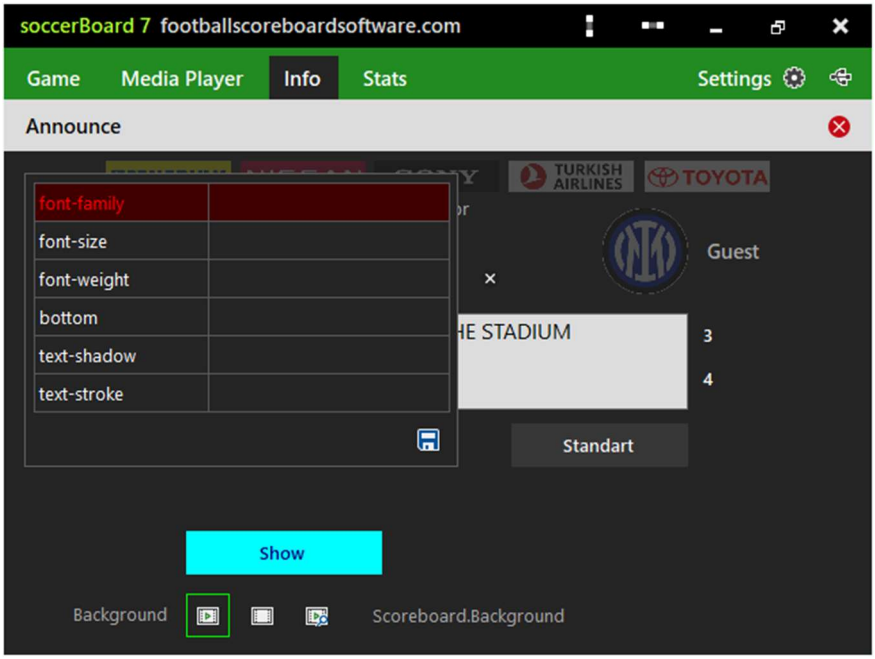


Figure 32. The style panel behind the gear button: font, size, weight, position and colours of the selected style.

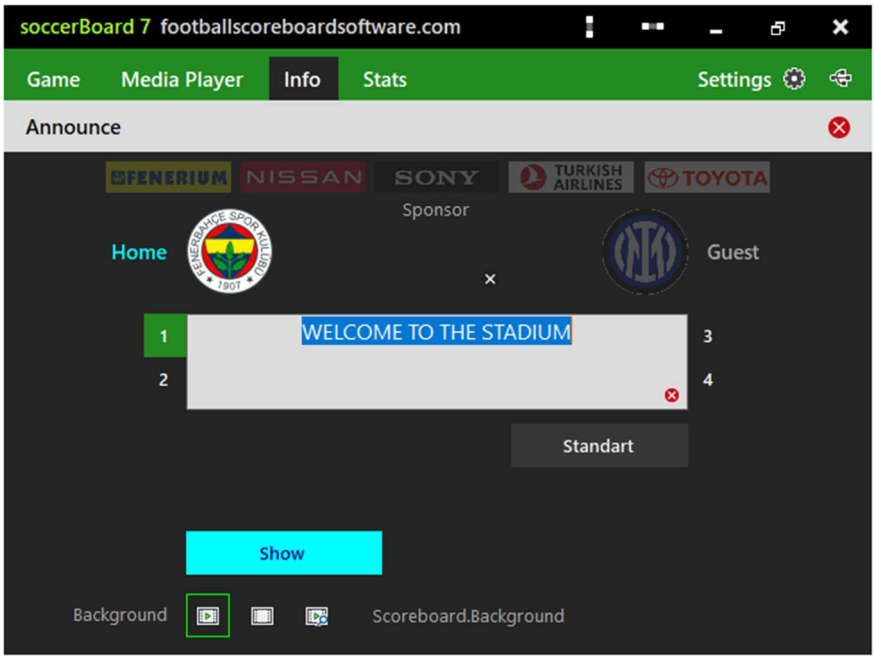


Figure 33. The style list.

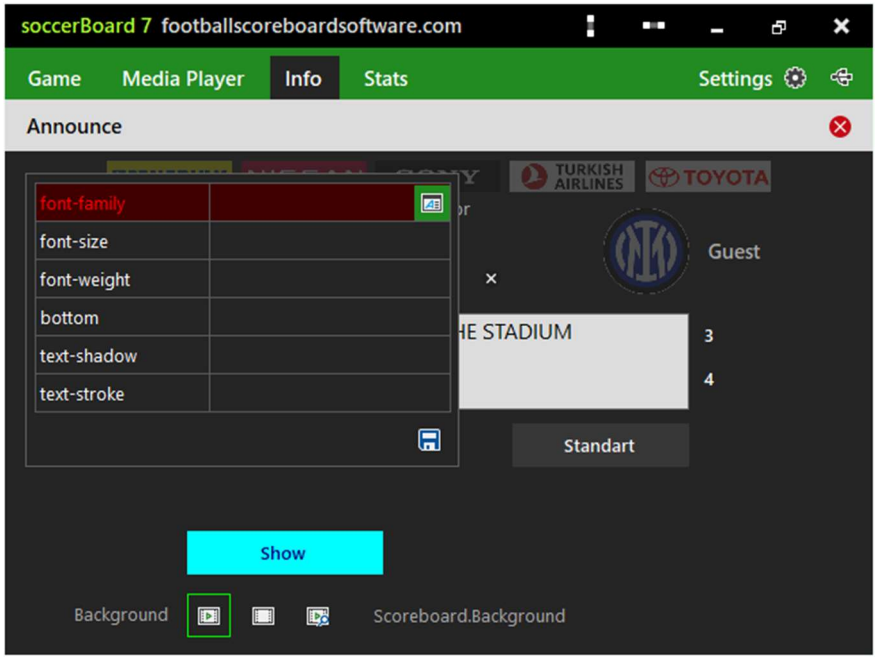
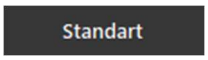


Figure 34. A font row selected in the style panel; the font button opens the font picker.

Control	Name	What it does
	Close	Closes the Announce page and returns to the panel behind it.
	Sponsor Logo 1	Selects the first sponsor logo to be shown on the announcement and displays it in the sponsor preview.
	Sponsor Logo 2	Selects the second sponsor logo to be shown on the announcement and displays it in the sponsor preview.
	Sponsor Logo 3	Selects the third sponsor logo to be shown on the announcement and displays it in the sponsor preview.
	Sponsor Logo 4	Selects the fourth sponsor logo to be shown on the announcement and displays it in the sponsor preview.
	Sponsor Logo 5	Selects the fifth sponsor logo to be shown on the announcement and displays it in the sponsor preview.
	Font	Opens the font selection dialog and writes the chosen font into the currently selected row of the style settings table.
	Home Logo	Selects the home team so that its logo is shown on the announcement; the guest logo is dimmed.
	Guest Logo	Selects the guest team so that its logo is shown on the announcement; the home logo is dimmed.
	Remove Sponsor Logo	Removes the sponsor logo from the announcement so that no sponsor logo is shown.
1	**Preset 1**	Selects announcement preset 1 and loads its stored text into the text field; the text shown next is stored back into this preset.

Control	Name	What it does
	**Preset 3**	Selects announcement preset 3 and loads its stored text into the text field; the text shown next is stored back into this preset.
	**Preset 2**	Selects announcement preset 2 and loads its stored text into the text field; the text shown next is stored back into this preset.
	**Preset 4**	Selects announcement preset 4 and loads its stored text into the text field; the text shown next is stored back into this preset.
	**Clear Text**	Clears the announcement text field and places the cursor in it.
	**Colour 1**	Opens the colour picker for the first colour of the selected announcement style (for example the main text or fill colour) and saves all five style colours at once.
	**Colour 2**	Opens the colour picker for the second colour of the selected announcement style (for example the second gradient or stripe colour) and saves all five style colours at once.
	**Colour 3**	Opens the colour picker for the third colour of the selected announcement style; only available for the Shape and Stroke styles. Saves all five style colours at once.
	**Colour 4**	Opens the colour picker for the fourth colour of the selected announcement style; only available for the Shape and Stroke styles. Saves all five style colours at once.
	**Colour 5**	Opens the colour picker for the fifth colour of the selected announcement style; only available for the Shape and Stroke styles. Saves all five style colours at once.
	**Save Style**	Saves the font settings (font, size, weight, position, shadow, stroke) and the five colours of the selected announcement style so they are used the next time this style is shown.
	**Style**	Shows the name of the current announcement style (Standart, Gradient, Shape, Stripe-H, Stripe-V or Stroke) and opens the style list when clicked.
	**Show**	Shows the announcement on the board using the entered text, the selected style, background, team logo and sponsor logo, and stores the text in the active preset button.
	**Scoreboard Background**	Uses the scoreboard background behind the announcement. The choice is highlighted and remembered for the next announcement.
	**Black Background**	Uses a plain black background behind the announcement. The choice is highlighted and remembered for the next announcement.
	**Selected Background**	Uses a background image or video file of your own behind the announcement and reveals the file selection button; the name of the currently selected file is shown next to it.
not captured	**Style Settings**	Shows or hides the style configuration panel with the font settings and the colour buttons of the selected announcement style. Not available for the Standart style.
not captured	**Select File**	Opens a file dialog to choose the image or video file used as the announcement background; the file name is shown next to the button.

Control	Name	What it does
not captured	**Style List**	Selects the visual style of the announcement (Standart, Gradient, Shape, Stripe-H, Stripe-V or Stroke), applies it to the board display and loads the style's font and colour settings; the choice is remembered.

7.3 Goal

Select the scoring team, the goal type (goal, own goal, penalty), the player from the squad list and the minute (the current match minute is filled in for you). Show puts the graphic on the board, Show With Picture adds the player's picture, and the list icon also writes the goal into the events. With Animation ticked the graphic plays an animation first; the animation button previews it. The graphic disappears when you show it again or when the next graphic replaces it.

BOARD OUTPUT **CONTROL PANEL**

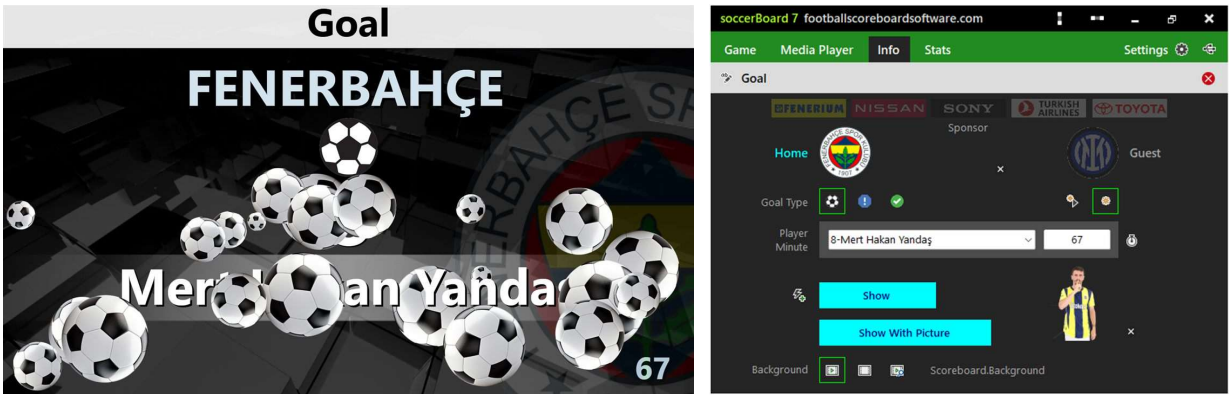


Figure 35. The goal editor and the goal graphic on the board.

BOARD OUTPUT **CONTROL PANEL**

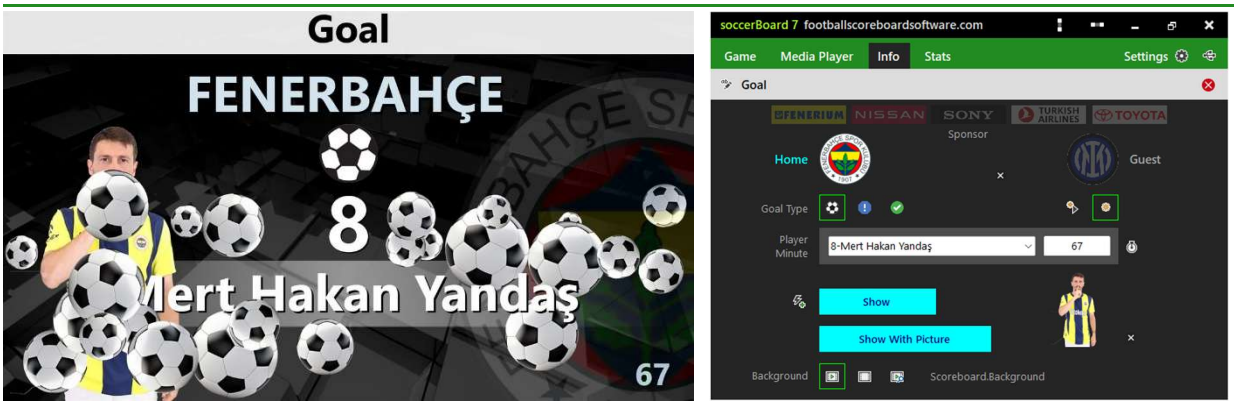


Figure 36. Show With Picture: the goal graphic with the player's picture.

BOARD OUTPUT **CONTROL PANEL**

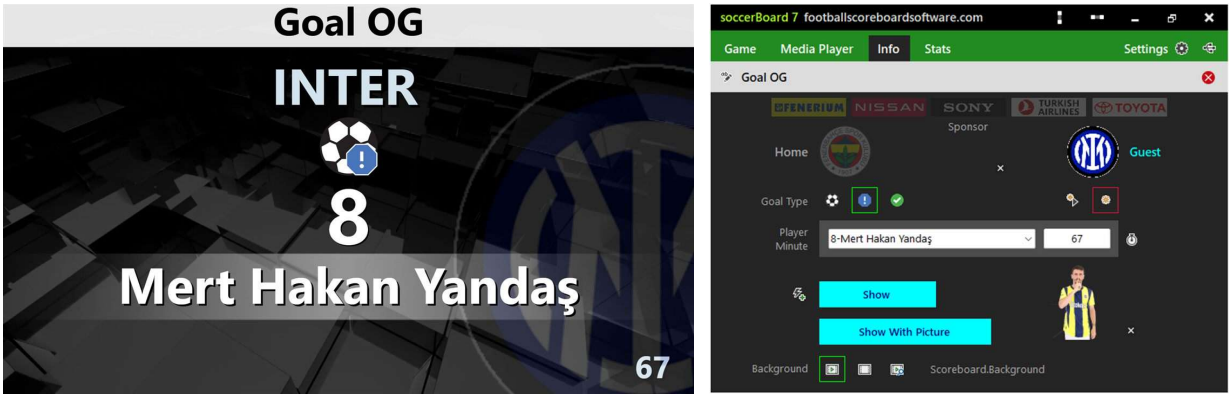


Figure 37. An own goal.

BOARD OUTPUT **CONTROL PANEL**

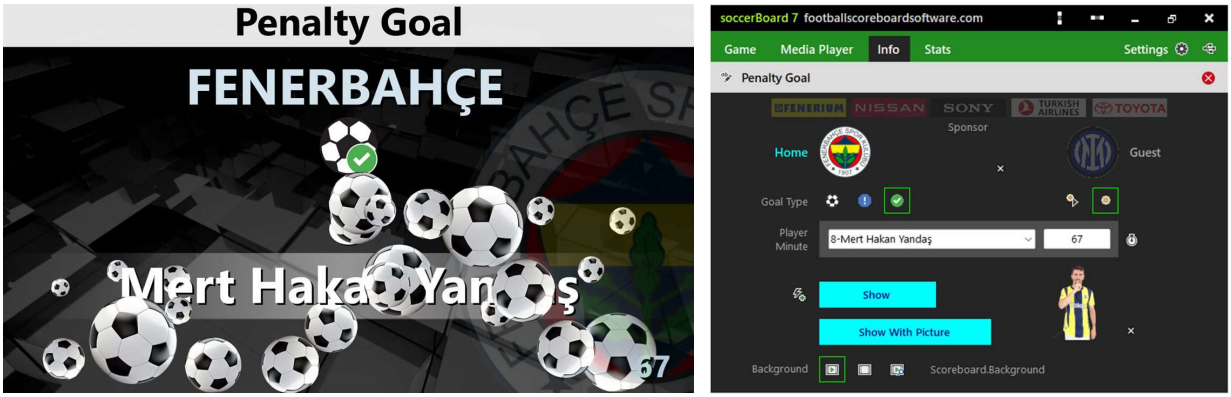


Figure 38. A penalty goal.

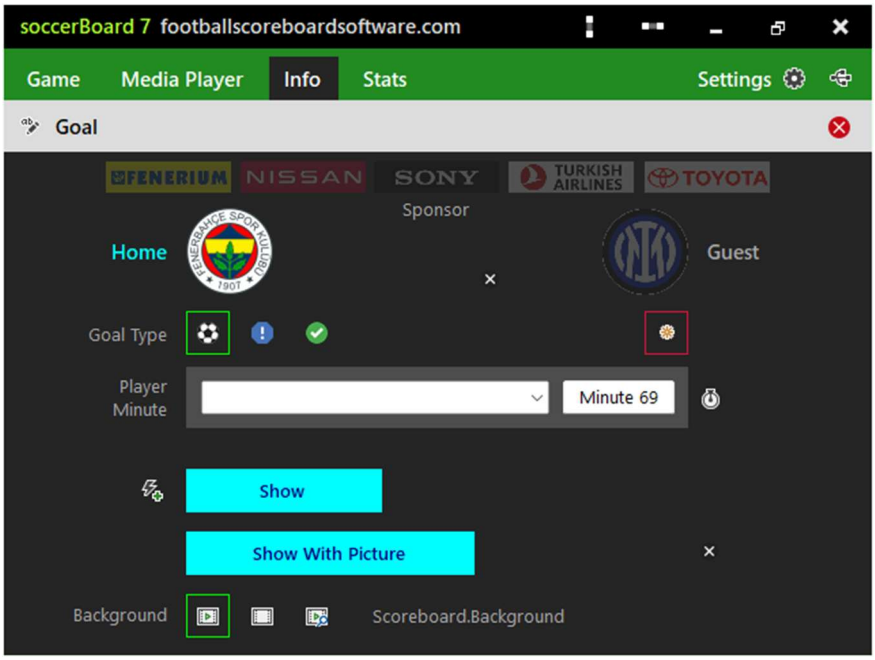


Figure 39. The Animation option ticked.

Control	Name	What it does
	**Edit Title**	Opens the title editor, where the caption texts shown on the goal and other graphics are changed.
	**Close**	Closes the Goal page.
	**Sponsor Logo 1**	Selects sponsor logo 1 for the goal graphic and saves the choice.
	**Sponsor Logo 2**	Selects sponsor logo 2 for the goal graphic and saves the choice.
	**Sponsor Logo 3**	Selects sponsor logo 3 for the goal graphic and saves the choice.
	**Sponsor Logo 4**	Selects sponsor logo 4 for the goal graphic and saves the choice.
	**Sponsor Logo 5**	Selects sponsor logo 5 for the goal graphic and saves the choice.
	**Home Logo**	Selects the home team for the goal: highlights its logo, loads its player list and clears the previous player entry.
	**Guest Logo**	Selects the guest team for the goal: highlights its logo, loads its player list and clears the previous player entry.
	**Clear Sponsor**	Removes the sponsor logo from the goal graphic and saves the choice.
	**Goal**	Goal: selects a normal goal for the selected team, highlights that team's logo and switches the animation on for a home goal.
	**Own Goal**	Own Goal: selects an own goal; the graphic credits the opposing team, whose logo is highlighted.
	**Goal Penalty**	Goal Penalty: selects a goal scored from a penalty for the selected team and highlights that team's logo.
	**Play Animation**	Play Animation: replays the goal animation on the board once; the button is briefly disabled while it plays.
	**Animation**	Animation: switches the goal animation on or off, the same as ticking the Animation box.
	**Player**	Player list of the selected team: pick the scorer or type a shirt number and name; picking a listed player also loads that player's picture.
	**Clear Minute**	Fills the minute field with the current match minute when it is empty, or clears it when it already has a value.
	**Add To Timeline**	Add to Match Timeline: switches on or off whether a goal shown from this page is also added to the match events summary. A green border means it is on; the setting is saved.

Control	Name	What it does
Show	**Show**	Show: puts the goal graphic on the board with the team name and logo, shirt number, player name, minute and sponsor logo. A player must be entered first; when Add to Match Timeline is on, the goal is also added to the events summary.
Show With Picture	**Show With Picture**	Show With Picture: puts the goal graphic on the board including the player's photo, together with team, shirt number, name, minute and sponsor logo. A player must be entered first; when Add to Match Timeline is on, the goal is also added to the events summary.
✕	**Clear Picture**	Removes the player picture so the graphic is shown without a photo.
	Scoreboard Background	Use Scoreboard Background: shows the goal graphic on the scoreboard background. The choice is saved and marked with a green border.
	Black Background	Use Black Background: shows the goal graphic on a plain black background. The choice is saved and marked with a green border.
	Selected Background	Use Selected Background: shows the goal graphic on your own image or video file and reveals the file picker button next to it. The choice is saved and marked with a green border.
	Select File	Opens a file dialog to choose the image or video used as the custom background of the goal graphic. The file name appears in the box next to it and the choice is saved.
not captured	**Animation**	Animation: ticks whether the goal graphic is shown with its animation; the animation button border turns green when on and red when off.

7.4 Yellow Card and Red Card

Works like the goal editor: choose the team, the card type (yellow, second yellow, red), the player and the minute, then Show or Show With Picture. Red cards can also be counted on the board with the radio buttons on the Info page.

BOARD OUTPUT **CONTROL PANEL**

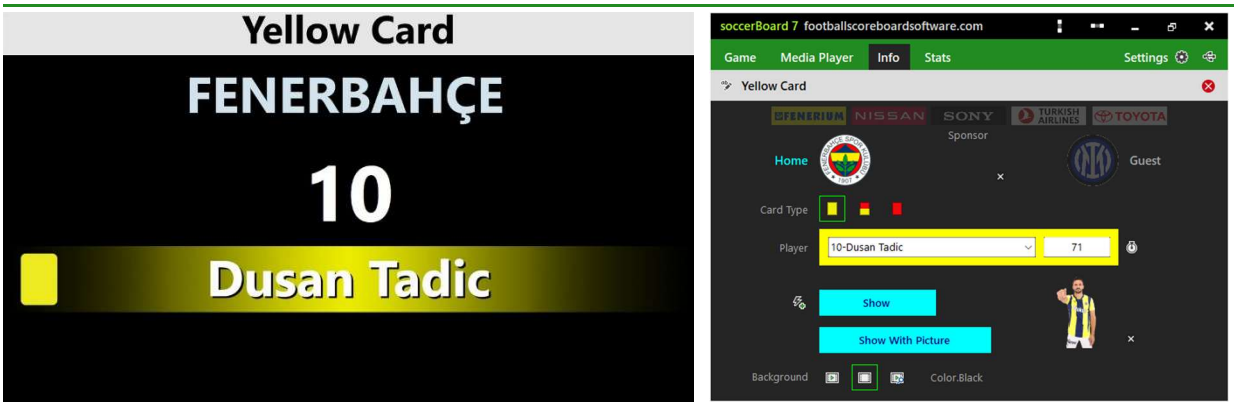


Figure 40. A yellow card.

BOARD OUTPUT **CONTROL PANEL**

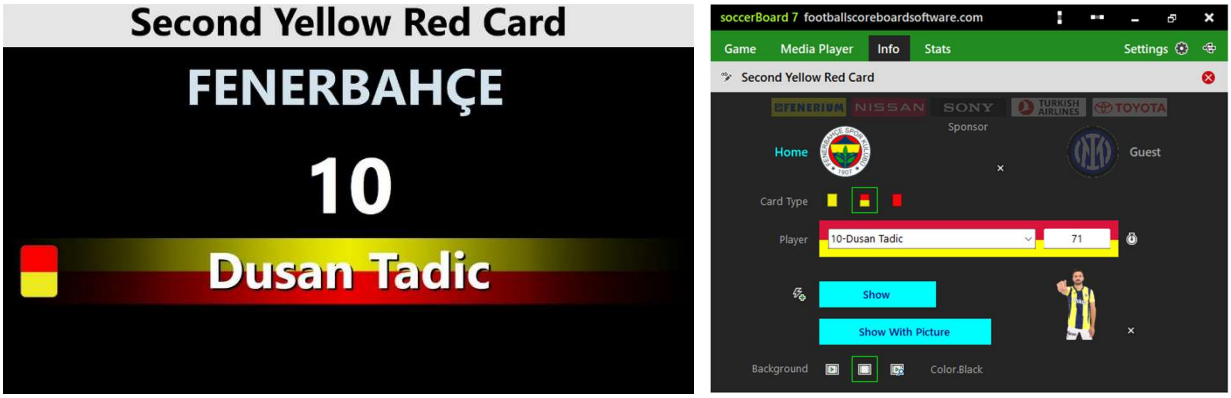


Figure 41. A second yellow card.

BOARD OUTPUT **CONTROL PANEL**

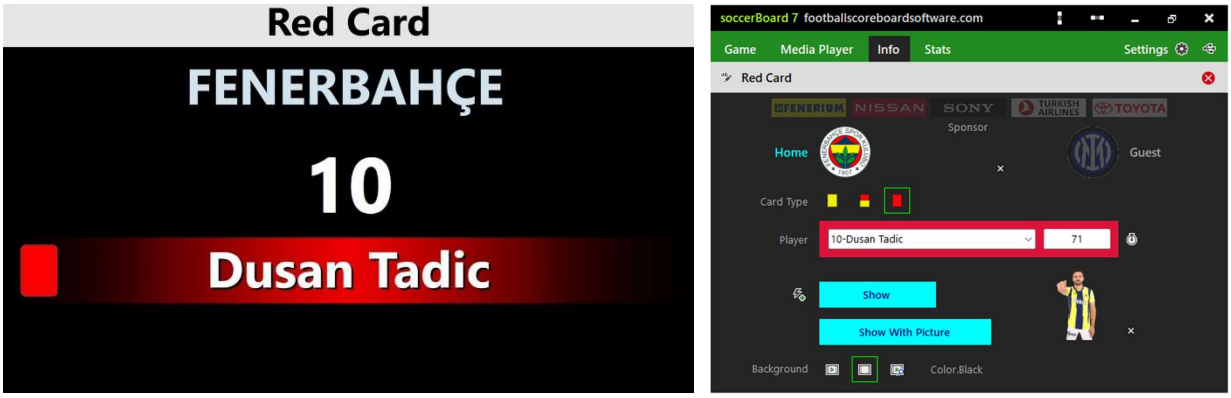


Figure 42. A red card.

BOARD OUTPUT **CONTROL PANEL**

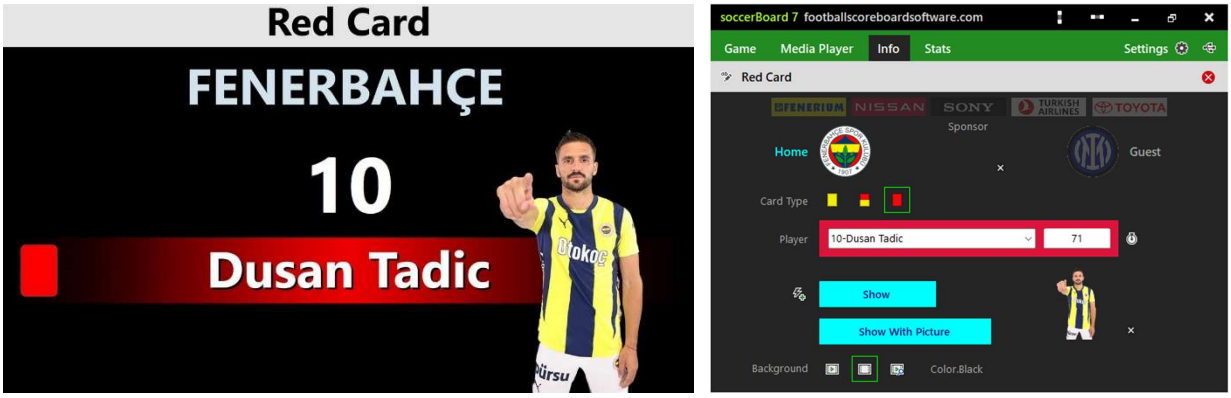


Figure 43. A red card with the player's picture.

Control	Name	What it does
	**Edit Title**	Opens the title editor, where the caption texts shown on the card and other graphics are changed.

Control	Name	What it does
	**Close**	Closes the Card page.
	**Sponsor Logo 1**	Selects sponsor logo 1 for the card graphic and saves the choice.
	**Sponsor Logo 2**	Selects sponsor logo 2 for the card graphic and saves the choice.
	**Sponsor Logo 3**	Selects sponsor logo 3 for the card graphic and saves the choice.
	**Sponsor Logo 4**	Selects sponsor logo 4 for the card graphic and saves the choice.
	**Sponsor Logo 5**	Selects sponsor logo 5 for the card graphic and saves the choice.
	**Home Logo**	Selects the home team for the card: highlights its logo, loads its player list and clears the previous player entry.
	**Guest Logo**	Selects the guest team for the card: highlights its logo, loads its player list and clears the previous player entry.
	**Clear Sponsor**	Removes the sponsor logo from the card graphic and saves the choice.
	**Yellow Card**	Selects a yellow card; the page title and colour markers change to yellow.
	**Yellow-Red Card**	Selects a second yellow card (yellow-red); the page title and colour markers change to yellow and red.
	**Red Card**	Selects a red card; the page title and colour markers change to red.
	**Player**	Player list of the selected team: pick the booked player or type a shirt number and name; picking a listed player loads that player's picture, typing clears it.
	**Clear Minute**	Fills the minute field with the current match minute when it is empty, or clears it when it already has a value.
	**Add To Timeline**	Add to Match Timeline: switches on or off whether a card shown from this page is also added to the match events summary. A green border means it is on; the setting is saved.
	**Show**	Show: puts the card graphic on the board with the team name and logo, shirt number, player name, minute, card symbol and sponsor logo. A player must be entered first; when Add to Match Timeline is on, the card is also added to the events summary.
	**Show With Picture**	Show With Picture: puts the card graphic on the board including the player's photo, together with team, shirt number, name, minute and sponsor logo. A player must be entered first; when Add to Match Timeline is on, the card is also added to the events summary.
	**Clear Picture**	Removes the player picture so the graphic is shown without a photo.

Control	Name	What it does
	**Scoreboard Background**	Use Scoreboard Background: shows the card graphic on the scoreboard background. The choice is saved and marked with a green border.
	**Black Background**	Use Black Background: shows the card graphic on a plain black background. The choice is saved and marked with a green border.
	**Selected Background**	Use Selected Background: shows the card graphic on your own image or video file and reveals the file picker button next to it. The choice is saved and marked with a green border.
not captured	**Select File**	Opens a file dialog to choose the image or video used as the custom background of the card graphic. The file name appears in the box next to it and the choice is saved.

7.5 Substitution and Multiple

Substitution shows one change: pick the player coming in and the player going out, the minute, and click Show. Multiple lets you build a list of several changes with Add and Delete and shows them in one graphic.

BOARD OUTPUT **CONTROL PANEL**

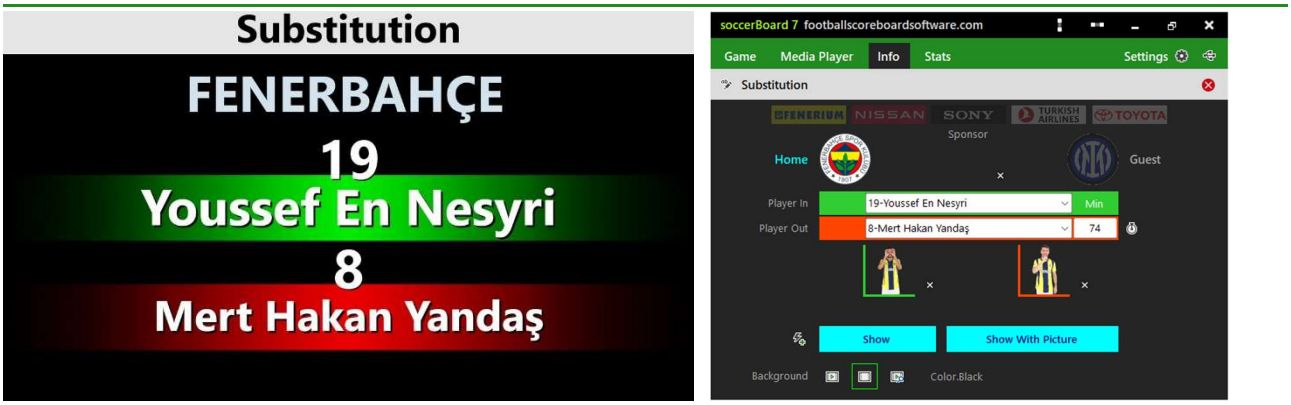


Figure 44. A single substitution.

BOARD OUTPUT **CONTROL PANEL**

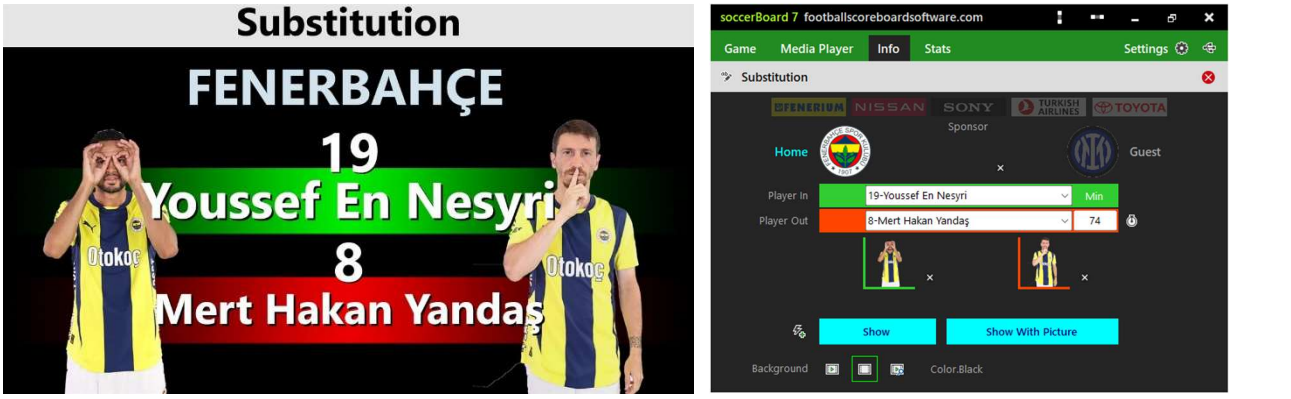


Figure 45. A substitution with both player pictures.

BOARD OUTPUT **CONTROL PANEL**

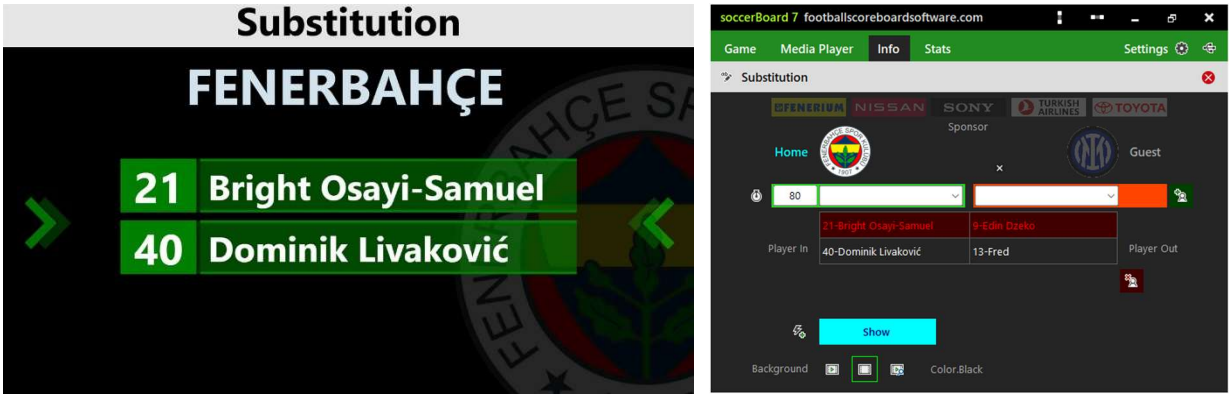


Figure 46. Several substitutions in one graphic.

Control	Name	What it does
	Edit Title	Opens the title editor, where the caption texts shown on the substitution and other graphics are changed.
	Close	Closes the Substitution page.
	Sponsor Logo 1	Selects sponsor logo 1 for the substitution graphic and saves the choice.
	Sponsor Logo 2	Selects sponsor logo 2 for the substitution graphic and saves the choice.
	Sponsor Logo 3	Selects sponsor logo 3 for the substitution graphic and saves the choice.
	Sponsor Logo 4	Selects sponsor logo 4 for the substitution graphic and saves the choice.
	Sponsor Logo 5	Selects sponsor logo 5 for the substitution graphic and saves the choice.
	Home Logo	Selects the home team for the substitution: highlights its logo, loads its player list and clears both player entries.
	Guest Logo	Selects the guest team for the substitution: highlights its logo, loads its player list and clears both player entries.
	Clear Sponsor	Removes the sponsor logo from the substitution graphic and saves the choice.
19-Youssef En Nesyri	**Player In**	Player list for the player coming on: pick from the selected team or type a shirt number and name; picking a listed player loads that player's picture.
8-Mert Hakan Yandaş	**Player Out**	Player list for the player going off: pick from the selected team or type a shirt number and name; picking a listed player loads that player's picture.

Control	Name	What it does
	**Clear Minute**	Fills the minute field with the current match minute and shows it when it is empty, or clears and hides it when it already has a value.
	**Clear Picture In**	Removes the picture of the player coming on so the graphic is shown without that photo.
	**Clear Picture Out**	Removes the picture of the player going off so the graphic is shown without that photo.
	**Add To Timeline**	Add to Match Timeline: switches on or off whether a substitution shown from this page is also added to the match events summary. A green border means it is on; the setting is saved.
	**Show**	Show: puts the substitution graphic on the board with the team, the player coming on, the player going off, minute and sponsor logo. Both players must be entered first; when Add to Match Timeline is on, the change is also added to the events summary.
	**Show With Picture**	Show With Picture: puts the substitution graphic on the board including the photos of both players, together with team, minute and sponsor logo. Both players must be entered first; when Add to Match Timeline is on, the change is also added to the events summary.
	**Scoreboard Background**	Use Scoreboard Background: shows the substitution graphic on the scoreboard background. The choice is saved and marked with a green border.
	**Black Background**	Use Black Background: shows the substitution graphic on a plain black background. The choice is saved and marked with a green border.
	**Selected Background**	Use Selected Background: shows the substitution graphic on your own image or video file and reveals the file picker button next to it. The choice is saved and marked with a green border.
not captured	**Select File**	Opens a file dialog to choose the image or video used as the custom background of the substitution graphic. The file name appears in the box next to it and the choice is saved.

Control	Name	What it does
	**Edit Title**	Opens the title editor, where the caption texts shown on the substitution and other graphics are changed.
	**Close**	Closes the Multiple substitution page.
	**Sponsor Logo 1**	Selects sponsor logo 1 for the multiple substitution graphic and saves the choice.
	**Sponsor Logo 2**	Selects sponsor logo 2 for the multiple substitution graphic and saves the choice.
	**Sponsor Logo 3**	Selects sponsor logo 3 for the multiple substitution graphic and saves the choice.

Control	Name	What it does
	**Sponsor Logo 4**	Selects sponsor logo 4 for the multiple substitution graphic and saves the choice.
	**Sponsor Logo 5**	Selects sponsor logo 5 for the multiple substitution graphic and saves the choice.
	**Home Logo**	Selects the home team: highlights its logo, loads its players into the drop-down lists and clears the substitution list.
	**Guest Logo**	Selects the guest team: highlights its logo, loads its players into the drop-down lists and clears the substitution list.
	**Clear Sponsor**	Removes the sponsor logo from the multiple substitution graphic and saves the choice.
	**Clear Minute**	Fills the minute field with the current match minute and shows it when it is empty, or clears and hides it when it already has a value.
	**Player In**	Drop-down list of the selected team's players from which the player coming on is chosen before pressing the add button.
	**Player Out**	Drop-down list of the selected team's players from which the player going off is chosen before pressing the add button.
	**Add Pair**	Adds the selected player coming on and player going off as a new pair to the substitution list and removes both from the two drop-down lists. Both players must be selected and must differ.
	**Remove Pair**	Removes the selected pair from the substitution list and puts the players back into the drop-down lists.
	**Add To Timeline**	Add to Match Timeline: switches on or off whether the substitutions shown from this page are also added to the match events summary. A green border means it is on; the setting is saved.
	**Show**	Show: puts all listed player changes on the board in one graphic with the team, minute and sponsor logo. At least one pair must be in the list; when Add to Match Timeline is on, each change is also added to the events summary.
	**Scoreboard Background**	Use Scoreboard Background: shows the multiple substitution graphic on the scoreboard background. The choice is saved and marked with a green border.
	**Black Background**	Use Black Background: shows the multiple substitution graphic on a plain black background. The choice is saved and marked with a green border.
	**Selected Background**	Use Selected Background: shows the multiple substitution graphic on your own image or video file and reveals the file picker button next to it. The choice is saved and marked with a green border.
not captured	**Select File**	Opens a file dialog to choose the image or video used as the custom background of the multiple substitution graphic. The file name appears in the box next to it and the choice is saved.

7.6 VAR

The VAR decision graphic: fill in situation, review and decision, pick the outcome with the two flag buttons and click Show for the review and Show Decision for the result. The Chroma Key mode has its own copy of this editor.

BOARD OUTPUT **CONTROL PANEL**

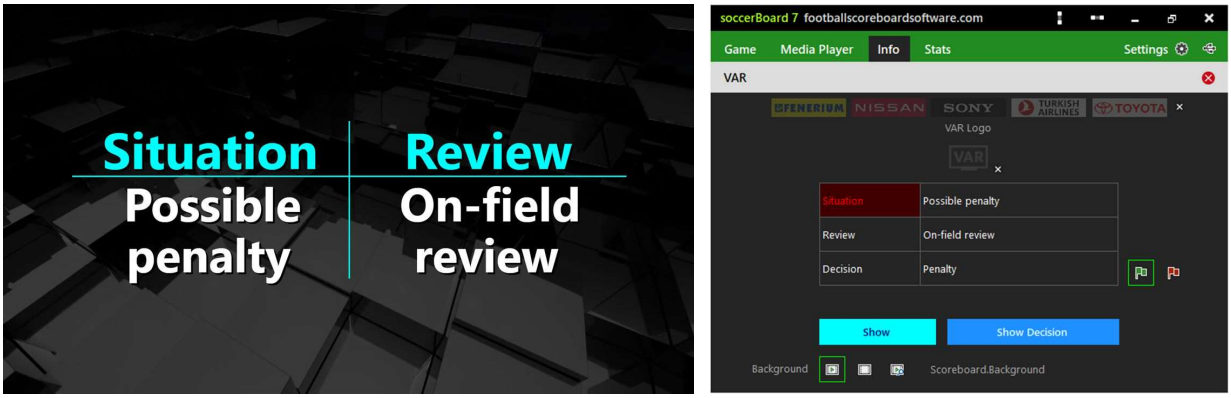


Figure 47. The VAR review on the board.

BOARD OUTPUT **CONTROL PANEL**

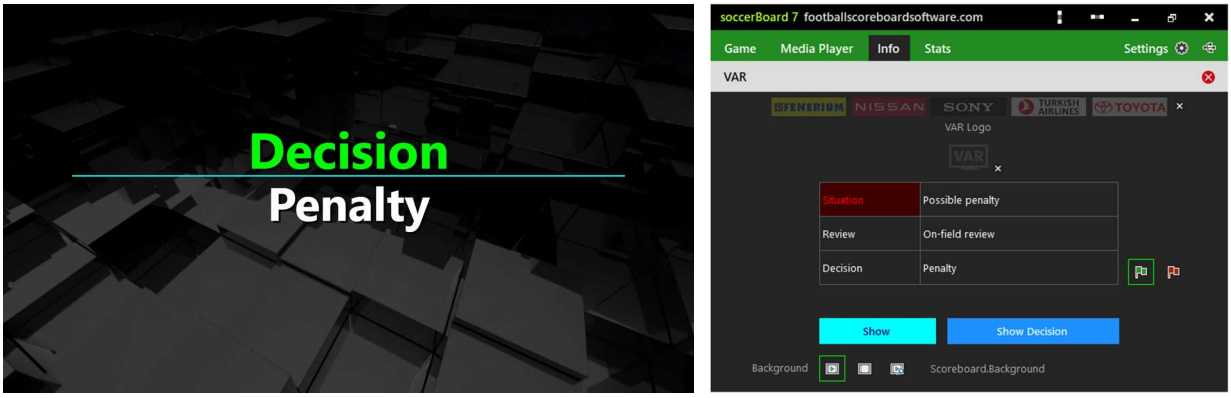
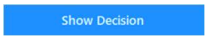


Figure 48. The VAR decision.

Control	Name	What it does
	Close	Closes the VAR page.
	Sponsor Logo 1	Selects sponsor logo 1 for the VAR graphic and saves the choice.
	Sponsor Logo 2	Selects sponsor logo 2 for the VAR graphic and saves the choice.
	Sponsor Logo 3	Selects sponsor logo 3 for the VAR graphic and saves the choice.
	Sponsor Logo 4	Selects sponsor logo 4 for the VAR graphic and saves the choice.
	Sponsor Logo 5	Selects sponsor logo 5 for the VAR graphic and saves the choice.

Control	Name	What it does
	**Clear Sponsor**	Removes the sponsor logo from the VAR graphic and saves the choice.
	**VAR Logo**	Switches the VAR logo on for the graphic; the logo preview is shown at full strength and the choice is saved.
	**Clear VAR Logo**	Removes the VAR logo from the graphic; the logo preview is dimmed and the choice is saved.
	**Positive Flag**	Selects the positive outcome flag for the VAR graphic, marked with a green border, and saves the choice.
	**Negative Flag**	Selects the negative outcome flag for the VAR graphic, marked with a green border, and saves the choice.
	**Show**	Show: puts the VAR check graphic on the board with the selected flag and the three heading and text rows from the table; the rows are saved for next time. The graphic goes to the Standard board or the Chroma Key output depending on where the page was opened from.
	**Show Decision**	Show Decision: puts the VAR decision graphic on the board with the selected flag, the text of the first table row and the heading and text of the third row; the rows are saved for next time. The graphic goes to the Standard board or the Chroma Key output depending on where the page was opened from.
	**Scoreboard Background**	Use Scoreboard Background: shows the VAR graphic on the scoreboard background. The choice is saved and marked with a green border.
	**Hide**	Hide: removes the VAR graphic from the Chroma Key output.
	**Black Background**	Use Black Background: shows the VAR graphic on a plain black background. The choice is saved and marked with a green border.
	**Selected Background**	Use Selected Background: shows the VAR graphic on your own image or video file and reveals the file picker button next to it. The choice is saved and marked with a green border.
not captured	**Select File**	Opens a file dialog to choose the image or video used as the custom background of the VAR graphic. The file name appears in the box next to it and the choice is saved.

7.7 Home Team and Guest Team: the squad editor

The squad editor holds the players of a team: number, name, a picture for the event graphics and a picture or clip for the player picture player. Insert Player and Delete Player edit the list, Save stores it, Save to Teams stores the whole squad in the team database under a name you choose, Select Picture assigns a file to the selected picture cell and Open File Location shows that file in Windows Explorer. Pictures are optional; graphics without a picture use the team logo.

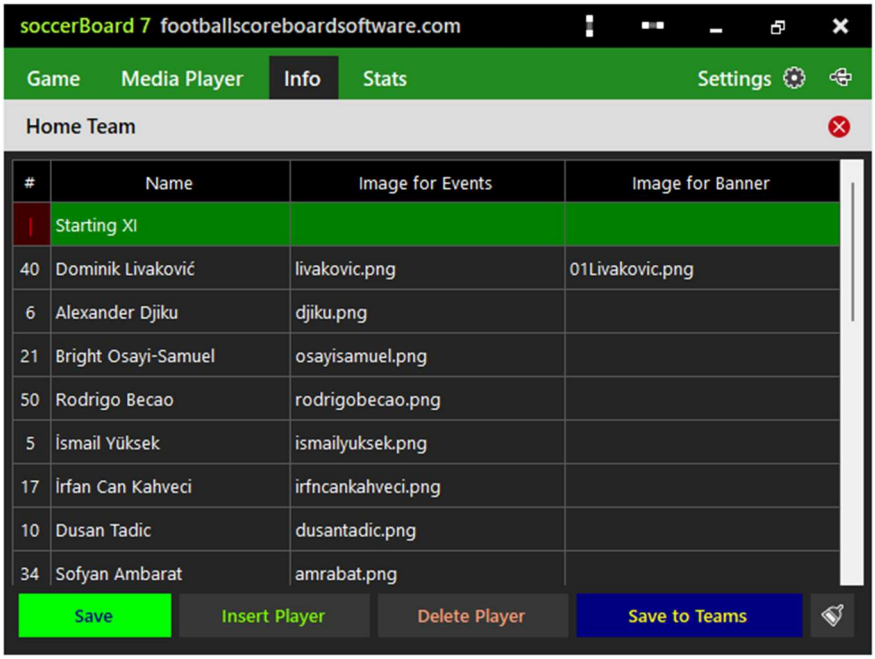


Figure 49. The home squad editor.

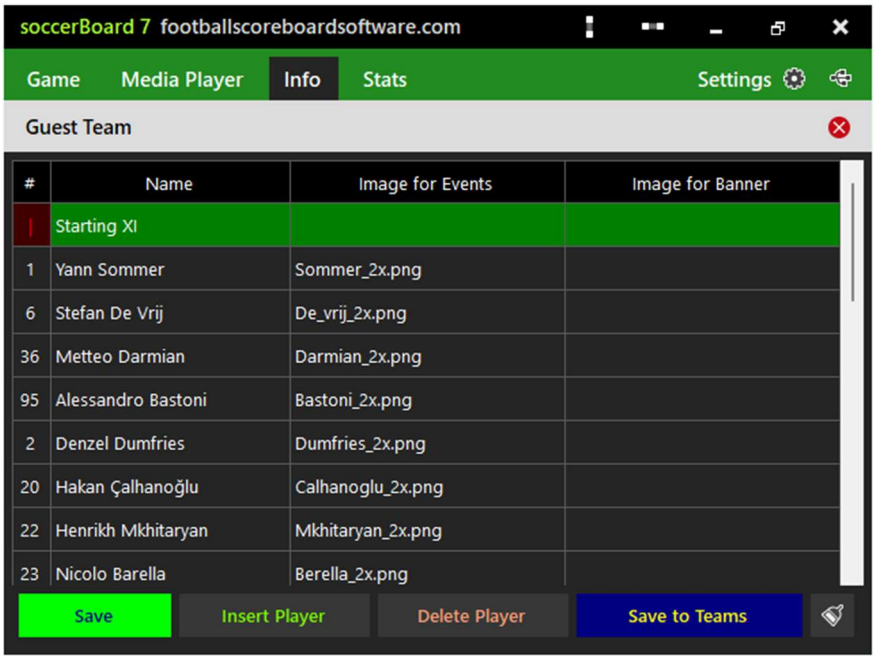


Figure 50. The guest squad editor.

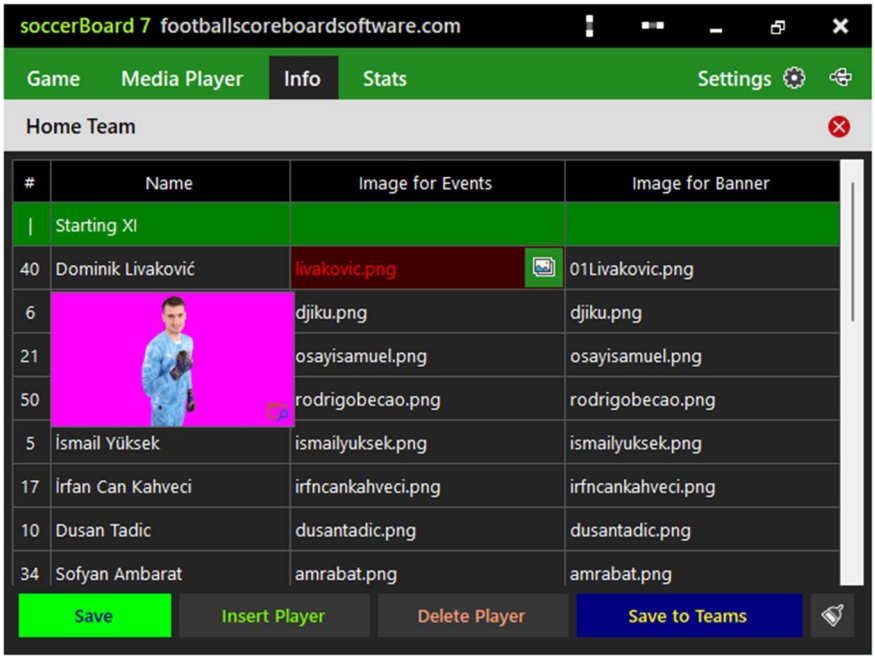
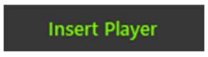
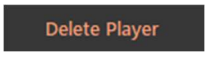


Figure 51. A picture cell selected in the squad grid.

Control	Name	What it does
	**Close**	Closes the player editor and returns to the panel behind it.
	**Select Picture**	Opens a file dialog to choose the picture (or, for the clip column, the media file) of the selected player cell and writes the file name into it.
	**Open File Location**	Opens Windows Explorer with the picture or clip file of the selected player cell highlighted.
	**Save**	Saves the player list of the team currently being edited.
	**Insert Player**	Inserts an empty player row at the end of the group (Starting XI, Substitutes or Trainer) that contains the selected row; only one trainer row is allowed.
	**Delete Player**	Deletes the selected player row from the list; group heading rows cannot be deleted.
	**Save To Teams**	Asks for a team name and stores the current player list as a new team in the team list.
	**Clear All**	Clears all players from the list and resets it to the empty squad layout.

The line-up is shown on the board with Show (as a list) or Slide (as a team slide) on the Info page:

BOARD OUTPUT **CONTROL PANEL**

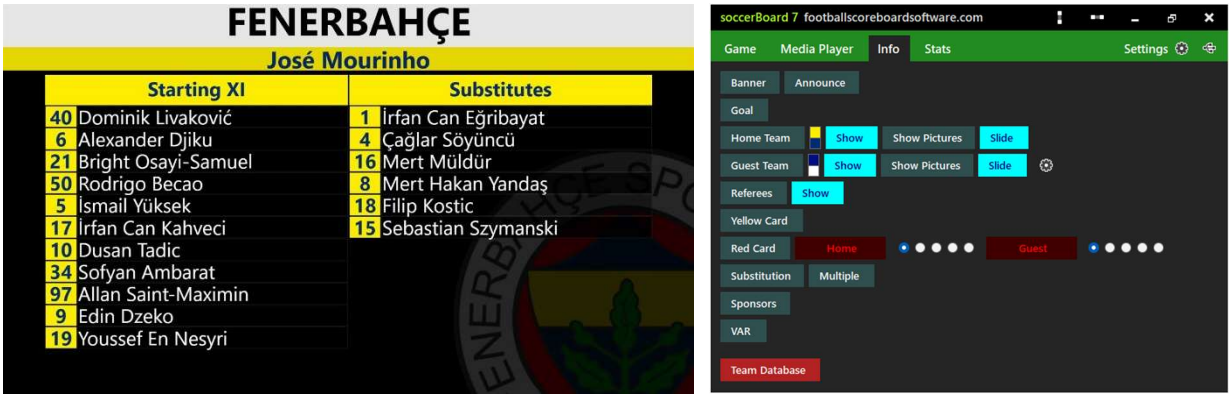


Figure 52. The home line-up as a list.

BOARD OUTPUT **CONTROL PANEL**

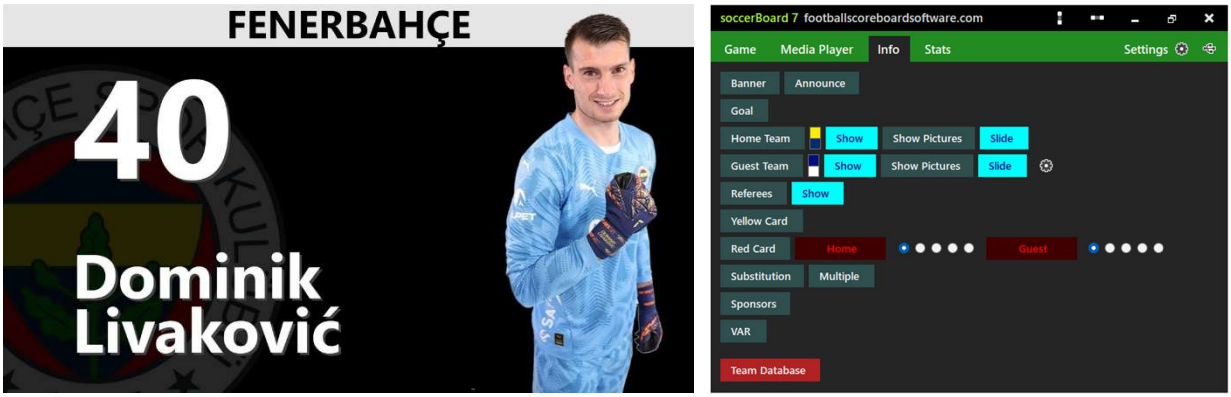


Figure 53. The home team slide.

7.8 Player pictures

Show Pictures opens the player picture player. Load the Starting XI, the Substitutes or the Trainer of the selected team into the list, select a row and click Play to put that player's picture (or clip) on the board, or Start Playlist to run through the list. The display mode button chooses how the picture is fitted to the board; Return To Scoreboard brings the board back to the game automatically when the list ends.

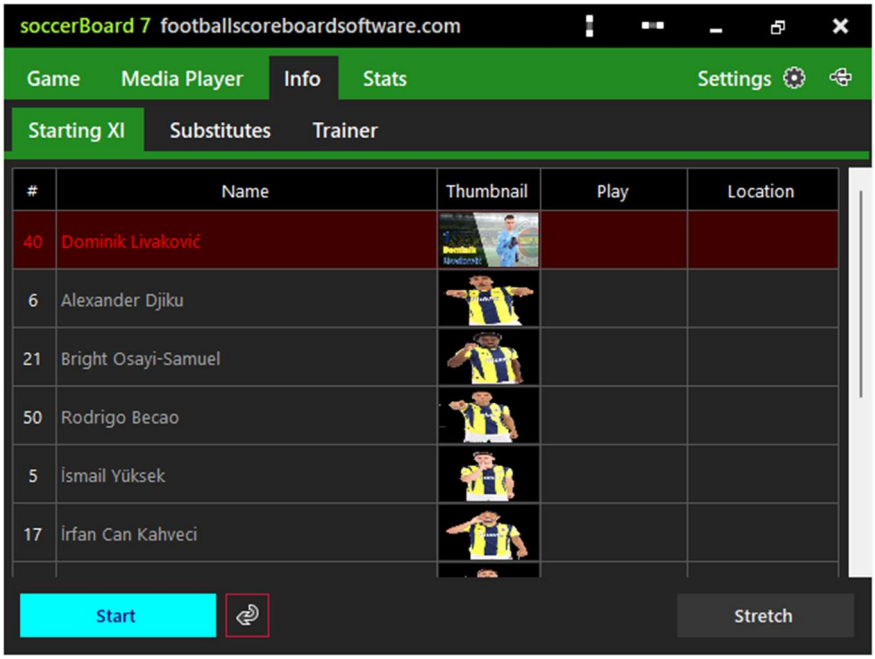


Figure 54. The player picture player with the starting eleven loaded.

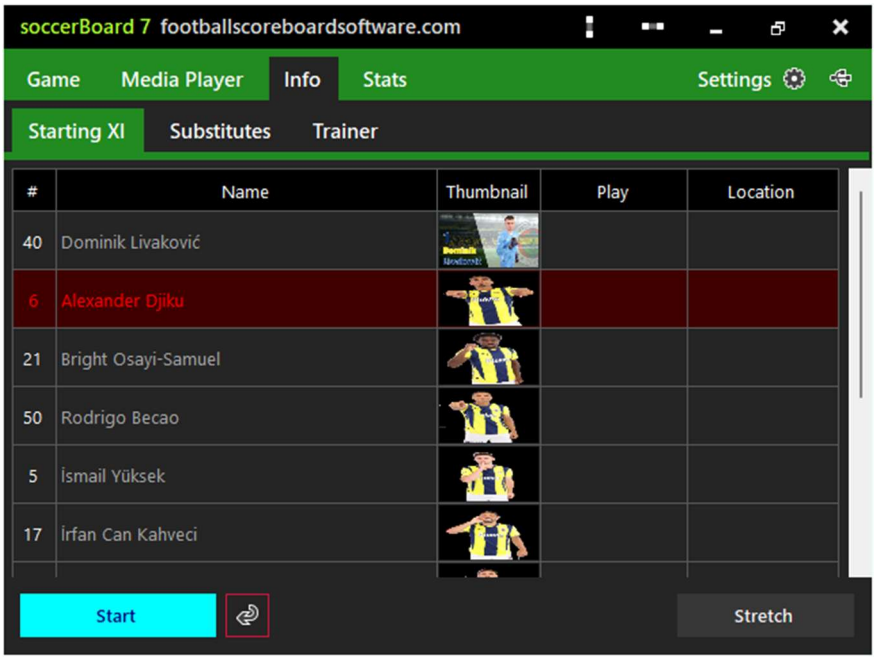


Figure 55. A player selected in the list.

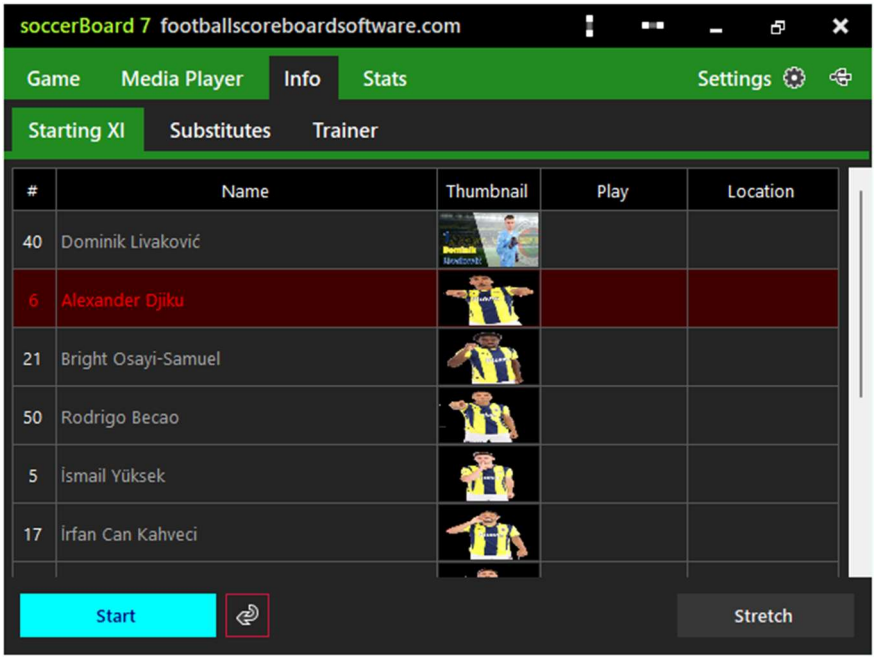


Figure 56. The display mode list.

Control	Name	What it does
Starting XI	**Starting XI**	Loads the Starting XI of the selected team into the list so their pictures can be played one by one or as a playlist. Not available while something is playing.
Substitutes	**Substitutes**	Loads the Substitutes of the selected team into the list so their pictures can be played one by one or as a playlist. Not available while something is playing.
Trainer	**Trainer**	Loads the Trainer of the selected team into the list so the picture can be played. Not available while something is playing.
Start	**Start Playlist**	Starts playing the list from the selected item, one picture after another; while running the button turns into Finish Playlist, which stops the playback.
	Return To Scoreboard	Switches on or off the automatic return to the scoreboard when the playlist ends; a green border means the board returns to the game automatically.
Stretch	**Display Mode**	Shows the current picture display mode (for example Stretch) and opens the mode list when clicked.
not captured	**Play**	Plays the selected player's picture or clip on the board; while it is playing the button turns into Stop, which ends the playback. Starting a single item also cancels a running playlist.
not captured	**Display Mode List**	Selects how pictures and clips are fitted to the board (for example Stretch), applies it to the board display and remembers the choice.

7.9 Referees

The list of match officials, shown on the board with Referees > Show on the Info page.

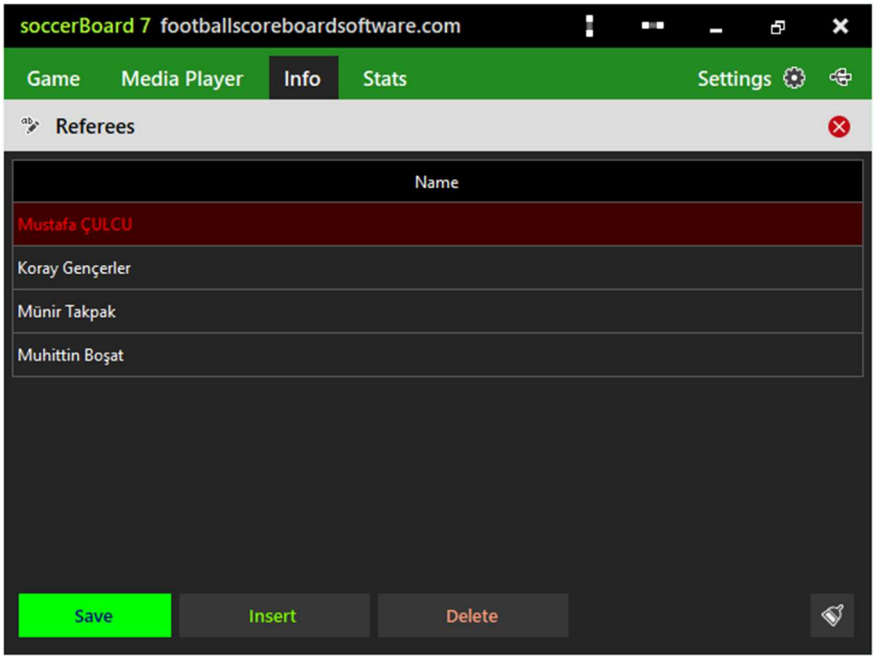
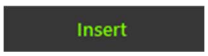
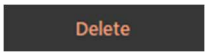


Figure 57. The referee list editor.

BOARD OUTPUT **CONTROL PANEL**



Figure 58. The referees on the board.

Control	Name	What it does
	**Edit Titles**	Opens the title text editor where the referee role titles shown on the board can be changed.
	**Close**	Closes the referee page and returns to the panel behind it.
	**Save**	Saves the referee list.
	**Insert**	Adds an empty referee row at the end of the list.
	**Delete**	Deletes the selected referee row from the list; the heading row cannot be deleted.
	**Clear All**	Clears all referees from the list and resets it to the empty layout.

7.10 Sponsors

The list of sponsor images used by the banner, the announcement, the Sponsored strip and the Advertisement banners. Insert Row adds image files, Delete Row removes the selected one, Clear All empties the list and Set Default marks the image that the scoreboard itself shows as sponsor logo.

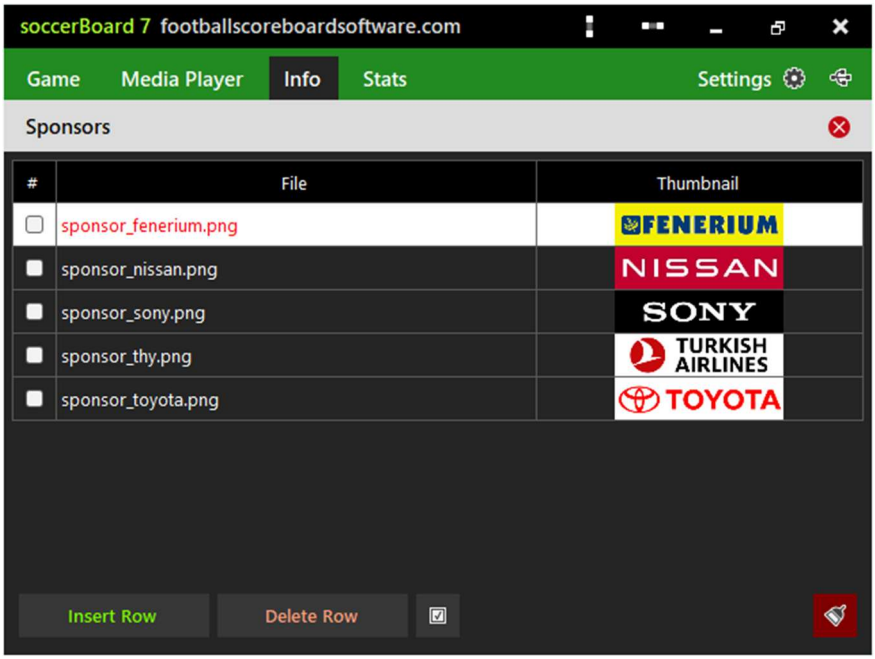
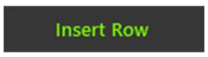
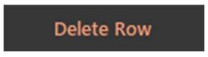


Figure 59. The sponsor image list.

Control	Name	What it does
	**Close**	Closes the sponsor logo list window.
	**Insert Row**	Insert Row: opens a file dialog to add one or more image files to the sponsor logo list.
	**Delete Row**	Delete Row: removes the selected image from the sponsor logo list and saves the list.
	**Set Default**	Set Default: marks the selected image as the default sponsor logo shown on the scoreboard, moves it to the top of the list and saves the list; clicking it on the current default clears the default.
	**Clear All**	Clear All: removes every image from the sponsor logo list and saves the empty list.

7.11 Team Database

Every squad you saved with Save to Teams appears here. Select a team and click Set Home or Set Guest to load its name, logo and squad; Delete removes a saved team.

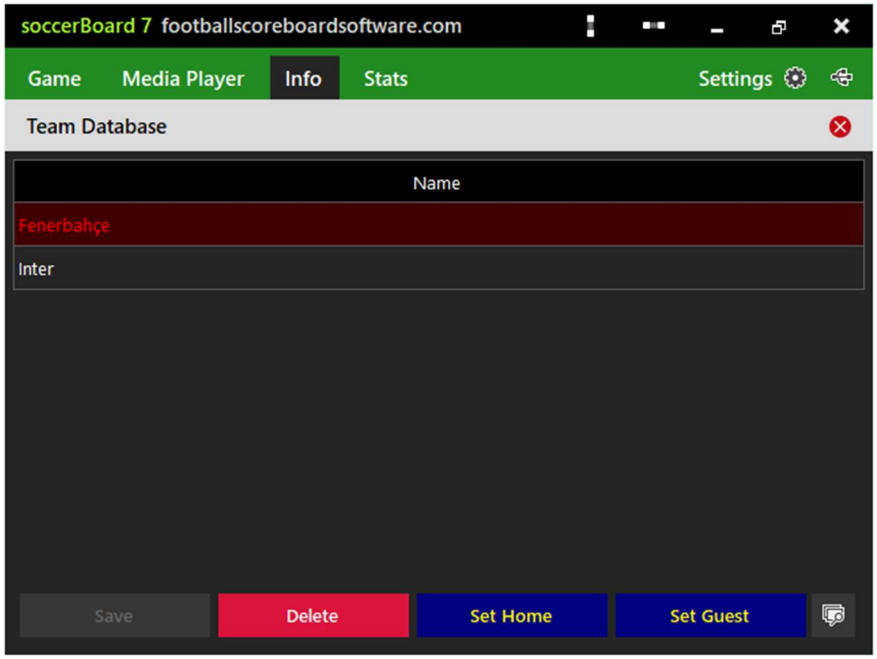
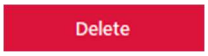


Figure 60. The team database.

Control	Name	What it does
	**Close**	Closes the team list page and returns to the panel behind it.
	**Save**	Saves the edited team names in the list.
	**Delete**	Deletes the selected team from the team list together with its stored squad, after a confirmation prompt.
	**Set Home**	Makes the selected team the home team of the match by copying its stored squad into the home player list, after a confirmation prompt.
	**Set Guest**	Makes the selected team the guest team of the match by copying its stored squad into the guest player list, after a confirmation prompt.
	**Show**	Opens the player editor for the selected team so its squad can be viewed and edited.

8. Statistics

The Stats page has five tabs and the internet download button.

Control	Name	What it does
Timeline	**Timeline**	Timeline: opens the match timeline page for editing and showing the list of match events.
Stats	**Stats**	Stats: opens the match statistics page for editing and showing the team statistics table.
Standings	**Standings**	Standings: opens the league standings page for editing and showing the league table.
Results	**Results**	Results: opens the results page for editing and showing match results.
Fixtures	**Fixtures**	Fixtures: opens the fixtures page for editing and showing upcoming matches.
AI	**AI**	AI: opens the AI assistant window.

8.1 Timeline

The match timeline lists every goal, card and substitution with the minute and the player, home events on the left and guest events on the right. Rows are added automatically when you tick "add to events" in the info graphics and can be inserted or deleted by hand. The event type of a row is set with the icon picker (the "..." button); the funnel button opens a filter row to show only certain event types. Show puts the timeline on the board.

BOARD OUTPUT **CONTROL PANEL**

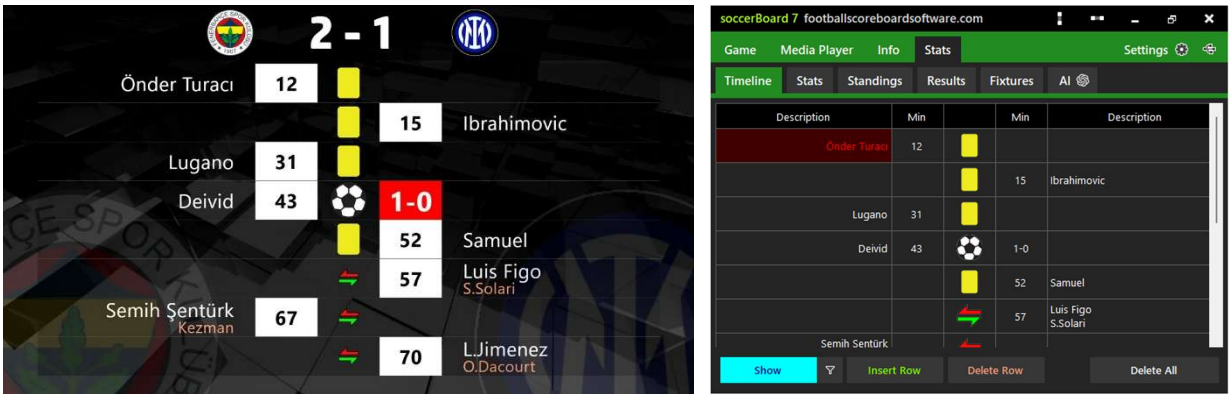


Figure 61. The timeline editor and the timeline on the board.

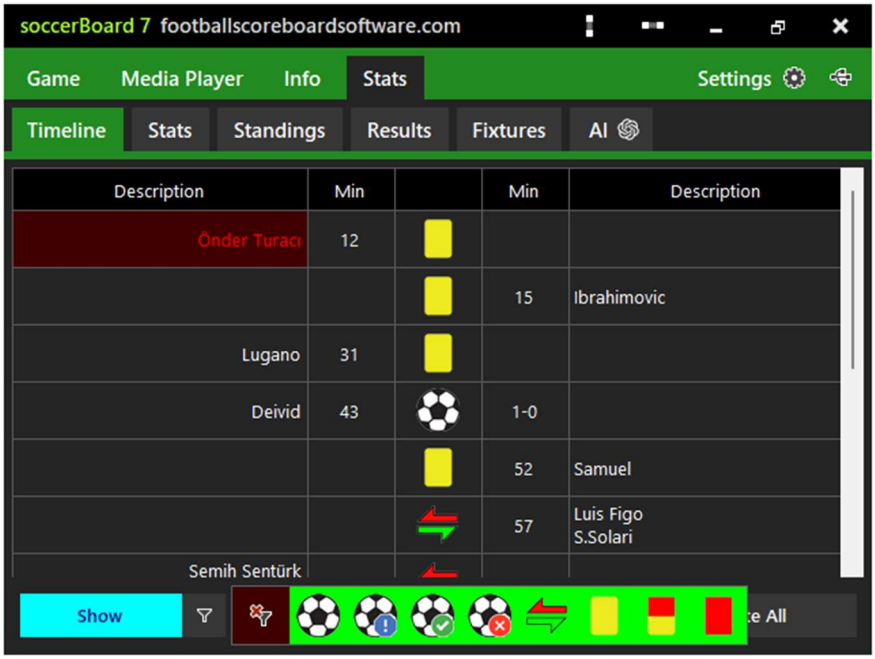


Figure 62. The filter row.

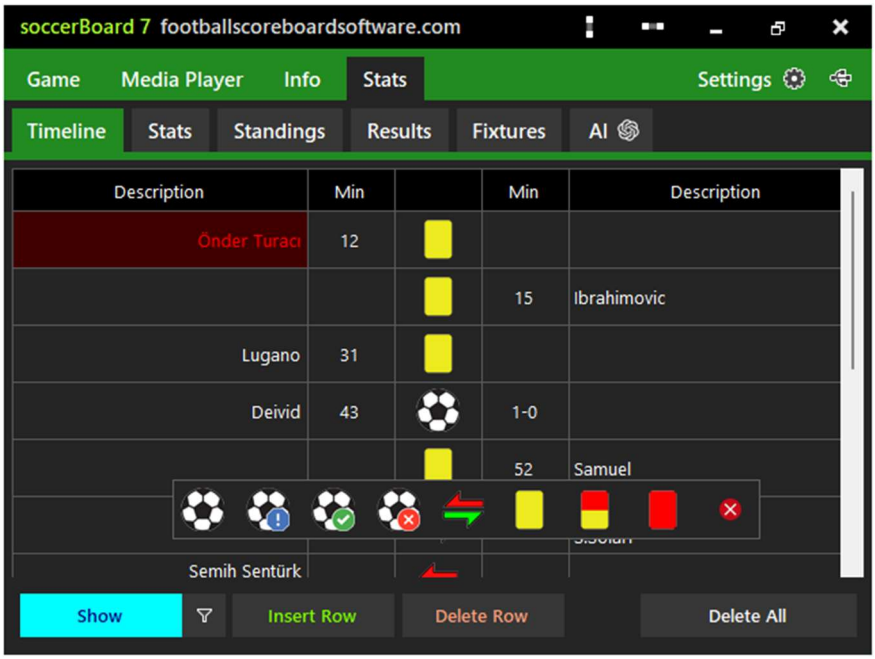


Figure 63. The event icon picker of a timeline row.

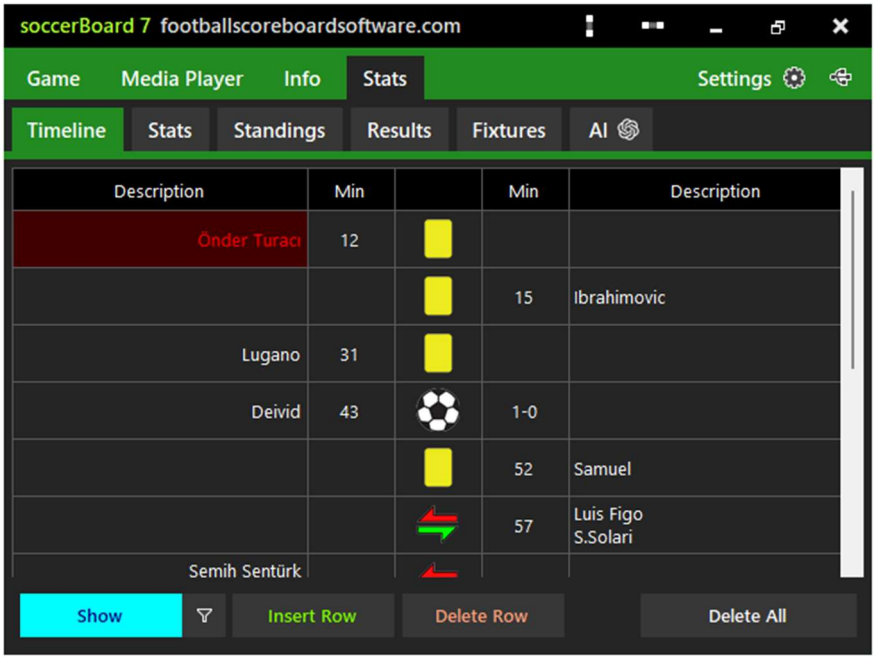
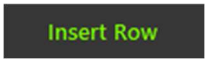
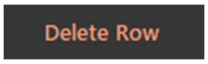
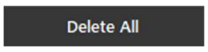


Figure 64. A timeline row selected.

Control	Name	What it does
	**Goal Icon**	Sets the selected row's event type to Goal, closes the picker and saves the timeline.
	**Own Goal Icon**	Sets the selected row's event type to Own Goal, closes the picker and saves the timeline.
	**Penalty Goal Icon**	Sets the selected row's event type to Penalty Goal, closes the picker and saves the timeline.
	**Penalty Missed Icon**	Sets the selected row's event type to Penalty Missed, closes the picker and saves the timeline.
	**Substitution Icon**	Sets the selected row's event type to Substitution, closes the picker and saves the timeline.
	**Yellow Card Icon**	Sets the selected row's event type to Yellow Card, closes the picker and saves the timeline.
	**Second Yellow Icon**	Sets the selected row's event type to Second Yellow (yellow-red) Card, closes the picker and saves the timeline.
	**Red Card Icon**	Sets the selected row's event type to Red Card, closes the picker and saves the timeline.
	**Cancel**	Closes the event icon picker without changing the selected row.
	**Show**	Show: puts the match timeline on the board, listing only the events whose type is enabled in the filter; in Chroma Key mode home and guest events are shown as separate columns.

Control	Name	What it does
	**Filter**	Opens or closes the event filter bar that decides which event types appear on the board.
	**Insert Row**	Insert Row: inserts an empty event row above the selected row (or at the end when nothing is selected) and saves the timeline.
	**Filter All**	Enables all event types in the filter so every event appears when the timeline is shown; the filter is remembered.
	**Filter Goal**	Filter: Goal. Click selects the goals group (goal, own goal, penalty goal, penalty missed) and turns the other types off; Ctrl+click toggles only this type. The filter is remembered.
	**Filter Own Goal**	Filter: Own Goal. Click selects the goals group (goal, own goal, penalty goal, penalty missed) and turns the other types off; Ctrl+click toggles only this type. The filter is remembered.
	**Delete Row**	Delete Row: removes the selected event row and saves the timeline.
	**Filter Penalty Goal**	Filter: Penalty Goal. Click selects the goals group (goal, own goal, penalty goal, penalty missed) and turns the other types off; Ctrl+click toggles only this type. The filter is remembered.
	**Filter Penalty Missed**	Filter: Penalty Missed. Click selects the goals group (goal, own goal, penalty goal, penalty missed) and turns the other types off; Ctrl+click toggles only this type. The filter is remembered.
	**Filter Substitution**	Filter: Substitution. Click shows substitutions only and turns the other types off; Ctrl+click toggles only this type. The filter is remembered.
	**Filter Yellow Card**	Filter: Yellow Card. Click selects the cards group (yellow, second yellow, red) and turns the other types off; Ctrl+click toggles only this type. The filter is remembered.
	**Filter Second Yellow**	Filter: Second Yellow Card. Click selects the cards group (yellow, second yellow, red) and turns the other types off; Ctrl+click toggles only this type. The filter is remembered.
	**Delete All**	Delete All: first press arms the button (it turns red), second press removes all event rows and saves the empty timeline.
	**Hide**	Hide: removes the timeline graphic from the Chroma Key board.
	**Filter Red Card**	Filter: Red Card. Click selects the cards group (yellow, second yellow, red) and turns the other types off; Ctrl+click toggles only this type. The filter is remembered.
not captured	**Event Icon**	Opens or closes the event icon picker below the button for assigning an event type to the selected row.

8.2 Stats

A table of match statistics with a home value, the name of the statistic and a guest value per row (shots, possession, corners and so on). Insert Row and Delete Row edit the table, Show displays it on the board. The values can also be updated live from the remote control API (chapter 14).

BOARD OUTPUT **CONTROL PANEL**

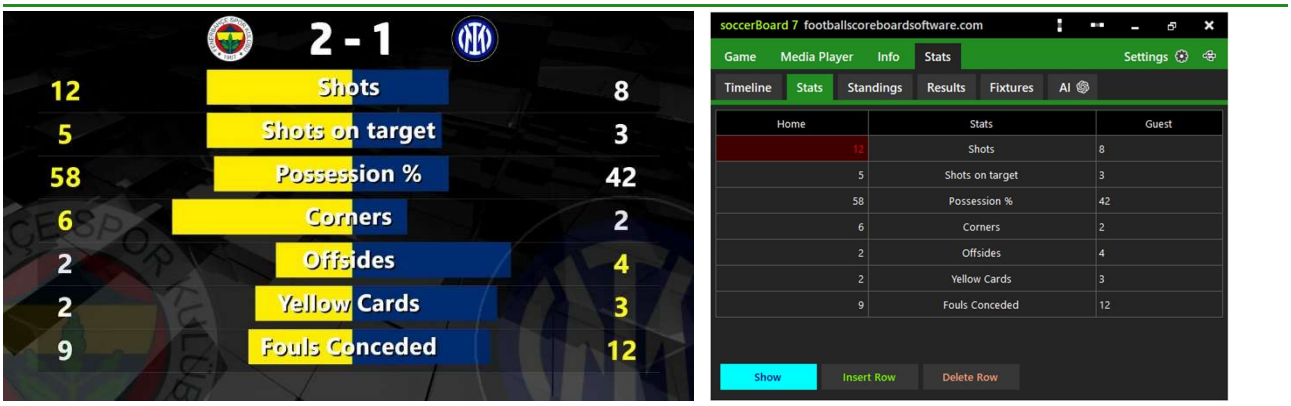


Figure 65. The statistics table and its board graphic.

Control	Name	What it does
Show	**Show**	Show: puts the match statistics table on the board.
Insert Row	**Insert Row**	Insert Row: inserts an empty statistics row above the selected row (or at the end when nothing is selected) and saves the table.
Delete Row	**Delete Row**	Delete Row: removes the selected statistics row and saves the table.

8.3 Standings

The league table. Edit the rows directly in the grid, tick the columns that should appear on the board, pick a logo for each team with the logo strip at the bottom, and click Save. Show displays the table on the board.

BOARD OUTPUT **CONTROL PANEL**

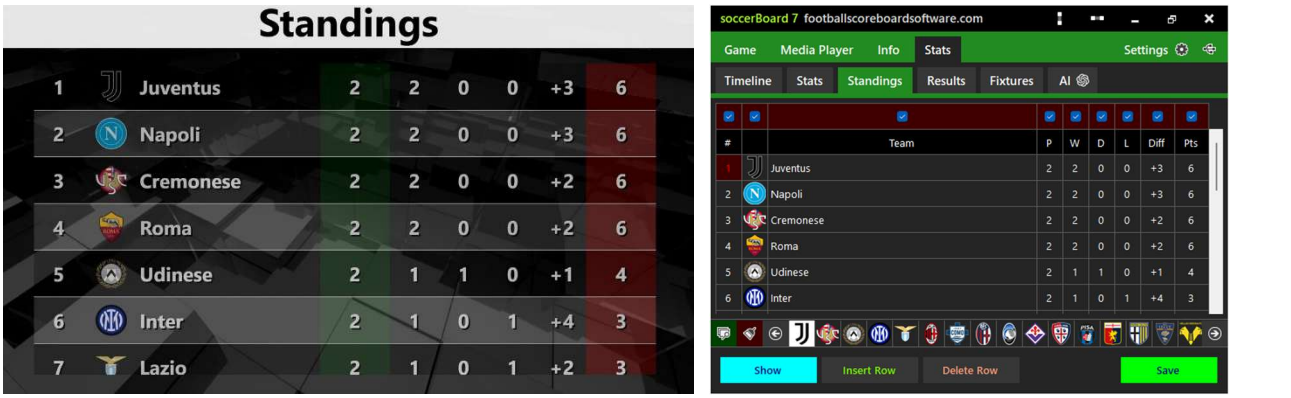
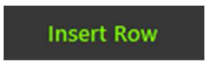
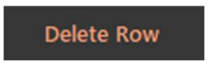


Figure 66. The standings editor and the league table on the board.

Control	Name	What it does
	**Select Picture**	Select Picture: opens a file dialog to add one or more logo images to the logo strip and saves the strip.
	**Clear**	Clear: removes all logos from the logo strip and saves the empty strip.
	**Scroll Left**	Scrolls the logo strip to the left while the button is held down.
	**Scroll Right**	Scrolls the logo strip to the right while the button is held down.
	**Show**	Show: puts the standings table on the board, including only the columns ticked in the column selector row.
	**Insert Row**	Insert Row: inserts an empty team row above the selected row (or at the end when nothing is selected) and renumbers the positions.
	**Delete Row**	Delete Row: removes the selected team row and renumbers the positions.
	**Save**	Save: saves the standings table; the button is greyed out until the table is changed again.
	**Save Logos**	Saves the logo strip; the button is greyed out until the strip is changed again.

8.4 Results and Fixtures

Two grids with the same layout: played matches with their scores and the coming fixtures. Save stores the list, Show displays it on the board.

BOARD OUTPUT



CONTROL PANEL

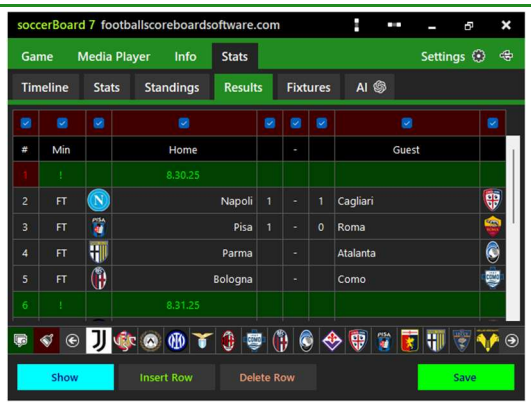


Figure 67. Results.

BOARD OUTPUT **CONTROL PANEL**

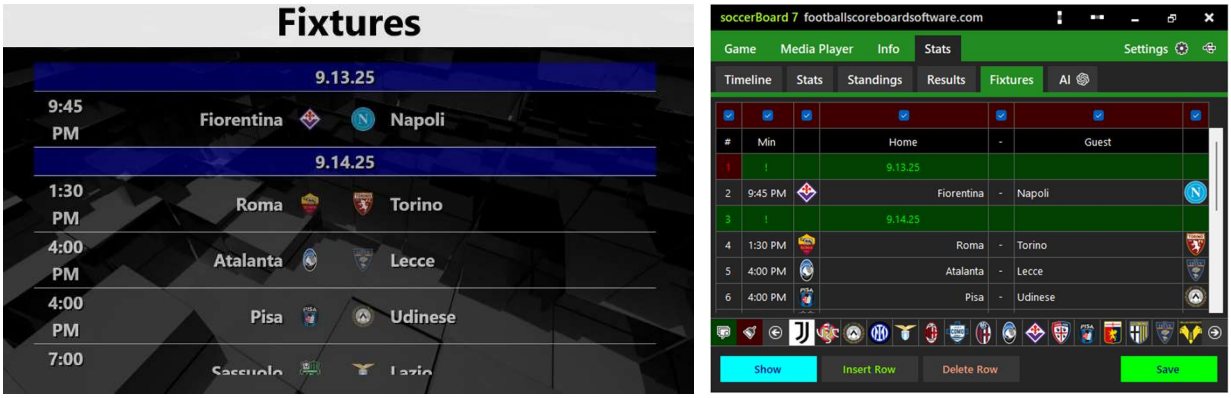


Figure 68. Fixtures.

Control	Name	What it does
	Select Picture	Select Picture: opens a file dialog to add one or more logo images to the logo strip and saves the strip.
	Clear	Clear: removes all logos from the logo strip and saves the empty strip.
	Scroll Left	Scrolls the logo strip to the left while the button is held down.
	Scroll Right	Scrolls the logo strip to the right while the button is held down.
Show	**Show**	Show: puts the results (or fixtures) table on the board with team names, logos and scores, including only the columns ticked in the column selector row.
Insert Row	**Insert Row**	Insert Row: inserts an empty match row above the selected row (or at the end when nothing is selected) and renumbers the rows.
Delete Row	**Delete Row**	Delete Row: removes the selected match row and renumbers the rows.
Save	**Save**	Save: saves the results or fixtures table.

8.5 Download from the internet

The AI button downloads standings, results and fixtures for a league from the internet, so you do not have to type them. Choose the data source, the country and the league, then click Download League Data. Preview opens a window with three tabs (Standings, Results, Fixtures) where you check the data before it replaces your own lists; the fourth tab opens the download folder. The page shows a message when there is no internet connection. Downloaded data may need corrections, so review it before the match.

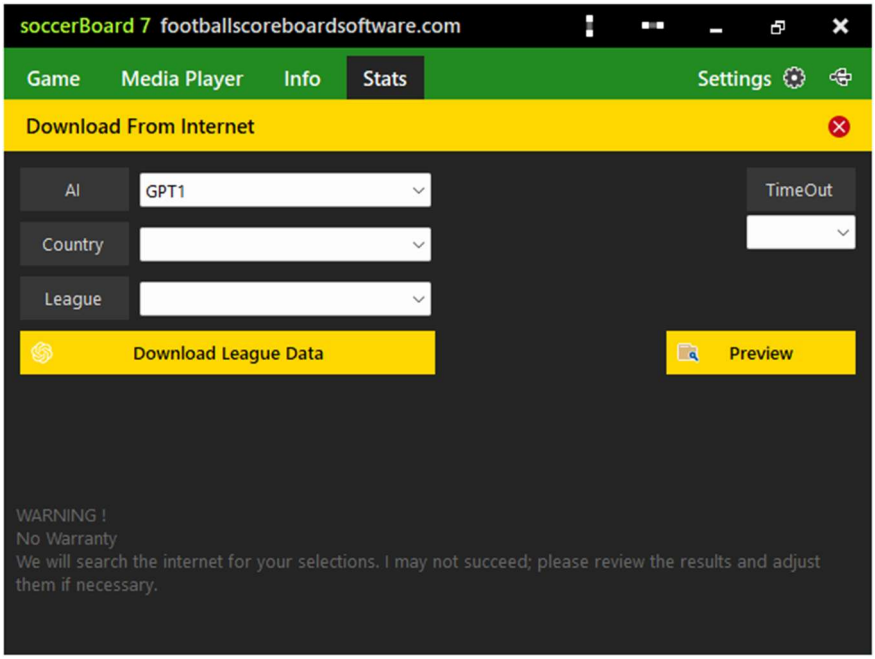


Figure 69. The internet download page.

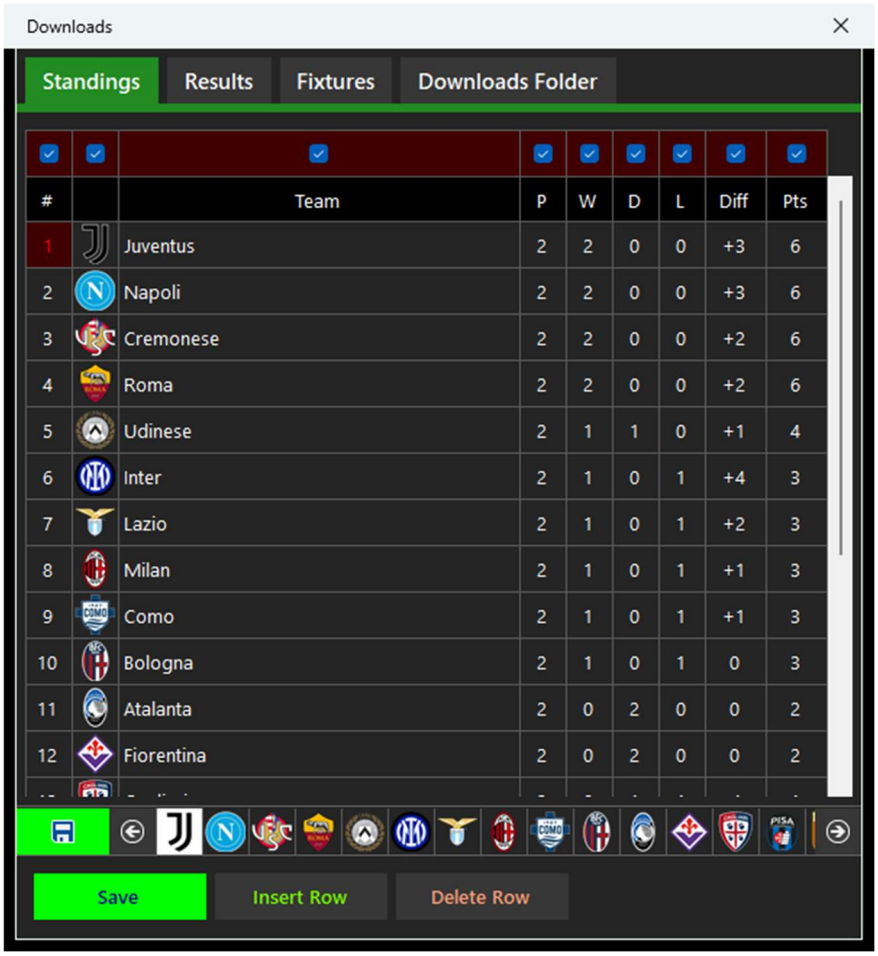


Figure 70. The preview window with the downloaded standings.

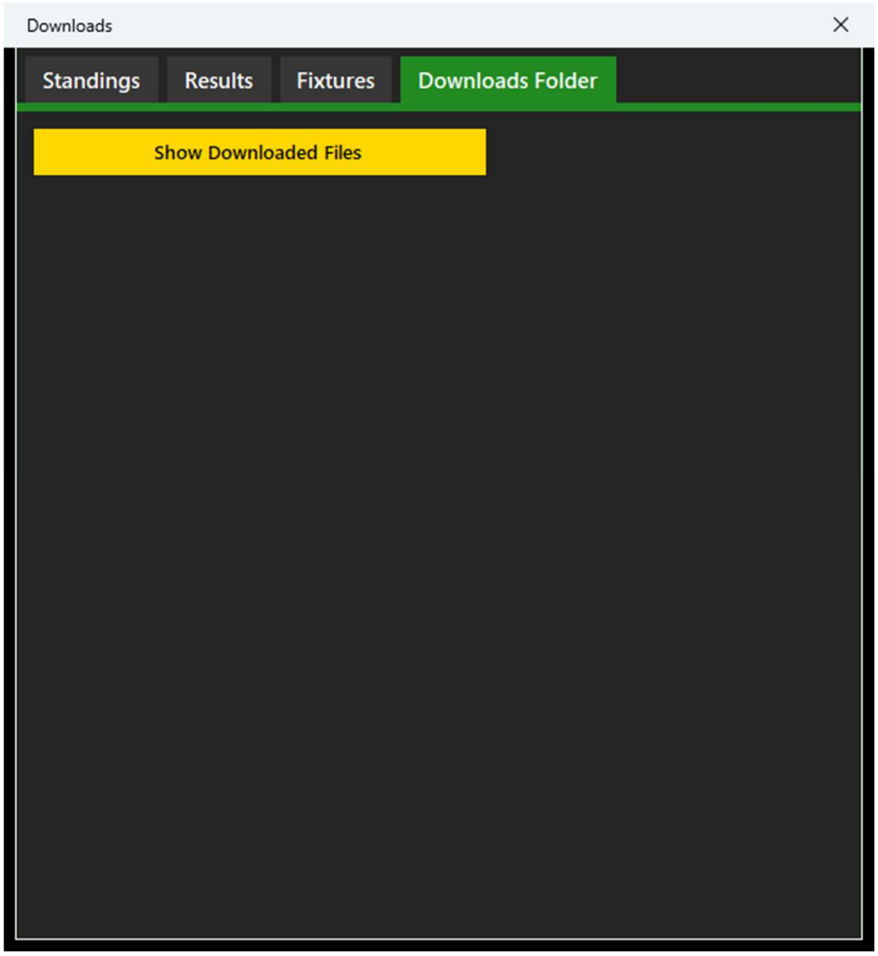


Figure 71. The download folder tab of the preview window.

Control	Name	What it does
	Close	Closes the download page and returns to the panel behind it.
GPT1	**Data Source**	Selects the data source (GPT1 to GPT5) used for the download and fills the country list with the countries available from that source.
	Country	Selects the country and fills the league list with the leagues available for that country.
	Timeout	Selects the timeout in seconds (5 to 60) allowed for the download.
	League	Selects the league whose data is downloaded.
	Download League Data	Starts the download of the standings, results and fixtures for the selected country and league from the chosen data source with the selected timeout; the download runs in a separate console window and the button is disabled meanwhile. Data sources beyond the first require a licence.
Preview	**Preview**	Opens the Downloads window where the downloaded standings, results and fixtures can be previewed.

Control	Name	What it does
	**Standings**	Shows the Standings page with the downloaded league table.
	**Results**	Shows the Results page with the downloaded match results.
	**Fixtures**	Shows the Fixtures page with the downloaded upcoming matches.
	**Downloads Folder**	Shows the Downloads Folder page with the button that opens the folder of downloaded files.
	**Show Downloaded Files**	Opens the folder of downloaded images in Windows Explorer.
not captured	**Page 5**	Reserved fifth page button; it is hidden in this version and opens no page.

9. Media player

The Media Player page plays videos and images full screen on the board, for example a highlight clip at half time or a sponsor reel before kick-off.

BOARD OUTPUT **CONTROL PANEL**

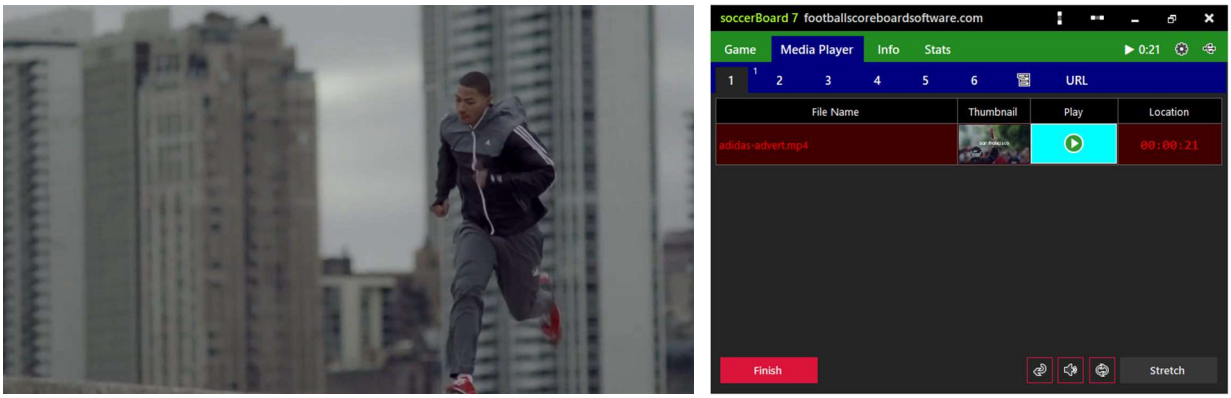


Figure 72. A clip playing on the board and the media player while it runs.

- Playlists 1 to 6 hold your clips; the More Playlists button opens a drop-down for further lists and the URL button opens a list of web videos.
- Add Clip inserts video or image files, Delete Clip and Delete List remove them. Images are shown for the number of seconds set under Settings > Display Properties > Image Play Duration.
- Play Selected starts the selected clip, Start Playlist plays the whole list; Auto Repeat loops it. Pause and Stop work as expected, and the position is shown in the menu strip while a clip runs.
- The Sound button mutes the audio, the Display Mode button chooses how the picture is scaled.
- Playing a clip hides the scoreboard; Return To Scoreboard brings it back automatically when the list ends.

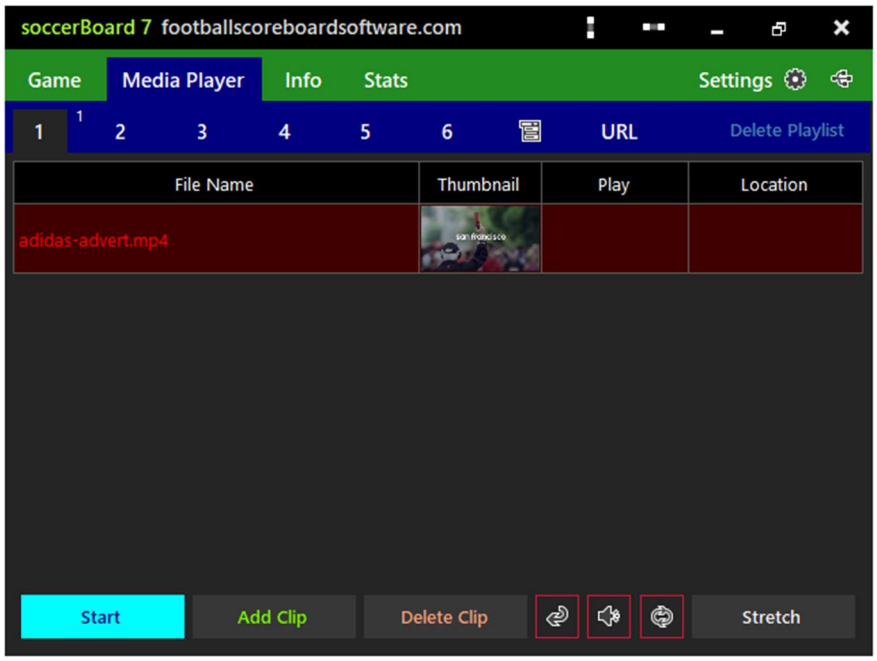


Figure 73. The media player with playlist 1 selected.

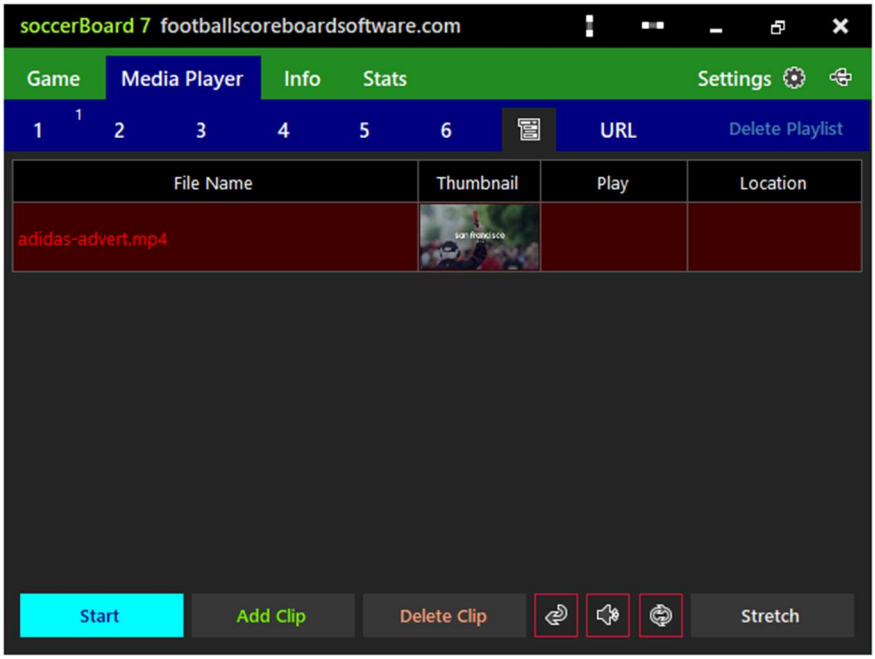


Figure 74. The playlist drop-down of the More Playlists button.

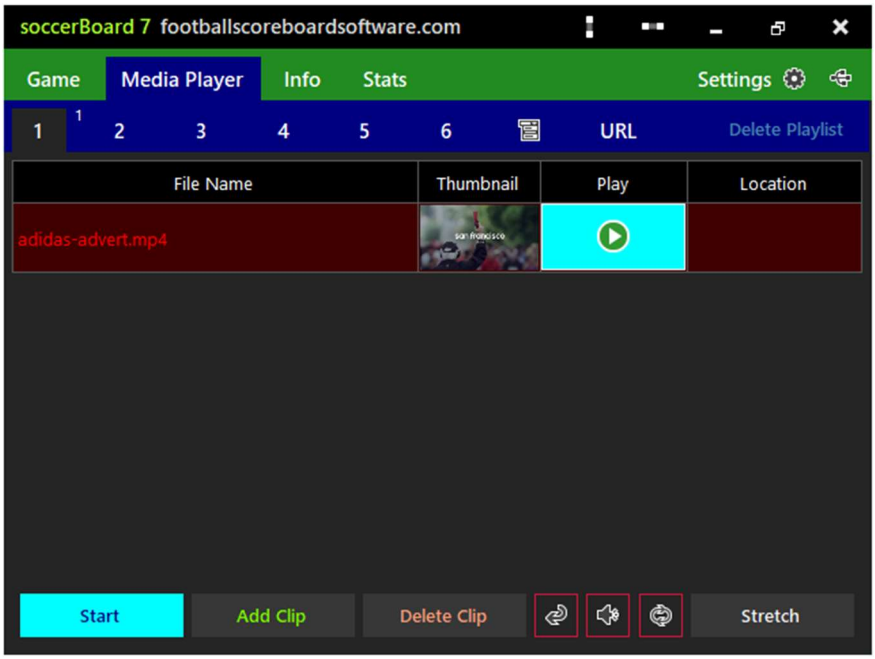


Figure 75. A clip selected in the list.

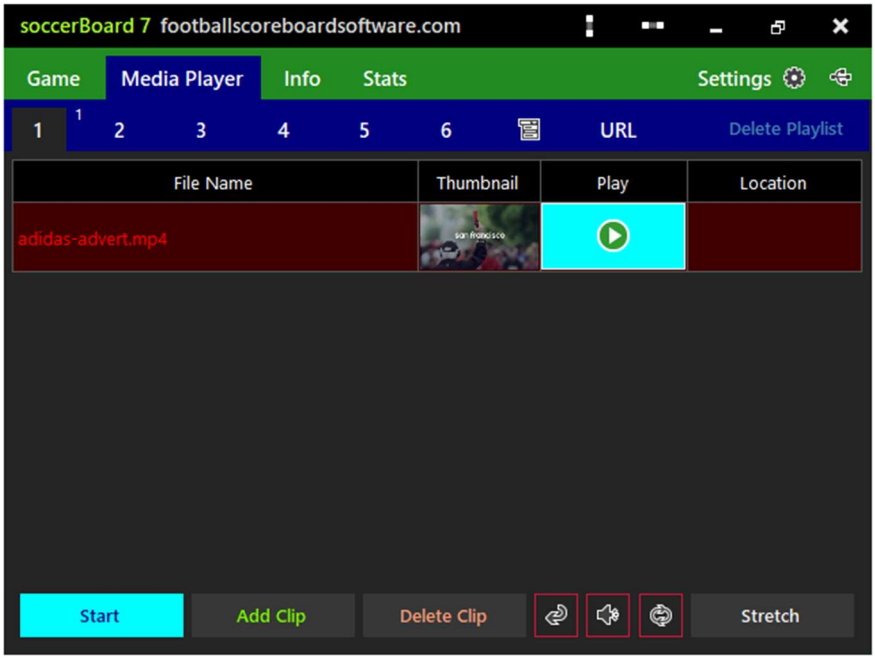


Figure 76. The display mode list.

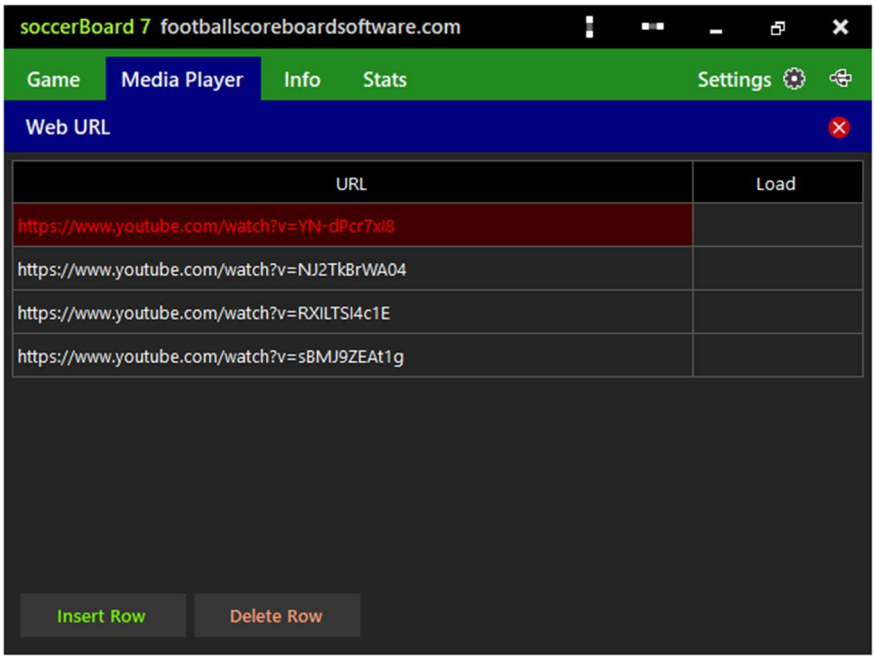


Figure 77. The URL list for web videos.

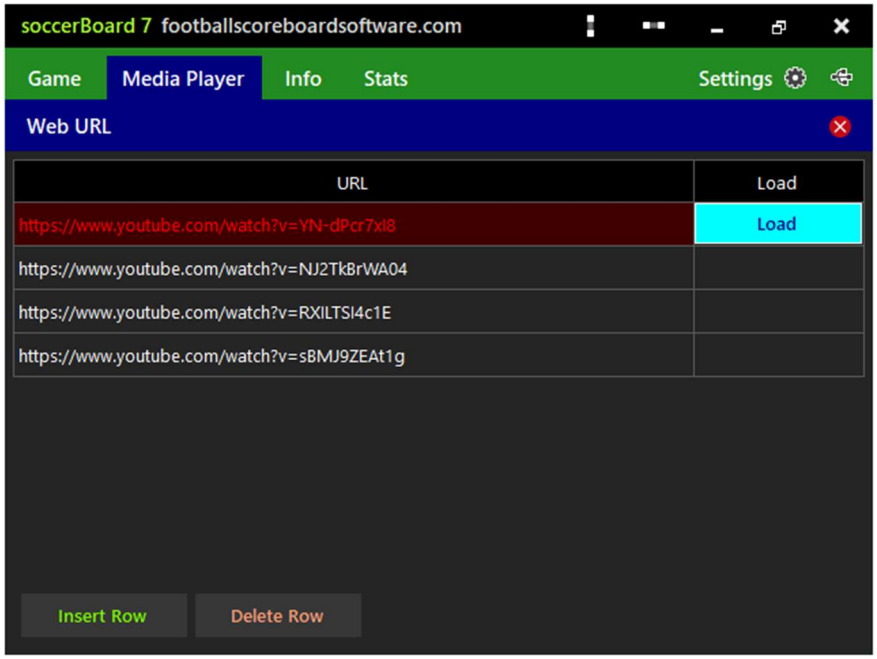
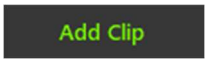
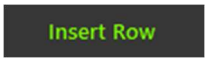
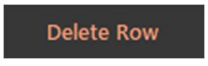


Figure 78. A row selected in the URL list.

Control	Name	What it does
1	**Playlist 1**	Switches to playlist 1 and loads its clips into the list. Not available while something is playing.
2	**Playlist 2**	Switches to playlist 2 and loads its clips into the list. Not available while something is playing.
3	**Playlist 3**	Switches to playlist 3 and loads its clips into the list. Not available while something is playing.
4	**Playlist 4**	Switches to playlist 4 and loads its clips into the list. Not available while something is playing.
5	**Playlist 5**	Switches to playlist 5 and loads its clips into the list. Not available while something is playing.
6	**Playlist 6**	Switches to playlist 6 and loads its clips into the list. Not available while something is playing.
	More Playlists	Opens the drop-down list of further playlist numbers so a playlist beyond the six buttons can be chosen. Not available while something is playing.
URL	**URL**	Opens the URL page where web addresses (for example YouTube links) are kept and loaded onto the board. Not available while something is playing.
Delete Playlist	**Delete List**	Removes all clips from the current playlist and saves the empty playlist.
	Play	Plays the selected clip on the board; while it is playing the button turns into Stop, which ends the playback. Starting a single clip also cancels a running playlist. The button sits on the selected row.
Start	**Start Playlist**	Starts playing the playlist from the selected clip, one clip after another (auto repeat is switched off); while running the button turns into Finish Playlist, which stops the playback.

Control	Name	What it does
	**Add Clip**	Opens a file dialog to add one or more media files to the current playlist. Not available while something is playing.
	**Delete Clip**	Removes the selected clip from the current playlist and saves the playlist. Not available while something is playing.
	**Return To Scoreboard**	Switches on or off the automatic return to the scoreboard when the playlist ends; a green border means the board returns to the game automatically.
	**Sound**	Switches the media sound on (green border) or off (red border); the setting is remembered.
	**Auto Repeat**	Switches auto repeat on or off; with a green border the current clip is played again when it ends.
	**Display Mode**	Shows the current media display mode (for example Stretch) and opens the mode list when clicked.
not captured	**Pause**	Pauses the clip that is playing on the board; clicking again resumes it. The button sits on the row of the playing clip.
not captured	**Play Selected**	Plays the selected clip on the board while another clip is already playing, replacing it, and moves the play and pause buttons to the new row.
not captured	**Display Mode List**	Selects how clips are fitted to the board (for example Stretch), applies it to the board display and remembers the choice.
not captured	**Playlist Number**	Selects a playlist by number and loads its clips into the list.

Control	Name	What it does
	**Close**	Closes the URL page and returns to the panel behind it.
	**Load**	Saves the URL list and loads the web address of the selected row onto the board.
	**Insert Row**	Inserts an empty row above the selected row of the URL list (or at the end when nothing is selected) for a new web address.
	**Delete Row**	Deletes the selected row from the URL list.

10. Sponsored mode

Sponsored mode adds a strip to the Standard board. The strip shows either a slideshow of sponsor images or one of four scrolling texts. The control page has three tabs.

10.1 Sponsors tab

The slideshow of sponsor images. The images themselves are managed on the Info > Sponsors page (chapter 7.10); click the picture icon here to jump there. The gear icon opens the style settings (image height, spacing, speed, direction and background colour). Apply sends the strip to the board.

BOARD OUTPUT **CONTROL PANEL**

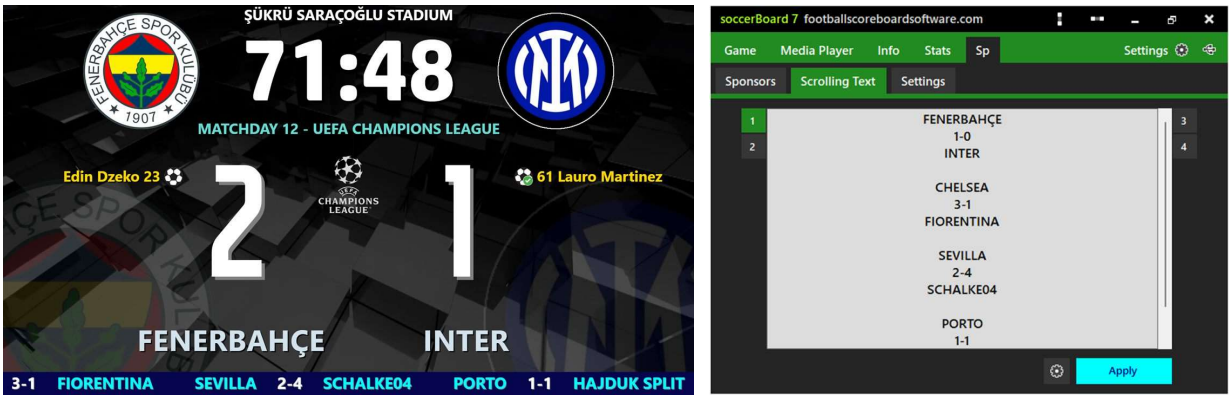


Figure 79. The Sponsored board with the sponsor strip and the Sponsors tab.

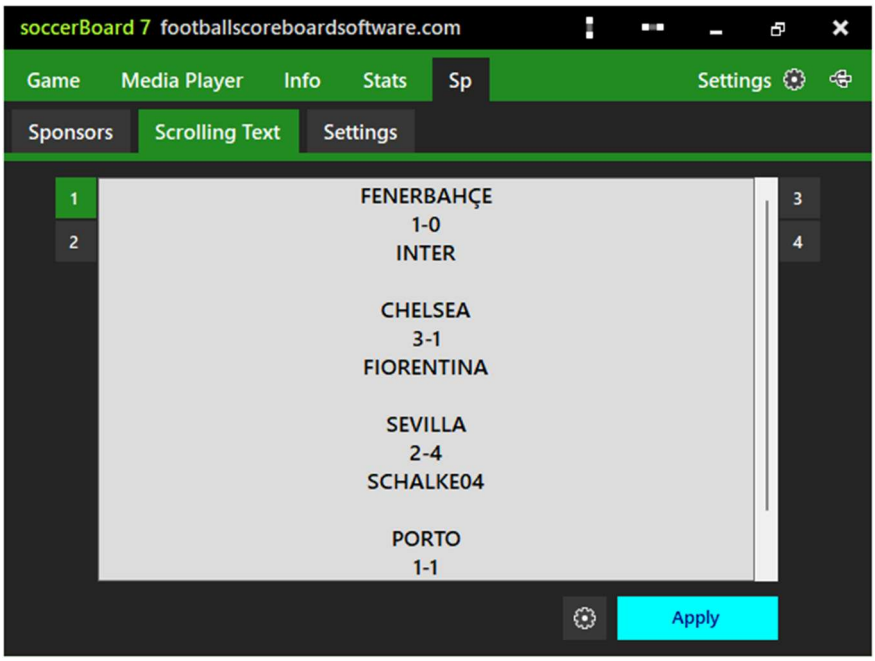


Figure 80. The style settings of the sponsor strip.

10.2 Scrolling Text tab

Four text slots (buttons 1 to 4). Type the text, use the gear icon to set font, size, colours, speed and direction, then Apply the slot you want on air.

BOARD OUTPUT **CONTROL PANEL**

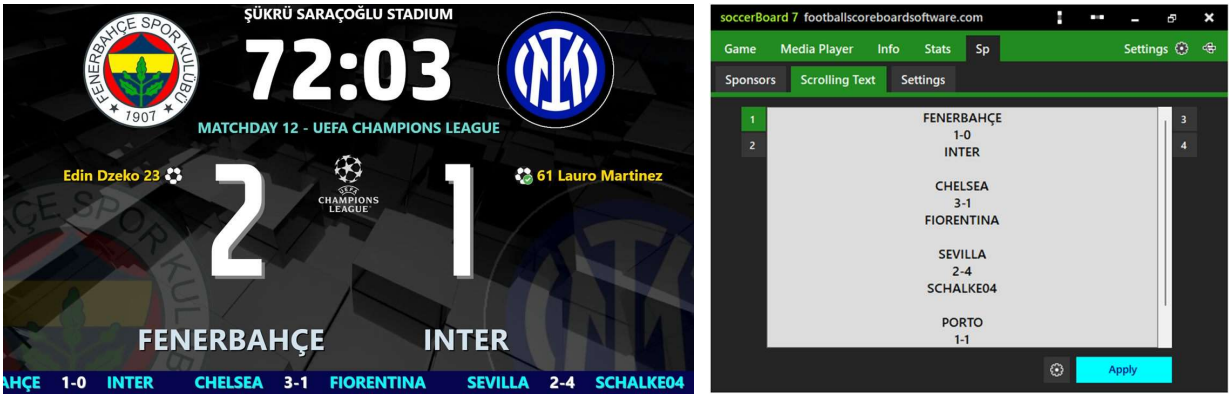


Figure 81. A scrolling text on the board and the Scrolling Text tab.

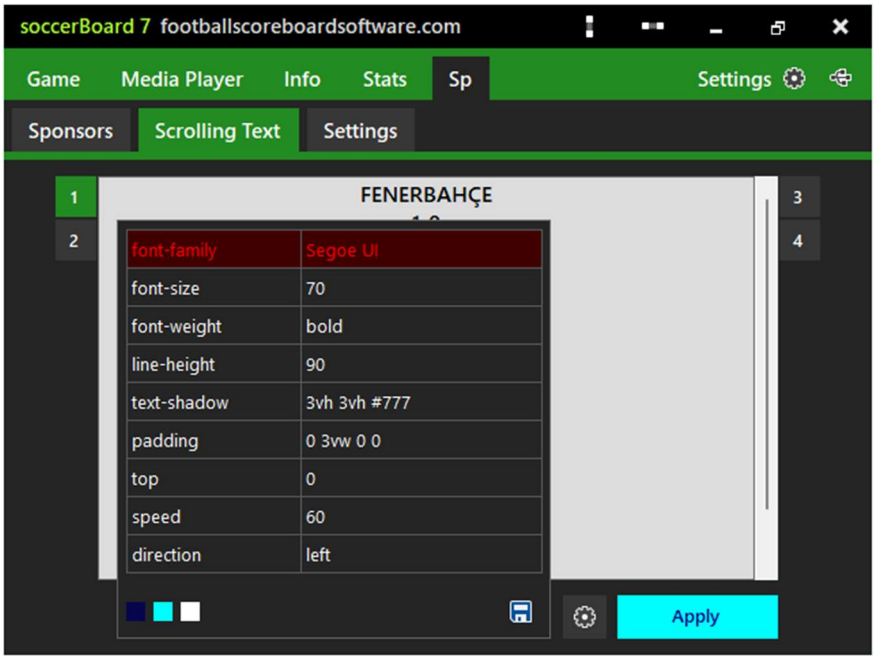


Figure 82. The style settings of the scrolling text.

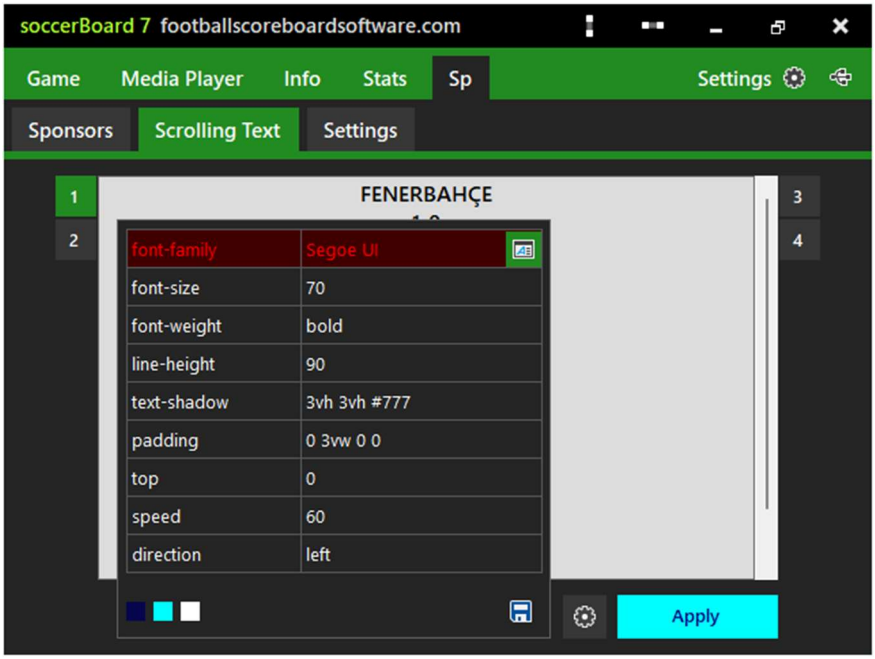


Figure 83. The font row selected in the style settings; the font button opens the font picker.

10.3 Settings tab

Whether the strip sits at the top or the bottom of the board and how high it is.

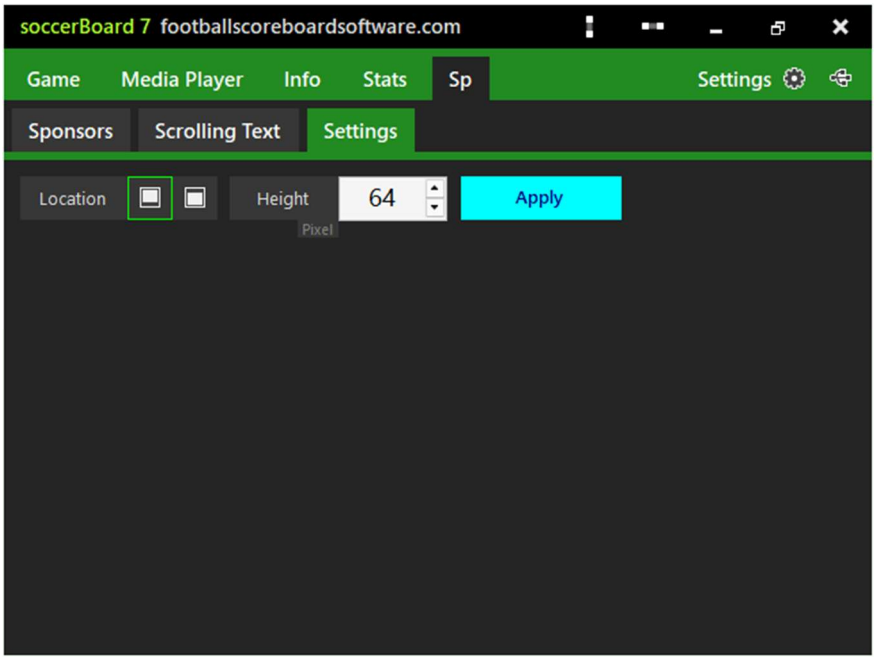


Figure 84. Strip location and height.

10.4 Info and Stats graphics in Sponsored mode

The Info and Stats graphics look exactly the same in Sponsored mode as in Standard mode; the following pair was captured in Sponsored mode as verification and is pixel-identical to its Standard counterpart in chapter 7.

BOARD OUTPUT **CONTROL PANEL**

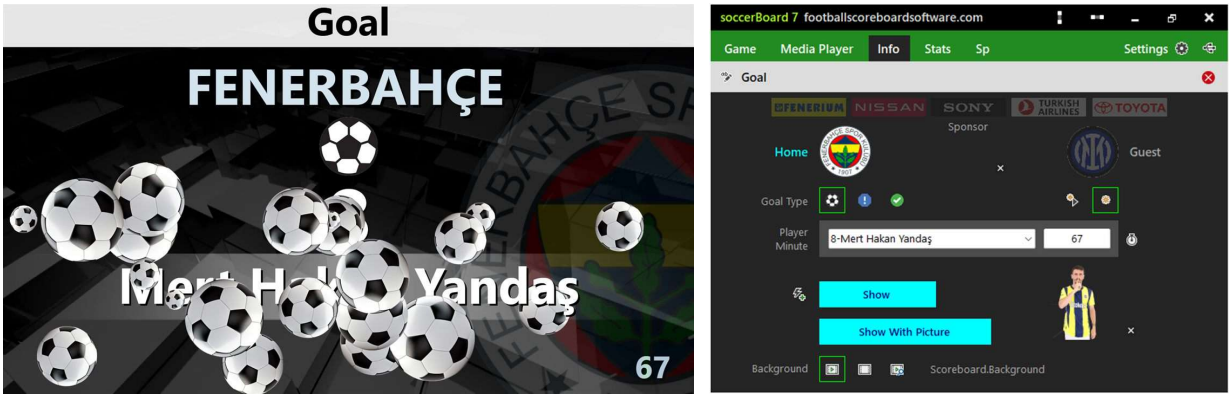
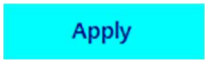


Figure 85. A goal graphic shown in Sponsored mode.



Figure 86. The league table in Sponsored mode.

Control	Name	What it does
Sponsors	**Sponsors**	Sponsors tab: shows the sponsor image slide show page, where the sponsor logos are managed and sent to the Sponsored board.
Scrolling Text	**Scrolling Text**	Scrolling Text tab: shows the scrolling text page, loads text slot 1 into the editor and places the cursor at the end of the text.
Settings	**Settings**	Settings tab: shows the position and height settings of the Sponsored strip, loaded with the values currently in use.
⚙	**Image Layout Settings**	Shows or hides the layout settings panel of the sponsor image slide show (image height, padding, top offset, speed, direction).
1	**Text 1**	Selects scrolling text slot 1 and loads its saved text into the editor.

Control	Name	What it does
	**Sponsor Images**	Opens the sponsor logo list window, where sponsor images are added, removed and a default logo is chosen.
	**Apply**	Apply: builds the sponsor image slide show from the current image list and layout settings (image height, padding, top offset, speed, direction, background colour) and shows it on the Sponsored board. Also closes the image layout settings panel.
	**Bottom**	Places the Sponsored strip at the bottom of the board by selecting Bottom in the position list; use Apply to make it effective.
	**Top**	Places the Sponsored strip at the top of the board by selecting Top in the position list; use Apply to make it effective.
	**Apply**	Apply: saves the chosen position (top or bottom) and height of the Sponsored strip and resizes the board output immediately.
	**Text 3**	Selects scrolling text slot 3 and loads its saved text into the editor.
	**Text 2**	Selects scrolling text slot 2 and loads its saved text into the editor.
	**Font**	Opens the font chooser and writes the selected font family into the currently selected row of the scrolling text style grid.
	**Text 4**	Selects scrolling text slot 4 and loads its saved text into the editor.
	**Save Image Layout**	Saves the layout settings of the sponsor image slide show (image height, padding, top offset, speed, direction) and closes the settings panel.
	**Background Colour**	Opens the colour picker for the background colour of the scrolling text / sponsor slide show and stores the chosen colour.
	**Colour 2**	Opens the colour picker for the text colour of the even (1st, 3rd, ...) scrolling text lines and stores the chosen colour.
	Colour 3	Opens the colour picker for the text colour of the odd (2nd, 4th, ...) scrolling text lines; the colour is stored when the text style is saved.
	**Save Text Style**	Saves the style settings of the scrolling text (font, size, weight, line height, shadow, padding, top offset, speed, direction and the three colours) and closes the settings panel.
	**Text Style Settings**	Shows or hides the style settings panel of the scrolling text (font, size, speed, direction, colours).
	**Apply**	Apply: saves the text of the selected scrolling-text slot as the active scrolling text and shows it on the Sponsored board with the current text style (font, size, weight, line height, shadow, padding, top offset, speed, direction and the three colours).
not captured	**Position**	Chooses whether the Sponsored strip is shown at the top or the bottom of the board; the matching Top/Bottom button is highlighted. Use Apply to make it effective.

11. Advertisement mode

Advertisement mode turns the board into a layout with a scoreboard box, up to two banners and a large media area. It is meant for screens where the match result shares the picture with advertising, a camera or another program.



Figure 87. The Advertisement board: scoreboard box, playlist video in the media area, scrolling banner at the bottom.

The control page opens on the Media Player tab and has five tabs: Media Player, Camera, Screen Capture, Banner and Settings.

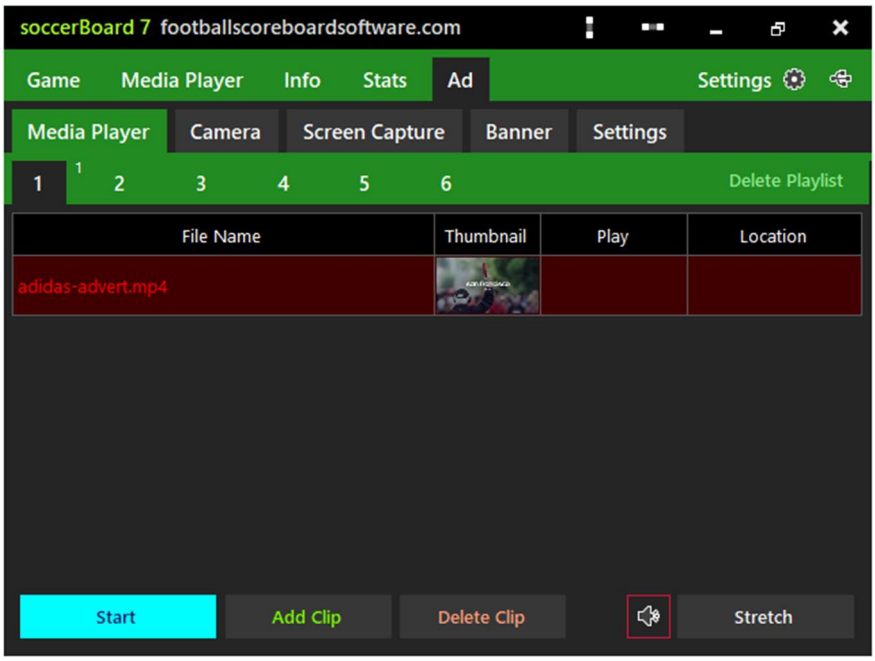


Figure 88. The Advertisement control page as it opens.

11.1 Settings

Four sub-tabs define the layout. Scoreboard: on which side the scoreboard box sits and how large it is (in percent of the board). 1. Banner and 2. Banner: position (top or bottom), height, whether the banner is docked next to the scoreboard box and whether it is visible at all. Multimedia: how the media area scales its content (Stretch, Center and so on). Click Apply after a change.

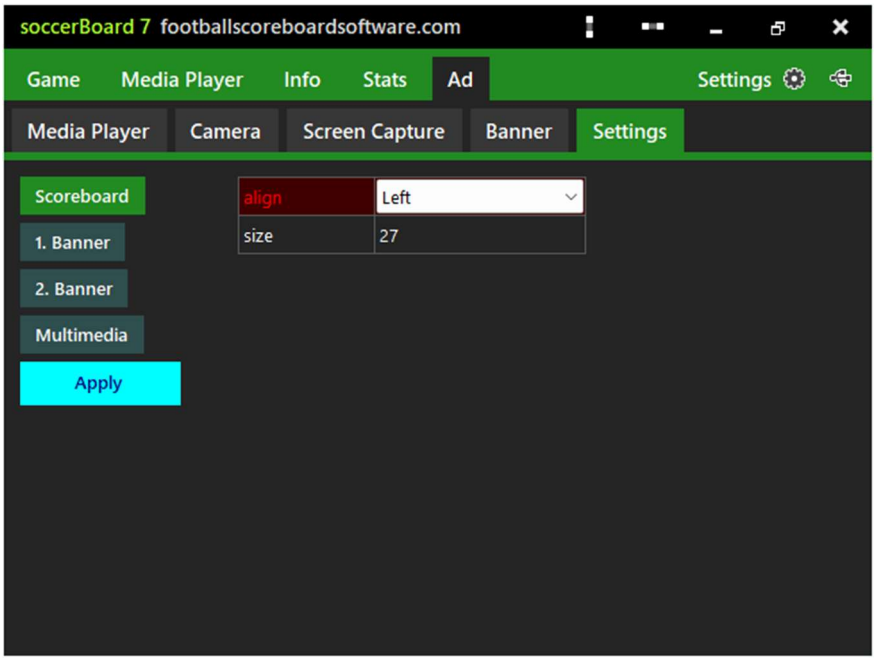


Figure 89. Advertisement settings: the Scoreboard tab.

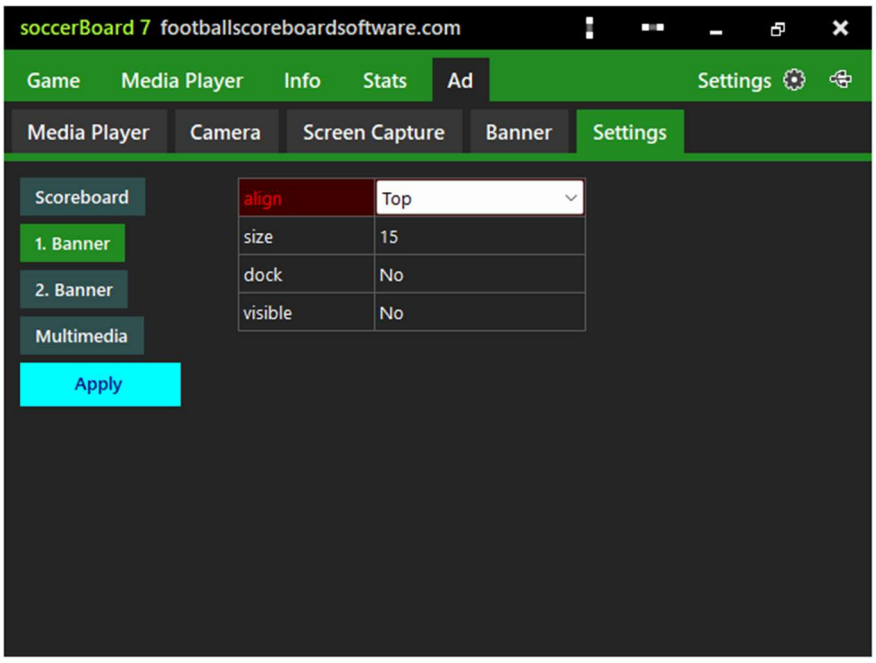


Figure 90. Advertisement settings: the 1. Banner tab.

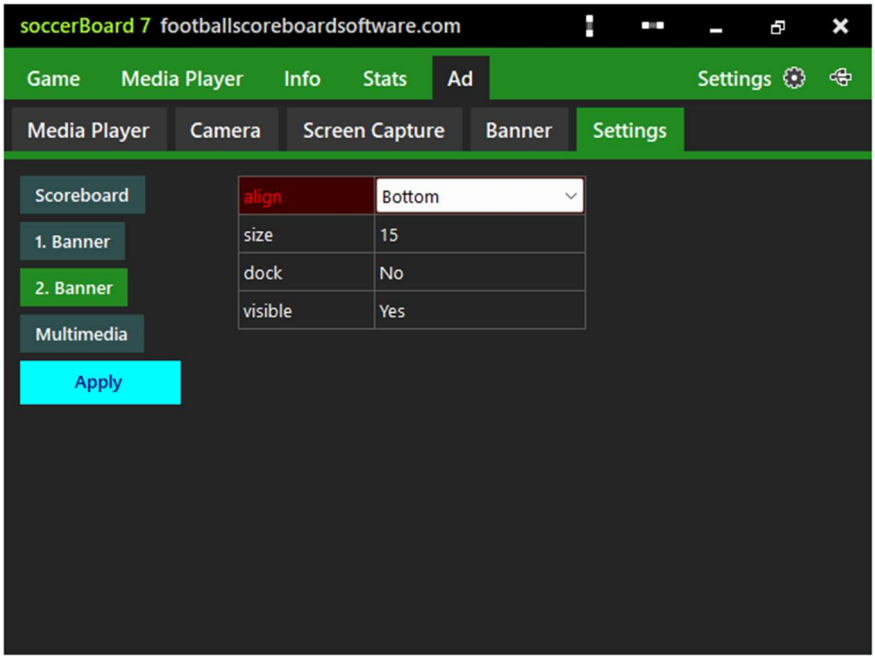


Figure 91. Advertisement settings: the 2. Banner tab.

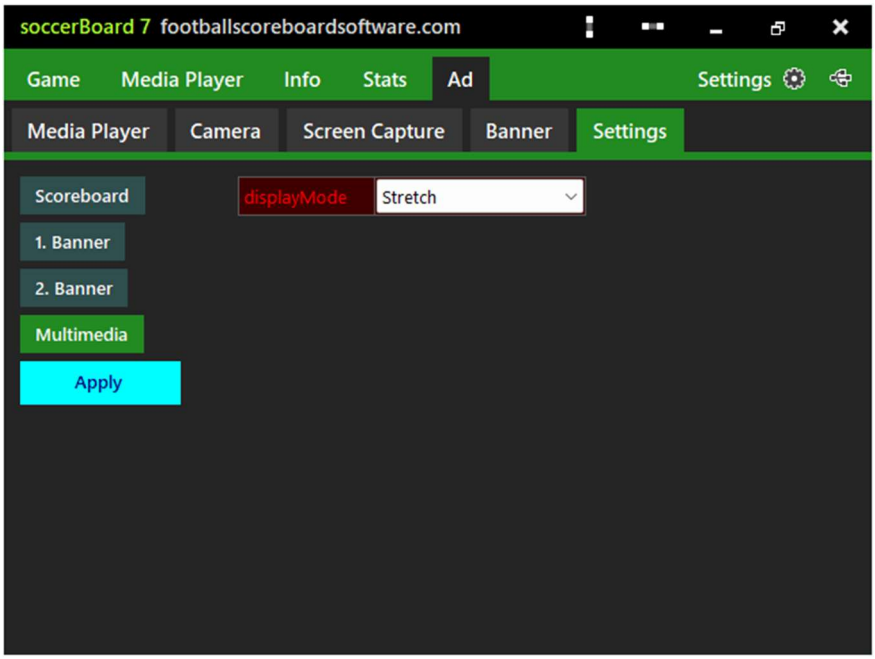


Figure 92. Advertisement settings: the Multimedia tab.

Control	Name	What it does
Media Player	**Media Player**	Media Player tab: shows the Advertisement media playlist page, where clips are played on the Advertisement board.
Camera	**Camera**	Camera tab: shows the camera / NDI input page for the Advertisement board.
Screen Capture	**Screen Capture**	Screen Capture tab: shows the screen capture page, where a region of the desktop is sent to the Advertisement board.
Banner	**Banner**	Banner tab: shows the editor of the two Advertisement banners (sponsor slide show, scrolling text or media clips).

Control	Name	What it does
Settings	**Settings**	Settings tab: shows the layout settings of the Advertisement board, opening on the Scoreboard tab.
Scoreboard	**Scoreboard**	Scoreboard tab: loads the alignment and size of the scoreboard area on the Advertisement board into the settings grid.
Stretch	**Display Mode**	Drop-down shown in the settings grid for the display mode row: chooses how media is fitted into the Advertisement area (Stretch, Center, Original, Size to fit, Zoom...) and stores the choice immediately.
Top	**Alignment**	Drop-down shown in the settings grid for an alignment row: chooses where the scoreboard or banner is placed (for example Left, Top, Bottom); saved with Apply.
1. Banner	**1. Banner**	1. Banner tab: loads the alignment, size, dock and visibility of the first banner into the settings grid.
2. Banner	**2. Banner**	2. Banner tab: loads the alignment, size, dock and visibility of the second banner into the settings grid.
Multimedia	**Multimedia**	Multimedia tab: loads the display mode of the media area (for example Stretch or Center) into the settings grid.
Apply	**Apply**	Apply: saves the layout values of the selected settings tab (scoreboard alignment and size, banner alignment, size, dock and visibility, or the media display mode) and resizes the Advertisement board. A banner set to size 0 or not visible is cleared from the board.
not captured	**Yes / No**	Drop-down shown in the settings grid for the dock and visible rows: chooses Yes or No; saved with Apply.

11.2 Media Player

A playlist player for the media area with six playlists. Add Clip inserts video or image files, Delete Clip and Delete List remove them. Play starts the selected clip, Start plays the whole list in a loop. The Sound button mutes and unmutes, the Display Mode button selects how the picture is scaled. Only one source (playlist, camera or capture) can feed the media area at a time; starting one stops the others.

BOARD OUTPUT



CONTROL PANEL

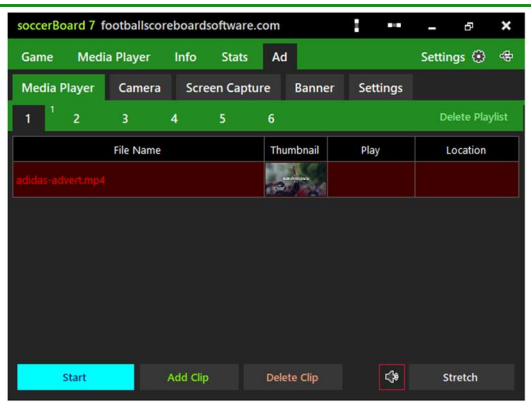


Figure 93. The Advertisement media player and the clip in the media area.

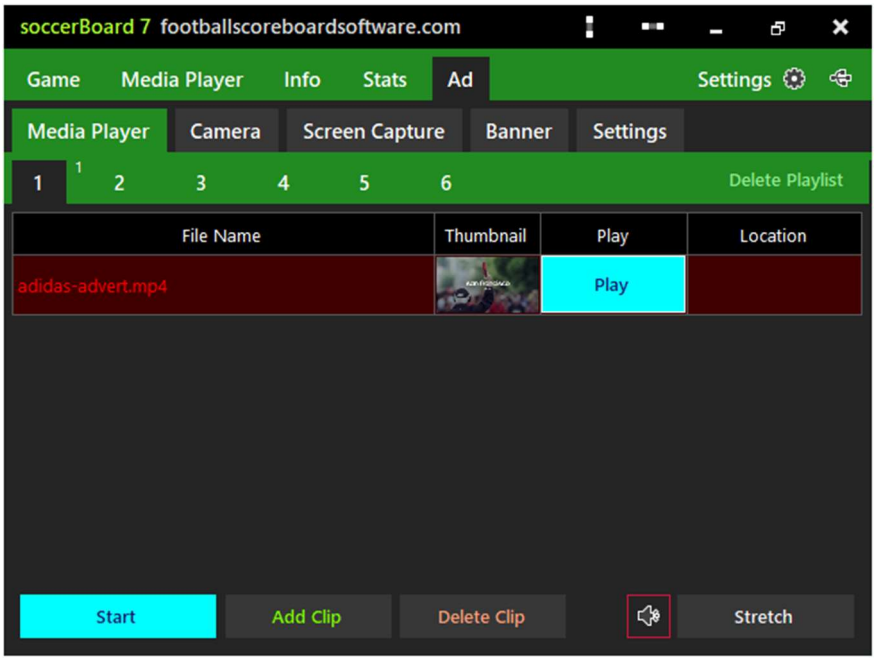


Figure 94. A clip selected in the list.

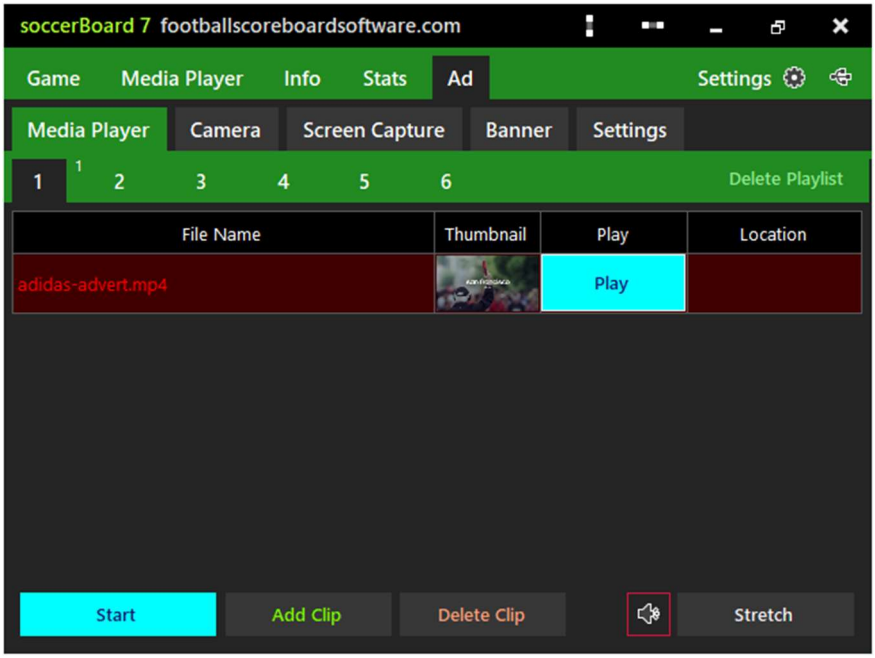


Figure 95. The display mode list.

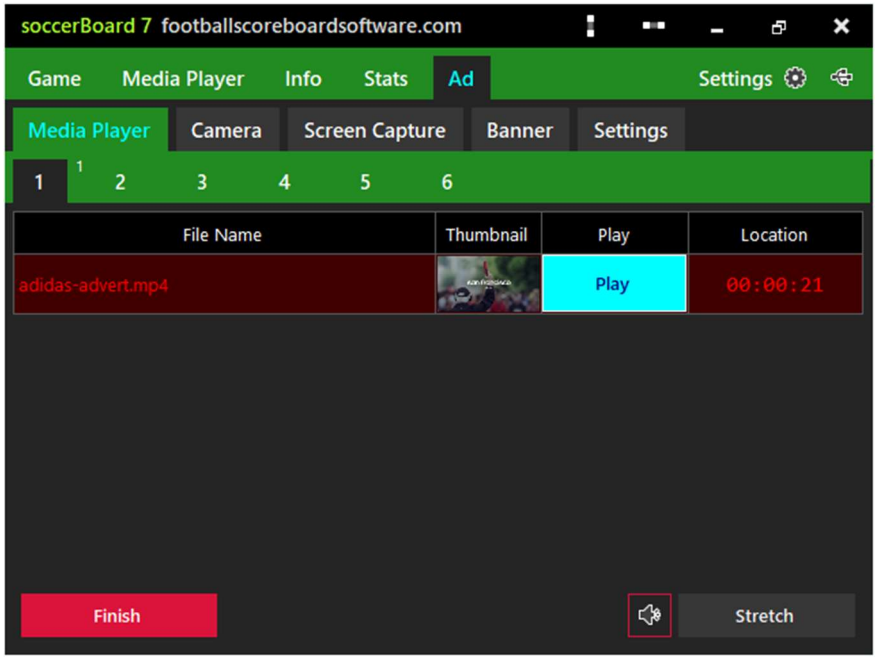


Figure 96. The media player while a clip plays.

Control	Name	What it does
1	**Playlist 1**	Selects playlist 1 and loads its clips. Not available while a clip or the playlist is playing.
2	**Playlist 2**	Selects playlist 2 and loads its clips. Not available while a clip or the playlist is playing.
3	**Playlist 3**	Selects playlist 3 and loads its clips. Not available while a clip or the playlist is playing.
4	**Playlist 4**	Selects playlist 4 and loads its clips. Not available while a clip or the playlist is playing.
5	**Playlist 5**	Selects playlist 5 and loads its clips. Not available while a clip or the playlist is playing.
6	**Playlist 6**	Selects playlist 6 and loads its clips. Not available while a clip or the playlist is playing.
Delete Playlist	**Delete Playlist**	Delete Playlist: removes all clips from the current playlist and saves the empty list.
Play	**Play / Stop**	Play / Stop: stops the camera and screen capture, then plays the selected clip on the Advertisement board and stops any running playlist; while playing, the button turns red and pressing it again stops the clip.
Start	**Start Playlist**	Start Playlist / Finish: stops the camera and screen capture, then plays the playlist from the selected clip onwards, one clip after another, on the Advertisement board; while running, the button turns red and pressing it again stops playback.
Add Clip	**Add Clip**	Add Clip: opens a file dialog to add one or more media files to the current playlist. Not available while a clip or the playlist is playing.
Delete Clip	**Delete Clip**	Delete Clip: removes the selected clip from the current playlist and saves the list. Not available while a clip or the playlist is playing.

Control	Name	What it does
	**Mute**	Toggles the audio of the media player on (green border) or off (red border) and remembers the setting.
	**Display Mode**	Shows the current display mode and opens the display mode list when clicked.
not captured	**Return To Scoreboard**	Return to Scoreboard Screen When Playlist Ends: toggles whether the display switches back to the scoreboard automatically when the playlist finishes (green border = on, red border = off).
not captured	**Display Mode**	Chooses how media is fitted into the Advertisement area (Stretch, Center, Original, Size to fit, Zoom...); the choice is applied to the player and stored immediately.

11.3 Camera

Shows a camera or an NDI input in the media area. In Camera mode pick the device and the format, click Start to see the preview and Show to put the picture on the board. In NDI mode the list shows every NDI source on the network; the refresh button scans again. Stop releases the device.

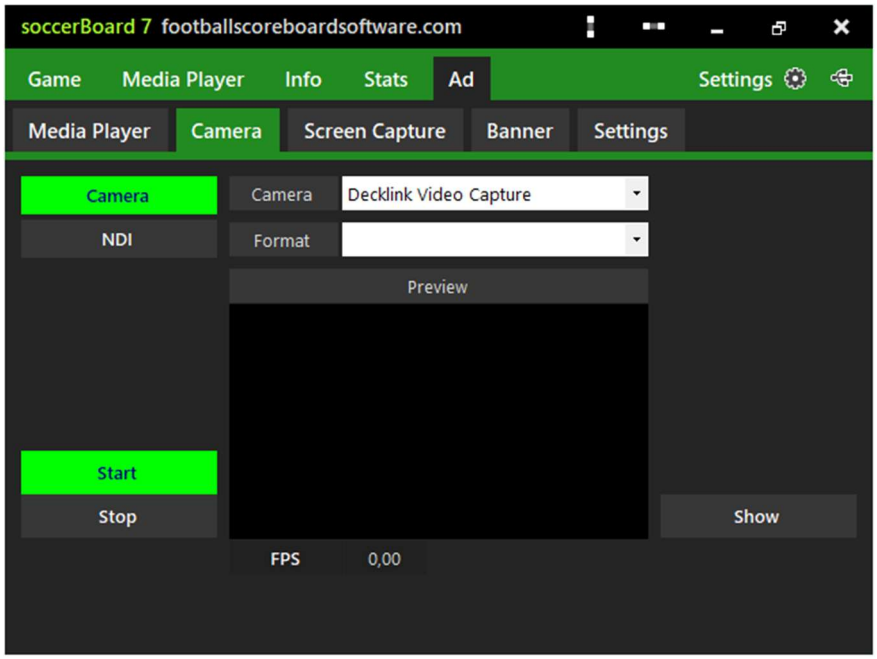


Figure 97. The Camera tab. On this PC a capture card is listed but no camera signal is connected, so the preview stays black.

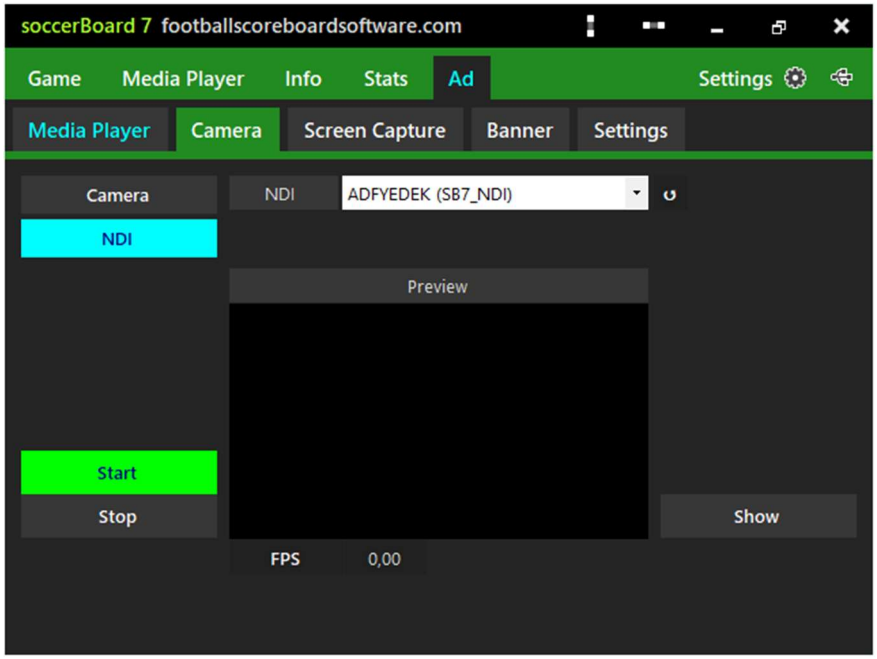


Figure 98. The Camera tab in NDI mode with a network source selected.

Control	Name	What it does
Camera	**Camera**	Camera: switches the input page to camera mode and shows the camera and format lists.
Decklink Video Capture	**Camera**	Lists the cameras found on this PC; selecting one loads its available formats (resolution / frame rate) into the format list.
ADFYEDEK (SB7_NDI)	**NDI Source**	Lists the NDI sources found on the network; the selected source is used when the NDI input is started. Use the refresh button to search again.
	Refresh NDI	Searches the network again for NDI sources and refreshes the NDI source list.
NDI	**NDI**	NDI: switches the input page to NDI mode, shows the NDI source list and searches the network for sources if the list is empty.
	Format	Lists the resolutions and frame rates offered by the selected camera; the selected format is used when the camera is started.
Start	**Start**	Start: starts the selected camera (with the chosen format) or the selected NDI source as a preview; a warning appears if no source is selected. Use Show to put it on the board.
Stop	**Stop**	Stop: stops the running camera or NDI input and removes it from the Advertisement board.
Show	**Show**	Show: stops screen capture and media playback and puts the running camera or NDI input onto the Advertisement board.
FPS	**FPS**	Shows the current frame rate of the running camera or NDI input next to the button.

11.4 Screen Capture

Captures a rectangle of the operator PC's desktop, for example a browser window with a live table, and shows it in the media area. Type the rectangle (left, top, width, height in pixels) or click the selection button and drag the rectangle on the screen. Start begins the capture, Stop ends it. The FPS field shows the current capture rate.

BOARD OUTPUT **CONTROL PANEL**

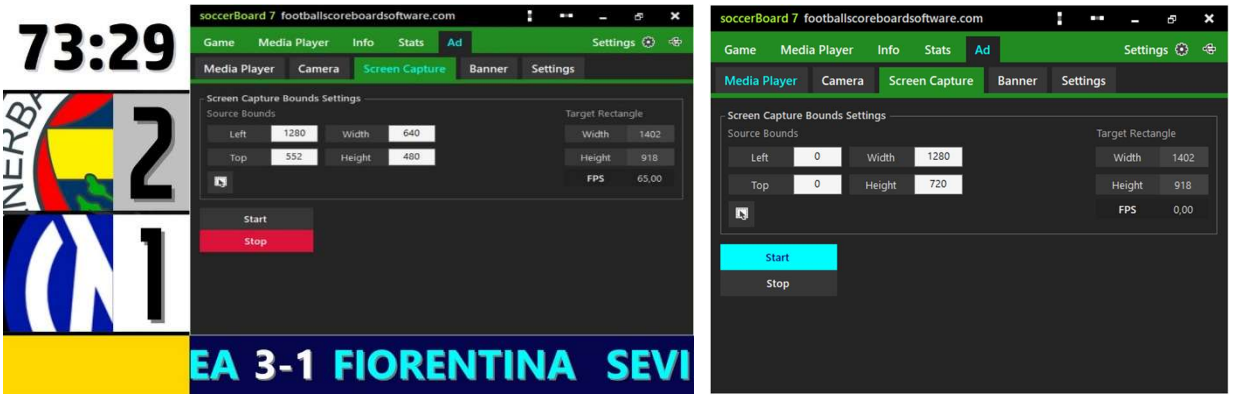


Figure 99. The Screen Capture tab and the captured region in the media area.

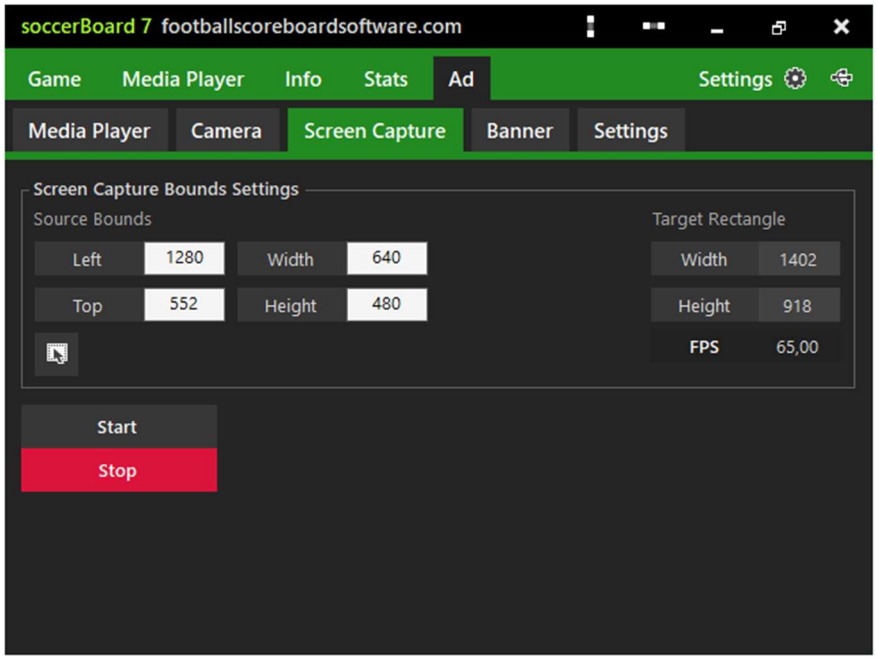


Figure 100. The Screen Capture tab while the capture runs.

Control	Name	What it does
FPS	**FPS**	Shows the current frame rate of the running screen capture next to the button.
	Select Rectangle	Select Rectangle: opens a full-screen overlay to draw the desktop area to capture; the left, top, width and height fields are filled from the drawn rectangle.
Start	**Start**	Start: stops the camera and media playback, saves the capture area and starts capturing that desktop area onto the Advertisement board; a notice appears if the area is invalid.

Control	Name	What it does
Stop	**Stop**	Stop: stops the screen capture and clears the captured picture from the Advertisement board.

11.5 Banner

The editor for the two banners; the two buttons at the top switch between 1. Banner and 2. Banner. Each banner shows sponsor images, a scrolling text or a small media playlist, with the same controls as the Sponsored strip. Tabs that are switched off or set to zero height in the Settings are disabled here.

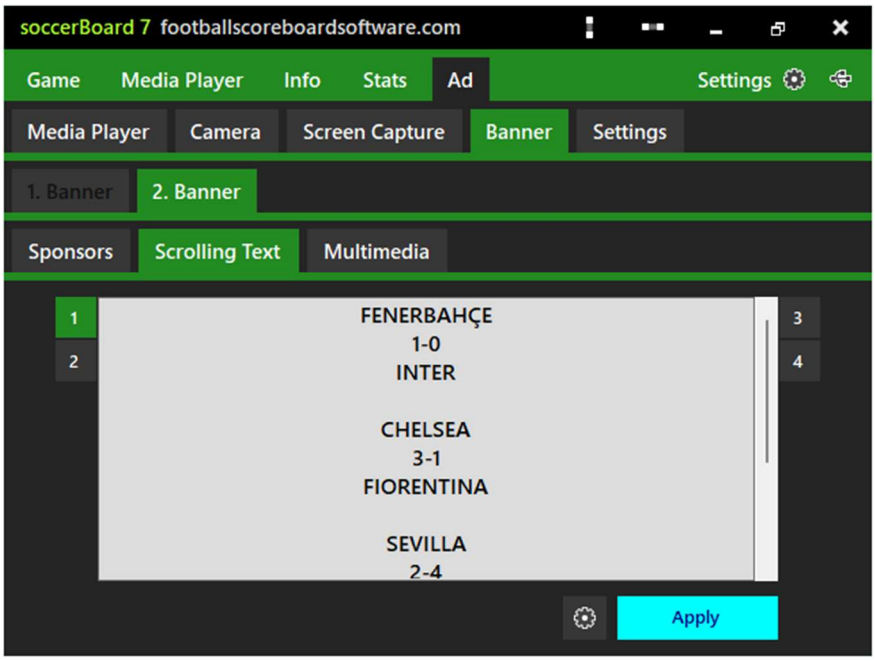


Figure 101. The banner editor, 1. Banner, sponsor images.

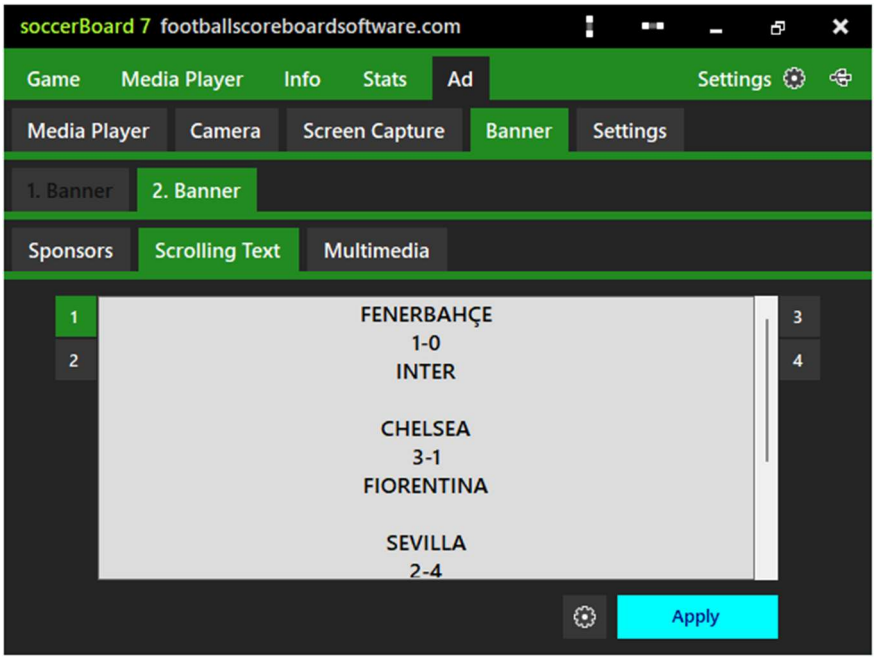


Figure 102. The banner editor, 2. Banner.

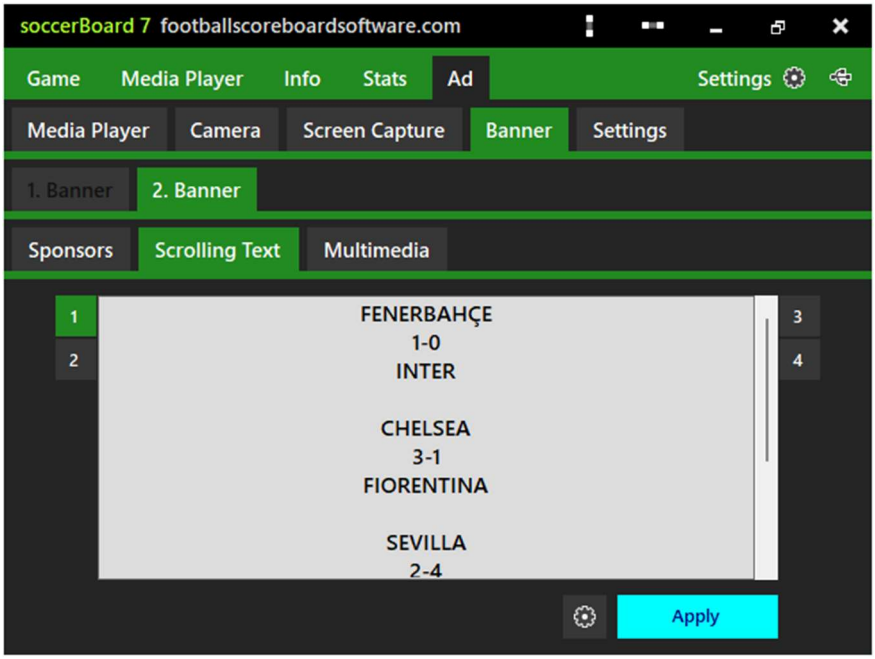


Figure 103. The style settings of the banner sponsor images.

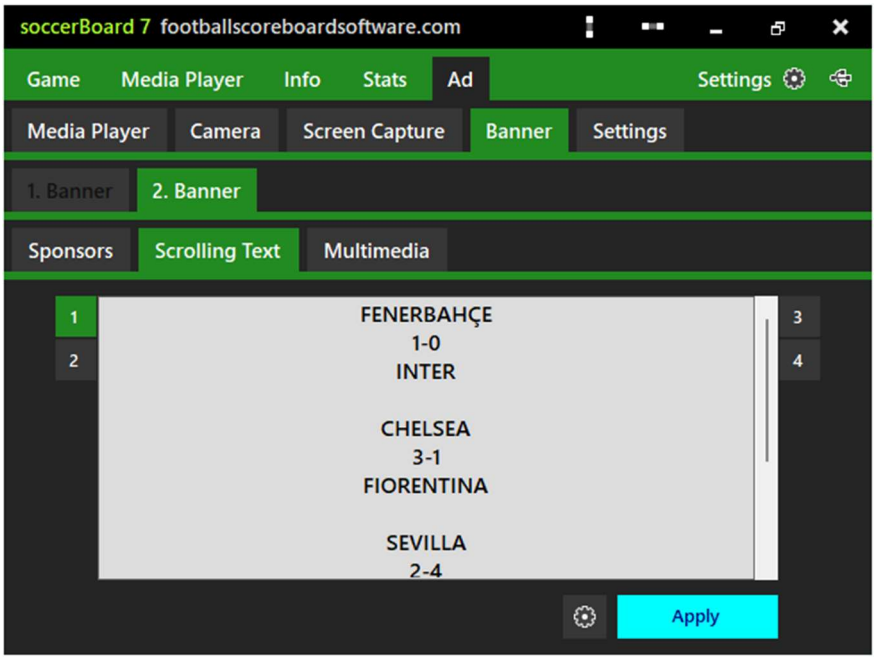


Figure 104. The scrolling text tab of a banner.

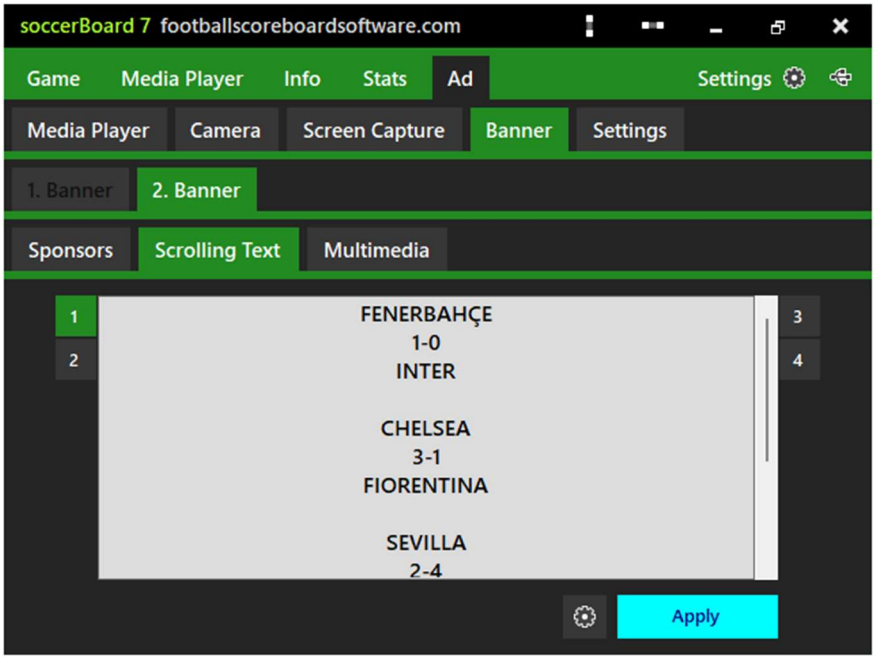


Figure 105. The style settings of the banner scrolling text.

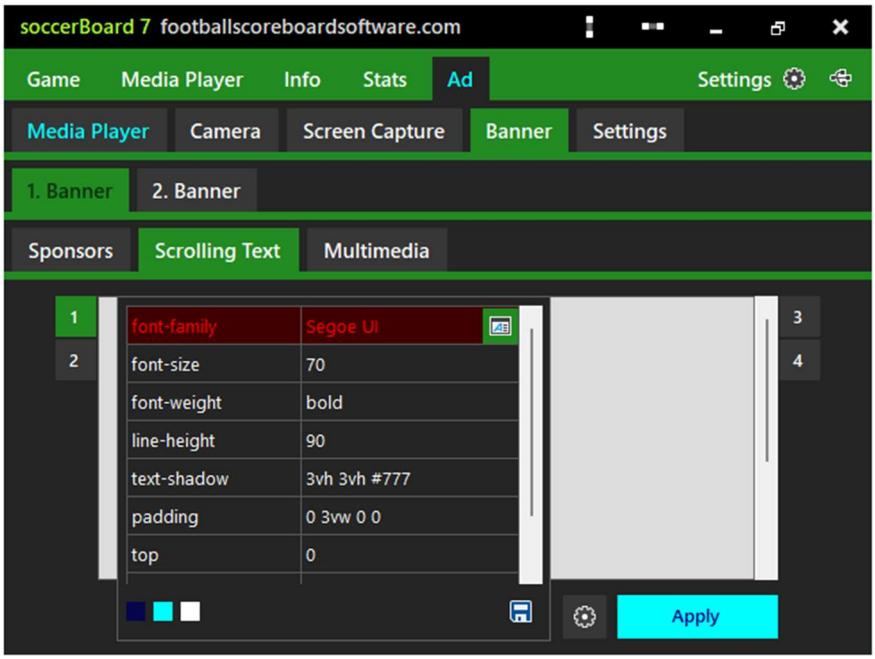


Figure 106. The font row selected in the banner style settings.

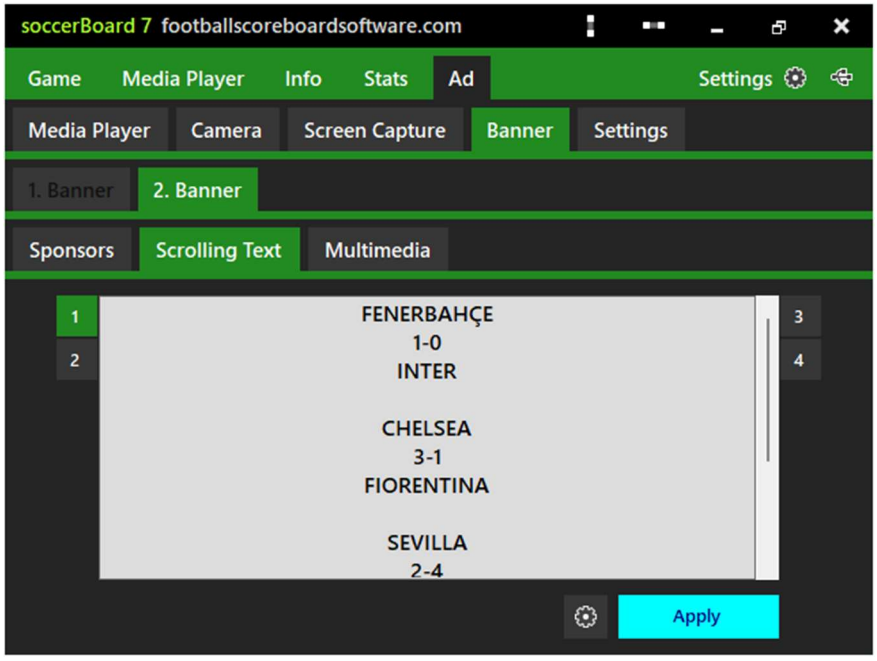


Figure 107. The multimedia tab of a banner.

Control	Name	What it does
1. Banner	**1. Banner**	1. Banner tab: shows the editor of the first Advertisement banner.
2. Banner	**2. Banner**	2. Banner tab: shows the editor of the second Advertisement banner.

Control	Name	What it does
Sponsors	**Sponsors**	Sponsors tab: shows the sponsor image slide show page of this banner.
Scrolling Text	**Scrolling Text**	Scrolling Text tab: shows the scrolling text page of this banner, loads text slot 1 into the editor and places the cursor at the end.
Multimedia	**Multimedia**	Multimedia tab: shows the media playlist page of this banner.
1	**Playlist 1**	Selects playlist 1 of this banner and loads its clips. Not available while a clip or the playlist is playing.
2	**Playlist 2**	Selects playlist 2 of this banner and loads its clips. Not available while a clip or the playlist is playing.
3	**Playlist 3**	Selects playlist 3 of this banner and loads its clips. Not available while a clip or the playlist is playing.
4	**Playlist 4**	Selects playlist 4 of this banner and loads its clips. Not available while a clip or the playlist is playing.
5	**Playlist 5**	Selects playlist 5 of this banner and loads its clips. Not available while a clip or the playlist is playing.
6	**Playlist 6**	Selects playlist 6 of this banner and loads its clips. Not available while a clip or the playlist is playing.

Control	Name	What it does
Delete Playlist	**Delete Playlist**	Delete Playlist: removes all clips from this banner's current playlist and saves the empty list.
	**Image Layout Settings**	Shows or hides the layout settings panel of this banner's sponsor image slide show (image height, padding, top offset, speed, direction).
1	**Text 1**	Selects scrolling text slot 1 of this banner and loads its saved text into the editor.
	**Sponsor Images**	Opens the sponsor logo list window, where sponsor images are added, removed and a default logo is chosen.
Apply	**Apply**	Apply: stops any media playing in this banner, builds the sponsor image slide show from the image list and layout settings (image height, padding, top offset, speed, direction, background colour) and shows it in this banner on the Advertisement board.
	**Font**	Opens the font chooser and writes the selected font family into the currently selected row of the scrolling text style grid.
3	**Text 3**	Selects scrolling text slot 3 of this banner and loads its saved text into the editor.
2	**Text 2**	Selects scrolling text slot 2 of this banner and loads its saved text into the editor.
4	**Text 4**	Selects scrolling text slot 4 of this banner and loads its saved text into the editor.
	**Save Image Layout**	Saves the layout settings of this banner's sponsor image slide show (image height, padding, top offset, speed, direction) and closes the settings panel.
Start	**Start Playlist**	Start Playlist / Finish: plays this banner's playlist from the selected clip onwards, one clip after another; while running, the button turns red and pressing it again stops playback.
	Background Colour	Opens the colour picker for the background colour of this banner's scrolling text / slide show and stores the chosen colour.
	Colour 2	Opens the colour picker for the text colour of the even (1st, 3rd, ...) scrolling text lines of this banner and stores the chosen colour.
	Colour 3	Opens the colour picker for the text colour of the odd (2nd, 4th, ...) scrolling text lines of this banner; the colour is stored when the text style is saved.
Add Clip	**Add Clip**	Add Clip: opens a file dialog to add one or more media files to this banner's playlist. Not available while a clip or the playlist is playing.
Delete Clip	**Delete Clip**	Delete Clip: removes the selected clip from this banner's playlist and saves the list. Not available while a clip or the playlist is playing.
	**Save Text Style**	Saves the style settings of this banner's scrolling text (font, size, weight, line height, shadow, padding, top offset, speed, direction and the three colours) and closes the settings panel.
	**Text Style Settings**	Shows or hides the style settings panel of this banner's scrolling text (font, size, speed, direction, colours).

Control	Name	What it does
Apply	**Apply**	Apply: stops any media playing in this banner, saves the text of the selected scrolling-text slot as the active text and shows it in this banner with the current text style (font, size, weight, line height, shadow, padding, top offset, speed, direction, colours).
not captured	**Play / Stop**	Play / Stop: plays the selected clip in this banner in a loop and stops any running playlist; while playing, the button turns red and pressing it again stops the clip.

11.6 Info and Stats graphics in Advertisement mode

The Info and Stats graphics themselves look exactly the same in Advertisement mode as in Standard mode; the following pair was captured in Advertisement mode as verification and is pixel-identical to its Standard counterpart in chapter 7.

BOARD OUTPUT **CONTROL PANEL**

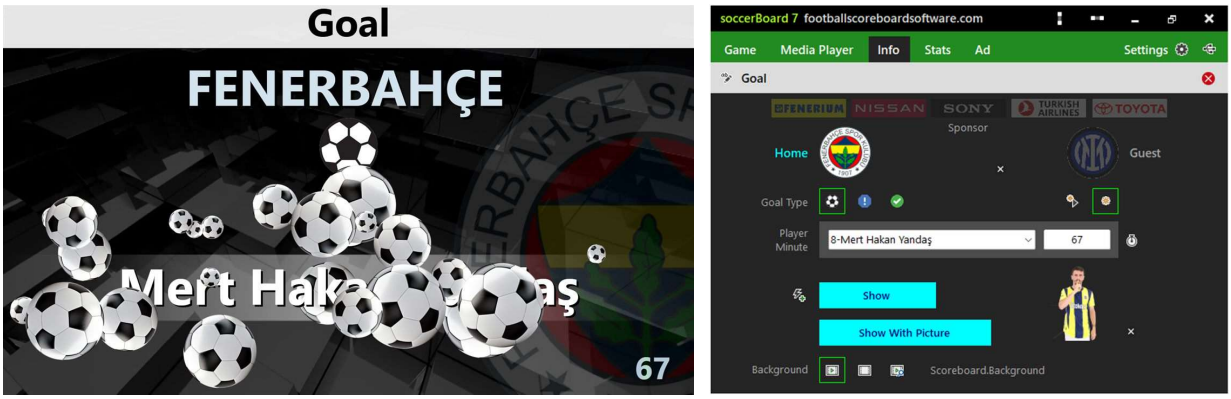


Figure 108. A goal graphic shown while Advertisement mode is active.



Figure 109. The league table shown while Advertisement mode is active.

Note: In this version an Info or Stats graphic fills the whole board while it is shown, so the Advertisement banners and the media area are covered for the duration of the graphic and the NDI stream carries the graphic instead of the Advertisement layout. The layout returns as soon as the graphic is hidden.

12. Chroma Key mode

Chroma Key mode is for productions with a vision mixer or streaming software. The board shows a compact scorebug and the info graphics on a solid key colour (green, blue, magenta) or with a transparent background, so the mixer can key them over the live picture. The same picture is available as an NDI stream.

BOARD OUTPUT **CONTROL PANEL**

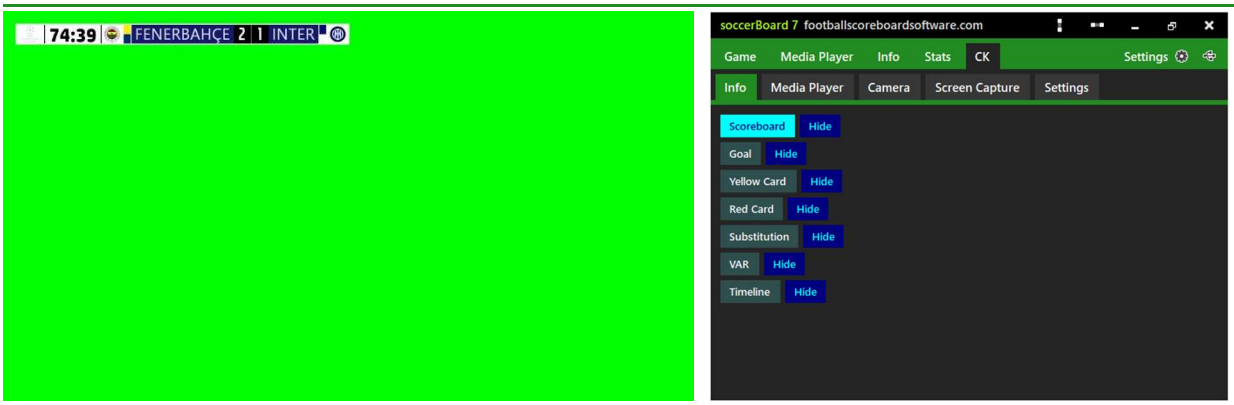
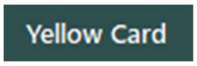


Figure 110. The chroma-key board with the scorebug on the green key colour, and the Info tab that drives it.

The control page has five tabs: Info, Media Player, Camera, Screen Capture and Settings. Media Player, Camera and Screen Capture work exactly like their Advertisement counterparts and fill the area behind the graphics.

Control	Name	What it does
Info	**Info**	Info: switches the Chroma Key panel to the Info page with the Scoreboard, Goal, card, Substitution, VAR and Timeline tabs.
Media Player	**Media Player**	Media Player: switches the Chroma Key panel to the media playlist page for playing clips on the keyed output.
Camera	**Camera**	Camera: switches the Chroma Key panel to the camera / NDI input page.
Screen Capture	**Screen Capture**	Screen Capture: switches the Chroma Key panel to the screen capture page.
Settings	**Settings**	Settings: switches the Chroma Key panel to the settings page, highlighting the currently selected key background colour and showing its RGBA values.
Scoreboard	**Scoreboard**	Scoreboard: shows the live scoreboard graphic on the Chroma Key board.
Hide	**Hide**	Hides the scoreboard graphic from the Chroma Key board, leaving only the key background.
	Key Colour Transparent	Selects Transparent as the Chroma Key background colour and saves it; the board shows the graphics on a transparent background and the RGBA values are displayed next to the buttons.
Goal	**Goal**	Goal: opens the Goal panel for showing a goal graphic (scorer, team, minute) on the Chroma Key board.

Control	Name	What it does
	**Key Colour Green**	Selects Green as the Chroma Key background colour and saves it; the board fills its background with green for keying on the vision mixer and the RGBA values are displayed next to the buttons.
	**Hide**	Hides the currently shown overlay graphic (goal, card, substitution, VAR or timeline) from the Chroma Key board.
	**Key Colour Blue**	Selects Blue as the Chroma Key background colour and saves it; the board fills its background with blue for keying on the vision mixer and the RGBA values are displayed next to the buttons.
	**Key Colour Magenta**	Selects Magenta as the Chroma Key background colour and saves it; the board fills its background with magenta for keying on the vision mixer and the RGBA values are displayed next to the buttons.
	**Yellow Card**	Yellow Card: opens the Card panel preset to a yellow card for showing a card graphic on the Chroma Key board.
	**Hide**	Hides the currently shown overlay graphic (goal, card, substitution, VAR or timeline) from the Chroma Key board.
	**Red Card**	Red Card: opens the Card panel preset to a red card for showing a card graphic on the Chroma Key board.
	**Hide**	Hides the currently shown overlay graphic (goal, card, substitution, VAR or timeline) from the Chroma Key board.
	**Substitution**	Substitution: opens the Substitution panel for showing a player in / player out graphic on the Chroma Key board.
	**Hide**	Hides the currently shown overlay graphic (goal, card, substitution, VAR or timeline) from the Chroma Key board.
	**VAR**	VAR: opens the VAR panel for showing a video-review decision graphic on the Chroma Key board.
	**Hide**	Hides the currently shown overlay graphic (goal, card, substitution, VAR or timeline) from the Chroma Key board.
	**Timeline**	Timeline: opens the match timeline panel for showing the list of match events on the Chroma Key board.
	**Hide**	Hides the currently shown overlay graphic (goal, card, substitution, VAR or timeline) from the Chroma Key board.

12.1 Info tab: the on-air switchboard

Each row of the Info tab has a button that shows a graphic and a Hide button next to it: Scoreboard (the scorebug with clock, logos, team colours, names and score), Goal, Yellow Card, Red Card, Substitution, VAR and Timeline. Goal, cards and substitution open an editor in the lower part of the page: pick the team, the player (from the squad), the minute and the type, then click Show. Goals and substitutions can be added to the timeline with the small list icon. The penalty shoot-out of the Game page is shown in a keyed layout as well.

BOARD OUTPUT **CONTROL PANEL**

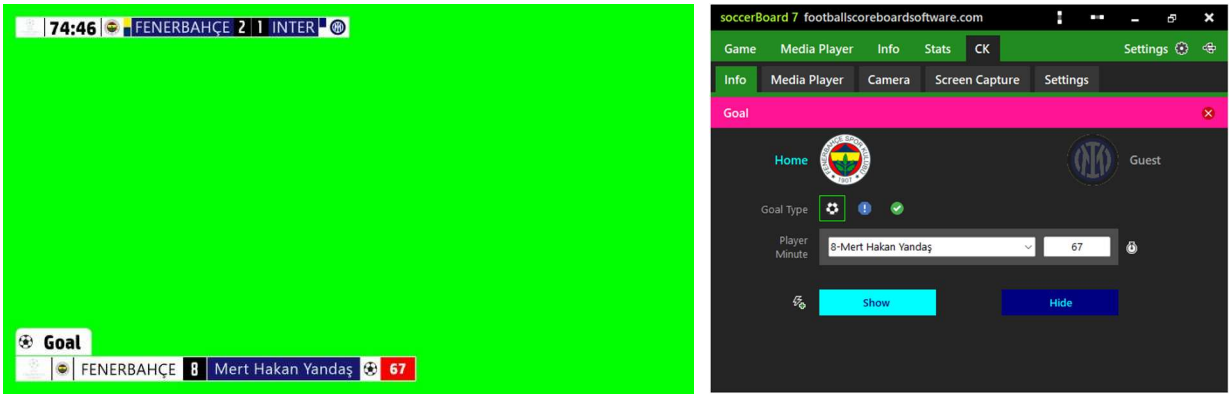


Figure 111. Goal.

BOARD OUTPUT **CONTROL PANEL**

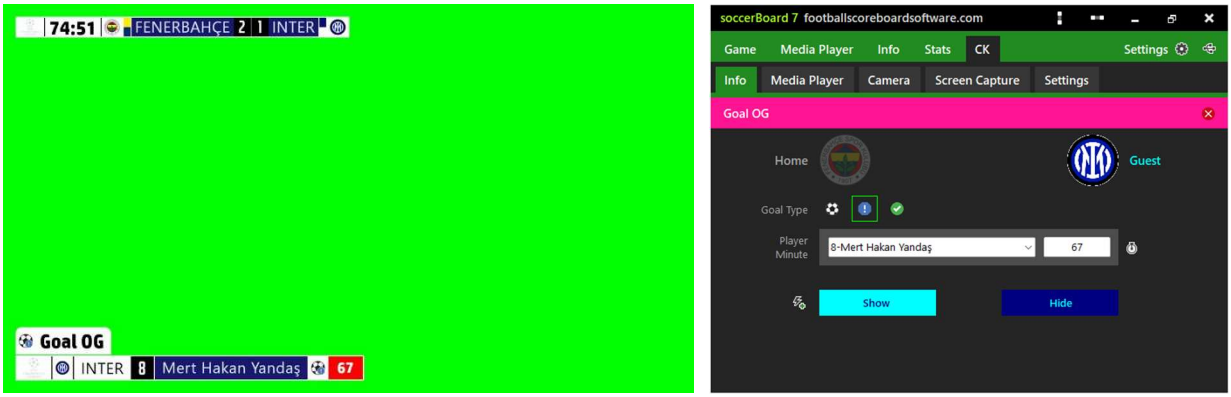


Figure 112. Own goal.

BOARD OUTPUT **CONTROL PANEL**

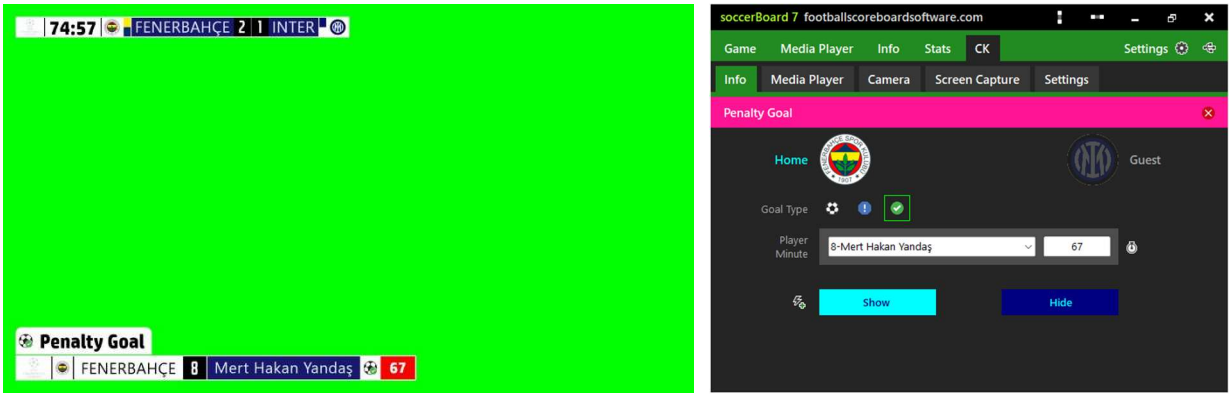
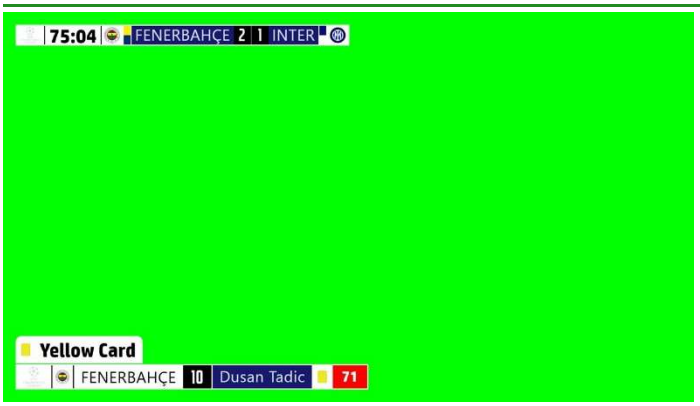


Figure 113. Penalty goal.

Control	Name	What it does
	**Close**	Closes the Goal panel (Escape does the same).

Control	Name	What it does
	**Home Team**	Selects the home team: loads its player list into the player box and clears any previous player selection.
	**Guest Team**	Selects the guest team: loads its player list into the player box and clears any previous player selection.
	**Goal**	Goal: selects a normal goal; the graphic credits the selected team and the panel title changes to Goal.
	**Own Goal**	Own Goal: selects an own goal; the graphic credits the opposing team of the selected player and the panel title changes to Own Goal.
	**Goal Penalty**	Goal Penalty: selects a penalty goal; the graphic credits the selected team and the panel title changes to Goal Penalty.
	**Player**	Selects the scorer from the selected team's player list, or lets you type a number and name; the player's picture is used when one is available.
	**Minute Toggle**	Fills the minute field with the current match minute when it is empty, or clears it when it already holds a value.
	**Add To Timeline**	Add to Match Timeline: toggles whether each goal shown from this panel is also added to the match timeline; the setting is remembered.
	**Show**	Show: puts the goal graphic on the Chroma Key board with the team name and logo, the player's number and name and the minute; if Add to Match Timeline is on, the goal is also added to the timeline. A player must be selected or typed first.
	**Hide**	Hide: removes the goal graphic from the Chroma Key board.

BOARD OUTPUT



CONTROL PANEL

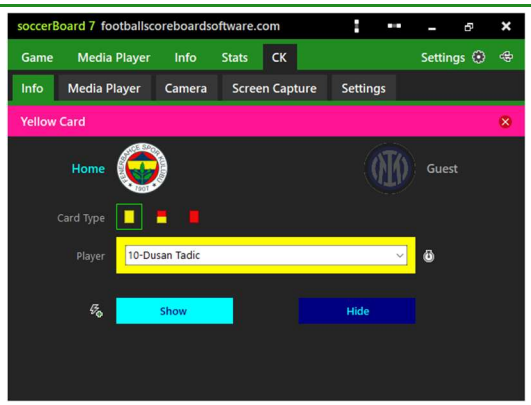


Figure 114. Yellow card.

BOARD OUTPUT **CONTROL PANEL**

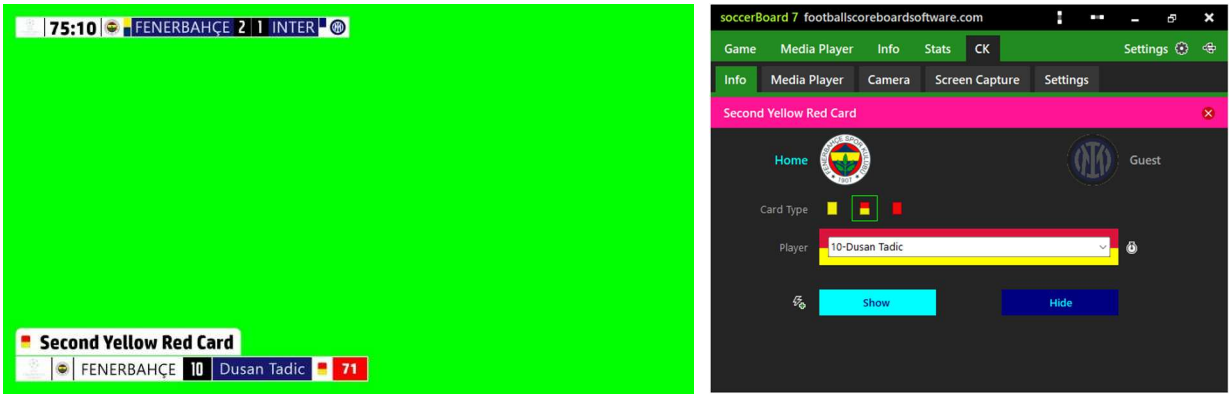


Figure 115. Second yellow card.

BOARD OUTPUT **CONTROL PANEL**

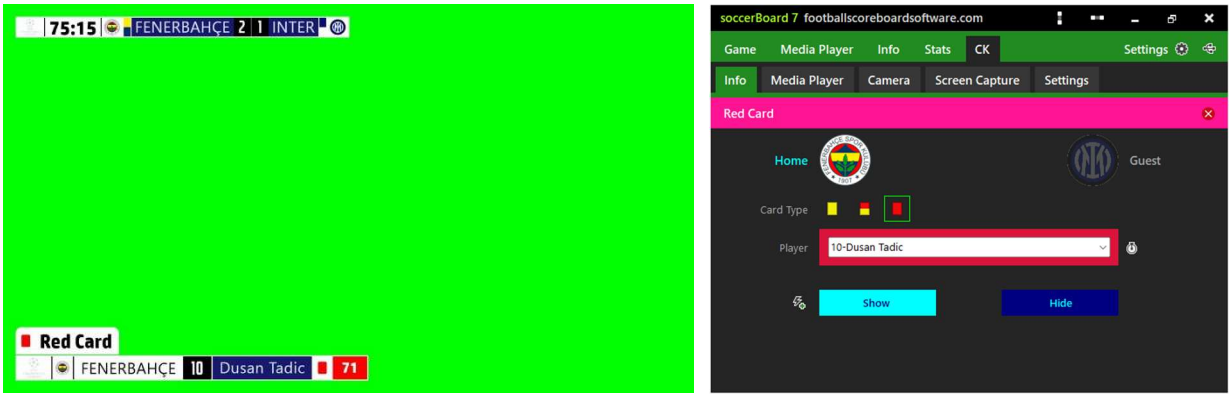


Figure 116. Red card.

Control	Name	What it does
	Close	Closes the Card panel (Escape does the same).
	Home Team	Selects the home team: loads its player list into the player box and clears any previous player selection.
	Guest Team	Selects the guest team: loads its player list into the player box and clears any previous player selection.
	Yellow Card	Selects a yellow card; the card preview turns yellow and the panel title changes to Yellow Card.
	Second Yellow Card	Selects a second yellow (yellow-red) card; the card preview shows yellow and red and the panel title changes accordingly.
	Red Card	Selects a red card; the card preview turns red and the panel title changes to Red Card.

Control	Name	What it does
	**Player**	Selects the booked player from the selected team's player list, or lets you type a number and name.
	**Minute Toggle**	Fills the minute field with the current match minute when it is empty, or clears it when it already holds a value.
	**Add To Timeline**	Add to Match Timeline: toggles whether each card shown from this panel is also added to the match timeline; the setting is remembered.
	**Show**	Show: puts the card graphic on the Chroma Key board with the card type, team name and logo, the player's number and name and the minute; if Add to Match Timeline is on, the card is also added to the timeline. A player must be selected or typed first.
	**Hide**	Hide: removes the card graphic from the Chroma Key board.

BOARD OUTPUT **CONTROL PANEL**

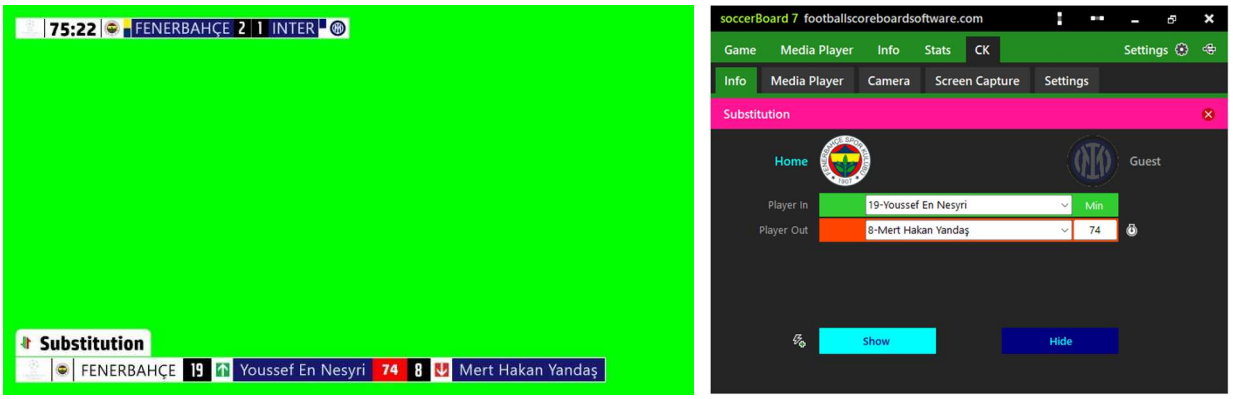


Figure 117. Substitution.

Control	Name	What it does
	**Close**	Closes the Substitution panel.
	**Home Team**	Selects the home team: loads its player list into both player boxes and clears any previous selection.
	**Guest Team**	Selects the guest team: loads its player list into both player boxes and clears any previous selection.
	**Player In**	Selects the player coming on from the selected team's player list, or lets you type a number and name.
	**Player Out**	Selects the player going off from the selected team's player list, or lets you type a number and name.

Control	Name	What it does
	**Minute Toggle**	Shows the minute field filled with the current match minute, or hides and clears it when it is already shown.
	**Add To Timeline**	Add to Match Timeline: toggles whether each substitution shown from this panel is also added to the match timeline; the setting is remembered.
	**Show**	Show: puts the substitution graphic on the Chroma Key board with the team, the incoming and outgoing players' numbers and names and the minute; if Add to Match Timeline is on, the substitution is also added to the timeline. Both players must be filled in first.
	**Hide**	Hide: removes the substitution graphic from the Chroma Key board.

BOARD OUTPUT **CONTROL PANEL**

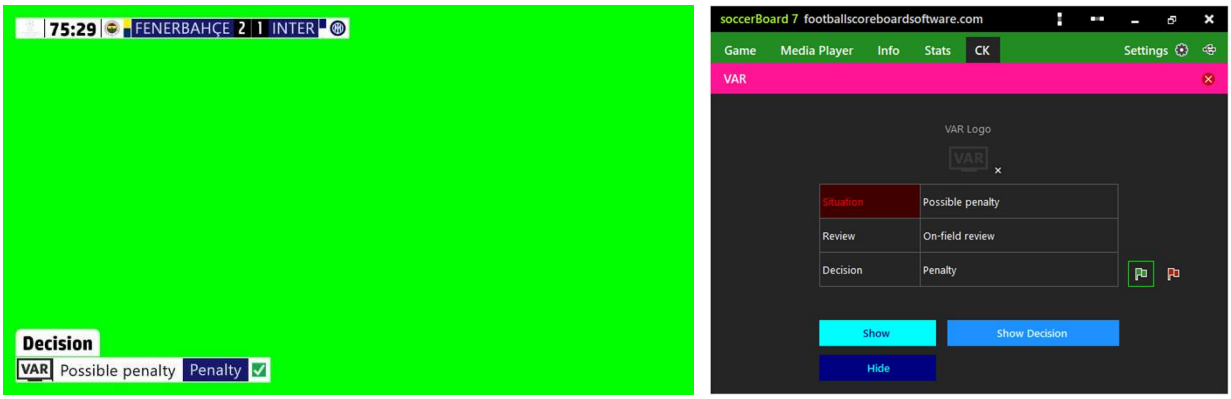


Figure 118. VAR decision.

BOARD OUTPUT **CONTROL PANEL**

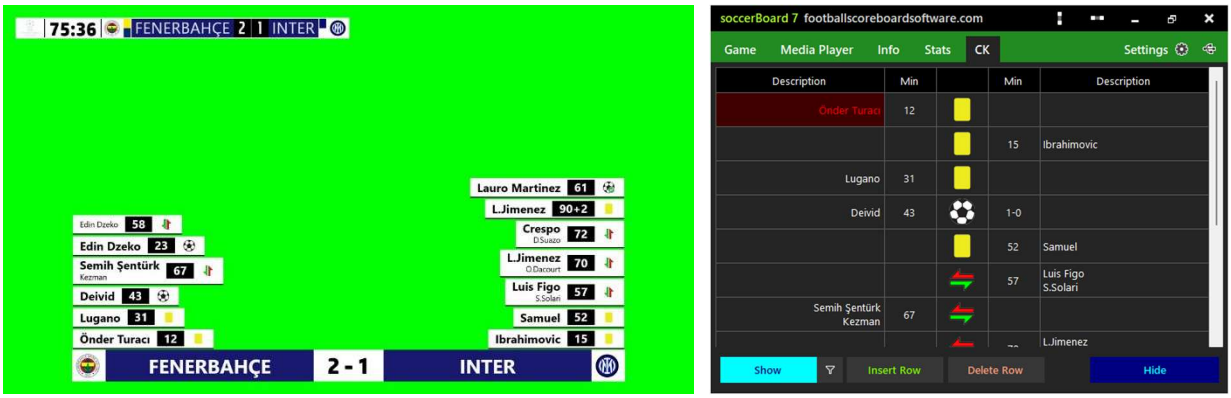


Figure 119. Timeline.

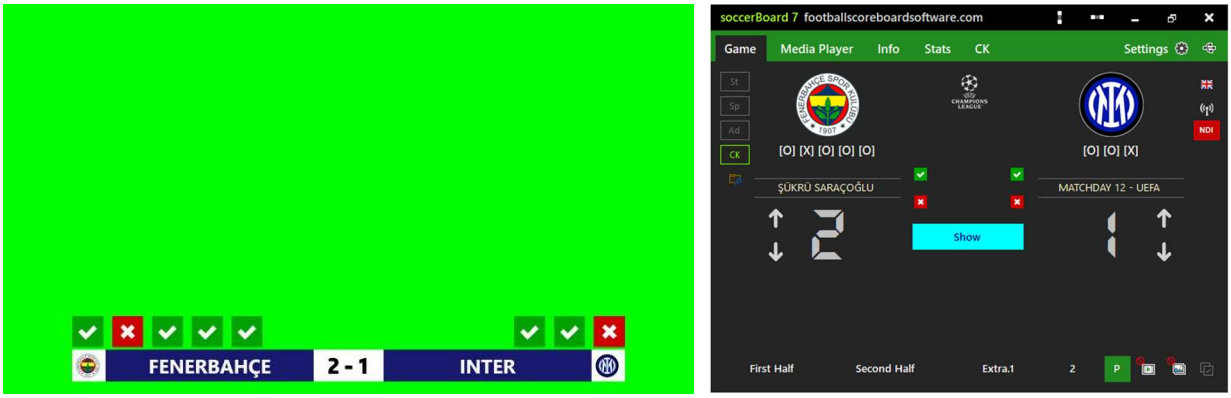


Figure 120. Penalty shoot-out in Chroma Key mode.

12.2 Media Player

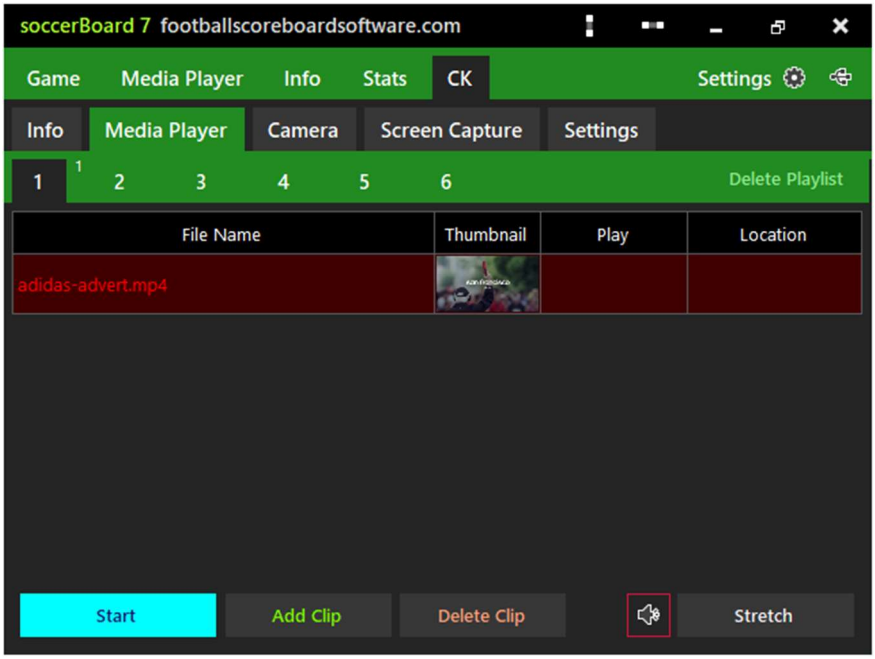


Figure 121. The Chroma Key media player.

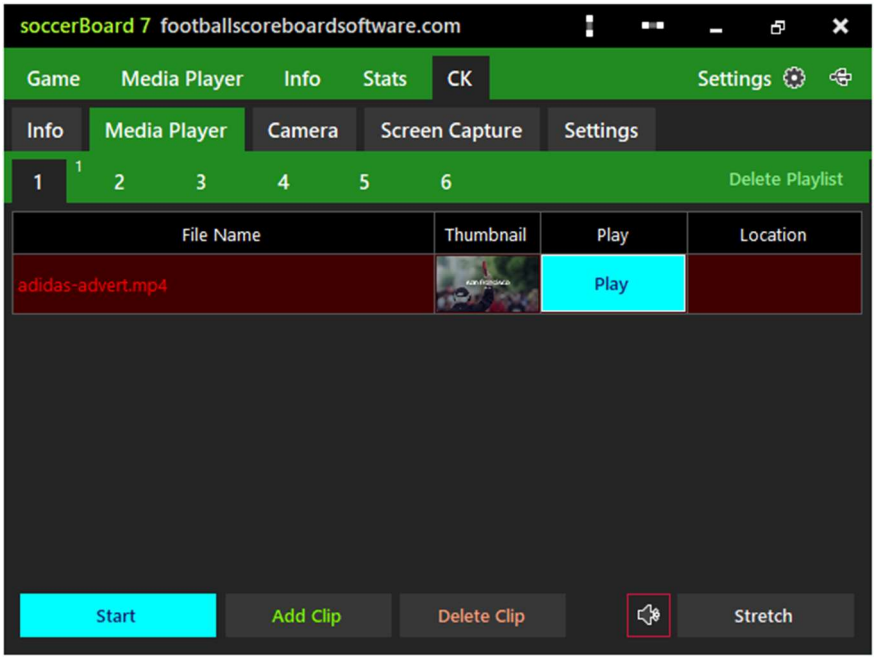


Figure 122. A clip selected in the list.

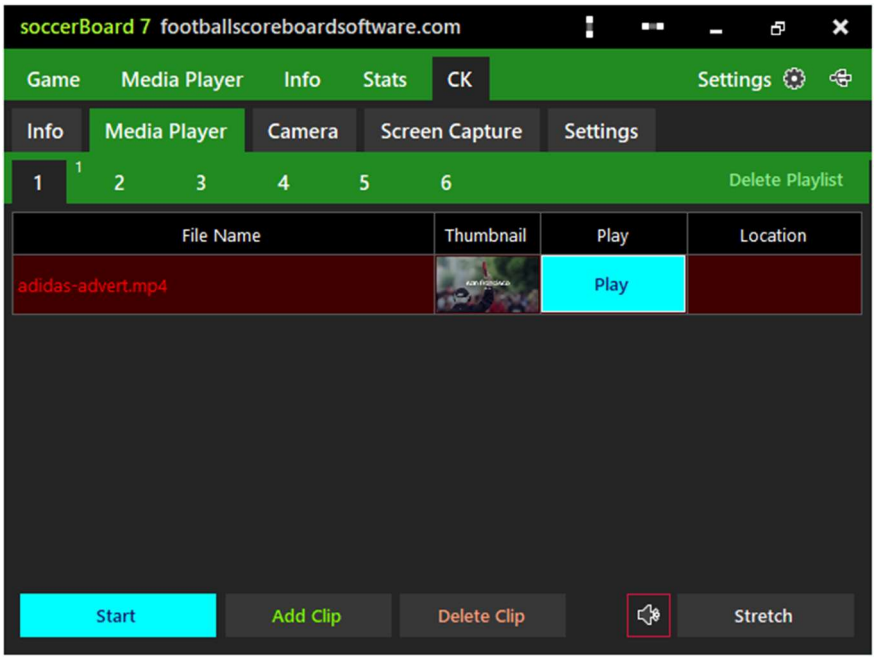


Figure 123. The display mode list.

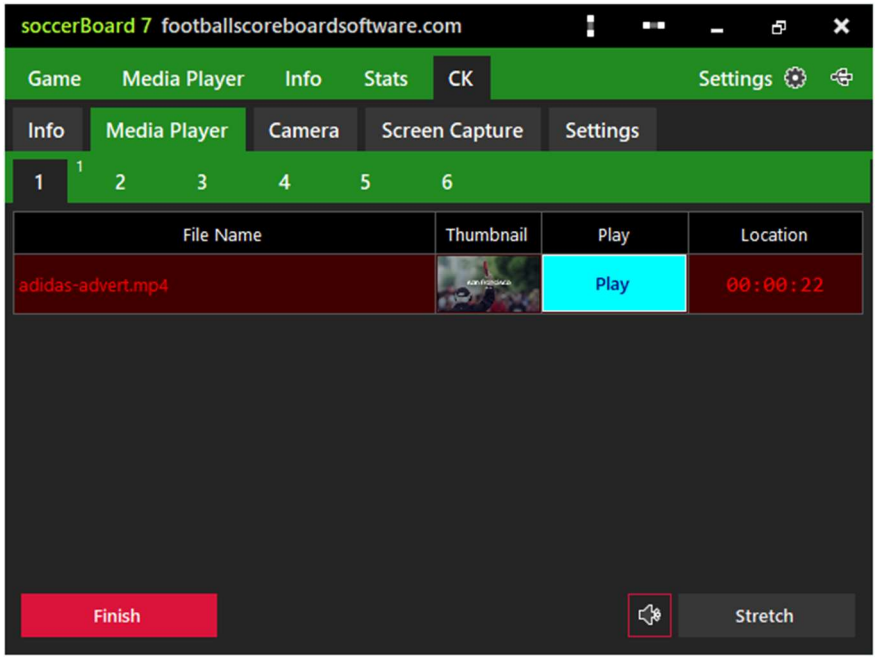


Figure 124. The media player while a clip plays.

Control	Name	What it does
1	**Playlist 1**	Switches to playlist 1 and loads its clips into the list; not available while playing.
2	**Playlist 2**	Switches to playlist 2 and loads its clips into the list; not available while playing.
3	**Playlist 3**	Switches to playlist 3 and loads its clips into the list; not available while playing.
4	**Playlist 4**	Switches to playlist 4 and loads its clips into the list; not available while playing.
5	**Playlist 5**	Switches to playlist 5 and loads its clips into the list; not available while playing.
6	**Playlist 6**	Switches to playlist 6 and loads its clips into the list; not available while playing.
Delete Playlist	**Delete Playlist**	Delete Playlist: removes all clips from the current playlist and saves it empty.
Play	**Play**	Play / Stop: plays the selected clip on the Chroma Key board (any running camera or screen capture is stopped first); pressing it again stops playback and returns the board to the key background.
Start	**Start Playlist**	Start Playlist / Finish: plays the playlist on the Chroma Key board from the selected clip onwards (camera or screen capture is stopped first); pressing it again stops the playlist and returns the board to the key background.
Add Clip	**Add Clip**	Add Clip: opens a file dialog to add one or more media files to the end of the current playlist; not available while a clip or playlist is playing.
Delete Clip	**Delete Clip**	Delete Clip: removes the selected clip from the current playlist and saves the playlist; not available while a clip or playlist is playing.

Control	Name	What it does
	**Mute**	Toggles the clip audio on (green border) or off (red border); the setting is remembered.
	**Display Mode**	Opens the display mode list (for example Stretch) that sets how clips are fitted to the Chroma Key board.
not captured	**Return To Scoreboard**	Return to Scoreboard Screen When Playlist Ends: toggles whether the board goes back to the scoreboard automatically after the last clip; green border = on, red border = off.
not captured	**Display Mode**	Selects the display mode (for example Stretch) used to fit clips to the Chroma Key board; the choice is saved and applied immediately.

12.3 Camera and Screen Capture

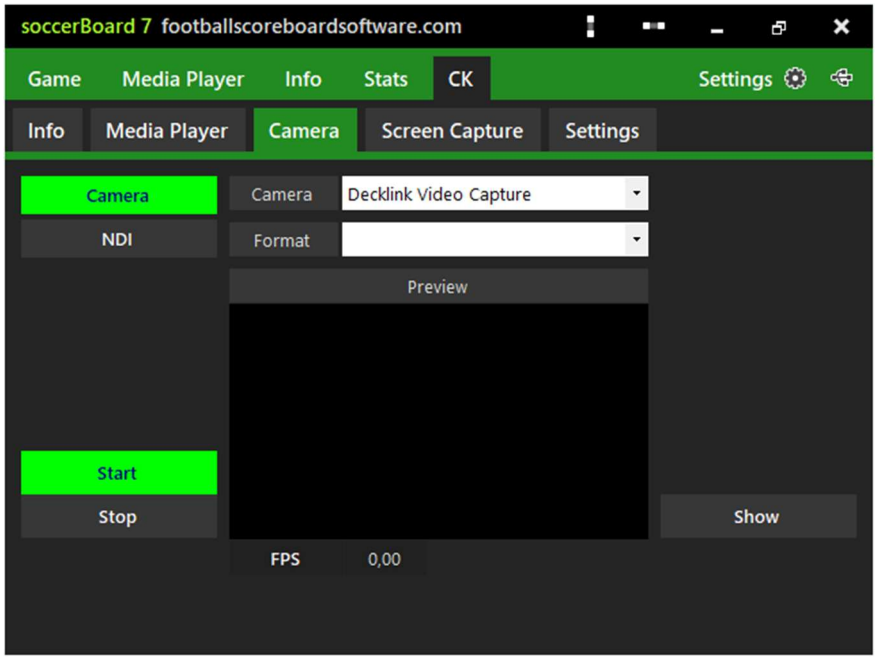


Figure 125. The Camera tab.

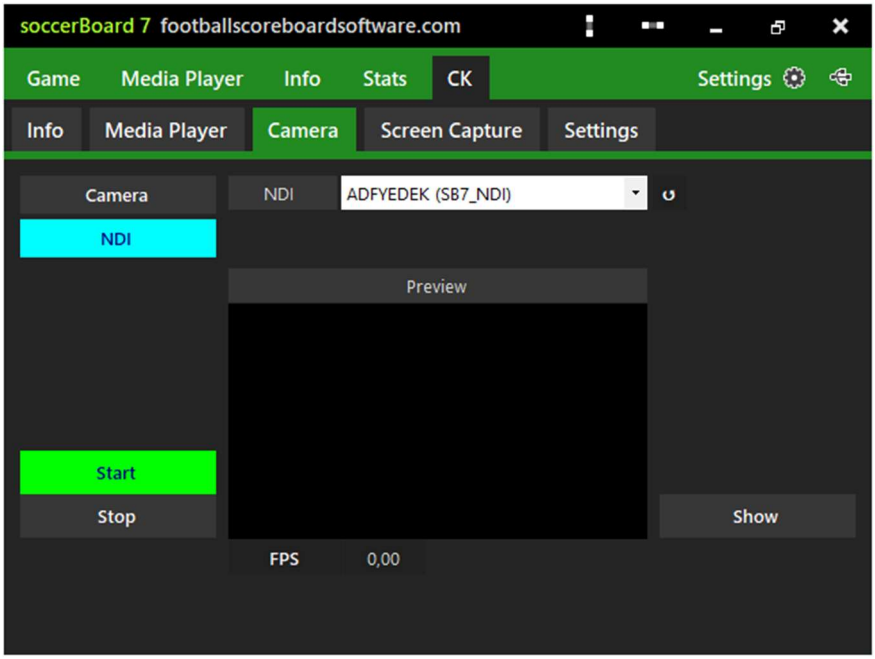


Figure 126. The Camera tab in NDI mode.

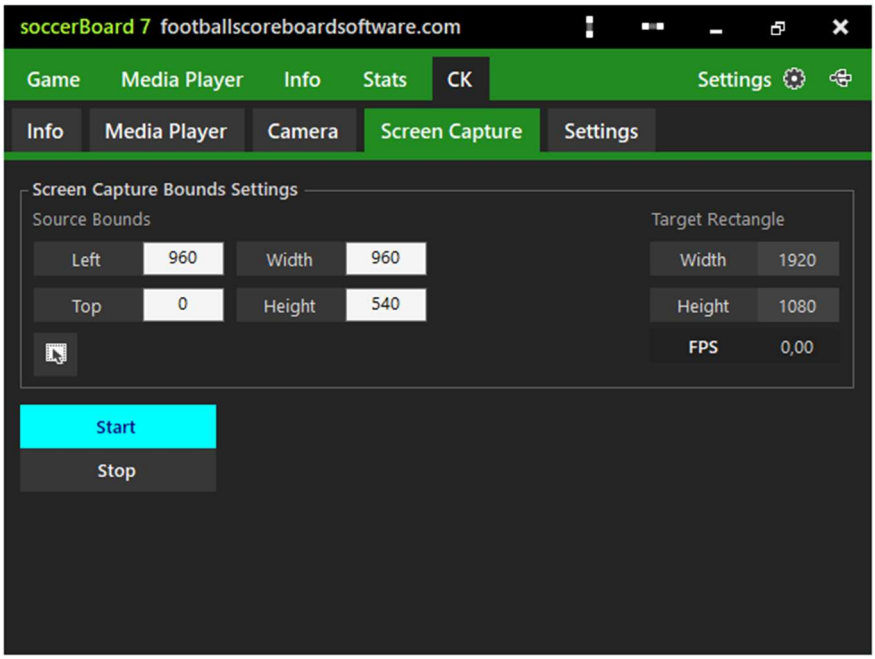


Figure 127. The Screen Capture tab.

Control	Name	What it does
Camera	**Camera**	Camera: switches the page to camera input and shows the camera and format lists.
Decklink Video Capture	**Camera**	Selects the camera to use; the available video formats for that camera are loaded into the format list.
ADFYEDEK (SB7_NDI)	**NDI Source**	Selects the NDI source on the network to receive.
	Refresh NDI	Rescans the network for NDI sources and refreshes the NDI source list.
NDI	**NDI**	NDI: switches the page to NDI input, shows the NDI source list and scans for sources if the list is still empty.

Control	Name	What it does
	Format	Selects the video format (resolution and frame rate) the camera is started with.
Start	**Start**	Start: starts the selected camera (with the selected format) or the selected NDI source and shows its preview in the panel.
Stop	**Stop**	Stop: stops the camera or NDI feed and removes it from the Chroma Key board.
Show	**Show**	Show: puts the running camera or NDI feed on the Chroma Key board (any screen capture or media playback is stopped first).
FPS	**FPS**	Shows the current frame rate of the running camera or NDI feed.

Control	Name	What it does
FPS	**FPS**	Shows the current frame rate of the running screen capture.
	**Select Rectangle**	Select Rectangle: opens an overlay on the screen where you drag the area to capture; the left, top, width and height fields are filled from the selection.
Start	**Start**	Start: starts capturing the selected screen area onto the Chroma Key board using the chosen display mode (camera and media playback are stopped first); the capture area is saved for next time.
Stop	**Stop**	Stop: stops the screen capture and clears the captured picture from the Chroma Key board.

12.4 Settings: key colour

Choose the key colour: Transparent, Green, Blue or Magenta. The RGBA values of the selected colour are shown so you can enter them in the mixer's keyer.

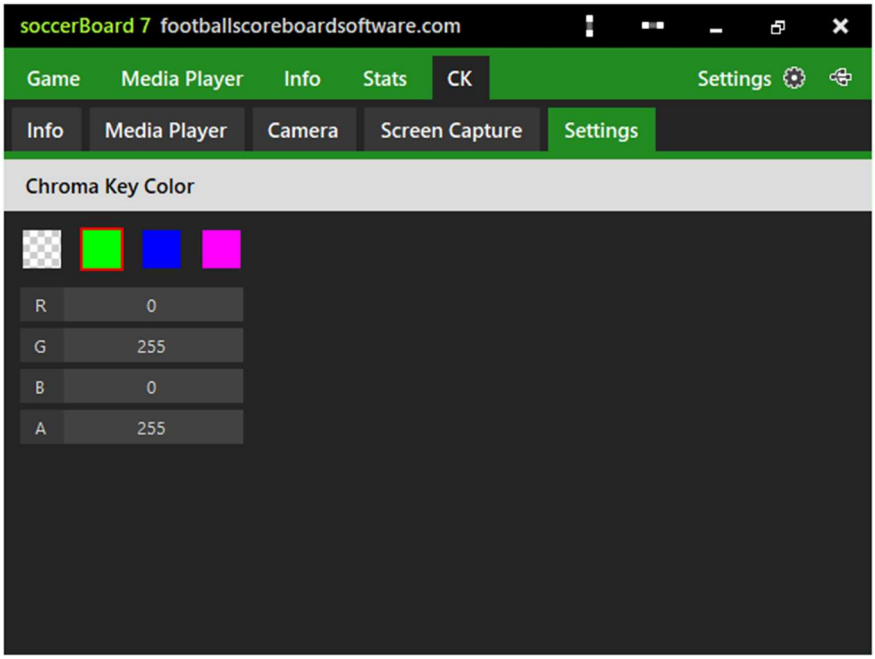


Figure 128. Key colour settings.

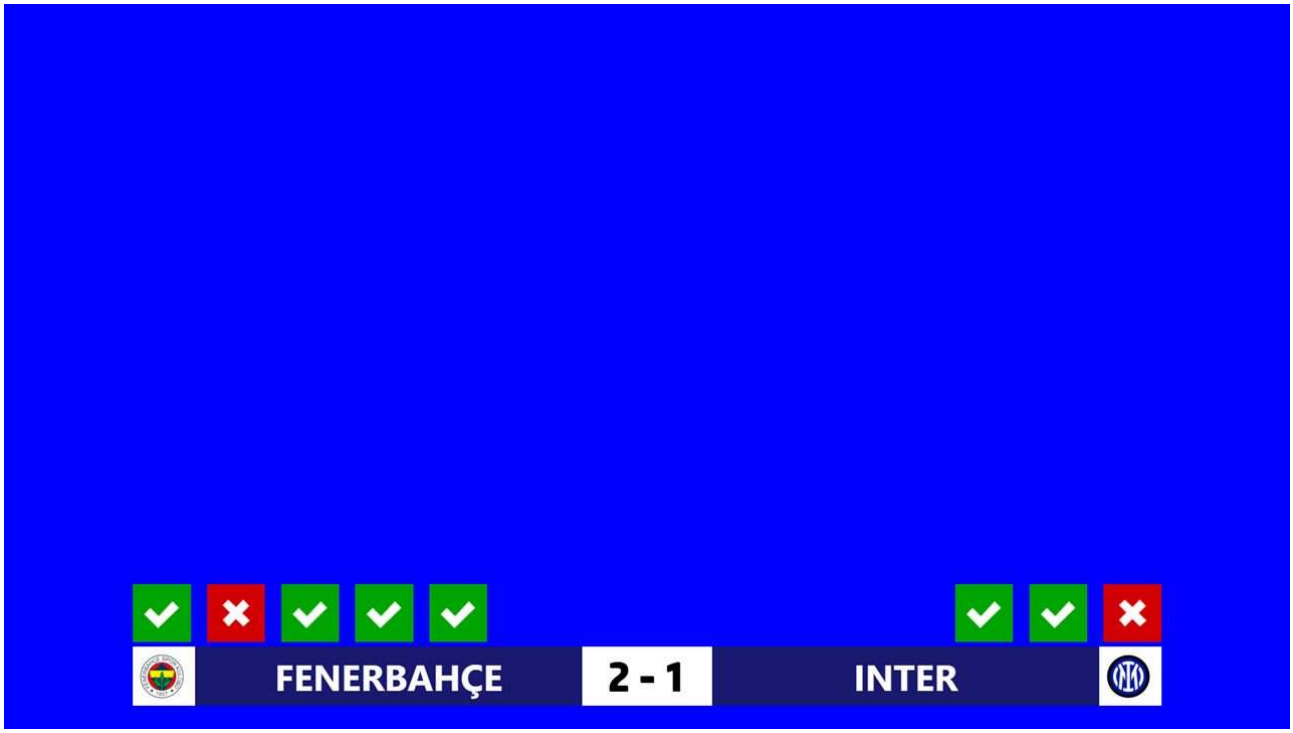


Figure 129. The scorebug on the blue key colour.

13. Settings

The Settings page has a button column on the left: License (chapter 2), Screen Properties, the four Board Design editors (one per display mode; only the editor of the current mode is enabled), Remote Control, Language and Youtube Tutorials.

Control	Name	What it does
License	**License**	Opens the License page of Settings, where the PC licence key and the USB licence options are managed.
Screen Properties	**Display Properties**	Opens the Display Properties page of Settings, where the output screen and board options are edited in a property list.
[St]andard Board Design	**Standard Board Design**	Opens the Standard board design editor, where the layout and style of the elements of the Standard display mode are adjusted.
[Sp]onsored Board Design	**Sponsored Board Design**	Opens the Sponsored board design editor, where the layout and style of the elements of the Sponsored display mode are adjusted.
[Ad]vertisement Board Design	**Advertisement Board Design**	Opens the Advertisement board design editor, where the layout and style of the elements of the Advertisement display mode are adjusted.
[CK] Board Design	**CK Board Design**	Opens the Chroma Key board design editor, where the layout and style of the elements of the Chroma Key display mode are adjusted.
Remote Control	**Remote Control**	Opens the Remote Control page, where the web remote control is switched on or off, its PIN is set and the connection link and QR code are shown.
Language	**Language**	Opens the Language page, where the operator language is selected and the panel captions and board titles can be translated.
Youtube Tutorials	**Youtube Tutorials**	Opens the soccerBoard7 YouTube tutorial playlist in the default web browser.

13.1 Screen Properties

A grid of properties for the board and the match:

Property	Meaning
Left, Top	Position of the board window on the desktop, in pixels (chapter 3.1).
Width, Height	Size of the board window. 1920 x 1080 for a full-HD display; the maximum is limited by your license.
Max Resolution	The largest width your license allows (read only).
Period	The start minutes of the periods, separated by semicolons: 45;90;105;120.
Non Stop Chronometer	1 keeps the clock running across periods (licensed feature).
Background Video Opacity	0 to 10, how strongly the background video shows through.

Property	Meaning
Separator	Optional character between the two scores, for example a colon or a dash. Leave empty for separate score fields.
Image Play Duration	Seconds an image stays on screen in a playlist.
Source on mode switch	Manual (default): a camera, capture or playlist that runs in Advertisement or Chroma Key mode is stopped when you switch display mode and has to be started again by hand. Restore: the source that was running is started again automatically about half a second after you come back to that mode. If the device is no longer available, the start is skipped once and a message appears.

Click a value to edit it; the change is saved when you leave the cell.

13.2 Board Design

The design editor changes the look of the board and the info graphics without touching any files. The tab that matches the current display mode is enabled.

- The list on the left selects the graphic you are editing: Game (the scoreboard), Goal, Substitution, Cards, Match Summary, Stats, Results, Standings, Team Players, Slide, Referees, Banner, Announce and VAR.
- The middle list shows the elements of that graphic, for example chronometer, logoHome or nameHome. The eye icon hides or shows an element on the board.
- The grid on the right holds the properties of the selected element: Position (left, top, width, height, alignment) and Style (font, size, colour, background). Change a value and the board updates at once; the colour and font pickers open from the icons next to the grid.
- Save & Apply keeps the changes for the current design. Save Design As stores the current state as a new named design that appears in the design list of the Game page. Factory Settings restores the delivered design after a confirmation.

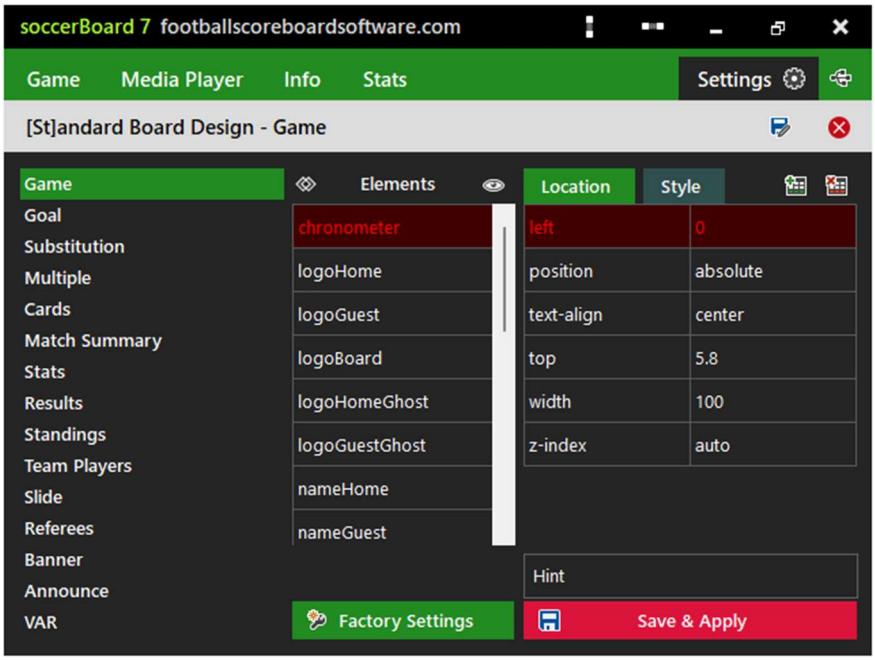


Figure 130. The board design editor for the Standard scoreboard.

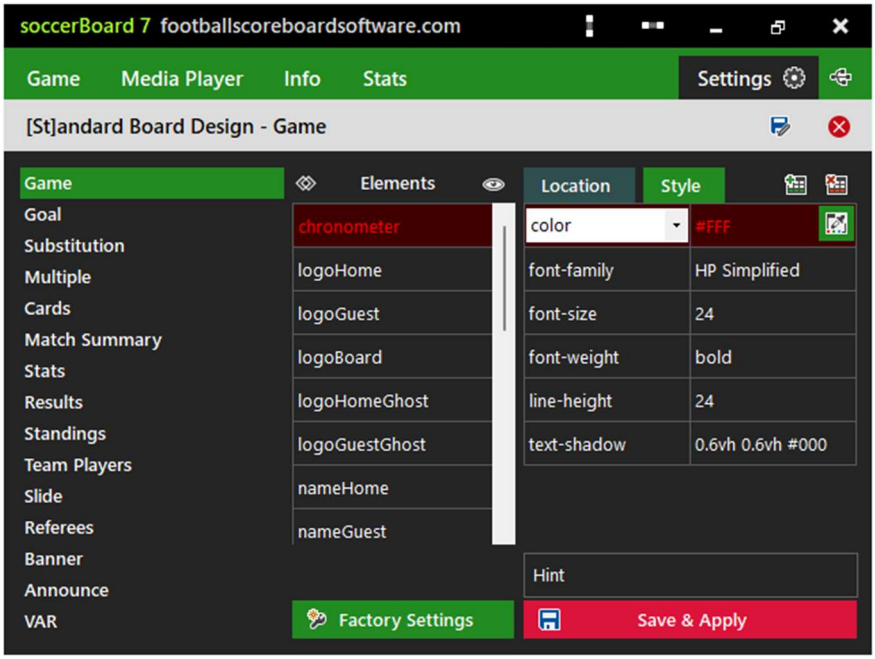


Figure 131. The Style properties of an element.

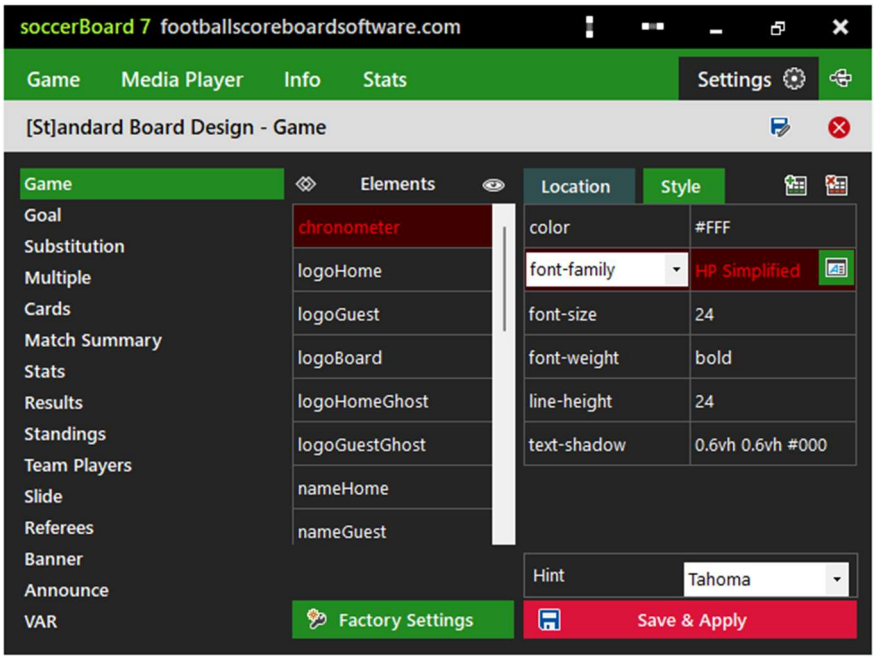


Figure 132. A font row selected; the font button opens the font picker.

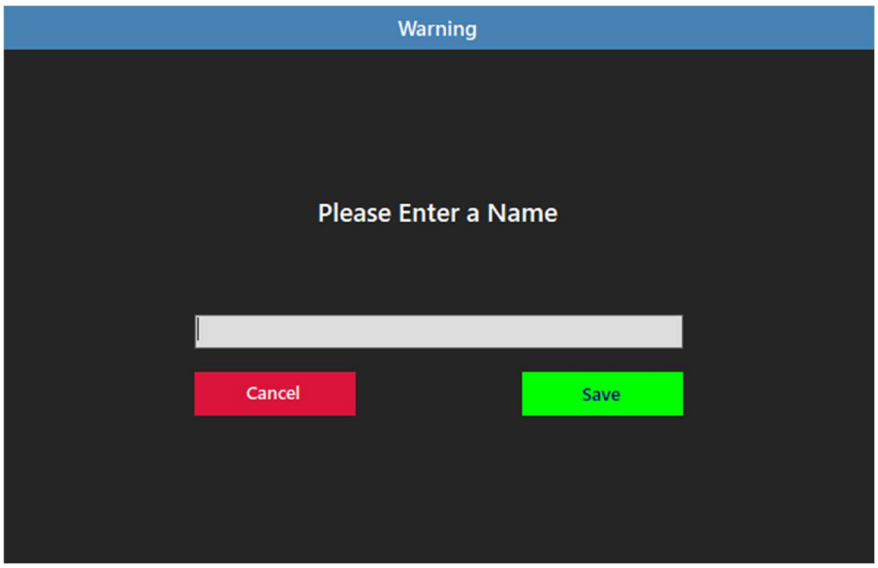
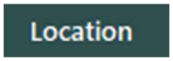
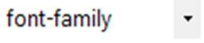
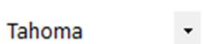


Figure 133. The name prompt shown by Save Design As.

Control	Name	What it does
	**Save Design As**	Saves the current board design under a name you enter, so it can be selected again later as a stored design; not available for the Chroma Key mode.
	**Close**	Closes the board design editor and returns to the Settings pages.
	**Show Or Hide**	Shows or hides the selected board element on the output; the eye icon reflects whether the element is currently visible.
	**Position**	Switches the style list to the Position properties of the selected element (placement and size on the board).
	**Style**	Switches the style list to the Style properties of the selected element (colours, fonts, borders and similar).
	**Insert Row**	Inserts an empty row into the style list of the selected board element so a new property and value can be entered.
	**Delete Row**	Deletes the selected row from the style list of the selected board element.
	**Colour**	Opens a colour picker for the selected colour property and writes the chosen colour into the value cell.
	**Property List**	Drop-down shown over the property cell of the selected row; choosing or typing a property name fills the cell and updates the list of suggested values for it.
	**Font**	Opens a font picker for the selected font property and writes the chosen font into the value cell.
	**Value Hints**	Hint list in the lower panel showing typical values for the property selected in the style list. (TO BE CONFIRMED)
	**Factory Settings**	Restores the design of the current display mode and template to the factory settings after a confirmation, discarding the operator's changes to that design.

Control	Name	What it does
	**Save & Apply**	Saves the edited design and applies it to the board immediately, rewriting the graphic of the template that is being edited (game board, banner, announcement, team list, referee, card and so on).

13.3 Remote Control

soccerBoard 7 contains a small web server that lets a phone, a tablet or another program control the match over the network.

- Local Network tab: choose the network adapter; the page shows the address of the phone panel as text and as a QR code. Scan the code with the phone, open the page and enter the PIN.
- Internet tab: shows the public address for use over the internet; your router must forward the port to this PC.
- PIN: the six-digit code that every request must carry. Change it and click the save icon. The switch at the top disables the server.
- Local Test opens the panel in the PC's browser; Show API Commands opens the full command reference (chapter 14).

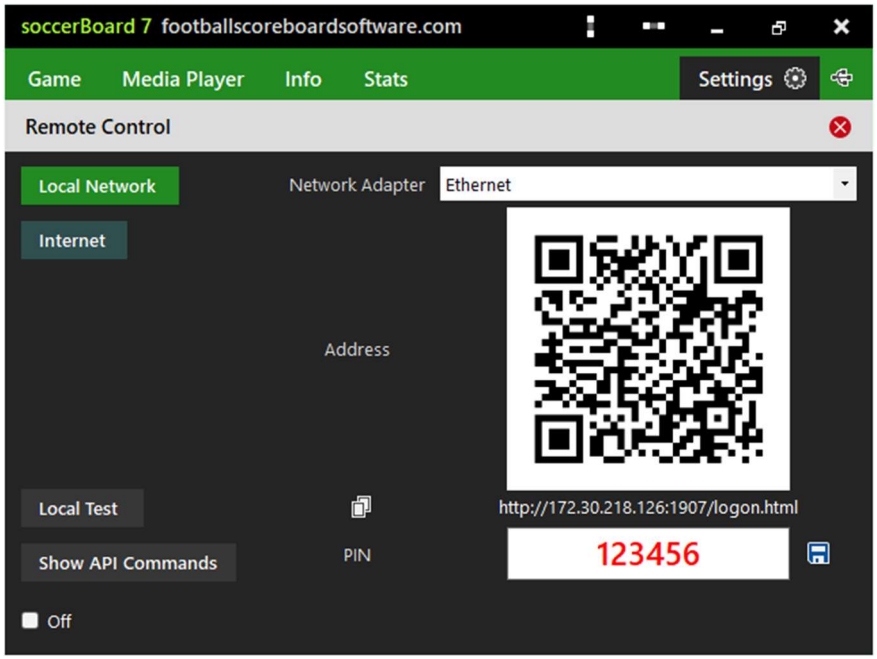


Figure 134. The Remote Control tab, Local Network.

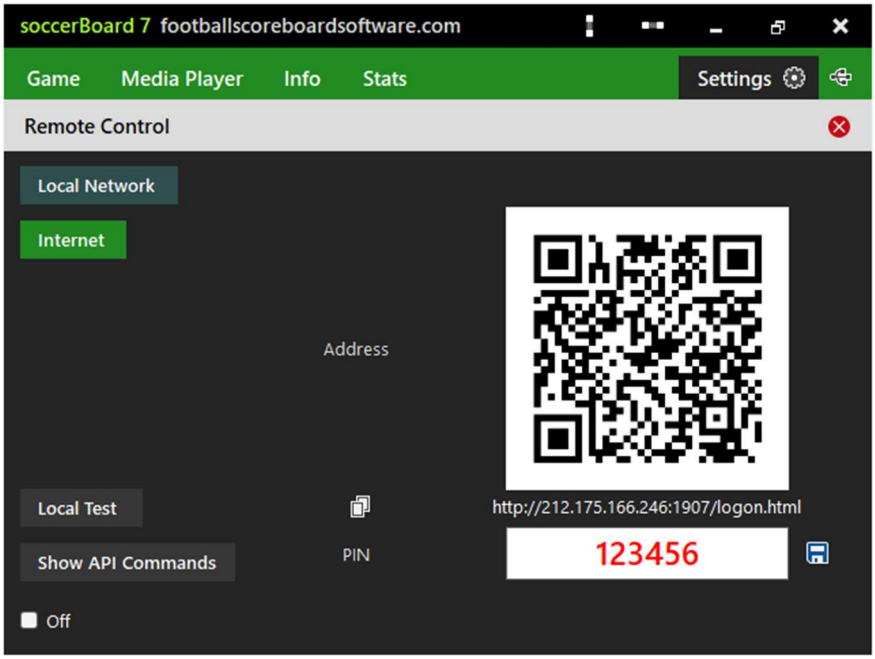
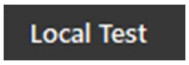


Figure 135. The Remote Control tab, Internet.

Control	Name	What it does
	**Close**	Closes the Remote Control page and returns to the Settings pages.
	**Local Network**	Shows the Local Network tab, listing the network adapters of this computer so a local address can be chosen for the remote control link.
	Network Adapter	Selects the network adapter whose address is used for the remote control link; the link field and the QR code update to that address.
	**Internet**	Shows the Internet tab, which looks up the public address of this computer for remote access from outside the local network.
	**Local Test**	Opens the remote control link shown in the link field in the default web browser for a local test.
	**Copy Link**	Copies the remote control link to the clipboard so it can be sent to the person operating remotely.
	**Show API Commands**	Opens the list of remote control API commands in Notepad.
	**Save PIN**	Saves the PIN typed in the PIN field; remote users must enter this PIN to log on to the remote control.
	Remote Control Switch	Switches the built-in remote control server off (checked, shown red) or on; if the server cannot be started the box returns to off and the operator is informed. The setting is kept for the next start.

13.4 Language

- Language tab: choose the interface language in the list and click Apply Language (a restart is required). Every text of the interface is listed with its translation and can be edited; Save stores your edits. Set Factory Settings restores the delivered translations.
- Titles tab: the titles printed on the board graphics (Goal, Yellow Card, Standings and so on) in the current language. Edit them if your league uses other wording; Set Factory Settings regenerates them from the language file.

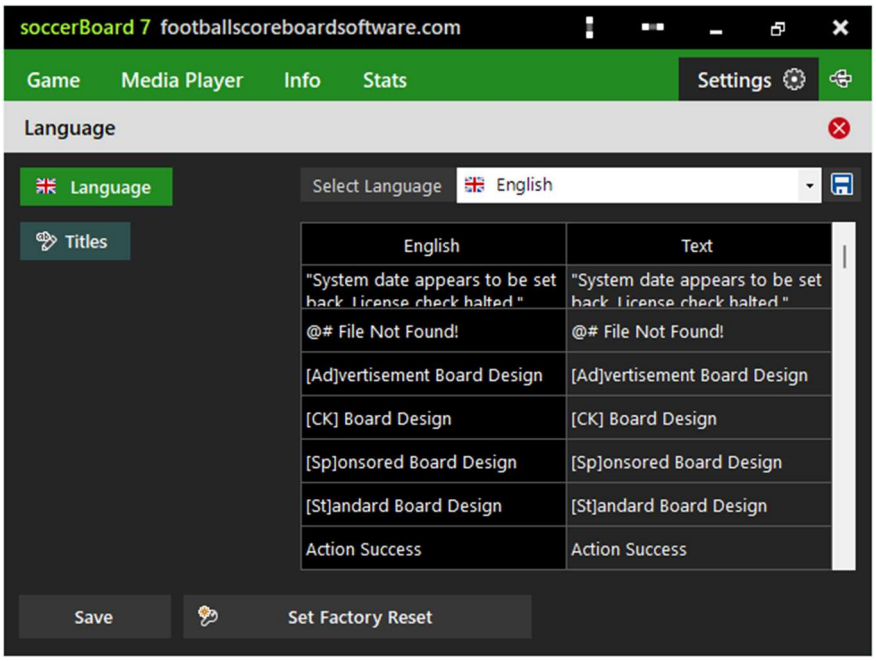


Figure 136. The Language tab.

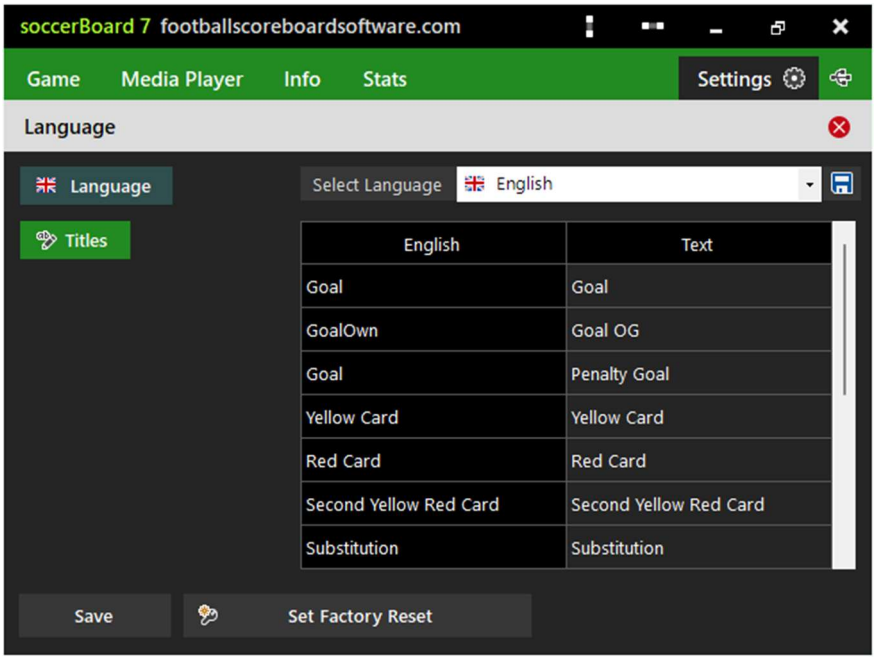


Figure 137. The Titles tab.

Control	Name	What it does
	**Close**	Closes the Language page and returns to the Settings pages.

Control	Name	What it does
	**Language**	Shows the Language tab, listing every caption of the operator panel in the selected language for editing.
	Language List	Selects the language to view and edit; each entry shows the country flag and the language name, and choosing one loads its captions into the list.
	**Apply Language**	Makes the language chosen in the drop-down the operator language of the program and asks you to restart the application for the change to take effect.
	**Titles**	Shows the Titles tab, listing the titles displayed on the board for editing.
	**Save**	Saves the rows edited in the list: captions of the selected language on the Language tab, or the board titles on the Titles tab.
	**Set Factory Settings**	Restores the factory texts: on the Language tab it resets all translated captions of the panel to their delivered values, on the Titles tab it reloads the board titles for the selected language.

14. Remote control API

Any device on the same network can drive the scoreboard with plain HTTP requests. The same server also serves the phone panel described in chapter 13.3. This chapter is the complete command reference.

14.1 Request format

Every request goes to the single address /api.html on the port configured under Settings > Remote Control (1907 by default) and must end with the terminator character $:

```
http://<HOST>:<PORT>/api.html?_=<cachebuster>&pin=<PIN>&cmd=<CMD>&value=<VAL>$
```

- HOST: 127.0.0.1 on the PC itself, or the PC's LAN address from a phone.
- PIN: the numeric PIN from the Remote Control settings.
- CMD: a command name from the tables below.
- VAL: the command value; omit it for commands without a value.
- The optional cache-buster _=<number> goes first and keeps browsers and proxies from returning a cached reply.
- URL-encode the value: a space becomes %20, the vertical bar %7C.
- Inside text values the underscore _ stands for a new line. In set_chronometer an exclamation mark ! switches to added-time mode.

Replies: a value starting with ! is a success acknowledgement, a value starting with # is an error (for example #Invalid PIN or #Invalid API Command). cmd=GET returns an XML snapshot. Only one controller should drive the clock at a time.

14.2 Reading the current state

```
http://127.0.0.1:1907/api.html?pin=123456&cmd=GET$
```

The reply is an XML document with one Item element containing these fields:

Field	Meaning
BoardType	Active display mode: St, Sp, Ad or CK
Home, Guest	Team names (line breaks come back as real new lines)
HomeScore, GuestScore	Current goals
HomeEvents, GuestEvents	The timeline text shown under the names
Chronometer	Match clock, mm:ss
StatusChronometer	True while the clock runs
Period	1 first half, 2 second half, 3 extra 1, 4 extra 2, 5 penalty shoot-out
Extra01, Extra02	The two free text lines
PlaylistStarted	Number of the running scoreboard playlist, 0 for none
AdPlaylistStarted	Number of the running Advertisement playlist, 0 for none
ExtraTimeUserValue	Added time entered, for example +3
ExtraChronometerActive	True while the added-time clock counts

Field	Meaning
ExtraChronometer	Added-time clock, mm:ss
ShowExtra	True when Show Added is ticked
StatsData	The statistics rows as home~stat~guest, rows separated by a vertical bar

A remote panel typically polls GET about every 600 ms to stay in sync.

14.3 Names, text lines and score

Command	Value	Effect
set_home_team	text	Home team name; _ starts a second line
set_guest_team	text	Guest team name
line_text_1	text	Free text line 1
line_text_2	text	Free text line 2
set_home_score	number	Sets the home score
set_guest_score	number	Sets the guest score
set_home_score_up, set_home_score_down	-	Home score plus or minus one (never below 0)
set_guest_score_up, set_guest_score_down	-	Guest score plus or minus one

Examples:

```
...&cmd=set_home_team&value=REAL_MADRID$
...&cmd=line_text_1&value=GROUP%20A$
...&cmd=set_home_score&value=2$
```

14.4 Clock, periods and views

Command	Value	Effect
set_chronometer	play, pause, stop	Starts, pauses or fully resets the clock
set_chronometer	mm:ss	Sets the clock to that time (stops it first)
set_chronometer	!3	Sets the added time to 3 minutes
set_chronometer	!90!3	Sets the clock to 90:00 and the added time to 3
click	St, Sp, Ad, Ck	Selects the display mode
click	first_half, second_half, extra_1, extra_2	Selects the period (clock must not be running)
click	playpause	Same as the Start/Pause button

Command	Value	Effect
click	stop	Two-stage stop: first press pauses, second press resets
click	show_added	Toggles Show Added
match	-	Returns to the Game page and redraws the board
clear_events_history	-	Clears both event boxes

14.5 Info graphics

All info commands take one value whose fields are separated by a vertical bar (%7C in the URL). An empty name is looked up in the squad by the number, an empty minute is filled with the current match minute, flags are 1 for on and 0 for off.

Command	Value fields
info_goal	side, type, number, name, minute, animate, picture, add2events. side = home or guest; type = goal, own or penalty
info_card	side, type, number, name, minute, picture, add2events. type = yellow, yellowred or red
info_subst	side, inNum, inName, outNum, outName, minute, picture, add2events

Examples:

```
Goal, home #9, current minute, with animation, added to the timeline:
...&cmd=info_goal&value=home%7Cgoal%7C9%7C%7C%7C1%7C0%7C1$

Red card, guest #5 RAMOS, minute 80:
...&cmd=info_card&value=guest%7Cred%7C5%7CRAMOS%7C80%7C0%7C1$

Substitution, home #14 in for #9, names from the squad:
...&cmd=info_subst&value=home%7C14%7C%7C9%7C%7C%7C0%7C1$
```

14.6 Statistics and playlists

Command	Value	Effect
stats_show	timeline, stats, standings, results, schedule	Shows the prepared view on the board. Standings, results and schedule use the columns selected in the application; with no columns selected the board stays empty
stats_set	index;home;stat;guest	Edits an existing statistics row in place; index is the zero-based row position in StatsData
start_playlist	1 to 7	Starts a scoreboard playlist

Command	Value	Effect
start_playlist_ad_screen	1 to 7	Starts an Advertisement playlist and switches to Advertisement mode

```
...&cmd=stats_set&value=0;12;Shots;8$
...&cmd=start_playlist&value=1$
```

14.7 The phone panel

Open http://<PC-LAN-IP>:1907/logon.html on a phone in the same network, enter the PIN and the panel loads. It uses the commands above and polls GET to keep its readouts live. The PIN is never written into the page.

15. Appendix

15.1 Dialogs and pickers

The application has a few small windows of its own that appear from many places:

- Message box: a dark panel over the working area with a title bar in red (warning), green (success) or grey (information) and an OK button, or Yes and No for confirmations such as closing the application or restoring factory settings.
- Input box: the same panel with a text field, used when you save a design or a team under a new name.
- Colour picker: a palette window with a preview and a text field for the hexadecimal colour code, opened from the colour buttons in the design editor, the announcement style and the scrolling text style.
- Font picker: a list of the installed fonts with a preview, opened from the font buttons.
- File dialogs: the standard Windows open-file dialog for logos, clips, sponsor images and player pictures. It follows the language of Windows, not the language chosen in the application.
- Capture region overlay: after clicking the selection button on a Screen Capture tab the whole desktop dims; drag a rectangle with the mouse to capture it, or press Esc to cancel.

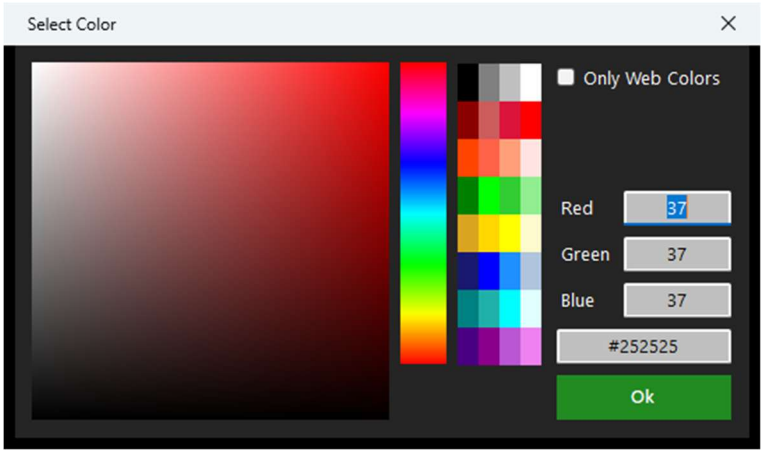


Figure 138. The colour picker.

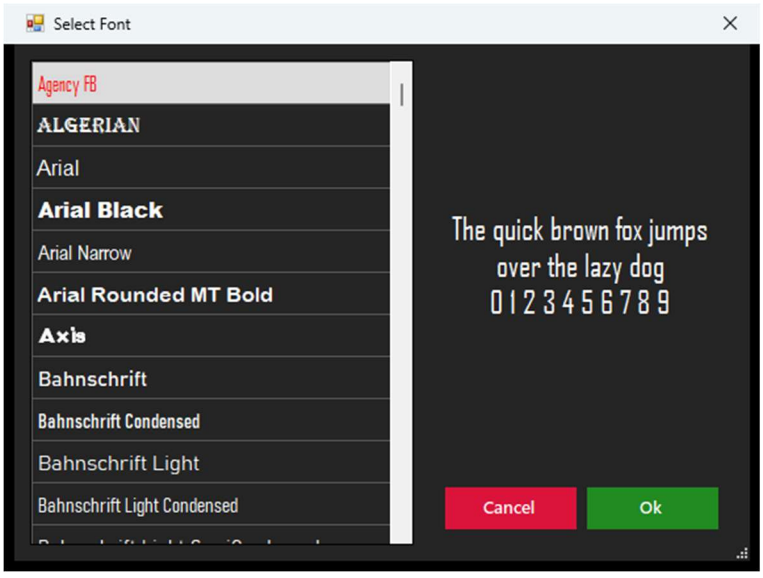


Figure 139. The font picker.

Control	Name	What it does
Yes	**Yes**	Yes: confirms the question and lets the action go ahead.
Ok	**Ok**	Ok: closes the message.
No	**No**	No: closes the question without carrying out the action.

Control	Name	What it does
Cancel	**Cancel**	Cancel: closes the input window without saving what was typed.
Save	**Save**	Save: accepts the typed text and closes the input window.

Control	Name	What it does
	**Colour Palette**	Colour palette: click a point to pick that colour; the preview and the red, green, blue and hex values are updated to match.
Only Web Colors	**Only Web Colors**	Only Web Colors: limits the colour palette to the standard web colours; unticked, the full colour range is offered.
Ok	**Ok**	Ok: applies the colour shown in the selected colour preview and closes the colour picker.

Control	Name	What it does
Cancel	**Cancel**	Cancel: closes the font picker without changing the font.
Ok	**Ok**	Ok: applies the font highlighted in the font list and closes the font picker.

Control	Name	What it does
	**Close**	Closes the message window.

15.2 Files and folders

Everything the application needs lives in its installation folder, C:\soccerBoard7 by default:

Folder or file	Content
start.xml, config*.xml	Your settings
common\data	Teams, players, referees, sponsors, playlists, statistics, standings, results and fixtures
common\vizrt	Board designs (current design and your saved designs)
common\xml	Language file and board titles
media	Your videos, images and downloaded league data
logs	The application log, one file per day, kept for 14 days

Back up the whole folder to keep your data; copying it to another PC moves teams, playlists and designs along. A PC license stays bound to the original computer; a USB license travels with the stick.

15.3 Log folder and support

The application writes a log file for every day into C:\soccerBoard7\logs (sb7_yyyy-MM-dd.log). If that folder cannot be written, the log goes to C:\ProgramData\soccerBoard7\logs instead. The log records the start, the license mode, every source start and stop, the NDI stream, errors and a diagnostic line every ten seconds; it contains no personal data beyond the team and player names you entered.

When something goes wrong, send these to support (arslan.ziya@gmail.com):

1. The log file of that day from the logs folder.
2. The version number shown at the bottom of the Settings > License tab.
3. A short description of what you did and what you expected, if possible with a screenshot of the control window and a photo or screenshot of the board.
4. For license questions: the Computer ID from the License tab or the USB ID from the USB License Creator.
5. For layout questions: the file start.xml and, for Advertisement layouts, configAd.xml.

15.4 Troubleshooting

Symptom	What to check
The board window is not visible	Settings > Screen Properties: Left and Top must point to a connected display. Set 0 and 0 to bring it to the main screen.
The board shows DEMO in the clock every few seconds	The application runs without a license; enter the key under Settings > License or plug in the USB license before starting.
The USB stick is plugged in but the License tab says nothing	The stick is read at start and when Settings opens. Open Settings again or restart the application with the stick plugged in.
A message says the remote control port is in use	Another program or a second copy of soccerBoard 7 uses port 1907. Close it or change the port under Settings > Remote Control.

Symptom	What to check
The phone panel does not open	PC and phone must be in the same network; check the address and PIN on the Remote Control tab and allow the port in the Windows firewall (the installation folder contains open_firewall_1907.bat).
The camera does not appear in the list	Connect it before opening the Camera tab and make sure no other program uses it. Click Stop before unplugging.
No NDI source is found	Both computers must be in the same network and the sender must be running; click the refresh button. Some networks block NDI discovery.
The camera or the capture stopped after a mode switch	This is normal in Manual mode. Set Source on mode switch to Restore under Screen Properties to start it again automatically.
A design change is not visible	Click Save & Apply in the design editor, or Apply on the Sponsored and Advertisement pages.
The period button does nothing	The clock is running. Pause it first.
Player pictures show a red placeholder in the picture player	The picture path of that player is empty in the squad editor. Assign the picture with Select Picture.

15.5 Known limitations

- Info and Stats graphics fill the whole board in Advertisement mode and cover the banners and the media area while they are shown (chapter 11.6).
- The camera page lists capture devices without a signal (for example a capture card with nothing connected); the preview stays black until a source is connected.
- If an NDI sender disappears from the network, the NDI input keeps its last picture or stays black; stop it and start it again when the sender is back.
- The Advertisement scoreboard box keeps the proportions of the board. With a narrow scoreboard column large team logos can be clipped; use a smaller logo size in the Advertisement design if that happens.
- The transparent key colour of the Chroma Key board is only transparent in the NDI stream and on displays that support it; on a normal monitor it appears black.
- A board larger than the operator screen is rendered in full size for the NDI stream and the second display, but you cannot see all of it on the operator screen.
- The application keeps one match at a time; there is no undo for deleted playlists, teams or designs.