tennisBoard 7

Professional Led Display Scoreboard Software

USER MANUAL

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LANGUAGE SUPPORT



tennisBoard 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 tennisBoard 7 Does

tennisBoard 7 is scoreboard and match-graphics software for tennis, padel and beach tennis. You run the match from a control window on the operator PC. The program draws 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.

The score follows the rules of the match by itself. You give each point to a player; games, tie-breaks, sets, the serve and the end of the match follow automatically. Corrections and Undo are always one click away.

Besides the score, tennisBoard 7 shows:

- player names with country flag, country code and seed, two names per side in doubles;
- the serve indicator, the set scores with tie-break scores, the match time or the time of day;
- status messages such as Deuce, Tie-Break, Golden Point, Star Point and Match;
- the big-point callout (Break Point, Set Point, Match Point, Championship Point);
- Hawk-Eye challenges and calls;
- tennis info screens: player intro, head-to-head, officials, statistics, set summary, point by point, code violation, challenge, serve speed, status card and order of play;
- sponsor images, scrolling texts, banners, announcements, video playlists, camera pictures and screen captures.

Board Output **Control Panel**

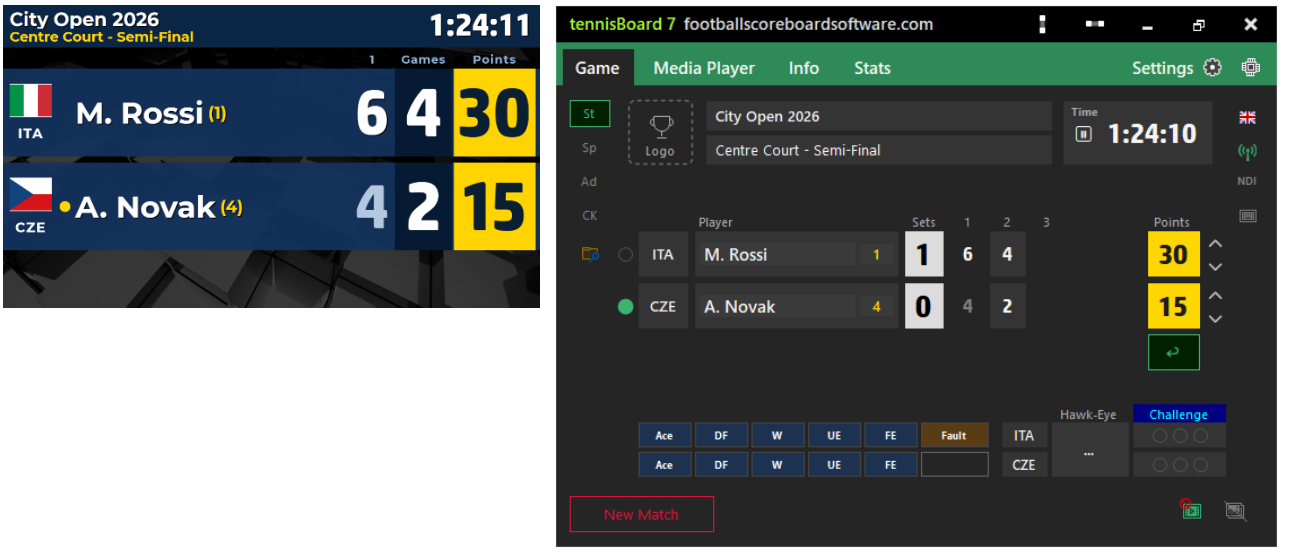


Figure 1. The Standard board in the second set of a match and the control panel that drives it.

1.2 Supported Sports and Modes

One installation covers five sport modes. You choose the mode with the Mode button on the control panel (chapter 6). Each mode starts with the rules of its sport; you can change every rule and keep it for the next matches.

Mode	Default Rules	What Is Special
Tennis	Best of 3 sets, sets to 6 games, tie-break at 6-6 to 7 points, deciding set with a 10-point tie-break, advantage scoring	Hawk-Eye challenges (3 per set, +1 in a tie-break); preset Best of 5
Tennis Doubles / College	Best of 3, no-ad scoring (deciding point at deuce), match tie-break to 10 instead of a third set	Two names per side, serving partner; preset College (1 Set)
Fast4 Tennis	Best of 3, sets to 4 games, tie-break at 3-3 to 5 points (sudden death at 4-4), no-ad scoring	Let serves are played; preset Best of 5
Padel	Best of 3, tie-break at 6-6 to 7 points, Star Point scoring (FIP 2026)	Doubles, no challenges; presets Advantage and Golden Point
Beach Tennis	One set, no-ad scoring, one serve only	Doubles, let serves are played, no challenges; preset Best of 3

> **Note:** Changing the mode or a rule during a match starts a new match. The program asks before it resets the score and the match clock.

1.3 Display Modes

The board has four display modes. Each has its own look; you switch between them with the St, Sp, Ad and CK buttons on the control panel (chapter 7).

- Standard (St): the full-screen scoreboard with names, flags, seeds, set scores, games, points, the match time and two text lines for the tournament and the court.
- Sponsored (Sp): the Standard scoreboard with a sponsor band at the bottom or the top, showing sponsor images or a scrolling text.
- Advertisement (Ad): a scoreboard column beside a large area for a video playlist, a camera or a screen capture, with a scrolling banner below.
- Chroma Key (CK): a compact scorebug and lower-third info graphics on a solid key colour, to be keyed over a live TV picture in a vision mixer.



Figure 2. The Standard (left) and Sponsored (right) display modes.

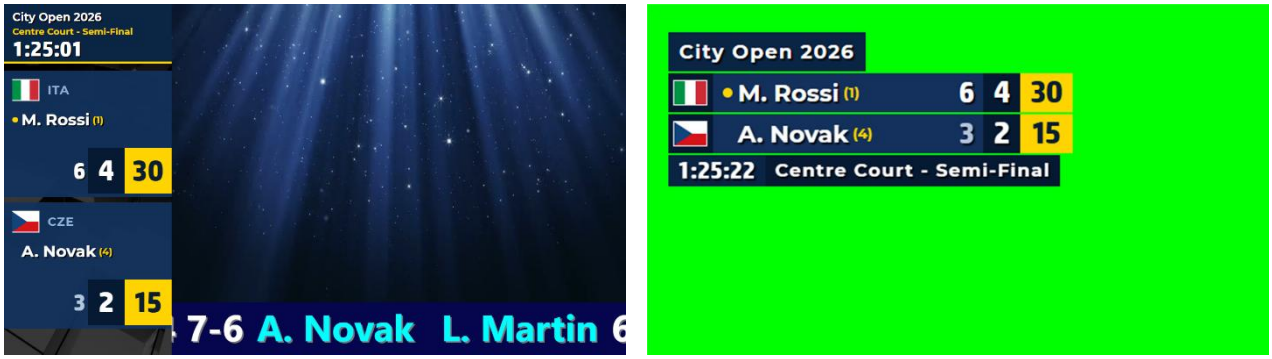


Figure 3. The Advertisement mode with a video and the results ticker (left), and the Chroma Key scorebug, enlarged (right).

Every board comes in three factory designs, Navy (the default), Charcoal and Clay. You can change any element of a design in the design editor and save your own designs (chapter 8).

1.4 What's New in 7.6.10

Version 7.6.10 is a complete rework of tennisBoard 7 on the current Board7 platform (the platform of soccerBoard 7).

Sports and rules:

- Five sport modes: Tennis, Tennis Doubles / College, Fast4 Tennis, Padel and Beach Tennis.
- A new Match Rules window: sets, games, tie-break, deciding set, match tie-break, advantage, no-ad, golden point, star point, doubles, lets, one serve and challenges, with presets for every mode.
- Star Point (FIP 2026) is the padel default; Golden Point and Advantage are presets.
- Tennis plays a 10-point tie-break in the deciding set by default.
- Doubles: two names per side; the serve indicator shows the serving partner.

Match safety:

- The match is saved all the time. Score, clock, statistics, challenges and info-screen data come back after a restart.
- Undo goes back point by point to the start of the match. It also undoes point outcomes and challenge changes.
- New Match always asks before it resets the score.

Control panel:

- A new Game tab with a score grid, a match-state indicator (Deuce, Advantage, Deciding / Golden / Star Point, Tie-Break, Super Tie-Break, Match Won), click-to-correct cells and arrows that follow the rules.
- The match clock starts on the first point. A right click switches between match time and time of day.
- Hawk-Eye calls and challenge dots, with a "Challenges Left" band on the boards.
- Optional point-outcome buttons (Ace, Double Fault, Winner, Unforced Error, Forced Error), a Fault button for the second serve and a serve-speed box.

Boards, graphics and statistics:

- All boards and info screens are redesigned in a tennis design language, readable from a distance, in three factory designs (Navy, Charcoal, Clay).
- Every element of a board can be moved, resized and recoloured in the design editor. Boards scale to 16:9, 4:3, 5:4 and wide LED formats.
- Country flags as sharp vector images, entered by country code (ITA, GER, SUI...).
- Eleven tennis info screens, each also as a Chroma Key lower third, and the automatic big-point callout.

- A Stats tab with 16 statistics computed from the points, per match and per set.

Remote control and shortcuts:

- A new remote control page for phones and tablets with Score, Info, Setup and Media tabs.
- The HTTP API has tennis commands for scoring, outcomes, challenges, info screens and statistics.
- The Keyboard Hook Manager has 15 tennis actions with numeric-keypad and function-key defaults.

1.5 How to Read This Guide

Chapters 2 to 4 cover installation, licensing and the main window. Chapters 5 and 6 are the core of the work during a match: the control panel and the match rules. Chapters 7 to 13 describe the boards, designs, info screens, statistics, players and media. Chapters 14 to 16 cover the remote control, the HTTP API and the keyboard shortcuts. The guide ends with languages, the settings reference, troubleshooting and the appendices.

- A pair block shows the board output on the left and the control panel that produced it on the right.
- A picture with red numbers is followed by a table with the same numbers.
- Names of buttons and labels are written as the English interface shows them. In another interface language the captions differ; the places are the same.
- Steps are numbered. Do them in this order.

> **Note:** The pictures show the program as the setup installs it, with its fictional sample players, tournament and sponsors. Scores and clocks were set for the pictures. The program ran with a licence; without a licence the boards show the word DEMO (chapter 3).

1.6 Website and Support

- Website: www.footballscoreboardsoftware.com
- Support: arslan.ziya@gmail.com (also shown on the License page of the settings)

2. Installation and First Start

2.1 System Requirements

Item	Requirement
Windows	64-bit Windows. The setup does not install on a 32-bit system.
.NET Framework	4.7.2 or later
Microsoft Edge WebView2 Runtime	Required: every board is drawn with it (section 19.1)
Rights	Administrator rights for the setup. The desktop shortcut starts the program as administrator.
Board output	A second monitor, a projector, an LED wall controller or an NDI receiver for the board window
Network	Only for the remote control (port 1907) and NDI
Display scaling	100 % on the monitor that shows the board is recommended (section 19.2)

2.2 Installing

1. Close tennisBoard 7 if it runs. The setup also closes it before it copies files.
2. Run tennisBoard7Install.exe and follow the wizard.
3. The program is installed in C:\tennisBoard7. The folder cannot be changed.

During the installation the setup also:

- installs the fonts of the boards in Windows ("Installing fonts...");
- adds four Windows firewall rules for port 1907, named "tennisBoard 1907 TCP IN", "UDP IN", "TCP OUT" and "UDP OUT" ("Configuring firewall rule...");
- creates three desktop shortcuts: tennisBoard7 (the program), tennisBoard7 Help (this guide) and tennisBoard7 Promo.

In Apps & Features the program is listed as Tennis Scoreboard Software 7.6.10.8.

2.3 First Start

Start tennisBoard 7 with the desktop shortcut. A small status card appears while the program loads:

- "tennisBoard Started..."
- "Checking license..." while the licence is read. Reading the PC licence can take up to 30 seconds on a slow PC; the USB scan up to 8 seconds.
- "Renderer Initialized..." and "Entering Main Loop..." while the boards are prepared.

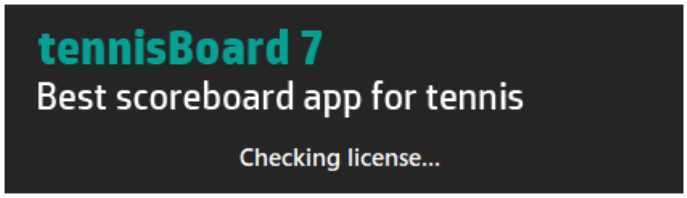


Figure 4. The status card while the program starts.

Then the main window opens at the bottom right of the screen with the Game tab, and the board window opens at the top left.

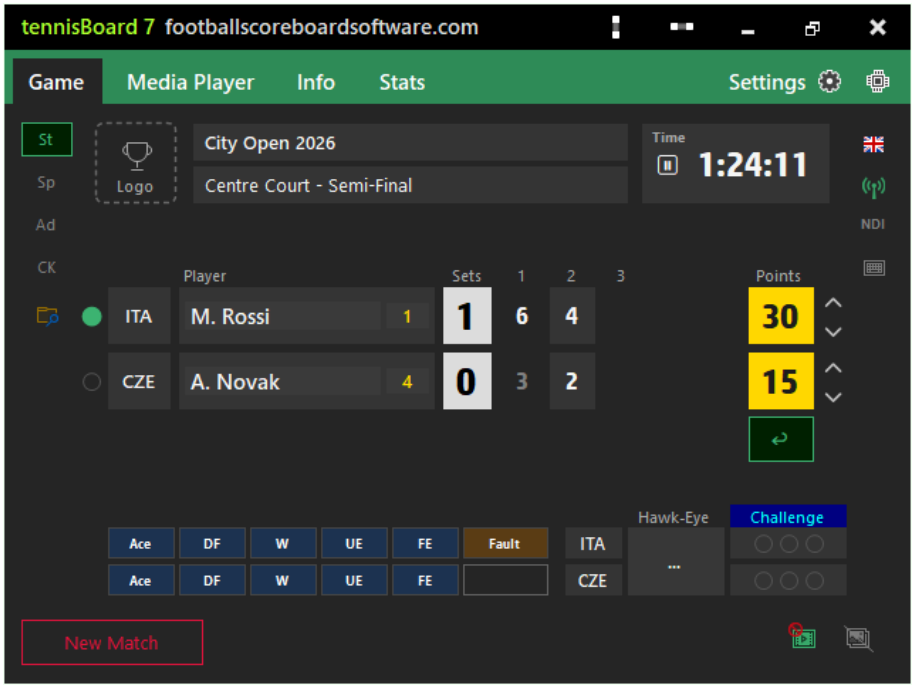


Figure 5. The main window at the first start: the Game tab with the sample match.

A new installation starts with these settings:

Setting	First Start Value
Board window	Left 0, Top 0, 960 × 540 pixels
Display mode	Standard (St)
Sport mode	Tennis, best of 3
Language	The language of the Windows regional format; English if it is not one of the 46 languages
Sample match	M. Rossi (ITA, seed 1) vs A. Novak (CZE, seed 4), City Open 2026, Centre Court - Semi-Final, score 0-0
Background video	BlackRoyal.mp4
Remote control	Off, PIN 123456
Keyboard shortcuts	Off (the default keys are already assigned)
Point-outcome buttons	Off
NDI sender name	TB7_NDI
Licence	DEMO until a licence is entered (chapter 3)

> **Note:** Run only one copy of tennisBoard 7. The program does not stop a second copy; two copies would write the same settings and only one of them can use the remote control port.

2.4 Folders and Files

Everything lives in C:\tennisBoard7:

Folder or File	Contents
tennisBoard7.exe and the .dll files	The program
start.xml	All settings, the match rules, the keyboard keys and the saved match (created at the first start)
config.xml, configSp.xml, configAd.xml, configCK.xml	Banner and Announce texts, Sponsored, Advertisement and Chroma Key settings
tb7license.xml	The PC licence
common\data	Players, playlists, sponsors
common\font	The fonts of the boards
common\images	Pictures, language flags and country flags (flags\country, codes.csv)
common\remote	The remote control pages and API_Commands.txt
common\vizrt\storage	The factory designs and your saved designs
common\vizrt\current	The designs in use
common\xml	Language file (lang.xml), factory copy (langFactory.xml), titles (title.xml)
media\videos, media\images	Background videos, sponsor and background pictures
logs	One log file per day, tb7_yyyy-MM-dd.log, kept for 14 days
API_Commands.txt	The HTTP API reference (Appendix B)
open_firewall_1907.bat, install_fonts.ps1	Helpers to repeat the firewall and font steps of the setup

The browser profile of the boards is kept per Windows user in %LOCALAPPDATA%\tennisBoard7\WebView2.

2.5 Updating to a New Version

Install the new version over the old one. The setup closes the program, replaces the program files and the factory content, and keeps your data:

Kept	Replaced
start.xml (settings, rules, keys, saved match) and the licence	The program and its libraries
config.xml, configSp.xml, configAd.xml, configCK.xml	Factory images, fonts, remote pages and board scripts
Players, playlists and sponsors (common\data)	The factory designs in common\vizrt\storage\St, Sp, Ad, CK
Your designs, the design list and the designs in use	langFactory.xml, this guide, API_Commands.txt

Kept	Replaced
Your translations (lang.xml) and titles (title.xml)	Factory media files with the same names

At the next start the program brings your files up to date:

- New texts of the new version are added to lang.xml in all languages. Your own texts are never changed. The old file is kept once as lang.xml.bak_premigration; the additions are listed in lang.migration.log.
- Missing settings are added to start.xml. The old file is kept once as start.xml.bak_premigration.
- A board design that you never changed is replaced by the new factory design. A design you changed is kept.

> **Note:** Settings > Language > Set Factory Reset brings the new wording of existing texts, but it overwrites all languages at once, without a question (chapter 17).

2.6 Uninstalling

Use Apps & Features > Tennis Scoreboard Software > Uninstall. The uninstaller removes the program, the logs, the downloads folder and the browser profile. The fonts and the firewall rules stay in Windows.

> **Note:** Before you uninstall, copy C:\tennisBoard7 to a safe place if you want to keep your settings, players, designs and licence.

2.7 Quick Start: The First Match

1. Start tennisBoard 7. The Game tab shows the sample match.
2. Put the board where the audience sees it: Settings > Screen Properties, set L, T, W and H to the position and size of the second monitor or LED output (chapter 7.2).
3. Check the sport mode on the Mode button of the Game tab, for example "Mode: Tennis". Click it to choose another mode or rules (chapter 6).
4. Type the names of the players, their country codes and seeds, and the tournament and court lines (chapter 5.13).
5. Click the serve dot of the player who serves first.
6. Give every point with the up arrow or a click on the points cell of the player who won it (chapter 5.2). Use Undo at once if a point went to the wrong player.
7. After the last point the Game tab shows "Match Won". Click New Match before the next match.

For a TV production use the Chroma Key display mode (chapter 7.6); to score from a phone switch the remote control on (chapter 14).

3. Licensing

3.1 PC Licence and USB Licence

tennisBoard 7 runs with a licence key. There are two kinds:

	PC Licence (CPU)	USB Licence
Bound to	This PC, through its Computer ID	One USB stick, through its USB ID
Key file	C:\tennisBoard7\tb7license.xml	tb7license.xml in the root folder of the stick
Use	Only on this PC	On any PC where the stick is plugged in
Checked	At every program start	At every program start, before the PC licence

The licence is read only when the program starts. After you enter a key, or plug in the USB stick, restart the program.

The key also sets the largest board size (Max Resolution) and, for some licences, the GPU screen capture of the Advertisement and Chroma Key modes.

3.2 DEMO Mode

Without a valid licence the program runs in DEMO mode. Everything works, with these marks on the output:

- On the Standard, Sponsored, Advertisement and Chroma Key boards the match clock and the player names read DEMO for one second in every ten.
- The info-screen board, the media-player board and the media area of the Advertisement board show a DEMO label.

The licence icon at the right of the menu bar shows the state. Rest the mouse on it for the tooltip: "No License", "USB License Found" or "CPU License Found".

3.3 The License Page

Open Settings > License.

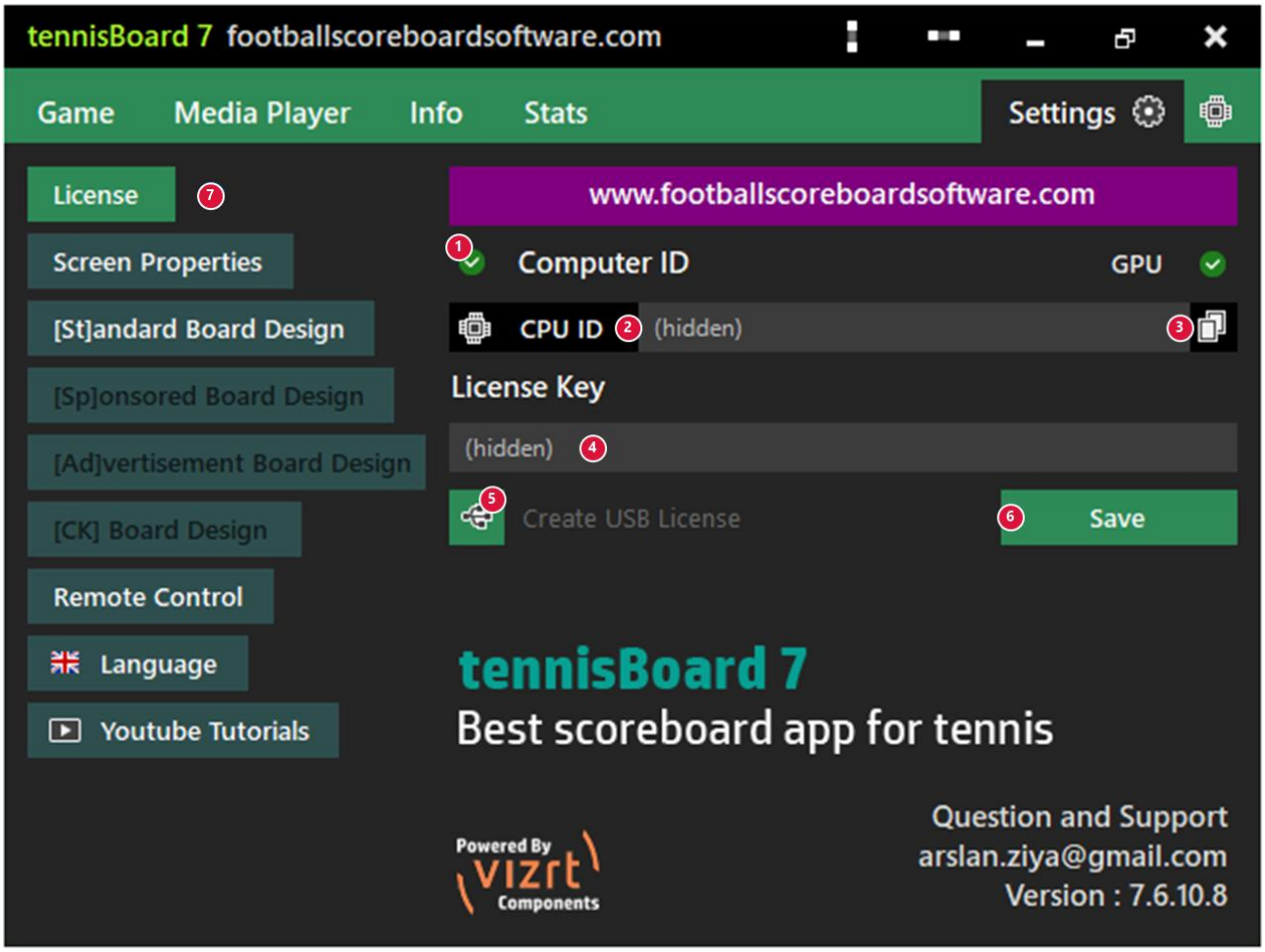


Figure 6. The License page. The Computer ID and the key are hidden in this picture.

No.	Control	What It Does
1	**Computer ID icon**	A question mark without a valid PC licence, a green tick with one. Click it to read the PC licence terms.
2	**CPU ID**	The Computer ID of this PC. Send it to the vendor to get a PC licence.
3	**Copy**	Copies the Computer ID to the clipboard.
4	**License Key**	Paste the key here. Lime = the key fits this PC; grey = it does not.
5	**Create USB License**	Opens the USB License Creator (section 3.5).
6	**Save**	Checks and saves the key.
7	**? (next to License)**	License Info: validation, Max Resolution, expiry date, model, GPU and the result of the date check.

The GPU badge appears when the licence enables GPU screen capture. The bottom of the page shows the support address and the program version (Version : 7.6.10.8).

3.4 Entering a PC Licence

1. Open Settings > License and click the copy button next to the Computer ID.
2. Send the Computer ID to the vendor (arslan.ziya@gmail.com) and order the licence.

3. Paste the key you receive into License Key. The box turns lime when the key fits this PC.
4. Click Save. The program shows "License Key Valid. Please Restart Application."
5. Restart tennisBoard 7.

If the key does not fit, the program shows "License Key Not Valid!" and puts the saved key back.

> **Note:** Do not type into the License Key box of a licensed PC. A key that does not fit makes the running session unlicensed at once: the boards show DEMO until a valid key is back or the program restarts.

3.5 Creating a USB Licence

1. Plug any USB stick into the PC. Its size does not matter.
2. Open Settings > License > Create USB License.
3. Choose the stick in Select USB Device. The scan takes up to 8 seconds. A stick that already holds a key shows "- License Key Found".
4. Copy the USB ID and send it to the vendor.
5. Paste the key you receive into License Key and click Save. The key file is written to the stick.
6. Restart tennisBoard 7 with the stick plugged in.

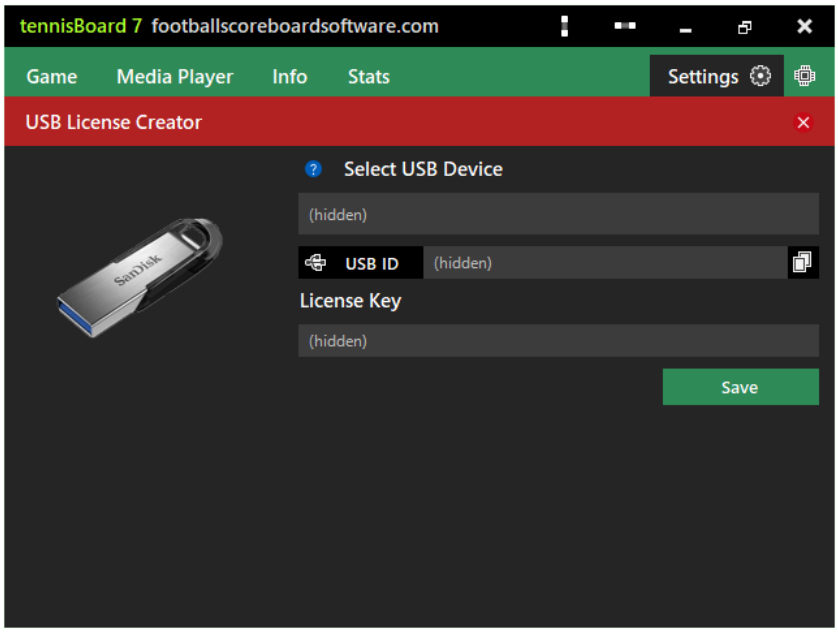


Figure 7. The USB License Creator. The drive, the USB ID and the key are hidden in this picture.

Esc or the close button leaves the USB License Creator. When a valid USB licence is found at start, the License page shows "USB License Detected" with the USB ID and the key.

3.6 When the Licence Is Not Accepted

What You See	Reason and Fix
"License Key Not Valid!"	The key belongs to another PC or stick. A PC key stops working after a hardware change; send the new Computer ID to support.
Computer ID shows ?WMI-UNAVAILABLE	Windows could not report the hardware data (WMI). Run winmgmt /verifyrepository as administrator and restart. A notice "License check unavailable – Windows WMI error" appears at start.

What You See	Reason and Fix
It worked before and now shows DEMO	The licence expired, or the PC clock is earlier than the last start. No message is shown: open the ? License Info box. Correct the Windows date and time, then restart.
USB licence not found	The stick must be plugged in before the program starts.

The licence terms for both kinds open with the question-mark icons on the License page and in the USB License Creator.

4. Main Window and Menus

4.1 The Main Window

The main window is the operator's window. It opens at 640 × 480 pixels at the bottom right of the screen and cannot be made smaller. It has three parts: the title bar, the menu bar with the tabs, and the page of the selected tab.

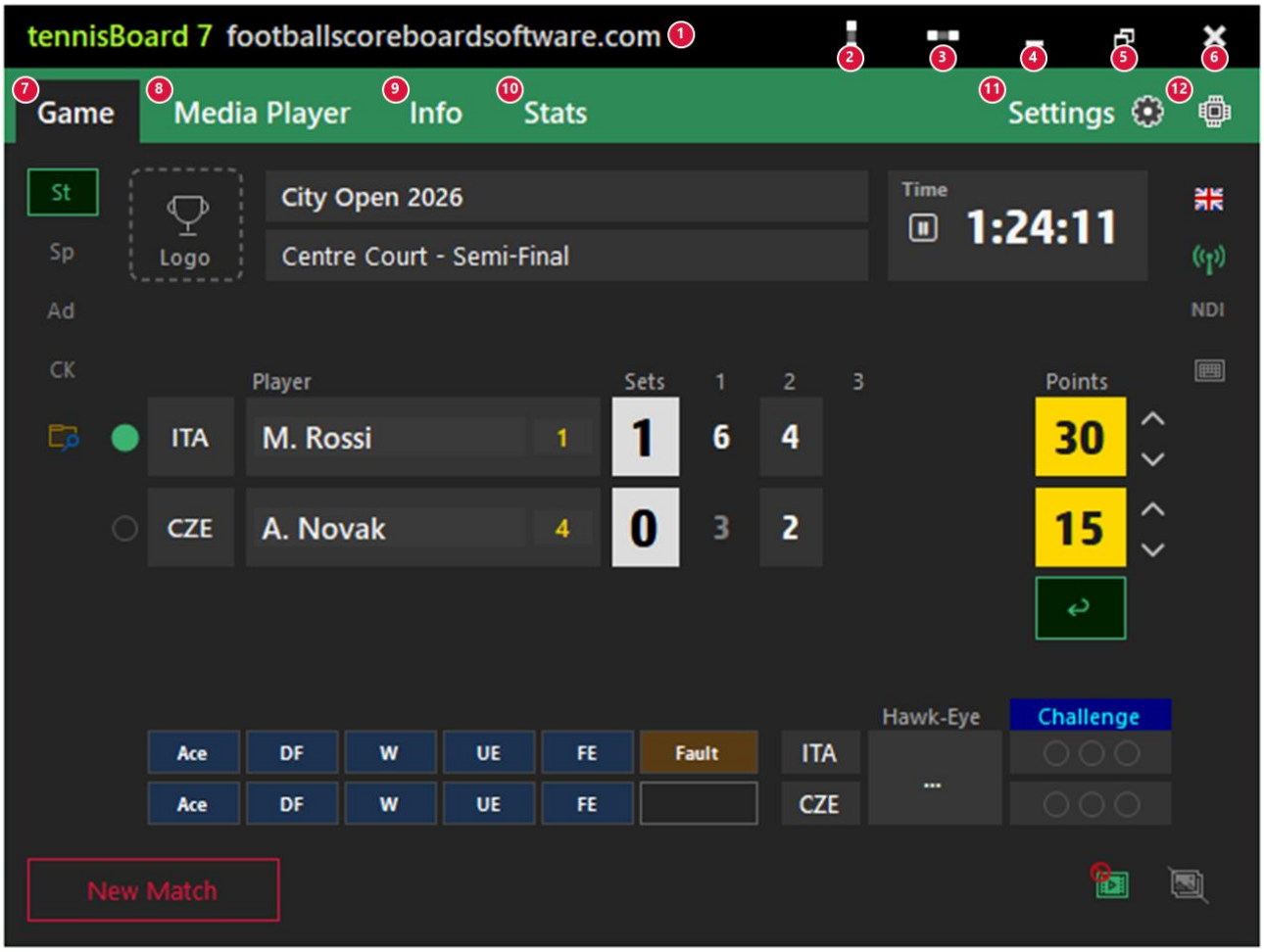


Figure 8. The main window: title bar, menu bar and the Game tab.

No.	Control	What It Does
1	**Title**	tennisBoard 7 and the product website. Drag the title bar to move the window.
2	**Column**	Makes the window a full-height column of 640 pixels at the right edge of the screen. Click again for 640 × 480.
3	**Strip**	Makes the window a full-width strip of 480 pixels along the bottom of the screen. Click again for 640 × 480.
4	**Minimise**	Minimises the main window. The boards stay on.
5	**Maximise**	Fills the screen. Click again to go back.
6	**Close**	Closes the program after a question (section 4.5).
7	**Game**	The control panel (chapter 5).

No.	Control	What It Does
8	**Media Player**	Playlists of videos and pictures (chapter 13).
9	**Info**	Info screens, Banner, Announce, players and sponsors (chapters 9 and 13).
10	**Stats**	The match statistics (chapter 11).
11	**Settings**	Licence, board position, designs, remote control, language (chapter 18).
12	**Licence icon**	Shows the licence state; rest the mouse on it for the text (chapter 3).

- Drag any edge or corner to resize the window. The window snaps to the screen edges.
- In the Sponsored, Advertisement and Chroma Key display modes a fifth tab appears between Stats and Settings: Sp, Ad or CK. It opens the page of that mode (chapter 7). In Ad and CK the tab blinks while a camera, NDI source, screen capture or video plays there.
- While a video or a picture slideshow plays, the Settings tab shows the time left in the clip, for example ▶ 0:42.

4.2 Window Sizes

The column and the strip are useful when the main window shares the screen with other programs, for example a vision-mixer software.

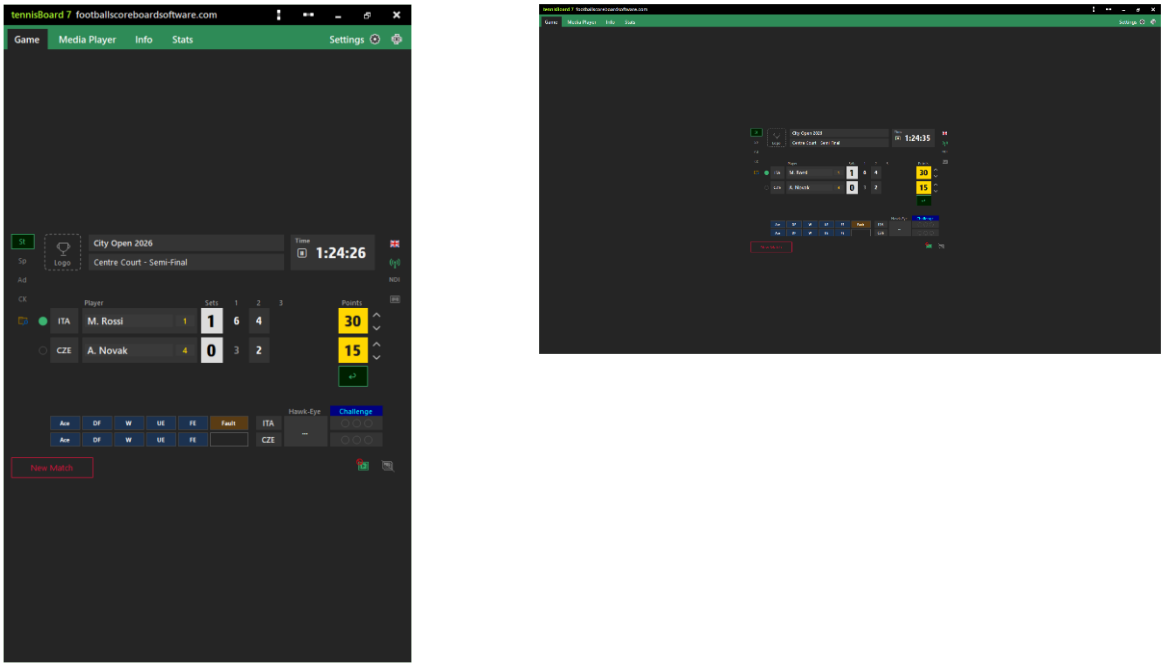


Figure 9. The column (left) and the maximised window (right). The page always stays the same size and is centred.

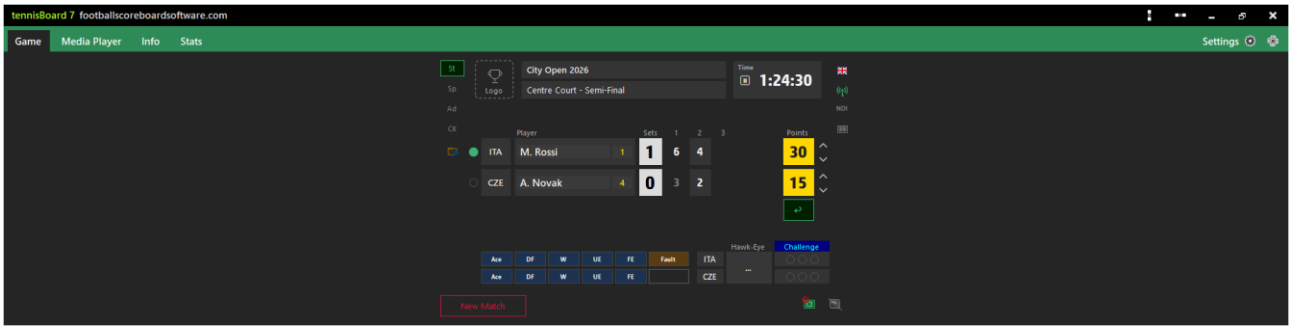


Figure 10. The strip along the bottom of the screen.

4.3 The Tabs at a Glance

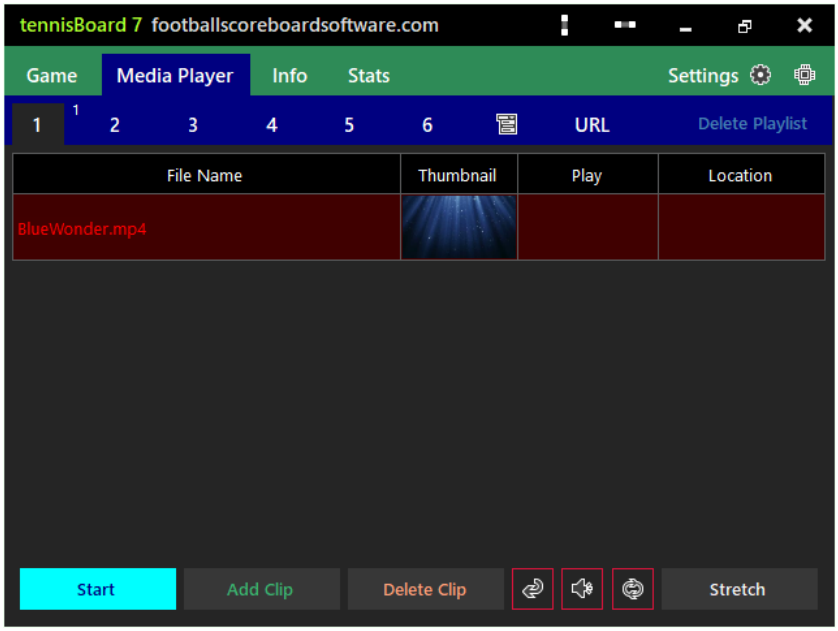


Figure 11. The Media Player tab.

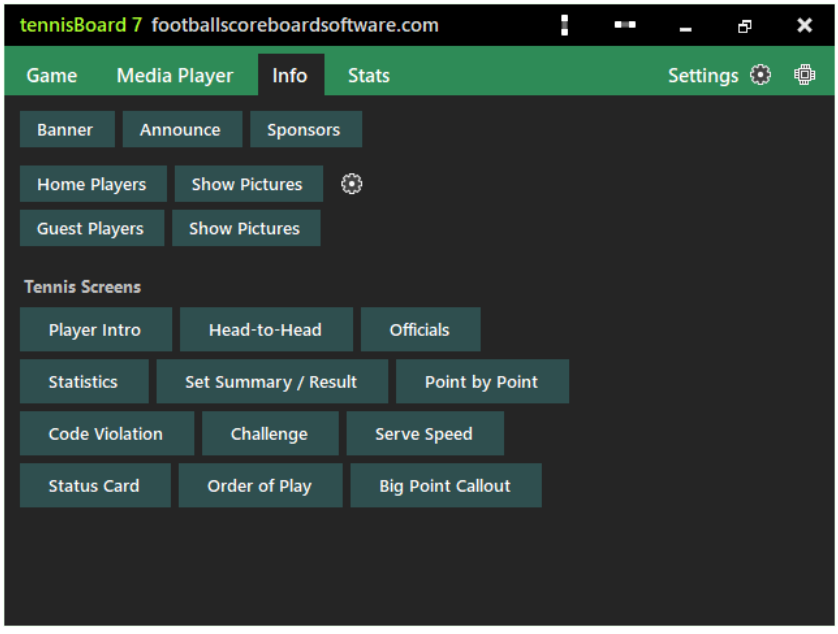


Figure 12. The Info tab.

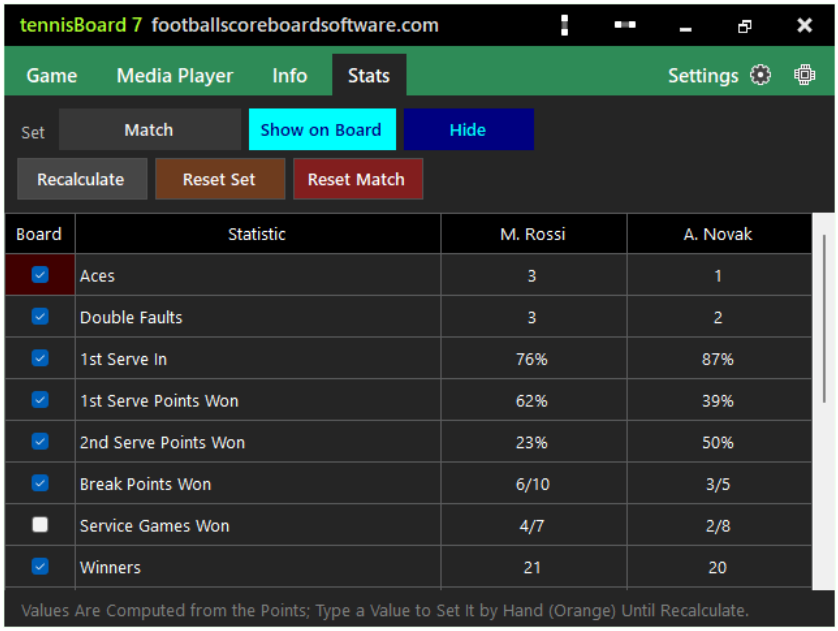


Figure 13. The Stats tab.

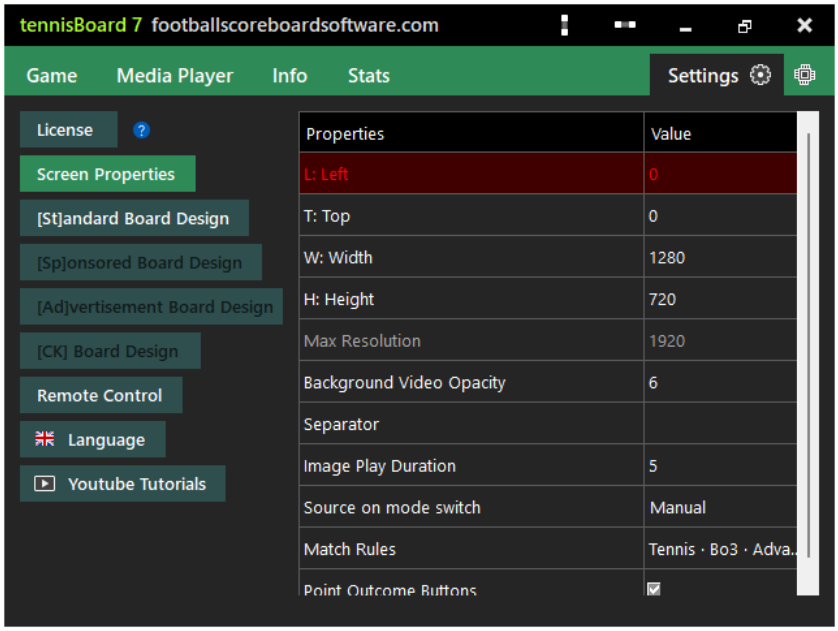


Figure 14. The Settings tab with Screen Properties.

4.4 Board Windows

The boards are separate windows without a frame: one for the Standard and Sponsored board, one for Advertisement, one for Chroma Key, one for the info screens and one for the media player. Only the board of the current display mode is shown.

Their position and size are set in Settings > Screen Properties: L: Left, T: Top, W: Width and H: Height, in pixels of the Windows desktop (chapter 7). To show the board on a second monitor or LED controller output, set Left to the x position of that output in the Windows display layout, for example 1920 for a monitor to the right of a full-HD main screen.

4.5 Closing the Program

1. Click the Close button (X) in the title bar.
2. The program asks "The Application Will Be Closed! Are You Sure?". Click Yes.

The program saves the settings and the match, stops the remote control and NDI and closes the boards. The match is restored at the next start.

> **Note:** Always close tennisBoard 7 with its own Close button. Closing the window from the Windows taskbar may skip the orderly shutdown.

4.6 Messages and Questions

Questions and messages of the program cover the page with a coloured title band (red for warnings) and Yes / No or Ok buttons. Esc answers No (or Ok). Short notices, for example about the remote control or NDI, appear for a few seconds at the bottom right of the screen.

5. Control Panel

The control panel is the Game tab of the main window. Everything you need during a match is on this one page: scoring, corrections, serve, the clock, challenges and the display mode. The page fits a 640 × 480 window, so it also works on a small screen beside the board.

5.1 The Game Tab at a Glance

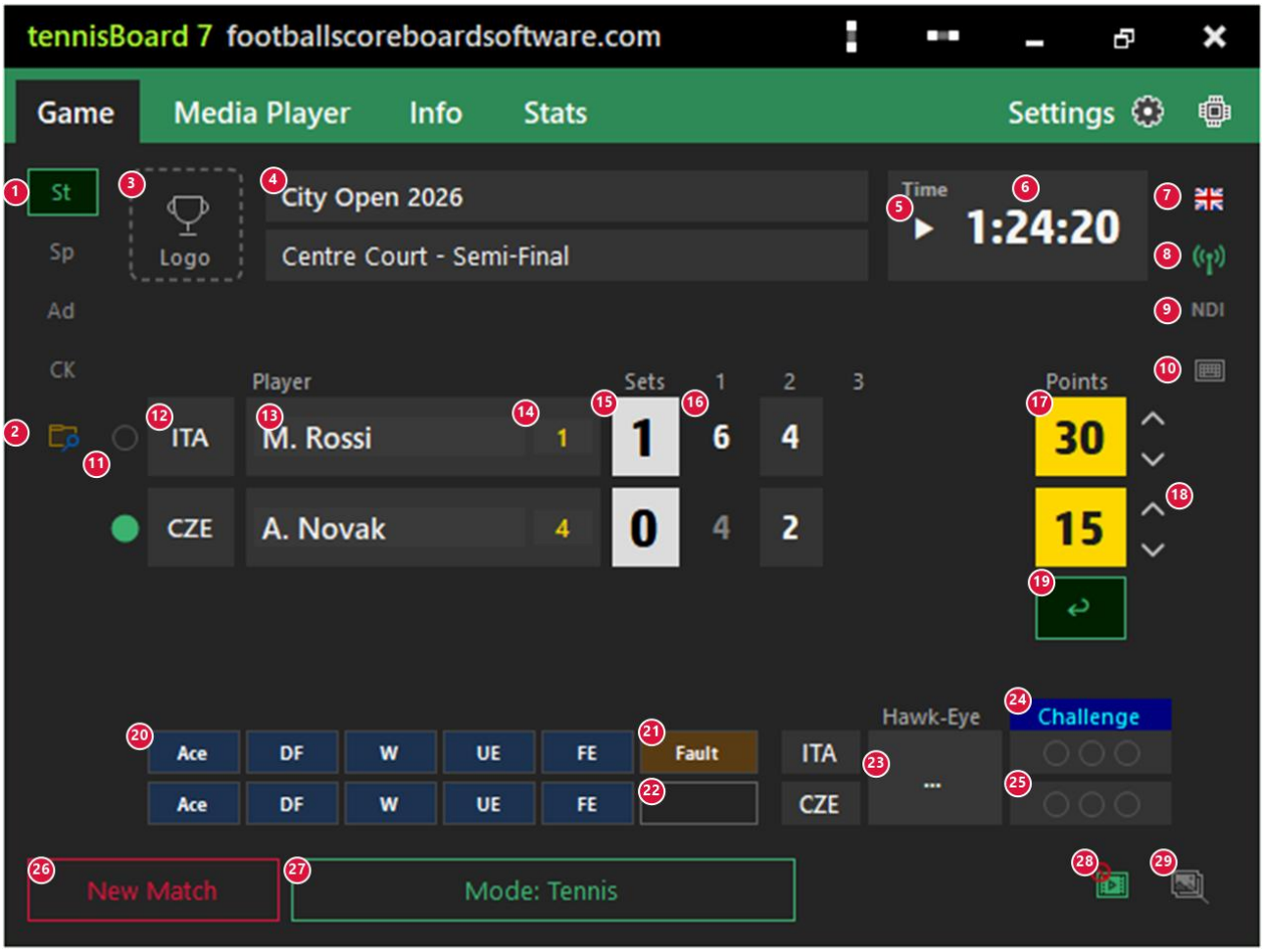


Figure 15. The Game tab with the optional point-outcome buttons switched on.

No.	Control	What It Does
1	**St, Sp, Ad, CK**	Switch the board between the Standard, Sponsored, Advertisement and Chroma Key display modes. The active mode is green.
2	**Select Design (folder icon)**	Opens the design gallery to choose another board design (chapter 8).
3	**Logo**	Click to choose a logo for the board (for example the tournament logo). The small X that appears over the logo removes it.
4	**Tournament and court lines**	Two text lines shown at the top of the board, for example the tournament and the court or round.
5	**Play / Pause**	Starts and pauses the match clock. Hidden when the clock shows the time of day.
6	**Clock**	The match time. Click it to type a time; right click to switch between match time and time of day.

No.	Control	What It Does
7	**Language (flag)**	Opens the language page of the settings (chapter 17).
8	**Remote Control**	Opens the remote control settings (chapter 14). Green while the remote control server runs.
9	**NDI**	Starts and stops the NDI stream of the board (chapter 13). Green while it sends.
10	**Keyboard**	Opens the Keyboard Hook Manager (chapter 16). Green while the global shortcuts are on.
11	**Serve dots**	Filled green dot = this side serves. Click the receiver's dot to change the server.
12	**Country code**	Three-letter code (ITA, CZE, GBR...). The board shows the code and the flag.
13	**Name**	Player name. In a doubles mode a second field holds the partner.
14	**Seed**	Seed number, shown on the board in brackets after the name. Leave it empty for no seed.
15	**Sets**	Sets won.
16	**Set columns**	Games of each set; the current set has a frame. Left click the current set: +1 game; right click: −1 game.
17	**Points**	Points of the current game (0, 15, 30, 40, AD) or tie-break points. Left click: +1 point; right click: −1 point.
18	**Arrows**	Up arrow: +1 point. Down arrow: −1 point.
19	**Undo**	Takes back the last scoring action.
20	**Point-outcome buttons**	Ace, DF, W, UE, FE: give the point and record how it ended (section 5.7). Optional.
21	**Fault**	First-serve fault; a second press is a double fault (section 5.6). Optional.
22	**Serve speed**	Type the speed of the serve in km/h and press Enter (section 5.8). Optional.
23	**Hawk-Eye**	The Hawk-Eye call: "..." (none or in progress), In or Out. In and Out show on the board for 8 seconds.
24	**Challenge**	Shows or hides the "Challenges Left" band on the board.
25	**Challenge dots**	One dot per challenge. Filled = used, ring = left. Click a dot to correct the count.
26	**New Match**	Starts a new match after a question (section 5.11).
27	**Mode**	Opens Match Rules (chapter 6). Hidden while the match clock runs.
28	**Background video**	Chooses the video layer behind the board. Green when a video is set.
29	**Middle image**	Chooses an image layer between the background video and the scoreboard. Green when an image is set.

The point-outcome buttons, the Fault button and the serve-speed box are off on a new installation. Switch them on in Settings > Screen Properties > Point Outcome Buttons (chapter 18). Without them the area left of the Hawk-Eye column is empty and scoring works the same way.

Many controls show a tooltip when you rest the mouse on them. The tooltips name the mouse actions, for example "Point: Left Click +1, Right Click -1".

5.2 Scoring a Point

Give every point to the player or pair who won it. You can do it in three ways:

- click the up arrow next to the points of that side;
- left click the points cell of that side;
- press a point-outcome button (section 5.7), which also records how the point ended.

The program then does the rest:

- The points count 0, 15, 30, 40. At 40-40 the score shows Deuce; with advantage scoring the next point shows AD.
- With no-ad scoring the point at 40-40 decides the game (Deciding Point, Golden Point in padel).
- With star-point scoring (padel) the first deuces are played with advantage; at the next deuce the Star Point decides the game.
- After a game the points go back to 0, the games go up and the serve changes.
- At 6-6 (or the tie-break score of the rules) a tie-break starts. The points cells turn orange and count 1, 2, 3...
- A set ends when a side has the games of the rules with the needed lead. The set score moves to its set column; a tie-break set keeps the loser's tie-break points as a small number (for example 7-6 with a small 3).
- The match ends when a side has won the sets of the rules (2 in a best of 3).

The match clock starts by itself with the first point of the match.

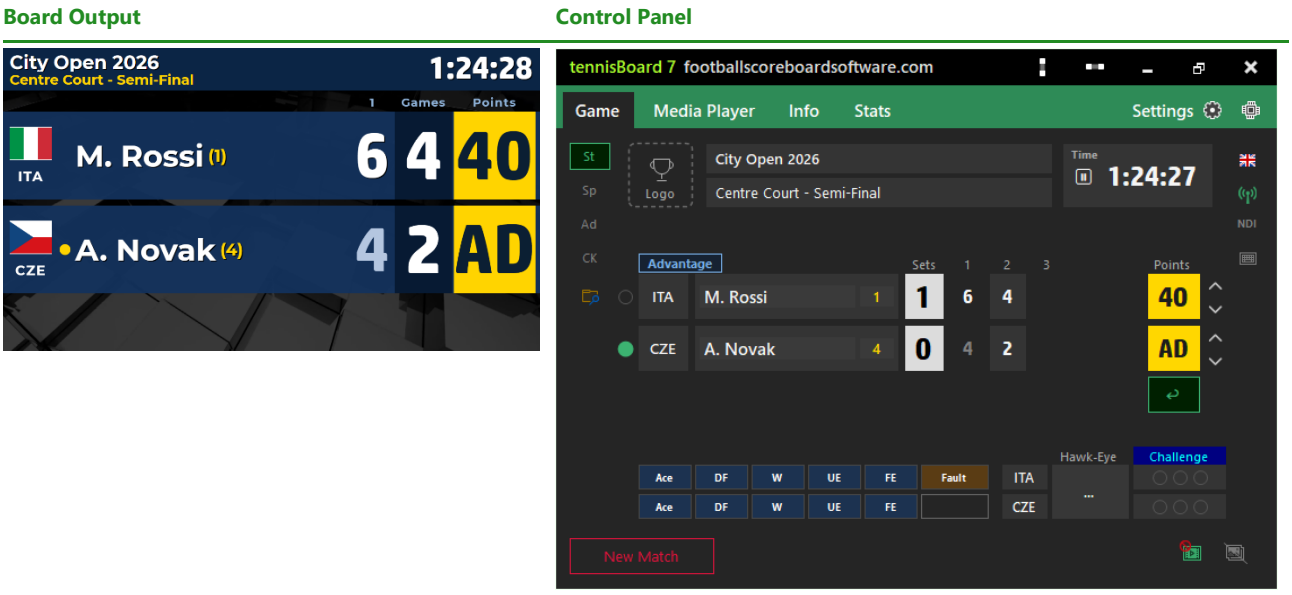


Figure 16. Advantage for the receiver: the board shows AD and the Break Point callout.

> **Note:** Nothing is scored after the match is over. The points, games, outcome and Fault buttons do nothing until you start a new match. Undo still works, for example when the last point was given by mistake.

5.3 Correcting the Score: Arrows and Cell Clicks

All corrections go through the rules, so the score always stays a real tennis score.

Correction	How	What Happens
Point +1	Up arrow, or left click on the points cell	A normal point: it can win the game, the tie-break, the set and the match.
Point −1	Down arrow, or right click on the points cell	One point less in the current game or tie-break. Nothing happens at 0; it never goes back into the previous game.
Game +1	Left click on the current set column	The side wins the current game (inside a tie-break: the tie-break). The serve changes; tie-break, set and match follow the rules.
Game −1	Right click on the current set column	One game less in the current set. Nothing happens at 0; it never goes back into a previous set.

- Only the column of the current set reacts to clicks. Completed sets cannot be changed.
- Point −1 and the game corrections are not counted in the statistics. Point +1 counts as a point without an outcome.
- Every correction is one Undo step.

> **Note:** During a match tie-break (super tie-break) the score runs in the set column and the points cells are empty. Game −1 does nothing there; use Point −1 or Undo.

5.4 Undo

The green Undo button with the arrow, under the points takes back the last scoring action. Press it again to go further back, up to the first point of the match.

Undo takes back:

- points, points with an outcome and double faults;
- Point −1, Game +1 and Game −1 corrections;
- challenge changes (a click on a challenge dot, a lost challenge from the remote or the Challenge screen).

Undo restores the points, games, sets, set columns, tie-break, server, challenges and the end of the match, and removes the statistics of the undone points.

- If a first-serve fault is waiting (the Fault button reads "2nd Serve"), the first Undo only cancels the fault.
- Undo does not change names, the clock, the Hawk-Eye call or serve speeds that you typed.
- New Match, a change of the match rules and a restart of the program clear the Undo history. The score itself is kept after a restart.

> **Note:** If you changed the server by hand after the last point, an Undo also returns the server to the state before the last point.

5.5 Serve and Serving Partner

The filled green dot left of the country code marks the side that serves. The serve changes by itself after every game. In a tie-break the first server serves one point, then the serve changes every two points; the player who received first in the tie-break serves first in the next set.

To change the server by hand:

1. Click the grey ring of the receiving side.
2. The dot moves; the board moves its serve indicator to that side.

At the start of a match the home side (the upper row) serves. New Match keeps the side that served first in the previous match, so set the server before the first point.

> **Note:** During a tie-break the serve follows the tie-break order. A manual serve change has no effect there.

In a doubles mode the serving partner's name is shown in gold on the panel, and the board puts the serve indicator on that partner's line. The partners take turns on their side's service games. If the pair changed its order, click the filled dot of the serving side: the other partner of that pair serves.

Board Output **Control Panel**

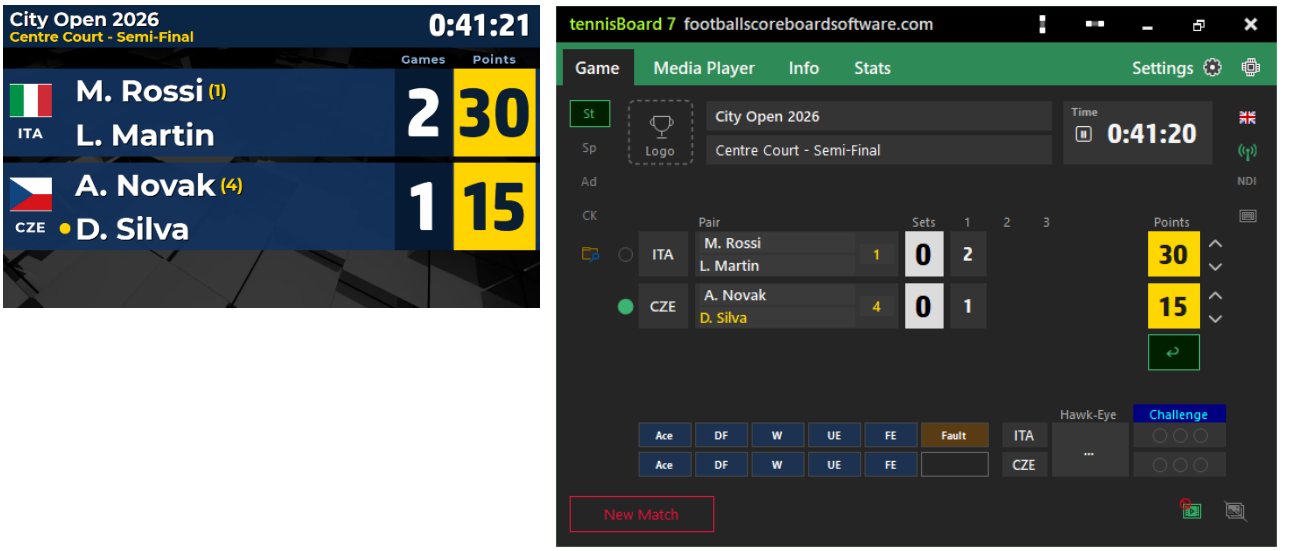


Figure 17. Doubles: D. Silva serves for the guest pair (gold name on the panel, serve indicator on the board).

5.6 Fault and Second Serve

The Fault button is part of the optional point-outcome row (section 5.1). It records first-serve faults for the serve statistics.

1. The first serve is a fault: press Fault. The button turns orange and reads "2nd Serve".
2. The second serve is in: give the point as usual (arrow, cell or outcome button). The point is recorded as a second-serve point and the button goes back to "Fault".
3. The second serve is also a fault: press the button again. This is a double fault: the receiver gets the point and the server gets a double fault in the statistics.





Figure 18. The outcome rows before and after a first-serve fault.

- Undo right after Fault cancels the pending fault.
- A pending fault is kept when you close the program.
- The statistics 1st Serve In, 1st Serve Points Won and 2nd Serve Points Won are computed once at least one fault has been recorded in the match.

5.7 Point-Outcome Buttons

With the outcome buttons on, each side has a row of five buttons under the score grid: the upper row for the home side, the lower row for the guest side. One press gives the point to the right player and records how it ended.

Button	Meaning	The Point Goes To
Ace	Ace	The server
DF	Double fault	The receiver
W	Winner by this side	This side
UE	Unforced error by this side	The other side
FE	Forced error by this side	The other side

- Ace and DF always score for the server or the receiver, whichever row you press.
- W, UE and FE are recorded for the player of the row; UE and FE give the point to the opponent.
- Undo removes the point and its outcome together.
- The outcomes feed the Stats tab (chapter 11): Aces, Double Faults, Winners, Unforced Errors, Forced Errors, break points and service games.

5.8 Serve Speed

The serve-speed box is the last box of the guest outcome row.

1. Type the speed of the serve in km/h (a whole number from 1 to 300).
2. Press Enter. The box clears and the speed is recorded for the current server and serve (first serve, or second serve after a fault).

Other input is ignored. The speeds feed the statistics Fastest Serve, Avg 1st Serve and Avg 2nd Serve. The board shows a speed only on the Serve Speed info screen (chapter 9), which also converts it to mph. Undo does not remove a typed speed; New Match clears the speeds.

5.9 Challenges and Hawk-Eye

The challenge area right of the outcome rows has the Hawk-Eye call, the Challenge band button and one row of challenge dots per side. Challenges are counted per set as set in Match Rules: by default 3 per player and set, plus one more in a tie-break. Padel and beach tennis play without challenges by default; when challenges are off, the dots are hidden.

Board Output **Control Panel**

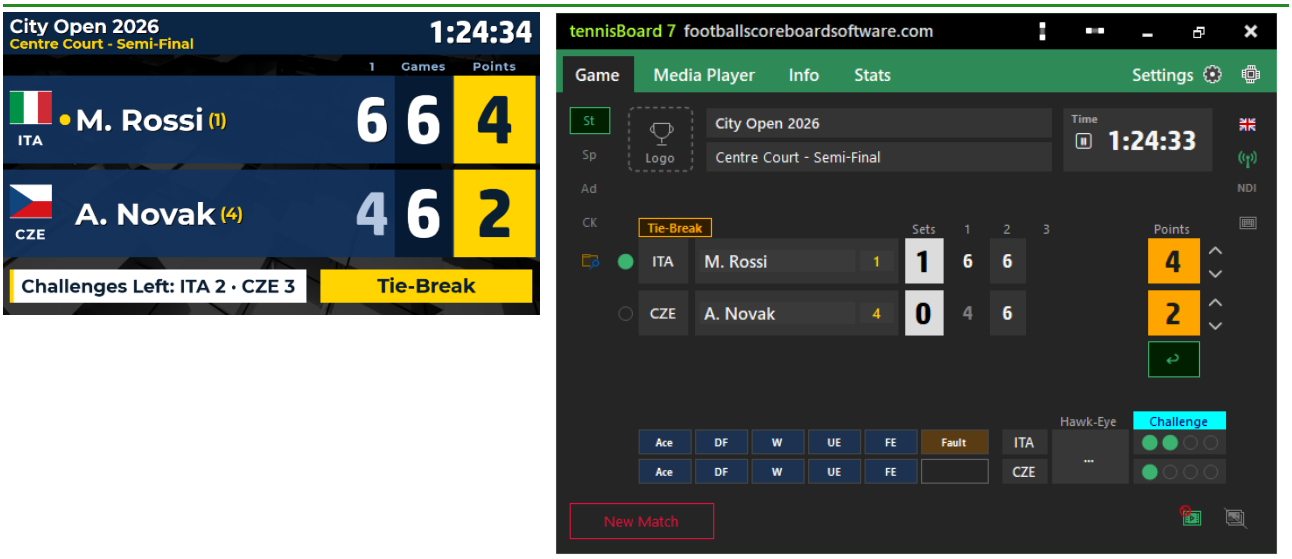


Figure 19. A tie-break with challenges used: ITA has 2 of 4 left, CZE 3 of 4. The band on the board shows the challenges left.

Challenge dots:

- Filled green dot = a challenge used; grey ring = a challenge left.
- A player loses a challenge: click the next ring of that side. The dot fills.
- To correct a mistake, click the last filled dot again: it becomes a ring.
- Every dot click is one Undo step.
- At the start of every set each side gets the full number again. When a tie-break starts, each side gets one more.

Challenge band:

- Click the Challenge header to show the band "Challenges Left: ITA 2 · CZE 3" on the boards. Click it again to hide it.
- The header is light (aqua) while the band is on air and dark while it is off air. It stays on until you click it again.

Hawk-Eye call:

1. A player challenges: choose "..." in the Hawk-Eye list (call in progress).
2. The result comes: choose In or Out. The boards show "Hawk-Eye: In" or "Hawk-Eye: Out" for 8 seconds.
3. If the call stands, click the next dot of the player who challenged.

The Hawk-Eye list does not count challenges by itself; the dots do. New Match sets the list back to "...". For a full-screen challenge graphic use the Challenge info screen (chapter 10).



Figure 20. The Hawk-Eye call on the board (left) and the challenge area of the panel (right).

5.10 Match-State Indicator

A small coloured tag in the header of the score grid tells you what the next point means. It is hidden during a normal game.

Tag	Colour	When
Deuce	Blue	40-40 with advantage scoring
Advantage	Blue	One side has the advantage
Deciding Point / Golden Point / Star Point	Gold	The next point decides the game (no-ad, padel golden point, padel star point)
Tie-Break	Orange	A tie-break is being played
Super Tie-Break	Orange	A match tie-break is being played
Match Won – Name	Green	The match is over; the tag names the winner

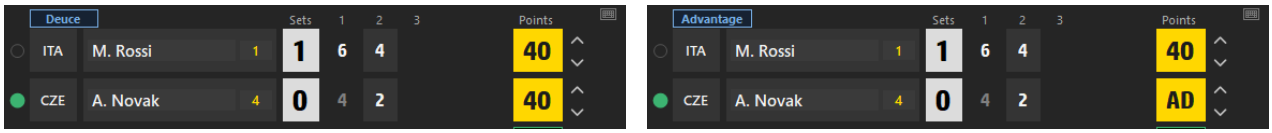


Figure 21. The match-state tag at Deuce and at Advantage.



Figure 22. The tag during a tie-break (orange points) and after the last point of the match.

The board shows its own status line: Deuce, Tie-Break, Super Tie-Break, the deciding-point text, and Match when the match is over.

Board Output **Control Panel**

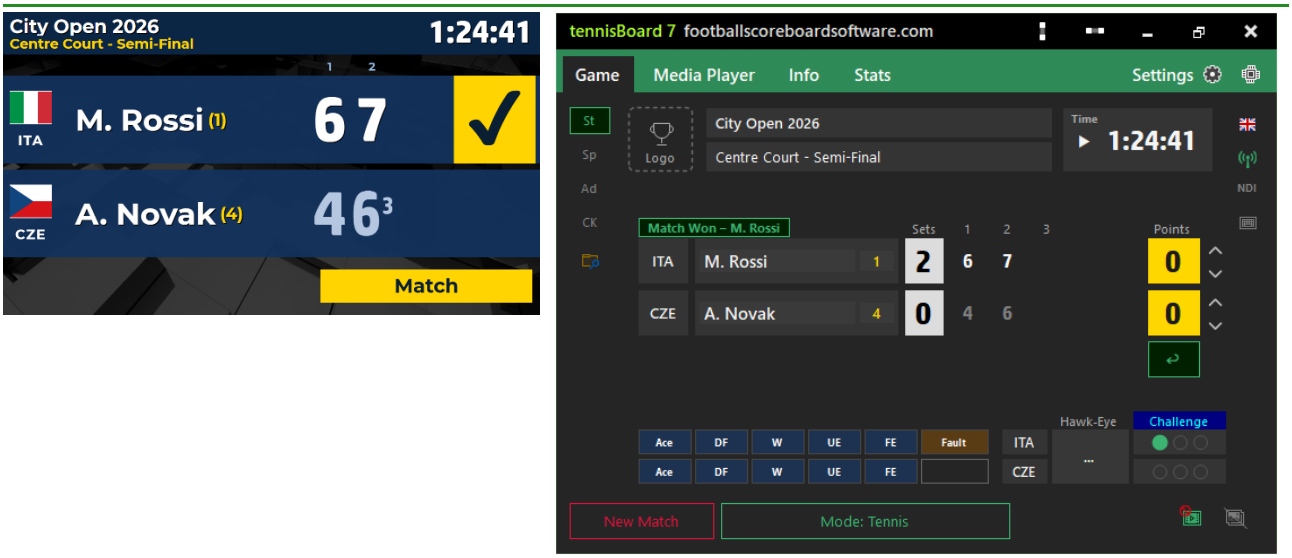


Figure 23. The end of the match: the winner's row is marked on the board, the panel shows Match Won – M. Rossi.

5.11 New Match

1. Click New Match.
2. The program asks "Start a New Match? The Score Is Reset."
3. Click Yes to start the new match, or No to keep the current one.

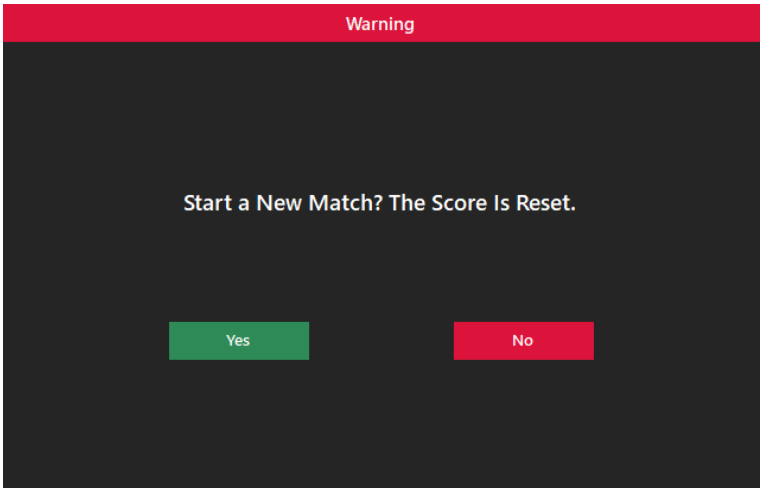


Figure 24. The New Match question.

New Match resets the score, the Undo history, the challenges, the statistics, the serve speeds, the Hawk-Eye call and the per-match info-screen data (violations, status card, challenge screen). The match clock stops and goes back to 0:00:00.

New Match keeps the names and partners, seeds, country codes, tournament and court lines, the logo, the background layers, the display mode, the sport mode and its rules, the clock mode, the head-to-head, officials and order-of-play lists, and the challenge band setting.

> **Note:** The keyboard shortcut New Match asks the same question. The phone remote page asks too. The HTTP command new_match resets without a question (chapter 15).

5.12 Match Clock

The clock box at the top right shows the match time (for example 1:24:10) or the time of day (for example 14:34).



Figure 25. The clock box with the match time (left) and the time of day (right).

- The match clock starts by itself on the first point and stops by itself when the match ends.
- Play / Pause starts and pauses it by hand.
- To set the time, click in the clock, type the time (h:mm:ss, mm:ss or seconds) and press Enter. Wrong input is ignored.
- Right click the clock (or click the Time label) to switch between match time and time of day. In time-of-day mode the Play / Pause button is hidden.
- The board shows whichever the panel shows.
- The clock value is saved. After a restart a running clock continues from the saved time; the time while the program was closed is not counted.
- New Match and a change of the match rules set the clock back to 0:00:00. There is no separate reset button.

> **Note:** The Mode button is hidden while the match clock runs. Pause the clock to change the mode or the rules.

5.13 Names, Seeds, Country Codes and Text Lines

- Click a name and type. In singles a name may have two lines. The X button that appears while you type clears the name (and the partner).
- In a doubles mode each side has two name fields, one per partner. The Player header changes to Pair.
- Seed: type the number. The board shows it in brackets after the name, for example M. Rossi (1).
- Country code: type the three-letter code. The board shows the code and the flag. An unknown code hides the flag. Chapter 12 explains the codes.
- Tournament and court: the two text lines at the top of the board. The fresh installation fills them with "City Open 2026" and "Centre Court - Semi-Final".

Changes go to the board at once.

5.14 Display Modes, Designs and Other Strip Buttons

- St, Sp, Ad, CK (left strip): switch the board. The choice is saved and used at the next start.
- Select Design (folder icon): opens the design gallery next to the button (chapter 8).
- Language flag, Remote Control, NDI and Keyboard (right strip): see the table in section 5.1. The remote icon only shows whether the remote server runs; switch the remote on or off on the Remote Control page.
- Background video and middle image (bottom right): choose a video file (mp4, webm, ogg) or an image file. A small X on the icon removes the file. The new installation starts with a background video.

5.15 A Typical Match

1. Check the names, seeds, country codes and the tournament lines.
2. Check the mode on the Mode button. Change it now if needed: a change during the match resets it.
3. Set the first server: click the serve dot of the side that serves first.
4. Choose the display mode (St for a big screen, CK for a TV production).
5. Give each point as it is won. Use the outcome buttons if you keep statistics.
6. Watch the match-state tag before the important points. Use Undo at once if a point went to the wrong side.
7. After the last point, the panel shows Match Won. Show the set summary or the statistics from the Info tab if you like (chapter 9).
8. Before the next match: New Match, then the new names.

5.16 Remote and Keyboard Equivalents

Most panel actions are also available from the phone remote page (chapter 14), the HTTP API (chapter 15) and the global keyboard shortcuts (chapter 16).

Panel Action	Default Key	HTTP Command
Home / guest point +1	Num 7 / Num 9	point_home / point_guest
Home / guest point −1	Num 1 / Num 3	set_home_score_down / set_guest_score_down
Home / guest game +1	F5 / F7	set_home_games_up / set_guest_games_up
Home / guest game −1	F6 / F8	set_home_games_down / set_guest_games_down
Undo	Num 0	undo
Change the server	Num 5	serve
Clock play / pause	Num /	click playpause
Fault	Num .	fault
Point with outcome	–	outcome
Serve speed	–	serve_speed
Lost challenge	–	challenge_lost
New Match	none (asks)	new_match (no question)

The keyboard shortcuts work only after you switch them on in the Keyboard Hook Manager, and with NumLock on.

6. Match Rules and Modes

6.1 Opening Match Rules

The Match Rules window sets the sport mode and every scoring rule. Open it in one of two ways:

- Game tab > the Mode button ("Mode: Tennis"). The button is hidden while the match clock runs: pause the clock first.
- Settings > Screen Properties > row Match Rules: select the row and click the small "..." button at the right of the value. This works while the clock runs.

Nothing changes until you click Save & Apply. The mode and preset buttons only fill in the rows.

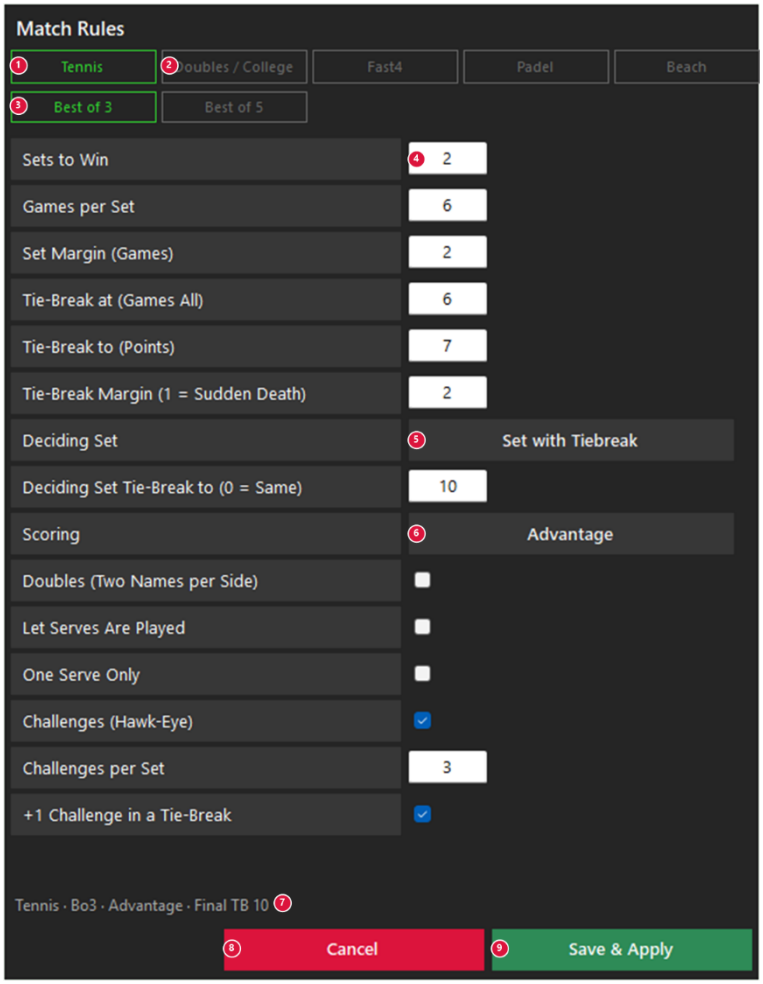


Figure 26. The Match Rules window with the Tennis defaults.

No.	Control	What It Does
1	**Tennis**	The mode buttons: Tennis, Doubles / College, Fast4, Padel, Beach. A click loads the default rules of that mode. The selected mode is green.
2	**Other modes**	Doubles / College, Fast4, Padel and Beach (section 6.3).
3	**Presets**	Common variants of the mode, for example Best of 3 and Best of 5. The preset that matches the rows is green.
4	**Number rows**	Type the value. Rows that do not apply to the current choices are hidden.
5	**Deciding Set**	How the last possible set is played (section 6.4).

No.	Control	What It Does
6	**Scoring**	Advantage, No-Ad (Deciding Point) or, in padel, Golden Point and Star Point.
7	**Summary**	The rules in one line, for example "Tennis · Bo3 · Advantage · Final TB 10". The same text is shown in Settings > Screen Properties.
8	**Cancel**	Closes without saving. If you changed something, the program asks "Discard Changes?". Esc does the same.
9	**Save & Apply**	Checks and saves the rules (section 6.6).

6.2 Modes and Presets

Mode	Presets	Summary of the Default
Tennis	Best of 3 (default), Best of 5	Tennis · Bo3 · Advantage · Final TB 10
Doubles / College	Pro Doubles (default), College (1 Set)	Doubles / College · Bo3 · Doubles · No-Ad (Deciding Point) · Match TB 10
Fast4	Best of 3 (default), Best of 5	Fast4 · Bo3 · No-Ad (Deciding Point)
Padel	Star Point (default), Advantage, Golden Point	Padel · Bo3 · Doubles · Star Point
Beach	1 Set (default), Best of 3	Beach · 1 Set · Doubles · No-Ad (Deciding Point)

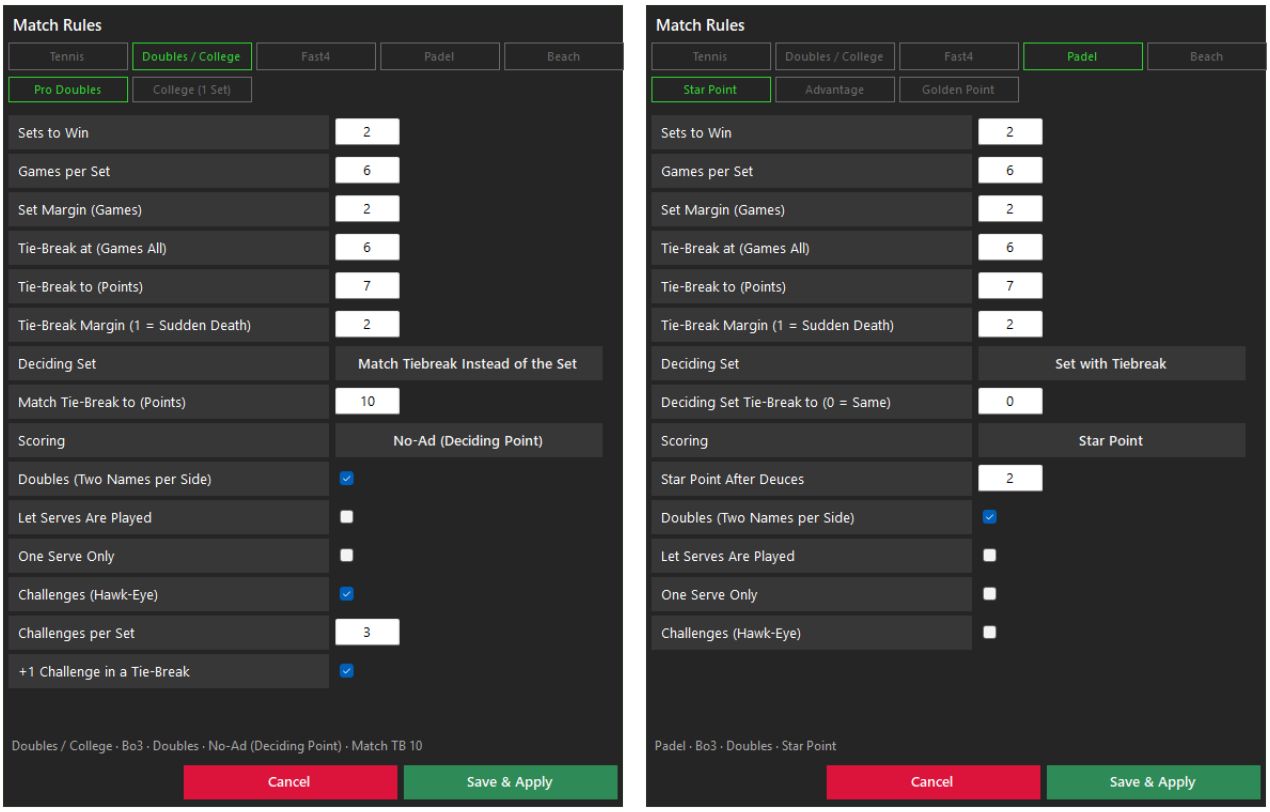


Figure 27. Match Rules with the defaults of Doubles / College (left) and Padel (right).

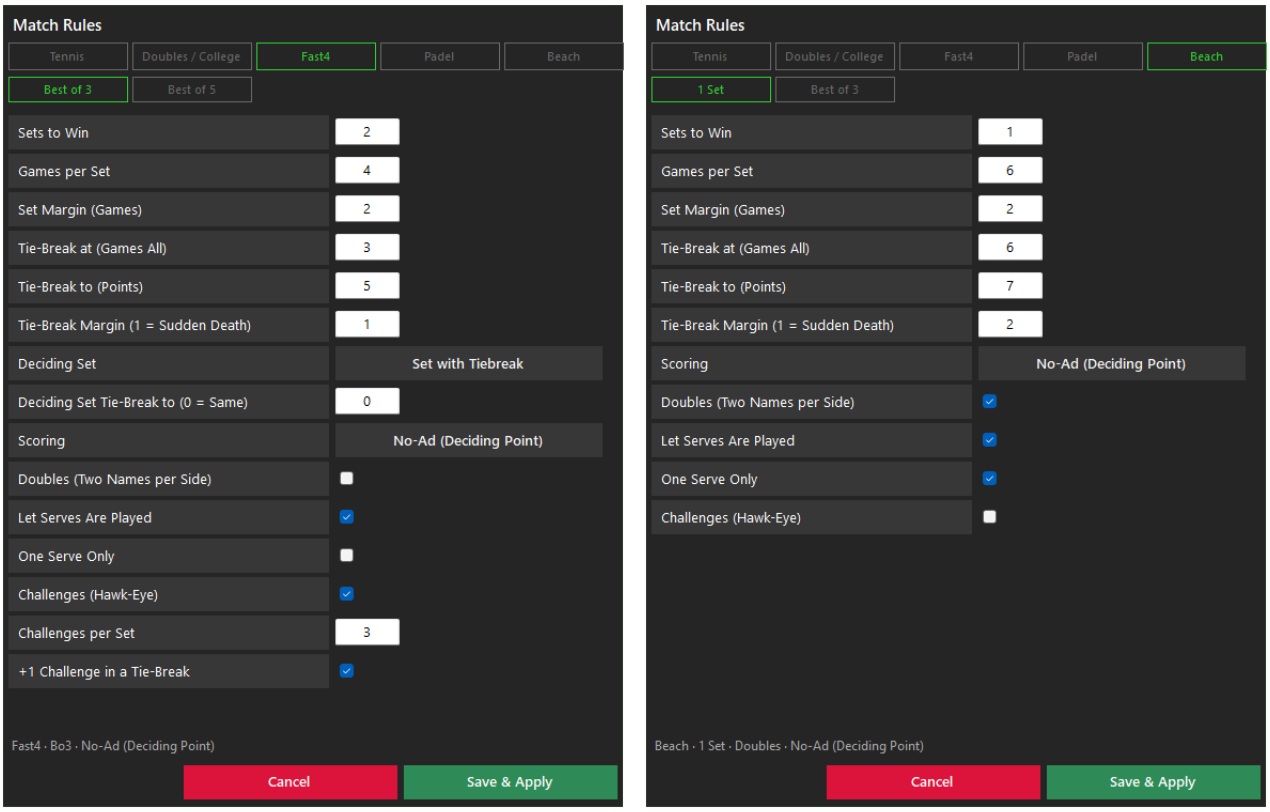


Figure 28. The defaults of Fast4 (left) and Beach Tennis (right).

6.3 Every Rule

Rule	Values	Shown When	What It Does
Sets to Win	1-3	Always	1 = one set, 2 = best of 3, 3 = best of 5. The panel and the board show 2 × Sets to Win − 1 set columns.
Games per Set	1-9	Always	Games needed to win a set.
Set Margin (Games)	1-2	Always	Game lead needed to close a set: with 2, 6-5 goes on and 7-5 wins.
Tie-Break at (Games All)	1-9	Always	The tie-break starts at this score, for example 6-6. Not more than Games per Set.
Tie-Break to (Points)	3-15	Always	Points needed to win a set tie-break.
Tie-Break Margin (1 = Sudden Death)	1-2	Always	Point lead needed in a tie-break. With 1, the next point at 4-4 (tie-break to 5) wins.
Deciding Set	Advantage Set (No Tiebreak), Set with Tiebreak, Match Tiebreak Instead of the Set	Sets to Win 2 or 3	How the last possible set is played (section 6.4).
Deciding Set Tie-Break to (0 = Same)	0, or 3-21	Deciding Set = Set with Tiebreak	Tie-break target in the deciding set, for example 10. 0 = the same as Tie-Break to.
Match Tie-Break to (Points)	5-21	Deciding Set = Match Tiebreak	Points of the match tie-break that replaces the deciding set. Always won by 2.
Scoring	Advantage, No-Ad (Deciding Point); padel: Golden Point, Star Point	Always	How a game is won at 40-40 (section 6.5).
Star Point After Deuces	1-5	Scoring = Star Point	Deuces played with advantage before the Star Point. 2 = the Star Point is played at the third deuce.
Doubles (Two Names per Side)	On / off	Always	Two name fields per side, the Pair header, the doubles serve rotation and two-line names on the board.
Let Serves Are Played	On / off	Always	Information only: reported to the HTTP API. It does not change the scoring or the boards.
One Serve Only	On / off	Always	Information only: reported to the HTTP API. The Fault button still works as usual.
Challenges (Hawk-Eye)	On / off	Always	Counts Hawk-Eye challenges (section 5.9).
Challenges per Set	0-9	Challenges on	Challenges per player at the start of every set.

Rule	Values	Shown When	What It Does
+1 Challenge in a Tie-Break	On / off	Challenges on	Each player gets one more challenge when a tie-break or match tie-break starts.
Advantage Set: New Challenges Every N Games	0-30	Challenges on and Deciding Set = Advantage Set	In a deciding set without tie-break, both players get the full number again every N games (12 = at 6-6, 12-12 ...). 0 = off.

Default values of every mode:

Rule	Tennis	Doubles / College	Fast4	Padel	Beach
Sets to Win	2	2	2	2	1
Games per Set	6	6	4	6	6
Set Margin	2	2	2	2	2
Tie-Break at	6	6	3	6	6
Tie-Break to	7	7	5	7	7
Tie-Break Margin	2	2	1	2	2
Deciding Set	Set with Tiebreak	Match Tiebreak	Set with Tiebreak	Set with Tiebreak	Match Tiebreak
Deciding Set Tie-Break to	10	–	0 (= 5)	0 (= 7)	–
Match Tie-Break to	–	10	–	–	10 (Best of 3 preset)
Scoring	Advantage	No-Ad	No-Ad	Star Point	No-Ad
Star Point After Deuces	–	–	–	2	–
Doubles	Off	On	Off	On	On
Let Serves Are Played	Off	Off	On	Off	On
One Serve Only	Off	Off	Off	Off	On
Challenges	On, 3, +1	On, 3, +1	On, 3, +1	Off	Off

6.4 Deciding Set and Match Tie-Break

The deciding set is the last possible set: at one set all in a best of 3, at two sets all in a best of 5.

- Advantage Set (No Tiebreak): no tie-break in the deciding set. The set goes on until a player leads by the Set Margin, for example 8-6.
- Set with Tiebreak: a normal set with a tie-break. Deciding Set Tie-Break to can make it longer, for example the 10-point tie-break at 6-6 of the tennis default.

- Match Tiebreak Instead of the Set: when the sets are level, a match tie-break to 10 (won by 2) starts at once instead of a set. On the board the games column is hidden and the tie-break points run in the points column. The result is shown as a set, for example 10-8.

> **Note:** With Sets to Win 1 the Deciding Set rows are hidden, but their values still count for the single set. Example: Tennis with Sets to Win 1 keeps "Deciding Set Tie-Break to 10", so the tie-break at 6-6 goes to 10. Use the presets College (1 Set) or Beach 1 Set for one-set matches, or set Deciding Set Tie-Break to 0 before you lower Sets to Win.

6.5 Scoring at 40-40

- Advantage: a game needs four points and a two-point lead. At 40-40 the panel shows Deuce, then Advantage; the board shows Deuce and AD.
- No-Ad (Deciding Point): at 40-40 the next point wins the game. Panel and board show Deciding Point; in padel the same rule is called Golden Point.
- Star Point (padel, FIP 2026): the first deuces are played with advantage. At the next deuce (by default the third, at 5-5 in points) one point decides: panel and board show Star Point.

The serve, the tie-break and the doubles rotation are the same in every mode:

- The serve changes after every game.
- In a tie-break the player due to serve serves the first point, then the serve changes every two points. After a tie-break set, the player who served first in the tie-break receives first in the next set.
- In doubles the two partners of a pair take turns on their pair's service games and service turns in a tie-break (section 5.5).

6.6 Saving and Changing Rules During a Match

1. Change the rows or click a mode or preset.
2. Click Save & Apply.

The program checks the visible number rows first. A value outside its range turns red; the message "Please Correct the Marked Values." shows the allowed range, and nothing is saved. Two combinations are also checked: "The Tiebreak Must Start at or Below the Games per Set." and "The Deciding Set Tiebreak Target Must Be 0 (Same) or at Least 3."

If a match is in progress (a point played, or the match is over) and the scoring rules change, the program asks:

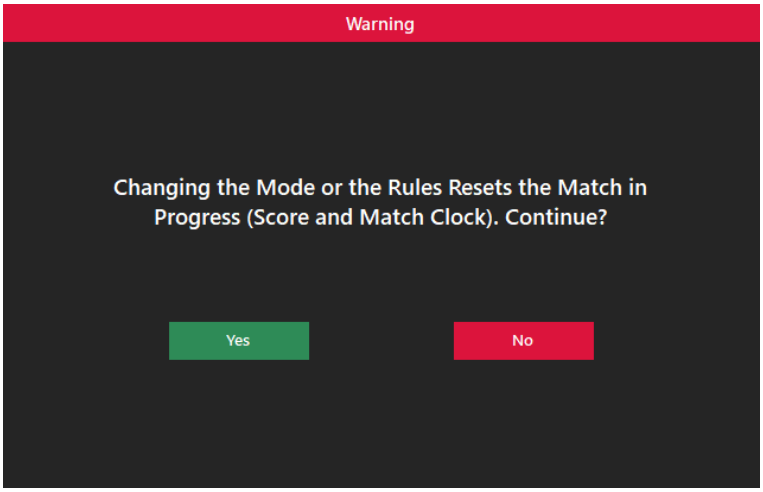


Figure 29. The question before a rule change resets the match.

- Yes: the rules are saved and a new match starts: score and match clock are reset, names and the tournament lines stay (as with New Match, section 5.11).

- No: nothing is saved; the window stays open.

Changes of Let Serves Are Played, One Serve Only and the challenge rows never reset the match. A change of a challenge row sets the challenges left back to the number of the current set.

The rules are saved in start.xml. A match in progress is restored after a restart only when the rules are the same.

6.7 Padel Star Point Notice

An installation that played padel with advantage scoring before version 7.6.10 gets a one-time question when Match Rules is opened: "FIP Standard Is Now Star Point (2026). Switch?"

- Yes: the scoring changes to Star Point (with the reset question if a match is in progress).
- No: advantage scoring stays and the question never comes back.

The question only appears when the saved padel rules are exactly the old default with advantage. Rules are never changed without asking.

6.8 Choosing the Format from the Remote

The HTTP command format with the value T3 (Tennis best of 3), T5 (Tennis best of 5) or PD (Padel) is still accepted from older remote setups. It is ignored while a match is in progress, because the remote cannot answer the reset question. Use Match Rules for every other choice.

6.9 Scoring Examples

The examples show what the Game tab and the board display while the points are given. The server is the home player (H); G is the guest.

An advantage game with deuce (Tennis):

Point Won By	Score (H-G)	Match-State Tag
H, G, H, G, H, G	40-40	Deuce
H	AD-40	Advantage
G	40-40	Deuce
G	40-AD	Advantage (Break Point callout for G)
G	Game G, the serve changes	–

The same game with no-ad scoring (Doubles / College, Fast4, Beach): at 40-40 the tag shows Deciding Point and the next point wins the game. In padel with Golden Point the tag reads Golden Point.

Star Point in padel (Star Point After Deuces = 2):

Situation	Tag	What Happens
First 40-40	Deuce	Advantage is played
Second 40-40	Deuce	Advantage is played again
Third 40-40	Star Point	The next point wins the game

A tie-break to 7 at 6-6 (Tennis):

- The player due to serve the next game serves the first point; then the serve changes every two points.
- The first player with 7 points and a two-point lead wins: 7-5 wins, 7-6 goes on, 9-7 wins.
- The set is recorded as 7-6 with the loser's tie-break points as a small number, for example 7-6 with a small 5.
- The player who served first in the tie-break receives first in the next set.

Fast4 (sets to 4, tie-break at 3-3 to 5, margin 1):

- At 3-3 in games a tie-break starts. At 4-4 in the tie-break the next point wins (sudden death).
- The set is recorded as 4-3 with the loser's tie-break points.

Match tie-break (Doubles / College):

- At one set all the match tie-break starts at once instead of a third set.
- It is played to 10 points with a two-point lead: 10-8 wins, 10-9 goes on.
- The board hides the games column and shows the tie-break points in the points column; afterwards the result appears as the third set, for example 10-8.

Deciding-set tie-break to 10 (Tennis default):

- At one set all a normal third set is played. At 6-6 the tie-break goes to 10 points (two-point lead) instead of 7.

7. Display Modes and Board Output

7.1 The Four Display Modes

Mode	Use	Output	Page
St, Standard	Full-screen scoreboard on a screen, projector or LED wall	The board window	–
Sp, Sponsored	Standard scoreboard with a sponsor band	The board window, split into scoreboard and band	Sp tab
Ad, Advertisement	Scoreboard column, banners and a large area for video, camera or screen capture	The Ad board window	Ad tab
CK, Chroma Key	Scorebug and lower thirds on a key colour for a vision mixer	The CK board window	CK tab

Switch the mode with the St, Sp, Ad and CK buttons on the Game tab, or with the remote control. The choice is saved and comes back at the next start. In Sp, Ad and CK a fifth tab with the same name appears in the menu bar; it opens the page of that mode.

When you leave Ad or CK, every source running there (video, camera, NDI input, screen capture) stops. The setting Source on mode switch (section 7.7) can restart it when you come back.

7.2 Board Position and Size

The boards use the position and size of Settings > Screen Properties:

Row	Meaning	Default
L: Left	Board window x position in pixels of the Windows desktop	0
T: Top	Board window y position	0
W: Width	Board width in pixels; not more than Max Resolution	960

Row	Meaning	Default
H: Height	Board height in pixels; not more than Max Resolution	540
Max Resolution	The largest size the licence allows (read only)	From the licence
Background Video Opacity	0-10: how strongly the background video shows behind the board	6

A change is saved at once and the board moves or resizes immediately. The window may be larger than the screen it is on (up to 8192 × 8192 pixels), for example when an LED controller expects a larger picture.

All factory boards scale with the window. Text, digits and plates keep their proportions on 16:9, 4:3, 5:4 and wide LED strips:

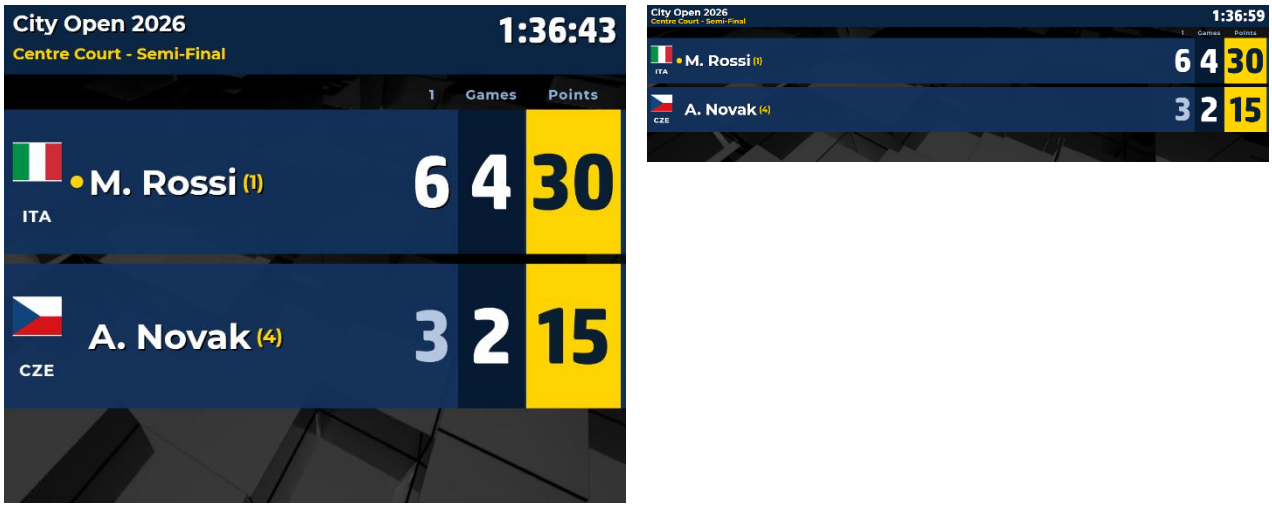


Figure 30. The Standard board at 1280 × 1024 (5:4) and on a 1920 × 480 LED strip.

What the board shows and hides by itself:

- Only completed sets get a set column, numbered 1, 2, 3... The current set is in the Games column.
- The tie-break points of the loser of a tie-break set appear as a small number, for example 7-6 with a small 3.
- Empty country codes, flags and seeds are hidden. In singles the second name line is hidden.
- The serve indicator sits next to the server (doubles: the serving partner) and disappears when the match is over.
- The status line appears only when it matters: Deuce, Tie-Break, Super Tie-Break, Deciding Point, Golden Point, Star Point, and Match at the end.
- The callout band shows a Hawk-Eye call for 8 seconds, else the challenges band when you switched it on, else the big point (chapter 10).

7.3 Standard (St)

Board Output **Control Panel**

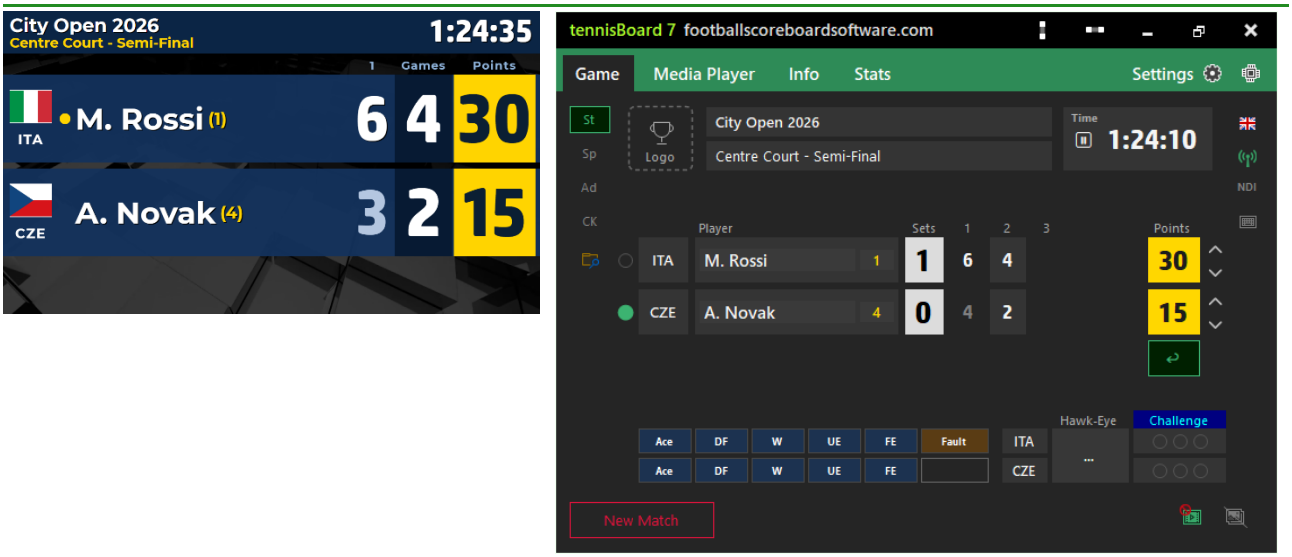


Figure 31. The Standard board and the Game tab.

The Standard board needs no page of its own: everything is on the Game tab. Its look comes from the selected design (chapter 8).

7.4 Sponsored (Sp)

The Sponsored board is the Standard board with a sponsor band at the bottom or the top. The band shows the sponsor images sliding through, or a scrolling text.



Figure 32. The Sponsored board with the sample sponsors.

The Sp page has three tabs:

- Sponsors: Apply puts the sponsor list on the band as a slide of images. The photo button opens the sponsor list (Info > Sponsors, chapter 13); the gear button opens the style values (image height, padding, speed, direction).
- Scrolling Text: four text slots (1-4). Type one item per line, then Apply: the band scrolls the lines in alternating colours. The gear button opens the text style (font, size, speed, direction); the three colour boxes set the background and the two line colours.
- Settings: Location (bottom or top) and Height of the band in pixels. Apply changes the board at once. The default is the bottom, 64 pixels.

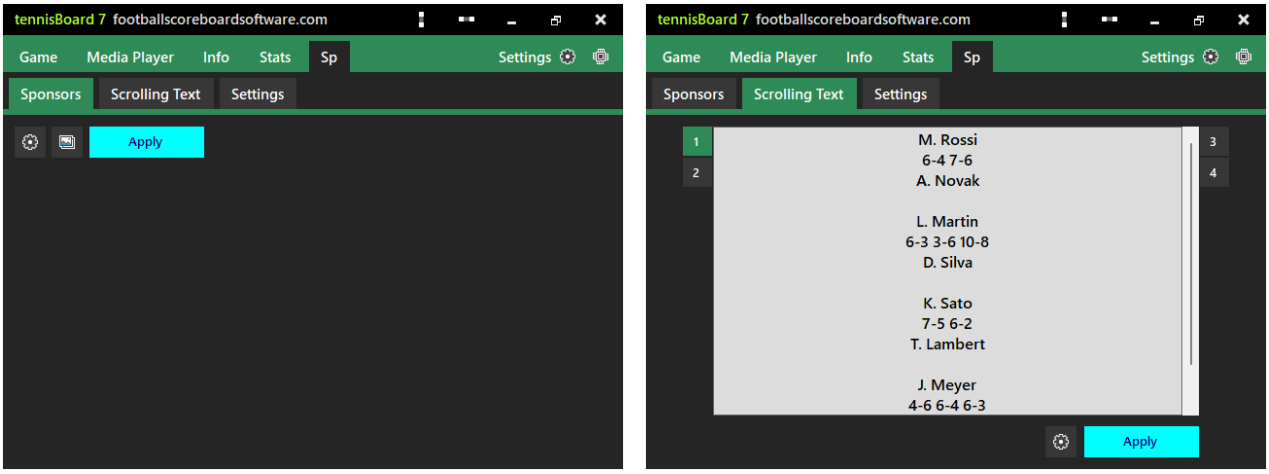


Figure 33. The Sp page: Sponsors (left) and Scrolling Text (right).

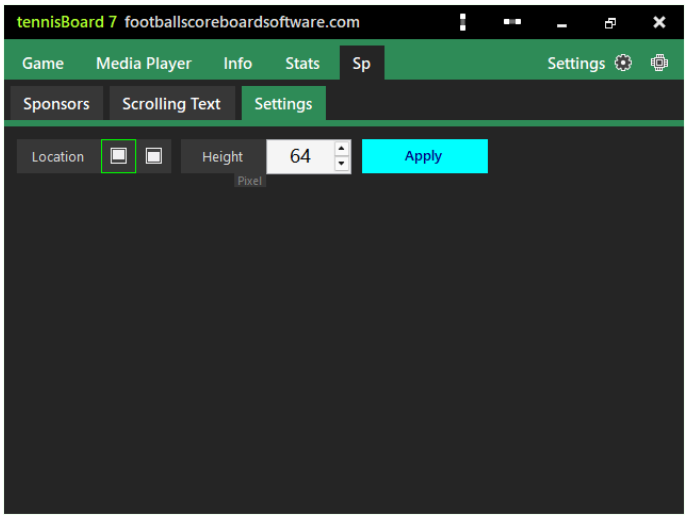


Figure 34. The Sp page: Settings.

7.5 Advertisement (Ad)

The Advertisement board has a scoreboard column, up to two banners and a large multimedia area for a video playlist, a camera, an NDI source or a screen capture. The factory layout: scoreboard column on the left (27 % of the width), banner 2 along the bottom (15 %), banner 1 off.

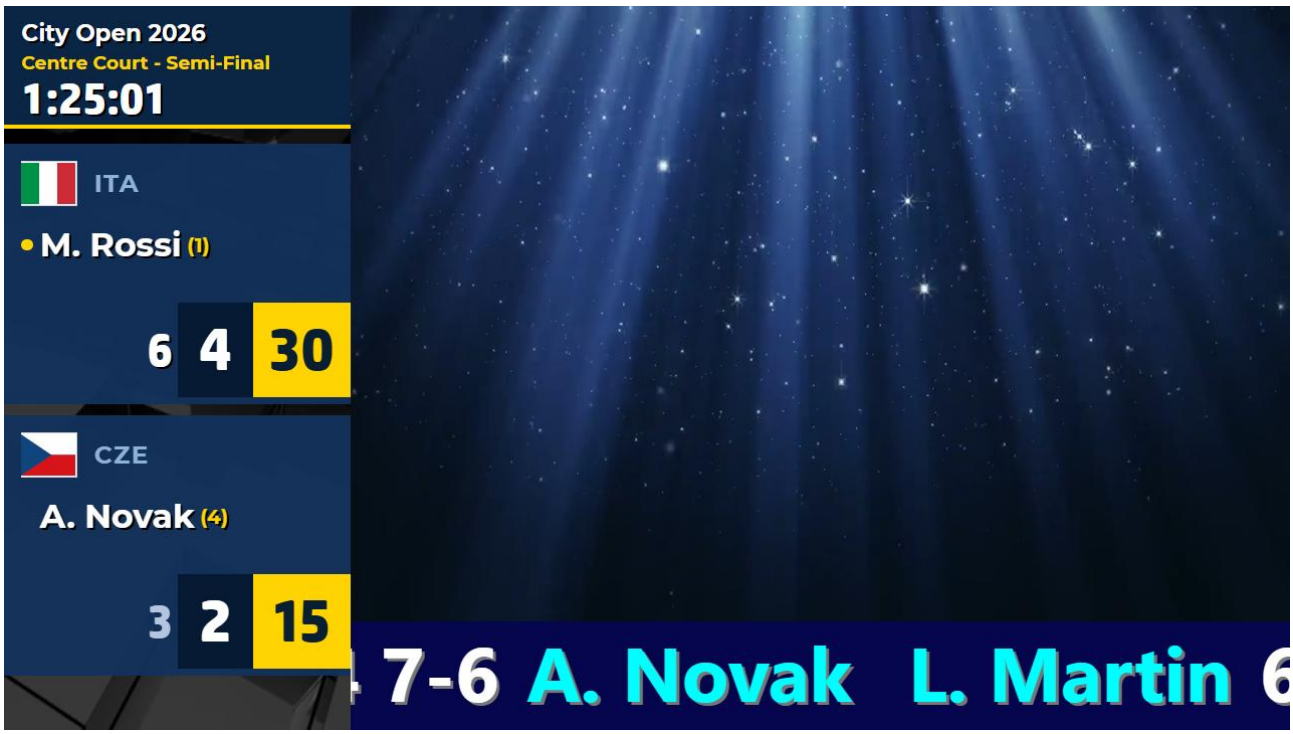


Figure 35. The Advertisement board with a video in the multimedia area and the results text in banner 2.

The Ad page has five tabs:

Tab	What It Does
Media Player	Six playlists of videos and pictures for the multimedia area: Add Clip, Delete Clip, Delete Playlist, Start / Finish (plays the list in a loop), Play / Stop in a row (one clip), sound on/off and the display mode (Stretch, Center, Original, ...).
Camera	A camera with its format, or an NDI source: Start shows it in the preview, Show puts it on the board, Stop ends it.
Screen Capture	Shows a part of the PC screen. Set Source Bounds with numbers or with Select Rectangle (drag a frame on the screen), then Start.
Banner	Content of banner 1 and banner 2: Sponsors (sliding images), Scrolling Text or Multimedia (a playlist).
Settings	The layout: position (Top, Bottom, Left, Right) and size in percent of the scoreboard column, banner 1, banner 2, and the display mode of the multimedia area. Apply changes the board at once.

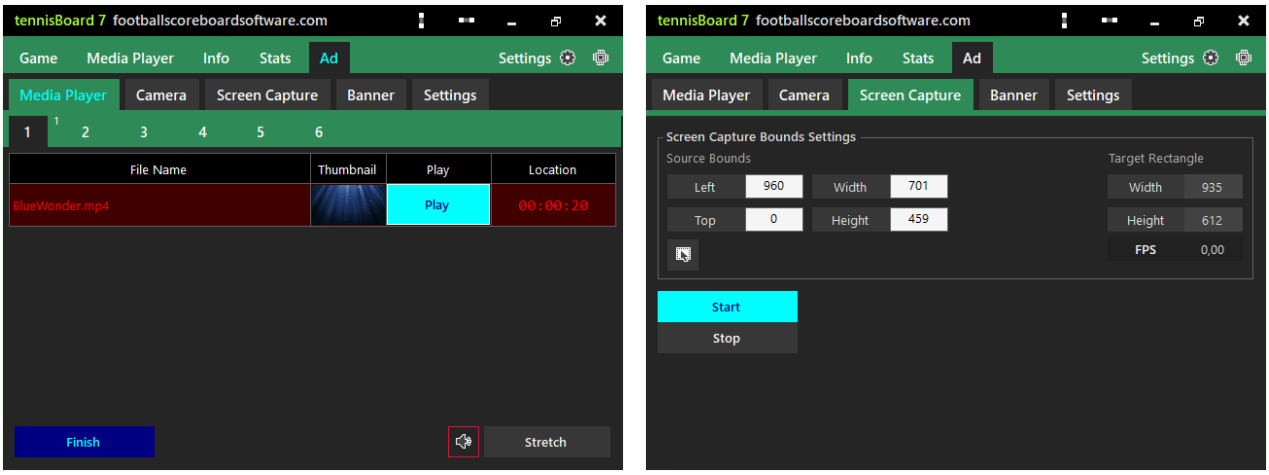


Figure 36. The Ad page: Media Player (left) and Screen Capture (right).

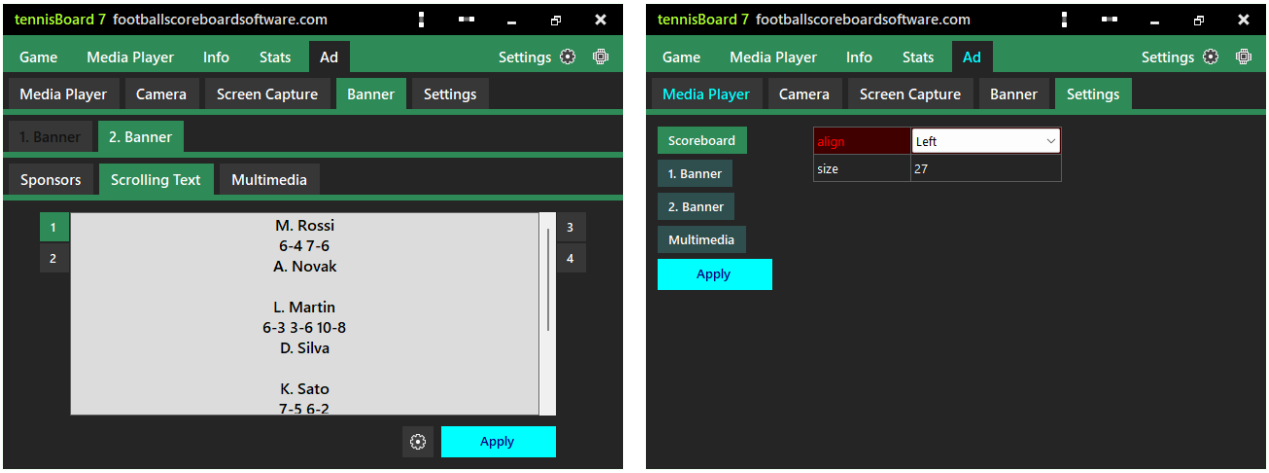


Figure 37. The Ad page: Banner and Settings.

While a source runs on the Ad page, the Ad tab in the menu bar blinks.

7.6 Chroma Key (CK)

The CK board shows a compact scorebug and lower-third graphics on a key colour. A vision mixer (or vMix, OBS ...) removes the key colour and lays the graphics over the camera picture.

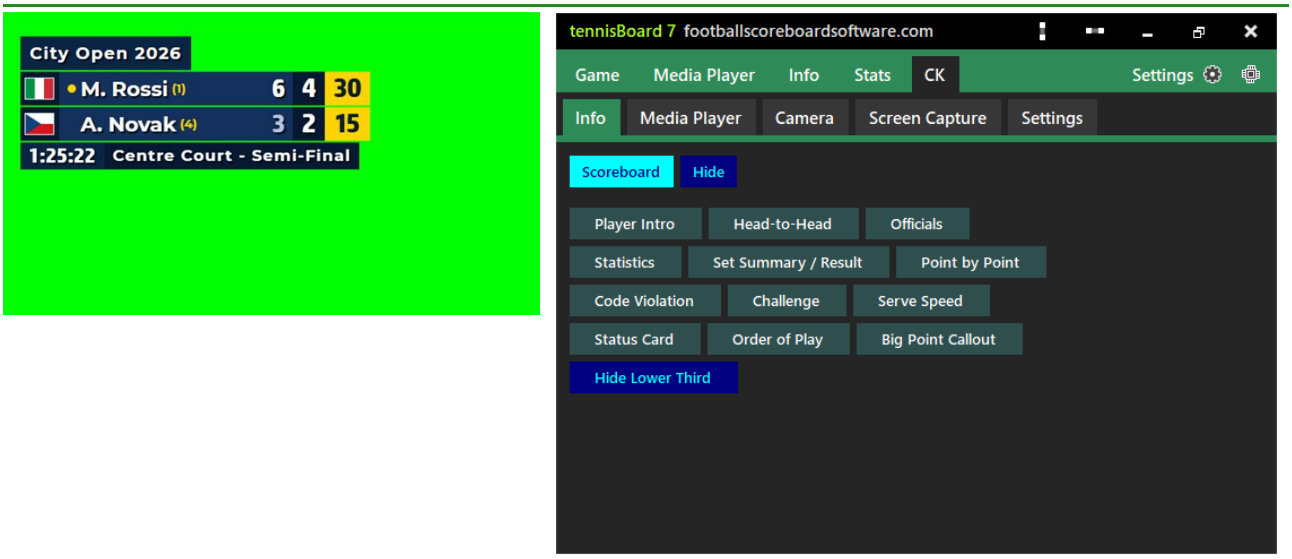


Figure 38. The CK board with the scorebug on green, and the Info tab of the CK page.

The CK page has five tabs:

- Info: Scoreboard shows the scorebug (fades in), Hide takes it off. The twelve info buttons open the editors of the info screens; their Show puts the lower third on the CK board (chapter 9). Hide Lower Third takes the lower third off.
- Media Player, Camera, Screen Capture: as on the Ad page; the picture fills the CK board behind the graphics instead of the key colour.
- Settings: Chroma Key Color: transparent, green (default), blue or magenta. The chosen colour has a red frame and is used at once.

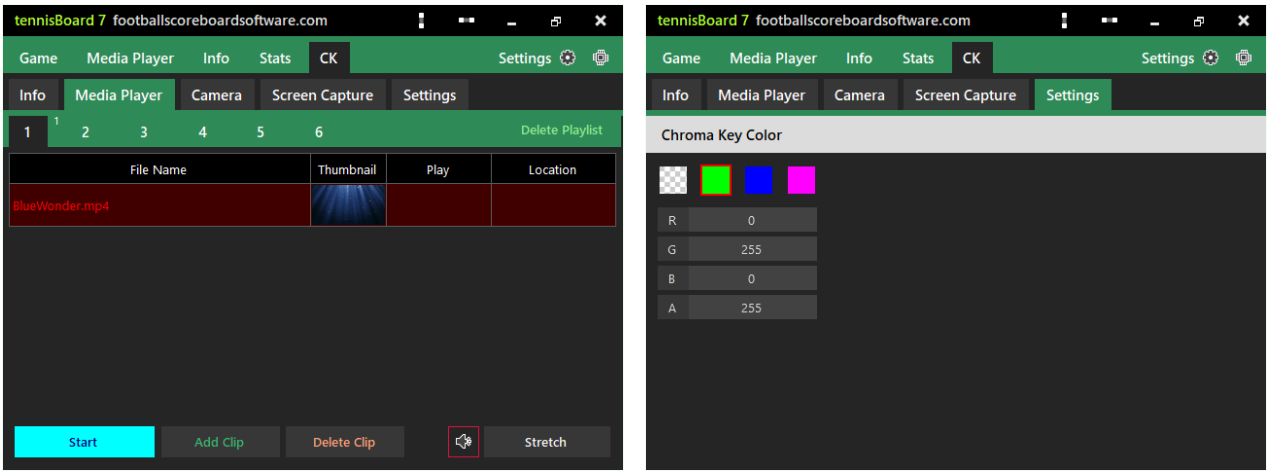


Figure 39. The CK page: Media Player (left) and Settings with the key colours (right).

> **Note:** For NDI output, use the green, blue or magenta key colour: the NDI stream carries no transparency.

7.7 Source on Mode Switch

Settings > Screen Properties > Source on mode switch:

- Manual (default): a source stopped by a display-mode change stays stopped. Start it again by hand.

- Restore: when you come back to Ad or CK, the source that ran when you left it (video, playlist, camera, NDI input or screen capture) starts again after a short pause. If it cannot start, a short notice tells you to start it by hand. Restore remembers the source only while the program runs.

7.8 NDI Output

The NDI button on the Game tab sends the board of the current display mode as an NDI video stream (60 frames per second) into the network. Receivers such as vMix or OBS list it under the sender name TB7_NDI. The button is green while it sends, amber when the stream stopped (click to restart) and grey when NDI is not available on this PC (rest the mouse on it for the reason). Chapter 13 describes NDI as an input.

7.9 Typical Set-Ups

LED wall or screen in the venue:

1. Connect the LED controller (or screen) as a second display of the PC and extend the Windows desktop to it.
2. In Settings > Screen Properties set L and T to the position of that display in the Windows layout, W and H to its resolution (for example 1920 × 1080, or the size the LED controller expects).
3. Use the Standard mode, the Sponsored mode for a sponsor band, or the Advertisement mode for video and live pictures between the points.

TV production with a vision mixer:

1. Choose the CK display mode and a key colour (green by default) on the CK page > Settings.
2. Send the CK board to the mixer: as a video output of the PC (second display into a converter), or over the network with the NDI button.
3. Key the colour out in the mixer; the scorebug and the lower thirds lie over the camera picture.
4. Show the info screens as lower thirds from the Info tab or the CK page.

Streaming with a software mixer (OBS, vMix):

1. Click NDI on the Game tab. The board appears in the software as the NDI source TB7_NDI.
2. For an overlay use the CK mode and a chroma-key filter on the source in the software; for a full-screen graphic use the Standard mode.

In every set-up the operator can work on the main window on the PC, from a phone or tablet (chapter 14), or with the keyboard shortcuts (chapter 16).

8. Designs

8.1 The Three Masters

Every board type comes in three factory designs, the masters. They have the same layout and differ in colour:

- Master 1 - Navy (default): navy rows, a dark games column and a yellow points block.
- Master 2 - Charcoal: dark grey rows and an electric cyan accent.
- Master 3 - Clay: terracotta rows, chalk-white accent and a gold highlight.

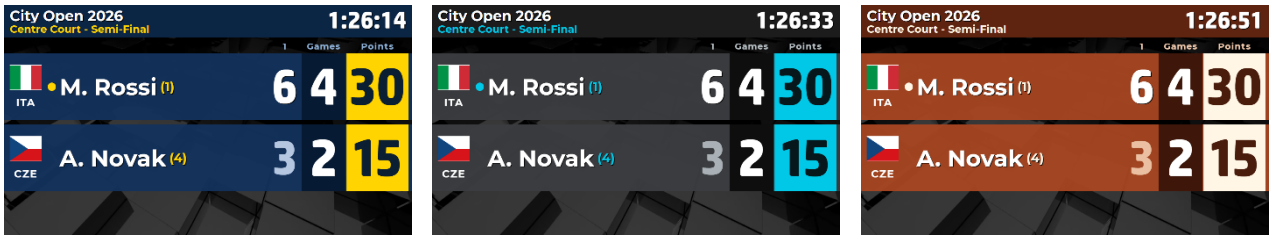


Figure 40. The Standard board in the masters Navy, Charcoal and Clay.



Figure 41. The Advertisement board in the three masters.

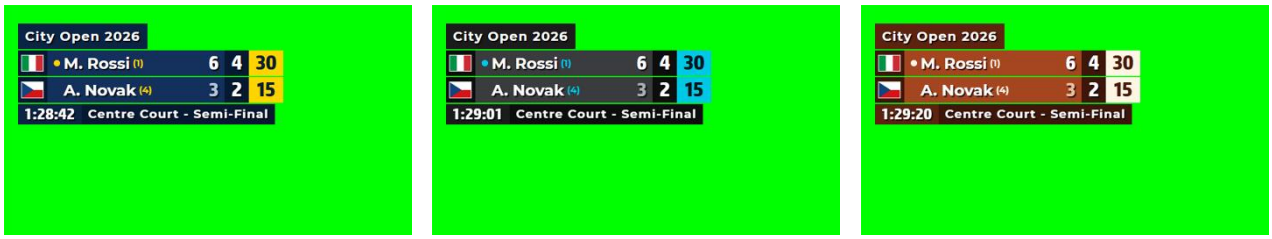


Figure 42. The Chroma Key scorebug in the three masters.

The Sponsored board uses the Standard design. Applying a Standard master also restyles its info screens, Banner and Announce. The Chroma Key masters bring their own set of lower thirds.

8.2 Choosing a Design

1. On the Game tab, choose the display mode (St, Sp, Ad or CK).
2. Click Select Design (the folder icon under the mode buttons). The design gallery opens next to it.
3. Click a design in the list. The preview on the right shows it with the live score.
4. Click Apply.

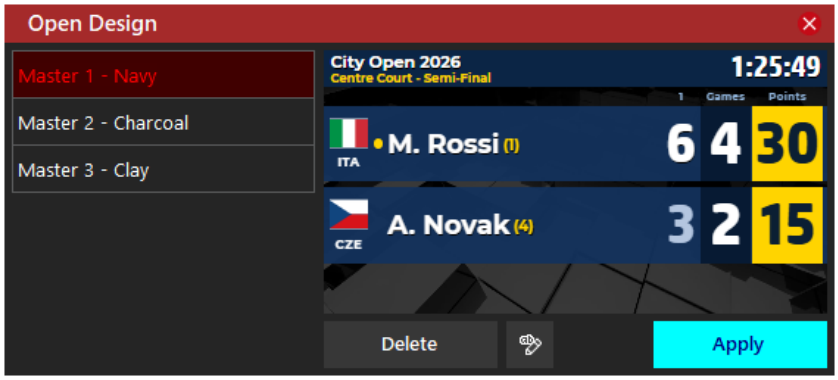


Figure 43. The design gallery with a live preview.

Button	What It Does
Apply	Uses the selected design for this display mode and closes the gallery.
Delete	Deletes one of your own designs after the question "Delete the Design ...?". Masters cannot be deleted.
Rename (pencil icon)	Renames one of your own designs: type the new name in the list and press Enter. Masters cannot be renamed.

Esc, the X or a click outside closes the gallery.

> **Note:** Applying a Standard master replaces the layouts of all info screens, Banner and Announce in use, without a question. If you changed an info screen in the design editor, save it as your own design first or note your changes.

8.3 Saving Your Own Design

The design editor (section 8.4) changes the design in use. To keep it as a design of its own:

1. In the design editor, click Save Design As (the disk icon in the title bar).
2. Type a name and confirm. The program reports "The data has been successfully saved."

Your design appears in the gallery of that display mode, next to the masters. Save Design As saves the scoreboard (Game) layout; for the Advertisement board it also keeps the layout of the scoreboard column and the banners. For the Chroma Key mode, saving is not yet supported: the program shows "Sorry, Design Saving Is Not Supported For CK Mode Yet!".

8.4 The Design Editor

Open Settings and click the design button of the current display mode: [St]andard Board Design, [Sp]onsored Board Design, [Ad]vertisement Board Design or [CK] Board Design. Only the button of the active mode is enabled.

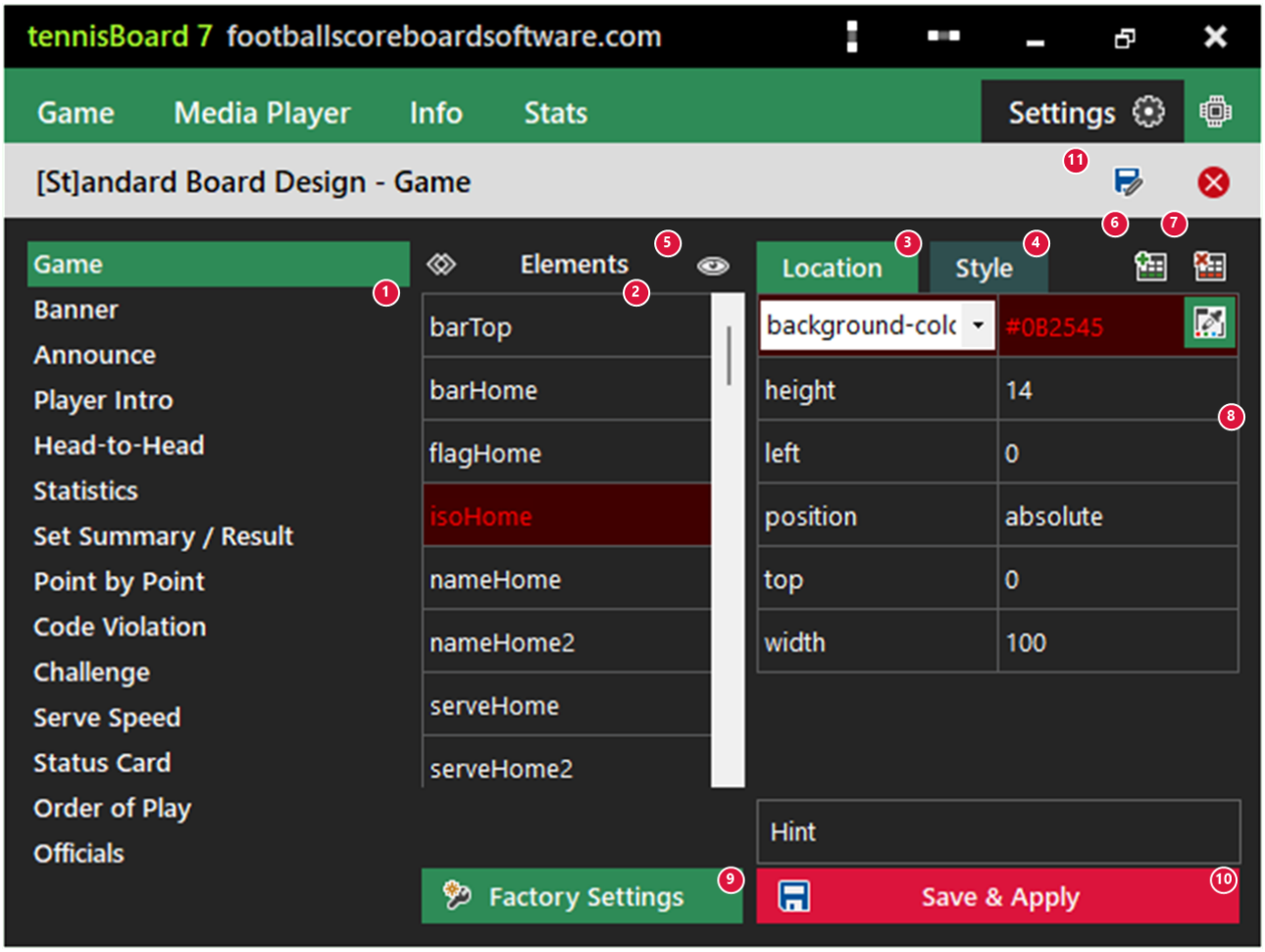


Figure 44. The design editor: an element of the Standard board selected, its Location values on the right.

No.	Control	What It Does
1	**Screens**	Game (the scoreboard), Banner, Announce and the 11 info screens. On CK: Game and the 11 lower thirds.
2	**Elements**	Every object of the selected screen. Hidden objects are grey. Click one to edit it.
3	**Location**	Shows the position and size values of the element (left, top, width, height ...).
4	**Style**	Shows the look values (colour, font, size, shadow ...).
5	**Show or Hide**	Switches the element between shown and hidden.
6	**Insert Row**	Adds an empty value row; type the property and the value.
7	**Delete Row**	Removes the selected value row.
8	**Values**	Property and value. Click a property for a list of names; colour values open a colour picker, font-family a font picker.
9	**Factory Settings**	Brings back the factory version of the selected screen after a question.
10	**Save & Apply**	Saves the changes of the selected element and redraws the board.
11	**Save Design As**	Saves the scoreboard as your own design (section 8.3).

How to change an element:

1. Click the screen, then the element. The board shows the element with a red dotted frame.
2. Click Location or Style and change the values.
3. Click Save & Apply. Save each element before you choose the next one.

> **Note:** The editor works on the live output: info screens are put on the board while you edit them, and the selected element gets a red frame until you go back to the Game tab. Do not edit designs while you are on air.

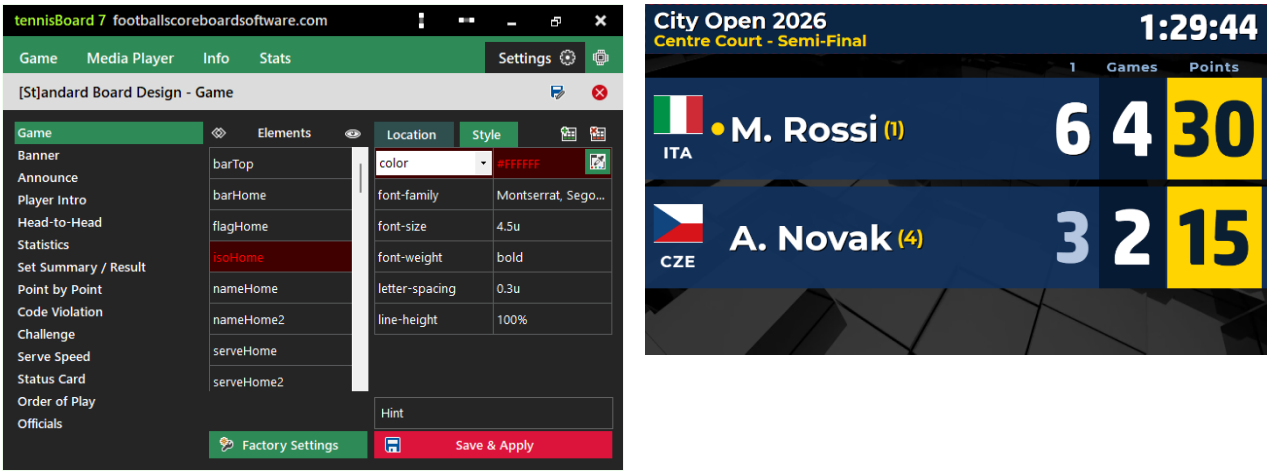


Figure 45. The Style values of the element (left) and the board with the edited element framed in red (right).

8.5 Objects, Backgrounds and Units

- Every object of a board (name, flag, score block, clock, logo ...) is an element with its own Location and Style. You can move, resize, recolour or hide each one.
- The background of the Standard, Sponsored and Advertisement boards has two layers: a background video (Background Video Opacity in Screen Properties sets its strength) and a middle image. Choose them with the two layer buttons at the bottom right of the Game tab. The board logo is chosen with the Logo slot.
- The Chroma Key board has no background: it is transparent over the key colour.

Units of the values:

Unit	Meaning
u	The board unit: 1u = 1 % of the board height on a 16:9 or wider board; on narrower boards (4:3, 5:4) it follows the width. Use u for objects that must keep their shape on every board size, for example "23u".
px, %, em, vh, vw	Usual web units, kept as typed.
Number without a unit	For left, right, width and the horizontal margins: % of the board width (vw). For top, bottom, height, font size, line height and the vertical margins: % of the board height (vh).

Fonts: the factory designs use Montserrat for words and HP Simplified for digits. Both are installed with the program, together with Agency, DS-Digital, Groteskia, Jersey M54, TRT and Axis. The font picker lists every font installed in Windows.

8.6 Factory Settings

To undo your changes of one screen, select it in the design editor and click Factory Settings. The program asks "Factory Settings Will Be Restored. Are You Sure?" and restores that screen. Use it for info screens, Banner and Announce in the Standard display mode. To restore the scoreboard itself, or in the Sponsored and Advertisement modes, apply the master again in the design gallery (section 8.2).

8.7 Designs After an Update

When a new version brings new factory designs, the program checks the designs in use at the first start:

- A design you never changed is replaced by the new factory design.
- A design you changed is kept. The log file names it ("customised design - kept"); the new factory design is in the gallery.
- The Standard board, the Advertisement board and the Chroma Key set are each replaced as a whole or not at all; the info screens are checked one by one.

Your own saved designs are never changed.

9. Info Screens and CK Lower Thirds

9.1 The Info Tab

The Info tab holds everything that is shown instead of, or on top of, the scoreboard.

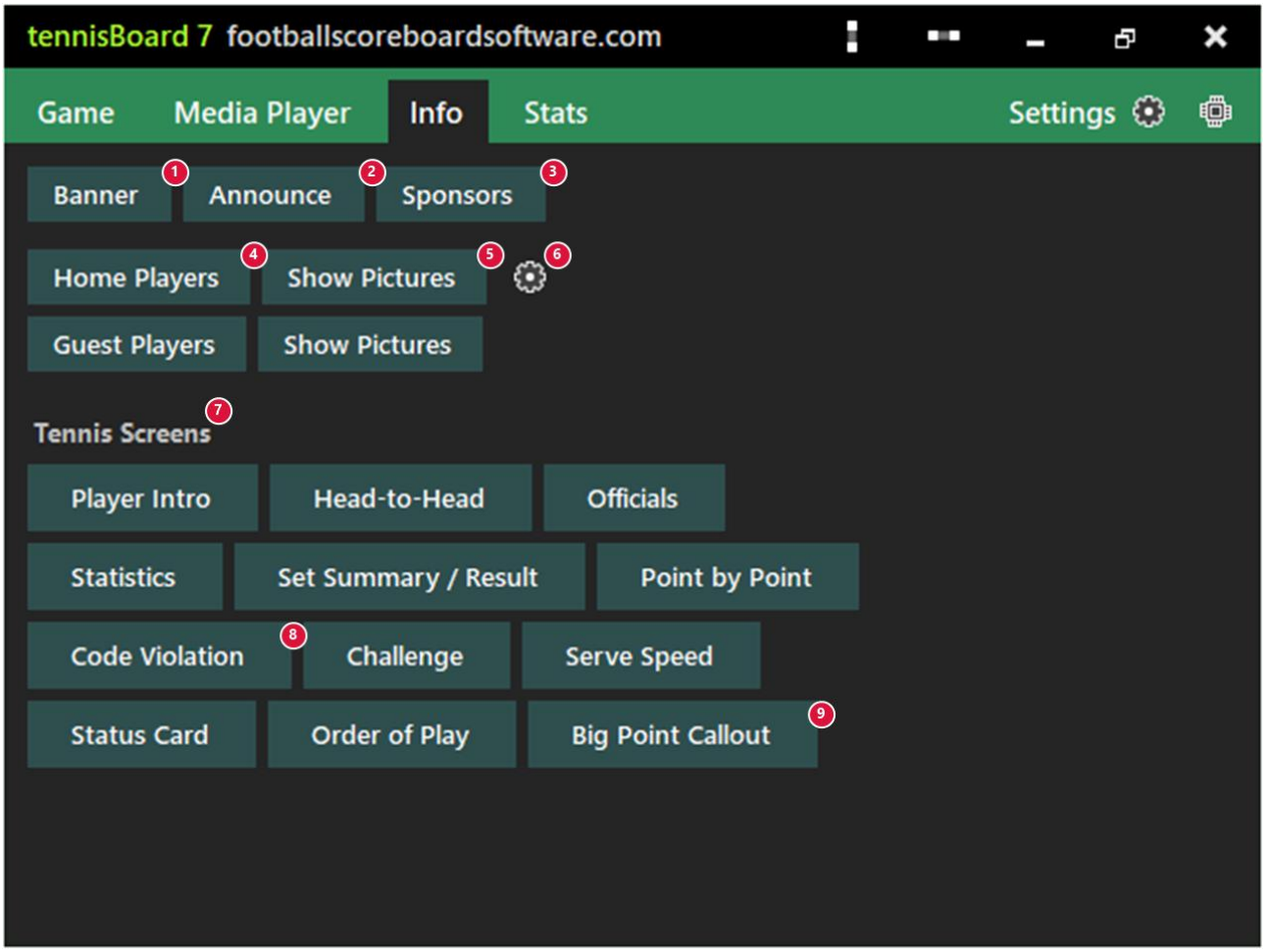


Figure 46. The Info tab.

No.	Control	What It Does
1	**Banner**	A full-screen text banner (chapter 13).
2	**Announce**	A full-screen announcement (chapter 13).
3	**Sponsors**	The sponsor list (chapter 13).
4	**Home Players**	The player list of the home side (chapter 12).
5	**Show Pictures**	A slideshow of the player pictures (chapter 13).
6	**Background (gear)**	The background of the info screens on the St, Sp and Ad boards: the scoreboard's background video (default), black, or a selected video or picture.
7	**Tennis Screens**	Twelve buttons: the eleven info screens and the Big Point Callout. Each opens its editor.
8	**Code Violation**	Example: opens the Code Violation editor.
9	**Big Point Callout**	The settings of the big-point callout (chapter 10).

9.2 Showing and Hiding a Screen

1. Click the screen's button on the Info tab (or on the Info tab of the CK page).
2. Fill in the fields of the editor. Every change is saved at once with the match; there is no Save button.
3. Click Show. In St, Sp and Ad the screen fills the board. In CK it appears as a lower third under the scorebug.
4. Click Hide to go back to the scoreboard (CK: the lower third fades out).

- Show uses on-air colours (light), Hide off-air colours (dark).
- The screen is built when you click Show. It is not refreshed while on air: click Show again after the data changed. Only the Status Card countdown runs by itself.
- Esc or the X closes the editor; the screen stays on air.
- The tournament and court lines of the Game tab are the subtitle of every screen on the St board.
- From the remote control or the HTTP API: info_show with the screen name, info_hide (chapter 15).

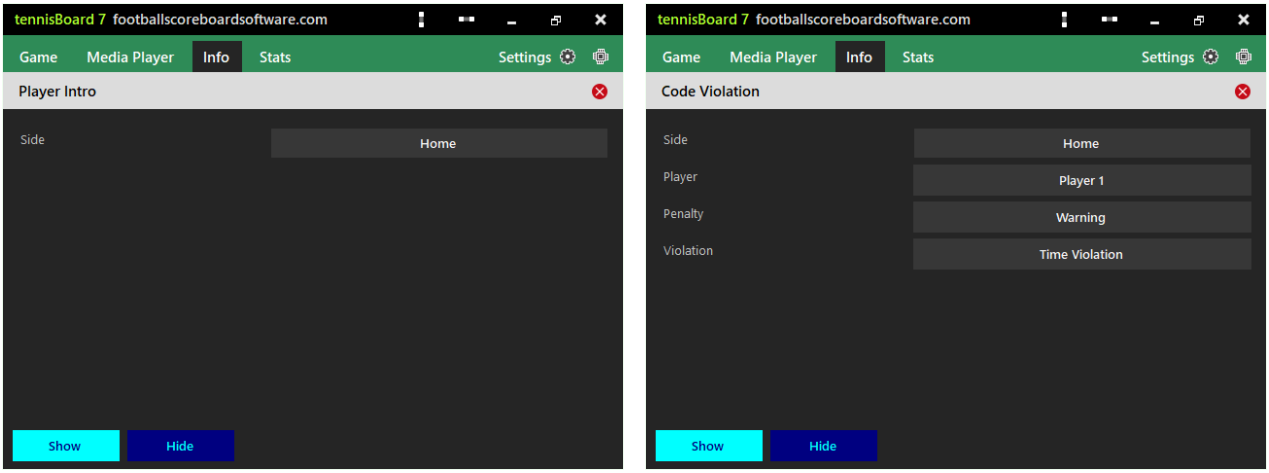


Figure 47. Two editors: Player Intro (left) and Code Violation (right).

9.3 Player Intro

A profile card of a player, or of both partners of a pair in doubles (Pair Profile). The card shows the photo, the flag and country code, the name and the player data from the players list (chapter 12): Seed, Ranking, Age, Height, Plays and Titles. Data that is empty is left out.

- Side: Home or Guest.

St Board



CK Lower Third

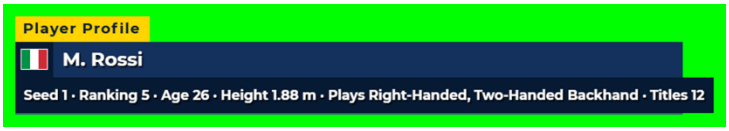


Figure 48. Player Intro on the St board (left) and as a CK lower third (right).

9.4 Head-to-Head

The record between the two players: the head-to-head score, the record per surface and the last meetings.

- Wins (Home), Wins (Guest): the head-to-head score, for example 3 – 2.
- Surface Record: a list with Surface, Home, Guest (wins on that surface).
- Last Meetings: a list with Year, Event, Round, Surface, Winner, Score. The first row is also shown as "Last Meeting" on the lower third.

In the lists, the empty last row adds an entry; select a row and press Delete to remove it.



Figure 49. Head-to-Head on the St board.

9.5 Officials

The officials of the match: a list with Role, Name and Country (a country code shows a flag). The new installation fills in a chair umpire, a tournament referee, a supervisor and the line umpires.



Figure 50. Officials on the St board.

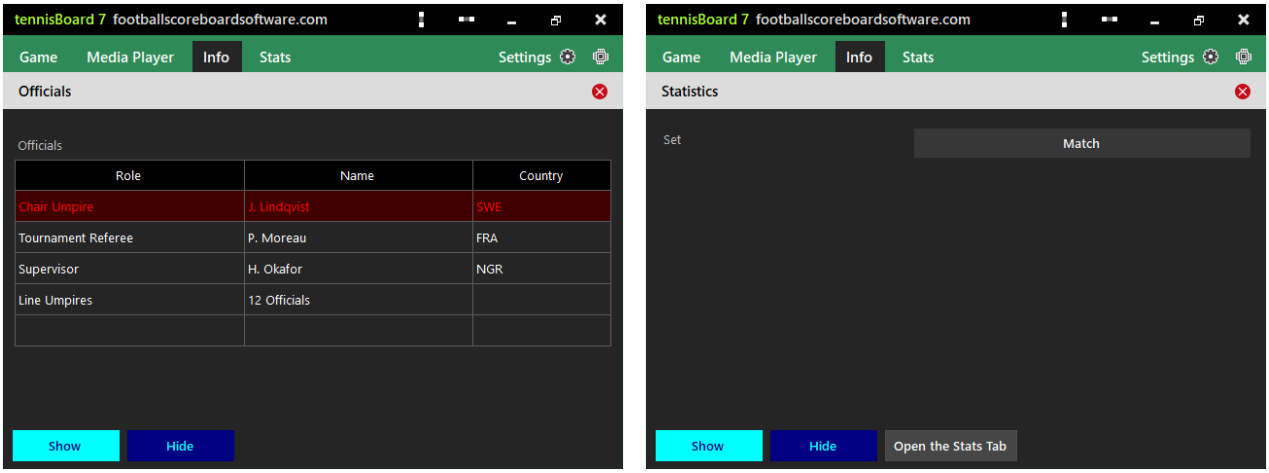


Figure 51. The editors of Officials (left) and Statistics (right).

9.6 Statistics

The match statistics, for the match or one set, with a bar per row. The better value is highlighted (for double faults and errors the lower one).

- Set: Match, Set 1 ... Set 5.
- Open the Stats Tab: the rows on the graphic are chosen there (chapter 11).

St Board **CK Lower Third**



Figure 52. Statistics on the St board and as a CK lower third.

9.7 Set Summary / Result

A table of the set scores. The title follows the match: "After Set 1" between sets, "Score" during a set (with a Live column), "Match Result" after the match.

- Show Durations: adds the duration of each set (from the match clock) and the match time.



Figure 53. Set Summary during the second set.

9.8 Point by Point

Every game of a set: the server, the game score and every point, with break points highlighted and the tag Break for a lost service game. The game in progress comes last.

- Set: Current Set, Set 1 ... Set 5.

The history is built from the points as they were played. Corrections with the arrows or cell clicks are not part of it.

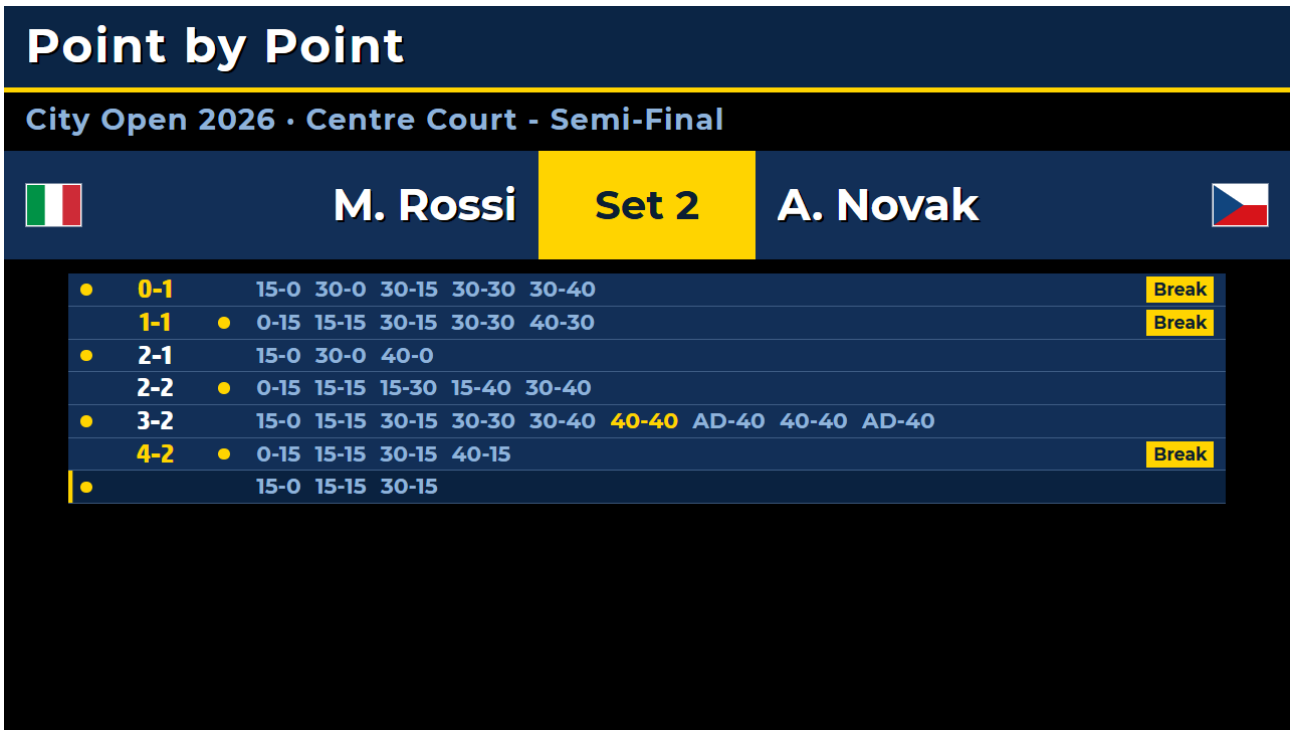


Figure 54. Point by Point of the second set.

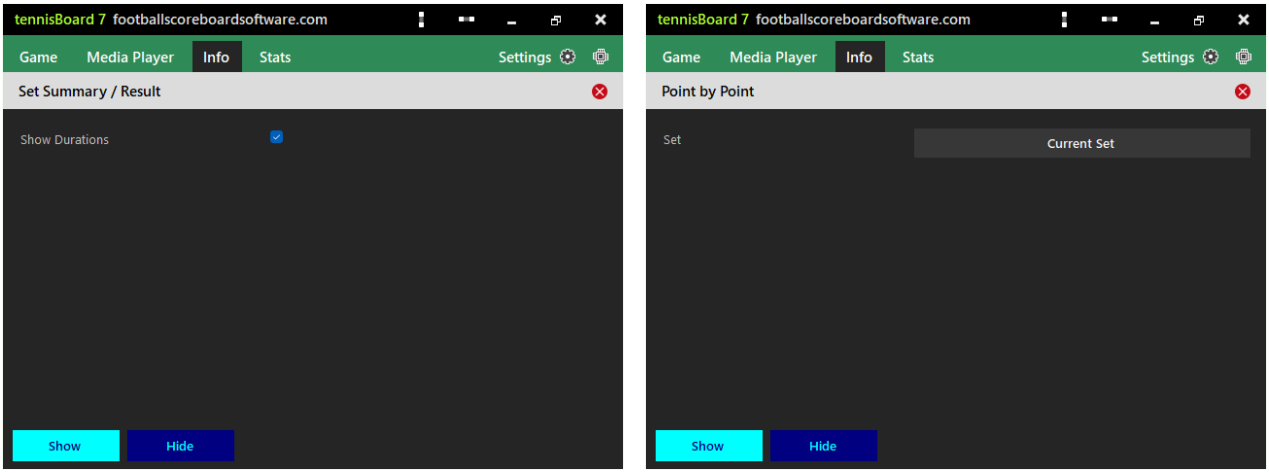


Figure 55. The editors of Set Summary / Result (left) and Point by Point (right).

9.9 Code Violation

The code violation of a player: name and flag, the penalty and the violation.

- Side: Home or Guest. Player: Player 1 or Player 2 (the partner in doubles).
- Penalty: Warning, Point Penalty, Game Penalty, Default.
- Violation: Time Violation, Racquet Abuse, Ball Abuse, Audible Obscenity, Coaching, Unsportsmanlike Conduct.

Point Penalty, Game Penalty and Default also change the score when you show the screen (chapter 10.3).



Figure 56. Code Violation on the St board.

9.10 Challenge

A Hawk-Eye challenge: the challenger, the result and the challenges remaining of both players.

- Side: who challenged.
- Result: Challenge in Progress, In, Out. This is the same value as the Hawk-Eye list on the Game tab.
- Call Stands (Challenge Lost): tick it when the challenge failed. The challenger loses one challenge when the screen is shown (chapter 10.2).
- Reset Challenges: gives both players the number of the current set again.

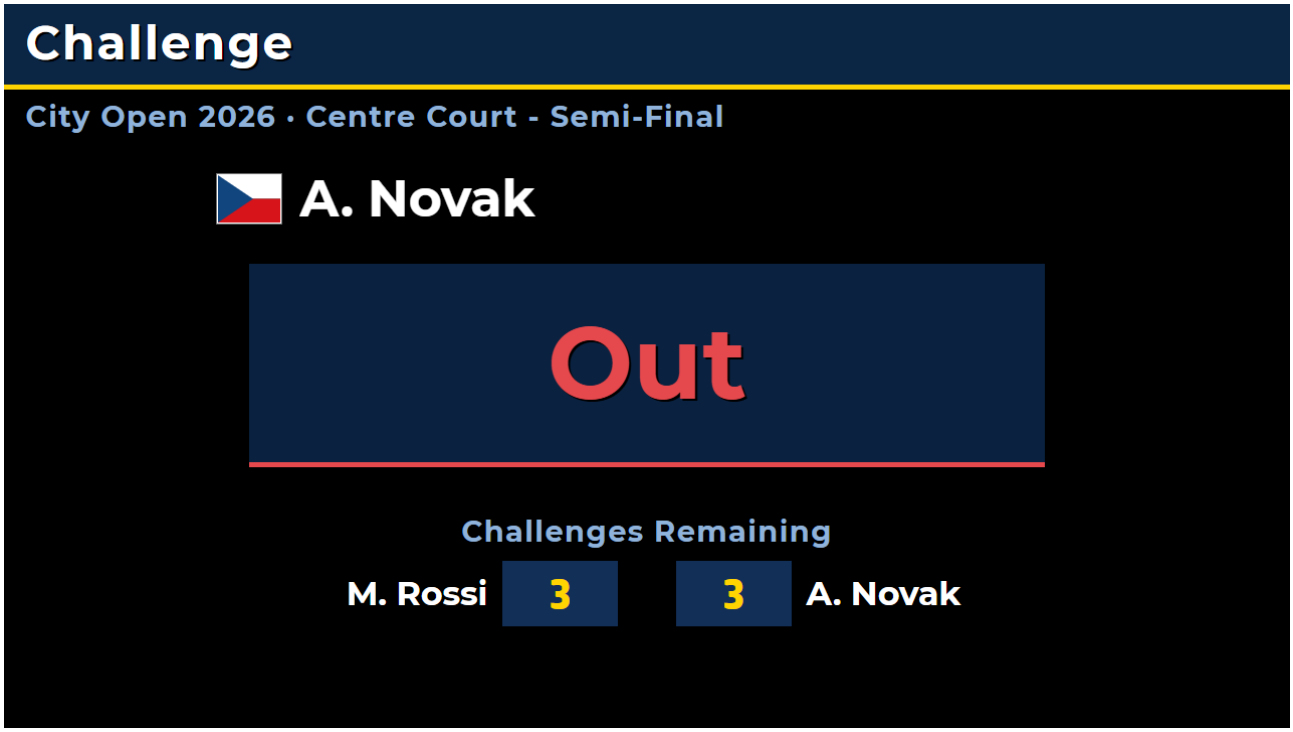


Figure 57. Challenge with the result Out.

9.11 Serve Speed

The speed of the last serve in km/h and mph, and the fastest serve of the match.

- Serve Speed (km/h): type the speed and press Enter: the serve is recorded for the current server (first or second serve), as with the speed box of the Game tab.
- Match Serve Record (km/h): filled in automatically; type a value to set it by hand until a faster serve is recorded. Empty = automatic.

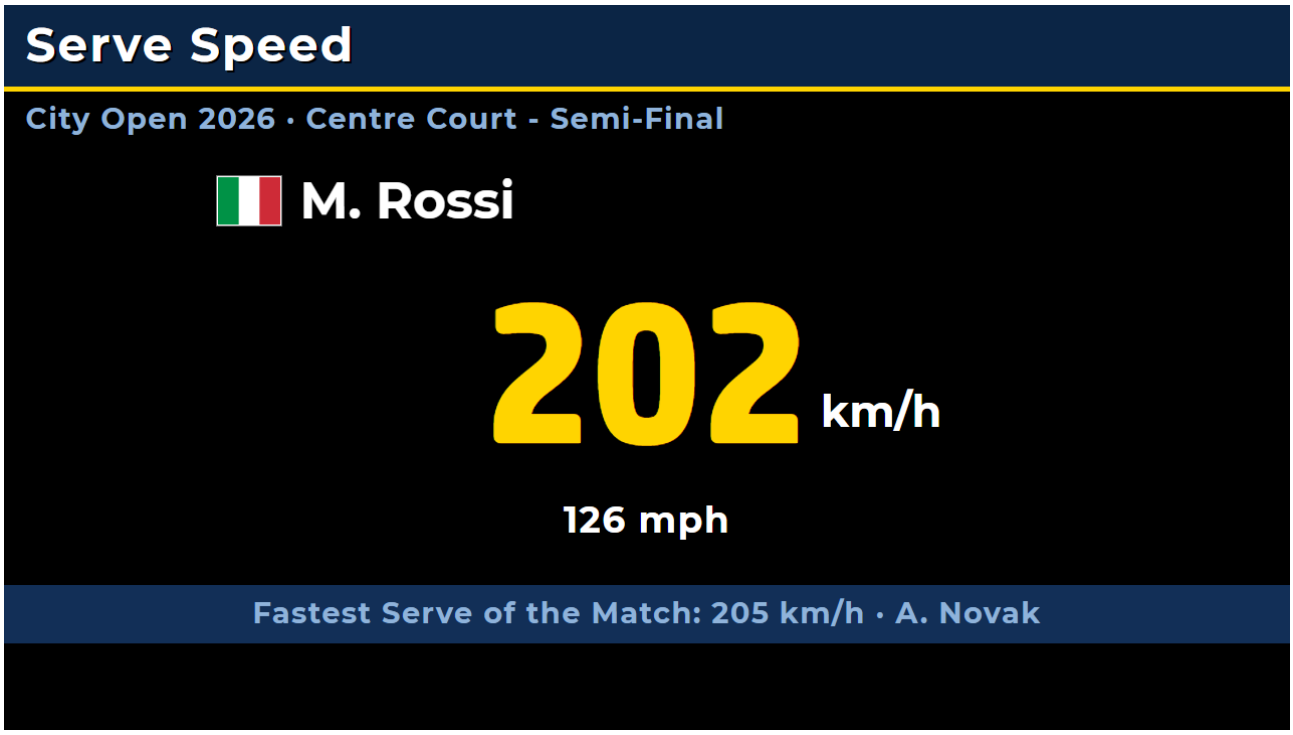


Figure 58. Serve Speed on the St board.

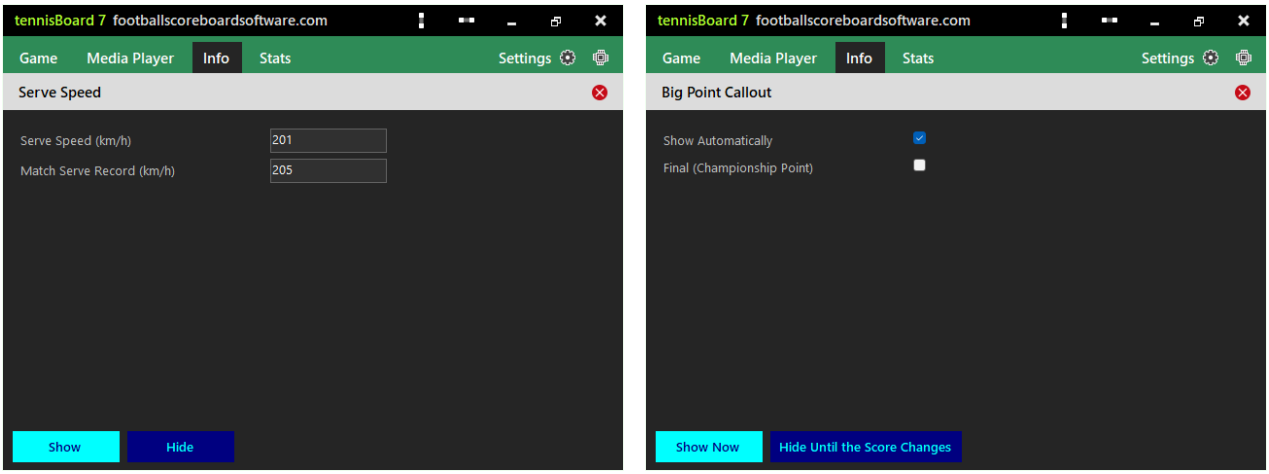


Figure 59. The editors of Serve Speed (left) and Big Point Callout (right).

9.12 Status Card

A notice for an interruption, with an optional countdown.

- Status: Medical Time-Out, Toilet Break, Rain Delay, Suspended, Warm-Up, Custom.
- Custom Text: the text for Custom.

- Side: None, Home or Guest; Player: Player 1 or 2. With a side the card shows the player's name and flag.
- Countdown (Minutes, 0 = None): the card counts down from this time.

The countdown starts when you click Show; each Show starts it again from the full time. At 0:00 the card stays on screen until you click Hide.

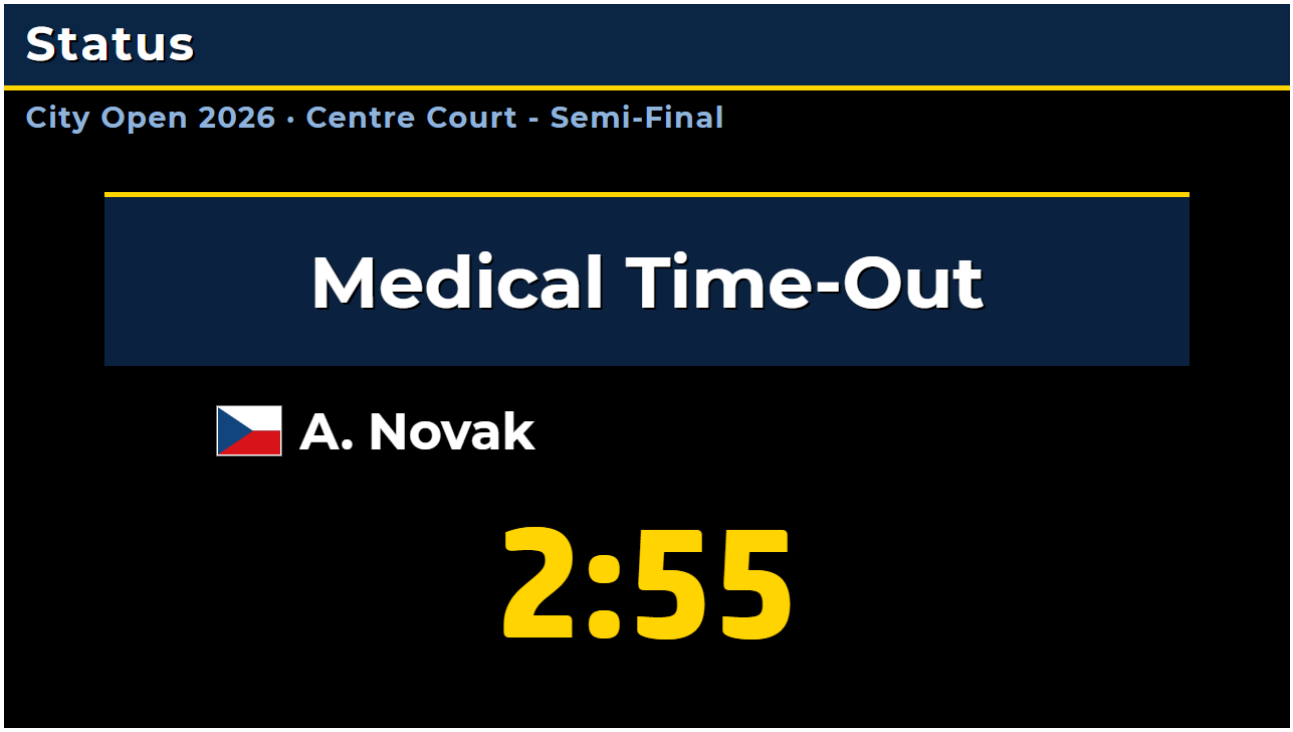


Figure 60. A medical time-out with a countdown.

9.13 Order of Play

The matches of the day on a court: a list with Time, Court, Round, Player / Pair 1 and Player / Pair 2.

- Heading (Court, Day): replaces the subtitle on the St board, for example "Centre Court · Saturday".



Figure 61. Order of Play on the St board.

9.14 CK Lower Thirds

In the Chroma Key display mode every info screen appears as a lower third under the scorebug. The editors and the data are the same.

- The CK page (fifth tab CK > Info) has the same twelve buttons, Scoreboard and Hide for the scorebug, and Hide Lower Third.
- Show in an editor puts the lower third on; Hide or Hide Lower Third fades it out.
- The lower thirds have no subtitle line.



Figure 62. CK lower thirds: Head-to-Head and Code Violation.



Figure 63. CK lower thirds: Status Card and Order of Play.



Figure 64. CK lower thirds: Serve Speed and Challenge.

10. Big Points, Challenges, Code Violations and Status Cards

10.1 Big-Point Callout

Before an important point the boards show a callout band with the kind of point and the player who has it:

Callout	When
Break Point	The receiver wins the game with the next point (not in a tie-break).
Set Point	The player wins the set with the next point.
Match Point	The player wins the match with the next point.
Championship Point	A match point in a final (with Final switched on).

With more than one in a row the callout shows the number, for example "2 Break Points" at 15-40. When both players have a big point, the higher kind wins (match before set before break). The callout follows every scoring rule: advantage, deciding point, golden and star point, tie-breaks and the match tie-break.



Figure 65. A break point for the receiver at 40-AD.

The Big Point Callout editor (Info tab):

Control	What It Does
Show Automatically	On (default): the callout appears by itself at every big point. Off: only after Show Now.
Final (Championship Point)	Calls match points Championship Point.
Show Now	Shows the current big point until the score changes, also when Show Automatically is off.
Hide Until the Score Changes	Hides the callout until the next point or correction.

The keyboard shortcuts Big Point: Show (Num +) and Big Point: Hide (Num −) do the same as Show Now and Hide Until the Score Changes.

The callout band appears on the St, Sp and Ad boards and on the CK scorebug. It shows one thing at a time, in this order:

1. a new Hawk-Eye call ("Hawk-Eye: In" or "Hawk-Eye: Out") for 8 seconds;
2. the challenges band ("Challenges Left: ITA 2 · CZE 3"), when you switched it on with the Challenge header of the Game tab;
3. the big point.

10.2 Hawk-Eye and Challenges

The challenges are counted by the scoring engine (rules in chapter 6):

- Each player gets the number of the rules (default 3) at the start of every set.
- When a tie-break or match tie-break starts, each player gets one more (if +1 Challenge in a Tie-Break is on).
- In an advantage deciding set the number can come back every N games.
- Padel and beach tennis play without challenges by default.

Three ways to record a lost challenge, each one Undo step:

1. On the Game tab, click the next ring of the player's challenge dots (section 5.9).
2. On the Challenge screen: tick Call Stands (Challenge Lost) and click Show. The challenger loses one challenge, once per challenge: showing the screen again does not take a second one. A new "Challenge in Progress" or Reset Challenges starts the next challenge.
3. From the remote control: Call Stands (Challenge Lost).

The In / Out result itself never takes a challenge; only Call Stands does.

Board Output **Info Editor**

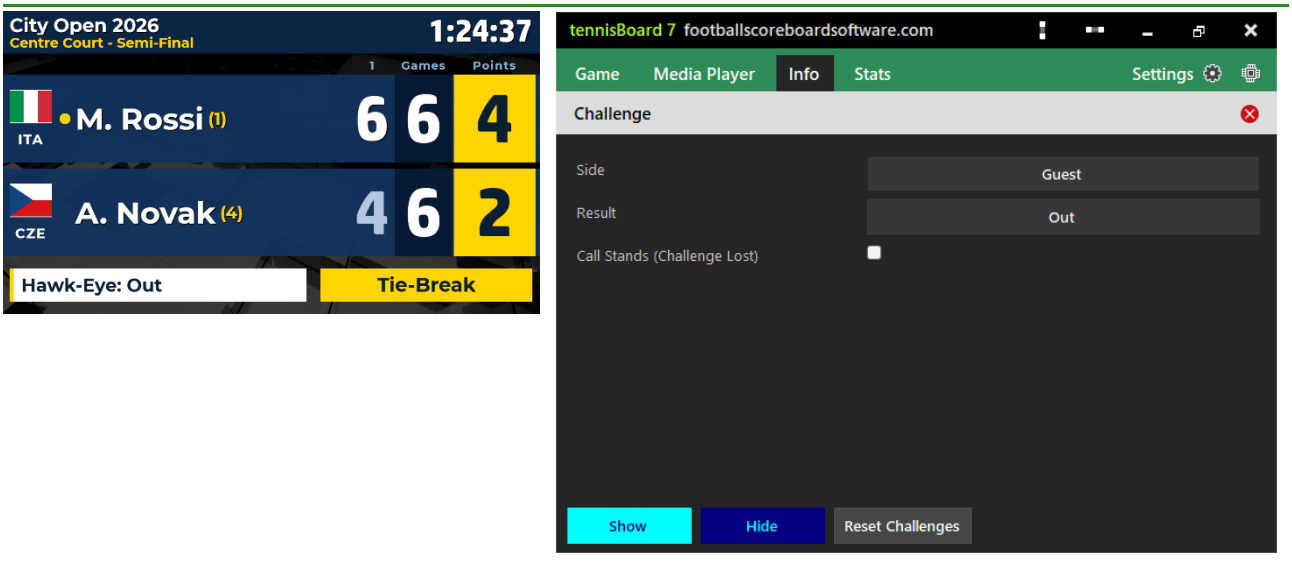


Figure 66. "Hawk-Eye: Out" in the callout band (left) and the Challenge editor (right).

10.3 Code Violations

The Code Violation screen shows a warning or a penalty. Point Penalty, Game Penalty and Default also change the score through the scoring engine:

Penalty	Effect on the Score
Warning	None: the screen only.
Point Penalty	The opponent wins the point. It can win the game, the tie-break, the set or the match.
Game Penalty	The opponent wins the current game; inside a tie-break or match tie-break, the tie-break (and with it the set).
Default	The match ends at once and the opponent wins. The score stays as it was, for example 6-4 3-2.

From the editor (Info tab or CK page), every penalty asks before it is applied:

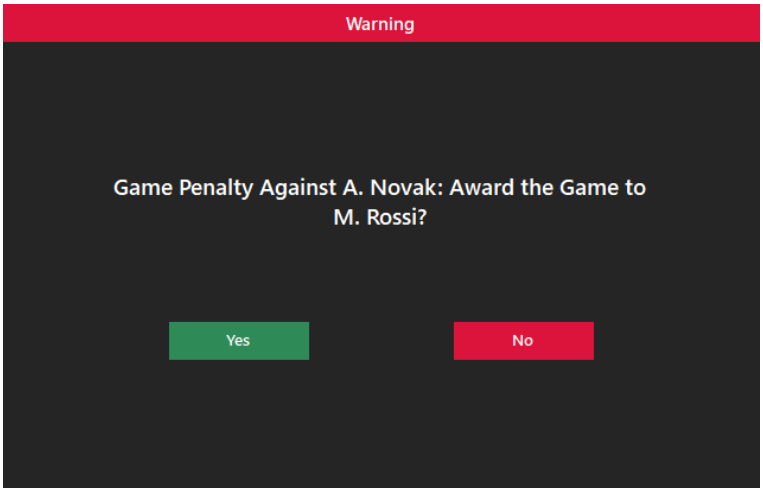


Figure 67. The question before a Game Penalty is applied.

1. Choose Side, Player, Penalty and Violation.
2. Click Show.
3. Yes: the penalty is applied and the screen is shown. No: the screen is shown without changing the score. Use No when you show the same violation again later.

- Each penalty is one Undo step. Undo takes it back completely.

A penalty is not counted in the statistics. A waiting first-serve fault is dropped.

- Nothing is applied after the match is over.
- From the remote control or the HTTP API there is no question: a Point or Game Penalty is applied once per violation (sending the same violation again does not apply it a second time), and a Default only shows the screen. End a match by default from the Info editor.

10.4 Status Cards

The Status Card covers interruptions: Medical Time-Out, Toilet Break, Rain Delay, Suspended, Warm-Up or a Custom text, optionally with a player and a countdown in minutes.

- The countdown starts when you click Show and starts again from the full time at every Show.

- At 0:00 the card stays on screen. Click Hide when play resumes.
- With Countdown 0 the card shows no time.

Board Output **Info Editor**

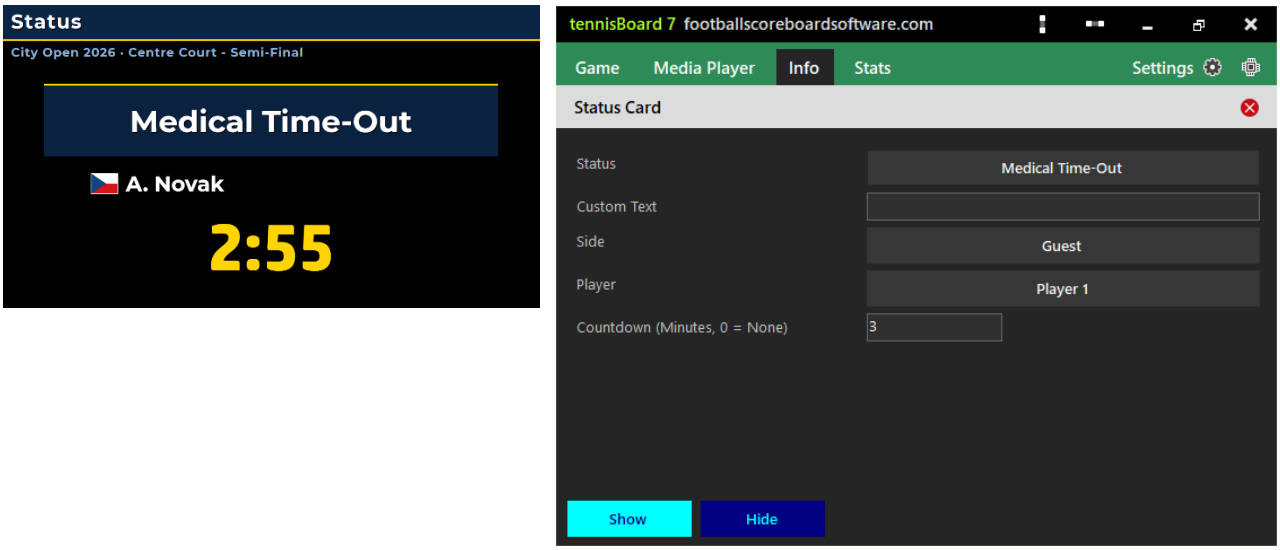


Figure 68. A medical time-out with three minutes on the countdown, and its editor.

11. Statistics

11.1 The Stats Tab

tennisBoard 7 computes the match statistics from the points you give. Open the Stats tab to see them, correct them and put them on the board.

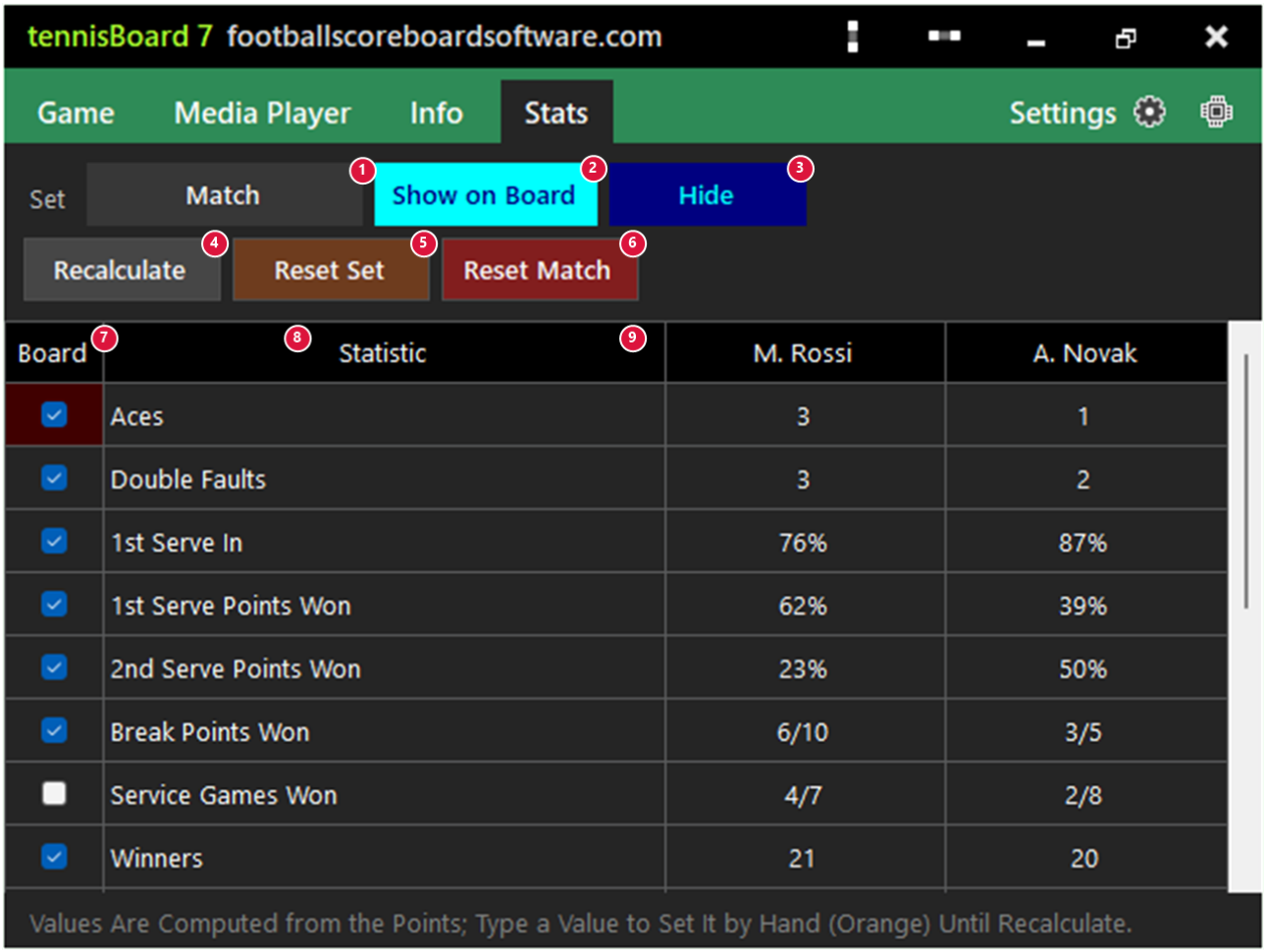


Figure 69. The Stats tab with the statistics of the match.

No.	Control	What It Does
1	**Set**	Match, or Set 1 ... Set 5: the values shown and the values put on the board.
2	**Show on Board**	Shows the Statistics graphic of the selected view (St, Sp, Ad: full screen; CK: lower third).
3	**Hide**	Takes the graphic off.
4	**Recalculate**	Removes your manual values of the selected view; the computed values come back.
5	**Reset Set**	Clears all statistics of the selected set, after the question "Reset These Statistics?".
6	**Reset Match**	Clears all statistics of the match, after the same question.
7	**Board**	Ticked rows appear on the board graphic.

No.	Control	What It Does
8	**Statistic**	The name of the row.
9	**Players**	The values of the home and guest player. Click a value and type to set it by hand.

- A value you type is shown in orange and stays until you click Recalculate (or clear the cell).
- The board graphic is built when you click Show on Board. Click it again to update the graphic after more points.
- New Match and a change of the match rules clear the statistics.

11.2 The 16 Statistics

Statistic	How It Is Computed	Format
Aces	Points with the outcome Ace	3
Double Faults	Double faults (DF button or Fault twice)	2
1st Serve In	Points played on the first serve, of all service points	65%
1st Serve Points Won	First-serve points won by the server	72%
2nd Serve Points Won	Second-serve points won by the server (double faults included)	48%
Break Points Won	Break points converted, of break points played	2/5
Service Games Won	Service games won, of service games played (tie-breaks not counted)	8/9
Winners	Points with the outcome Winner by the player	21
Unforced Errors	Unforced errors by the player	8
Forced Errors	Forced errors by the player	5
Net Points Won	Not computed: type the value	7/9
Total Points Won	All points won	57
Longest Rally	Not computed: type the value	18
Fastest Serve (km/h)	The fastest serve speed entered	212

Statistic	How It Is Computed	Format
Avg 1st Serve (km/h)	Average of the first-serve speeds entered	196
Avg 2nd Serve (km/h)	Average of the second-serve speeds entered	158

What the statistics need:

- The outcome buttons (section 5.7) for Aces, Double Faults, Winners, Unforced Errors and Forced Errors.
- The Fault button (section 5.6): 1st Serve In, 1st Serve Points Won and 2nd Serve Points Won stay empty until at least one fault has been recorded in the match.
- Serve speeds (section 5.8) for the three km/h rows.
- Corrections with the arrows and cell clicks (except Point +1) and penalties are not counted.

The Match column adds up the sets: a value you typed for a set also counts for the match. Percentages and averages are computed over the whole match.

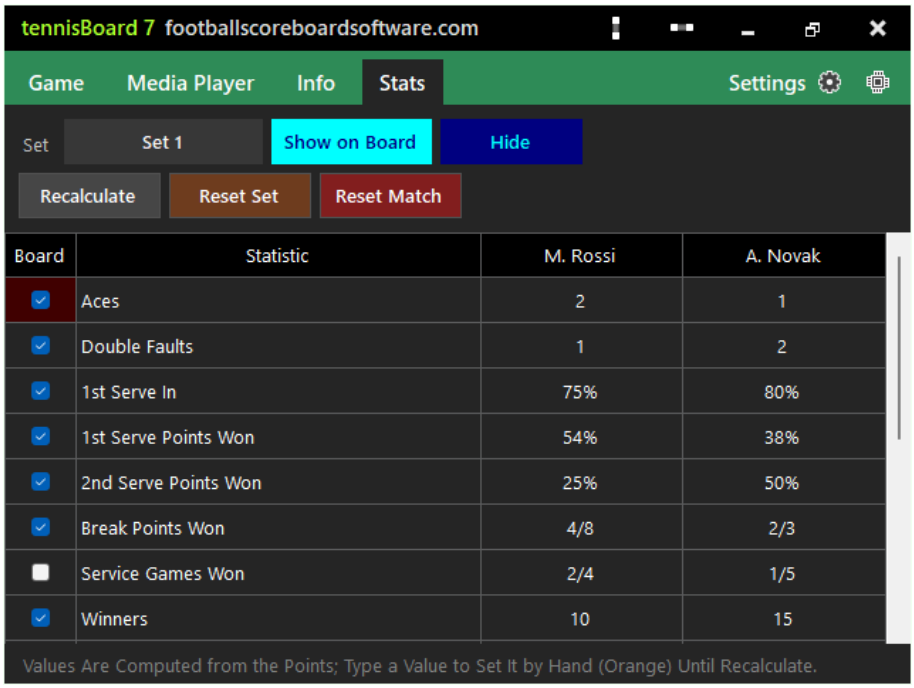


Figure 70. The Stats tab with Set 1 selected.

11.3 The Statistics Graphic

The graphic shows the ticked rows in the order of the table. Rows without values on both sides are left out. By default nine rows are ticked: Aces, Double Faults, 1st Serve In, 1st Serve Points Won, 2nd Serve Points Won, Break Points Won, Winners, Unforced Errors and Total Points Won.

- The better value is highlighted. For Double Faults, Unforced Errors and Forced Errors the lower value is better.
- On the St board each row has a split bar: the home share from the left, the guest share from the right, in the ratio of the two values (the first number counts, for example 4 of "4/7"). The CK lower third shows the values without bars.

St Board **CK Lower Third**



Figure 71. The Statistics graphic on the St board and as a CK lower third.

The Statistics info screen (Info tab, chapter 9.6) shows the same graphic; its Open the Stats Tab button leads here.

11.4 Statistics from the Remote

Command	Value	What It Does
stats_show	match, set1 … set5	Shows the graphic of that view.
stats_set	row;home;guest[;set]	Sets a value by hand, for example NetPoints;7/9;4/6. Empty clears it.
stats_recalc	match, 1 … 5	Removes the manual values of that view.
stats_reset_set	1 … 5	Clears the statistics of a set (no question).
stats_clear	–	Clears all statistics of the match (no question).
stats_rows	Aces,DoubleFaults,…	The rows of the board graphic.

12. Players and Match Data

12.1 The Players Editor

Each side has a player list: Info > Home Players and Info > Guest Players. The lists hold the data of the Player Intro card and the pictures of Show Pictures.

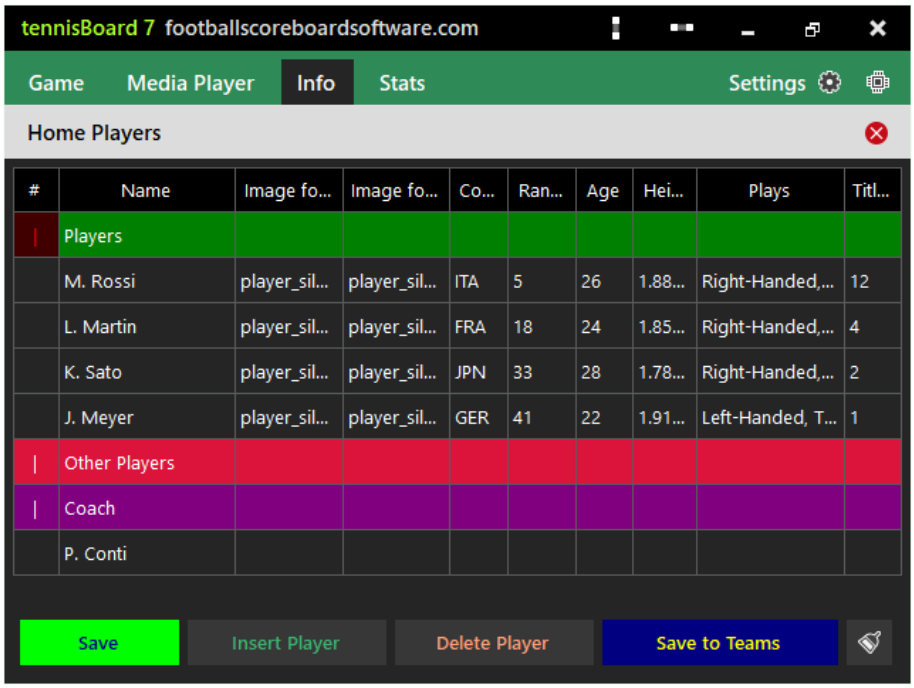


Figure 72. The Home Players list with the sample players.

The list has three groups:

- Players: the players of this side, for example the players of a team event, or both partners of a pair.
- Other Players: further players.
- Coach: one person.

Column	What It Holds
#	A number (optional).
Name	The player's name. It must be written as on the Game tab for the Player Intro card to find the player.
Image for Events	A spare photo: used on the Player Intro card only when Image for Banner is empty.
Image for Banner	The player photo of the Player Intro card and the picture of Show Pictures.
Country	The three-letter country code (section 12.3).
Ranking, Age, Height, Plays, Titles	The facts of the Player Intro card. Empty facts are left out.

Button	What It Does
Insert Player	Adds an empty row at the end of the selected group.

Button	What It Does
Delete Player	Removes the selected player (no question).
Save	Saves the list. The button is highlighted while there are unsaved changes.
Save to Teams	Keeps a copy of the list under a name in the team database (common\data).
Clear All (the icon at the right)	Empties the list (saved only when you click Save).

- Click an image cell, then the small picture button in it, to choose a file. A missing file is shown in red; a selected image shows a preview.
- Drag a row by its # or Name cell to move it.
- Click Save before you close the list. Closing without Save drops the changes.

> **Note:** Lists from earlier versions may contain a Reserves group. Its players are shown at the top of Other Players, and the group disappears at the next Save.

12.2 Where the Player Data Appears

- Player Intro (chapter 9.3): photo, country, ranking, age, height, plays and titles of the player whose name matches the name on the Game tab. The seed comes from the Seed box of the Game tab. In doubles the card shows both partners.
- Show Pictures (chapter 13.6): the Image for Banner pictures of the Players or the Coach group.

12.3 Flags and Country Codes

The boards show a flag for every country code: on the scoreboard (country box of the Game tab), on Player Intro (Country column), on Officials (Country column) and on the other info screens.

- Type the code of the country as used in sport (IOC, for example GER, SUI, NED, GBR) or the two-letter ISO code (de, ch).
- The flags are vector images (SVG) in common\images\flags\country, 271 flags, including England (gb-eng), Scotland (gb-sct), Wales (gb-wls) and Northern Ireland (gb-nir).
- The three-letter codes are translated to the flag files with common\images\flags\country\codes.csv, one line per code: GER,de. Lines starting with # are comments.
- An unknown code shows no flag; the code itself is still shown where the design has a code field.

To add a code, open codes.csv in a text editor, add a line (for example ENG,gb-eng), save it and restart the program.

12.4 Officials, Head-to-Head and Order of Play

These lists are edited in their info-screen editors (chapter 9) and saved with the match. New Match keeps them, so they need to be entered only once per match day.

Screen	Data
Officials	Role, Name, Country
Head-to-Head	Wins (Home), Wins (Guest); Surface Record (Surface, Home, Guest); Last Meetings (Year, Event, Round, Surface, Winner, Score)

Screen	Data
Order of Play	Heading (Court, Day); Matches (Time, Court, Round, Player / Pair 1, Player / Pair 2)

The new installation fills them with fictional sample data. In the lists, the empty last row adds an entry; select a row and press Delete to remove it.

From the remote or the HTTP API, info_list replaces a whole list and info_set sets a single field (Appendix B).

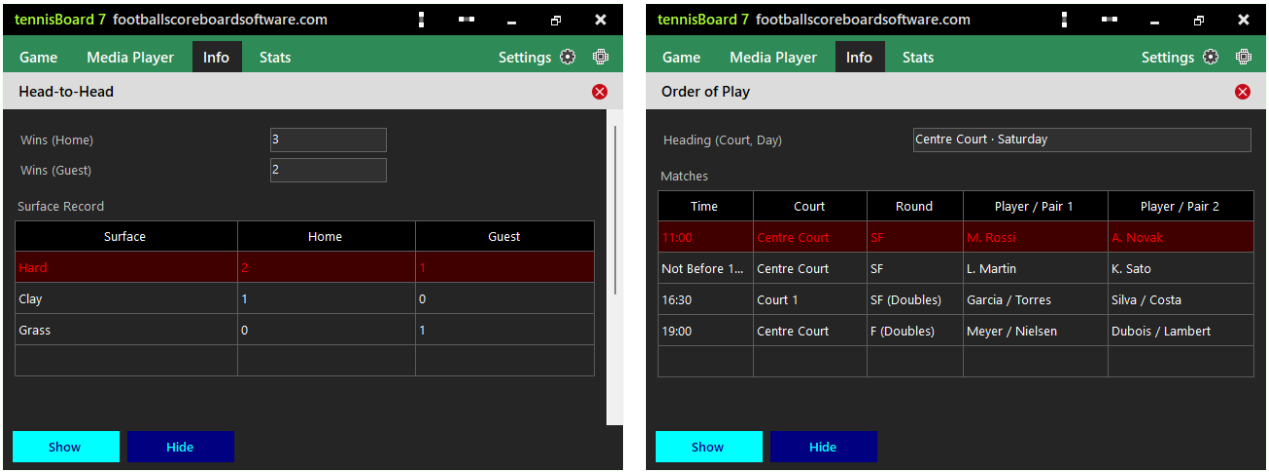


Figure 73. The editors of Head-to-Head and Order of Play.

13. Banner, Announce, Sponsors and Media

13.1 Banner

A full-screen banner with a top line, a second line and a main text, for example the start time of the next match or a countdown. Open Info > Banner.

Board Output **Banner Editor**

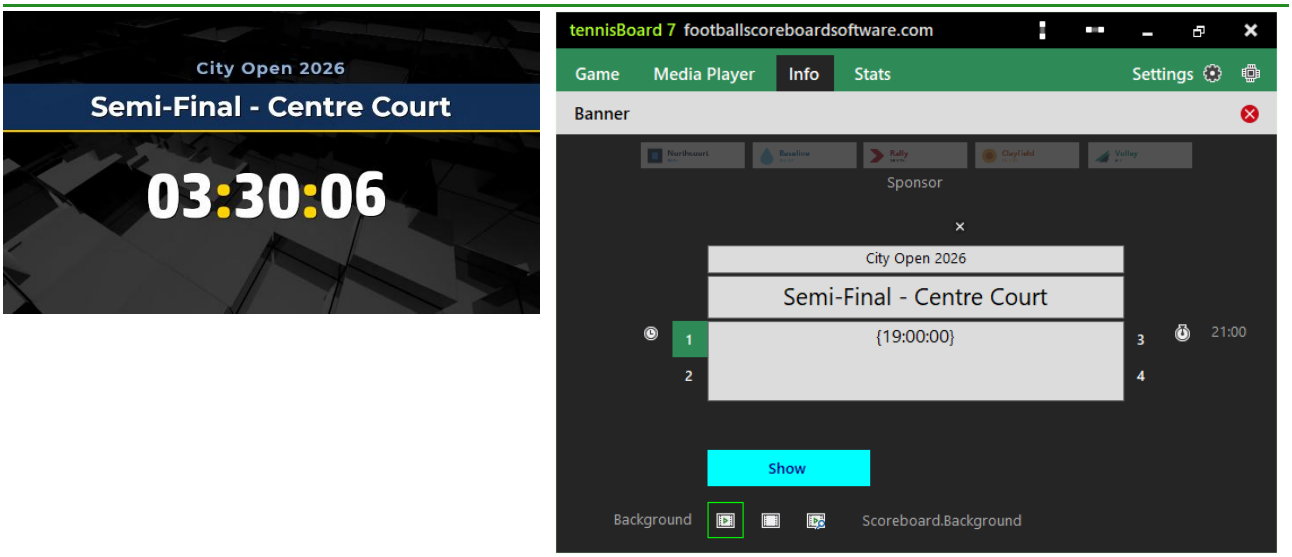


Figure 74. The Banner with a countdown to 19:00 on the board, and its editor.

- The three text boxes: top line, second line and main text. The main text has four versions (buttons 1-4); the selected one is shown.
- Show Clock (clock icon, appears while you type in the main text): puts {00:00} in the text: the board shows the time of day. Click again for {00:00:00} with seconds.
- Show Remaining Time (timer icon and time box): puts the time, for example {19:00}: the board counts down to 19:00 today (to tomorrow if the time has passed). Click again for seconds.
- The clock and the countdown work only when the main text holds nothing else.
- Background: the scoreboard's background video, black, or a selected video (mp4, webm, ogg) or picture (jpg, png, gif, webp).
- Sponsor: click one of the first five sponsor logos to show it on the banner; the X removes it.
- Show puts the banner on the board. Click the Game tab to go back to the scoreboard.

13.2 Announce

A full-screen announcement in large letters. Open Info > Announce.

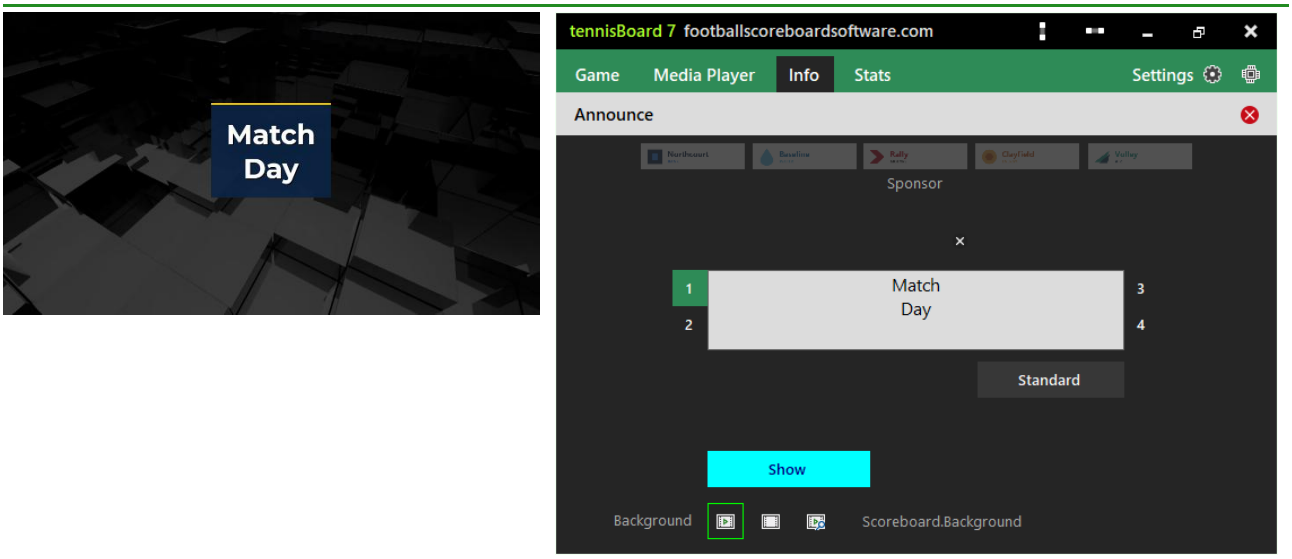


Figure 75. An announcement in the Standard style, and its editor.

- One text with four versions (buttons 1-4).
- Style list: Standard, Gradient (animated colour gradient), Shape (moving colour shapes), Stripe-H and Stripe-V (moving stripes), Stroke (outlined text with changing colours). The gear button of the styles opens the font, size, shadow and colour settings of the style.
- Background and Sponsor as for the Banner.
- Show puts it on the board; the Game tab goes back to the scoreboard.

13.3 Sponsors

Info > Sponsors holds the sponsor logos used by the Sponsored band (chapter 7.4), the Ad banners and the Banner and Announce screens.

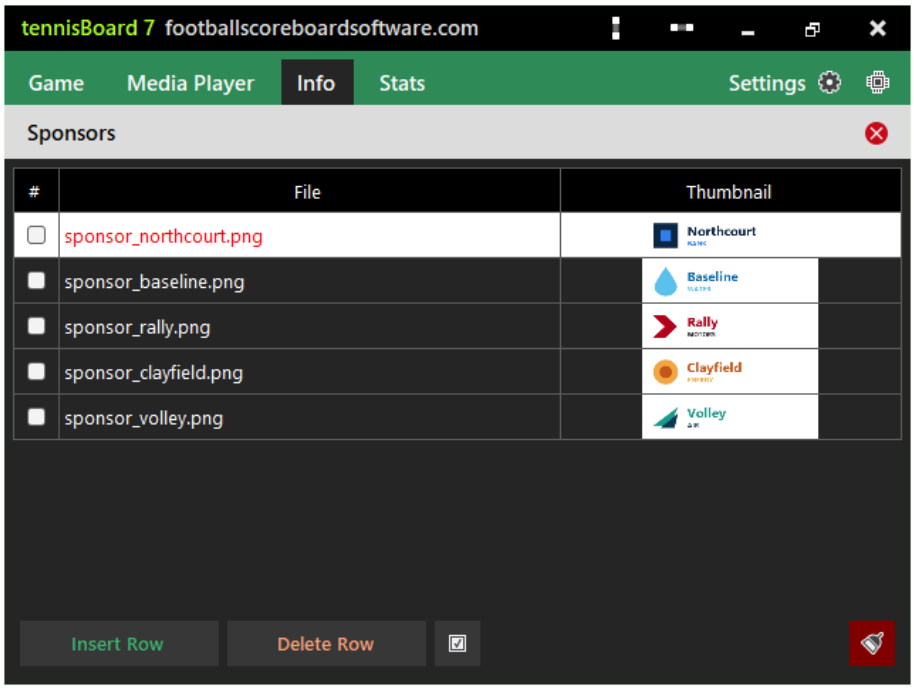


Figure 76. The sponsor list with the fictional sample sponsors.

- Insert Row: choose one or more picture files (bmp, gif, jpg, png, webp).

- Delete Row removes the selected logo; Clear All (the icon at the right) empties the list. Changes are saved at once.
- Set Default (the icon next to Delete Row): makes the selected logo the sponsor of Banner and Announce and moves it to the top.
- Drag a row to change the order.

13.4 Media Player

The Media Player tab plays videos and pictures full screen on the board output.

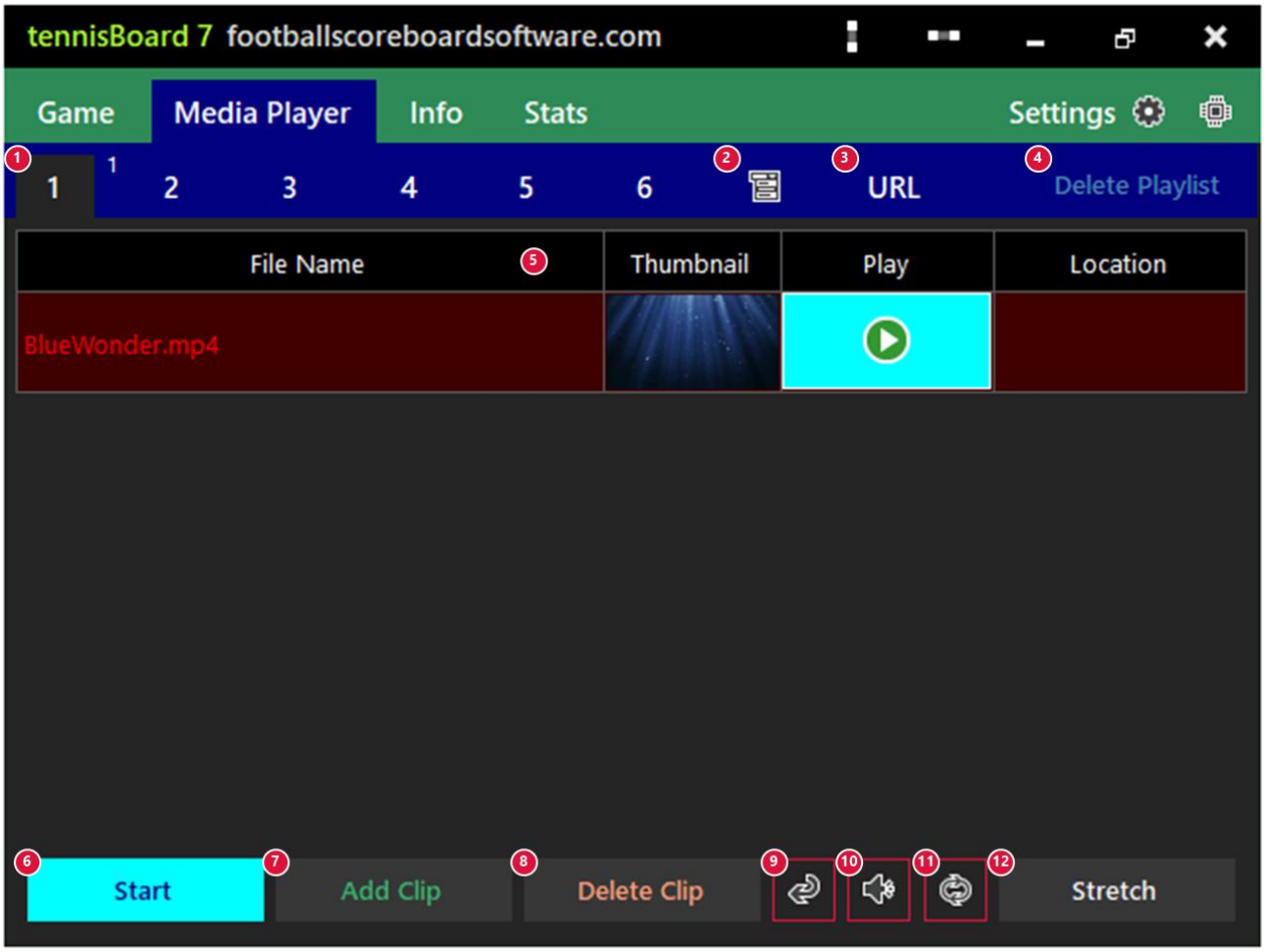


Figure 77. The Media Player tab with playlist 1.

No.	Control	What It Does
1	**1-6**	The playlists 1 to 6. The small number shows the clips in the list.
2	**List icon**	The playlists 7 to 20.
3	**URL**	A list of web pages to show on the output (section 13.5).
4	**Delete Playlist**	Empties the current playlist (no question).
5	**List**	File Name, Thumbnail, Play (plays this clip) and Location (the time left of the playing clip).
6	**Start**	Plays the list from the selected clip; then reads Finish to stop.
7	**Add Clip**	Adds video, audio or picture files.
8	**Delete Clip**	Removes the selected clip.

No.	Control	What It Does
9	**Back to Game**	On: returns to the scoreboard when the list ends. Off: the list starts again.
10	**Sound**	Sound on or off.
11	**Auto Repeat**	Repeats the current clip.
12	**Display mode**	How the picture fits the board: Stretch (default), Center, CoverCenter, Original, SizeToFit, SizeToFitCenter, ZoomCenter.

- Pictures are shown for Image Play Duration seconds (Settings > Screen Properties, default 5).
- While a clip plays, the Settings tab shows the time left, and playlists cannot be switched.
- The Game tab stops the media and shows the scoreboard again.
- From the remote: start_playlist 1-20 starts a playlist (a second call stops it).

13.5 Web Pages

The URL button of the Media Player opens a list of web addresses. Insert Row adds an address, Delete Row removes one, Load shows the page on the board output. The Game tab goes back to the scoreboard.

13.6 Show Pictures

Info > Show Pictures (next to Home Players and Guest Players) shows the player photos (Image for Banner) as a slideshow on the board output.

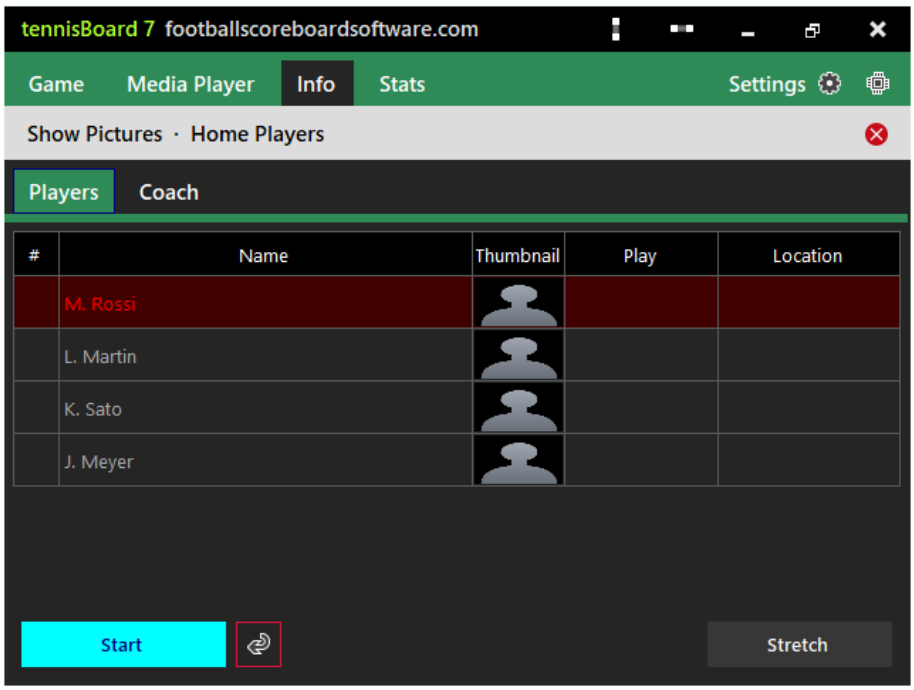


Figure 78. Show Pictures with the home players.

- Players or Coach: the group to show.
- Start plays the whole list from the selected row, Play / Stop one picture. Back to Game and the display mode work as in the Media Player.

13.7 Cameras and NDI Sources

The Camera tab of the Ad and CK pages shows a live picture: in the Ad multimedia area, or under the CK graphics.

1. Choose Camera, then the camera and its Format. Or choose NDI and an NDI source from the network (the refresh button searches again; "-- No NDI source found --" when there is none).
2. Click Start: the picture appears in the preview.
3. Click Show to put it on the board. Stop ends it.

The FPS value shows the frame rate. The choice is saved for the next time.

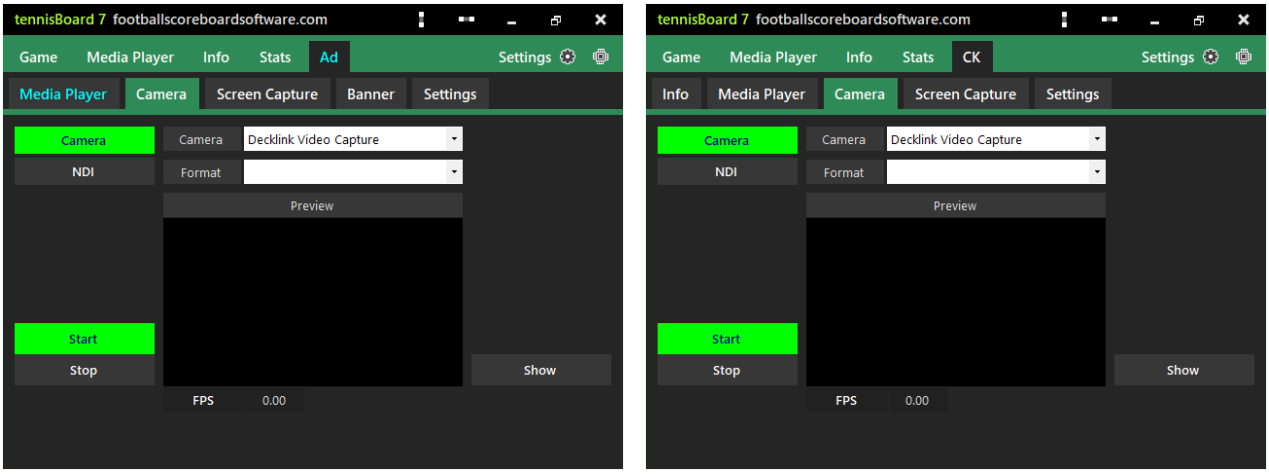


Figure 79. The Camera tab of the Ad page and of the CK page.

13.8 Screen Capture

The Screen Capture tab shows a part of the PC screen on the board, for example a statistics program or a web page.

1. Enter Left, Top, Width and Height of the area under Source Bounds, or click Select Rectangle and drag a frame on the screen (Esc cancels).
2. Click Start. Target Rectangle shows the size of the area it fills on the board.
3. Stop ends the capture.

An area outside the connected monitors is refused with a short notice. With a licence that includes GPU capture, the capture runs on the graphics card.

13.9 NDI Output

The NDI button on the Game tab sends the board output into the network as an NDI stream (60 frames per second). The stream follows what is on the output: the scoreboard of the current display mode, an info screen, Banner, Announce or a playing clip.

- Sender name: TB7_NDI (installations updated from an older version keep their saved name; it is the value SenderName in start.xml).
- Green: sending. Amber: the stream stopped; click to restart. Grey: NDI is not available; rest the mouse on the button for the reason.
- NDI carries no transparency: for a key in the receiver use the CK display mode with a key colour (chapter 7.6).

14. Remote Control

14.1 What You Need

The remote control is a web page that a phone or tablet opens in its browser; no app is needed. It talks to tennisBoard 7 over the network on port 1907.

- The phone or tablet and the PC are in the same network (Wi-Fi or LAN).
- The remote control is switched on (it is off on a new installation).
- Port 1907 is open in the Windows firewall. The setup adds the rules; if a phone cannot connect, run C:\tennisBoard7\open_firewall_1907.bat as administrator.
- Only one Board7 program at a time can use port 1907 on a PC.

14.2 Switching the Remote On

Open Settings > Remote Control, or click the remote icon on the Game tab.

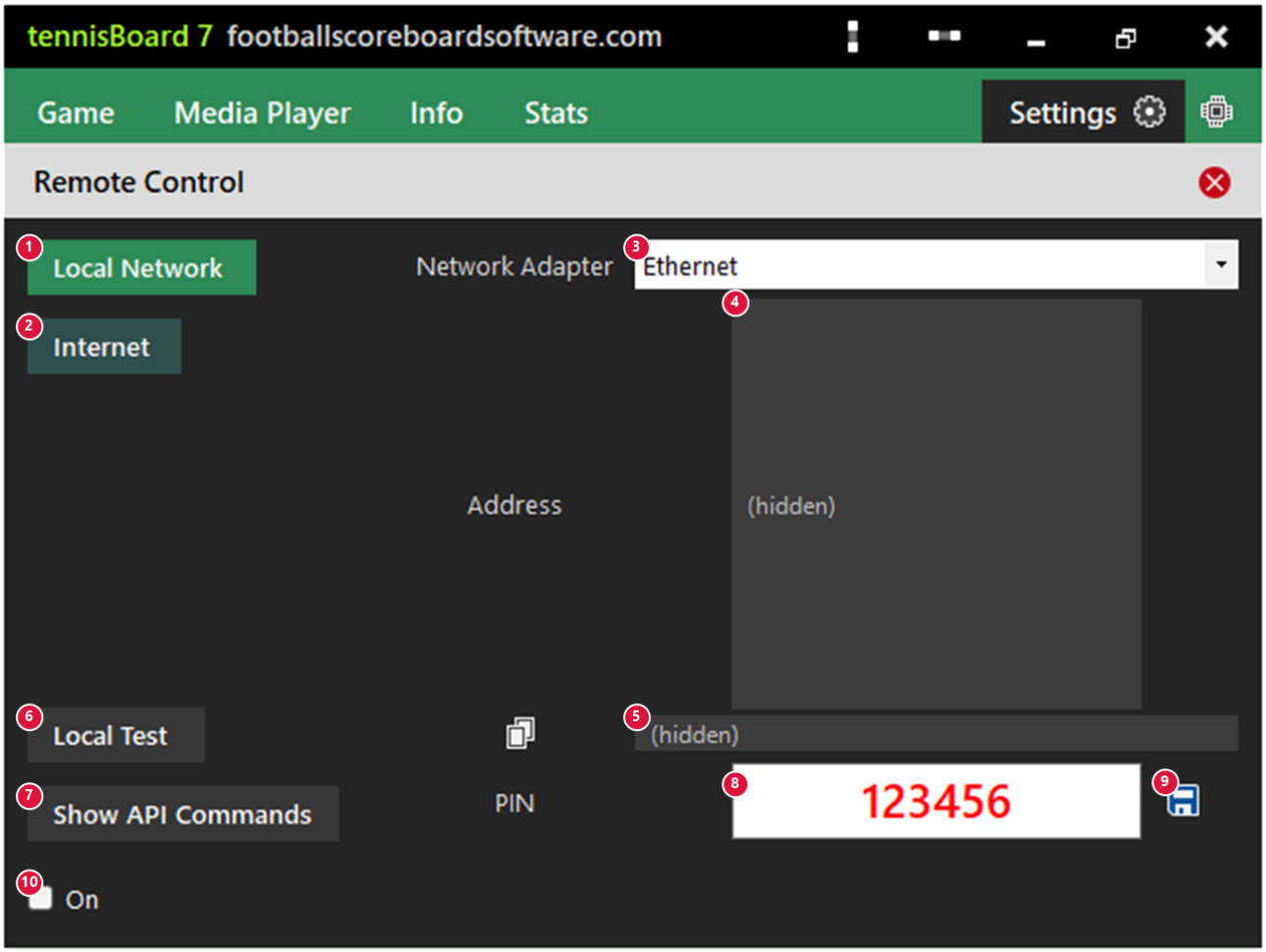


Figure 80. The Remote Control page. The address and the QR code are hidden in this picture; your page shows the address of your PC.

No.	Control	What It Does
1	**Local Network**	Shows the address in the local network (default).
2	**Internet**	Shows the public address of the internet connection (see the note below).

No.	Control	What It Does
3	**Network Adapter**	The network card whose address is shown (Ethernet or Wi-Fi).
4	**QR code**	Scan it with the phone camera to open the remote page.
5	**Address**	The address to type in the phone browser, http://<PC address>:1907/logon.html. The copy button copies it.
6	**Local Test**	Opens the remote page in the browser of this PC.
7	**Show API Commands**	Opens API_Commands.txt (Appendix B).
8	**PIN**	The code the phone must enter: digits only, up to 6. Default 123456.
9	**Save PIN**	Appears when you change the PIN; click it to use the new PIN.
10	**On / Off box**	Ticked (red) = remote control off; not ticked = on. The text shows the real state of the server: On or Off.

To switch the remote on: untick the box at the bottom. The text changes to On, and the remote icon on the Game tab turns green. The setting is kept for the next start.

> **Note:** Change the PIN from 123456 before you use the remote at an event. After a PIN change, log out and log in again on every phone. Never save an empty PIN.
>
> **Note:** The Internet address only works when the router forwards TCP port 1907 to this PC. The page is protected by the PIN only and is not encrypted: use it only if you know what this means for your network.

14.3 Logging On

1. Open the address in the phone browser, or scan the QR code.
2. Enter the PIN on the keypad and tap the green tick.
3. The remote page opens on the Score tab.

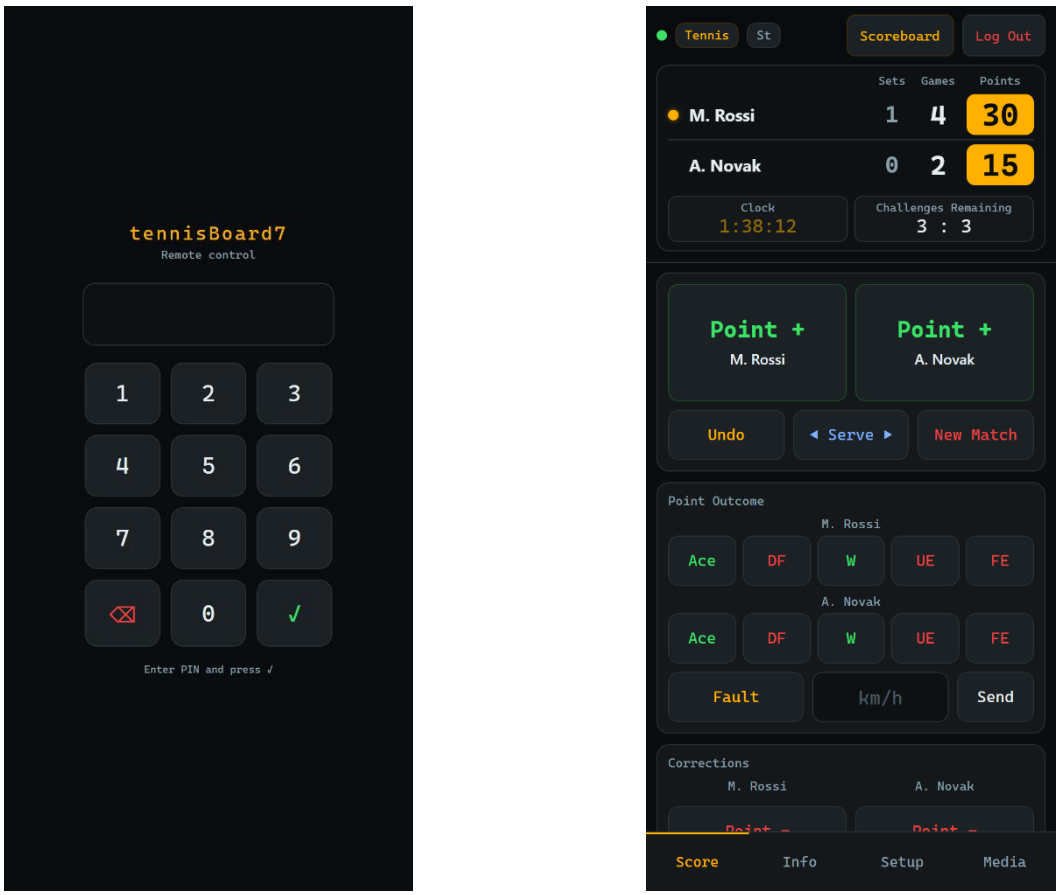


Figure 81. The logon page and the Score tab on a phone.

> **Note:** Logging on (and reloading the remote page) brings the scoreboard back on the PC: a running video or an info screen is taken off the board. Log on before you start a video or an info screen.

The top of the page always shows:

- the connection dot: green = connected, red = the PC cannot be reached;
- the mode (for example Tennis) and the display mode (St, Sp, Ad or CK);
- Scoreboard: brings the scoreboard back on the board (takes off a video or info screen); Log Out: back to the logon page;
- the score, with the serve dot, sets, games and points; the match state (Deuce, Tie-Break ...), the match clock (it pulses while it runs) and the challenges remaining.

The page checks the PC about twice a second, so it also shows changes made on the PC.

14.4 Score Tab

Element	What It Does
Point + (one per player)	Gives the point.
Undo	Takes back the last scoring action.
Serve	Changes the server.
New Match	Starts a new match after the question "Start a New Match? The Score Is Reset."

Element	What It Does
Point Outcome	Ace, DF, W, UE, FE per player, Fault (turns into 2nd Serve after a first fault) and the km/h box with Send. Shown when Point Outcome Buttons is on in the settings.
Corrections	Point −, Game + and Game − per player.

14.5 Info Tab

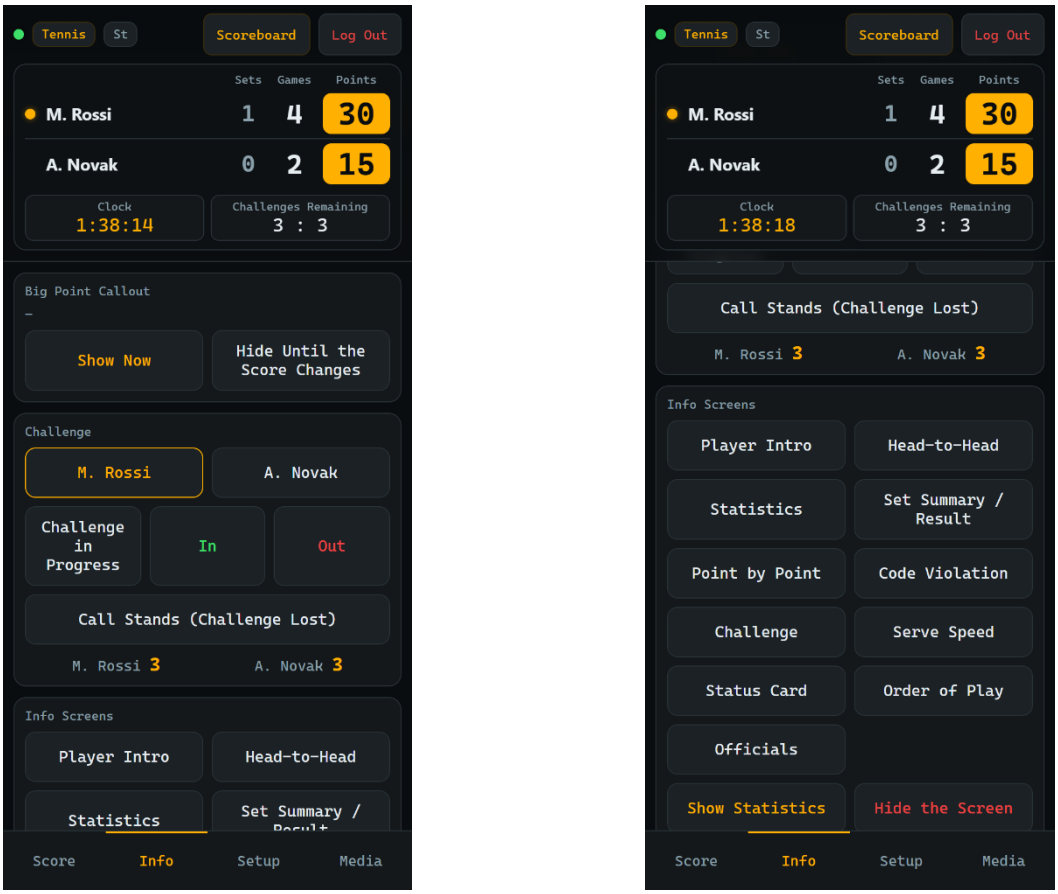


Figure 82. The Info tab: big point and challenge (left), the info screens (right).

Element	What It Does
Big Point Callout	Shows the current big point; Show Now and Hide Until the Score Changes.
Challenge	Choose the player, then Challenge in Progress, In or Out: the Challenge screen is shown. Call Stands (Challenge Lost) takes one challenge from that player. Shown when challenges are on.
Info Screens	One button per info screen. The screen on air is highlighted; tap it again to hide it. The screens show the data set in the editors on the PC.
Show Statistics / Hide the Screen	Shows the statistics of the match / takes any info screen off.

> **Note:** A Code Violation shown from the remote applies a Point or Game Penalty set in the editor on the PC, without a question, once per violation (chapter 10.3).

14.6 Setup Tab

Element	What It Does
Display	St, Sp, Ad, CK: switches the display mode.
Clock	Tap the time to type a new one (m:ss or h:mm:ss); Play / Pause; Stop pauses the clock. Only for the match time, not the time of day.
Names	Tap a name to change it. In doubles there are Partner buttons for the second players.
Tournament and Court	The two text lines of the board.

Text fields open a sheet with the text, Set and Close. A new line in a name becomes a line break on the board.

14.7 Media Tab

Type the number of a playlist on the keypad (C clears), then:

- Start: plays that playlist of the Media Player (1-20). If a playlist already plays, Start stops it.
- Start on Ad: switches to the Advertisement mode and plays that playlist of the Ad page (1-6).
- Scoreboard: back to the scoreboard.



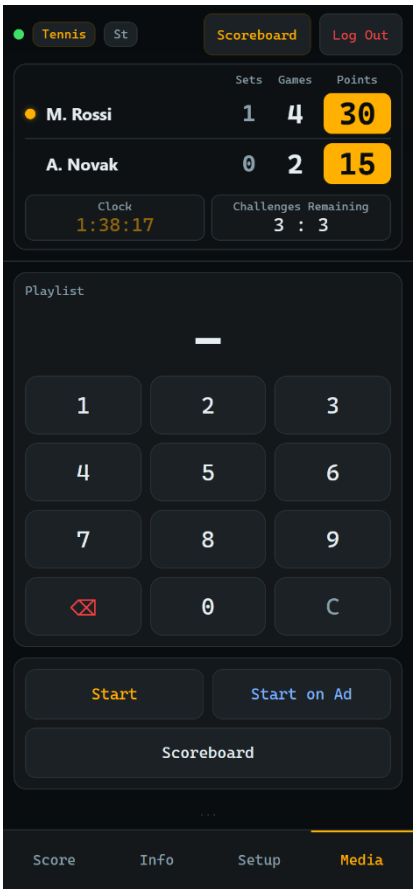


Figure 83. The Setup and Media tabs.

14.8 Tablets and Tips

On a tablet or a phone in landscape (900 pixels and wider) the page shows two columns of cards.

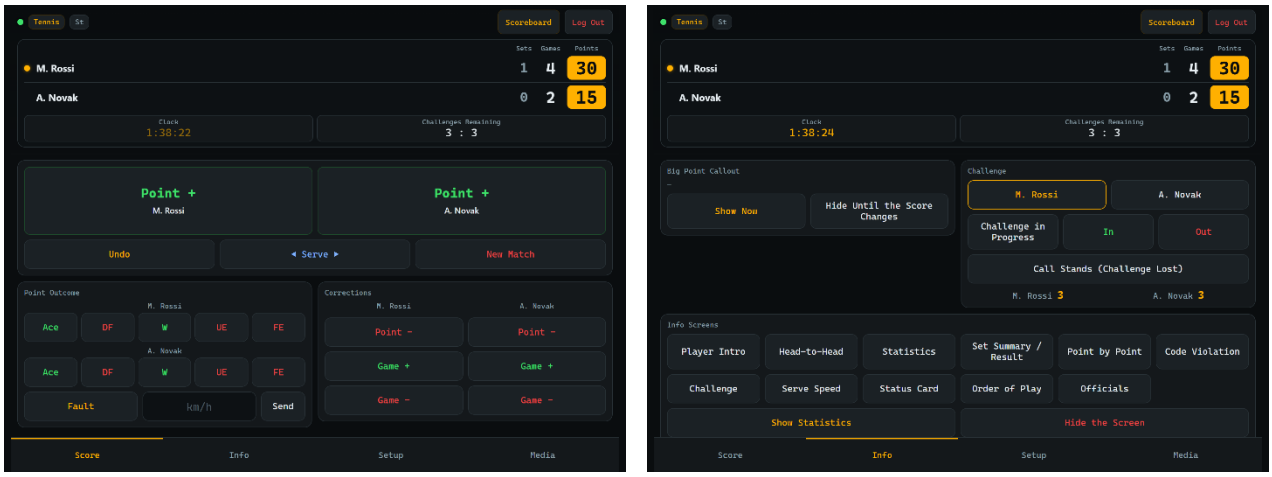


Figure 84. The remote page on a tablet: Score and Info.

- The buttons are large enough for a thumb; the Point + buttons are the largest.
- Add the page to the home screen of the phone for a full-screen app look.
- Only one person should score at a time: the PC does not stop two remotes (or a remote and the keyboard) from giving the same point twice.
- If the connection dot turns red, check the Wi-Fi of the phone and that the program still runs on the PC.

15. HTTP API

tennisBoard 7 can be controlled by other programs and devices with plain web requests: a vision-mixer macro, a stream deck, a scoring system or a script. The remote page of chapter 14 uses the same commands.

15.1 Request Format

```
http://<PC address>:1907/api.html?_=<number>&pin=<PIN>&cmd=<command>&value=<value>$
```

- Port 1907 is fixed. The remote control must be on (chapter 14).
- Every request ends with $.
- _=<number> (any changing number, first) stops browsers and proxies from answering from their cache.
- Leave out &value= when the command has no value. Encode the value: a space as %20, | as %7C, ~ as %7E.
- In text values an underscore _ is a line break.

Replies: !<command> = accepted; #Invalid PIN; #Invalid API Request (wrong address or missing $); #Invalid API Command (no command). Every other command is answered with !, also one that does nothing.

Examples:

```
http://127.0.0.1:1907/api.html?_=1&pin=123456&cmd=point_home$
http://127.0.0.1:1907/api.html?_=2&pin=123456&cmd=outcome&value=guest%7Cwinner$
http://127.0.0.1:1907/api.html?_=3&pin=123456&cmd=info_show&value=Intro%7CIntro.Side=Guest$
```

15.2 Reading the State

cmd=GET returns the state as XML: score, server, sets, set scores, tie-break, match over and winner, mode and rules, names, clock, display mode, the info screen on air, the big point, the pending fault and the challenges. Appendix B.2 lists the fields. A panel can poll it about twice a second.

15.3 Command Groups

Group	Commands
Score	point_home, point_guest, undo, serve, new_match, format
Outcomes and serve	outcome, fault, serve_speed
Corrections	set_home_score_down, set_guest_score_down, set_home_games_up, set_home_games_down, set_guest_games_up, set_guest_games_down
Names and lines	set_home_name, set_guest_name, set_home_name2, set_guest_name2, line_text_1, line_text_2
Clock and display	set_chronometer, click, match
Big point and challenges	bigpoint, challenge_lost, challenges_reset, challenges_set
Info screens	info_show, info_hide, info_set, info_list
Statistics	stats_show, stats_set, stats_recalc, stats_reset_set, stats_clear, stats_rows

Group	Commands
Media	start_playlist, start_playlist_ad_screen
State	GET

Appendix B describes every command. The file API_Commands.txt in C:\tennisBoard7 (Settings > Remote Control > Show API Commands) has the same reference with more examples.

> **Note:** new_match from the API resets the match without a question. Build a confirmation into your own panel or macro.

15.4 Compatibility with soccerBoard 7

Remote setups made for soccerBoard 7 keep working: the soccer command names are accepted with a tennis meaning, for example set_home_team = set_home_name and set_home_score_up = a point for the home player. Commands without a tennis meaning (for example cards and goals) are accepted and ignored. The GET reply also carries the field names of soccerBoard 7 (HomeScore = sets won, Extra01 = tournament ...). See Appendix B.3.

16. Keyboard Shortcuts

16.1 Keyboard Hook Manager

tennisBoard 7 can be scored with keys of the numeric keypad and the function keys. The shortcuts are global: they work while another program (for example the vision-mixer software) has the focus.

Open the Keyboard Hook Manager with the keyboard icon on the Game tab.

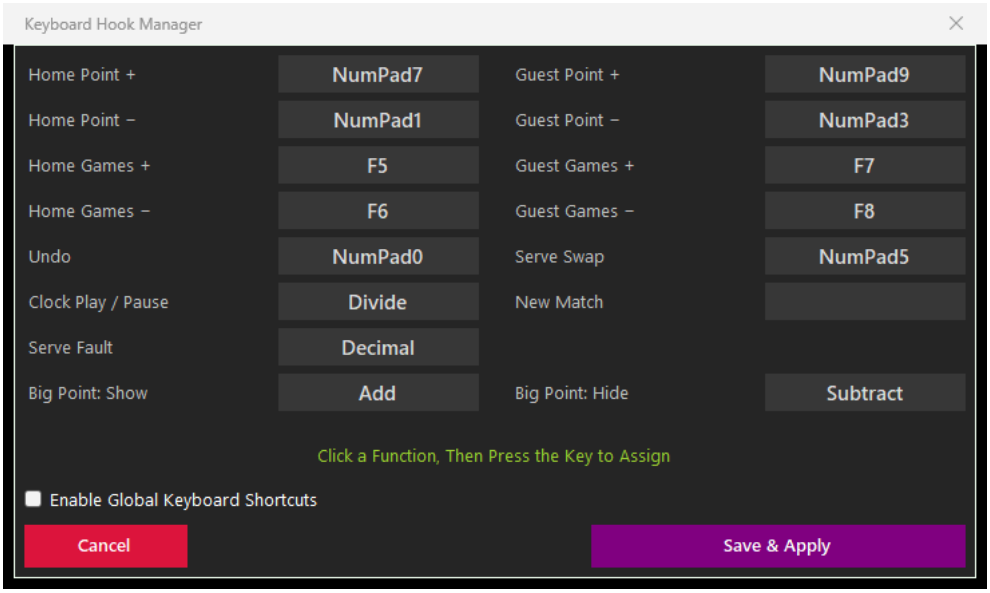


Figure 85. The Keyboard Hook Manager with the default keys.

1. Tick Enable Global Keyboard Shortcuts. The shortcuts are off on a new installation.
2. To change a key, click its box, then press the new key. Right click a box to clear it.
3. Click Save & Apply. Cancel closes without saving.

The keyboard icon on the Game tab is green while the shortcuts are on.

16.2 Default Keys

Action	Key	Action	Key
Home Point +	Num 7	Guest Point +	Num 9
Home Point −	Num 1	Guest Point −	Num 3
Home Games +	F5	Guest Games +	F7
Home Games −	F6	Guest Games −	F8
Undo	Num 0	Serve Swap	Num 5
Clock Play / Pause	Num /	New Match	(none)
Serve Fault	Num .		
Big Point: Show	Num +	Big Point: Hide	Num −

- New Match has no default key. If you give it one, it asks the usual question before the reset.

- An installation updated from an earlier version keeps its saved keys; new actions start without a key.

16.3 Good to Know

- NumLock must be on: with NumLock off the numeric keypad sends other keys and the Num 0-9 and Num . shortcuts do not work.
- A key pressed together with Ctrl, Shift or Alt is ignored.
- Holding a key repeats the action: tap the keys, do not hold them.
- The key also reaches the program that has the focus. Keep the cursor out of text fields of other programs while you score, or the digit is typed there too.
- While you assign keys with the shortcuts switched on, pressing an assigned key also performs its action. Switch the shortcuts off (untick, Save & Apply) before you reassign keys, or use Undo afterwards.
- Point +, Games + and Serve Fault do nothing after the match is over; Point − and Games − do nothing at 0.

17. Languages and Translations

17.1 Choosing the Language

The program speaks 46 languages: English, Turkish, Albanian, Azerbaijani, Bosnian, Bulgarian, Chinese, Czech, German, Danish, Spanish, Finnish, French, Georgian, Greek, Croatian, Hungarian, Indonesian, Hindi, Persian, Icelandic, Italian, Japanese, Kyrgyz, Khmer, Korean, Kazakh, Macedonian, Mongolian, Malay, Dutch, Norwegian, Polish, Portuguese, Romanian, Serbian, Russian, Arabic, Swedish, Slovenian, Thai, Tajik, Turkmen, Swahili, Uzbek and Vietnamese.

1. Open Settings > Language, or click the flag at the top right of the Game tab.
2. Choose the language in Select Language.
3. Click the disk icon next to the list. The program shows "New Language Selected! Please Restart Application."
4. Restart tennisBoard 7.

The language applies to the program, the texts on the boards and the remote page. The remote page follows the new language at once; the program after the restart.

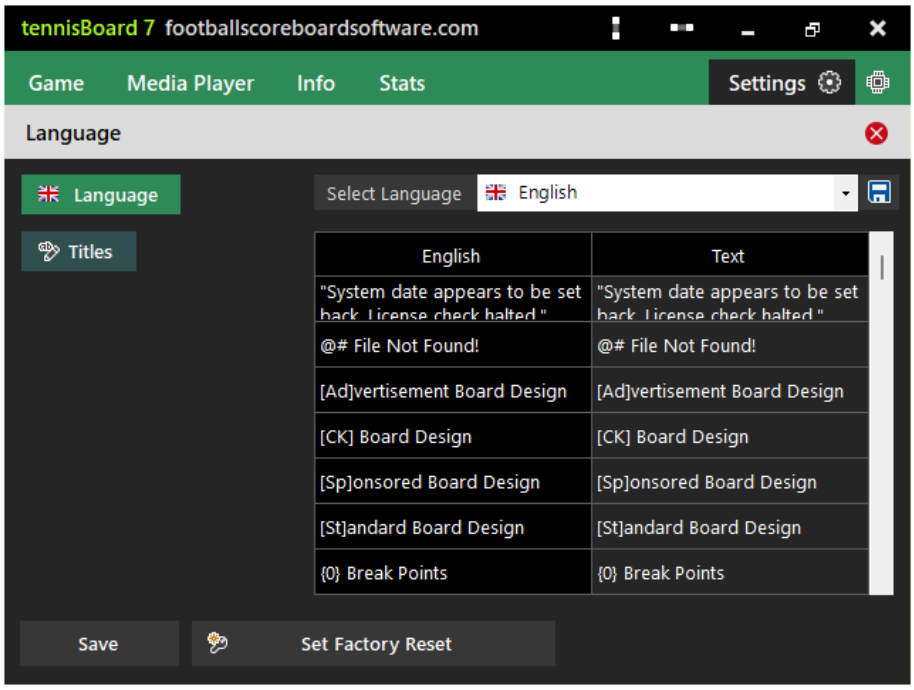


Figure 86. The Language page.

17.2 Editing Translations

Every text of the program can be changed:

1. Choose the language in Select Language.
2. Find the text in the list: English on the left, the translation on the right.
3. Select the translation and press F2, type the new text, press Enter.
4. Click Save. The texts change after the next start.

- Names in braces, for example {0}, are filled in by the program; keep them.
- Translations other than English and Turkish were made by machine translation. Corrections by native speakers are welcome; please send them to support.
- An update of the program keeps your translations and only adds the texts of new features.

17.3 Titles

The Titles tab holds two group names used by the players lists and Show Pictures: Players and Coach. Change the text and click Save.

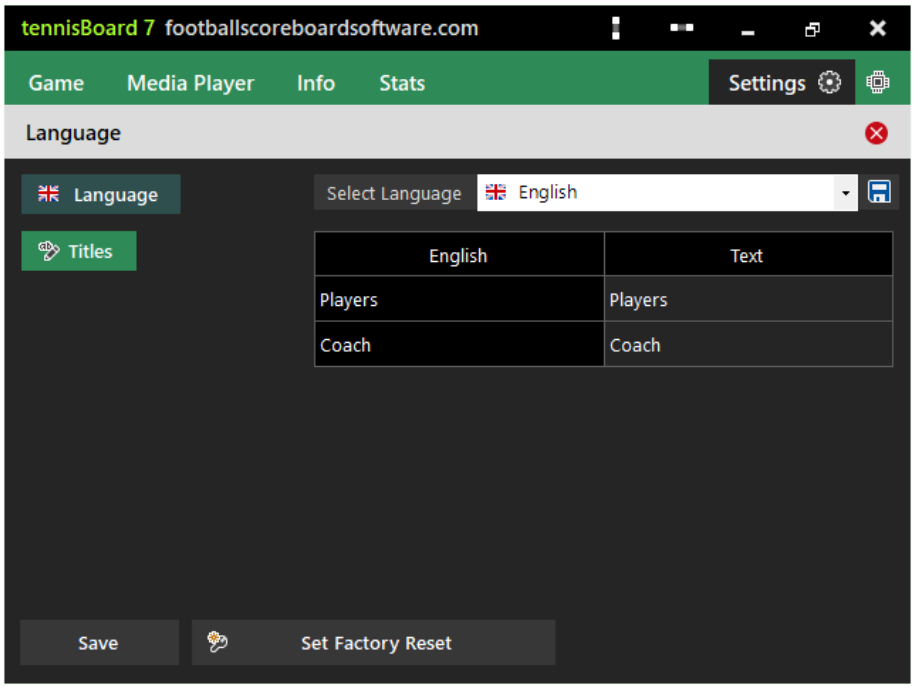


Figure 87. The Titles tab.

17.4 Factory Texts

Set Factory Reset copies the factory texts back:

- On the Language tab: all texts of all languages, at once and without a question. Your own changes are lost. Use it after an update to get the new wording of existing texts.
- On the Titles tab: the titles in the program language.

The factory texts are in common\xml\langFactory.xml; your texts are in common\xml\lang.xml. Copy lang.xml to a safe place before a factory reset if you want to keep your changes.

18. Settings Reference

18.1 The Settings Tab

Button	Opens	Chapter
License (and ? for License Info)	The licence page	3
Screen Properties	The board position and size and the other settings below	18.2
[St]andard / [Sp]onsored / [Ad]vertisement / [CK] Board Design	The design editor. Only the button of the current display mode is enabled.	8
Remote Control	The remote control page	14
Language	Language and translations	17
Youtube Tutorials	Opens the video tutorials in the web browser	–

18.2 Screen Properties

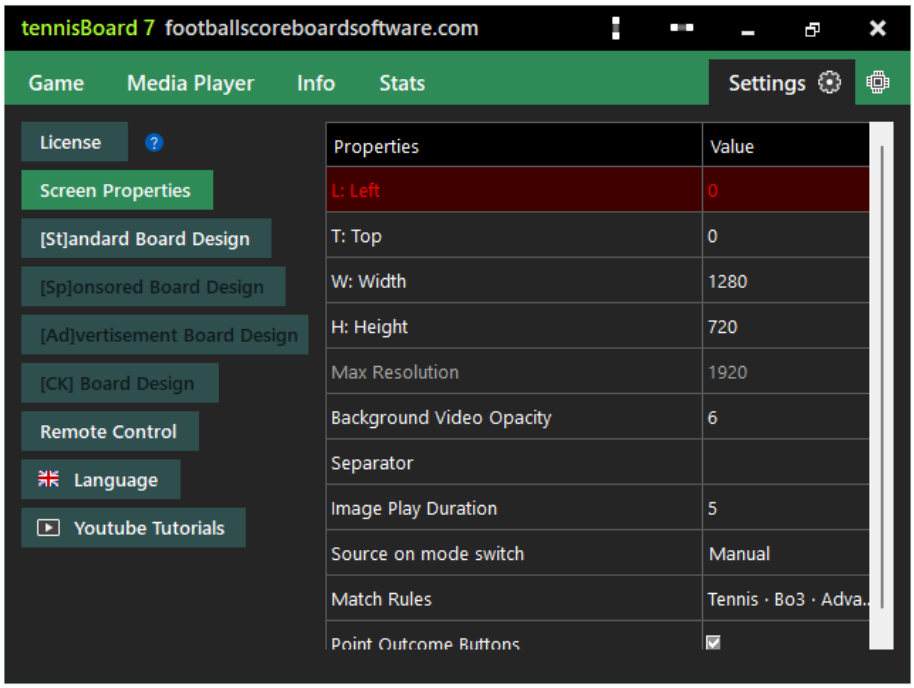


Figure 88. Settings > Screen Properties.

A change takes effect when you leave the cell; there is no Save button. An empty value is not accepted.

Row	Default	Values	What It Does
L: Left	0	Pixels	X position of the board windows on the Windows desktop

Row	Default	Values	What It Does
T: Top	0	Pixels	Y position of the board windows
W: Width	960	Pixels, up to Max Resolution	Width of the board windows
H: Height	540	Pixels, up to Max Resolution	Height of the board windows (in Sp the sponsor band is part of it)
Max Resolution	From the licence	Read only	The largest width and height
Background Video Opacity	6	0-10	Strength of the background video behind the boards and info screens
Separator	Empty	Text	Not used by the tennis factory designs
Image Play Duration	5	1-120 seconds	How long a picture stays in a Media Player playlist
Source on mode switch	Manual	Manual, Restore	Restarts the Ad or CK source when you come back to that mode (chapter 7.7)
Match Rules	The rules summary	"..." button	Opens Match Rules (chapter 6)
Point Outcome Buttons	Off	Tick box	Shows the outcome buttons, Fault and the serve-speed box on the Game tab and the remote page (chapter 5.7)

18.3 Where Other Settings Are

Setting	Where
Display mode	Game tab: St, Sp, Ad, CK
Design	Game tab: Select Design (chapter 8)
Sponsor band (place, height, content)	Sp page (chapter 7.4)
Ad layout and banners	Ad page > Settings and Banner (chapter 7.5)
Chroma key colour	CK page > Settings (chapter 7.6)
Info screen background	Info tab > gear button (chapter 9.1)
Keyboard shortcuts	Game tab: keyboard icon (chapter 16)
Remote control, PIN	Settings > Remote Control (chapter 14)
Clock mode (match time or time of day)	Game tab: right click on the clock (chapter 5.12)
Media Player display mode and sound	Media Player tab (chapter 13.4)
NDI sender name	start.xml, value SenderName in the NDI section (edit only while the program is closed)

All settings are stored in C:\tennisBoard7\start.xml (and config*.xml). The program saves them at once; a copy of the previous version is kept as start.xml.bak.

19. Troubleshooting and FAQ

19.1 The Board Is Black or Empty

The boards are drawn by the Microsoft Edge WebView2 Runtime. If it is missing, a notice says "WebView2 Runtime is not installed. The scoreboard cannot render." with the download address https://developer.microsoft.com/microsoft-edge/webview2/. Install the runtime and restart the program.

If the board engine keeps crashing, the program switches to software rendering and says so. Restart the program; update the graphics driver if it happens again.

19.2 Display Scaling

Set the Windows display scaling of the board monitor to 100 % (Windows Settings > System > Display > Scale). The program does not adapt to other scaling: at 125 % or 150 % Windows enlarges it, the picture becomes slightly blurred and the board position and size in Screen Properties are counted in scaled pixels.

19.3 Fonts

The setup installs the fonts of the boards, and the program also loads them from C:\tennisBoard7\common\font at every start. If a board shows a wrong font, run the font installation again as administrator:

```
powershell -ExecutionPolicy Bypass -File C:\tennisBoard7\install_fonts.ps1
```

Then restart the program.

19.4 Licence Checks (USB and WMI)

- At start the program reads the Computer ID (up to 30 seconds) and looks for USB sticks (up to 8 seconds), then continues in any case.
- If Windows cannot report the hardware data (WMI), the Computer ID shows ?WMI-UNAVAILABLE, the program runs in DEMO and a notice suggests "winmgmt /verifyrepository". Run that command as administrator, restart the PC and the program.
- A USB stick plugged in after the start is not seen: restart the program.
- An expired licence or a PC clock set back gives DEMO without a message. Check ? License Info on the License page and the Windows date and time.

19.5 Network and Firewall

Problem	Fix
The phone cannot open the remote page	Remote control on? (Settings > Remote Control, box not ticked.) Phone and PC in the same network? Address and port 1907 correct?
Still no connection	Run C:\tennisBoard7\open_firewall_1907.bat as administrator. It adds the four "tennisBoard 1907" firewall rules if they are missing. Check other firewall or security software.
"Remote control unavailable: port 1907 is in use"	Another Board7 program (for example soccerBoard 7) or a second copy of tennisBoard 7 uses the port. Close it and click Retry.

Problem	Fix
The phone shows a green dot but nothing changes	The PIN was changed on the PC: log out and log in again.

19.6 NDI

- Grey NDI button: the NDI runtime cannot be used on this PC. Rest the mouse on the button for the reason, repair or reinstall tennisBoard 7, and restart.
- Amber NDI button: the stream stopped; click it to start again.
- The source does not appear in the receiver: PC and receiver in the same network, NDI not blocked by the firewall; the sender is called TB7_NDI on new installations.
- NDI sources for the Camera tab are searched in the network; click the refresh button if a new source is missing.

19.7 Log Files

The program writes a log file per day: C:\tennisBoard7\logs\tb7_yyyy-MM-dd.log (kept for 14 days). Send the log of the day of the problem to support. It contains the program and runtime versions, the licence mode and the Computer ID (never the licence key), the remote and NDI events and a status line every 10 seconds.

19.8 Damaged Settings Files

Every settings file is saved safely with a backup copy. If a file is damaged (for example after a power cut), the program restores it from the backup and keeps the damaged copy as <file>.corrupt-<date>; the log names the file.

To start with fresh settings: close the program and rename start.xml. The program creates a new one with the first-start values (chapter 2.3). The licence file stays valid.

19.9 FAQ

The boards show DEMO every 10 seconds. No valid licence was found at start. Check Settings > License; after entering a key, restart. With a USB licence, plug the stick in before you start the program.

"License Key Not Valid!" The key belongs to another PC or stick. After a hardware change send the new Computer ID to support.

The board is in the wrong place or has the wrong size. Set L, T, W and H in Settings > Screen Properties (chapter 7.2). Use 100 % display scaling.

I cannot change the mode: the Mode button is missing. It is hidden while the match clock runs. Pause the clock, or use Settings > Screen Properties > Match Rules.

A rule change asks to reset the match. Changing the scoring rules starts a new match. Choose the rules before the first point.

The statistics 1st Serve In and 2nd Serve Points Won are empty. They need at least one fault recorded with the Fault button (chapter 11.2).

A shortcut key does nothing. Switch the shortcuts on in the Keyboard Hook Manager and check NumLock (chapter 16).

My translations changed after an update. They did not: an update only adds new texts. Set Factory Reset brings the factory texts back for all languages (chapter 17.4).

I started the program twice. Close one copy with its Close button. Only one copy should run.

How do I close the program safely? With the X in the title bar of tennisBoard 7 and Yes. The match and the settings are saved.

The serve dot does not move when I click it during a tie-break. In a tie-break the serve follows the tie-break order; a manual change has no effect there (chapter 5.5).

An info screen shows old values. Info screens are built when you click Show. Click Show again after the data changed (chapter 9.2).

The CK lower third does not go away. Click Hide in the editor, or Hide Lower Third on the CK page (chapter 9.14).

The clock shows the time of day instead of the match time. Right click the clock on the Game tab to switch back to the match time (chapter 5.12).

The phone remote stopped a video on the board. Logging on and reloading the remote page bring the scoreboard back on the PC. Log on before you start a video (chapter 14.3).

My NDI receiver shows a green picture. That is the Chroma Key display mode with the key colour. Key it in the receiver, or switch to the Standard mode (chapter 7.6).

The Sponsored band is missing. The Sponsored band appears only in the Sp display mode. Check its height and place on the Sp page > Settings (chapter 7.4).

Appendix A: Rules Sources

tennisBoard 7 scores by the published rules of each sport. The mode defaults follow these documents; every rule can be adjusted in Match Rules (chapter 6). Check the current edition of the rules of your competition before an event.

Mode	Rules Implemented	Source
Tennis	Advantage scoring; sets to 6 with a two-game lead; tie-break at 6-6 to 7; best of 3 or 5; deciding-set tie-break to 10 at 6-6	ITF Rules of Tennis (2026 edition), rules on the score in a game, the score in a set and the tie-break game; the 10-point deciding-set tie-break as played at the Grand Slam tournaments, allowed by the ITF appendix on alternative scoring
Tennis Doubles / College	No-ad scoring (deciding point); match tie-break to 10 instead of the deciding set; one-set preset	ITF Rules of Tennis, appendix on alternative procedures and scoring methods (No-Ad scoring, Match Tie-break)
Fast4	Sets to 4 games, tie-break at 3-3 to 5 with sudden death at 4-4, no-ad scoring, lets played	Fast4 Tennis, a format of Tennis Australia
Padel	Star Point (default), Golden Point or advantage; sets to 6, tie-break at 6-6 to 7; best of 3	FIP Rules of Padel in force from 1 January 2026, with the Star Point used on the FIP professional circuits from 2026
Beach Tennis	No-ad scoring, one serve, no service let; one set (or best of 3 with a match tie-break)	ITF Rules of Beach Tennis (2025 edition and the 2026 amendments)

Notes:

- The receiver's choice of side at a deciding point (no-ad, golden point, star point) is a matter for the players and is not shown by the program.
- "Let Serves Are Played" and "One Serve Only" are information only (reported to the HTTP API); they do not change the scoring.
- Code violations follow the point penalty system (warning, point penalty, game penalty, default). The program does not track the order of the penalties: the chair umpire decides, the operator records it (chapter 10.3).
- Hawk-Eye challenges follow the system used at ITF and Grand Slam events: a fixed number per set, one more in a tie-break, lost challenges counted.

Appendix B: HTTP API Command Reference

B.1 Commands

Request: http://<PC address>:1907/api.html?_=<number>&pin=<PIN>&cmd=<command>&value=<value>$ (chapter 15). Commands are not case-sensitive.

Command	Value	What It Does
match	–	Game tab to the front and the scoreboard back on the output (stops a video, takes an info screen off).
point_home, point_guest	–	A point; games, sets, tie-breaks and the serve follow the rules. Counted in the statistics. Starts the clock on the first point.
undo	–	Takes back the last scoring action (a waiting fault first).
serve	–	Changes the server.
new_match	–	New match without a question: score, statistics, challenges, per-match info and clock reset; names, rules and lists kept.
format	T3, T5, PD	Tennis best of 3, Tennis best of 5, Padel (defaults). Ignored while a match is in progress.
set_home_name, set_guest_name	Text	Player or pair name (_ = line break).
set_home_name2, set_guest_name2	Text	Second player of a pair (doubles modes).
line_text_1, line_text_2	Text	Tournament line, court or round line.
set_chronometer	play, pause, stop, time	Match clock: play, pause, stop (first call pauses, second resets to 0:00:00), or a time m:ss, mm:ss, h:mm:ss. Match-time mode only.
click	St, Sp, Ad, Ck	Switches the display mode (and brings the scoreboard back).
click	playpause, stop	Match clock play / pause; stop pauses.
outcome	home|ace, home|df, home|winner, home|ue, home|fe (or guest|...)	A point with its outcome; the side is the server (ace, df) or the player who hit the shot. Undo removes both.
fault	–	First-serve fault; a second one is a double fault.
serve_speed	km/h	Speed of the current serve, 1-300.
bigpoint	trigger, suppress, auto_on, auto_off, final_on, final_off	Show the big point now; hide until the score changes; automatic on/off; championship point on/off.
challenge_lost	home, guest	One challenge less (Undo restores it).

Command	Value	What It Does
challenges_reset	–	The challenges of the current set again (+1 in a tie-break).
challenges_set	home|n, guest|n	Sets the challenges left.
info_show	Screen[|Field=value...]	Sets fields and shows an info screen: Intro, H2H, Officials, Stats, Summary, History, Violation, Challenge, Speed, Status, Order. A Point or Game Penalty is applied once per violation; Warning and Default only show the screen.
info_hide	–	Takes the info screen off (CK: the lower third fades out).
info_set	Field=value	Sets one field (see B.4).
info_list	List=c1~c2|c1~c2	Replaces a list (see B.4); empty clears it.
stats_show	match, set1 ... set5	Shows the statistics graphic of that view.
stats_set	row;home;guest[;set]	Manual statistics value; set = match (default) or 1-5; empty clears.
stats_recalc	match, 1-5	Removes the manual values of that view.
stats_reset_set	1-5	Clears the statistics of a set.
stats_clear	–	Clears all statistics of the match.
stats_rows	Aces,DoubleFaults,...	The rows of the statistics graphic.
start_playlist	1-20	Media Player: plays playlist 1-6 (buttons) or 7-20 (list). A call while a playlist plays stops it.
start_playlist_ad_screen	1-6	Switches to Ad and plays playlist 1-6 of the Ad page. A call while a playlist plays stops it.
GET	–	The state as XML (B.2).

Statistics row names for stats_set and stats_rows: Aces, DoubleFaults, FirstServeIn, FirstServeWon, SecondServeWon, BreakPoints, ServiceGames, Winners, UnforcedErrors, ForcedErrors, NetPoints, TotalPoints, LongestRally, FastestServe, AvgFirstServe, AvgSecondServe.

B.2 The GET Reply

Field	Meaning
BoardType	Display mode: St, Sp, Ad, CK
Home, Guest, Home2, Guest2	Names (pair partners in doubles)
PointHome, PointGuest	Points of the game: 0, 15, 30, 40, AD, or tie-break points
GamesHome, GamesGuest	Games of the current set
SetsHome, SetsGuest	Sets won (also HomeScore, GuestScore)
SetColumns	All set scores, for example 7-6(5) 3-6 2-1

Field	Meaning
Server	0 = home serves, 1 = guest serves
InTiebreak, SuperTiebreak	True during a tie-break / match tie-break
MatchOver, Winner	True when the match is over; Winner 0 home, 1 guest, -1 none
ScoreState, ScoreStateText	deuce, advantage, deciding, tiebreak, supertiebreak, over (and the text in the program language)
DecidingPoint	True when the next point decides the game
Mode, ModeName, ModeFeatures, Rules	Sport mode (0 Tennis, 1 Doubles / College, 2 Fast4, 3 Padel, 4 Beach), its name, features and rules
Sport	Tennis, Padel or BeachTennis
Doubles	True in a doubles mode
Chronometer, StatusChronometer	Clock text; True while the match clock runs
Period	Current set number
Extra01, Extra02	Tournament and court lines
InfoOnAir	The info screen on air (its key)
BigPoint, BigPointName	The current callout text and player
PendingFault, LastServeKmh	A first-serve fault waits; the last serve speed
OutcomeButtons, ChallengesEnabled, ChallengesHome, ChallengesGuest	Outcome buttons on; challenges on and left
StatsData	The statistics of the match: home~label~guest|...
InfoScreens, Labels	Info screens and the remote-page texts in the program language

B.3 soccerBoard 7 Command Names

Command	Tennis Meaning
set_home_team, set_guest_team	set_home_name, set_guest_name
set_home_score_up, set_guest_score_up	A point (as Point +1)
set_home_score_down, set_guest_score_down	One point less in the current game
set_home_games_up, set_guest_games_up	The player wins the current game (in a tie-break: the tie-break)
set_home_games_down, set_guest_games_down	One game less in the current set

Accepted and ignored: set_home_score, set_guest_score, info_goal, info_card, info_subst, stats_add, click first_half / second_half / extra_1 / extra_2 / show_added.

B.4 Info Fields and Lists

Field	Values
Intro.Side	Home, Guest
H2H.WinsHome, H2H.WinsGuest	Numbers
Stats.Set	Match, Set1 ... Set5
Summary.Durations	1, 0
History.Set	Current, Set1 ... Set5
Violation.Side, Violation.Player	Home, Guest; Player1, Player2
Violation.Penalty	Warning, PointPenalty, GamePenalty, Default
Violation.Type	TimeViolation, RacquetAbuse, BallAbuse, AudibleObscenity, Coaching, Unsportsmanlike
Challenge.Side, Challenge.Result	Home, Guest; InProgress, In, Out
Challenge.Stands	1 = the call stands: one challenge is taken when the screen is shown
Speed.Kmh, Speed.Record	Numbers (km/h)
Status.Type	MedicalTimeout, ToiletBreak, RainDelay, Suspended, WarmUp, Custom
Status.Text, Status.Side, Status.Player, Status.Minutes	Text; None, Home, Guest; Player1, Player2; minutes
Order.Title	Text
BigPoint.Auto, BigPoint.Final	1, 0

List	Columns (separated by ~)
H2H.Surfaces	surface ~ home wins ~ guest wins
H2H.Meetings	year ~ event ~ round ~ surface ~ winner ~ score
Order.Rows	time ~ court ~ round ~ player/pair 1 ~ player/pair 2
Officials.Rows	role ~ name ~ country

Appendix C: Glossary

Term	Meaning
Ace / DF / W / UE / FE	Point outcomes: ace, double fault, winner, unforced error, forced error.
Advantage (AD)	The point after deuce; the scoring in which a game needs a two-point lead.
API	The HTTP command interface on port 1907 (chapter 15).
Big point	Break point, set point, match point or championship point.
Board	The output window with the graphics (Standard, Sponsored, Advertisement or Chroma Key).
Bo3 / Bo5	Best of 3 / best of 5 sets.
Call stands	A failed challenge: the call remains, the player loses a challenge.
Championship point	A match point in a final.
Chroma key (CK)	Graphics on a solid key colour that a vision mixer replaces with the camera picture.
Code violation	An umpire's sanction: warning, point penalty, game penalty, default.
Deciding point	No-ad: at 40-40 one point decides the game. In padel: Golden Point.
Deciding set	The last possible set: the third in a best of 3, the fifth in a best of 5.
Default	Disqualification: the match ends and the opponent wins.
DEMO	The program without a valid licence.
Deuce	40-40.
Display mode	St, Sp, Ad or CK.
Fast4	A short tennis format: sets to 4 games, tie-break at 3-3, no-ad, lets played.
Fault	A missed serve; two in a row are a double fault.
Hawk-Eye	Electronic line calling; players may challenge a call.
Info screen	A graphic with match information shown instead of the scoreboard, or as a lower third in CK.
IOC code	The three-letter country code used in sport (GBR, FRA ...), which selects the flag.
Lower third	A graphic in the lower part of a TV picture.
Master	A factory design: Navy, Charcoal or Clay.
Match tie-break	A tie-break to 10 points that replaces the deciding set (also super tie-break).
NDI	A standard for video over the network; tennisBoard 7 can send and receive NDI.
On air	Shown on the output now.
PIN	The code that protects the remote control.

Term	Meaning
Scorebug	The small score graphic of the CK mode.
Seed	The seeding number of a player, shown in brackets after the name.
Star point	Padel (FIP 2026): after two deuces with advantage, one point decides at the next deuce.
Sudden death	A tie-break point that decides at once, for example at 4-4 in a Fast4 tie-break.
Tie-break	The game played at 6-6 (Fast4: 3-3) to decide a set.
u	The board unit of the designs: 1 % of the board height on 16:9 boards.
WebView2	The Microsoft Edge component that draws the boards.

Appendix D: Match-Day Checklist

Before the event:

1. Licence: the licence icon at the right of the menu bar shows a CPU or USB symbol, not a padlock (chapter 3).
2. Board output: Settings > Screen Properties L, T, W, H match the LED or second monitor; Windows display scaling of that monitor is 100 % (chapter 7.2, 19.2).
3. Design: the right master or your own design is applied in every display mode you will use (chapter 8).
4. Rules: the Mode button shows the right mode; Match Rules has the format of the competition (chapter 6).
5. Data: players lists, head-to-head, officials and order of play are filled in and saved (chapters 9 and 12).
6. Sponsors and media: sponsor logos, playlists and background video are in place (chapter 13).
7. Remote: switched on, PIN changed, the phone logged in, a test point given and undone (chapter 14).
8. Keyboard shortcuts: switched on if used, NumLock on (chapter 16).
9. NDI or video output: the receiver or vision mixer shows the board; for keying use CK with a key colour (chapter 7.6).

Before each match:

1. New Match (Game tab), then the names, seeds, country codes, tournament and court lines.
2. The serve dot on the player who serves first.
3. The match clock at 0:00:00 (it starts with the first point).
4. The display mode for the moment (St, Sp, Ad or CK) and the scoreboard on the output.

During the match:

- One person scores. Use Undo at once after a wrong point.
- Watch the match-state tag and the big-point callout before important points.
- Hawk-Eye: Challenge in Progress, then In or Out; mark a lost challenge with the dots or Call Stands.
- Code violations from the Info editor ask before they change the score.

After the match:

- Show the Set Summary / Result and the statistics if wanted.
- Close tennisBoard 7 with its Close button at the end of the day; the match and the settings are saved.