

# Hockey Scoreboard Pro v3 - User Guide

by [www.pcscoreboards.com](http://www.pcscoreboards.com)

## Viewing Help

- To view Help from the scoreboard, press the 'F1' key or on the Control Screen click the 'Help' button.

## Changing Options

- To change options from the scoreboard, press the 'F2' key or on the Control Screen click the 'Options' button.
- In Options you can change game setup, teams, screen configuration, videos/sounds, keys, colors, text, and more.

## Setting up your Scoreboard

- Before using the scoreboard there are a few things that you should setup:
  - Game Setup allows you to configure game specific items such as: Scoreboard Layout, Period Time Duration, Timeout Duration, Period Time Direction, and many other game specific settings.
    - Steps:
      1. Open Options (press the 'F2' key)
      2. Click on the 'Game Setup' tab.
      3. Configure options.
      4. Click 'OK'.
    - Team information allows you to enter information about both teams so that you can display the team names and team logos on the scoreboard.
      - Steps:
        1. Open Options (press the 'F2' key)
        2. Click on the 'Teams' tab.
        3. For each team, enter a team name and choose a logo.
        4. Click 'OK'.

## Setting up Your Screens

- This scoreboard has multiple screens, which can be shown on separate displays. This can be used to display the Control Screen to the operator and the Display Screen to your spectators.
- Learn how to set up your screens at: <http://www.pcscoreboards.com/screenssetup>

## Resizing a Screen and Making it Full Screen

- Note: to set the size and position of a screen the 'Positioning Type' must be set to 'Interactive'. To check 'Positioning Type' for a screen, follow the below steps:
  1. Open Options (press the 'F2' key)
  2. Click on the 'Screen Configuration' tab.
  3. In the 'Select Screens to Show' section, click the 'Size / Position' button next to the desired screen.
  4. 'Positioning Type' must be set to 'Interactive'.
- Resizing a screen:
  - All scoreboard screens can be resized like other Windows programs by clicking and dragging the border of the screen. The scoreboard will resize the contents of the screen proportionally to fit the new screen size.
- Making a screen full screen:
  - All scoreboard screens can be made full screen (borderless and without a title bar). To make a screen full screen or to exit full screen, follow the below steps:

- Click the desired screen.
  - Press the 'F11' key.
  - To switch back, press the 'F11' key again.
- For more advanced screen positioning and sizing:
  1. Open Options (press the 'F2' key)
  2. Click on the 'Screen Configuration' tab.
  3. In the 'Select Screens to Show' section, click the 'Size / Position' button next to the desired screen.
  4. Choose the 'Positioning Type' of either 'Specific Display' or 'Entire Desktop'.

### Using the Control Screen

- The easiest way to control your scoreboard is to use the Control Screen. There you will find easy to use buttons that make controlling your scoreboard quick and simple.
- To enable the Control Screen:
  1. Open Options (press the 'F2' key)
  2. Click on the 'Screen Configuration' tab.
  3. In the 'Select Screens to Show' section, check the 'Control Screen' checkbox.
- The following sections provide alternate ways to control your scoreboard. These alternate ways will work from the Control Screen or any other scoreboard screen.

### Using the Shot Clock Screens

- This scoreboard includes multiple Shot Clock Screens that can be used to display the shot clock and main clock on a separate screen.
- To enable one or more Shot Clock Screens:
  1. Open Options (press the 'F2' key)
  2. Click on the 'Screen Configuration' tab.
  3. In the 'Select Screens to Show' section, check the 'Shot Clock Screen 1' and/or 'Shot Clock Screen 2' checkboxes.
  4. Click on the 'Game Setup' tab.
  5. In the 'Scoreboard Layout' section, choose the 'Lacrosse' option. The Shot Clock is only available in Lacrosse mode.
  6. Click the 'Shot Clock Options' button.
  7. In the 'Shot Clock' section, choose the 'Enable Shot Clock' option.
  8. Click the 'OK' button.

### Using the Score Banner Screen

- The Score Banner Screen allows you to show scores and other basic game information on top of live or recorded video. It is a small output screen that can be overlaid on top of video in a couple different ways.
- To enable the Score Banner Screen:
  1. Open Options (press the 'F2' key)
  2. Click on the 'Screen Configuration' tab.
  3. Below the 'Select Screens to Show' section, check the 'Show Score Banner Screen' checkbox.
- To resize the Score Banner Screen:
  1. Move the mouse pointer to any of the 4 corners of the Score Banner Screen until you see a diagonal mouse pointer.
  2. Click and drag the corner to the desired size.
  3. Note: the Score Banner Screen will resize smaller/larger while keeping its original proportion.
- To reorder the Score Banner fields:
  1. Open Options (press the 'F2' key)
  2. Click on the 'Score Banner Display' tab.
  3. In the 'Order of Fields on Screen' section, move the fields up and down by selecting the desired scoreboard field in the list and clicking the 'Move Field

- Up* and *'Move Field Down'* buttons.
4. In the *'Order of Team Fields'* section, move the fields up and down by selecting the desired scoreboard field in the list and clicking the *'Move Field Up'* and *'Move Field Down'* buttons.
  5. Click *'OK'*
- The Score Banner can be added to video in 2 different ways:
    - Chroma Key Mode allows you to show a single color background behind the Score Banner. This allows you to use a separate chroma-key video mixer to capture just the Score Banner Screen and display it on top of live or recorded video.
      - To configure settings for Chroma Key Mode:
        1. Open Options (press the *'F2'* key)
        2. Click on the *'Score Banner Colors'* tab.
        3. Set the *'Chroma Key Background'* color.
        4. Click *'OK'*.
      - To switch to Chroma Key Mode:
        1. Click on the Score Banner Screen.
        2. Press the *'F11'* key.
        3. This will make the Score Banner full screen with the *'Chroma Key Background'* color behind it.
    - Floating Mode allows you to show the Score Banner Screen without a background. This allows you to position the Score Banner Screen on top of another application that is playing live or recorded video.
      - To switch to Floating Mode:
        1. Click on the Score Banner Screen.
        2. Press the *'F11'* key.
        3. This will make the Score Banner Screen float on top of your desktop instead of being full screen.

### **Playing Videos for the Spectators**

- Videos can be shown to spectators with the press of a button or keyboard shortcut.
- When you play videos, they will appear on the Display Screen in place of the scoreboard.
- Videos are organized into lists called *'Video Queues'*. Each video queue allows you to specify a list of videos to play and settings about how to play the videos.
- Video Queues can be started by pressing a keyboard shortcut or from the Control Screen in the *'Video Queue'* section.
- To enable playing videos:
  1. Open Options (press the *'F2'* key)
  2. Click on the *'Videos'* tab.
  3. Check the *'Enable Videos'* checkbox.
- To create a video queue and add videos:
  1. Open Options (press the *'F2'* key)
  2. Click on the *'Videos'* tab.
  3. At the top of the *'Video Queues'* section, click the Add (+) button.
  4. Name the video queue.
  5. If you want to start the video queue by pressing a keyboard shortcut, click the box to the right of the *'Play Queue Key'* and configure a key.
  6. For each video you wish you to play in the video queue, click *'Add Video'* and select the video file.
  7. To the right is the *'Video Queue Settings'*. Configure these settings as you wish.
  8. Click *'OK'*.
- To play a video queue, do any of the following:
  1. On the Control Screen in the *'Video Queue'* section, press the button with the

- name of the video queue you would like to play.
  - 2. Press the '*Play Queue Key*' key that you configured for the video queue.
- To stop playing a video queue, do any of the following:
  1. On the Control Screen below the '*Video Queue*' section, press the '*Show Scoreboard*' button.
  2. Press the '*Show Scoreboard*' key (default is '*F3*').
- Note: the scoreboard can play any video file that Windows Media Player on your computer can play.

### Controlling the Scoreboard Using Web Remote

- The Web Remote allows you to control basic scoring and timing from most any device that has a web browser. This includes most iPads, tablets, iPhones, Chromebooks, laptops, smartphones, and netbooks.
- Note: the scoreboard application must run on a Windows computer. The Web Remote feature allows you to control the scoreboard from a remote device, but is not a substitute for the scoreboard running on the Windows computer. Just like a TV remote is used to control your TV, the Web Remote is used to control the scoreboard running on the Windows computer.
- Web Remote allows you to control basic scoring and timing, but is not intended to configure game or scoreboard setup. To configure game and scoreboard settings you must use the Windows computer that is running the scoreboard.
- To enable the Web Remote:
  1. Open Options (press the '*F2*' key)
  2. Click on the '*Web Remote*' tab.
  3. Click the '*Start*' button.
  4. Note: once you click '*Start*' your firewall may prompt you to allow access or you may need to configure your firewall to allow access.
  5. Once the Web Remote has been started, it will display details for how to access the Web Remote from another device. This will include one or more URLs (web addresses) and login credentials (only required if you configure the Web Remote to require them).
  6. Note: both the Windows PC that is running the scoreboard and the device you will be using to access the Web Remote need to be on the same local network. If they are not on the same local network they will not connect.
  7. Note: the Web Remote feature does not need or use an Internet connection. Your local network does not need to be connected to the Internet to use the Web Remote feature.
  8. On the device you will be using to access the Web Remote:
    - a. Open a web browser.
    - b. Navigate to one of the URLs (web addresses) listed on the Web Remote configuration.
    - c. In many cases the 1st URL (web address) may not connect so you may have to use one of the other URLs (web addresses) that includes an IP address and port.
- Using the Web Remote:
  - The Web Remote page contains one or more tabs. Each tab contains distinct buttons and fields for controlling different parts of the scoreboard.
  - To make the Web Remote full screen, click the '*Full Screen*' button in the top right corner.
  - The Web Remote chooses the best layout for your screen's size and orientation.
    - Note: you can change these settings by clicking the '*Settings*' button (Gear icon) in the top right corner.
- To configure additional options including login credentials and port number:
  1. Open Options (press the '*F2*' key)

2. Click on the '*Web Remote*' tab.
3. Click the '*Configure*' button to the right of the '*Start*' and '*Stop*' buttons.
  - To require a username and password when accessing the Web Remote from a browser:
    1. Enter a '*User name*' and '*Password*'.
    2. Click '*OK*'.
  - To access the Web Remote without a user name and password:
    1. Clear the '*User name*' and '*Password*' fields.
    2. Click '*OK*'.
  - Advanced users can adjust the port number that the Web Remote server uses by unchecking the '*Auto*' checkbox and specifying a port number.

### Using the Keyboard to Control the Scoreboard

- Keyboard shortcuts allow you to control almost any part of the scoreboard including but not limited to scores, shots on goal, fouls, period, goal indicators, and much more with the press of a single key.
- These keyboard shortcuts work on all of the main scoreboard screens including the Display Screen and Control Screen.
- To view the current keyboard shortcuts or customize them, open Options (press the '*F2*' key) and click on the '*Keys*' tab.

### Controlling All Times (Period Time and Penalty Times)

- When you start/stop All Times, you are starting/stopping the Period Time and the Penalty Times together.
- To start All Times, press the '*Start All Times*' key (default is '*Y*').
- To stop All Times, press the '*Stop All Times*' key (default is '*H*').

### Controlling the Period Time

- When you start/stop the Period Time, the Penalty Times are not affected.
- To start the Period Time, press the '*Start Period Time*' key (default is '*O*').
- To stop the Period Time, press the '*Stop Period Time*' key (default is '*P*').
- To reset the Period Time, press the '*Reset Period Time*' key (default is '*L*').
- Notes:
  - The '*Reset Period Time*' key will reset the period time back to the beginning of the period. If the Period Time Direction is set to count down, the Period Time will be set to the Period Time Duration. If the Period Time Direction is set to count up, the Period Time will be set to 0.
  - Both the period time duration and period time direction can be configured in Options (press the '*F2*' key), on the '*Game Setup*' tab, in the '*Period Time Duration*' and '*Period Time Direction*' settings.

### Controlling the Penalty Times

- When you start/stop the Penalty Times, the Period Time is not affected.
- To start the Penalty Times, press the '*Start All Penalties*' key (default is '*U*').
  - Only the penalties displayed on the Display Screen will start. Additional penalties will not run until one of the displayed penalties expires.
  - If a player has multiple penalties, only the first penalty for the player will start. Remaining penalties for the player will wait to start until the first penalty for the player expires.
- To stop the Penalty Times, press the '*Stop All Penalties*' key (default is '*J*').

### Setting Time Fields (Period Time or Penalty Times)

- To set the time to a specific time:
  - Note: the time displayed will not change and there will be no feedback until

- the last step where you press the *'Enter'* key.
- Steps:
  1. Click on the time field.
  2. Type the desired minutes followed by a period ( . ), then the desired seconds.
  3. Press the *'Enter'* key.
  4. Note: if you mistype during the above steps, press the *'Space Bar'* key to clear what you typed then retry the above steps.
- Examples:
  - *'12'* = 12 minutes and 0 seconds.
  - *'25.3'* = 25 minutes and 30 seconds.
  - *'.25'* = 0 minutes and 25 seconds.
  - *'6.50'* = 6 minutes and 50 seconds.
  - *'.053'* = 5.3 seconds.
- To increase or decrease the time by a specific number of minutes and seconds:
  - Note: the time displayed will not change and there will be no feedback until the last step where you press the *'Enter'* key.
  - Steps:
    1. Click on the time field.
    2. Press the '+' key to increase or '-' key to decrease, followed by desired minutes, then a period ( . ), then the desired seconds you wish to increase or decrease by.
    3. Press the *'Enter'* key.
    4. Note: if you mistype during the above steps, press the *'Space Bar'* key to clear what you typed then retry the above steps.
  - Examples:
    - *'+12'* = increase 12 minutes and 0 seconds.
    - *'-25.3'* = decrease 25 minutes and 30 seconds.
    - *'+.25'* = increase 0 minutes and 25 seconds.
    - *'-6.50'* = decrease 6 minutes and 50 seconds.
    - *'+.053'* = increase 5.3 seconds.
- To increase or decrease the time by 1 minute:
  1. Click on the time field.
  2. Press the *'Up Arrow'* key to increase or *'Down Arrow'* key to decrease.

### Controlling Timeouts

- There are 2 timeout durations you can choose from during a game.
- To start/end a timeout, press the *'Timeout 1'* or *'Timeout 2'* key (defaults are *'B'* and *'N'*).
- Both timeout lengths can be configured in Options (press the *'F2'* key), on the *'Game Setup'* tab, called *'Timeout 1 Duration'* and *'Timeout 2 Duration'*.

### Displaying Time of Day

- To switch between displaying the Time of Day and Period Time, press the *'Show Period Time / Time of Day'* key (default is *'M'*).

### Controlling the Shot Clock

- The Shot Clock has one duration that it can be reset to.
- The shot clock reset duration can be configured in Options (press the *'F2'* key), on the *'Game Setup'* tab, called *'Shot Clock Duration'*.
- To reset the shot clock to *'Shot Clock Duration'*, press the *'Reset Shot Clock'* key (default is *'Z'*).
- To start the Shot Clock, press the *'Start Shot Clock'* key (default is *'C'*).
- To stop the Shot Clock, press the *'Stop Shot Clock'* key (default is *'V'*).

- Note: you can only start the Shot Clock when the Period Time is running.

### Setting the Shot Clock

- To set the Shot Clock to a specific time:
  - Note: the time displayed on the Shot Clock will not change and there will be no feedback until the last step where you press the *'Enter'* key.
  - Steps:
    1. Click the Shot Clock.
    2. Type the desired seconds.
    3. Press the *'Enter'* key.
    4. Note: if you mistype during the above steps, press the *'Space Bar'* key to clear what you typed then retry the above steps.
  - Examples:
    - *'12'* = 12 seconds.
    - *'3.7'* = 3.7 seconds (3 seconds and 7 tenths of a second).
- To increase or decrease the time on the Shot Clock by a specific number of seconds:
  - Note: the time displayed on the Shot Clock will not change and there will be no feedback until the last step where you press the *'Enter'* key.
  - Steps:
    1. Click the Shot Clock.
    2. Press the *'+'* key to increase or *'-'* key to decrease, followed by the number of seconds you wish to increase or decrease by.
    3. Press the *'Enter'* key.
    4. Note: if you mistype during the above steps, press the *'Space Bar'* key to clear what you typed then retry the above steps.
  - Examples:
    - *'+12'* = increase 12 seconds.
    - *'-3.7'* = decrease 3.7 seconds (3 seconds and 7 tenths of a second).
- To increase or decrease the time on the Shot Clock by 1 second:
  1. Click the Shot Clock
  2. Press the *'Up Arrow'* key to increase or *'Down Arrow'* key to decrease.

### Setting Number Fields (Scores, Shots On Goal, Fouls, Period, or Penalty Players)

- To set to a specific number:
  - Note: the number displayed will not change and there will be no feedback until the last step where you press the *'Enter'* key.
  - Steps:
    1. Click the number field.
    2. Type the desired number.
    3. Press the *'Enter'* key.
    4. Note: if you mistype during the above steps, press the *'Space Bar'* key to clear what you typed then retry the above steps.
- To increase or decrease the number by an amount:
  - Note: the number displayed will not change and there will be no feedback until the last step where you enter the number.
  - Steps:
    1. Click the number field.
    2. Press the *'+'* key to increase or *'-'* key to decrease, followed by the single digit number you wish to increase or decrease by.
    3. Note: if you mistype during the above steps, press the *'Space Bar'* key to clear what you typed then retry the above steps.
- To increase or decrease the number by 1:
  1. Click the number field.

- 2. Press the '*Up Arrow*' key to increase or '*Down Arrow*' key to decrease.
- Note: you cannot increase or decrease the Penalty Players.

### **Clearing the Scores, Shots On Goal, Fouls, Period, Penalty Players, Penalty Times, or Shot Clock**

- To clear a field:
  1. Click the desired field.
  2. Press the '*Clear Value*' key (default is '*Backspace*').

### **Managing Penalties on the Display Screen**

- Penalties can be entered on the Display Screen under the Player/Penalty headings in the lower half of the screen.
- To add or edit a penalty:
  1. Enter the Penalty Player by clicking on the number field below the Player heading, then enter the number as described in the '*Setting Number Fields*' section. Penalty Player is optional and not shown on some scoreboard layouts.
  2. Enter the Penalty Time by clicking on the time field below the Penalty heading, then enter the time as described in the '*Setting Time Fields*' section.
- To remove a penalty:
  1. Click on the Penalty Player or Penalty Time field for the penalty you want to remove.
  2. Press the '*Remove Penalty*' key (default is '*F7*').
  3. If a confirmation appears, click the '*Yes*' button.
- To start a single penalty:
  1. Click on the Penalty Player or Penalty Time field for the penalty you want to start.
  2. Press the '*Start Penalty Time*' key (default is '*I*').
- To stop a single penalty:
  1. Click on the Penalty Player or Penalty Time field for the penalty you want to stop.
  2. Press the '*Stop Penalty Time*' key (default is '*K*').

### **Managing Penalties on the Control Screen**

- The Control Screen allows you manage multiple penalties per team, beyond the number of penalties displayed on the Display Screen.
- To add a new penalty for a team:
  1. Click the Add Penalty ('+') button for the corresponding team.
  2. Enter the Penalty Player in the Player field.
  3. Enter the Penalty Time by either clicking one of the Penalty Time buttons or typing the number of minutes and seconds.
  4. Click the '*OK*' button.
- To edit a penalty:
  1. Click the Edit Penalty (pencil icon) button for penalty you want to edit.
  2. Change the Penalty Player in the Player field as needed.
  3. Change the Penalty Time by either clicking one of the Penalty Time buttons or typing the number of minutes and seconds.
  4. Click the '*OK*' button.
- To remove a penalty:
  1. Click the Remove Penalty ('X') button for the penalty you want to remove.
  2. If a confirmation appears, click the '*Yes*' button.
- To start a penalty:
  1. Click the More Actions ('...') button for the penalty you want to start.
  2. Click the Start Penalty (play icon) button.
- To stop a penalty:



1. Click the More Actions ('...') button for the penalty you want to stop.
  2. Click the Stop Penalty (stop icon) button.
- To configure the common penalty length buttons that appear when adding or editing a penalty:
    1. Open Options (press the 'F2' key).
    2. Click on the 'Game Setup' tab.
    3. In the 'Common Penalty Lengths' section: add, edit, and remove penalty lengths to meet your needs.
    4. Click 'OK'.

### **Automatically Setting the Goal Indicator**

- This scoreboard includes a feature to automatically light the goal indicator when a team scores, then unlight the goal indicator after an amount of time.
- To configure the automatic goal indicator feature:
  1. Open Options (press the 'F2' key)
  2. Click on the 'Game Setup' tab.
  3. To automatically light the goal indicator when a team scores, check the 'When a score increases, turn on goal indicator' checkbox.
  4. To automatically unlight the goal indicator after an amount of time, check the 'Turn off goal indicator after' box and adjust the amount of time.

### **Manually Setting the Goal Indicator**

- To light the Team 1 goal indicator, press the 'Team 1 Goal' key (default is 'Left Arrow') or click the Team 1 goal indicator.
- To light the Team 2 goal indicator, press the 'Team 2 Goal' key (default is 'Right Arrow') or click the Team 2 goal indicator.
- To unlight a goal indicator you can do any of the following:
  - Press the 'No Goal' key (default is 'F8').
  - Click the lit goal indicator.
  - Press the goal key for the team whose goal indicator is currently lit.

### **Sounding the Horn**

- The horn will sound for as long as you hold down the horn button/key. The horn sound will start playing when the horn button/key is pushed down and stop playing when you release the horn button/key.
- To sound the horn, you can do any of the following:
  - Press and hold the 'Horn Sound' key (default is 'F9').
  - Press and hold the 'Horn' button on the Control Screen.

### **Sounding the Buzzer**

- The buzzer will sound for as long as you hold down the buzzer button/key. The buzzer sound will start playing when the buzzer button/key is pushed down and stop playing when you release the buzzer button/key.
- To sound the buzzer, you can do any of the following:
  - Press and hold the 'Buzzer Sound' key (default is 'F12').
  - Press and hold the 'Buzzer' button on the Control Screen.

### **Making Corrections**

- If you accidentally make an undesired change to the scoreboard you can easily correct it.
- To make a correction to the scoreboard, press the 'Show Correction Screen' key (default is '~') or on the Control Screen, click the 'Correction' button.
- On the Correction Screen you can adjust Scores, Shots On Goal, Fouls, Period Time, Period Number, and the Shot Clock.

- Note: if there is a 'Set' button beside a field, you must click the 'Set' button to apply your correction.

### **File Types for Pictures, Sounds, and Videos**

- Pictures - the scoreboard can show pictures in the following formats: gif, jpg, jpeg, bmp, wmf, and png.
- Sounds - the scoreboard can play sounds in the following format: wav.
- Videos - the scoreboard can play any video file that Windows Media Player on your computer can play.

### **Using the Keyboard to Navigate the Scoreboard**

- The Control Screen will always display a highlight around the active field when the screen is active.
- The scoreboard can also display a highlight around the active field on the currently active display screen.
- To make a highlight appear around the active field on the display screen:
  1. Open Options (press the 'F2' key)
  2. Click on the 'Colors' tab.
  3. Check the '*Display screen active field*' checkbox.
  4. Click '*Change*' just below the checkbox.
  5. Choose the desired highlight color.
  6. Click 'OK' on the Color dialog.
  7. Choose the highlight thickness by setting the '*Size*' to a number from 1 to 3.
  8. Click 'OK'.
- To navigate to the next field on the screen, press the '*Tab*' key. The highlight will move to the next field on the screen.
- To navigate to the previous field on the screen, hold the '*Shift*' key and press the '*Tab*' key. The highlight will move to the previous field on the screen.

### **Exporting Data from the Scoreboard**

- The scoreboard can export all scoreboard field data to other systems in real-time.
- Exporting scoreboard data allows other programs to access, display, and interact with the data that is entered into the scoreboard.
- To enable data output follow the below steps:
  1. Open Options (press the 'F2' key)
  2. Click on the '*Data Output*' tab.
  3. Check the '*Data Output Enabled*' checkbox.
  4. Configure the '*Output Format*', '*Output Method*', and '*Output Frequency*' as you desire.
  5. Click 'OK'.