Multisport-Konsole CKN

ALGE
TIMING

Table of contents

1 Command console CKN

- **basketball**
- **hockey**
- **handball**
- **water-polo**
- **volleyball**
- **soccer**
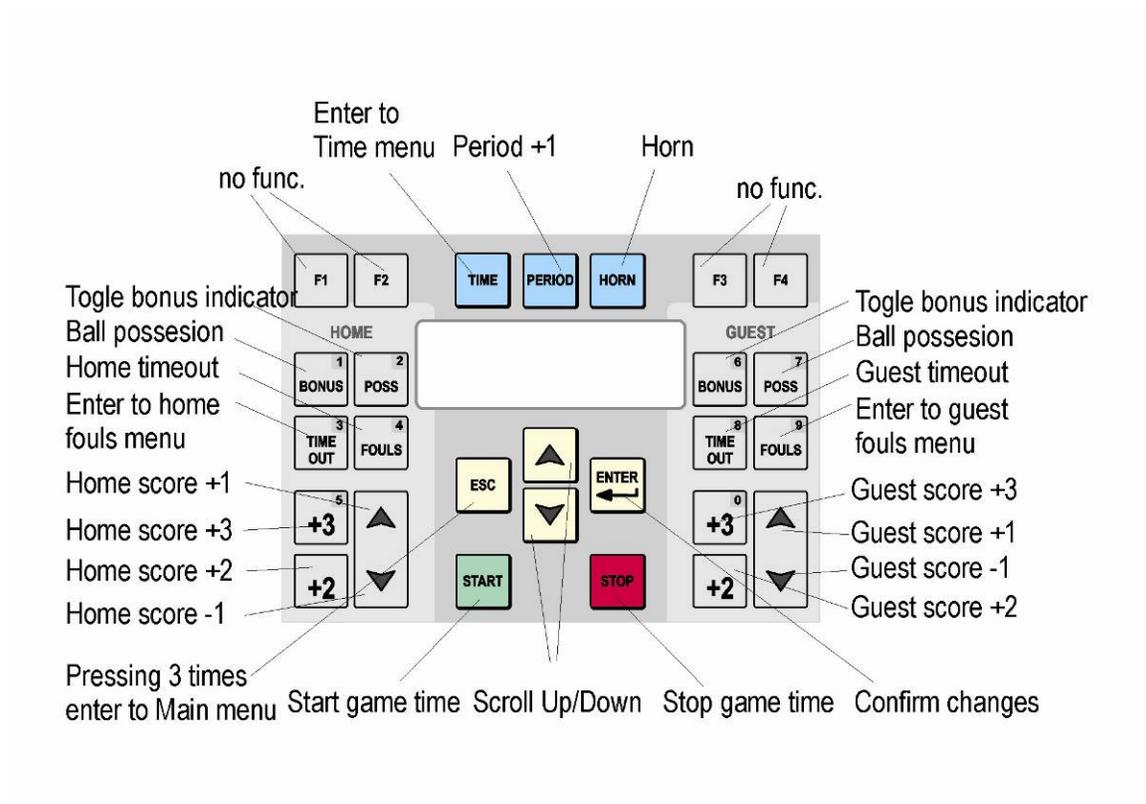
CKN Foil keyboard
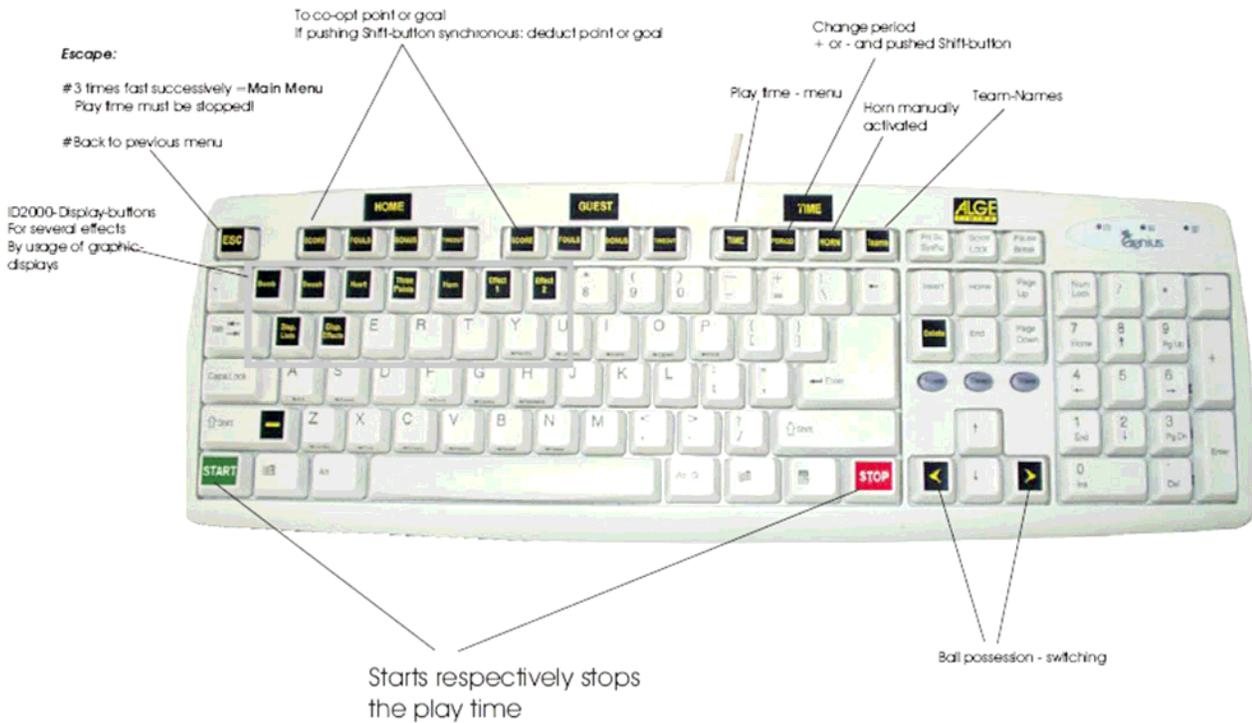
CKN PC keyboard

2   General-purpose buttons

Esc returns to previous menu.
Enter goes to next menu.
Yellow arrows (UP or DOWN) scroll menu.

If you are changing parameters, general-purpose buttons have following meaning:

Esc returns to previous menu without saving the parameter value.
Enter returns to previous menu with saving the parameter value.
Yellow arrows (UP or DOWN) scroll menu.
Adjusting brightness level for outdoor scoreboards is done by pressing 'B' key on PC keyboard or
with _____ key on foil keyboard. CKN enters in brightness menu, where user can set value from 0
to 9.
0 – the lowest brightness level
9 – the biggest brightness level
Last adjusted brightness level is not accessible upon reset.

Game data reset and setting the parameters and language

Press *Esc* three times, while the main time is stopped, to activate the function with following menu:

```
Continue match
Start new match
Configuration
Language
Keyboard Type
```

Options 1 and 2 are of interest for the actual running game. Choosing option 2 (Start new game) you enter to menu that will offer possible sports:

```
Basketball
Soccer
Hockey
Volleyball
Handball/Water polo
Tennis
```

Choosing option 3 you enter to parameter menu and select sport which parameter you will change:
```
Basketball
Soccer
Hockey
Volleyball
Handball/Water polo
```

Choosing option 4 (Language) you can change language used in menus:
```
English
German
Czech
Finish
Italian
```

Choosing option 5 (Keyboard Type) you can choose keyboard with specific character set:
```
English
German
Czech
Finish
```

3   Basketball parameters:

Period refers to parameters that determine the game time (usually it's a quarter time, 10:00).
Break - Break time between quarter times.
Extra period - Extra period duration.
Time way - time counting – up or down.
No of Period – number of game periods (1-9)
Timeout period – timeout duration (0-99 sec).
No. of Timeouts – number of timeouts (1-9).
Shot console – parameter allows turning off shot console. If parameter has value 0, shot console is off and pressing buttons on console will start and stop game time.
Shot period – shot time duration
Shot start – parameter describe condition for start of action time counting. Action can be started separately with START button on shot console during the game time counting, or can be started at the same time (immediately) with game start button on main keyboard.
Horn time – horn sound duration (0-9 sec).
Bonus – limit of fouls per team
Auto-Bonus – if parameter has value 1, number of fouls will be counted up to bonus limit and bonus indicator will light on automatically. Otherwise, bonus indicator can be switched on/off manually using buttons 'bonus home' or 'bonus guest' on main keyboard.
Fouls/Player – maximal number of personal fouls per player.
Score+Player –if parameter is 1, incrementing score will demand player number and calculate points for every player. This option is useful for scoreboard models with player point's indicators.

4   Soccer / Hockey / Handball parameters:

Period refers to parameters that determine the game time (usually it's a quarter time, 12:00).
Break - Break time between halftimes.
Extra period - Extra period duration.
Time way - time counting – up or down.
No of Period – number of game periods (1-9)
Timeout period – timeout duration (0-99 sec).
No of Timeouts – number of timeouts (1-9).
Horn time – horn sound duration (0-9 sec).
Shot Console – must be turned on for water-polo game, off – hockey, handball, soccer
Shot period – if shot clock exists, defines shot time
Shot start – parameter describe condition for start of action time counting. Action can be started separately with START button on shot console during the game time counting, or can be started at the same time (immediately) with game start button on main keyboard.
Penalty 1 – defines penalty time
Penalty 2 – defines penalty time (second option)
Penalty 3 – defines penalty time (third option)
Misc1 (Hockey) – defines misconduct penalty time
Misc2 (Hockey) – defines misconduct penalty time (second option)
Goal=PenaltyCLR – if parameter is 1, penalty time will be cleared if opponents score
Score+Player –if parameter is 1, incrementing score will demand to enter player number and will calculate points for every player. This option is useful for scoreboard models with player point's indicators.

5   Volleyball /Tennis parameters:

Timeout period – timeout duration (0-99 sec).
No of Timeouts – number of timeouts (1-9).
Horn time – horn sound duration (0-9 sec).

6 Basketball

6.1.1 Score

Score can be set in domain of 0-199 no matter if game time is going on or not. Score changing buttons are:

FOIL BUTTON   PC KEYBOARD

'HOME ARROW UP'	F1	- Score Home +1
'HOME ARROW DOWN'	SHIFT+F1	- Score Home -1
'HOME +2'	F2	- Score Home +2
'HOME +3'	F3	- Score Home +3
'GUEST ARROW UP'	F1	- Score Guest +1
' GUEST ARROW DOWN'	SHIFT+F1	- Score Guest -1
' GUEST +2'	F2	- Score Guest +2
' GUEST +3'	F3	- Score Guest +3

*Foil keyboard:
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on any SCORE button on foil will decrease appropriate score.

*PC keyboard:
Using '-- ' + 'SCORE' (SHIFT + Fx) is possible to decrease appropriate score.

6.1.2 Team / Personal Fouls

It is possible to add team fouls pressing 'FOULS' button. Message 'Enter player number' will appear on screen. Now you can enter one or two digits (player number) and foul will be added to this player and to the team. If player number is not entered, only team fouls will be increased. In case that team has already reached bonus, foul will be added only to player. In case that player has maximal number of fouls, action doesn't have effect.

*Foil keyboard:
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on any FOULS button on foil will clear appropriate foul.

*PC keyboard:
It is possible to decrease team / player fouls, pressing '-' + 'FOULS' (SHIFT+F4/F8) button.

6.1.3 Bonus

Pushing the button BONUS (Home/Guest) will toggle bonus indicator on scoreboard if parameter 'Auto-Bonus' is on. Otherwise, bonus indicator will be automatically light on when team achieves bonus limit.

6.1.4 Time Out

Time out is being activated by pressing the buttons TIMEOUT (Home/Guest). The shot clocks start to count immediately. Pressing action button on CKA console or main time stop button stops time out counting. Also, number of spent timeouts will be automatically increased. Using '-'+'TIMEOUT' is possible to cancel and decrease number of timeouts. *!!! Special basketball rule (FIBA): The horn will blow for one time, 10 seconds before termination of od timeout!!!*

6.1.5 Time

Main time got two parts: Period and Break time while shot times are stopped. Period/break time can count up or down depending on parameter 'Time way' (described in Chap.1). If we choose down counting then we should set starting time that determines how much game or break will last. Otherwise, we set ending time and start time will automatically be 0:00. Offered game/break period durations can be manually preset to some other desired value. *Ent* turns to mains screen with new time durations and *Esc* will discard the changes. Time modification is not possible during the time counting.

Pressing TIME button will activate scroll menu with following options:

Period   10:00 (predefined value - configuration menu chapter 2)
Break   05:00 (predefined value)
Extra period   02:00 (predefined value)
Correct game time (corrects current game time, changing is done with yellow arrows on foil keyboard and with Up an Down arrows on PC keyboard)
Enter current time (allow to change or to define current game time)
Enter end time (allow to change or to define end of the game)
Enter break manually (define break period if not predefined)
Correct Shot Time
Adjust RT Clock
Show real time (during the game, current day time is shown, instead of a game time)
Auto Start (if set - will automatically start break time after each period)

6.1.6 Period

Press 'PERIOD' (PC keyboard - F10) to increase the number of periods.

6.1.7 Horn

Press 'HORN' (PC keyboard - F11) to activate the main Horn.

6.1.8 Team names

Pressing 'Teams' (PC keyboard - F12) will activate two options:
Home team
Gusset team
Choose team and enter name.

6.1.9 Ball possession

*Foil keyboard
Pressing POSS button will switch possession indicators.

*PC keyboard
Pressing arrow left or arrow right button will switch possession indicators.

7 Soccer / Hockey / Handball

7.1.1 Score

Score can be set in domain of 0-199 no matter if game time is going on or not. Score changing buttons are:

FOIL BUTTON	PC KEYBOARD	
'HOME ARROW UP'	F1	- Score Home +1
'HOME ARROW DOWN'	SHIFT+F1	- Score Home -1
'GUEST ARROW UP'	F1	- Score Guest +1
'GUEST ARROW DOWN'	SHIFT+F1	- Score Guest -1

*Foil keyboard:
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on GRAY ARROW DOWN button on foil will decrease appropriate score.

7.1.2 Penalty

Pressing 'FOULS' button you enter to penalty menu. Now, you may choose between 3 penalty times and two misconduct penalties (adjusted in parameter menu). Choose one and message 'Enter player number' will appear on screen. Now you can enter one or two digits (player number) and penalty time will start. If player number is not entered, action doesn't have effect.

*Foil keyboard:
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on FOULS button could cancel appropriate foul.

*PC keyboard
Pressing '-' + 'FOULS' (SHIFT+F4/F8) button will cancel penalty.

7.1.3 Time Out

Time out is being activated by pressing the buttons TIMEOUT (Home/Guest). The shot clocks start to count immediately. Pressing action button on CKA console or main time stop button stops time out counting. Also, number of spent timeouts will be automatically increased.
!!! *At Hockey, the timeout period will be shown in the playing time field, since no shotclocks are used for Hockey !!!*

*Foil keyboard:
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on TIMEOUT button will cancel timeout timer and decrease number of timeouts.

*PC keyboard
Using '-'+'TIMEOUT' is possible to cancel timeout timer and decrease number of timeouts.

7.1.4 Time

Main time got two parts: Period and Break time while shot times are stopped. Period/break time can count up or down depending on parameter 'Time way'. If we choose down counting then we should set starting time that determines how much game or break will last. Otherwise, we set ending time and start time will automatically be 0:00. Offered game/break period durations can be manually preset to some other desired value. *Ent* turns to mains screen with new time durations and *Esc* will discard the changes. Time modification is not possible during the time counting.

Pressing TIME button will activate scroll menu with following options:
Period   10:00 (predefined value - configuration menu chapter 2)
Break   05:00 (predefined value)
Extra period   02:00 (predefined value)
Correct game time (corrects current game time, changing is done with yellow arrows on foil keyboard and with Up an Down arrows on PC keyboard)
Enter current time (allow to change or to define current game time)
Enter end time (allow to change or to define end of the game)
Enter break manually (define break period if not predefined)
Correct Shot Time
Adjust RT Clock
Show real time (during the game, current day time is shown, instead of a game time)
Auto Start (if set - will automatically start break time after each period)

7.1.5 Period

Press 'PERIOD' (PC keyboard - F10) to increase the number of periods.

7.1.6 Horn

Press 'HORN' (PC keyboard - F11) to activate the main Horn.

7.1.7 Team names

Pressing 'Teams' (PC keyboard - F12) will activate two options:
Home team
Gusset team
Choose team and enter name.

7.1.8 Ball possession

*Foil keyboard
Pressing POSS button will switch possession indicators.

*PC keyboard
Pressing arrow left or arrow right button will switch possession indicators.

8   Volleyball

8.1.1 Game Score

Game score can be set in domain of 0-199 no matter if game time is going on or not. Score changing buttons are:

FOIL BUTTON   PC KEYBOARD

'HOME ARROW UP'   F1   - Score Home +1
'HOME ARROW DOWN'   SHIFT+F1   - Score Home -1

'GUEST ARROW UP'   F1   - Score Guest +1
'GUEST ARROW DOWN'   SHIFT+F1   - Score Guest -1

*Foil keyboard:
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on GRAY ARROW DOWN button on foil will decrease appropriate score.

8.1.2 Match Score

Match score can be set in domain of 0-9 no matter if game time is going on or not. Match score changing buttons are:
HOME
'FOULS' (F4)   - Match Score Home +1
GUEST
'FOULS' (F8)   - Match Score Guest +1
Using '-- ' + 'FOULS' (SHIFT+F4/F8) is possible to decrease appropriate match score.

8.1.3 Time Out

Time out is being activated by pressing the buttons TIMEOUT (Home/Guest). The shot clocks start to count immediately. Pressing action button on CKA console or main time stop button stops time out counting. Also, number of spent timeouts will be automatically increased.

*Foil keyboard:
Pressing 'YELLOW ARROW DOWN ' will start 3 second timer. During this period, pressing on TIMEOUT button will cancel timeout timer and decrease number of timeouts.

*PC keyboard
Using '-'+'TIMEOUT' is possible to cancel timeout timer and decrease number of timeouts.

8.1.4 Time

Main time goes always up.

8.1.5 Period

Press 'PERIOD' (PC keyboard - F10) to increase the number of periods.

8.1.6 Horn

Press 'HORN' (PC keyboard - F11) to activate the main Horn.

9   Display commands:

Using PC keyboard, it's possible to send several commands to the ID or RTNM displays.
Press DispList button ('Q') to enter to the list menu. Selected list became active display list.
Press EffectList button ('W') to enter to the effect menu. Selected effect will appear on the display (will be inserted into the current display list).
Buttons Effect1 – Effect8 ('1' – '8') are shortcuts for effect menu. Pressing any of this buttons will start appropriate effect animation on the display immediately.

*More information about ID and RTNM displays, as well as list and effect possibilities, find in 'Display studio manual'.

Notice:

Notice: