

CONSOLE-320

Item 230A: CONSOLE-320 with cable data output

Item 230B: CONSOLE-320 with cable + wireless radio data output

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Item 230A - CONSOLE-320

1. INTRODUCTION

CONSOLE-320 can be used to control multiple electronic scoreboards for various sports and is available in two models:

- **Item 230A:** CONSOLE-320 with cable connected control for multiple scoreboards;
- **Item 230B:** CONSOLE-320 with cable connected plus radio control for multiple scoreboards.

The front screen (graphic display), where all the data shown on the scoreboards is displayed, and the durable membrane keyboard used to key in the data provide easy, direct and efficient control for the various demands of different sporting events. A limited number of simple menus and sub-menus displayed on the screen and easily brought back into view using special keys make it possible to manage team and player points, fouls and penalties, game timers and to set up the variables for the sport and the Console.

The console provides total management of all statistics, making it possible to assign the number, name, on-field status, points scored and number of fouls for each player on six different teams.

1.1 POWER SUPPLY

For wall power, use the adaptor (100-240V) supplied with the console (Item 234).

For battery power, use an optional 12V battery (Item 828-A); it typically lasts over 35 hours. We recommend recharging it after every use with the appropriate battery recharger (Item 829): do not leave the battery discharged because damage may ensue.

1.2 CONNECTIONS

The following connectors for connecting with external devices are located on the back of the Console (see Fig. 1):

- The Console power socket (Power IN), where the supplied adaptor output is plugged in (Item 234).
- A USB socket to connect to the PC for software updates.
- Two sockets for 6-wire telephone jacks (RJ-11) to connect to two external consoles for managing the game timer (GAME CLOCK Console) and the shot timer (SHOT CLOCK Console).
- Two identical serial outputs (Data Serial Outputs) for 8-wire telephone jacks (RJ-45) through which the data is transmitted to the scoreboard displays.

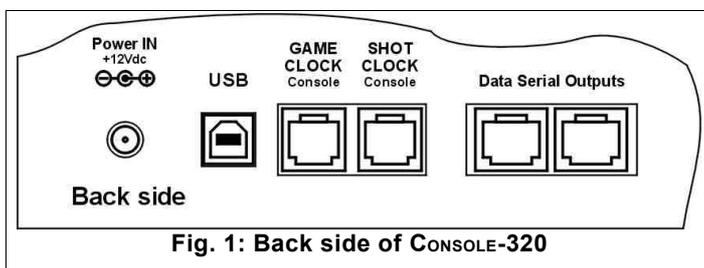


Fig. 1: Back side of CONSOLE-320

For distances up to 50m, the connection to the scoreboard displays can be made using a normal 8-wire flat telephone cable with RJ-45 jacks. For longer distances, the use of a standard direct electrical cable (EIA/TIA-568A/B) is recommended; in locations where there are electrical devices that create significant interference (such as motors, air-conditioners, inverters, radio links, etc.), Figure 2 shows the recommended method for connecting the individual wires of the electrical cable. Avoid passing the cable through the same cable conductor used for the power grid cables.

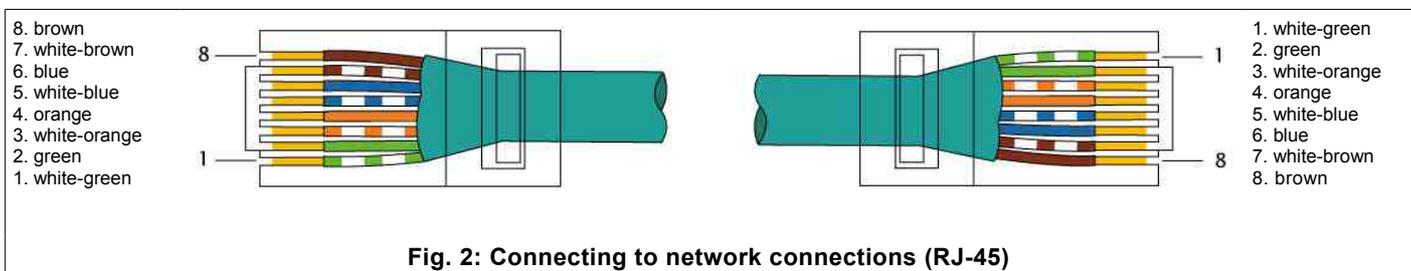


Fig. 2: Connecting to network connections (RJ-45)

1.3 EXTERNAL CONSOLES FOR GAME CLOCKS

Each of the RJ-11 connectors can be connected to an optional external console (Item 232: Time Console-02), equipped with two small levers to facilitate handling of the game timers:

- the console connected to the “GAME CLOCK Console” controls the game time and, in addition to starting and stopping the timer, also allows manual activation of the sound effect produced by the scoreboards;
- the console connected to the “SHOT CLOCK Console” controls the possession time (offence play); a small lever controls the count while the other sets it to the starting value that remains displayed until the lever is pressed down. Releasing it causes the time display to disappear when the timer is blocked.
On basketball, with the time count inactive, the “LOAD” lever loads alternatively 24 and 14 seconds.

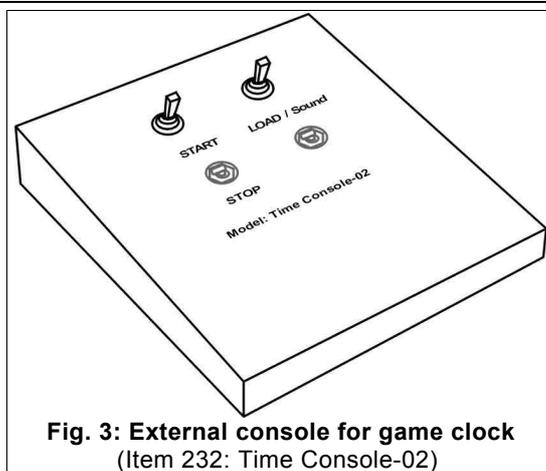


Fig. 3: External console for game clock (Item 232: Time Console-02)

It should be noted that the commands for these two consoles override the commands entered through the CONSOLE-320 keypad.

1.4 SOFTWARE UPDATES

The **CONSOLE-320** software can be updated (e.g., for changes in sports rules) via a PC equipped with a USB port; refer to the document on this topic for further instructions.

1.5 GUARANTEE

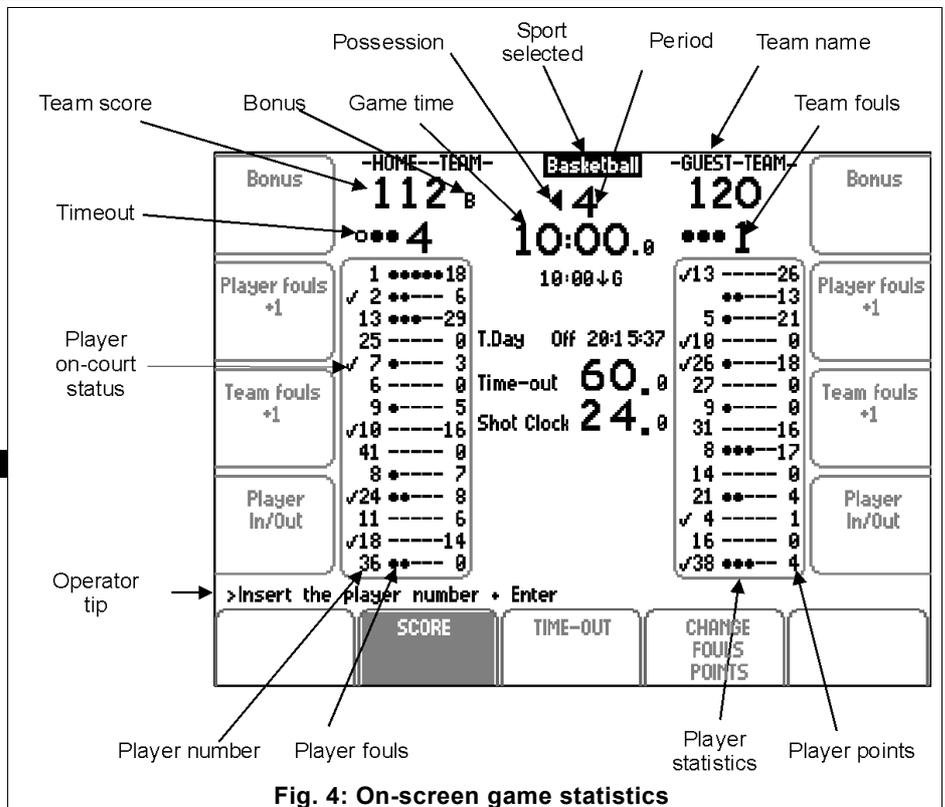
The guarantee is for 2 years from the date appearing on the purchase document and includes free repairs for defects in materials and workmanship. The optional battery is not covered by this guarantee.

2. SCREEN

The view in the central part of the screen depends on which sport is selected and on the functions enabled for each sport. Fig. 4 shows an example of the views available for basketball, with player statistics management enabled.

Operator tips can be noted at the bottom part of the screen.

For some sports, penalty times can also be assigned to the players (up to 5 per team) or points per game set.

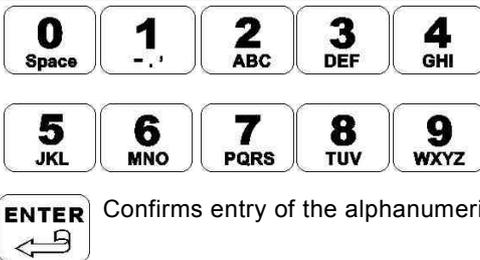


3. KEYPAD

The keypad (see Fig. 5) has three types of keys:

- a. white alphanumeric keys, to enter numbers and names of teams and players;
- b. multi-function keys whose function, indicated on the screen beside the key, depends on the sport and the menu selected;
- c. single function, independent of the sport or the menu.

3.1 ALPHANUMERIC KEYS

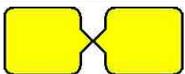


These keys input the corresponding number or, when pressed more than once, the corresponding letters that appear on the key.

ENTER Confirms entry of the alphanumeric data.

Escape Cancels alphanumeric data entry without saving the changes.

3.2 MULTI-FUNCTION KEYS



These 8 yellow keys located on the right and left sides of the screen (see Fig. 5) have the function specified by their side on the screen, which depends on which of the 5 keys at the base of the screen has been activated.



The 5 yellow keys located at the base of the screen serve to select the sub-menus, changing the function of the other 4+4 yellow keys at the sides of the screen. The key that is activated is highlighted in black on the screen.

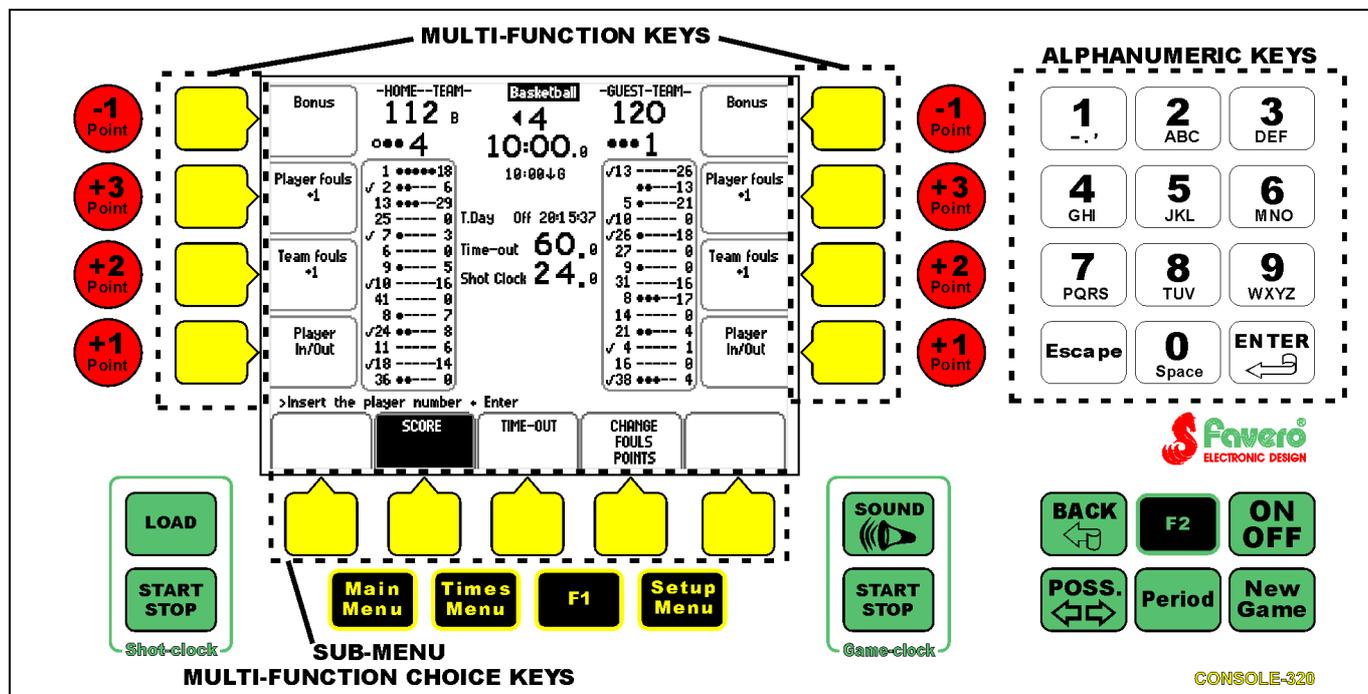


Fig. 5: Console keypad

3.3 SINGLE-FUNCTION KEYS

- ON OFF** When pressed for approximately 1 second, turns the console on and off.
- LOAD** Adds to the time available to a team for offence or possession of the ball (shot clock).
- New Game** Starts a new game, initializing the game statistics (points, fouls, period, etc.) and all the information displayed.
- START STOP** **Shot clock:** starts, stops and re-starts the offence (or possession) timer.
- F2** Free key: has no assigned function.
- +1 Point** **+2 Point** **+3 Point** Adds to the team score by 1, 2, or 3 points, respectively.
- 1 Point** Decreases the team score by 1.
- Period** Increases the number of the game period (time, set, match); when it reaches the maximum number it resets to the beginning.
- BACK** Cancels the last action performed that does not involve times. The last 16 actions can be undone by pressing on the key repeatedly.
- Main Menu** Displays the game status and selects the multi-function keys for managing the main score and fouls.
- POSS.** Alternately lights up the ball possession (or turn) indicator of the two teams; press for 1 second to turn it off.
- Times Menu** Displays the game status and selects the multi-function keys to set up or change the times.
- SOUND** Manually controls the scoreboard sound effect.
- F1** Free key: has no assigned function.
- START STOP** **Game clock:** starts, stops and re-starts the game timer.
- Setup Menu** Displays the setup menu for the sport and the related multi-function keys to change the settings.

4. PROGRAMMING

By pressing the **Setup Menu** key, the programming menu for the Console parameters and the sport are displayed. The alphanumeric keys and the following multi-function keys are used to change them.

-   Used to select the setting for the previous and the following lines. The line that is selected is indicated by the symbol .
-   Used to select the previous and the following parameters in the same line.
-   Used to increase and decrease the value of the selected parameter.

4.1 SELECTION OF THE SPORT

To select the sport:

- press the keys  → : this takes you to the sport setup menu, where the symbol  indicates the first line, with the current sport highlighted;
- use the keys  and  to select the desired sport [Basketball, Volleyball, Hockey, Handball, Water polo, Five-a-Side Soccer (Futsal), Tennis, Football, Rugby].

Since some of the parameters for the following lines depend on this choice, their description is provided in the section on the selected sport. If you want to change the settings for the selected sport:

- press the keys  and  to scroll down the list: the symbol  indicates the selected line with one of its parameters highlighted;
- with the keys  and , or  and , select the parameter that follows or comes before the current one;
- press the keys  and  or the alphanumeric ones to change the value of the highlighted parameter.

The key  [*Reset sport data*] resets the parameters to the factory default values.

4.2 SELECT TEAMS

To select the two teams taking part in the match:

- press the keys  → : this takes you to the chosen sub-menu where the symbol  indicates the currently selected teams;
- then press the keys  and  on the two sides of the screen to make a new choice.

4.3 NAMES OF THE TEAMS AND THE PLAYERS

To program the names of the 6 teams (on the left of the screen), the numbers and the names of the corresponding 14 players (on the right of the screen):

- press the keys  → : this takes you to the programming sub-menu where the symbol  indicates the team and the player that are currently selected;
- with the keys  and  on the left of the screen, select the team;
- to change the name, scroll down with the keys  and  and then change the character highlighted to the one you want by pressing repeatedly on the relative alphanumeric key;
- by pressing on the same keys located on the right of the screen, the numbers and the names of the players on the selected team can also be changed.

The changes take effect after exiting from the menu.

4.4 SYSTEM

By pressing on the keys  →  you access the system sub-menu, which allows you to program the following parameters for the Console and scoreboard functions:

- The **language** used for the text appearing on the screen [English, Italiano, Français, Español, Deutsch].
- The **brightness** [0-9] of the Console screen.
- The **light intensity** [0-9] of the digits on the scoreboards, which can be modified depending on the surrounding conditions (e.g., evening time).
- The total lighting of the scoreboards for their **test** [Yes-No].
- The duration [0-99 minutes] of the screen **backlighting** if the keys are not pressed (0 indicates continuously lit up).
- The **volume** [0-4] of the scoreboard sound effects.
- The activation of the procedure for the first **connection radio** to a scoreboard (see the Receiver Radio manual).

The **firmware versions** (Boot and Program) and the **identification number** of the Console.

4.5 SEQUENCE OF PERIODS

By pressing the keys  →  you access the sub-menu for programming 16 different time values, defined by minutes [0-99], seconds [0-59], count up or down [ and ] and whether they are assigned to the game [] or to the interval []. These values can be recalled sequentially during the event from the time management menu in order to facilitate and speed up the correct loading of the various game or interval periods required. For example, the times can be programmed:

- for before the event begins (warm-up time, presentation of the teams, etc.);
- the first period of the game;
- the interval;
- the second period of the game;
- an interval before the overtime;
- overtime.

4.6 CLock

To manage the Console clock, which keeps the time even when the console has no power supply, press the keys  →

: this gives the following multi-function keys.

 Activates and deactivates the time display on the scoreboard instead of on the game timer, with the words “On” or “Off” appearing on the Console screen.

 Allows the time of day to be changed:

- using the alphanumeric keys [0-23], enter the time and then confirm with ;
- then repeat to enter the minutes [0-59] and the seconds [0-59].

5. CHARACTERISTICS

Code	Description	Width [cm]	Ht [cm]	Depth [cm]	Wt [kg]
Item 230-A	CONSOLE-320 with cable connected control	31.5	12.5	18.5	1.9
Item 230-B	CONSOLE-320 with cable connected + radio control	31.5	12.5	18.5	1.9
Item 234	External power adaptor (included): 100-240Vac 1A 50-60Hz				0.2
Item 828-A	Rechargeable battery 12V/7Ah	15.0	12.0	6.5	2.4
Item 829-A	Battery recharger 230Vac/13.8Vdc 500mA (with European plug)	12.5	9.0	6.0	0.5
Item 829-B	Battery recharger 115Vac/13.8Vdc 500mA (with American plug)	12.5	9.0	6.0	0.5
Item 829-U	Battery recharger 230Vac/13.8Vdc 500mA (with UK plug)	12.5	9.0	6.0	0.5

Symbol	Description	Value
Va	Power supply:	100 .. 240Vac, 50 .. 60Hz
Pa	Consumption:	≤ 5W
Ta	Ambient operating temperature:	0 .. 45 °C
Ts	Storage temperature:	-15 .. +60 °C
Ur	Relative humidity:	0 .. 95%
	Degree of protection:	IP32

6. BASKETBALL

6.1 PROGRAMMING THE PARAMETERS

Press the keys  → : see section 4.1 to select the sport and change the following parameters:

1. Three **game times** (A, B, C): duration [0-99 minutes : 0-59 seconds] and count up or down [↑ - ↓].
2. Three **interval times** (D, E, F): duration [0-99 minutes : 0-59 seconds] and count up or down [↑ - ↓].
3. **End of interval warning sound** (D, E, F): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
4. **Offence time** (Shot clock): duration [0-99 seconds] and count up or down [↑ - ↓].
5. **Timeout**: duration [0-99 seconds], count up or down [↑ - ↓].
6. **End of timeout warning sound**: time remaining [0-99 seconds]; set to zero to deactivate it.
7. **Player statistics**: enable [Yes] and disable [No] handling; when enabled, the fouls and points of all the players are displayed and managed by the Console.
8. **Tenths of a second display** in the last minute of the game for the final count-down: enable [Yes] and disable [No].
9. **Number of team fouls** remaining before the bonus situation [0-9].
10. **End of game sound effect**: duration [0-4 seconds].

6.2 SETTING POINTS AND FOULS

The main points and fouls menu is accessed by pressing the keys  → : the multi-function keys that are displayed depend on whether the player statistics are activated or deactivated. The team points can be changed quickly by using the red keys [, , , ].

 **Bonus** Toggles the bonus display on and off; it also activates automatically when the limit of team fouls programmed in the sport setup menu has been exceeded.

 **Player fouls +1** Increases the number of fouls assigned to a player [0-5], only if the player statistics function has been activated:

- with the alphanumeric keys, enter the **player number** [0-99] to be assigned the foul from the ones appearing in the statistics box and then confirm with .

A new indicator [] is activated on the scoreboard and on the Console next to the player's fouls.

When the player statistics has not been activated, it makes the player number and the fouls made by the player flash on the scoreboard for 8 seconds:

- using the alphanumeric keys, enter the **player number** [0-99] and confirm by pressing .
- then repeat these steps to enter the number of fouls.

 **Team fouls +1** Increases the number of team fouls [0-9]; when the limit (bonus) has been reached, programmed in the sport setup menu, the related indicator lights up automatically.

 **Player In/Out** Toggles the player on-field status indicator on and off [, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the **player number** [0-99] from the ones appearing in the statistics box and then confirm by pressing .

To modify the current game data, press the keys  → : the following functions appear.

 **Change team score** Changes the current team score:

- using the alphanumeric keys, enter the new score [0-199] and confirm by pressing .

 **Change player points** Changes the points scored by a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the **player number** [0-99] from the ones appearing in the statistics box and then confirm by pressing .
- then repeat these steps to enter the new score [0-99].

 **Change team fouls** Changes the number of team fouls:

- using the alphanumeric keys, enter the new number of fouls [0-5], and then confirm by pressing .

The bonus indicator is not affected.



Changes the number of fouls assigned to a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing ;
- then repeat these steps to enter the new number of fouls [0-5].

Only if the player statistics function has been activated, to increase or decrease the points of the individual player, press the keys → : the following function appear.



Press the keys corresponding to the points to add at the player, then using the alphanumeric keys, enter the player number [0-99] and then confirm by pressing .

6.3 GAME AND INTERVAL TIMES

The current game or interval time is displayed on the Console screen in minutes, seconds and tenths of a second; the following appear below this in smaller characters:

- the time loaded at the start,
- the type of count, up [] or down [],
- a 'G' or 'P' to indicate whether it is showing the game (**G**ame) or the interval (**P**ause).

To start, stop and restart the timer, use the special console (**Item 232: Time Console-02**, see section 1.3), or press the key



In the sport setup menu, the sound can be set to go before the end of the interval as well as at the end of the game.

To load or change the game time, press the keys → and then use the following multi-function keys.



These keys load the game time with one of the three programmed values (shown in parentheses) in the sport setup menu.



Changes the current game time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing .
- then repeat these steps to enter the seconds [0-59].



Switches the time count mode from increasing [>] to decreasing [<] and the other way around.



Loads the time (game or interval) that comes after the current period from the sequence of periods defined in the setup menu (see section 4.5).



Loads the period of time (game or interval) that comes before the current period in the sequence of periods defined in the setup menu.

To load or change the interval time, press the key followed by and then use the following multi-function keys.



These keys load the interval time with one of the three programmed values (shown in parentheses) in the sport setup menu.



Changes the current interval time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing .
- then repeat these steps to enter the seconds [0-59].



Switches the time count mode from increasing [>] to decreasing [<] and the other way around.

6.4 OFFENCE TIME (SHOT CLOCK)

When managing the offence (or possession) time, the external console (**Item 232: Time Console-02**, see section 1.3) overrides the commands given directly by the **CONSOLE-320**.

- The key loads the timer with the value programmed in the setup menu; when the timer is stopped, the shot clock display turns off. With the time count inactive, the **LOAD** key loads alternatively 24 and 14 seconds.

- The key  **Shot Clock** starts and stops the timer; when the time expires, the sound effect is produced by the display device.

Other actions are available by pressing the keys  → : the following multi-function keys appear.

 Manually activates the sound effect produced by the shot clock display device.

 Stops the shot clock timer and toggles the shot clock display on and off.

 Changes the current shot clock time:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing .

6.5 TIMEOUT

From the sport setup menu, a sound effect can be programmed to announce that the timeout period is about to expire.

To manage timeout functions, press the keys  → : the following multi-function keys appear.

 Loads the timeout with the value (shown between parentheses) programmed from the sport setup menu.

 Starts, stops and restarts the timeout clock.

 Sequentially lights up the timeout indicators one by one until they have all been used up.

 Changes the current timeout value:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing .

 Stops the timeout clock and toggles the timeout display on and off.

7. VOLLEYBALL

7.1 PROGRAMMING THE PARAMETERS

Press the keys  → : see section 4.1 to select the sport and change the following parameters:

1. Three **interval times** (D, E, F): duration [0-99 minutes : 0-59 seconds] and count up or down [ - .
2. **End of interval warning sound** (D, E, F): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
3. Two **timeout times** (timeout A, B): duration [0-99 seconds], count up or down [ - .
4. **End of timeout warning sound**: time remaining [0-99 seconds]; set to zero to deactivate it.
5. **Player statistics**: enable [Yes] and disable [No] handling; when enabled, the fouls and points of all the players are displayed and managed by the console.

7.2 SETTING POINTS AND FOULS

The main points and fouls menu is accessed by pressing the keys  → : the multi-function keys that are displayed depend on whether the player statistics are activated or deactivated. The team points can be changed quickly by using the red keys [, , , .

The scores for the sets from 1 to 4 are automatically updated to the current value when the key , is pressed, i.e., when passing to the following set.

 Increases the number of fouls assigned to a player [0-3], only if the player statistics function has been activated:

- with the alphanumeric keys, enter the player number [0-99] to be assigned the foul from the ones appearing in the statistics box and then confirm with .

A new indicator [] is activated on the scoreboard and on the Console next to the player's fouls.

 Increases the number of team fouls [0-9].

 Toggles the player on-field status indicator on and off [, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .

To modify the current game data, press the keys  → : the following functions appear.

 Changes the current team score:

- using the alphanumeric keys, enter the new score [0-99] and confirm by pressing .

 Changes the points scored by a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .
- then repeat these steps to enter the new score [0-99].

 Changes the number of fouls assigned to a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .
- then repeat these steps to enter the new number of fouls [0-3].

 Changes the score of a set:

- using the alphanumeric keys, enter the player number [0-99] and confirm by pressing .
- then repeat these steps to enter the new score [0-99].

Only if the player statistics function has been activated, to increase or decrease the points of the individual player, press the keys  → : the following function appear.

    Press the keys corresponding to the points to add at the player, then using the alphanumeric keys, enter the player number [0-99] and then confirm by pressing .

7.3 GAME AND INTERVAL TIMES

Usually the game or interval time (in minutes, seconds and tenths of seconds) is not shown on the Console screen, but it is possible to activate its display by pressing  → . To start, stop and restart the timer, use the special console (Item

232: Time Console-02, see section 1.3), or press the key  **Game-clock**.

From the sport setup menu, an end of interval warning sound can also be set to sound before the end of the interval.

To change the game time, press the keys  →  and then use the multi-function keys.

 Resets the game time to zero.

 Changes the current game time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing ;
- then repeat these steps to enter the seconds [0-59].

 Toggles the display of the game time on and off.

To load or change the interval time, press the key  followed by  and then use the following multi-function keys.

   These keys load the interval time with one of the three programmed values (shown in parentheses) in the sport setup menu.

 Changes the current interval time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing ;
- then repeat these steps to enter the seconds [0-59].

 Switches the time count mode from increasing [] to decreasing [] and the other way around.

 Toggles the display of the interval time on and off.

7.4 TIMEOUT

From the sport setup menu, a sound effect can be programmed to announce that the timeout period is about to expire.

The timeout is displayed in the place of the game clock; to control it, press the key  → : the following multi-function keys appear.

  These keys load the game time with one of the three values (shown in parentheses) programmed in the sport setup menu.

 Starts, stops and restarts the timeout clock.

 Sequentially lights up the timeout indicators one by one until they have all been used up.

 Changes the current timeout value:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing .

 Stops the timeout clock and toggles the timeout display on and off.

8. FIVE-A-SIDE SOCCER (FUTSAL)

Console-320 allows the game of Futsal to be handled in two different modes depending on the duration of the penalty time that is programmed. If the penalty time is set to zero, then the AMF rules are used; otherwise the FIFA rules will be used.

8.1 PROGRAMMING THE PARAMETERS

Press the keys  → : see section 4.1 to select the sport and change the following parameters:

1. Three **game times** (A, B, C): duration [0-99 minutes : 0-59 seconds] and count up or down [ - .
2. Three **interval times** (D, E, F): duration [0-99 minutes : 0-59 seconds] and count up or down [ - .
3. **End of interval warning sound** (D, E, F): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
4. **Half-field crossing time** (Shot clock): duration [0-99 seconds] and count up or down [ - .
5. **Timeout**: duration [0-99 seconds], count up or down [ - .
6. **End of timeout warning sound**: time remaining [0-99 seconds]; set to zero to deactivate it.
7. A **penalty time** for the players (A): duration [0-99 minutes: 0-59 seconds] and count up or down [ - ]. When nil, select the AMF mode which does not have this rule.
8. **Player statistics**: enable [Yes] and disable [No] handling; when enabled, the fouls and points of all the players are displayed and managed by the console.
9. **Tenths of a second display** in the last minute of the game for the final count-down: enable [Yes] and disable [No].
10. **Number of team fouls** remaining before the bonus situation [0-9].
11. **End of game sound effect**: duration [0-4 seconds].

8.2 SETTING POINTS AND FOULS

The main points and fouls menu is accessed by pressing the keys  → : the multi-function keys that are displayed depend on whether the player statistics are activated or deactivated. The team points can be changed quickly by using the red keys [, , , .

In the FIFA game mode, up to 5 time penalties per team can be assigned simultaneously, with each penalty associated with the player who has been sent off; since the penalty countdown happens during the game time and not during the interval, the penalties that have not been finished continue into the next period.

 Deletes any first time penalty from the current ones.

 Increases the number of fouls assigned to a player [0-5], only if the player statistics function has been activated:

- with the alphanumeric keys, enter the player number [0-99] to be assigned the foul from the ones appearing in the statistics box and then confirm with .

A new indicator [] is activated on the scoreboard and on the Console next to the player's fouls.

When the player statistics has not been activated, it makes the player number and the fouls made by the player flash on the scoreboard for 8 seconds:

- using the alphanumeric keys, enter the player number [0-99] and confirm by pressing .
- then repeat these steps to enter the number of fouls.

Also, in the FIFA mode, it assigns a time penalty, with the value (shown in parentheses) programmed from the sport setup menu, to the team of the player who is sent off for the second foul.

 Increases the number of team fouls [0-9]; when the limit has been reached, programmed in the sport setup menu, the related indicator lights up automatically.

 Toggles the player on-field status indicator on and off [, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .

To modify the current game data, press the keys  → : the following functions appear.

 Changes the current team score:

- using the alphanumeric keys, enter the new score [0-99] and confirm by pressing .

Change player points Changes the points scored by a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing ;
- then repeat these steps to enter the new score [0-99].

Change penalty Changes the data for a penalty assigned to a player:

- press the key repeatedly until the penalty you want to change is highlighted;
- using the alphanumeric keys, enter the new player number [0-99] or leave the current one and then confirm by pressing ;
- then repeat to enter the minutes [0-99] and the seconds [0-59].

Change player fouls Changes the number of fouls assigned to a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing ;
- then repeat these steps to enter the new number of fouls [0-3].

Only if the player statistics function has been activated, to increase or decrease the points of the individual player, press the keys  → : the following function appear.

    Press the keys corresponding to the points to add at the player, then using the alphanumeric keys, enter the player number [0-99] and then confirm by pressing .

8.3 GAME AND INTERVAL TIMES

The current game or interval time is displayed on the Console screen in minutes, seconds and tenths of a second; the following appear below this in smaller characters:

- the time loaded at the start,
- the type of count, up  or down ,
- a 'G' or 'P' to indicate whether it is showing the game (Game) or the interval (Pause).

To start, stop and restart the timer, use the special console (**Item 232: Time Console-02**, see section 1.3), or press the key  **Game-clock**.

In the sport setup menu, the sound can be set to go before the end of the interval as well as at the end of the game.

To load or change the game time, press the keys  →  and then use the following multi-function keys.

   These keys load the game time with one of the three programmed values (shown in parentheses) in the sport setup menu.

Change game time Changes the current game time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing ;
- then repeat these steps to enter the seconds [0-59].

Count up/down Switches the time count mode from increasing  to decreasing  and the other way around.

Time sequence +1 Loads the time (game or interval) that comes after the current period from the sequence of periods defined in the setup menu (see section 4.5).

Time sequence -1 Loads the period of time (game or interval) that comes before the current period in the sequence of periods defined in the setup menu.

To load or change the interval time, press the key  followed by  and then use the following multi-function keys.

   These keys load the interval time with one of the three programmed values (shown in parentheses) in the sport setup menu.

Change interval time Changes the current interval time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing ;
- then repeat these steps to enter the seconds [0-59].

Count
up/down

Switches the time count mode from increasing [↑] to decreasing [↓] and the other way around.

8.4 HALF-FIELD CROSSING TIME (SHOT CLOCK)

The half-field crossing time is managed by the console when using the AMF game mode. The external console (Item 232: **Time Console-02**, see section 1.3) overrides the commands given directly by the Console-320.

- The key **LOAD** loads the timer with the value programmed in the setup menu; when the timer is stopped, the shot clock display turns off.
- The key **START STOP** **Shot Clock** starts and stops the timer; when the time expires, the sound effect is produced by the display device.

Other actions are available by pressing the keys **Times Menu** → **SHOT CLOCK**: the following multi-function keys appear.

Shot clock
sound

Manually activates the sound effect produced by the shot clock display device.

On/Off shot
clock

Stops the shot clock timer and toggles the shot clock display on and off.

Change shot
clock time

Changes the current shot clock time:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing **ENTER**.

8.5 TIMEOUT

From the sport setup menu, a sound effect can be programmed to announce that the timeout period is about to expire.

The timeout is displayed in the place of the game clock; to control it, press the key **Main Menu** → **TIME-OUT**: the following multi-function keys appear.

Load
time-out
(0-60)

Loads the timeout with the value (shown between parentheses) programmed from the sport setup menu.

Start/Stop
time-out

Starts, stops and restarts the timeout clock.

Time-outs
-1

Sequentially lights up the timeout indicators one by one until they have all been used up.

Change
time-out

Changes the current timeout value:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing **ENTER**.

On/Off
time-out

Stops the timeout clock and toggles the timeout display on and off.

9. HOCKEY

9.1 PROGRAMMING THE PARAMETERS

Press the keys  → : see section 4.1 to select the sport and change the following parameters:

1. Three **game times** (A, B, C): duration [0-99 minutes : 0-59 seconds] and count up or down [↑ - ↓].
2. Three **interval times** (D, E, F): duration [0-99 minutes : 0-59 seconds] and count up or down [↑ - ↓].
3. **End of interval warning sound** (D, E, F): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
4. **Timeout**: duration [0-99 seconds], count up or down [↑ - ↓].
5. **End of timeout warning sound**: time remaining [0-99 seconds]; set to zero to deactivate it.
6. Two **penalty times** for the players (A, B): duration [0-99 minutes: 0-59 seconds] and count up or down [↑ - ↓].
7. **Tenths of a second display** in the last minute of the game for the final count-down: enable [Yes] and disable [No].
8. **End of game sound effect**: duration [0-4 seconds].

9.2 SETTING POINTS AND FOULS

The main points and fouls menu is accessed by pressing the keys  → . The team points can be changed quickly by using the red keys , , , .

Up to 5 time penalties per team can be assigned simultaneously, with two different durations (indicated as A and B) and each one is associated with a player; since the penalty countdown happens during the game time and not during the interval, the penalties that have not been finished continue into the next period. The time is counted down only for the first two penalties of each team, while the others are on hold; also, whenever there are more than one penalty at a time, the B-type ones are always managed first.

Penalty A
(2:00)

Penalty B
(3:00)

These keys assign the players the time penalties with the values (shown in parentheses) programmed from the sport setup menu:

- using the alphanumeric keys, enter the player number [0-99] that the penalty is to be assigned to and
- then confirm by pressing .

Penalty
reset

Deletes any first A-type time penalty from the current ones.

To modify the current game data, press the keys  → : the following functions appear.

Change
team score

Changes the current team score:

- using the alphanumeric keys, enter the new score [0-99] and confirm by pressing .

Change
penalty

Changes the data for a penalty assigned to a player:

- press the key repeatedly until the penalty you want to change is highlighted;
- using the alphanumeric keys, enter the new player number [0-99] or leave the current one and then confirm by pressing .
- then repeat to enter the minutes [0-99] and the seconds [0-59].

9.3 GAME AND INTERVAL TIMES

The current game or interval time is displayed on the Console screen in minutes, seconds and tenths of a second; the following appear below this in smaller characters:

- the time loaded at the start,
- the type of count, up [↑] or down [↓],
- a 'G' or 'P' to indicate whether it is showing the game (**G**ame) or the interval (**P**ause).

To start, stop and restart the timer, use the special console (**Item 232: Time Console-02**, see section 1.3), or press the key

START
STOP

Game-clock.

In the sport setup menu, the sound can be set to go before the end of the interval as well as at the end of the game.

To load or change the game time, press the keys  →  and then use the following multi-function keys.

Game time A
(20:00)

Game time B
(10:00)

Game time C
(3:00)

These keys load the game time with one of the three programmed values (shown in parentheses) in the sport setup menu.

- Change game time** Changes the current game time:
- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing ;
 - then repeat these steps to enter the seconds [0-59].
- Count up/down** Switches the time count mode from increasing [] to decreasing [] and the other way around.
- Time sequence +1** Loads the time (game or interval) that comes after the current period from the sequence of periods defined in the setup menu (see section 4.5).
- Time sequence -1** Loads the period of time (game or interval) that comes before the current period in the sequence of periods defined in the setup menu.

To load or change the interval time, press the key  followed by  and then use the following multi-function keys.

- Interval time D (15:00)** **Interval time E (40:00)** **Interval time F (20:00)** These keys load the interval time with one of the three programmed values (shown in parentheses) in the sport setup menu.
- Change interval time** Changes the current interval time:
- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing ;
 - then repeat these steps to enter the seconds [0-59].
- Count up/down** Switches the time count mode from increasing [] to decreasing [] and the other way around.

9.4 TIMEOUT

From the sport setup menu, a sound effect can be programmed to announce that the timeout period is about to expire.

The timeout is displayed in the place of the game clock; to control it, press the key  → : the following multi-function keys appear.

- Load time-out (0:60)** Loads the timeout with the value (shown between parentheses) programmed from the sport setup menu.
- Start/Stop time-out** Starts, stops and restarts the timeout clock.
- Time-outs +1** Turns on and off the indicator of timeout used.
- Change time-out** Changes the current timeout value:
- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing .
- On/Off time-out** Stops the timeout clock and toggles the timeout display on and off.

10. HANDBALL

10.1 PROGRAMMING THE PARAMETERS

Press the keys  → : see section 4.1 to select the sport and change the following parameters:

1. Three **game times** (A, B, C): duration [0-99 minutes : 0-59 seconds] and count up or down [↑ - ↓].
2. Three **interval times** (D, E, F): duration [0-99 minutes : 0-59 seconds] and count up or down [↑ - ↓].
3. **End of interval warning sound** (D, E, F): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
4. **Timeout**: duration [0-99 seconds], count up or down [↑ - ↓].
5. **End of timeout warning sound**: time remaining [0-99 seconds]; set to zero to deactivate it.
6. One **penalty time** for the players (A): duration [0-99 minutes: 0-59 seconds] and count up or down [↑ - ↓].
7. **Player statistics**: enable [Yes] and disable [No] handling; when enabled, the fouls and points of all the players are displayed and managed by the console.
8. **Tenths of a second display** in the last minute of the game for the final count-down: enable [Yes] and disable [No].
9. **End of game sound effect**: duration [0-4 seconds].

10.2 SETTING POINTS AND FOULS

The main points and fouls menu is accessed by pressing the keys  → : the multi-function keys that are displayed depend on whether the player statistics are activated or deactivated. The team points can be changed quickly by using the red keys [, , , ].

Up to 5 time penalties per team can be assigned simultaneously, with each penalty associated with a player; since the penalty countdown happens during the game time and not during the interval, the penalties that have not been finished continue into the next period.

 **Player warning** Toggles the first penalty indicator [] for a player on and off on the Console and on the scoreboard, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the number of the player that has received the penalty [0-99] and confirm by pressing .

 **Player exclusion** Toggles the indicator of a player's fifth send-off foul on and off, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the number [0-99] to be sent off from the ones appearing in the statistics box and then confirm by pressing .

 **Penalty A (2:00)** Assigns a time penalty to a player with the value (shown between parentheses) programmed from the sport setup menu:

- with the alphanumeric keys, enter the player number [0-99] to be assigned the foul from the ones appearing in the statistics box and then confirm with .

A new indicator [] associated with the player's fouls lights up, only if the player statistics function has been activated; the third penalty also activates the indicator for the player send-off.

 **Player in/out** Toggles the player on-field status indicator on and off [], only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .

To modify the current game data, press the keys  → : the following functions appear.

 **Change team score** Changes the current team score:

- using the alphanumeric keys, enter the new score [0-99] and confirm by pressing .

 **Change player points** Changes the points scored by a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .
- then repeat these steps to enter the new score [0-99].

 **Change player fouls** Changes the number of fouls assigned to a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .
- then repeat these steps to enter the new number of fouls [0-5].

- Change penalty** Changes the data for a penalty assigned to a player:
- press the key repeatedly until the penalty you want to change is highlighted;
 - using the alphanumeric keys, enter the new player number [0-99] or leave the current one and then confirm by pressing **ENTER**;
 - then repeat to enter the minutes [0-99] and the seconds [0-59].

Only if the player statistics function has been activated, to increase or decrease the points of the individual player, press the keys **Main Menu** → **PLAYER POINTS**: the following function appear.

- Player points -1** **Player points +3** **Player points +2** **Player points +1** Press the keys corresponding to the points to add at the player, then using the alphanumeric keys, enter the player number [0-99] and then confirm by pressing **ENTER**.

10.3 GAME AND INTERVAL TIMES

The current game or interval time is displayed on the Console screen in minutes, seconds and tenths of a second; the following appear below this in smaller characters:

- the time loaded at the start,
- the type of count, up [↑] or down [↓],
- a 'G' or 'P' to indicate whether it is showing the game (**G**ame) or the interval (**P**ause).

To start, stop and restart the timer, use the special console (**Item 232: Time Console-02**, see section 1.3), or press the key **START STOP** **Game-clock**.

In the sport setup menu, the sound can be set to go before the end of the interval as well as at the end of the game.

To load or change the game time, press the keys **Times Menu** → **GAME TIME** and then use the following multi-function keys.

- Game time A (20:00)** **Game time B (10:00)** **Game time C (5:00)** These keys load the game time with one of the three programmed values (shown in parentheses) in the sport setup menu.

- Change same time** Changes the current game time:
- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing **ENTER**;
 - then repeat these steps to enter the seconds [0-59].

- Count up/down** Switches the time count mode from increasing [↑] to decreasing [↓] and the other way around.

- Time sequence +1** Loads the time (game or interval) that comes after the current period from the sequence of periods defined in the setup menu (see section 4.5).

- Time sequence -1** Loads the period of time (game or interval) that comes before the current period in the sequence of periods defined in the setup menu.

To load or change the interval time, press the key **Times Menu** followed by **INTERVAL TIME** and then use the following multi-function keys.

- Interval time D (15:00)** **Interval time E (40:00)** **Interval time F (20:00)** These keys load the interval time with one of the three programmed values (shown in parentheses) in the sport setup menu.

- Change interval time** Changes the current interval time:
- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing **ENTER**;
 - then repeat these steps to enter the seconds [0-59].

- Count up/down** Switches the time count mode from increasing [↑] to decreasing [↓] and the other way around.

10.4 TIMEOUT

From the sport setup menu, a sound effect can be programmed to announce that the timeout period is about to expire.

The timeout is displayed in the place of the game clock; to control it, press the key **Main Menu** → **TIME-OUT**: the following multi-function keys appear.



Loads the timeout with the value (shown between parentheses) programmed from the sport setup menu.



Starts, stops and restarts the timeout clock.



Sequentially lights up the timeout indicators one by one until they have all been used up.



Changes the current timeout value:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing .



Stops the timeout clock and toggles the timeout display on and off.

11. WATER POLO**11.1 PROGRAMMING THE PARAMETERS**

Press the keys  → : see section 4.1 to select the sport and change the following parameters:

1. Three **game times** (A, B, C): duration [0-99 minutes : 0-59 seconds] and count up or down [ - .
2. Three **interval times** (D, E, F): duration [0-99 minutes : 0-59 seconds] and count up or down [ - .
3. **End of interval warning sound** (D, E, F): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
4. **Offence time** (Shot clock): duration [0-99 seconds] and count up or down [ - .
5. **Timeout**: duration [0-99 seconds], count up or down [ - .
6. **End of timeout warning sound**: time remaining [0-99 seconds]; set to zero to deactivate it.
7. Two **penalty times** for the players (A, B): duration [0-99 minutes: 0-59 seconds] and count up or down [ - .
8. **Player statistics**: enable [Yes] and disable [No] handling; when enabled, the fouls and points of all the players are displayed and managed by the console.
9. **Tenths of a second display** in the last minute of the game for the final count-down: enable [Yes] and disable [No].
10. **End of game sound effect**: duration [0-4 seconds].

11.2 SETTING POINTS AND FOULS

The main points and fouls menu is accessed by pressing the keys  → : the multi-function keys that are displayed depend on whether the player statistics are activated or deactivated. The team points can be changed quickly by using the red keys [, , , .

Up to 5 time penalties per team can be assigned simultaneously, with two different durations (indicated as A and B) and each one is associated with a player; since the penalty countdown happens during the game time and not during the interval, the penalties that have not been finished continue into the next period.

Penalty A
(2:00)

Penalty B
(3:00)

These keys assign the players the time penalties with the values (shown in parentheses) programmed from the sport setup menu:

- using the alphanumeric keys, enter the player number [0-99] that the penalty is to be assigned to and
- then confirm by pressing .

Penalty
reset

Deletes any first A-type time penalty from the current ones.

Player fouls
+1

Increases the number of fouls assigned to a player [0-3], only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .

A new indicator [] is activated next to the player's fouls.

To modify the current game data, press the keys  → : the following functions appear.

Change
team score

Changes the current team score:

- using the alphanumeric keys, enter the new score [0-99] and confirm by pressing .

Change
player
points

Changes the points scored by a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .
- then repeat these steps to enter the new score [0-99].

Change
penalty

Changes the data for a penalty assigned to a player:

- press the key repeatedly until the penalty you want to change is highlighted;
- using the alphanumeric keys, enter the new player number [0-99] or leave the current one and then confirm by pressing .
- then repeat to enter the minutes [0-99] and the seconds [0-59].

Change
player
fouls

Changes the number of fouls assigned to a player, only if the player statistics function has been activated:

- using the alphanumeric keys, enter the player number [0-99] from the ones appearing in the statistics box and then confirm by pressing .
- then repeat these steps to enter the new number of fouls [0-3].

11.3 GAME AND INTERVAL TIMES

The current game or interval time is displayed on the Console screen in minutes, seconds and tenths of a second; the following appear below this in smaller characters:

- the time loaded at the start,
- the type of count, up [↑] or down [↓],
- a 'G' or 'P' to indicate whether it is showing the game (Game) or the interval (Pause).

To start, stop and restart the timer, use the special console (Item 232: Time Console-02, see section 1.3), or press the key

START STOP Game-clock.

In the sport setup menu, the sound can be set to go before the end of the interval as well as at the end of the game.

To load or change the game time, press the keys **Times Menu** → **GAME TIME** and then use the following multi-function keys.

Game time A (20:00) **Game time B (10:00)** **Game time C (5:00)** These keys load the game time with one of the three programmed values (shown in parentheses) in the sport setup menu.

Change same time Changes the current game time:
 • using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing **ENTER**;
 • then repeat these steps to enter the seconds [0-59].

Count up/down Switches the time count mode from increasing [↑] to decreasing [↓] and the other way around.

Time sequence +1 Loads the time (game or interval) that comes after the current period from the sequence of periods defined in the setup menu (see section 4.5).

Time sequence -1 Loads the period of time (game or interval) that comes before the current period in the sequence of periods defined in the setup menu.

To load or change the interval time, press the key **Times Menu** followed by **INTERVAL TIME** and then use the following multi-function keys.

Interval time D (15:00) **Interval time E (40:00)** **Interval time F (20:00)** These keys load the interval time with one of the three programmed values (shown in parentheses) in the sport setup menu.

Change interval time Changes the current interval time:
 • using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing **ENTER**;
 • then repeat these steps to enter the seconds [0-59].

Count up/down Switches the time count mode from increasing [↑] to decreasing [↓] and the other way around.

Only if the player statistics function has been activated, to increase or decrease the points of the individual player, press the keys **Main Menu** → **PLAYER POINTS**: the following function appear.

Player points -1 **Player points +3** **Player points +2** **Player points +1** Press the keys corresponding to the points to add at the player, then using the alphanumeric keys, enter the player number [0-99] and then confirm by pressing **ENTER**.

11.4 OFFENCE TIME (SHOT CLOCK)

When managing the offence (or possession) time, the external console (Item 232: Time Console-02, see 1.3) overrides the commands given directly by the **CONSOLE-320**.

- The key **LOAD** loads the timer with the value programmed in the setup menu; when the timer is stopped, the shot clock display turns off.
- The key **START STOP** **Shot Clock** starts and stops the timer; when the time expires, the sound effect is produced by the display device.

Other actions are available by pressing the keys **Times Menu** → **SHOT CLOCK**: the following multi-function keys appear.

Shot clock sound Manually activates the sound effect produced by the shot clock display device.

 Stops the shot clock timer and toggles the shot clock display on and off.

 Changes the current shot clock time:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing .

11.5 TIMEOUT

From the sport setup menu, a sound effect can be programmed to announce that the timeout period is about to expire.

The timeout is displayed in the place of the game clock; to control it, press the key  → : the following multi-function keys appear.

 Loads the timeout with the value (shown between parentheses) programmed from the sport setup menu.

 Starts, stops and restarts the timeout clock.

 Sequentially lights up the timeout indicators one by one until they have all been used up.

 Changes the current timeout value:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing .

 Stops the timeout clock and toggles the timeout display on and off.

12. TENNIS

The scoreboard displays the points for the current game on the team scores while the set score is shown in place of the game clock, the number of the current set is shown in the period display and the sets won by each player are also lit up on the timeout display.

12.1 PROGRAMMING THE PARAMETERS

Press the keys  → : see section 4.1 to select the sport and change the following parameters:

1. Two **interval times** (D, E): duration [0-99 minutes : 0-59 seconds] and count up or down [ - .
2. **End of interval warning sound** (D, E): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
3. **Timeout**: duration [0-99 seconds], count up or down [ - .
4. **End of timeout warning sound**: time remaining [0-99 seconds]; set to zero to deactivate it.

12.2 SETTING POINTS

The main points menu is accessed by pressing the keys  → . Current game points (0 → 15 → 30 → 40 → Ad) can be quickly changed using the red keys [, , , .

The scores for the sets from 1 to 4 are automatically updated to the current value when the key  is pressed, i.e., when passing to the following set.

 Increases the score of the current set, which is displayed at the center of the console screen and on the scoreboard game clock.

 Activates and deactivates the Tie-Break score function, shown on the scoreboard when the Bonus is lit up, which can then be added to or subtracted from using the values shown on the red keys.

To modify the current game data, press the keys  → : the following functions appear.

 Changes the points scored by a player:
 • using the alphanumeric keys, enter the new score [0-99] and confirm by pressing .

 Changes the score of the current set.

 Changes the score of a set:
 • using the alphanumeric keys, enter the player number [0-99] and confirm by pressing ;
 • then repeat these steps to enter the new score [0-99].

12.3 GAME AND INTERVAL TIMES

Usually the game or interval time (in minutes and seconds) is not shown on the Console screen and on the scoreboard, but it is possible to activate its display (instead of the current set) by pressing  → .

To start, stop and restart the timer, use the special console (**Item 232: Time Console-02**, see section 1.3), or press the key  **Game-clock**.

From the sport setup menu, an end of interval warning sound can also be set to sound before the end of the interval.

To change the game time, press the keys  →  and then use the multi-function keys.

 Resets the game time to zero.

 Changes the current game time:
 • using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing ;
 • then repeat these steps to enter the seconds [0-59].

 Toggles the display of the game time on and off.

To load or change the interval time, press the key  followed by  and then use the following multi-function keys.

  These keys load the interval time with one of the two programmed values (shown in parentheses) in the sport setup menu.

Change interval time Changes the current interval time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing ;
- then repeat these steps to enter the seconds [0-59].

Count up/down Switches the time count mode from increasing [] to decreasing [] and the other way around.

On/Off interval time Toggles the display of the interval time on and off.

12.4 TIMEOUT

From the sport setup menu, a sound effect can be programmed to announce that the timeout period is about to expire.

The timeout is displayed in the place of the game clock; to control it, press the key  → : the following multi-function keys appear.

Load time-out (0-60) Loads the timeout with the value (shown between parentheses) programmed from the sport setup menu.

Start/Stop time-out Starts, stops and restarts the timeout clock.

Change time-out Changes the current timeout value:

- using the alphanumeric keys, enter the seconds [0-99] and then confirm by pressing .

On/Off time-out Stops the timeout clock and toggles the timeout display on and off.

13. FOOTBALL

13.1 PROGRAMMING THE PARAMETERS

Press the keys **Setup Menu** → **SPORT**: see section 4.1 to select the sport and change the following parameters:

1. Three **game times** (A, B, C): duration [0-99 minutes : 0-59 seconds] and count up or down [↑ - ↓].
2. Three **interval times** (D, E, F): duration [0-99 minutes : 0-59 seconds] and count up or down [↑ - ↓].
3. **End of interval warning sound** (D, E, F): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
4. **End of game sound effect**: duration [0-4 seconds].

13.2 SETTING POINTS

The main points and fouls menu is accessed by pressing the keys **Main Menu** → **TEAM SCORE**. The team points can be changed quickly by using the red keys [+1 Point], [+2 Point], [+3 Point], [-1 Point].

To modify the current game data, press the keys **Main Menu** → **CHANGE FOULS POINTS**: the following functions appear.

Change team score Changes the current team score:
 • using the alphanumeric keys, enter the new score [0-99] and confirm by pressing **ENTER**.

13.3 GAME AND INTERVAL TIMES

The current game or interval time is displayed on the Console screen in minutes, seconds and tenths of a second; the following appear below this in smaller characters:

- the time loaded at the start,
- the type of count, up [↑] or down [↓],
- a 'G' or 'P' to indicate whether it is showing the game (**G**ame) or the interval (**P**ause).

To start, stop and restart the timer, use the special console (**Item 232: Time Console-02**, see section 1.3), or press the key

START STOP **Game-clock**.

In the sport setup menu, the sound can be set to go before the end of the interval as well as at the end of the game.

To load or change the game time, press the keys **Times Menu** → **GAME TIME** and then use the following multi-function keys.

Game time A (20:00) **Game time B (10:00)** **Game time C (5:00)** These keys load the game time with one of the three programmed values (shown in parentheses) in the sport setup menu.

Change game time Changes the current game time:
 • using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing **ENTER**;
 • then repeat these steps to enter the seconds [0-59].

Count up/down Switches the time count mode from increasing [↑] to decreasing [↓] and the other way around.

Time sequence +1 Loads the time (game or interval) that comes after the current period from the sequence of periods defined in the setup menu (see section 4.5).

Time sequence -1 Loads the period of time (game or interval) that comes before the current period in the sequence of periods defined in the setup menu.

To load or change the interval time, press the key **Times Menu** followed by **INTERVAL TIME** and then use the following multi-function keys.

Interval time D (15:00) **Interval time E (40:00)** **Interval time F (20:00)** These keys load the interval time with one of the three programmed values (shown in parentheses) in the sport setup menu.

Change interval time Changes the current interval time:
 • using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing **ENTER**;
 • then repeat these steps to enter the seconds [0-59].

Count up/down Switches the time count mode from increasing [↑] to decreasing [↓] and the other way around.

14. RUGBY**14.1 PROGRAMMING THE PARAMETERS**

Press the keys  → : see section 4.1 to select the sport and change the following parameters:

1. Three **game times** (A, B, C): duration [0-99 minutes : 0-59 seconds] and count up or down [ - .
2. Three **interval times** (D, E, F): duration [0-99 minutes : 0-59 seconds] and count up or down [ - .
3. **End of interval warning sound** (D, E, F): time left in the period [0-99 minutes: 0-59 seconds]; set to zero to deactivate it.
4. One **penalty time** for the players (A): duration [0-99 minutes: 0-59 seconds] and count up or down [ - .
5. **End of game sound effect**: duration [0-4 seconds].

14.2 SETTING POINTS AND FOULS

The main points and fouls menu is accessed by pressing the keys  → . The team points can be changed quickly by using the red keys [, , , .

Up to 5 time penalties per team can be assigned simultaneously, with each penalty associated with a player; since the penalty countdown happens during the game time and not during the interval, the penalties that have not been finished continue into the next period.

 Assigns a time penalty to a player with the value (shown between parentheses) programmed from the sport setup menu:

- with the alphanumeric keys, enter the player number [0-99] to be assigned the foul from the ones appearing in the statistics box and then confirm with .

To modify the current game data, press the keys  → : the following functions appear.

 Changes the current team score:

- using the alphanumeric keys, enter the new score [0-99] and confirm by pressing .

 Changes the data for a penalty assigned to a player:

- press the key repeatedly until the penalty you want to change is highlighted;
- using the alphanumeric keys, enter the new player number [0-99] or leave the current one and then confirm by pressing .
- then repeat to enter the minutes [0-99] and the seconds [0-59].

14.3 GAME AND INTERVAL TIMES

The current game or interval time is displayed on the Console screen in minutes, seconds and tenths of a second; the following appear below this in smaller characters:

- the time loaded at the start,
- the type of count, up [] or down [.
- a 'G' or 'P' to indicate whether it is showing the game (**G**ame) or the interval (**P**ause).

To start, stop and restart the timer, use the special console (**Item 232: Time Console-02**, see section 1.3), or press the key

 **Game-clock**.

In the sport setup menu, the sound can be set to go before the end of the interval as well as at the end of the game.

To load or change the game time, press the keys  →  and then use the following multi-function keys.

   These keys load the game time with one of the three programmed values (shown in parentheses) in the sport setup menu.

 Changes the current game time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing .
- then repeat these steps to enter the seconds [0-59].

 Switches the time count mode from increasing [] to decreasing [] and the other way around.

 Loads the time (game or interval) that comes after the current period from the sequence of periods defined in the setup menu (see section 4.5).



Loads the period of time (game or interval) that comes before the current period in the sequence of periods defined in the setup menu.

To load or change the interval time, press the key  followed by  and then use the following multi-function keys.



These keys load the interval time with one of the three programmed values (shown in parentheses) in the sport setup menu.



Changes the current interval time:

- using the alphanumeric keys, enter the minutes [0-99] and then confirm by pressing 
- then repeat these steps to enter the seconds [0-59].



Switches the time count mode from increasing [] to decreasing [] and the other way around.