ULTRA SCORE
SOFTWARE MANUAL

1. Introduce

This is a match scoring system for stadiums, which is suitable for multiple matches. Its functions include: match management, scoring, timing, statistics reporting, advertisement displaying, etc.

We provide professional scoring function for multiple matches, including ball games, combat, athletics, gymnastics, aquatic, winter sport and so on. This system has been used successfully in many sports-events held by a large number of domestic and international gymnasiums.

Applications:

Ball: basketball, soccer, volleyball, tennis, table-tennis, badminton, handball, beach-handball, baseball, softball, futsal, cricket, rugby football, american football, aussie-rules football, field-hockey, netball, lawn bowls

Combat: boxing, wrestling, wushu, judo, jujitsu, karate, taekwondo

Athletics: track, field, marathon

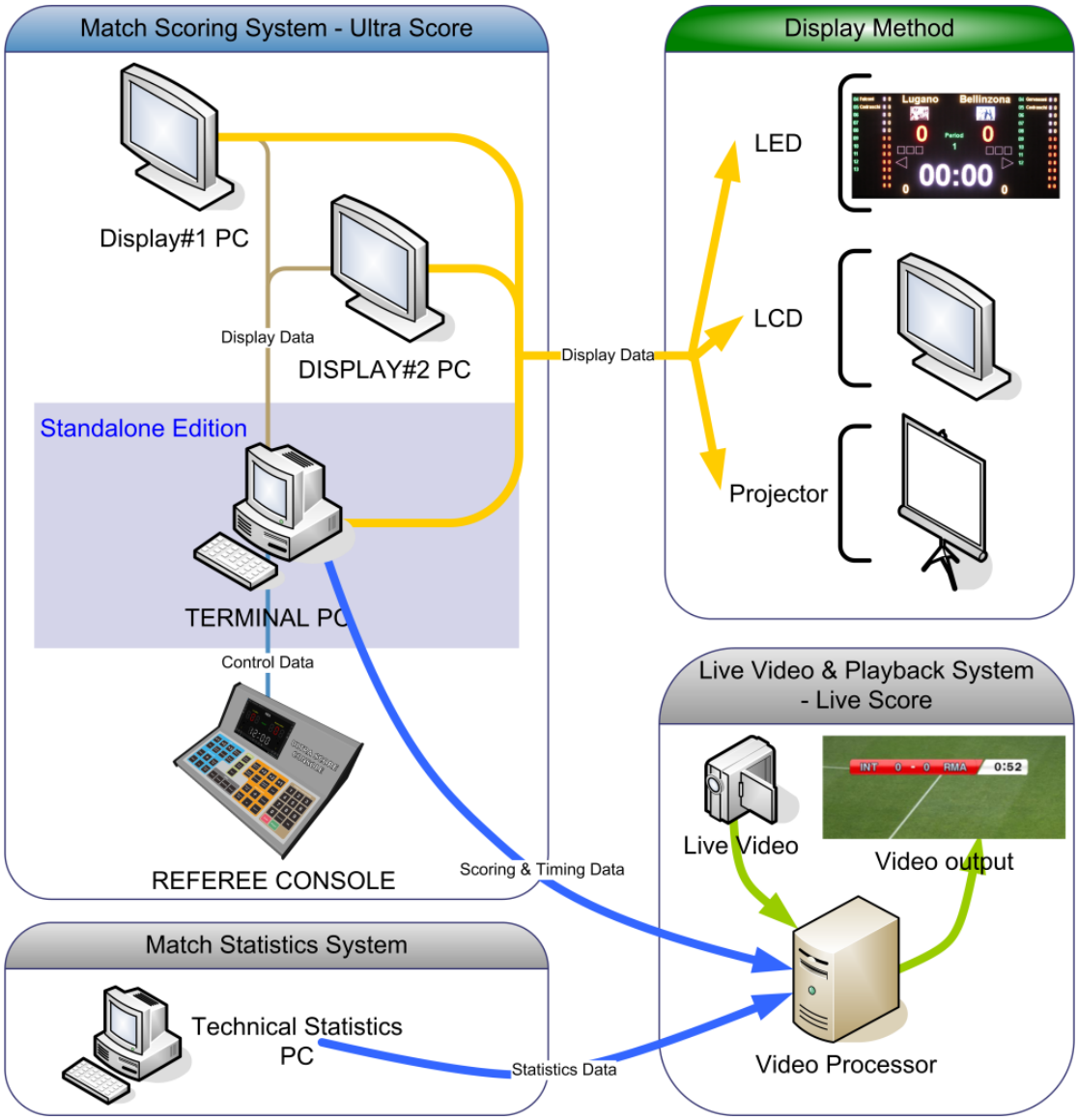
Gymnastics: gymnastics, health-fitness

Aquatic: swimming, water-polo, synchronized swimming, diving

Ice: ice-hockey, bandy, ice-speed-skating, figure-skating, curling, skiling

Misc: equestrian, horse racing, cycling, rowing, skating, karting, billiard, weightlifting

1.1 System Diagram



This system is composed by several modules, they are: **Terminal**, **Remote Display**.

- **Terminal PC**

The core of the system, which takes charge of all the match management and scoring functions.

- **Display PC**

The unattended PC is for display the scoreboard and the media contents onto the screen. (Only in network edition, optional)

We provide three editions of this system: **Standalone Edition**, **Standard Network Edition** and **Professional Network Edition.**

Standalone Edition: Match management, Scoring, and Media display functions, all in one installed on a PC. The referee must operate on the PC for display directly.

It is suitable for the stadium where has just one screen, which doesn't have strict needs of the scoring and timing accuracy.

Standard Network Edition: Score terminal and media player functions can be installed on 2 PCs respectively. So that one independent PC can be setup on the courtside special for referee's operation, the other PC running as media player to manage the LED display.

It is suitable for the stadium where has one screen, needs to do the scoring and timing on the courtside.

Professional Network Edition: Except the function of score terminal, 1-3 media players can be equipped on PCs separately, in order to display different contents on several LED screens.

It is suitable for the stadium where has more than 2 screens where referee need to do scoring on the courtside and LED screens need to display different contents separately. (For example, one LED screen is for scoreboard and another is for advertising or player info).

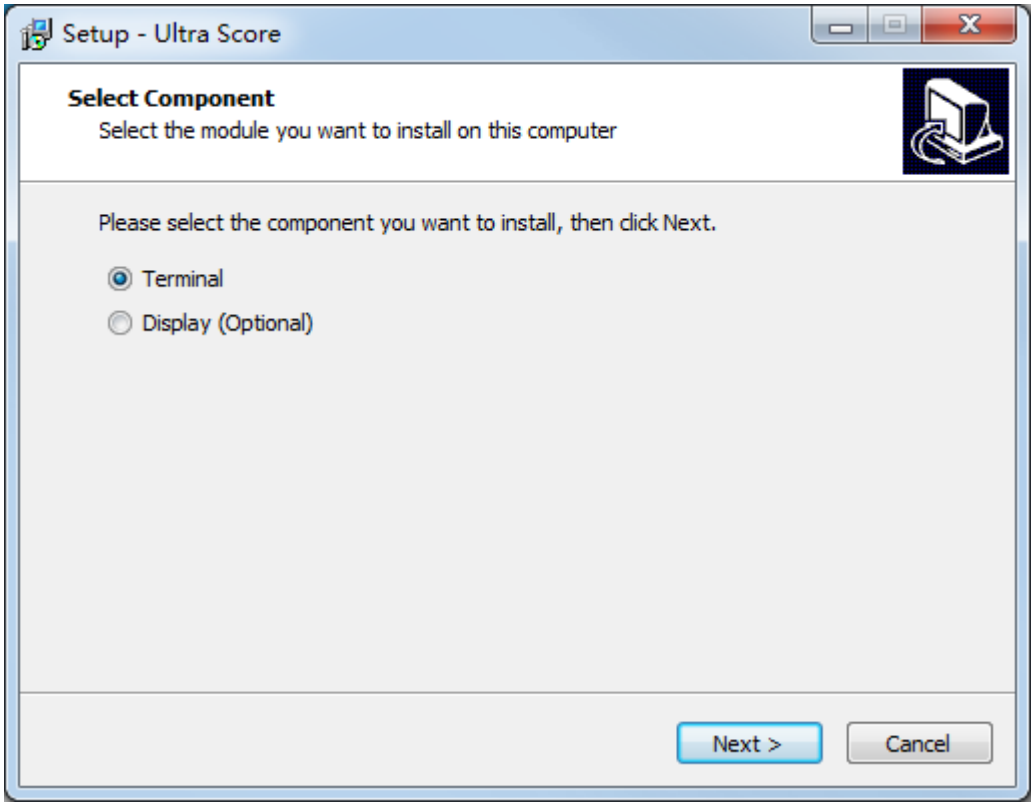
1.2 Main Functions

- **Professional scoreboard**
  Scoring and timing operation, the layout of scoreboard meets the international game rules.
- **Scoring function**
  Includes the operation and display of teams and players' point, foul and substitutions.
- **Timing function**
  Includes the operation and display of game time, pause time, break time, count down time and system time.
- **Referee control**
  Referees can make score on a special score console or by using a shortcut on the keyboard.
- **Powerful media player**
  It supports a variety of media formats. It is easy to switch between the scoreboard and video.
- **Notification**
  It supports roll to display various notifications on the screen which allows to set the speed, colors, fonts freely.
- **Customization**
  All contents in the scoreboard including fonts, color and layout can be modified to meet the effect of clients' needs.
- **Self-adaptation**
  With easy configuration，score information can be displayed on kinds of LED and LCD screen by using this system which can adapt the score layout to any sizes of screen automatically.
- **Security:**
  Auto backup function will help you recover the match immediately from the computer fault.

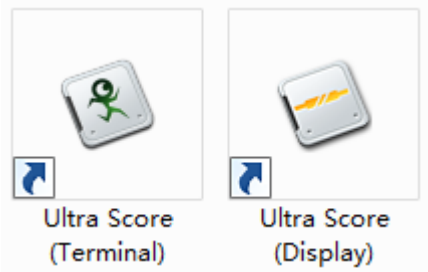
1.3 Installation

Insert installation CD into your CD-ROM, and run the installation file. Choose the install language, click “OK” and then “Next”.

For network edition you will see the module choose dialog before your installation, just select the module you want to install on the current computer, and click “Next” button.



After finishing the installation, the software icon will appear on the desktop. Double click the icon to start the program:



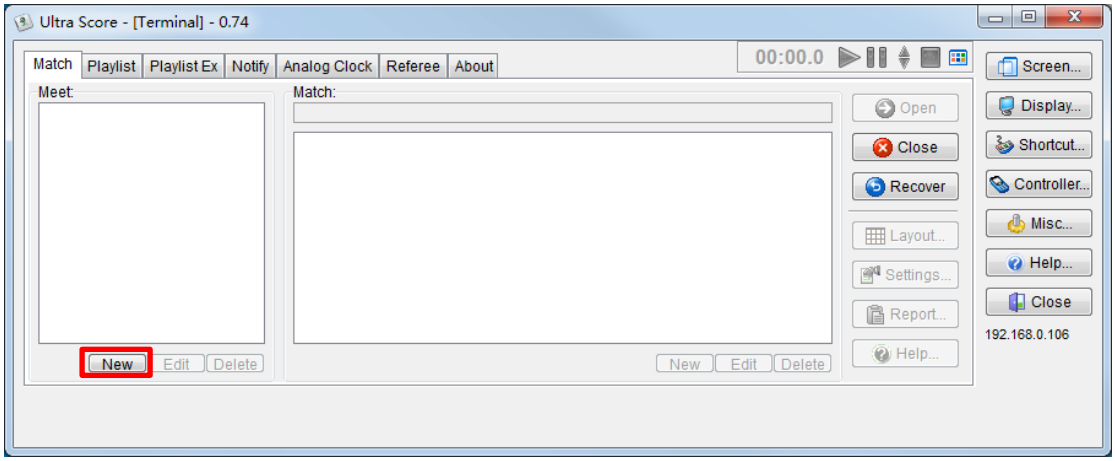
Notice: Please make sure you have plugged in the USB dongle key into the PC before running the “Terminal” program.

2. Quick Guide

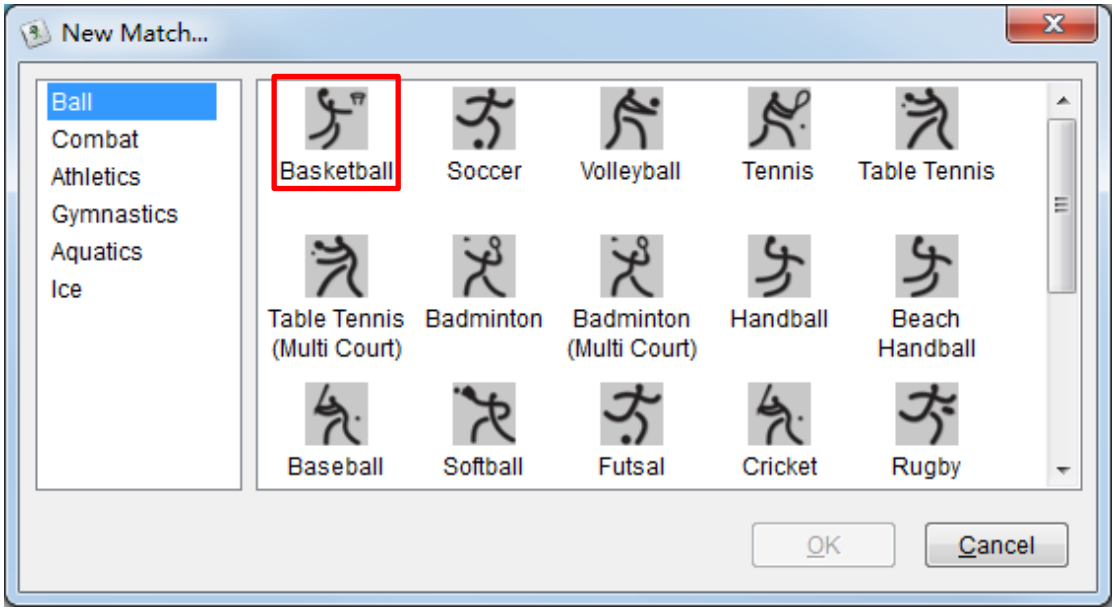
Please refer to the following steps to learn the quick start of the software. We will take basketball as an example. And the other match operations are similar to the basketball.

2.1 Create the Meet Info

Open the terminal software, you will see the “Match” tab first. Click the “New” button below the meet list to create a new meet.

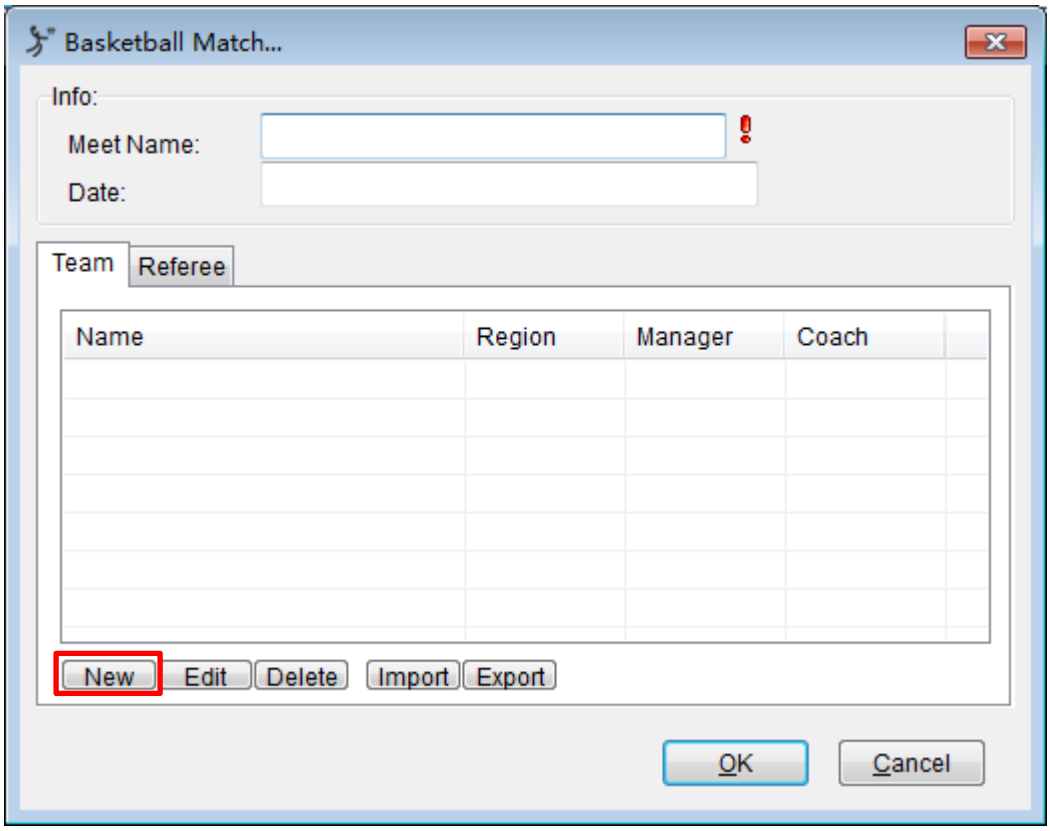


Choose the “Ball” as type of the meet and select the “Basketball” item at the right list. Then click the “OK” button.



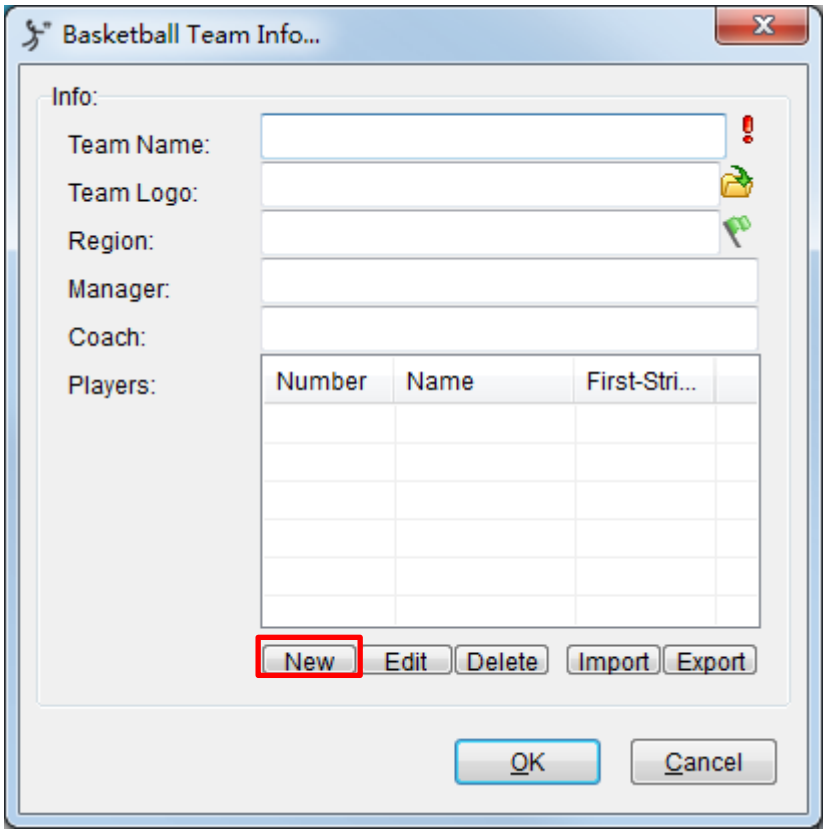
Input the information of the meet. For example, we set the “Meet Name” as “2017 World Championship”.

Click the “New” button below the “Team” tab, there will appear the “Basketball Team Info” dialog.

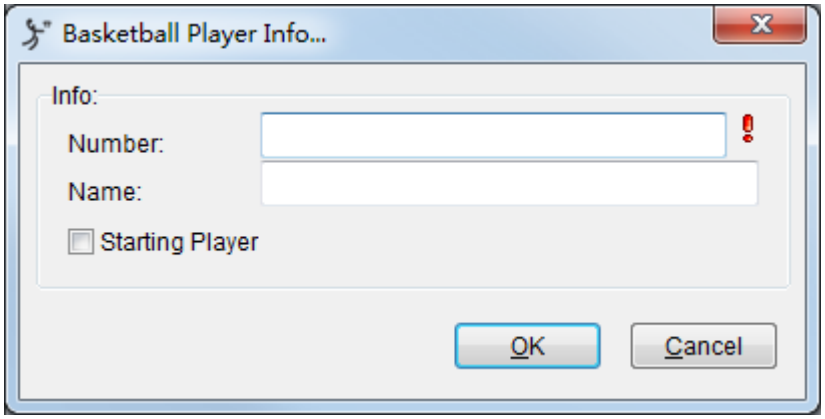


Notice: The item labeled ! must be filled.

Input the team info then click the “New” button to create the players’ info.



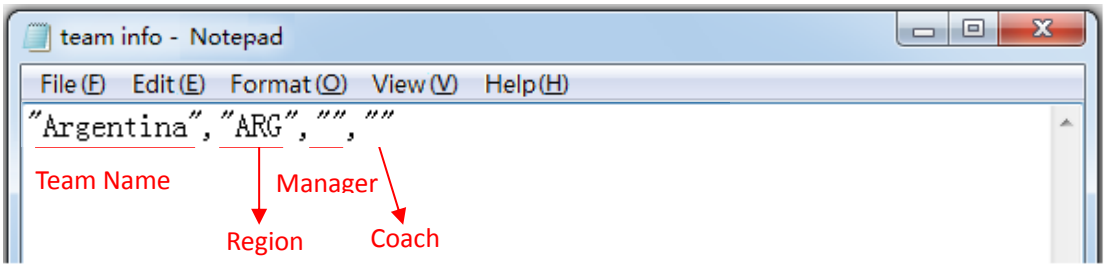
Then create all players’ information of the team.



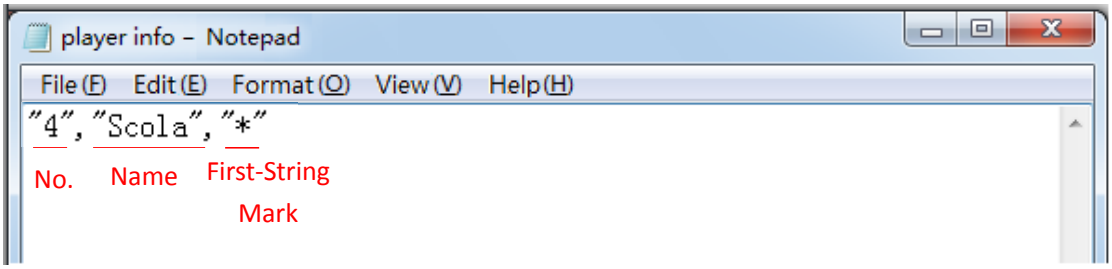
At the same time, click the "edit" or "delete" buttons can modify or delete the information of the established players or teams.

For batch information input, just make the information of the team and players into a “*.txt” file in advance, then click the "import" button to import the external files in bulk directly.
When finish inputting, click "export" button can store the information of the existing teams, players and referees as a text file.

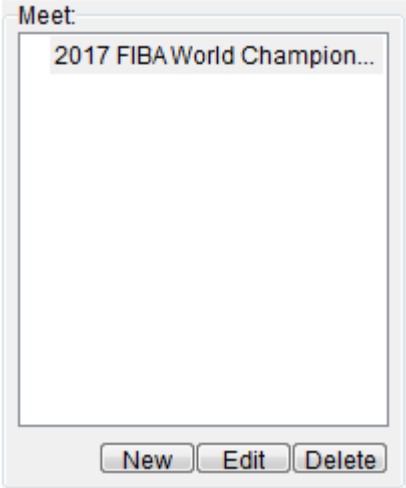
Here is the sample of the text file:



The form of a player text is similar to the team text.



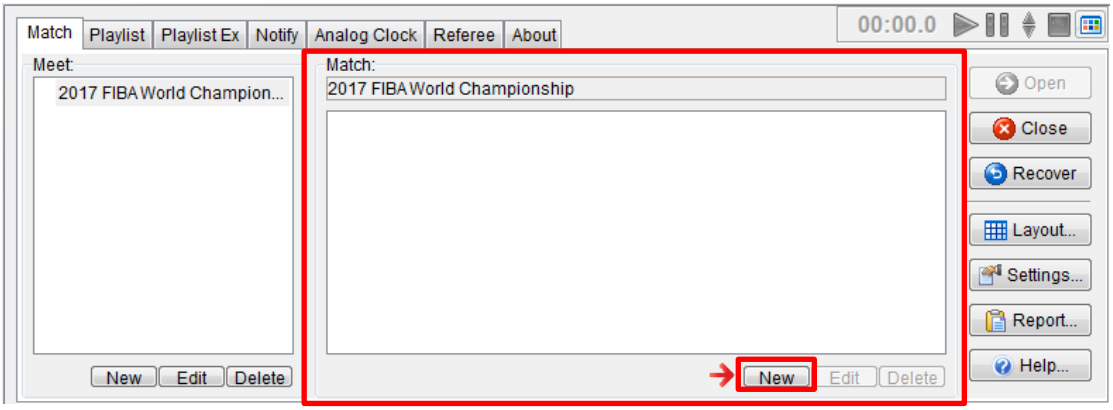
After creating the meet info, we will see "2017 FIBA World Championship" meet in the list.



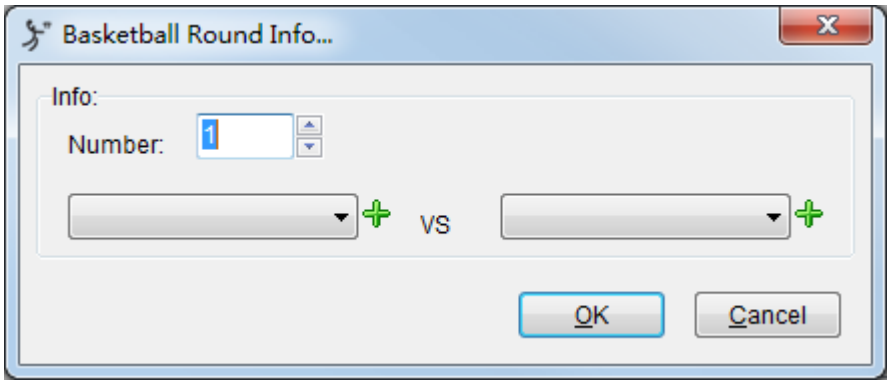
2.2 Create the Match Info

Select the meet name from the list. We take “2017 FIBA World Championship” that we just created as example, then create the match information in match list.

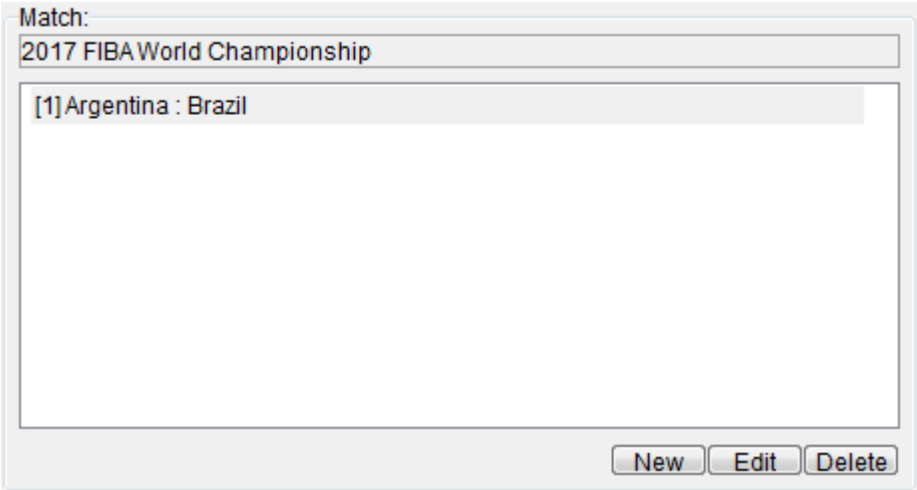
Click “New” button in the match list.



In this dialog, just select established team from the dropdown list, ort press the “+” button to create a new team info.



The created match will appear in the match list. Press the “Edit” button can modify the match, and “Delete” button can remove the match.



2.3 Open and Close the Match

After creating the meet and match, just select a match in the list, and then press the “Open” button.

The scoreboard and the referee control panel will be shown as follow:

Just click the “Close” button to close the match.

2.4 General features

2.4.1 Match Timer

For some matches, switch the following buttons can control the match timer.

: Start the timer.

: Pause the timer.

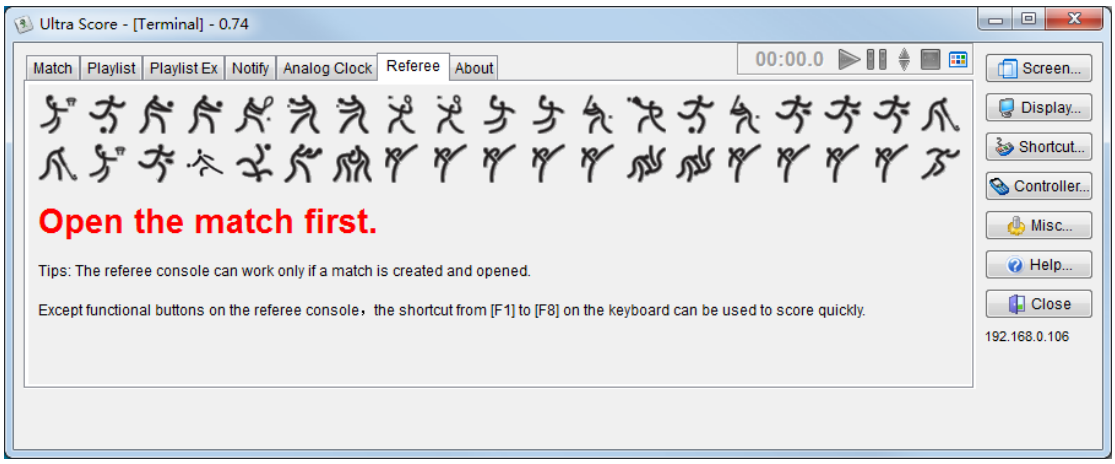
: Adjust the time with one second when the timer is paused.

: Stop the timer.

: Advanced function for the timer.

2.4.2 Referee

The referee control panel is on the “Referee” tab of the Terminal. When no match is open, it will show the hint “Open the match first”.



Once open a match, the referee control panel will be shown as follow:

There is a group of buttons with the icon on the top of the referee control panel which can switch between several screens on the scoreboard. For example, the basketball has 5 screens: “SCORE”, “SCORE”, “PLAYER”, “REFEREE”, “STATS”, they will be shown as follow:

The “SCORE” screen:

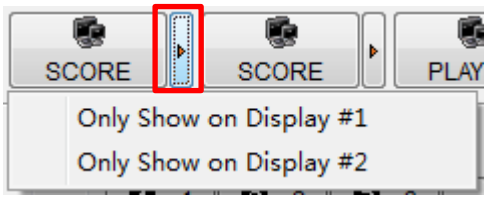
The “SCORE” screen:

The “PLAYER” screen:

The “REFEREE” screen:

The “STATS” screen:

In network edition, press the button can switch the screen for each independent remote display:

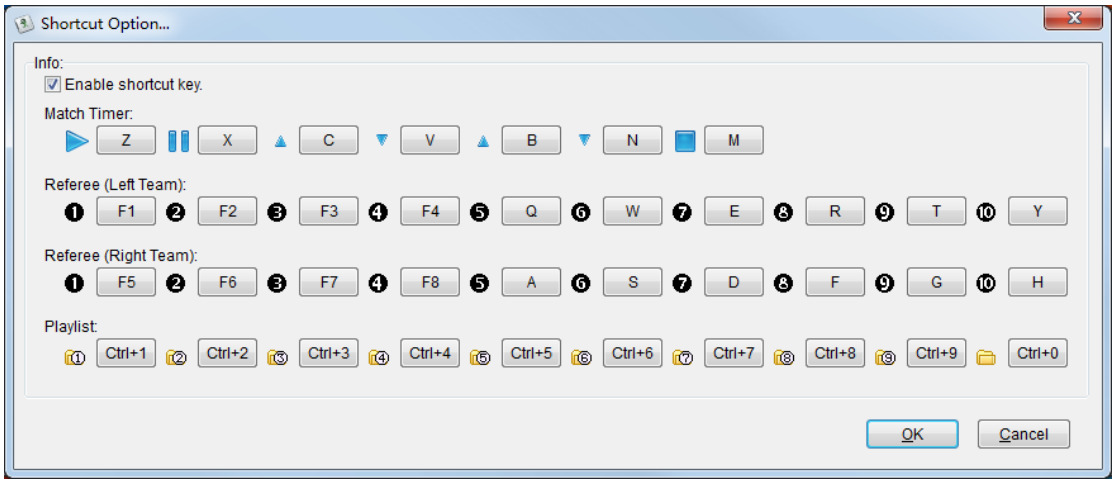


If choosing “Only Show on Display #1”, the current information can be shown on the “Display #1” and the “Referee” terminal. And if choosing “Only Show on Display #2”, the information only can be shown on the” Display #2”.

Notice: The function “Only Show on Display #2” only can be used in Professional Network Edition.

There are some numeric icons on the referee control panel, like:❶,❷, ...❿. They are marked the shortcut key for those frequently function. Just click the

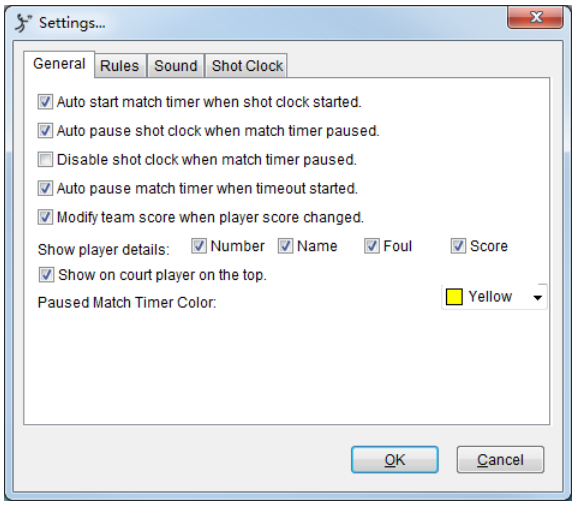
button at the right side of the main interface can modify each function's shortcut key.



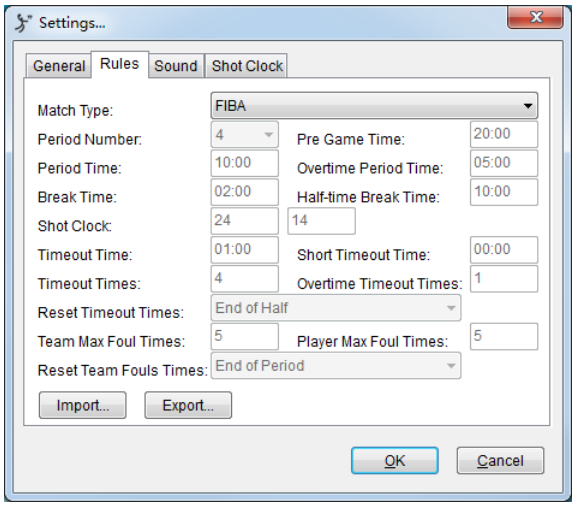
In each match, click " " or "

" button can set the match property:

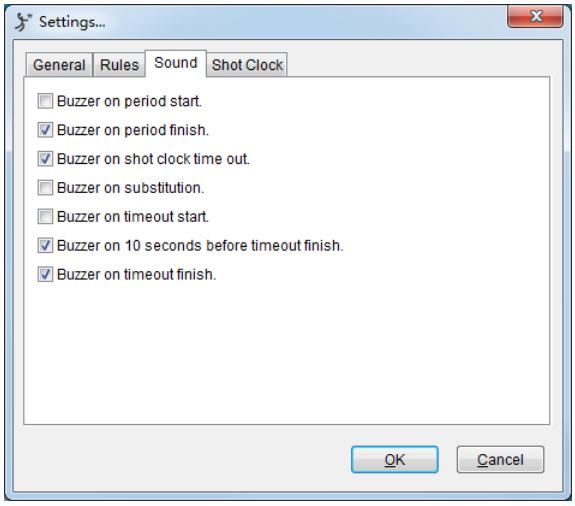
"General": set timing rules, member detail information, etc.



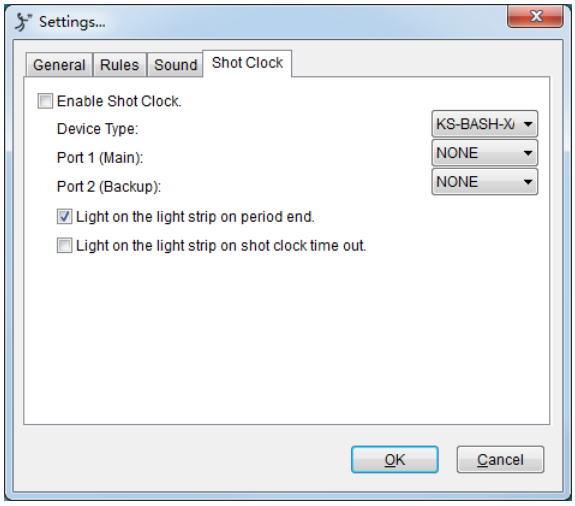
"Rules": set the match rule or make a custom rule.



"Sound": set the sound of the match.



"Shot Clock": set the type and port of the 24s shot clock for communication.



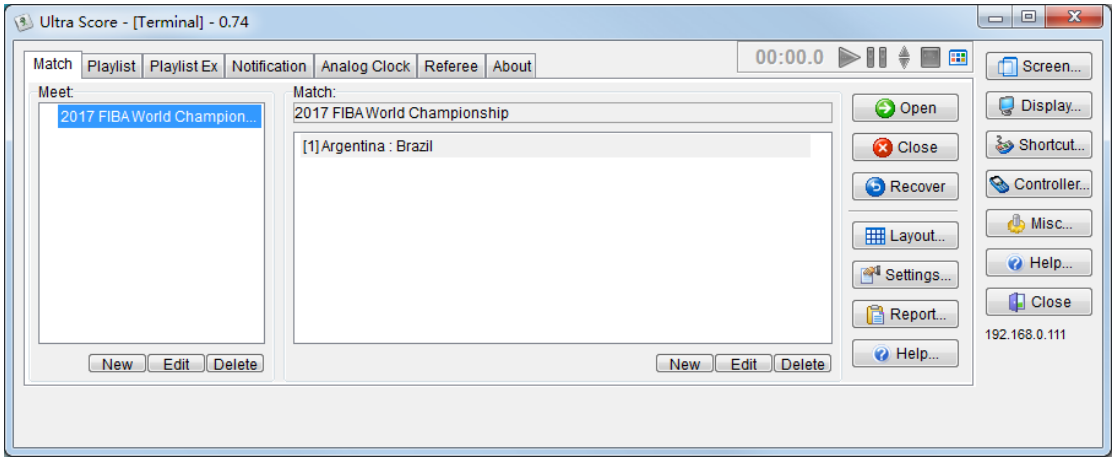
The next chapter will show you the detail operations of other functions.

3. Terminal

The Terminal is the core of the whole system. It includes almost all functions in this system; you could use the Terminal to complete all works. It also could be combined with the other remote modules to make up a powerful network system.

3.1 Match Module

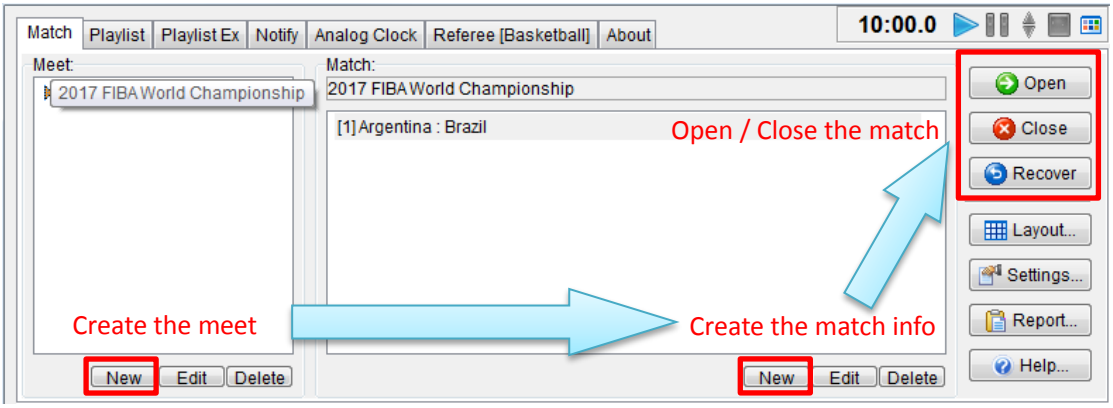
Open the software will appear the main interface.



The meet items that have been created will be shown on the meet list. Edit an existed meet by select the meet's name from the list and press the "Edit" button. While delete the meet info can press the "Delete" button.

Press the "Layout" button can change the layout of the game. It's a layout editor of the system; please refer to the section 3.1.7 "Layout Editor" to get more details.

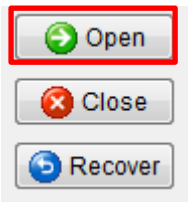
3.1.1 Create the Match Info



Please refer to section 2.1 to learn detailed steps of how to “Create the Meet Info”.
Please refer to section 2.2 and 2.3 to learn detailed steps of how to “Create the Match Info”.

3.1.2 Open and Close the Match

After creating the meet info, choose the meet and a match of this meet, then click the “open” button on the main interface.



The scoreboard will be shown as follow:

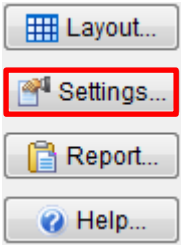
Just click the “close” button to close the match.

3.1.3 Recover the Match

In some cases the computer is shut down by mistake during the match, or the software is crashed, just press the “Recover” button can recover the match quickly.

3.1.4 Settings

Click “Settings” button can set the match property.

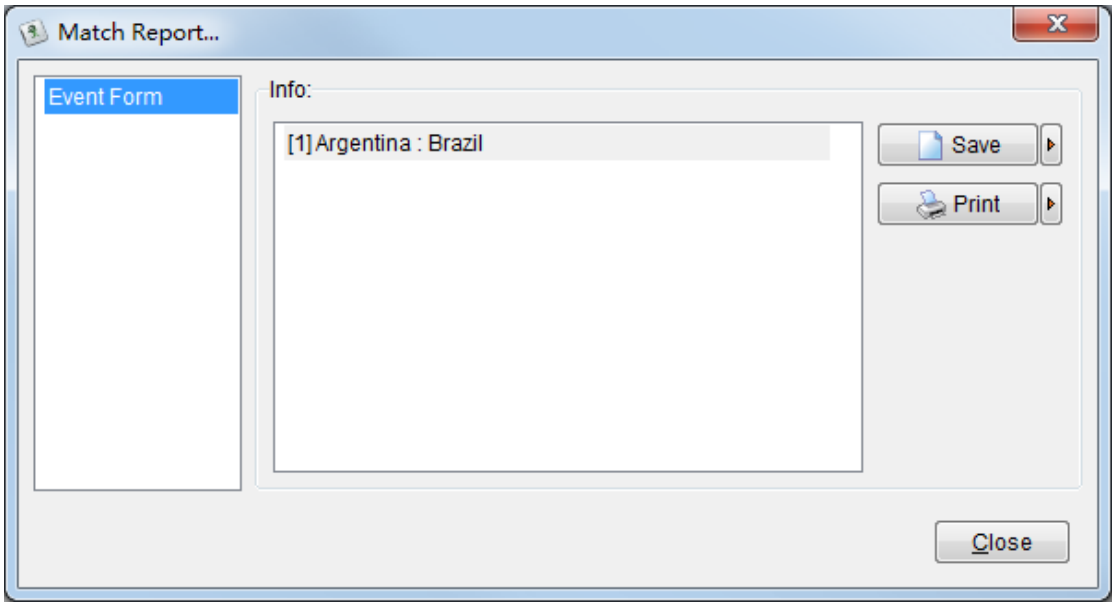


Please refer to section 2.4.2 to know more details.

3.1.5 Report

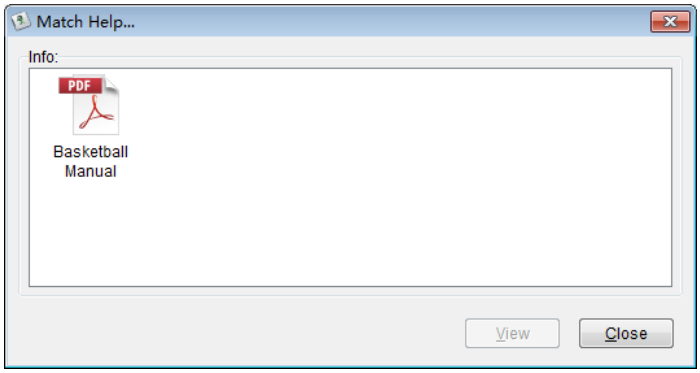
Click “Report” button on the software interface.

Event Form: save and print the event form.



3.1.6 Help

Click the “Help” button to open the software manual of corresponding game.



If you create one kind of the match for the first time, the manual showed is gray which represents it is unavailable. Click “View” button, and then the software will automatically download the latest version of the user manual, and save it to the local side.

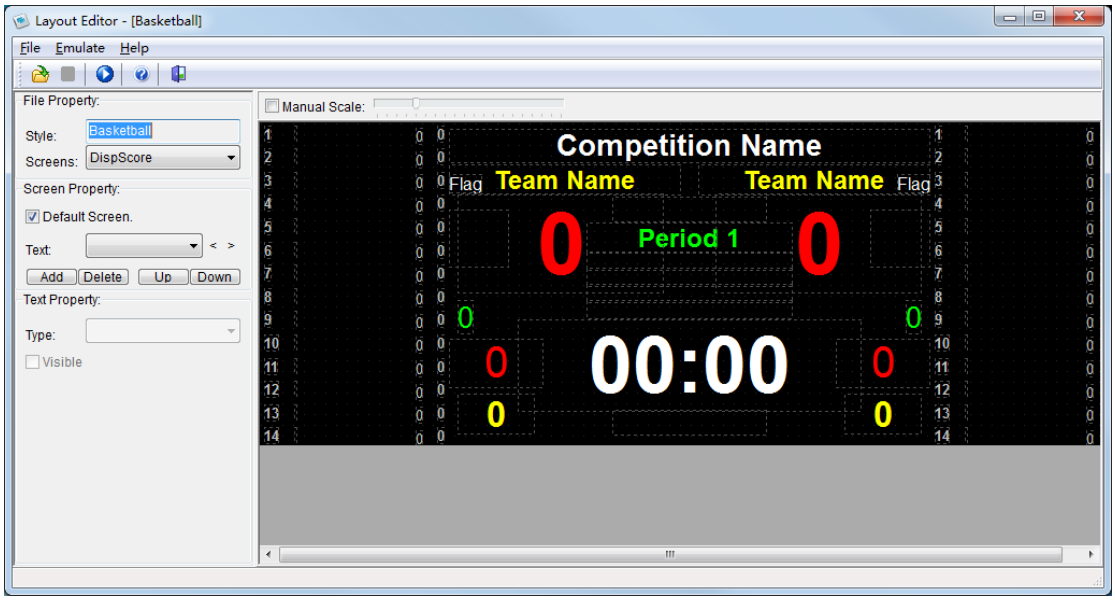
Notice: Please make sure the computer is connected to the Internet to download the user manual when you use the "Help" function for the first time.

3.1.7 Layout

We have prepared each match's scoreboard for you.

Moreover, the font, size, color or layout of the scoreboard can be modified by the "Layout Editor".

Select a meet in the "Match" tab of Terminal, and click "Layout" button:



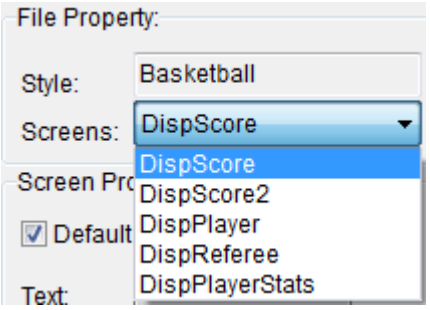
The label can be moved directly by drag on it. After a label is selected, you could also modify its parameter from the parameter panel at the left side.

After finishing editing the layout for a match type, you should make sure to save it, and reopen the match from the Terminal, then you will see the changes on the scoreboard.

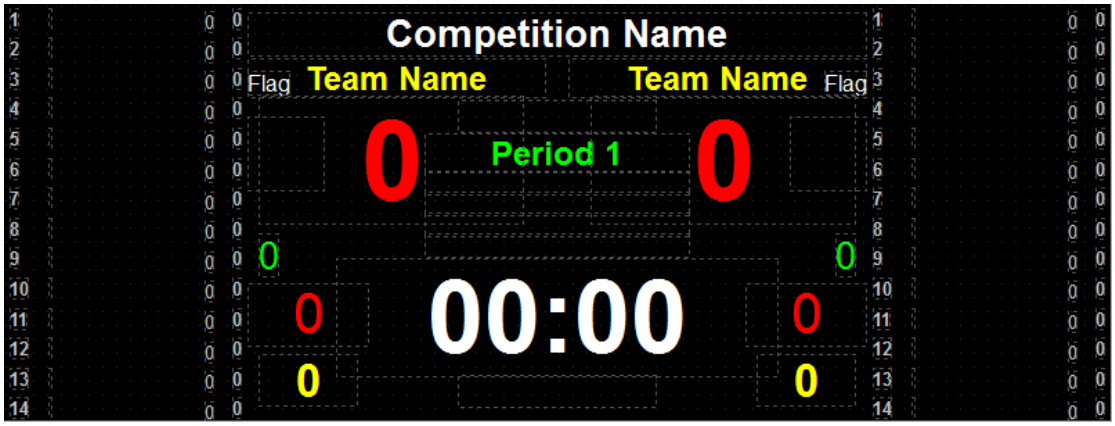
There are three kinds of property to define the layout screen. They are "File Property", "Screen Property", "Text Property".

File Property

It's used to describe the match style you want to modify. Select the display name from the "displays" dropdown list, like "DispScore", "DispScore2", "DispPlayer", "DispReferee", "DispPlayerStats", then modify different displays respectively.



For example, we selected the "DispScore" of Basketball:

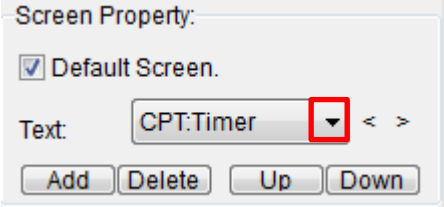


Screen Property

In this panel, if you choose one label on the display, there will show its name in the “Text”.

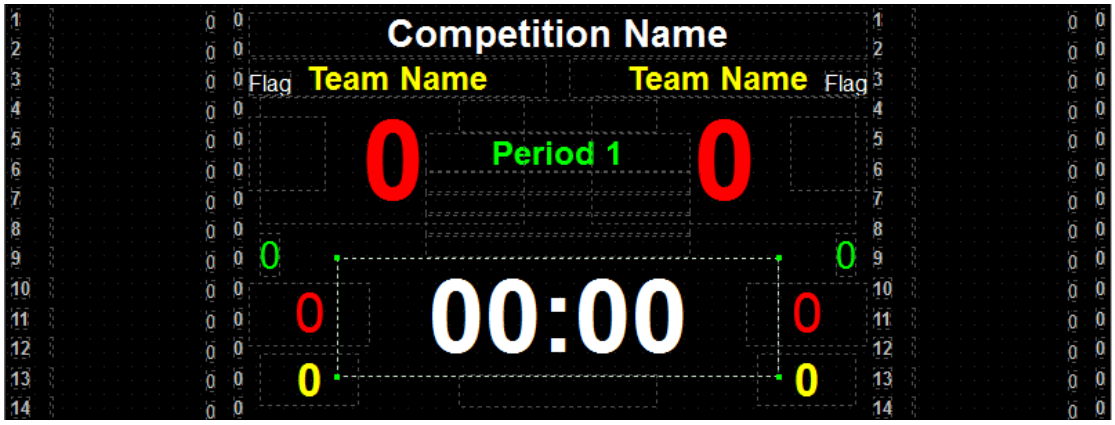
1) Select a label

Method 1: select its name in the “Text” drop-down list at the “Screen Property”.



If you choose a text name, then its label will be highlight on the edit area:

Method 2: Just select the label directly by click it at the right side.



2) Add or delete a label

Click “Add” to create a new label into the screen or delete a custom label by clicking “Delete”. The default text property is “Misc:Custom”.

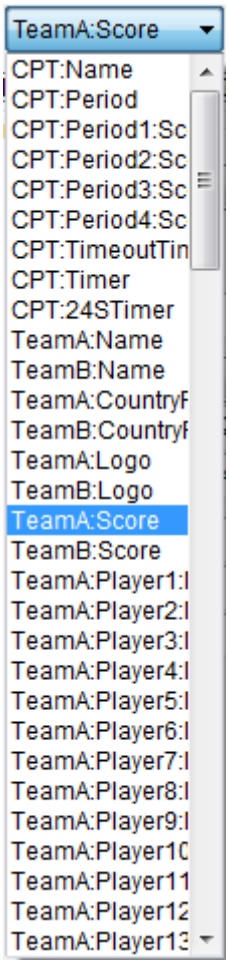
> The system item cannot be deleted. Please hide it by uncheck the “Visible” property of it.

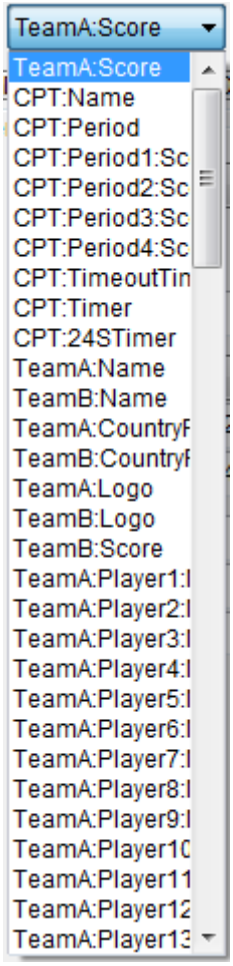
3) A label’s up and down

When the labels overlap which may result that you cannot select a label, the “Up” and “Down” button can help you change the order of these labels.

Attention: a label which is at the top in the “Text” drop-down list is at the bottom on the right editing area. When using the “Up” and “Down” button, just observe a label’s order in the “Text” drop-down list to make sure it moves as you want.

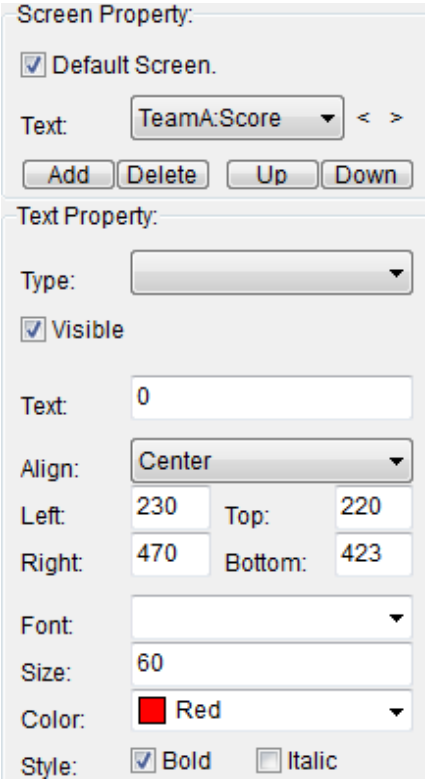
The following chart: Left is the default order. Right is the order after moving up the “TeamA:Score”. Now, “TeamA:Score” is at the top in the “Text” drop-down list, which means that the label of “TeamA:Score” is at the bottom.



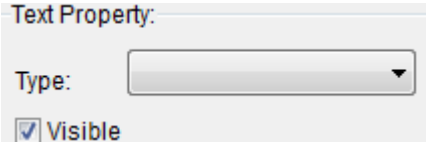


Text Property

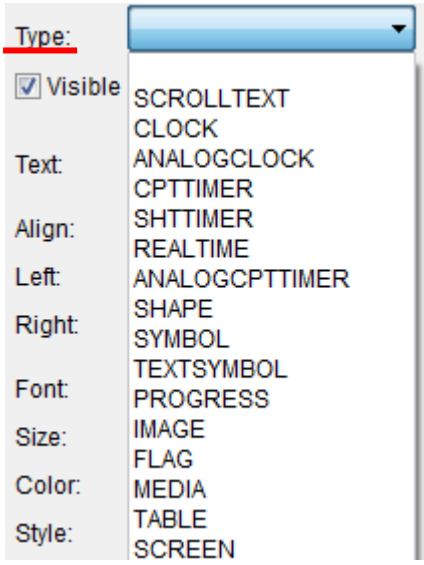
The most important panel of the layout editor is “Text Property”. Just select the label and modify the parameters of the label to meet your needs.



1) Settings of label’s type



“Type”: The different displaying types for selecting:



◆ Default

When the type is empty, fill in the Text. Display the text value directly:

◆ SCROLLTEXT

Select the “SCROLLTEXT”, fill in the Text. Display the text value scrolling:

◆ TIME

Display current time of system. Use “YYYY/MM/DD” and “HH:NN:SS” to indicate both the date and the time.

◆ ANALOGCLOCK

Display the current time with an analog timer.

◆ CPTTIMER

Display the current match timer which is same as the timer on the main interface of the “Terminal”

◆ SHTTIMER

Display the shot clock timer.

◆ REALMER

Display time of a connected external device through RS232, Network, etc.

◆ ANALOGCPTTIMER

Display the current match timer with an analog timer.

◆ SHAPE

Display rectangle, round-rectangle, horizontal and vertical line.

◆ SYMBOL

Display symbols like follows.

◆ TEXTSYMBOL

Display symbols of text like follows.

◆ IMAGE

Choose the “IMAGE” type, and input the image path in the “File Name” textbox.

Display image files on the scoreboard.

◆ FLAG

Display the national flag on the scoreboard.

◆ MEDIA

Display images or videos at the specified location of scoreboard.

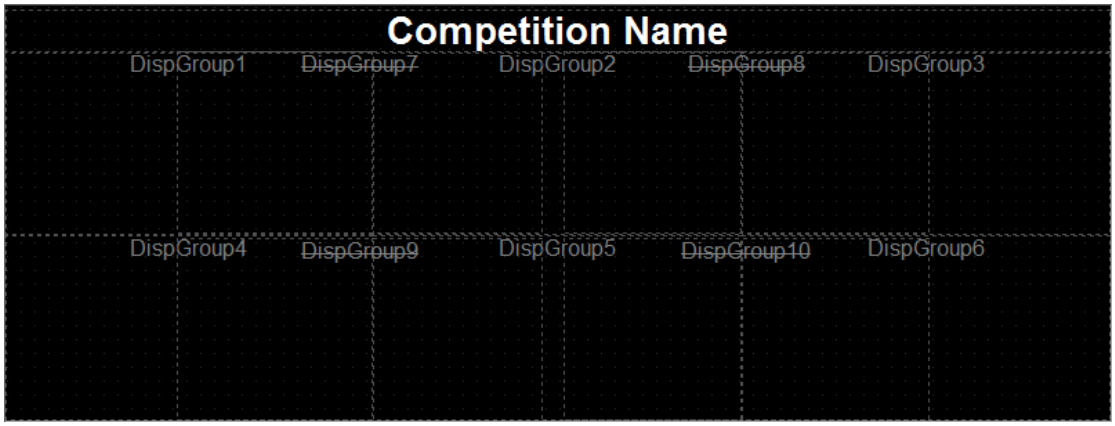
Choose the “MEDIA” type, and fill in the full pathname of a video or a picture in the “Play List” textbox. Then, it can display images or videos at the specified location of scoreboard.

◆ TABLE

Display a group of item from the internal data table.

◆ SCREEN

Display another scoreboard screen in this area, so you can group several scoreboard screens on one screen.



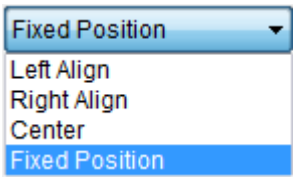
2) Settings of label's position

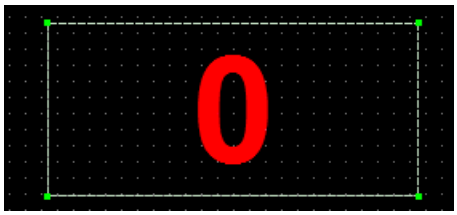
Method 1: select the label, drag on it to the position as you want.

The advantage of this method is simple, easy to understand. The disadvantage is not accurate.

Method 2: move the label by modifying the coordinates.

"Align": the display mode of the selected label. There are four kinds of this:

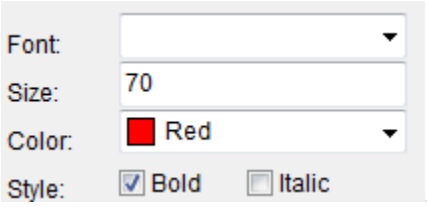




By modifying the value of the left, right, top and bottom coordinates can determine the size and location of the label.
The advantage of this method is that it can achieve precise positioning.

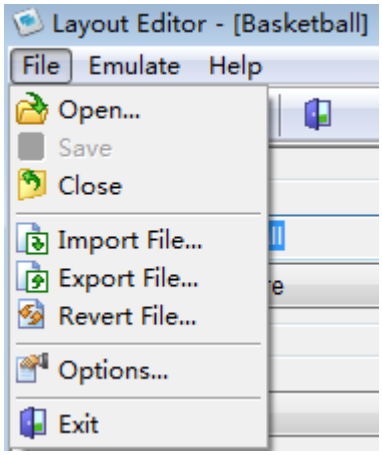
3) Settings of label's text

Select the label, then modify the font, size and color to meet your needs.



Until here, the display screen can basically achieve what you want.

Other functions of layout editor



1) Open/close

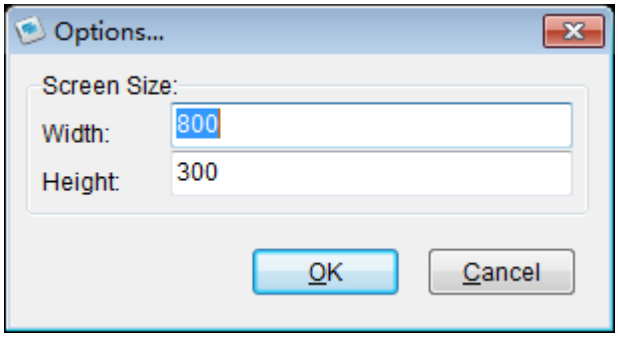
Open: open the layout files of games that comes with Ultra Score software.
Close: close the current layout file.

2) Import/export/revert file

Export file: After completing and saving the layout editor, choose "Export File" to save it to local and the file format is "*.csb".
Import file: Import the specified layout file "*.csb".
Revert file: Revert the original layout.

3) Options

It can be used to set the width and height of the screen display in order to make the screen match the actual screen display requirements



4) Emulate

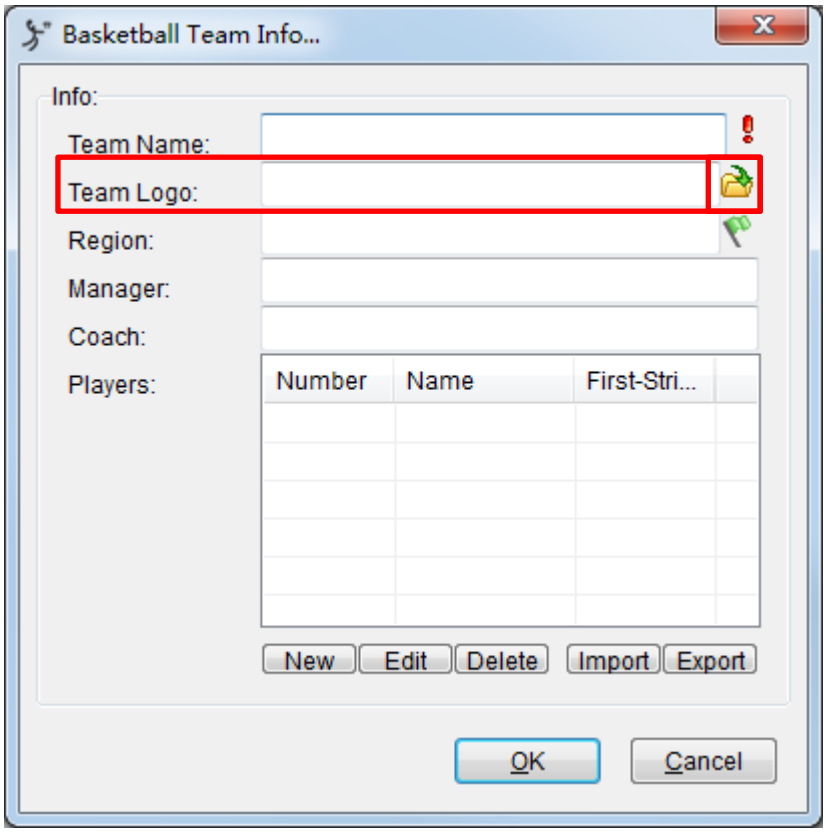
At last, you should save the file after modified, and press the "" or "emulate" to run it to see the effect.

3.1.8 Common layout application

1) Display Team Logo

Ultra Score contains the function of displaying team logo.

Setting: When creating team info, open the team logo picture path in the “Team Logo” textbox.

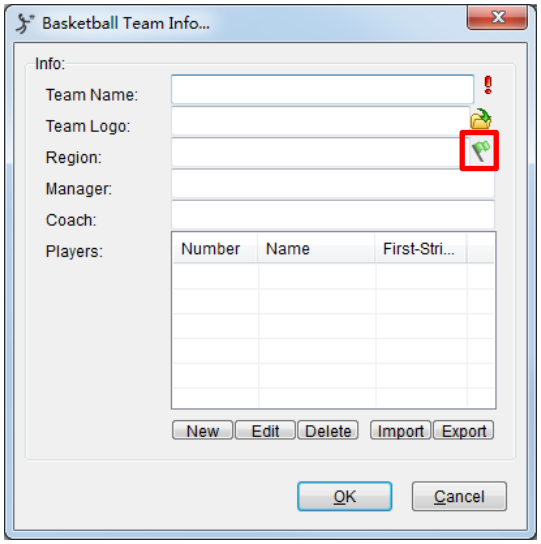


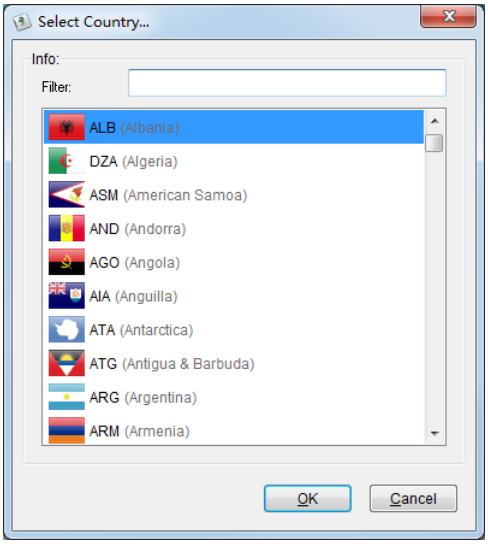
After re-opening the match, you will see the renderings:

4. Display Flag

Ultra score contains the function of displaying flag.

Setting: When creating team info, click the icon “ ? ” at the end of “Region” textbox and then you will see country info. Select one country and click “Ok” button.

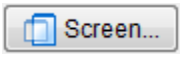




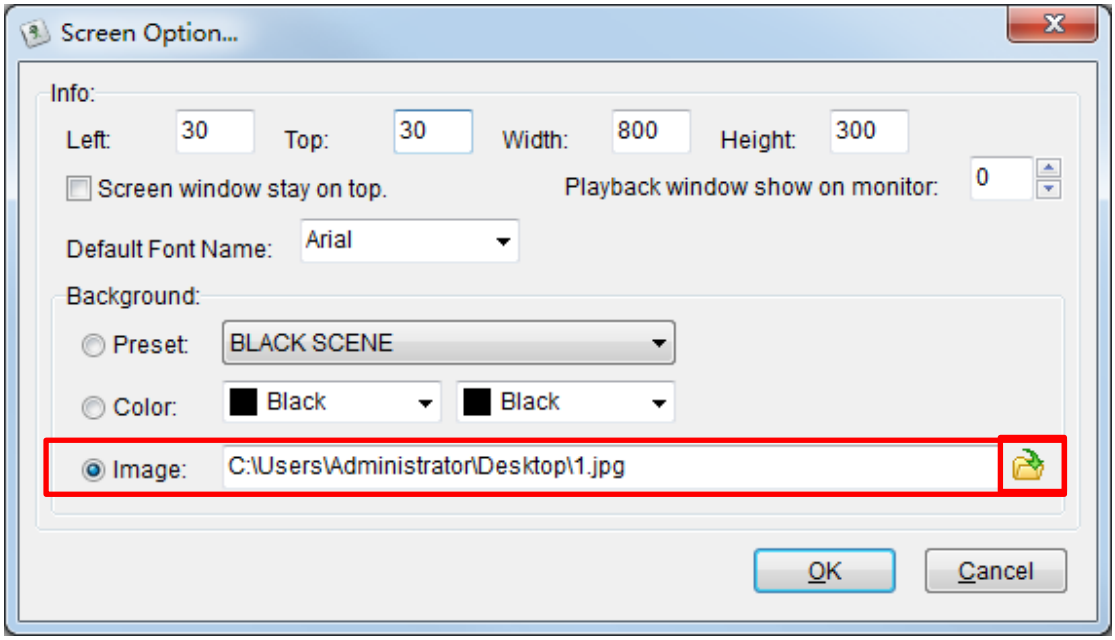
After re-opening the match, you will see the renderings:

5. Modify Background Image

Click “Screen” button on the function bar of the right side of terminal interface.



Choose “Background - Image” and open the picture path. Click “OK” button to complete the modification.

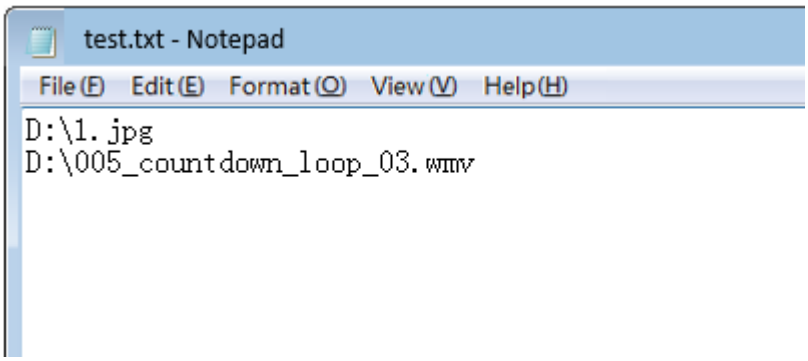


You will see the renderings:

6. Scores and video display simultaneously

Step 1: Create a text file

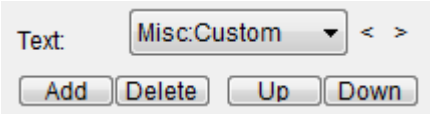
In each line of this text file, fill in the full pathname of a video or a picture.



Step 2: Add label

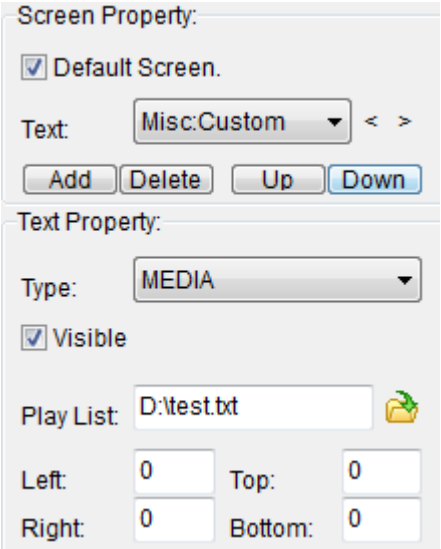
Choose a match, and then click “Layout” to open the “Layout Editor”.

Click “Add” to add a new label.



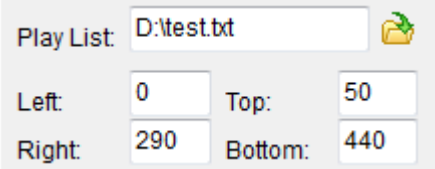
Step 3: Modify Text Property of the new label

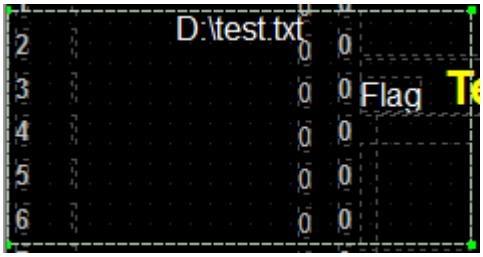
Choose the “MEDIA” type, and input the full pathname of the text file created in step 1 in the “Play List” textbox. And check the "visible".



Step 4: Set the displaying size and position of a picture or video

Modify the value of left, right, top, bottom to changing the size and position of the label.





You will see the result by using Emulate:

Through the above settings, score interface will circulating display these images and videos in a particular area.

If the label you add covers the original label, just adjust the position of these labels or uncheck “Visible” for some labels to hide the extra information.

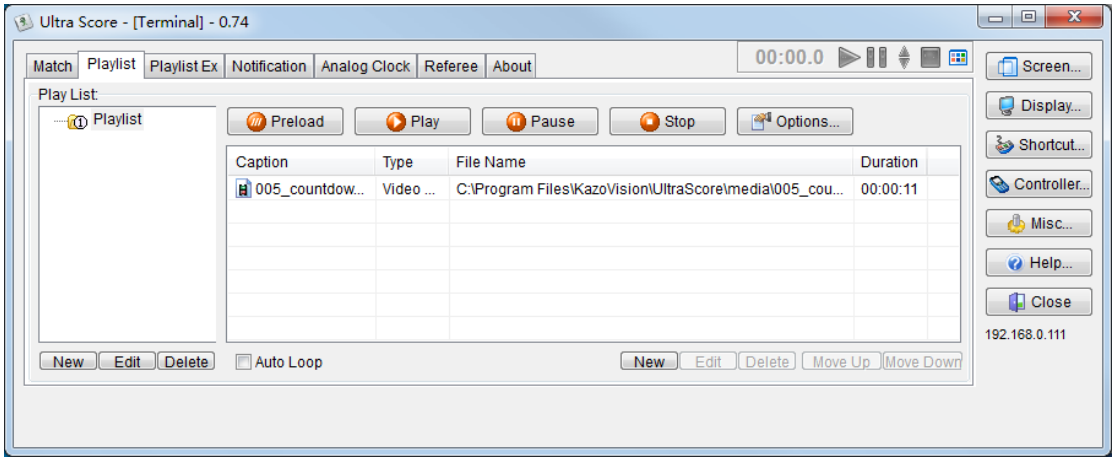
Notice: If you have any problem about layout, please contact us.

3.2 Playlist

There are two kinds of playlist in the system, one is “Playlist”, and the other is “Playlist Ex”. Both of them are used to display the media files. “Playlist Ex” is the extending of the “Playlist”, so that it can show the different information on two displays by using this function.

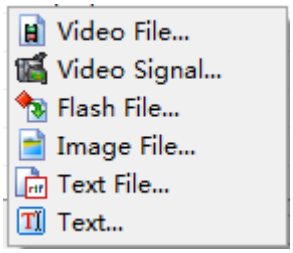
3.2.1 Create Playlist

Select “Playlist” tab on the main interface. The list box on the left of this tab will show all existing playlists.



Press the “New” button to create a new playlist and delete one by press the “Delete” button. After selected the playlist, there will appear all media files in the list.

Press the “New” button on the right of the playlist, it will appear a new file menu.



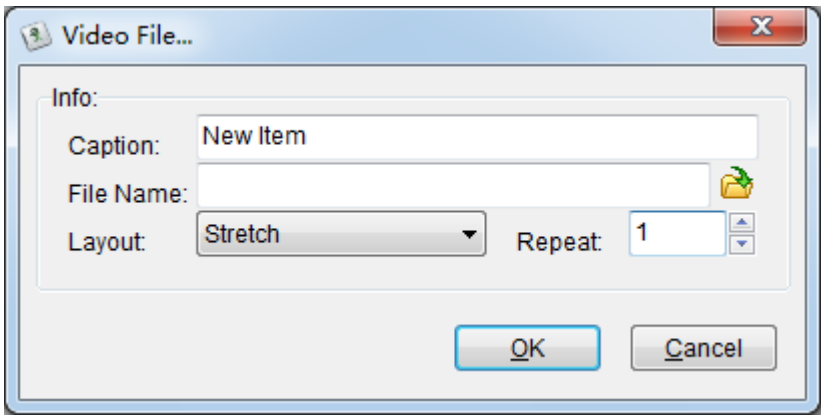
Now the system can support six types of the new files. They are “Video File”, “Video Signal”, “Flash File”, “Image File”, “Text File”, “Text”.

1) Video File:

It supports general video formats, such as AVI, MPEG, WMV, etc.

Layout: “stretch” or “extend”. If select “stretch”, the video will be displayed with its original proportion on the media screen;

If select “extend”, the video will be stretched to the full screen according to the screen size.



2) Video Signal:

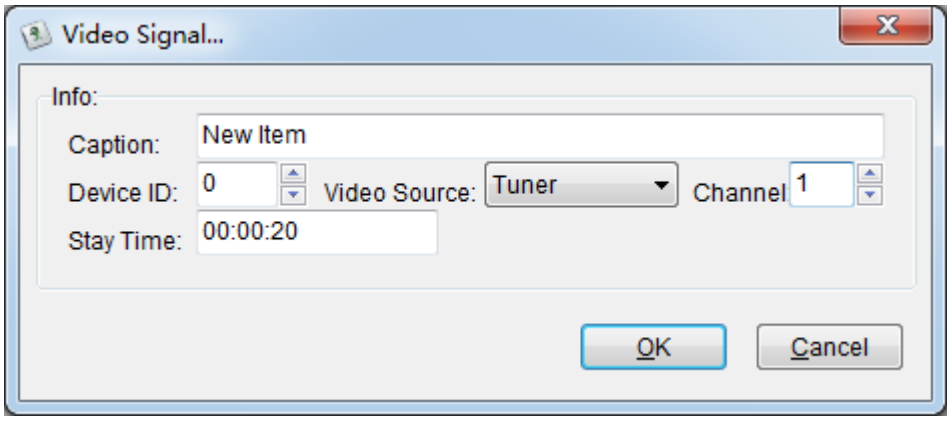
It displayed the current live TV videos or other videos signals.

It has to be used together with video grabbers, such as video capture card, television set-top box, etc.

Video Source: For selecting the suitable video type to match the port of the video capture card. There are three modes: Tuner, Composite and S-video.

Channel: Only enabled by Tuner Mode, you should test it according to the actual situation.

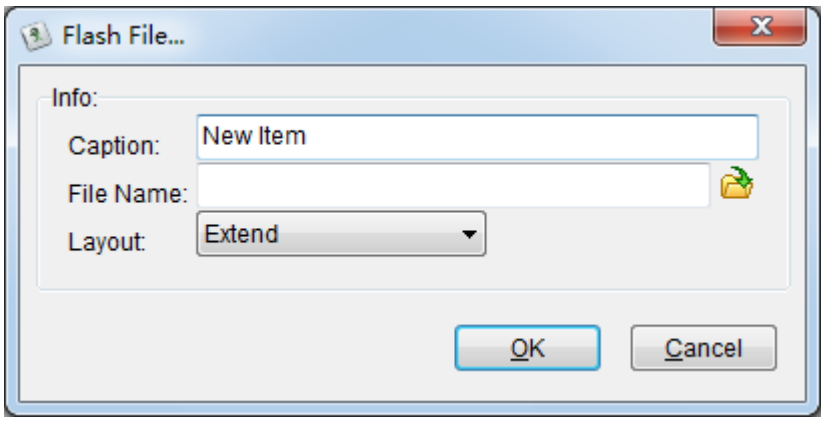
Stay Time: Set the play duration.



3) Flash File:

It is used to create a flash file. Its suffix must be ".swf".

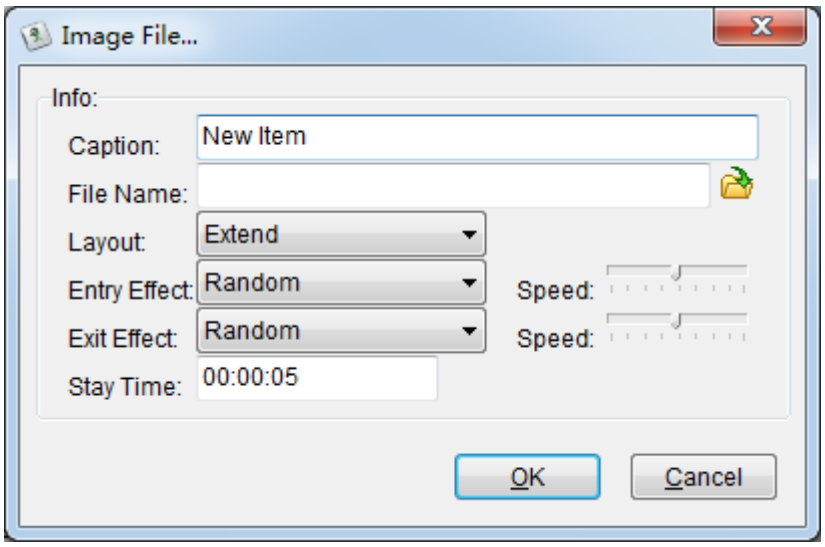
Layout: Just like that in the video file, and there is a third option: Center.



4) Image File:

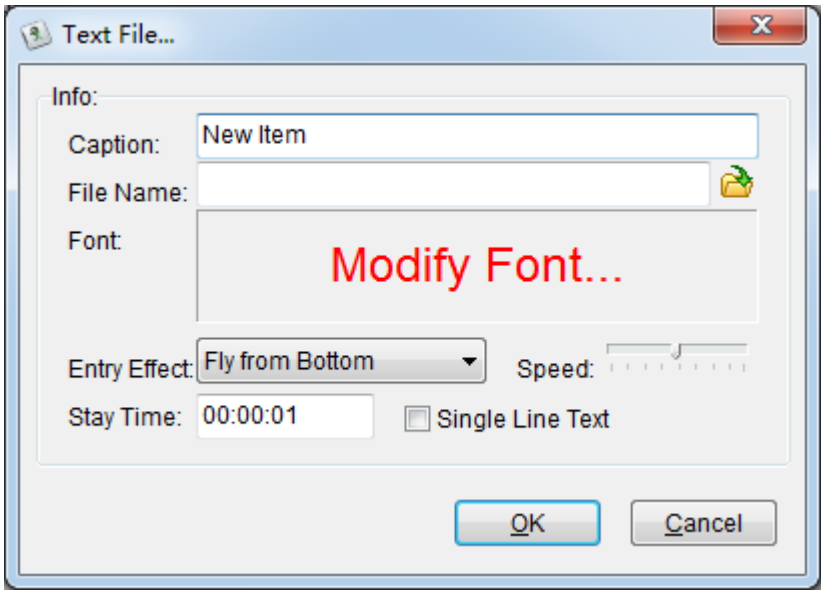
It supports kinds of picture. It also has much effect for entering and exiting the field.

Speed: Pull the sliding key to change the speed of the entry effect and exit effect.



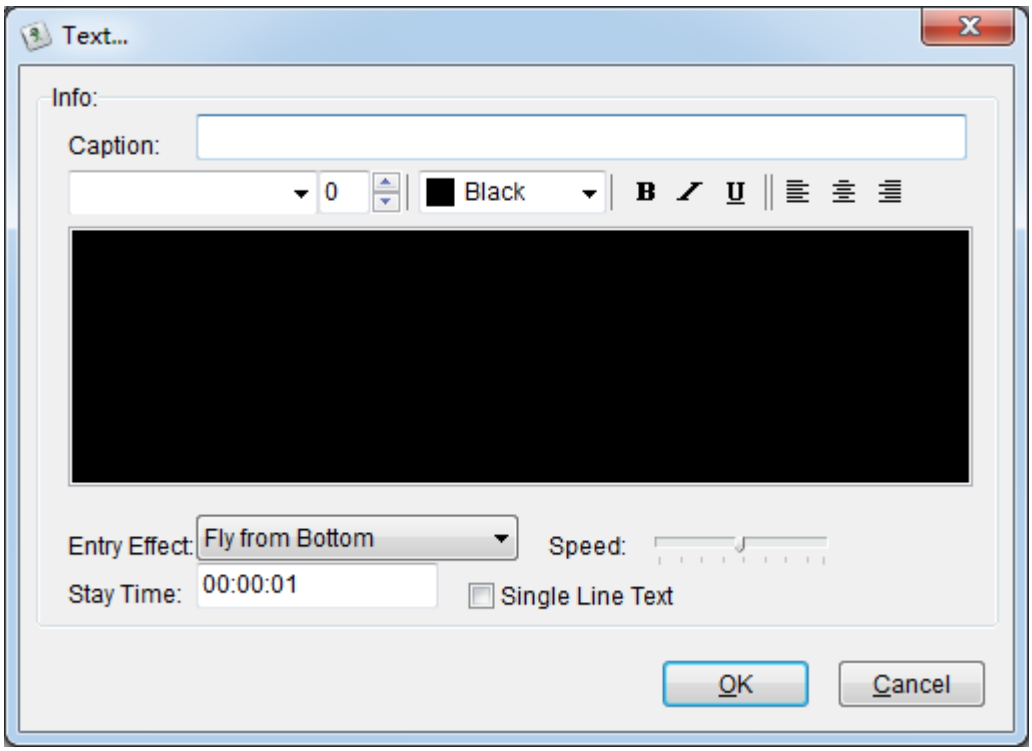
5) Text File:

It is used to display different text files.



6) Text:

It is used to input any text information directly.



3.2.2 Other Operations

1) Edit and delete item

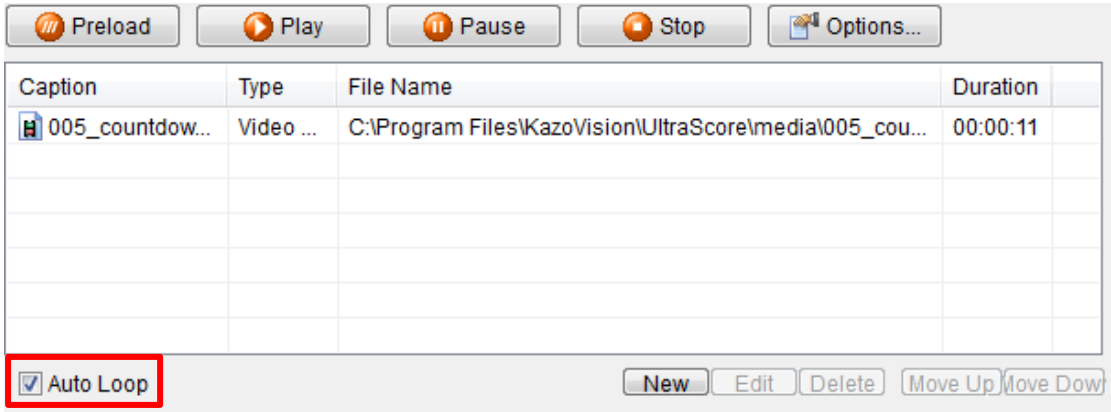
Select an item from the Playlist, then click the ”Edit” button below to edit the caption, or directly delete the item by click the “Delete” button.

2) Move item up and down

Select an item from the Playlist, then click the “Move Up” or “Move Down” button, it helps to change the sequence of the item.

3) Auto Loop

If check the “Auto Loop”, all of the item will play in a loop.



4) The “Preload” Function

When using the Remote Display Mode, before playing the media files, the system will copy them to the remote display system. When you want to play media files with large capacity, it will take

quite a long time to copy them at the first playing. The “Preload” Function helps you to copy these media files in advance.

When using the Media Play Function during the match, the terminal will change to the screen of the media broadcasting but it won’t affect the running match, you can still score. Once the playing is stopped, the screen will return to show the current match information.

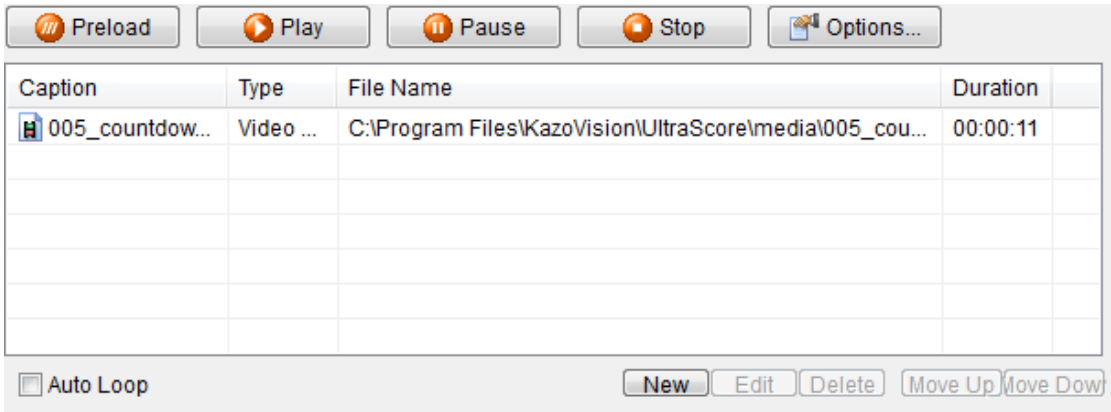
5) Play / Pause / Stop

After editing the Playlist,

Click the “Play” button, the content will be displayed in order.

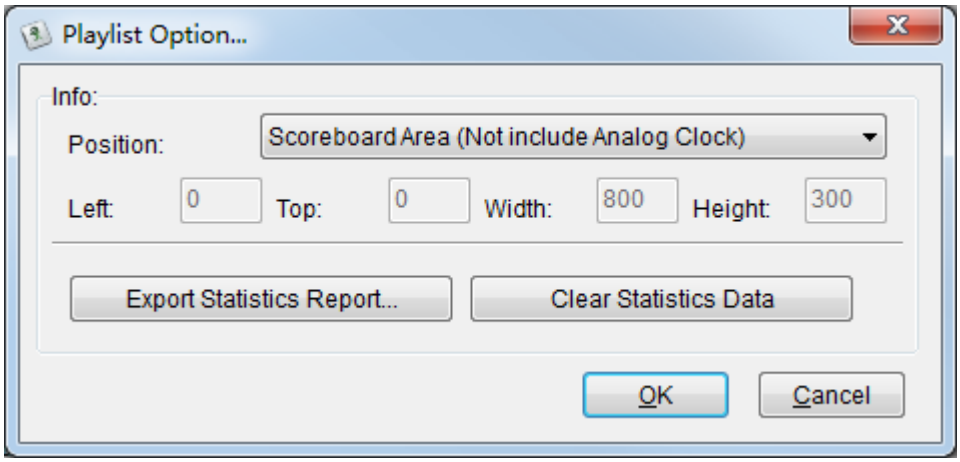
Click the “Pause” button to pause or continue playing.

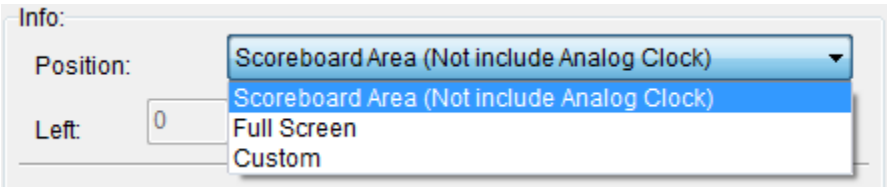
Click the “Stop” button to stop playing.



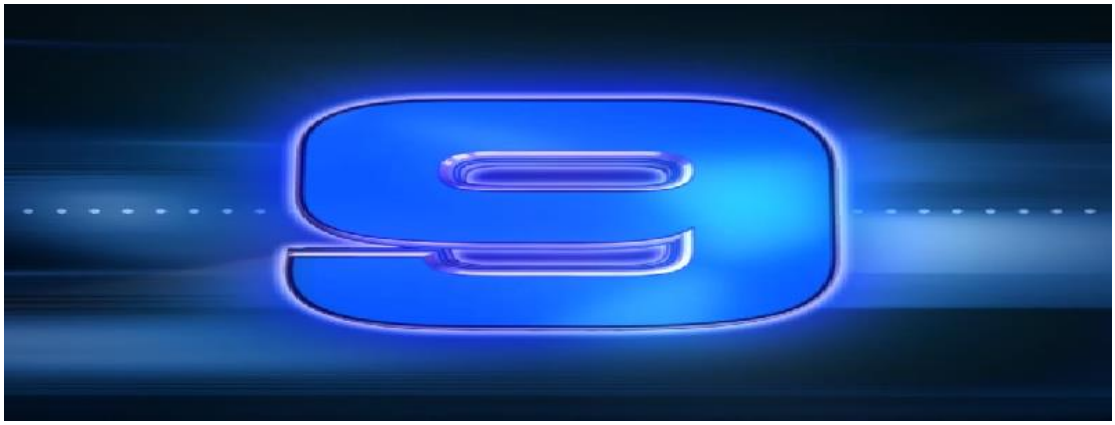
6) Options

It is used to edit the position of media information on the screen.



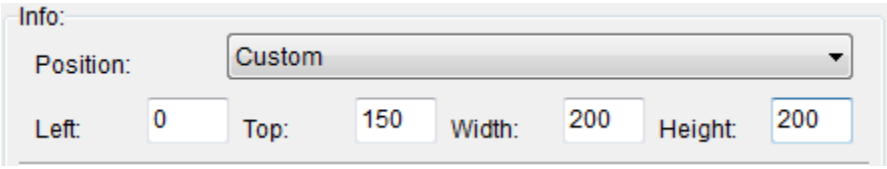


“Scoreboard Area”: play the video only in the scoreboard area but not include clock area.



“Full Screen”: play the video in the whole screen.

“Custom”: play the video in the any position of the screen by modifying the coordinate.



3.3 Playlist Ex

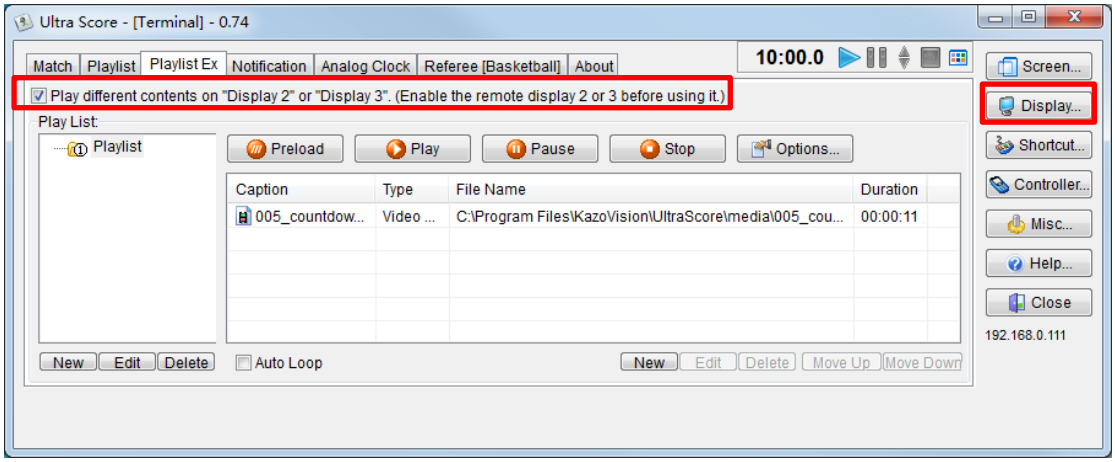
This function achieve that different screens can display different information at the same time, such as one displays score information, another displays media information.

Click “Display” button on the function bar. In the dialog box, set the IP address of display 1, display 2 and display 3.

Check the box “Play different contents on ‘Display 2’ or ‘Display 3’ ” at “Playlist Ex”.

Then the video in this panel will only play on the remote computer of ‘Display 2’ and ‘Display 3’. What play on the ‘Display 1’ and ‘Terminal’ still be determined by the panel at “Playlist”.

The interface and operation of the “Playlist Ex” is similar to the Playlist.

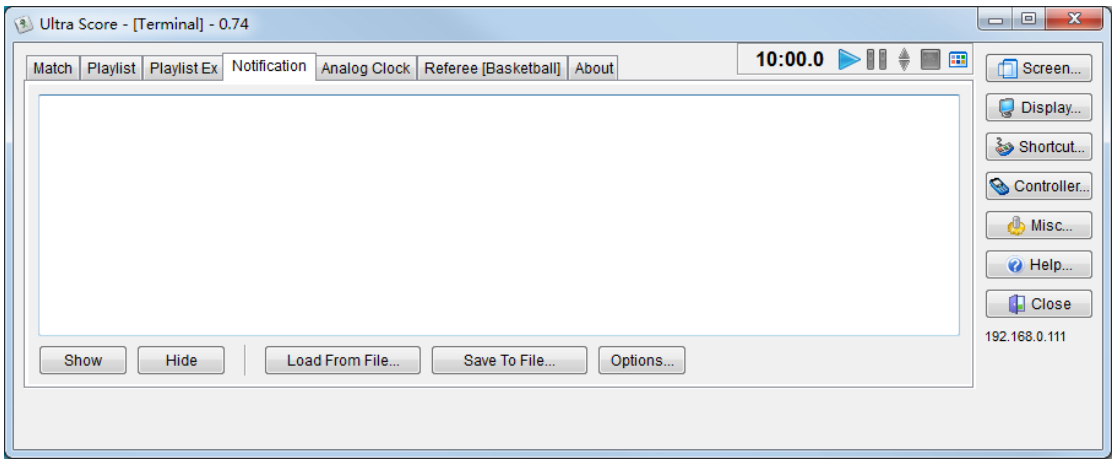


Notice: The "Playlist Ex" has to cooperate with the Remote Display in the Professional Network Edition.

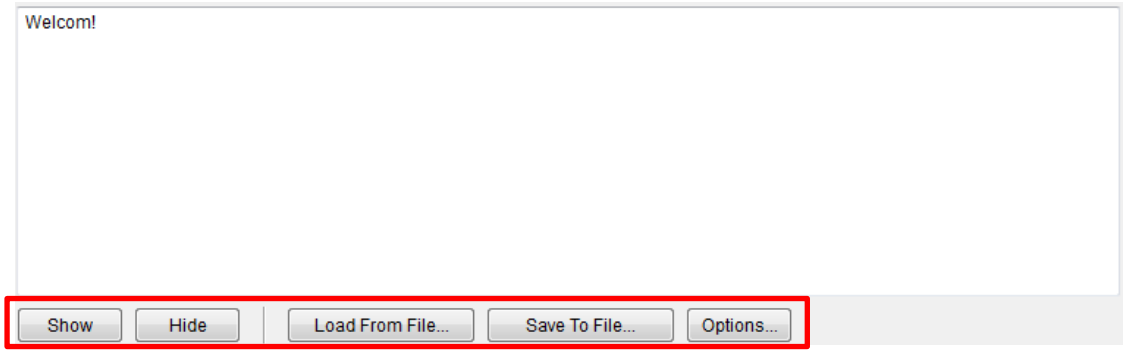
3.4 Notification

Some texts can be published on the media screen anytime during the match. These texts will be shown at the bottom or top of the media screen.

Go to "Notification" tab on the main interface.



After inputting the contents in the text box, press the "Show" button to display. For example, we input "Welcome!" as notify text.



The effect is as follow:

Notification operation:

Show: Display the notify text on the media screen.

Hide: Cancel the display.

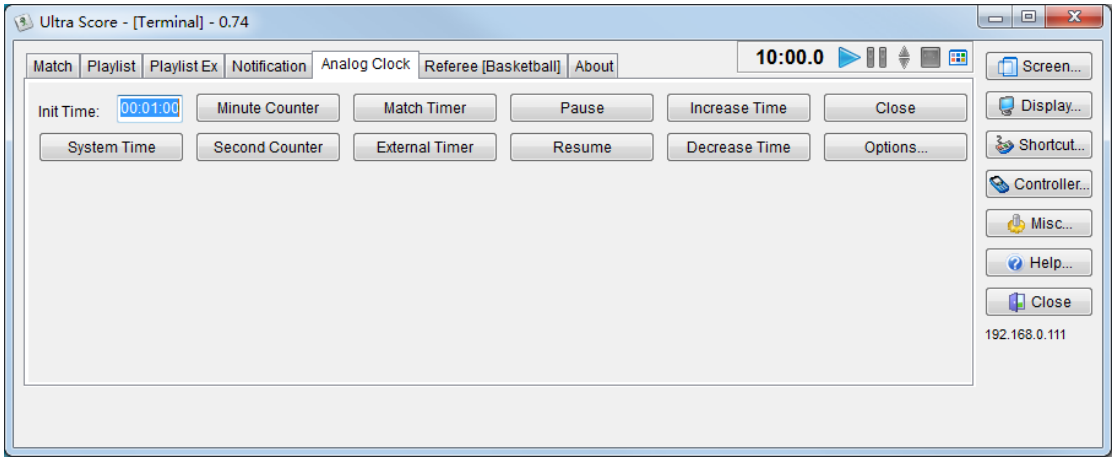
Load From File: Load notify text from a text file with ".txt" suffix.

Save To File: Save the input text to a text file.

Options: Set the font and color, position and speed of the notify text.

3.5 Analog Clock

Select “Analog Clock” tab on the main interface.



3.5.1 System Time

Press the “System Time” button, and then it will show the current system time on the screen.

3.5.2 Countdown

If you want to countdown the time during the match, you should input the time that you want to countdown into the “Init Time” text box at first. This system supports two kinds of counters, they are “Minute Counter” and “Second Counter”, and they show a counting time with different precision:

After the time we need to countdown ending, there will be a sound alarm.

3.5.3 Timer Adjustment

Click the “Pause” and “Resume”, or “Increase Time” and “Decrease Time” to control the match time during the countdown process.

3.5.4 Match Timer

If press the “Match Timer” button, it will cause the clock to show the same time as the Referee’s Match Timer on the main interface.

3.5.5 External Timer

If press the “External Timer” button, it will cause the clock to show the same time as the external timing device. The device should be connected to the computer with RS232 or LAN.

3.5.6 Clock Option

It supports modifying the settings of the analog clock by click the “Options” button:

Position: Modify the position of the clock.

Width (Height): Modify the width of the clock part. (Modify the height when the clock is at top or at bottom).
Bound Width: Modify the width between the dial and the label below.
Label Height: Modify the total height of the label part.
Clock Part: Define the accuracy of the clock and set the color of needle and dial and modify the size and color of the text.
Label Part: Set the color and size of the text

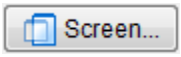
3.6 Referee

This function panel is for timing and scoring for the referee. Just use this panel after opening a match.
This panel has different interface and operation for different matches, so just refer to the match operation manual to get the details.

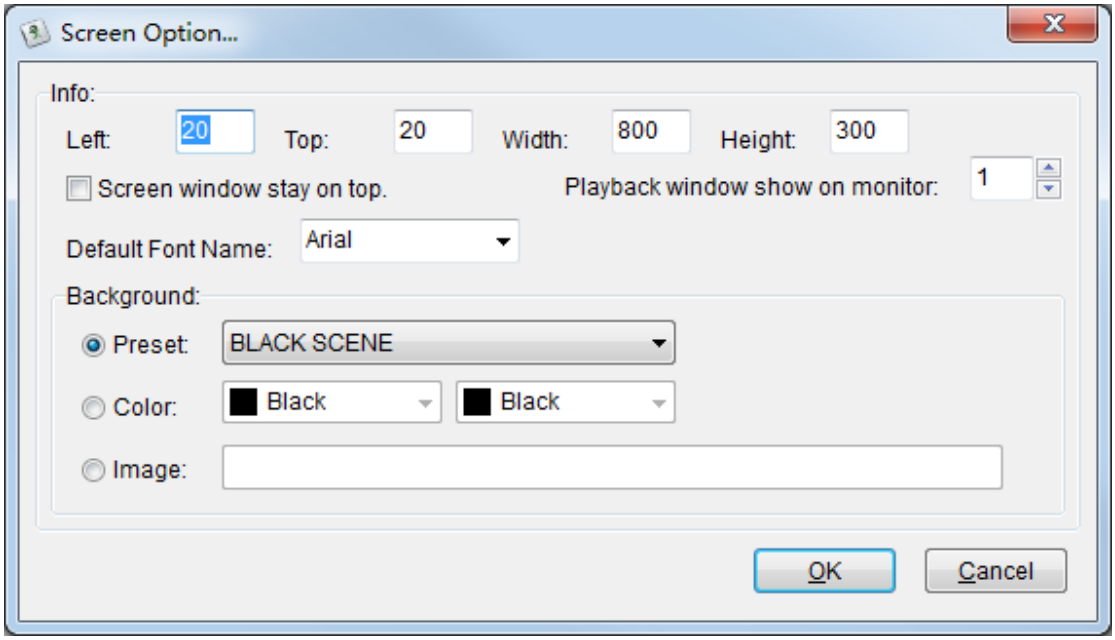
3.7 Other functions

There are a set of function button at the right side of the interface.

3.7.1 Screen



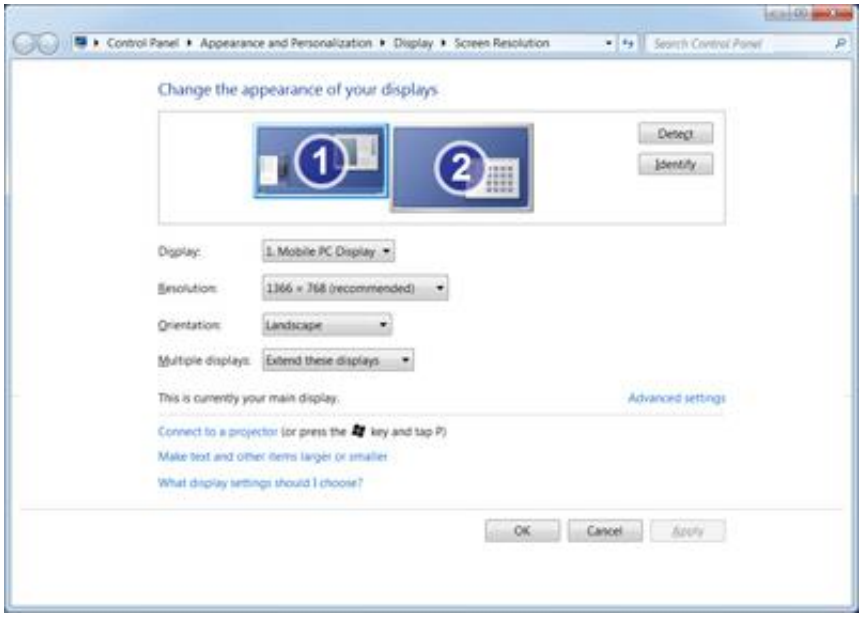
Press the “Screen” button to open the “Screen Option” dialog:



Here can modify the position of the scoreboard screen and the background color, etc.

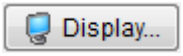
If checking the “Screen window stay on the top”, the scoreboard window will not be influenced during the match.

While your computer is connected to two or more screens, you should set the screen resolution of your system mode: extend Mode.

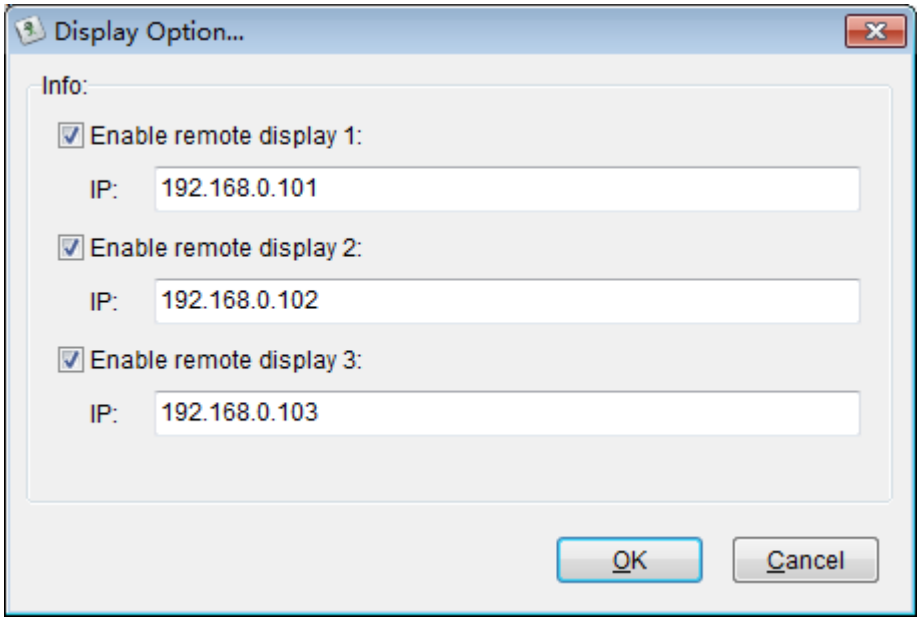


“Background”: it is used to modify the background image. Check “Preset” to choose a background image or choose “Image” to insert a local image.

3.7.2 Display



There are at most 3 remote displays to play for the same or different content.



Settings:

1) Connect the computer of console to the LAN, and set the IP address
2) Before opening a match, check the box and input the IP address.
3) Open a match. Make the appropriate settings at “Playlist”.

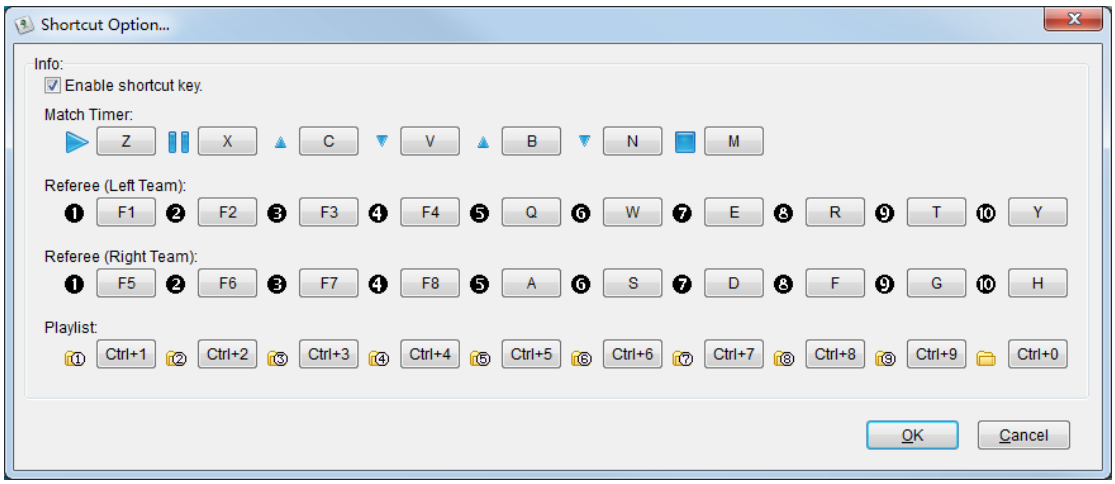
- The media information at “Playlist” will play on this console and the checked display 1.
- The media information at “Playlist Ex” will play on the checked display 2 and checked display 3.

Please read “Playlist Ex” section of the chapter 3.3 to know more details.

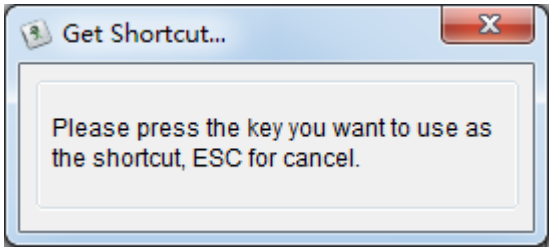
Notice: In standard network edition, only Display 1 can be used. In professional network edition, Display 1-3 can be used as you need.

3.7.3 Shortcut

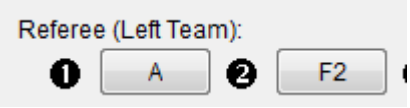
Click the “Shortcut” button will appear the “Shortcut Option” dialog; it includes “Match Timer”, “Referee” and “Playlist” parts.



For example, if you want to modify ❶ icon's shortcut, click the button beside it and then it will appear the "Get Shortcut" dialog:



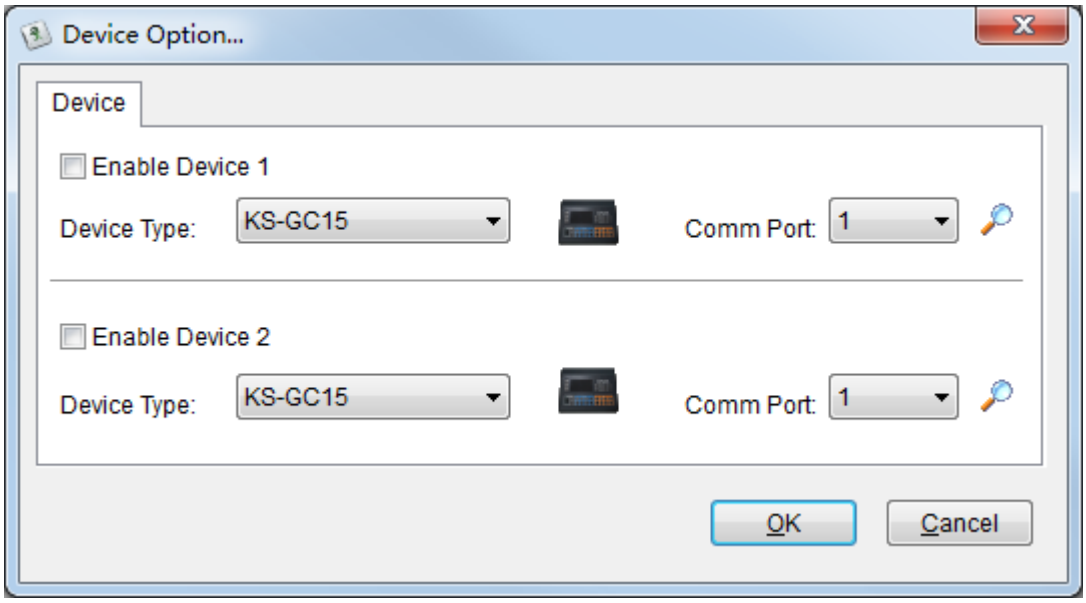
Entering the new shortcut you need, you will get the shortcut you need. We suppose the "A" become the new shortcut of ❶ icon.



3.7.4 Controller

This software supports scoring controllers according to requirement. Choose either of them or both of them. With this function, the referee could not be limited to score on the computer. The external controller could be used to realize each referee's scoring and timing operation. It is convenient and intuitive.

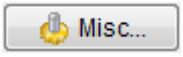
Click the “Controller” button and then the dialog is shown as follow:



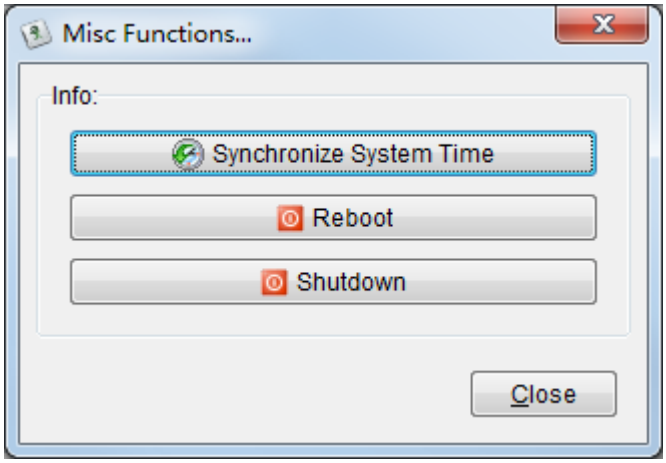
If you use only one controller, please check the “Enable Device 1”, select the correct device type and comm port, and then click the “OK” button.
It’s same to use two controllers.

Notice: You may contact us for the detailed information about the controllers.

3.7.5 Misc.



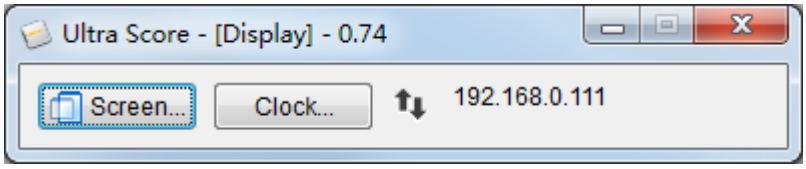
Press the “Misc” button will appear “Misc Functions” dialog; click the “Synchronize System Time” button can synchronize the time of control mode, remote mode and broadcasting mode with the system time of the terminal.



4. Remote Display

Remote display model can be used in the network edition of system. With this module, three extra computers can be used to show the scoreboard. It will be useful if you need some independent computers to show the scoreboard or media contents.

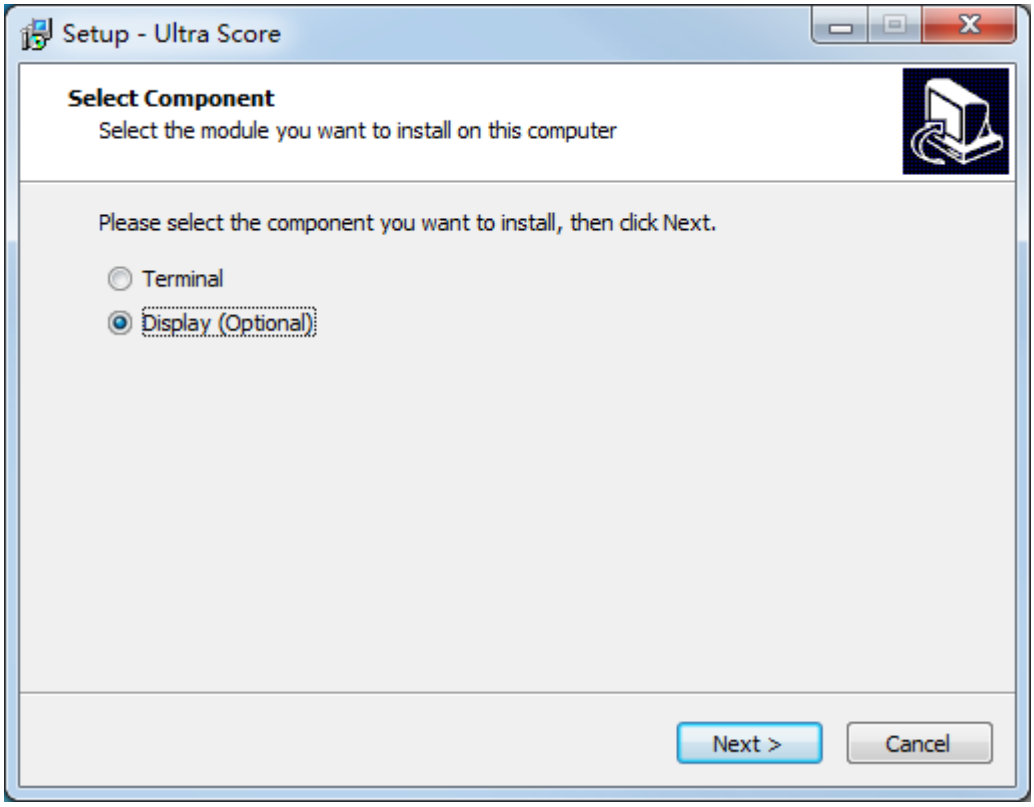
The main interface of Display:



4.1 Configuration of using the Remote Display

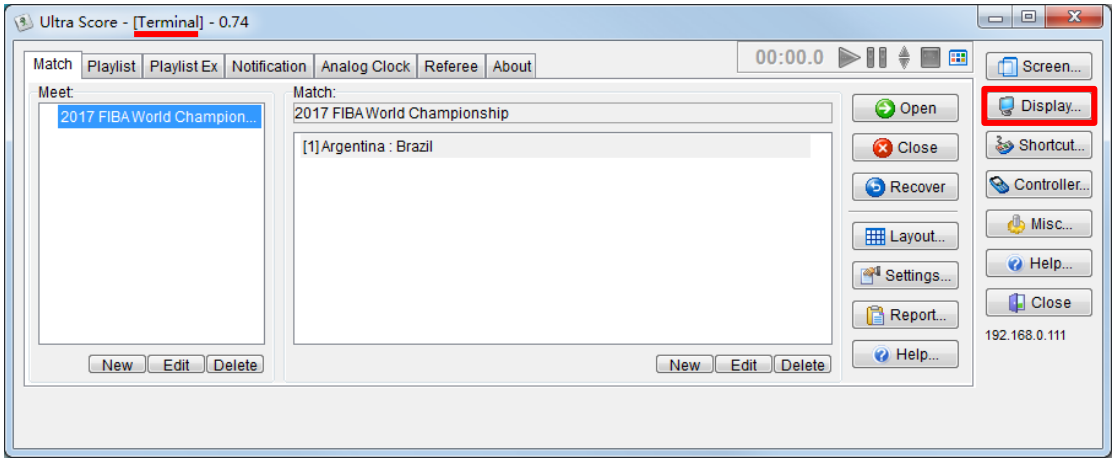
Before using the remote display, you should do four steps as follows:

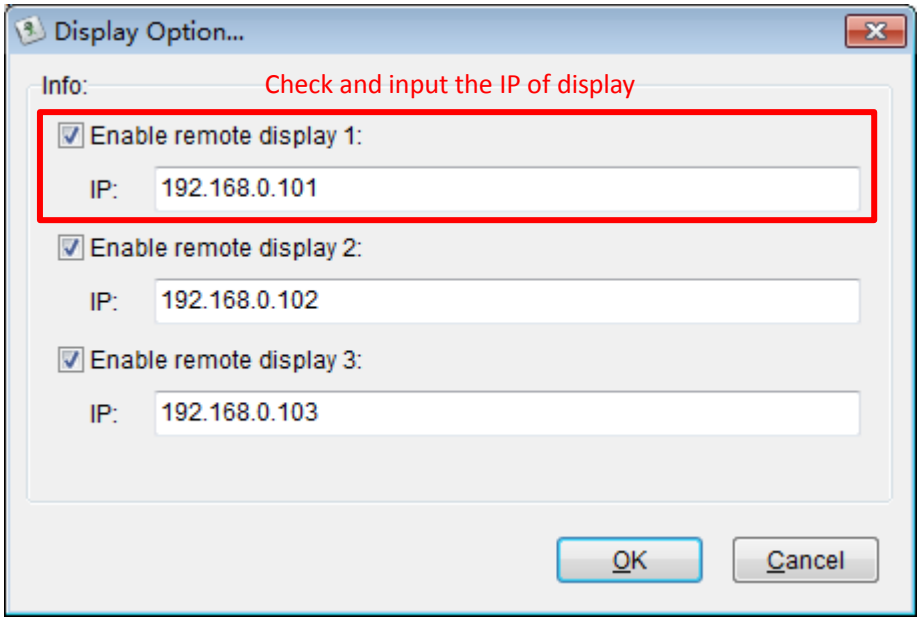
1) Install the “Remote Display” on the computer you want to use, the details are in chapter 1.3.



2) Connect the terminal and the display computer with network and open them.

3) Check the “Remote Display” in the “Display Option” on the terminal, and input the IP address you are using.





4) Open a match from the Terminal.

4.2 Display Control and Other Settings

If you want to use two displays to show different information in the system, for example, one for match score, another for media information for example .The other case is that the two displays are both used to show different media information. The details are in chapter 3.7.2.

Instructions

1. USB Dongle

2. Notes：

(1) Install the purchased software and then plug the USB dongle into the computer.

(2) The USB dongle should be kept on the PC when running the software.

(3) Please keep your dongle well. If lost, the replacement will be charged.

Attachment List

Product: Ultra Score Software

No.	Product	Qt.
1	Software Dongle	1
2	Installation CD	1
3	User Manual	1

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