

## Multisport 452

# OPERATING INSTRUCTIONS CONTROL CONSOLES



***Models with programmable team names***

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## ● GENERALITIES

<b>Scope of delivery</b>	
<p><b>Main control console</b></p> <ul style="list-style-type: none"> <li>✓ The main control console enables to use the main functions in the different modes available (timers, scores, etc...).</li> <li>✓ Cable transmission model: the control console is powered by the scoreboard. It should only be connected to the STRAMATEL system supplied.</li> </ul>	
<p><b>"Individual fouls/points" control console (only supplied with scoreboards equipped of individual fouls modules – see separate operating instructions)</b></p> <ul style="list-style-type: none"> <li>✓ This console enables to enter the individual fouls of the players in basketball.</li> <li>✓ This console enables to enter the individual points of the players (Basketball / Handball / Roller-Hockey / Inline-Hockey / Ice-Hockey / Uni-hockey / Floorball / Soccer / Futsal).</li> <li>✓ This console is powered by the main control console. It should only be connected to the STRAMATEL system supplied.</li> </ul>	
<p><b>Separate timer control console</b></p> <ul style="list-style-type: none"> <li>✓ This console enables to use the timers and the horn separately (Basketball / Handball / Roller-Hockey / Inline-Hockey / Ice-Hockey / Uni-hockey / Floorball / Soccer / Futsal).</li> <li>✓ This console is powered by the main control console. It should only be connected to the STRAMATEL system supplied.</li> </ul>	
<p><b>USB-keyboard</b></p> <ul style="list-style-type: none"> <li>✓ The USB-keyboard enables to enter text (team names, player names, etc...). <i>Alternately, the names can be entered directly in SMS mode on the control console.</i></li> </ul>	
<p><b>12V 500mA power supply (radio-controlled model)</b></p> <ul style="list-style-type: none"> <li>✓ The power supply enables to recharge the batteries of the main control console.</li> <li>✓ Use only the power supply supplied by STRAMATEL.</li> </ul>	
<p><b>2-meter flexible cables</b></p> <ul style="list-style-type: none"> <li>✓ The 2-meter flexible cables enable to connect the control consoles to each other (5 pin-sockets on the control consoles).</li> <li>✓ Use only the cables supplied by STRAMATEL.</li> </ul>	
<p><b>10-meter flexible cable (Cable transmission model or radio controlled model supplied with the cable kit option)</b></p> <ul style="list-style-type: none"> <li>✓ The 10-meter flexible cable enables to connect the control console set (5 pin-sockets) to the scoreboard via the wall junction box.</li> <li>✓ Use only the cable supplied by STRAMATEL.</li> </ul>	

<b>Data backup</b>	
<p>The match information is saved in memory in case the control console is switched off. As soon as the control console is turned on again, the match results return automatically. <i>(It is necessary to stop the timers before being able to turn off the control console).</i></p>	

<b>Control console recharge (radio-controlled model)</b>	
<p>The control console is equipped with batteries allowing a battery life of about 16 hours when totally charged. Whilst not in use, the control console must be recharged with the power supply supplied. (Use only the power supply supplied by STRAMATEL).</p> <ul style="list-style-type: none"> <li>✓ Switch off the control console.</li> <li>✓ Disconnect the USB-keyboard and the other control consoles.</li> <li>✓ Plug the power supply into the back of the main control console, then plug it into an appropriate mains outlet (the socket should be as close as possible to the control console and must be easily accessible).</li> </ul> <p><b><u>The control console should remain in recharge permanently whilst not in use (Slow charging system does not deteriorate the batteries). Use only the power supply supplied by</u></b></p>	

**STRAMATEL.**

**Functions of the main control console**



Keys are numbered from 0 to 28

	ON/OFF
	Sport selection / Entering of the numerical data / Entering text in SMS mode
	Scores / Number of time-outs requested (once the time-out timer is running only)
	Team Fouls
	Penalty timers
	Start / stop of game timer, rest timer, extra-time timer
	Start or stop of time-out timer
	Horn
	Loading of a game period or of an extra-time period
	Backwards
	Loading of a new match
	Correction function (keep the key pressed and press a "score" key or another key)
	Ball possession / Service side
	Inversion of the timer display on the control console / Inversion of the scores (racket sports)
	Validation of the programmed parameters

**Functions of the separate timer control console**



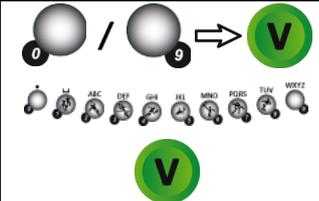
	ON/OFF
	Start or stop of time-out timer
	Start / stop of game timer, rest timer, extra-time timer
	Horn

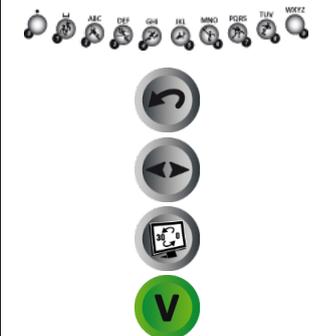
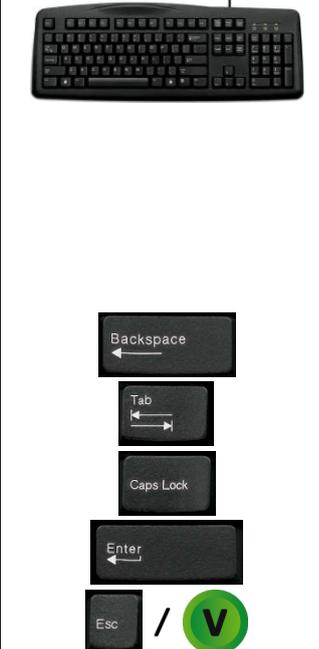
## ● SET-UP - PROGRAMMING

Set-up	
Make sure the scoreboard is powered.	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). <i>The "individual fouls/points" control console is only supplied with scoreboards equipped of individual fouls modules. The "24 seconds" control console is supplied with ball possession timers (Model SC24).</i> Cable transmission model or radio controlled model supplied with the cable kit option: connect the 10 meters flexible cable between the control consoles and the wall junction box.	
Press the ON/OFF key until the console displays the welcome screen.	
Radio controlled model: the remaining battery charge level is indicated next. If the battery charge is insufficient for the match, power can be supplied by plugging in the power supply supplied.	
The control console will then enter into the last sport programmed. To change the sport or access to the "general configuration" mode (See "Various configurations" – Page 10): press key <b>27</b> several times.	

Select a sport or a function	
The control console is configured in an undesired sport programme: press key <b>27</b> several times (access to the sport menu).	
Then, select the sport or the function needed with the key number indicated on the console screen.	
Change the sport configuration with key <b>0</b> or play with the backup configuration with key <b>9</b> .	

Programme the parameters of the sports	
Each sport has its own configuration (parameters): length of game periods, length of the extra-time periods, number of sets or number of periods, etc... These parameters are saved in memory in case the control console is switched off or a new sport programmed (what makes the use of the console easier in case of several clubs using it).	
The settings of a sport program (Free mode, Basketball...) can be personalized. The new sport program resulting from this personalization can be saved in the control console under any file name and be used any way you wish (up to 10 files can be saved). For example: "Children Basketball", "Senior Handball", "Korfball", "Pelota", etc...	
Choose a sport: the console screen displays the stored configuration for this sport during a few seconds. Press key <b>18</b> to view the data on the console screen longer. Press key <b>18</b> again once this data have been read.	
Change the configuration with key <b>0</b> (see below) or play with the stored configuration with key <b>9</b> (direct access to the game).	
<u>To change configuration</u> : come back to the source configuration of the console in this sport with key <b>9</b> or keep the last parameters with key <b>0</b> or open a saved file (saved sport programs with personalized settings) with key <b>1</b> (if a file has been saved in this sport category). <u>Configuration</u> : answer the various questions displayed on the console screen. For each question, the control console offers the last stored configuration (the data blinks on the console screen):	
<ul style="list-style-type: none"> <li>✓ enter this answer with key <b>23</b>.</li> <li>✓ select another answer with keys <b>0</b> to <b>9</b>.</li> <li>✓ programme lengths of time with keys <b>0</b> to <b>9</b> and and enter time with key <b>23</b>.</li> </ul>	
During programming, it is always possible to come back to the previous programming with key <b>13</b> .	
Save the personalized sport program in a saved file (saved sport programs with personalized settings) with key <b>0</b> or open directly the saved sport program with key <b>9</b> .	

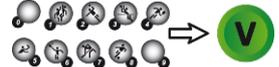
<b>Programme the parameters of the sports (continued from previous page)</b>	
<p><u>Save the personalized sport program:</u> choose one of the saved files with keys <b>0</b> and <b>9</b> (drop-down list) and enter with key <b>23</b>. Bear in mind not to overwrite an existing file.</p> <p>Enter the name of the file you want to save by using SMS mode (see "Programming in SMS mode" below).</p> <p>Enter the name of the saved file with key <b>23</b>.</p>	
<p>Choose the name of the teams.</p>	

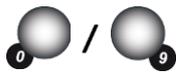
<b>Programme the team names</b>																										
<p>The names can be programmed directly in SMS mode on the control console, or with the USB-keyboard supplied.</p>																										
<p><u>Programming in SMS mode:</u></p> <ul style="list-style-type: none"> <li>✓ Choose the name of the Home team by using keys <b>0</b> to <b>9</b>.</li> <li>✓ Change the character previously entered with key <b>13</b>.</li> <li>✓ Change team with key <b>20</b>.</li> <li>✓ Change mode (Capital letters / Small letters / Numbers) with key <b>21</b>.</li> <li>✓ Enter each name with key <b>23</b>.</li> </ul>																										
<p><u>Programming with the USB-keyboard:</u></p> <p>The control console can be connected to 5 different types of keyboards: AZERTY, QWERTY, HEBREW, RUSSIAN and ARABIC (See "USB-keyboard type" – Page 10). <i>Beware, the scoreboards are not systematically compatible with Hebrew, Russian and Arabic display.</i></p> <ul style="list-style-type: none"> <li>✓ Enter the name of the Home team on the keyboard. <ul style="list-style-type: none"> <li>In AZERTY or QWERTY configuration, the keyboard supplied enables to enter nearly all existing letters :</li> <li>➤ To enter a letter with an accent, press the corresponding key between F1 and F11, then enter the letter. Accents available: <table style="margin-left: 40px; border: none;"> <tr> <td>F1 : á, ć, é, ...</td> <td>F2 : à, è, ì, ...</td> <td>F3 : č, ě, ň, ...</td> <td>F4 : â, ê, î, ...</td> <td>F5 : â, û, ...</td> </tr> <tr> <td>F6 : ä, ë, ü, ...</td> <td>F7 : ã, ñ, õ, ...</td> <td>F8 : ç, ș, ș, ...</td> <td>F9 : ã, ë, ü, ...</td> <td>F10 : ő, ú</td> </tr> <tr> <td>F11 : đ, ł, ø, ...</td> <td colspan="4"></td> </tr> </table> </li> <li>➤ The same way, with the key F12 you can enter specific letters: <table style="margin-left: 40px; border: none;"> <tr> <td>F12+a : æ</td> <td>F12+d : ð</td> <td>F12+e : ə</td> <td>F12+g : ž</td> <td>F12+n : ŋ</td> </tr> <tr> <td>F12+o : œ</td> <td>F12+s : ß</td> <td>F12+t : þ</td> <td>F12+z : ž</td> <td></td> </tr> </table> </li> </ul> </li> <li>✓ Change the letter previously entered with key <b>(Backspace)</b>.</li> <li>✓ Change team with key <b>⇆ (TAB)</b>.</li> <li>✓ Change mode (Capital letters - <b>ABC</b> on the console screen / Small letters - <b>abc</b> on the console screen) with key <b>Caps Lock</b>.</li> <li>✓ Enter each name with key <b>↵</b>.</li> <li>✓ Leave programming with key <b>Esc</b> (or with key <b>23</b> on the control console).</li> </ul>	F1 : á, ć, é, ...	F2 : à, è, ì, ...	F3 : č, ě, ň, ...	F4 : â, ê, î, ...	F5 : â, û, ...	F6 : ä, ë, ü, ...	F7 : ã, ñ, õ, ...	F8 : ç, ș, ș, ...	F9 : ã, ë, ü, ...	F10 : ő, ú	F11 : đ, ł, ø, ...					F12+a : æ	F12+d : ð	F12+e : ə	F12+g : ž	F12+n : ŋ	F12+o : œ	F12+s : ß	F12+t : þ	F12+z : ž		
F1 : á, ć, é, ...	F2 : à, è, ì, ...	F3 : č, ě, ň, ...	F4 : â, ê, î, ...	F5 : â, û, ...																						
F6 : ä, ë, ü, ...	F7 : ã, ñ, õ, ...	F8 : ç, ș, ș, ...	F9 : ã, ë, ü, ...	F10 : ő, ú																						
F11 : đ, ł, ø, ...																										
F12+a : æ	F12+d : ð	F12+e : ə	F12+g : ž	F12+n : ŋ																						
F12+o : œ	F12+s : ß	F12+t : þ	F12+z : ž																							

## ● VARIOUS CONFIGURATIONS

Some general parameters are configurable: the control console language, the type of USB-keyboard, the display time of the clock on the scoreboard, the transmission mode of the control console (standard radio-controlled model), the display of the basketball led strips.

The parameters of the control console can be reset.

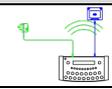
Access to the "General configuration" mode	
The control console is configured in an undesired sport programme: press key <b>27</b> several times (access to the sport menu).	
Keep key <b>27</b> pressed for 1 second until the console displays the "Configuration Language" screen.	
Choose the parameter you need to change with keys <b>0</b> and <b>9</b> (drop-down list).	
Access to the configuration of the parameter needed with key <b>23</b> .	
Language of the control console	
The control console is programmable in different languages. Access to the configuration of this mode as described previously. Select the language needed with the key number indicated on the console screen.	
USB-keyboard type	
The control console can be connected to different types of keyboards (AZERTY, QWERTY, HEBREW, RUSSIAN and ARABIC). Access to the configuration of this mode as described previously. Select the type of keyboard needed with the key number indicated on the console screen. Beware, the scoreboards are not systematically compatible with Hebrew, Russian and Arabic display.	
Display of the clock on the scoreboard	
The scoreboard is equipped with a clock which shows the day time as long as a sport has not been programmed on the control console. The clock can be switched off automatically for the night. Access to the configuration of this mode as described previously. Programme the extinction and display time-slots of the clock: <ul style="list-style-type: none"> <li>✓ Programme the hours with keys <b>0</b> to <b>9</b> and enter the choice with key <b>23</b>.</li> <li>✓ Programme the minutes the same way and enter the choice with key <b>23</b>.</li> </ul>	
Control console transmission mode (standard radio-controlled model)	
The standard radio-controlled console is equipped with 6 different pre-set transmission frequencies (channels) and can also be used in cable transmission mode. Access to the configuration of this mode as described previously. Choose a different radio channel with keys <b>0</b> to <b>5</b> or choose cable transmission mode with key <b>9</b> (the radio transmission mode is off).	
Basketball – Led-strip display at the end of the ball possession time (24 s)	
If the scoreboard is used with ball possession timers (Model SC24) and led-strips, the operation mode of the led strips can be configured on the control console. Access to the configuration of this mode (24s) as described previously. Choose if the led strips should light-up when the ball possession time expires (NO with key <b>0</b> – YES with key <b>9</b> ). <i>In both cases, the led strips light up to indicate the end of the game periods.</i>	

<b>Basketball – Steady or blinking Led-strip display (Ledstrip)</b>	
<p>If the scoreboard is used with ball possession timers (Model SC24) and led-strips, the display mode of the led strips can be configured on the control console.</p> <p>Access to the configuration of this mode (Ledstrip) as described previously.</p> <p>Choose if the led strips should light-up steady (key <b>0</b>) or blink (key <b>9</b>).</p>	
<b>Global reset of the console parameters</b>	
<p>The control console can be completely reset (source configuration in all sports).</p> <p>Access to the configuration of this mode (Global Reset) as described previously.</p> <p>Reset the parameters (source parameters) with key <b>9</b>.</p>	
<b>In case of new sports rules (USB key)</b>	
<p>In case of new sports rules, the programmes of the main control console and of the "individual fouls/points" control console can be updated using a simple USB key.</p> <p>In this case, a specific instruction for programme update will be provided with the USB key.</p>	

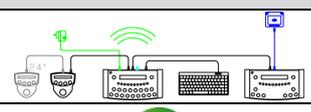
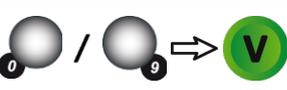
## ● SCOREBOARD CLOCK

The scoreboard is equipped with a clock which shows the day time as long as a sport has not been programmed on the control console. The clock can be switched off automatically for the night during a programmed time-slot (See "Display of the clock on the scoreboard" – Page 10).

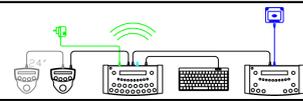
If the scoreboard is equipped as an option with a DCF or GPS antenna, the day time is reset automatically.

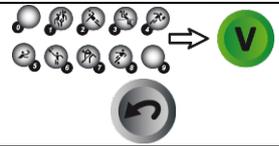
<b>Clock setting</b>	
<p>Make sure the scoreboard is powered and turn the main control console on.</p> <p><i>The USB-keyboard and the other control consoles are not used in this mode.</i></p>	
<p>Press the ON/OFF key until the console displays the welcome screen.</p>	
<p>The control console is configured in an undesired sport programme: press key <b>27</b> several times (access to the sport menu).</p>	
<p>Select the "clock setting" mode with key <b>18</b>.</p>	
<p>Programme the hours with keys <b>0</b> to <b>9</b> and enter your choice with key <b>23</b>.</p> <p>Programme the minutes the same way and enter your choice with key <b>23</b>.</p>	
<p>Turn off the control console by keeping key ON/OFF pressed and plug it in for recharge.</p> <p><i>The time is permanently saved in memory in the scoreboard in case of a power failure.</i></p>	

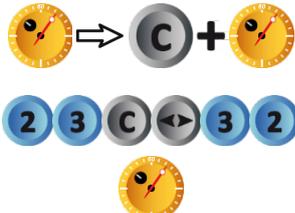
## ● SAVED FILES

<b>Open a saved sport program (saved sport programs with personalized settings)</b>	
<p>If needed, connect the control consoles and the USB-keyboard to each other (according to the sport discipline).</p>	
<p>Press the ON/OFF key until the console displays the welcome screen.</p>	
<p>If a sport discipline has not been selected in the control console yet: select the "Saved files" mode with key <b>17</b>.</p>	
<p>Select the saved file needed with keys <b>0</b> and <b>9</b> (drop-down list) and enter with key <b>23</b>. The sport discipline is automatically selected. The console screen displays the stored configuration during a few seconds.</p>	
<p>Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b>.</p>	

## BASKETBALL

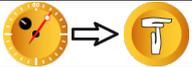
<b>Set-up</b>	
Connect all the control consoles and the USB-keyboard to each other (the control consoles can be connected in any order). The "Individual fouls/points" control console is only supplied with scoreboards equipped with individual fouls modules.	
Press the ON/OFF key until the console displays the welcome screen.	

<b>Programming</b>	
Select the "Basketball" mode with key <b>1</b> .	
The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, length of the extra-time periods, length of the time-outs. Press key <b>18</b> to view the data on the console screen longer.	
Change the configuration with key <b>0</b> or play with the stored configuration with key <b>9</b> .	
<u>To change configuration</u> : answer the various questions displayed on the console screen with keys <b>0</b> to <b>9</b> , and enter your answer with key <b>23</b> .  During programming, it is always possible to come back to the previous programming with key <b>13</b> .	
Choose the name of the teams (See "Programme the team names" – Page 9)	

<b>Pre-match timer / Game timer</b>	
Some of the timer features can also be controlled by the separate timer control console (See "Functions of the separate timer control console" – Page 7).	
Start or stop the pre-match timer with key <b>18</b> .	
If needed, stop the pre-match timer to charge the 1 <sup>st</sup> game period with key <b>28</b> .	
Start or stop the game timer with key <b>18</b> .	
Display on the console screen the elapsed game time instead of the remaining time and vice versa with key <b>21</b> .	
End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys <b>16</b> and <b>18</b> simultaneously.	
Stop the rest timer and load a new game period or an extra-time period with key <b>28</b> . <ul style="list-style-type: none"> <li>✓ The number of team fouls goes back to zero (except at extra-time period).</li> <li>✓ The number of time-out requests only reaches zero at half game time and at extra-time periods.</li> </ul>	
End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key <b>18</b> .	
Correction of the game timer: <ul style="list-style-type: none"> <li>✓ stop the game timer with key <b>18</b>, then enter in timer correction mode by pressing keys <b>16</b> and <b>18</b> simultaneously.</li> <li>✓ change the timer: -1min with key <b>12</b>, -10s with key <b>14</b>, - 1s with key <b>16</b>, +1s with key <b>20</b>, +10s with key <b>22</b>, +1min with key <b>24</b>.</li> <li>✓ enter with key <b>18</b>.</li> </ul>	

Scores	
Add 1, 2 or 3 points with keys <b>10, 12, 14</b> (Home) or keys <b>22, 24, 26</b> (Guests).	
Deduct 1, 2 or 3 points by pressing keys <b>16</b> and <b>10, 12, 14, 22, 24</b> or <b>26</b> simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If the individual points function is used: the team points are automatically accumulated on the main control console.	

Team Fouls	
Add 1 team foul with key <b>11</b> (Home) or key <b>25</b> (Guests).	
Deduct 1 team foul by pressing keys <b>16</b> and <b>11</b> or <b>25</b> simultaneously.	
<u>Models supplied with an "Individual fouls/points" control console</u> If an "Individual fouls/points" control console is connected: the team fouls are automatically accumulated on the main control console.	

Time-outs	
Stop the game timer with key <b>18</b> , then start the time-out timer with key <b>17</b> .	
Once the time-out timer is running: add 1 time-out request with key <b>10</b> (Home) or key <b>26</b> (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys <b>16</b> and <b>10</b> or <b>26</b> simultaneously.	

Horn	
Sound the horn manually with key <b>19</b> . <i>The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).</i>	

Ball possession	
Invert the ball possession indicator ( <i>home / guests / arrows off</i> ) with key <b>20</b> .	

Period number	
If needed, correct the period number by pressing keys <b>16</b> and <b>28</b> simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys <b>16</b> and <b>15</b> simultaneously, then choose the name of the teams.	
Load a different type of match configuration: press keys <b>16</b> and <b>15</b> simultaneously, then enter in programming mode with key <b>27</b> .	