# Score Pilot User Manual

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Sport In The Box™
Score Pilot

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## Introduction

ScorePilot is an easy-to-use match console for game clock and scoring control in team sports. It is designed to give the operator a clear, intuitive workflow where key actions can be performed quickly and reliably during live play. The large 10” touchscreen provides a strong overview of match status and settings, while the most frequently used actions are also available as physical buttons around the display to reduce reliance on touch interaction. A dedicated start/stop switch for the game clock includes integrated status LEDs, helping the operator confirm clock state at a glance while staying focused on the game.

ScorePilot can be used as a standalone solution by connecting via HDMI to a TV/LED screen and displaying a complete scoreboard layout. For more advanced venue setups, the console integrates seamlessly with Sport In The Box over network, enabling secure two-way communication of match data and team information. It can also control and output data to existing scoreboard systems via multiple interface options, including RS422 as well as network-based protocols such as UDP, TCP, and WebSocket.

The console supports multiple sports and can manage several databases/configurations within the same venue. Operators can create multiple sport profiles, pin them to the home screen for quick access, and lock settings with password protection to prevent accidental or unauthorized changes. ScorePilot also features built-in network update capability to keep the device current with the latest features and rule updates.

# Quick reference sheet

## Start ScorePilot

1. Connect your cables to your scoreboard (Network or Serial)
2. Connect charger (Network PoE+ or USBC)
3. Turn on device by pressing the power button
4. Check device is getting charged, battery time left is shown in status bar

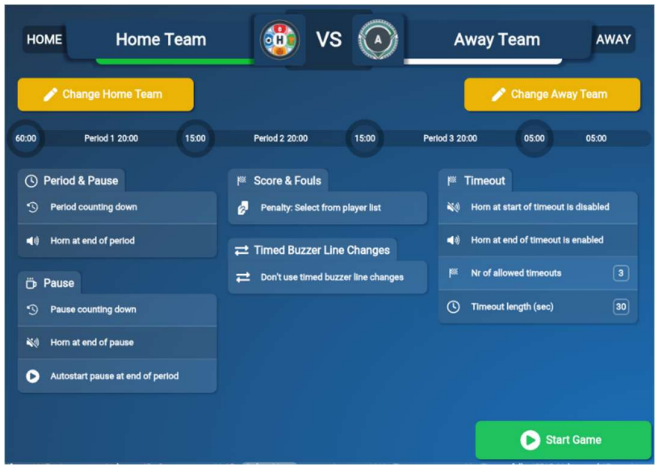
## Connect scoreboard & network

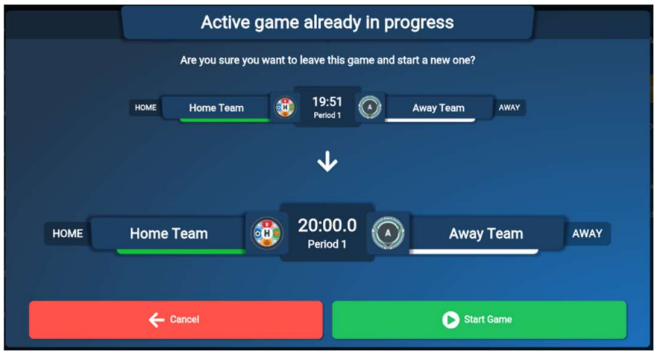
1. Connect your cables to your scoreboard (Network or Serial)
2. Connect charger (Network PoE+ or USBC)
3. Turn on device by pressing the power button
4. Check device is getting charged, battery time left is shown in status bar

## Start new game

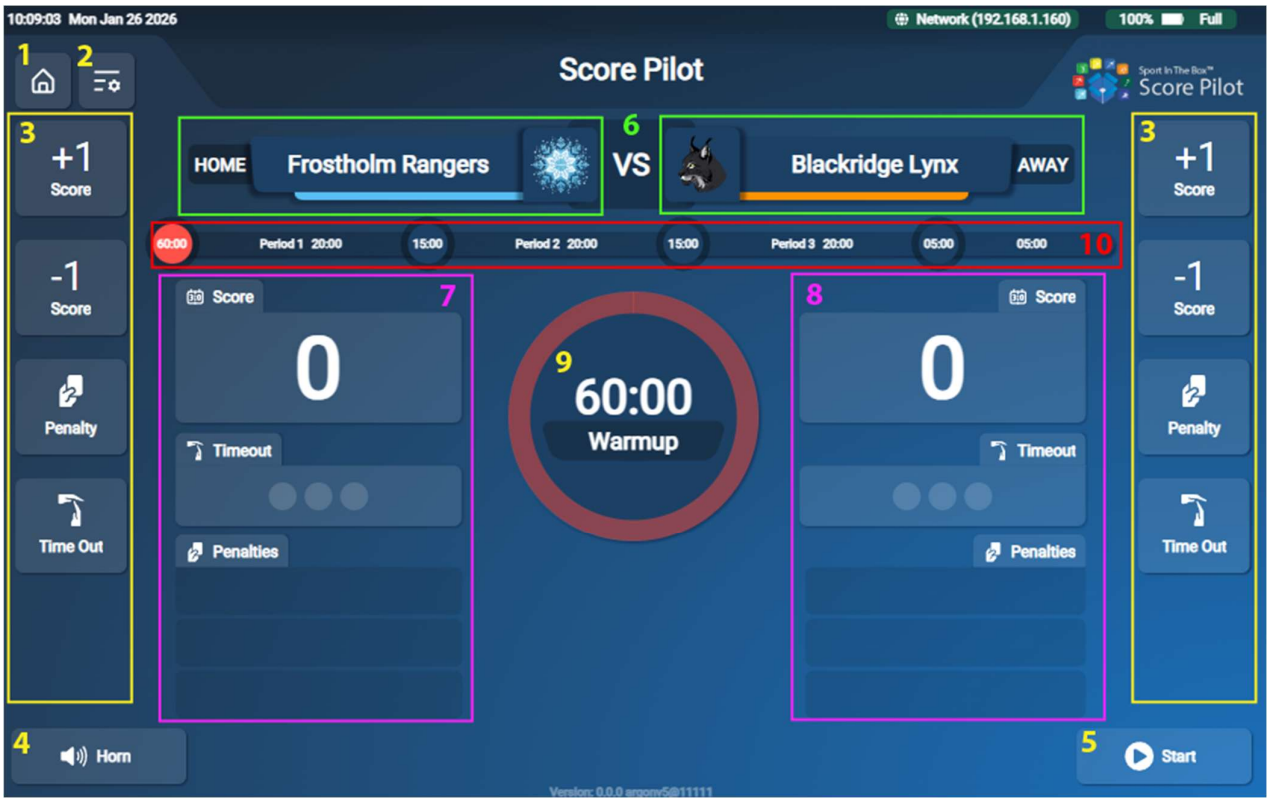
1. From home screen, select the sport configuration to use for your new game
2. Change teams by pressing the Change Home/Away team buttons
3. Press Start Game
4. Confirm that you want to Start the new game and delete the old.



## Game Screen




| No. | Item | Description |
|---|---|---|
| 1 | Home Button | Takes you to the start screen.<br>To return to the game, press the current game at the top. |
| 2 | Game Settings Button | Change settings for the current game,<br>Teams, settings, periods, and more. |
| 3 | Quick Buttons | Five quick access buttons on each side, each with a matching physical button on the keyboard. |
| 4 | Horn Button | Available both on screen and as a physical button on the keyboard. |
| 5 | Start/Stop Clock | Control game time with both on-screen and physical buttons (Up=start, Down=stop).<br>Red=stopped, Green=running, Yellow=pause. |
| 6 | Home and Away Teams | Tap a team to edit its information. |
| 7 | Home Team Game Data | Displays score, timeouts, and penalties. Tap any item to edit. |
| 8 | Away Team Game Data | Displays score, timeouts, and penalties. Tap any item to edit. |
| 9 | Game Time | Tap to modify the game time. |
| 10 | Game Timeline | Shows periods and pauses.<br>Tap to switch to another period or pause. |

## Start stop clock

Use rocker switch to start and stop game time & pauses.
Up starts clock, Down stops clock.
Red=stopped, Green=running, Yellow=pause
Button is yellow when in a pause. Software button will then indicate the next period/pause. Press on this item to directly jump to next period/pause.

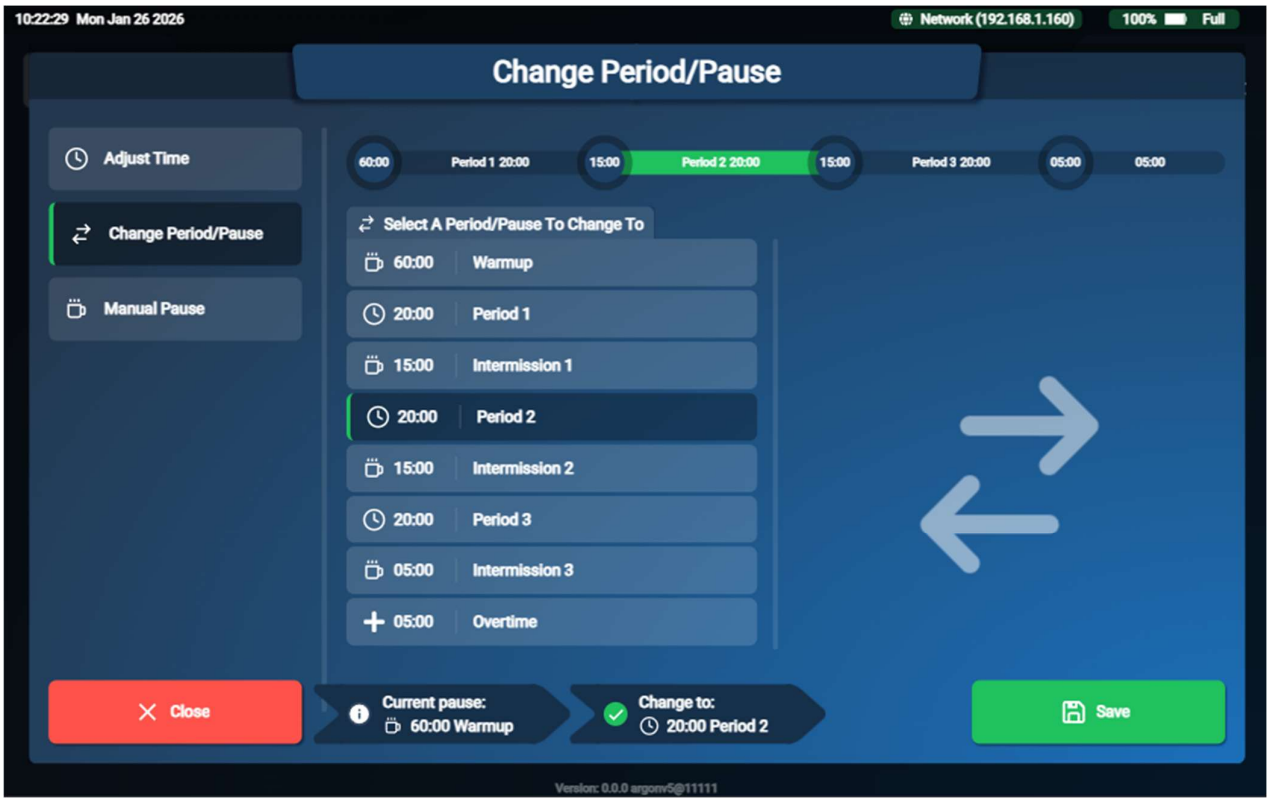


## Modify game time clock

1. Press game time clock in middle of screen to open editor for game time
2. Change game time by:
   a. Using quick adjust buttons on side of clock
   b. Use scroll wheel below clock
   c. Use button to change clock to the previous stopped time
   d. Press the field for minutes, seconds and tenths to directly edit this with the on screen numpad.



## Change period




When period/pause ends, the start/stop button shows the next period/pause.
Press this to move to the next item.

To manually move between period/pauses

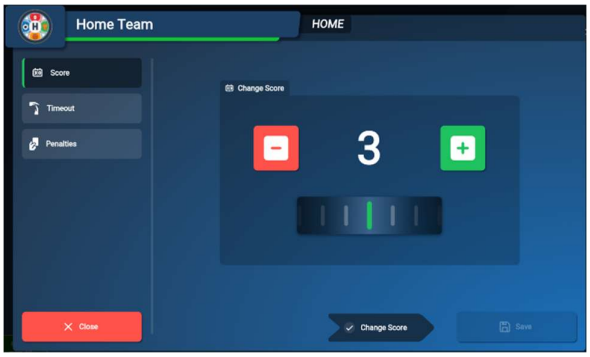
1. Press the period/pause timeline in top and
2. Select period/pause to move to
3. Press Save

## Add score

Press +1 button to add score to a team

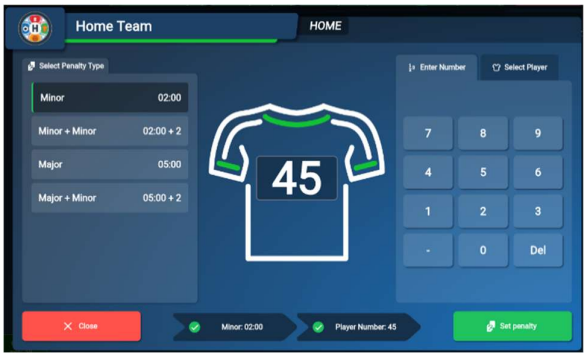
## Modify score

Press the score box to modify the score



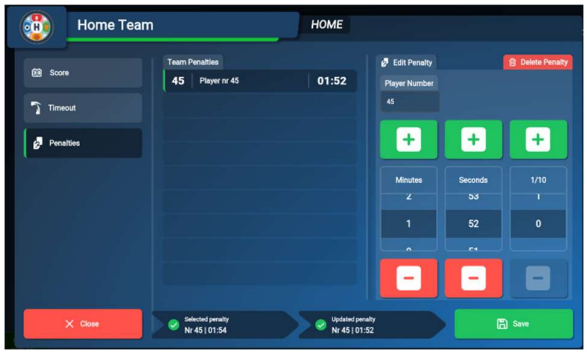

## Add penalty

1. Press penalty button to add a penalty
2. Select penalty type/time
3. Enter player number with numpad or select player in the list



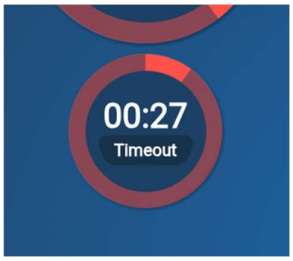

## Modify/Delete penalty

1. Press the penalty to modify or delete
   a. Use quick buttons to modify penalty time
   b. Change player number by pressing the player number field
   c. Delete penalty by pressing Delete Penalty button and confirm.



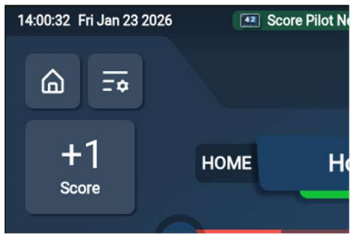

## Timeouts

Start a timeout by pressing the timeout button.
To cancel the timeout, just start the game time.
To change timeouts taken by a team, press the timeout indicator and use the quick buttons to adjust and press save.




## Change game settings

To adjust game settings like
period/pauses, count down/up, external devices
Press the button Game settings, see the section game settings in the user manual for more information about these settings.



# Hardware overview




## Top

| | | |
|---|---|---|
| **1** | Touch screen | Main input device |
| **2** | Power button | **Power on**: Press Once<br>**Power off**: Press once, shutdown menu will be shown<br>**Force off**: Long press > 10 seconds |
| **3** | Horn button | On press, will always sound horn on XLR output and configured data outputs |
| **4** | Start/stop button | Start and stop time. Will always work even if user is not in active game screen. Button is green when time is running and red when time is stopped. |
| **5** | 10 Software buttons | Placed on both sides of the screen, these buttons lets you press the indicated button in game screen without using the touchscreen. |

## Back

[Image of back side]

| | | |
|---|---|---|
| **6** | Network port PoE+ | Network connection with Power Over Ethernet (PoE+) |
| **7** | XLR Audio out | Audio output for end of period horns |
| **8** | Scoreboard RS422 | Scoreboard serial output RS422<br>Connector: Amphenol Ecomate 7pF<br>Pin 3 $Tx_1$-, Pin 4 $Tx_1$+, Pin 5 $Tx_2$-, Pin 6 $Tx_2$+ |
| **9** | RS422 LEDs | Blinks when transmitting data |
| **10** | USB-C Power input | USB-C PD-Charger with 15V 2A or 12V 2A |
| **11** | HDMI output | 1280x720@50fps Scoreboard output in fullscreen |
| **12** | USB input | For loading images and teams with USB-Memory stick |
| **13** | Charge LED | **Red:** Charging, **Green:** Battery Full |
| **14** | Status LED | **Green:** On/Running, **Red:** Low battery (start disabled) |
| **15** | EXP 1 | External Interface for accessory 1 (RS485) |
| **16** | EXP 2 | External Interface for accessory 2 (RS485) |
| **17** | I/O 1 | External Interface for accessory (2 in, 1 out) |
| **18** | I/O 2 | External Interface for accessory (2 in, 1 out) |
| **19** | Loudspeaker | Built-in speaker |

## Software

Home Screen



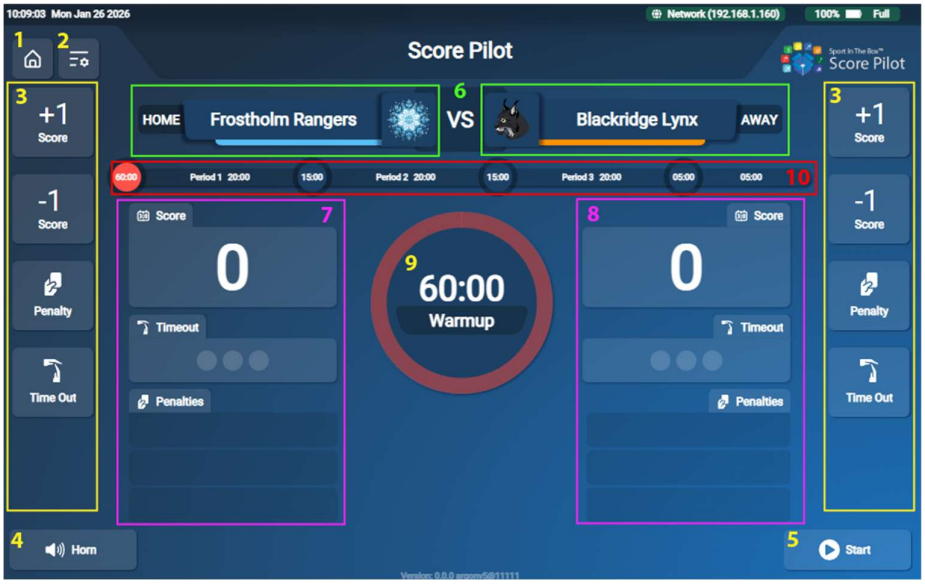

When Score Pilot starts, the Home Screen displays all available **Sport Configurations**. Icons indicate whether a configuration is read-only (1) or PIN-protected (2).

If an active game exists, a summary is shown for quick access back into the game (3).

Selecting a sport configuration creates a new game. The currently active game is not replaced until the new game is started.

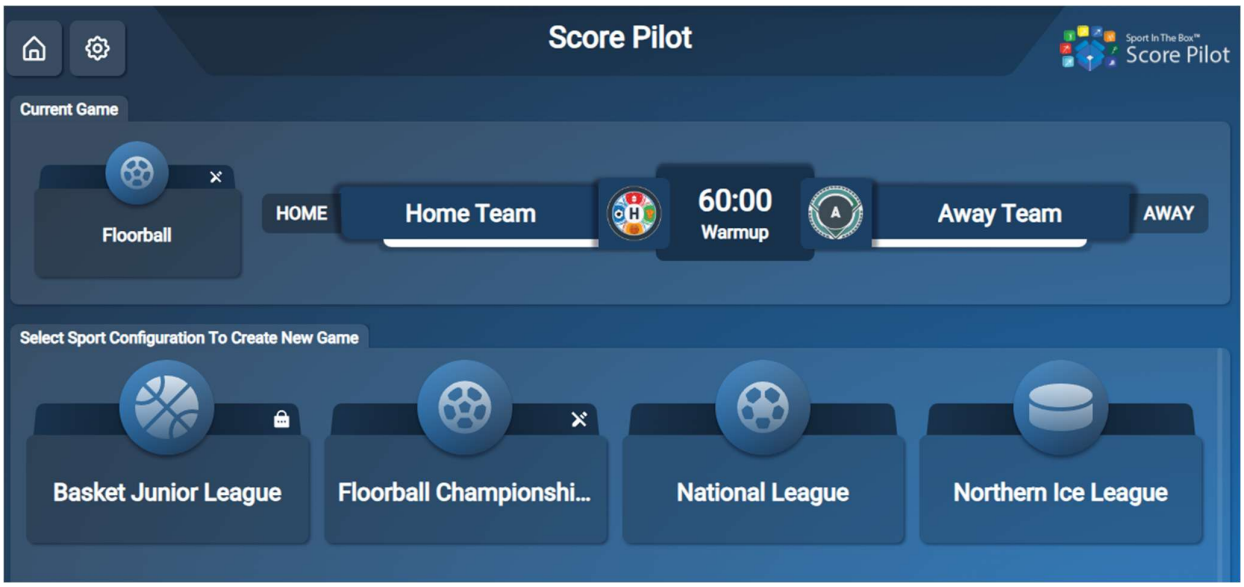
## Game screen

The Game Screen is the main interface used to operate an active match. While each sport may include additional features or sport-specific controls, the elements described in this chapter are shared across all sports and function in the same way.




| Id | Name | Description |
|---|---|---|
| 1 | Home button | Takes you to the Home screen (current game will not be canceled) |
| 2 | Game settings | Opens up settings for the current game |
| 3 | Quick action buttons | Each side of the screen includes quick action buttons for the selected teams. All sports include Score buttons, used to adjust the team's score during the match. Additional buttons may appear depending on the sport configuration, such as Timeout, Penalty, Card, or other sport-specific actions. |
| 4 | Horn button | A manual horn button is available in the bottom left corner. |
| 5 | Start/Stop Control<br>Next period/pause | The Start/Stop button is located in the bottom right corner. This button starts and stops the main match clock.<br>When period has ended this will be used to go to next period/pause. |
| 6 | Teams | The Home and Away teams are shown at the top of the screen, displaying the name, color, and logo for each team. |
| 7 | Home team data | Showing data for the home team, touch to edit |
| 8 | Away team data | Showing data for the home team, touch to edit |
| 9 | Game Clock | The game clock is displayed in the center of the screen. It shows the current match time and the active segment (Period, Pause, Overtime) with its corresponding title. The clock counts up or down depending on the sport rules and the active configuration. |
| 10 | Game timeline | Shows all period and pauses in the current game |

## Creating a new game




When starting the Score Pilot, the first view is of all the available Sport Configurations.

If an active game exists, a summary of that game is shown in top, providing quick access back into it. The current active game is not replaced until the user starts the next game.

The small icons in the top right corner indicate whether the sport configuration is in Read Only or PIN code protected.

By clicking on any of the sport configurations, a new game is created.

When creating a new game, a copy of the sport configuration is made to the game so all settings can be changed on demand without changing the default settings in the sport configuration.

## Configuration of new game before start

Before starting a game, there is a summary of the settings for the game, and it is possible to update any settings.

Quickly change teams by pressing the yellow buttons.

If all is correct, click on Start Game to start the new game.

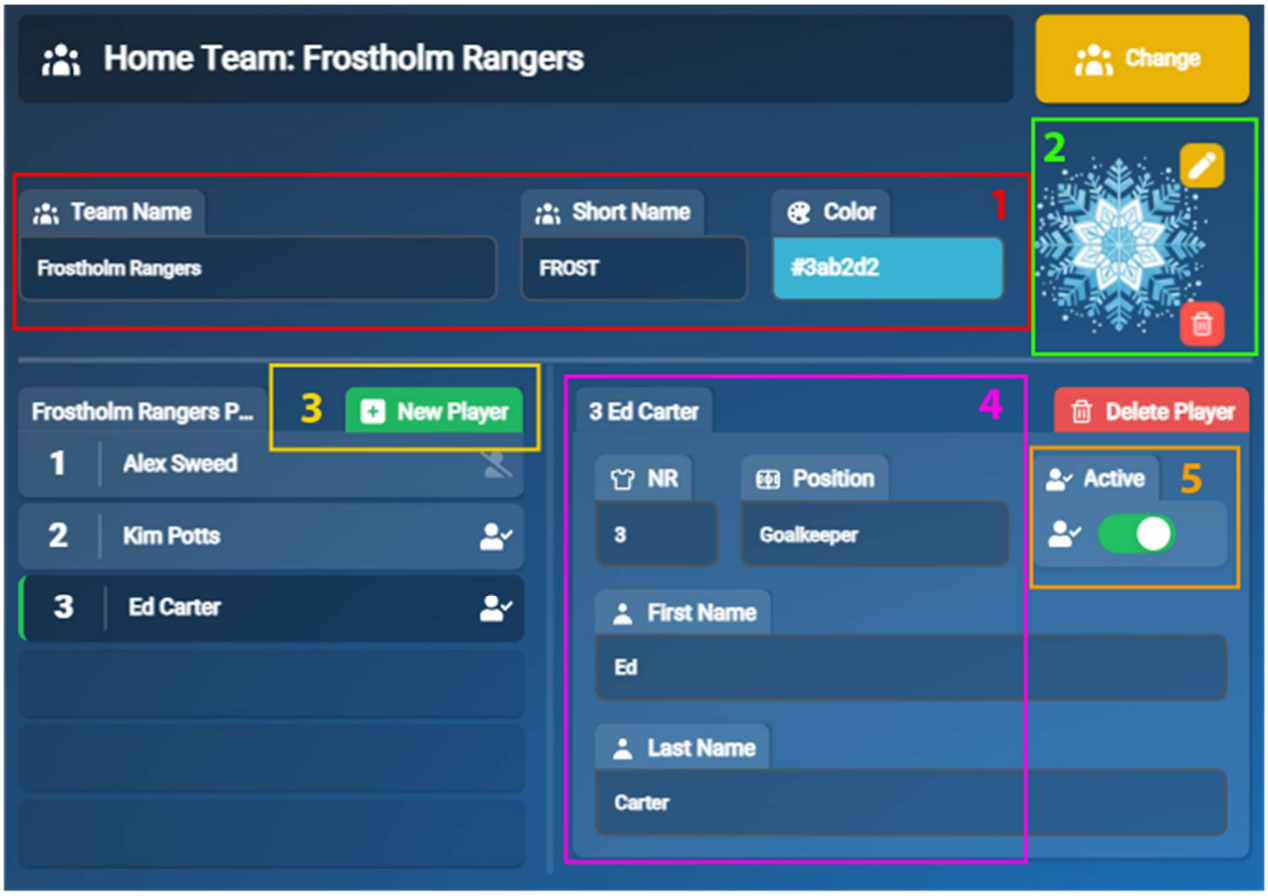



All sports share some settings: Settings for the home and away team, Game Settings, Period/Pause, Scoreboard Settings, External Devices.

*Home & Away Team Settings*

Setup the teams for this game.

Add players to the team, switch to a different team, update team names, or modify team colors.




| id | Name | Description |
|---|---|---|
| 1 | Edit Team | Edit the team name, short name, or team color by clicking on the respective field and updating the information. |
| 2 | Edit Team Logo | Change the team logo by clicking the yellow Edit button and selecting a new logo. |
| 3 | Create a New Player | Add a new player to the team. |
| 4 | Edit Player Details | Edit a player's name, number, or position as needed. |
| 5 | Set Player to Active | Mark a player as Active to display them on the Scoreboard and in the Game Screen. |

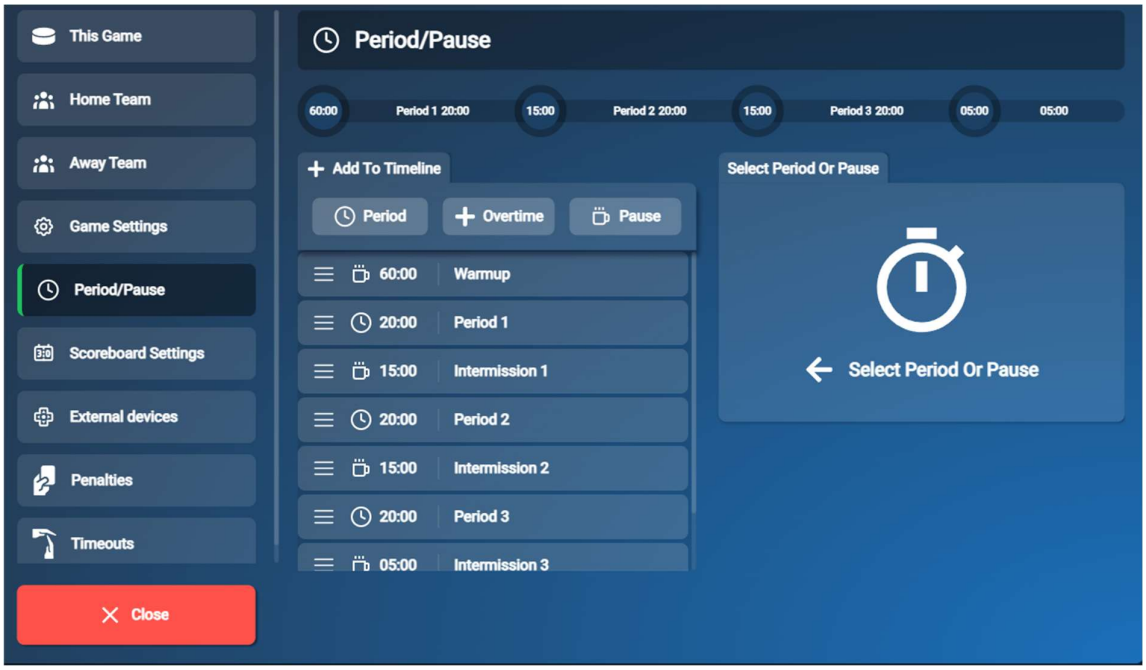
*Period / Pause*

Setup the timeline for the game. Add or edit periods, pauses and overtimes.

By default, this is copied from the Sport Configuration, but it is possible to customize in each game created.

Period and Overtime are considered Game Time, meaning other clocks such as shot clock and penalties will be running if a Period or Overtime is running.

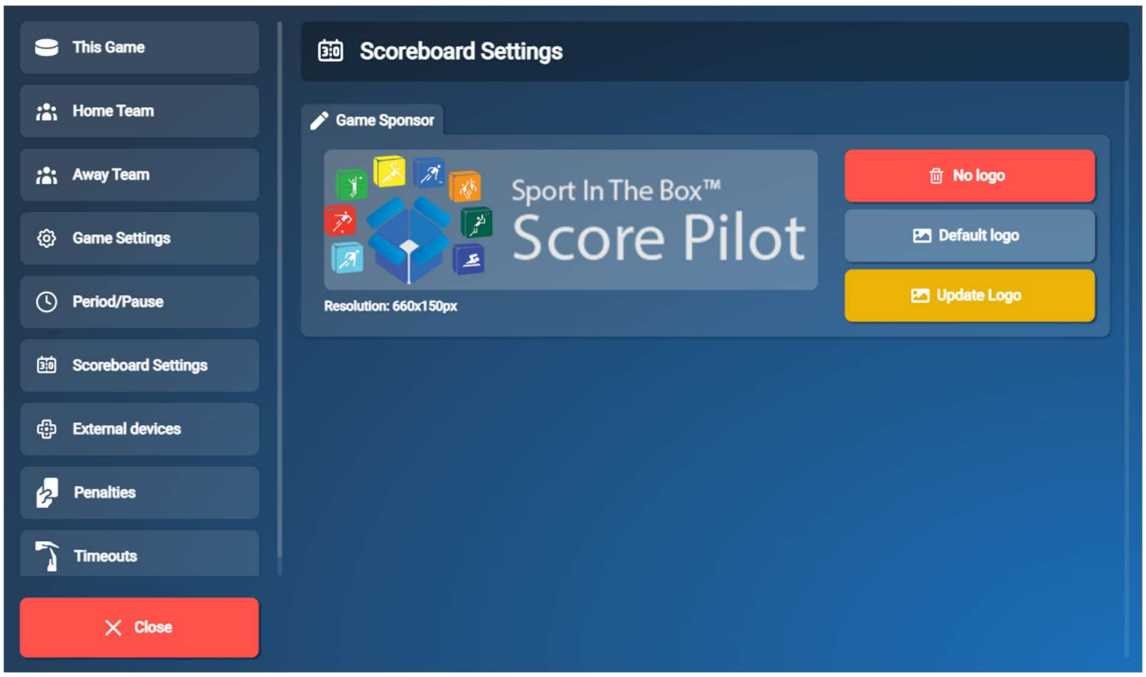
Pauses are not considered game time, and other clocks will be paused during a pause.



*Scoreboard Settings*

If the match is displayed on the HDMI Scoreboard, or over network with the Score Pilot protocol, the Game Sponsor can be set in the Scoreboard Settings and shown on scoreboard.

Either update the logo, clear the logo by pressing **No Logo** or reset to the default Score Pilot logo.



*External devices*

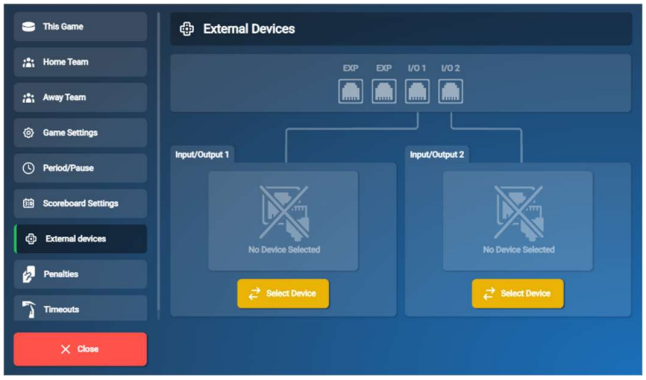
Score Pilot has the option to connect two External input / outputs via the ports I/O 1 and I/O 2. Under the External Devices tab, it is possible to setup what each port should do.

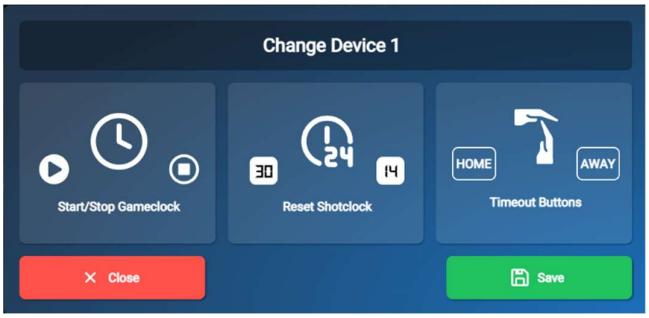
*Start / Stop Game Clock* – When connected, the external button allows for starting and stopping the game.

*Reset Shot clock* – When connected, the external buttons allow the shot clock to be reset to one or the other of the two shot clock times.

*Timeout Buttons* – When connected, one timeout button is available for each team, to be able to request a timeout. Starting a timeout is only possible when the team still has not used all their timeouts. When starting a timeout, the main clock is stopped, a timeout starts running, and horn sounds if that setting has been enabled.

To check that the external devices are connected properly, try holding down the button. The corresponding function should then be highlighted in green in the External Devices setup screen.

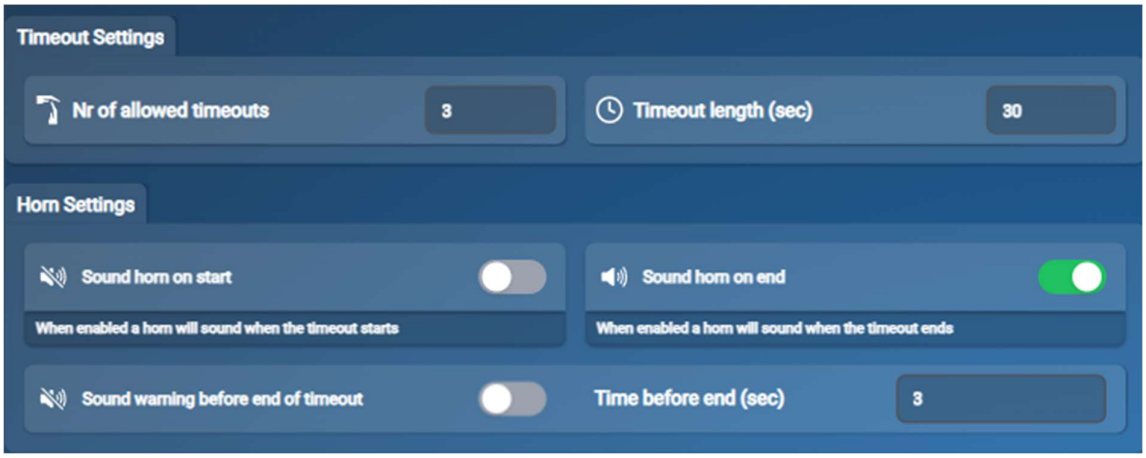





*Timeouts*

Setup length of timeouts, how many can be taken for this Sport configuration, and settings for horn sounds.

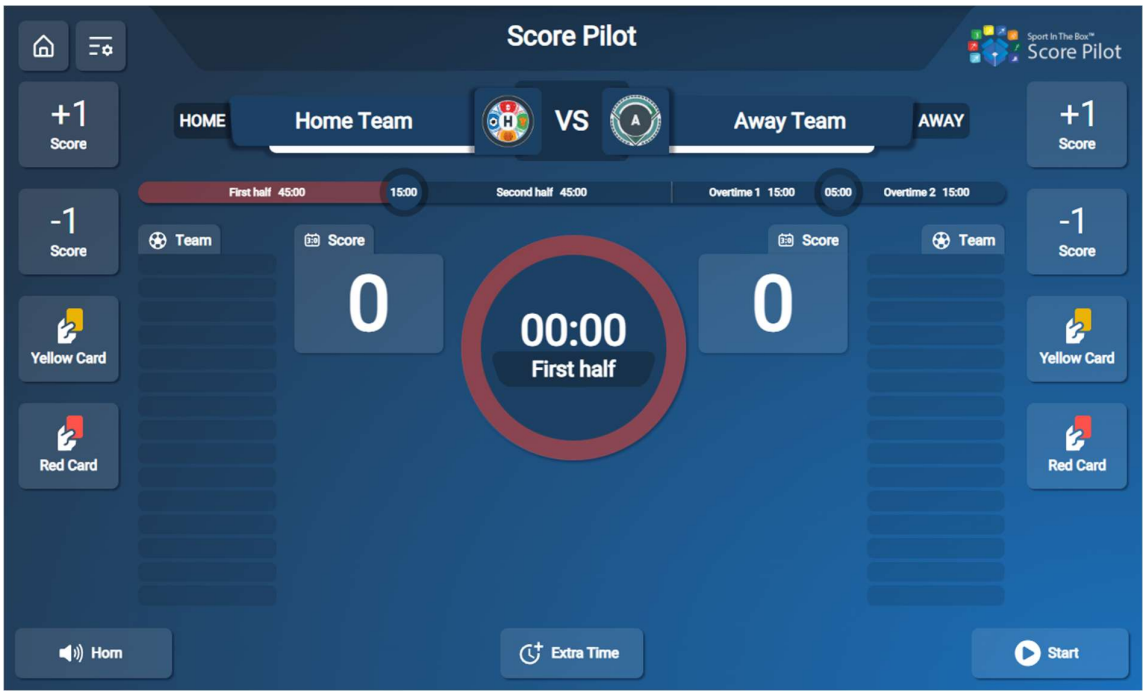



| Setting | Description |
|---|---|
| Nr of allowed timeouts | Set how many timeouts each team is allowed to take. Will be displayed in Game Screen and Scoreboards. |
| Timeout length (sec) | Set how long each timeout should be. Set the time in seconds. Minimum value is 0; maximum value is 999 seconds. |
| Sound horn on start | Activate playing a shorter horn sound on start of a new timeout. |
| Sound horn on end | Activate sounding horn at the end of the timeout. |
| Sound warning before end of timeout | Activate playing horn sound as a warning before the timeout ends. Set the time before end to play the sound with the setting Time before end (sec). |

## Sports

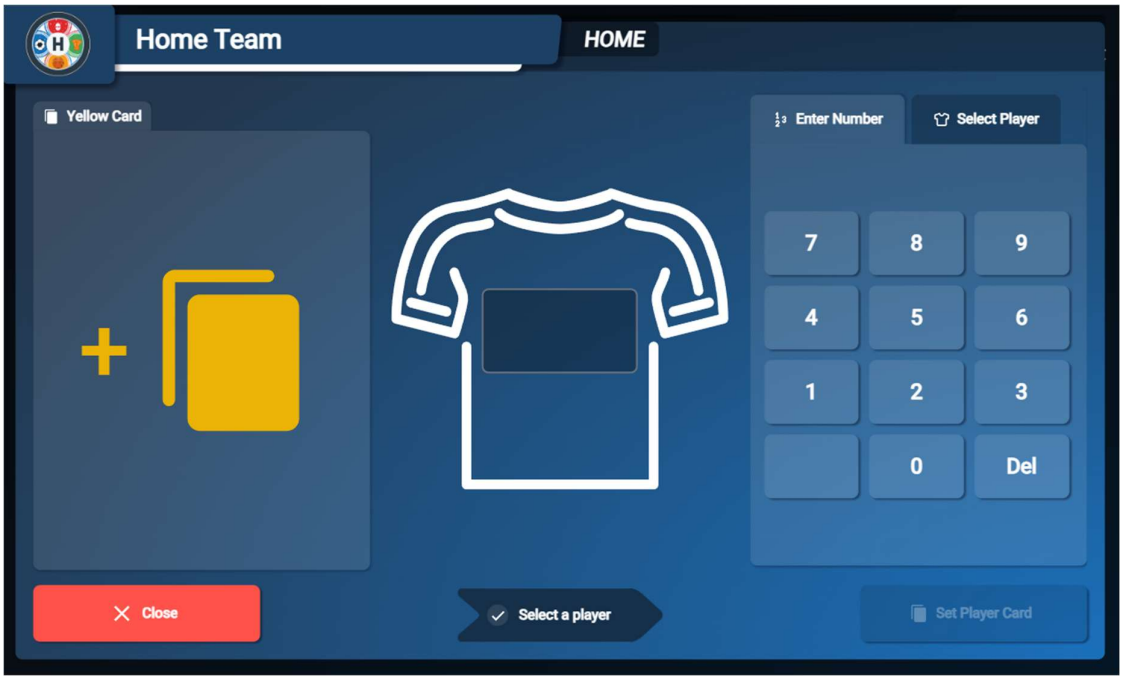
### Football

*Game screen*



*Player cards*

Football includes a card system for managing disciplinary actions during the match. Two quick action buttons are available on the Game Screen for each team: Yellow Card and Red Card. These buttons are used to register cards given to players

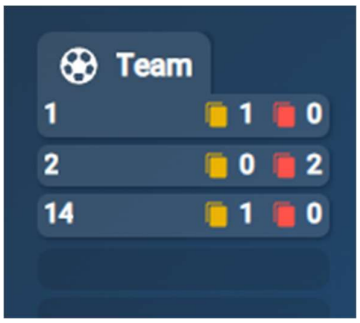



When a card button is pressed, a modal window opens. A player can be identified by:

Entering the player's number using the numeric keypad, or

Selecting the player directly from the list of players registered for the team.

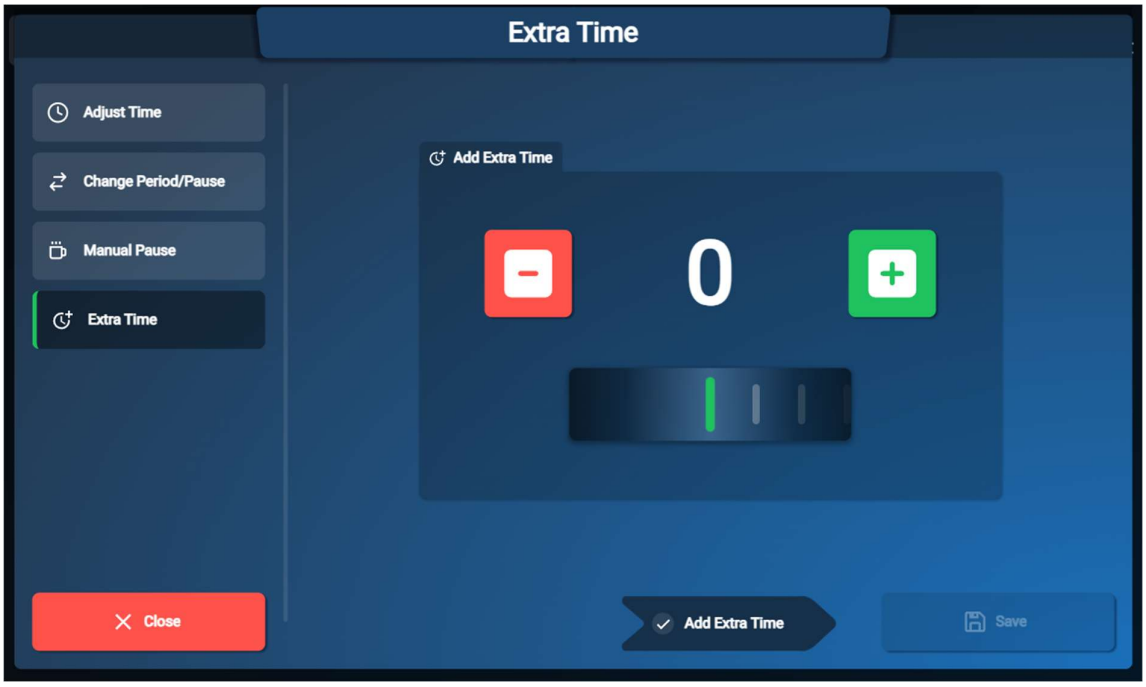
Once the card is confirmed, it is added to the player.




The number of yellow or red cards assigned to each player is displayed in the team list on the Game Screen, providing an overview of all disciplinary actions during the match.

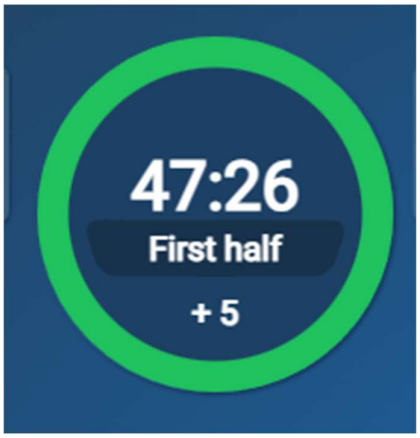
## Extra Time

Extra time can be added manually during a match by pressing the **Extra Time** button on the Game Screen.




Pressing the button opens a modal window where the number of additional minutes can be entered. Once confirmed, the extra time is displayed on the match clock.

Extra time is automatically cleared when moving to next period.
To clear it manually, change it to 0.



*Settings*

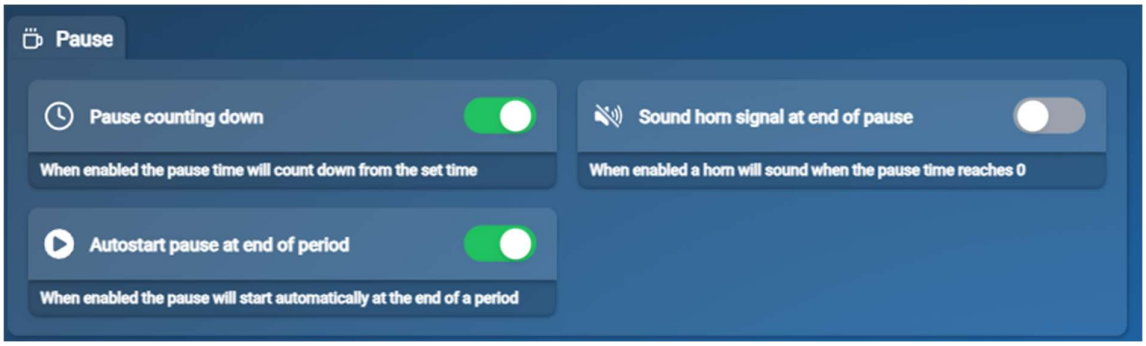
## Game Settings

In Game Settings all settings for game time, pause, and score can be edited.

Sound horn signal at end of period – Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the game time ends.

*Use stoppage time* – Activate to allow game time to continue running even after the period has ended. Can be used to compensate for lost playing minutes due to injuries, substitutions, or other significant interruptions.

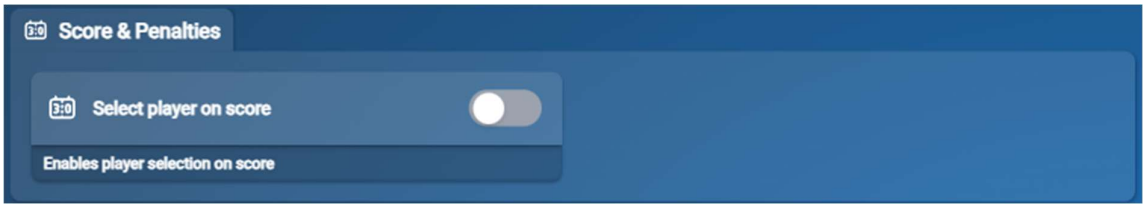
*Start next period time form end of previous* – When enabled, this setting makes the game time get displayed as a total of the elapsed time during each period. If the first period is 45 minutes, the second period will start from 45 minutes and count up from that, so after 10 minutes in the second period the clock will say 55 minutes.




*Pause counting down* - Enabled makes the pause clocks to count down to zero, disable to start pause at zero and count up

*Sound horn signal at end of pause* - Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the pause ends.

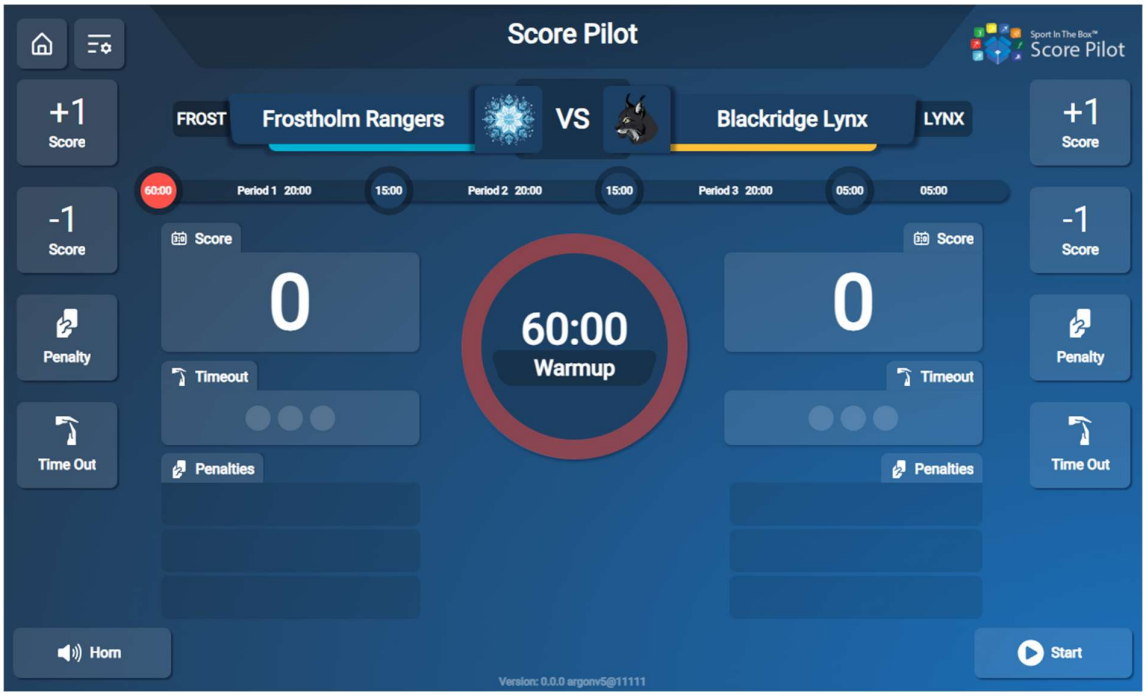
*AutoStart pause at end of period* – When enabled, if the current period is followed by a pause, the pause will start running when the period ends. The pause time will be visible in the game screen on the button to switch to the pause. When switching, the pause clock will be in the center of the game screen, with the elapsed time preserved.




*Select player on score* – This option makes the user need to select a player when adding or removing a score for the team.

## Ice hockey

*Game screen*




In the Ice Hockey game screen, quick buttons for +1 / -1 Score, Penalties and Time Out are available on the sides

| Action | Description |
|---|---|
| +1 Score | Increases the score for the selected team. The left side is for the home team, and the right side is for the away team. If “Select player on score” is enabled in Game Settings, you must choose a player when the score increases for any team. |
| -1 Score | Decreases the score for the selected team. The left side is for the home team, and the right side is for the away team. |
| Penalty | Adds a penalty to the selected team. |
| Time Out | Takes a timeout for the selected team, provided they have not used all their allowed timeouts. While the clock is running, the timeout button is disabled. |

*Add new penalty*



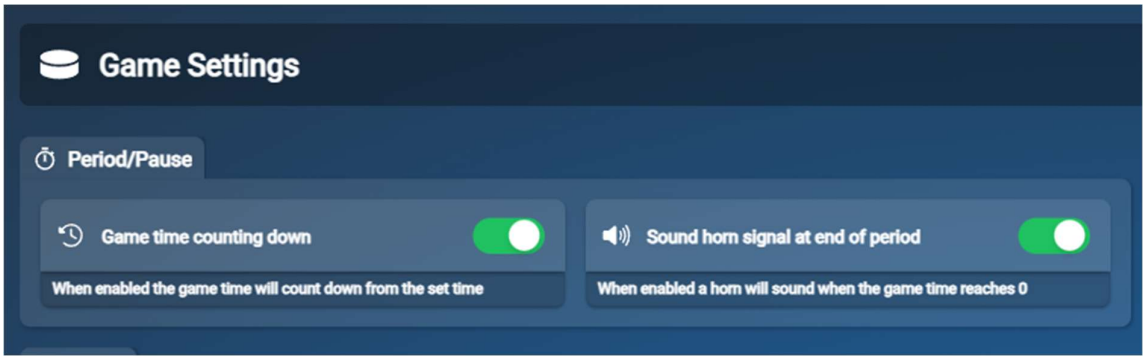

When adding a penalty, a modal opens to choose the penalty type and assign it to a player. A player can be identified by entering their number on the numeric keypad or selecting directly from the team's registered player list.

Once the penalty is confirmed, it is added to the player and displayed under penalties in the game screen.



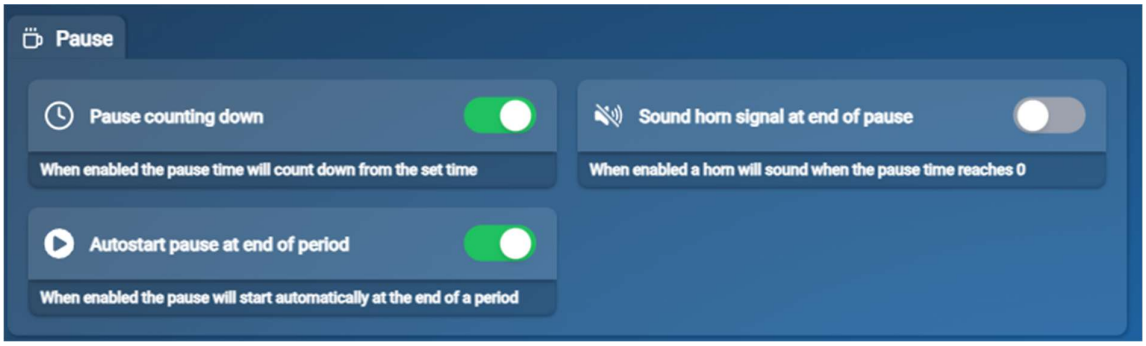
*Settings*

## Game Settings




Game time counting down – Enabled makes the game time count down to zero, disable to start game time at zero and count up.

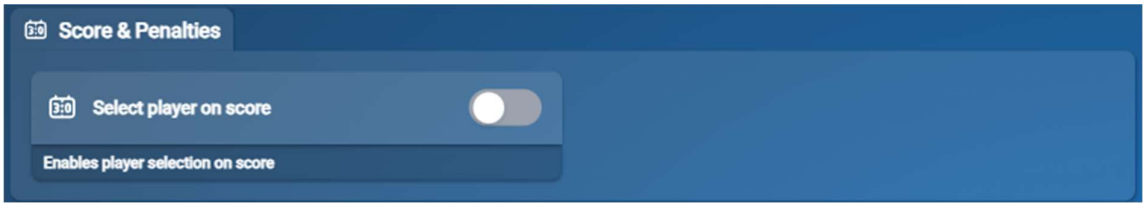
Sound horn signal at end of period – Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the game time ends.




*Pause counting down* - Enabled makes the pause clocks to count down to zero, disable to start pause at zero and count up

*Sound horn signal at end of pause* - Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the pause ends.

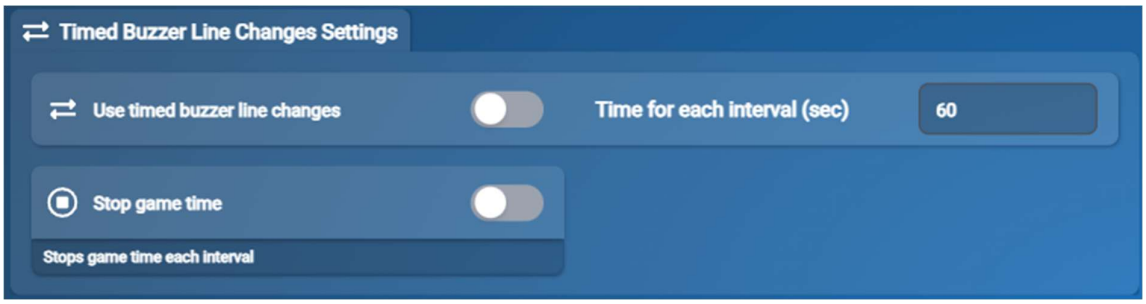
*AutoStart pause at end of period* – When enabled, if the current period is followed by a pause, the pause will start running when the period ends. The pause time will be visible in the game screen on the button to switch to the pause. When switching, the pause clock will be in the center of the game screen, with the elapsed time preserved.



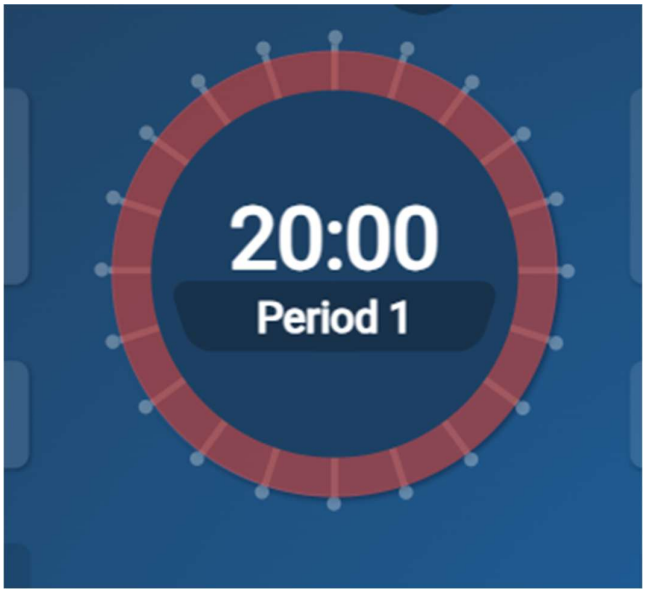

*Select player on score* – This option makes the user need to select a player when adding or removing a score for the team.

### Timed Buzzer Line Changes

Timed Buzzer Line Changes is a customized feature for Ice Hockey and Floorball games. When the setting “Use timed buzzer line changes” is enabled, the period time gets divided into equal segments to the “Time for each interval (sec)” setting. When the game time is running, a horn will sound at each of the intervals, indicating that a buzzer line change should happen. If the setting “Stop game time” is active, the game time will be automatically stopped at the buzzer interval.

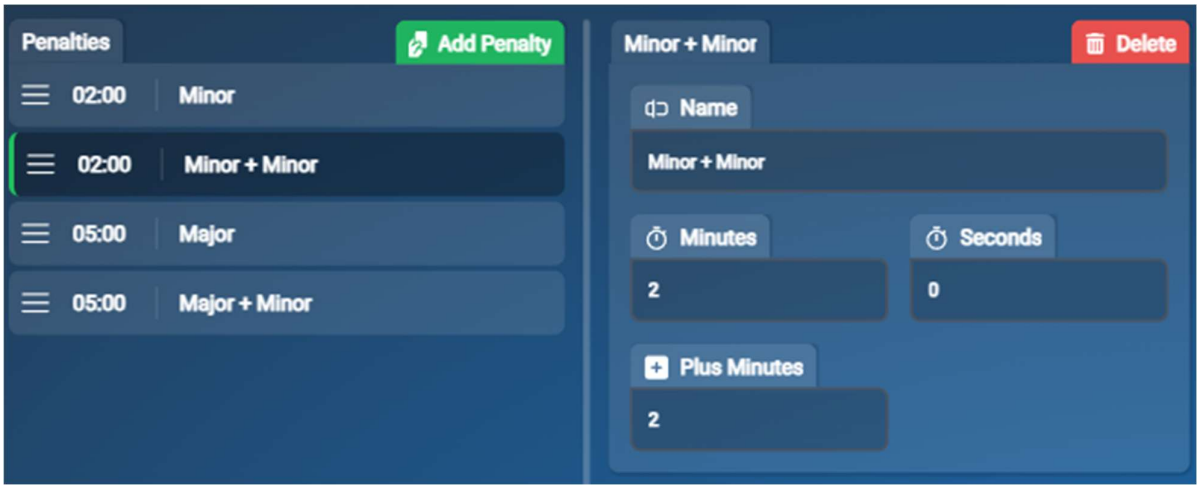



When Timed Buzzer Line Changes are active, each interval is visualized on the game clock.



### Penalties

For Ice Hockey games, the tab for Penalties is available. In Penalties, it is possible to set the default penalties, with name and time. These are later used when adding a penalty to a player.




Settings for penalties include:

*Name* – Name for the penalties, by default Ice Hockey has Minor and Major penalties

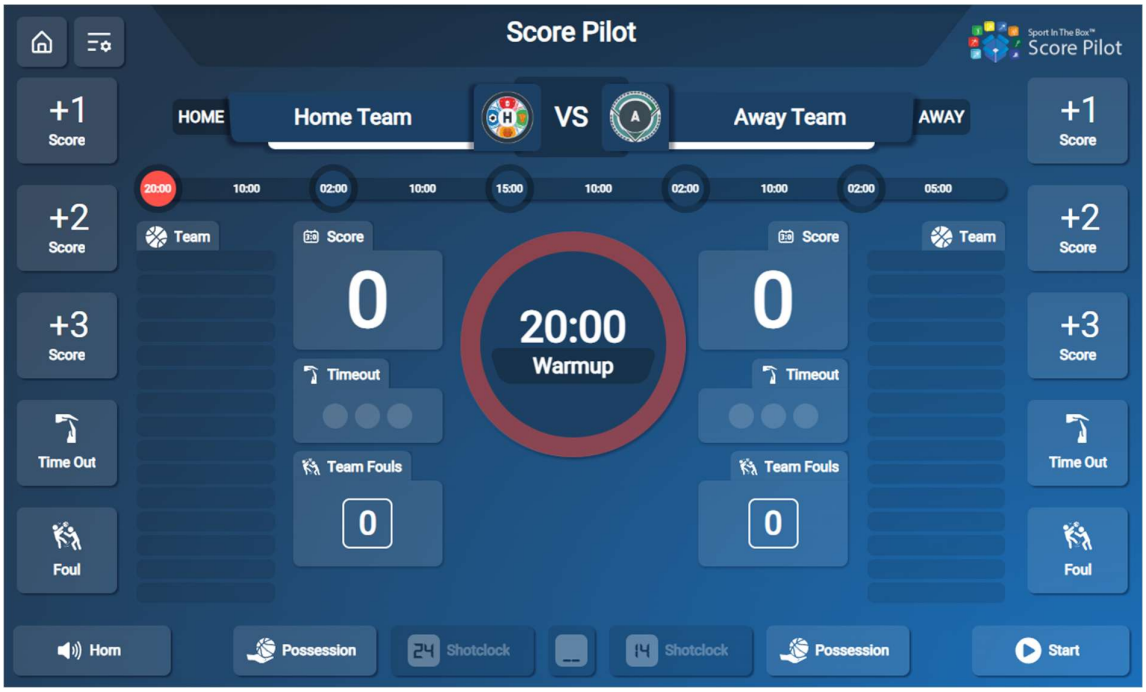
*Minutes* – Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time.

*Seconds* – Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with seconds to create full penalty time.

*Plus Minutes* – Time in minutes if the penalty should be, for example a Major + Minor. If 0, it counts as a single penalty. If anything over 0 it is a "Plus" penalty, or double penalty. When a player gets a penalty with additional minutes, it will be displayed as the total time, but changes can be made to remove the first penalty.

| Setting | Description |
|---|---|
| Name | Name for the penalties, by default Ice Hockey has Minor and Major penalties |
| Minutes | Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time. |
| Seconds | Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with minutes to create full penalty time. |
| Plus Minutes | Time in minutes if the penalty should be, for example a Major + Minor. If 0, it counts as a single penalty. If anything over 0 it is a "Plus" penalty, or double penalty. When a player gets a penalty with additional minutes, it will be displayed as the total time, but changes can be made to remove the first penalty when the other team scores. |

## Basketball




### *Game Screen*

In the Basketball game screen, quick buttons on each side of the team for +1/+2/+3 Score, Time Out and Fouls are available.

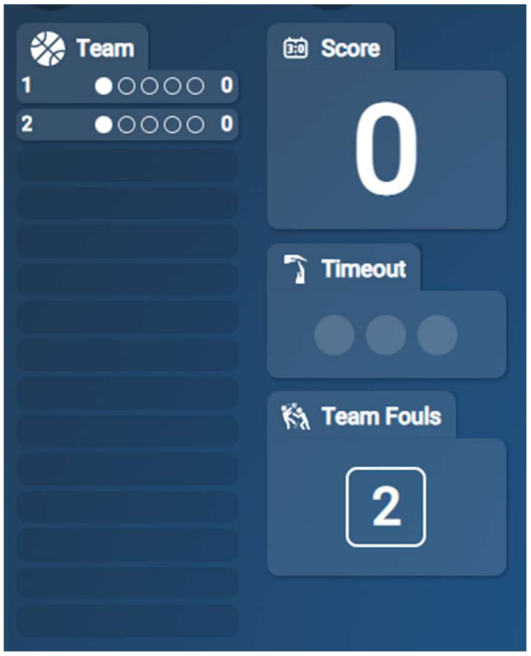
Buttons for Possession and Shot clock are located at the bottom of the game screen.

| Button/Function | Description |
|---|---|
| +1/ +2 / +3 Score | Increases the score for the selected team (left side for home team, right side for away team). If “Select player on score” is enabled in Game Settings, scoring requires selecting a player. |
| Time Out | Takes a timeout for the selected team, provided the team has not used all their allowed timeouts. The timeout button is disabled while the clock is running. |
| Foul | Adds a foul to the selected team. A modal opens to select the player to assign the foul to, either by entering the player’s number using the numeric keypad or selecting from the registered team player list. |

*Adding a foul*




Once the foul is confirmed, it is added to the player in the team list and the total number for team fouls are updated as well.






*Possession*

Assigns ball possession to the selected team.

Left side button sets possession for the home team, right side button sets possession for the away team. If the selected team already has possession and the same button is pressed again, the possession is cleared and set to none



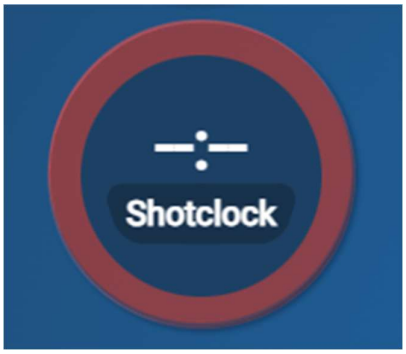

The active possession is shown on the Game Screen with an arrow next to the shot clock in the middle of the screen.

*Shot clock*

*Shot clock (Time 1)* – Resets the shot clock to the primary shot clock time configured in Shot Clock settings.

*Shot clock blank* – Sets the shot Clock time to a blank state.

*Shot clock (Time 2)* – Resets the shot clock to the secondary shot clock time configured in Shot Clock settings.

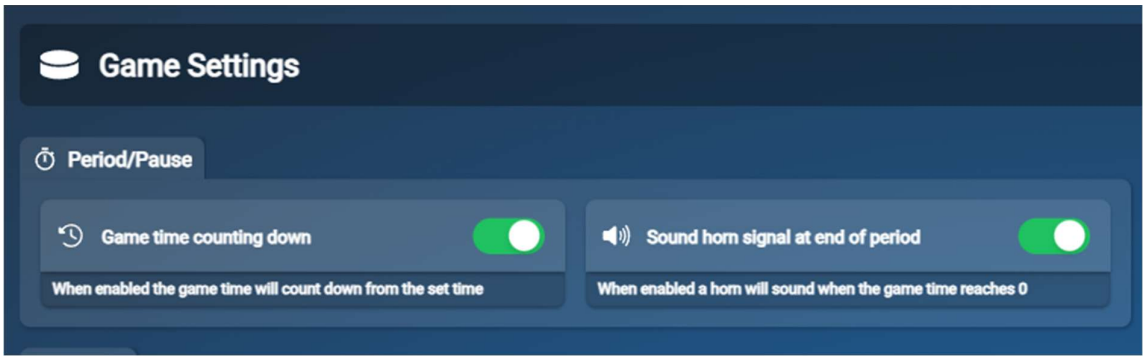


### *Settings*

For Basketball, the available extra tab for settings is Penalties and Shot clock.

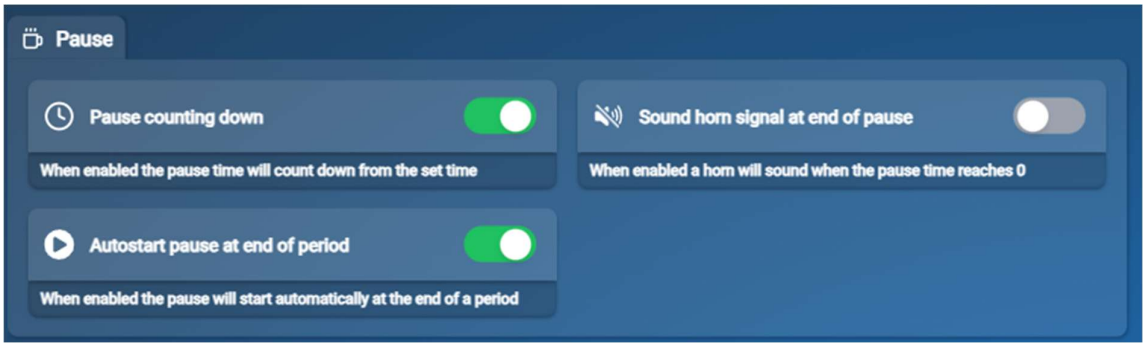
### Game Settings

In Game Settings all settings for game time, pause, score, and timed buzzer line changes can be edited.




Game time counting down – Enabled makes the game time count down to zero, disable to start game time at zero and count up.

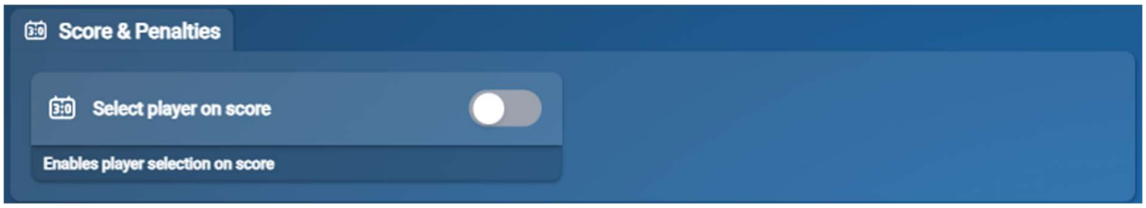
Sound horn signal at end of period – Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the game time ends.



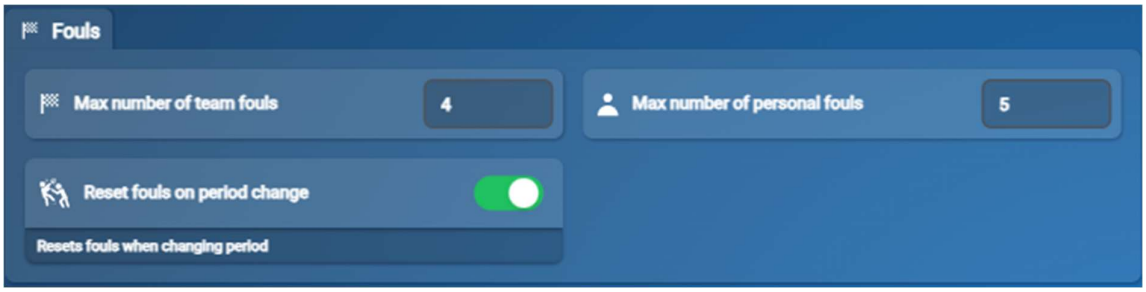

*Pause counting down* - Enabled makes the pause clocks to count down to zero, disable to start pause at zero and count up

*Sound horn signal at end of pause* - Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the pause ends.

*AutoStart pause at end of period* – When enabled, if the current period is followed by a pause, the pause will start running when the period ends. The pause time will be visible in the game screen on the button to switch to the pause. When switching, the pause clock will be in the center of the game screen, with the elapsed time preserved.




*Select player on score* – This option makes the user need to select a player when adding or removing a score for the team.



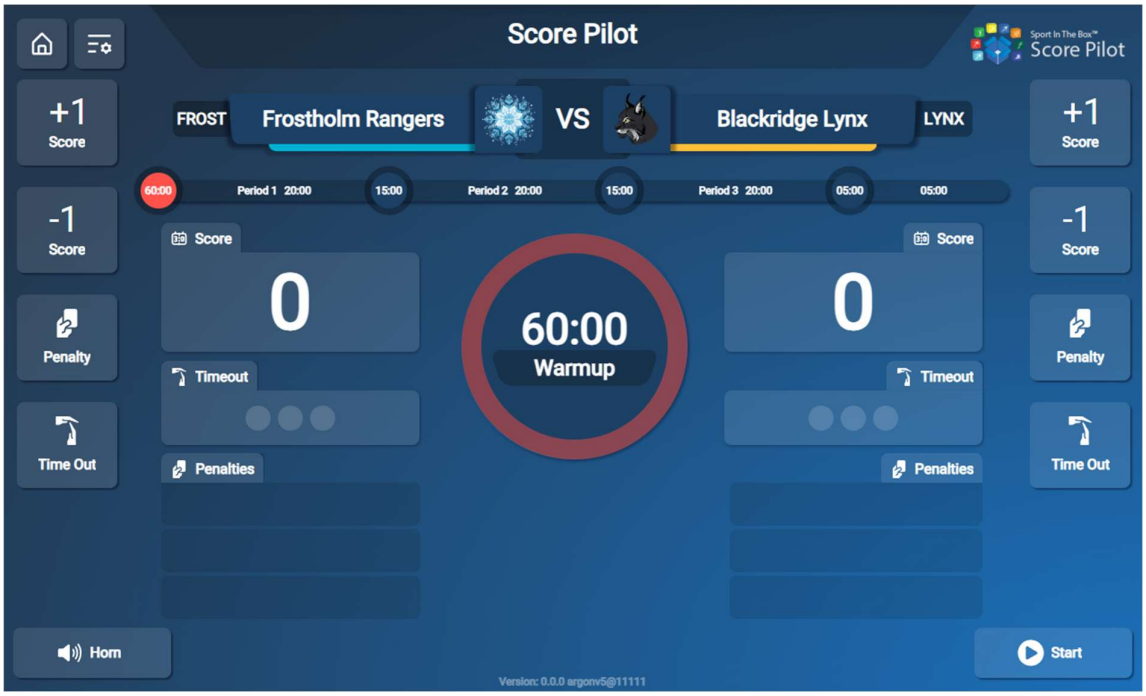

*Max number of team fouls* – Set the maximum number of allowed fouls for a team. The minimum value is 0, and the maximum value is 99. The number of fouls a team has will be displayed on the game screen, in a separate box under the score. The box will turn red when the maximum number of fouls has been reached. Adding a personal foul to a player will increase the number of team fouls for that team. Team fouls can also be edited separately from the personal fouls.

*Max number of personal fouls* – Set the maximum number of personal fouls that could be awarded to a player. The minimum is 0, and the maximum is 7. Players with personal fouls will be displayed in the list of players during the game.

*Reset fouls on period change* – When active, this setting will trigger all team fouls to be reset when changing to a new period. Resetting team fouls will set team fouls to 0. Personal fouls will stay untouched.

## Handball

### *Game screen*




In the Handball game screen, quick buttons for +1 / -1 Score, Penalties and Time Out are available on the sides

| Action | Description |
|---|---|
| +1 Score | Increases the score for the selected team. The left side is for the home team, and the right side is for the away team. If “Select player on score” is enabled in Game Settings, you must choose a player when the score increases for any team. |
| -1 Score | Decreases the score for the selected team. The left side is for the home team, and the right side is for the away team. |
| Penalty | Adds a penalty to the selected team. |
| Time Out | Takes a timeout for the selected team, provided they have not used all their allowed timeouts. While the clock is running, the timeout button is disabled. |

*Add new penalty*




When adding a penalty, a modal opens to choose the penalty type and assign it to a player. A player can be identified by entering their number on the numeric keypad or selecting directly from the team's registered player list.

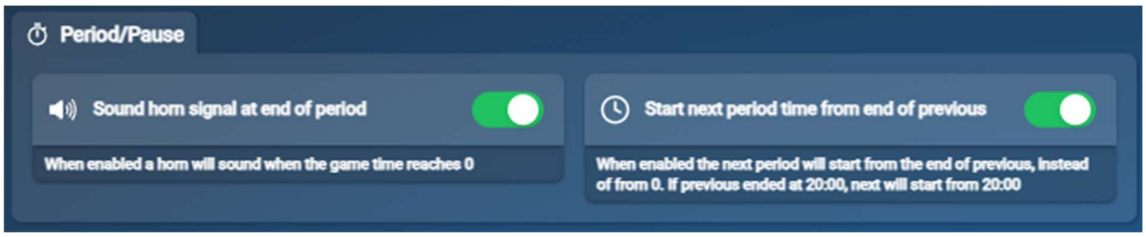
Once the penalty is confirmed, it is added to the player and displayed under penalties in the game screen.



*Settings*

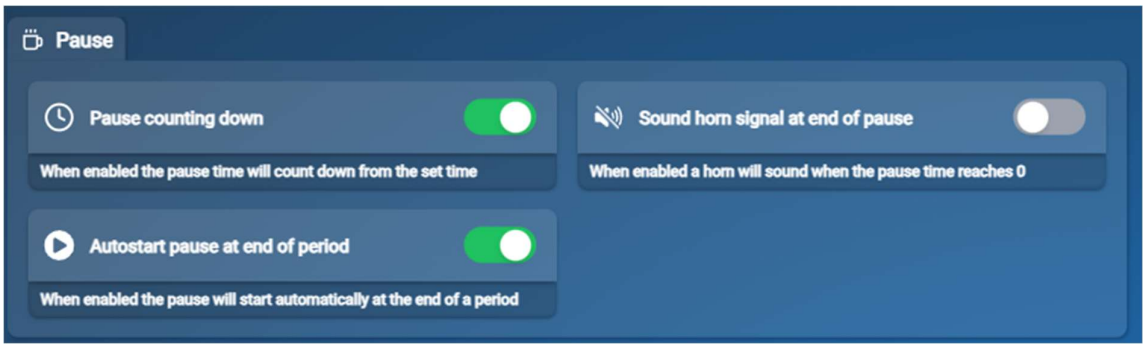
## Game Settings

In Game Settings all settings for game time, pause and score can be edited.




*Sound horn signal at end of period* – Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the game time ends.

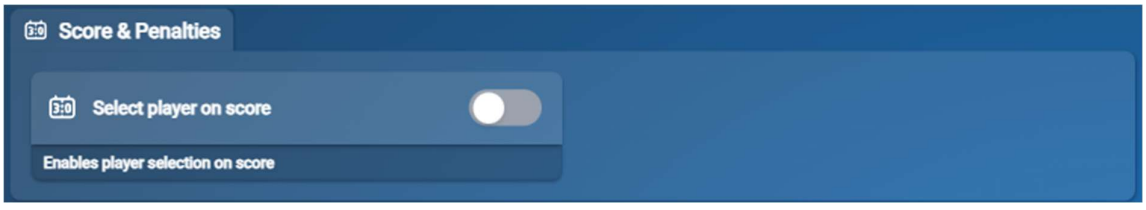
*Start next period time form end of previous* – When enabled, this setting makes the game time get displayed as a total of the elapsed time during each period. If the first period is 30 minutes, the second period will start from 30 minutes and count up from that, so after 10 minutes in the second period the clock will say 40 minutes.




*Pause counting down* - Enabled makes the pause clocks to count down to zero, disable to start pause at zero and count up

*Sound horn signal at end of pause* - Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the pause ends.

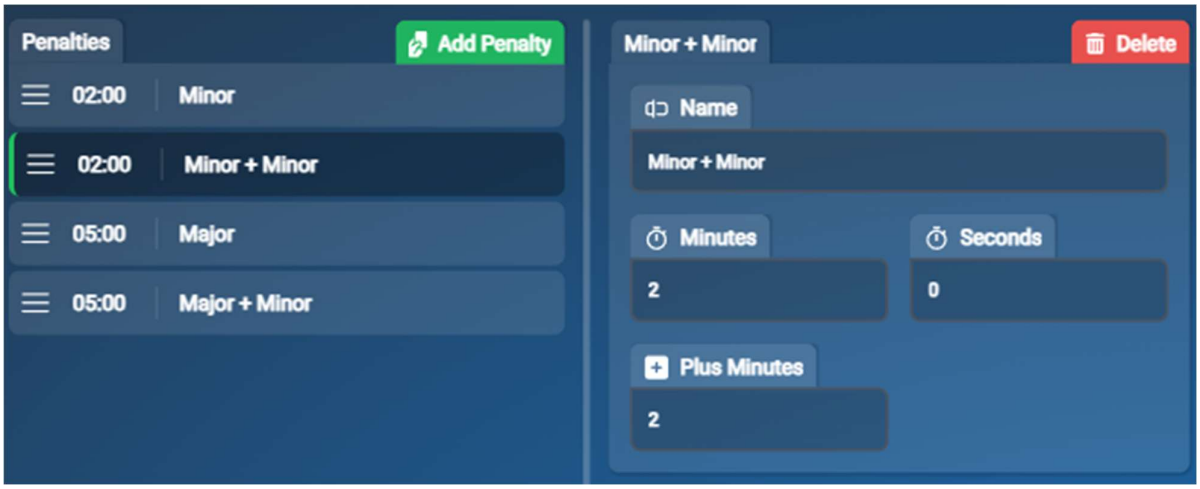
*AutoStart pause at end of period* – When enabled, if the current period is followed by a pause, the pause will start running when the period ends. The pause time will be visible in the game screen on the button to switch to the pause. When switching, the pause clock will be in the center of the game screen, with the elapsed time preserved.




*Select player on score* – This option makes the user need to select a player when adding or removing a score for the team.

### Penalties

In Penalties, it is possible to set the default penalties, with name and time. These are later used when adding a penalty to a player.




Settings for penalties include:

*Name* – Name for the penalties, by default has Minor and Major penalties

*Minutes* – Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time.

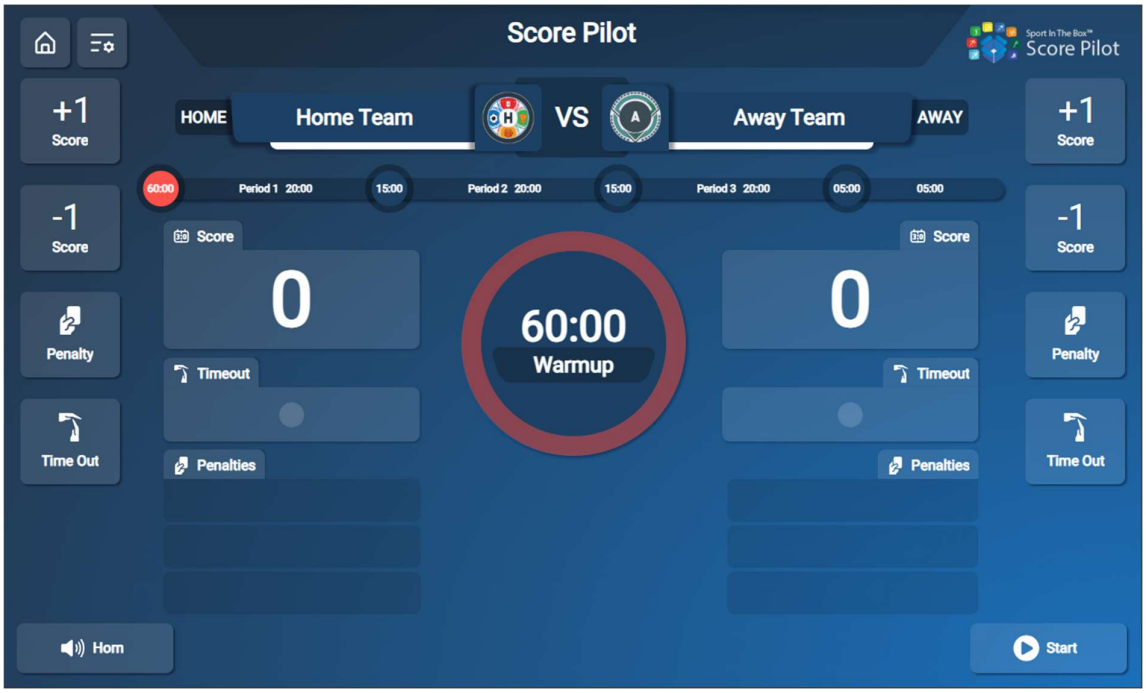
*Seconds* – Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with seconds to create full penalty time.

*Plus Minutes* – Time in minutes if the penalty should be, for example a Major + Minor. If 0, it counts as a single penalty. If anything over 0 it is a "Plus" penalty, or double penalty. When a player gets a penalty with additional minutes, it will be displayed as the total time, but changes can be made to remove the first penalty.

| Setting | Description |
|---|---|
| Name | Name for the penalties, by default has Minor and Major penalties |
| Minutes | Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time. |
| Seconds | Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with minutes to create full penalty time. |
| Plus Minutes | Time in minutes if the penalty should be, for example a Major + Minor. If 0, it counts as a single penalty. If anything over 0 it is a "Plus" penalty, or double penalty. When a player gets a penalty with additional minutes, it will be displayed as the total time, but changes can be made to remove the first penalty when the other team scores. |

## Floorball

### *Game screen*




In the Floorball game screen, quick buttons for +1 / -1 Score, Penalties and Time Out are available.

| Action | Description |
|---|---|
| +1 Score | Increases the score for the selected team. The left side is for the home team, and the right side is for the away team. If “Select player on score” is enabled in Game Settings, you must choose a player when the score increases for any team. |
| -1 Score | Decreases the score for the selected team. The left side is for the home team, and the right side is for the away team. |
| Penalty | Adds a penalty to the selected team. |
| Time Out | Takes a timeout for the selected team, provided they have not used all their allowed timeouts. While the clock is running, the timeout button is disabled. |

*Add new penalty*



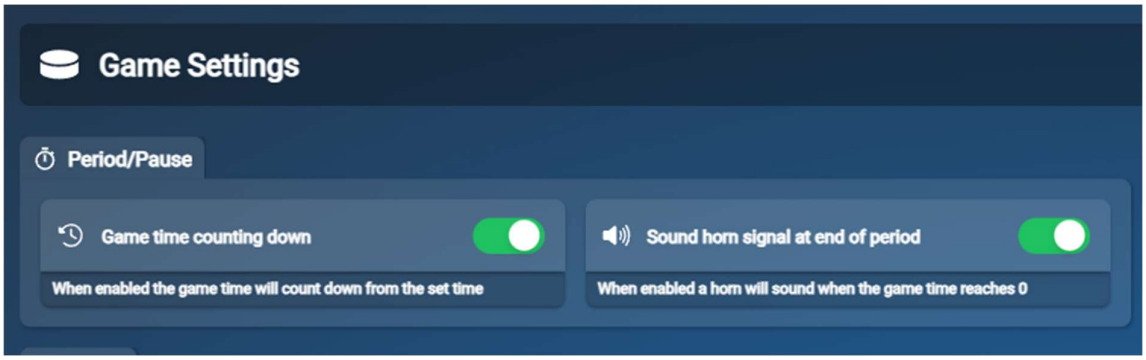

When adding a penalty, a modal opens to choose the penalty type and assign it to a player. A player can be identified by entering their number on the numeric keypad or selecting directly from the team's registered player list.

Once the penalty is confirmed, it is added to the player and displayed under penalties in the game screen.



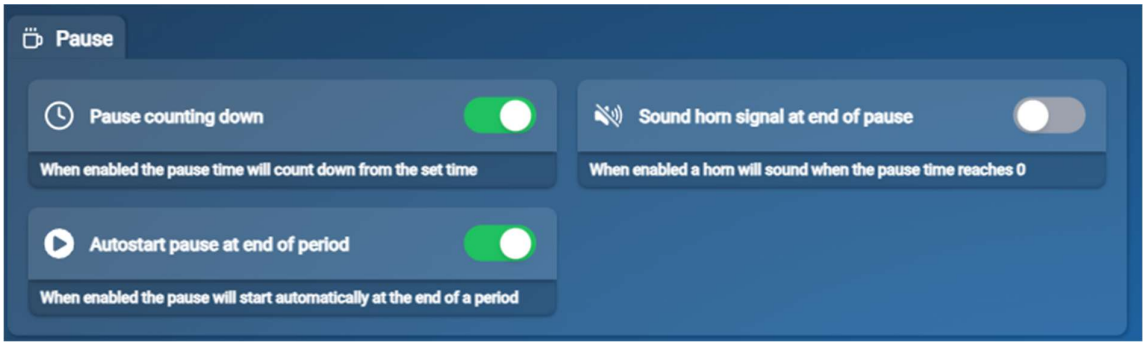
*Settings*

## Game Settings




Game time counting down – Enabled makes the game time count down to zero, disable to start game time at zero and count up.

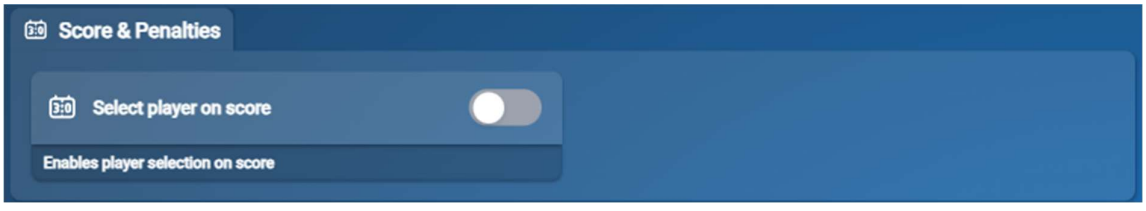
Sound horn signal at end of period – Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the game time ends.




*Pause counting down* - Enabled makes the pause clocks to count down to zero, disable to start pause at zero and count up

*Sound horn signal at end of pause* - Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the pause ends.

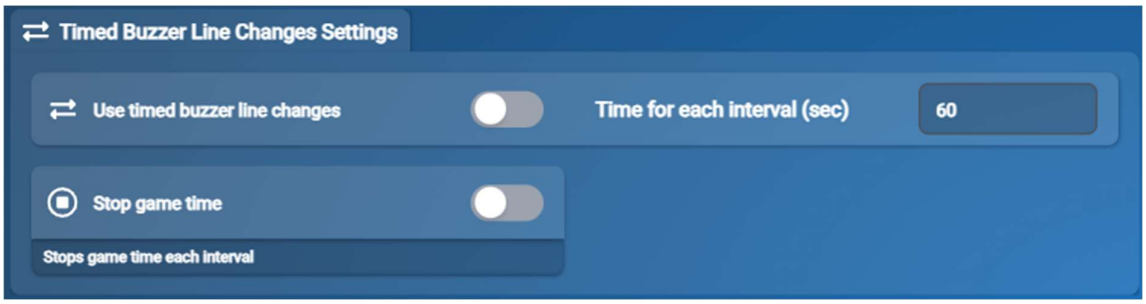
*AutoStart pause at end of period* – When enabled, if the current period is followed by a pause, the pause will start running when the period ends. The pause time will be visible in the game screen on the button to switch to the pause. When switching, the pause clock will be in the center of the game screen, with the elapsed time preserved.



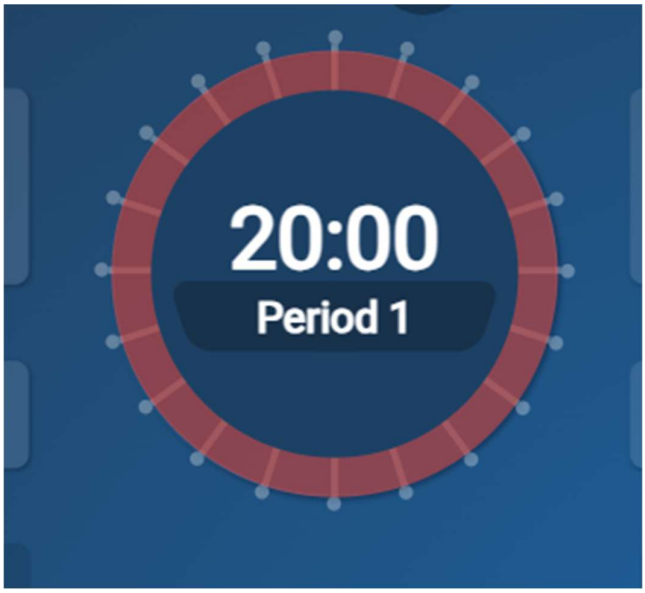

*Select player on score* – This option makes the user need to select a player when adding or removing a score for the team.

### Timed Buzzer Line Changes

Timed Buzzer Line Changes is a customized feature for Ice Hockey and Floorball games. When the setting “Use timed buzzer line changes” is enabled, the period time gets divided into equal segments to the “Time for each interval (sec)” setting. When the game time is running, a horn will sound at each of the intervals, indicating that a buzzer line change should happen. If the setting “Stop game time” is active, the game time will be automatically stopped at the buzzer interval.

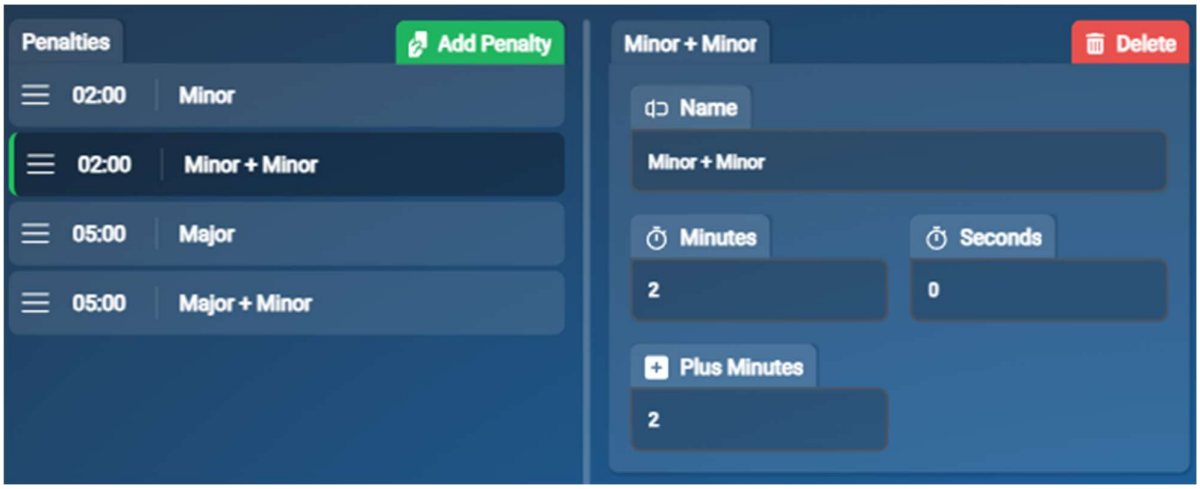



When Timed Buzzer Line Changes are active, each interval is visualized on the game clock.



### Penalties

In Penalties, it is possible to set the default penalties, with name and time. These are later used when adding a penalty to a player.




Settings for penalties include:

*Name* – Name for the penalties, by default it has Minor and Major penalties

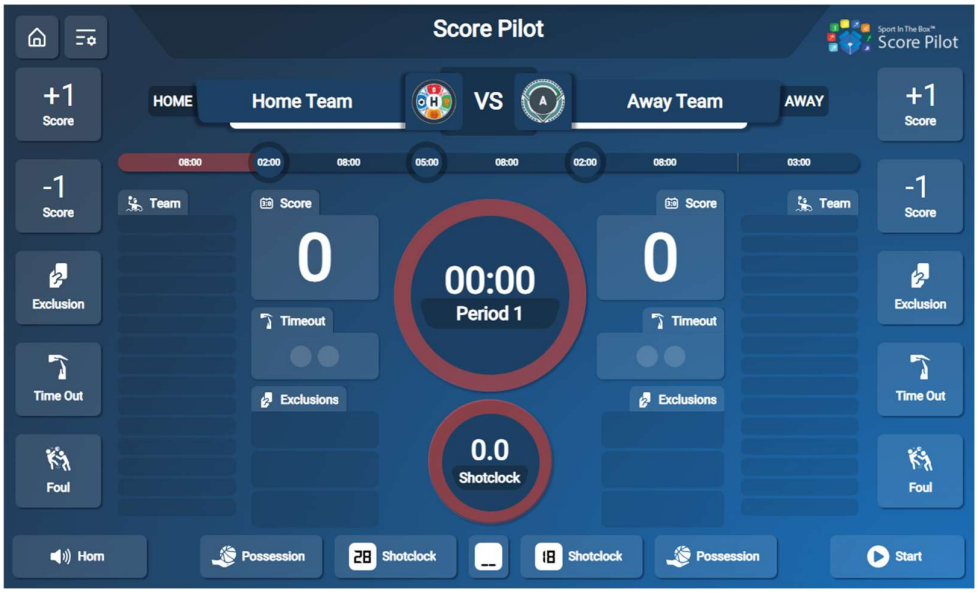
*Minutes* – Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time.

*Seconds* – Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with seconds to create full penalty time.

*Plus Minutes* – Time in minutes if the penalty should be, for example a Major + Minor. If 0, it counts as a single penalty. If anything over 0 it is a "Plus" penalty, or double penalty. When a player gets a penalty with additional minutes, it will be displayed as the total time, but changes can be made to remove the first penalty.

| Setting | Description |
|---|---|
| Name | Name for the penalties, by default Minor and Major penalties |
| Minutes | Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time. |
| Seconds | Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with minutes to create full penalty time. |
| Plus Minutes | Time in minutes if the penalty should be, for example a Major + Minor. If 0, it counts as a single penalty. If anything over 0 it is a "Plus" penalty, or double penalty. When a player gets a penalty with additional minutes, it will be displayed as the total time, but changes can be made to remove the first penalty when the other team scores. |

## Water polo




### *Game Screen*

In the Water polo game screen, quick buttons on each side of the team for +1/-1 Score, Exclusion, Time Out and Fouls are available.

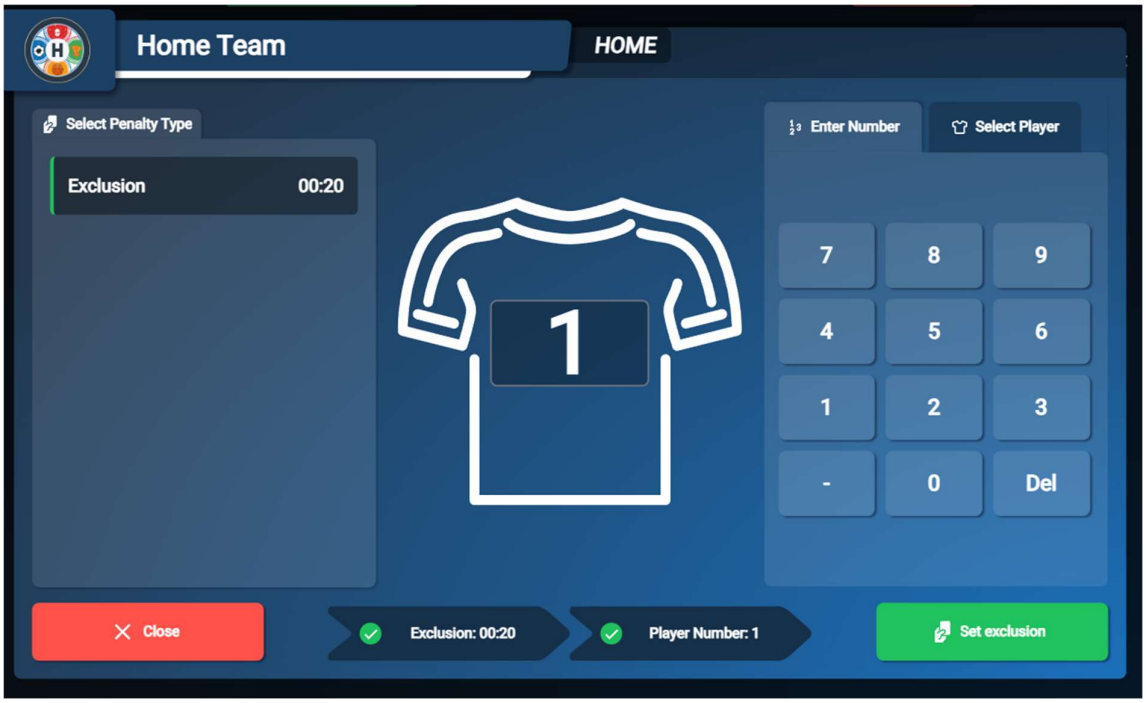
Buttons for Possession and Shot clock are located at the bottom of the game screen.

| Button/Function | Description |
|---|---|
| +1 | Increases the score for the selected team (left side for home team, right side for away team). If “Select player on score” is enabled in Game Settings, scoring requires selecting a player. |
| -1 | Decreases the score for the selected team. The left side is for the home team, and the right side is for the away team. |
| Exclusion | Exclusion adds an exclusion to the selected team. When adding an exclusion, a modal opens for selecting the type of exclusion and which player to connect the exclusion to. |
| Time Out | Takes a timeout for the selected team, provided the team has not used all their allowed timeouts. The timeout button is disabled while the clock is running. |
| Foul | Adds a foul to the selected team. A modal opens to select the player to assign the foul to, either by entering the player’s number using the numeric keypad or selecting from the registered team player list. |

*Add exclusion*

Exclusion adds an exclusion to the selected team. When adding an exclusion, a modal opens for selecting the type of exclusion and which player to connect the exclusion to. A player can be identified by:

Entering the player's number using the numeric keypad, or
Selecting the player directly from the list of players registered for the team.



*Adding a foul*




Once the foul is confirmed, it is added to the player in the team list.






*Possession*

Assigns ball possession to the selected team.

Left side button sets possession for the home team, right side button sets possession for the away team. If the selected team already has possession and the same button is pressed again, the possession is cleared and set to none



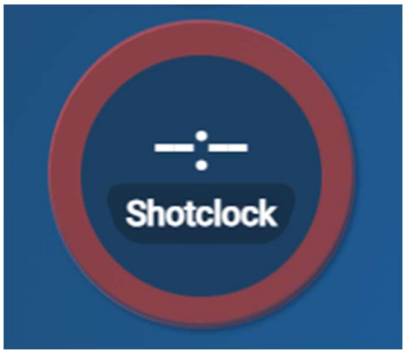

The active possession is shown on the Game Screen with an arrow next to the shot clock in the middle of the screen.

*Shot clock*

*Shot clock (Time 1)* – Resets the shot clock to the primary shot clock time configured in Shot Clock settings.

*Shot clock blank* – Sets the shot Clock time to a blank state.

*Shot clock (Time 2)* – Resets the shot clock to the secondary shot clock time configured in Shot Clock settings.

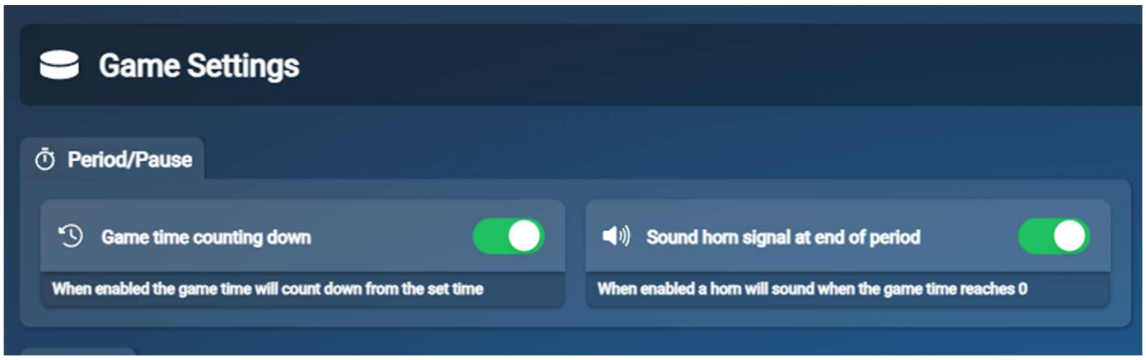


### *Settings*

For Water Polo, the available extra tab for settings is Penalties and Shot clock.

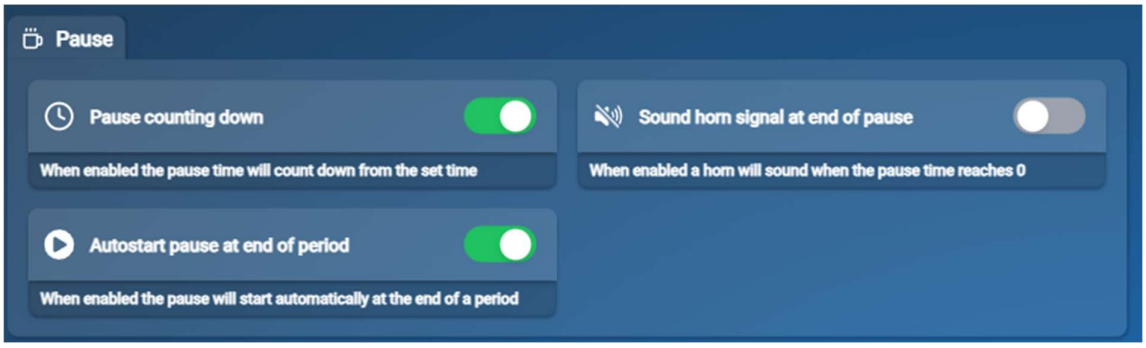
### Game Settings

In Game Settings all settings for game time, pause, score, and timed buzzer line changes can be edited.




Game time counting down – Enabled makes the game time count down to zero, disable to start game time at zero and count up.

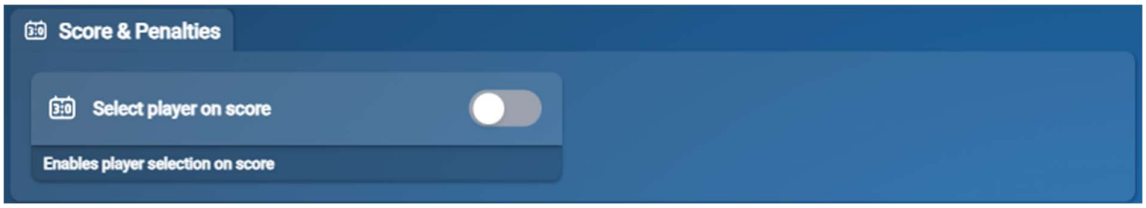
Sound horn signal at end of period – Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the game time ends.




*Pause counting down* - Enabled makes the pause clocks to count down to zero, disable to start pause at zero and count up

*Sound horn signal at end of pause* - Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the pause ends.

*AutoStart pause at end of period* – When enabled, if the current period is followed by a pause, the pause will start running when the period ends. The pause time will be visible in the game screen on the button to switch to the pause. When switching, the pause clock will be in the center of the game screen, with the elapsed time preserved.




*Select player on score* – This option makes the user need to select a player when adding or removing a score for the team.

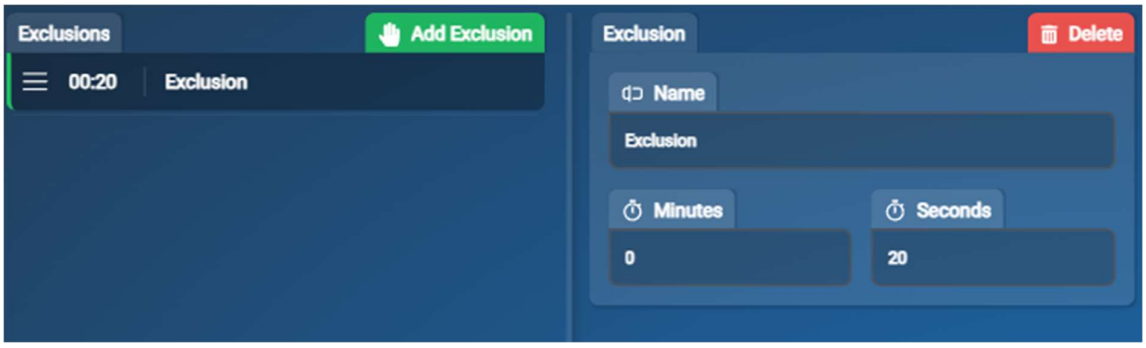



*Max number of personal fouls* – Set the maximum number of personal fouls that could be awarded to a player. The minimum is 0, and the maximum is 7. Players with personal fouls will be displayed in the list of players during the game.

### Exclusions

For Water Polo games, the tab for Exclusions is available. In Exclusions, it is possible to set the default exclusions, with name and time. These are later used when adding an exclusion to a player.

Exclusions can be sorted by dragging and dropping the different exclusions in the list. To start dragging an exclusion, hold on the three lines on the left-hand side of the row.




Settings for exclusions include:
*Name* – Name for the exclusion, by default Water Polo has one exclusion of 0:20
*Minutes* – Setting for how long the exclusion should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full exclusion time.
*Seconds* – Setting if exclusion should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with seconds to create full exclusion time.

### Shot clock

Under the Shot clock tab, it is possible to set all settings regarding the Shot Clock.

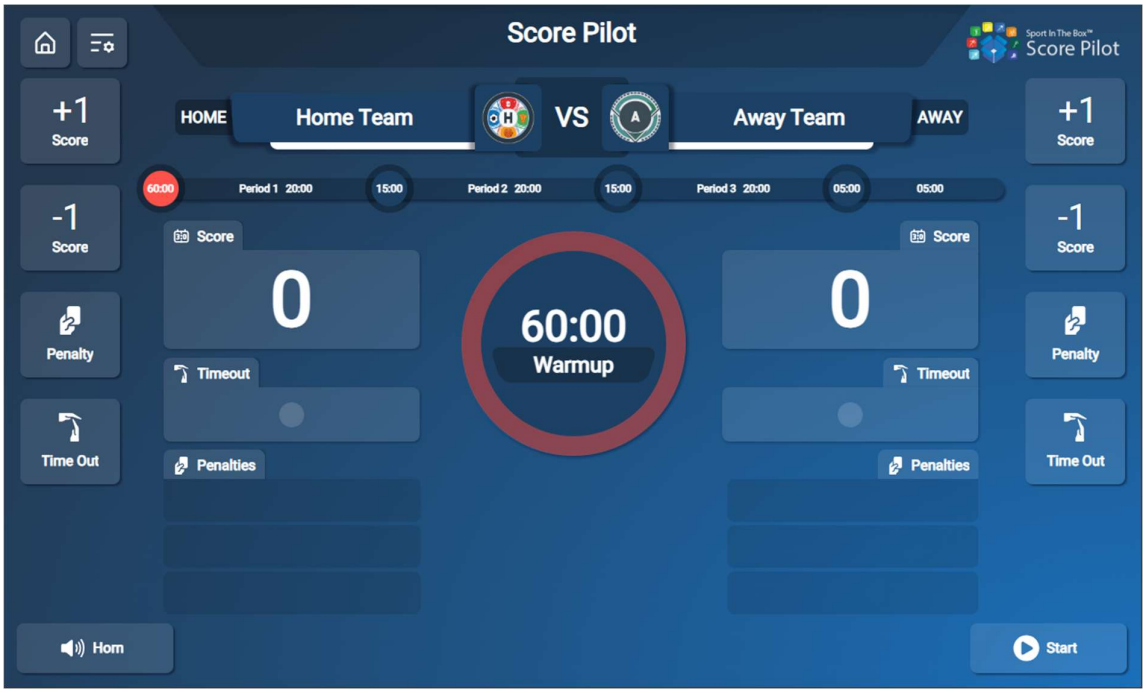
*Use shot clock time 1* – Enable/disable using the primary shot clock. This setting shows or hides the left shot clock button on the Game screen. Set the time for how long the primary shot clock should be with the setting for *Length (sec)*.

*Use shot clock time 2* – Enable/disable using the secondary shot clock. This setting shows or hides the shot clock button to the right half of the Game screen. Set the time for how long the secondary shot clock should be with the setting for *Length (sec)*.

*Sound horn on end* – Enable/disable a short horn from sounding at the end of the shot clock.

## Bandy

### *Game screen*




In the Bandy game screen, quick buttons for +1 / -1 Score, Penalties and Time Out are available.

| Action | Description |
|---|---|
| +1 Score | Increases the score for the selected team. The left side is for the home team, and the right side is for the away team. If “Select player on score” is enabled in Game Settings, you must choose a player when the score increases for any team. |
| -1 Score | Decreases the score for the selected team. The left side is for the home team, and the right side is for the away team. |
| Penalty | Adds a penalty to the selected team. |
| Time Out | Takes a timeout for the selected team, provided they have not used all their allowed timeouts. While the clock is running, the timeout button is disabled. |

*Add new penalty*

When adding a penalty, a modal opens to choose the penalty type and assign it to a player. A player can be identified by entering their number on the numeric keypad or selecting directly from the team's registered player list.

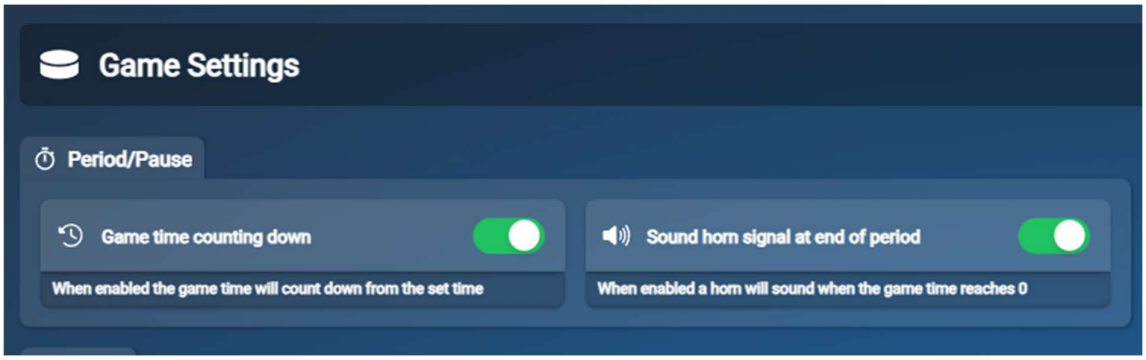
Once the penalty is confirmed, it is added to the player and displayed under penalties in the game screen.





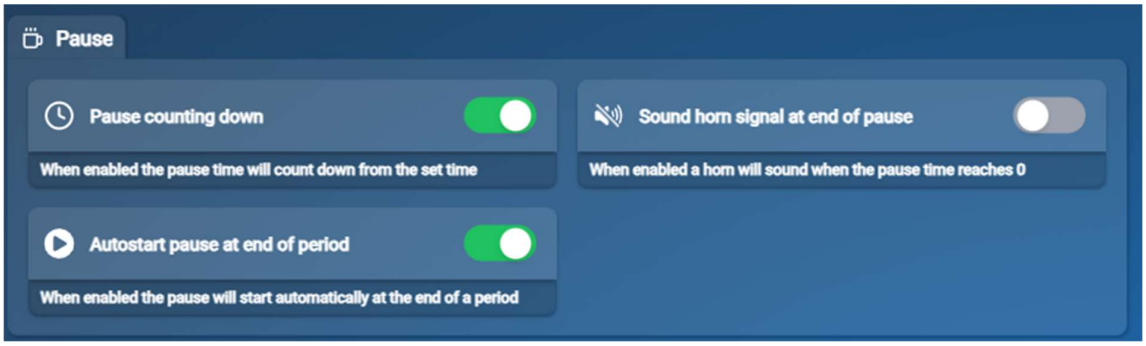

*Settings*

## Game Settings




Game time counting down – Enabled makes the game time count down to zero, disable to start game time at zero and count up.

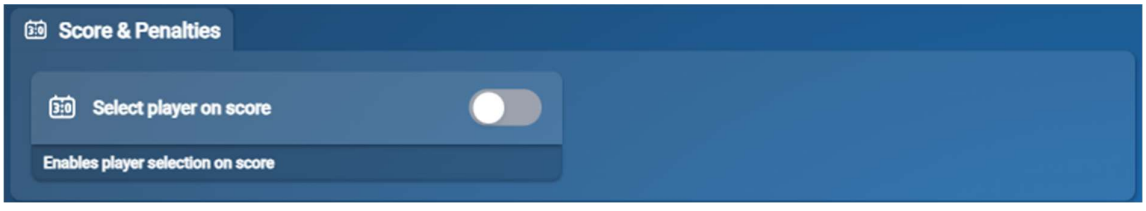
Sound horn signal at end of period – Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the game time ends.




*Pause counting down* - Enabled makes the pause clocks to count down to zero, disable to start pause at zero and count up

*Sound horn signal at end of pause* - Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the pause ends.

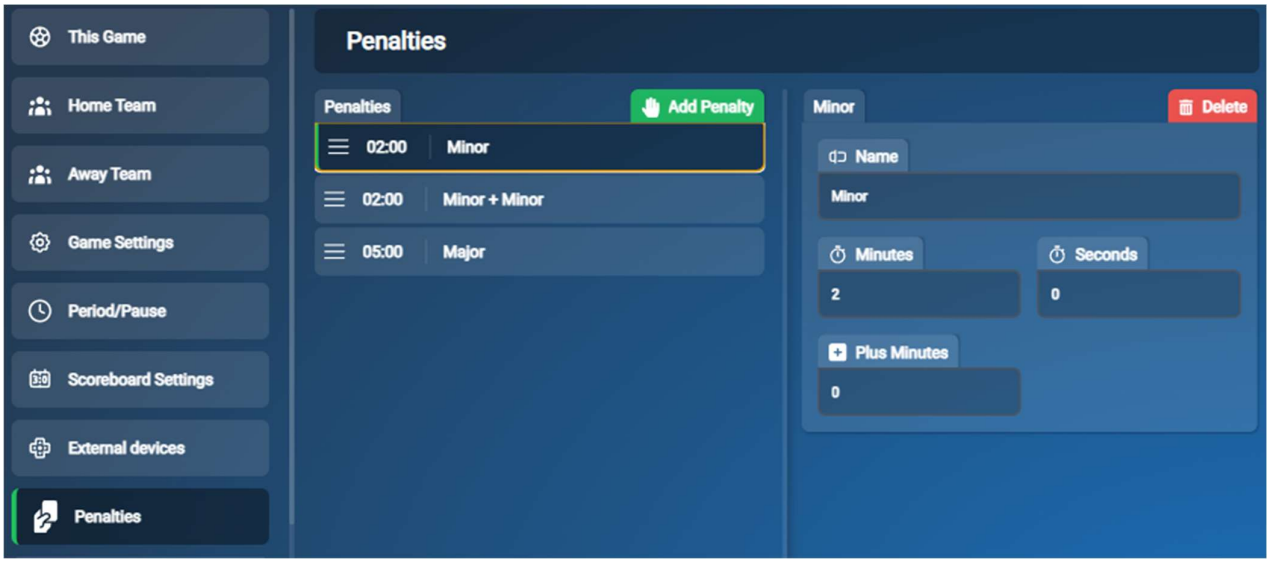
*AutoStart pause at end of period* – When enabled, if the current period is followed by a pause, the pause will start running when the period ends. The pause time will be visible in the game screen on the button to switch to the pause. When switching, the pause clock will be in the center of the game screen, with the elapsed time preserved.




*Select player on score* – This option makes the user need to select a player when adding or removing a score for the team.

### Penalties

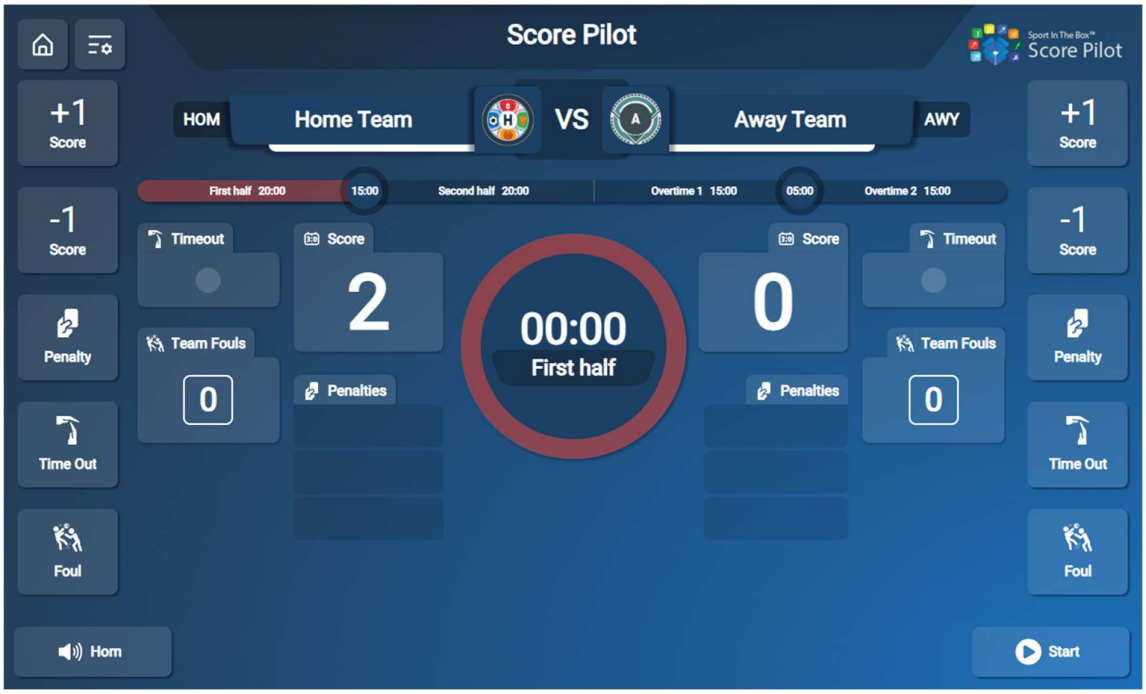
For Bandy games, the tab for Penalties is available. In Penalties, it is possible to set the default penalties, with name and time. These are later used when adding a penalty to a player.




Settings for penalties include:
*Name* – Name for the penalties, by default Ice Hockey has Minor and Major penalties
*Minutes* – Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time.
*Seconds* – Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with seconds to create full penalty time.
*Plus Minutes* – Time in minutes if the penalty should be, for example a Major + Minor. If 0, it counts as a single penalty. If anything over 0 it is a "Plus" penalty, or double penalty. When a player gets a penalty with additional minutes, it will be displayed as the total time, but changes can be made to remove the first penalty.

| Setting | Description |
|---|---|
| Name | Name for the penalties, by default Ice Hockey has Minor and Major penalties |
| Minutes | Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time. |
| Seconds | Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with minutes to create full penalty time. |
| Plus Minutes | Time in minutes if the penalty should be, for example a Major + Minor. If 0, it counts as a single penalty. If anything over 0 it is a "Plus" penalty, or double penalty. When a player gets a penalty with additional minutes, it will be displayed as the total time, but changes can be made to remove the first penalty when the other team scores. |

## Custom sport



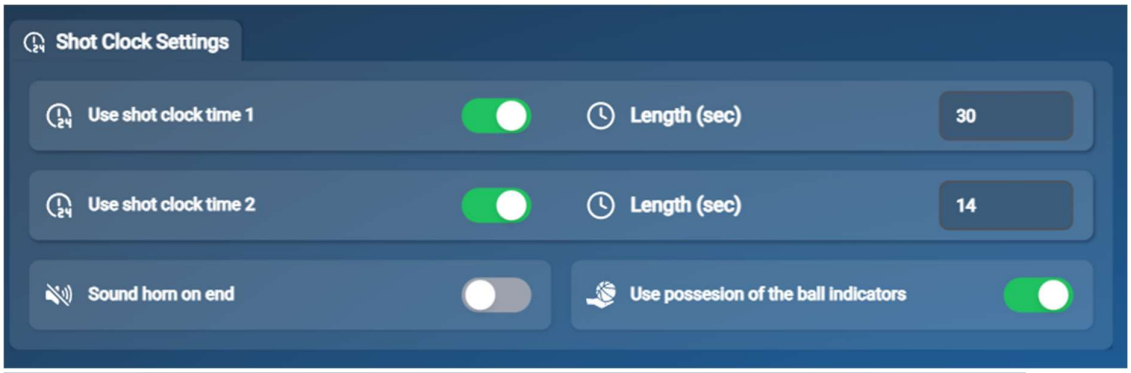

*Game Screen*

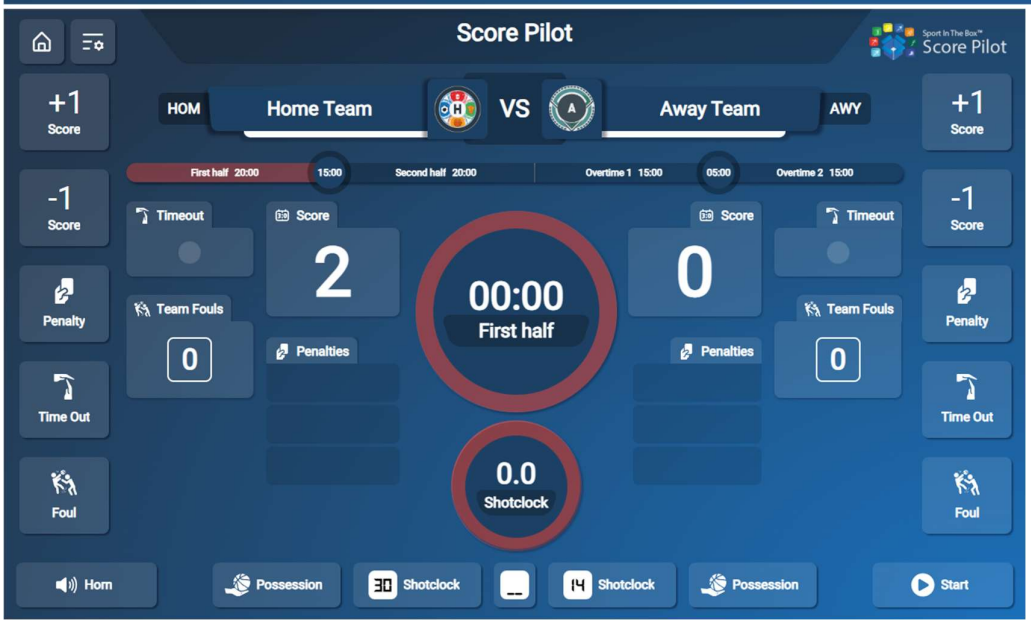
The Custom sport configuration is intended for games that do not fully match any of the predefined sports. It allows a game to be created by enabling and combining selected features from different sports, such as penalties, fouls, timeouts, possession, and shot clock.

The available settings, tabs, and controls depend on which features are enabled in the Sport Configuration. Only the selected features are shown during the game, keeping the Game Screen relevant for the chosen setup.

The Custom game screen starts with quick buttons for +1 / -1 Score, Penalties, Time Out, and Fouls.

If Shot Clock and Possession are enabled in the settings, quick buttons for these functions will also be shown on the Game Screen.




| Action | Description |
|---|---|
| +1 Score | Increases the score for the selected team. The left side button is for the home team, and the right side is for the away team. If “Select player on score” is enabled in Game Settings, a player must be selected before increasing the score for any team. |
| -1 Score | Decreases the score for the selected team. The left side button is for the home team, and the right side is for the away team. |
| Penalty | Adds a penalty to the selected team. When adding a penalty, a modal opens to select the type of penalty and the player to assign it to. A player can be identified by entering the player’s number using the numeric keypad or by selecting the player directly from the team’s player list. |

*Add penalty*




Once the penalty is confirmed, it is added to the player and displayed under penalties in the game screen.




Time Out - Takes a timeout for the selected team if the team has not used all their allowed timeouts. While clock is running, the timeout button is disabled.

*Add foul*

Foul - adds a foul to the selected team. When adding a foul, a modal opens for selecting which player to connect the foul to. A player can be identified by:

Entering the player's number using the numeric keypad, or Selecting the player directly from the list of players registered for the team.






*Possession*

Assigns ball possession to the selected team.

Left side button sets possession for the home team, right side button sets possession for the away team. If the selected team already has possession and the same button is pressed again, the possession is cleared and set to none



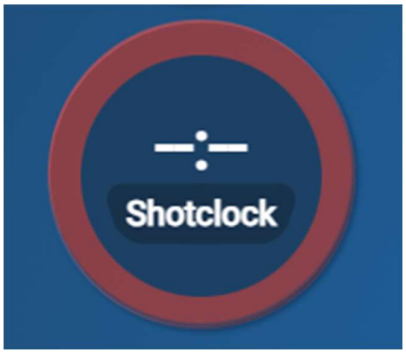

The active possession is shown on the Game Screen with an arrow next to the shot clock in the middle of the screen.

*Shot clock*

*Shot clock (Time 1)* – Resets the shot clock to the primary shot clock time configured in Shot Clock settings.

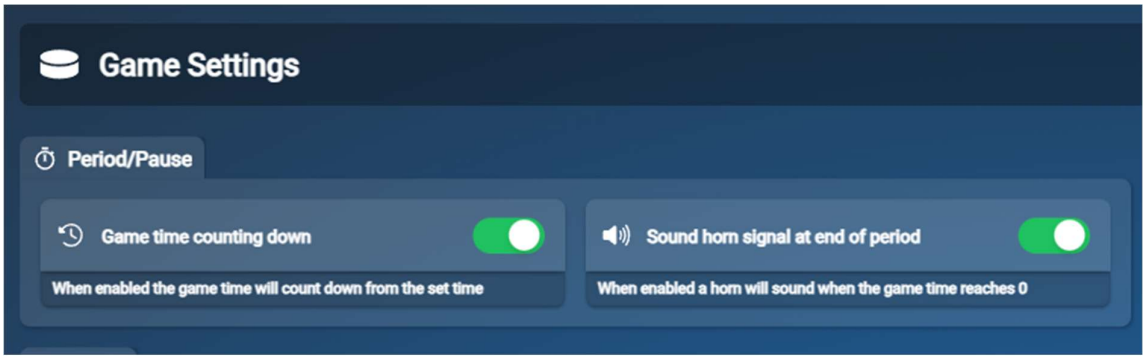
*Shot clock blank* – Sets the shot Clock time to a blank state.

*Shot clock (Time 2)* – Resets the shot clock to the secondary shot clock time configured in Shot Clock settings.



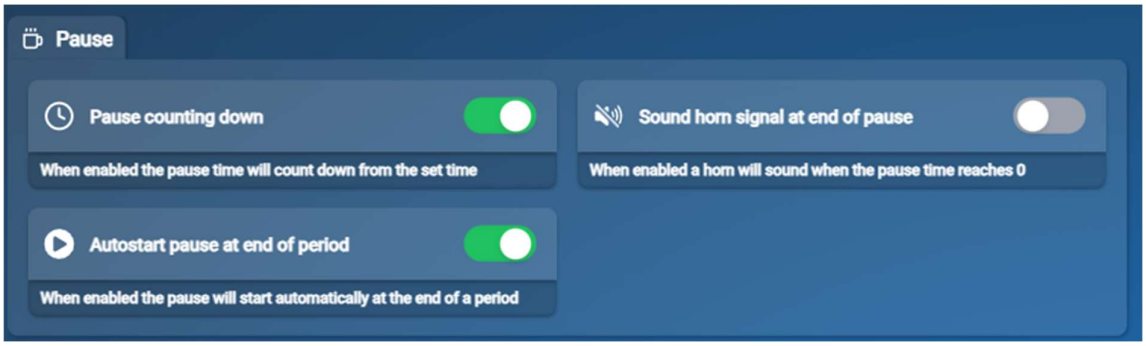
## Game Settings

In Game Settings all settings for game time, pause, score, and fouls can be edited.




Game time counting down – Enabled makes the game time count down to zero, disable to start game time at zero and count up.

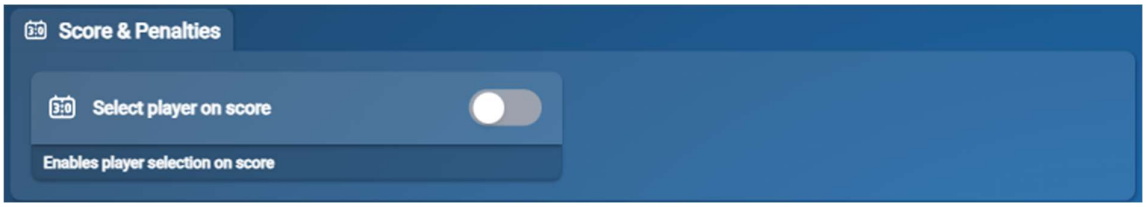
Sound horn signal at end of period – Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the game time ends.



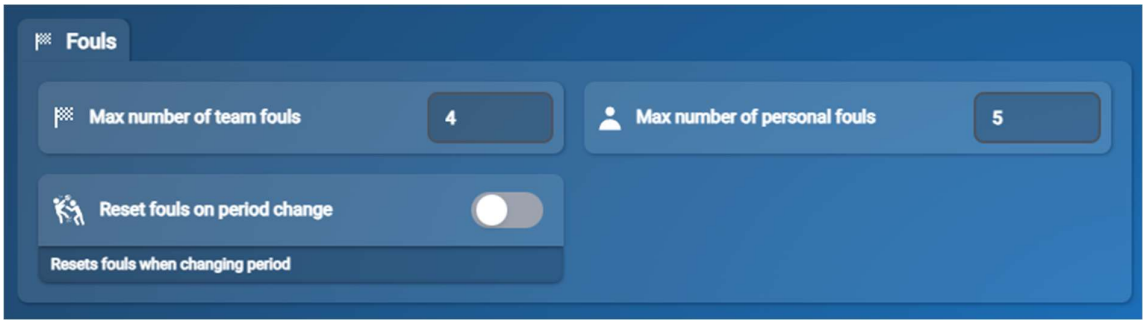

*Pause counting down* - Enabled makes the pause clocks to count down to zero, disable to start pause at zero and count up

*Sound horn signal at end of pause* - Enable or disable playing a horn sound on the XLR and sending a signal to play horn on all outputs. This horn will only sound when the pause ends.

*AutoStart pause at end of period* – When enabled, if the current period is followed by a pause, the pause will start running when the period ends. The pause time will be visible in the game screen on the button to switch to the pause. When switching, the pause clock will be in the center of the game screen, with the elapsed time preserved.



*Select player on score* – This option makes the user need to select a player when adding or removing a score for the team.




*Max number of team fouls* – Set the maximum number of team fouls that could be awarded to a team. When the maximum number is reached, the indicator will change to reflect that the limit has been met.

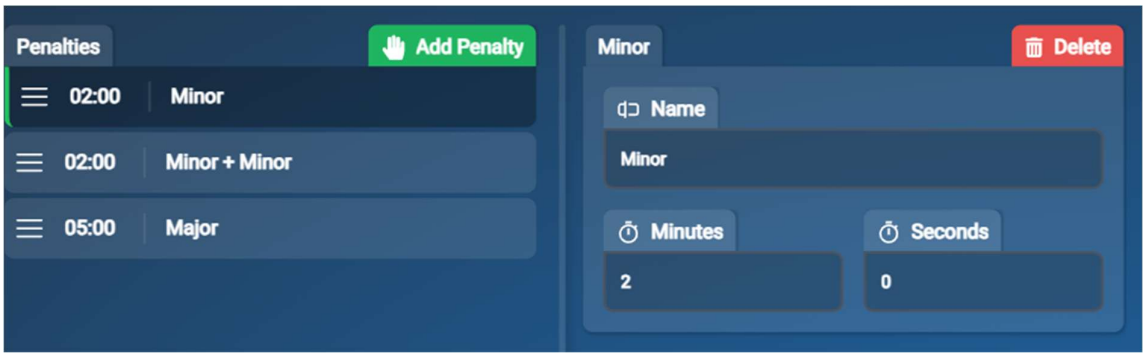
*Max number of personal fouls* – Set the maximum number of personal fouls that could be awarded to a player. The minimum is 0, and the maximum is 7. Players with personal fouls will be displayed in the list of players during the game.

*Reset fouls on period change* – When enabled, all team fouls are reset when changing to a new period. Personal fouls remain unchanged.

### Penalties

For Custom games, the tab for Penalties is available. In Penalties, it is possible to set the default penalties, with name and time. These are later used when adding a penalty to a player.

Penalties can be sorted by dragging and dropping the different penalties in the list. To start dragging a penalty, hold on to the three lines on the left-hand side of the row.




Settings for penalties include:
*Name* – Name for the penalty
*Minutes* – Setting for how long the penalty should be in minutes. Minimum value 0, maximum value 300. Will be combined with seconds to create full penalty time.
*Seconds* – Setting if penalty should be more than full minutes, for example 1 minute 30 seconds. Minimum value 0, maximum value 59. Will be combined with seconds to create full penalty time.

### Shot clock

Under the Shot clock tab, it is possible to set all settings regarding the Shot Clock.

*Use shot clock time 1* – Enable/disable using the primary shot clock. This setting shows or hides the left shot clock button on the Game screen. Set the time for how long the primary shot clock should be with the setting for *Length (sec)*.

*Use shot clock time 2* – Enable/disable using the secondary shot clock. This setting shows or hides the shot clock button to the right half of the Game screen. Set the time for how long the secondary shot clock should be with the setting for *Length (sec)*.

*Sound horn on end* – Enable/disable a short horn from sounding at the end of the shot clock.

### American football

TBD

### Australian Football

TBD

### Field Hockey

TBD

### Futsal

TBD

### Netball

TBD

### Rugby

TBD

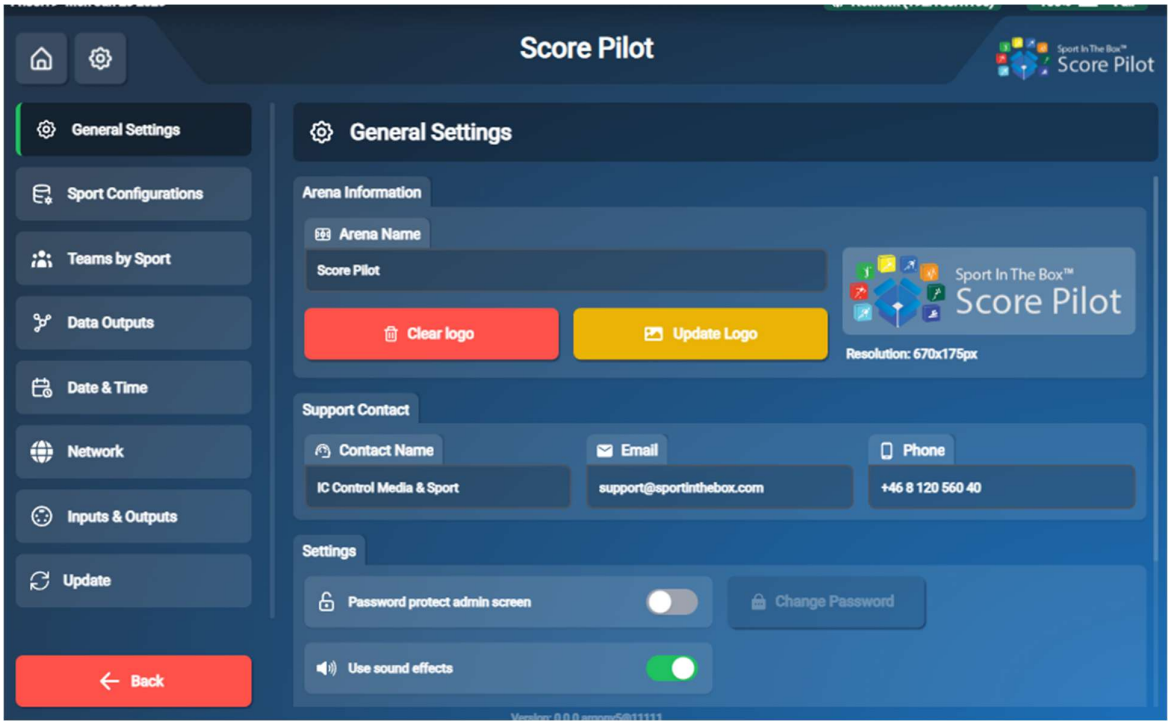
### Volleyball

TBD

# Settings

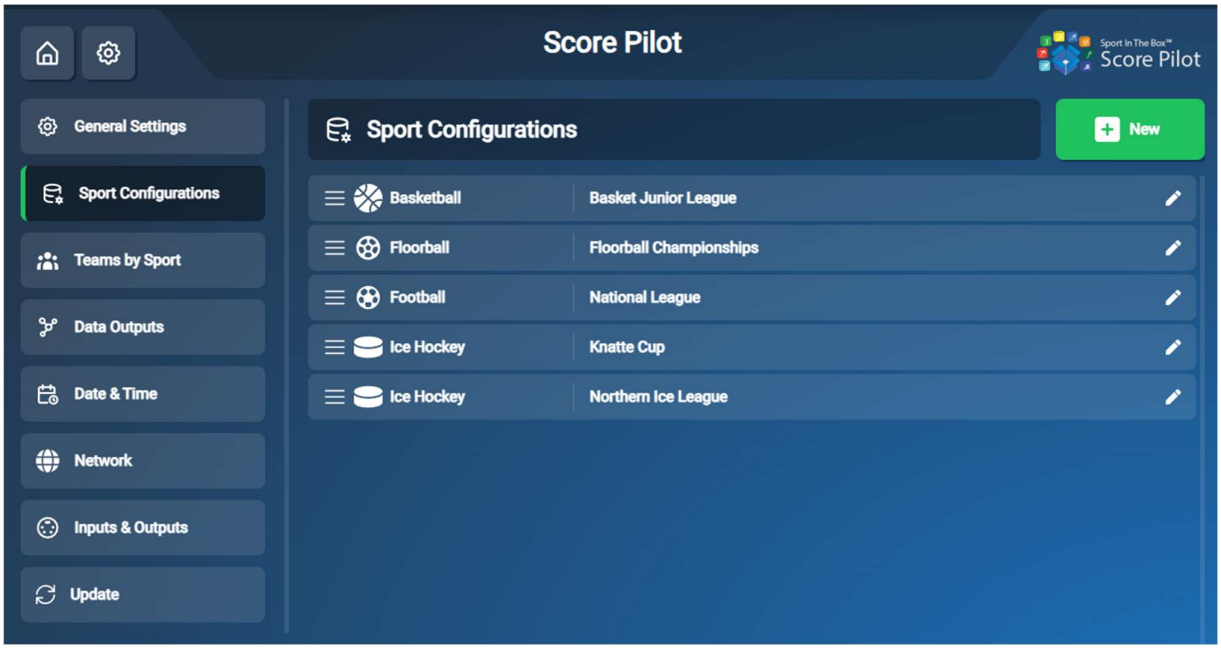
## General Settings

In General Settings it is possible to adjust Settings regarding the Score Pilot console.




| Setting | Description |
|---|---|
| Arena Name | The name of the console shown in the header.<br>If multiple consoles are used in same arena, this can be the box name, for example “Main unit” or “Court 1” |
| Logo | Arena logo or Score Pilot logo shown in the top right corner. Can be used to brand the unit and show where it belongs. |
| Support Contact | Information on who to contact for support. |
| Password protect admin screen | If enabled, “Settings” will be protected with a pin code. To open “Settings” the user will have to enter the pin code. |
| Use sound effects | Turn on and off sound effects from interaction with the Score Pilot console.<br>XLR sounds for horn will not be affected! |
| System Volume | Adjustable volume for all interaction sounds in the console. |
| XLR Volume | Adjustable volume for the XLR output, for example Horn sounds. |
| Keyboard language | Change language for the console keyboard.<br>Available options: English and Swedish. |

## Sport Configurations



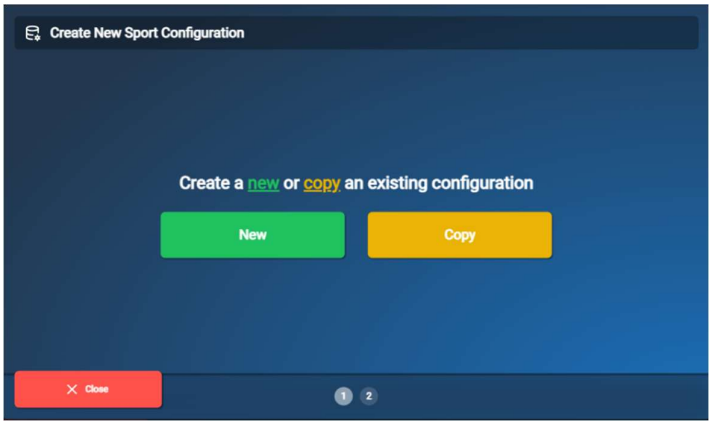

Under **Sport Configurations**, all existing configurations can be viewed, and new configurations can be created or copied from existing ones. These configurations function as templates for games. For instance, if an arena hosts both junior and senior games that follow slightly different rules, separate configurations can be created for each group.

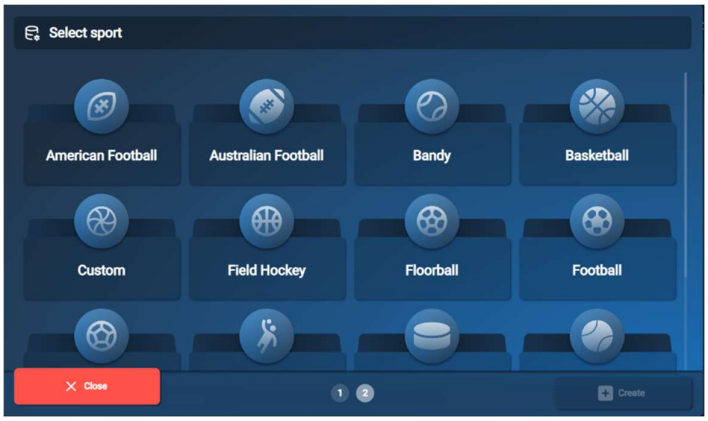
Once created, the Sport Configurations appear on the Home Screen and are available for starting new games. This allows all settings to be predefined so that new games can be started quickly with the preset settings.

*Create a new Sport Configuration*

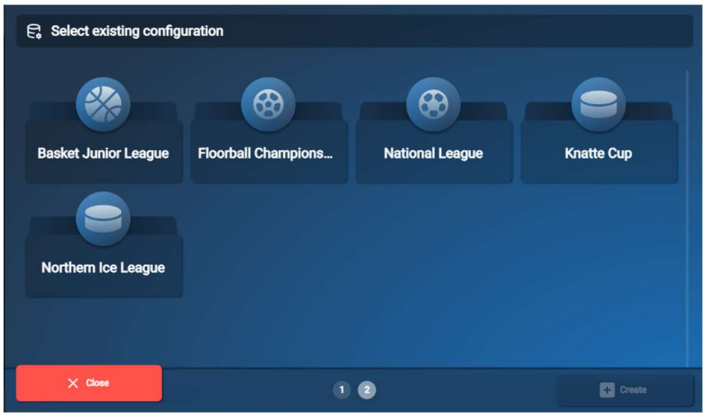
When creating a new Sport Configuration, simply click on the New button, which opens a guided setup process.

Selecting to create a **new** configuration will open a choice between the existing Sports, all defined with some default settings based on the international rules of each Sport.



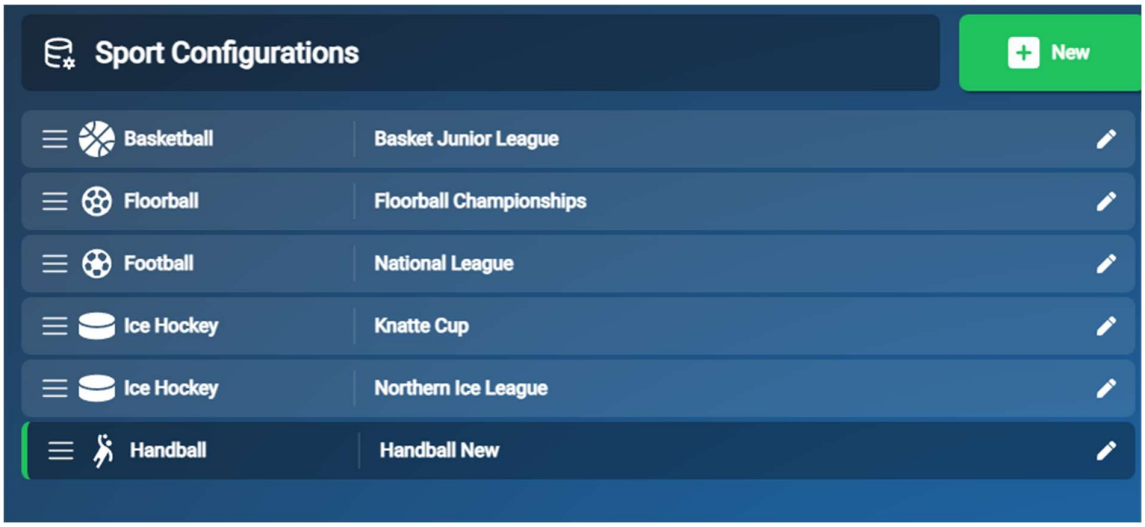




Selecting to **Copy** an existing configuration will open a choice between all existing sport configurations, and the selected configuration will be copied.




After creating a new Sport Configuration, it will be available in the list of Sport Configurations.

*Editing a Sport configuration*




Selecting a sport configuration from the list opens its settings for editing.

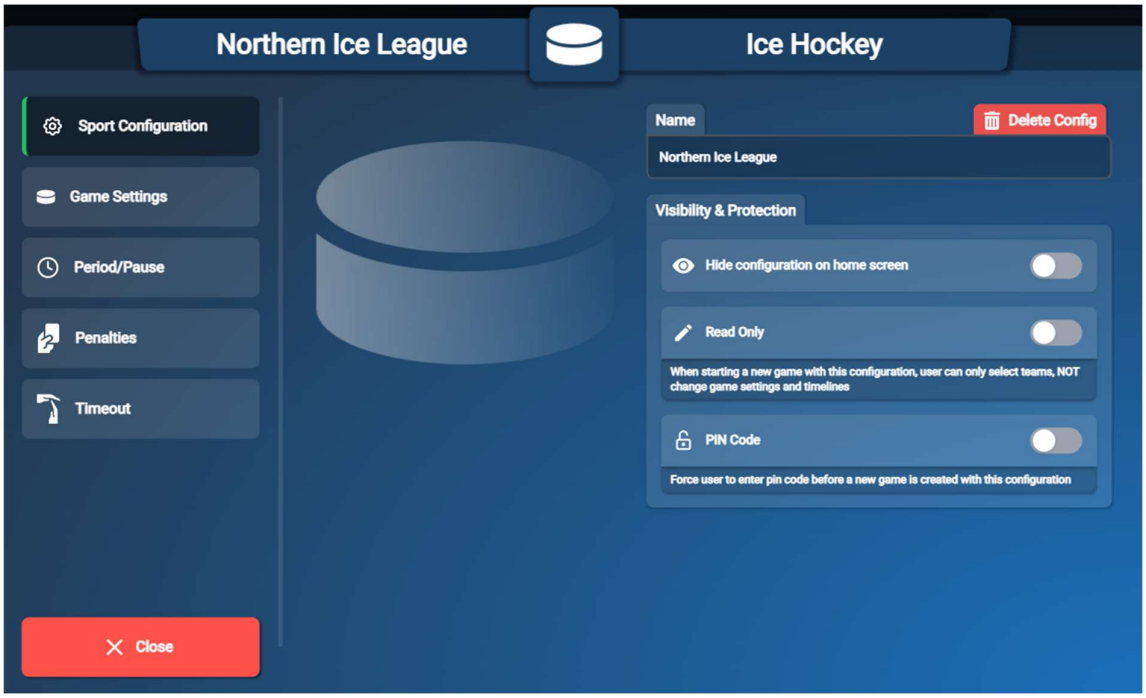
Depending on the sport, different settings may be available. All sports include tabs for **Sport Configuration**, **Game Settings**, and **Period/Pause**. Additional tabs that may appear for certain sports include **Timeout**, **Penalties**, **Exclusions**, and **Shot clock**. For further reading on the additional tabs, see the chapter about your specific sport**.**

To edit the order of the Sport configurations, hold the three lines on the left side of the rows and drag the selected Sport configuration to the intended position and drop it.

The sorting in the list in Sport Configurations will be the same on the home screen.

## Sport Configuration tab

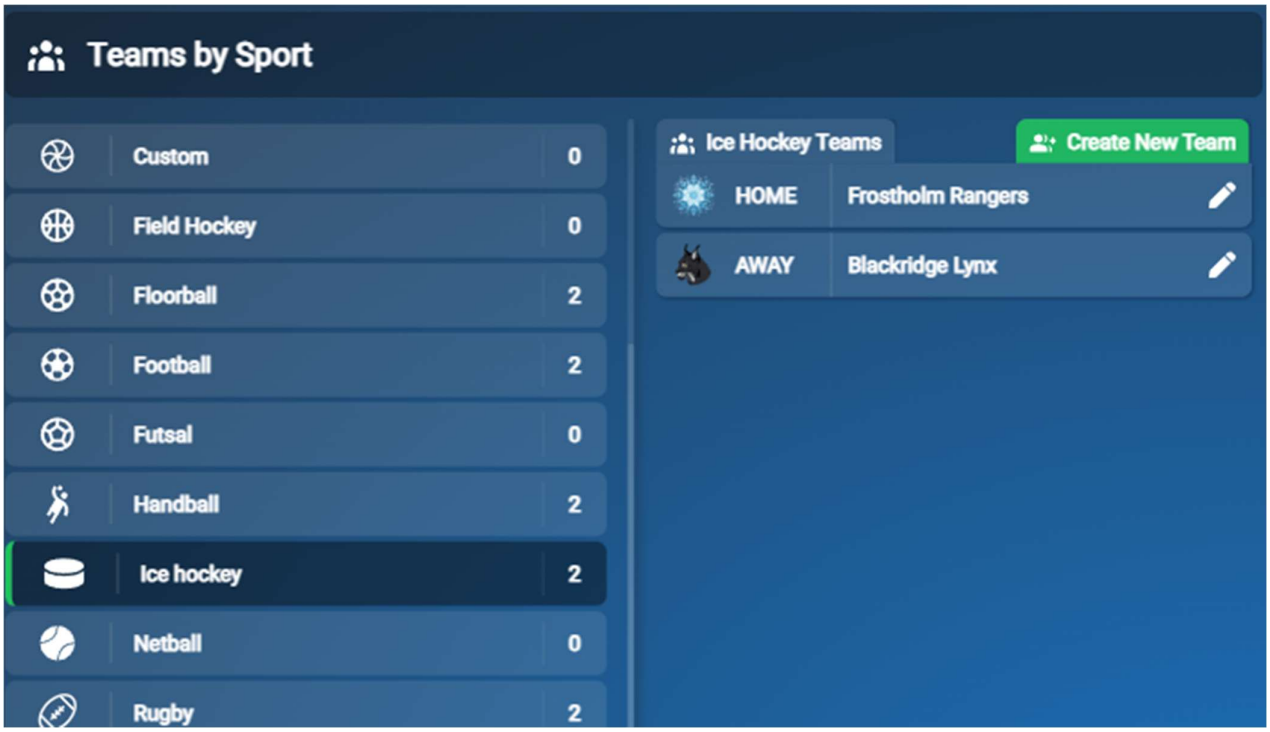
The **Sport Configuration** tab allows for setting the configuration name and visibility options. Deleting a sport configuration is also performed from this tab.




| Setting | Description | Usefulness |
|---|---|---|
| Name | Change name of sport configuration | Name shown to the user, can be “Ice hockey junior” or “Ice hockey senior” |
| Hide configuration on home screen | Hides the configuration from the Home Screen, preventing it from being used to create new games | Useful when a configuration is not yet finalized, or to reduce clutter on the Home Screen without deleting any configurations |
| Read Only | Locks the settings for games created from it, locking it from getting changed from anywhere else but from the Sport Configuration setup view in Admin Settings | Useful when an administrator is responsible for configuring all sports settings, while others operate the games, as it prevents accidental changes during gameplay |
| PIN Code | Requires a PIN code to be set for the sport configuration. Anyone creating a game from this configuration must enter the PIN | Protects new games from being created with this config by unauthorized users |

## Teams by Sport

Teams in ScorePilot is unique to each sport, so a Hand ball team can't be used in a Floor ball game.

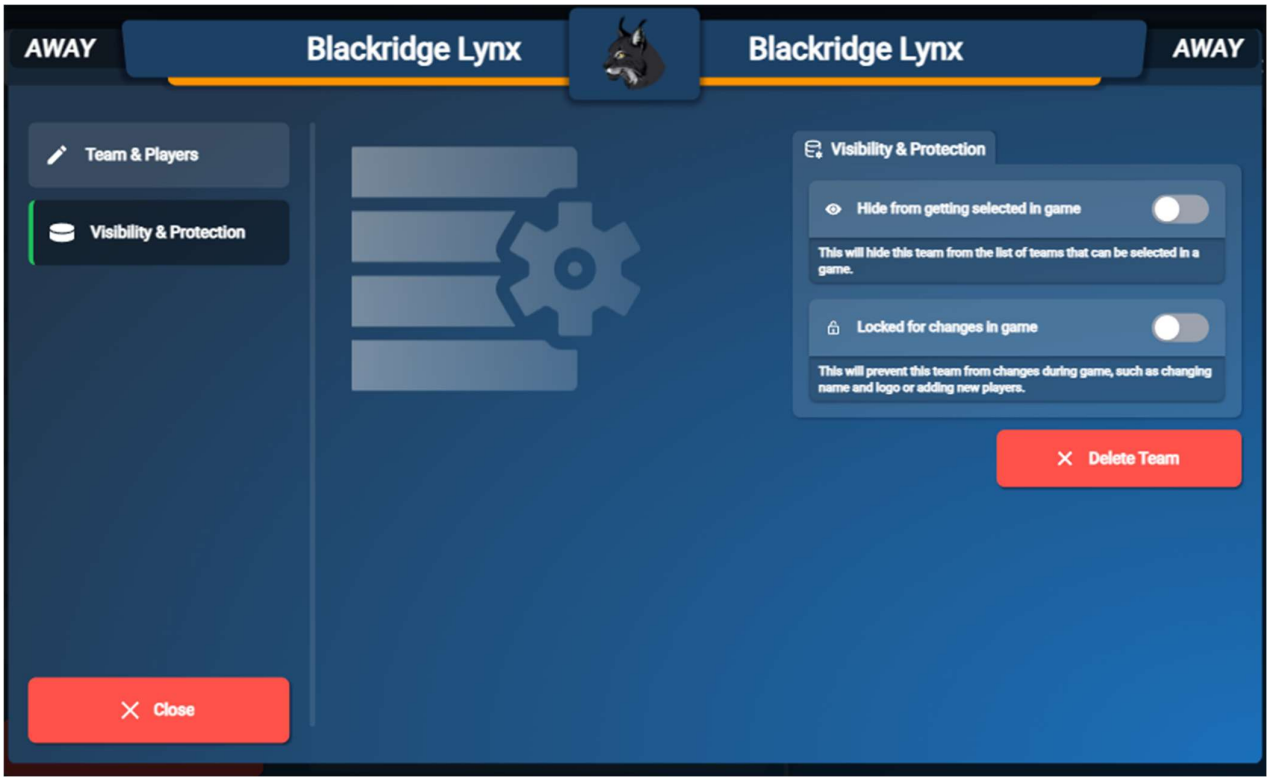



This tab shows all teams for every sport in the console. Each sport category displays its full roster of teams, allowing quick navigation and easy selection. Select a sport to view its complete team list, access team information, or make further configurations.

This section can be used to prepare teams ahead of games, such as adding team logos, players, and correct names.

Select a team to edit the team's settings or details.

Under **Visibility & Protection,** it is possible to lock the team from changes. This is so only administrators with the pin code can make changes to the team, protecting teams from getting updated from within a game. This way the administrators can prepare the teams ahead of games, and anyone can run the game on the day of the match.

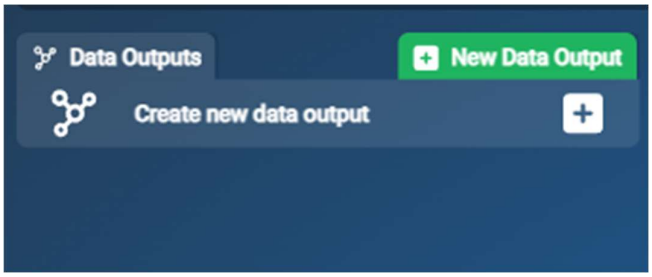



It is also possible to hide a team from the lists of teams available within a game. This way a team can be prevented from being selected for any game.

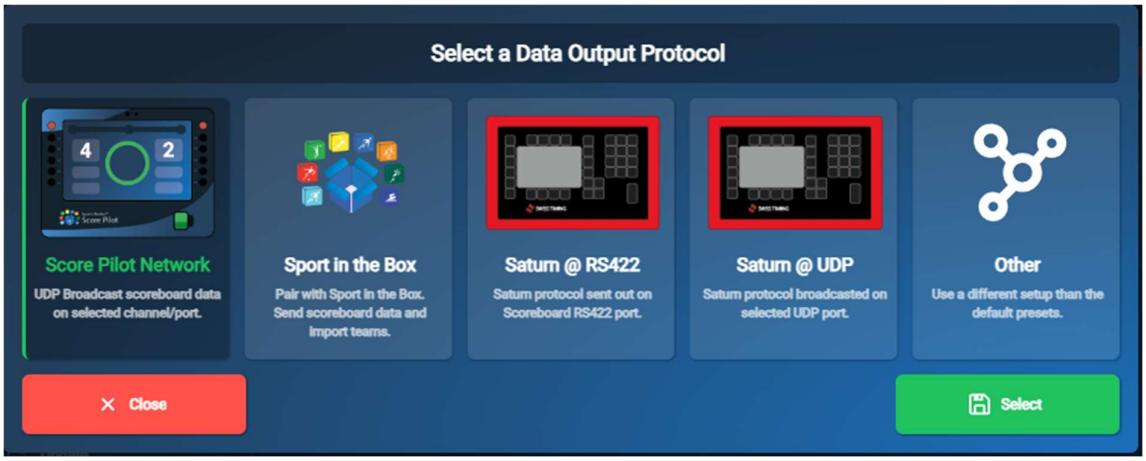
## Data Outputs

Set up data outputs for sending data from the Score Pilot console to scoreboards.

Click on new to add one or select one in the list and change settings to the right.



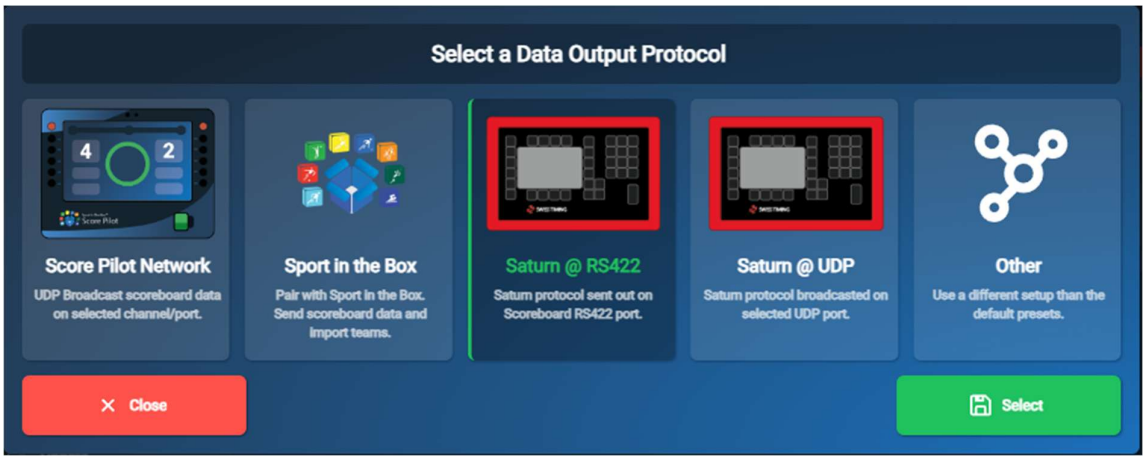

### *Score Pilot Network*




Broadcasting Scoreboard data on UDP using the Score Pilot protocol, on selected channel/port. No setup is needed, other than selecting which channel to broadcast.

### *Saturn @ RS422*

Sending Saturn protocol on Scoreboard RS422 port.



### *Saturn @ UDP*

Broadcasting Saturn protocol on selected UDP port.
To change port for broadcasting, change the port setting.

### *Other*

Select Other if none of the default outputs are applicable for the situation.
Choosing Other makes it possible to select from all the available protocols, with corresponding available types (websocket, serial, udp broadcast), as well as setting all settings required.

### *Sport in the Box*

Pair with Sport in the Box to send Scoreboard data to templates in Sport in the Box, also used for importing teams from Sport in the Box to use in Score Pilot games.

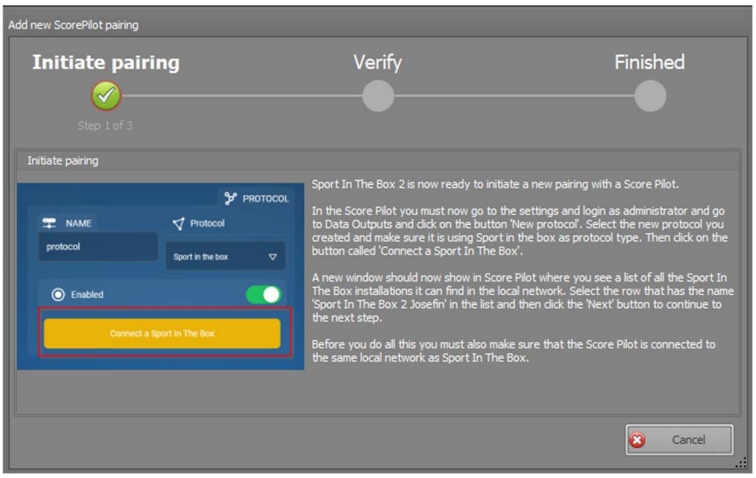
Need to be paired with Sport in the Box to work.

1. Select Sport in the Box as Data output in Score Pilot.




2. In Sport in the Box: Click on Edit Timer -> Select Console type “ScorePilot” -> Click on Edit connections and type in pin code.

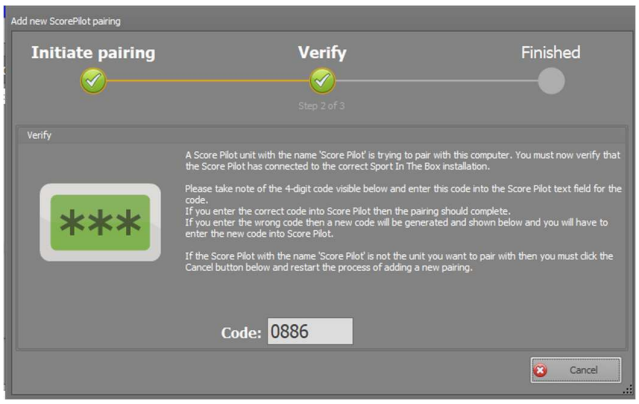
   Add new Score Pilot by clicking Add+.
   Pairing should now be initiated by Sport in the Box.



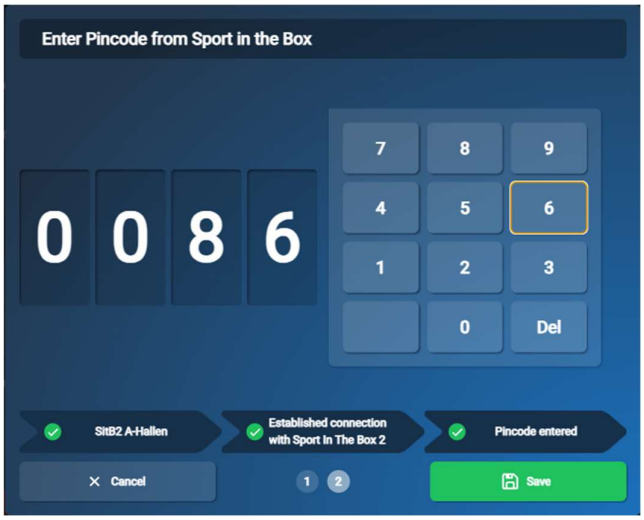
3. Select your Sport in the Box unit to pair with, in Score Pilot.



4. The Sport in the Box pairing guide will now show a 4 number pin code.

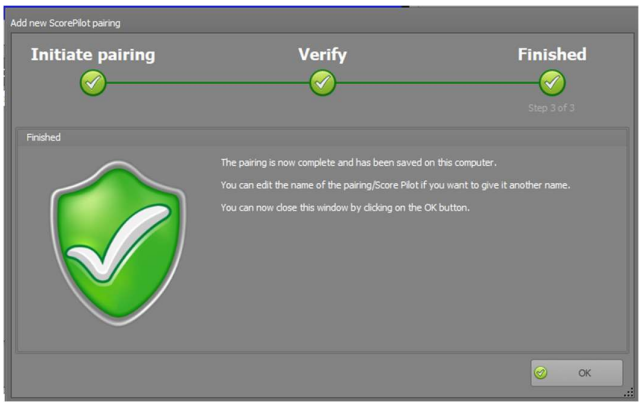


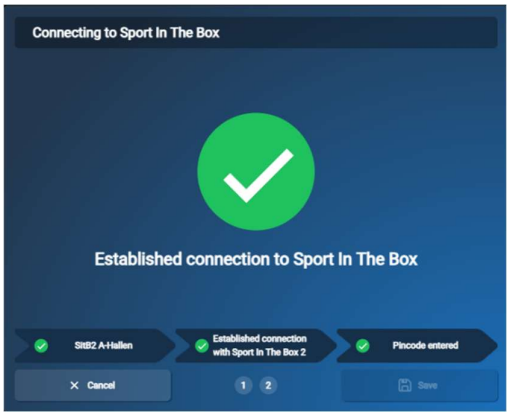

Type that pin in the pairing guide in Score Pilot and click Save.




5. If the correct pin code is entered, both Sport in the Box and Score Pilot will show a confirmation message. Close the Edit Timer menu in Sport in the Box by clicking “OK” and then the Sport in the Box should start receiving data from Score Pilot.

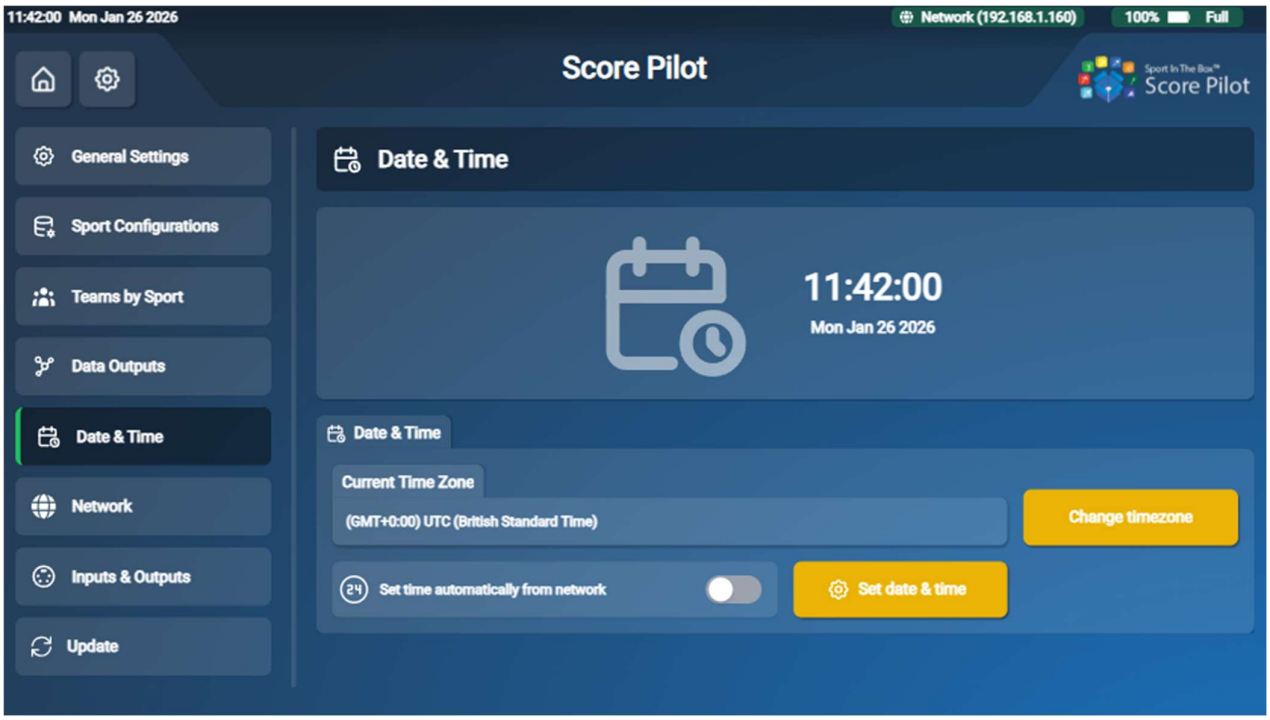
In Score Pilot,
the status on the newly paired data output should say “Connected”



## Date & Time

The **Date & Time** menu allows you to configure the device's internal clock to ensure accurate operation and correct time stamping of events. Select your time zone, adjust the date, or time. By default, the unit uses time automatically from the network, but here it is possible to adjust to set the current time manually.
NOTE! If time is set up manually, it will automatically revert to set time from network in next boot.



## Network




The page for Network Settings shows the device's current network connection status and basic IP configuration. This page is used to verify connectivity, confirm IP details, and access advanced network configuration when troubleshooting or setting up the device.

| Parameter | Description |
|---|---|
| Network Cable | Indicates if the unit has an Ethernet cable connection or not |
| Power over Ethernet (PoE) | Confirms whether the device is receiving power through the Ethernet cable or not |
| Network State | Displays whether network connectivity is active and functioning or disconnected |
| Obtain IP Address Automatically by DHCP | Information on whether the device automatically receives its network settings from the router or if it has been manually set |
| IP Address | The unique address assigned to this device on the local network |
| Subnet Mask | Defines the local network range |
| Default Gateway | The router address used to reach external networks (e.g., the internet) |
| DNS | The server used to translate domain names into IP addresses |

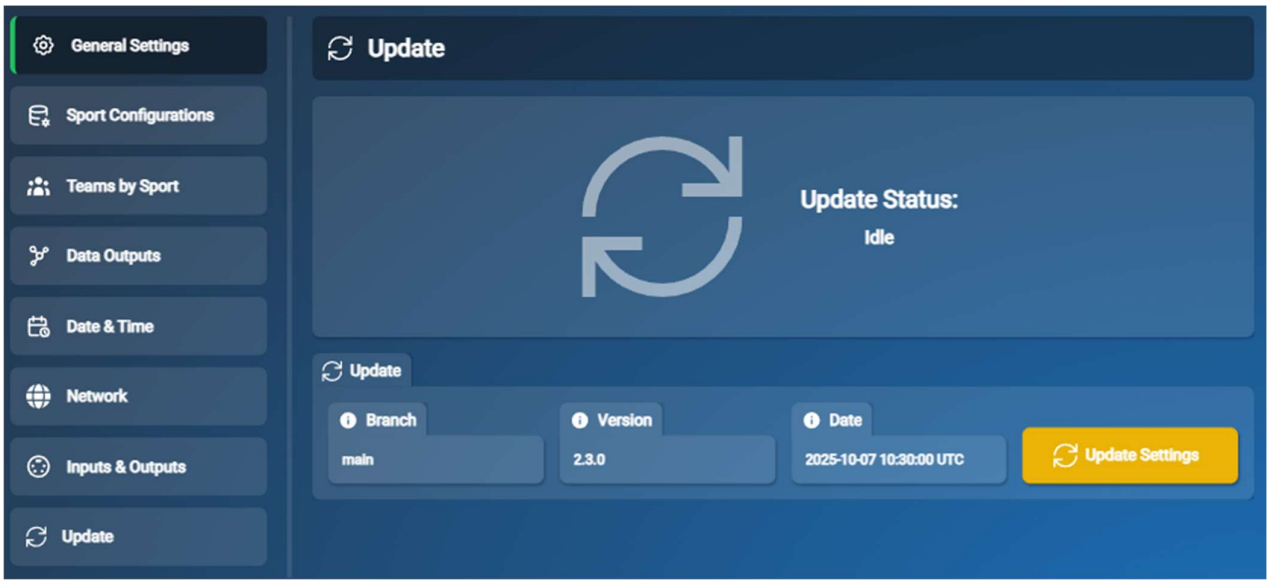
*Adjust Settings:*

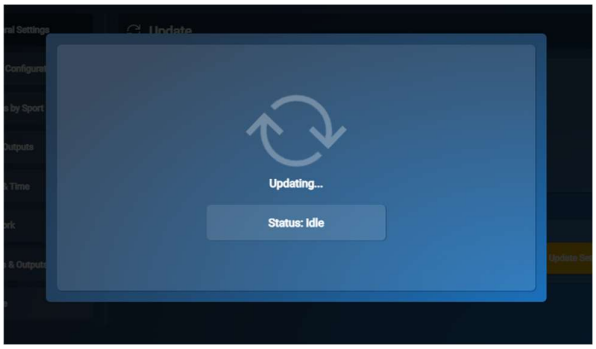
Opens advanced network configuration options. From here, automatic IP address assignment (DHCP) can be disabled, allowing the IP address and related network settings to be configured manually.

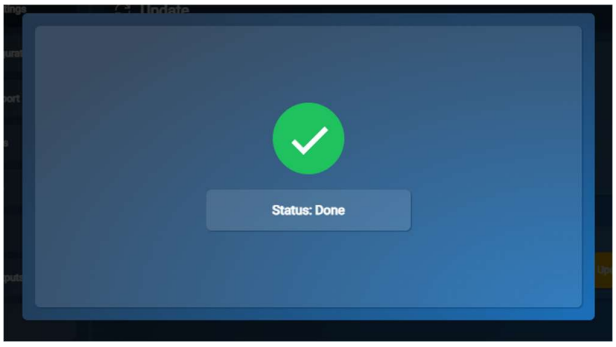
## Inputs & Outputs

### Update

When a new update for the Score Pilot is released, it will be downloaded upon an active network connection. Once downloaded, the Update page will show a yellow Update button, allowing you to activate the new update.



# Accessories

## Start/stop button

TBD

## Timeout buttons

TBD

## External horn

TBD

# Update firmware

## Network Requirements for update service

In order for a ScorePilot device to get outside of the local network and connect to the ScorePilot update servers, there are a few core network requirements.

**ScorePilot update service makes use of the following ports:**

443 TCP - This is the most fundamental requirement - it is used to connect to update servers, and many web endpoints using TLS (https://.)

123 UDP - For NTP time synchronization.

53 UDP - For DNS name resolution.

Each of these should work with outward only (and inward once outward connection established) firewall settings.

**Additionally, you should allowlist the following domains for the relevant ports above:**

*.scorepilot.se

Google's Public DNS server at 8.8.8.8 is used by default and in addition to DNS servers obtained via DHCP from your local network or service provider. If additional DNS servers are configured via DHCP or other means, it is OK for the local network to block requests to 8.8.8.8.

## Technical data

| **Technical Specifications** | |
|---|---|
| | |
| Dimensions | 320 x 240 x 80 mm |
| Weight | 2,1 kg |
| Construction | UV-Cured Photopolymer |
| Operating Temp | 0 – 40 ℃ |
| Protection | IP20 |
| | |
| Power | USBC PD 15V,12V,9V<br>Poe+ (Power over Ethernet, 30W) |
| Power consumption | 25W |
| Battery | Battery backup approx. 5 hours<br>50Wh 4-cell Li-Ion battery |
| | |
| Screen | 10.1 Inch |
| | Capactitive touch |
| | Toughened glass panel (6H) |
| | Automatic brightness by light sensor |
| | |
| Interface | Membrane keyboard with 12 buttons |
| | Custom Start/Stop clock button with colored light indicating state |
| | Internal speaker |
| | |
| Inputs/Outputs | RJ45 Poe+ Network connector (Ethercon) |
| | XLR 3 pin male audio output |
| | RS422 Serial output (Amphenol Ecomate 7pF) |
| | HDMI Output (1280x720 Scoreboard) |
| | USBA (For loading images and teams) |
| | 2 Expansion ports for accessories |
| | 2 I/O Ports (2 outputs, 4 inputs) |