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iCast Scoreboard



iCast offers complete systems for sport arenas and venues including media cubes, LED-banners, digital signage, multi touch screens, digital shot boxes and scoreboards.

Our scaleable solution provides market leading experiences for the audience with easy management and operation for the staff operating the event.

The Scoreboard Software works together with ~sedna presenter to present the data on the LED or media cube in the arena. The broadcasted data can also be shown on any other ~sedna presenter powered signage.

The Scoreboard Software is developed following the international regulation for each sport.

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Specification

iCast Scoreboard systems run under the Mac OS X platform. The GUI is developed for easy understanding which results in short learning time and where the system can be operated by staff with normal desktop software experience.

The Scoreboard GUI gives the operator an overview of all vital data during the game.

Operating System	Mac OS X 10.8.X
Hardware	Mac with resolution 1920x1080 (i.e., iMac 21.5)
Time control devices	Mouse, keyboard or external time control device
Data streaming	Ethernet 10 times/second

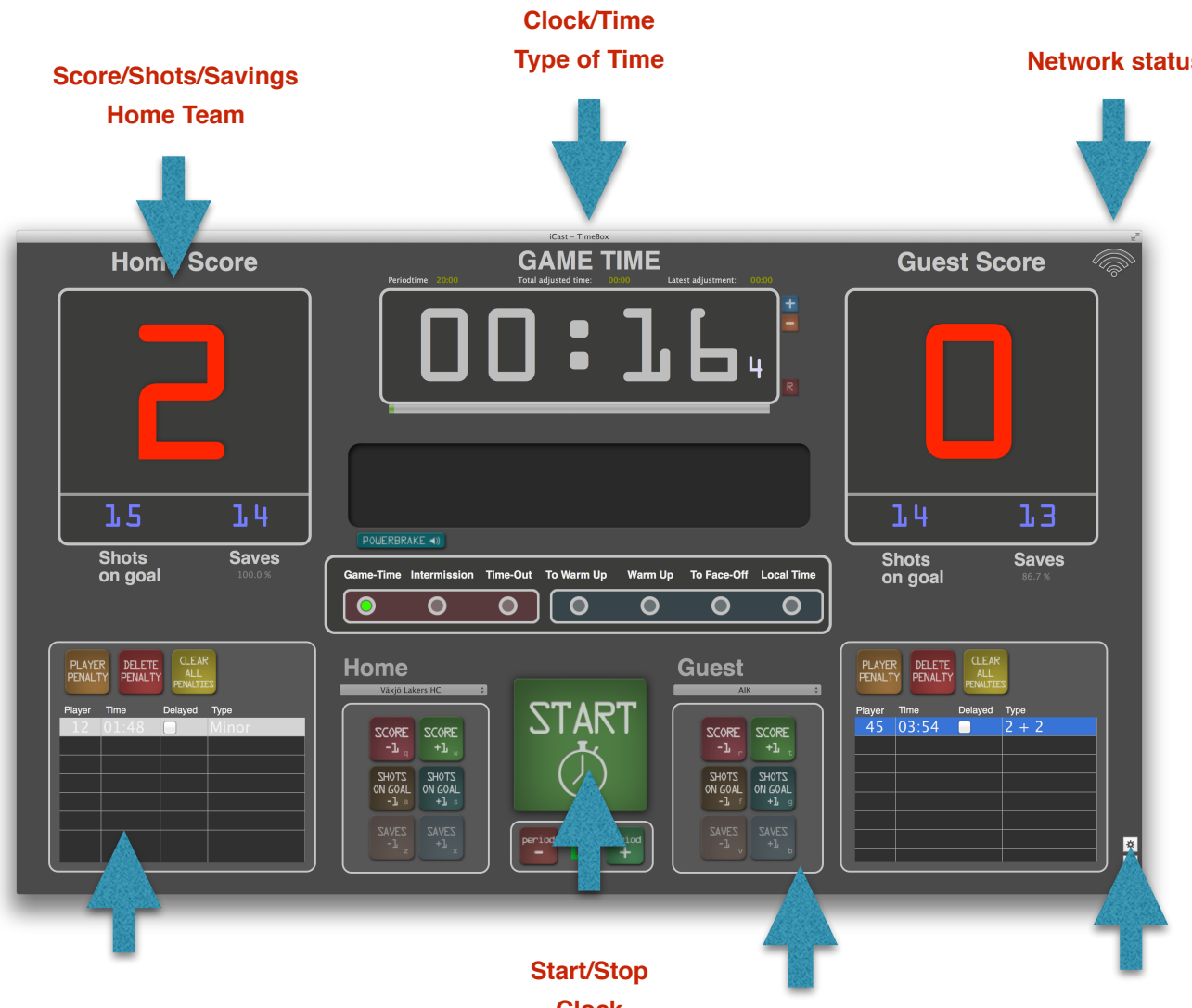
All data from the scoreboard is streamed on the network where the port number can be defined in the scoreboard settings. The data is presented in an asset running in ~sedna Presenter
The data fields are separated with ;

Sample stream:
10:22;3;2;1;5 01:21;45 01:30;7 01:43;87 01:51;0;0;HOM;GUE;GAME TIME

Data field#	Data field specification
#1	Time (Type of time defined in data field #X)
#2	Score Home Team
#3	Score Guest Team
#4	Period No
#5	Home Penalty 1 (Player_Time)
#6	Home Penalty 2 (Player_Time)
#7	Guest Penalty 1 (Player_Time)
#8	Guest Penalty 2 (Player_Time)
#9	Penalty Lamp Home
#10	Penalty Lamp Guest
#11	Short Name Home Team
#12	Short Name Guest Team
#13	Time Type

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Scoreboard Hockey
GUI main parts



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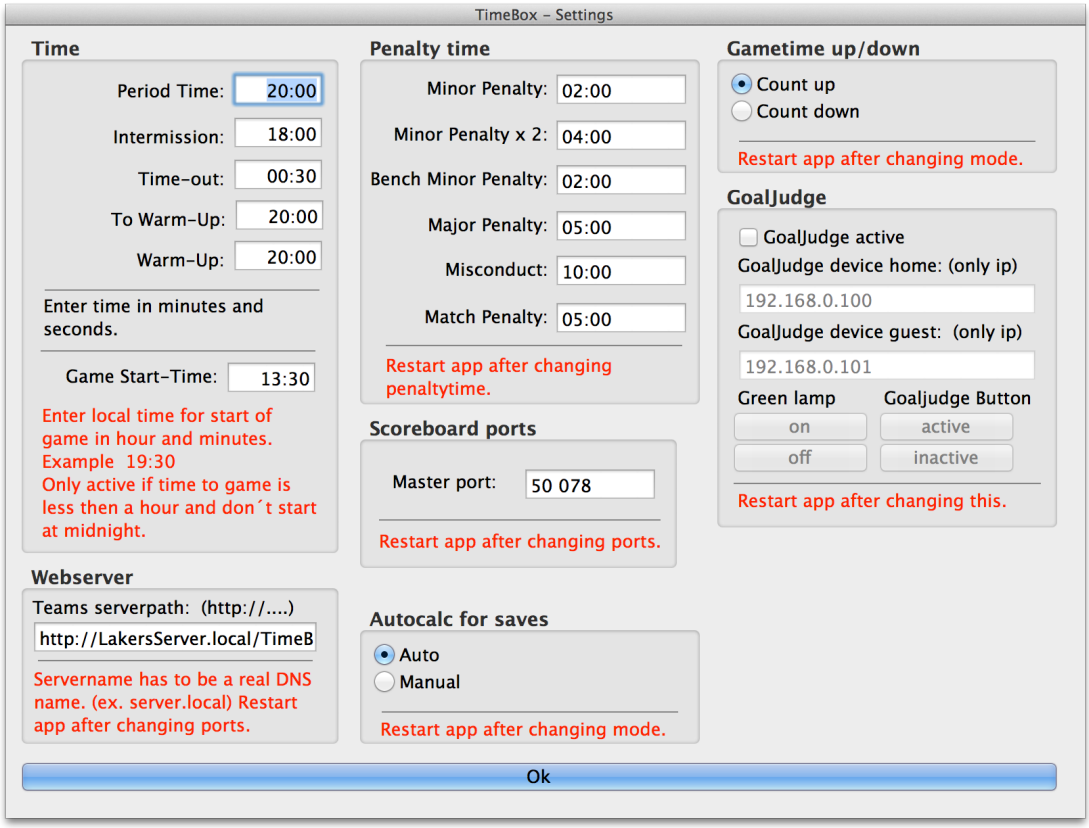
Scoreboard Settings

In the settings panel you are able to set all variables in order customize the game variables.
All settings follow the international hockey regulations - and each variable can be set individually.

For hockey leagues supporting goal lamps additional boxes are sold to prevent the goal referees to push the goal button if the clock is not running.

Statistics can be handled by either auto calculation mode or manual calculation.

The scoreboard also gives the option to enter the time of game start in order to present ”Time To Face-Off”

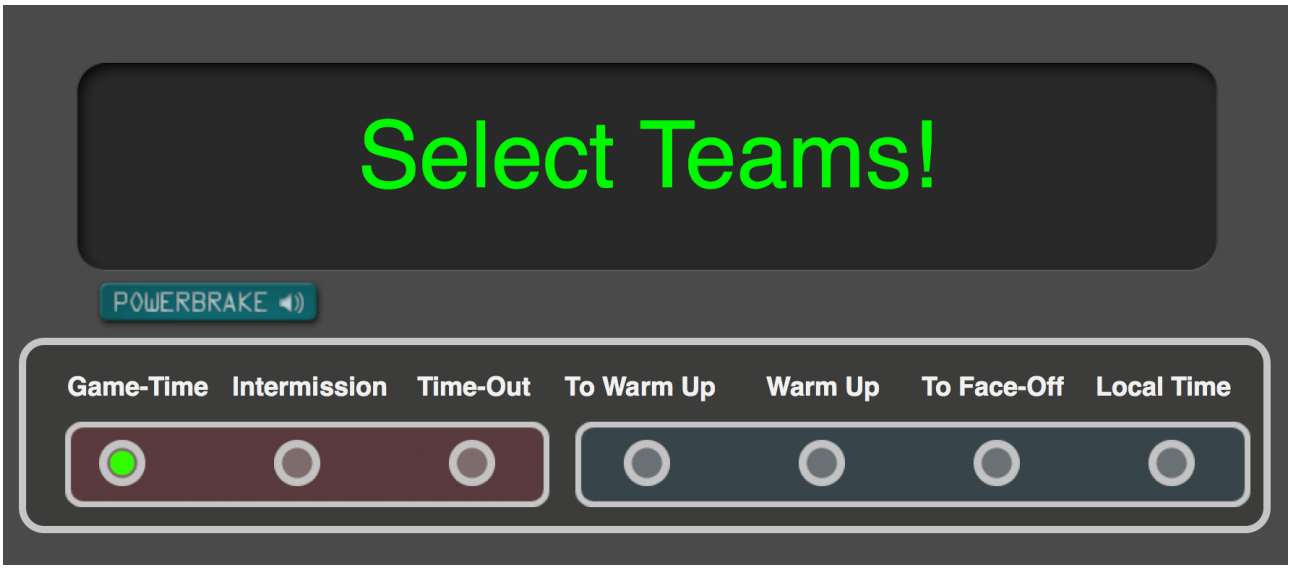


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Operation

The Scoreboard is very straight forward in its operation and will show all data running live in the computer in synchronization with the broadcasting of the data.

After any changes of the Scoreboard settings have been made the application should be restarted. In the center of the Scoreboard application the operator is prompted in the dialog box what to do before each major event during the game.



The different time types can be selected depending on what should be presented on the scoreboard. When time out or intermission has been selected the scoreboard will automatically switch to game time when the time has run out.

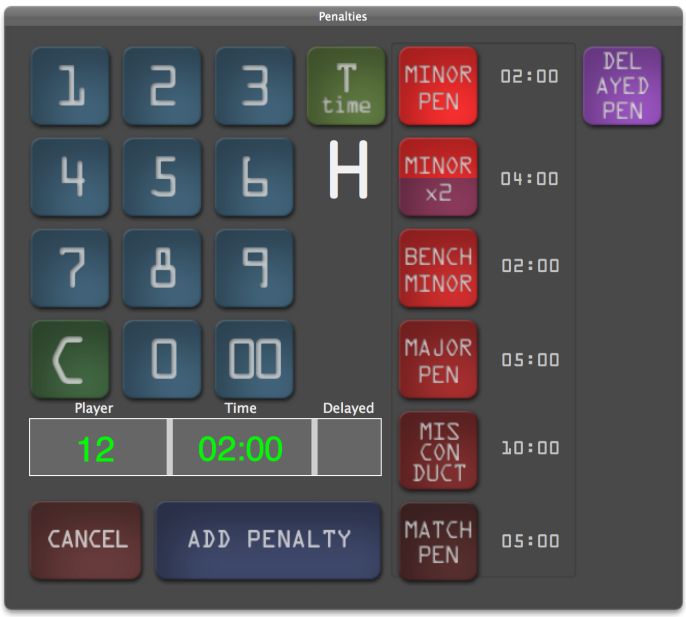
Powerbreak is controlled with a the button above the time selections and will result in a sound signal trough the 3.5mm sound outlet or any USB-external sound device. The same is applicable for sound signals when game time or TimeOut runs out. Each sound signal can be defined upon ordering the scoreboard.

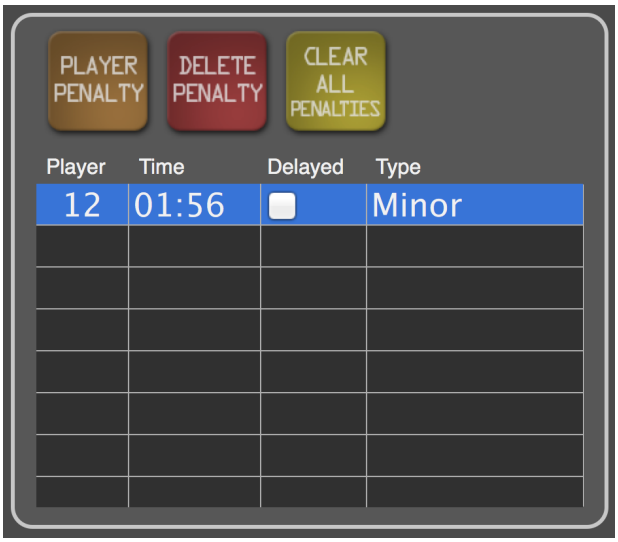


Start/Stop of game time can be controlled in 3 ways, mouse click, space bar or the external USB handle delivered with the Scoreboard. The game time can be adjusted and both the last adjusted time and total adjusted time are shown above the game time panel.

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Penalty handling is entered in the respective panel for the home and guest team. Up to 8 simultaneous penalties can be handled for each team. Delayed penalties will automatically be activated as soon as the previous penalty has run out. When a team scores, penalties can be erased. Penalties are synchronized with the game time in accordance with international hockey regulations.





Score, Shots on Goal (SOG), Savings and Period No are controlled in the lower mid section of the Scoreboard. If Auto Calc function is activated the buttons for savings will be shut off and dimmed. When the operator changes period the Scoreboard will prompt with a dialog box before in order to acknowledge reset of Game Time. The same is valid for any other critical change during active Game Time



If count down time for the Game Time is selected in the settings panel, the broadcasted time string will contain 1/10 of a second in the Game Time during the last minute.

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When buying a Scoreboard from iCast you will receive one individually designed asset to commit in your ~sedna Presenter system. Some samples of other customer designs can be seen below:





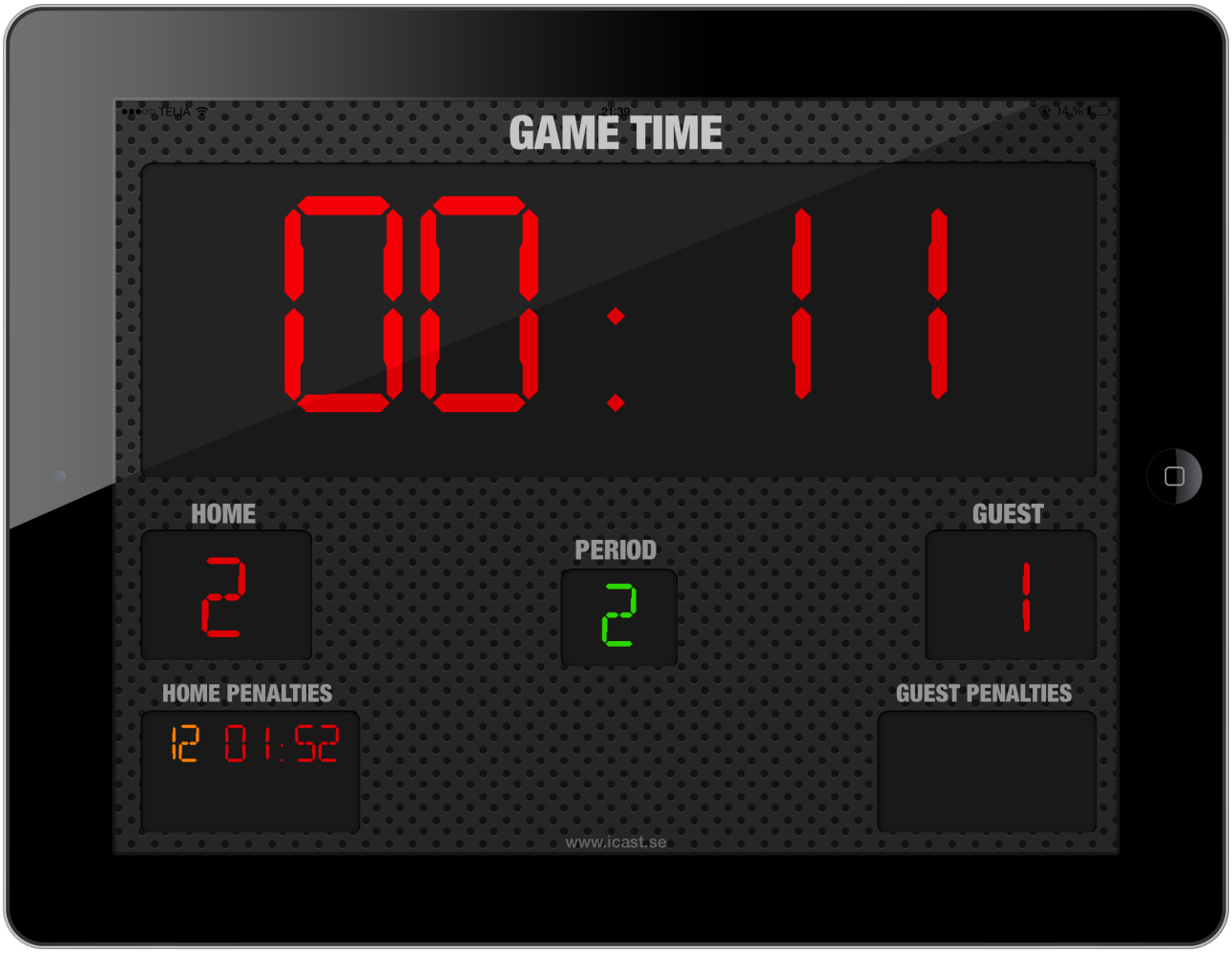






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As an option the Scoreboard data can be presented in the iCast Scoreboard app for iPad. The iPad can be wall mounted in strategic positions like the referee room etc showing the remaining time before the game or next period starts.



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