DMV

User manual – Soccer/Rugby

Table of Contents

Document history							
Version	Date	Details	Prepared by	Reviewed by	Approved by	Gen. Doc	Issued for
UP405							
UP1479	**31.05.2025**	**New styles applied**	M. S. Jovanović				

CKN Console

Key functions			
Home		**Guest**	
F1	Brightness level 1 - 9	**F3**	Players names and numbers menu
TIME OUT	Home time out +1	**TIME OUT**	Guest time out +1
Arrows up/down	Guest score +1 (up) or -1 (down)	**Arrows up/down**	Guest score +1 (up) or -1 (down)
General purpose			
Time	Enter the time menu	**Arrow up**	Menu scroll up
Period	Period +1	**Arrow down**	Menu scroll down
START	Start game time	**ENTER**	Confirm changes
STOP	Stop game time	**ESC**	Back without change

PC Keyboard

Keyboard functions:		Keyboard functions:	
ESC	Press 3 times to enter the main menu	SHIFT	Hold for oposit function
F1	Home score +1	ENTER	Confirm changes
F5	Guest score +1	Ctrl + Right	Stop game time
F9	Enter the time menu	Period	determine the game time (half time, 45:00)
F10	Period +1	Time way	entering this menu you can set way of counting up/down
F11	Horn	No of Period	number of game periods (1-9)
F12	Enter the team names menu		
Ctrl + Left	Start game time		

1 GENERAL-PURPOSE BUTTONS

Button	Function
Esc	Returns to previous menu.
Enter	Goes to next menu.
Yellow arrows	(UP or DOWN) scroll menu.
If you are changing parameters, general-purpose buttons have following meaning:	
Esc	Returns to previous menu without saving the parameter value.
Enter	Returns to previous menu with saving the parameter value.
Yellow arrows	(UP or DOWN) scroll menu.

2 GAME DATA RESET AND SETTING THE PARAMETERS AND LANGUAGE

To activate the function with following menu press **ESC** button three times, while the main time is stopped.

Menu	
Game in progress	
Continue match	Match will resume and prepare to continue
Start new match	Start new match, resetting time and score.

Configuration	Enter parameter menu and select parameter to change: Period 45:00 (predefined value) Time way up or down No of Period
Language	Change language used in menus: • English • German • Czech • Finish • Italian
Keyboard Type	Choose keyboard with specific character set: • English • German • Czech • Finish
Scorer console	Must be set to value 0

3 GAME PARAMETERS

3.1 Score

Score can be set in domain of 0-99 no matter if game time is going on or not.

CKN Console	PC Keyboard	Description
HOME ARROW UP	F1	Score Home +1
HOME ARROW DOWN	SHIFT+F1	Score Home -1
GUEST ARROW UP	F5	Score Guest +1
GUEST ARROW DOWN	SHIFT+F5	Score Guest -1

3.2 Time

Main time has two parts: **Warm-up** and **Period**.

Warm up always goes down. After expiring of warm up time console automatically stops time at 0:00. To clear all data from previous match, enter to main menu and choose option New game.
Period time can be counting up or down.

> **When game time is counting up**, preset start time is 0:00. For second period, preset start time is 45:00.

> **When game time is counting down**, preset start time is allways 45:00.
> Offered game period duration's can be manually preset to some other desired value.

Enter turns to mains screen with new time duration's and **Esc** will discard the changes.

> **NOTE:** Time modification is not possible during the time counting.

Pressing **TIME** button will activate scroll menu.

Option	Description
Warm-up	Define warm up time, always count down
Enter current time	Allow to change or to define current game time
AutoStop	For counting up game time: 1 – will automatically stop game time after each period; 0 – will counting game time until manual stop.
Adjust RT Clock	Allow change and adjust of real time

Show real time	Allow to shows daytime on game time section

NOTE: For counting down game time always will be stopped at 0:00.

3.3 Period

CKN Console	PC Keyboard	Description
PERIOD	**F10**	Period +1
Yellow arrow down + PERIOD	**SHIFT+F10**	Period -1

3.4 Brightness settings

Foil button	PC Keyboard	Description
F2	**B**	Set brightness 1-9. Default value is 9

NOTE: If scoreboard have built in light sensor (for brightness control), when you set value for brightness to 0, brightness will depend by the light sensor.

3.5 Erasing of Time and Score

F3 allow to erase shows of Time and Score during game, except when option Show real time is set to ON. Another press on F3 shows back Time and Score of the game.

3.6 Team names

For scoreboard models that have team names, by pressing 'Teams' (PC keyboard – F12) will activate two options: **Home team** and **Guest team.**

Choose team and enter name with PC keyboard. You can see team names also on CKN display.

NOTE: Maximum length of team name is 12 characters.

3.7 Player numbers and names

For scoreboard models that have players numbers and/or players names, pressing 'Player numbers' button (PC keyboard – Page Down, CKN console – F3) will activate five options:

Parameter	Description
Home players	Home team players numbers and names menu
Guest players	Guest team players and names menu
Default players	Predefined players numbers
Clear guests	Clears players numbers and names only of guest team
Clear all	Clears all players numbers and names

- Choose team and than select player position from 1 to 18.
- Enter player number from 0 to 99 and confirm with **ENTER.**
- Cursor will appear in the name field. Enter player name using PC keyboard and press **ENTER** to confirm. You can leave player name field blank by pressing **ENTER** to skip this option.

Option **Default player** sets players numbers on predefined values (from 4 to 21).
By choosing this option, names of the players will be cleared.

NOTE: Maximum length for player name is 20 characters

4 DISPLAY COMMANDS:

Using PC keyboard, it's possible to send several commands to the **ID** or **RTNM** displays.

Press **DispList** button ('Q') to enter to the list menu. Selected list became active display list.

Press **EffectList** button ('W') to enter to the effect menu. Selected effect will appear on the display (will be inserted into the current display list).

Buttons **Effect1 – Effect8** ('1' – '8') are shortcuts for effect menu. Pressing any of this buttons will start appropriate effect animation on the display immediately.

More information about ID and RTNM displays, as well as list and effect possibilities, find in 'Display studio manual' and in 'UP125_Using_matrix_display_as_sport_scoreboards' template delivered with scoreboard.