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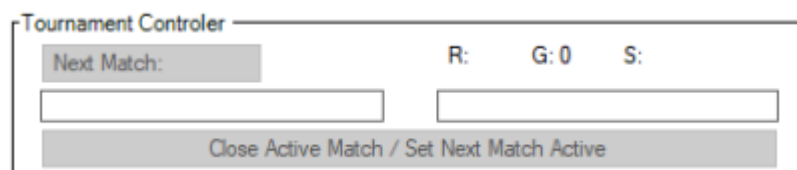


## sub tab „Match“

The tab Match is build of different controls. In the options you can free arrange all these controls. So you can build your own individual control screen. There are many controls which are described here.

## Controls

### control tournament



The screenshot shows a window titled "Tournament Controller". Inside, there is a label "Next Match:" followed by a text input field. To the right of this field are labels "R:", "G: 0", and "S:". Below the input field is a button labeled "Close Active Match / Set Next Match Active".

The box control tournament is only available if a tournament is active.

#### „next match“:

After click you get a list of all full defined matches of the tournament. If the tournament has more than one round, the matches are calculated as soon as the group results of the actual group or round is fixed. After both teams for matches of the next round known, the match is defined and added to the list. During the tournament you have to select the next match (which follows the actual match). This next match can also be displayed on the scoreboard.

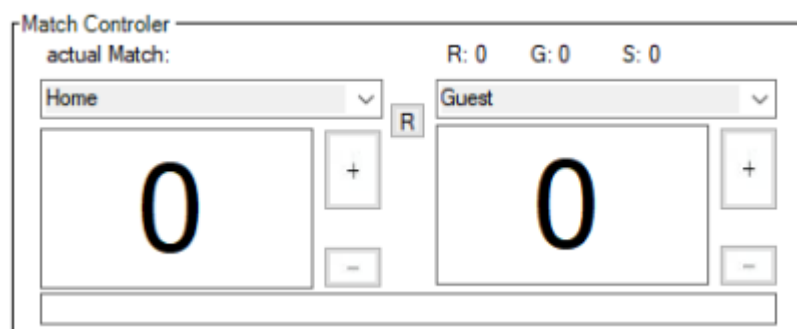
#### „actual round“:

Here is the actual active round number displayed.

#### „close active match / set next match active“:

By clicking this button the match which was prepared as next match will get the active match. It is not mandatory to set the previous match to closed. Therefore you will be asked how the program should handle the previous match. You have following possibilities: - Close the match (should be normal selection) This match will not be displayed any longer in the list of next matches. It is taken into account for calculate scores and matches of next rounds. - Keep the match open (if in any reason the match continues later) - Close the match and post 5 counter goals for each team (if both teams are not appeared for the tournament) This match will not be displayed any longer in the list of next matches. It is taken into account for calculate scores and matches of next rounds.

### match controler



The screenshot shows a window titled "Match Controller". Inside, there is a label "actual Match:" followed by a dropdown menu showing "Home". To the right of this dropdown is a small button labeled "R". Further right are labels "R: 0", "G: 0", and "S: 0". Below the "Home" dropdown is a large display showing the number "0". To the right of this display are two buttons: a "+" button and a "-" button. To the right of the "R" button is another dropdown menu showing "Guest". Below the "Guest" dropdown is another large display showing the number "0". To the right of this display are two buttons: a "+" button and a "-" button. At the bottom of the window is a text input field.

### Combo boxes „Home“ / „Guest“:

These are open combo boxes. You can select a team which is maintained in the team master or you can enter directly a team name.

### Goal boxes and + / - buttons:

In the goal boxes the score is displayed. By clicking the buttons + / - the goals will be increased / decreased by 1. Changing goals are events which are registered.

### Box below the goal boxes:

If additional information for a match exists, it will be displayed here.

## timer controler



|              |       |       |       |      |       |
|--------------|-------|-------|-------|------|-------|
| Match Timer: | 60:00 | 00:00 | Start | Stop | Reset |
| Break Timer: | 00:00 |       | Start | Stop | Reset |
| Period:      | 1     | /     | 3     | +    | -     |

### Match time:

The match time and additional parameters can be defined in the options. „Start“ / „Stop“ is starting / stopping the match time. „Reset“ is setting the timer back to the starting value. Reset only works when the time is not running. At a standing timer the time value can be manipulated by clicking with the right mouse button. Timer actions are events which are registered.

### Break timer:

The break timer works identical to the match timer.

### Match period:

Here you can set the actual match period. e.g. half, third or quarter. The maximum value can be defined in the options.

## freie Uhr



|            |       |       |      |       |
|------------|-------|-------|------|-------|
| free Timer | 10:08 | Start | Stop | Reset |
|------------|-------|-------|------|-------|

### free timer:

The free timer works identical to the match timer. In addition this timer can be hidden on the score board when it is not running. This setting can be done in the options.

## seconds counter



|               |   |       |      |       |
|---------------|---|-------|------|-------|
| Seconds Timer | 0 | Start | Stop | Reset |
|---------------|---|-------|------|-------|

### seconds:

The seconds counter works identical to the match timer. In addition this counter can be hidden on the score board when it is not running. This setting can be done in the options.

## foul counter

The Foul Counter interface consists of two identical sections for each team. Each section contains a large red '0' in a box, followed by a '+' button and a '-' button. A small 'R' button is positioned between the two sections. The entire interface is titled 'Foul Counter'.

foul counter and + / - buttons:

Here you can count fouls of each team. Counting fouls are events recorded in the event log.

## Strafen

The Penalties interface is titled 'Penalties'. It features two tabs: 'Penalty Team 1' and 'Penalty Team 2'. Below each tab is a table with columns 'ID', 'Team', 'Player', and 'Sec.'. The tables are currently empty. At the bottom, there is a 'delete all Penalties' button, a 'std' dropdown menu, and a 'T' button.

Penaltys:

Penalties can only be used for teams which are maintained in the team master. Also players must be defined for the teams. After a click on the button a dialog opens where the player and penalty type must be selected. Penaltys can be defined in the options. If a time penalty is selected the player and the penalty time is displayed in the box on the right upper side.

Time penalties:

Here are player listed with active time penaltys. Each time penalty has an own timer which counts down. When 0 is reached, the row will be deleted. The related parameters can be defined in the options.

## Spieler

The Player selection interface is a simple dropdown menu with a downward arrow icon on the right side. It is titled 'Player'.

Here you can select a player of one of the teams. By doing this several display variables like Name

and picture are filled. This makes it possible to display player informations. Whe a goal happen with player registration or a penalty happen the related player is selected automatically. So you can very quick display the scorer.

## Ticker

Ticker

The enterer text goes directly into the related display variable.

## display preview



In this box the score board is previewed. The user can always see the content of the score board without a direct view to the display screen.

## Darts tournament

Dart Tournament

| Player1 Team1                                                                                    | Player1 Team2                                                                                    |
|--------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| <input type="text" value=""/>                                                                    | <input type="text" value=""/>                                                                    |
| <input type="text" value="0"/> <input type="button" value="+"/> <input type="button" value="-"/> | <input type="text" value="0"/> <input type="button" value="+"/> <input type="button" value="-"/> |
| Player2 Team1                                                                                    | Player2 Team2                                                                                    |
| <input type="text" value=""/>                                                                    | <input type="text" value=""/>                                                                    |
| <input type="text" value="0"/> <input type="button" value="+"/> <input type="button" value="-"/> | <input type="text" value="0"/> <input type="button" value="+"/> <input type="button" value="-"/> |

This is to count legs in a darts team tournament.

From:

<https://www.freescoreboard.org/> - **FreeScoreBoard**

Permanent link:

<https://www.freescoreboard.org/doku.php?id=en:im:spiel>

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