

LED scoreboard customization program User manual

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This unit has been carefully produced for / by:

Maxima WarenhandelsGmbH Phone: +43 699 104 03 204

© Rangemaster Systems Fax: +43 720 920 195

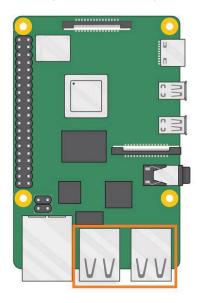
Dr.Robert Graf Straße 64/9 Mail: info@rangemaster.at

8010, Graz, Austria/Europe Web: www.rangemaster.at

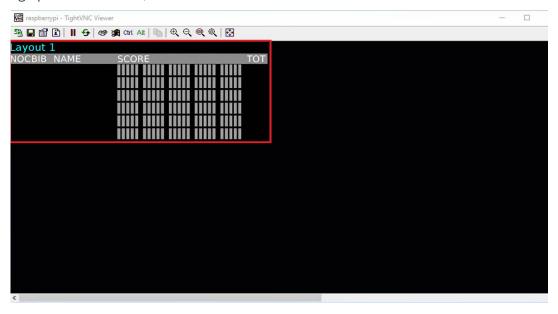


1. SETTING

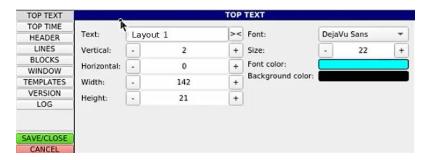
To set up the scoreboard use **TightVNC-Viewer** or connect a mouse to the mini computer on the layout (USB slots are shown inside the orange frame on the picture below):



To start setting up the scoreboard, double-click the scoreboard.



The following window will open:



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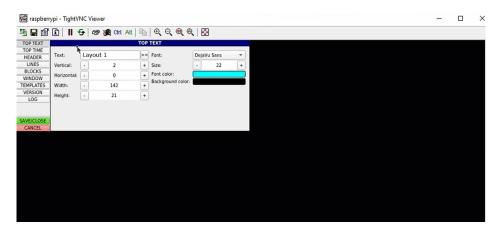
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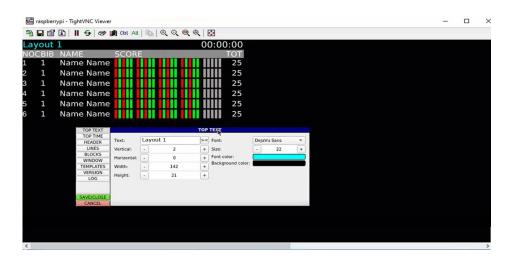


You need to configure the following blocks in the column on the left:

Name of the block	Description
TOP TEXT	The text on the top line of the scoreboard. You can show the name of the range (Range A), the name of the competition (World Cup), or leave it empty
TOP TIME	The right part of the top line on the scoreboard, showing the time (00:00:00).
HEADER	The second line is the header of the results table (NOC, BIB, NAME, SCORE, TOT).
LINES	Table content.
BLOCKS	Misses and hits shown in the column SCORE.

Hold the **Alt** button on the keyboard and drag configuration window with the left mouse button so that you can move it and see the virtual scoreboard window in the program. This is necessary in order to see all the changes made in configuration window.



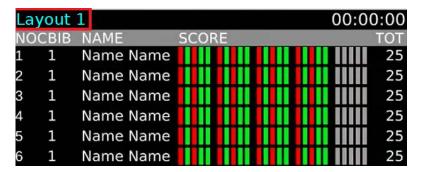


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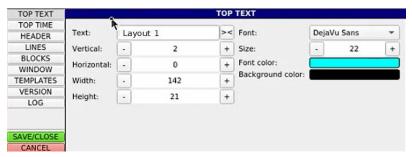


1.1 TOP TEXT

In this you can customize the appearance and size of the text of the top row of the scoreboard. You can show the name of the range (Range A), the name of the competition (World Cup) or leave it empty



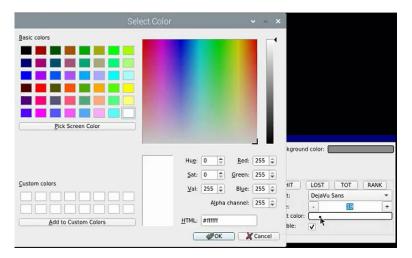
To do this, you must fill in and / or edit the following fields:



Name of the field	Description
Text	Text scown in the top line of the scoreboard
Vertical	Setting vertical position of the text
Horizontal	Setting horizontal position of the text
Width	Setting column width
Height	Setting column height
Font	Setting text font
Size	Setting text size
Font color	Setting font color
Background color	Setting background color



To change the color, click the field with the color, and select the desired color from the palette that opens and click **OK**.

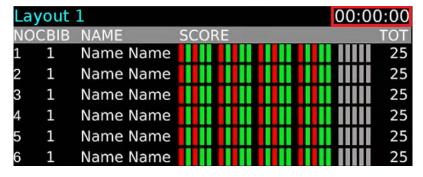


To enter values use | + and



1.2 TOP TIME

In this section you can set the time that will be displayed in the upper right corner of the scoreboard during the competition.



To edit, click **TOP TIME** on the left side of the window.



You will see the window where you need to configure the following fields:



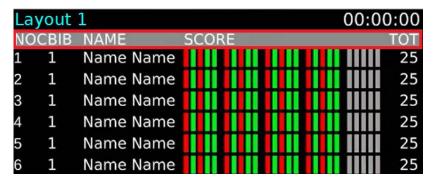
Name of the field	Description
Vertical	Setting vertical position of the text
Horizontal	Setting horizontal position of the text
Width	Setting column width
Height	Setting column height
Font	Setting text font
Size	Setting text size
Font color	Setting font color
Background color	Setting background color

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

To enter values use + and -

1.3 HEADER

Here you can edit the header of the results table.



To edit, click **HEADER** on the left side of the window.



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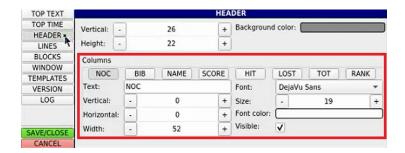
Here you can make settings for the entire row and for each column in the row separately. The top three fields - **Vertical**, **Height** and **Background color** - are general settings for the entire row.



Below are the settings for each column: NOC, BIB, NAME, SCORE, HIT, LOST, TOT, RANK.

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

To enter values use + and -



Here you can also configure the following:

Name of the field	Description
Text	Text scown in the top line of the scoreboard
Vertical	Setting vertical position of the text
Horizontal	Setting horizontal position of the text
Width	Setting column width
Font	Setting text font
Size	Setting text size
Font color	Setting font color

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

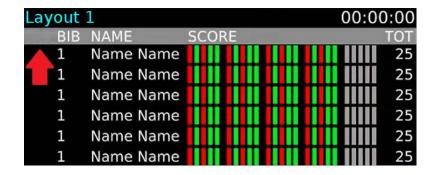
To enter values use + and -

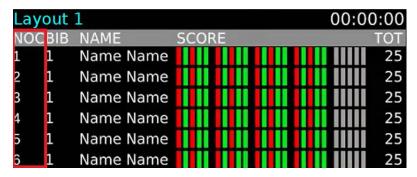
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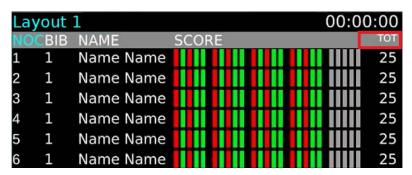
NOTE: Vertical, Horizontal and Width fields apply to the entire column, including the values in the column content.

It is also possible to hide the column when not in use. To do this, uncheck the **Visible** box. To display the column on the scoreboard, check the **Visible** box back.





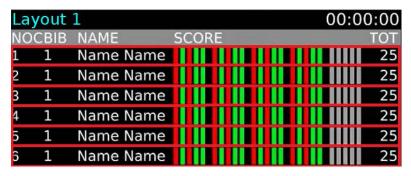
If the column name does not completely fit into the specified width, you can increase the column width (Width) or decrease the font size (Size).



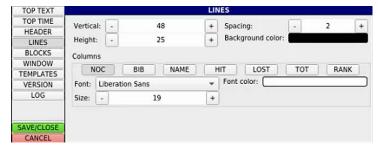


1.4 LINES

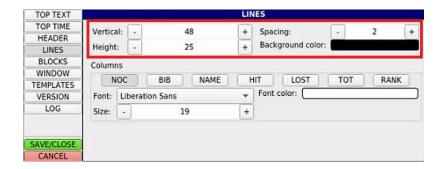
Here you can customize the appearance of lines and text in the result table.



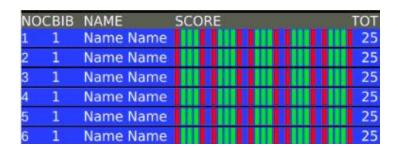
To edit, click **LINES** on the left side of the window.



The top four fields - **Vertical** (the position of the lines vertically), **Height** (the height of the row), **Spacing** (the distance between the rows in the table), **Background color** (the background color of the row) - are general settings for the entire row.

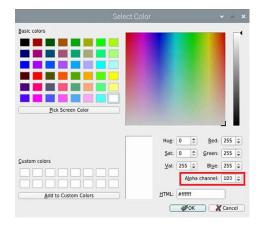


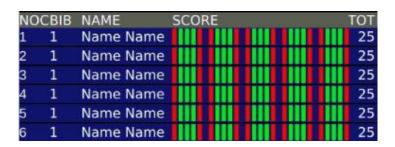
You can change the position of the lines, the height, and also set the background color of the line.

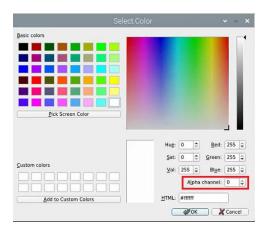


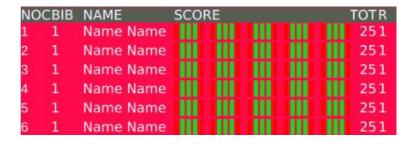


To make the background of the line transparent, click the **Background color** field and set the **Alpha channel** to "0". Depending on the value (0... 225), you can set the transparency for the background of the line.





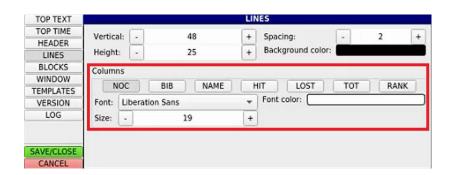




Below are the settings for the text in each column: NOC, BIB, NAME, HIT, LOST, TOT, RANK.

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

To enter values use | + and | -

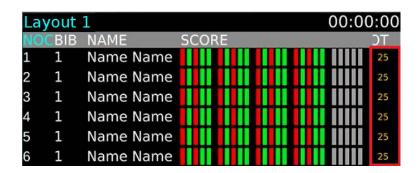




Here you can configure:

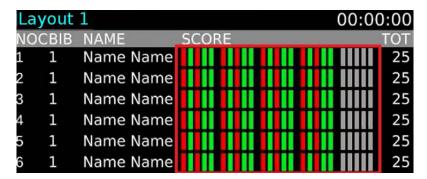
Name of the field	Description
Font	Setting text font
Size	Setting text size
Font color	Setting font color

To enter values use + and -

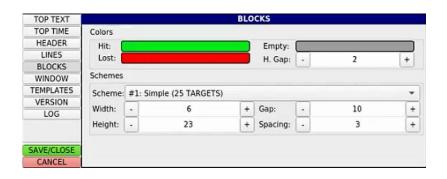


1.5 BLOCKS

Here you can customize the blocks (hits, misses, upcoming shots) in the contents of the SCORE column.



To edit, click **BLOCKS** on the left side of the window.





Here you can set the following values:

Name of the field	Description
Hit	Setting the color of the block when hitting the target
Lost	Setting the color of the block when missing the target
Empty	Setting the color of the blocks of shots that have to be fired
Scheme	Setting the shooting scheme. The type, number and arrangement of blocks
	in the SCORE column changes depending on the selected shooting scheme.
	NOCBIB NAME SCORE TOT 1 Name Name 25 Name Na
	in a group, since the blocks are arranged in a group in two rows (e.g, for
	Scheme # 4: SKEET FINAL STAGE 2 (40 TARGETS)). NOCBIB NAME 1 Name Name 2 1 Name Name 3 1 Name Name 4 1 Name Name 5 1 Name Name 6 1 Name Name 6 1 Name Name 7 TOP TEXT TOP TE
Width	Setting block width
Height	Setting block height
Gap	Setting distance between groups of blocks
Spacing	Setting horizontal distance between blocks within a group

To change the color, click the field with the color, and select the color from the palette that opens and click **OK**.

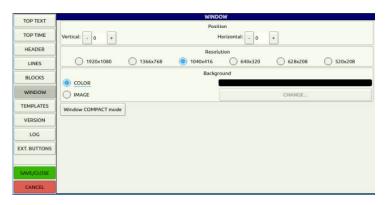
To enter values use + and -



1.6 WINDOW

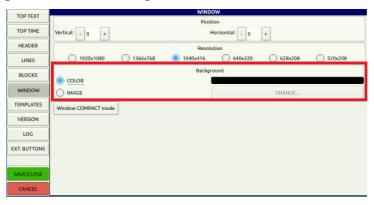
Here you can customize the background or image for the entire scoreboard.

To edit, click **WINDOW** on the left side of the window.



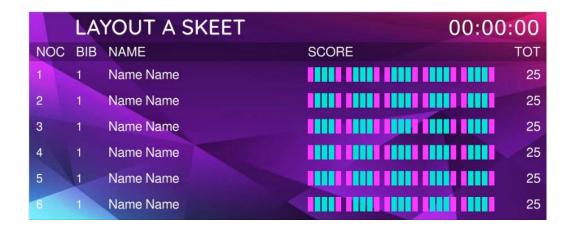
ATTENTION: In the Position and Resolution sections at the top of the screen, the settings are made once by a Rangemaster Systems employee according to the size of the installed scoreboard. It is strictly prohibited to change these settings.

At the bottom of the settings screen, in the **Background** section, you can change the background color (COLOR) or set the image (IMAGE) to the background of the scoreboard.

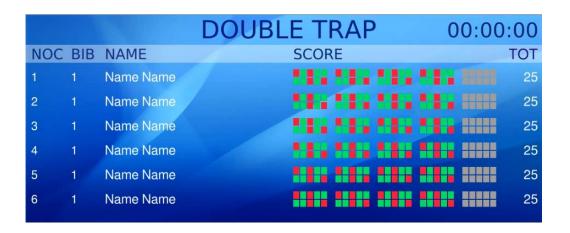














1.7 TEMPLATES

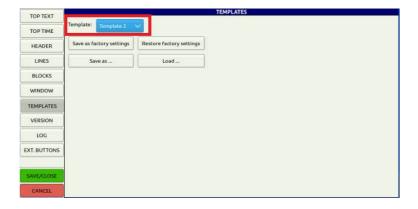
Here you can choose a template from preset templates.

To edit, click **TEMPLATES** on the left side of the window.

You will see the following window:



From the drop-down list of templates you can select a template already set with color, line size, font, etc.



ATTENTION: The buttons below ("Save as factory settings", "Restore factory settings", "Save as ...", "Load ...") are intended for use by Rangemaster Systems employees only. **Using them is strictly prohibited!**

1.8 VERSION

This section is intended for use by Rangemaster Systems employees only. **It is strictly prohibited to make changes in it!**



1.9 LOG

This section is intended for use by Rangemaster Systems employees only.

It is strictly prohibited to make changes in it!

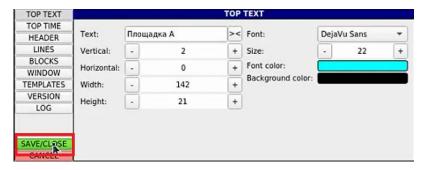
1.10 EXT. BUTTONS

This section is intended for use by Rangemaster Systems employees only.

It is strictly prohibited to make changes in it!

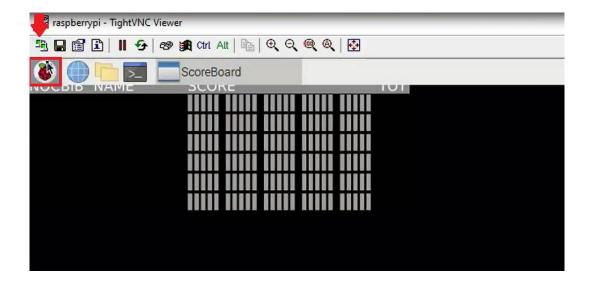
1.11 SAVE/CLOSE SETTINGS

To save settings, click the **SAVE / CLOSE** button in the lower left corner of the window.



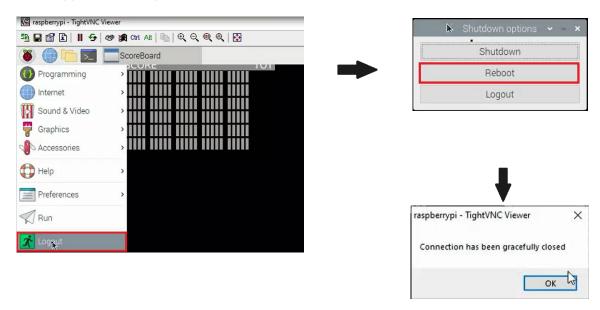
Restart the program to activate the changes.

To do this, point to the top of the window and click the icon in the drop-down menu.





Click **Logout** in the drop-down list. In the window that opens, click **Reboot**. Then an information window appears, where you need to click **OK** button.



The program will restart, launching the scoreboard with the settings you have set.

In case you do not want to save the settings set in the program, click the **CANCEL** button in the lower left corner of the window.

