



ELECTRONIC SCOREBOARDS

AUSTRALIA

SVI -R9

Scoreboard to Video Interface

::> NBL - FIBA Level 1 and Level 2 + STATS

> Library Layouts

SHORT VERSION

All GUI's are shown on the default layout page . (for GUI reference only) The GUI numbers are fixed for their specific functions. Time, Scores, Fouls, Stats etc. Some GUI's are for general purpose use and can be used for anything required. See GUI usage pages.

GUI No to EDIT :-



Enter the GUI number to edit or use the search buttons to go to the next or previous GUI.

This will set the commands from the RADIO selection to only act on the GUI number selected.

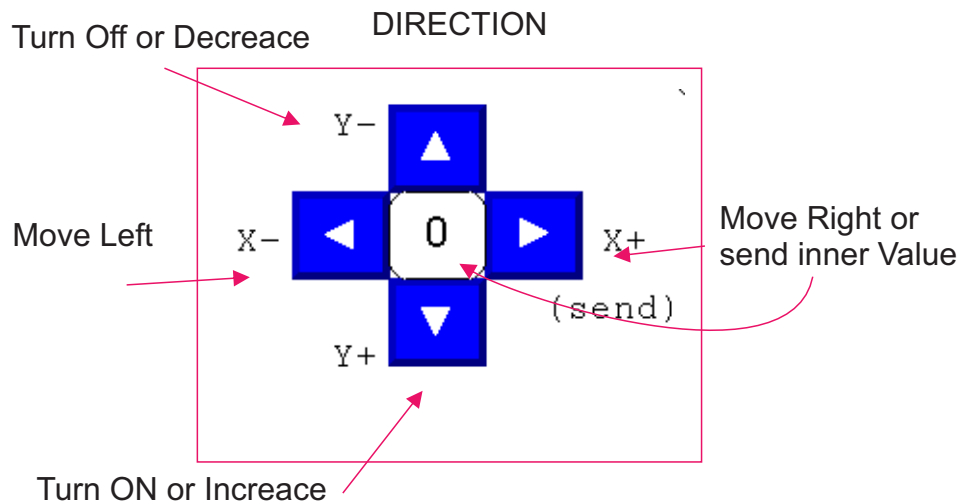
RADIO Buttons and DIRECTION :-

When a GUI number is entered, it can be edited using the Radio buttons and then using the direction buttons to move, size and adjust that GUI.

Hi-light the radio button to adjust a GUI

RADIO

- Show/Hide
- X,Y Pos
- X,Y Size
- Fg Colour
- Bk Colour
- Boarder
- Font Num
- Font Size
- Font Type
- Scale



Show/Hide the GUI. pressing the UP button will HIDE, and DOWN button will SHOW.

X,Y Position, Shift the GUI (Upper left hand corner as reference)

X,Y Size, X+ makes the GUI wider, Y+ makes it higher. use Up/Down, Left/Right buttons

Fg and Bk Colour Sets the Foreground or Background colour of the GUI.

Border. Turns the border of the GUI on or off. Turn it on to position and size the GUI then normally it is turned off.

Font Number, See the page on installed fonts. eg Font 1 is "Arial"

Font Size, Makes the font the size to fit the GUI frame

Font Type, Standard, Bold, Italic ETC

SCALE :- This acts on the whole SVI device and layout, every GUI is rescaled to fit the resolution of the video screen. NB:- The SVI will automatically lock itself to the resolution of the HDMI video device it connects to.

Commands

| | | |
|----------------------|-----------------------|------|
| 0 | | 0 |
| Val1 | Cmd | Val2 |
| <input type="text"/> | | |
| Send | Send Cmd & Parameters | |

The SVI unit will respond to commands sent from this window to directly control the specific functions of the GUI's

Each command can have 3 variables, Val1, Val2, and some text.
The command is the Cmd value, the commands are 0-9 and A to Z.

These commands will act on the Current GUI, or Current Layout, or Globally on the entire system.

Command "A" is a special Command. It tells the SVI to perform special instructions for the current displayed layout screen only.

!! important !! Set the ID of the SVI that is to be controlled. (8 - 13)

Enter all four values (Up to 4) and press the SEND button..

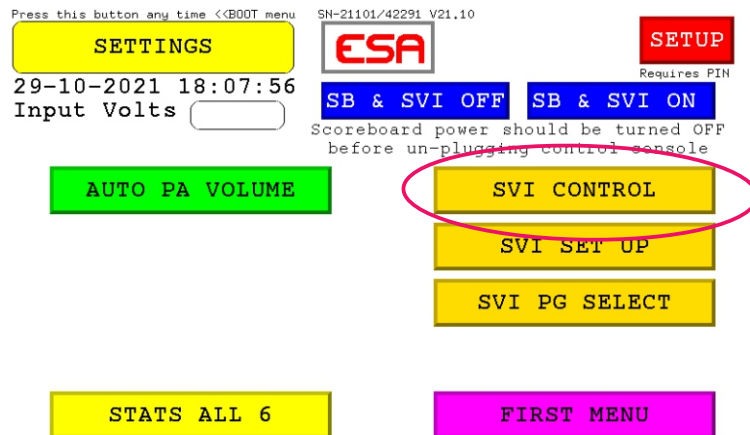
All of the COMMANDS are listed and all the COMMANDS for "A" are listed separately with a detailed description and action of each.

A few of the commands are also controlled via the SVI Control App.

| | | | | | | |
|--|-------------------------------------|--------------------------------------|--|-----------------------------|-----------------------------|-----------------------------|
| SVI live Setup V4 | ESA | EXIT | | | | |
| Set SVI IDs > | <input type="checkbox"/> 8 | <input type="checkbox"/> 9 | <input checked="" type="checkbox"/> 10 | <input type="checkbox"/> 11 | <input type="checkbox"/> 12 | <input type="checkbox"/> 13 |
| <input type="radio"/> Force Power OFF to SVI | | | | | | |
| <input type="radio"/> Power OFF then ON (Re-Boot) | | | | | | |
| <input checked="" type="radio"/> Re-Boot the SVI without Power Off | | | | | | |
| <input type="radio"/> Set Auto Power OFF time mmm | <input type="text" value="0"/> | (Max 255=4h25m) (0 = No auto off) | | | | |
| <input type="radio"/> Copy from USB all images and logos | | | | | | |
| <input type="radio"/> Backup to RESTOR on USB | | | | | | |
| Send | Re-booting the SVI, Wait !!! | | | | Test SVI | |
| Send to SVI (Scoreboard to Video Interface) | | | | | | |

SVI Control

This App can be accessed from any of the CC-20s that have a RADIO, however the app is found on the same menu page as the Auto PA Volume control, so that CC-20 can be used. (It normally resides next to the SVI unit and the sound System,)



Hi-Light the RADIO button for the action to take, then press SEND.

Shut Down the SVI :-

Tell the Intel Stick to end the application.

This will NOT turn the power off to the Intel Stick. so after it has shutdown do a force power off, or just go to force power off

Force Power OFF to SVI :-

This will remove the power from the Intel Stick, whether the application is still running or not.

Power OFF then ON :- Re-Boot.:-

The Intel Stick is a windows 10 PC, So sometimes a power down or power up sequence can be corrupted, so the Intel Stick may require a Re-boot.

Re-boot the SVI without Power Off:-

If there is a Firmware update, Images To update, or Re-boot to clear an error, the Re-booting without power down is an option.

Set Auto Power Off time in Minutes:-

Set this time so the Intel Stick will power down automatically. Setting to 0 will stop the auto Power down, otherwise it will power down after the set time when communications finish.

Copy from USB all JPG's and logos :-

Sending this command any time will fetch all the images off the USB stick in folders 0 to 6 and place them into the Intel Stick in folders 0 to 6.

When this is done the images that are currently being displayed will be deleted while the transfer is in progress, then the new images will re-appear.

Please keep the images on the USB stick to a minimal to save transfer time by only placing the new images into the folders required for transfer. The existing images will be replaced with the new ones and other images will remain on the Intel Stick.

All images are kept both on the USB stick under "Image Library" and in the appropriate folders on the Intel Stick.

USB Stick and Firmware Update

The USB Stick contains all images and Firmware for the Intel Stick.

.Folders 0 to 6 are the image folders for transfer to the Intel Stick.

“Image Library” :- Where all the images are stored.

“Layouts” :- A library containing the saved screen layouts.

“FindUSB” :- Is a system folder for the Intel Stick. (Please do NOT remove).

”Update” :- This folder containing the latest version of the Firmware.

“Restore” :- Contains a backup of systems files.

Other files on the USB stick could be system backups etc.

Manuals can be viewed on a mobile phone, tablet or PC.

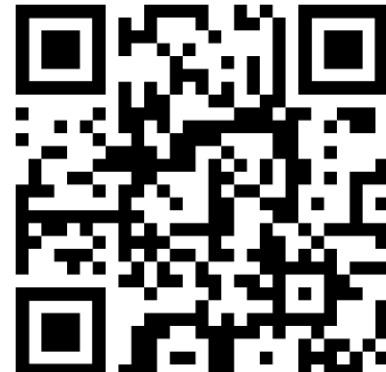
Go to <http://112.213.32.25/manuals8a>

nb the “http://” can normally be left off, just use 112.213.32.25

or go direct to this SVI Manual by scanning the QR Code



Long Version (this version)



Short Version (commands Only)

UpDating Firmware. :-

When a Firmware update is required the file can be emailed, This will be in ZIP format.

Unzip the folder, there will be three files, SBTVI.exe , Launcher.exe and Version.txt.

Copy and Paste all files into the folder “Update” on the USB stick, overwrite the existing ones.

Place the USB Stick into the SVI unit and boot (re-boot) the system.

The new firmware will be transferred and installed.

If the SVI Control App is running, the progress is displayed in the window.



HOME
1 t

151

VISITORS
2 t

152

| 118 t | 119 t | # F Pts |
|--------------|--------------|---------|
| 11 37 63 | 24 102 50 76 | |
| 15 93 41 67 | 28 106 54 80 | |
| 16 94 42 68 | 29 107 55 81 | |
| 20 98 46 72 | 33 111 59 85 | |
| 23 101 49 75 | 36 114 62 88 | |

116 Score A: 120 t, 115, 117 Score B: 120 t, 115

Time group 3: 132, 133, 134, 135

153, 154 (exit), 144, 146

121 t, 115, 142, 145

122 t, 140, 138, 139, 137, 136, 124 t, 125 t, 123 t, 141

127 t, 128 t, 129 t, 143, 147, 148, 149, 150, 158, 159, 160, 161, 162

116 Score A: 00, 115, 155

117 Score B: 00, 115, 156

120 t, 121 t, 122 t, 123 t, 124 t, 125 t, 126 t, 127 t, 128 t, 129 t

130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162

126 t, 127 t, 128 t, 129 t

t = Text boxes

130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162

All GUI's Show, NB:- this is NOT a layout, only shown to display all GUI's

Command's

Holds values for every GUI for All Layout screen (Global)

| Value 1 | CMD | Value 2 | Text | Comment | |
|-------------------------------|----------|---------------------------|-----------------------|---|-----------|
| 0-19 | 1 | 0-255 | N/A | Sets the RED Tint for Val1 colour | |
| 0-19 | 2 | 0-255 | | Sets the GREEN Tint for Val1 Colour | |
| 0-19 | 3 | 0-255 | | Sets the BLUE Tint for Val1 colour | |
| | 4 | 0 / 1 | | Drawing Grid 0= off, 1 = on | 0 |
| | 5 | 0-255 | | Hold Screen 1 for xx seconds (Boot Screen) | 5 |
| | 6 | 0-1 | | Blank display during LAYER change = 1 | 1 |
| | 7 | 0 / 1 | | Enable Auto Save of edit. 0 =off, >0 - seconds Before save | 15 |
| | 8 | 0/1 | | Enable SVI Device to TX info 1 = enabled 0 = Disabled | 0 |
| Device No 1-9 | 9 | Send to Layer 1-9 | | Advanced, Receive data from multiple devices | |
| Flag No | A | Flag Value | | Set / Clear All Flags(for Current Layer only) | |
| | B | 0/1 | | Hide / Show All BOARDERS | |
| | C | 0-9 Layout No | | Copy the current layer to a layer >> | |
| 1 = On court 2 = Off Court | D | Colour 0-19 | | Set the Player Name Colour On/Off Court | |
| 1 = On court 2 = Off Court | E | Colour 0-19 | | Set Player Name Colour " " | |
| | F | 1-40 Font No | "Font Name" | Assigns the entered font to a No | |
| 1 = Save 2 = Load | G | 1= SVI 2-5 = USB | "File Name" | Save, Load Current Layer to file (See Command "G") | |
| | H | 0/1 | | Hide / Show all GUI'S on this layer | |
| | M | | | Copy All .JPG from folders 0,1,2,3 etc | |
| Pass 1 | N | Pass 2 | eg"E:/ABC" | Backup Entire system from c: to c: d: e: | |
| Pass1 | O | Pass2 | | Restore Entire system to c: from c:d: or e: | |
| GUI No | P | From folder 0,1 2, etc | Name.jpg 1, 1A etc | Places a Image into the Picture Box | |
| | R | | | Re-Load and Re-Draw all layers | |
| | S | 0,1 or 2 | | Saves ALL Layers parameters 0 = to SVI device 1 = to USB drive 2 = to BACK-USB | |
| GUI No | T | | "Text" | Places the text into a text box | |
| 0 = landscape 1 = Portrate | V | 25-200 | | As a % of video output screen size | |
| Pass1 | W | Pass2 | | Wipe off and reset all gui's on this layer | |
| | X | 0-255 | | Applies a gap in between X GUI's | |
| | Y | 0-255 | | Places a gap in between Y GUI's | |
| Pass1 | Z | Pass2 | Cmd | "R" Reboot SVI (other commands see "Z cmds") | |

Layer Flags Set/Clear "A"

>. These Flags are Single LAYER Controls <

(Only acts on the current displayed layer)

(Each layer page created will use all of these flags, when the gui's are visible.
the gui's (DOT indicators, MUST be enables if required, (5,6,14))

| Val1 | Cmd = A | Val 2 | Def Val |
|------|---|---|----------|
| 0 | Enables the STATS screen, 0 = off, 1 top5 pfpp, 2 all 13 pfpp, 3 top5 with Rb,As | | |
| 1 | Team A Player Name Justification | 0,1 Left - Centre | 0 |
| 2 | Team B player Name Justification | 0,1 | 2 |
| 3 | Allow the Colour of the TIME display be changed from CC20 | 1 / 0 | 1 |
| 4 | Allow the Team NAME colour change from CC20 | 1/0 | 0 |
| 5 | Enable the Time Outs INDICATORS | 1 / 0 | 1 |
| 6 | Enable the Foul Penalty INDICATORS | 1 / 0 | 1 |
| 7 | Enable Flashing Boarder on 144 or 145 (Time) | 0 = Off 1=114 2=145 | 1 |
| 8 | Enable Flashing Boarder on 147 (Shot Clock) | 1 = On, 0 = Off | 0 |
| 9 | Force Player Names ">" Level 2 | 1 Level 2 0 Level 1 | 1 |
| 10 | Add a LOGO Suffix from CC-20 Team Number | 1=A,2=B,3=C,4=B Can go to Z | 0 |
| 11 | Enable display of Shot Clock Uses gui 130,131,162 | 0=No 1 = use Dp 3 = No Dp (old) | 0 |
| 12 | Team Name A Justification 0 = Leave as is, 1 = Left Justify, 2 = Right Just | | 0 |
| 13 | Team Name B Justification if > 2 then left justify but add xx spaces in front | | 0 |
| 14 | Enable the GP SUBS indicators | 1 =on 0=off | 0 |
| 15 | Show Team Names and Logo's from MASTER NBL or single CC-20 | | 0,1,2,3, |
| 16 | Enable GUI 160 animation with hold time (0 = off) | > 0 hold time (250ms) | |
| 17 | Enable GUI 161 animation with hold time (0 = off) | > 0 hold time (250ms) | |
| | For 16 and 17 the text = first and last .jpgs | eg 12-22 | |
| 18 | Change the background colour on current displayed layer Background is saved | 0 to 19 use 20 to force all gui's to black background | |
| 19 | Use Pic Boxes as colon display in time display Uses Picture Boxes 155,156,157,158 | 0 use dots 1 = use Boxes | 0 |

Commands >> 1,2 & 3

Change the Red, Green, Blue tint of any colour.

0 Val1 1 Cmd 50 Val2

Text

Send Send Cmd & Parameters

Val 1 =Colour Number 0 to 19

Val2 = the tint value, 0 to 255

Text = Don't Care

Cmd = 1 = Chang the RED tint

Cmd = 2 = Chang the GREEN tint

Cmd = 3 = Chang the BLUE tint

Master Colours

| | |
|----------|-------------|
| 0 Black | 0,0,0 |
| 1 Brown | 201,155,110 |
| 2 Red | 255,0,0 |
| 3 Orange | 255,220,0 |
| 4 Yellow | 255,255,0 |
| 5 Green | 0,255,0 |
| 6 Blue | 0,0,255 |
| 7 Purple | 255,0,255 |
| 8 Grey | 165,155,135 |
| 9 White | 255,255,255 |

Auxiliary colours

| | |
|-----------------|-------------|
| 10 Dark Grey | 25,25,25 |
| 11 Light Brown | 80,80,80 |
| 12 Dark Red | 255,0,180 |
| 13 Light Orange | 255,190,240 |
| 14 Light yellow | 255,255,190 |
| 15 Dark Green | 0,185,0 |
| 16 Light blue | 240,0,250 |
| 17 Dark Purple | 215,215,215 |
| 18 Light Gray | 210,255,255 |
| 19 Bage | 255,255,240 |

NB: Auxiliary colours are most changed and can be changed to suit.

4

Show or hide a grid on the screen

| | | |
|-------------------------------------|--------------------------------|------------------------------------|
| <input type="checkbox"/> | <input type="text" value="4"/> | <input type="text" value="0 / 1"/> |
| Val1 | Cmd | Val2 |
| <input type="text" value="Text"/> | | |
| <input type="button" value="Send"/> | Send Cmd & Parameters | |

Val 1 = Don't Care
Val2 = 0 = off, 1 = on
Text = Don't Care

5

Boot Screen (1) Hold Time

| | | |
|-------------------------------------|--------------------------------|---------------------------------|
| <input type="checkbox"/> | <input type="text" value="5"/> | <input type="text" value="10"/> |
| Val1 | Cmd | Val2 |
| <input type="text" value="Text"/> | | |
| <input type="button" value="Send"/> | Send Cmd & Parameters | |

Val 1 = Don't Care
Val2 = hold time seconds
Text = Don't Care

After the hold time the last used page layout will be shown

6

Blank the display during Layer redraw

The control panel consists of three input fields at the top: 'Val1' (empty), 'Cmd' (containing '6'), and 'Val2' (containing '0 / 1'). Below these is a large text input field containing the word 'Text'. At the bottom left is a blue 'Send' button, and at the bottom right is the text 'Send Cmd & Parameters'.

0 = Redraw on screen
1 = Blank ,
Redraw on windows
background screen

Simply blank the display during Layer Re-Draw.
!! Caution !! will show the PC background screen during blanking.
The Background image is pre-set in the windows system.

7

Auto Save the settings when in EDIT mode after xx seconds

The control panel consists of three input fields at the top: 'Val1' (empty), 'Cmd' (containing '7'), and 'Val2' (containing '0 / 1'). Below these is a large text input field containing the word 'Text'. At the bottom left is a blue 'Send' button, and at the bottom right is the text 'Send Cmd & Parameters'.

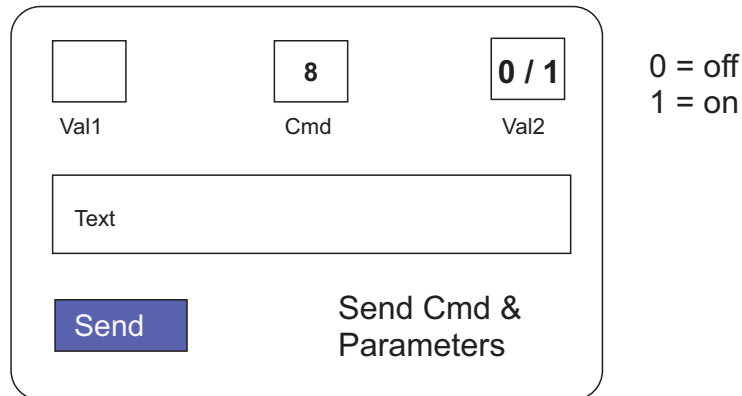
Val 1 = Don't Care
Val2 = 0 = Off
Manual save
>0 auto save seconds

Text = Don't Care

Use Cmd "S" to manual save

8

Enable Bi directional communications

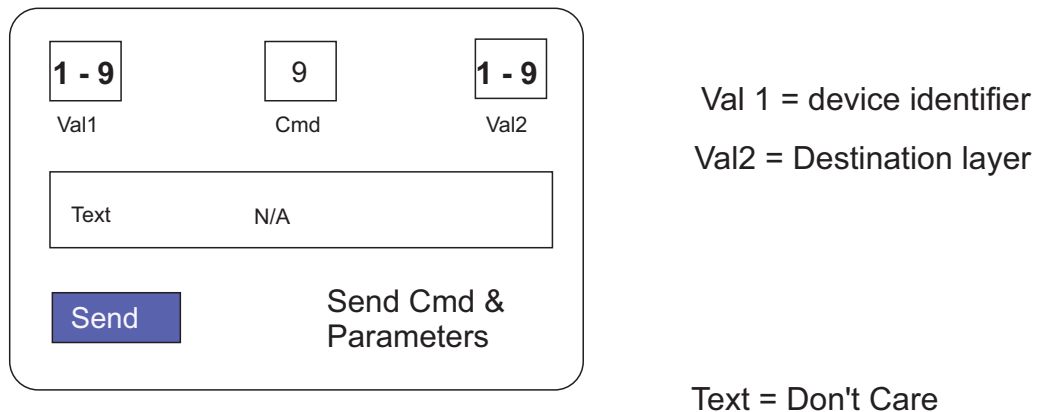


The UI consists of a rounded rectangle containing three input fields at the top: 'Val1' (empty), 'Cmd' (containing '8'), and 'Val2' (containing '0 / 1'). Below these is a large text input field labeled 'Text'. At the bottom left is a blue 'Send' button, and at the bottom right is the text 'Send Cmd & Parameters'. To the right of the UI, a legend states '0 = off' and '1 = on'.

The SVI device may be required to TX data, depending on the device it is receiving information from.
Enable Bi-directional Coms = 1

9

Advanced mode receiving data from multiple devices.



The UI consists of a rounded rectangle containing three input fields at the top: 'Val1' (containing '1 - 9'), 'Cmd' (containing '9'), and 'Val2' (containing '1 - 9'). Below these is a large text input field labeled 'Text' containing 'N/A'. At the bottom left is a blue 'Send' button, and at the bottom right is the text 'Send Cmd & Parameters'. To the right of the UI, a legend states 'Val 1 = device identifier' and 'Val2 = Destination layer'. Below the legend, it says 'Text = Don't Care'.

Advanced mode when the SVI is receiving data from several devices.

The Val1 is the device identifier 1 - 9. and Val2 is the destination screen layer.

This command is set for each device and its layer destination

eg Device 1 will be displayed on layer 1 . Command = 1 9 1

Device 2 will be displayed on layers 2,3& 4 Command = 2 9 2
Command = 2 9 3
Command = 2 9 4

Device 3 will be displayed on layer 6 and 7 command = 3 9 6 and 3 9 7

NB The SVI must be set to the layer before data form that device will be received
eg, layer 2 is set, data from device 2 to layer 2 will be received.

A

Set or Clear a variable related to the working layout only

| Val1 | Refer to "Layer Control Flags" | Val 2 |
|------|---|-------------------------------|
| 0 | Enable STATS display | 0,1,2,3,4 |
| 1 | Team A Player Name Justification | 0,1,2 |
| 2 | Team B player Name Justification | 0,1,2 |
| 3 | Allow the Colour of the TIME display be changed from CC20 | 0,1 |
| 4 | Allow the Team NAME colour change from CC20 | 0,1 |
| 5 | Enable the Time Outs INDICATORS | 0,1 |
| 6 | Enable the Foul Penalty INDICATORS | 0,1 |
| 7 | Enable Flashing Border on 144 or 145 (Time) | 0 = Off 1= 144 2=145 |
| 8 | Enable Flashing Border on #147 (Shot Clock) | 1 = On, 0 = Off |
| 9 | Force Player Names ">" Level 2 | 1 Level 2 0 Level 1 |
| 10 | Add a suffix to Team Logos when sent from MASTER | 1 - A 2 = B etc |
| 11 | Enable import and display of shot clock | 0 = off . 1= With Dp, 3=No Dp |
| 12 | Team NAME A justification | 0 = off (leave as is) |
| 13 | Team NAME B Justification | 1 = LEFT 2 = RIGHT |
| 14 | Enable the GB SUBS indicators | >2 = Left with added spaces |
| 15 | Enable Team Names From CC-20 MASTER = 0=from Stats >1 from Master | 1,2,3 |
| 16 | Enable animation of GUI 160 0=off > 0 =On time (250ms) | |
| 17 | Enable animation of GUI 161 0=off ,> 0 =On time (250ms) | See A16,17 for details |
| 18 | Fill the entire screen with a background colour (0 to 19) 20 force all black | |
| 19 | Use Picture boxes for the TIME colons (Not dots) | |

To change the value of the "flag" place the flag No in Val1. "A" in Cmd and the flag value in Val2 then press SEND

A0

0

Val1

A

Cmd

1

Val2

Val 2 = 0 to 3

Enables the drawing of the STATS section. 0 = off

1 = Top 5 on court players only. Pn, Name, Pf and PP (4 columns)

2 = All 13 players. Pn, Name, Pf, PP (4 columns)
on court players can be hi-lited (See command D & E.

3 = Top 5 on court with. Pn, Name, Pf, Pp, Rb, Ass (6 Columns)

4 = Top 5 on court with Pn, Name, Pf, Pp, Rb, Ass, Steel, Block (8 Columns)

A1,A2

1(2)

Val1

A

Cmd

1

Val2

Val 2 = 0 to 2

0 = Team A(B) Player names are LEFT Justified, Names are next to their number.

1 = Names are centred between the # and the Pf

2 = Names are right justifies next to the Pf column

A3

3

Val1

A

Cmd

1

Val2

Val 2 = 0 or 1

0= The time display on the video screen is fixed, (normally RED).

1 = The TIME display will always be (normally RED) and when the period time is displayed, but can change colour for indication of other functions. eg YELLOW for Xtimers, GREEN for 1/4 time break, ORANGE for 1/2 time break ETC. These colours are sent and programmed in the master CC-20

A4

4

Val1

A

Cmd

1

Val2

Val 2 = 0,1

0 = No Blocks team name color change

1 = enable team name color change

A5,6,14

5

Val1

(6,14)

A

Cmd

1

Val2

Val 2
0 = Disable
1 = Enable

A5 Enable or disable the OUT's indicator to be displayed

A6 Enable or disable the PENALTY " "

A14 Enable or disable the SUB's " "

A7

| |
|---|
| 7 |
|---|

 (8)
Val1

| |
|---|
| A |
|---|

Cmd

| |
|---|
| 1 |
|---|

Val2Val 2
0 = Disable
1 = 144
2 = 145

A7 Enable a flashing boarder on the Time display when time = 00.00
1 = use boarder 144 (standard on a black background)
2 = use boarder 145 when being used over a boxed background

A8

| |
|---|
| 8 |
|---|

 (8)
Val1

| |
|---|
| A |
|---|

Cmd

| |
|---|
| 1 |
|---|

Val2Val 2
0 = Disable
1 = Enable

A8 Enable a flashing boarder on the Shot Clock display when time= 0.0

A9

| |
|---|
| 9 |
|---|

Val1

| |
|---|
| A |
|---|

Cmd

| |
|---|
| 1 |
|---|

Val2

Val 2 = 0 or 1

Level 1 (FIBA) the player name must be displayed Val2 = 0
Level 2 (NBL) the player name is optional, depending on the screen layout.
The Player names can be turned off and a ">" character will replace the player name
and change colour with on court and off court players.. Val2 = 1

A10

| |
|----|
| 10 |
|----|

Val1

| |
|---|
| A |
|---|

Cmd

| |
|---|
| 1 |
|---|

Val2

Val 2 1 to 25

Adds a Logo suffix to a team number sent from the master CC-20.
1 = A, 2 = B, 3 = C ETC

A11

| |
|----|
| 11 |
|----|

Val1

| |
|---|
| A |
|---|

Cmd

| |
|---|
| 1 |
|---|

Val2Val 2
0 = Disable
1 = Enable

Enable Shot Clock to be displayed on the screen, this will use GUI's
130,131,and 162 with optional frame 147

A12,A13

| |
|----|
| 12 |
|----|

 (13)
Val1

| |
|---|
| A |
|---|

Cmd

| |
|---|
| 1 |
|---|

Val2

Val 2 0 to xx

Team Name Justification A12 for Team A and A 13 for Team B
Val2 = 0, Leave as is without forcing justification
1, Left Justify, 2 = Right Justify.
Greater then 2 then add xx spaces in front of name

A15

15

Val1

A

Cmd

1

Val2

Val 2 0 or 1

Show TEAM NAMES for master CC-20 or from the PfPp console.

0 = from the Stats console

1 = The Team Name Log's will have a suffix eg 1B

2 = The Team Name Logo's names first 3 characters used for logo's eg "UNited"
The logo's have a 3 chr name (flags)

3 = Use the full team name as logo name

A16,A17

11

Val1

A

Cmd

4

Val2

Val 2 0 or 1

Text

12-24

Enable GUI Animation with hold time. 0 = off, >0 = hold time 1/4 sec steps.
eg 4 = hold for 1 second then change.

The text field specifies the images numbers to use. all image files must be in C:/1
A16 is for GUI 160, A17 is for GUI 161.

More detail see next page :-

A18

18

Val1

A

Cmd

0

Val2

Val 2 0 to 19

Change the background colour of the current displayed layer. colour is saved
uses the inbuilt colour system as colours 0 to 19,
use 20 to force all GUI's to a black background so the colour can then be changed.
Only a GUI with a black background can have its background changed.
A GUI that requires a BLACK background use colour 10- R1,B1,G1

A19

19

Val1

A

Cmd

0

Val2

Val 2 0 to 19

0 = Use dots as the flashing colon in the time display (Default)

1 = use Picture boxes in the Time display when being used over another frame

Pic boxes used are 155,156,157 and 158

NB> Pic boxes are used when the time display is overlaid on another image

A - 16 & 17

Allows a sequence of .jpg's to be displayed with variable on time

The GUI consists of a rounded rectangular container. At the top, there are three input fields: the first contains '16' and is labeled 'Val1' below it; the second contains 'A' and is labeled 'Cmd' below it; the third contains '12' and is labeled 'Val2' below it. Below these fields is a larger text input field containing '12-24' and labeled 'Text' on the left. At the bottom left of the container is a blue button with the text 'Send'. At the bottom right is the text 'Send Cmd & Parameters'.

Val 1 = Sequence

Val 2 = On time(250ms)

Text =Image first to last

Two GUI's can display a sequence of .jpgs, GUI 160 and GUI 161

Val 1 is to select the GUI to be used as a sequence (16 for gui 160) and (17 for GUI 161)

Val 2 = the time the image will be displayed before the next image is shown

the time interval is in 250ms steps, therefore, Val2 = 20 then image will display for 5 seconds

The Text field is used to select the first and last image to be displayed.

the format of this field MUST follow this :- eg 12-24 Where 12 is the first image and 24 is the last. the "-" separates the two fields. Do NOT use any spaces in the text field.

the values are 1 to 999 (a JPG image with this name, eg 12.jpg is required).

All images must be in .JPG form and in the folder 1

To Display a GUI select the layout to use, then place and size the GUI (160 or 161) or both on that layout. Use the above instructions to enable a sequence of images.

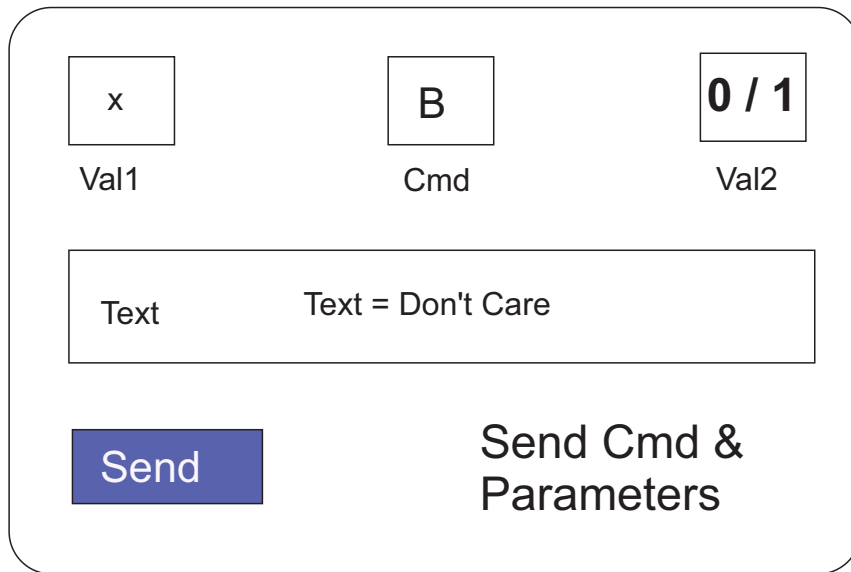
The image can be copied from the USB thumb drive to the SVI unit with the command M,
They must reside on the SVI to be used

The Images can be copied from folder 5 using the cc-20 tool to create a run-time list.

(See CC-20 App xx) or create a run time list manually in a USB thumb drive and use command M to copy them to the SVI.

B

Hide or Show ALL Borders for ALL GUI's on this layout



The diagram shows a GUI layout within a rounded rectangle. At the top, there are three input fields: 'Val1' containing 'x', 'Cmd' containing 'B', and 'Val2' containing '0 / 1'. Below these is a text area with 'Text' on the left and 'Text = Don't Care' on the right. At the bottom left is a blue 'Send' button, and at the bottom right is the text 'Send Cmd & Parameters'.

Val 1 = Don't Care

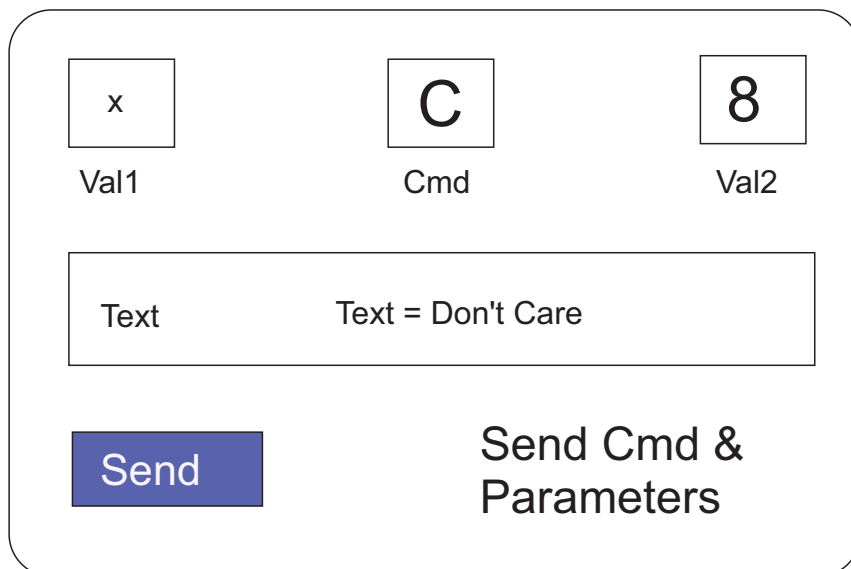
Val2 = 0 = Remove All borders from All GUI's

Val2 = 1 = Place All borders "

NB: Borders can be SET or CLEARED individually with from Screen Settings.

C

Copy the entire layout page to another page



The diagram shows a GUI layout within a rounded rectangle. At the top, there are three input fields: 'Val1' containing 'x', 'Cmd' containing 'C', and 'Val2' containing '8'. Below these is a text area with 'Text' on the left and 'Text = Don't Care' on the right. At the bottom left is a blue 'Send' button, and at the bottom right is the text 'Send Cmd & Parameters'.

Val 1 = Don't Care

Val2 = the page no to copy to

!! CAUTION !! The Destination page will be over written without notice !!

D&E

**Set the colour for the PLAYER NAME for On Court and Off Court
TEAM A (Left Side), TEAM B (Right Side)**

1 D 9
Val1 Cmd Val2

Text xx

Send Send Cmd & Parameters

Val1 = 1 for On court
Val1 = 2 for Off court

Cmd = D for Team A
Cmd = E for Team B

Val2 = 0 to 19 For colour selection

Text = Dont Care

Master Colours

0 Black
1 Brown
2 Red
3 Orange
4 Yellow
5 Green
6 Blue
7 Purple
8 Grey
9 White

Auxiliary colours

10 Dark Grey
11 Light Brown
12 Dark Red
13 Light Orange
14 Light yellow
15 Dark Green
16 Light blue
17 Dark Purple
18 Light Grey
19 ??

NB: Auxiliary colours are most changed and can be changed to suit.

This is used in FIBA level 1 when player names are on screen.

For FIBA level 2 where the player names are not shown the name is replaces with the ">" symbol to shows show on court players.

When the TOP 5 only on court players are set. only the on court colour is set.

F

Assign a New Font to a font No

Val1: x Cmd: F Val2: 14

Text: Microsoft Sans scherf

Send Send Cmd & Parameters

Val 1 = Don't Care

Val2 = eg 14 Will place the new font in bay 14 with the font in the text box

Text = Font Name

NB: All fonts are kept in bay's 1 to 40. When a Font type No 14 is now selected it will show the new font name.

Any of the standard Windows 10 Home fonts can be used,
Other fonts must be installed into Windows before they can be used.
eg, Dseg7 Classic is an installed font.

All fonts can use the "Font Type" radio, Normal, Bold Italic ETC

| | | |
|----|------------------------------------|----|
| 1 | Microsoft Sans Serif 12345 | 21 |
| 2 | Arial 12345 | 22 |
| 3 | Arial Rounded MT 12345 | 23 |
| 4 | Bahnschrift 12345 | 24 |
| 5 | דבּעג7 קלאסיק 12345 (Deg7 Classic) | 25 |
| 6 | Courier New 12345 | 26 |
| 7 | Dabai 12345 | 27 |
| 8 | Calibri 12345 | 28 |
| 9 | Impact 12345 | 29 |
| 10 | Lusid Console 123345 | 30 |
| 11 | Palatino Linotype 12345 | 31 |
| 12 | Terminal 12345 | 32 |
| 13 | Vardana 12345 | 33 |
| 14 | | 34 |
| 15 | | 35 |
| 16 | | 36 |
| 17 | | 37 |
| 18 | | 38 |
| 19 | | 39 |
| 20 | | 40 |

G (V8 +)

Save and Load the Current layer to a file

| | | |
|---|-----------------------|--------|
| 1 or 2 | G | 1 or 2 |
| Val1 | Cmd | Val2 |
| Text FILENAME (do NOT add suffix) | | |
| <input type="button" value="Send"/> | Send Cmd & Parameters | |

Val1

1 = SAVE
2 = LOAD

Val2

1 to Internal
2 to USB

Val 2 = File PATH
1 = SVI Device C:\SVI_1\LAYOUTS\FILENAME
2 = USB drive D:\LAYOUTS\FILENAME

H

Hide or Show ALL GUI's on this layout

| | | |
|-------------------------------------|-----------------------|-------|
| x | H | 0 / 1 |
| Val1 | Cmd | Val2 |
| Text Text = Don't Care | | |
| <input type="button" value="Send"/> | Send Cmd & Parameters | |

Val 1 = Don't Care

Val2 = 0 = Hide All GUI's on this layer

Val2 = 1 = Show All GUI's

NB: GUI's can be SET or CLEARED individually from Screen Settings.

L

Copy a *.JPG images from Folder 5 to folder 1 on the SVI

The screenshot shows a GUI with the following elements:

- Three input fields at the top: the first contains '666' and is labeled 'Val1', the second contains 'L' and is labeled 'Cmd', and the third contains '3' and is labeled 'Val2'.
- A text input field below the 'Cmd' field containing the character 'Y', with the label 'Text' to its left.
- A blue button labeled 'Send' on the left side.
- The text 'Send Cmd & Parameters' on the right side.

Val1 = JPG Number to copy from folder 5 (0 to 999) 0 is a blank image

Val2 = Rename *.JPG to new number on folder #1

Text = "Y" to display image after copied on GUI # 162 on the current screen

To display images when transferring to see the image, set the layout screen to a screen that has GUI 162 on it. (Suggest using screen 9 with gui 162 only on it)

Number the transferred images in the order for the sequencer (160 or 161) to display them.

eg Layout screen #3 will use #160 with images 1 to 10 with a 1 second interval, and 161 will use images 11 to 20.

Layout screen #4 will only use #160 with images 21 to 25.

NB: It is best if using multiple screens, they use a different number sequence. as above screen 3 used 1 to 20 while screen 4 used 21 to 25.

M

Copy all *.JPG images from USB drive onto the SVI

The screenshot shows a control panel with three input boxes at the top: 'Val1' containing 'x', 'Cmd' containing 'M', and 'Val2' which is empty. Below these is a large 'Text' input field, also empty. At the bottom left is a blue button labeled 'Send'. At the bottom right is the text 'Send Cmd & Parameters'.

Val 1 = Don't Care

Val2 = Don't Care

Text = Don't Care

Copies all the images from the USB Thumb drive into the SVI device.
The images must be in the appropriate folder names.

0 All Team LOGO's

1 Images for animation using gui 160 and 161

2 Team Sponsor logos

3 SVI Specific logos

4 Any other logo's

5 All library images to use for animation (See Command "L")

NB: Team Logos MUST be names with a 1 or 2 digit number and a letter suffix
eg 1A, 24B, 3C etc. Logo's without a suffix can only be accessed with the STATS software.

Pre defined Logos with white BACKGROUND COLOUR

| White | | Black | Coloured | |
|-------|------------------|-------|----------|----|
| 1A | Adelaide 36ers | 1B | 1C | 1 |
| 2A | Brisbane Bullets | 2B | 2C | 2 |
| 3A | Cairns Taipans | 3B | 3C | 3 |
| 4A | The Hawks | 4B | 4C | 4 |
| 5A | Melbourne United | 5B | 5C | 5 |
| 6A | NZ Breakers | 6B | 6C | 6 |
| 7A | Perth Wildcats | 7B | 7C | 7 |
| 8A | SEM Phoenix | 8B | 8C | 8 |
| 9A | Sydney Kings | 9B | 9C | 9 |
| 10A | JackJumpers | 10B | 10C | 10 |

N&O

Backup and Restore

20
Val1

N
Cmd

12
Val2

Text
E:\ABC

Send

Send Cmd & Parameters

Val1 = Pin Number
Val2 = Pin Number

The Pin number is to stop accidental operation
The pin number is 20 12

Cmd N = Save a backup
Cmd O = Restore a backup

Text = D:/ABC

Where E:/ is the path to place or restore the backup

options are C:\= the SVI device windows local drive C:
D:\ = a USB external drive.

ABC is a folder name where the backup will be written to.
if ABC dose nor exist it will be created.
ABC can be any valid windows naming folder names.

This will copy tp D:\ABC\SVIBACKUP\SVI_1\0*.*
1*.*
2*.*
3*.*
4*.*
LAYOUTS*.*
.

Where \0 to \4 are the *.JPG images.
\Layouts where all saved layouts are stored
and \SVI_1 is the application with all of it's current layouts and settings

P

Place any of the *.JPG's images into a picture box.

154
Val1

P
Cmd

3
Val2

Text 1B

Send

Send Cmd & Parameters

Val2 = Folder Ref No

0 = C:\SVI_10\0*.*

1
2
3
4

Val 1 = The Picture box GUI No where to place the image

Val2 = The folder name where to get the image from. 0,1,2,3 or 4

Text = The name of the image to load

The GUI Picture boxes available to place an image are

151 to 162. NB: GUI No's 151 and 152 are reserved for Team Logo's

.JPG's can be copied from USB Thumb drive prior to placing. (See Command M)

R

Reload and re-draw the screen layout

Val1

R or S
Cmd

0
Val2

Text

Send

Send Cmd & Parameters

Val 1 = N/A

Val2 = N/A

Text = N/A

Simply Re-load's the current screen layouts and re-draws the selected screen

Only loads the working files (Not The Whole System)

T

Place TEXT into a text box.

Val2 = n/a

Val 1 = The Text box GUI No where to place the text

Text = the actual text to place in the box

NB: Text Boxes 1 to 10, are used for scoreboard information (Time, scores ECT) and 115 to 117 are used for annunciation "Fouls, T/Outs " etc

The GUI Text boxes available to place text are 115 to 131, these text boxes are saved with the layer, and re-loaded on RUN.

Text Boxes 11 to 144 are generally used for the STATS, the "A" flags (0) will determine the use of these text boxes. FIBA Level 1 or 2 will use ALL of these boxes, Pn, Pname, Pf, Pp for 26 players and are blocked from being accessed with this command.

Flag = 0 :- Not used for STATS and can be used,

1:- Top 5 On court players only, for Pn, Pname, Pf, Pp

2:- FIBA level 1 or 2 (as above)

3:- Top 5 on court players with Pn, Pname, Pf, Pp, Rb, As

4:- Top 5 on court players with Pn, Pname, Pf, Pp, Rb, Ass, Stl, Blk

V

Video Screen Scale %

| | | |
|--|--------------------------------|----------------------------------|
| <input type="text" value="0,1 >1"/> | <input type="text" value="V"/> | <input type="text" value="100"/> |
| Val1 | Cmd | Val2 |
| <input type="text" value="Text"/> | | |
| <input type="button" value="Send"/> | Send Cmd & Parameters | |

Val 1 =Rotate P/L

Val2 = %

Text = N/A

Val1 = 0 Place display into landscape mode

1 Place display into portrait mode

Val2 :- if > 100 then change settings to 4K mode

Takes an imported screen layout and scale it to fit the resolution of the video display

Min 25% to max 200%, Screen layouts are loaded as 1080p x 1920p.

W

Wipe and clear the current page

| | | |
|-------------------------------------|--------------------------------|---------------------------------|
| <input type="text" value="20"/> | <input type="text" value="W"/> | <input type="text" value="12"/> |
| Val1 | Cmd | Val2 |
| <input type="text" value="Text"/> | | |
| <input type="button" value="Send"/> | Send Cmd & Parameters | |

Val 1 =Pin 20

Val2 = Pin 12

Text = N/A

Clears the current page and places all gui's into the upper right hand corner.

All gui's are hidden. All gui's are size 50x50

All borders off. All colour = white on black

All variables (G_Flags) and A Flags are cleared, (set to zero)

!! Caution !! The whole page will need to be rebuilt after this command

X&Y

Places a gap between the X and Y text boxes when creating the player name panels (#11)

Val 1 = N/A

Text = N/A

Val2 = Is the number of pixels between the text boxes on either the x or y axis
NB: Only used when creating or sizing the player name panels. Pn,Pname,Pf,Pp

Z

Special control requires PIN

Val 1 = Pin No = 20

Val2 = Pin No =12

Text = The actual special command

Commands:-

- “R” = Reboot the SVI. >> Causes the SVI module to shutdown and re-boot
- “S” = ShutDown the SVI. >> Causes the SVI module to turn OFF.
- “E” Shut down the running programme. END, goto windows