ScoreKeepr 2.0
User Guide

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Introducing ScoreKeepr 2.0!

New Features

100% brand new graphic set - looks great on TV or web

Customizable graphics - customize scoreboard's colors directly within ScoreKeepr

StatKeepr 2.0 - manage stats with a brand new interface, advanced searching, easier editing, and Excel import capabilities

Set Favorites - ability to store your favorite teams, venues, sponsors, & broadcast networks

More consistent interface - no matter what sport, the buttons will always be in the same place

Keyboard shortcuts - quick keys to make it even easier to control ScoreKeepr

More accurate timer - timer is now accurate to the tenth of a second

Advanced lower thirds, smoother animations, and much more!

How to order

Purchase securely from our **online store**, using Google Checkout at cgscoreboard.com

Purchase by check or money order, by **contacting us** at jgurwin@cgscoreboard.com

Table of Contents

System Requirements:

Although ScoreKeepr was designed with the TriCaster in mind, it will work with any production switcher or studio in-a-box system that has chroma keying/overlaying capabilities:

Newtek Tricaster (all versions) or other keying/overlay compatible switcher
A Macintosh computer with a DVI or S-Video port *(1GHz or faster PowerPC G4, PowerPC G5, Intel Core Duo recommended, may work with slower machines)*
Mac OSX 10.4+
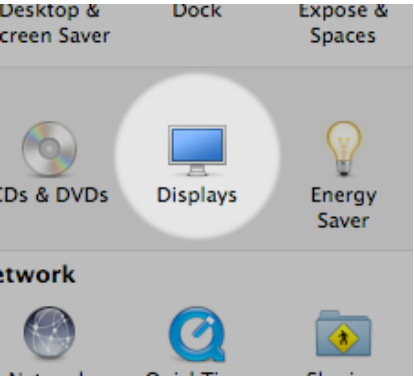**Apple DVI/Mini DVI to Video Adapter**

Introduction:

How to Install:
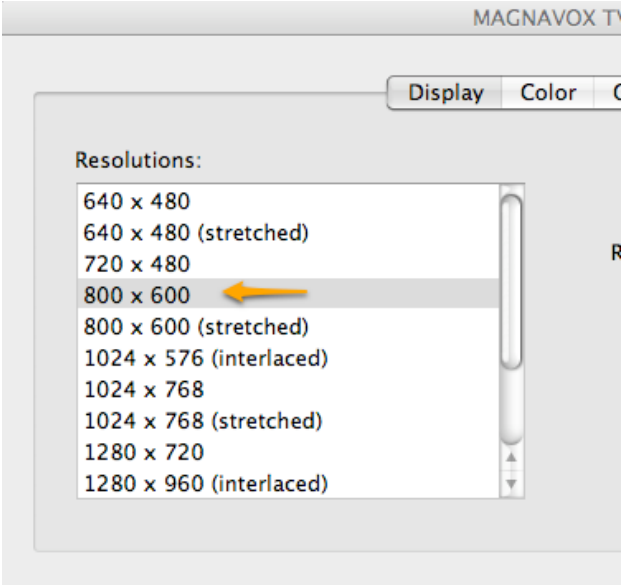
Once you have downloaded **ScoreKeepr.dmg**, double-click to mount the software. Drag the **ScoreKeepr** folder to your **Applications** folder.

What's included in the package:
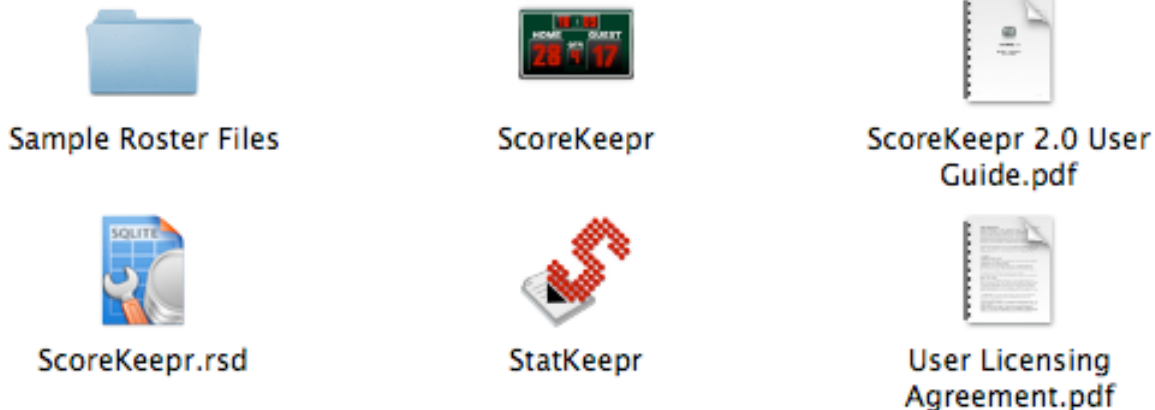
ScoreKeepr	The main character generator program
ScoreKeepr.rsd	The database that stores all player information for use with the stats component of the program
StatKeepr	The stats management program for storing players information into the ScoreKeepr database for use with the stats component of the ScoreKeepr program
Sample Roster Files	Sample files to show the correct way to format a CSV file to use with the StatKeepr program
User Licensing Agreement	

NOTE: Player information stored using StatKeepr only interfaces with advanced sports-specific modules

Task	Exercise	
1. **Setting up your Mac**	☐ GOAL: <u>To set up your Mac for proper display output</u>	
	STEP 1	Connect your Mac using the DVI to S-Video/Composite adapter to a video input on your Tricaster
	STEP 2	On your Tricaster under the "Input Options" make sure that the correct input source (S-Video or Composite) has been is selected. NOTE: By default the Tricaster looks for a composite input.
	STEP 3	On your Mac, go to "System Preferences", and choose "Displays" preference.
	STEP 4	The "Displays" preference for your external monitor will appear on your external screen, which will be an input on your Tricaster. To see a larger image of the external preferences window, make sure that your computer input is selected as the program bus on your Tricaster's switcher.
	STEP 5	In the external display's preference window, make sure that the resolution is set to 800x600.
	STEP 6	Click on the "Options" tab.
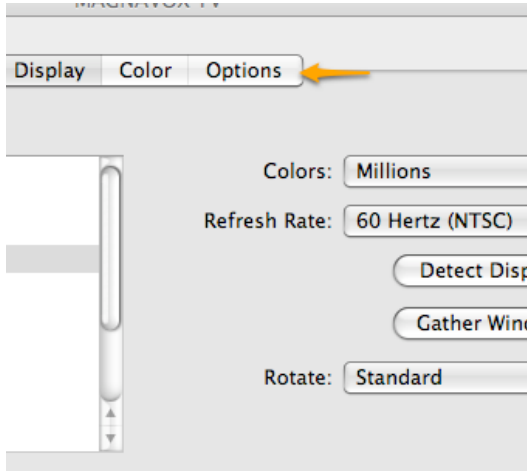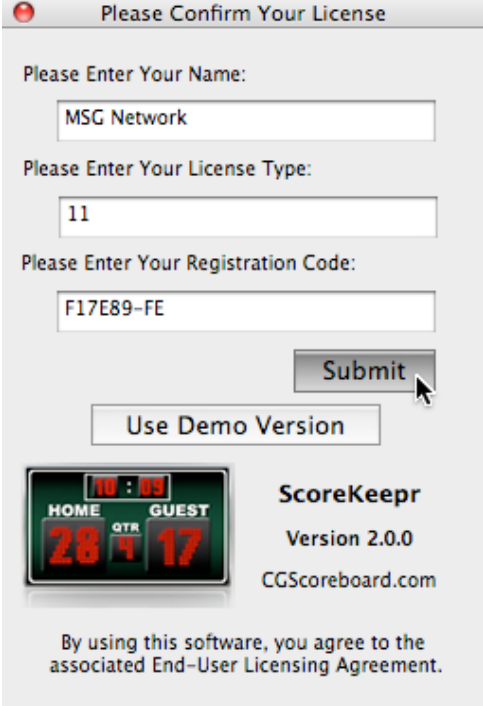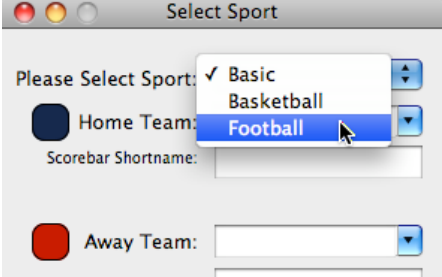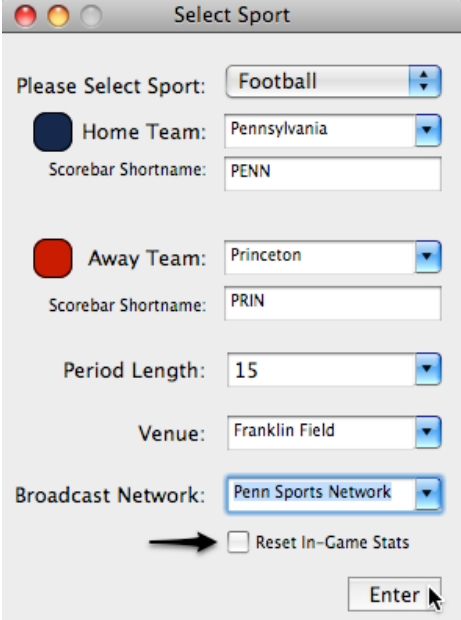
Task	Exercise
	  Under "TV Output," make sure that "Overscan" is checked, otherwise you will have a black border surrounding your screen.
STEP 7	Your display is now set-up for use with ScoreKeepr.
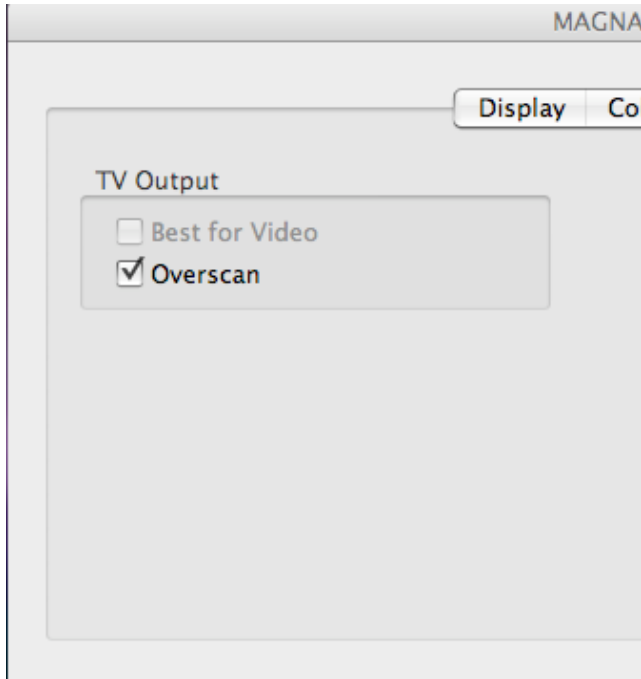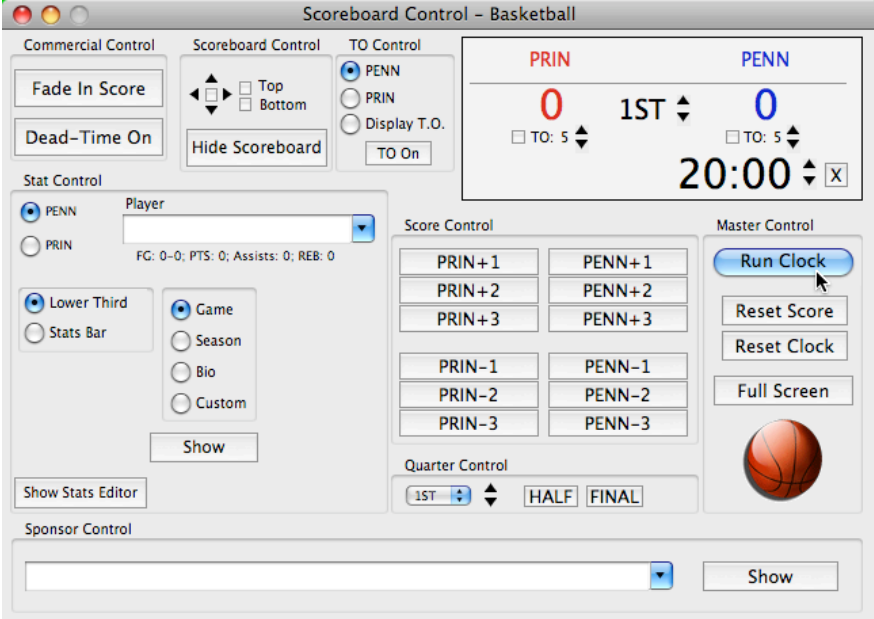
Task	Exercise
2. Registering the Software	☐ GOAL: To register ScoreKeepr
	STEP 1 Go to the ScoreKeepr folder within your Applications folder
	STEP 2 Double-click on ScoreKeepr The "Registration" Box should pop-up.
	STEP 3 Enter your Full-name, License Type, and Registration Code, then click "Submit." ScoreKeepr has now been registered! For a free trial of ScoreKeepr, click "Use Demo Version." This shows the full functionality of ScoreKeepr, but locks the team, venue, and broadcast network names, as well as the length of period.

Task	Exercise
3. **Generating a Scoreboard**	☐ GOAL: Generate a scoreboard to use with your Tricaster

	STEP 1	Choose the type of scoreboard you want to generate (options may differ based on what user purchased)
	STEP 2	Enter a Home Team and Shortname, Away Team and Shortname, length in minutes of period/quarter, Venue, and Broadcast Network. For those using sports-specific scoreboards, you will have the option to reset "in-game stats." If you check this box, all previous in-game stat information will be reset for the players of the Home Team and Away Team. **NOTE:** This will not remove any player biographical or season statistics stored using StatKeepr Click "Enter." For example: **NOTE:** In order for the program to recognize players you stored in the ScoreKeepr database, the Home Team/Away Team names must match that of what you defined in StatKeepr. For example, if I stored Ibrahim Jabber as a player for "Pennsylvania", the Home Team or Away Team in the ScoreKeepr program must be "Pennsylvania" for him to be recognized by the Stats interface.
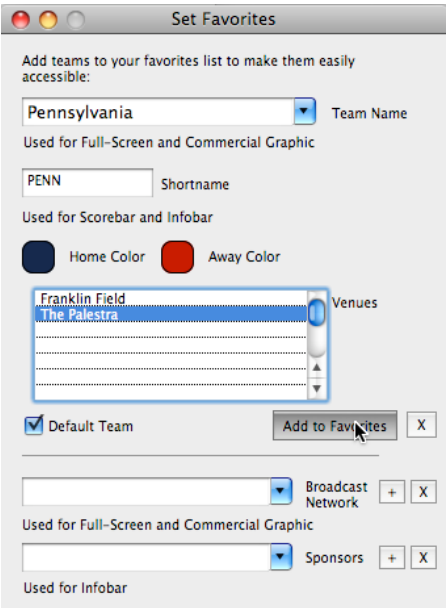
Task	Exercise	
	STEP 3	Once you click "Enter", your scoreboard will be generated. On your laptop's screen will be the Scoreboard controller, while on the external screen (input on Tricaster) will be output of the graphical scoreboard output. Laptop's Monitor: External Monitor:
	STEP 4	The scoreboard has now been generated, you must now "key-out" the green background in order to overlay it on top of your live camera inputs.
	STEP 5	If you would like to generate a new scoreboard or change team names, on your menu bar select "File" and then "Change Sport" or ⇧⌘C.
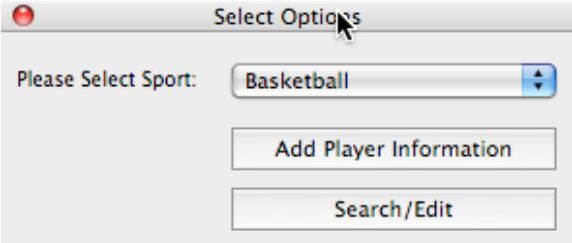
Task	Exercise	
4. Setting up your Tricaster	☐ GOAL: <u>To setup your Tricaster or Tricaster Pro (v.1) to use with ScoreKeepr</u>	
	STEP 1	On your Tricaster, you must now chroma out the green background of the scoreboard. Click "Keying" and using the eyedrop tool, choose the correct shade of green. The majority of the green background will be eliminated.
	STEP 2	To fine-tune the key, adjust the tolerance trims for a more accurate key.
	STEP 3	**Tricaster & Tricaster Pro (v. 1)** The Switcher has two rows – **LIVE** and **PREVIEW**. Set the scoreboard's input as the active input on the **PREVIEW** bus. When keying is turned on the imagery from the **PREVIEW** bus is overlayed on top of the input selected on the **LIVE** bus. NOTE: Once you do this, you can only cut between live cameras. Do not remove the scoreboard from the **PREVIEW** bus or it will no longer be overlayed on top of your input on the **LIVE** bus.
	STEP 4	To control the scoreboard, either click on the button on the scoreboard controller on your laptop's display or refer to the keyboard shortcuts at the end of the document. NOTE: To run the clock, you can either hit the "Run Clock" button, use the "Space Bar", or the "Enter Button." If you enter information in the stat entry boxes, you must click somewhere outside edit box in order to regain the ability to use the space bar as the start/stop clock button, otherwise it will just put spaces in the edit field.

For more details on "keying," please refer to your "Tricaster User Manual".

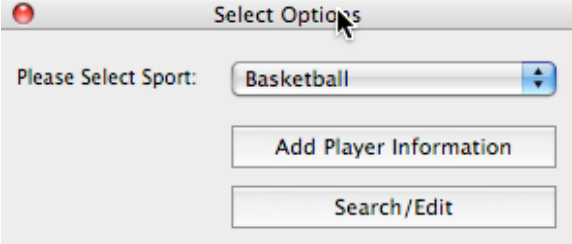| Task	Exercise
5. Setting up your Tricaster	☐ GOAL: <u>To setup your Tricaster Pro (v2.0), Studio, or Broadcast to use with ScoreKeepr</u> ***For complete functionality, install the free – "FX over input" LiveSet which can be downloaded at:*** http://www.newtek.com/forums/showthread.php?t=77615 *If you do not install the plug-in, you will be limited to switching cameras by clicking on the desired input on the **EFFECTS** bus or on your external LiveControl LC-11, while the scoreboard's input is set on the **LIVE** bus.*
	STEP 1 — On your Tricaster, you must now chroma out the green background of the scoreboard. Click "Input Setup" and enable the main "LiveMatte" switch Click the "Pick Color" button, and keep the mouse button depressed, release the button over the background green color of the Scoreboard window, assigning it to the key color swatch."
	STEP 2 — To fine-tune the key, adjust the tolerance trims for a more accurate key.
	STEP 3 — The Switcher has three rows – **LIVE**, **PREVIEW** and **EFFECTS**. **If you installed the plug-in:** 1. Apply the "FX over Input" set to all camera inputs except that of the scoreboard 2. Assuming you have already set your LiveMatte settings, select the scoreboard's input on the **EFFECTS** bus 3. It will be keyed over all other camera inputs any time they are used. You will then be able to use all Tricaster functionality including takes, fades, and transitions. **If you <u>did not</u> install the plug-in:** Set the scoreboard's input as the active input on the **LIVE** bus. Assuming "LiveMatte" is turned on, the imagery from the **LIVE** bus is overlayed on top of the input selected on the **EFFECTS** bus. To switch cameras, you must change the input on the **EFFECTS** bus either by using the on-screen display or the LiveConrol LC-11 control surface **NOTE:** Once you do this, you can only cut between live cameras. Do not remove the scoreboard from the **LIVE** bus or it will no longer be overlayed on top of your input on the **EFFECTS** bus.
	STEP 4 — To control the scoreboard, either click on the button on the scoreboard controller on your laptop's display or refer to the keyboard shortcuts at the end of the document. **NOTE:** To run the clock, you can either hit the "Run Clock" button, use the "Space Bar", or the "Enter Button." If you enter information in the stat entry boxes, you must click somewhere outside edit box in order to regain the ability to use the space bar as the start/stop clock button, otherwise it will just put spaces in the edit field.

For full details on using "LiveMatte" and "LiveSet" please refer to p. 33-37 and p. 79-91 in the "Tricaster User Manual" which can be accessed at: ftp://ftp.newtek.com/pub/TriCaster/TC_Family_Manual.pdf

Task	Exercise
6. Adding Favorite Teams	☐ GOAL: <u>To add favorite teams to ScoreKeepr</u> ScoreKeepr lets you set your favorite teams, their colors & home venues, and your broadcast network's name for easy access in the "Select Sport" window. In addition, it will let you store sponsor information, which will be available in a pop-up box on all purchase scoreboard controllers.
	STEP 1 On your menu bar select "File" and then "Set Favorites" or ⌘—
	STEP 2 The "Set Favorites" window will appear. Set the Team Name, shortname, and team colors. If you would like the team to appear as the default Home/Away team when ScoreKeepr launches, select "Default Team." To add "Venues," double click on a cell in the venues box, add a venue, and then hit enter. You may add up to ten venues for a team. Once you have entered all the required information, click "Add to Favorites." If you would like to remove a team from your favorites list at any time, select the team's name from the drop-down list in the "Set Favorites" window and click "X". To add a Broadcast Network/Sponsor, set the Broadcast Network/Sponsor in their respective areas and click "+". To remove, select from the drop-down list and click "X".

Task	Exercise		
7. Adding players to StatKeepr	☐ GOAL: <u>To add a player to the database using StatKeepr</u>		
	STEP 1	After you open "StatKeepr," the "Select Options" window will appear. Select the sport for the player that you want to add to the database and then click "Add Player Information." **NOTE:** The player will only be accessible when using the specific sports' scoreboard controller.
	STEP 2	The "Add Player Information" window will appear. There are two options for storing players: Manual or CSV import. "Manual" lets you add player information directly within the ScoreKeepr program. "CSV" lets you compile a list of player information in Excel and export as a CSV and then store it into the database using StatKeepr. For "CSV" export, please skip to STEP 5.
	STEP 3	Add player information to the various fields (you may tab through the fields), and then click the "Add" button or press enter. This just adds the player to the list to be exported, once the list is complete you still must export the players to the DB. **It is very important that you input the team name EXACTLY as you will in the ScoreKeepr program, otherwise the player will not be recognized.** For instance, since I put that Ibrahaim Jabber plays for "Pennsylvania," either the HOME TEAM or AWAY TEAM in **ScoreKeepr** must be "Pennsylvania" for him to be recognized. To add "Season Stats", double-click on the empty cell next to the statistic's description. If a player is a "Starter" and you want them to appear at the top of the list within **ScoreKeepr** make sure that the "Starter" checkbox is selected. **NOTE: Height must be stored in inches and season stats must be aggregate values (not per game).**
	STEP 4	Once you have compiled your complete list of players, export them to the database by clicking "Export to DB."

Add Player Information – Basketball

Manual Input | CSV Import

First Name: Ibrahim
Last Name: Jabber

Biography — Must be in inches
Height (in.): 70
Weight: 185
Year: Jr.

Hometown: New Brunswick
State: AL
Former School: Peddie School

#: 13
Position: G
Team: Pennsylvania

☑ Starter

Season Stats

Double-click to Edit

Statistic	
GP	12
Points	125
Assists	99
Rebounds	17

[Add]
☑ Clear Form After Player Added

[Reset Form]

First Name	Last Name	Number	Team	Position	Height	Weight	Year	City	State

[Remove]

Stores in database

[Clear List]   [Export to DB]

Task	Exercise
8. Editing players to StatKeepr	☐ GOAL: <u>To edit a player already stored in the database using StatKeepr</u>

	STEP 1	After you open "StatKeepr," the "Select Options" window will appear. If the program is already open go to the menu and choose, "Change Sport." Select the sport for the player that you wish to edit in the database and then click "Search/Edit."
	STEP 2	The "Search" window will appear. It has two components, the search results box and the stats editor. To search, choose the search field (Last Name, First Name, Full Name, Position, or Team), enter a search term, and then click, "Search."
	STEP 3	To edit a player, click on the player in the search results box. The player's information will appear in the stats editor to the left. Double-click on the cell for the attribute you wish to change, edit it, and then when you are finished making **all** your changes click "Update." The changes have now been updated in the database.
	STEP 4	To delete a player, click on the player in the search results box, then click the "Delete from DB" button. After you confirm the deletion, the player is removed from the database. If you have multiple players that you wish to delete, uncheck "Confirm Deletion" as it will no longer as you if you would like to delete a player each time you click the "Delete from DB" button.

Search Player Information – Basketball

First Name | Last Name
Contains
Search

First Name	Last Name	Number	Team	Position	Height	Weight
Chris	Andrews	1	Away	C	78	145
Ida	Blue	84	Home	PF	83	219
Porter	Braswell	4	Away	PF	80	166
John	Brimley	12	Home	PF	86	238
Jack	Daniels	18	Home	C	88	218
Ben	Davidson	8	Home	PF	80	166
Josh	Davis	7	Home	PG	81	180
John	Dingers	7	Home	C	83	232
Garrett	Fiddler	34	Away	PG	82	182
Eric	Flato	22	Away	PF	83	219
Frank	Fridge	8	Home	PF	81	212
Jordan	Gibson	11	Away	C	79	290
Tim	Green	11	Home	C	78	145
Ari	Greenberg	25	Away	C	88	218

Search Results Box

Delete from DB
☑ Confirm Deletion

Stats Editor

First Name	Chris
Last Name	Andrews
Number	1
Team	Away
Position	
Height	78
Weight	145
Year	Sr
City	Camden
State	NJ
School	Livingston HS
Starter	False
GP	14
Points	100
Assists	15
Reb.	19

Update

Double-Click to Edit

Keyboard Shortcuts

Object	Function	Shortcut
Program-wide		
Commercial Scoreboard	Fade in/Fade out	⌘F
Deadtime Graphic	Show/Hide	⌘D
Full Screen	Enter/Exit Full Screen	^F
Lower Third/Stats Bar	Show/Hide	⇧S
Scorebar	Show/Hide	⌘S
Time	Start/Stop	Enter or Spacebar
Time	Increase by 1 second	↑
Time	Decrease by 1 second	↓
Basic		
Score (Home Team)	Increase by 1	⌘↑
Score (Home Team)	Decrease by 1	⌘↓
Score (Away Team)	Increase by 1	^↑
Score (Away Team)	Decrease by 1	^↓
Basketball		
Score (Home Team)	Increase by 2	⌘↑
Score (Home Team)	Decrease by 2	⌘↓
Score (Away Team)	Increase by 2	^↑
Score (Away Team)	Decrease by 2	^↓
Football		
Challenge	Show/Hide	⌘^C
Drop-Down	Show/Hide	⌘←
Flag	Show/Hide	←
First Down		⌘→
Next Down		→
Score (Home Team)	Increase by 6	⌘↑
Score (Home Team)	Decrease by 6	⌘↓
Score (Away Team)	Increase by 6	^↑
Score (Away Team)	Decrease by 6	^↓

TROUBLESHOOTING

Task 1: Setting up your Mac

Q: My display cannot be recognized!
A: Go into the "Displays" preference and click "Detect Displays."
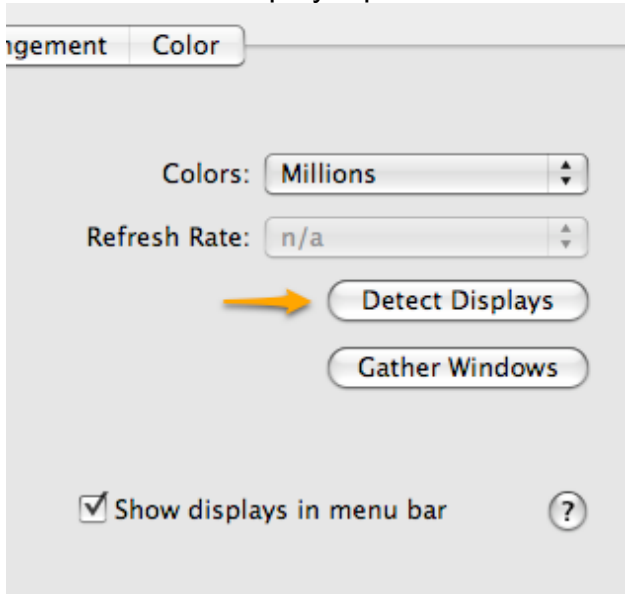
Q: My laptop and external monitor are displaying the same thing!
A: Turn off "Display Mirroring" by hitting the F7 button on your computer. Your external monitor will now act as second monitor.