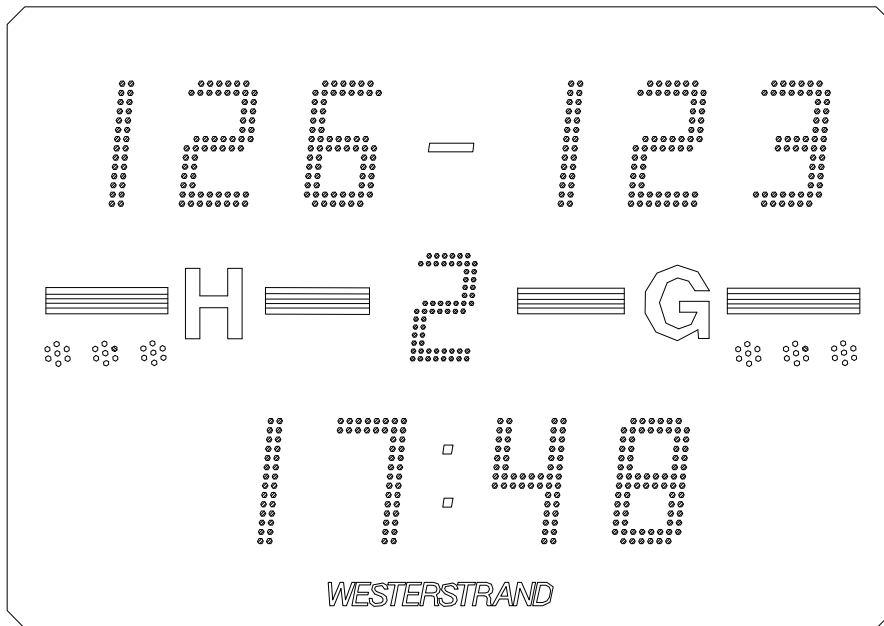


# Sports Manual for 20-button Remote Control LED 140

Document: 4042en04.doc  
Author: MS/CF  
Date: 2015-04-17  
Page: 1 of 7

## Sports Manual for 20-button Remote Control

### LED 140



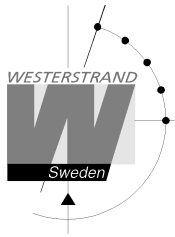
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## Introduction

This instruction manual contains information about the *LED 140 sports package* for the 20-button remote control. The basic functions of the remote control, including charging of batteries, are covered in detail in another manual.

The LED 140 sports package contains the following sports:

- Handball
- Indoor football
- Tennis
- Volleyball
- Floorball
- Futsal
- Badminton
- Basketball
- Icehockey

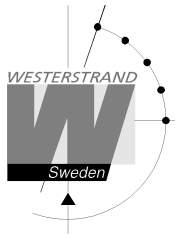
## The Score Board

The LED 140 score board is made up of 13 LED display characters. Information shown in each position is different depending on which sport is being played. When a sport is not being played the score board can be used to show real-time. A piezoelectric horn is used to signal end of period, end of time out and other events of the match.

## Remote control buttons

The following list explains the general functions of the buttons on the remote control.

- **N** – No, abort, switch on / off power when held down
- **Y** – Yes, accept setting, start function
- **Signal** (horn symbol) – Manual signal
- **H** – Increase score for home team
- **0 – 9** – Numeric input, quick access to certain functions
- **Start** (play symbol) – Start match timer
- **Stop** (stop symbol) – Stop match timer
- **+** – Increase value in dialogs, step forward through menus
- **-** – Decrease value in dialogs, step back through menus, decrease score for either home or guest team
- **F** – Function key, step forward through menu
- **G** – Increase score for guest team



## Starting the Remote

Switch on the power to the LED score board and the remote control. When the remote has been started the display shows:

WESTERSTRAND b PRESS F
---------------------------

This is the *home screen* and from here it is possible to start a sport, set team names, clear the current information from the score board or change settings. Each choice is described in detail below.

Letter *b* to the right of line 1 indicates the battery status. The battery status is not shown in the menus below in this manual.

## Starting a Sport

Click on [F] until the display shows:

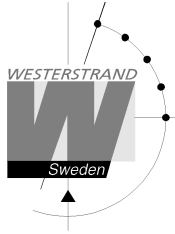
Press [Y]. Then press [F] until desired sport is shown. Press [Y].

As soon as a sport is started information is sent to the score board.

SPORT
SPORT HANDBALL_

Note.

If real-time is shown then select settings REAL-TIME and stop real-time.



## SETTINGS

Navigate to menu **SETTINGS** from the home screen. Function **SETTINGS** is not shown if a sport is active. All changes made to the settings will be saved in non-volatile memory and restored at start-up. The following functions are available:

### LANGUAGE

Changes the language used to display information on the remote control LCD.

### SOFTWARE VERSION

Displays the version of the current program and compile date. A timer displaying time since last start-up is also shown.

### BATTERY

Displays information about battery and charging status. If a charger is plugged in a timer will display how much time is left of the charge cycle. It also displays some debug information valuable when looking trying to resolve errors.

### REAL-TIME

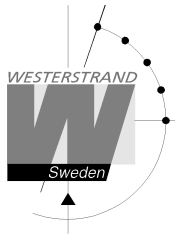
Real-time is shown on the score board when no sport has been started. This function is used to set, start or disable real-time. Press button **Y** to set real-time. Press button **0** to disable real-time. Press button **Start** to enable real-time.

### RADIO ADDRESS

Opens a dialog where changes to radio address can be made. For this to have effect the score board needs to be configured in the same way. Normally there is no need to change this value.

### SEGMENT TEST

Sends a command to the score board to initiate (or stop) a segment test sequence. This will continue to run until a stop command is sent or the power is cut to the score board.



## In-game Functions

When a sport has been started there are several in-game functions available from the *Function Menu*. The **F** key is used to open this menu. Please see section “Function keys” below for information about which functions are available in which sports. The numbers inside brackets show the corresponding numeric key that brings up the same function.

In some cases a function will be available with suffix H and G meaning home or guest team. (I.e. *PENALTY H* adds a penalty to the home team and *PENALTY G* adds a penalty to the guest team).

To decrease values like TEAM FOUL, SET, GAME and so on the button – needs to be pressed followed by the corresponding numeric button.

Example – decrease TIME OUT count for home team in sport handball. Press button – followed by button **6**.

### HALF / PERIOD

Brings up a dialog about changing half or period (depending on sport being played). The user can set the desired period number and is asked if time is to be restored.

### PENALTY

Adds a personal penalty. Player number and penalty time in minutes can be specified. Penalties are indicated by dots on the score board.

### TIMEOUT

Starts a timeout timer. When the timer reaches zero the signal will sound. In sports that do not have penalties the dots on the score board are used to display the number of timeouts used per team.

### CORRECT TIME

Allows for changes in the current timers (match time and penalty times). Button **Y** is used to accept the current value and step to next editable value. Value is increase or decrease using buttons **+** and **-** or numeric keys. Button **N** steps back.

### UPDATE BOARD

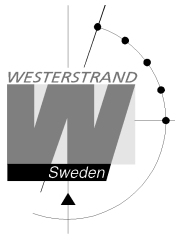
Re-sends all information to the score board. This is useful if the information on the LCD differs from the information shown on the score board.

### NEW SPORT

Exits the current sport and starts a new sport according to the user's choice.

### EXIT SPORT

Exits current sport and returns to the home screen. All information on the score board will be cleared.



# Sports Manual for 20-button Remote Control

## LED 140

Document: 4042en04.doc  
Author: MS  
Date: 2015-04-17  
Page: 6 of 7

### ABSOLUTE TIME

If ABSOLUTE TIME is **Off** then each half starts from 00:00. If ABSOLUTE TIME is **On** then time is displayed from the beginning of the match, e.g. in handball the second half will count from 30 to 60 minutes. Absolute time is available from firmware version 105.

ABSOLUTE TIME Off > On
---------------------------

### BATTERY

Displays information about battery and charging status. This function is equal to the one described in the section *Change Settings* above.

### TEAM FOUL

Increases team foul count.

### GAME

Increases game count.

### SET

Increases set count.

### PLAYER CHANGE

Increases player change count.

### SERVE

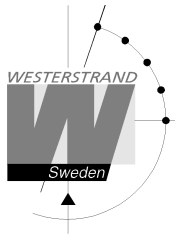
Toggles serve between home or guest team. Serve is indicated by a dot on the score board.

### TIEBREAK

Starts tiebreak mode. When game or set count increases the program returns from tiebreak mode.

### STOP TIMES

This function allows for changes of match time length and timeout length. Changes to these values should be made as soon as possible and not during an already started match. Changes will return to defaults as soon as a new match or sport is started.



# Sports Manual for 20-button Remote Control LED 140

Document: 4042en04.doc  
Author: MS  
Date: 2015-04-17  
Page: 7 of 7

## FUNCTION KEYS

Some functions can be reach by pressing a numeric key. In the table below the functions are listed. The number in the brackets indicates the function key. Where two numbers are shown, the first is for the home team and the second is for the guest team.

	HALF / PERIOD	PENALTY	TEAM FOUL	TIMEOUT	CORRECT TIME	ABSOLUTE TIME
<b>Handball</b>	X (5)	X (7/9)		X (4/6)	X	X
<b>Indoor football</b>	X (5)	X (7/9)		X (4/6)	X	
<b>Tennis</b>						
<b>Volleyball</b>				X (4/6)		
<b>Floorball</b>	X (5)	X (7/9)		X (4/6)	X	
<b>Futsal</b>	X (5)		X (7/9)	X (4/6)	X	
<b>Badminton</b>						
<b>Basketball</b>	X (5)		X (7/9)	X (4/6)	X	
<b>Icehockey</b>	X (5)	X (7/9)		X (4/6)	X	

	GAME	SET	PLAYER CHANGE	SERVE	TIEBREAK	STOP TIMES
<b>Handball</b>						X
<b>Indoor football</b>						X
<b>Tennis</b>	X(7/9)	X (4/6)		X (2)	X (5)	
<b>Volleyball</b>		X (7/9)	X (1/3)	X (2)		
<b>Floorball</b>						X
<b>Futsal</b>						X
<b>Badminton</b>		X (7/9)		X (2)		
<b>Basketball</b>						X
<b>Icehockey</b>						X