

ALL SPORT PRO
OPERATION MANUAL

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DAKTRONICS

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1 Getting Started

Login

Double-click the **All Sport Pro** desktop icon to open the application in your default web browser. Enter your *Username* and *Password*, and then click **Login**. Refer to **Figure 1**.

Note: For default login credentials and information about resetting forgotten passwords, refer to the **All Sport Pro Setup Guide (DD4163217)**, or the **All Sport Pro Series 2 Setup Guide (DD5436906)** shipped with the control system.

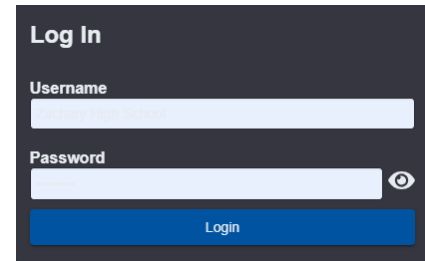



Figure 1: Log In

After logging in, the *Games* page will appear with a list of any created games. Before creating a game, however, the scoreboard outputs and rules profile must first be configured.

Main Menu

Click the  button in the upper-left corner to access the main menu. Refer to **Figure 2**. Each menu item is described in the appropriate section of this manual.

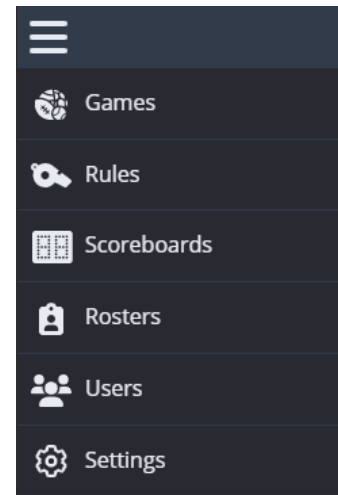


Figure 2: Main Menu

Self Help

Click the **Self Help** button on the right side of the screen to access guided tutorials (flows), knowledge base articles, and videos. Refer to **Figure 3**. Click and drag the six dots on the bottom of the button to reposition it or move it to another side of the screen.

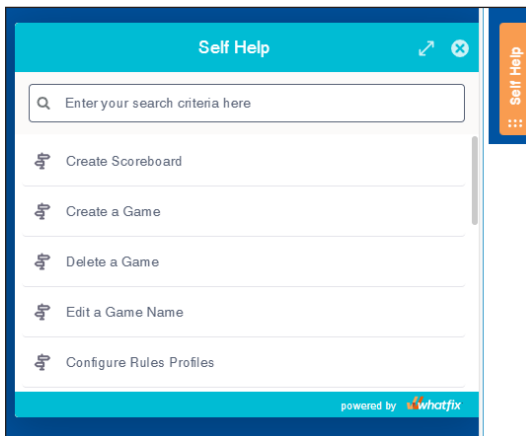




Figure 3: Self Help

Theming

Click on the user icon  in the upper-right corner of the application window, and then click **Theming** to customize the application color scheme. Refer to **Figure 4**.

Click on **Background**, **Home**, or **Guest**, and then use the color palette and slider to set the colors. Alternately, use the up/down arrows  to select and enter precise *Hex*, *RGB*, or *HSL* values. Click **Save** when finished, or click **Default** to return to the default color scheme.

Note: Theming colors save to the currently logged-in user. Keep this in mind for shared facilities, where different teams play the same sport, to allow each team to use a specific color scheme. To create new users, refer to **Section 4: Users (p.7)**.

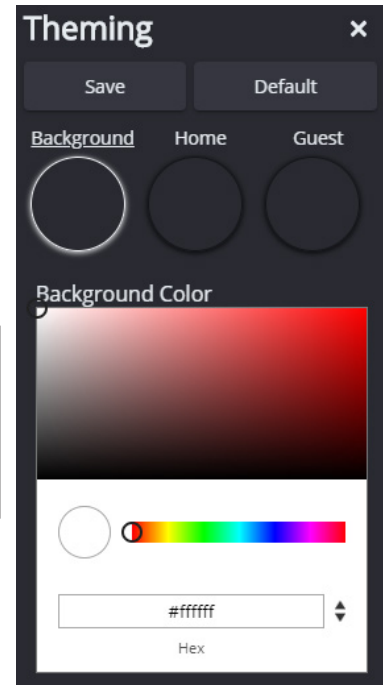



Figure 4: Theming Colors

2 Scoreboards

Click the main menu button  in the upper-left corner followed by **Scoreboards** to define the settings used to communicate with “fixed-digit” scoreboards that feature 7-segment LED digits as well as “video” scoreboards created by sending score data to an LED video display.

Create Scoreboard

Click **Add New**, and enter the scoreboard settings as described below and shown in **Figure 5**.

Scoreboard Name

- Enter a descriptive name for the scoreboard; examples: “Main Court” or “Football Field”.

Communications

- *Interface Box (Scoreboards and Switch Inputs):* **Series 1 Only** – For the interface box as shown in **Figure 6**, select **Series 1**. If there are no fixed-digit scoreboards to control, select **None**.

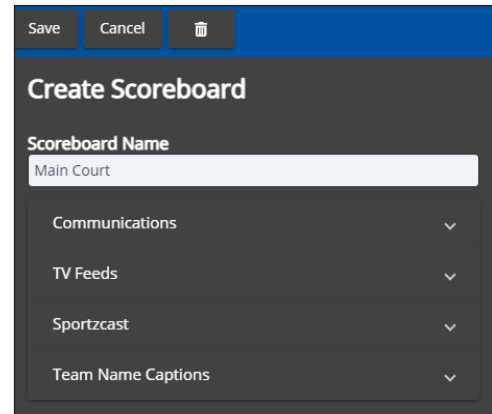


Figure 5: Create Scoreboard

Note: This configuration is not available nor necessary for the interface boxes as shown in **Figure 7**.

- *Network Interface:* **Series 1 Only** – Select a network interface number from **1-6** that corresponds to the *Configuration #* printed on the All Sport Pro interface box. Refer to **Figure 6**.
- *Radio Broadcast Group & Radio Channel Number:* Select the appropriate radio settings to communicate to fixed-digit scoreboard(s). The default setting for the radio receiver in a scoreboard is **Broadcast Group 1, Channel 1**. These settings will be visible when the scoreboard is first powered on as “**b# C#**”.

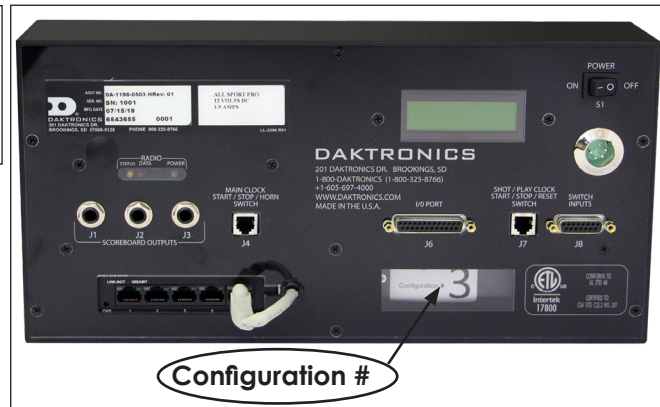


Figure 6: All Sport Pro Interface Box – Series 1

Note: For more information about radio group/channel settings, refer to the documentation provided with the scoreboard.

- *Data Source (ERTD):* Select the data source number from **1-6** over which to broadcast Real-Time Data (RTD) to video scoreboards. Leave this set to **1** unless the site has multiple courts/fields and needs to partition the data on the network.
- *Additional MDP Output:* If the facility requires an additional Multi-Drop Protocol (MDP) output for sending scoring data to supplementary fixed-digit displays, select the appropriate port from the drop-down list. This may be a serial COM port or a USB port. Note that the **Series 1** Interface Box can be set to **None** and still use an Additional MDP Output.

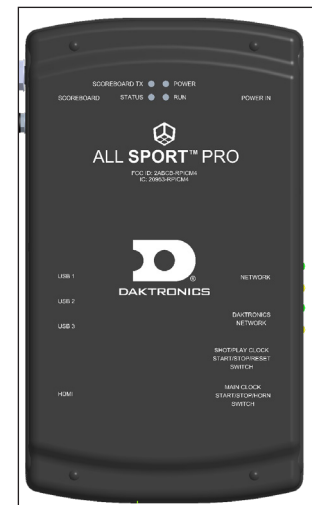


Figure 7: All Sport Pro Interface Box – Series 2

TV Feeds

All Sport Pro can output game-in-progress data “TV Feeds” specifically for use with third-party devices. Click **Add TV Feed** and enter the appropriate information to send out game data via serial or network connection. Refer to **Figure 8**.

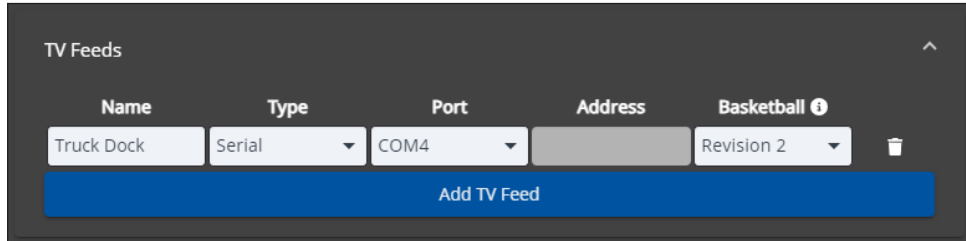


Figure 8: TV Feeds

- **Name:** Enter a descriptive name for the output; for example, “Truck Dock”.
- **Type:** Select an output type, most commonly **Serial** or **Broadcast**.
- **Port:** Select a serial COM port or USB port or enter a port number on which to output.
- **Address:** Enter the address on which to communicate (**Multicast** and **Unicast** only).
- **Basketball:** Select an appropriate data feed revision for best compatibility.

Click **Add TV Feed** as many times as needed to configure every output. Click the trash can icon to delete any unnecessary outputs.

Sportzcast

Note: Sportzcast server and credentials must first be configured in the **Settings** page. Refer to **Sportzcast Integration (p.10)**.

- **Enable Upload:** Ensure this box is checked to upload game data to Sportzcast.
- **Bot Number:** Enter the bot number provided by Sportzcast.

Team Name Captions

- **Team Name (Long/Short*) Width:** Select the team name width in number of columns (pixels).
- **Home/Guest Team Name (Long/Short*) Alignment:** Select the team name text alignment (Left, Right, or Center).

* In general, the *Long* settings are used for fixed-digit scoreboards that feature Team Name Message Centers (TNMCs), while the *Short* settings are used for team name output to a Daktronics All Sport CG score bug/TV feed.

Click **Save** when finished. The new scoreboard will appear on the **Scoreboards** page with relevant communications information visible. Refer to **Figure 9**.

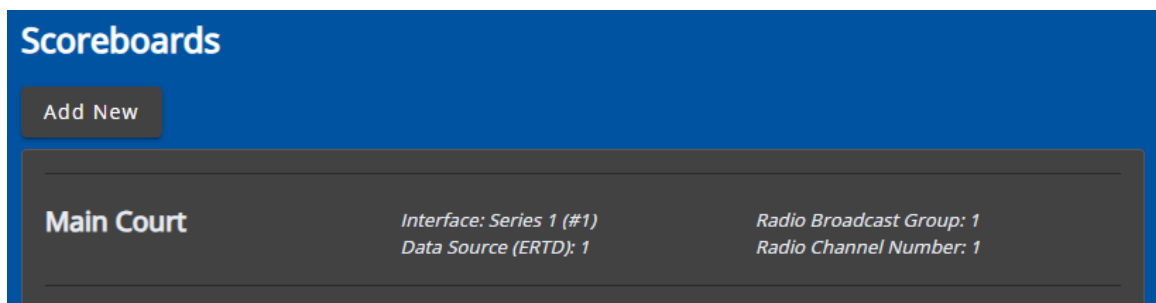



Figure 9: Scoreboards

Edit Scoreboard

On the *Scoreboards* page, select a scoreboard from the list. Modify any of the settings shown in **Figure 5** as desired, and then click **Save** to keep the changes, or click **Cancel** to reject the changes.

Delete Scoreboard

On the *Scoreboards* page, select a scoreboard from the list, and then click the **Delete** button . Click **Confirm**, or click **Cancel** to decline. Refer to **Figure 10**.

Note: Scoreboards associated with open games cannot be deleted until the games are deleted.

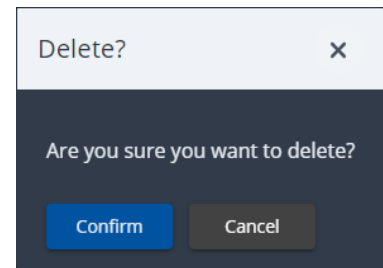


Figure 10: Delete Scoreboard

3 Rules

Click the main menu button  followed by **Rules** to view several pre-installed *Rules* profiles. Refer to **Figure 11**. These default rules profiles cannot be edited or deleted, but they may be copied to create custom rules profiles.

Note: Click on one or more sport *Filters* to narrow the list of rules.

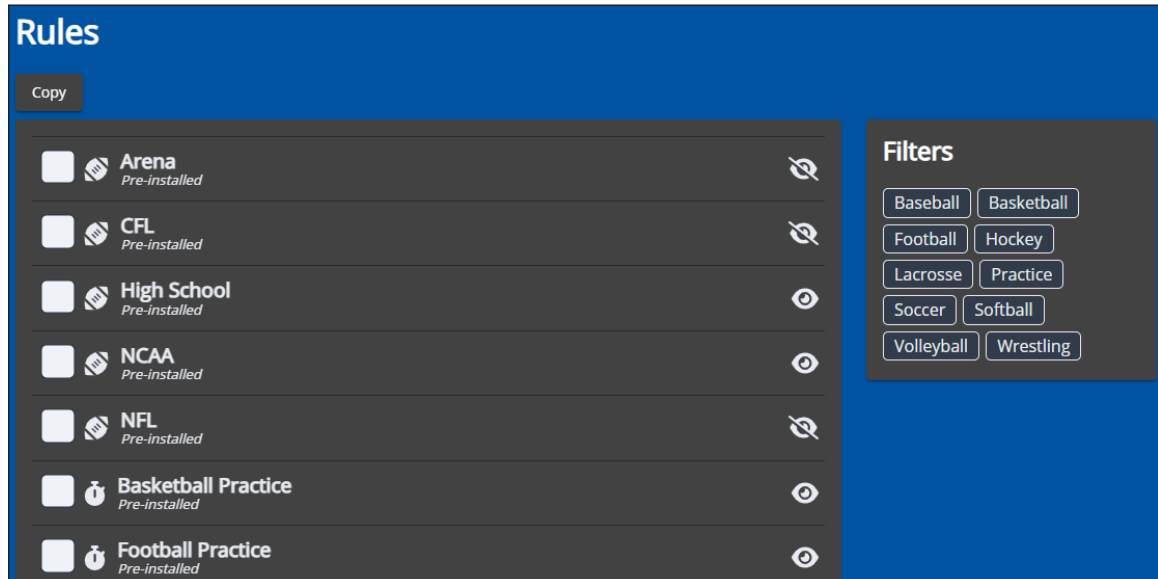


Figure 11: Rules



Copy Rules Profile

If none of the pre-installed rules profiles fit the needs of your sport's level of play, one must be copied and edited. To determine which profile might be a good starting point, click on it first to see its settings, and then click **Cancel** to return. Check the white box next to the closest matching profile, and then click **Copy** to create a new profile based on it. Edit the fields as needed, and then click **Save**.

Edit Rules Profile

Once a copy of a rules profile has been created, simply click on it to modify it. Click **Save** to keep the changes, or click **Cancel** to reject the changes.


Hide Rules Profile

To prevent a rules profile from appearing when creating new games, click the eye icon  next to it. The icon will then have a slash through it , indicating that the profile is now hidden. Use this function to hide rules that do not apply to your level of play.

Delete Rules Profile

If the copied rules profile is no longer needed, first select it from the list on the Rules page, and then click the **Delete** button . Click **Confirm**, or click **Cancel** to decline.

4 Users

Click the main menu button  followed by **Users** to view a list of users. By default, there will be one “admin” user. Refer to **Figure 12**. Additional users allow for custom Theming and Display Studio content buttons.

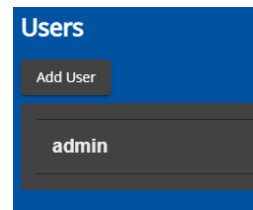



Figure 12: Users

Create User

1. Click **Add User**. Refer to **Figure 13**.
2. Enter a unique *Username*.
3. Enter a *Password*, and then type it in again in *Confirm Password*. To assist with ensuring the passwords match, use the eye icon  to reveal the text.
4. Click **Save** to keep the new user, or click **Cancel** to exit.

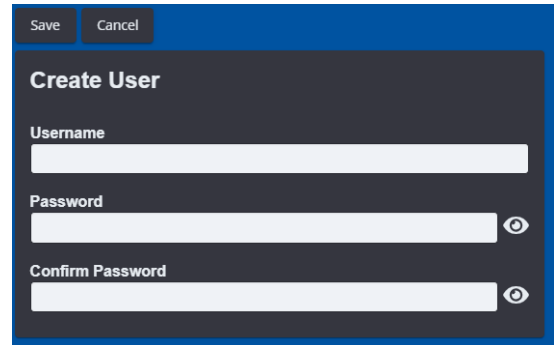





Figure 13: Create User


Delete User

On the *Users* page, select the user to delete from the list, and then click the **Delete** button . Click **Confirm**, or click **Cancel** to decline.

Change Password

1. Click the main menu button  followed by **Users**, and then click on your username in the list. (Alternately, click on the user icon  in the upper-right corner of the application window, and then click **Change Password**.)
2. Type in your *Current Password*.
3. Type in the *New Password*, and then type it in again to *Confirm Password*. To assist with ensuring the passwords match, use the eye icon  to reveal the text.
4. Click **Save** to keep the new password, or click **Cancel** to exit.

Log Out

Click on the user icon  in the upper-right corner of the application window, and then click **Log Out** to leave any game in progress and return to the login screen. After logging out, the game information will be saved to be resumed later.

5 Rosters

Click the main menu button  followed by **Rosters** to view a list of team rosters. Currently, only four sports include rosters: Baseball, Basketball, Volleyball, and Soccer.

Create New Roster

1. Click **New**.
2. Select an available sport, and then click **Create**. Refer to **Figure 14**.

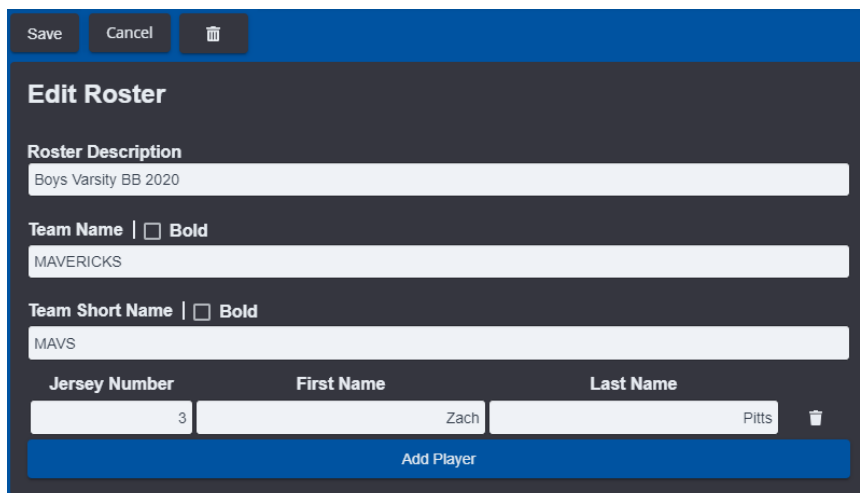



Figure 14: Create/Edit Roster

3. Enter a *Roster Description*, such as “Boys Varsity BB 2023” or “Varsity VB 2023”.
4. Enter a *Team Name* (up to 20 characters) and a *Team Short Name* (up to 10 characters) as needed.

Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.

5. Click **Add Player** to enter a new player.
6. Enter the *Jersey Number*, *First Name*, and *Last Name* of the player. Baseball rosters also allow the selection of the player’s *Preferred Position*.
7. Click **Add Player** again and repeat the process to enter all players on the team.


Note: To delete a player from the roster, click the **Delete** button  by their name.

8. Click **Save** to keep the new roster, or click **Cancel** to exit.

Copy Roster

On the *Rosters* page, check the white box next to an existing roster and then click **Copy**. Edit the team/player information as needed, and then click **Save**.

Delete Roster


On the *Rosters* page, select the roster to delete from the list, and then click the **Delete** button . Click **Confirm**, or click **Cancel** to decline.

6 Settings

Note: This main menu item will only appear outside of an active game when either Display Studio is not installed on the same computer as All Sport Pro or at least one sport is installed that supports output to Data Studio.

Display Studio API Key

Newer control systems allow the laptop to be removed from the control location to remotely create display content. For these systems, it will be necessary to generate an API Key from within Display Studio to provide the appropriate credentials for All Sport Pro to trigger display content.

1. In Display Studio, click the Hub button in the upper-left corner of the program window and go to **Properties > Get API Key**.
2. In the *Generate API Key* window, click **Generate**. The window will show *Copied to Clipboard*. Click **OK**. Refer to **Figure 15**.
3. In All Sport Pro, click the main menu button  followed by **Settings**.
4. Under *Display Studio Integration*, there are several empty fields as shown in **Figure 16**. Press **Ctrl + V** to paste the copied API key information, which will populate the empty fields. Refer to **Figure 17**.
5. Click **Save**.
6. Click **Test Connection** to verify All Sport Pro is communicating with Display Studio.

- A green check mark will appear for a successful connection.
- If the test fails, a red X will appear. Verify that the computer is accessible and that Display Studio is open. Also ensure all devices are properly connected to the same network.

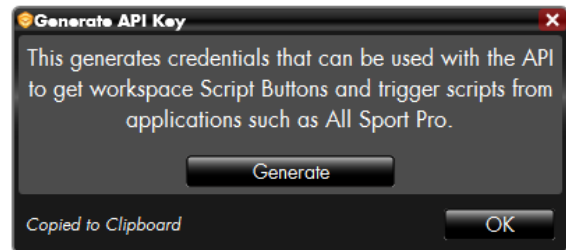


Figure 15: Generate API Key

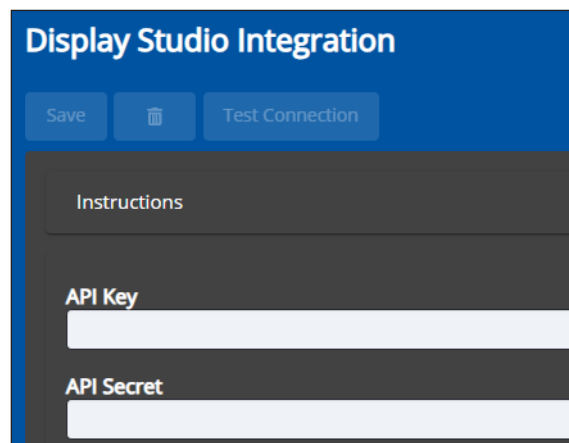


Figure 16: Display Studio Integration - no API Key

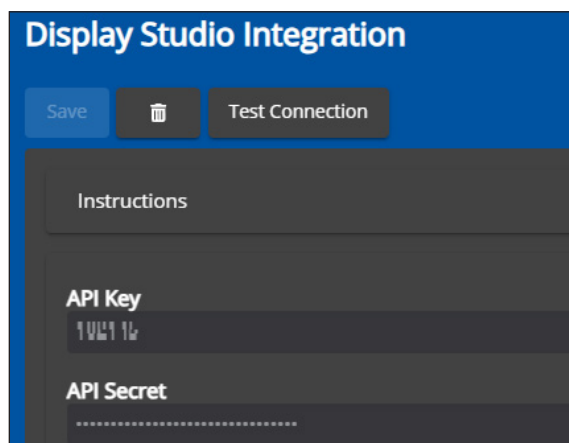



Figure 17: Display Studio Integration - Pasted API

Data Studio Integration

All Sport Pro Baseball and Soccer are capable of outputting in-depth team and player stats by integrating with Daktronics Data Studio. In order to utilize these additional stats on a display, All Sport Pro must first be connected to Data Studio as described below.

1. In All Sport Pro, click the main menu button  then **Settings**.
2. Under *Data Studio Integration* (**Figure 18**), enter the **Address** of the computer where Data Studio is loaded using the following format:
`https://computername:32851`
3. Enter the Venus Control Suite (VCS) **Username** and **Password**.
4. Click **Save**.
5. Click **Test Connection** to verify All Sport Pro is communicating with Data Studio.
 - A green check mark will appear for a successful connection.
 - If the test fails, a red X will appear. Verify the address and VCS login credentials are correct. Also ensure all devices are properly connected to the same network.

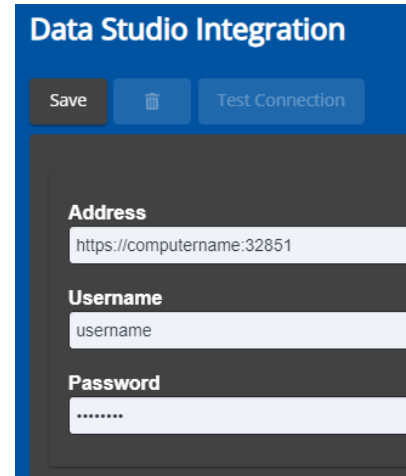


Figure 18: Data Studio Integration

Note: Venus Identity Server version 23.3.701.0 or newer is required.

Sportzcast Integration

All Sport Pro is capable of outputting game-in-progress information over the internet with a valid Sportzcast account. Refer to **Figure 19**.

- **Server:** Enter the server URL provided by Sportzcast (if different from default).
- **Port:** Enter the port number provided by Sportzcast (if different from default).
- **Username & Password:** Enter the proper credentials provided by Sportzcast.

Click **Save** to keep the configuration, or click the trash can icon to return to the default settings.

Click **Test Connection** to ensure All Sport Pro can communicate with the Sportzcast server. A green checkmark should appear. If a red X and an error message appear, double-check the credentials and internet connection. If the error message persists, contact Sportzcast.

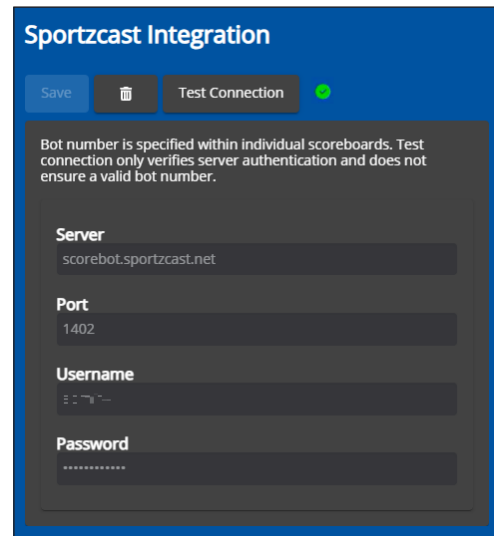



Figure 19: Sportzcast Integration


7 Games

The list of created games appears immediately after logging in. Refer to **Figure 20**. It can also be accessed at any time by clicking the main menu button  followed by **Games**. If a game shows *Active*, it is currently outputting data.

Note: Click on one or more sport *Filters* to narrow the list of games.

Create New Game


Click **Add New** to create a new game. Refer to **Figure 21**. In the *Create Game* window, type in a more descriptive name as needed. Then select a *Sport*, a *Rules* profile, and a *Scoreboard* from the lists, and then click **Create**.

Note: To change the name after a game is created, click the pencil icon .

If a scoreboard shows *Associated*, it is assigned to at least one other game; if an *Associated* scoreboard is paired to an *Active* game, it will not appear when creating a new game.

Note: To create multiple games ahead of time, open the *Active* game and disconnect from the scoreboard.

Leave Game

Click the main menu button  followed by any menu item to see the prompt in **Figure 22**.


- Click **Leave Game** to close the game but keep it *Active* (sending scoreboard data).
- Click **Leave and Disconnect** to close the game and stop sending scoreboard data.

Resume Game

Select an existing game to continue right where you left off. The most recently created game is listed first. Each game in the list shows the teams playing, creation date/time, as well as the selected rules profile and scoreboard. Opening a game sets it to *Active* and immediately begins outputting data.

Note: If you try to open a game which has the same selected scoreboard as another *Active* game, a message will appear that the scoreboard is already in use. Open the *Active* game and disconnect from the scoreboard.

Delete Game

Check the white box next to an existing game and then click the **Delete** button . Click **Confirm**, or click **Cancel** to decline.

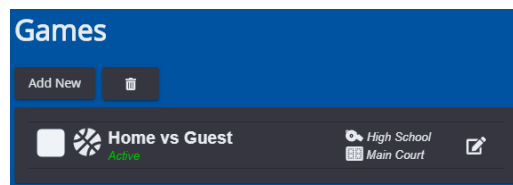


Figure 20: Games

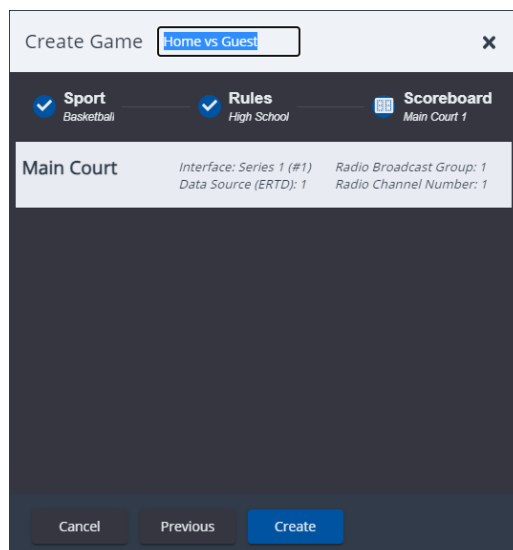


Figure 21: Create Game

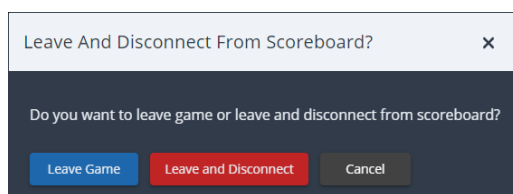


Figure 22: Leave or Leave and Disconnect


8 Baseball Operation

Team Names

Click the menu button  next to a team name and select **Team Settings**. Enter a *Team Name* (up to 16 characters) and a *Team Short Name* (up to 10 characters) as needed. Click **Save** to keep the new name(s), or click **Cancel** to discard the change.

Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.

Inning

Every new game starts in the Pregame state. Click the menu button  next to Pregame, and then click **Next** to begin the Top of the 1st inning.

- By default, each standard Rules profile has the **Auto Increment Inning** setting enabled. Refer to **Figure 23**. After three outs are entered, click **Outs** once more to automatically advance to the next half inning.

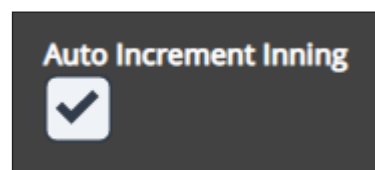




Figure 23: Auto Increment Inning

Note: If the half inning automatically advanced but the final out was overturned, click **Previous** to go back to the correct half inning.

- When using a custom Rules profile with **Auto Increment Inning** disabled, you must manually click the menu button  followed by **Next** to advance.

Regardless of the **Auto Increment Inning** setting, it is always necessary to click the menu button  followed by **Final** to mark the game as complete.

Runs

Click the **+1** or **-1** button beneath the appropriate team name to add or remove a run, respectively. To enter a specific number of runs, click the menu button  next to a team name and select **Edit Score**, enter the new value, and then click **Done**. You can also click the score to edit it.

Each run scored will appear in the line score for the top or bottom half of the current inning. To edit the runs in a previous inning, double-click it, use the on-screen number pad to enter the correct value, and then click **Done**. Refer to **Figure 24**. The total Runs in the line score are calculated automatically and cannot be manually edited.

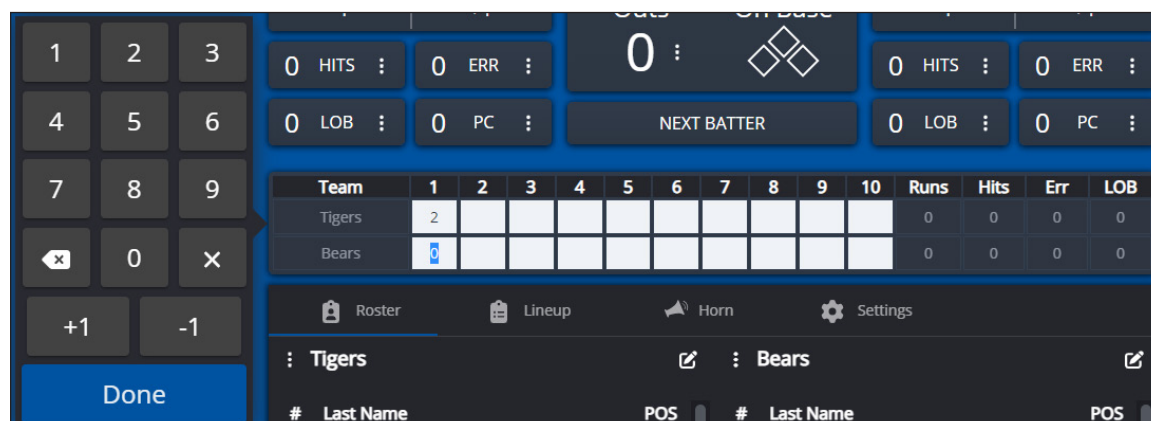




Figure 24: Line Score Edit

Hits/Errors/Left On Base

Click **HITS**, **ERR**, or **LOB** under the appropriate team to increase the team stat. To edit a stat, click the menu button  next to it, and then select **+1** or **-1**.

Pitch Count

The total pitch count is automatically updated for the appropriate team/pitcher as **Balls** and **Strikes** are counted. For a ball in-play or a foul on a second strike, click **PC** to add a pitch to the total pitch count. This will also add to the pitcher's total number of strikes.

To edit the pitch count, click the menu button  next to it. Refer to **Figure 25**. Click **+** or **-** for **BALLS** or **STRIKES**. Click **CLEAR** to remove all balls and strikes when a new pitcher enters the game.

Note: Adding or removing balls or strikes in this manner does not affect the current at bat count, only the pitcher's stats.

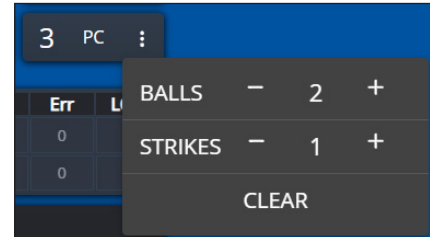



Figure 25: Edit Pitch Count

Balls/Strikes/Outs

Click the **Balls**, **Strikes**, or **Outs** values to immediately add 1 to their count. These buttons feature the following automation:

- Clicking **Balls** or **Strikes** will increase the total pitch count.

Note: To record a ball or strike without increasing the total pitch count, click its corresponding menu button  and select **+1 No Pitch**.

- Clicking on **4 Balls** will clear out any strikes.
- Clicking on **3 Strikes** will clear out any balls and add 1 to the number of outs.
- Clicking on **3 Outs** will advance to the next half inning, if **Auto Increment Inning** is enabled (which it is by default in all rules profiles).

Note: Clicking **NEXT BATTER** will clear the current Balls and Strikes in addition to advancing to the next batter in the lineup. Refer to **Roster and Lineup (p.14)**.

On Base

Click the **On Base** graphic (**Figure 26**) to open the **On Base** window (**Figure 27**). Click the base(s) to add or remove the base runner(s), and then click **Save**. The **On Base** graphic will update to show any current base runners.



Figure 26: On Base

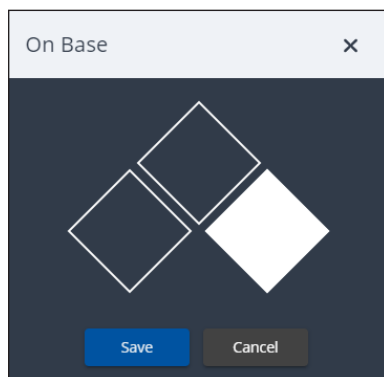







Figure 27: On Base Selection

Mound Visits (MLB Rules Only)

Click **MOUND VISITS** under the appropriate team to decrease the remaining mound visits by 1. To edit the number of remaining mound visits, click the menu button  next to it, and then select **+1** or **-1**.

Roster and Lineup

If rosters will be used, first ensure each team has a roster. Refer to **Section 5: Rosters (p.8)**. Then, on the **Roster** tab, click the menu button  and select an available roster for each team. Refer to **Figure 28**.

- To edit a current roster, for example to fix a player name or add another player, click the pencil icon  to the far right of the roster name.
- To edit a roster that is not in the game, first click the menu button  then the pencil icon  next to the roster name.

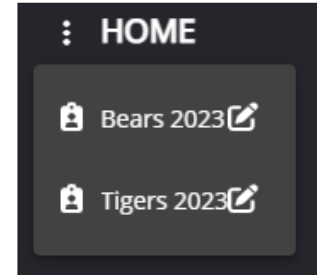



Figure 28: Baseball Rosters

Once the rosters are assigned to each team, go to the **Lineup** tab and click the pencil icon . The **Lineup Edit** window will appear as shown in **Figure 29**.

Bears				HOME			
Batting Order	#	Last Name	Position	Batting Order	#	Last Name	Position
1			None	1			None
2			None	2			None
3			None	3			None
4			None	4			None
5			None	5			None
6			None	6			None
7			None	7			None
8			None	8			None
9			None	9			None



Pitcher	#	Last Name	Pitcher	#	Last Name

Figure 29: Lineup Edit

Assign the batting order and starting pitchers for both teams by typing in all of the desired player numbers in the **#** column.

If a player's Position is assigned as **None** in the Roster, or if they will be playing a different position than assigned, select the correct position from the drop-down list.

With all necessary players selected, click **Save**. The **Lineup** tab now has much more functionality, and it will be essential for tracking player stats throughout the game.

Click a team's **At Bat** button to view their batting order. The player currently at bat will have a white baseball icon . Any other player can be set at bat by clicking on the gray baseball icon ; however, it is recommended to click **NEXT BATTER** to move down the batting order.

Any player stat can be edited by single-clicking it and typing in the new value using the keyboard. Refer to **Figure 30**. None of the batting stats currently populate automatically as the game progresses.

Batter Stats			Today's				
#	Last Name	POS	AB	H	RBI	BB	SO
11	Pitts	P	0	0	0	0	0
22	Kuhl	C	0	0	0	0	0
33	James	1B	0	0	0	0	0
44	Abel	2B	0	0	0	0	0
55	Bungarden	3B	0	0	0	0	0
66	Baysinger	SS	0	0	0	0	0

Figure 30: Edit Batter Stats

Following the batting order is the opposing team pitcher. Stats highlighted in light gray may be edited by single-clicking, while stats highlighted in dark gray are updated automatically as the game progresses. Refer to **Figure 31**.

Pitcher Stats		Today's						
#	Last Name	PC	B	S	BB	SO	IP	ER
12	Erickson	0	0	0	0	0	0	0

Figure 31: Edit Pitcher Stats

Additional Features with Data Studio

The types of data listed below require Data Studio to output to displays. Refer to **Data Studio Integration (p.10)** to enable them.

- Current Pitcher with individual gameday pitching stats (strikeouts, pitch count, innings pitched, walks, etc.)
- Batting Order & Due Ups with individual gameday batting stats (hits, at bats, strikeouts, etc.)
- Defensive Positions






9 Basketball Operation

Team Names






Click the menu button  next to a team name and select **Team Settings**. Enter a *Team Name* (up to 16 characters) and a *Team Short Name* (up to 10 characters) as needed. Click **Save** to keep the new name(s), or click **Cancel** to discard the change.

Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.



Main Clock

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Game Clock** to set the minutes/seconds/tenths values using the on-screen number pad. Click  to expand the clock to full screen.


Shot Clocks

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Shot Clock** to set the seconds value using the on-screen number pad. There may be one or two shot clock time values depending on the selected rules profile; click the appropriate reset button  to reset the clock to the default time.

Recall Shot Clock

If the shot clock was prematurely or accidentally reset, click the menu button  followed by  **Recall Shot Clock** to revert the shot clock time back to the value it was at before being reset.

Period

Click the menu button  next to the current period and select the new period from the drop-down list. Available selections include **Pregame, 1st, 2nd, Halftime, (3rd, 4th), Overtime 1 – 4, and Final**.


Possession

Click **POSSESSION** to set ball possession. The arrow alternates between teams with each click.

Bonus



As a team is charged with fouls, the appropriate **BONUS** indicators will activate for the opposing team, depending on the *Bonus Threshold* values in the rules profile. The **BONUS** indicators may also be manually activated by clicking on them.

Scores


Click the **+1, +2, +3**, or **-1** buttons to increase or decrease the score by the amount shown on the button. To enter a specific score, click the menu button  next to a team name and select **Edit Score**, enter the new value, and then click **Done**. You can also click the score to edit it.

If a roster is assigned to the team and there are in-game players, a list of jersey numbers will appear next to the scoring buttons. Select the player who made the point.

Time Outs Left

With the main clock stopped, click the menu button  next to *TIMEOUTS LEFT* for the appropriate team and then click **-** next to *FULL* or *PARTIAL* to start the desired time out clock. To cancel the clock, press the stop button .


Team Fouls

Click **TEAM FOULS** under the appropriate team to increase their total team fouls. If a roster is assigned to the team and there are in-game players, a list of jersey numbers will appear next to the *TEAM FOULS*. Select the player who got the foul. To edit the team fouls, click the menu button  next to *TEAM FOULS* and select **+1** or **-1** from the drop-down list followed by the player whose fouls need to be adjusted.

Team fouls reset to 0 automatically when starting a new quarter or half (depending on the selected rules profile) if the previous period time reached 0:00 or was left at the full default time.

Roster

Rosters are used to track individual points and fouls for each player. If the scoreboard/display does not show this information, it will not be necessary to assign rosters to the teams.

If rosters will be used, first ensure each team has a roster. Refer to **Section 5: Rosters (p.8)**. Then, on the **Roster** tab, click the menu button  and select an available roster for each team. Refer to **Figure 32**.

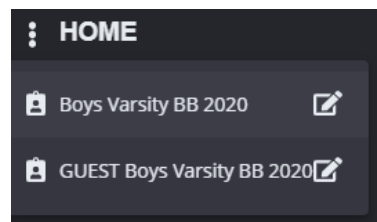





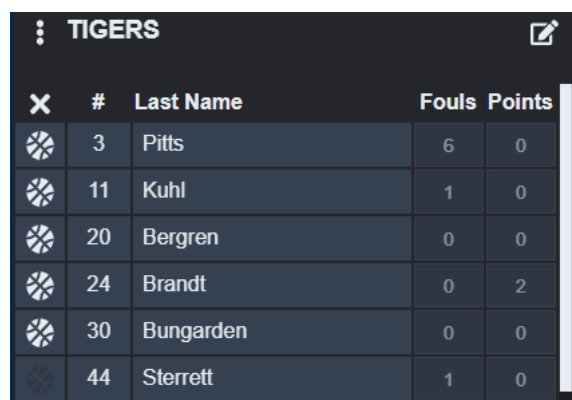


Figure 32: Basketball Rosters

- To edit a current roster, for example to fix a player name or add another player, click the pencil icon  to the far right of the roster name.
- To edit a roster that is not in the game, first click the menu button  then the pencil icon  next to the roster name.

Once the rosters are assigned to each team, click the gray basketball icon  next to a player to set their status to “in-game”. The basketball icon will become white . Refer to **Figure 33**. With all starters selected, click **Save**.









X	#	Last Name	Fouls	Points
	3	Pitts	6	0
	11	Kuhl	1	0
	20	Bergren	0	0
	24	Brandt	0	2
	30	Bungarden	0	0
	44	Sterrett	1	0

Figure 33: Basketball Starters Selected

To make a substitution, click on the white basketball icon of the player coming in, click on the gray basketball icon of the player going out, and then click **Save**. To quickly clear out the in-game players on a team for a mass substitution, click the X button , select all five new players, and then click **Save**.

As stats are entered (as described above), they will be credited to the appropriate player in the roster.

To edit a stat, double-click the stat, enter the new value using the on-screen number pad, and then click **Done**.

External Player Stats

All Sport Pro can interface with play-by-play statistics software, such as DakStats Basketball and NCAA LiveStats Basketball, to streamline data entry and automatically show current players in the game and their stats with no extra effort by the operator. *The Daktronics Scoring-Timing Interface (DSTI) is required (sold separately).*

Once set up on the same network as DSTI, All Sport Pro will detect the data feed and disable the **Roster** tab when a game is opened. Refer to **Figure 34**.

- To disconnect from the external stats software, click **Disable**. This only needs to be done if the data feed is having issues or a different game was opened. Once you disconnect, you can start with the last roster received from the stats provider or select an existing roster.

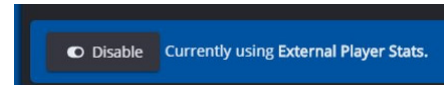



Figure 34: Roster Disabled

- To receive external stats again, click the menu button  and then click **Enable External Player Stats**.

Scoreboard Model

Daktronics basketball scoreboards may have an “Advantage Time” (wrestling) option installed which swaps the PLAYER/FOUL digits to show FOUL/PLAYER.

When setting up the basketball Rules, click **Advanced** to select the *Scoreboard Model* type. Refer to **Figure 35**.

- **Player-Foul:** This is the default selection and will apply to the majority of basketball scoreboards. Refer to **Figure 36**.
- **Foul-Player:** This should be selected for basketball scoreboards that feature the advantage time option. Refer to **Figure 37**.

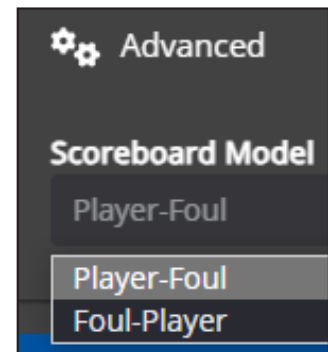


Figure 35: Advanced Rules



Figure 36: Player/Foul



Figure 37: Foul/Player





10 Football Operation

Team Names






Click the menu button  next to a team name and select **Team Settings**. Enter a *Team Name* (up to 16 characters) and a *Team Short Name* (up to 10 characters) as needed. Click **Save** to keep the new name(s), or click **Cancel** to discard the change.

Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.


Main Clock

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Game Clock** to set the minutes/seconds values using the on-screen number pad. Click  to expand the clock to full screen.




Play Clocks

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Play Clock** to set the seconds values using the on-screen number pad. There may be one or two play clock time values depending on the selected rules profile; click the appropriate reset button  to reset the clock to the default time. Note that if the clock is running, clicking a reset button will also stop the clock.

Period

Click the menu button  next to the current period and select the new period from the drop-down list. Available periods include **Pregame, 1st, 2nd, Halftime, 3rd, 4th, Overtime,** and **Final**. For additional period options, refer to **Scoreboard Model (p.20)**.

Possession

Click the red football icon  next to a team name to set the first possession of the ball. The icon for the team with the ball becomes black  while the icon for the other team will be gray . In the **Last Play** tab, the *Ball On* and *To Go* default to the values set in the rules profile. Refer to **Figure 38**.

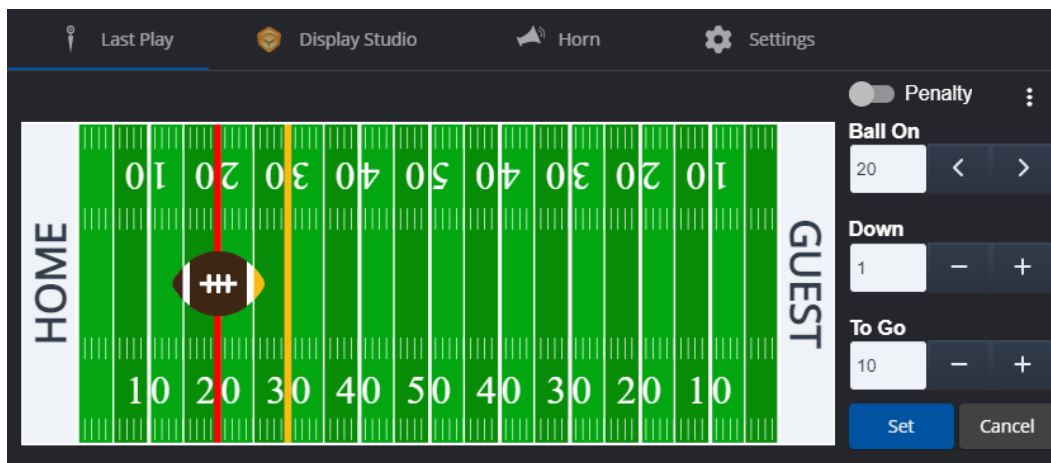



Figure 38: Last Play Tab & Field View

Click and drag the football on the field to set the *Ball On* yard line; the down marker moves in sync with it. These values, along with the *Down*, can be manually edited as needed by typing in the new values or clicking the **</>** or **+/-** buttons. After updating the information, click **Set**; otherwise, click **Cancel** to leave the information as is.

Ball On/Down/To Go



As the game progresses, use the **Last Play** tab to set the yards gained or lost on each play. Set the *Ball On*, *Down*, and *To Go* values by clicking and dragging the football on the field, typing in the values, or clicking the **</>** or **+/-** buttons. After updating the information, click **Set**; otherwise, click **Cancel** to leave the information as is.

Note: Click the Last Play menu button  and select **Swap End Zones** to switch team end zones.



Penalty

Click **Penalty** to adjust the ball position without automatically increasing the Down. After editing the values, click **Set**; otherwise, click **Cancel** to leave the information as is. Clicking either **Set** or **Cancel** will disable the penalty mode.

Scores

Click the **+1**, **+2**, **+3**, or **+6** buttons to increase the score by the amount shown on the button. Click one of the red football icons  next to a team name to set the possession. In the **Last Play** tab, set the *Ball On*, *Down*, and *To Go* values by clicking and dragging the football on the field, typing in the values, or clicking the **</>** or **+/-** buttons. After updating the information, click **Set**; otherwise, click **Cancel** to leave the information as is. To enter a specific score, click the menu button  next to a team name and select **Edit Score**, enter the new value, and then click **Done**. You can also click the score to edit it.

Time Outs Left

With the main clock stopped, click the menu button  next to *TIMEOUTS* for the appropriate team and select **-1** from the drop-down list to call a time out. To cancel the clock, press the stop button .

Scoreboard Model

When setting up the football Rules, click **Advanced** to select the *Scoreboard Model* type. Refer to **Figure 39**.

- If the scoreboard generally scores football games (the model designation is "FB-####"), select **Standard**. You would also select this for multisport ("MS-####") and soccer ("SO-####") models.
- For games played in an indoor arena, typically using a basketball ("BB-####") or hockey ("H-####") scoreboard, select **Arena**.
- **Two Digit Periods (practice mode)** allows the selection of more than 4 periods (up to 99) with customizable names and lengths. During a game, when changing the Period, there will no longer be Pregame or Halftime, etc. Instead there is a list of segments with **Next** and **Previous** buttons. There will also be a **Segments** tab, as shown in **Figure 40**, where each segment can be edited, similar to the standalone Practice Mode. Refer to **Segments (p.24)**.

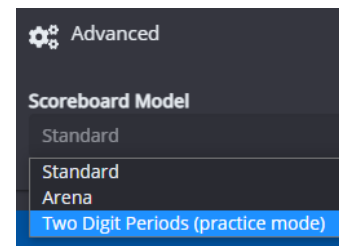


Figure 39: Advanced Rules

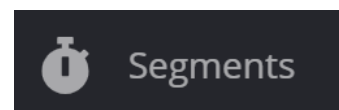


Figure 40: Segments Tab






11 Hockey Operation

Team Names

Click the menu button  next to a team name and select **Team Settings**. Enter a *Team Name* (up to 16 characters) and a *Team Short Name* (up to 10 characters) as needed. Click **Save** to keep the new name(s), or click **Cancel** to discard the change.

Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.


Main Clock

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Game Clock** to set the minutes/seconds values using the on-screen number pad. Click  to expand the clock to full screen.


Period

Click the menu button  next to the current period and select the new period from the drop-down list. Available selections include **Pregame**, **1st**, **Intermission**, **2nd**, **Intermission**, **3rd**, **Intermission**, **Overtime**, and **Final**.



Scores

Click the **+1** or **-1** buttons to increase or decrease the score by one. To enter a specific score, click the menu button  next to a team name and select **Edit Score**, enter the new value, and then click **Done**. You can also click the score to edit it.

Team Stats

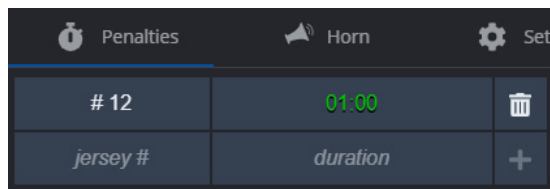
Click **SOG (Shots on Goal)** or **SAV (Saves)** under the appropriate team to increase the team stat. To edit a team stat, click the menu button  next to it and select **+1** or **-1** from the drop-down list.

Time Outs Left

With the main clock stopped, click the menu button  next to **TIMEOUTS LEFT** for the appropriate team and select **-1** from the drop-down list to call a time out. To cancel the clock, press the stop button .

Penalties

Use the **Penalties** tab to assign penalties to players on both teams. Refer to **Figure 41**. Click *jersey #* and use the on-screen number pad to enter the player number. Next, click *duration* to select the type and length of the penalty. Finally, click the **+** button to add the penalty to the list.




jersey #	duration	
# 12	01:00	
<i>jersey #</i>	<i>duration</i>	+

Figure 41: Penalties

The penalty clock will start and stop with the game clock until it runs out or is canceled. To cancel a penalty, click the trash can button  followed by **Confirm**.

Each team may have up to six penalty times, but only up to two of the six will count down at the same time. When one or more of the two running penalty clocks expires (or is canceled), the next penalty clock(s) in the list will begin counting down.

Note: To modify a penalty clock time, first stop the main clock, then click on the penalty clock and use the on-screen number pad.






12 Lacrosse Operation

Team Names






Click the menu button  next to a team name and select **Team Settings**. Enter a *Team Name* (up to 16 characters) and a *Team Short Name* (up to 10 characters) as needed. Click **Save** to keep the new name(s), or click **Cancel** to discard the change.

Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.


Main Clock

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Game Clock** to set the minutes/seconds values using the on-screen number pad. Click  to expand the clock to full screen.


Shot Clocks (NCAA Rules Only)

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Shot Clock** to set the seconds value using the on-screen number pad. There may be one or two shot clock time values depending on the selected rules profile; click the appropriate reset button  to reset the clock to the default time.

Period

Click the menu button  next to the current period and select the new period from the drop-down list. Available selections include **Pregame**, **1st**, **2nd**, **Halftime**, **(3rd, 4th)**, **Overtime**, and **Final**.



Scores

Click the **+1** or **-1** buttons to increase or decrease the score by one. To enter a specific score, click the menu button  next to a team name and select **Edit Score**, enter the new value, and then click **Done**. You can also click the score to edit it.

Team Stats

Click **SOG (Shots on Goal)**, **SAV (Saves)**, **FO (Face Offs)**, or **GB (Ground Balls)** under the appropriate team to increase the team stat. To edit a team stat, click the menu button  next to it and select **+1** or **-1** from the drop-down list.

Time Outs Left

With the main clock stopped, click the menu button  next to **TIMEOUTS LEFT** for the appropriate team and select **-1** from the drop-down list to call a time out. To cancel the clock, press the stop button .

Possession (Girls/Women Rules Only)

Click **POSSESSION** to set ball possession. The arrow alternates between teams with each click.

Penalties

Use the **Penalties** tab to assign penalties to players on both teams. Refer to **Figure 42**.

Click *jersey #* and use the on-screen number pad to enter the player number. Next, click *duration* to select the type and length of the penalty. Finally, click the **+** button to add the penalty to the list.

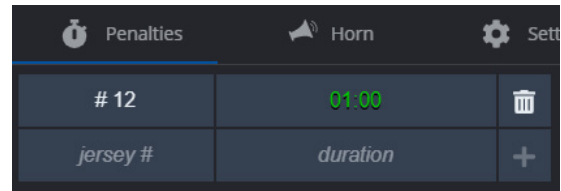


Figure 42: Penalties

The penalty clock will start and stop with the game clock until it runs out or is canceled. To cancel a penalty, click the trash can button  followed by **Confirm**.

Each team may have up to six penalty times, but only up to three of the six will count down at the same time. When one or more of the three running penalty clocks expires (or is canceled), the next penalty clock(s) in the list will begin counting down.

Note: To modify a penalty clock time, first stop the main clock, then click on the penalty clock and use the on-screen number pad.

Scoreboard Model

Since lacrosse is often played on fields that primarily host other sports, the specific Daktronics scoreboard type must be selected in the rules profile to ensure all the correct data is displayed.

When setting up the lacrosse Rules, click **Advanced** to select the *Scoreboard Model* type. Refer to **Figure 43**.

- If the scoreboard generally scores football games (the model designation is "FB-####"), select **Football**. You would also select this for multisport ("MS-####") models.
- If the scoreboard generally scores soccer games ("SO-####"), select **Soccer**.

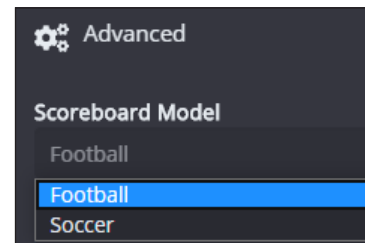



Figure 43: Advanced Rules

13 Practice Operation

The Practice mode allows up to 99 individual segment times for different practice activities, depending on the sport in play. A standard break time between may be added between each segment for more automation, or breaks may be disabled to let the coach control the pace of the practice session. The **Auto Advance Segments** and **Break Time Length** options are set in the Rules configuration. Refer to **Section 3: Rules (p.6)**.

Segments






To customize the segments, click **Edit**. Refer to **Figure 44**. Enter a descriptive name for each segment (max 15 characters). Set the minutes/seconds values using the on-screen number pad. Click and drag the handle icon  to rearrange the segments as needed. To completely remove a segment, click the **X** button. When finished adding, removing, and editing the segments, click **Save** to exit the edit mode.





Home vs Guest - Basketball Practice					Save	Cancel
	1.	Segment	05m:00s	1:00	X	
	2.	Segment	05m:00s	1:00	X	
	3.	Segment	05:00	1:00	X	

Figure 44: Edit Segments


Main Clock

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit [Segment Name] Clock** to set the minutes/seconds values using the on-screen number pad. Click the reset button  to reset the clock to the default time.


Note: The **Next**  and **Previous**  buttons may be used whenever the clock is stopped to move through the segment list or end a break early.






- With **Auto Advance Segments** *enabled*, the break time will begin counting down once the segment time reaches 00:00. When the break time reaches 00:00, the next segment time will begin counting down. If it is the last segment, the current segment will return to segment 1, and the clock will stop.

Note: If the **Break Time Length** is set to 00:00, the segments will continue with no pauses in between.

- With **Auto Advance Segments** *disabled*, the operator must use the **Next**  button to begin the next segment when the segment time reaches 00:00 or is stopped.

Play/Shot Clock

To make the play/shot clock visible, click the menu button  followed by **Enable Play/Shot Clock**.

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Play/Shot Clock** to set the seconds value using the on-screen number pad. There may be one or two shot clock time values depending on the selected rules profile; click the appropriate reset button  to reset the clock to the default time.






14 Soccer Operation

Team Names

Click the menu button  next to a team name and select **Team Settings**. Enter a *Team Name* (up to 16 characters) and a *Team Short Name* (up to 10 characters) as needed. Click **Save** to keep the new name(s), or click **Cancel** to discard the change.


Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.

Main Clock


Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Count [Up/Down] Clock** to set the minutes/seconds values using the on-screen number pad. Click  to expand the clock to full screen.

Note: The clock can count down from or up to a specified value in the rules profile.

Stoppage Time (Count Up Only)


Click the menu button  next to **STOPPAGE TIME** to select the amount of stoppage time (in minutes) to add to the end of a half. Use the **+1** and **-1** buttons to add or subtract stoppage time as needed. The on-screen game clock will change from green to yellow and continue to run during stoppage time, but the game clock data output will max out at the period end time (for example, 45:00 or 90:00). The All Sport Pro operator should stop the game clock when a referee signals the end of stoppage time.

Period

Click the menu button  next to the current period and select the new period from the drop-down list. Available periods include **Pregame**, **1st**, **Halftime**, **2nd**, **Overtime**, **Shootout (p.27)**, and **Final**.

Note: Be sure to stop the main clock before switching to a new period.


Scores

Click the **+1** or **-1** buttons to increase or decrease the score by one. To enter a specific score, click the menu button  next to a team name and select **Edit Score**, enter the new value, and then click **Done**. You can also click the score to edit it.

If a roster is assigned to the team and there are in-game players, a list of jersey numbers will appear next to the scoring buttons. Select up to two players who made an *Assist* along with the player who made the *Goal*, and then click **Done**.

Own Goal

If an opposing player scored the goal, select **Own Goal**.

To select the player who made the goal, first go to the **Summary (p.27)** tab. Click the pencil icon  next to the *Own Goal* entry. In the window that pops up, change the time(s) as needed, select the opposing team player, and then click **Save**. Refer to **Figure 45**.

Note: Unchecking **Own Goal** will allow selection of the player(s) from the team who received the point.

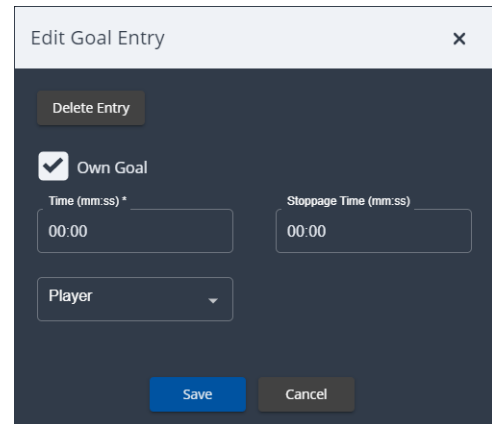



Figure 45: Edit Goal Entry (Own Goal)

Team Stats

Click **SHOTS**, **SAVES**, **C-KICKS**, **FOULS**, **P-KICKS**, or **OFFSIDES** under the appropriate team to increase the team stat. To edit a stat, click the menu button  next to it and select **+1** or **-1** from the drop-down list.

Note: Most fixed-digit scoreboards are not capable of displaying all tracked stats at once. Use the rules profile to define which stats to show on the scoreboard.

Possession


Click **POSSESSION** to set ball possession. The arrow alternates between teams with each click.




Additional Features with Data Studio



The buttons, tabs, and functions in this section are related to outputting additional types of data, typically used at professional facilities. Refer to **Data Studio Integration (p.10)** to enable them.

Roster

Rosters are used to track individual stats for each player. If the scoreboard/display does not show this information, it will not be necessary to assign rosters to the teams.

If rosters will be used, first ensure each team has a roster. Refer to **Section 5: Rosters (p.8)**. Then, on the **Roster** tab, click the menu button  and select an available roster for each team. Refer to **Figure 46**.

- To edit a current roster, for example to fix a player name or add another player, click the pencil icon  to the far right of the roster name.
- To edit a roster that is not in the game, first click the menu button  then the pencil icon  next to the roster name.

Once the rosters are assigned to each team, click the gray soccer ball icon  next to a player to set their status to “in-game”. The soccer ball icon will become white . Refer to **Figure 47**. With all starters selected, click **Save**.

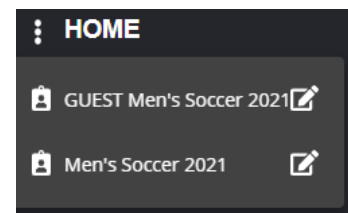
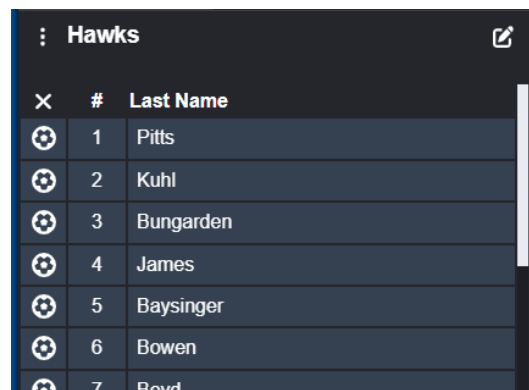



Figure 46: Soccer Rosters



#	Last Name
1	Pitts
2	Kuhl
3	Bungarden
4	James
5	Baysinger
6	Bowen
7	Boyd

Figure 47: Soccer Starters Selected


To make a substitution, click on the white soccer ball icon of the player coming in, click on the gray soccer ball icon of the player going out, and then click **Save**.

To quickly clear out the in-game players on a team for a mass substitution, click the X button , select all 11 new players, and then click **Save**. Only 1-1 substitutions appear in the **Summary**.

Summary

The **Summary** tab provides an account of the game so far, including goals/assists, 1-1 substitutions, and red/yellow cards, along with the time (minute) at which they occurred. Refer to **Figure 48**. This information can be output via Real-Time Data (RTD) to video displays.


If no rosters are assigned to either team, nothing will appear in the game summary.

To edit an event, click the pencil icon  next to it. Refer to **Figure 49** for an example of editing a goal. In the window that pops up, change the time and details of the event as needed, and then click **Save**.



To remove an event from the summary, click **Delete Entry**.

Note: Deleting an entry immediately closes the edit window and cannot be undone!

Attendance/Officials

Go to the **Summary** tab and click **Attendance/Refs** to open the *Game Information* window. Refer to **Figure 50**. Type in the total number of people in *Attendance* as desired. Enter the *First Name* and/or *Last Name* of each official, and select their *Official Role* from the drop-down list. To add more officials, click **Add Official**. To delete an official, click the trash can button  next to it. Click **Save** when finished.

Shootout

For games that cannot end in a tie, click the menu button  next to the current period and select **Shootout**. The window that pops up offers flexibility about how to proceed with the shootout. Refer to **Figure 51**. If desired, five players from each team can all be entered first. Alternately, select the player who will kick first, followed by the soccer ball icon  if they make a *Goal* or the X icon if they *Miss*. Then select the next player to kick and repeat until one team has broken the tie. Click **Add Kick** if more than five rounds are required. Click **Final** once a winner has been determined to automatically move to the Final period.

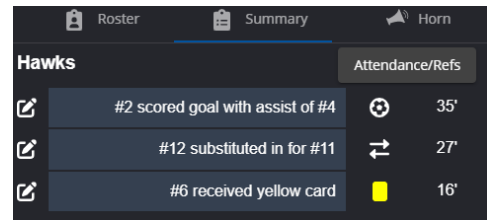


Figure 48: Soccer Summary Tab

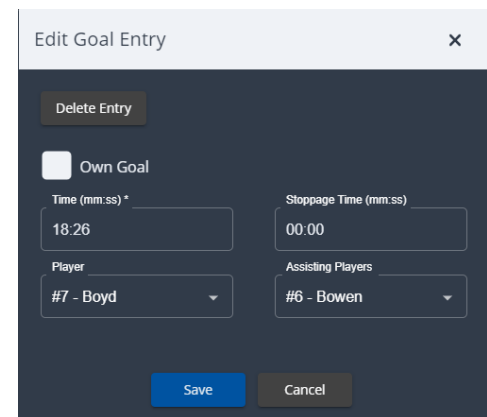


Figure 49: Edit Goal Entry

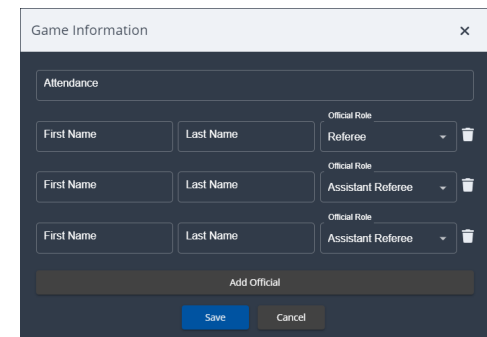


Figure 50: Game Information

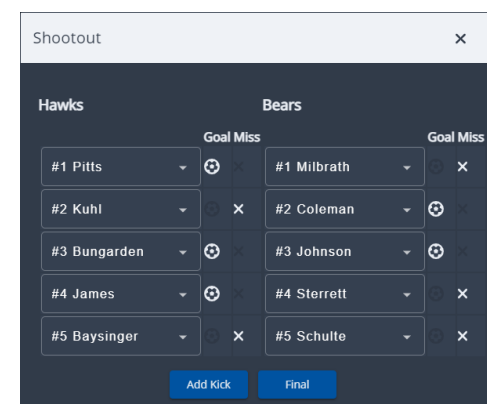


Figure 51: Shootout

Yellow/Red Cards

If a roster is assigned to the team and there are in-game players, click either the **Yellow** or **Red** button above the team score and select a jersey number to assign the card to that player. Assigning a red card to a player will automatically remove their in-game status in the roster.

Scoreboard Model

Since soccer is often played on fields that primarily host other sports, the specific Daktronics scoreboard type must be selected in the rules profile to ensure all the correct soccer data is displayed.

When setting up the soccer Rules, click **Advanced** to select the *Scoreboard Model* type. Refer to **Figure 52**.

- For most dedicated soccer models (the model designation is "SO-####"), select **Soccer with Two Stat Panels**.
- Select **Soccer with Four Stat Panels** for the SO-2011 or SO-2043 scoreboards only.
- If the scoreboard generally scores football games ("FB-####"), select **Football**. You would also select this for multisport ("MS-####") models.

Scoreboard Stat

Certain soccer and multisport scoreboard models allow you to select which stats to display. When setting up the soccer Rules, click **Advanced** to select the *Scoreboard Stat* (**Saves/CornerKicks/Fouls/PenaltyKicks/Offsides**). Refer to **Figure 53**.

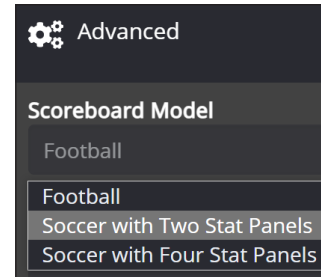


Figure 52: Advanced Rules

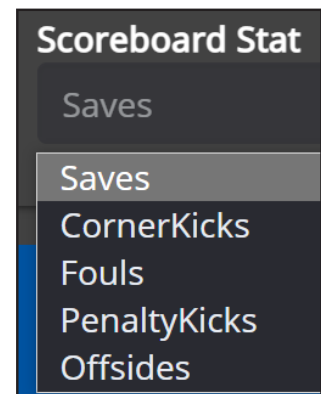


Figure 53: Scoreboard Stat






15 Volleyball Operation

Team Names


Click the menu button  next to a team name and select **Team Settings**. Enter a *Team Name* (up to 16 characters) and a *Team Short Name* (up to 10 characters) as needed. Click **Save** to keep the new name(s), or click **Cancel** to discard the change.

Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.

Main Clock

Click the play button  to start the *Pre-Match* or *Break* clock. Click the stop button  to stop and reset the clock. When the clock is stopped, click the menu button  followed by  **Edit Count Down Clock** to set the minutes/seconds values using the on-screen number pad. During the game, the current Time of Day will be displayed; this is based on the control computer's clock and cannot be edited. Click  to expand the clock to full screen.


Period

Click the menu button  next to the current period and select the new period from the drop-down list. Available periods include **Pre-Match** and **1st – 5th** sets with a **Break** between each set.

Serve

Click the **SERVE** button to set the serving team. The arrow alternates between teams with each click.

Scores

Click the **+1** or **-1** buttons to increase or decrease the score by one. To enter a specific score, click the menu button  next to a team name and select **Edit Score**, enter the new value, and then click **Done**. You can also click the score to edit it.

Time Outs Left

Click the menu button  next to *TIMEOUTS* for the appropriate team and select **-1** from the drop-down list to call a time out. To cancel the clock, press the stop button .

Aces/Blocks/Digs/Kills

Note: A roster must be assigned to the team and have in-game players.


Depending on the rules profile, there will be two different player stat buttons in any combination of **Aces**, **Blocks**, **Digs**, or **Kills**. Click the appropriate stat button and a list of jersey numbers will appear. Select the player to record the stat.

Sets Won

At the end of each set, the winning team and set scores are recorded. None of these values may be edited here; to update the sets won or scores for a previous set, it must be selected from the *SET* menu.

Roster

Rosters are used to track individual stats for each player. If the scoreboard/display does not show this information, it will not be necessary to assign rosters to the teams.

If rosters will be used, first ensure each team has a roster. Refer to **Section 5: Rosters (p.8)**. Then, on the **Roster** tab, click the menu button  and select an available roster for each team. Refer to **Figure 54**.

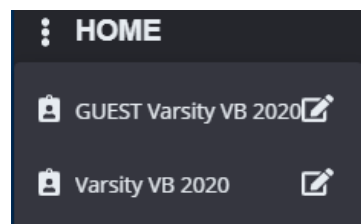





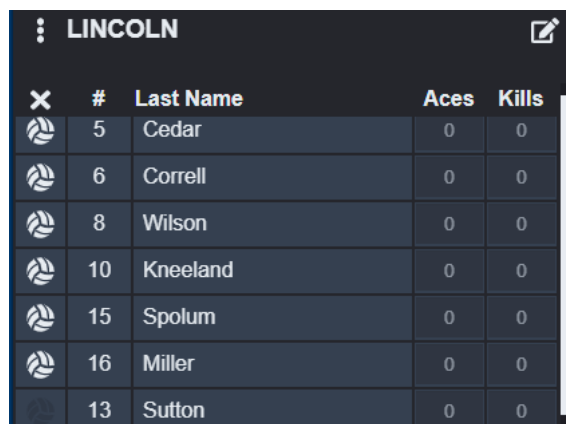


Figure 54: Volleyball Rosters

- To edit a current roster, for example to fix a player name or add another player, click the pencil icon  to the far right of the roster name.
- To edit a roster that is not in the game, first click the menu button  then the pencil icon  next to the roster name.

Once the rosters are assigned to each team, click the gray volleyball icon  next to a player to set their status to "in-game". The volleyball icon will become white . Refer to **Figure 55**. With all starters selected, click **Save**.

A screenshot of a mobile application interface showing a roster for "LINCOLN". At the top, there is a menu icon and the team name "LINCOLN" with an edit icon. Below is a table with columns: a close button (X), a volleyball icon, a number (#), a Last Name, Aces, and Kills. The table contains six rows of player data.









X	#	Last Name	Aces	Kills
	5	Cedar	0	0
	6	Correll	0	0
	8	Wilson	0	0
	10	Kneeland	0	0
	15	Spolum	0	0
	16	Miller	0	0
	13	Sutton	0	0

Figure 55: Volleyball Starters Selected

To make a substitution, click on the white volleyball icon of the player coming in, click on the gray volleyball icon of the player going out, and then click **Save**. To quickly clear out the in-game players on a team for a mass substitution, click the X button , select all six new players, and then click **Save**.

As stats are entered (as described above), they will be credited to the appropriate player in the roster.

To edit a stat, double-click the stat, enter the new value using the on-screen number pad, and then click **Done**.

External Player Stats

All Sport Pro can interface with play-by-play statistics software, such as DakStats Volleyball and NCAA LiveStats Volleyball, to streamline data entry and automatically show current players in the game and their stats with no extra effort by the operator. *The Daktronics Scoring-Timing Interface (DSTI) is required (sold separately).*

Once set up on the same network as DSTI, All Sport Pro will detect the data feed and disable the **Roster** tab when a game is opened. Refer to **Figure 56**.

- To disconnect from the external stats software, click **Disable**. This only needs to be done if the data feed is having issues or a different game was opened. Once you disconnect, you can start with the last roster received from the stats provider or select an existing roster.

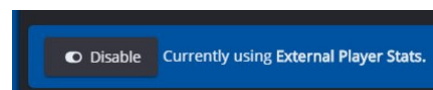




Figure 56: Roster Disabled

- To receive external stats again, click the menu button  and then click **Enable External Player Stats**.


16 Wrestling Operation

Team Names

Click the menu button  next to a team name and select **Team Settings**. Enter a *Team Name* (up to 16 characters) and a *Team Short Name* (up to 10 characters) as needed. Click **Save** to keep the new name(s), or click **Cancel** to discard the change.

Note: If the fixed-digit scoreboard features large enough Team Name Message Centers (TNMCs), check **Bold** next to one or both names to use a wider font. This does not affect how team names will appear on a video scoreboard.

Weight Class

All Sport Pro Wrestling supports up to 20 weight classes. The number of weight classes and their values are determined by the Rules configuration. Refer to **Section 3: Rules (p.6)**. The first weight class defined in the Rules profile ("Weight Class 1") opens by default when starting a new meet; this may or may not be the *lightest* weight class. Click the menu button  next to WEIGHT CLASS to select another weight class from the list. Refer to **Figure 57**.

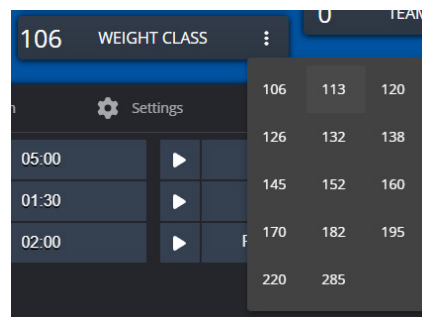



Figure 57: Weight Class Selection





Note: Changing the Weight Class immediately resets the main clock and all timers and sets the match scores to 0. This action cannot be undone!

Period


Click the menu button  next to the current period and select the new period from the drop-down list. Available selections include **Pregame**, **1st–9th**, (depending on the Rules), and **Final**.

Selecting another period will reset the main clock if the previous period time reached 0:00 or was left at the full default time.


Main Clock

Click the play button  to start the clock. Click the stop button  to pause the clock. When the clock is stopped, click the menu button  followed by  **Edit Game Clock** to set the minutes/seconds values using the on-screen number pad. Click  to expand the clock to full screen.





Match Scores

Click the **+1**, **+2**, or **-1** buttons to increase or decrease the match score by the amount shown on the button. To enter a specific match score, click the menu button  next to a team name and select **Edit Score**, enter the new value, and then click **Done**. You can also click the match score to edit it.

Team Scores

Team scores are calculated at the end of the match. Refer to **End Match (p.32)**. To manually adjust a TEAM SCORE, click the menu button  and select **+1**, **+2**, **+3**, **+4**, **+5**, **+6**, or **-1** as many times as needed.

Blood/Injury/Recovery Timers

In order to start a Blood, Injury, or Recovery timer, the main clock must first be paused by clicking the stop button . Then click the play button  next to the appropriate timer for either wrestler. Click the stop button  to pause the timer; clicking the play  button for the main clock will also pause all running timers. When a timer is stopped, click it to set the minutes and seconds values using the on-screen number pad.

Notes:

- Only one timer for a wrestler may run at once, but each wrestler may have their own running timer.
- When the main clock resumes, the Recovery timer(s) will reset.
- Changing the Weight Class will reset all timers.
- By default, the main clock will show all running timers. This can be disabled in the Rules profile.

End Match

With the main clock and all timers stopped, click **END MATCH** to enter the match results. Refer to **Figure 58**. The team with the higher match score is selected as the *Winner*, but the other team may be selected as needed. Select the number of *Team Points* to assign to the winner (**3, 4, 5, or 6**). Enter a brief *Description* if desired (up to 20 characters will output as Real-Time Data). The *End Time* and match *Duration* cannot be edited, but they do provide additional information for scorekeepers. Click **Save** when finished or **Cancel** to return to the match.

Note: It may be helpful to create a new user specifically for scoring wrestling to implement standard green/red colors without affecting existing school colors.

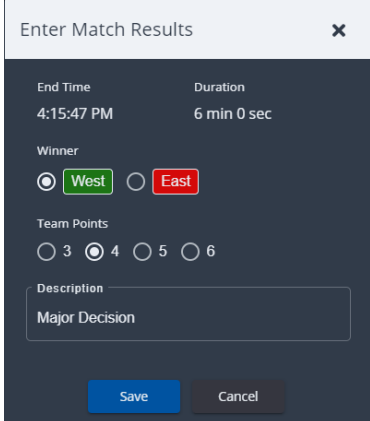


Figure 58: Enter Match Results

Scoreboard Model

Daktronics basketball scoreboards may have an “Advantage Time” option installed which swaps the PLAYER/FOUL digits to show FOUL/PLAYER. For wrestling mode, this allows those three digits to show an advantage time clock in place of match information. However, **All Sport Pro currently does not support the display of advantage time.**

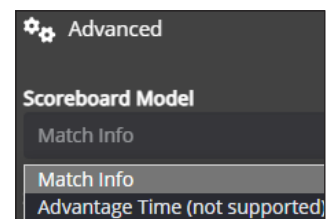


Figure 59: Advanced Rules

When setting up the wrestling Rules, click **Advanced** to select the *Scoreboard Model* type. Refer to **Figure 59**.

- **Match Info:** This is the default selection and will apply to the majority of basketball scoreboards when in wrestling mode. Refer to **Figure 60**.
- **Advantage Time (not supported):** This can be selected for basketball scoreboards that feature the advantage time option. Instead of displaying the advantage time, the three FOUL/PLAYER digits will be blank. Refer to **Figure 61**.

Note: It is possible to leave the default selection of Match Info, but the match information shown will conflict with the vinyl “ADVANTAGE” scoreboard caption.



Figure 60: Match



Figure 61: Advantage

17 In-Game Tabs

Tabs that apply to every sport mode are described below.

Display Studio Tab

Use the **Display Studio** tab to play hot buttons from Display Studio through the All Sport Pro scoring application, simplifying game-day operations and reducing personnel.

Configure

With Display Studio open, click on the **Display Studio** tab. Click the Display Studio menu button  and select **Configure**. Refer to **Figure 62**. Under *Tab Container*, select the appropriate container created in Display Studio that includes all of the common hot buttons desired for use from within All Sport Pro.

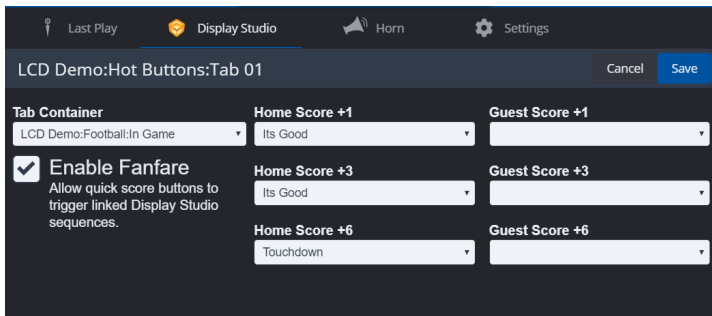


Figure 62: Display Studio Tab - Configuration with Fanfare


Check **Enable Fanfare** to trigger hot buttons in Display Studio to play automatically when one or both teams score as well as for other sport-specific events. Select the desired content (hot button) from the drop-down lists.

Click **Save** to keep the settings, or click **Cancel** to discard the change.

Note: The Display Studio tab configuration is based on the currently logged-in user. Keep this in mind for shared facilities, where different teams play the same sport, to set up animations and content specific to their colors and logos. To create new users, refer to **Section 4: Users (p.7)**.

Playing Content

Back on the **Display Studio** tab, click a hot button to immediately play the content. Any piece of content that is assigned to Fanfare will be indicated with a chain link icon. Refer to **Figure 63**.

If a desired hot button does not appear in the list, click the Display Studio menu button  and select **Refresh**.

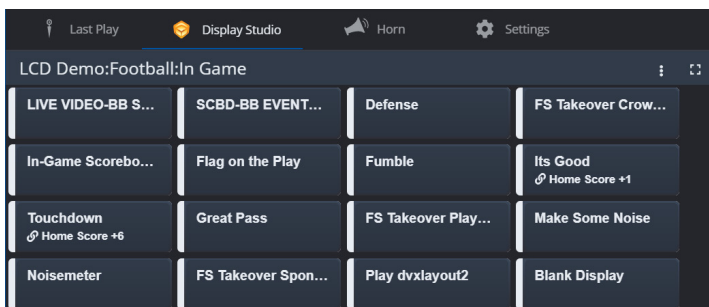


Figure 63: Display Studio Tab - Hot Buttons

Horn Tab

Click the **Horn** tab to view the configured horn times as set in the rules profile. Refer to **Figure 64**. Click **Burst**, **Short**, or **Long** as needed to sound the horn for the duration shown on the button.

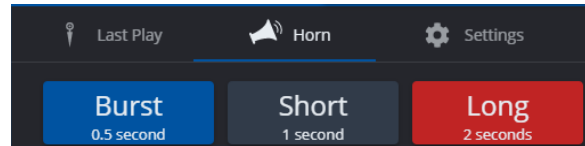


Figure 64: Horn Tab

Settings Tab

Click the **Settings** tab to view the scoreboard configuration settings and selected rules profile. Refer to **Figure 65**. If it appears there are issues communicating with the scoreboard, click **Reinitialize Communications**.

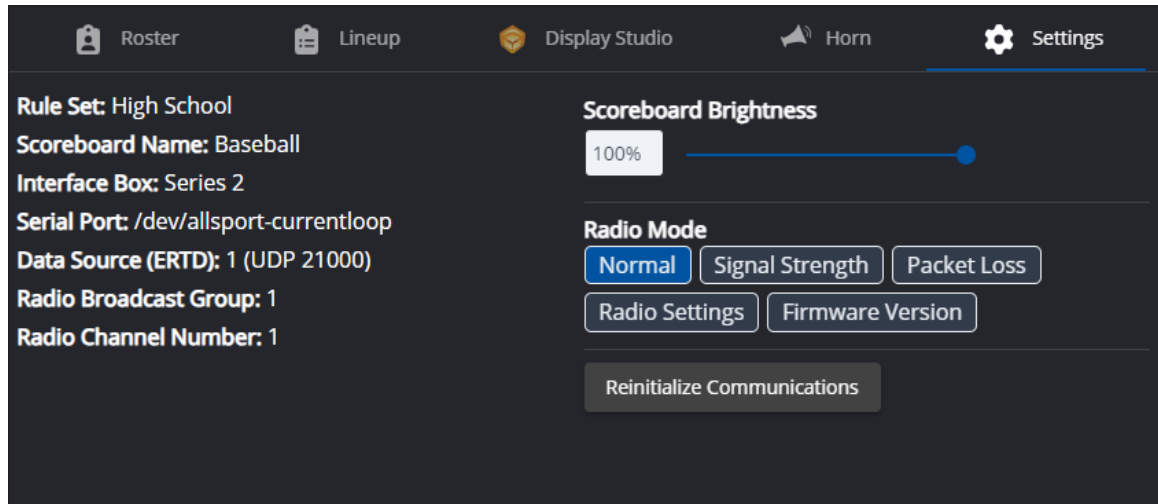


Figure 65: Settings Tab (Baseball)

Brightness (Outdoor Sports Only)

Use the slider to set the *Scoreboard Brightness* level from 100% (brightest) down to 10% (dimmiest) in 10% increments. If a specific brightness level is manually typed in, it will get rounded to the nearest 10%.

Radio Mode

For scoreboards with radio control, use the *Radio Mode* options to diagnose radio communication issues. Select **Signal Strength**, **Packet Loss**, **Radio Settings**, or **Firmware Version** to display the desired information on the scoreboard's clock digits. A green "Running Tests" message will appear to indicate a radio test is currently being performed. Click **Normal** to return to normal operation (this may take ~30 seconds). For more information about radio tests, refer to the **Gen VI Radio Installation Manual (DD2362277)**, available online at www.daktronics.com/manuals.