

BO:S:S

Boccia Score System

User Guide

Information in this guide is intended for timekeeper operation; information on connection, putting into operation and system administration is in a separate Installation Guide.

Basic information

1. Data can be changed by tapping the names of the players at the top of the application or the time above the START buttons. If tournament data is uploaded from the BO:S:S cloud storage in the control device, you can use auto-complete to make it easier to enter players - after typing a few characters (e.g., start number or beginning of surname) the corresponding player names will be offered. If you have a tournament stored in the cloud, you can select it in the application's main menu, the Tournament Selection item (Fig. 1). Usually, the tournament is already loaded by the system administrator.
2. Changes made in the application will immediately take effect on the TV, such as starting time or change in the score. Minicomputer data, i.e., the data visible on the TV, are read in the interval of a few seconds, so in the mobile application there may not be the same data at the same moment - mainly running time as on the TV, but they are synchronised during the set interval. The interval is factory set to 2s and can be changed to a value from 1s to 10s via the main menu of the application (Fig. 1).
3. **If the referee changes the court with the control tablet, they must connect to the**

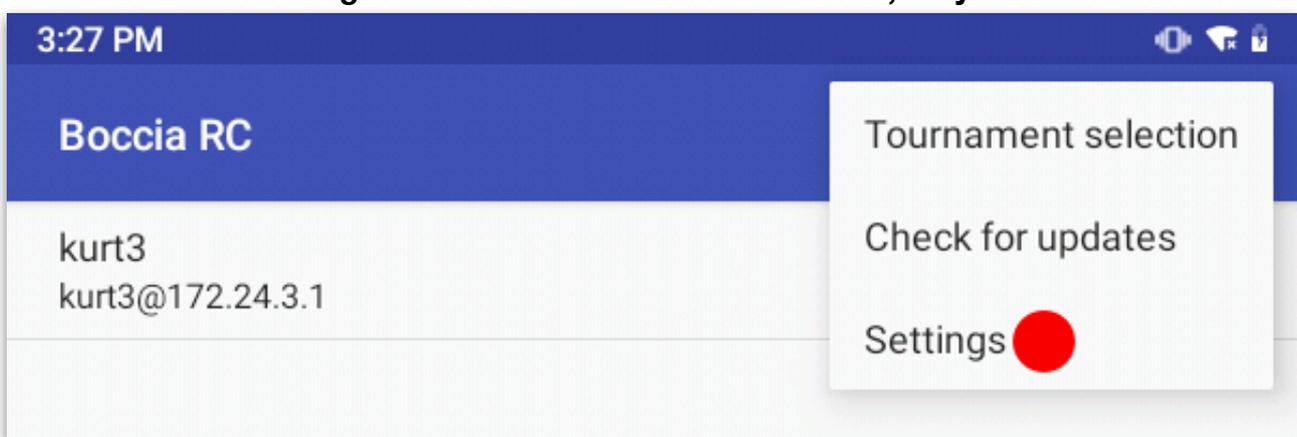


Fig. 1 - tap the menu icon at the top right to display the main application menu

Wi-Fi network on the current court, otherwise they will control someone else's score on the original court!

4. Simply close the application to end the score control.

Warm-up, 1 minute and general countdown

A button for the menu display is at the top right, where it is possible to start a countdown (e.g., player's medical timeout), where you set the text and time. There is also the option to choose the most frequently used countdowns, i.e., 1 minute between rallies and a pre-match warm-up of 2 minutes, where the text and time are already pre-filled.

Once selected, the running countdown is displayed on both the screen and the mobile device, where it can be ended at any time. When the set time has elapsed, the countdown ends and the timekeeper is displayed again.

Tiebreak

If the game is determined by a tiebreak, set the rally number with the + button above the number 6 (and it does not matter how many rallies are announced for the match, **always use the + button to get above the number 6**), therefore setting the rallies to T. To set the final score, press the + button for the winning colour and the letter T will be added to the number of points earned.

Troubleshooting

The mobile application does not offer any computer for control or the control does not respond

- *wait 30s for the minicomputer to appear in the list of courts. If the problem recurs and the time to find a court is too long, you can use the button at the bottom right to add a court statically (just enter its IP address and any name), the court IP address in AP mode is always 172.24.X.1, where X is the number of the court (for court 1 it is 172.24.1.1)*
- *close the mobile application and, if necessary, delete it from the mobile device memory using the running application manager (usually called up by a button with a rectangle icon)*
- *disconnect and reconnect to the court Wi-Fi network and restart the mobile application*

The voice announcing the remaining time is too quiet/loud

- *adjust the volume on a display device, e.g., using a TV remote control.*

After a while, the screen turns black and shows nothing

- *turn the automatic shutdown off when idle after X hours on the display device*

The green LED indicating an online connection to the cloud is not lit

- *After turning on the minicomputer, it may take up to 2 minutes for the IoT module to connect to the cloud. The system will repeatedly attempt to reconnect to the cloud; however, if the connection has been lost for more than 10 minutes, you can press the button on the minicomputer (a QR code with WiFi settings will appear on the TV, and a new attempt to connect the IoT module to the cloud will be made)*

If necessary, it is possible to turn the minicomputer off by unplugging and plugging it in again. Before switching off during the match, we recommend writing down the values (scores, rally, times) and setting them again via the mobile application after switching on again. The data also remain in the connected mobile control device, and after the minicomputer fails and reconnects to the control device, it is offered to send data from the mobile device to the minicomputer, but it is safer to copy them in an important tournament if you have the opportunity.

Multiple mobile devices can simultaneously control one minicomputer, but they must all be connected to the same Wi-Fi network of the minicomputer.

Technical support is available by email at: support@boccia-score.eu

You can always find updated documentation on: <https://www.boccia-score.eu>

The web cloud system with online results is on: <https://results.boccia-score.eu>