

# D-CKN

ALGE-TIMING



Manual

## Important Information

### General

Before using your **ALGE-TIMING** device read the complete manual carefully. It is part of the device and contains important information about installation, safety and its intended use. This manual cannot cover all conceivable applications. For further information or in case of problems that are mentioned not at all or not sufficiently detailed, please contact your **ALGE-TIMING** representative. You can find contact details on our homepage [www.alge-timing.com](http://www.alge-timing.com)

### Safety

Apart from the information of this manual all general safety and accident prevention regulations of the legislator must be taken into account.

The device must only be used by trained persons. The setting-up and installation must only be executed according to the manufacturer's data.

### Intended Use

The device must only be used for its intended applications. Technical modifications and any misuse are prohibited because of the risks involved! **ALGE-TIMING** is not liable for damages that are caused by improper use or incorrect operation.

### Power supply

The stated voltage on the type plate must correspond to voltage of the power source. Check all connections and plugs before usage. Damaged connection wires must be replaced immediately by an authorized electrician. The device must only be connected to an electric supply that has been installed by an electrician according to IEC 60364-1. Never touch the mains plug with wet hands! Never touch live parts!

### Cleaning

Please clean the outside of the device only with a smooth cloth. Detergents can cause damage. Never submerge in water, never open or clean with wet cloth. The cleaning must not be carried out by hose or high-pressure (risk of short circuits or other damage).

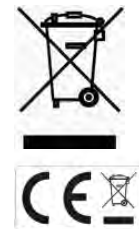
### Liability Limitations

All technical information, data and information for installation and operation correspond to the latest status at time of printing and are made in all conscience considering our past experience and knowledge. Information, pictures and description do not entitle to base any claims. The manufacturer is not liable for damage due to failure to observe the manual, improper use, incorrect repairs, technical modifications, use of unauthorized spare parts. Translations are made in all conscience. We assume no liability for translation mistakes, even if the translation is carried out by us or on our behalf.

### Disposal

If a label is placed on the device showing a crossed out dustbin on wheels (see drawing), the European directive 2002/96/EG applies for this device.

Please get informed about the applicable regulations for separate collection of electrical and electronical waste in your country and do not dispose of the old devices as household waste. Correct disposal of old equipment protects the environment and humans against negative consequences!



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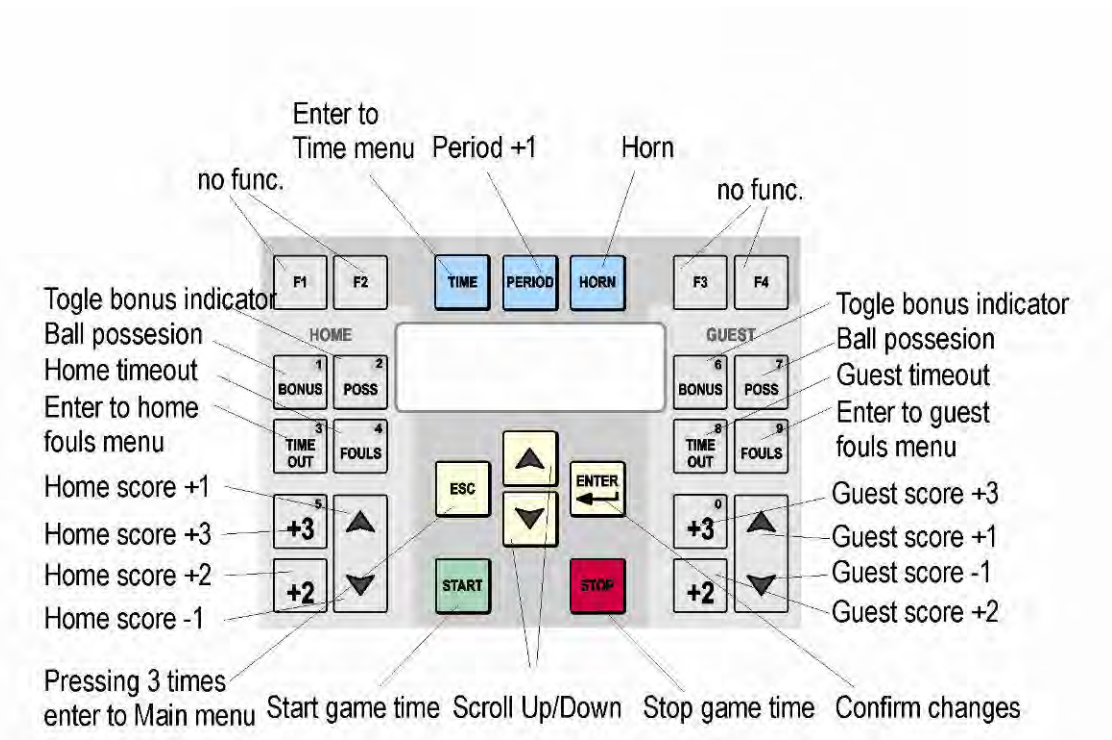
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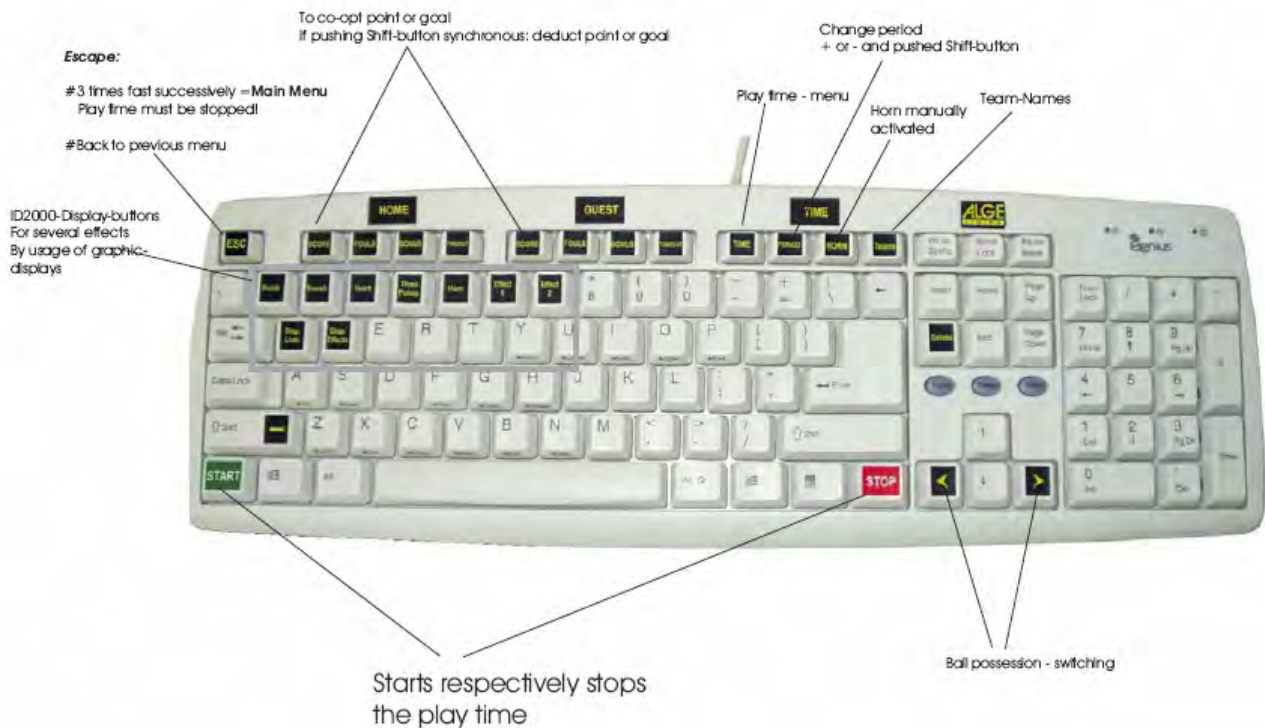
# 1 Command Console CKN

- basketball
- hockey
- handball
- water-polo
- volleyball
- soccer



D-CKN is connected by cable 146-05 with the multisport scoreboard.  
 D-CKN-TX is connected by radio using a D-RX at the multisport scoreboard.

- Available:
- D-CKN
  - D-CKN-A (battery buffered, match time even continues during power failure)
  - D-CKN-TX (radio)
  - D-CKN-TXA (radio with battery)



**CKN PC keyboard**

When switching on the D-CKN the software number (e. g. 'S1848') is displayed. Please quote this number in case of questions or problems.

**2 General Key Purpose**

- Esc** - returns to previous menu
- Enter** – confirm and to next menu
- Yellow arrows (UP or DOWN)** scroll menu

If you change parameters, the keys have following purpose:

- Esc** - returns to previous menu without saving the parameter value
- Enter** – confirm settings
- Yellow arrows (UP or DOWN)** scroll menu

Adjusting brightness level for outdoor scoreboards is effected by pressing 'B' key on PC keyboard or with F1 key on foil keyboard.

CKN enters brightness menu, in which the user can set value from 0 to 9.  
 0 – the lowest brightness level  
 9 – the highest brightness level  
 Last adjusted brightness level is not accessible upon reset.

### Game data reset and setting the parameters and language

Press *Esc* three times while the match time is stopped to activate the functions for the following menus:

Continue match  
Start new match  
Configuration  
Language  
Keyboard Type

Options 1 and 2 are of interest for the current running game. Choosing option 2 (Start new game) you enter the menu for choosing sports:

Basketball  
Soccer  
Hockey  
Volleyball  
Handball/Water polo  
Tennis

Choose option 3 (configuration) for entering parameter menu. Select the sports whose parameter you like to change:

Basketball  
Soccer  
Hockey  
Volleyball  
Handball/Water polo

Choose option 4 (Language) for selecting desired language:

English  
German  
Czech  
Finish  
Italian

Choose option 5 (Keyboard Type) for selecting country specific keyboard:

English  
German  
Czech  
Finish

### 3 Basketball Parameters

- Period** ..... refers to parameters that determine the match time (usually it is a quarter time, 10:00)
- Break** ..... break between quarter times
- Extra period** ..... extra period duration
- Time way** ..... time counting – up or down
- No of Period** ..... number of game periods (1-9)
- Timeout period** ..... timeout duration ( 0-99 sec).
- No. of Timeouts** ..... number of timeouts (1-9).
- Shot console** ..... parameter allows turning off shot console. If parameter has value 0, shot console is off and pressing buttons on console will start and stop match time.
- Shot period** ..... shot time duration
- Shot start** ..... parameter describes condition for start of action time counting. Action can be started separately with START button on shot console during the game time counting or can be started at the same time (immediately) with game start button on main keyboard.
- Horn time** ..... horn sound duration (0-9 sec).
- Bonus** ..... limit of fouls per team
- Auto-Bonus** ..... if parameter value is 1, number of fouls are counted up to bonus limit and bonus indicator lights automatically. Otherwise, bonus indicator can be switched on/off manually using buttons 'bonus home' or 'bonus guest' on main keyboard.
- Fouls/Player** ..... maximal number of personal fouls per player.
- Score+Player** ..... if parameter is 1, incrementing score demands player number and calculates points for every player. This option is useful for scoreboard models with player point's indicators.

## 4 Soccer / Hockey / Handball Parameters

**Period** ..... refers to parameters that determine the match time (usually a quarter time, 12:00).

**Break** ..... break between halftimes

**Extra period** ..... extra period duration

**Time way** ..... time counting – up or down

**No of Period** ..... number of game periods (1-9)

**Timeout period** ..... timeout duration ( 0-99 sec)

**No of Timeouts** ..... number of timeouts (1-9)

**Horn time**..... horn sound duration (0-9 sec)

**Shot Console** ..... must be turned on for water-polo game, off – hockey, handball, soccer

**Shot period** ..... if shot clock applied, defines shot time

**Shot start**..... parameter describes condition for start of action time counting. Action can be started separately with START button on shot console during counting the match time or can be started at the same time (immediately) with game start button on main keyboard.

**Penalty 1**..... defines penalty time

**Penalty 2**..... defines penalty time (second option)

**Penalty 3**..... defines penalty time (third option)

**Misc1 (Hockey)** ..... defines misconduct penalty time

**Misc2 (Hockey)** ..... defines misconduct penalty time (second option)

**Goal=PenaltyCLR** .... if parameter is 1, penalty time is cleared if opponents score

**Score+Player** ..... if parameter is 1, incrementing score demands to enter player number and calculates points for every player. This option is useful for score-board models with player point's indicators.

## 5 Volleyball /Tennis Parameters

**Timeout period** ..... timeout duration ( 0-99 sec)

**No of Timeouts** ..... number of timeouts (1-9)

**Horn time**..... horn sound duration (0-9 sec)

## 6 Basketball

### 6.1 Score

Score can be set within 0 - 199 no matter if match time is running on or not. Score changing buttons are:

FOIL BUTTON	PC KEYBOARD	Settings
'HOME ARROW UP'	F1	Score Home +1
'HOME ARROW DOWN'	SHIFT+F1	Score Home -1
'HOME +2'	F2	Score Home +2
'HOME +3'	F3	Score Home +3
'GUEST ARROW UP'	F1	Score Guest +1
' GUEST ARROW DOWN'	SHIFT+F1	Score Guest -1
' GUEST +2'	F2	Score Guest +2
' GUEST +3'	F3	Score Guest +3

\*Foil keyboard:

Pressing 'YELLOW ARROW DOWN ' starts 3 second timer. During this period, pressing on any SCORE button on foil decreases appropriate score.

\*PC keyboard:

Using '-- ' + 'SCORE' ( SHIFT + Fx) is possible to decrease appropriate score.

### 6.2 Team / Personal Fouls

It is possible to add team fouls pressing 'FOULS' button. Message 'Enter player number' appears on screen. Enter one or two digits (player number) and foul is added to this player and to the team. If player number is not entered, only team fouls increase. In case that team has already reached bonus, foul is added only to player. In case that player has maximal number of fouls, action does not have any effect.

\*Foil keyboard:

Pressing 'YELLOW ARROW DOWN ' starts 3 second timer. During this period, pressing on any FOULS button on foil clears appropriate foul.

\*PC keyboard:

It is possible to decrease team / player fouls, pressing '- ' + 'FOULS' (SHIFT+F4/F8) button.

### 6.3 Bonus

Pushing the button BONUS (Home/Guest) toggles bonus indicator on scoreboard if parameter 'Auto-Bonus' is on. Otherwise, bonus indicator automatically lights when team reaches bonus limit.

## 6.4 Timeout

Time out is activated by pressing the button TIMEOUT (Home/Guest). The shot clocks starts to count immediately. Pressing action button on CKN console or main time stop button stops timeout counting. Also, the number of spent timeouts automatically increases. By using '-'+'TIMEOUT' it is possible to cancel and decrease number of timeouts. !!! *Special basketball rule (FIBA): The horn sounds once, 10 seconds before termination of timeout!!!*

## 6.5 Time

The main time consists of two parts: Periods and breaks while shot times are stopped. Period/break can count up or down depending on parameter 'Time way' (described in Chap.1). If you choose down counting, set starting time that determines how long game or break lasts. Otherwise, set ending time and start time is automatically 0:00. Offered game/break period durations can manually be preset to some other desired value. *ENT* returns to main screen with new time durations, *ESC* deletes the changes. Time modification is not possible during the running time.

Pressing TIME button activates scroll menu with following options:

**Period** ..... 10:00 (predefined value - configuration menu item 2)

**Break** ..... 05:00 (predefined value)

**Extra period** ..... 02:00 (predefined value)

**Correct game time** ... corrects current game time, changes are effected with yellow arrows on foil keyboard and with Up an Down arrows on PC keyboard

**Enter current time** ... allows to change or to define current game time

**Enter end time** ..... allow to change or to define end of the game

**Enter break manually** . defines break period if not predefined

**Correct Shot Time**

**Adjust RT Clock**

**Show real time** ..... during the game, current day time is shown instead of a match time

**Auto Start** ..... if set - automatically starts break time after each period

## 6.6 Period

Press 'PERIOD' (PC keyboard - F10) to increase the number of periods.

## 6.7 Horn

Press 'HORN' (PC keyboard - F11) to activate the horn.

## 6.8 Team Names

Pressing 'Teams' (PC keyboard - F12) activates two options:

Home team

Guest team

Choose team and enter name.

## 6.9 Ball Possession

\*Foil keyboard

Pressing POSS button switches possession indicators.

\*PC keyboard

Pressing arrow left or arrow right button switches possession indicators.

## 7 Soccer / Hockey / Handball

### 7.1 Score

Score can be set within 0 - 199 no matter if game time is running or not. Score changing buttons are:

FOIL BUTTON	PC KEYBOARD	Settings
'HOME ARROW UP'	F1	Score Home +1
'HOME ARROW DOWN'	SHIFT+F1	Score Home -1
'GUEST ARROW UP'	F1	Score Guest +1
'GUEST ARROW DOWN'	SHIFT+F1	Score Guest -1

\*Foil keyboard:

Pressing 'YELLOW ARROW DOWN ' starts 3 second timer. During this period, pressing on GRAY ARROW DOWN button on foil decreases corresponding score.

### 7.2 Penalty

By pressing 'FOULS' button you enter the penalty menu. Now, choose between 3 penalty times and two misconduct penalties (adjusted in parameter menu). Choose one and message 'Enter player number' appears on screen. Now enter one or two digits (player number) and penalty time starts. If player number is not entered, action does not have any effect.

\*Foil keyboard:

Pressing 'YELLOW ARROW DOWN ' starts 3 second timer. During this period, pressing on FOULS button corresponding foul is deleted.

\*PC keyboard

Pressing '-' + 'FOULS' (SHIFT+F4/F8) button deletes penalty.

### 7.3 Timeout

Time out is activated by pressing the button TIMEOUT (Home/Guest). The shot clocks starts to count immediately. Pressing action button on CKN console or main time stop button stops timeout counting. For ice hockey the timeout time is shown in match time area as no shot-clocks are used. Also, the number of spent timeouts is automatically increased. Using the '-' + 'TIMEOUT' allows deleting or decreasing the number of timeouts.

\*Foil keyboard:

Pressing 'YELLOW ARROW DOWN ' starts 3 second timer. During this period, pressing on TIMEOUT button deletes timeout timer and decreases number of timeouts.

\*PC keyboard

Using '-' + 'TIMEOUT' deletes timeout timer and decreases number of timeouts.

## 7.4 Time

The main time consists of two parts: Periods and breaks while shot times are stopped. Period/break can count up or down depending on parameter 'Time way'. If you select counting down, set starting time that determines how long game or break lasts. Otherwise, set ending time and start time automatically is 0:00. Offered game/break period durations can be manually preset to other desired value.

*ENT* turns to mains screen with new time durations and *ESC* will discard the changes. Time modification is not possible during running time.

Pressing TIME button activates scroll menu with following options:

**Period** ..... 10:00 (predefined value - configuration menu item 2)

**Break** ..... 05:00 (predefined value)

**Extra period** ..... 02:00 (predefined value)

**Correct game time**... corrects current match time, changing is done with yellow arrows on foil keyboard and with Up and Down arrows on PC keyboard

**Enter current time** ... allows to change or define current match time

**Enter end time** ..... allow to change or to define end of the game

**Enter break manually** . defines break period if not predefined

**Correct Shot Time**

**Adjust RT Clock**

**Show real time** ..... during the game, current day time is shown, instead of match time

**Auto Start** ..... if set - automatically starts break time after each period

## 7.5 Period

Press 'PERIOD' (PC keyboard - F10) to increase the number of periods.

## 7.6 Horn

Press 'HORN' (PC keyboard - F11) to activate the horn.

## 7.7 Team Names

Pressing 'Teams' (PC keyboard - F12) will activate two options:

Home team

Gusset team

Select team and enter name.

## 7.8 Ball Possession

\*Foil keyboard

Pressing POSS button will switch possession indicators.

\*PC keyboard

Pressing arrow left or arrow right button will switch possession indicators.

## 8 Volleyball

### 8.1 Score

The score can be set within 0 – 199 no matter if match time is running on or not. Score changing buttons are:

FOIL BUTTON	PC KEYBOARD	Settings
'HOME ARROW UP'	F1	Score Home +1
'HOME ARROW DOWN'	SHIFT+F1	Score Home -1
'GUEST ARROW UP'	F1	Score Guest +1
'GUEST ARROW DOWN'	SHIFT+F1	Score Guest -1

\*Foil keyboard:

Pressing 'YELLOW ARROW DOWN ' starts 3 second timer. During this period, pressing on GRAY ARROW DOWN button on foil decreases corresponding score.

### 8.2 Match Score

Match score can be set within 0 - 9 no matter if game time is running on or not. Match score changing buttons are:

HOME 'FOULS' (F4) - Match Score Home +1

GUEST 'FOULS' (F8) - Match Score Guest +1

Using '--' + 'FOULS' (SHIFT+F4/F8) it is possible to decrease current match score.

### 8.3 Timeout

Time out is activated by pressing the button TIMEOUT (Home/Guest). The shotclocks starts to count immediately. Pressing action button on CKN console or main time stop button stops timeout counting. Also, the number of spent timeouts is automatically increased.

\*Foil keyboard:

Pressing 'YELLOW ARROW DOWN ' starts 3 second timer. During this period, pressing on TIMEOUT button deletes timeout timer and decreases number of timeouts.

\*PC keyboard

Using '-'+ 'TIMEOUT' allows deleting timeout timer and decreases number of timeouts.

### 8.4 Time

Main time always counts up.

### 8.5 Period

Press 'PERIOD' (PC keyboard - F10) to increase the number of periods.

### 8.6 Horn

Press 'HORN' (PC keyboard - F11) to activate the horn.

## 9 Display Control

Using the PC keyboard it is possible to send several commands to the ID or RTNM displays. Press the DispList button ('Q') to enter to the list menu. Selected list becomes active display list.

Press EffectList button ('W') to enter the effect menu. Selected effect appears on the display (is inserted into the current display list). Buttons Effect1 – Effect8 ('1' – '8') are shortcuts for the effect menu. Pressing any of these buttons starts the corresponding effect animation on the display immediately.

If you use \$M Lists in the D-RTNM you can change the Text-Content directly from the Console as following: Press the button page down or page up to get into the Listkonfiguration. Now enter the text you want and send it to the Display.

\*More information about ID and RTNM displays as well as list and effect possibilities can be found in the 'Display studio manual'.



Subject to changes

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