ProPresenter Scoreboard

a Renewed Vision product

Setting up your Mac

ProPresenter Scoreboard requires OS X 10.11.x or newer to run. It is designed to be run in a dual-monitor configuration (with one monitor being your computer screen and the second your scoreboard) and/or with an SDI output (hardware not included).

Due to the nature of scoreboards, particularly LED boards, the resolution of the scoreboard may be lower than the actual output resolution of your Mac. Please refer to the manufacturer's information about configuring the hardware for your display.

You will first need to select the output resolution from your Mac. To do this, follow the steps below:

1. Click on the Apple icon in the upper left corner of your screen and select **System Preferences**.
2. Click on **Displays**.
3. Click the **Gather Windows** button in the lower right corner. This will relocate the Display settings for your second screen to your computer monitor.
4. Select the Display settings window for the second display.
5. Press the Option key on your keyboard while clicking on the **Scaled** option. This will reveal a list of supported resolutions.
6. Select the correct resolution that your hardware needs.

Once you have set the resolution for all of your screens, quit the System Preferences and then open them again. Select **Mission Control** on the first row. Uncheck the option for **Displays have separate Spaces**. This will remove the Mac toolbar from the second screen. After this you will need to restart the computer.

Additionally, we recommend disabling the screensaver and changing the desktop background color for the second screen to a solid color. Changing the color may be difficult if you can't see your scoreboard or it's not large enough to see the entire screen. Unfortunately Apple has not made this easy to do on non-standard screens.

You should now see the desktop background image on the scoreboard surface if everything is connected correctly. If you are not seeing this, verify all of your connections and then contact support for your scoreboard hardware.

Our support team is unable to assist with troubleshooting the physical setup of most scoreboard systems, so please make sure the hardware is working correctly before contacting our team at Renewed Vision.

Once you have the computer connected properly, continue with installing Scoreboard.

Installing Scoreboard

Scoreboard is only available for download from our website. Go to the link below to download the latest version of Scoreboard.

www.renewedvision.com/propresenter-scoreboard/download/

Even if you purchase Scoreboard through an authorized reseller you should still download it from our website to ensure you have the latest version of the program.

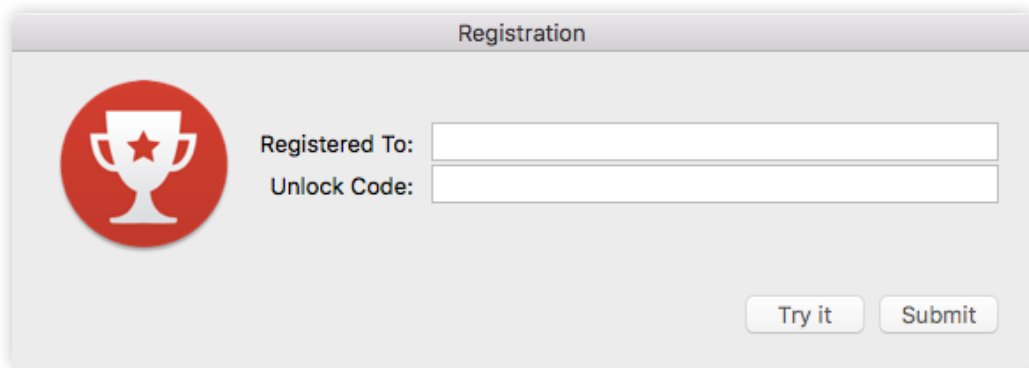Scoreboard will download as a standard .dmg file on your Mac. Open the disk image and then drag the application icon to the Application folder in the installer. This will install Scoreboard into your Applications folder. Once the application is done installing, press Command-E to eject the disk image, or drag it to the Trash in your Dock. Open Finder and navigate to the Applications folder to open the program.
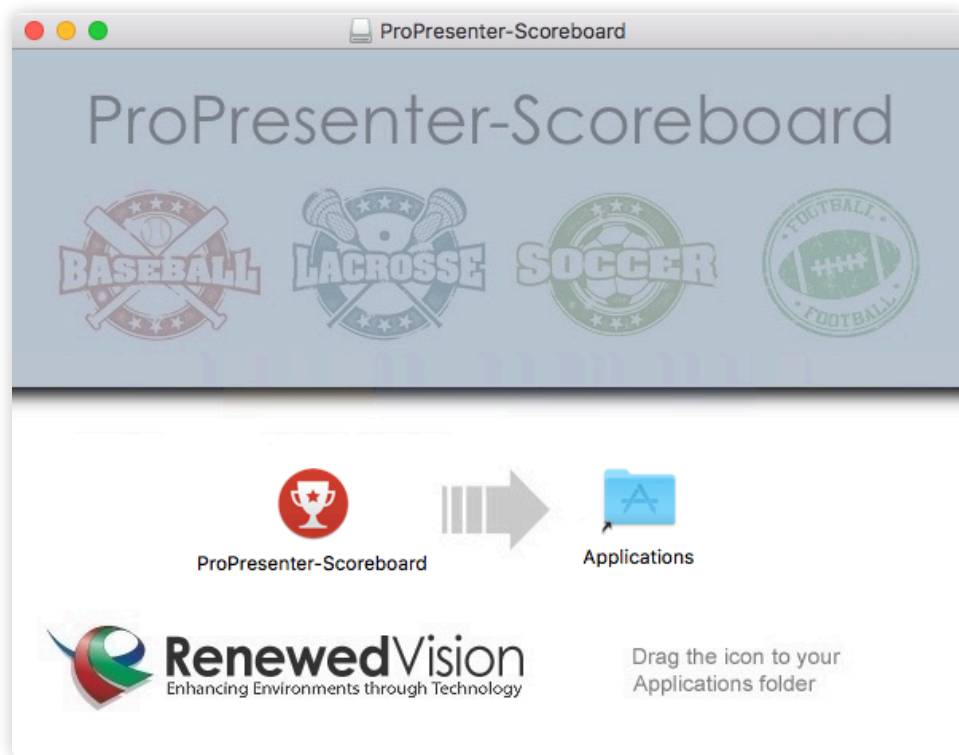
Setting Up Scoreboard

Registering Scoreboard

If you have purchased Scoreboard, enter your Registration Name and Unlock Code in the window and click **Submit** to active Scoreboard. (You might be prompted to enter your Administrator User Name and Password for the computer.) If you haven't purchased Scoreboard then you can click on **Try it** to put it in the watermarked demo mode.
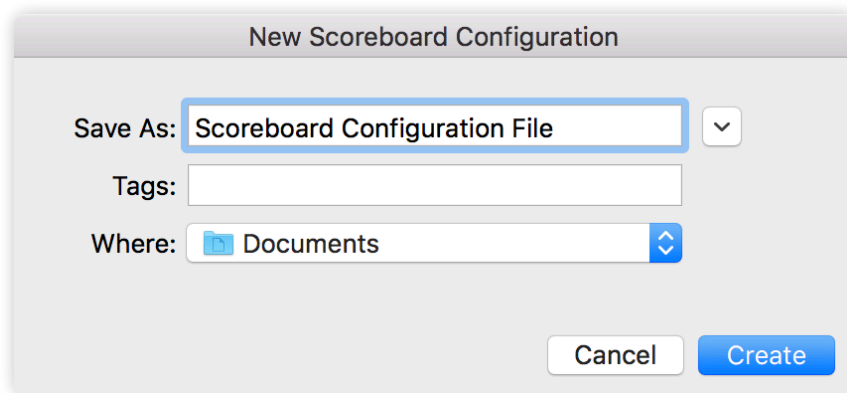
Creating a Configuration File

The **Configuration File** is the document bundle created when you launch Scoreboard for the first time, or select New Scoreboard Configuration from the Game menu. This file contains much of the unique information that is within Scoreboard. Your Controller settings, your Scoreboard Playlists, and much of the other data from within Scoreboard is stored here.

We recommend creating a custom Configuration File for your computer, and storing it in your Documents folder (or another folder of your choice).

Selecting a sport

You will be able to choose the primary sport you want to use. Click on the sport's logo to load the custom scoreboard layout.

Scoreboard currently supports baseball, basketball, football, hockey, lacrosse, soccer, tennis, and volleyball. Additional sports might be added through future app updates.


You can change the active sport at any time by selecting the **Actions** menu and then choosing **Change Sport**. You'll be shown the same window again and can select a different sport.

Scoreboard Output Preferences

Once you have installed Scoreboard and opened a Sport, you will need to adjust the output preferences in Scoreboard. In the top left of your screen, click on **ProPresenter-Scoreboard** and then click on **Preferences** (or press Command-Comma on your keyboard). Click the **Display** tab in Preferences.

If your computer is properly connected to the external display, you should see two screens indicated here. The one with the white bar across the top is the computer monitor. If the word **Output** is not positioned on the second screen (the one without the white bar), click on the word and drag it to the second screen.

The order of the two displays reflects the Arrangement layout in the computer's System Preferences and the screens can't be repositioned within Scoreboard.
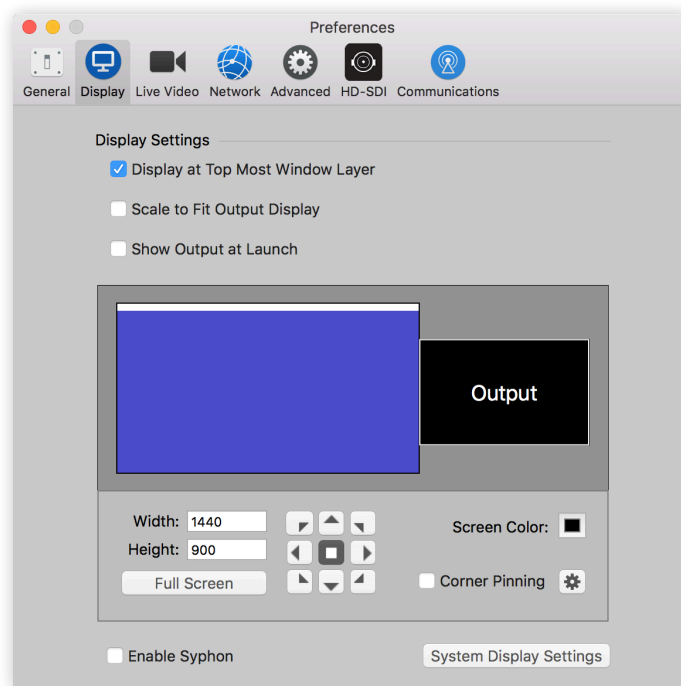
At the bottom of the window, manually enter the resolution of your scoreboard, or, if you want Scoreboard's output to fill the entire output, click on **Full Screen**.

If you are using an LED scoreboard, you will most likely need to select the arrow to position your screen in the upper left corner. This may vary depending on your setup and the hardware you are using.

We recommend checking the boxes next to **Display at Top Most Window Layer** and **Show Output at Launch** options. This will prevent anything from showing on top the scoreboard screen and it will ensure your scoreboard turns on immediately when the program opens. For more in-depth discussion about this window, see our Display Preference section.

Scoreboard Overview

Scoreboard includes the standard scoring for each sport, with custom layouts for displaying the scoring information. Each sport will be covered in more detail in the following section.
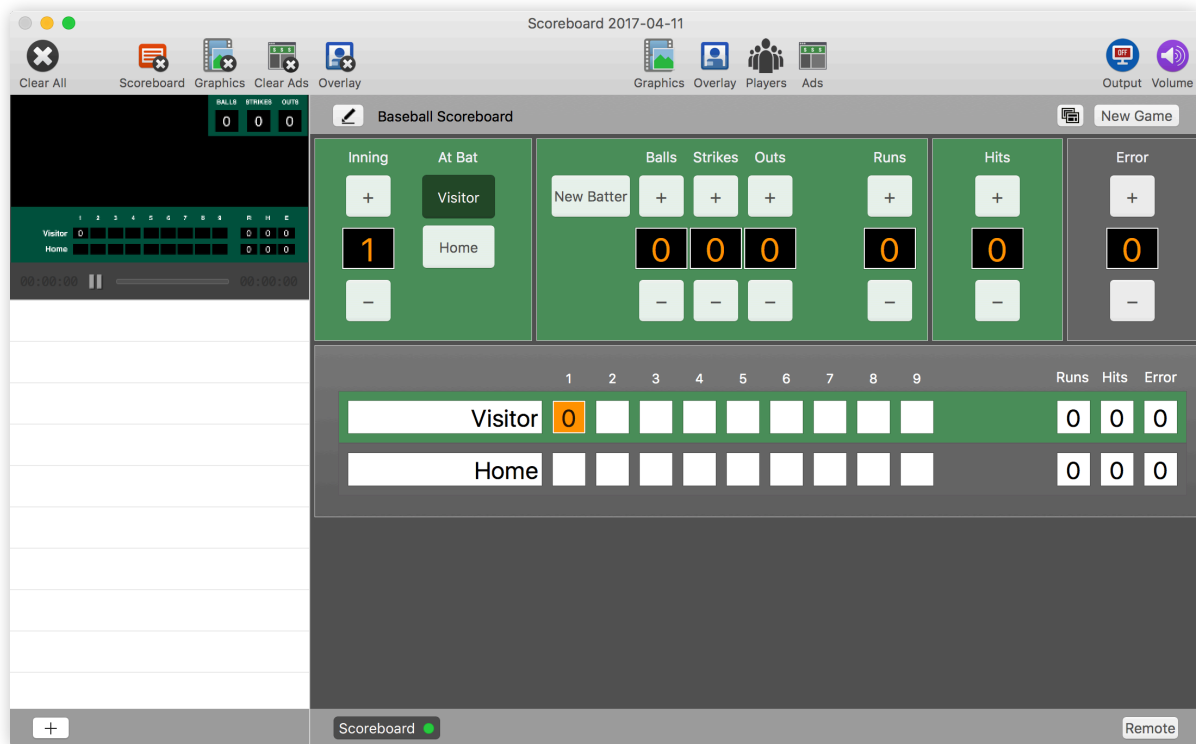
A preview of the current output is in the top left of the window so that your scoreboard operator can see exactly what the spectators are seeing, even if he can't see the actual scoreboard. The controls for the scoreboard are to the right.

There are additional layers to each scoreboard for displaying media such as advertisements, player introduction videos, and other images or videos you use during a game. These features will be covered later.

Scoreboard Controls

Each sport has its own set of controls that is customized for that sport, however all of the controls are very similar, and they even have features that span all of the controllers.

Each controller will allow you to set the **Visitor** and **Home** team names; this will also update other areas of the interface where needed (such as the team names on the Possession button). Another shared feature across all of the controllers is a horn; you can turn this on as well as change the audio file used in that controller's Settings (see the Game Clock Horn section for more information).

Most of the boxes that display information in the controller can be clicked on directly and edited. As a specific example, in Baseball, if more than one runner scores in one play, you can click the "+1" button multiple times, or you can click in the score box, enter the new score, then press Enter (or click outside of the box). Similarly, to change a Game Clock, just click on the Game Clock, enter a new time, then press Enter (or click outside of the box).

Beyond these similarities there are many customizations for each scoreboard. Below we will discuss each sport and their custom controls.

Baseball

Icon	Default Scoreboard	Controls
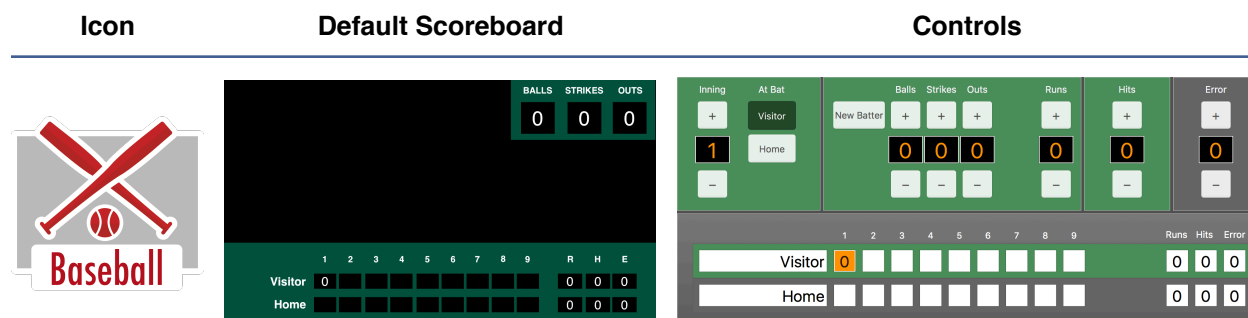
The Baseball scoreboard defaults to starting with nine **Innings**. If your game goes into extra innings, the program will automatically add more innings for you. (Note that as you add more innings, the early innings will disappear off of the scoreboard.) Scoreboard can only show a maximum of ten innings at the same time.

If you would like to change the number of innings that are available, click on the pen button ✎ in the top left, click on Settings, then update the **Visible Innings** option. You will then need to click on **Edit Scoreboards** to edit the scoreboard itself to add more innings. (See the Edit Scoreboard section below for more information.)

Selecting the **At Bat** team will automatically change which team is updated when you use the Controller. For example, if the home team is selected, then **Balls**, **Strikes**, **Out**, **Hits**, and **Runs** will all be applied to the home team while **Errors** will be applied to the away team.

Note: the green areas of the Controller controls the team that is highlighted in green on the bottom of the Controller, whereas the gray area controls the non-highlighted team.

The **New Batter** button will reset the Ball and Strike count.

If you have hardware that allows you to plug a Radar into the computer (for measuring the speed of pitches) then you can turn on this feature in the Settings menu.

Basketball

Icon	Default Scoreboard	Controls
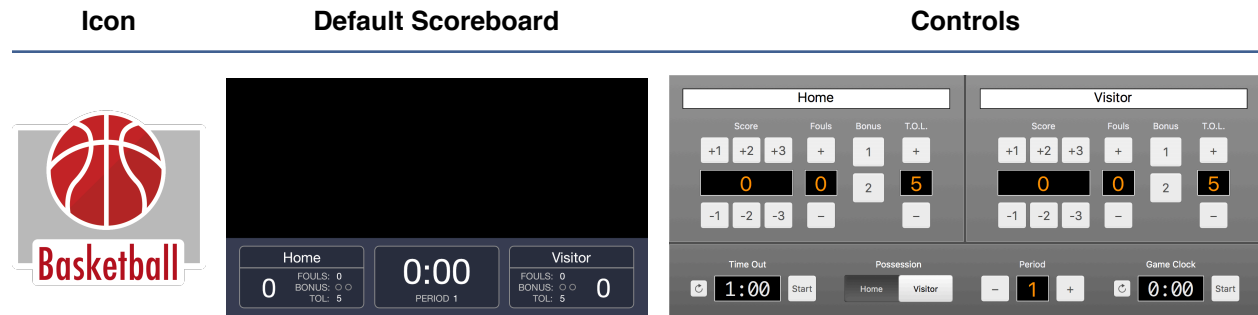
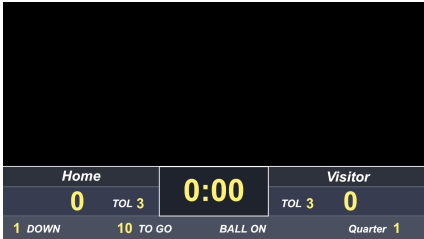Each team's scoring includes +1, +2, and +3, as well as the corresponding minus values if a shot is overturned or too many points added. You also have control over **Fouls**, **Bonus** shots, and Time Outs Left (**T.O.L.**).

The **Possession** button changes the possession indicator on the scoreboard, and there are controls for a **Time Out Clock**, a **Period** indicator, and a **Game Clock**.

Football

Icon	Default Scoreboard	Controls

Each team's scoring includes +1, +3, and +6, as well as the corresponding minus values if a play is over turned. You also have control over Time Outs Left (**T.O.L.**).

The **Down**, **To Go**, and **Ball On** values can be updated incrementally with the plus and minus buttons or you can click the Edit button to edit all three at once.

The Possession button changes the possession indicator on the scoreboard, and there are controls for a **Time Out Clock**, a **Quarter** indicator, and a **Game Clock**.
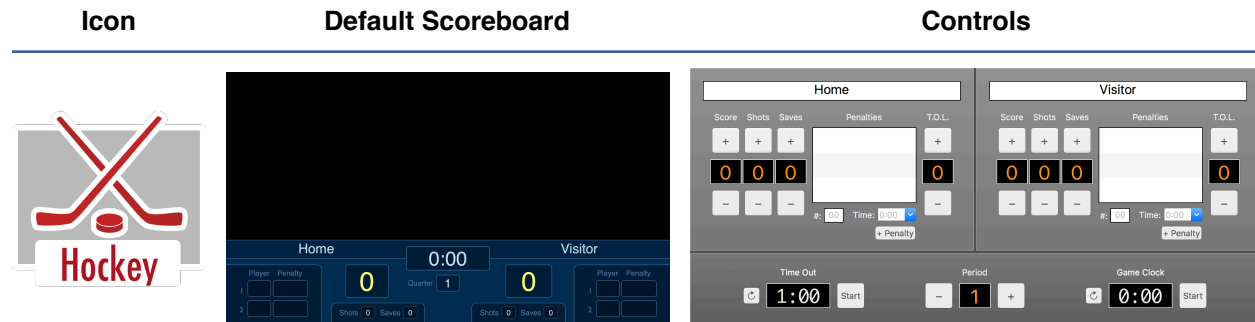
Hockey

Icon	Default Scoreboard	Controls

Each team has controls for **Score**, Shots On Goal (**Shots**), **Saves**, and Time Outs Left (**T.O.L.**) that can be updated by clicking the plus or minus buttons above/below each option.

There is a penalty section that is updated by entering the player number, selecting the penalty time, and clicking the **Add Penalty** button. The players under penalty will show on the screen, and their penalty time will automatically count down while the Game Clock is running. When their penalty is over they will automatically clear from the screen as well as from the Scoreboard controller. To delete a penalty manually, click on the item and press delete.

There are also controls for a **Time Out Clock**, a **Period** indicator, and a **Game Clock**.

Lacrosse

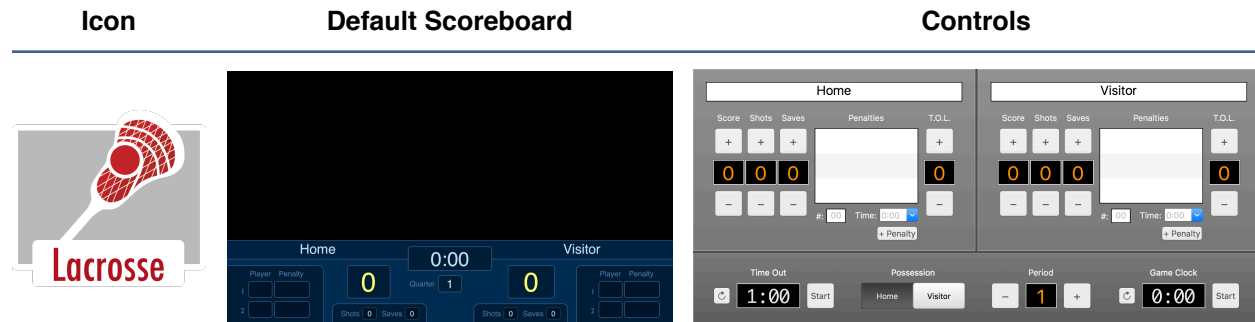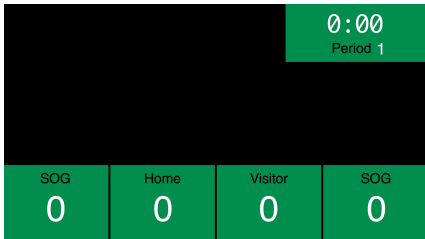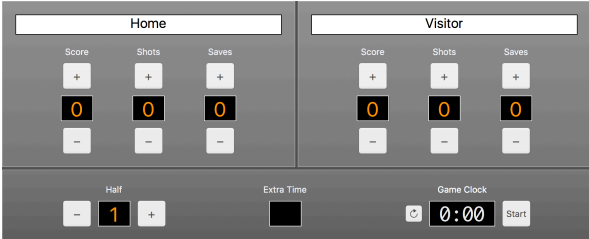| Icon	Default Scoreboard	Controls

Each team has controls for **Score**, Shots On Goal (**Shots**), **Saves**, and Time Outs Left (**T.O.L.**) that can be updated by clicking the plus or minus buttons above/below each option.

There is a penalty section that is updated by entering the player number, selecting the penalty time, and clicking the **Add Penalty** button. The players under penalty will show on the screen, and their penalty time will automatically count down while the Game Clock is running. When their penalty is over they will automatically clear from the screen as well as from the Scoreboard controller. To delete a penalty manually, click on the item and press delete.

The **Possession** button changes the possession indicator on the scoreboard, and there are controls for a **Time Out Clock**, a **Period** indicator, and a **Game Clock**.

Soccer
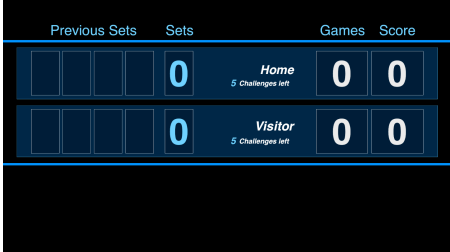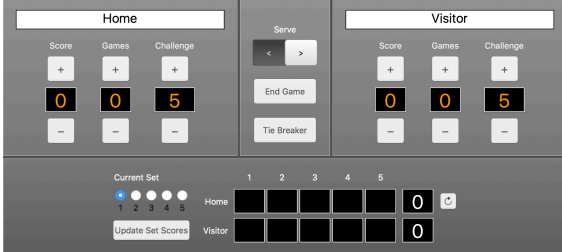
Icon	Default Scoreboard	Controls

Each team's scoring includes **Score**, Shots On Goal (**Shots**), and **Saves**, each of which have a corresponding plus and minus button to edit as needed.

There are controls for the **Half**, the **Game Clock**, and a text box to indicate any **Extra Time**.

Note: you can toggle the Game Clock between counting down and counting up. To make this change, click on the pen button ✎ in the top left, click on Settings, then toggle between Game Clock (to count up) and Count Down Clock.

Tennis

Icon	Default Scoreboard	Controls

Each opponent/team has controls for **Score**, **Games**, and Challenges Left (**Challenge**) that can be updated by clicking the plus or minus buttons above/below each option.

The **Serve** button changes the serve indicator on the scoreboard, and clicking **End Game** will zero out the Score and add one Game to the winner of that game. Clicking **Tie Breaker** will put Scoreboard into Tie Breaker mode where it will increase the scores by single digits instead of the normal scoring mode.

There is also an area where you can set the **Current Set** and update the past **Sets**. Click the **Update Set Scores** button to copy the current game data into the current set (to the right of that button). If you manually update the Set information (by clicking on one of the boxes in the grid) then you will need to click the **Refresh** button ↻ to update the final tally.

If you have hardware that allows you to hook a Radar to the computer (for measuring the speed of serves) then you can turn on this feature in the Settings menu.

Volleyball

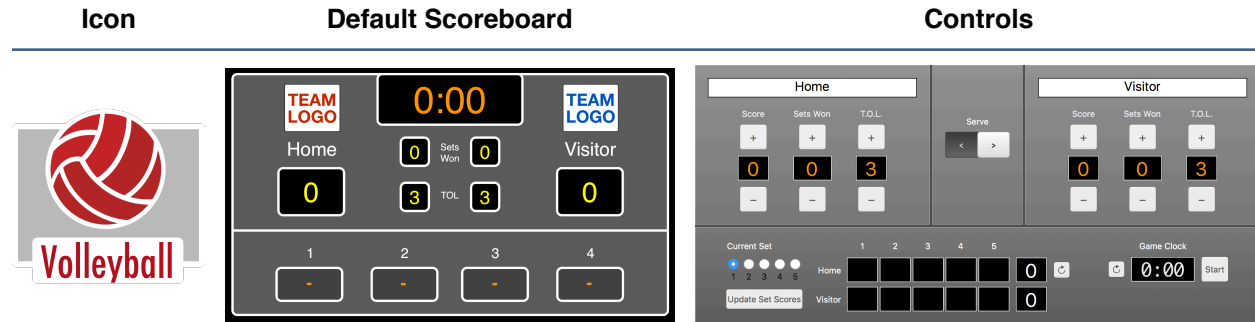| Icon	Default Scoreboard	Controls

Each opponent/team has controls for **Score**, **Sets Won**, and Time Outs Left (**T.O.L.**) that can be updated by clicking the plus or minus buttons above/below each option.
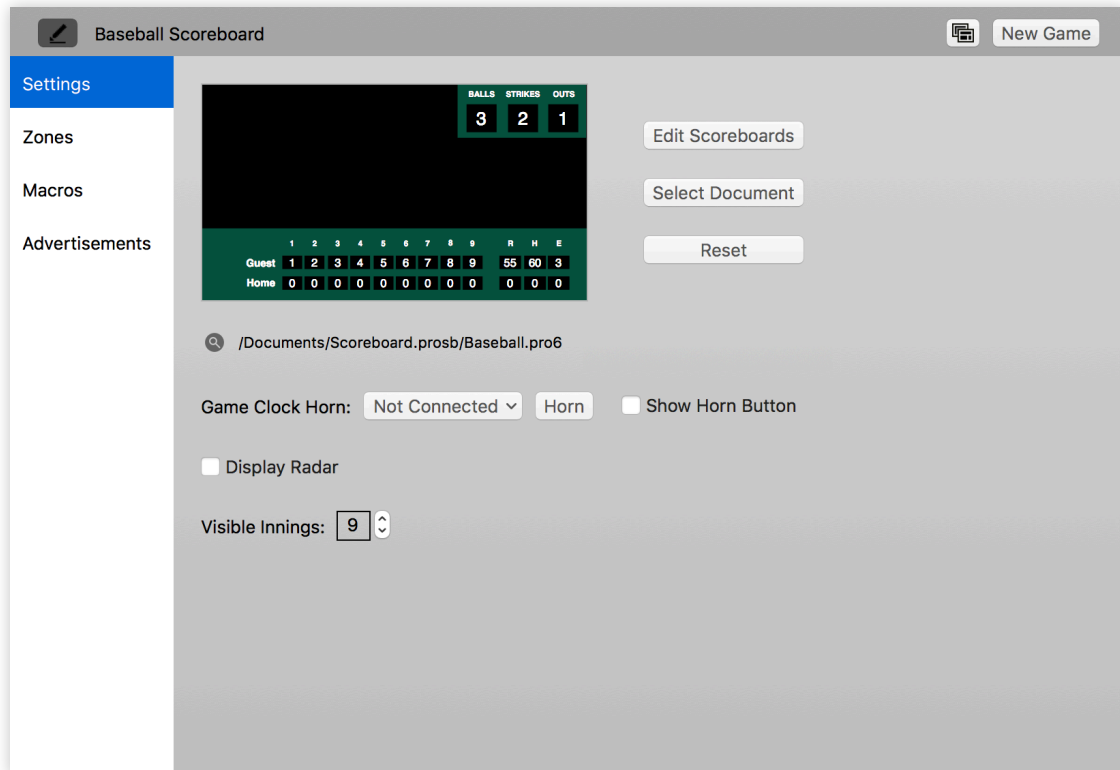
The **Serve** button changes the serve indicator on the scoreboard, and you can start/set/reset the **Game Clock**.

There is also an area where you can set the **Current Set** and update the past **Sets**. Click the **Update Set Scores** button to copy the current game data into the current set (to the right of that button). If you manually update the Set information (by clicking on one of the boxes in the grid) then you will need to click the **Refresh** button ↻ to update the final tally.

Customizing Scoreboard

The **Scoreboard Settings** viewer is very similar across the different sports, however there are some sport specific settings that are available. This is also the area where you can customize the look of your Scoreboard, and set up your Zones, Macros, and Advertisements. We will look at each of these features in the following pages.

To access the Scoreboard Settings viewer, click the pen button ✎ in the upper left corner of the scoreboard. This will show the main Editor page with Settings, Zones, Macros, and Advertisements listed across the left. To return to the controller, click on the pen button again.

Scoreboard Control Settings

The Settings window offers access to customizing each individual Scoreboard/sport. You can edit the look of the scoreboard as well as set custom settings for each sport. First we will cover the settings that are unique to each sport, then below we will cover some of the more common settings in more detail.

Baseball

If you have hardware that will integrate with a radar for the speed of the pitches, you can enable **Display Radar**. You can also set the number of **Visible Innings**.

Basketball

There are options for the **Default Duration**, **Time Outs**, and **Time Out Duration**. You can also set the **Time Out Overlay** and a **Data Link** for this sport.

Football

There are options for the **Default Duration**, **Time Outs**, and **Time Out Duration**. You can also set the **Time Out Overlay** and a **Data Link** for this sport.

Hockey

There are options for the **Default Duration**, **Time Outs**, and **Time Out Duration**. You can also set the **Time Out Overlay** for this sport.

Lacrosse

There are options for the **Default Duration**, **Time Outs**, and **Time Out Duration**. You can also set the **Time Out Overlay** and a **Data Link** for this sport.

Soccer

There are options for the **Default Duration**, **Time Outs**, and **Time Out Duration**. You can also set the **Time Out Overlay** and a **Data Link** for this sport.

There is an option to have the game clock count up (**Game Clock**) or have it count down (**Count Down Clock**).

Tennis

If you have hardware that will integrate with a radar for the speed of the pitches, you can enable **Display Radar**. You can also set the **Data Link** for this sport. (For Tennis, additional options for custom data is available for the Data Link. Please contact Renewed Vision if you are interested in more information.)

Volleyball

There are options for the **Default Duration**, **Time Outs**, and **Time Out Duration**. You can also set the **Time Out Overlay** for this sport.

Game Clock Horn

There is one feature/setting that is shared across all sports, and that is the **Game Clock Horn**. This is turned off by default, but can be enabled as needed.

Click on the dropdown next to Game Clock Horn to select your horn type; select **Built in Horn** to have Scoreboard sound the horn, or connect a piece of approved hardware and select that hardware from the menu. Click the **Horn** button to preview the Horn. Click on **Show Horn Button** to show the Horn button in the Controller. Click **Change Audio** to select which audio file will fire when the horn is sounded.

Time Out Overlay

The **Time Out Overlay** is a feature that is available for sports that have timed time outs. This feature can be used to automatically show an Overlay when a time out starts, and then hide that Overlay when the time out ends. (See the Overlay section below for more information on Overlays.)

For example, you might create a specific Overlay that covers up the normal Game Clock; this way, when a time out happens, the Time Out Clock overlays on top of the Game Clock for the duration of the time out; it will clear automatically when the time out is over.

To use the Time Out Overlay feature, create an Overlay, then select it in the Time Out Overlay drop down menu. To turn this feature off, select None from the dropdown menu.

Data Link

You can set a **Data Link** for many sports. The Data Link is used to bring a StatCrew file into Scoreboard. Click on the box to the right of the path to select the file, then click on Data On to link to that file. Note that this feature only brings data into Scoreboard, it does not export information from this feature.

Edit Scoreboards

In addition to the settings that effect the Scoreboard Controller, you can also fully customize the look of Scoreboard's output. For each sport there can be multiple looks to the output (called **Layouts**) which are all stored in one **Document**. If you want to have different sets of Layouts (say that you have multiple teams and want multiple layouts for each team) then you can have multiple Documents.

To edit the Layouts, from the Scoreboard Customize window click **Edit Scoreboards**. This will bring you into the **Editor** where you can fully customize the layout of your sport.
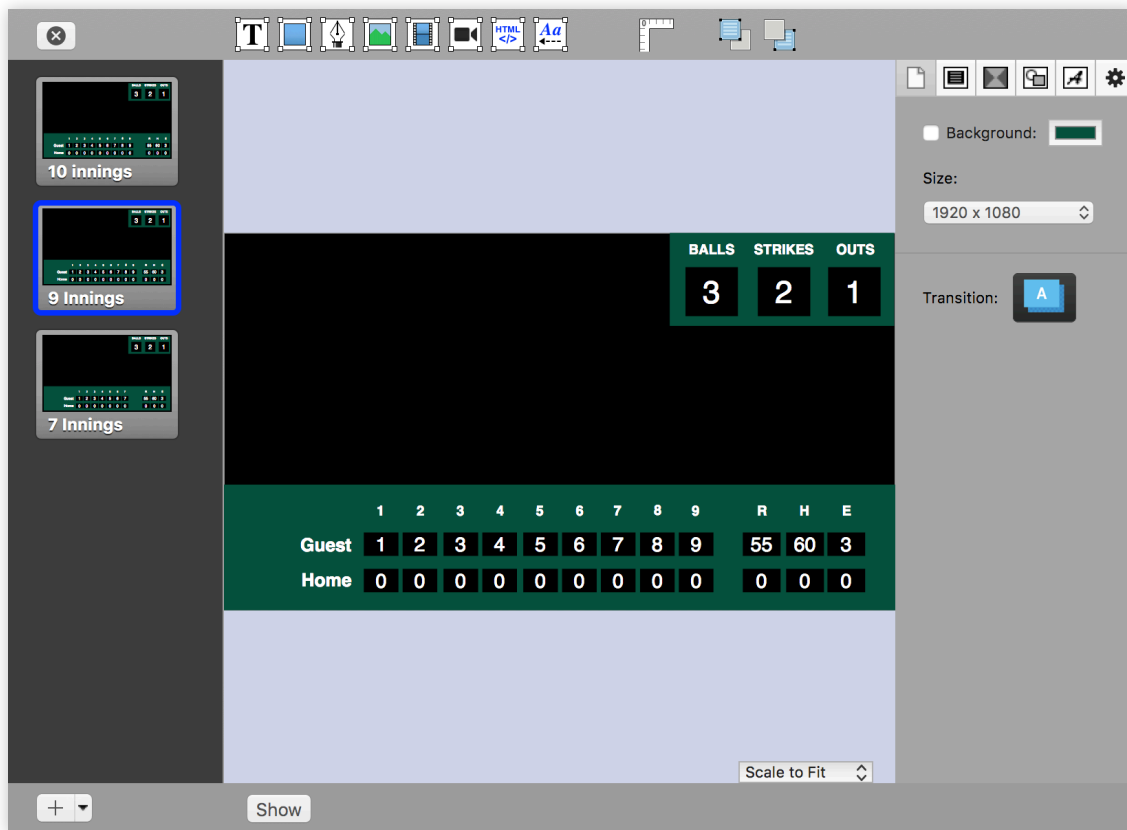
The left column will show you a thumbnail of every layout you have available in this document. You can click the plus button ➕ at the bottom of this column to add additional layouts. You can also use Command + C and Command + V to copy/paste an existing layout that you want to duplicate.

The middle section is your workspace. This is where you can select, move, arrange, and add/delete elements from your scoreboard layout. The tools across the top allow you to add additional objects to the layout: **Text**, **Shape**, **Draw Shape**, **Image**, **Video**, **Live Video**, **Web Page**, and **Text Ticker**. Clicking on the **Ruler** will show/hide the ruler. The last two buttons are **Move Forward** and **Move Backwards** and are used to move the selected object relative to other objects on the slide.

Editor Tabs

The column on the right has six sections: **Document Properties**, **Layout Properties**, **Layout Builds**, **Object Properties**, **Text Properties**, and **Media Properties**.
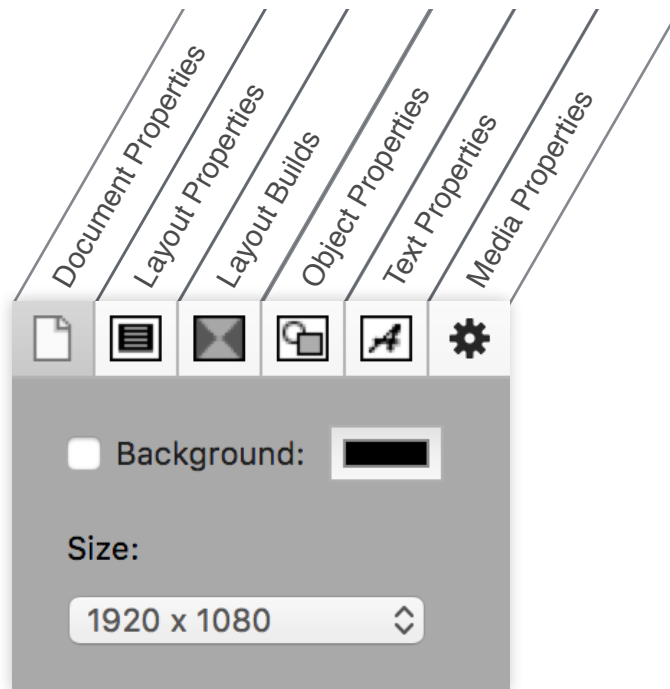
Before you begin editing your Layout you may need to update the Document's size to match your output setting. Click on the **Document Properties** tab; if the size doesn't match you will see a yellow alert triangle (shown below). Click the alert to quickly update the document size. If you are creating a layout to use on another computer, be sure to use the Custom Size option to set the document to the correct size for the display that you are building for.
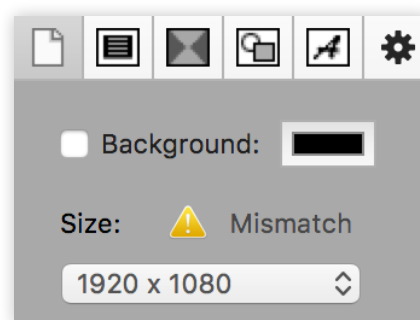
Document Properties

The **Document Properties** tab has settings that effects the entire Document, such as a background color (which, if enabled, will overwrite the default background color in Preferences), the size of the Document (which, as mentioned above, should match the output resolution in Preferences), and the transition that will happen whenever the Scoreboard is shown or cleared.

Layout Properties

If you want to set one Layout to have a specific name or have a separate background color than the rest of the Document, then the **Layout Properties** tab is where to go. You can also see a list of all of the objects in this Layout and easily select a specific object and adjust it's hierarchy in the list of objects.

Layout Builds

Build Ins/Build Outs can be used to create a more lively way to show the Scoreboard. Whenever the Scoreboard is shown (after, say, a full-screen Macro) you can have different elements "build in" to the output instead of simply dissolving in on the screen. Use this to be creative with your outputs.

Object Properties

The **Object Properties** tab sets properties for objects. The size and location of objects can be fine-tuned, you can adjust the angle and opacity of the object, and you can add effects such as a fill color, a border ("line"), and a shadow for the object.

The Object Properties tab is also the location where you assign objects to different parts of the Controller. This is the Data Link option, and it is (for example) how you set a text box to be used as the Game Clock. See the Data Link section below for more information.

Text Properties

To edit the font attributed to your text, head to the **Text Properties** tab. Edit the font, size, color, and many other attributes here. To get a deeper list of options click the "A" button next to "Edit Text Style".

Media Properties

If you have a media object (still image or video) selected then you can edit those specific properties in the **Media Properties** tab. For example, if you have a Video or Image selected then you can Change the Source (IE: point it to a different file), or click the magnifying glass to show the original file in the Finder. You can also change the scaling options here.

Similarly, if you have a Live Video object selected you can use this tab to edit those properties, and the Web View can be edited from this tab as well.

Data Link

The **Data Link** option in the Object Properties tab is where you link a given text box or object to the Controller, thus allowing the Controller to update/show/hide that text box/object.
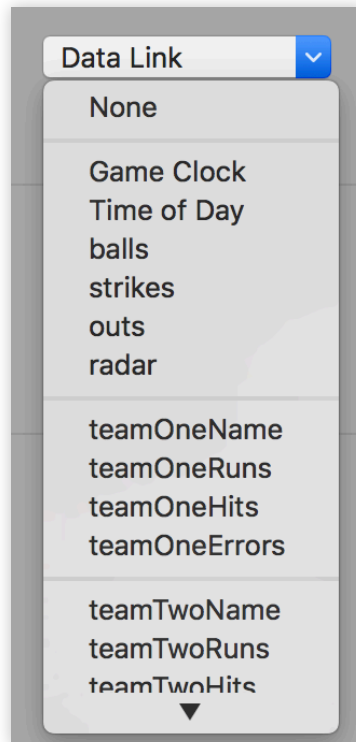
Each sport has a unique set of Data Link options (the image above is from Baseball). As you can see, there are options for all of the properties that exist on the scoreboard. Some Data Link values are team specific (indicated by "teamOne", "T1", or "Home"/"Away"), while others (such as Game Clock and strikes) will only have one listing for the entire board.

To apply a Data Link, select the object (most likely a text box) and, in the Object Properties tab, select which Data Link it should apply to. If you have an object that you don't want to be effected by the Controller, then make sure that it is set to None.

Most of the Data Links are intended for text boxes, however some controls such as Possession are designed to be used with any Layout Object (such as a shape or an image). These Data Link options will simply enable (IE: show) the object when that option is turned on, and disable (or hide) the object when that option is turned off.

Note: "Team One"/"Home" is always the first team shown on the scoreboard control screen, regardless of what names are applied to the teams. In Baseball this is the bottom team, in all other sports it is the team on the left of the scoreboard. "Team Two"/"Away" is always the team on the right of the scoreboard (the top team in Baseball).

Zones

Zones are areas where content (videos, images, Live Video, and Advertisements) will be played back on the screen. For example, different areas of the output may be dedicated to individual Advertisements while another area might be dedicated to Live Video, and there may be a full-screen Zone for playing back a video when there is a score or to have a waving flag during the national anthem. In general, any content that is not directly a part of the Scoreboard itself will need a Zone to play in.

To access Zones, go into Scoreboard Settings by clicking the pen button ✎ in the top left of the Controller, then click on Zones in the menu on the left.
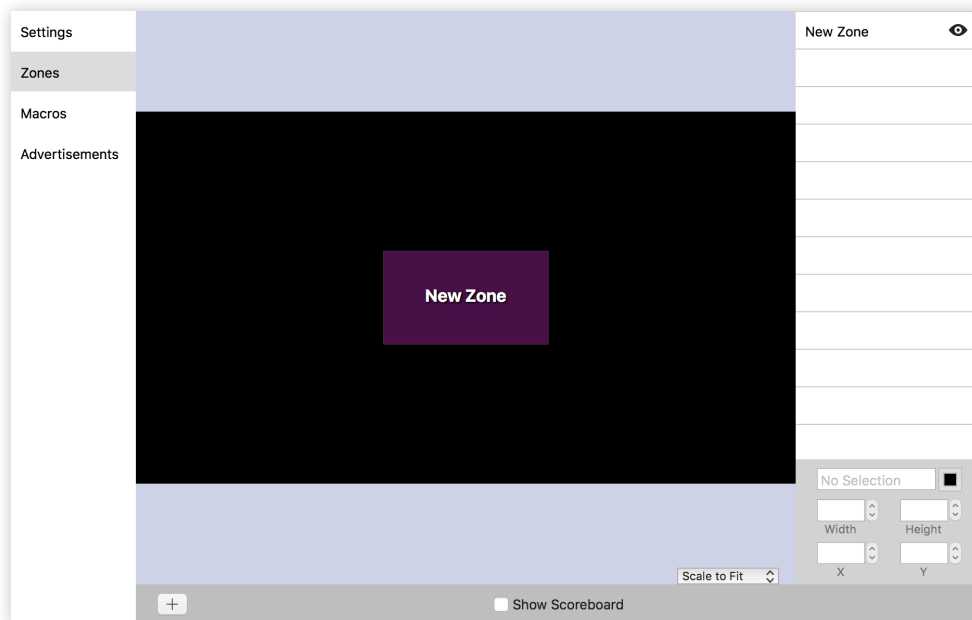

To see the current Scoreboard inside this viewer (for reference) click on the **Show Scoreboard** check box at the bottom of the editor.

To create a new Zone click the plus button ⊞ on the bottom left of the window.

Click and drag the Zone to where you want it on the screen. For finer detail of the size and location of the Zone, manually enter a number into the boxes in the lower right of the Editor. You can also update the name of the Zone in this same area, as well as set a color for that Zone so that you can easily tell the Zones apart.

Note: changing the color option has no impact on what the audience sees,
it is only there to help you visually categorize the different Zones.

While working on different types of Zones it may be beneficial to hide some Zones while you work on others. To do this, click the "eye" button 👁 to the right of its name. Hidden Zones are still active in that they can be used by other parts of the program, clicking the hide button only hides them in this viewer for easier editing.
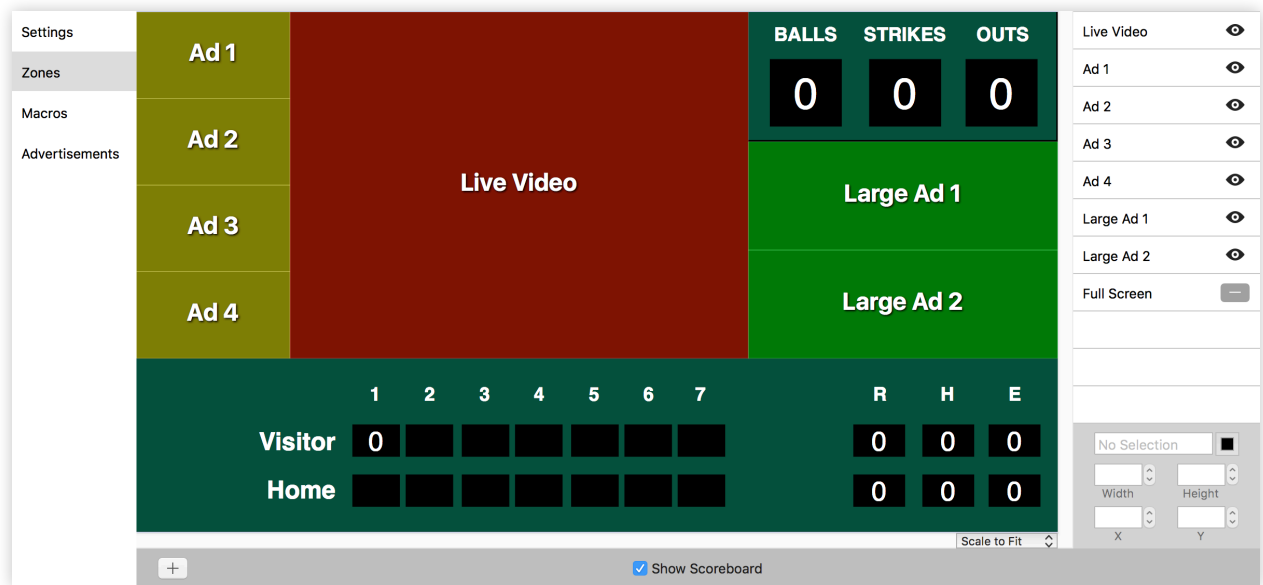
Above is an example of what a completed Zone setup might look like. The Scoreboard is turned on for reference, and there are multiple Zones set up:

- Four Advertisement Zones on the left
- Two larger Advertisement Zones on the right
- A Live Video Zone to fill the center of the screen
- A Full Screen Zone for Macros (which has been hidden for clarity)

We will see how to set each Zone to the appropriate feature in their respective sections below.

Macros

Macros are used to quickly show content on the screen; examples would be full-screen graphics after a goal, or a quick "Defense" video, or a waving flag during the national anthem. If you want to have more long-form content play (such as backgrounds or other motions) then we would recommend using the Graphics Bin, which is covered in detail in its own section below.
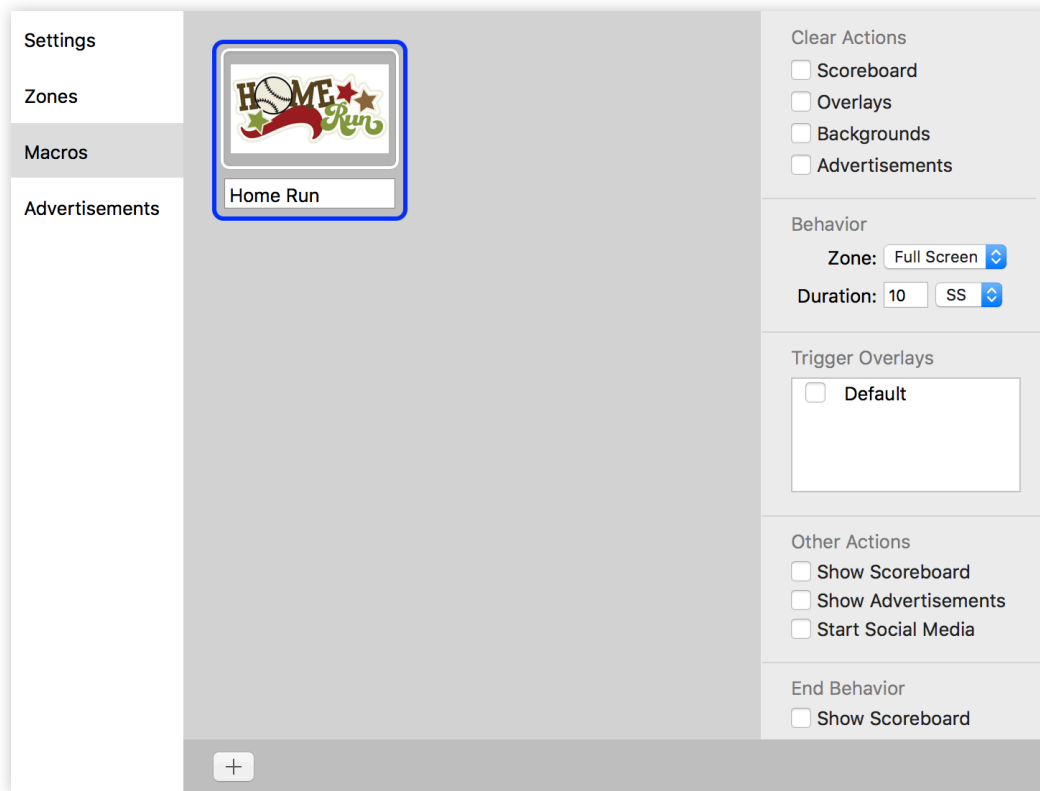
Note: Macros must play back inside of a Zone, so before setting up your Macros you will need to set up some Zones; see the Zones section for more information.

To access Macros, go into Scoreboard Settings by clicking the pen button ✎ in the top left of the Controller, then click on Macros in the menu on the left. To create a new Macro click the plus button ⊞ on the bottom left of the window.

You can add a media file (a still image or a video) to a Macro by dragging it from the Finder on top of that Macro. Alternately, to create a slideshow Macro, drag a folder of media on top of the Macro. To add a Live Video Macro, create a new Macro, right click on it, and select Live Video.

Note that Live Video Macros follow the Live Video preferences; read more about this in the Live Video section.

To delete a Macro, right click on it and choose Delete Macro, or select a Macro by clicking on it and pressing the delete key.

Macro Properties

To edit a Macro's properties, select the Macro by clicking on it. You will see the Macro's properties to the right.

Clear Actions

Click the check box next to the other layers of Scoreboard that you want to Clear when this Macro is clicked on. For example, if you check Scoreboard, then when you click on this Macro, the Scoreboard layer will Clear.

If you set a Duration in the section below, then after the duration is up the Macro will Clear and any objects checked in this box will show again, returning your output to the look it had before the Macro.

Behavior

Next to Zone select which Zone the Macro will play into.

You can also set a Duration for the Macro; set the number of seconds, minutes, or hours you want the Macro to play; after that duration the Macro will clear. If you do not want the item to automatically clear, set the Duration to zero.

If you have added a folder to the Macro to create a slideshow then there will be an Interval option to control how long each object plays for.

Trigger Overlays

Select any Overlays that you want to turn on when this Macro is shown on the screen. (See the section below on Overlays.) Overlays triggered in this manner will not clear themselves, even if the Macro is set to clear.

Other Actions

Check one of these boxes if you want one or more of these features to show when a Macro is clicked on.

End Behavior

If you have the Duration set to a number that is higher than zero you will see an End Behavior option at the bottom. Click the check box next to one of the End Behavior options to turn that layer back on when the Macro clears.

Using Macros

After you have set up your Macros, close the Scoreboard Editor by clicking on the pen button ✎ in the top left. You will now see your Macros below your Scoreboard Controller.
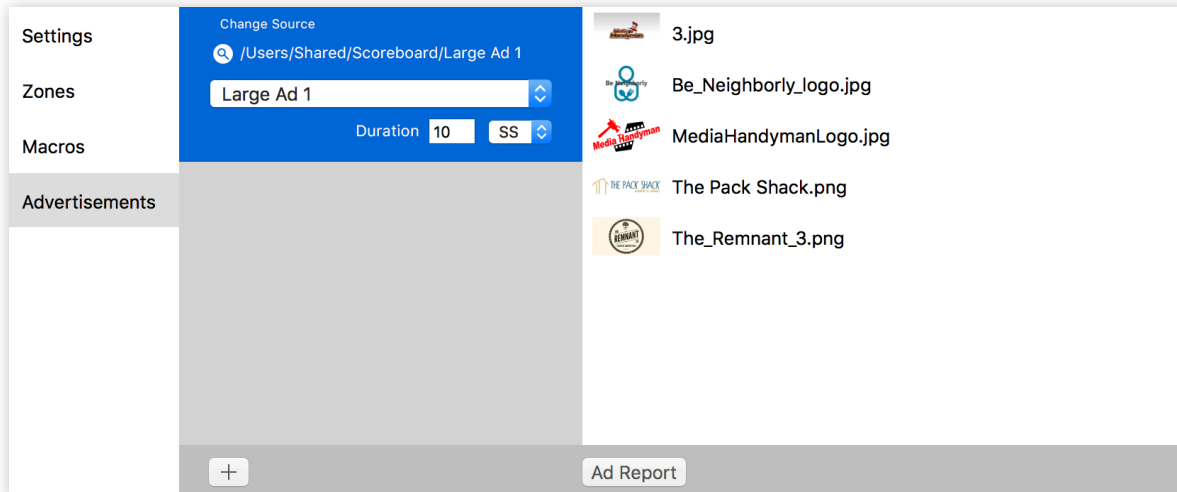

Click on the Macro to show it to the screen.

Note : only one Macro can be live at a time;
if you click one Macro while another is live then the first will clear and the second will show.

Advertisements

Scoreboard makes it easy for you to place **Advertisements** on your Scoreboard and to track how long those ads were on the screen, and therefore to increase revenue.

Note: Advertisements must play back inside of a Zone, so before setting up your Ads you will need to set up some Zones; see the Zones section for more information.

Advertisements must first be organized into a folder on the computer. Create a separate folder for each Zone that will be playing back Ads and add your media to the appropriate folder.

Note: once you add these folders into Scoreboard, the software will continually watch that folder for any updates, so if you want to add a new file to a Zone, simply drop the file into that folder and Scoreboard will automatically see it and display it.

Advertisements supports still images as well as video files (including video files that contain audio). Feel free to mix-and-match as needed!
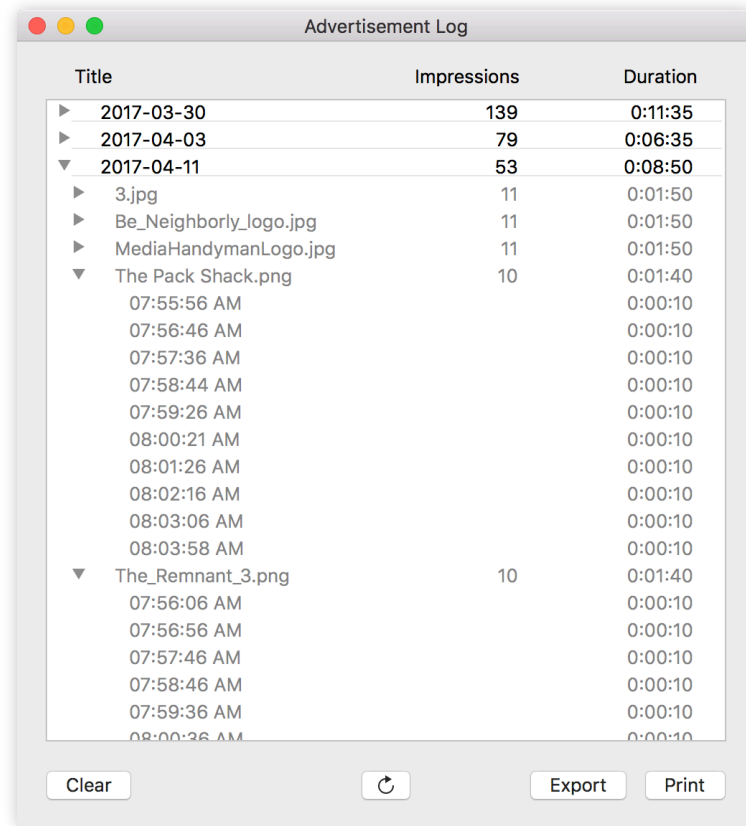
To access Advertisements, go into Scoreboard Settings by clicking the pen button ✎ in the top left of the Controller, then click on Advertisements in the menu on the left. To create a new Advertisement Group click the plus button ⊞ on the bottom left of the window. Select the folder that contains the files you want to use, then click Open.

After you have added an Advertisement Group, you can select which Zone it will play back in, as well as change the duration (in seconds, minutes, or hours) that each file will play back for. To open the folder in the Finder click on the magnifying glass 🔍 next to the file path, and to change the folder reference to a different folder click on "Change Source".

To show your Ads, close the Advertisement editor by clicking the pen button ✎, then click the Ads button ⊞ in the toolbar.

Ad Reports

Click on **Ad Report** to run a report on the ads that have run. This is useful to show to advertisers how many times and for how long their ad was shown.

Title	Impressions	Duration
▶ 2017-03-30	139	0:11:35
▶ 2017-04-03	79	0:06:35
▼ 2017-04-11	53	0:08:50
▶ 3.jpg	11	0:01:50
▶ Be_Neighborly_logo.jpg	11	0:01:50
▶ MediaHandymanLogo.jpg	11	0:01:50
▼ The Pack Shack.png	10	0:01:40
07:55:56 AM		0:00:10
07:56:46 AM		0:00:10
07:57:36 AM		0:00:10
07:58:44 AM		0:00:10
07:59:26 AM		0:00:10
08:00:21 AM		0:00:10
08:01:26 AM		0:00:10
08:02:16 AM		0:00:10
08:03:06 AM		0:00:10
08:03:58 AM		0:00:10
▼ The_Remnant_3.png	10	0:01:40
07:56:06 AM		0:00:10
07:56:56 AM		0:00:10
07:57:46 AM		0:00:10
07:58:46 AM		0:00:10
07:59:36 AM		0:00:10
08:00:36 AM		0:00:10

Advertisement Log

Clear   ↻   Export   Print

The report is first organized by date; click the disclosure triangle ▶ next to a date to show the ads that were run on that date; click the triangle next to a file to show the time and duration for each showing.

Click on **Clear** to reset this data. Click on the **Refresh** button ↻ to update the data. Click on **Export** to save the information as a .csv file (for importing into Excel, for example). Click on **Print** to print the information directly to a printer.

Scoreboard Toolbar

The **Toolbar** inside of Scoreboard offers quick access to many areas of Scoreboard, and is fully customizable.
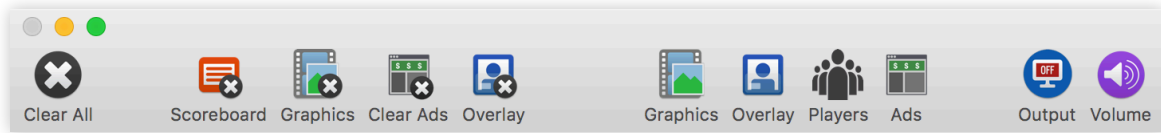

Clicking one of the **Clear** buttons will clear the appropriate area of the output. (To turn the Scoreboard back on you can click the button on the bottom of the interface.)

The **Graphics**, **Overlay**, and **Players** buttons will open those areas of Scoreboard. The **Ads** button will turn on the Advertisements (or reload them if they are already showing).

Clicking the **Output** button will toggle your entire output, and the **Volume** button will allow you to adjust the output volume of Scoreboard.

Customizing the Toolbar

To customize the Toolbar to your needs, right click on the Toolbar and select **Customize Toolbar**. A drop down will appear that will show you all of the buttons that can be added into the Toolbar.
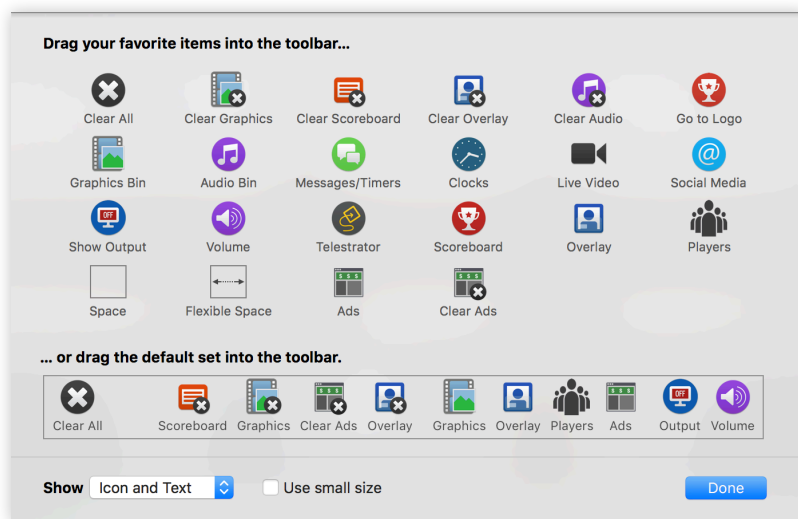
To add an icon to the Toolbar, click and drag it to where you want it to appear on the Toolbar. To remove an icon, drag it off of the Toolbar and let go of the mouse.

The Space and Flexible Space options can be used to group the buttons with other buttons of similar functionality. To restore the default Toolbar, click and drag the default Toolbar from the bottom of the window onto the main Toolbar. Click Done when you are finished editing the Toolbar.

Graphics Bin

The **Graphics Bin** allows you to have groups of videos and images that you can play back into Zones. Similar to Macros, they play inside of zones, but unlike Macros you can have more than one playing at a time, and you can organize them in Playlists.
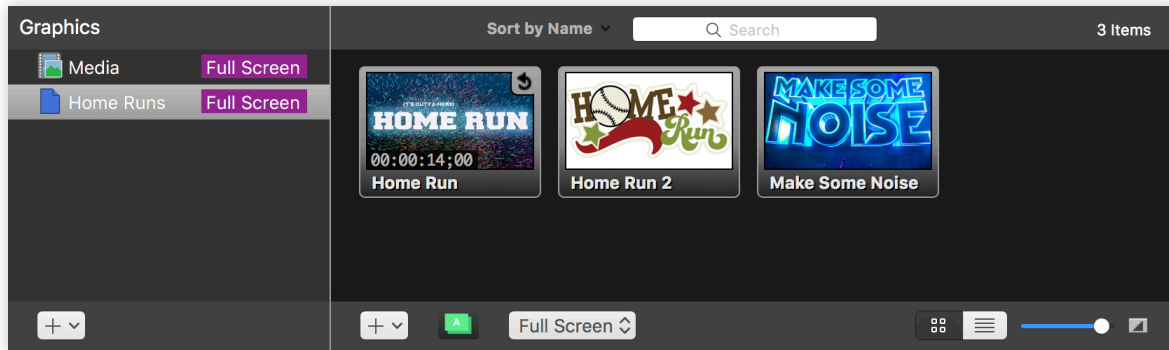
Note: Graphics must play back inside of a Zone, so before setting up your Graphics you will need to set up some Zones; see the Zones section for more information.

To open the Graphics Bin, click on the Graphics Bin button 🖼 in your Toolbar. The Graphics Bin will open across the bottom of the Scoreboard Controller. To close the Graphics Bin, click the button again.

On the left of the Graphics Bin are the Playlists; here you can add playlists to help organize your Graphics Bin. When you select a playlist its contents are shown on the right side. Clicking on a piece of media on the right side will show it on the screen in the respective Zone.

Graphics Playlists

A **Playlist** is a group of media (stills and motions) that will play back in a given Zone. Each playlist must be assigned a Zone; any media that is fired inside of a Playlist will show inside of the Zone that is assigned for that Playlist (unless you tell a specific piece of media to use a different Zone).

To create a new Playlist, click on the plus button ⊞▾ at the bottom of the Playlist window and select New Playlist. To rename a playlist, select the playlist, then click on the name of the playlist; after a moment the name will change into a text box that you can edit. To delete a Playlist, select it and press the delete key, or right click on it and choose Delete Playlist.

To assign a Zone to a Playlist, select the playlist, then click Select Zone Target in the bottom of the Graphics Bin. To learn more about Zones, see the Zone section above.

In addition to standard Playlists, there are several special Playlist types to assist you in organizing your media:

Media Playlist

The **Media Playlist** is a default Playlist that is always visible. It can be used as a "catch-all" type of folder for your media. It cannot be deleted or renamed, but otherwise follows all of the same properties of normal Playlists.

Hot Folders

Hot Folders are a special type of Playlist wherein instead of manually adding media to the Playlist, Scoreboard will instead monitor a folder on your computer and automatically update based on the files inside of that folder. To add media to a Hot Folder, you would simply add the media into that folder on the computer and Scoreboard would update the Hot Folder for you.

To create a Hot Folder, click on the plus button ⊞▾ at the bottom of the Playlist area and select New Hot Folder. Hot Folders are represented by an orange icon: 🗒

Tags

Tags are a sort of Smart Playlist wherein you can "tag" media with attributes and it will organize all of that media into one Playlist for you. Want a quick way to sort all of your Blue media files into one folder? Or maybe some smart organization of your Home Run videos is in order. If so, then Tags are for you!

To set up a Tag, right click on a piece of media and select the plus button ⊕, then type in the name of your Tag. If you have already set up a Tag, then you can apply that tag to one or multiple media by selecting the file(s), right clicking on it, and selecting the Tag's circle icon.

Creating a Tag will automatically add that Tag to the list of playlists in the Graphics bin. To change the color of a tag, right click on it and select Change Color. To rename a Tag, select the tag, then click on the name of the tag; after a second you can edit the name of the Tag. To delete a tag, right click on it and select Delete Tag.

Note : by default (when a new configuration file is created) there will not be any Tags. You will need to create new Tags before you can use this feature.


Group Folders

Sometimes you want to organize your Playlists and/or Tags into groups, and that is what **Group Folders** are for. To create a Group Folder, click on the plus button ⊞▾ at the bottom of the Playlist area and select New Group Folder. Note that only Playlists, Hot Folders, and other Group Folders can be added to Group Folders; you cannot add the Media Playlist, Tags, or media files into Group Folders.

Media Files

On the right side of the Graphics Bin is where you can see, interact with, and fire to the screen your media files. Simply clicking on a piece of media will send it to the Zone that is selected for that playlist.

Across the top of the window you can **Sort** the media (by Type, Name, Path, kind, Duration, Format, Original Length, Producer, or Manually); you can also **Search** for media by name.

Across the bottom you can click on the plus button + ▾ to add media or a Live Video feed to the selected playlist. The dropdown menu in the center of the bottom bar will select the Zone for the selected playlist. On the bottom right you can change between Table View and Grid View, as well as use the slider to make the thumbnails smaller and larger.

Right clicking on a piece of media will give you a list of options for that media. You can select Reveal in Finder to show the media on the computer, you can select a custom Zone for that piece of media to play back in, you can select a custom Transition for that piece of media, and if the media is a motion then you can change the playback options for it.

Media Properties

The **Media Properties** pane is where you can customize many options of a piece of media. To open the Media Properties pane, right click on a piece of media and select Media Properties.
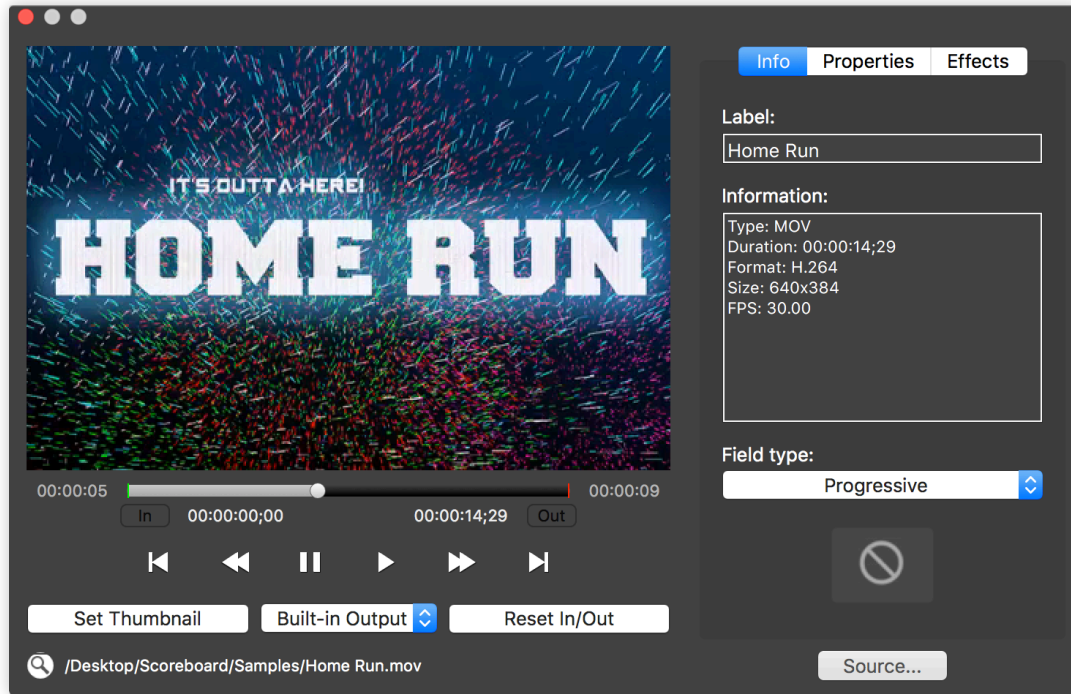
If the media is a video then you can use the scrubber and/or the controls on the left to preview the video. If you have multiple Audio outputs and want to preview the audio in a different output, select that output below the Play and Pause buttons.

If you want to not show the entire video and instead want to set a custom In and Out Point then you can do that from this view. Place the playhead where you want your In Point to be and press In; place the playhead and click Out to create a custom Out Point.

In the top right you can switch between the Info, Properties, and Effects tabs.

Info Tab

On the **Info** tab you can see and change the name (Label) of the media, and you can see other information about the media file itself. In the lower right you can customize the Transition for just that piece of media, and you can click on Source to point to a new piece of media.

Properties Tab

The **Properties** tab will allow you to change different properties, such as the scaling options for the media, the ability to Flip media, and, if the media is a motion, you can change the Volume, Play Rate, and what happens when the video ends (if it stops, loops, etc.).

Effects Tab

To customize the media further visit the **Effects** tab. Here you can enable many different options for creative playback of the media.

Adjust Color
This allows you to adjust the Hue, Saturation, Contrast, and Brightness to change the basic look of the video or image.

Blur
This applies a blurring mask to the entire video or image. Moving the slider left and right will change how much blurring is used.

Color Filter
This allows you to apply a filter over your video or image with a color that you select.

Color Invert
This option inverts all of the colors to achieve a "negative" type effect.

Edge Blur
Edge Blur applies a circular blurring mask from the outer edges. The sliders change the amount of blurring that is applied.

Gray Invert
Like the color invert, this achieves a "negative" type effect, but completely in grayscale.

Halftone
This effect gives a "comic book" feel to your media. Use the sliders to change the sharpness (amount of "comic book" feel), Gray, and Saturation.

Heat Signature
This effect emulates a heat signature map, showing Reds where the image is brightest and Blues where the image is darkest.
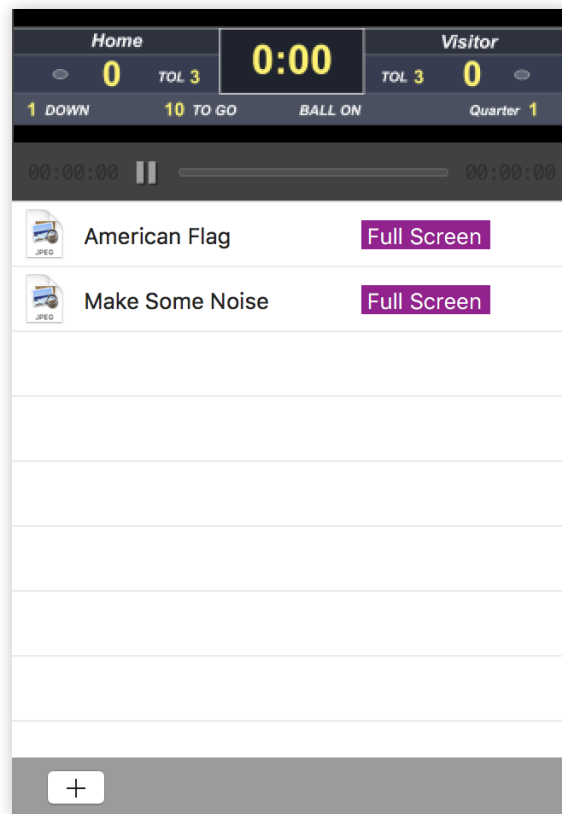
Sepia
This effect applies a sepia tone to the entire video or image.

Vignette
This vignette allows you to darken the edges of the media.

Cue Sheet

The **Cue Sheet** is a quick way to set up media for a show (such as a half-time show or pre/post game announcements). It is conveniently located directly below your Scoreboard preview.

To add media to your Cue Sheet click the plus button ⊞ on the bottom left and select your media or a folder that contains media. To rename a Cue, select the Cue, then click on the name of the Cue and wait a second for it to turn into an edit box. To delete a Cue, right click on the Cue and select Delete, or select one or multiple cues and press the Delete key.

Note: Media in the Cue Sheet must play back inside of a Zone, so before setting up your media you will need to set up some Zones; see the Zones section for more information.


To apply a Zone to a Cue (or to change a cue's Zone) right click on the Cue and select the desired Zone.

Right click on a Cue and select Cue Inspector to open that Cue in a Media Properties window; this will allow you to customize the Cue with any options available as listed in the previous section.

Cues play back in the Graphics layer, so to clear all Cues click on Clear Graphics or Clear All.

Overlay

Overlays make it easy to leave items on screen for an extended time, but are also easy to clear at any time. Some common uses for Overlays may be a lower-third graphic, a logo/"bug", or other persistent graphic that you want to leave on screen. This is also where you would set up a Time Out Timer that will show on the screen only during a time out; see the Time Out Overlay section for more information.
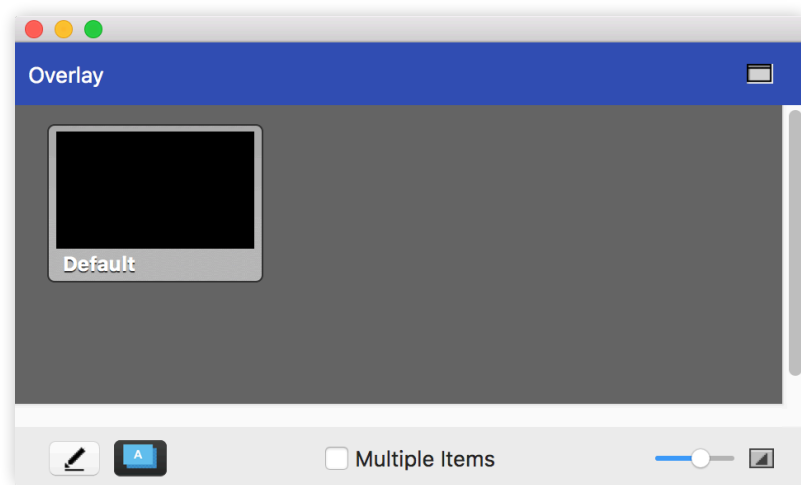
Once fired, an Overlay will stay on the screen until you clear it by clearing that specific Overlay, by clearing all Overlays, or by clicking the Clear All button. This layer is independent of other layers allowing Overlays to be triggered at any moment. Just like with all other areas of Scoreboard, Overlays adhere to transparency settings for those graphic formats that support them (.PNG stills or animation videos with an alpha channel).

To open the Overlay pane click on the Overlay button 🖼 in the Toolbar, or go to View > Overlay. You can toggle the Overlay pane between a floating window and it being set into the main Scoreboard window by clicking the window button ▭ in the top right.

Clicking the pen button ✎ in the lower left will open the Overlay Editor where you can create and edit your Overlays. Click the plus button + on the bottom left of the window to add multiple Overlays. The rest of the Editor functionality is very similar to the Scoreboard Editor; review the functionality there. To close the Editor, click the ⊗ in the top left.

To activate an Overlay click on the thumbnail of the Overlay that you want to show. You can clear individual Overlays by clicking on the Overlay's name in the toolbar of the Overlay window. If you want to clear all of the Overlays at once, click the Clear Overlays button in the toolbar.

Use the slider ◪ in the lower right to change the size of the thumbnails. By default only one Overlay can be shown at a time; check the box next to **Multiple Items** to allow multiple Overlays to be shown at the same time.

Players

Scoreboard offers a great feature for showing information about individual players onto the screen. This feature is called **Players**, and is simple to set up and use.
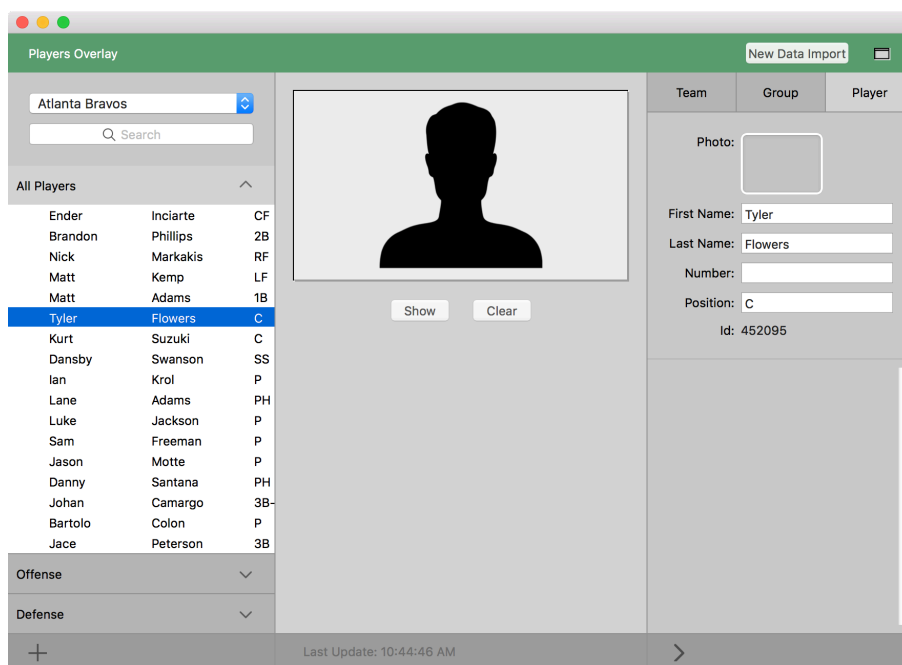
To open the Players Overlay window, click on the Players button 👥 in the toolbar. On the left you will see the list of players and their information, the center will have a preview of what will be shown on the screen, and on the right is a column for editing the player information. This view makes it easy to search for a player on the left, select the player, then click the **Show** button across the bottom to show it to the screen.

The first time you open the Players Overlay window you will see this prompt:
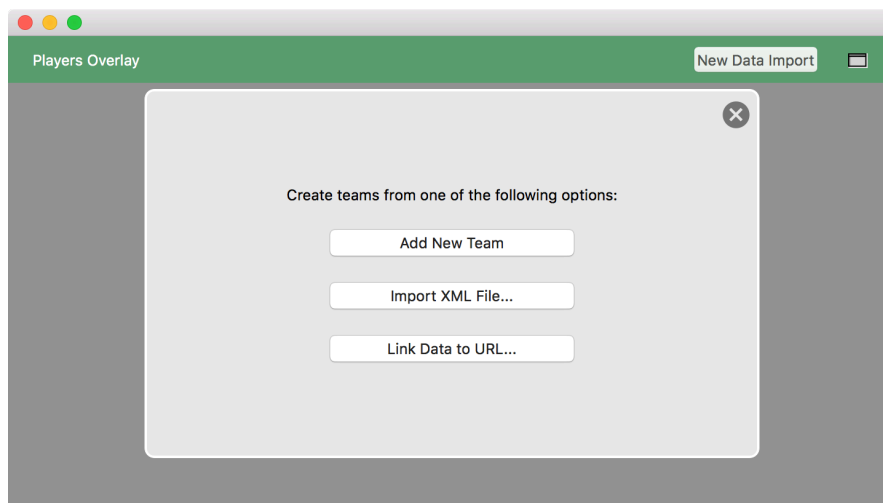
Click on **Add New Team** to create your Teams from scratch. Click on **Import XML File…** if you have an XML file of your data that you would like to use to create your Teams. If you have a URL that will be supplying the data then click on **Link Data to URL…**

At any time you can click on **New Data Import** on the top right to get back to this window. If you do so, then it will ask you if you want to add the new data to your current data or to create a new document.

Note that if you select **New Document** then it will erase all current data in your Player Overlay.

Teams

The Players Overlay is organized into **Teams** so that you can easily keep a record of the local teams while also rotating through any visiting teams. A Team consists of one or more **Groups** (such as "Offense" and "Defense"), and each Group contains individual **Players** (which in turn contains the player's name, stats, and a photo of the player).

You can swap between Teams by clicking on the dropdown menu in the top left of the Players Overlay window. To create a Team, in the bottom left click the + button and select **Add Team**.

To edit a Team, select that Team from the dropdown in the top left then click on the Team tab on the right side of the window. Here you can edit the Team's name as well as perform a batch import of photos for the Players in that Team (see the Photos section for more information).

Groups

You can organize your Players into **Groups**, such as "Offense" and "Defense", or "Batters" and "Pitchers", etc. The benefit to organizing your Players into Groups (beyond simple organization) is that each Group uses its own Template for showing on the screen. Using this feature, you can have your Batters show on the screen with different graphics and statistics than your Pitchers (as an example).

To create a new Group, click the + button in the bottom left and select **Add Group**. You can hide or show the contents of a Group by clicking on the name of the Group in the left column.

To edit a Group, select a Player in that Group and click on the Group tab on the right. From here you can rename the Group as well as select and edit the Template that is assigned to that Group.

You can click and drag one or more Players from one Group onto another Group; doing so will copy the selected Players into that Group.

Note that each copy of that Player will be independent of the other copies.
That is to say, if you copy a Player from one group to another and later want to make a change, you will have to change that Player in each Group that they are assigned to.
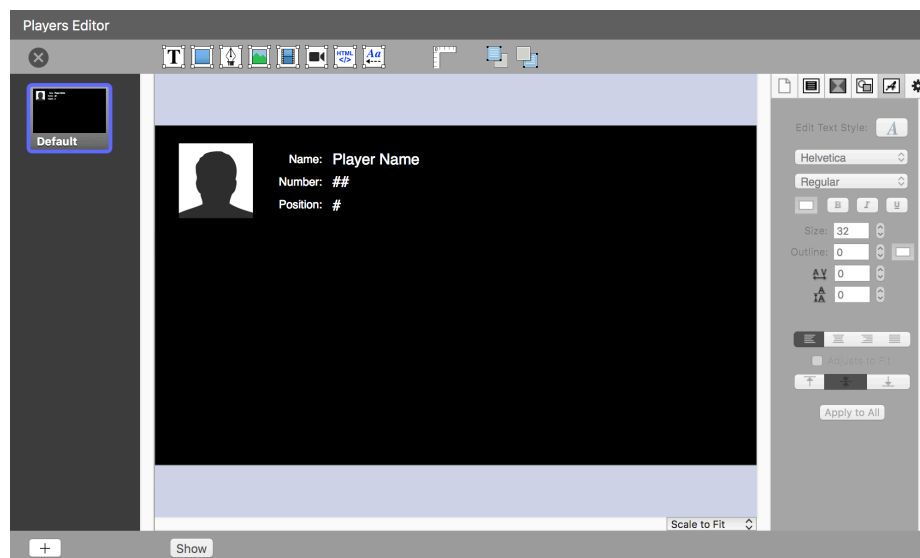
Group Template

Each Group must have a **Template** assigned to it. This Template is how the Group will show its Players on the screen. It can include text boxes (such as the Player's name and stats, or generic text that is shared across all Players), images (such as a photo of the Player or other standardized graphic), and many other objects.

To assign a Template to a Group, on the left click on a Player in the desired Group, then click on the Group tab on the right. Select the desired Template from the dropdown menu to apply that Template to that Group.

To edit the Group Templates (including adding new Templates) click on the edit button ✎ next to the Template dropdown menu.

Note that Templates are shared across all Groups and Teams within a given sport.

Group Template Editor

The basic functionality of the **Group Template Editor** shares most (if not all) of the functionally of the Scoreboard Editor. For example, the tabs in the Editor are all the same, and you can use the same Data Link functionality to link the statistics and other attributes for Players to show on the screen. As such, those topics won't be covered here, instead click on one of the above links to read those sections directly.

Note you can use the **Data Link** feature to show statistics and attributes on the screen. If a text box has the Data Link set to **None**, then any text in that box will be shown directly on the screen. If a text box has any other Data Link applied to it then any text in that text box will be removed and replaced with that statistic or attribute.

Players

A **Player** contains all of the individual attributes and statistics for a specific player.

To add a new Player, click on the + button in the lower left and select **Add Player**. To edit a Player, select the Player on the left and click on the Player tab on the right. From here, you can change the Player's **Photo**, **First Name**, **Last Name**, **Number**, and **Position**. In addition to this, the **ID** of that Player is shown (and can be edited if needed).

Photos

There are two ways to update a Players' **Photo**. The first way it to simply drag and drop an image file on top of a Players' Photo area. This works well for updating individual Players, however it can be tiresome to update an entire Team that way.

The second way is to update all of the Photos for a Team at once by importing an entire folder of photos at once. First create a folder on your computer and add to it a photo of each of your players. Name each file to be their player's Number (IE: "74.jpg", "95.jpg", etc.). Then click on the Team tab on the right, click the **Import Player Photos** button, and select the folder that contains the photos. Scoreboard will do a simple name match of the files to the Number of each Player and will update the photos if they match.

Statistics

Some sports support additional statistics for players. These will be shown below the attributes of the player. These statistics can be adjusted manually or they can be updated by an XML file.

At the time of this writing, the only sport that supports statistics is Baseball. Additional sports will be added as users request them.

Audio Bin

The **Audio Bin** allows you to control audio directly from inside the program without having to rely on an outside application to play music or sound effects.

To open the Audio Bin, click on the Audio button 🎵 in the toolbar (by default this is hidden), select Audio Bin from the View menu, or press Control + A.

There are three components of the Audio Bin. At the top are playback controls. Any audio file played from the Audio Bin is controlled from here.

Below that is the Playlist area. You can create **Playlists** to organize your audio into, and you can create **Group Folders** to organize your playlists. To add a folder or playlist, click on the plus button ⊞ at the bottom of the playlist area.

The lower section lists all the songs or sound effects in the selected playlist. Clicking on the name of a file will trigger the audio to start playing. A search box allows you to quickly locate any item in the Audio Bin.

Clicking the plus button ⊞ at the bottom of the Audio Bin will open a Finder window for you to select the tracks you want to import. You can also drag files directly from the Finder into the Audio Bin.

You can specify that audio from the bin or a selected playlist can be shuffled by clicking the Shuffle button at the bottom right corner.

There are two audio types that can be imported into the Audio Bin:

Audio Tracks are longer audio files (typically songs) that you may want to have control over. Only one audio track can be played at a time.

Sound Effects are short audio files that do not require full audio control. Multiple sound effects can be played simultaneously. These files can only be stopped with the Clear Audio or Clear All command.

The type of audio file is selected by default based on audio length. Longer files are Audio Tracks and shorter files are Sound Effects. Right-click on the file to bring up a contextual menu to change the audio files type.

If you want to change the playback behavior, you have three options: Loop, Go to Next, and Stop. To change the behavior, right-click on the file and select the Behavior menu.
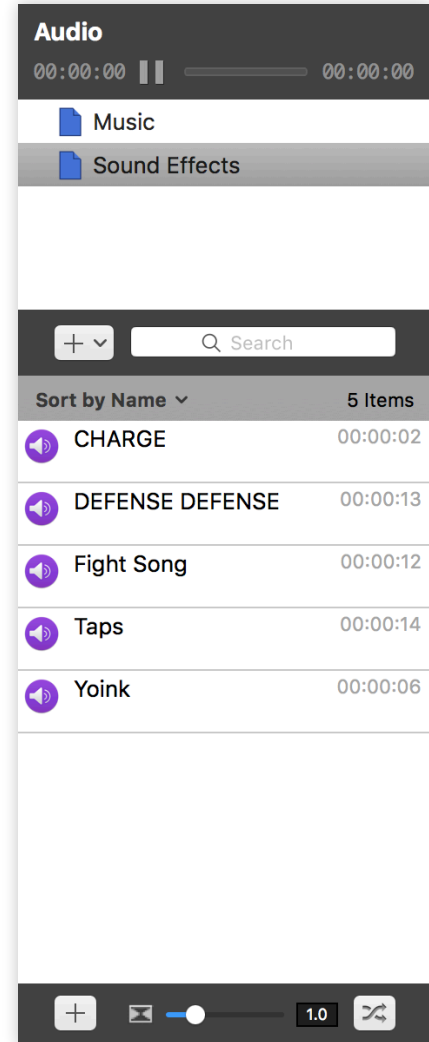
Clocks and Timers

You can find the Clocks window by going to the View menu and then clicking on Clocks, by pressing Control + C on your keyboard, or, if you have customized your Toolbar to include the Clocks feature, by clicking on the Clocks button 🕐 in the Toolbar.

The Clocks feature is used primarily to control additional clocks that can be shown via the Messages feature (see Messages section below), but it also gives you additional controls over your game clocks.
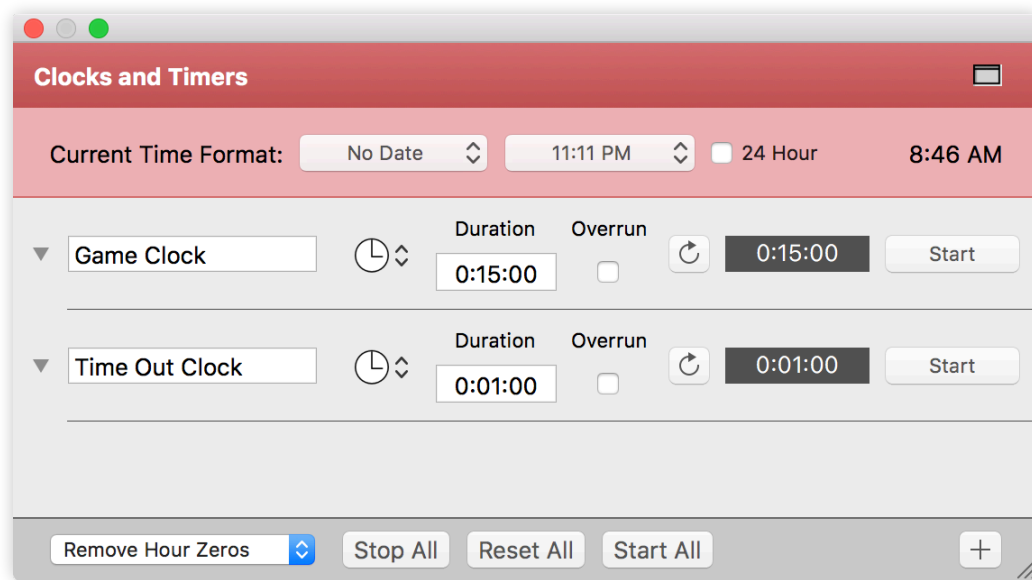
Current Time Format allows you to choose the way you want the system clock to look (if you were to show it via the Messages feature).

You can add an unlimited number of clocks by pressing the plus button ⊞ in the bottom right of the window. Each clock can be set to one of three options:

- **Count Down Timer** (count down given a starting time)
- **Count Down to Time** (count down to a specific time of the day)
- **Elapsed Time** (count up, typically starting at 0, but you can specify a time to start from)

If you change the time, click the **Reset** button ↻ to the left of the clock to update the time. Clicking **Stop** will pause the clock. **Overrun** allows a clock to continue running past zero. The buttons at the bottom will **Start**, **Reset**, or **Stop All** of the clocks simultaneously.

You can toggle the Clocks and Timers pane between a floating window and it being set into the main Scoreboard window by clicking the window button ▭ in the top right.

Messages

Scoreboard allows multiple **Messages** to be formatted and ready to go on-demand and even display multiple messages on the same screen simultaneously with different formatting for each message. To open the Messages module, Go to View > Messages, or press Control + M, or add the feature to your Toolbar and click the Messages button 🟢 there.
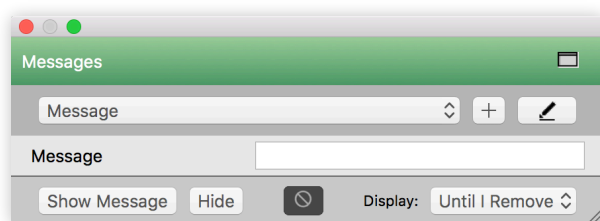
There are two views available for the Messages module. The initial, collapsed view (above) allows you to easily change the content of a message or a countdown clock. The second view (on the right) is a more open view where you can set up and edit your different Messages. You can show and hide Messages from either view.
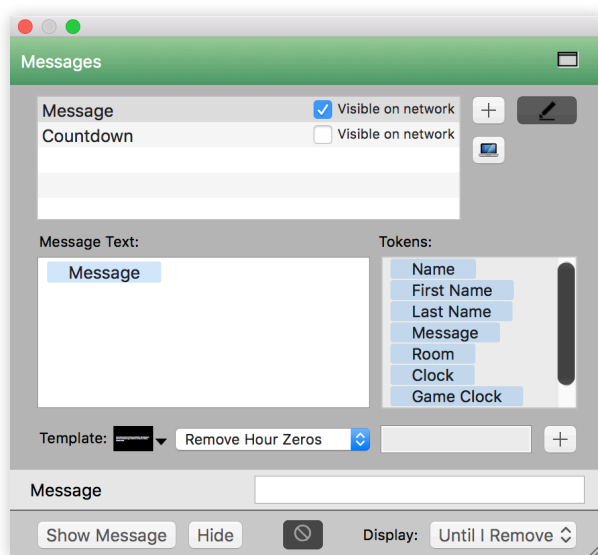
When you open the Messages module, you can click on the drop-down menu to select from any message that has already been created. To edit a message, click the pen button ✎ to the right of the new message button; this will put you into the edit view. To add a new message, click on the plus button ⊞ which will also put you into the edit view.

Messages work using a combination of predefined text and token text. **Tokens** create content dynamically depending on your needs. For example, you might have a predefined Message saying "[License Plate], your lights are on." where "[License Plate]" is a token that you can have filled in at a later time. This allows you to have dynamic messages while keeping the interface simple to use.

There are many tokens that come with Scoreboard, however you can always create your own tokens. To add a token, go into the editor view, fill in the name of the token in the lower left, then click the plus button ⊞.

The bottom row of buttons control showing and hiding a message, as well as the transition that is used when displaying a message.

Another function that the Messages module serves is to create on-screen countdowns for your audience. If you don't want to use a pre-rendered countdown video for an event, Scoreboard makes it easy to format a countdown clock that can be used over any of your own content.

As with regular messages, countdowns can contain text and a countdown. If you don't want the clock to show extra zeros at the front as time runs down, check the Strip Leading Zeros option.

The look of a given Message is determined by its Template. There aren't any Templates that ship with Scoreboard, so you will need to create your own. Click on the box next to the Template option then select New Template Group. Give your Template a name, and then in the Editor create a text box that represents how the text will be shown on the screen when you fire your Message. See the Scoreboard Editor section for more information on the Editor.

Note: any text that you type into the Template will be replaced by the Message that you show.

After you create your Template, close out of the Template Editor, then back in the Messages tab select your new Template to apply it to that Message.

You can toggle the Messages pane between a floating window and it being set into the main Scoreboard window by clicking the window button ⬚ in the top right.

Messages over Network

With Scoreboard it is possible to input data to tokens through an HTML page accessed through the local network. To do this, first enable the network by clicking on ProPresenter-Scoreboard in the top left, clicking on Preferences, clicking on the Network tab, then clicking the check box next to **Enable Network**. Next, back in the Messages window, check the **Visible on network** checkbox next to the Message name in the Messages window.

The HTML page can be accessed by clicking the small computer button 🖥 on the right side of the messages window. The address of this page can be shared with anyone who may need to provide remote input of tokens.

When a message is entered remotely, a notification will appear on the Scoreboard operator's screen. Clicking this notification will immediately display the notification on the screen.
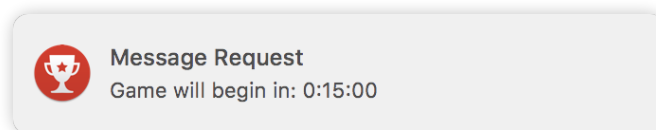
Social Media

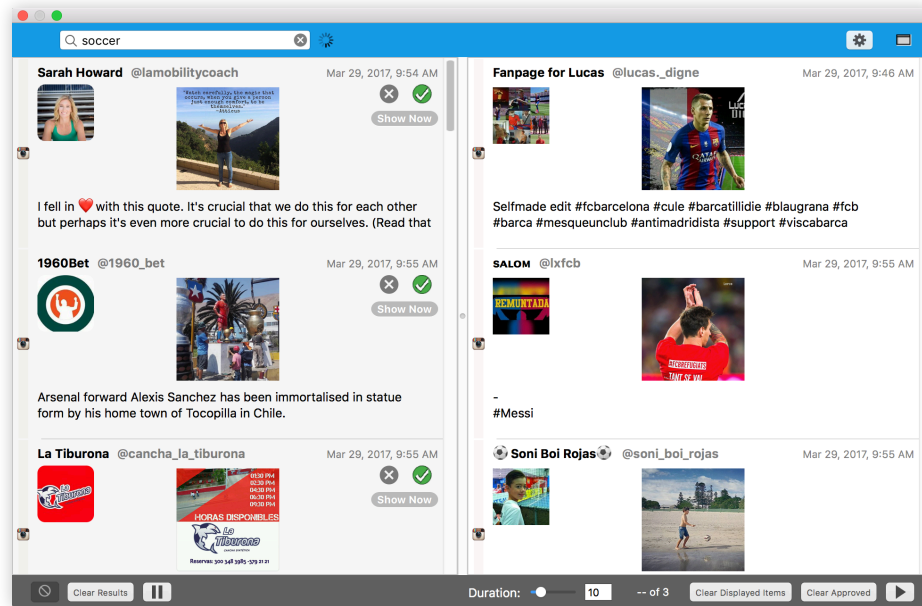Scoreboard includes the ability to search for and display results from Twitter and Instagram directly through the **Social Media** feature. You can search by keywords or hashtags, and moderate which results are shown on screen.

To open the Social Media module, select Social Media from the View menu, press Control + Shift + W, or add the Social Media button @ to the toolbar and click on that button.

To begin, login to your Twitter and/or Instagram accounts by clicking the gear button � in the top right, then clicking on the respective social media tab.

Once you have search results available you can remove results, ignore them, or approve them. Clicking the ⊗ will remove a results if it isn't relevant or you don't want to see it, and clicking the green check ✓ will approve the content. Approved content is moved to the column on the right and go into the display rotation.

You can also set a transition for your approved content. Click the transition menu in the bottom right corner and pick from any of the available transitions.

Once you have approved content, you can set the Slide Duration to be up to 60 seconds long before the next item is shown. If you need to clear the list of approved tweets, click the Clear Approved button.

The formatting of individual content is handled by templates. Several templates are included with Scoreboard. Individual templates can be set for Twitter and Instagram content, and the correct template will be used when displaying the relevant content.

Also available via the gear button ✹ is the General options for the Social Media tab:

Auto Approve Results will approve all results immediately for display. It does not require manual moderation of what appears on screen.

Auto Remove on Show will show an item once and then remove it from the list to be shown. If this box is not checked, an item will continue to be shown, in rotation with the others, until it is manually removed.

Save Approved Items allows approved items to persist even if Scoreboard is restarted.

Highlight Hashtags/Users allows hashtags or usernames to be highlighted in a different font color from the rest of the text.

There are also a few options for each of the Social Media Services. For **Twitter**:

Include Historical Search allows older results to be searched and used. If you have authorized Scoreboard to access your Twitter account, the results will be updated in real-time.

Checking **Ignore Retweets** will ignore tweets using the new retweet styling as well as messages that start with "RT".

Checking **Ignore Links** will ignore tweets that contain a URL.

For **Instagram**:

Checking **Refresh Search Automatically** will update the search results at a specified time so you continue to see the most recent results.
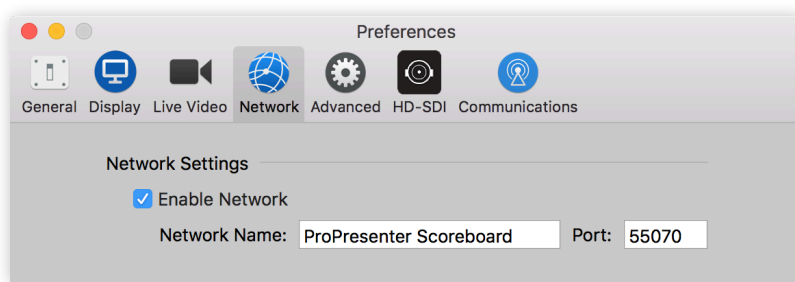
Remote Scoreboard

The remote is a web interface that replicates the main control surface from the program on any computer or mobile device (a tablet or phone) that is on the same network as the computer running Scoreboard. The remote interface works best in Safari, Chrome, and Internet Explorer on a desktop, but other browsers (including mobile browsers) work as well.
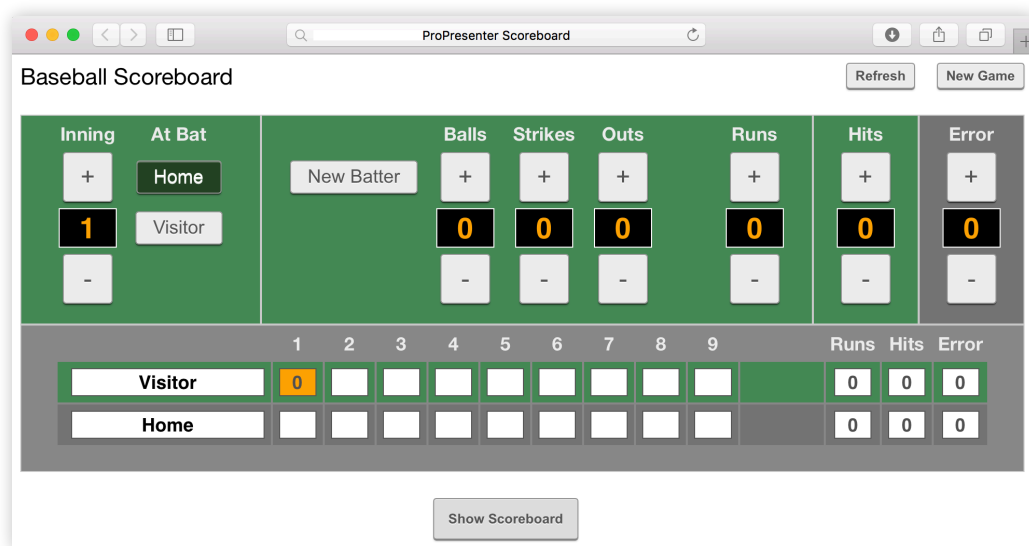
Note: As of this publication, the Remote Scoreboard is only available for: Baseball, Football, Hockey, Lacrosse, and Soccer.

To enable the remote control interface, you will first need to enable the network connection in Preferences. In the top left of the screen, click on **ProPresenter-Scoreboard**, click on **Preferences**, click on the **Network** tab, then click on **Enable Network**. You can customize the Network Name if you want to, but you don't need to make any other changes unless you need to select a specific Port number to get through a firewall. You can close the Preferences window.

To launch the remote, click on the **Remote** button in the bottom right of the Scoreboard Controller. This will open the Remote in your web browser. You will need to share the address from your browser with the person who will be connecting remotely. We recommend only using the remote connection on a dedicated and secured network to ensure your connection is as stable as possible.

Record Output

Scoreboard allows you to record everything shown on the Output Window directly to a file.
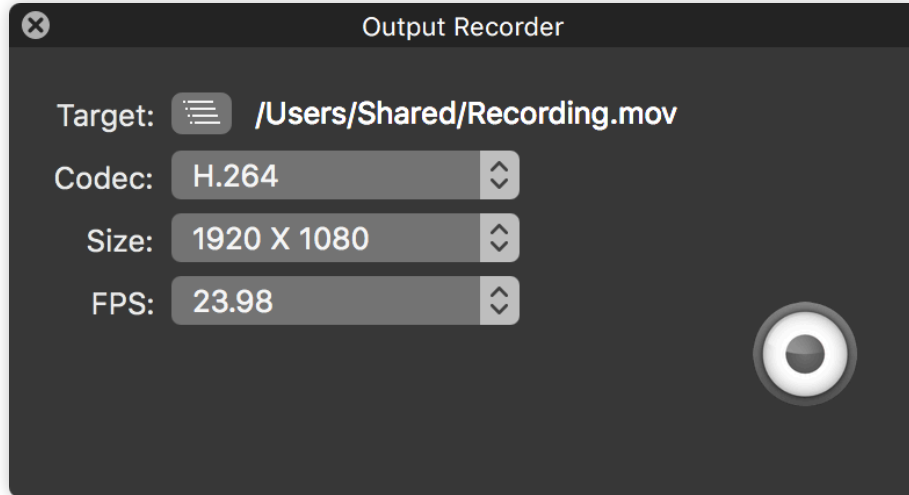
Open the Record feature by clicking on the Actions menu, then clicking on Record Output; or by pressing Command + Shift + R.

Click on the Target button to set the file path location as well as the file name.

You can select between the following Codecs:

- ProRes 422 HQ
- ProRes 422
- ProRes 422LT
- ProRes 422 Proxy
- H.264

There are multiple resolutions and frame rates that you can select. You can also specify a specific resolution if needed.

To start recording click on the record button; to stop recording click on the button again and the file will be saved to the specified location.

Scoreboard Preferences

In addition to the sport-specific preferences mentioned before, Scoreboard also has many global preferences that you may want to set. You can access these preferences by clicking on **ProPresenter-Scoreboard** in the top left, then selecting **Preferences**, or you can press Command + Comma.

General Tab
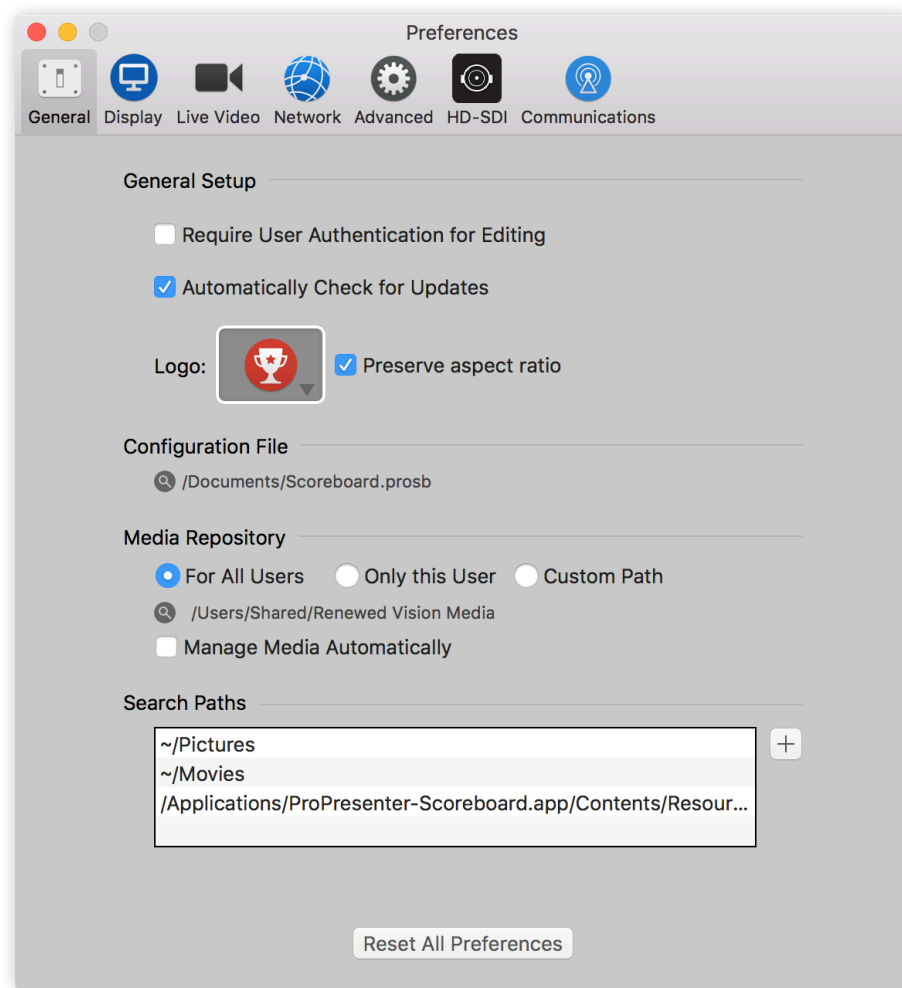
Require User Authentication for Editing
Check this box to require the administrator's username and password to be entered before any editing is allowed from within Scoreboard.

Automatically Check for Updates
If this option is checked, Scoreboard will automatically check for updates when the program launches as long as you have an internet connection. If you don't want to be notified of updates automatically, uncheck this option, but remember to check regularly for updates.

Logo
The Scoreboard logo is the default logo. You can change this by clicking on this button and selecting your own image. Having your organization's logo or other image here provides you with something to go to in an emergency. Checking Preserve aspect ratio will maintain the aspect ratio of the logo image.

To use the Bail To Logo feature, select Logo from the Actions menu, press F6, or add the Logo button to your Toolbar (see Customizing your Toolbar above).

Configuration File
The Configuration File is the document bundle created when you launch Scoreboard for the first time, or select New Scoreboard Configuration from the Game menu. This file contains much of the unique information that is within Scoreboard. Your Controller settings, your Scoreboard Playlists, and much of the other data from within Scoreboard is stored here.

Media Repository
This is the directory where any media purchased through the store is downloaded to and where media that is imported with bundles is stored. Click the magnifying glass 🔍 to go directly to the selected directory.

The default setting is **For All Users** which means that all of the users on this computer can access your media. If you would like only the current user to be able to access this information, then change this setting to **Only this User**. The **Custom Path** option allows you to store this information in a custom location; this may be on a server or in a custom directory on your computer for other user accounts to be able to access the files easier.

If you check the **Manage Media Automatically** option, any media that you add to Scoreboard will be copied to this location, thereby removing the possibility of having broken links. By default this is turned off, which means that Scoreboard will link to the file where it already is on the computer.

Search Paths
If you move all of your media from on directory to another (e.g., ~/Desktop/ to ~/Documents/), you can add a new search path. When you restart Scoreboard, any media that is not found will be searched for in these Search Paths and relinked if they are found.

Reset All Preferences
This resets all the custom settings made in Preferences. This will reset the settings on each tab in Preferences.

Display Tab
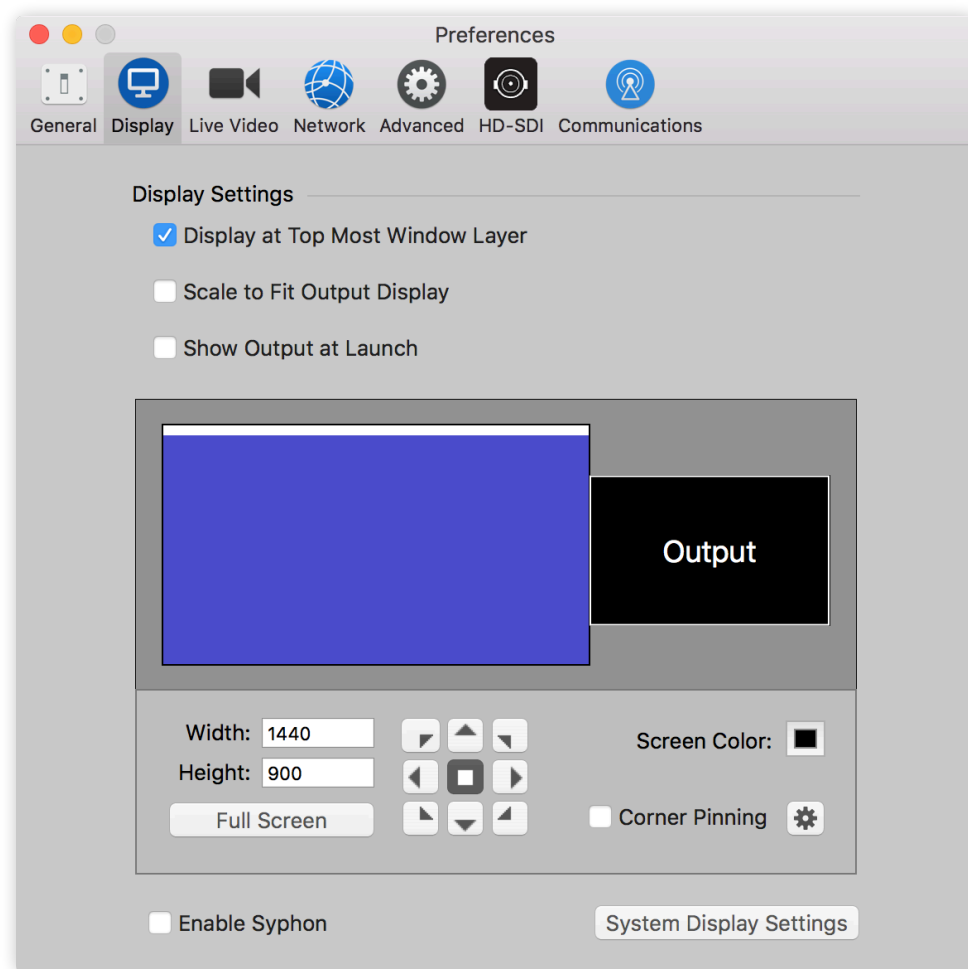
Display at Top Most Window Layer
Select this box to keep the Scoreboard output above any other windows on your output screen. Generally you will want this checked, unless you want to drag a window and show that on top of Scoreboard's output.

Scale to Fit Output Display
This will scale your presentation to the output resolution if they don't match.

Show Output at Launch
Check this box to automatically turn on Scoreboard's output whenever the program launches. (Uncheck this if you often work on the machine with the output device unplugged/turned off.)

Output Options
The boxes in the middle of the screen represent the different monitors attached to your computer; the box with the white bar represents your computer screen. You can set your Output to any of your screens by clicking and dragging the black Output box to the correct screen.

System Display Settings
This will open the computer's Display settings available in System Preferences.

Width, Height, Full Screen
Use the Height and Width boxes to customize the resolution of your primary output screen. If you want to use the full resolution of the output from the computer, simply click the "Full Screen" button. This will use the resolution for the display that has Output assigned to it. If you are not using the full resolution, the arrows to the right will allow you to adjust the relative position of the output.

Screen Color
This specifies the default slide background color that will be seen behind everything else on your output. Any color may be specified.

Corner Pinning
In some cases you might be using a projector that is not square with the screen causing keystone issues. Corner Pinning allows you to adjust each corner of the output independently to fix the keystone of your image. Scoreboard will also calculate the distortion and adjusts the image accordingly. (Note that if your projector has the controls to adjust each corner we recommend that you use those settings instead.) Clicking Reset will undo all of your adjustments.

You can toggle Corner Pinning on and off with the check box next to the button on the main Display preference panel.

Live Video Tab
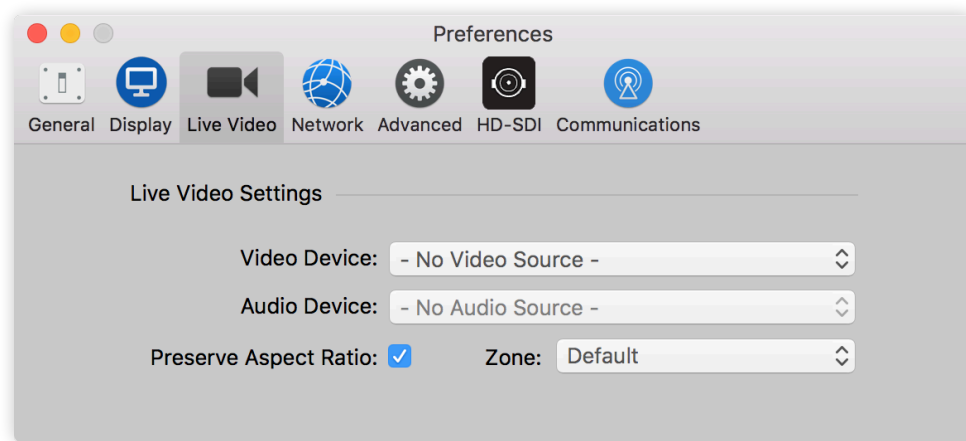
Scoreboard supports a live video feed over SDI or USB 3.0. We officially support Blackmagic Design video interfaces, although other devices may work. We can only provide support for Blackmagic Design hardware as that is all we have tested.

Video Device
Select the device of your video source. This can be the FaceTime camera, an external camera, or a software "camera" like CamTwist or ManyCams.

Audio Device
Select the audio source (if needed) to be used with your camera.

Preserve Aspect Ratio
Check this box to have Scoreboard keep the aspect ratio of the video (may show black bars around the video to accommodate this). Uncheck this box to have Scoreboard stretch the video to fill the Zone that it is playing back in.

Zone
Select the Zone that Scoreboard will play the live video through.

Network Tab

Enable Network
You must Enable the Network to use the Remote function of Scoreboard. The Network Name and Port will be set automatically. It is unlikely that you will need to change the port number. Generally you would only need to change the port if you need to specifically route Scoreboard's network traffic through a certain port due to network management requirements.

Advanced Tab
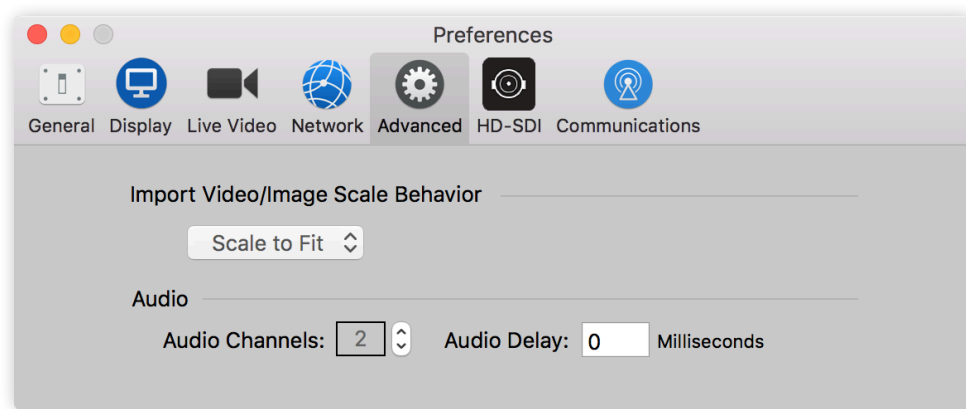
Import Video/Image Scale Behavior
This option allows you to control the default setting for when you import Graphics. Note that this setting will not retroactively update files already in Scoreboard, it will only effect new Graphics that are imported.

Audio
This section allows you to define how many channels of audio you are outputting. Most users will only have two channels, but if you are using a multi-channel audio device, you will want to change this number to ensure all of the channels are sent from Scoreboard. You can also adjust the Audio Delay, which may be necessary if you are outputting video over SDI.

HD-SDI Tab
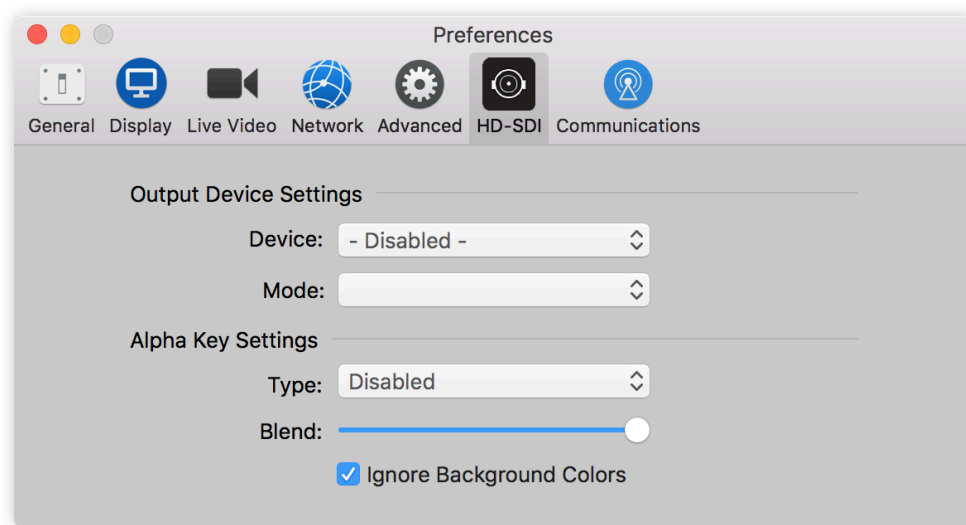
Output Device Settings
The SDI Output allows you to send true high-definition video to your video system. Check the box for Enable Output Device and then choose the appropriate device and mode that is required for your video system. This module is designed to work with Blackmagic video cards. Other SDI cards may work, but they are not supported.

In Preferences, click the Display tab and ensure that the Scale to Fit option is <u>not</u> checked. You also need to manually enter the output resolution for your SDI signal. If your output doesn't look correct, verify that the Output Screen resolution is set for your SDI signal and not the connected DVI or VGA display. If you are still having trouble with the signal, open the Blackmagic preference panel in System Preferences and make sure that "Remove field jitter when video is paused" is <u>not</u> checked and that "When not playing video, send" is set to Black. Both of these options are on the bottom of the Setting tab in the Blackmagic preferences panel.

Alpha Key Settings
The Alpha Key is designed to work with Blackmagic hardware to provide a clean signal that will be overlaid onto another video signal. After connecting the hardware, set the appropriate option:

Disabled: This will output a full video out signal to your program and preview ports on the output device.
Internal Key: If you are using the Alpha Keyer as a downstream key, with a video input coming into the output device and one going out of it, then this is an Internal Key (be aware that audio is passed through the output device when using this mode -- you cannot use the output device audio outputs for sound out of Scoreboard when this mode is active).
External Key: If you are sending separate key and fill outputs to your broadcast video switcher, this is the option you will choose. It sends the key signal through the preview out of the output device and the fill out of the program output.

If you need additional information or assistance setting up your SDI or Alpha Key, please contact your Scoreboard Representative.

Communications Tab
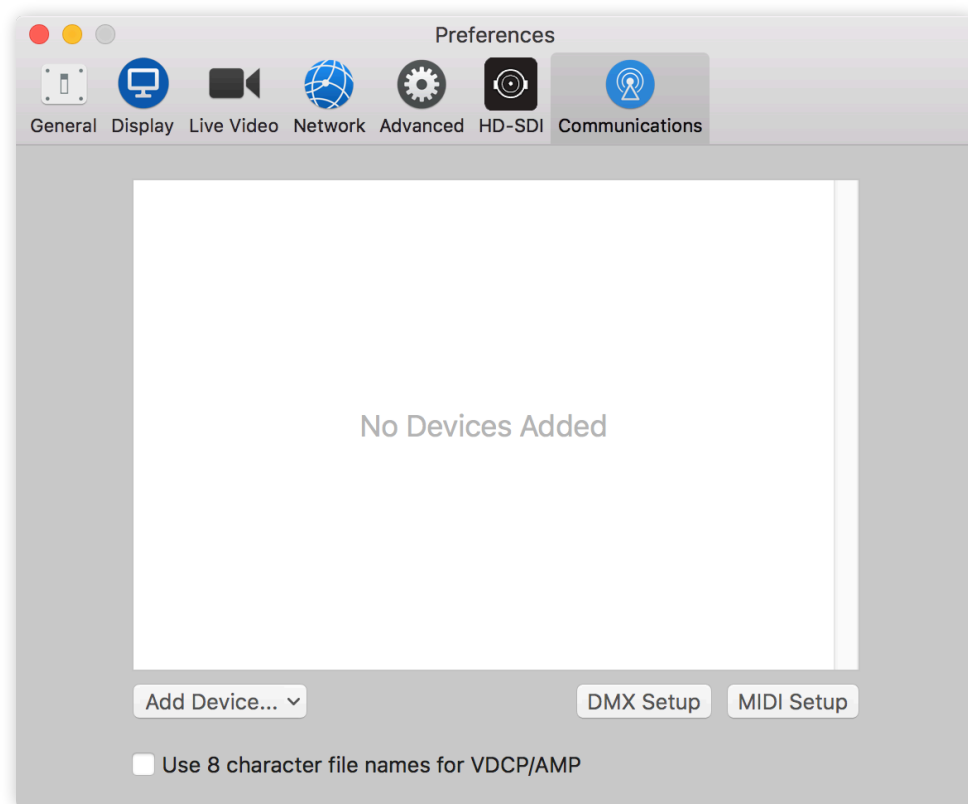
The Communication tab provides connectivity to external devices via network or serial communications according to what the protocol supports. The Communication tab consists of a number of different protocols. Note that not all Sports work in all of the different protocols, however we are regularly adding new protocols and adding more support to the current protocols, so see the Scoreboard download page or ask your Scoreboard representative for the latest information.

To add any of the available protocols to Scoreboard, click on the **Add Device** button in the lower right corner and select the protocol from the list. Each protocol has unique configuration settings. We have set each protocol to use the standard configuration as specified by each manufacturer. If your configuration requires different settings you will need to refer to the documentation for the device you are connecting to with Scoreboard, or contact your Scoreboard representative for more information on how to set up that specific device.

After you have added a protocol, you will see a box that shows you the active protocols. You can connect or disconnect any protocol, or remove it, from here. If you need to change the settings for a protocol, click on the gear button ⚙ to open the settings menu.