



FutsalTab user manual





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Introduction

Thank you for choosing a product of the **i-Tab** line. These products have been designed and manufactured in Italy with maximum care to ensure customer satisfaction.

i-Tab scoreboards are ideal to display data on all the major sports activities within sports complexes.

The most innovative feature of this device is the ability to show a series of pictures for information / advertising purposes that are loaded on the internal memory of the panel via the expansion port.

i-Tab scoreboards are built with selected components and cutting-edge production techniques in order to be durable, accurate, reliable and responsive to the latest CE regulations.

These panels are modular so that, when you order, you can choose the most appropriate size for your needs.

Package contents

Inside the package you can find:

1. FutsalTab scoreboard
2. Warranty module
3. User Manual



Power requirements

i-Tab scoreboards unless otherwise agreed, comes with a 3 meter cable with.

In the case the user want to connect the panel to a junction box, take care to connect:



- Brown cable (or black) to live
- Blue cable to neutral
- Green/yellow to ground

Power supply must be: 220Vac \pm 5%, 50/60Hz, 4,4A, 400W or 110Vac \pm 5%, 50/60Hz, 8,4A, 400W. The desired voltage must be specified in the order module.

Connections

i-Tab scoreboards have two connector on the rear, one is used for the main supply and one is used to connect expansion boards.

The expansion connector must be used only with devices approved by Spintop srl otherwise the warranty will became null and void.





Buttons and functions



Button	Color	Function
'Power'	Red	Power On/Off switch
'Enter'	Green/ENT	Execute the selected item
'Esc'	Yellow/ESC	Menu exit
'Right arrow'	White	Change the item
'Left arrow'	White	Change the item
'+'	White	Increment the selected value
'-'	White	Decrement the selected value

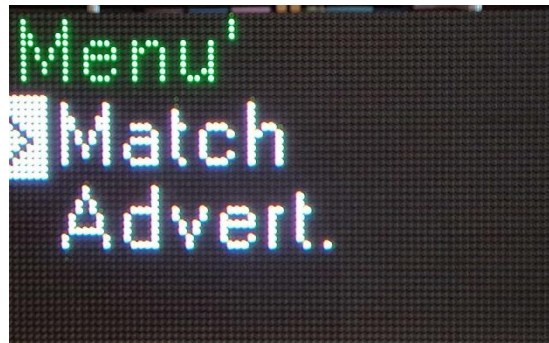
Starting

To switch on the board just press the red Power button on the left side. After this will appear an image like the one below which shows the revisions of firmware and hardware loaded on the device





Then the system will continue the start up procedure and finally will appear the picture reported below.



It is possible to change the selected item using the right and left arrows and to confirm the choice using the '**Enter**' button.

If no button is pressed the menu 'Advertisement' will be automatically start after 'Time save' minutes.

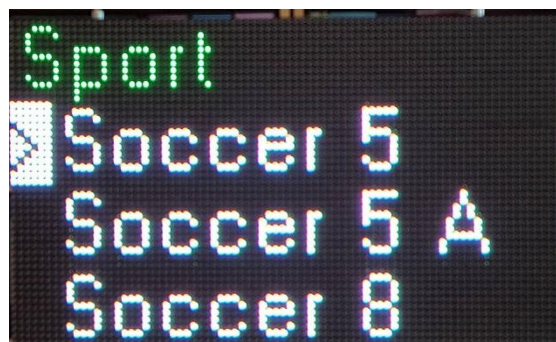
If the parameter 'Time save' is set to 0 the screen saver will never start.

Advertisement

If the item 'Advert.' is selected by the user, the pictures stored in the device memory will be shown in sequence, divided by 'Time adv' seconds.

Match

If the item 'Match' is selected by the user will appear a menu showing all the sport available as below.



Using right and left arrows the user can find the desired sport.

The 'A' letter after the sport name means that is not an official match, in this case some of the displayed parameters are changed. In particular for soccer will be displayed the player turn to be the goalkeeper instead of the fouls.

Once the desired sport has been selected will be asked to the user to insert all the data needed such as team names, team flags, ...



In this case the buttons to be used are *right* and *left* arrows to change the parameter selection, '+' and '-' buttons to change the parameter value, **'Enter'** to accept the value and **'Esc'** to go back to the previous menu.

If 'Soccer 5' is selected the first question to the user is to change the name of the team as in the picture below.



Using *right* and *left* arrows will change the selected letter while '+' and '-' buttons will change the letter skimming the alphabet.

Once the name is the one desired, the user should push **'Enter'** to go to the next question that is the name for team B.

Pressing **'Enter'** again you can choose the flag color for team A and then for team B.

Then the user will be asked to set the match duration and after this the system will wait the user press the **'Enter'** button to start the match.



As in the picture, the scoreboard will show team names, team flags, fouls, the duration time and the number of periods.

It is possible to start/stop the period time by pushing **'Enter'** button. When the time is stopped a red STOP will appear.



The time will start again simply pressing '**Enter**' button.

To change the goals or fault it's enough to use **right** and **left** arrows to select the parameter to be changed (it will change it's color) and then using '+' and '-' buttons to increment or decrement the value.

After some second the last button has been pressed the selection will disappear.

To change the game periodi is enough to press the '**Enter**' button for long (3-4 seconds).

To go out of the match could be pressed '**Esc**' button for long at anytime.

Friendly match

As for the official match, after having selected an unofficial match, the user will be asked to insert in order: the name of the team, the number of players for team A and B, the duration, the number of change (how many time one player have to be goalkeeper).

The selection will be done in a similar way as for official match.

When finished the system will wait the user press the '**Enter**' button to start the match.



In this case, the word player means that the goalkeeper for team A is player number one and that the goalkeeper for team B is player number one. This because sometimes could happen that the number of player is different for the two teams.

If '**Enter**' button is pressed, the time will stop and start again simply pressing '**Enter**' button.



To change the goals or fault it's enough to use **right** and **left** arrows to select the parameter to be changed (it will change it's color) and then using '+' and '-' buttons to increment or decrement the value.

After some second the last button has been pressed the selection will desappear.

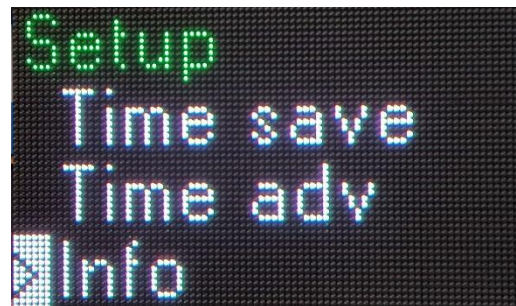
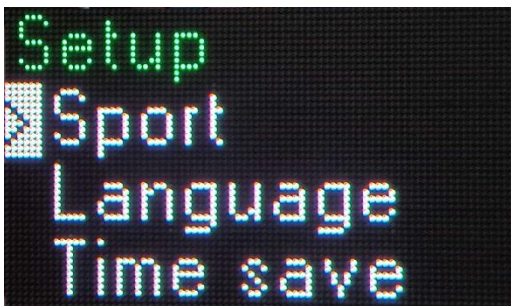
To change the game periodi is enough to press the '**Enter**' button for long (3-4 seconds).

To go out of the match could be pressed '**Esc**' button for long at anytime.

Other sports have similar menu and sub menu and the logic of the buttons don't change.

System configuration

In order to change system parameters users must switch on the system pressing '**Esc**' and '**Enter**' together. After some seconds will appear the below menu:



Configuration parameters are:

Language: to select scoreboard language

Time save: It is the time to start the screensaver in minutes.

Time adv: It is the time between one picture and the successive in seconds

Pictures

Scoreboards of **i-Tab** line are able to store some picture, having the same dimension of the panel, in BMP format to show them during the screensaver.

If, for example, the scoreboard is 80X48 pixel, all the picture must be 80X48 pixel or less.

Memory dimension is about 960Kbyte and below is reported the maximum number of picture tha a panel can store:



Scoreboard resolution	Picture number
80X48	128
160X48 o 80X96	64
160X96	32
96X48	106
192X48 or 96X96	58
192X96	29

Below some sample:

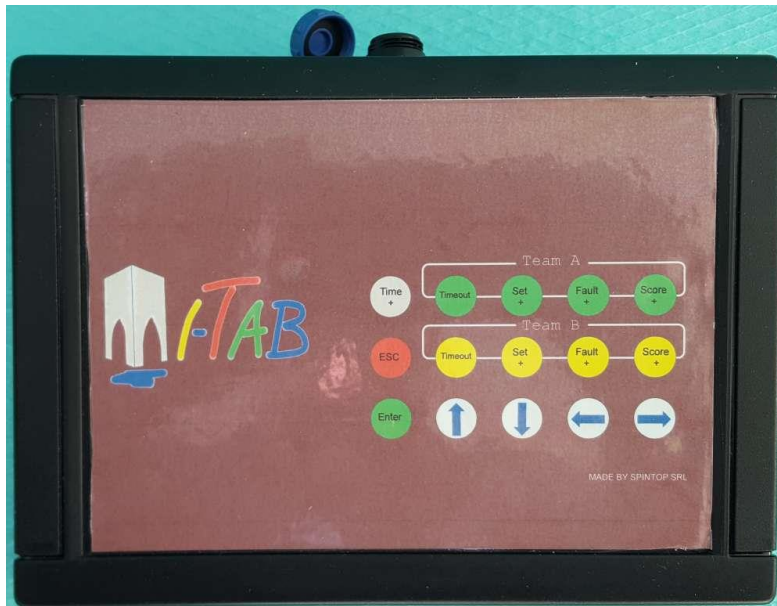


Accessories

Scoreboards of *i-Tab* line could be used with some accessories.



Console



The console is able to remote control the scoreboard in a very efficient way because it has up to 15 dedicated buttons. Using wire connection, it can be placed up to 200m from the display, alternatively there is a RF version that do not need a cable and that can be placed up to 100m from display.

The console also allows, via a USB port to connect your PC to the panel in order to download images.

Remote control



The remote control allows the referee or who for him to control the scoreboard by remote via radio. This device, as the console, comes with 15 keys that let you perform operations with greater efficiency.



Interface



The interface is a device connected via cable to the display and makes a radio link available for any remote control or console.

It also have an USB link to allow a PC to download images.

Contacts

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