



Soccer Multisport-Console CKN



Important Information

General

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

Safety

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

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

Intended Use

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

Power supply

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

Cleaning

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

Liability Limitations

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

Disposal

If a label is placed on the device showing a crossed out dustbin on wheels (see drawing), the European directive 2002/96/EG applies for this device. Please get informed about the applicable regulations for separate collection of electrical and electrical waste in your country and do not dispose of the old devices as household waste. Correct disposal of old equipment protects the environment and humans against negative consequences!



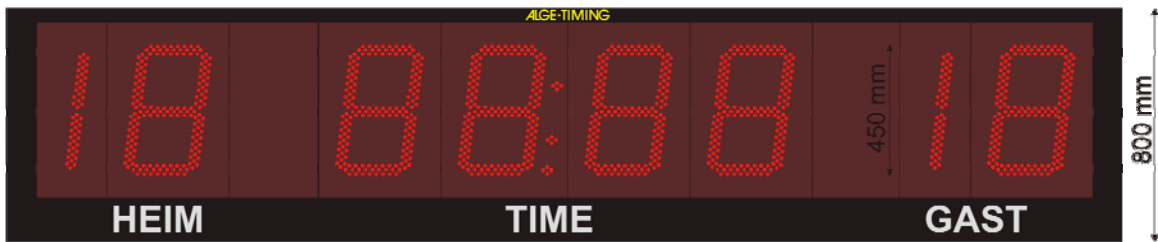
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Contents

1	Multisport-Console CKN.....	4
2	General assignment of keys.....	5
3	Soccer - Parameter:	7
3.1.1	Time.....	7
3.1.2	Period	7
4	Display-Control (optional):.....	8

3800 mm

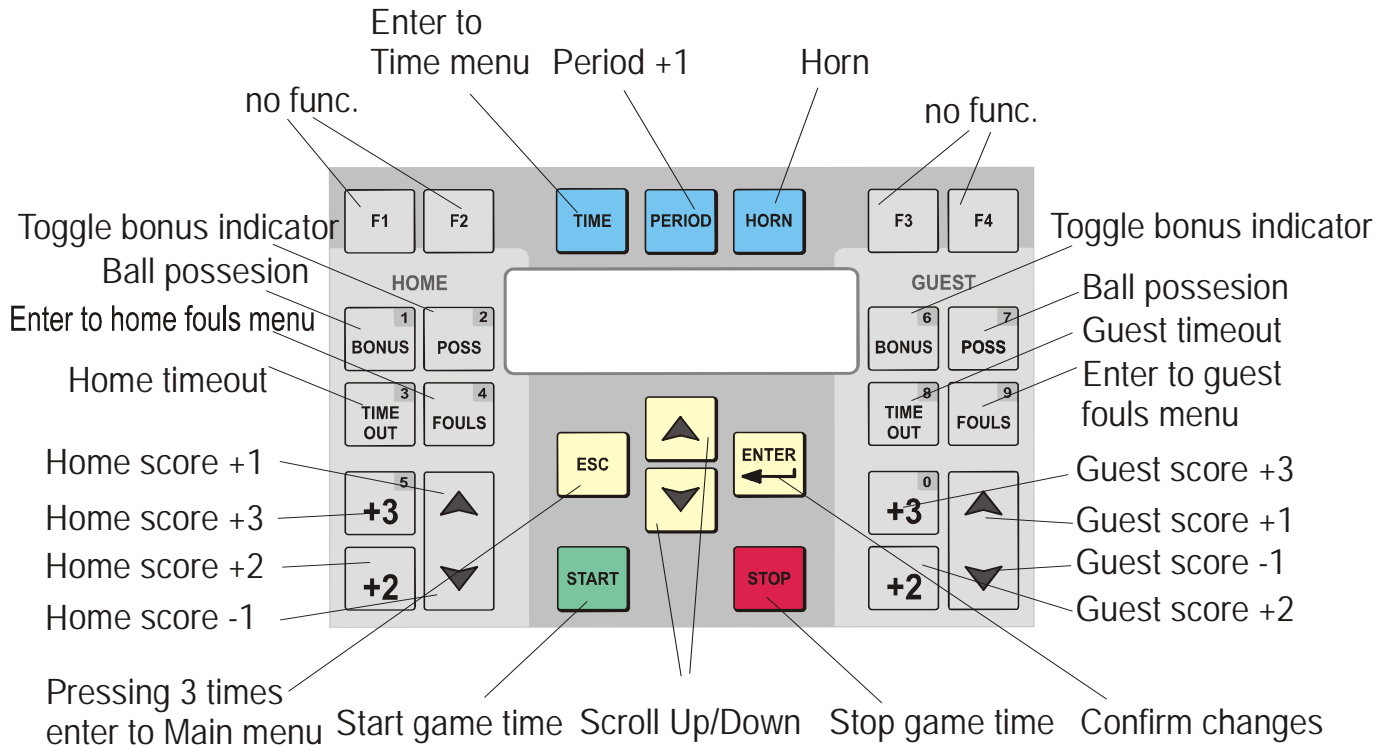


DLINE1000-6-E2
Dimension: 6300x1400mm



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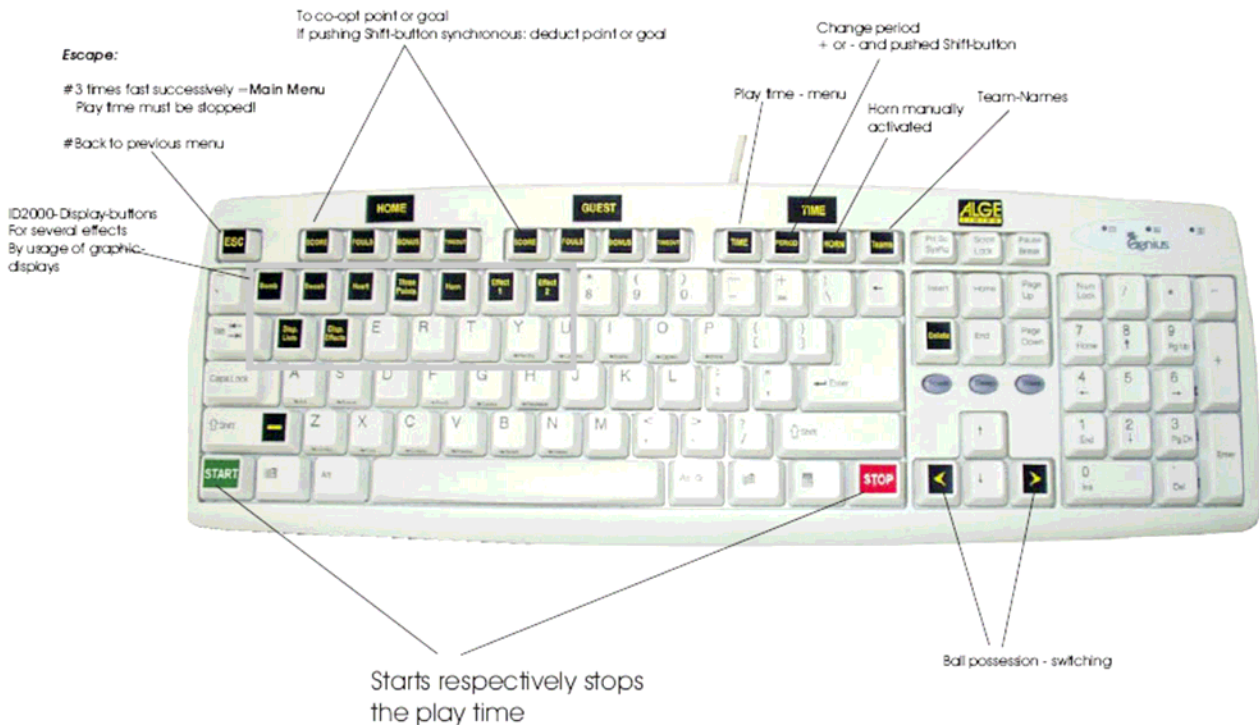
1 Multisport-Console CKN



D-CKN is connected via cable 146-05 with the multisport board.

D-CKN-TX is connected via radio connection, by D-RX at the multi sport board.

- There are:
- D-CKN
 - D-CKN-A (battery buffered, playing time continues even after power break down)
 - D-CKN-TX (radio)
 - D-CKN-TXA (radio with battery)



CKN PC-keyboard (optional)

When switching-on the D-CKN for 2 secs the software number, e.g. "S1848", is shown on the display. This number always has to be stated for questions and problems.

2 General assignment of keys

ESC –return to previous menu

ENTER – activate and access the next menu

YELLOW ARROWS (up and down) – to scroll in the menu

In case you change the parameters, these general keys get the following assignment:

ESC – return to previous menu without saving the value of the parameter

ENTER – activate input

YELLOW ARROWS (up and down) – scroll in the menu

The setting of the brightness level for outdoor display boards can be effected by pressing the „B“-key (PC-keyboard) or „F1“ at the foil console.

CKN changes to the brightness setting menu in which the user can chose a value between 0 and 9.

0 – lowest brightness level

9 – highest brightness level

After a reset, the latest set brightness level is no longer saved.

Reset of match data and setting of parameters

Press *ESC* three times when playing time is stopped in order to change the functions for the following menus:

Continue match
Start new match
Configuration
Language
Keyboards

Options 1 and 2 are interesting during the ongoing match.

In case you choose option 2 (Start new match), time, period and score will be zeroed and a new match can be started

Choose option 3 (configuration) and you enter the parameter menu. Here, you can change all possible flexible settings for soccer.

Choose option 4 (language) to select the required language:

English
German
Czech
Finish
Italian

Choose option 5 (keyboard-type) in order to select the country-specific type of keyboard:

English
German
Czech
Finish

3 Soccer - Parameter:

Period refers to the parameters that determine the playing time (generally halftimes = 45 min.)

Time – time counting – count-up or down (generally the time runs upwards, count-up)

Period no. – number of match periods (1-9) and/or halftimes (generally = 2, after the second halftime an „E“ shows in the display for deciding game)

*foil console:

By pressing the YELLOW ARROW DOWN a three seconds timer starts. During this time, one period (halftime) is reset by pressing the period key on the foil console.

3.1.1 Time

Periods can be counted up or down depending on parameter ‚TIME‘ (as described in chapter 1). If you choose count-down you choose a starting time that indicates how long the playing time is. Otherwise, you choose the end time so that the starting time would automatically be 0:00 h. The offered time periods can manually be adjusted to a desired value.

Use *ENT* to return to the main view with new time period, *ESC* deletes the changes. Time modifications are not possible during an ongoing match.

By pressing the TIME key the scroll menu with following options is activated:

Change playing time

(allows to change or define the current playing time)

Set RealTime

(allows to change the daytime of the internal clock, daytime is only shown if the CKN-play console is locked and/or switched off – after approx. 10 sec.)

AutoSTOP (ON – OFF)

(if „ON“ – time stops automatically after each period, e.g. period=45min. then STOP at 45 and 90 = FIFA rules for international matches, overtime will be shown apart)

3.1.2 Period

Press ‚PERIOD‘ (PC-keyboard – F10) to increase the amount of periods. In order to start the second halftime the periods have to be increased! This means: The period key has to be pressed!!!

*foil console:

By pressing the YELLOW ARROW DOWN a three seconds timer starts. During this time, one period (halftime) is reset by pressing the period key on the foil console.

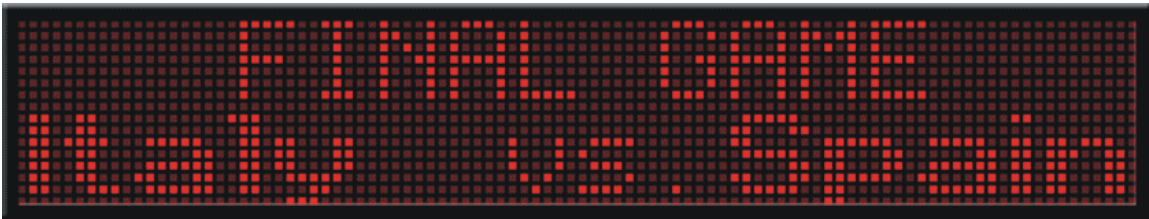
4 Display-Control (optional):

If you use the PC-keyboard it is possible to send several control commands to a D-RTNM Display Board.

Press the DispList key (,Q') to reach the list menu. The chosen list name becomes the active display list.

Press the EffectList key (,W') to reach the effect menu. The chosen effect shows on the display (is added to the current display list).

The keys Effect1 – Effect8 (,1' – ,8') are hot keys for the effect menu. By pressing one of these keys the effect animation on the display is started.



*You will find more information on the D-ID and D-RTNM display boards as well as list and effect possibilities in the corresponding manuals (e.g. Display Studio)

