ScoreKeepr 2.5
User Guide

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Introducing ScoreKeepr 2.5!

New Features

100% brand new graphic set - looks great on TV or web

Customizable graphics - customize team & scoreboard's color directly within ScoreKeepr

StatKeepr 2.0 - manage stats with a brand new interface, advanced searching, easier editing, and Excel import capabilities

Set Favorites - ability to store your favorite teams, venues, sponsors, & broadcast networks

More consistent interface - no matter what sport, the buttons will always be in the same place

Keyboard shortcuts - quick keys to make it even easier to control ScoreKeepr

More accurate timer - timer is now accurate to the tenth of a second

Advanced lower thirds, smoother animations, and much more!

How to order

Purchase securely from our **online store**, using Google Checkout at cgscoreboard.com

Purchase by check or money order, by **contacting us** at jgurwin@cgscoreboard.com

Table of Contents

System Requirements:

Although ScoreKeepr was designed with the TriCaster in mind, it will work many
production switchers or studio in-a-box systems that have chroma keying/overlaying capabilities:

- Newtek Tricaster (all versions) or other keying/overlay compatible switcher
- A Macintosh computer with a DVI or S-Video port *(1GHz or faster PowerPC G4, PowerPC G5, Intel Core Duo recommended, may work with slower machines)*
- Mac OSX 10.4+
- **[Apple DVI/Mini DVI to Video Adapter](#) (Powerbook & MBP prior to late 2008 edition)**
- **[Apple Mini DisplayPort to VGA Adapter](#) + [VGA/S-Video Adapter](#) (MBP after late 2008 edition)**

For additional functionality, install the free – "FX over input" LiveSet which can be downloaded at:
http://www.newtek.com/forums/showthread.php?t=77615

Disclaimer:

*By doing this you will be limited to overlaying the Scoreboard over **three inputs**, due to the available horsepower of the Tricaster. However, it will allow you to use the Tricaster as intended, switching from the **LIVE** bus and using all transitions.*
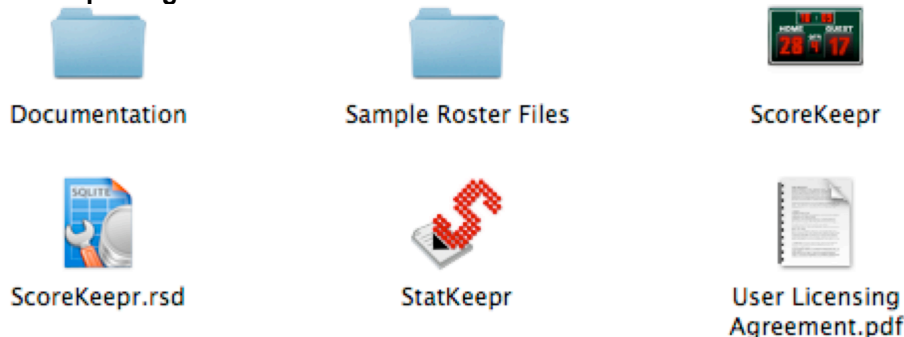
*If you do not install the plug-in, you will be able to overlay the scoreboard over up to six inputs, but you will be limited to switching cameras by selecting the desired input on the **EFFECTS** bus, while maintaining the scoreboard's input on the **LIVE** bus.*

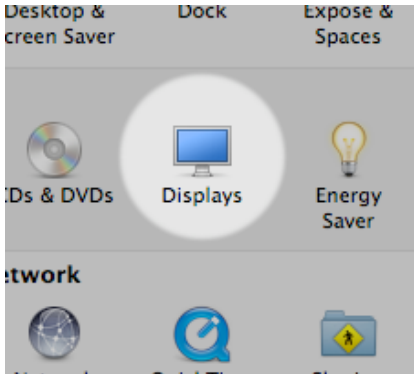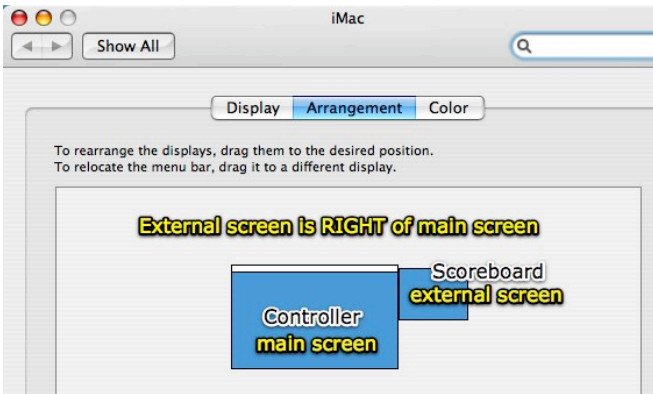## Introduction:

How to Install:

Once you have downloaded **ScoreKeepr.dmg**, double-click to mount the software. Drag the **ScoreKeepr** folder to your **Applications** folder.
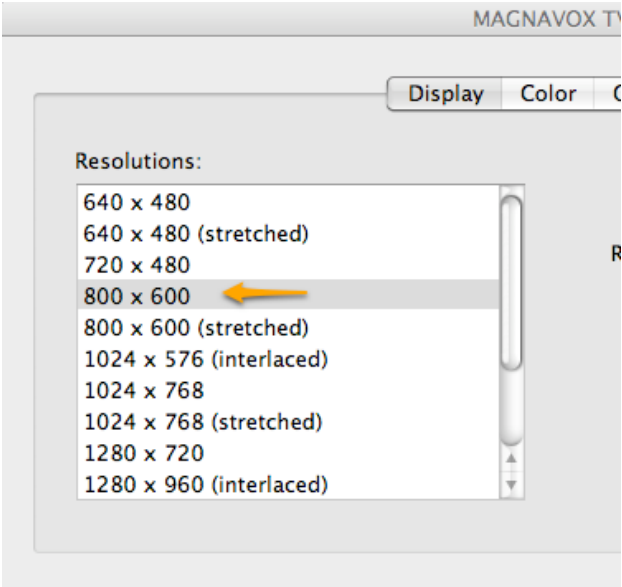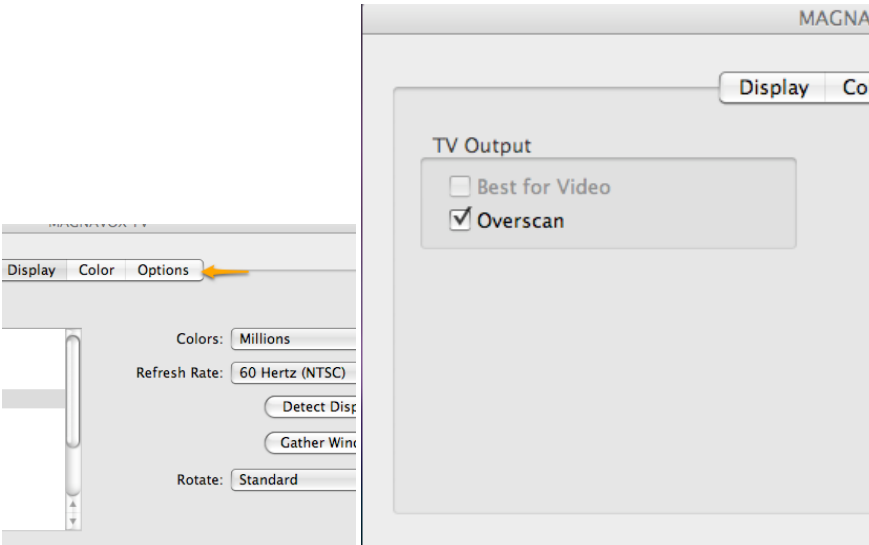
What's included in the package:

Documentation   Sample Roster Files   ScoreKeepr

ScoreKeepr.rsd   StatKeepr   User Licensing Agreement.pdf
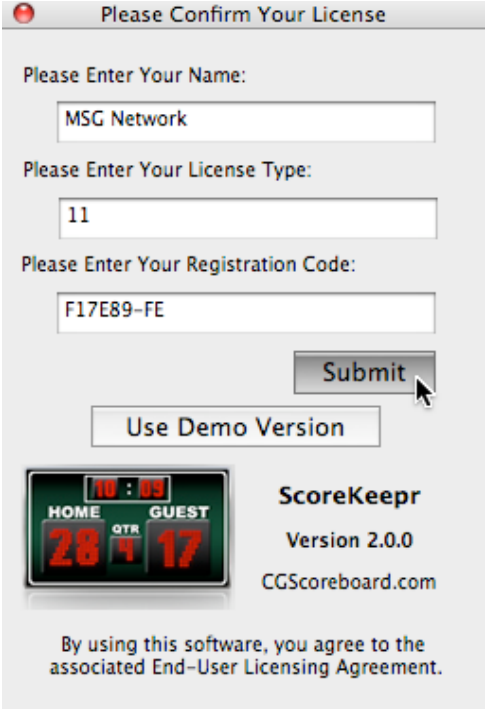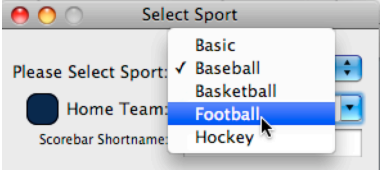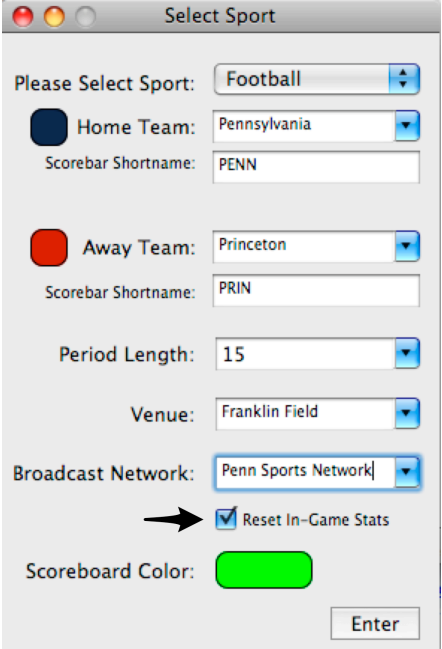
ScoreKeepr	The main character generator program
ScoreKeepr.rsd	The database that stores all player information for use with the stats component of the program
StatKeepr	The stats management program for storing players information into the ScoreKeepr database for use with the stats component of the ScoreKeepr program
Sample Roster Files	Sample files to show the correct way to format a CSV file to use with the StatKeepr program
Documentation	Two documents: Documentation and Tips & Tricks

NOTE: Player information stored using StatKeepr only interfaces with advanced sports-specific modules

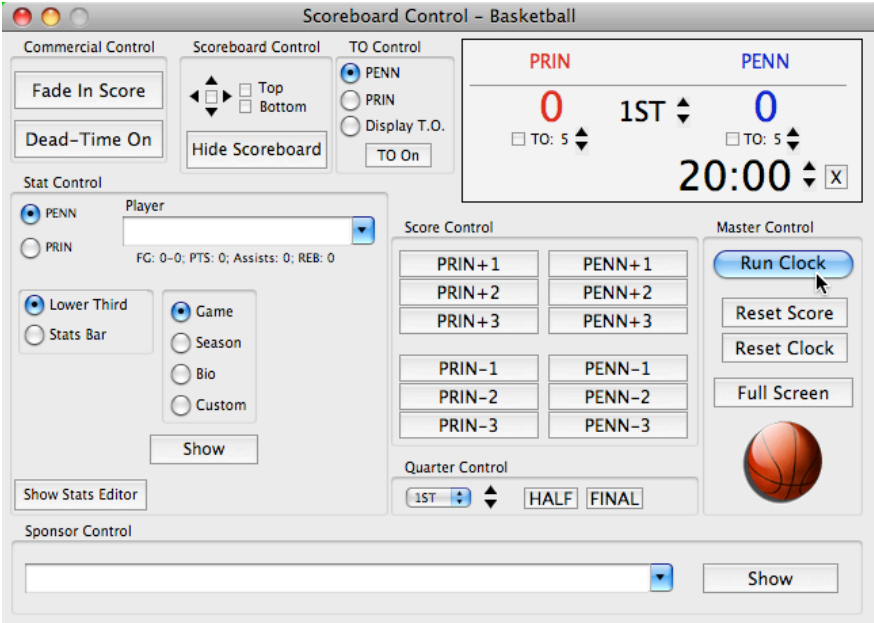| Task	Exercise
1. **Setting up your Mac**	☐ GOAL: <u>To set up your Mac for proper display output</u>
	STEP 1 Connect your Mac using the DVI to S-Video/Composite adapter to a video input on your Tricaster. For the remainder of this document, we will consider your laptop's screen as the **MAIN SCREEN** and the input going into the Tricaster as a **EXTERNAL SCREEN**.
	STEP 2 On your Tricaster under the "Input Options" make sure that the correct input source (S-Video or Composite) has been is selected. NOTE: By default the Tricaster looks for a composite input.
	STEP 3 On your Mac, go to "System Preferences", and choose "Displays" preference.
	STEP 4 So ScoreKeepr can automatically set your **EXTERNAL SCREEN** to full upon launch, ensure that the **EXTERNAL SCREEN** is situated "right" of your **MAIN SCREEN**. On the display preferences on your **MAIN SCREEN**, click the "Arrangement" tab. Make sure that the **EXTERNAL SCREEN** is right of the larger screen **MAIN SCREEN**. If it is not, drag it in place.
	STEP 5 You must now set-up the **EXTERNAL SCREEN**. The "Displays" preference for your **EXTERNAL SCREEN** will appear on the **EXTERNAL SCREEN**, which should be visible as an input on your Tricaster. To see a larger image of the external preferences window, make sure that your **EXTERNAL SCREEN** selected on the **LIVE** bus on your Tricaster's switcher.

Task	Exercise	
	STEP 6	In the external display's preference window, make sure that the resolution is set to 800x600.
	STEP 7	Click on the "Options" tab.

STEP 6 detail:

In the external display's preference window, make sure that the resolution is set to 800x600.

STEP 7 detail:

Click on the "Options" tab.

Under "TV Output," make sure that "Overscan" is checked, otherwise you will have a black border surrounding your screen.

Task	Exercise	
2. Registering the Software	☐ GOAL: <u>To register ScoreKeepr</u>	
	STEP 1	Go to the ScoreKeepr folder within your Applications folder
	STEP 2	Double-click on ScoreKeepr The "Registration" Box should pop-up.
	STEP 3	Enter your Full-name, License Type, and Registration Code, then click "Submit." ScoreKeepr has now been registered! For a free trial of ScoreKeepr, click "Use Demo Version." This shows the full functionality of ScoreKeepr, but locks the team, venue, and broadcast network names, as well as the length of period.

Task	Exercise
3. Generating a Scoreboard	☐ GOAL: Generate a scoreboard to use with your Tricaster

	STEP 1	Choose the type of scoreboard you want to generate (options may differ based on what user purchased)

	STEP 2	Enter a **Home Team** and **Shortname**, **Away Team** and **Shortname**, length in minutes of **period/quarter**, **Venue**, **Broadcast Network**.

For those using sports-specific scoreboards, you will have the option to **reset in-game stats**. If you check this box, all previous in-game stat information will be reset for the players of the Home Team and Away Team.

NOTE: This will not remove any player biographical or season statistics stored using StatKeepr

Select a **Scoreboard Color** this will define the background of the scoreboard and the color you will key out using your production switcher.

Click "Enter."

For example:

NOTE: In order for the program to recognize players you stored in the ScoreKeepr database, the Home Team/Away Team names must match that of what you defined in StatKeepr. For example, if I stored Ibrahim Jabber as a player for "Pennsylvania", the Home Team or Away Team in the ScoreKeepr program must be "Pennsylvania" for him to be recognized by the Stats interface.

Task	Exercise	
	STEP 3	Once you click "Enter", your scoreboard will be generated. On your laptop's screen will be the Scoreboard controller, while on the external screen (input on Tricaster) will be output of the graphical scoreboard output. Laptop's Monitor: External Monitor:
	STEP 4	The scoreboard has now been generated, you must now "key-out" the green background in order to overlay it on top of your live camera inputs.
	STEP 5	If you would like to generate a new scoreboard or change team names, on your menu bar select "File" and then "Change Sport" or ⇧⌘C.

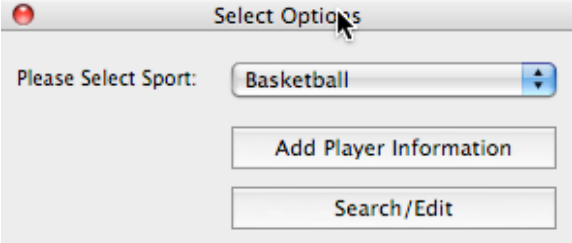| Task	Exercise	
4. Setting up your Tricaster	☐ GOAL: <u>To setup your Tricaster or Tricaster Pro (v.1) to use with ScoreKeepr</u>	
	STEP 1	On your Tricaster, you must now chroma out the green background of the scoreboard. Click "Keying" and using the eyedrop tool, choose the correct shade of green. The majority of the green background will be eliminated.
	STEP 2	To fine-tune the key, adjust the tolerance trims for a more accurate key.
	STEP 3	**Tricaster & Tricaster Pro (v. 1)** The Switcher has two rows – **LIVE** and **PREVIEW**. Set the scoreboard's input as the active input on the **PREVIEW** bus. When keying is turned on the imagery from the **PREVIEW** bus is overlayed on top of the input selected on the **LIVE** bus. NOTE: Once you do this, you can only cut between live cameras. Do not remove the scoreboard from the **PREVIEW** bus or it will no longer be overlayed on top of your input on the **LIVE** bus.
	STEP 4	To control the scoreboard, either click on the button on the scoreboard controller on your laptop's display or refer to the keyboard shortcuts at the end of the document. NOTE: To run the clock, you can either hit the "Run Clock" button, use the "Space Bar", or the "Enter Button." If you enter information in the stat entry boxes, you must click somewhere outside edit box in order to regain the ability to use the space bar as the start/stop clock button, otherwise it will just put spaces in the edit field.

For more details on "keying," please refer to your "Tricaster User Manual".

Task	Exercise
5. Setting up your Tricaster	☐ GOAL: <u>To setup your Tricaster Pro (v2.0), Studio, or Broadcast to use with ScoreKeepr</u> ***For additional functionality, install the free – "FX over input" LiveSet which can be downloaded at: http://www.newtek.com/forums/showthread.php?t=77615*** ***Disclaimer:*** *By doing this you will be limited to overlaying the Scoreboard over **<u>three inputs</u>**, due to the available horsepower of the Tricaster. However, it will allow you to use the Tricaster as intended, switching from the **LIVE** bus and using all transitions.* *If you do not install the plug-in, you will be able to overlay the scoreboard over up to six inputs, but you will be limited to switching cameras by selecting the desired input on the **EFFECTS** bus, while maintaining the scoreboard's input on the **LIVE** bus.*
	STEP 1	On your Tricaster, you must now chroma out the green background of the scoreboard. **If you installed the plug-in:** 1. Select "Input Setup" on your Tricaster 2. Select the first of the three camera inputs that you want to overlay the scoreboard 3. Under "LiveSet" select the "FX over Input" LiveSet and enable the LiveSet 4. Enable a "LiveMatte" 5. Click the "Pick Color" button, and keep the mouse button pressed, release the button over the background color of the Scoreboard window, assigning it to the key color swatch." 6. Repeat this for the remaining two cameras **If you <u>did not</u> install the plug-in:** 1. Select "Input Setup" on your Tricaster 2. Select the Scoreboard's input 3. Enable a "LiveMatte" 4. Click the "Pick Color" button, and keep the mouse button pressed, release the button over the background color of the Scoreboard window, assigning it to the key color swatch."
	STEP 2	To fine-tune the key, adjust the tolerance trims for a more accurate key.
	STEP 3	The Switcher has three rows – **LIVE**, **PREVIEW** and **EFFECTS**. **If you installed the plug-in:** 1. Assuming you have already set your LiveSet & LiveMatte settings, set the scoreboard's input on the **EFFECTS** bus 2. It will be keyed over the three selected camera inputs any time they are used. You will then be able to use all Tricaster functionality including takes, fades, and transitions. **If you <u>did not</u> install the plug-in:** 1. Assuming you have already set your LiveMatte, set the scoreboard's input as the active input on the **LIVE** bus. The imagery from the **LIVE** bus is overlaid on top of the input selected on the **EFFECTS** bus. To switch cameras, you must change the input on the **EFFECTS** bus either by using the on-screen display or the LiveConrol LC-11 control surface
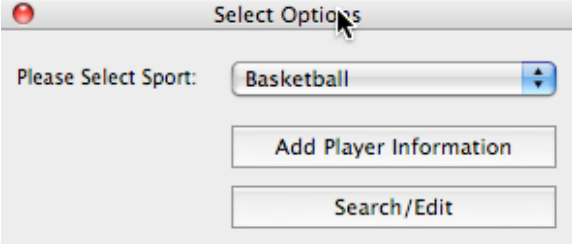
Task	Exercise	
		NOTE: Once you do this, you can only cut between live cameras. Do not remove the scoreboard from the **LIVE** bus or it will no longer be overlayed on top of your input on the **EFFECTS** bus.
	STEP 4	To control the scoreboard, either click on the button on the scoreboard controller on your laptop's display or refer to the keyboard shortcuts at the end of the document.

NOTE: To run the clock, you can either click "Run Clock" button, use the "Space Bar", or "Enter" key. If you enter information in the stat entry boxes, you must click outside edit box in order to regain the ability to use the space as a clock controller. |

For full details on using "**LiveMatte**" and "**LiveSet**" please refer to p. 33-37 and p. 79-91 in the "Tricaster User Manual" which can be accessed at: ftp://ftp.newtek.com/pub/TriCaster/TC_Family_Manual.pdf

Task	Exercise
6. Adding Favorite Teams	☐ GOAL: <u>To add favorite teams to ScoreKeepr</u> ScoreKeepr lets you set your favorite teams, their colors & home venues, and your broadcast network's name for easy access in the "Select Sport" window. In addition, it will let you store sponsor information, which will be available in a pop-up box on all purchase scoreboard controllers.
	STEP 1 On your menu bar select "File" and then "Set Favorites" or ⌘—
	STEP 2 The "Set Favorites" window will appear. Set the Team Name, shortname, and team colors. If you would like the team to appear as the default Home/Away team when ScoreKeepr launches, select "Default Team." To add "Venues," double click on a cell in the venues box, add a venue, and then hit enter. You may add up to ten venues for a team. Once you have entered all the required information, click "Add to Favorites." If you would like to remove a team from your favorites list at any time, select the team's name from the drop-down list in the "Set Favorites" window and click "X". To add a Broadcast Network/Sponsor, set the Broadcast Network/Sponsor in their respective areas and click "+". To remove, select from the drop-down list and click "X".

Task	Exercise
7. Adding players to StatKeepr	☐ GOAL: <u>To add a player to the database using StatKeepr</u>

	STEP 1	After you open "StatKeepr," the "Select Options" window will appear. Select the sport for the player that you want to add to the database and then click "Add Player Information." **NOTE:** The player will only be accessible when using the specific sports' scoreboard controller.
	STEP 2	The "Add Player Information" window will appear. There are two options for storing players: Manual or CSV import. "Manual" lets you add player information directly within the ScoreKeepr program. "CSV" lets you compile a list of player information in Excel and export as a CSV and then store it into the database using StatKeepr. For "CSV" export, please skip to STEP 5.
	STEP 3	Add player information to the various fields (you may tab through the fields), and then click the "Add" button or press enter. This just adds the player to the list to be exported, once the list is complete you still must export the players to the DB. **It is very important that you input the team name EXACTLY as you will in the ScoreKeepr program, otherwise the player will not be recognized.** For instance, since I put that Ibrahaim Jabber plays for "Pennsylvania," either the HOME TEAM or AWAY TEAM in **ScoreKeepr** must be "Pennsylvania" for him to be recognized. To add "Season Stats", double-click on the empty cell next to the statistic's description. If a player is a "Starter" and you want them to appear at the top of the list within **ScoreKeepr** make sure that the "Starter" checkbox is selected. **NOTE: Height must be stored in inches and season stats must be aggregate values (not per game).**
	STEP 4	Once you have compiled your complete list of players, export them to the database by clicking "Export to DB."

Add Player Information – Basketball

Manual Input | CSV Import

First Name
Ibrahim

Last Name
Jabber

#
13

Position
G

Team
Pennsylvania

Starter ☑

Biography   Must be in inches

Height (in.)   Weight   Year
70   185   Jr.

Hometown   State
New Brunswick   AL

Former School
Peddie School

Season Stats

Double-click to Edit

Statistic	
GP	12
Points	12.5
Assists	9.9
Rebounds	17

Add

Clear Form After Player Added ☑

Reset Form

First Name	Last Name	Number	Team	Position	Height	Weight	Year	City	State

Stores in database

Clear List   Export to DB

Task	Exercise
8. Editing players to StatKeepr	☐ GOAL: <u>To edit a player already stored in the database using StatKeepr</u>

	STEP 1	After you open "StatKeepr," the "Select Options" window will appear. If the program is already open go to the menu and choose, "Change Sport." Select the sport for the player that you wish to edit in the database and then click "Search/Edit."
	STEP 2	The "Search" window will appear. It has two components, the search results box and the stats editor. To search, choose the search field (Last Name, First Name, Full Name, Position, or Team), enter a search term, and then click, "Search."
	STEP 3	To edit a player, click on the player in the search results box. The player's information will appear in the stats editor to the left. Double-click on the cell for the attribute you wish to change, edit it, and then when you are finished making **<u>all</u>** your changes click "Update." The changes have now been updated in the database.
	STEP 4	To delete a player, click on the player in the search results box, then click the "Delete from DB" button. After you confirm the deletion, the player is removed from the database. If you have multiple players that you wish to delete, uncheck "Confirm Deletion" as it will no longer as you if you would like to delete a player each time you click the "Delete from DB" button.

Search Player Information – Basketball

Stats Editor

First Name	Chris
Last Name	Andrews
Number	1
Team	Away
Position	C
Height	78
Weight	145
Year	Sr
City	Camden
State	NJ
School	Livingston HS
Starter	False
GP	14
Points	100
Assists	15
Reb.	19

Update

Double-Click to Edit

First Name: Chris
Last Name: [Contains]

Search

Search Results Box

First Name	Last Name	Number	Team	Position	Height	Weight
Chris	Andrews	1	Away	C	78	145
Ida	Blue	84	Home	PF	83	219
Porter	Braswell	4	Away	PF	80	166
John	Brimley	12	Home	PF	86	238
Jack	Daniels	18	Home	C	88	218
Ben	Davidson	8	Home	PF	80	166
Josh	Davis		Home	PG	81	180
John	Dingers	7	Home	C	83	232
Garrett	Fiddler	34	Away	PG	82	182
Eric	Flato	22	Away	PF	83	219
Frank	Fridge	8	Home	PF	81	212
Jordan	Gibson	11	Away	C	79	290
Tim	Green	11	Home	C	78	145
Ari	Greenberg	25	Away	C	88	218

Delete from DB   ☑ Confirm Deletion

Keyboard Shortcuts

Object	Function	Shortcut
Program-wide		
Commercial Scoreboard	Fade in/Fade out	⌘F
Deadtime Graphic	Show/Hide	⌘D
Full Screen	Enter/Exit Full Screen	^F
Lower Third/Stats Bar	Show/Hide	⇧S
Scorebar	Show/Hide	⌘S
Time	Start/Stop	Enter/Spacebar
Time	Increase by 1 second	↑
Time	Decrease by 1 second	↓
Basic		
Score (Home Team)	Increase by 1	⌘↑
Score (Home Team)	Decrease by 1	⌘↓
Score (Away Team)	Increase by 1	^↑
Score (Away Team)	Decrease by 1	^↓
Basketball		
Score (Home Team)	Increase by 2	⌘↑
Score (Home Team)	Decrease by 2	⌘↓
Score (Away Team)	Increase by 2	^↑
Score (Away Team)	Decrease by 2	^↓
Football		
Challenge	Show/Hide	⌘^C
Drop-Down	Show/Hide	⌘←
Flag	Show/Hide	←
First Down		⌘→
Next Down		→
Score (Home Team)	Increase by 6	⌘↑
Score (Home Team)	Decrease by 6	⌘↓
Score (Away Team)	Increase by 6	^↑
Score (Away Team)	Decrease by 6	^↓
Baseball		
Strike	Increase by 1	Spacebar
Ball	Increase by 1	⇧Spacebar
Reset Count	Set count to 0-0	⇧ .
Score (Team at-bat)	Increase by 1	⌘↑

Score (Team at-bat)	Decrease by 1	⌘↓
Runner on 1st	Show runner on 1st	→
Runner on 2nd	Show runner on 2nd	↑
Runner on 3rd	Show runner on 3rd	←
Clear runners	Remove runner indicators	↓
Single	Current batter singled	⌘1
Double	Current batter doubled	⌘2
Third	Current batter tripled	⌘3
Home Run	Current batter homered	⌘4
BB	Current batter walked	⇧1
HBP	Current batter hit by pitch	⇧2
Sac	Current batter sacrificed	⇧3
Error	Current batter reached on error	⇧4
Out	Current batter hit out	⌘8
Strikeout	Current batter struck out	⌘9
Double Play	Current batter hit DP	⌘0

TROUBLESHOOTING

Task 1: Setting up your Mac

Q: My display cannot be recognized!

A: Go into the "Displays" preference and click "Detect Displays."
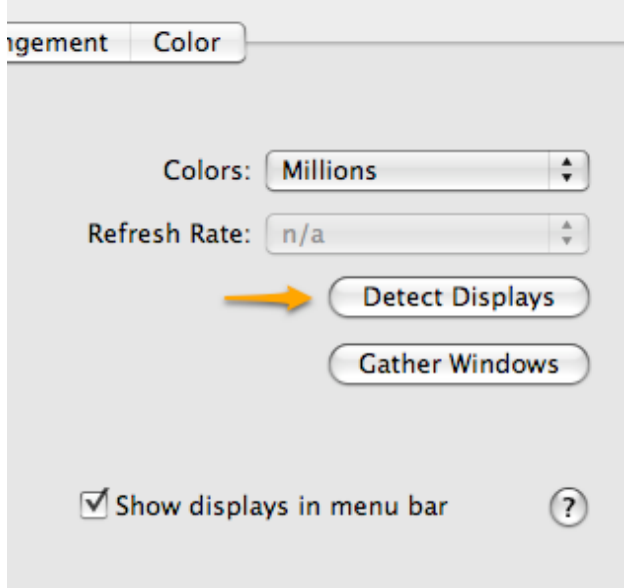
Q: My laptop and external monitor are displaying the same thing!

A: Turn off "Display Mirroring" by hitting the F7 button on your computer or under System Preferences→Displays. Your external monitor will now act as second monitor.

Q: The scoreboard window will not go full screen!

A: ScoreKeepr tries to figure out how you have your external screen situated, however due to your settings, sometimes it incorrectly predicts this.

First, determine if your external screen is LEFT or RIGHT of the main screen. To do this, go into the "Displays" preference and click "Arrangement" tab.
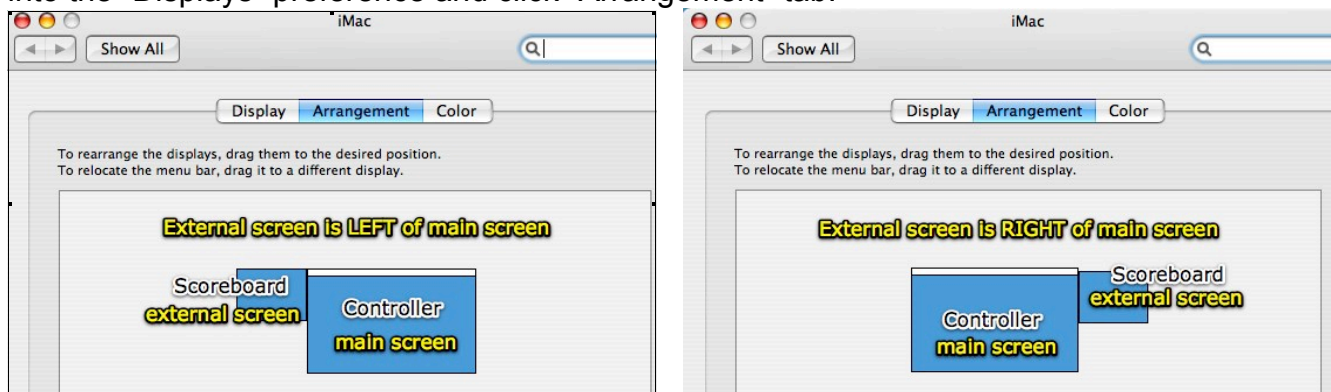
Click "Full Screen" button on the Scoreboard Controller.

If your external screen (input on Tricaster) set to the "left" of your laptop click "Full Screen" and choose "Left."

If your external screen (input on Tricaster) set to the "right" of your laptop click "Full Screen" and choose "Right."