

VolleyBoard

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For Windows OS (not Windows RT)

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1 Introduction

For the past few years Data Project has presented its new Volleyboard System at many of the top volleyball competitions.

Volleyboard does much more than simply present an official scoreboard based on FIVB norms, it also allows a public involvement and an outstanding promotional service.

This system provides many new opportunities to promote business while enhancing the match experience for the crowd at the same time.



Volleyboard increases the technical knowledge of the sport by displaying the individual and team performance progressively during the match, allowing the spectator to know how their favourite player or team is performing; this will increase the emotional involvement of the crowd during the match.

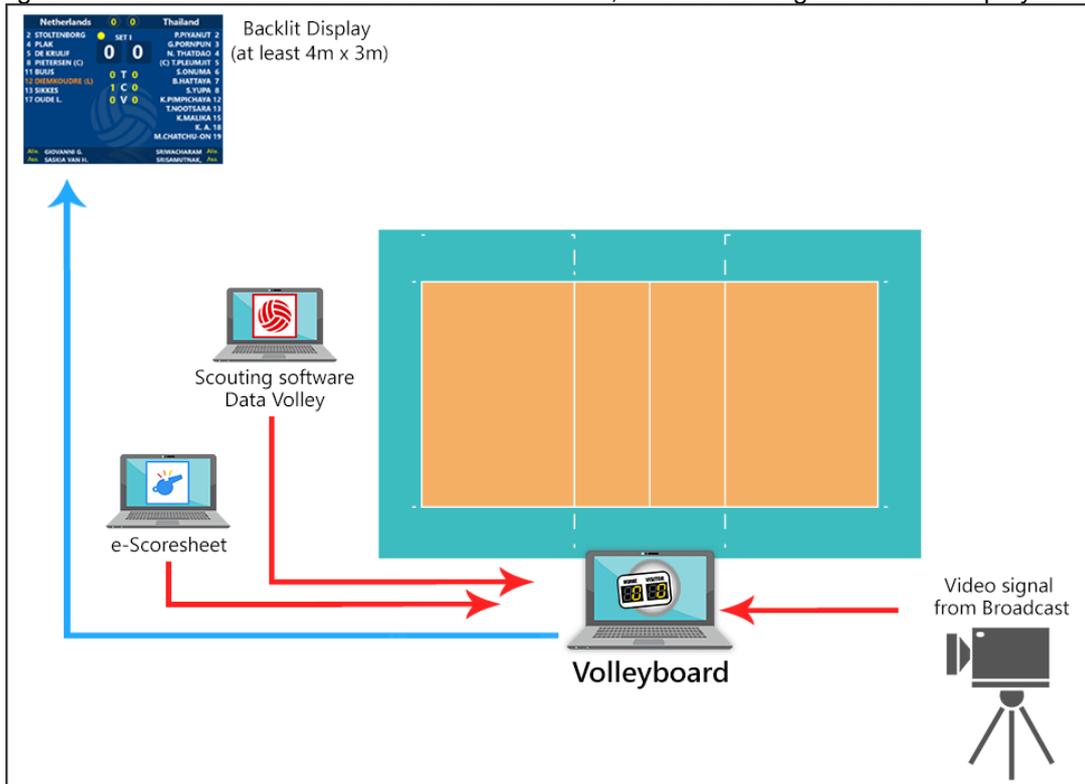
The following pages will detail the required equipment and process necessary to setup the program, advertisement, graphics and the network connection to Data Volley 2007 program which can be used for the statistical input, to assist and to manage the match information.

As well as Data Volley it can also be connected to e-Scoresheet, the official electronic scoresheet used by most Federations, in order to use official information, such as team information and scores, in real time and display it on the main scoreboard in the venue.

VolleyBoard is a great entertainment tool for spectators and sponsors.

2 Installation

The system can easily be set up in any sport venue/hall: you must choose an angle of the hall, preferably not very light and there must be an area of at least 3m x 4m, where the images are then displayed.



Volleyboard is very easy to install and remove.
The panels can be fixed to the wall and rolled up and put away when not in use

The PC, laptop or desktop on which Volleyboard is set up on can be connected through a VGA or HDMI signal splitter



PLEASE NOTE: In order to use Volleyboard at its best potential you must set up the Dual View mode in your computer. The DualView allows you to manage a second virtual monitor extending the functions of your desktop.

To enable this function:

1. right click on the desktop
2. click on Properties or Personalize (according to your Windows version)
3. click on Display Properties (Vista or higher)
4. check that the monitor #2 is on the right and its resolution is set to 800x600 pixels
5. Extend the Windows Desktop onto this monitor
6. Click on Apply, then [OK]

Volleyboard can be managed in three different ways:

- Using three computers is the best solution, but unfortunately not always possible. The three computers, one for Volleyboard, one for Data Volley and one for e-Scoresheet, must be connected to each other and then to the projector. In this case Volleyboard will access lists and scores, but also information such as substitutions, time outs

and technical time outs from e-Scoresheet and will ignore Data Volley. This is due to the fact that e-Scoresheet is the official scoresheet and Data Volley depends on the knowledge and accuracy of the scout-man using it.

- With two computer, connected to the network, one of which is used only to manage the Volleyboard program and directly connected to the projectors, and the other computer is used to provide statistics using Data Volley/e-Scoresheet.
- With one computer, on which both Data Volley/e-Scoresheet works in the foreground and Volleyboard is running in the background.

During a match, all Volleyboard functions can be checked and managed by a dedicated operator or by the same scout man.

The match scoring can be managed in three ways:

- From e-Scoresheet officially
- Updated automatically by Data Volley
- Managed directly by Volleyboard, through the SCOREBOARD console button.

Volleyboard, can be adapted to your operational or advertising requirements and needs.

Here is a list of key points in order to use and install Volleyboard in the most effective way:

- install Volleyboard on the PC that will be used on court;
- connect a second monitor to the video output of the PC;
- if you want to use a TV signal, connect a Video Capture board to the PC and connect a VideoCamera to it to verify an input signal;
- if you are using 2 computers, connect the PC with Data Volley/e-Scoresheet to the network and make sure you share the C:\Data Project\DV-Share\ folder
- make sure you have a large variety of sponsor images, video clips, player photos and team rosters
- enable the DualView option on the PC with Volleyboard and make sure you can see the signal on the second monitor
- run Volleyboard and test all the functions available in the program

3 Main Menu

When you run **Volleyboard** for the first time you will need to set it according to your specifications and requirements.

The main window is divided into:

- The Layout, a box where the data being shown on the big screen can be viewed (scoreboard and players, scoreboard, statistics, etc.)
- Accessories Functions, a section where you can manage publicity, you can add a banner, a web page, a video, etc.
- The Right side Menu, a section on the right where you can enable and disable the scoreboard, set the match, introduce the team, and so on.



4 Layout

Here we can choose what information is displayed on the board. There is the button to power up the board. When set to OFF it only displays the uploaded image for the background. To enable the scoreboard move it to ON.



..4.1 ScoreBoard and Players

The scoreboard shows all the information about the score and also the names of the players. This information can be taken directly from Data Volley or e-Scoresheet.



..4.2 ScoreBoard

You can just see the score with time outs and substitutions.



..4.3 Best Scorers

You can also view the top scorers from both teams.



..4.4 Team Statistics

You can also see the team stats previously selected in the Configurations Window.

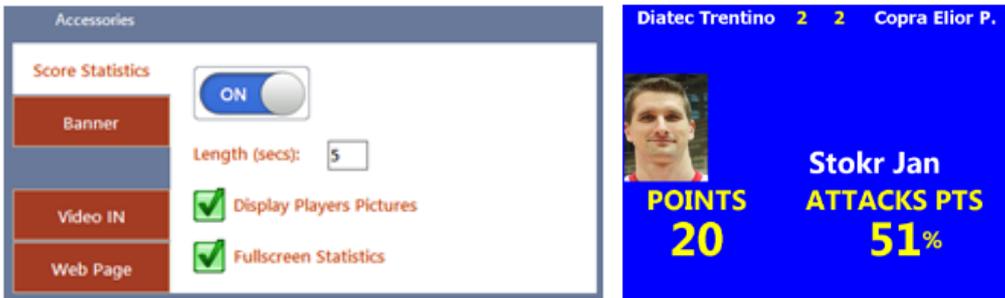


5 Accesories

In addition to displaying the score, you can view other multimedia elements, which must be set and activated in this section.

..5.1 Score Statistics

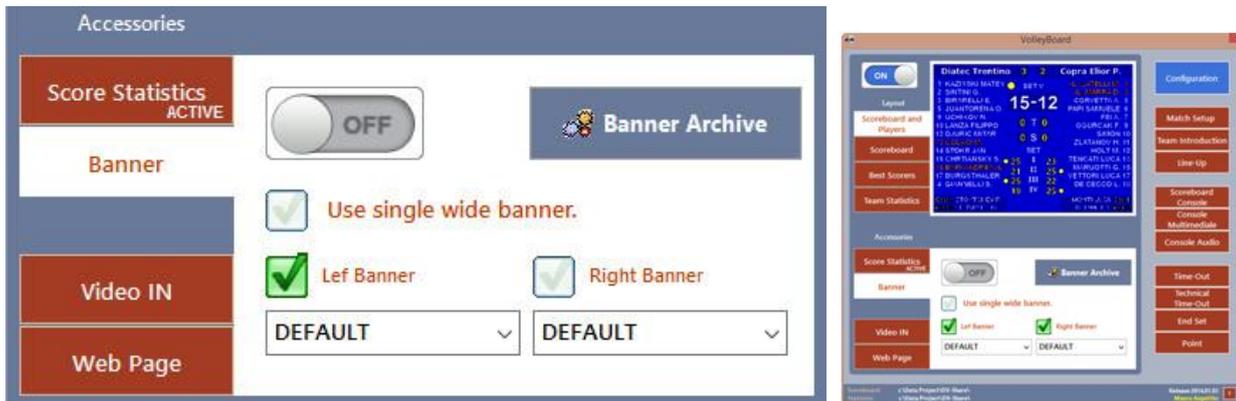
If this option is enabled, you will see the stats of the player who made the point (scored with Serve, Attack or Block). It's possible to set the display duration, as well as add a photo of the player, if available.



..5.2 Banner

The banner display system is a set of images, with various graphic effects, alternate on the same screen space. This system is optimal in the development of a project advertising on Volleyboard.

You can include different banners (related to different messages, advertising sequences, sponsors, etc...) and, once selected, you can choose whether to display them or not, always in the lower right of the screen.



The banner displayed can be modified interactively during the match.

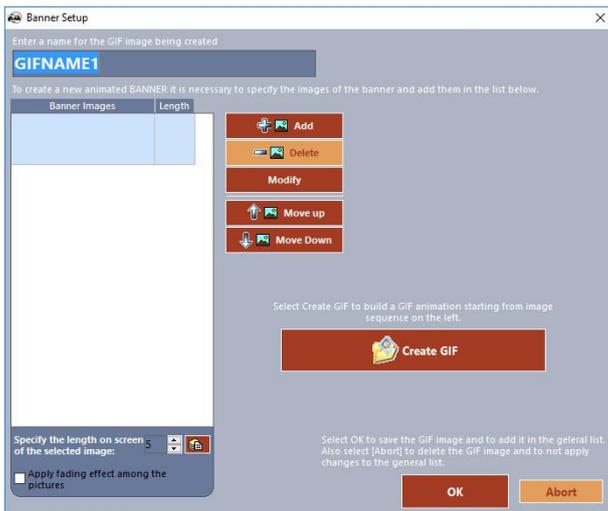
Clicking on specific button a window will be open and you can view the list of archived banners, remove, add or import new banners.

In this case you just have to make sure that it is respected by type (animated GIF) and the size required by the program.



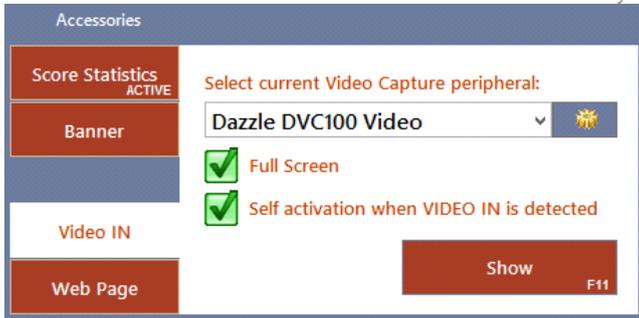
Create new banners in Volleyboard is very simple:

- Assign an identifying name to the banner that is being achieved
 - Add the pictures you want to view
 - Chose the time and the order of appearance (move up, down)
 - Chose if you want a fade effect between images
 - Click on the button [Create GIF] and wait a few seconds, depending on the number of inserted images
- Advice: banners with many images/sponsors (eg more than 10 images) may weigh down the smooth operation of the program: not to apply the fade effect.

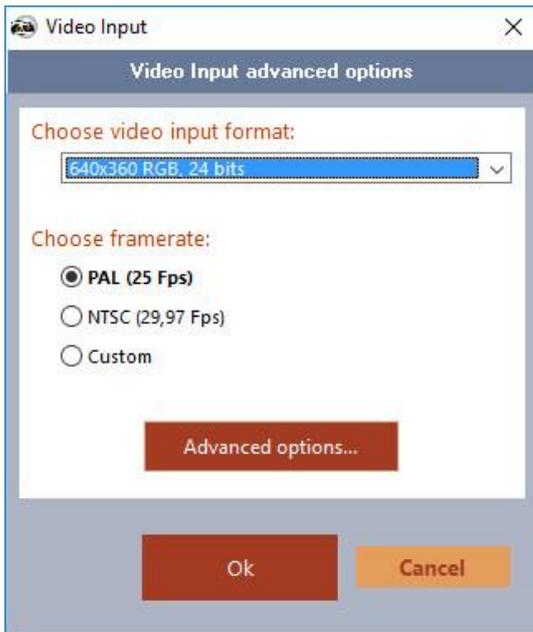


..5.3 Video In

In this section you select and activate the video card that enables the digitization of the video signal. Clicking on the [Show] button or by typing the F11 function key, you can view on the screen the images from the camera, in Full screen or not. If you put a check mark in the "Self Activation", automatically VIDEO IN starts when an input video signal will be detected in the selected device. Clicking again on the button or on the F11 key turns off the video signal.

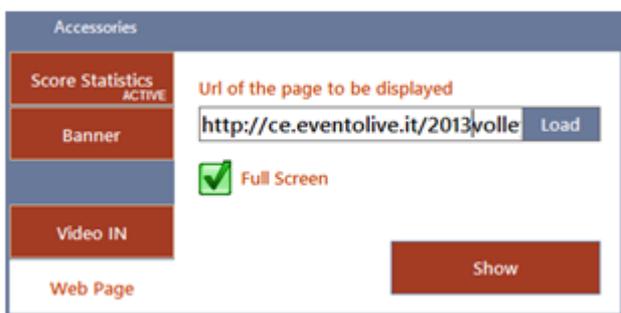


By Clicking on the Configuration button  the software will display the Video peripheral configuration window, in which you can customize all the parameters.



..5.4 Web Page

Here you can specify the URL of a web page to be displayed in full screen or Volleyboard.



6 Right Side Menu

To the right of the screen you will find the buttons to set certain parameters before and during the game.

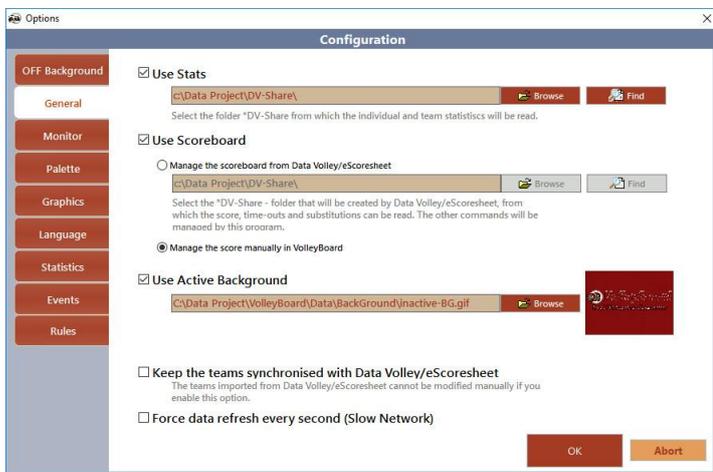
.6.1 Configuration

to the top we find the Configuration button, where you can set parameters for the scoreboard. We find several tabs

.6.1.1 General

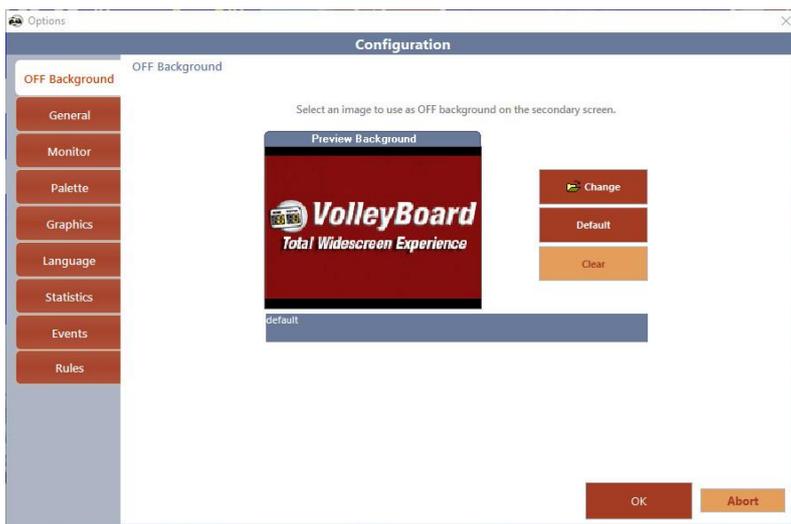
Here you need to specify if the program will manage the results through Data Volley/e-Scoresheet or through manual scoreboard.

If you select Data Volley/e-Scoresheet you will need to select the \Data Project\DV-Share folder: a local or network folder, depending where Data Volley/e-Scoresheet is running. You can select the path for the folder where you can find the statistics. "Active Background" allows you to use an image or an animated gif as wallpaper during the match. You can synchronize the teams with Data Volley or e-Scoresheet; if you enable this option you won't be able to manually modify the imported teams.



.6.1.2 Off Background

In this section, you can select an image to use as the background of Volleyboard on the secondary monitor.



.6.1.3 Monitor

In the "Monitor" options you can specify if the scoreboard information must be displayed on the external monitor or projector.

You can choose what size to use (standard 800x600, adapted to the screen size or custom size). There is also the possibility of center the scoreboard on the screen.



.6.1.4 Palette

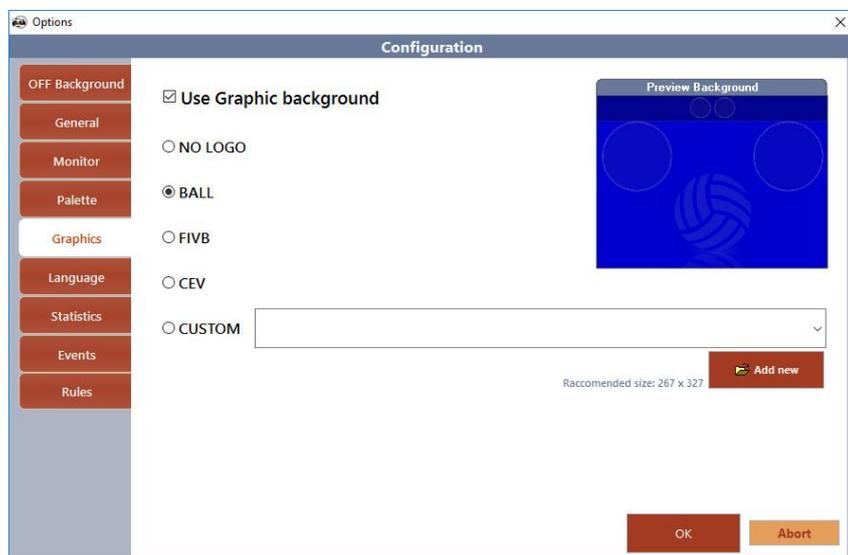
It is possible to modify the layout of the program in the "Palette" section where you can change the colours of the background and foreground of the court. We suggest you choose the colours once you are on the court in order to obtain the real light condition on the court.



.6.1.5 Graphics

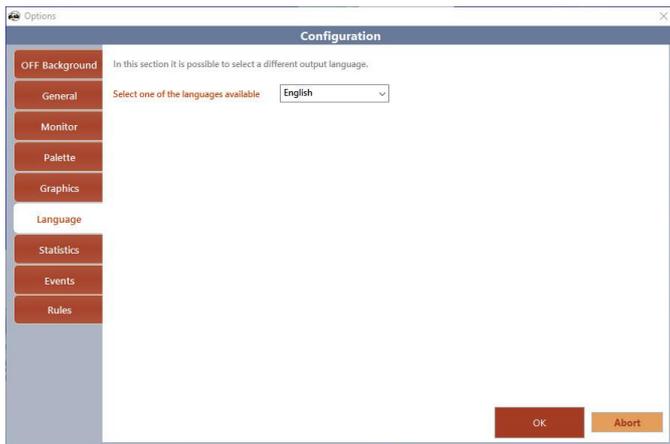
In this section you can set all graphics assets to display on the main screen, you can:

- Select if you want or not to display the Logo
- Select a background picture: Ball, Federation Logotype FIVB or CEV
- Select a custom background picture



.6.1.6 Language

This section allows you to change the language you want to display the scoreboard in by selecting one from the drop down menu (i.e. Italian, English, French, Japanese).



.6.1.7 Statistics

The “Statistic” button allows you to set the statistics you want to display allowing you to choose amongst a list of General Statistics and Team Statistics.

You can chose to display a minimum of 3 statistics and up to a maximum of 5 from each list.

The “Use default” button allows you to set the statistics that have been set as default by the program.



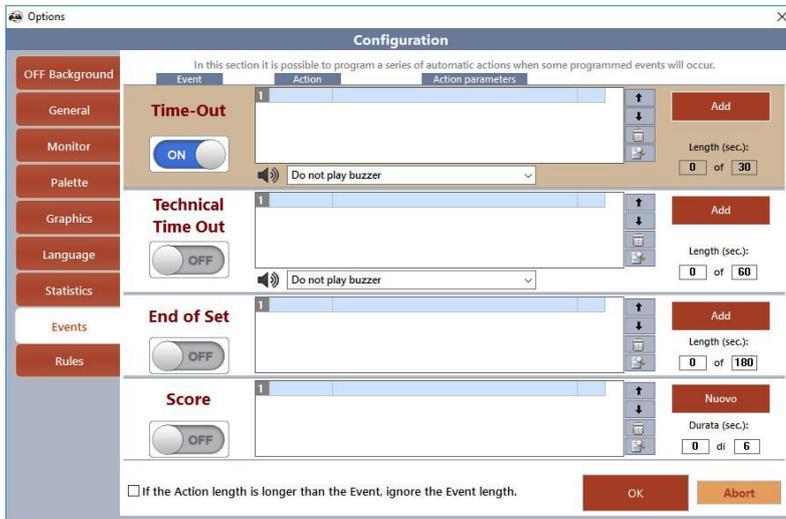
Tick the bottom option box to display the efficiency as a percentage:
Alternatively it will be expressed in decimal format:

Diatec T. 3 2 Copra E.		
7	SERVE ACES	15
37%	RECEPTION POS%	39%
50%	ATTACK POINTS%	45%
.295	ATTACK EFF%	.295
8	BLOCKS POINTS	16

Diatec T. 3 2 Copra E.		
7	SERVE ACES	15
37%	RECEPTION POS%	39%
50%	ATTACK POINTS%	45%
.295	ATTACK EFF%	.295
8	BLOCKS POINTS	16

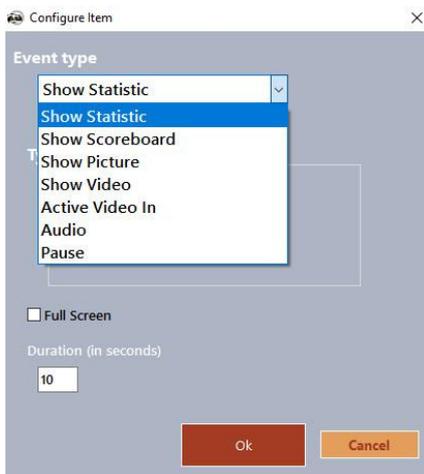
.6.1.8 Events

Through the “Event” option you can set a display sequence that will run automatically after a specific event (Time-out, technical time out, end set). Each of these events can be programmed in duration and actions, that can be pictures, music, videos, statistics and links to an external video source.



You can determine the display order, the length and the overall duration.

We suggest you check the information before the start of the match to avoid problems during the match when the information becomes public.



.6.1.9 Rules

the software allows you to modify the number of sets, and to set the final score for each set.



7 Before the Match

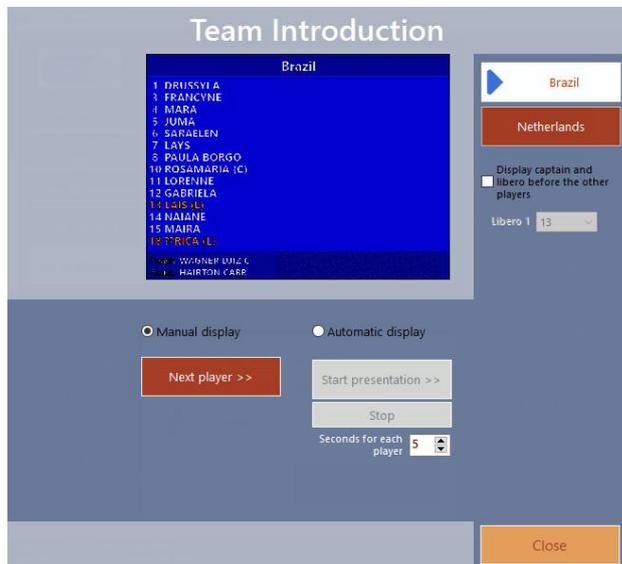
..7.1 Match Setup

Once you have set up and checked the banner section, the network and video connections, the match can be prepared. It is suggested to use Data Volley/e-Scoresheet for the match setup: provided that the teams and the players have been previously input in Data Volley/e-Scoresheet, it is possible to import them directly into **Volleyboard** match setup. This process will prevent replication of data input and to have a single and official data source.



..7.2 Teams Introduction

This button allows you to introduce teams to the spectators in the venue. In this window you can select how you want to introduce the players, with a manual or automatic presentation or to display liberos and captains before the other players with a picture, which team, etc.



..7.3 Line Up

Once you have set up and checked the banner section, the network and video connections, the match can be prepared. We suggest you use Data Volley/e-Scoresheet for the match setup: provided that the teams and the players have been previously entered into Data Volley/e-Scoresheet, it is possible to export and then import them directly into **Volleyboard** match setup. This process will avoid data being duplicated and in order to have one official data source.

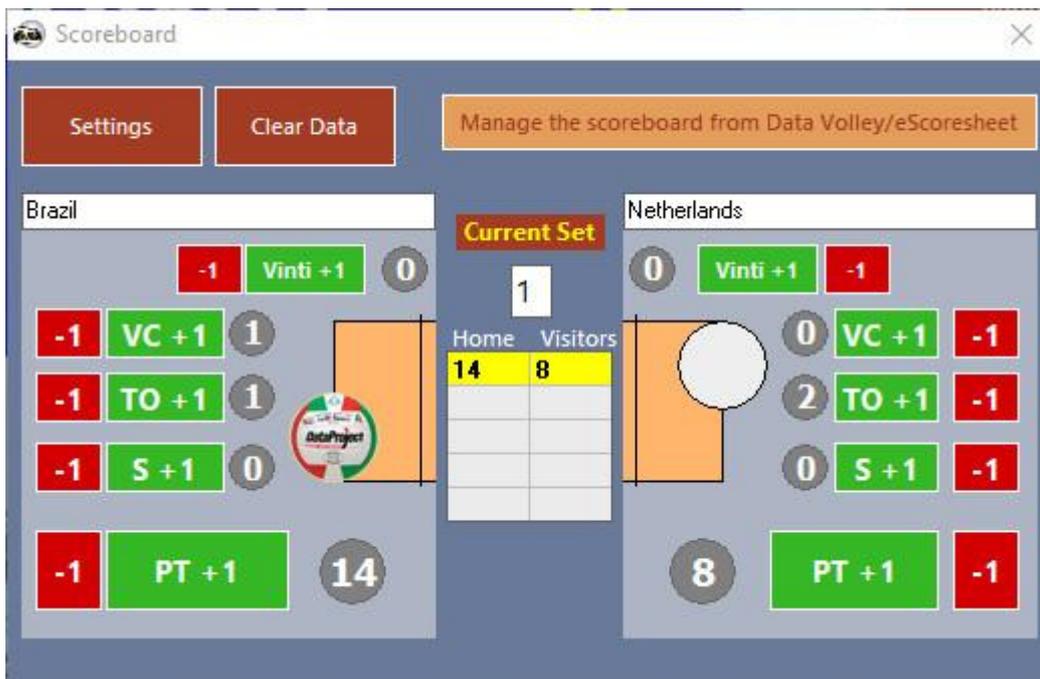


When possible, click on a player and on his position on court to enter the lineup.

..7.4 Scoreboard Console

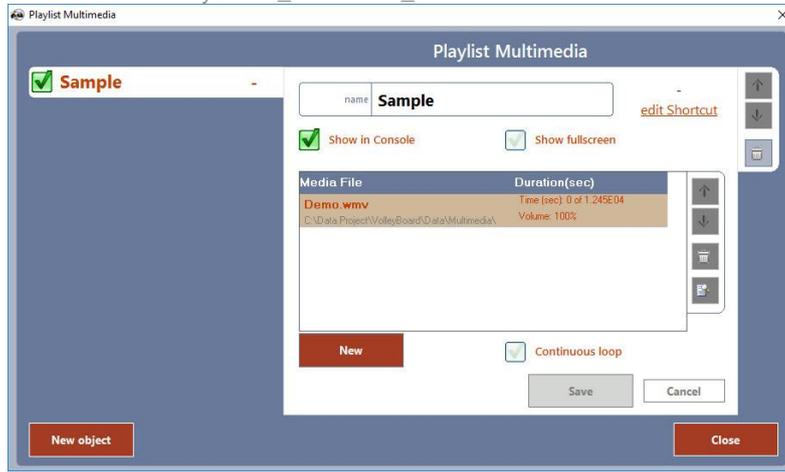
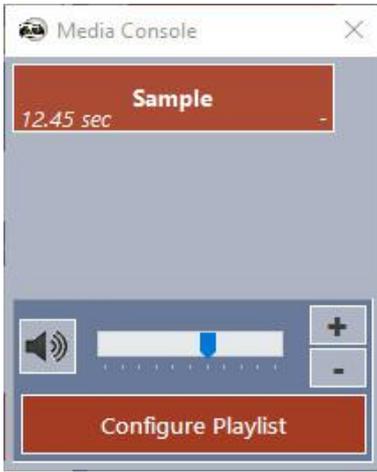
If **Volleyboard** is set to manage the match score manually, then click the [**Scoreboard**] button and you will see the score management window.

Each button is self-explanatory. The use of the manual input of **Volleyboard** required a dedicated operator to manage the scoreboard and all its functions throughout the event.



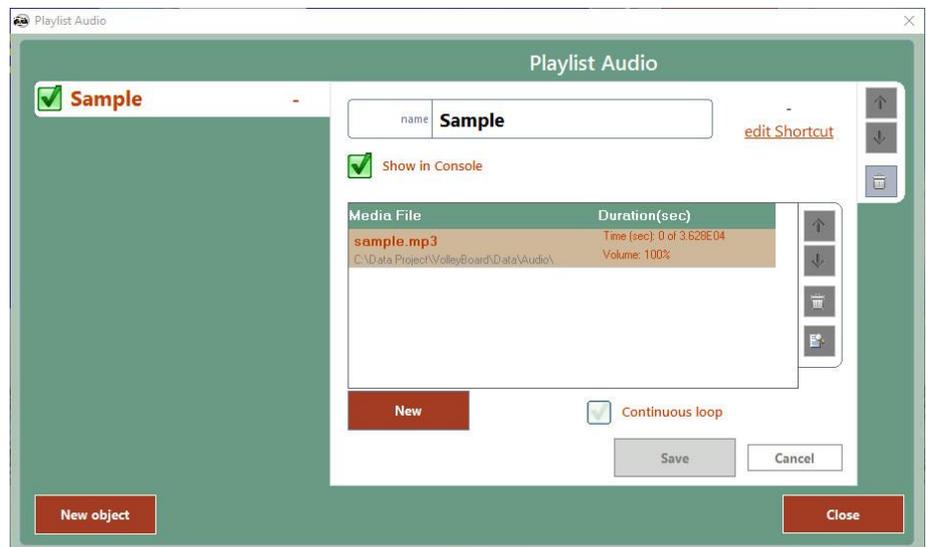
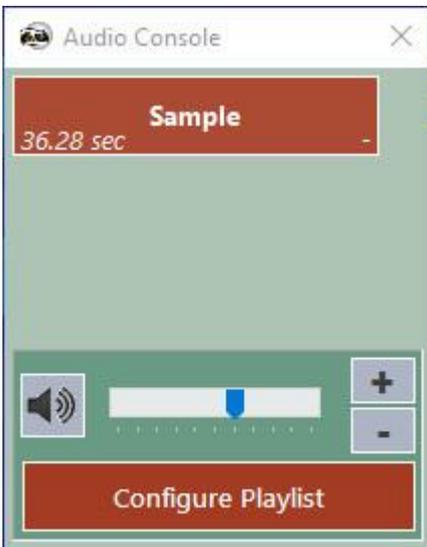
..7.5 Multimedia Console

The media console lets you set up and display multimedia objects, such as movies and commercials. By clicking on the button [Configure Playlist] will open a new window in which you can create events in the desired sequence and activate them when you want (for example, during a time out). Activating the events of the media console, the score disappears on the screen, replaced by events programmed.



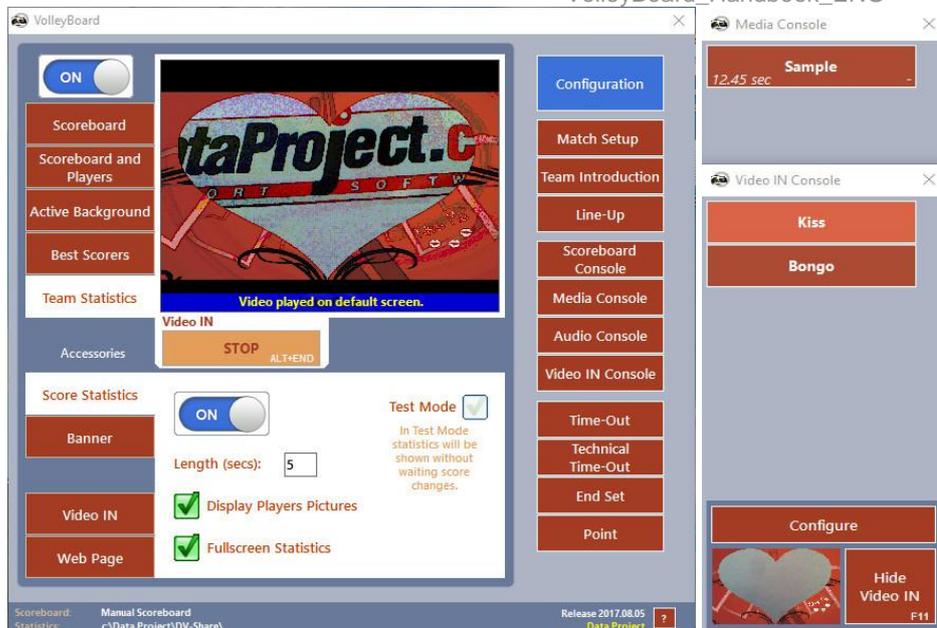
..7.6 Audio Console

This option Allows you to insert music and sound effects, without showing off the score on the screens. Good to use during breaks unplanned and in all situations in which you want to keep score on the board.



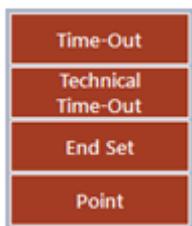
..7.7 COnsole Video IN

Nice Options of Volleyboard. You can choose between "Kiss Cam" and "Bongo Cam" to involve the audience in funny games.



8 During the Match

The following buttons can be used during the match:



The program, when connected to Data Volley and/or e-Scoresheet, will automatically recognize these events and will leave the set sequence.

9 Managing Match

Most features, to set and preset, the program as well as the match or the adverts, can be accessed and managed through Volleyboard.

To enable/disable the scoreboard and the events, use the green button on the top right hand side of the screen. When **Volleyboard** is disabled, the default image will be displayed as the scoreboard background.

When **Volleyboard** is active, the secondary monitor will display all the updated match information and graphics. In addition to the “standard” scoreboard, you can display the individual and team statistics, the advertising banners and information related to the last point scored (Kill, Block, Ace); to display this information you must enable this option prior to the match.

The image displays four different views of the Volleyboard interface for a match between Cuba and Brazil.

Top Left View: Player Lists
 Cuba: 1 LEON, 4 LEAL, 6 GUTIERREZ (L), 7 CAMEJO, 8 CEPEDA, 11 ORTIZ, 12 BELL, 13 SIMON (C), 14 HIERREZUELO, 16 MESA, 18 DIAZ, 19 HERNANDEZ.
 Brazil: BRUNO 1, SIDAO 5, VISSOTTO 6, (C) GIBA 7, MURILO 8, THEO 9, J. BRAVO 13, RODRIGAO 14, LUCAS 16, MARLON 17, DANTE 18, (L) MARIO 19.
 Score: Cuba 0, Brazil 3. SET IV, 0-0.

Top Right View: Scoreboard
 Cuba 0, Brazil 3. SET IV, 0-0.
 Statistics: 0 T, 0 S, 22 I 25, 14 II 25, 22 III 25.

Bottom Left View: Statistics
 Cuba 0, Brazil 3.
 2 ACES, 49 POSITIVE RECEPTION, 45 ATTACK POINTS, 4 BLOCKS POINTS, 70 TOTAL ERROR, 2 DANTE, 54.

Bottom Right View: Best Scorers
 Cuba: LEON 14, LEAL 10, SIMON (C) 6, HERNANDEZ 6, CAMEJO 3, BELL 2.
 Brazil: VISSOTTO 19, DANTE 8, MURILO 6, LUCAS 6, RODRIGAO 5, BRUNO 3.

Logos for DV Scoreboard and DataProject.com are visible at the bottom of each view.

Furthermore, you can add media clips and/or video replay to be displayed between points, time-outs and between sets. The main display can be used to show comparative statistical information about single individuals and teams during time-outs and between the sets.

10 Terms and Conditions

WARRANTY RESTRICTIONS

Data Project S.r.l. guarantees:

- For a period of 24 months from the date of purchase, the correct functioning of the software according to the functions outlined in the handbook and in the leaflets accompanying the product.

Data Project S.r.l. is not responsible for loss, damaged or a non-correct use of the software.

Data Project S.r.l. will not be liable for any direct or in direct damages caused by the use of the software products.

CONSUMER PROTECTION

In the event of problems related to the software, the responsibility and the sole solutions will be at the discretion of Data Project S.r.l.:

The repair or replacement of the software;

The warranty becomes void when the software problems are caused by accidents, incorrect use or misapplication of the product.

PROCEDURES TO FOLLOW

During the warranty validity, please contact our technical support department on 0039 051307060 or send us an email info@dataproject.com, tech@dataproject.com in the event of performance problems of the program.

Our customer service lines are open, from 9,30 to 1:00 pm and from 3:00 pm to 6pm CET, Monday to Friday, except public holidays.

The technical support service is limited to the use of the software procedures and whenever possible a direct problem solving consultation.

Should our customer service department not be able to solve the problems, please send a written request directly to Data Project S.r.l., detailing the error the steps that led to it, and when possible, a copy of the file archive that caused the problem; Data Project S.r.l. will endeavour to examine the problem and update the company website www.dataproject.com with the modified software procedures.

ADDITIONAL WARRANTY SERVICE

The client, during the warranty validity, can download all relative updates for the purchased software version from the Data Project S.r.l. website www.dataproject.com