

INTEGRATED SCORING SOFTWARE USER **UPDATE**

A SUPPLEMENT TO THE FEEDBACK
CRICKET LIVE SCORING USER MANUAL



INTEGRATED SCORING SOFTWARE

This supplement to the *Feedback Cricket – Live Scoring Edition User Manual* details the software changes after the integration of the Stadium Scoring version into the system, so that one scorer can undertake live scoring and output to one or more scoreboard(s)/ replay screen(s) simultaneously. Indeed, this integrated scoring software can also provide graphics to overlay on a live streaming video feed, so the system is now multi-functional. This supplement is produced separately from the User Manual in order to immediately highlight the software changes, but a fully revised edition will be produced in the future.

Opening Feedback Cricket

As usual, open Feedback Cricket by double-clicking on the desktop icon, which will open the login page (Figure 1).

Logging-In in Connected Mode (Dual Scoring)

Log in, using your existing Username and Password, if the match you are about to score is to be both live scored and displayed on a scoreboard. This Connected Mode is for dual scoring.

Your Username will appear underneath the three main menus and on the right-hand side (Figure 2).



Figure 2

Logging-In in Disconnected Mode (Scoreboard Only)

If the match you are about to score is only to be displayed on a scoreboard, and not live scored, click on 'Continue without logging in'. This Disconnected Mode is for scoreboard only scoring.

'Disconnected mode (not logged in)' and 'Disconnected' will be displayed instead of your Username (Figure 3).

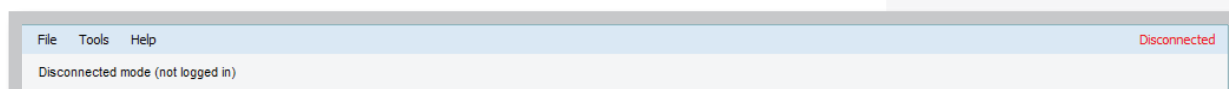


Figure 3

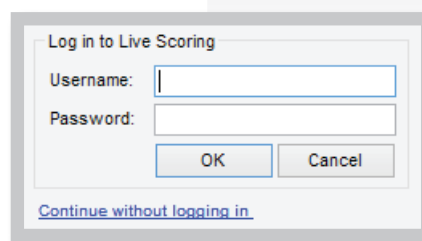


Figure 1



Internet Connection Issues

If the internet connection is lost during a dual scored match, and you need to log out to re-establish it and to continue scoring in order to keep the scoreboard up-to-date, switch from Connected to Disconnected Mode by exiting the Score Panel, click on your Username at the top right, select Logout (Figure 4), and then click 'Continue without logging in', as above. Feedback Cricket will re-open on the current match scorecard.

If you do not need to log out to re-establish the internet connection, continue scoring to keep the scoreboard up-to-date, and when the internet connection is re-established an auto-prompt will appear asking you to re-login in Connected Mode (Figure 5). Enter your login details, click OK as usual, and the backed-up ball data will upload as you resume scoring.

Alternatively, you can switch from Disconnected to Connected Mode by exiting the Score Panel, click on Disconnected at the top right, select Login (Figure 6), and login as usual. Again, the backed-up ball data will automatically upload, using the scoreboard only data, as scoring continues.

Opening a Match

In Connected Mode, click File and select New Match, Open Incomplete Match, or Open Completed Match from the top three menu items, which are the dual scoring matches (Figure 7). Ensure that the Output to Scoreboard option is ticked (only un-check this for live scoring only) and use the Exit option as usual.

After clicking New Match, select from the list of upcoming matches as usual and the familiar Match Setup window will appear (Figure 8). The process for selecting/editing the player names, captains, wicketkeepers, 12th men, umpires, scorers, and match referee remains unchanged, but note that there is an additional Team Name (with an abbreviation in brackets) underneath Team and each player has an adjacent Scoreboard Name, all in CAPITALS.

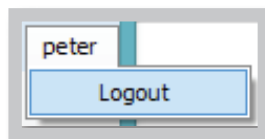


Figure 4

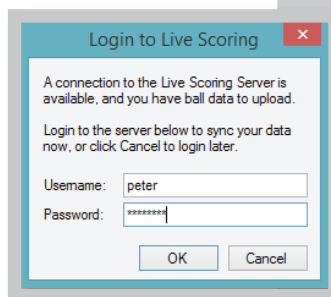


Figure 5

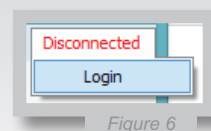


Figure 6

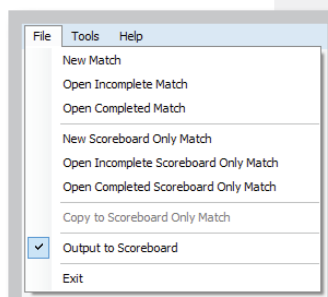


Figure 7

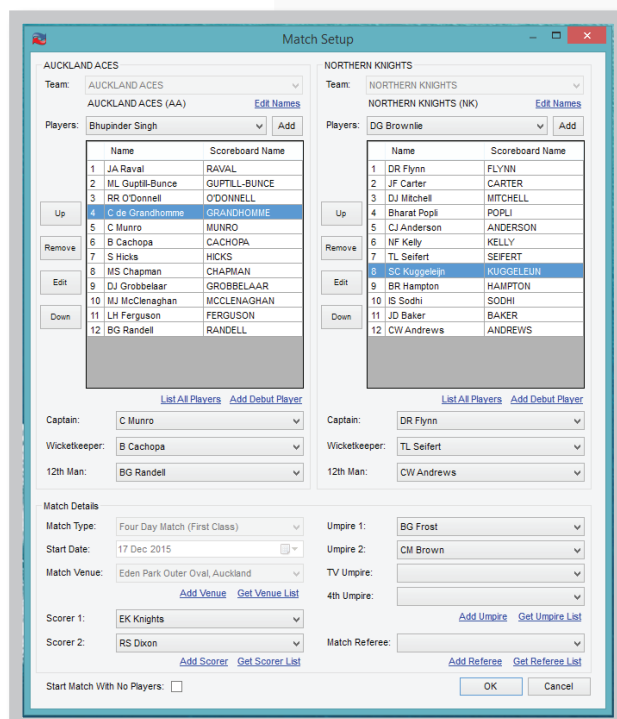


Figure 8



Editing Team Names for the Scoreboard

The additional Team Name is the name that will be displayed on the scoreboard, and this can be edited by clicking Edit Names and amending the Scoreboard Name as required (Figure 9); e.g. if the scoreboard is not wide enough to display a long team name, like AUCKLAND ACES.

The Abbreviated Name is a two- or three-letter abbreviation used for the live streaming graphics. Click OK to save any changes, which will now be displayed in red on the Match Setup window (Figure 10).

Editing Player Names for the Scoreboard

Similarly, a player's Scoreboard Name is what will be displayed on the scoreboard, and again this can be edited to shorten it to fit, include first initials when there are two or more players playing in the match with the same surname, or otherwise make the name appropriate for display. To do this, double-click anywhere along the player name line (Figure 11), edit their Scoreboard Name as above and click OK (Figure 12).

Again, edited player names will now be displayed in red on the Match Setup window (Figure 13).

Edit Team Names

Note: any changes you make to Team Names will apply to this match only. If you think the changes should be permanent, please contact support to change the names on the server.

Team Name:

Scoreboard Name: [Revert to Server](#)

Abbreviated Name: [Revert to Server](#)

Figure 9

AUCKLAND ACES

Team:

ACES (AKL) [Edit Names](#)

Figure 10

AUCKLAND ACES

ACES (AKL) [Edit Team Names](#)

	Name	Scoreboard Name
1	JA Raval	RAVAL
2	ML Guptill-Bunce	GUPTILL-BUNCE
3	RR O'Donnell	O'DONNELL
4	C de Grandhomme	GRANDHOMME

Figure 11

Edit Player Names

Note: any changes you make to Player Names will apply to this match only. If you think the changes should be permanent, please contact support to change the names on the server.

Player Name:

Scoreboard Name: [Revert to Server](#)

Figure 12

AUCKLAND ACES

ACES (AKL) [Edit Team Names](#)

	Name	Scoreboard Name
1	JA Raval	RAVAL
2	ML Guptill-Bunce	G-BUNCE
3	RR O'Donnell	O'DONNELL
4	C de Grandhomme	de G'HOMME
5	C Munro	MUNRO
6	B Cachopa	CACHOPA
7	S Hicks	HICKS
8	MS Chapman	CHAPMAN
9	DJ Grobbelaar	GROBBELAAR
10	MJ McClenaghan	McCLENAGHAN
11	LH Ferguson	FERGUSON
12	BG Randell	RANDELL

Figure 13



Once the team and/or player edits for the scoreboard display are completed (these can be re-edited via the usual Edit Teams function), resume the normal scoring process by clicking OK to create the New Match and then Score Panel to enter the Toss details.

When in Disconnected Mode, click File and select New Match, Open Incomplete Match, or Open Completed Match from the middle three menu items, which are the scoreboard only matches (Figure 14). Again, ensure that the Output to Scoreboard option is ticked.

Opening an incomplete or completed match (disconnected) from the dual scoring menu items will prompt a warning that only matches scored on your laptop can be opened, that they cannot be updated while in Disconnected Mode, which also ensures you do not update another scorer's match on the server/website (Figure 15).

Ignore the 'Copy to Scoreboard Only Match' option, which is for backing-up an international match that is being independently scored for the replay screen. Finally, use Exit to close Feedback Cricket.

Changes to the Score Panel

As part of the software integration, the layout of the Score Panel has changed slightly. Firstly, the Fall of Wicket list has been added next to the Bowling Analysis in the bottom right-hand corner as a quick reference for scorers (Figure 16).

Consequently, the Innings Timer button and Live Scoring Status information have been shifted to the central column underneath the clock, along with the Decision Review System (DRS) & Overs Remaining in Day/Match information in four-innings matches (Figure 17) and DRS & Duckworth-Lewis-Stern (DLS) information in two-innings matches (Figure 18).

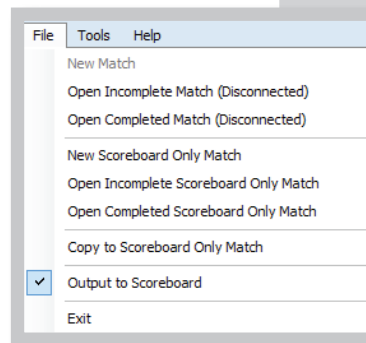


Figure 14

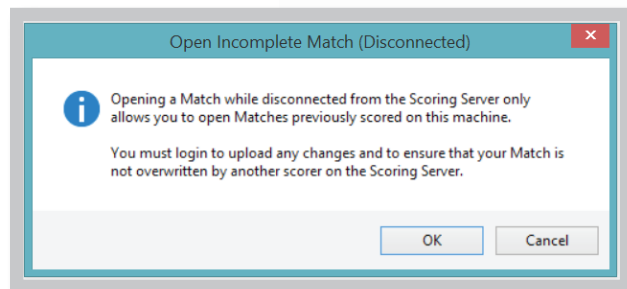


Figure 15

Fall	Batsman	Overs
1-6	DA Warner	3.2
2-34	JA Burns	13.1
3-63	AC Voges	24.4
4-67	SE Marsh	28.4
5-80	MR Marsh	36.1
6-109	SPD Smith	48.2
7-109	PM Siddle	48.6
8-116	JR Hazlewood	51.5
9-190	NM Lyon	67.4

Figure 16



Figure 17

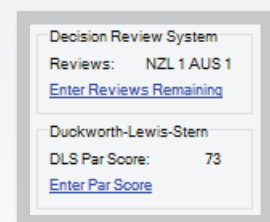


Figure 18



THE SCOREBOARD DISPLAY APP

While waiting for the New Match to come through on the website, open the scoreboard Display App by double-clicking on the NZC Replay Screen desktop icon (Figure 19).

The app opens on a main panel that contains a preview window (or windows, if more than one scoreboard/live streaming output is being used) showing what is being output to the scoreboard(s) (Figure 20) and the various buttons used to display different information slides.

These buttons are explained below.

Display Buttons/Slides

The various display buttons, which are simply clicked to change between the various information slides, are grouped together, with corresponding screenshots taken from the main panel, as follows:

Innings: Information slides from the current or previous innings can be displayed by clicking on the down arrow and selecting Innings 1, 2, 3, or 4 from the dropdown menu (Figure 21).

Summary: Main scoreboard, Batting card, Fall Of Wicket, Bowling card and Video (for the L-overlay output used only when displaying limited overs matches to a replay screen) when in Large Screen mode. When in Small Screen or Medium Screen mode, the Batting, Fall Of Wicket, and Bowling cards will be split in two (top 6 and bottom 5), so Batting 1, Batting 2, etc buttons will appear (Figure 22).

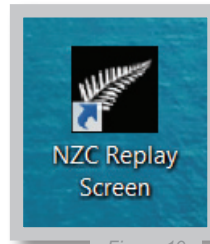


Figure 19

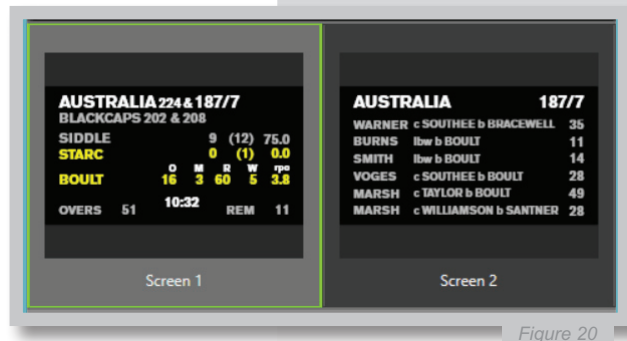


Figure 20

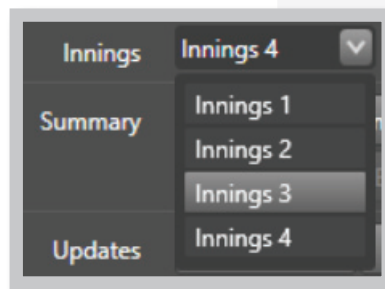


Figure 21

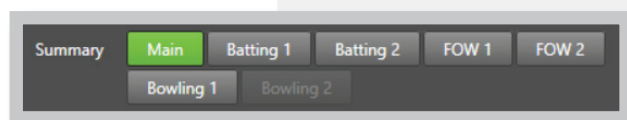
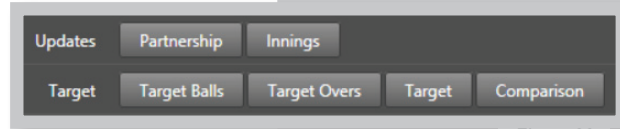


Figure 22

NB: The Small, Medium and Large Screen modes are explained in the Screen Settings section below.



Updates: Current Partnership details and match Innings summary, which includes a trails/leads by or target statement (Figure 23).



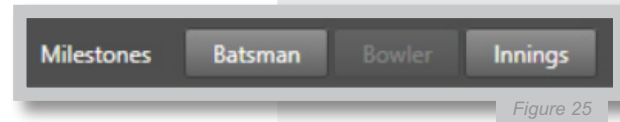
Target: Target Balls, Target Overs, and Target countdown slides, which are only available in the last innings of a match, and an innings Comparison slide, that is not available in the first innings of a match (Figure 23).

Events 1: Maiden, Wicket Maiden, and Dismissal key, which are only available after the last/ball is scored, and unavailable once the next ball is scored (Figure 24).

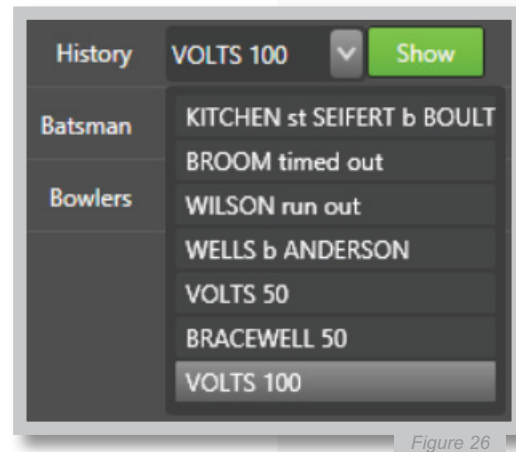


Events 2: Possible Hatrick, Hatrick, and Double Hatrick, which are again only available on the ball they occur (Figure 24).

Milestones: Batsman (50s, 100s, etc), Bowler (5 wickets in an innings), and Innings (team 50s, 100s, etc) milestones, all also only available on the ball they occur (Figure 25).



History: Use the down arrow to select a previous milestone or dismissal from the currently selected innings (see Innings above), and click Show to display. Thereafter, further milestones or dismissals will automatically display when selected. Click Main to exit the History dropdown menu (Figure 26).



Batsman: Use the down arrow to select the not out Batsman's Stats to display, in the same format as a Dismissal key, and click Show to display. Again, click Main to exit this dropdown menu (Figure 27).



Bowler: Use the down arrow to select any bowler's Bowling Figures to display, in a similar format to a Dismissal key, and click Show to display. Again, click Main to exit this dropdown menu (Figure 28).

Single Message: for a one-colour simple message, e.g. 'Please stay off the oval at all times', type the text into the box and click Single Message to display (Figure 29). If required, select the current output screen from the Screen Settings menu to adjust the font size, using the up or down arrow keys, then click Update Screen to display the message with the new font sizes (see Figure 38).

Double Message: for a two-colour message, e.g. 'World Record Partnership: McCullum and Watling 352*', type the text into the two boxes and click Double Message to display (Figure 29). If required, select the current output screen from the Screen Settings menu to adjust the font size, using the up or down arrow keys, then click Update Screen to display the message with the new font sizes (see Figure 38).

Baseline Message: for a simple baseline message to display at the bottom of a coordinated video grab or camera shot, e.g. 'Brendon McCullum 302 not out', type the text into the box, and click Baseline Message to display (Figure 29). Again, if required, select the current output screen from the Screen Settings menu to adjust the font size, using the up or down arrow keys, then click Update Screen to display the message with the new font sizes (see Figure 38).

During Plunket Shield, other four innings, and all two innings matches without a full replay screen production the default slide will be the Main scoreboard, with other slides selected as required. During televised two innings matches with a full replay screen production the default slide will be the Video (L-overlay) slide, but in this situation it is likely there will be a dedicated replay screen scorer, as there will be with Test, One Day International, and Twenty20 International matches.



Figure 28

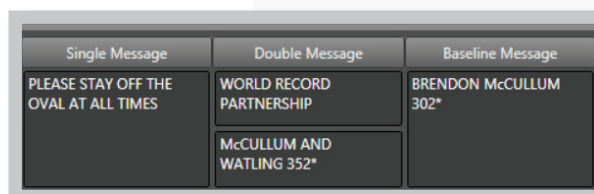


Figure 29

NB: As Baseline Messages are limited to 25 characters, reducing their font size will not enable more characters, but increasing the font size on shorter messages will enable the message to fit the available space better.



Ground Configuration Menu

In addition to the main panel, the Display App has two other menus of interest to scorers, the Ground Configuration and Screen Settings menus (Figure 30; ignore the Match Control menu). When the app is first opened, it will load the Default Ground Configuration settings, but the app can save the appropriate settings for each scoreboard, as the scoreboard(s) at each venue are of different physical sizes, aspect ratios, and pixel dimensions, so that these can be easily loaded for each match.

To do this, click on the Default Ground Configuration text or down arrow, select Open Ground Configuration from the menu (Figure 31), then select the required venue configuration from the dialogue box that appears. The Main scoreboard will re-load in the preview window and on the scoreboard.

An existing ground configuration can be edited and saved, and a New Ground Configuration created and saved, via the Screen Settings function.

Screen Settings

The Screen Settings menu enables the settings for an existing scoreboard output to be edited, or for a new scoreboard output to be created.

Editing an Existing Screen

To edit an existing scoreboard output, click Screen 1 (Figure 32; or whatever its name may be) and edit the required information, as explained below, on the new panel and click Update Screen to save.

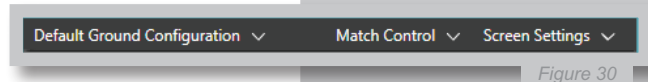


Figure 30

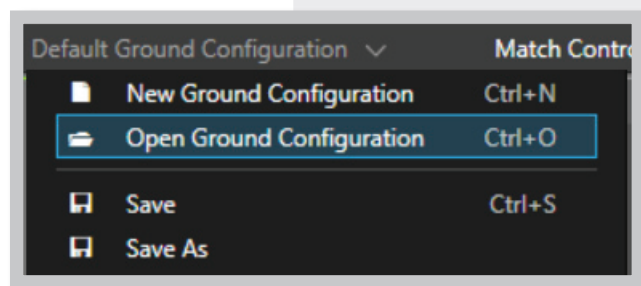


Figure 31

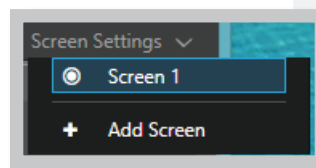


Figure 32

Screen Name: Re-name the scoreboard output to more clearly identify it (e.g., 'Hagley Oval scoreboard') and thus distinguish each ground's (or scoreboard's) output settings (Figure 33).

Type: This is the output mode referred to above, which determines which set of information slides are displayed on the scoreboard, which relates to its physical size. This mode will be pre-set and should only be changed by someone in-charge of the scoreboard or live streaming (Figure 34).

Monitor: The Display App will automatically detect the type of 'monitor' (i.e., scoreboard) the laptop is connected to and populate the dropdown list, but if there is more than one output the monitor for each one will need to be selected (Figure 34).

Output to File: This setting is only required when the Live Streaming mode is being used, so the person in-charge of the live streaming will setup this output on match day.

Window Dimensions: If the display output does not fit the scoreboard correctly, click Fill Width (Figure 35) and the app will automatically do this and then recalculate the required height based on the selected Aspect Ratio (see below). If the scoreboard has a peculiar Aspect Ratio (i.e., not 16:9, 4:3, or 2:1), but its exact pixel dimensions are known, click Custom and enter these here. If the display output does still not quite fit the scoreboard properly, adjust the width value which, if the Respect Aspect Ratio box is ticked, will automatically adjust the height value. If this box is unticked, the height value will need to be entered manually, which may result in slightly skewed text in the display output, but this is an unavoidable consequence of the scoreboard.

Aspect Ratio: Again, the Display App should auto-detect the Aspect Ratio of the scoreboard it is connected to, but if the scoreboard displays wrongly try changing this setting from one to the other (Figure 36).

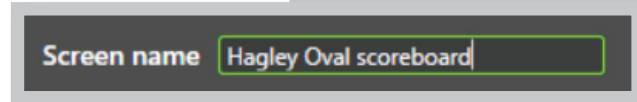


Figure 33

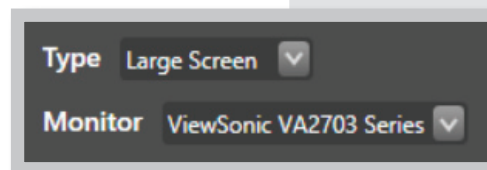


Figure 34

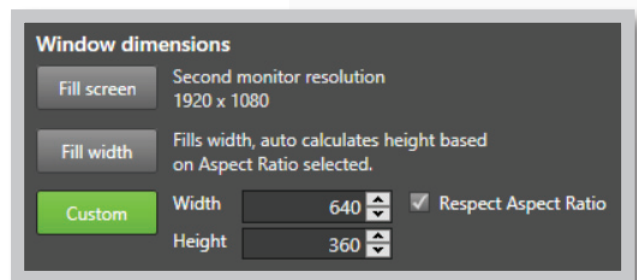


Figure 35



Window Positioning: If the display output displays in the correct Aspect Ratio and dimensions but is not fully on the scoreboard, use this function to move the window position of the output on the second monitor of the scoreboard. The current position will be highlighted, so use the arrows to re-locate the display output as required. The dot represents the middle of the second monitor window (Figure 36).

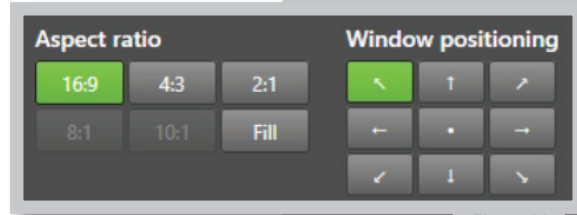


Figure 36

Message Fonts: Use the up or down arrow keys to adjust the font sizes of the Single, Double, and Baseline messages to the required size. It is useful to do this before the match starts, so that adjusting the font while a message is on the scoreboard can be avoided, but the appropriate font size will depend on the number of characters in each message (Figure 37).

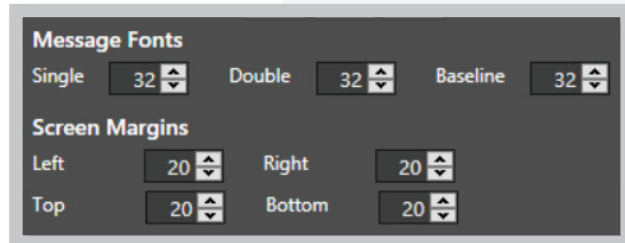


Figure 37

Screen Margins: If the scoreboard output is slightly too 'tight' or 'loose' on the scoreboard edges, either increase or decrease the Left, Right, Top, and/or Bottom margins to 'squeeze' or 'stretch' the text to precisely fit the scoreboard (Figure 37).

Colours: On a full-colour scoreboard, the colours of seven different parts of the design slides can be changed to any colour, by clicking on the respective coloured squares (Figure 38), but these are also pre-set for readability so should only be changed by someone in-charge of the scoreboard.

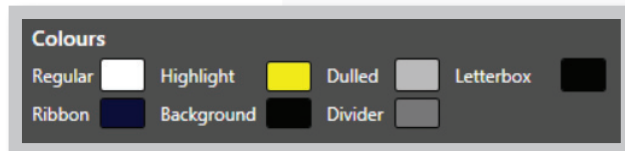


Figure 38

However, ensure that the mix of colours is still readable and not too bawdy. If exact RGB-values (e.g., of a Major Association or their sponsor colours) are known, enter these after clicking Define Custom Colours then Add To Custom Colours and OK to display (Figure 39).

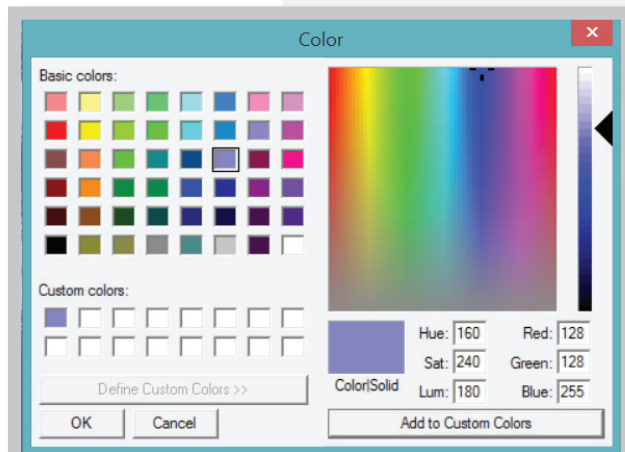


Figure 39

Opacity: This scale is used when Live Streaming, to adjust the opacity of the graphics to allow more (or less) of the hidden video feed behind them to be seen. Again, the person in-charge of the live streaming will determine this value on match day.



Restore Default Settings: Use this button if changes to the current Screen Settings become confusing and you wish to revert back to the standard scoreboard display output (Figure 40).

Cancel: Use this button if you wish to cancel any updates without saving them (Figure 40).

Remove Screen: If you are certain that a screen will no longer be required, use this button to delete it; e.g., if a particular scoreboard will not be used again. Note that this button will not be available if only the current screen is connected to the laptop (Figure 40).

Update Screen: Click this button each time the Screen Settings are edited. The Display App will revert to the main panel and a message will be displayed just below the menu bar prompting you to either Save Changes or Ignore (Figure 41). Click Save Changes if you wish to make the edits permanent on the current Ground Configuration or Ignore if you wish to continue with these unsaved.

Note that after choosing Ignore, when closing the Display App it will provide a warning that unsaved changes are about to be lost (Figure 42). To save the changes at this point, click No, then go to the Ground Configuration menu and select Save, then close the app.

To save these changes as a different Ground Configuration, click Save As instead of Save and enter a new file name in the dialogue box (Figure 43).

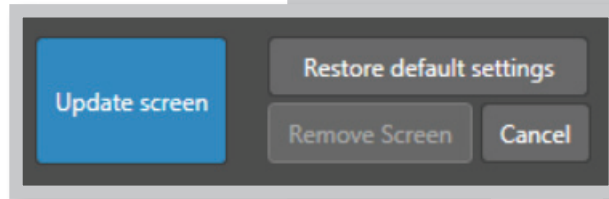


Figure 40

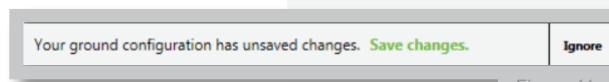


Figure 41

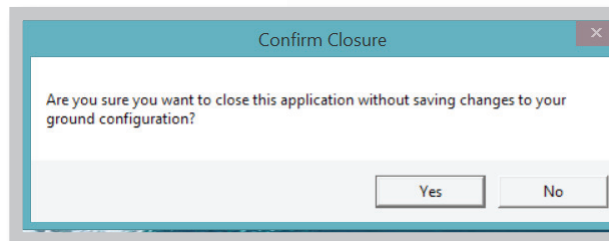


Figure 42

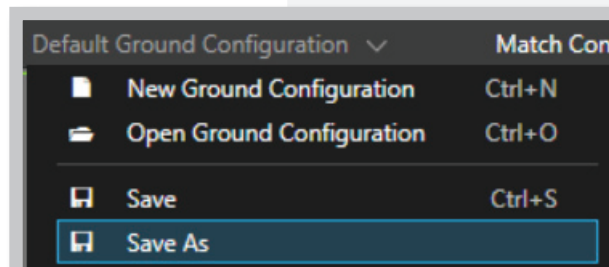


Figure 43

Adding a New Screen

To add a new screen, for example for a new venue with a different scoreboard or to output live streaming graphics, select Add Screen from the Screen Settings menu (Figure 44), enter a distinctive Screen Name, and complete all the settings as explained above, and click Update Screen/Save Changes.

The new screen will then appear in an additional preview window on the main panel, and also output to the second scoreboard (or live streaming graphics). Add a new screen for each required output, although this is likely to be limited to two/three outputs by the laptop and other hardware.

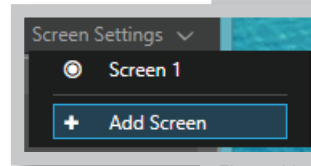


Figure 44

New Zealand Cricket (Inc.)

Level 3, 8 Nugent Street Grafton, Auckland, 09 972 0605

Calder Drive, Lincoln University, Lincoln, 03 366 2964

www.blackcaps.co.nz

