

Range BTX6000



BTX6015



BTX6015 Basket 3x3



BTX6015 XTrem



BTX6125 HK



BTX6425 HK



BTX6120 WP



BTX6220 WP



BTX6025 MS



BTX6125 MS

User Manual



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Ref : 608002 F

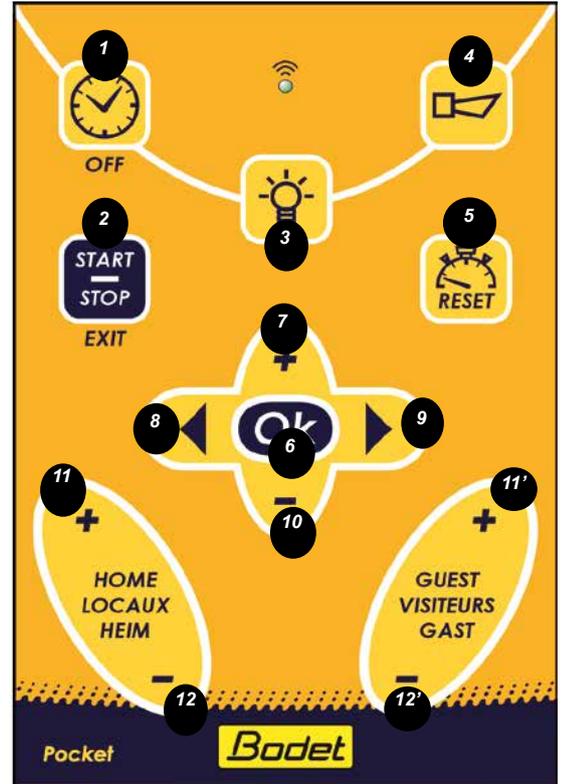
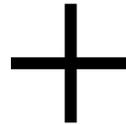
Upon receipt, always check the product for damage during shipment. If any is found, you may file a damage claim with the carrier.

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Electrical and mechanical safety standards

- *Since BT6000 scoreboards are connected to a 110/240VAC supply, they must be installed in compliance with standard IEC 364.*
- *Indoor use (protected against mechanical shocks according to DIN18032.3 Standard).*
- *The installation must be completed before the equipment can be powered up.*
- *It is prohibited and dangerous to immerse the scoreboard in to water or clean it with a water jet.*
- *Bodet shall not be held responsible for any use not in compliance with these instructions.*
- *Any modification to the product shall void the warranty.*



Designation	Index
Time of day or turn off the keyboard	1
Turn on keyboard or start the stopwatch / timer	2
Adjustment of panel luminosity	3
Horn	4
Reset the stopwatch	5
To validate a parameter and start a new game	6
Next parameter or addition of a second during a game	7
Previous menu or subtraction of a minute during a game or attribution of a time-out	8
Next menu or addition of a minute during a game or attribution of a time-out	9
Previous parameter or subtraction of a second during a game	10
Add one point to the Home and Guest scores	11 and 11'
Subtract one point to the Home and Guest scores	12 and 12'

1. How to turn ON the keyboard?

Press the START/STOP (2) key for 3 seconds.

2. How to turn OFF the keyboard?

Press the OFF (1) key for 3 seconds. The game clock must be stopped.

3. How to start a game?

The game can be started.

Nota : There is no parameter setting to be performed if the user chooses this kit dfr «3x3 basket», the game is ready to be started as soon as the display panel is ON.

4. How to modify the parameters of a sport?

Press the ◀ (8) and ▶ (9) keys simultaneously for 3 seconds during a game (the game clock must be stopped). Scroll through the menus with the ◀ (8) and ▶ (9) keys and modify the parameters with the + (7) ou - (10) keys.

Validate with the OK (6) key.

For programs P1 to P8:



Period duration (1 to 99).



Period number (1 to 99).



Stopwatch (UP) or Timer (do) mode of the game clock.



Cumulative period duration: Yes (Y) or No (n). (e.g. by choosing Yes for a 2 x 10mn periods game, the game clock will count from 10 to 20 in the second period; however if the choice is No, the game clock will count from 0 to 10 in the second period. This applies also for the Extra-time periods.



Extra-time duration (1 to 99). (Et = Extra-time).



Number of Extra-times (1 to 99).



Time-out duration (0 to 60 sec)



Time-out activation: Yes (y) or No (n)



Maximum number of points per game (1 to 99).
DS = 0, no score management.
DS > 0, timer/stopwatch stops when the score of a team reaches DS, the timer / stopwatch may be restarted.



Horn activation : Yes (y) or No (n)

n (basque pelota) :



Total number of points in the game.

5. Default parameters

The default parameter settings for the P1 program are as follow:

	P1	P2	P3	P4	P5	P6	P7	P8	P9	Description
tP Period duration	45	40	20	40	35	30	45	10	-	Game period duration 1 to 99
nP Number of period	2	2	2	2	2	2	2	1	50	Number of play period per game 0 to 9
Co Stopwatch (count up) or Timer (count down)	UP	do	-	In Timer mode, during the last minute the count up is displayed in 1/10 of seconds.						
CP Cumulative period duration	n	n	n	n	n	n	n	n	-	For a two 10mn periods game: Yes (Y) - the game clock counts from 10 to 20 in the second period No (n) - the game clocks counts from 0 to 10 in the second period
Et Extra-time duration	15	15	15	10	10	10	15	0	-	Et = Extra-time 0 to 99
nE Number of Extra-time	2	2	2	2	2	2	2	0	-	Number of extra-time. 0 to 99
To Time-out duration	0	0	0	0	0	0	30	30	-	Time-out duration. 0 to 90
nt Time-out activation	0	0	0	0	0	0	1	1	-	Number of time-out 0 to 99
DS Time + Score	CS	TS	CS: game clock + score TS : Time + score -S : only score							
Hn Horn enabled	y	y	y	y	y	y	y	y	-	Enables the sounding of the horn at the end of the period
nS	0	0	0	0	0	0	0	21	-	Number of points per match. If score = 21, end of match If time = tP, stops the game clock but possibility to continues by pressing the START key.

Change program (P1 to P2 to P3...P9):

- 1) Press the « OK » (6) for 3 seconds.
- 2) Key ◀ (8) or ▶ (9) to scroll the programs.

Edit a parameter of a program:

- 1) Press the + (7) and - (10) keys simultaneously for 3 seconds.
- 2) Key ◀ (8) or ▶ (9) to scroll the values.

To reset the parameters to the default values :

- 1) Press the OFF (2) key to go into time mode.
- 2) Press the + (7) and - (10) keys simultaneously for 3 seconds.
- 3) Select Yes (Y) or No (n) with the + (7) and - (10) keys.
- 4) Validate with the OK (6) key.

6. How to start / stop the game clock?

During a game, press the START/STOP (2) key to start the game clock press again to stop it.

7. How to add one point to the Home or Guest score?

Press the + HOME (11) key or the + GUEST (11') key.

8. How to subtract one point to the Home or Guest score ?

Press the - HOME (12) key or the - VISITEURS (12') key.

9. How to sound the horn?

Press the Horn (4) key.

10. How to stop the horn?

Press the Horn (4) key while it is sounding.

11. How to start a new game?

Press the OK (6) key for 3 seconds.

12. How to reset the game clock?

Press the RESET (5) key for 3 seconds, the game clock sets its value to the beginning of the period.

13. How to grant a Time-out (TO)?

Press the ◀ (8) key for a HOME time-out, or press the ▶ (9) key for a GUEST time-out.

Nota : Only one time-out per period and per team.

14. How to add or subtract seconds to/from the game clock?

With the game clock stopped, press the + (7) key for 3 seconds, the display panel blinks.

With the + (7) and - (10) keys, add or subtract seconds within the limit of the period.

Validate with the OK (6) key

15. How to toggle from Game Clock mode to Time of Day clock?

During a game, game clock stopped, press the OFF (1) key, the display panel displays the time of day.

When the time of day is displayed press the OFF (1) key to display the game clock.

16. How to adjust the panel luminosity?

Press the light-bulb (3) key. The luminosity changes every time the key is pressed.

17. How to adjust the Time of Day clock?

Press the OFF (2) key to display the time of the day.

Press the ◀ (8) and ▶ (9) keys simultaneously, the minutes blink.

Adjust the minutes with the + (7) et - (10) keys.

Press the ◀ (8) or ▶ (9) key, the hours blink.

Adjust the hours with the + (7) et - (10) keys.

Validate with the OK (6) key.



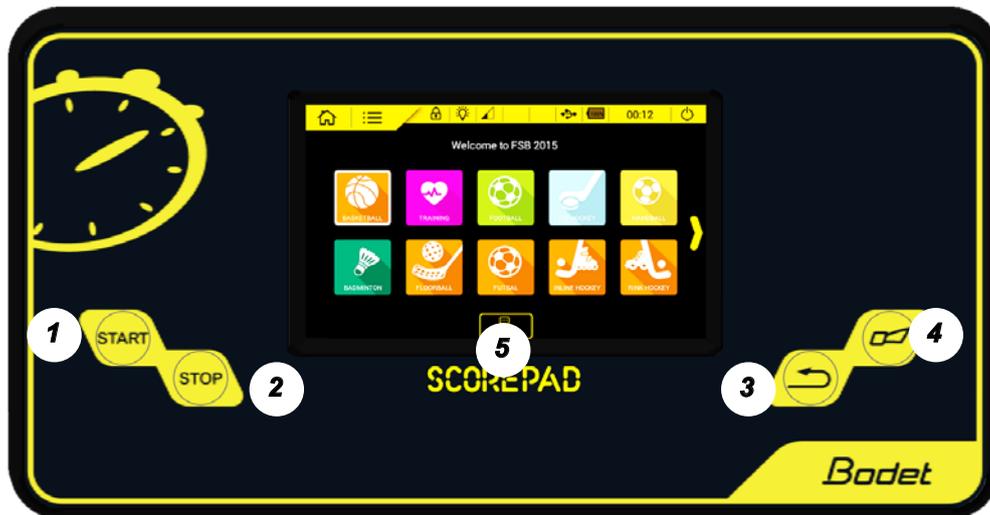
Main keyboard



Shot clock keyboard

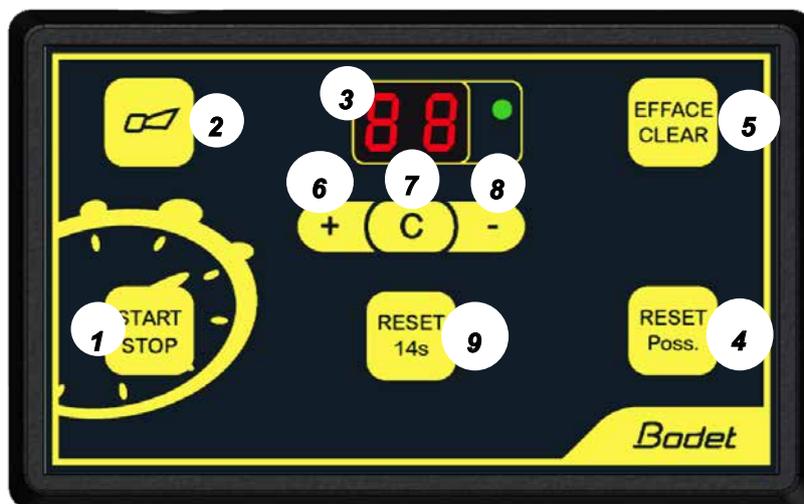


How to use the main keyboard



Désignation	Indice
Starts the game clock.	1
Stops the game clock.	2
Correction mode: press this key briefly. After rectification, press this key to return to active mode.	3
Unused.	4
Choice BASKET 3x3	5

How to use the shot clock keyboard



Désignation	Indice
Starts/stops the shot clock .	1
Turns ON/OFF the horn. The horn blows as long as the key is pressed.	2
Display of the shot clock timing with Start/stop LED indicator.	3
Resets the shot clock to 12 sec.	4
Erases the display of the shot clock (only when the shot clock is stopped).	5
In edit mode, pressing once this key increments the shot clock time by 1sec.	6
Shot clock time edit mode: press once and the LCD display flashes. Edit using the key + (6) and key - (8) then press C (7) to go back to normal mode. Correction up to 90 sec.	7
In edit mode, pressing once this key decrements the shot clock time by 1sec.	8
Unused.	9

How to use the Basketball 3x3

1) Select  on the home screen.

2) Select a configuration from the list:

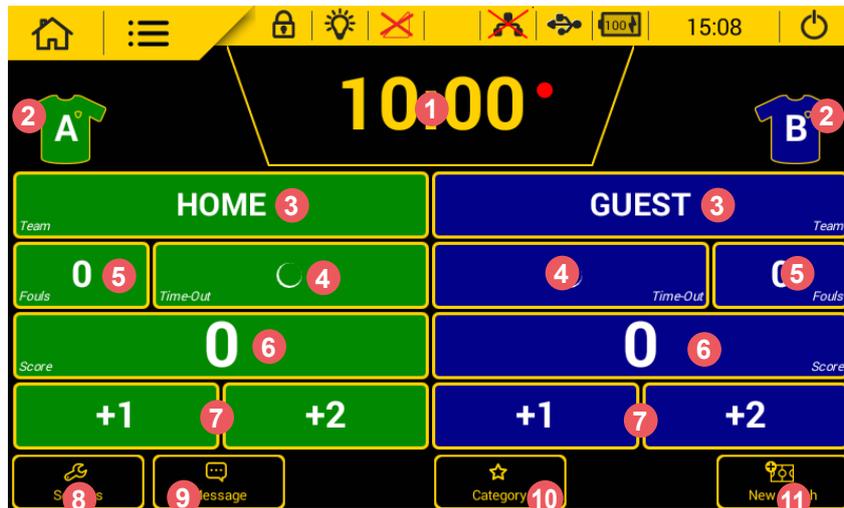
BASKET 3x3 National (Number period: 1 - Time period: 10:00 - 1/10 seconds: OFF) 

BASKET 3x3 1 (Number period: 1 - Time period: 10:00 - 1/10 seconds: OFF)

Configurations identified by  can only be edited with the club code.

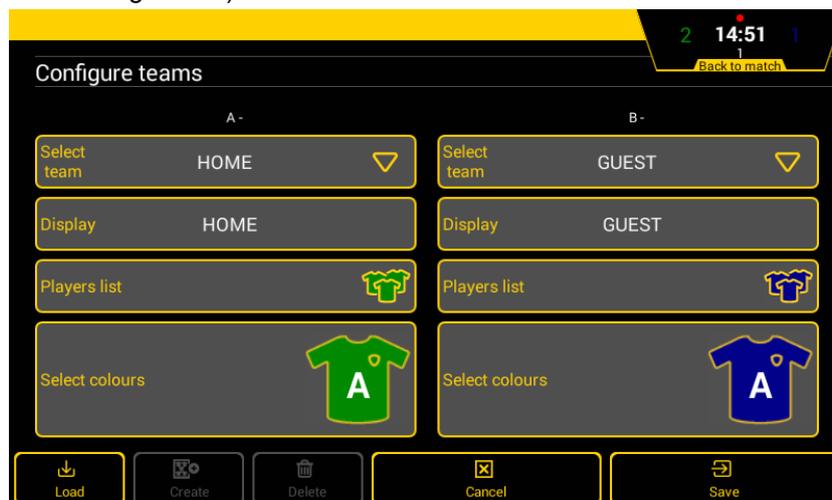
The club Access code is "1234". It can be changed in the "Club access" menu.

3) Screen in BASKET 3x3 National match mode:



Pressing a game setting brings up a new window in which you can:

- 1 edit the length : duration of each period. The buzzer can be triggered at each end of period and the timer reset.
- 2 edit colour of team shirts and game markings. A standard colour scheme is provided as well as a palette to set your own colour.
- 3 edit the name of the team. After pressing HOME or VISITORS, press  **Team config** to edit the configuration of both teams (switch teams, edit team screen name, activate players, choice of colours, load configuration, create a new configuration or delete this configuration):

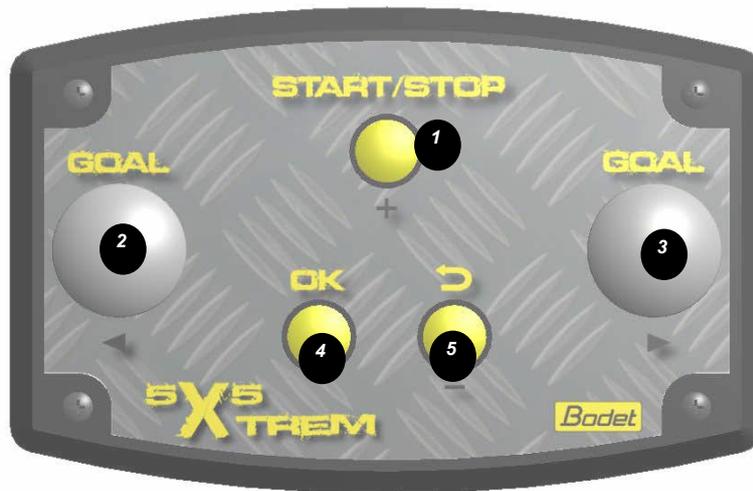
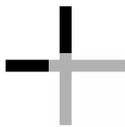


- 4 call a time-out. To start the countdown, press the **START**  button. Add or delete a time-out by pressing **Correction** .
- 5 add or delete a foul.

- 6 add or delete a point
- 7 add 1 or 2 points.
- 8 edit the configuration settings (see next page for the list of settings).
- 9 add and then start a scrolling message.
- 10 indicate the name of the competition.
- 11 start a new match. **Warning: the match in progress will be lost.**

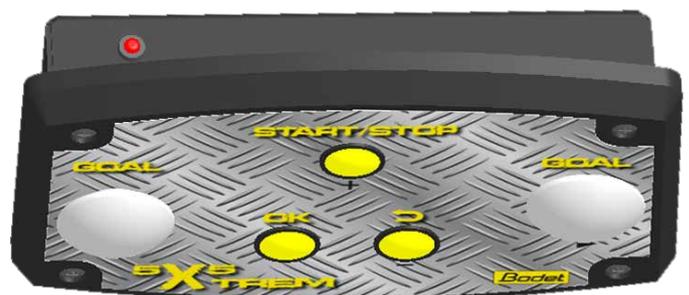
Sport setting menu Basketball 3x3

Headings	Settings	Default values	Description	Standard settings
Match				
	Period time	10:00	0 to 90 minutes in steps of 1 1 to 59 seconds in steps of 1	√
	End of period buzzer	5 s	Function enabled using the ON/OFF button 1 to 5 seconds in steps of 1	√
Possession				
	Possession time	12s	Function enabled using the ON/OFF button 1 to 90 seconds in steps of 1	√
	Buzzer	2s	Function enabled using the ON/OFF button 1 to 3 seconds in steps of 1	√
	Stop automatic chrono	OFF	Function enabled using the ON/OFF button	√
	Display keyboard	ON	Function enabled using the ON/OFF button	√
Points and fouls				
	Point max	21	1 to 50 points in steps of 1	√
	Bonus 1	7	Function enabled using the ON/OFF button 0 to 20 bonus in steps of 1	√
	Bonus 2	10	Function enabled using the ON/OFF button 0 to 20 bonus in steps of 1	√
Time-out				
	Plot T-O	60s Nb:1	Function enabled using the ON/OFF button 1 to 3 plots of time-out Duration of the time-out: 0 to 2 minutes 1 to 59 seconds in steps of 1	√
	Buzzer T-O	10s OFF OFF	Activation of the pre-end horn with the ON/OFF key 1 to 20 seconds in steps of 1 Activation of the end horn with the ON/OFF key Activation of the start horn with the ON/OFF key	√
HDMI				
	HDMI display	...	Selecting the HDMI screen	√
	Logo partner	OFF	Function enabled using the ON/OFF button	√
	Load image	ON	Function enabled using the ON/OFF button	√
	Logo teams	...	Choice of HDMI background	√
Keys				
	Alpha message	ON	Function enabled using the ON/OFF button	√
	Category	ON	Function enabled using the ON/OFF button	√



Designation	Index
Turns on and off the keyboard / Start-Stop the game clock	1
Adds one point to the HOME team's score	2
Adds one point to the GUEST team's score	3
Validation of a parameter / Starts a new match	4
Correction mode: cancels the last action performed on the scores	5

The Xtrem keyboard is equipped with a LED indicating that there is transmission between the keyboard and the BTX6015. Additionally this LED is an indication of the good condition of the batteries.



1. How to start the system?

Press the START/STOP (1) for at least 3 sec. to pair the keyboard and the scoreboard.

2. How to turn off the sytem?

If the keyboard is not used during 3 hours the BTX6015 scoreboard displays the Time of Day.

3. How to start a match?

The match can be started with the Start/Stop button (1) since the parameter setting is done when the system is started.

4. How to modify the parameters of a sport?

Press the keys ◀ (2) and ▶ (3) simultaneously for 3 seconds during a game (the game clock must be stopped). Browse through the menu with the ◀ (2) and ▶ (3) keys and modify the parameter values with the + (1) or - (5) key.

Validate with OK (4).



Period duration (1 to 99).



Period number (1 to 99).



Stopwatch (UP) or Timer (do) mode of the game clock.



Cumulative period duration: Yes (Y) or No (n). (e.g. by choosing Yes for a 2 x 10mn periods game, the game clock will count from 10 to 20 in the second period; however if the choice is No, the game clock will count from 0 to 10 in the second period. This applies also for the Extra-time periods.



Extra-time duration (1 to 99). (Et = Extra-time).



Number of Extra-times (1 to 99).



Time-out duration (0 to 60 sec)



Time-out activation: Yes (y) or No (n)



Maximum number of points per game (1 to 99).
DS = 0, no score management.
DS > 0, timer/stopwatch stops when the score of a team reaches DS, the timer / stopwatch may be restarted.

5. Default parameters

The default parameter settings are as follow:

	Program	Designations
tP Period duration	20	Duration of a game period.
nP Number of periods	2	Number of periods for the game.
Co Count Up/ Count Down	do	1/10 of sec. Countdown during the last minute.
CP Cumulative period time	n	If «Yes» in a 2 x10 min periods match the second period will start from 10. If «no» the second period will start from 0.
Et Extra time duration	0	Et = Extra-time
nE Number of Extra time	0	Number of Extra time if tie at the end of the match.
DS Hour + score	CS	CS: game clock + score TS : Time + score -S : only score

To reset the parameters to their default value press the + (1) and - (5) keys simultaneously for 3 seconds.

Select between yes (Y) o no (n) with the + (1) and - (5) keys.

Validate with OK (4).

6. How to start/stop the game clock?

During a match, press START/STOP (1) to start the game clock, press again to stop it.

7. How to add 1 point to the HOME or GUEST team ?

Press the ◀ (2) or ▶ (3) key.

8. How to make a correction to the score ?

Press the key (5) to go back to the previous score.

9. How to start a new match ?

Press the OK (4) key for 3 seconds.

10. How to add/remove seconds to the game clock?

Game clock stopped, press the OK (4) key, the display blinks.

With the + (1) and - (5) key, modify the seconds within the limit of the period.

Validate with the OK (4) key.

11. How to adjust the Time of Day clock?

Press the + (1) and - (5) keys simultaneously, the scoreboard display «dF : n».

Press the GOAL (2) or (3) keys until the scoreboard displays «Ti: n».

Press the + (1) keys, the minutes blinks and the scoreboard displays «Ti: y».

Adjust the minutes with the + (1) or - (5) keys.

Press the GOAL (2) or (3) keys, the hours blinks.

Adjust the hours with the + (1) et - (5) keys.

Validate with the OK (6) key. Brightness display (can be adjusted with the + (1) and - (5) buttons).

Validate with the OK (6) key.

BTX6125 HK (REF.: 915794)



BTX6025

BTX6102

Main keyboard



BTX6425 HK (REF.: 915793)



BTX6425

Main keyboard



Using the Main keyboard

1) Select  on the home screen.

2) Select a configuration from the list:

HOCKEY 3x20 min 

HOCKEY 3x18 min 

HOCKEY 3x15 min 

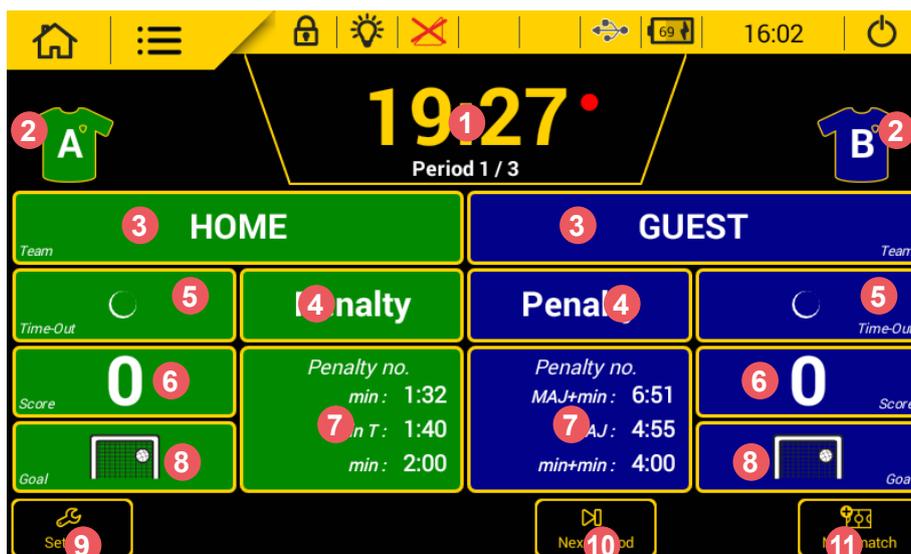
HOCKEY 3x20 min outdoor 

HOCKEY 3x20 min without penalty and time-out 

Configurations identified by  can only be edited with the club code.

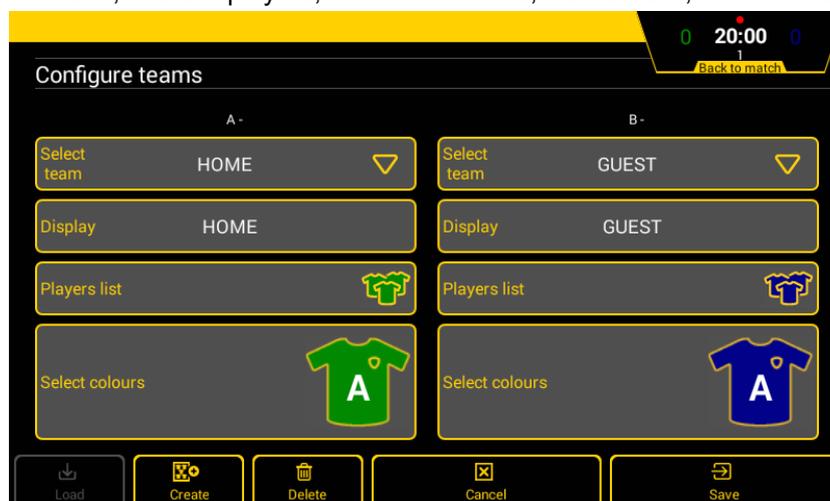
The club Access code is "1234". It can be changed in the "Club access" menu.

3) Screen in HOCKEY 3x20 min match mode:



Pressing a game setting brings up a new window in which you can:

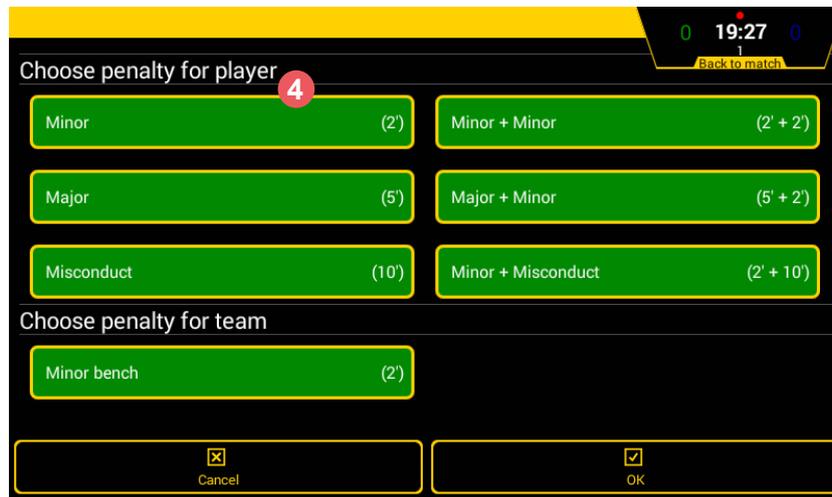
- 1 edit the length: duration of each period. The buzzer can be triggered at each end of period and the timer reset.
- 2 edit colour of team shirts and game markings. A standard colour scheme is provided as well as a palette to set your own colour.
- 3 edit the name of the team. After pressing LOCALS or VISITORS, press  Config. team to edit the configuration of the teams (edit team screen name, activate players, choice of colours, load a team, create a new team or delete a team):



- 4 assign a penalty to a player. List of the penalties:
- > Minor: 2-minute penalty.
 - > Major: 5-minute penalty.
 - > Minor + Minor: 2-minute penalty + 2 minute.
 - > Major + Minor: 5-minute penalty + 2 minute.
 - > Misconduct: 10-minute penalty.
 - > Minor + Misconduct: 2-minute penalty + 10 minute.

Choice of a penalty for the team:

- > Minor Team : 2-minute penalty.



- 5 call a time-out. To start the countdown, press the **START**  button. Add or delete a time-out by pressing **Correct** .

- 6 modify a point from the team score.

- 7 display/modify/delete one or more penalties in progress.



- 8 add a goal.

- 9 edit the configuration settings (see next page for the list of settings).

- 10 go to the next period.

- 11 start a new match. **Caution: the match in progress will be lost.**

Default parameter

Headings	Settings	Default values	Description	Standard settings
Before match				
	Buzzer before match	OFF OFF OFF	Activation of the pre-end horn with the ON/OFF key 1:00 to 9:59 minutes in steps of 1 Activation of the 2nd pre-end horn with the ON/OFF key 1:00 to 9:59 minutes in steps of 1 Activation of the end horn of with the ON/OFF key	-
	Duration before match	OFF	Function enabled using the ON/OFF button 1 to 180 minutes in steps of 1	-
Match				
	Period number	3	1 to 9 periods in steps of 1	√
	Playing time	20:00	1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Period mode	DOWN	Count-up or countdown	-
	Period cumul	OFF	Function enabled using the ON/OFF button	-
	End of period buzzer	5 s	Function enabled using the ON/OFF button 0 to 9 seconds in steps of 1	-
	Stop the timer at ½ the last period	OFF	Function enabled using the ON/OFF button	-
Extra time				
	Extra time number	1	Function enabled using the ON/OFF button 1 to 9 periods in steps of 1	√
	Extra time duration	5:00	1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Time-out	2:00	Function enabled using the ON/OFF button 1 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
Time-out				
	Buzzer time-out	OFF ON	Activation of the horn before the end of countdown 1 to 180 seconds in steps of 1	√
	Icebreaking time	2:00	0 to 9 minutes in steps of 1 0 to 59 seconds in steps of 1	-
	Duration half time	15:00	Function enabled using the ON/OFF button 0 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
Points and Penalties				
	Activation penalties	ON	Function enabled using the ON/OFF button	-
	Minor	2m	1 to 9 minutes in steps of 1	-
	Major	5m	1 to 9 minutes in steps of 1	-
	Misconduct	10m	1 to 20 minutes in steps of 1	-
	Display player no.	OFF	Function enabled using the ON/OFF button	√
	End of penalty buzzer duration	OFF	Function enabled using the ON/OFF button 1 to 5 seconds in steps of 1	-
	Points per player	OFF	Function enabled using the ON/OFF button	√
Time-out				
	Buzzer	10s ON	Pre-time-out buzzer duration: Function enabled using the ON/OFF button 1 to 20 seconds in steps of 1 Time-out end buzzer marker: Function enabled using the ON/OFF button	√
	Time-out	30s Nb TO:1	Function enabled using the ON/OFF button 1 to 90 seconds in steps of 1 Selection of the number of time-out indicators (0 to 6)	√
Youth				
	Change interval	OFF	Function enabled using the ON/OFF button	-
	Stop time auto.	ON	Function enabled using the ON/OFF button	-
Miscellaneous				
	Maintain result	10s	1 to 99 seconds in steps of 1	-
HDMI				
	Logo partner	OFF	Function enabled using the ON/OFF button	-
	Wallpapers	ON	Function enabled using the ON/OFF button	-

Display penalties	OFF	Function enabled using the ON/OFF button	-
Function keys			
Alpha message	OFF	Function enabled using the ON/OFF button	-
Next period	ON	Function enabled using the ON/OFF button	-

BTX6120 WP (REF.: 915790)



Main keyboard



BTX6220 WP (REF.: 915791)



Main keyboard



Use of the main keyboard

1) Select .

2) Select a configuration from the list:

WATER POLO National (Number period: 1 - Time period: 8:00 - Individual fouls: 3) 

WATER POLO 1 (Number period: 4 - Time period: 8:00 - Individual fouls: 0) 

WATER POLO 2 (Number period: 4 - Time period: 7:00 - Individual fouls: 0) 

Configurations identified by  can only be edited with the club access code.

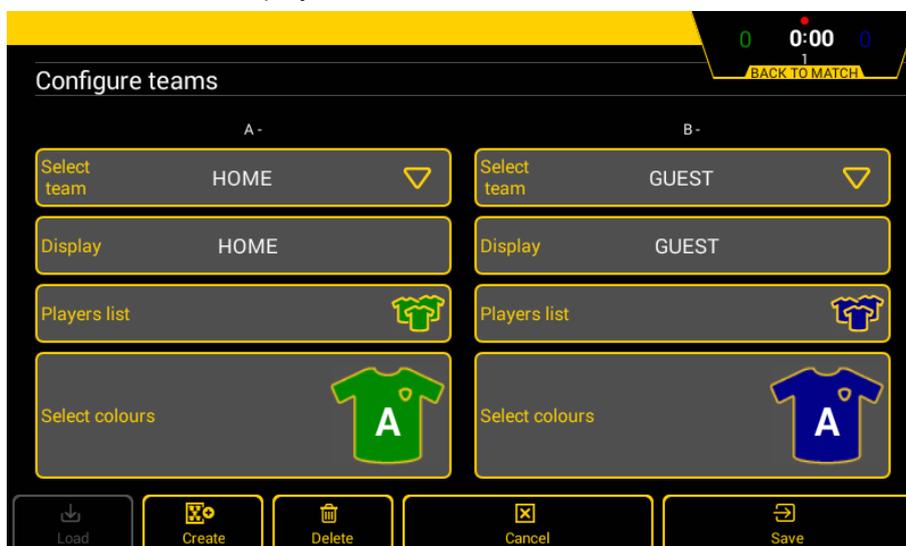
The club Access code is "1234". It can be changed in the "Club access" menu.

3) Screen in WATER POLO National:



Pressing a game setting brings up a new window in which you can:

- 1 edit the length of each period. The buzzer can be triggered at each end of period and the timer reset.
- 2 edit colour of team shirts and game markings. Standard colours are provided plus a palette to select each team's colours.
- 3 assign an individual foul to a player. A correction function lets you edit the number of fouls and each team's total points.
- 4 edit the name of the team. After pressing LOCALS or VISITORS, press  **Config. team** to edit the configuration of the teams (edit team screen name, activate players, choice of colours, load a team, create a new team or delete a team):



- 5 add a penalty to a player: penalty of 20 minutes.

- 6 call a time-out. To start the countdown, press the **START**  button. Add or delete a time-out by pressing **Correct** .
- 7 add or delete a point from the team score.
- 8 add a goal to team.
- 9 modify or delete one penalty in progress.
- 10 edit the configuration settings (see next page for the list of settings).
- 10 display message outside game periods.
- 10 go to the next period.
- 11 start a new match. **Caution: the match in progress will be lost.**

Default parameters

Headings	Settings	Default values	Description	Standard settings
Before match				
	Buzzer before match	OFF OFF	Activation of the pre-end horn with the ON/OFF key 0 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1 Activation of the end horn with the ON/OFF key	√
	Before match duration	OFF	Activation of the pre-end horn with the ON/OFF key 1 to 180 minutes in steps of 1	√
Match				
	Period number	4	1 to 9 periods in steps of 1	√
	Period time	8:00	0 to 90 minutes in steps of 1 0 to 59 seconds in steps of 1	√
	Period mode	Down	Count-up or countdown	√
	End of period buzzer	5s	Function enabled using the ON/OFF button 1 to 5 seconds in steps of 1	√
	Period reset	60s	Function enabled using the ON/OFF button 1 to 300 seconds in steps of 1	√
Time-out				
	Time-out buzzer	OFF OFF	Buzzer duration to signal a rest period Function enabled using the ON/OFF button 1 to 300 seconds in steps of 1 Possibility to activate a horn for the end of the rest period	√
	Time inter period buzzer	OFF OFF	Activation of the pre-end horn with the ON/OFF key 0 to 30 seconds in steps of 1 Activation of the end horn with the ON/OFF key	√
	Half time duration	5:00	Function enabled using the ON/OFF button 0 to 90 minutes in steps of 1 1 to 59 seconds in steps of 1	√
	Time inter period (rest time between each play period)	2:00	Function enabled using the ON/OFF button 0 to 90 minutes in steps of 1 1 to 59 seconds in steps of 1	√
Possession				
	Possession time	30s	Function enabled using the ON/OFF button 1 to 90 seconds in steps of 1	√
	Buzzer	3s	Buzzer duration to signal the end of a possession or attack time Function enabled using the ON/OFF button 1 to 5 seconds in steps of 1	√
	Stop chrono auto	OFF	Activation or deactivation from the club code	√
	Display keyboard	ON	Display on the keyboard of the possession time	√

Points and Penalties				
Activation penalties	ON		Activation or deactivation from the club code	√
Penalty duration	OFF		1 to 90 seconds in steps of 1	√
Display player no.	OFF		Activation or deactivation from the club code	√
Selection mode	List of players		List of players or keyboard	√
End of penalty buzzer duration	OFF		Function enabled using the ON/OFF button	√
Individual fouls	3		Function enabled using the ON/OFF button 1 to 9 Individual fouls	
Time-out				
Buzzer TM	15s ON OFF		Activation of the pre-end horn with the ON/OFF key 1 to 20 seconds in steps of 1 Activation of the end horn with the ON/OFF key Activation of the start horn with the ON/OFF key	√
Indicator TM	60s Number: 1 Period		Function enabled using the ON/OFF button Indicators number TM 1 to 6 in steps of 1 Display time: Minutes: 0 or 1. Seconds : 0 to 59. Reset TM by period or half-time or inactive.	√
Miscellaneous				
Maintain result	10s		Function enabled using the ON/OFF button 1 to 90 seconds in steps of 1	-
HDMI				
HDMI display	...		Choice of HDMI display with player or default.	√
Logo partner	OFF		Choice of partner logos.	√
Load image	...		Enabling wallpaper image (if OFF = wallpaper black)	√
Logo team	ON		Function enabled using the ON/OFF button	√
Function keys				
Alpha message	ON		Function enabled using the ON/OFF button	√
Next period	ON		Function enabled using the ON/OFF button	√

BTX6025 MS (REF.: 915799)



Main keyboard



BTX6125 MS (REF.: 915792)



Main keyboard



Use of the main keyboard



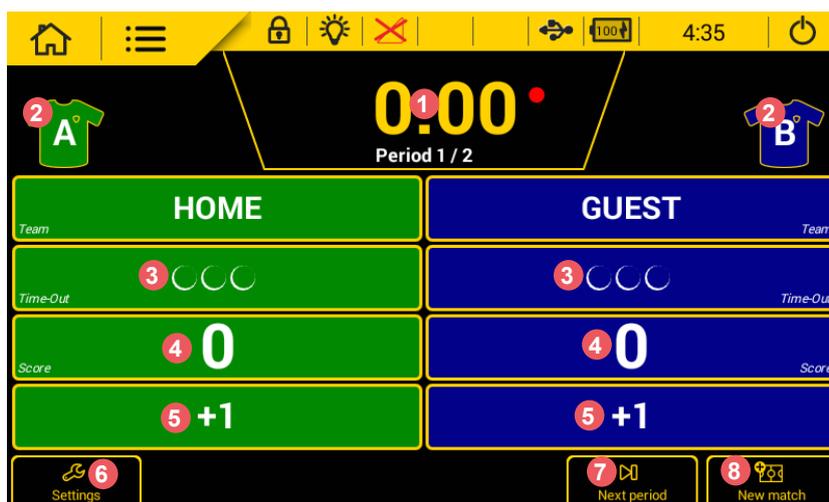
1) Select

2) Select a configuration from the list:

- MULTISPORT 2x30 min (stopwatch and score)
- MULTISPORT 2x30 min (stopwatch, score and fouls)
- MULTISPORT 4x15 min (stopwatch and score)
- MULTISPORT 1x19 min (stopwatch and score)

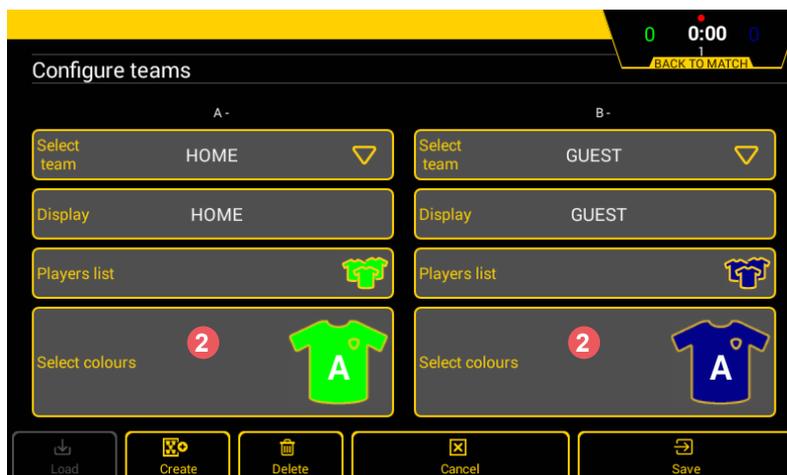
Configurations identified by can only be edited with the club access code. The club Access code is "1234". It can be changed in the "Club access" menu.

3) Screen in MULTISPORT 2x30 min match mode:



Pressing a game setting brings up a new window in which you can:

- 1 edit the length of each period. The buzzer can be triggered at each end of period and the timer reset.
- 2 edit colour of team shirts and game markings. Standard colours are provided plus a palette to select each team's colours.



- 3 call a time-out. To start the countdown, press the **START** button. Add or delete a time-out by pressing **Correction** .
- 4 add or delete a point to the team's score.
- 5 add 1 point to the team's score.
- 6 edit the configuration settings (see next page for the list of settings).
- 7 display the next period.
- 8 start a new match. **Caution: the match in progress will be lost.**

Default parameters

1) Click  to edit a configuration.

Note : All these settings are accessible from the  **Advanced Settings** menu.

The list of editable settings is given below:

Headings	Settings	Default values	Description
Match			
	Display mode	Score and stopwatch	3 choices available: Score only, Score and stopwatch, Score and time
	Period number	2	1 to 9 in steps of 1
	Period duration	30:00	1 to 90 minutes in steps of 1 0 to 59 secondes in steps of 1
	Period mode	UP	UP (counting) or DOWN (countdown)
	Cumulative period	ON	Function enabled using the ON/OFF button
	End of period Horn	5	Function enabled using the ON/OFF button 0 to 5 seconds in steps of 1
Overtime			
	Overtime number	2	Function enabled using the ON/OFF button 1 to 9 periods in steps of 1
	Overtime duration	5:00	1 to 90 minutes in steps of 1 0 to 59 secondes in steps of 1
	Rest time in overtime	2:00	Function enabled using the ON/OFF button 0 to 90 minutes in steps of 1 0 to 59 secondes in steps of 1
Rest time			
	Half time horn	OFF OFF	Buzzer duration to call a rest time Function enabled using the ON/OFF button 1 to 5 minutes in steps of 1 0 to 59 secondes in steps of 1 Buzzer can be triggered for end of rest-time
	Half time duration	10:00	Function enabled using the ON/OFF button 0 to 90 minutes in steps of 1 0 to 59 secondes in steps of 1
	Duration before overtime	2	Function enabled using the ON/OFF button 1 to 90 minutes in steps of 1 0 to 59 secondes in steps of 1
Points and fouls			
	Total team fouls	OFF	Function enables using the ON/OFF button. Option to reset fouls for each period or at half-time. Accumulated fouls can be set from 1 to 50.
Time-Out			
	Horn TO	10s OFF	Buzzer duration to call a time-out Function enabled using the ON/OFF button 0 to 20 seconds in steps of 1 Buzzer can be triggered for end of time-out
	TO dots	half-time 3	Function enables using the ON/OFF button. Display of the time-out indicators 1 to 6 indicators Time-out duration 0 to 2 minutes in steps of 1 0 to 59 secondes in steps of 1 Time-out reset per period, half-time or OFF
Various			
	Maintain result	10s	Function enabled using the ON/OFF button. 1 to 90 secondes
HDMI			
	HDMI display	...	Choice of HDMI display
	Sponsor logo	OFF	Possibility to select the display of the sponsors' logos
	Wallpaper	...	Possibility to select as default a solid colour or an image as wallpaper for the HDMI display background
	Logo teams	ON	Function enabled using the ON/OFF button