

**DAKTENNIS VERSION 3
SOFTWARE**

INSTALLATION &
OPERATION MANUAL

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DAKTRONICS

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1 Introduction

The purpose of this manual is to assist with the installation and operation of the Daktronics DakTennis™ Version 3 software.

The manual includes the following main sections:

- **Introduction** covers the basic information about the program and this manual. Take time to read the introduction as it defines terms and explains concepts used throughout the manual.
- **Installation & Registration** explains how to install and register the program.
- **Initial Setup** goes through the first-time configuration of the application.
- **Operation** provides detailed program operation instructions.
- **Startup Checklist** goes through the steps to successfully run the application.
- **Appendix** contains supplemental information about or for the application.

System Requirements

The DakTennis software was designed to operate on a Windows® compatible personal computer. In most circumstances, the computer used by the software will be purchased through Daktronics. This ensures the software requirements will be met. If a computer is not purchased through Daktronics, the following list describes the requirements to run the DakTennis software:

- Windows 7 or higher Operating System
- CPU and RAM must at least be equal to minimum requirements of Operating System
- One serial (COM) port, or USB port and serial-to-USB adapter, for connection to RC-100/200 base station
- One serial (COM) port, or USB port and serial-to-USB adapter, to output signal to scoreboard (signal converter is also required)
- Additional serial ports or networking may be needed based on the individual facility

The following equipment is also needed to score tennis matches:

- RC-100/RC-200 wireless handheld controller (up to 18)
- RC-100/RC-200 base station (one for every 8 controllers)

Hardware Setup

System Overview

The DakTennis software is designed to interface with a Daktronics RC-100 or RC-200 wireless control system. Scorers on the court use RC-100/RC-200 wireless handheld controllers to transmit game information to a base station receiver. The base station then sends the game data into the DakTennis computer where information from all courts is managed. The data can then be displayed on numeric scoreboards, electronic message displays, or websites (via XML).

References

To view diagrams of typical system setups, refer to **Appendix A**.

- For in-depth instruction on the RC-100 control system, refer to the **Remote Control System RC-100 All Sport Operation Manual (ED-15133)**.
- For in-depth instruction on the RC-200 control system, refer to the **Remote Control System RC-200 All Sport Operation Manual (DD3572889)**.

When using the DakTennis software to control a multi-court tennis scoreboard, refer to the appropriate indoor or outdoor installation manuals provided with the scoreboard.

Controller and scoreboard manuals are available to download online at www.daktronics.com/manuals.

Software Conventions

This manual contains the following software conventions and terminology:

Bold	Indicates an item that requires direct action, such as clicking, pressing, selecting, or formatting. Also used for reference items within the manual, such as figures or sections, as well as other documents and notes.
<i>Italics</i>	Indicates onscreen text or labels that are not clickable.
[Brackets]	Represents a keyboard key that needs to be pressed.
"Quotes"	Text or commands that may be typed. Quotes also indicate folder names.
Click	Press and release the left mouse button.
Double-click	Press and release the left mouse button twice.
Right-click	Press and release the right mouse button.
Select	Highlight or mark, such as by placing a check mark in a nearby box; clicking will not necessarily perform an action.
>	Followed by (example: File > Open).

2 Installation & Registration

Downloading from the Internet

1. Download the DakTennis program.
 - a. Open an Internet browser and go to http://dakfiles.daktronics.com/downloads/Sports_Products/DakTennis/
 - b. Click on the "DakTennis3Install.exe" file.
 - c. In the window that appears, click **Run**. If an additional window opens, click **Run** once more.
2. Follow the on-screen instructions.
3. Click **Finish** when done.
4. Double-click the desktop icon (**Figure 1**) to open the program.*



Figure 1: Icon

***Note for Windows 7 users:** In order to properly open and register the program, it is necessary to right-click the desktop icon and select **Run as administrator**. Once the program is registered, it may be opened simply by double-clicking the icon.

Registering the Software

After installing the DakTennis software, a 30 day trial period begins. Each time the program is opened, the number of days remaining for the free trial (Demo Mode) is shown (**Figure 2**).

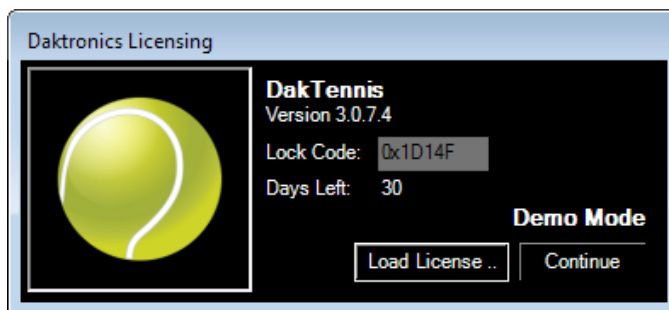


Figure 2: Registration Screen

When the 30 day trial period is over, the software must be registered in order to continue using it. Follow the instructions below:

1. Highlight and Copy the *Lock Code*.
2. Email the *Lock Code* to professionalservices@daktronics.com and a license file will be emailed back upon proof of payment.
3. When the license file is received, save it to a location that is easy to remember, such as "My Documents" or the "Desktop".
4. Click **Load License**, and then locate and open the license file.
5. Click **Continue** to begin using the DakTennis application.

3 Initial Setup

Startup Wizard

1. When the DakTennis program is first opened, users are greeted with a Startup Wizard that guides them through some initial setup (**Figure 3**). Click the small arrow on the right side of the window to continue.

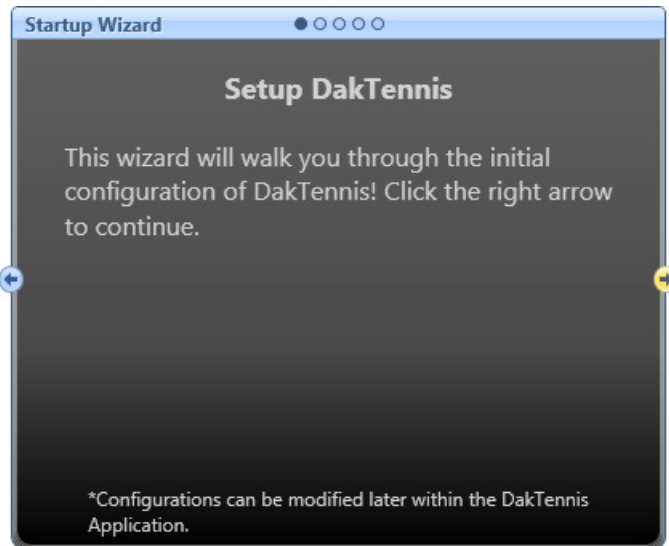


Figure 3: Setup DakTennis

2. On the *Create Home Team* screen (**Figure 4**), click **Configure Team** to assign the "profile" team. The software will always use this team as the default home team when creating new competitions. A home team must be created before the Startup Wizard can continue.

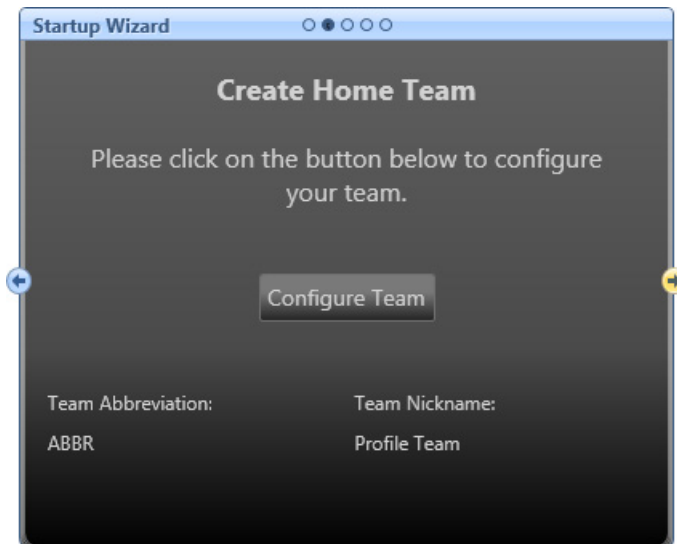


Figure 4: Create Home Team

- a. In the *Team Editor* window (**Figure 5**), both the **Abbr* and **Nickname* fields must be filled out to create a new team. All the other information is optional.
- b. To create the team roster, click on **Click here to add a new player**.

Figure 5: *Team Editor*

- c. Press **[Enter]** after filling in any field of the player's data to add a new line for another player.
- d. Click **Save** when finished.
- e. Click the right arrow on the *Create Home Team* screen to continue.

Notes:

- Each player should at least have a *Last Name*.
- The *Display Name* field is what is shown in the Real-Time Data (RTD), Team Name Message Center (TNMC) and XML (website) outputs. This field should not exceed 15 characters for RTD, but may be up to 30 characters for XML. The total length of names that may be displayed on a scoreboard depends on the TNMC width.
- To save time when creating new competitions, players can be automatically assigned to the Singles 1-6 and Doubles 1-3 matches by entering a [1-6] into the *Sgls* field and/or a [1-3] into the *Dbls* field. The players for each match can still be modified on a competition-by-competition basis in the *Competition Editor*. See **Creating Competitions (p.9)**. Two players should be assigned the same *Dbls* number to be paired together for a doubles match.

3. On the *Number of Courts* screen (**Figure 6**), select the number of courts in the facility, and then click the right arrow to continue.

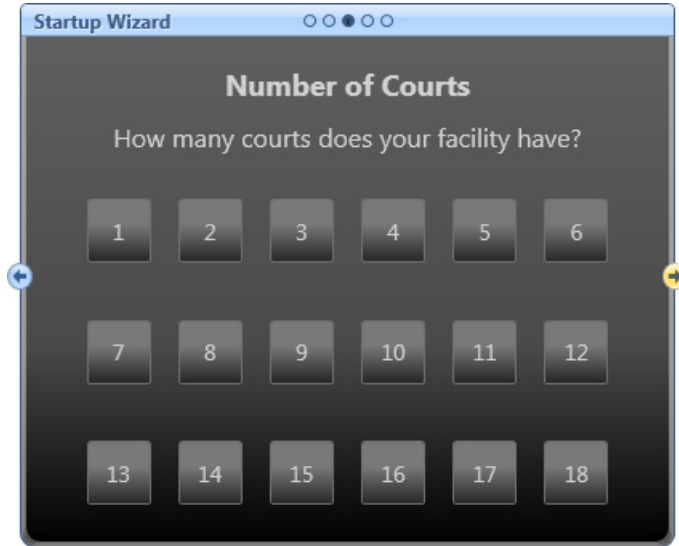


Figure 6: *Number of Courts*

4. On the *Output Configurations* screen (**Figure 7**), click on **MDP Output**, **RTD Court**, and/or **RTD Match**, depending on where the data will need to go.

Note: To create an XML (website) output, refer to **Outputs Tab (p.15)**.



Figure 7: *Output Configurations*

If outputting to a numeric scoreboard (MDP), the settings will typically be as shown below and in **Figure 8**:

- *Name*: any descriptive name; for example "Scoreboard Output"
- *Port Type*: **Serial**
- *Port*: **COM1** (or any available 9-pin serial port)
- *Baud Rate*: **19200**
- *Data Bits*: **8**
- *Parity*: **None**
- *Stop Bits*: **1**

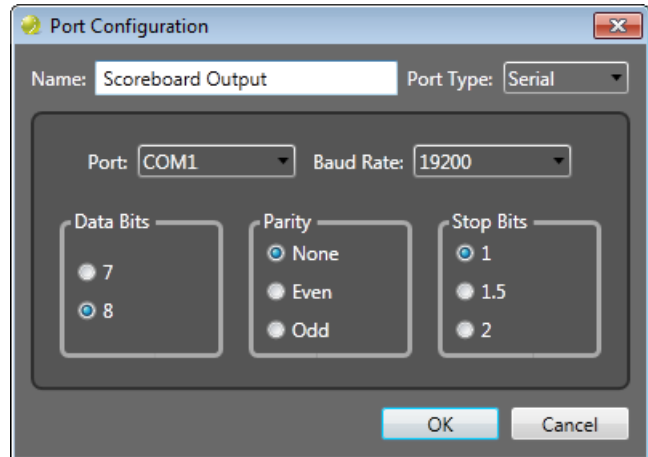


Figure 8: Serial Port Configuration

If outputting Real-Time Data (RTD), the settings will typically be as shown below and in **Figure 9**:

- *Name*: any descriptive name; for example "Court Output" or "Match Output"
- *Port Type*: **Network**
- *Protocol*: **UDP**
- *Port*: "18000", "18001", "18002", etc. for each additional port
- *UDP Broadcast*: Enabled

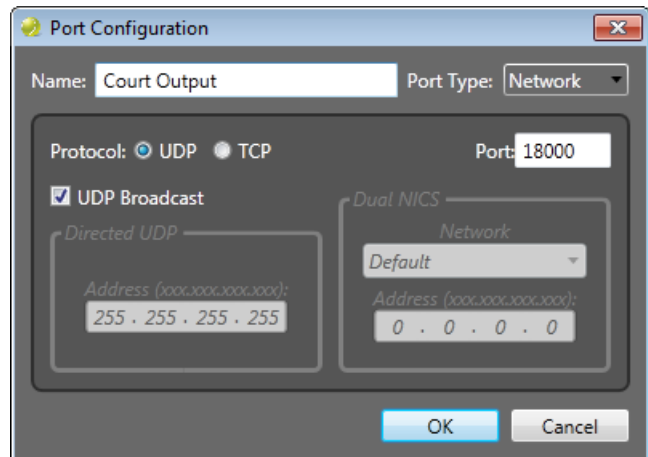


Figure 9: Network Port Configuration

Click **OK** when finished. A list of configured ports will appear on the bottom of the *Output Configurations* screen.

5. On the *Finished!* screen (**Figure 10**), click **Finish** to begin scheduling matches.

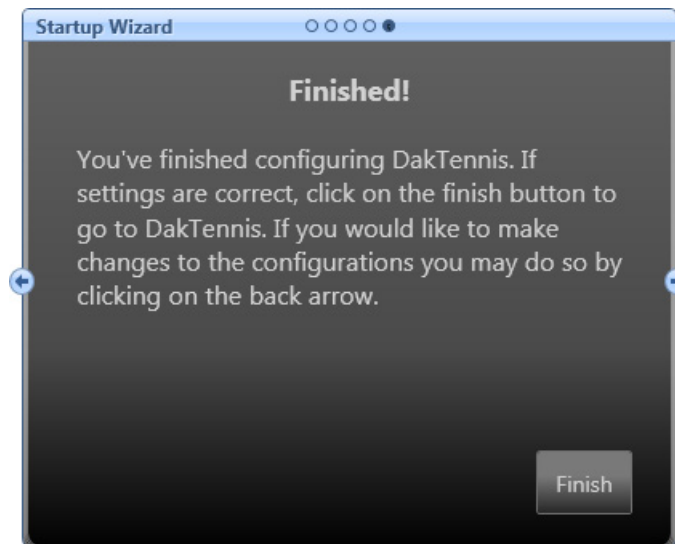


Figure 10: Finished!

4 Operation

After going through the **Startup Wizard (p.4)**, the main application screen will appear (**Figure 11**). This screen appears each time the software is opened.

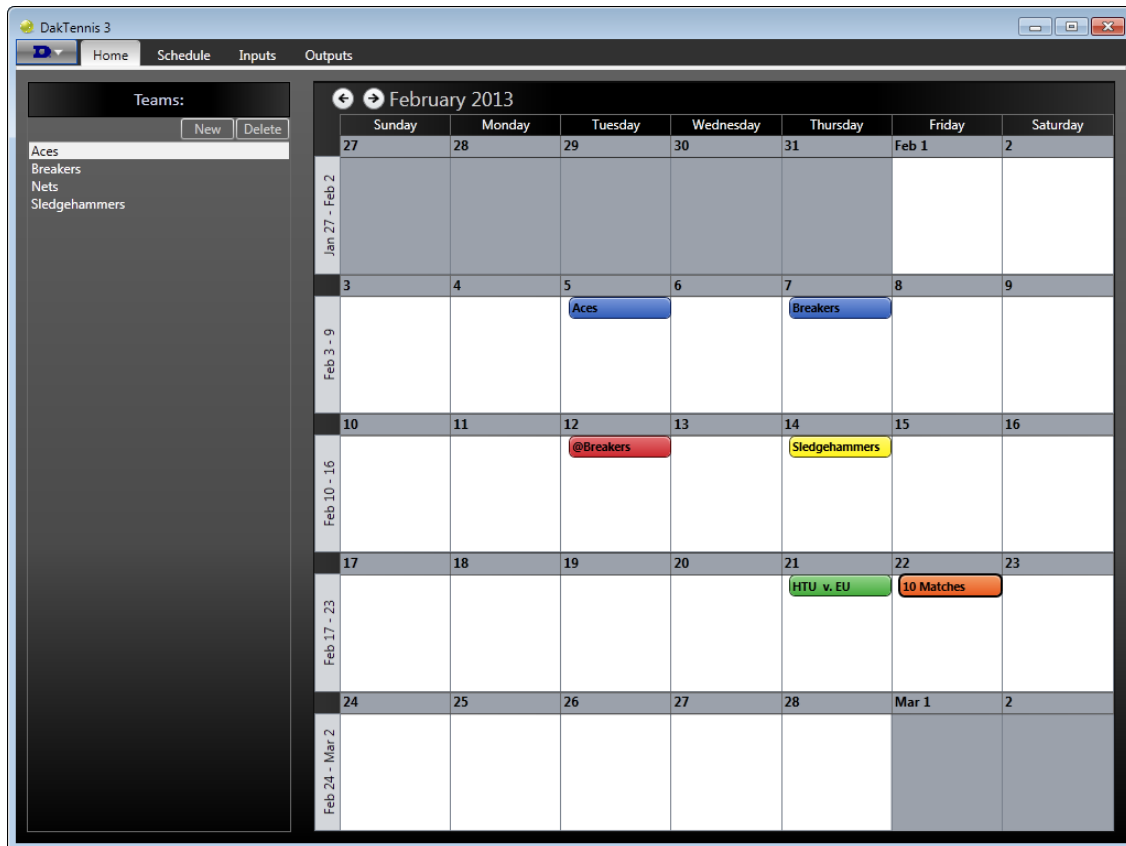


Figure 11: Main Application Screen - Home Tab

The main application screen has several tabs across the top which have different actions to perform. Each tab is described in the following sections.

Home Tab

Calendar

The **Home** tab (**Figure 11**) features a calendar of past, current, and upcoming competitions. Use the left and right arrows at the top of the screen to change the month and year.

The competitions appear on the calendar with a color code:

- Blue: the home team is the profile team (home game)
- Red: the visiting team is the profile team (away game)
- Green: neither team is the profile team
- Yellow: the competition is at a neutral site, regardless if either team is the profile team
- Orange: Custom competitions are always orange, regardless of who is playing where

Adding Teams

1. On the left side of the screen, click **New** to add a new team.
2. In the Team Editor window (**Figure 5**), ensure both the **Abbr* and **Nickname* fields are filled out. All the other information is optional.
3. To create the team roster, click on **Click here to add a new player**.
4. Press **[Enter]** after filling in any field of the player's data to add a new line for another player.
5. Click **Save** when finished.

Notes:

- Each player should at least have a *Last Name*.
- The *Display Name* field is what is shown in the Real-Time Data (RTD), Team Name Message Center (TNMC) and XML (website) outputs.
- To save time when creating new competitions, players can be automatically assigned to the Singles 1-6 and Doubles 1-3 matches by entering a [1-6] into the *Sgls* field and/or a [1-3] into the *Dbls* field. The players for each match can still be modified on a competition-by-competition basis in the *Competition Editor*. See **Creating Competitions (p.9)**. Two players should be assigned the same *Dbls* number to be paired together for a doubles match.

Editing Teams

To edit an existing team, simply double-click it. This opens the *Team Editor* window (**Figure 5**).

Deleting Teams

To delete a team entirely, click it once to select it, and then click **Delete**. If a team has any competitions associated with it, a message will appear stating that those competitions must first be deleted before the team can be deleted. **The profile team cannot be deleted.**

Creating Competitions

To add a new competition to the schedule, double-click the appropriate date on the calendar. Up to four competitions may be added on a given date. In the *Competition Editor* window, first select the *Comp Type* from **Dual (Figure 12)** or **Custom (Figure 13)**.

Dual Competitions

Set the *Date* and time, and then select the *Home* and *Visitor* teams. *City*, *State*, and *Arena* are optional. Enable *Neutral Site* as needed. *League Play* is not functional at this time.

Depending on the *Sgls* and *Dbls* fields assigned to the team as described in **Adding Teams (p.9)**, the matches may or may not already be filled out.

Make any changes to the *Singles* or *Doubles* matches as needed, and then click **Save**.



Figure 12: Competition Editor (Dual Competition)

Custom Competitions

Set the *Date* and time. *City*, *State*, and *Arena* are optional. Enable *Neutral Site* as needed. *League Play* is not functional at this time.

Click the **[+]** buttons to add new *Singles Matches* or *Doubles Matches*. Add as many of each type of match as needed for the competition, up to 64 total matches. Double-click the cells under the *Home*, *Away*, and *Player #* columns to select the appropriate team abbreviations and player names. The *Id* field represents the order of the matches in an *RTD Matches* output. Click **Save** when finished.

Note: To delete a match, right-click the leftmost empty cell and select **Remove**.

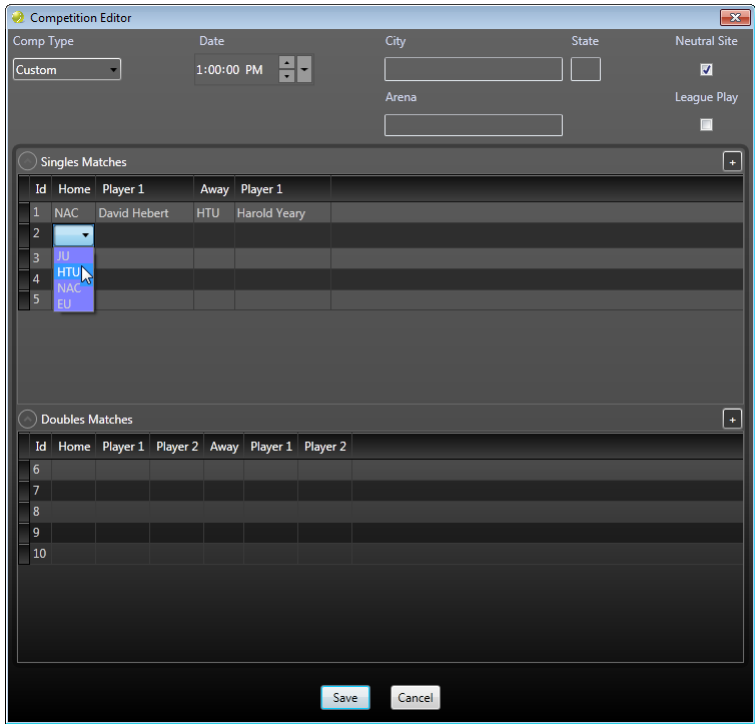


Figure 13: Competition Editor (Custom Competition)

Editing Competitions

To edit an existing competition, double-click it on the calendar, or right-click it and select **Edit Competition**. The *Competition Editor* window will appear. Note that it is not possible to edit the *Comp Type*. Competitions may also be edited via the **DakTennis Menu (p.19)**.

Note: Click and drag to quickly change the date of a competition.

Deleting Competitions

To delete a competition entirely, right-click it on the calendar and select **Delete Competition**. When the message appears asking to confirm the deletion, click **Yes**. Note that open competitions cannot be deleted. Competitions may also be deleted via the **DakTennis Menu (p.19)**.

Opening Competitions

To open a competition, right-click it on the calendar and select **Open as Dual #** (or **Open Competition** for custom competitions). Dual 2 and Dual 3 should only be opened if there are multiple competitions going on at the same time. A single Custom competition can be open at the same time as the dual competition(s). Competitions may also be opened via the **DakTennis Menu (p.19)**. Opening a competition switches to the **Schedule Tab (p.11)**.

Schedule Tab

The **Schedule** tab (**Figure 14**) shows a list of all the courts set up for the facility. Until a competition is opened, this tab has limited functionality.

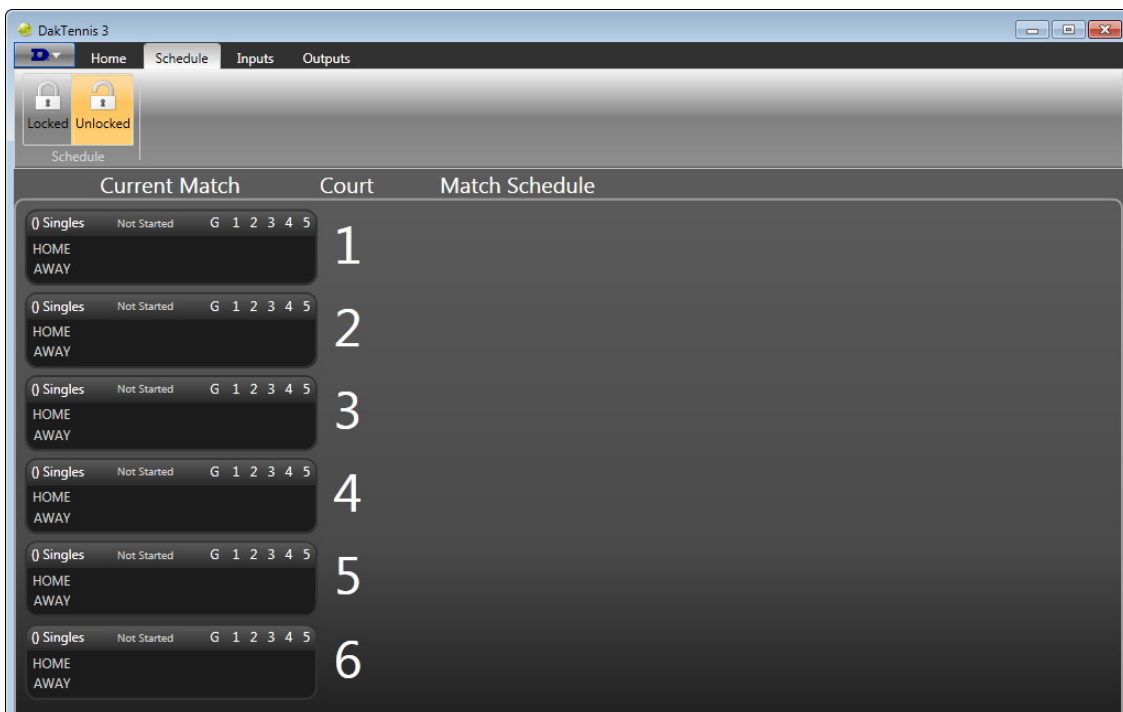


Figure 14: Schedule Tab (No Competition Open)

When a competition is opened as described in **Opening Competitions (p.11)**, this tab shows each match on the right side of the window (**Figure 15**). Multiple competitions may be open at the same time and are distinguished by color:

- Green = first competition opened
- Red = second competition opened
- Blue = third competition opened
- Orange = fourth competition opened

Click and drag the matches to the appropriate courts.

Note: Hovering the cursor over the match labels will reveal the player names. Hovering the cursor over the competition label will reveal the team abbreviations.

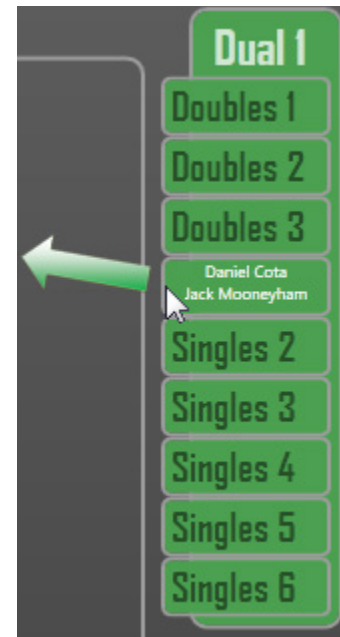


Figure 15: Match List

Match Status

As the competition progresses, the status of each match will change. Refer to **Figure 16** and the descriptions below to identify the possible match statuses.

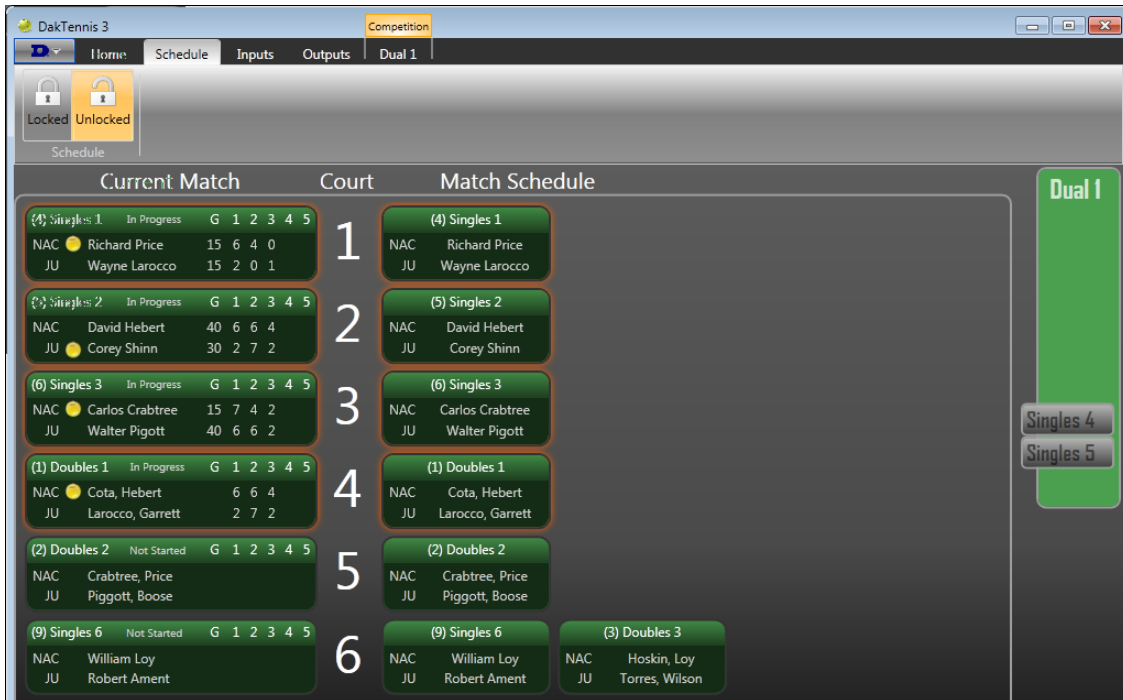
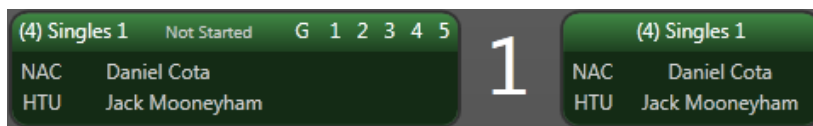


Figure 16: Schedule Tab (Competition in Progress)

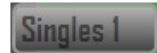
- Not Started matches have no scoring data.



- *In Progress* matches have scoring data and show an orange border. If an *In Progress* match is dragged, a message will appear asking whether to save or discard the match data; if the data is not saved to the match, it will instead be saved to the court. To go to the next match assigned on the court, press **<ALT>** followed by **<NEXT MATCH>** on the RC-100/RC-200. This also marks the current match as *Finished*.



- *Finished* matches are always located on the right side of the window and cannot be dragged. The next match cannot be scored until the current match data is cleared. In the RC-100/RC-200, press **<ALT>**, **<RESET MATCH>**, and then **<ENTER>**.
- *Abandoned* matches are always located on the right side of the window and cannot be dragged. To indicate a match is abandoned, double-click it, set the *Match Status* to **Abandoned**, and then click **Save**. *Abandoned* matches appear darker than *Finished* matches.



Editing Matches

1. To edit a match, double-click it wherever it appears on the screen.
2. In the *Match Editor* window (**Figure 17**), all the match information can be modified (note that the *Team* may only be edited in Custom competitions).
3. Click **Save** when finished.

Note: Any changes made in the *Match Editor* will override the incorrect information coming from the RC-100/RC-200 until the operator sends a new value.



Figure 17: Match Editor (*Dual Competition*)

Clicking **Reset Match** clears the current match data and sets the status to *Not Started*. In order to continue scoring, the match data must still be cleared in the RC-100/RC-200 by pressing **<ALT>**, **<RESET MATCH>**, and then **<ENTER>**.

Schedule

- Click **Locked** to prevent the matches from being accidentally moved.
- Click **Unlocked** to allow the matches to be freely moved again.

Inputs Tab

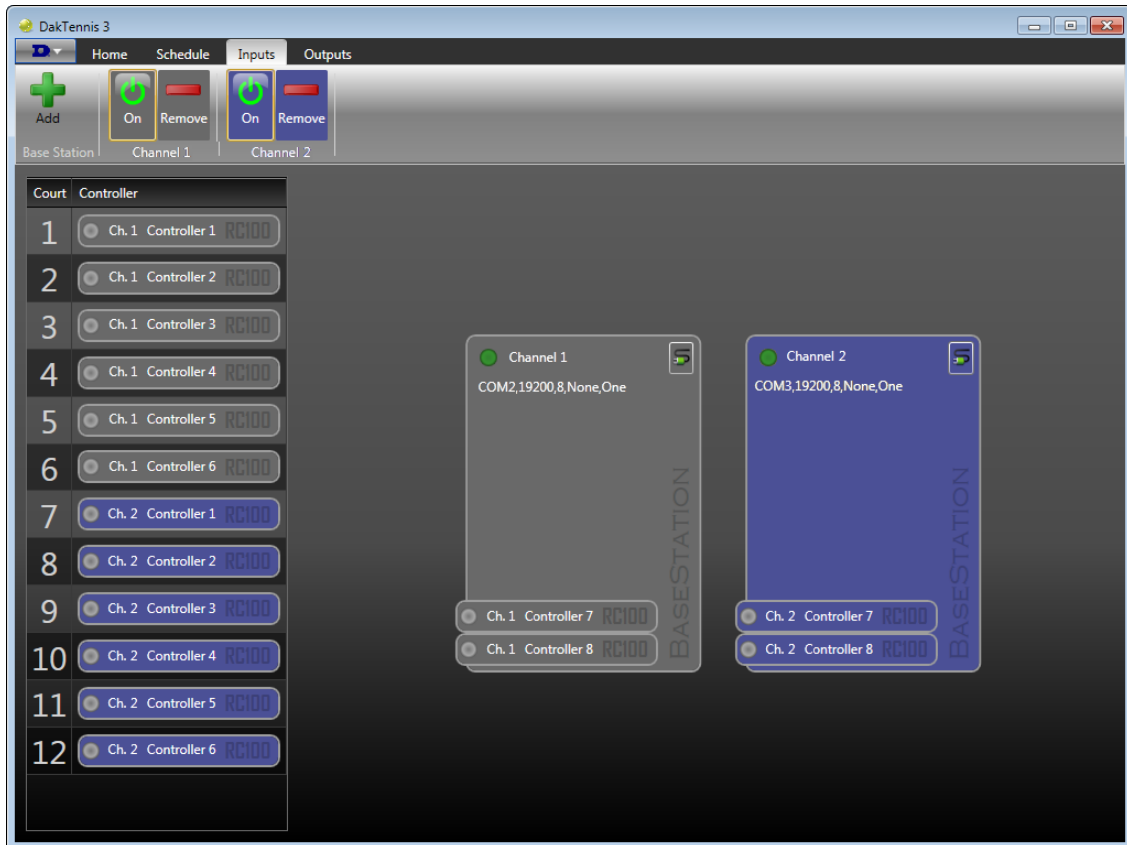


Figure 18: Inputs Tab with Base Stations

The **Inputs** tab (Figure 18) is used to configure base stations and assign the RC-100/RC-200 controllers to specific courts. DakTennis supports up to 8 separate base stations with 8 controllers (courts) per base station.

Adding Base Stations

1. After connecting a base station to the DakTennis computer, click **Add**.
2. In the *Port Configuration* window, typical settings are shown below and in Figure 19:
 - Name: "Base Station"; (cannot be changed)
 - Port Type: **Serial**
 - Port: **COM2** (or any available 9-pin serial port) – **this must be different from the port assigned to the MDP output in the Startup Wizard (p.4)**
 - Baud Rate: **19200**
 - Data Bits: **8**
 - Parity: **None**
 - Stop Bits: **1**
3. Click **OK** when finished.

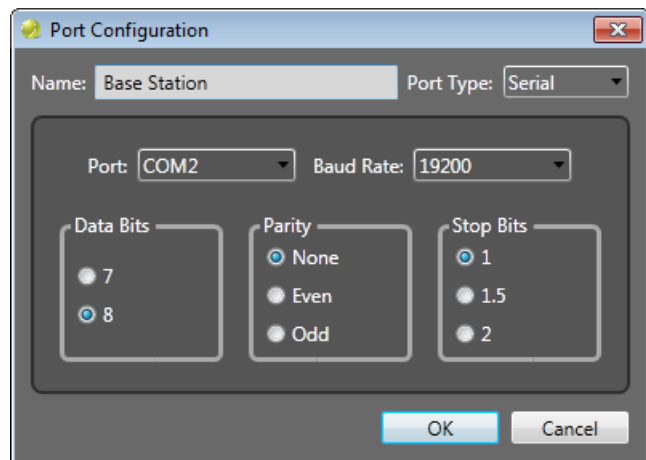



Figure 19: Base Station Port Configuration

DakTennis will assign an RC-100/RC-200 controller to each court. To assign a controller to a different court, simply click and drag the controller to the correct court. Set up additional base stations as needed to ensure every court has a controller.

 If a base station is properly connected and powered on, the green light next to *Channel ?* will flash to indicate it is receiving data.

Power on an RC-100/RC-200 controller and ensure it is set to:

- the correct **CODE** (08 – TENNIS)
- the same **CHANNEL NUMBER** as the base station
- the correct **CONTROLLER NUMBER** for the court that the unit will be scoring

```
ENTER CODE 08
TENNIS
```

```
CONNECTING VIA
CHANNEL 01*
```

```
ENTER CONTROLLER
NUMBER 01*
```

As soon as a signal is received from an RC-100/RC-200 controller, the radio broadcast *Channel* number will appear. The *Channel* number is used to identify the base station.

The green light for the controller will flash when a scoring button is pressed to indicate proper connection.

Note: In order for the software to detect the connected controllers, it may be necessary to first turn the base station **Off** and back **On** using the power button at the top of the **Inputs** tab.

For more information on the RC-100/RC-200 setup and operation, refer to the manuals listed in **References (p.2)** and drawings listed in **Appendix A**.

Editing Base Stations



To edit an existing base station, click the plug icon. This will open the *Port Configuration* window (**Figure 19**).

Deleting Base Stations

To delete an existing base station, click **Remove** at the top of the window, and then click **Yes** to confirm. **This action cannot be undone!**

Outputs Tab

The **Outputs** tab (**Figure 20**) shows the configured data outputs. During the **Startup Wizard (p.4)**, the *MDP Output*, *RTD Courts*, and/or *RTD Matches* outputs may already have been configured.

Note: An *RTD Matches* output sends data for all matches in a selected competition (the default is **Dual 1**, but this can be changed in the output **Settings**). An *RTD Courts* output only sends information from active courts.

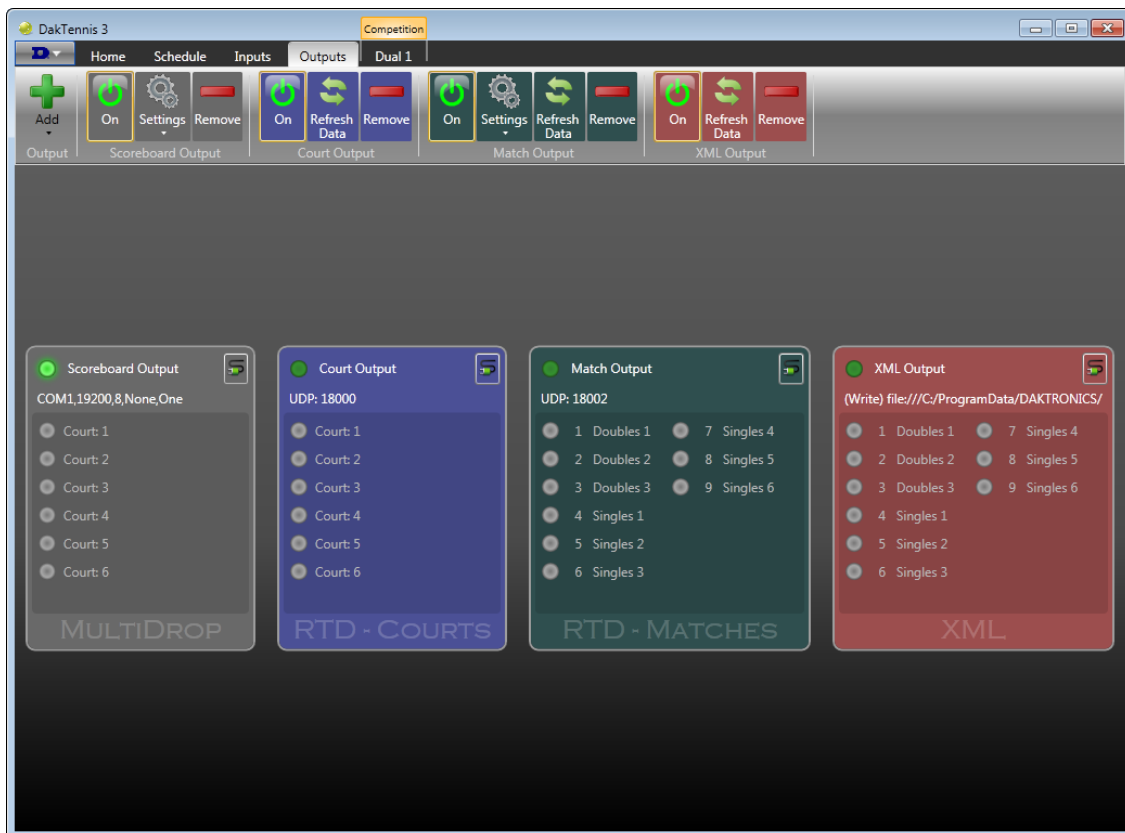


Figure 20: Outputs Tab with All Outputs

Adding Outputs

Click **Add**, and then select **MDP**, **Rtd Court**, **Rtd Match**, or **XML** to add the appropriate type of output port. This will open the *Port Configuration* window.

- Refer to **Startup Wizard (p.4)** for typical settings of **MDP**, **Rtd Court**, **Rtd Match** outputs.
- Refer to **XML Outputs (p.16)** for typical settings of an XML output.

XML Outputs

This output creates an XML file in a specific location that can be read and parsed to display tennis scoring on a website. Typical settings are shown below and in **Figure 21**:

- *Name*: any descriptive name; for example "XML Output" or "Web Scoreboard"
- *Port Type*: **File** (cannot be changed)
- *Path*: Enter the complete destination (including file name) where the XML file will be created. A typical name for this file is "tennisdata.xml".
- *Interval*: Set the number of seconds between writing a new file. It is typically not recommended to update more often than the default **10** seconds.
- *FTP*: If saving the file to an FTP server, enter the correct *Username* and *Password*.
- *Encoding*: Change this setting only if instructed by website administrator.

Click **OK** when finished.

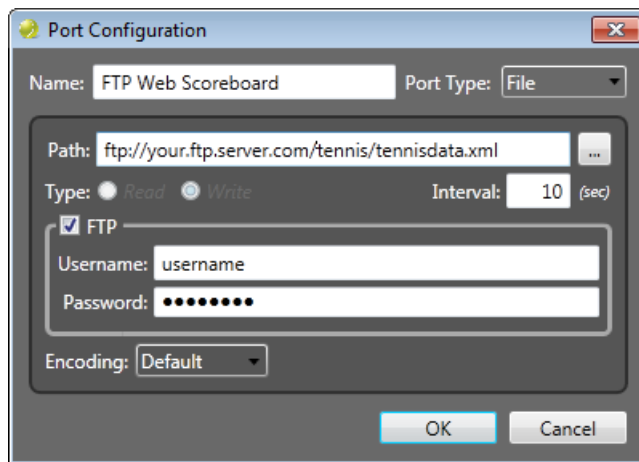


Figure 21: XML Output Port Configuration

Enable/Disable Outputs

To enable or disable a port, use the **On/Off** power buttons.

Refreshing Outputs

To send out all data across a port, click **Refresh Data**. Each *RTD Courts*, *RTD Matches*, and *XML* output has its own refresh command. *MDP Output* does not have a refresh command because data is continually sent out on this port every half second. *RTD* data is only sent when data changes, so a refresh command is required in case the port connection was lost, the display controller was not running, a packet was dropped, etc. *XML* data is also updated when data changes, as well as every number of seconds defined in the *Interval*.

Editing Outputs



To edit a port, click the plug icon. This will open the *Port Configuration* window.

Output Settings

MDP

Click the **Settings** button for the *MDP* output to adjust the *TNMC* (Team Name Message Center) output formats as well as the scoreboard *Brightness* as needed (Figure 22).

Note: On a *TNMC*, most lowercase letters display as a narrower font. If a certain name will not fit on the selected *TNMC* size, try using a combination of uppercase and lowercase letters.

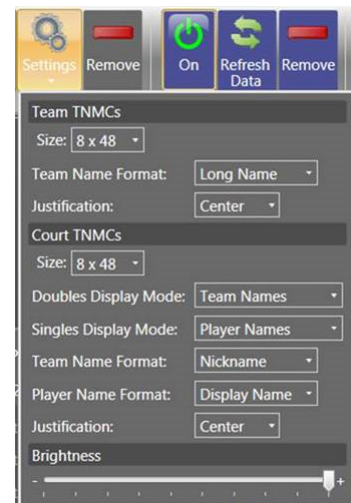


Figure 22: MDP Output Settings

RTD – Matches

Click the **Settings** button for the *RTD Match* output to select the *Competition* data to display (**Dual 1**, **Dual 2**, **Dual 3**, or **Custom**). By default, **Dual 1** is selected (Figure 23). To display data for more than one competition at the same time, another output port must be set up for each additional competition.

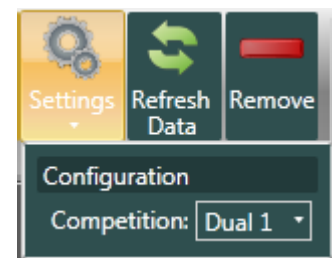


Figure 23: RTD Match Settings

Competition Tabs

The **Competition** tabs (**Figure 24**) show all matches in the competition independent of the court to which they are assigned. There may be up to four **Competition** tabs open at one time.

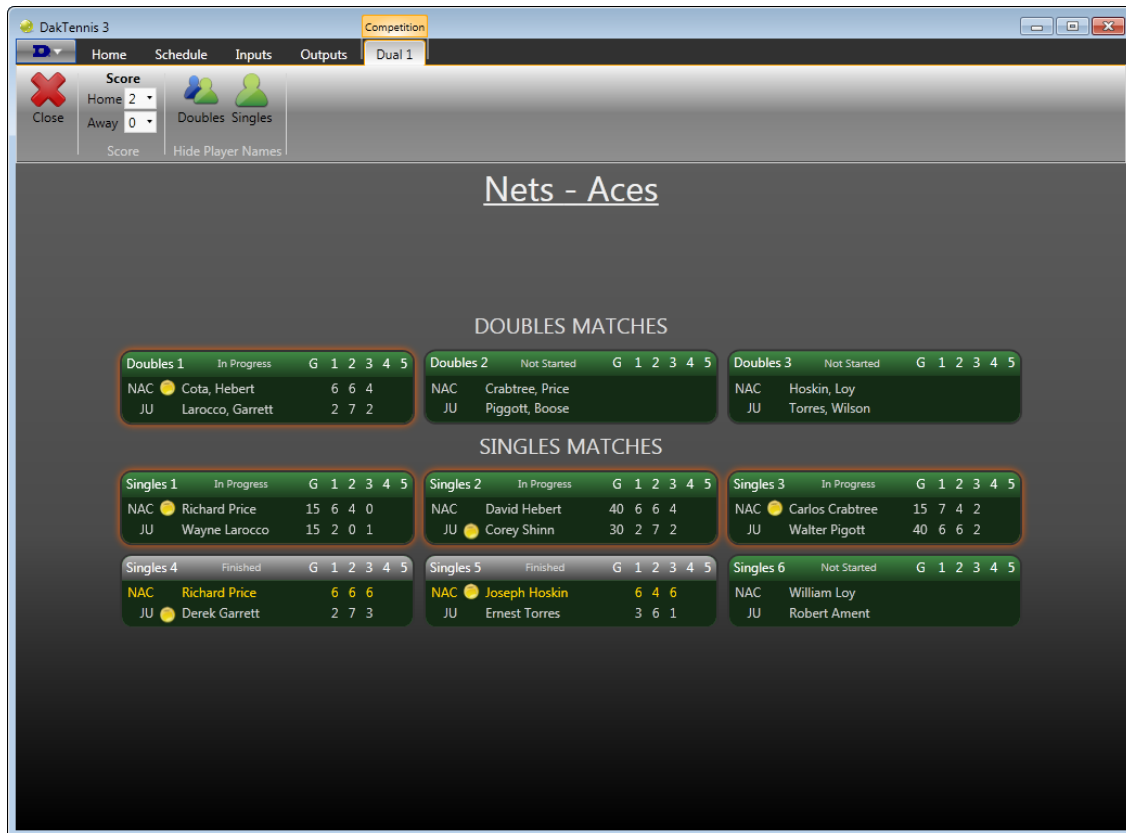


Figure 24: Competition Tab (Dual)

Editing Matches

Like the **Schedule Tab** (p.11), matches can be edited by double-clicking them. This opens the *Match Editor* window (**Figure 17**). Here all the match information can be modified (note that the *Team* may only be edited in Custom competitions).

Team Score

To edit the total team score in the DakTennis software, go to the appropriate **Competition** tab and set the *Score* for the *Home* and *Away* teams. To modify the team score using the RC-100/RC-200 handheld controller, press **<ALT>** followed by the appropriate **<MATCHES WON>** key.

Closing Matches

Click the **Close** button to close a competition. Note that this will clear out any matches currently assigned to courts on the **Schedule** tab.

Hiding Player Names

Click the **Doubles** or **Singles** buttons to hide the respective player names from being sent to a display. This is typically used to prevent coaches from making lineup changes based on current matchups. Click the button(s) again to show player names once the competition has begun and lineup changes can no longer be made. Player names may be hidden by default if desired in the *DakTennis Configuration Editor* window (**Figure 26**).

DakTennis Menu

Click the Daktronics logo button in the upper-left corner of the application to access the DakTennis menu (**Figure 25**). This menu features several actions, as described below.

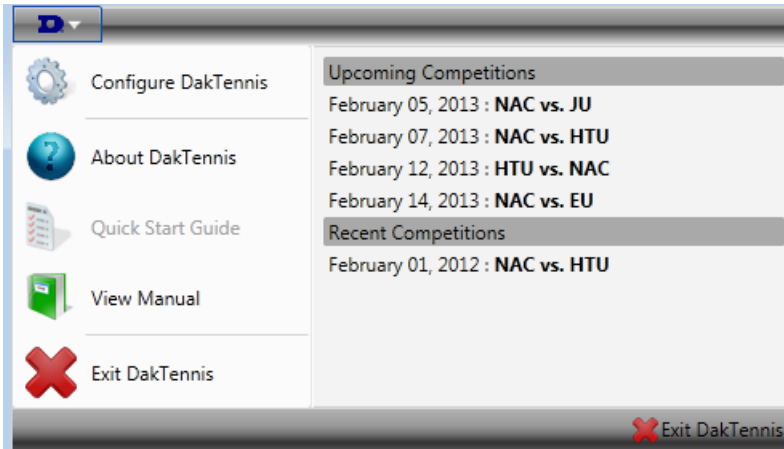


Figure 25: DakTennis Menu

Upcoming & Recent Competitions

- *Upcoming Competitions* displays configured competitions that occur in the future (after the current time).
- *Recent Competitions* displays competitions that have occurred in the past (before the current time).
- Click on a competition in either list to open it.
- Right-click a competition to access the **Open**, **Edit**, and **Delete** commands.

Configure DakTennis

Click **Configure DakTennis** to open the *Configuration Editor* window (**Figure 26**). Note that any open competitions must be closed before this window can be accessed. Here the number of *Courts* at the facility can be adjusted. Also, **Hide Player Names** may be set by default (restart DakTennis to apply this to existing competitions).

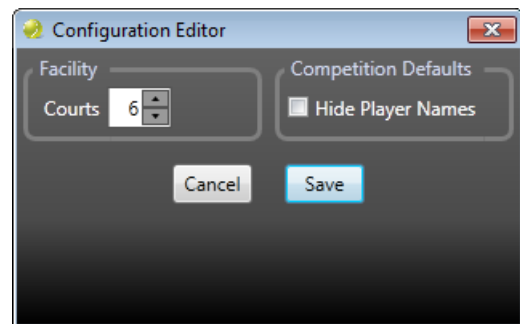


Figure 26: Configuration Editor

About DakTennis

Click **About DakTennis** to open a window displaying the software license agreement and information about Daktronics, the DakTennis application, and system configuration.

Quick Start Guide

This feature is not currently implemented.

View Manual

Click to view a PDF version of this software operation manual.

Exit DakTennis

Click either **Exit DakTennis** button to close the application. If there are any open competitions, click **Yes** to confirm.

Clocks

Scoreboards with clock digits are capable of displaying either Time of Day (TOD) or a countdown clock to indicate the time left before the matches are scheduled to begin.

When displaying TOD, the current time is taken from the DakTennis computer's clock. TOD cannot be edited with an RC-100/RC-200 when DakTennis is running.

To change from TOD to countdown clock:

- Press **<SET TIME>** on an RC-100/RC-200 controller, enter the countdown clock time, and then press **<START>**.

Note: TOD will **not** return automatically when the countdown clock reaches zero.

To return to displaying TOD:

- Press **<TOD/GAME>** followed by **<ENTER>**.

With only one Dual competition open, a scoreboard may display TOD or countdown clock. If there is more than one scoreboard with clock digits, the selected time will be duplicated. As soon as a Dual 2 competition is opened, it will be possible to display TOD on both scoreboards, countdown clocks on both scoreboards, or a combination of the two. This assumes there are separate base stations controlling each scoreboard clock, and the base stations are assigned to the appropriate courts in the **Inputs** tab.

5 Startup Checklist

Proper Startup Sequence:

1. Open DakTennis.
2. Power on Base Station (set to correct Function & Channel).
3. Power on Handheld Controller (set to correct Channel, Sport Code, & Controller #).

Note: If the base station is already configured in DakTennis, DakTennis may be opened last. If a base station is already powered on, problems may occur when DakTennis configures a new input for that base station.

- Create & Test Inputs – see **Inputs Tab (p.14)**
- Create & Test Outputs – see **Outputs Tab (p.15)**
- Create Teams & Rosters – see **Startup Wizard (p.4) & Home Tab (p.8)**
- Create & Open Competition – see **Home Tab (p.8)**
- Assign matches to courts before data starts coming in from the court – see **Schedule Tab (p.11)**
- Score the matches using RC-100/RC-200 – see **References (p.2)**
- Make scoring corrections – see **Schedule Tab (p.11) & Competition Tabs (p.18)**

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A Reference Drawings

Any contract-specific drawings take precedence over the general drawings.

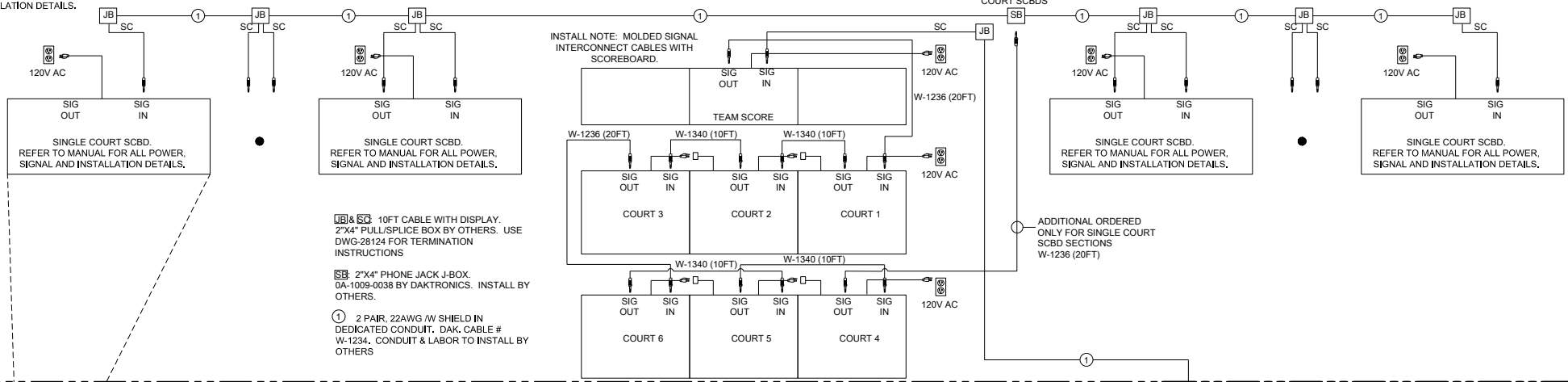
Reference Drawings:

Riser; Tennis; Indoor Multi-Court, DakTennis, CG	DWG-231298
System Riser Diagram; DakTennis, Video Control	DWG-251996
System Riser; Tennis; Outdoor Multi-Court DakTennis, CG	DWG-281236
Riser; Tennis; DakTennis & Remote Base Station.....	DWG-1040167
System Riser; Tennis; Remote Base Station.....	DWG-3640082
System Riser Diagram; DakTennis, Video Control	DWG-3640268
System Riser; Tennis; Outdoor Multi-Court, CG.....	DWG-3640342
System Riser; Tennis; Indoor Multi-Court, CG	DWG-3640403

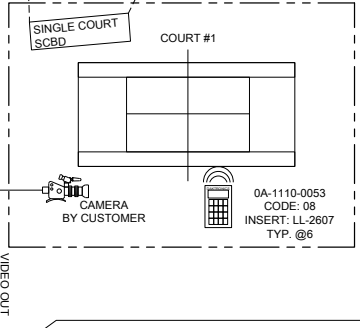
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INDOOR SCOREBOARD LAYOUT
REFER TO MANUAL FOR ALL POWER, SIGNAL AND
INSTALLATION DETAILS.

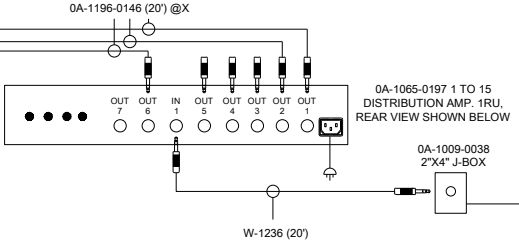
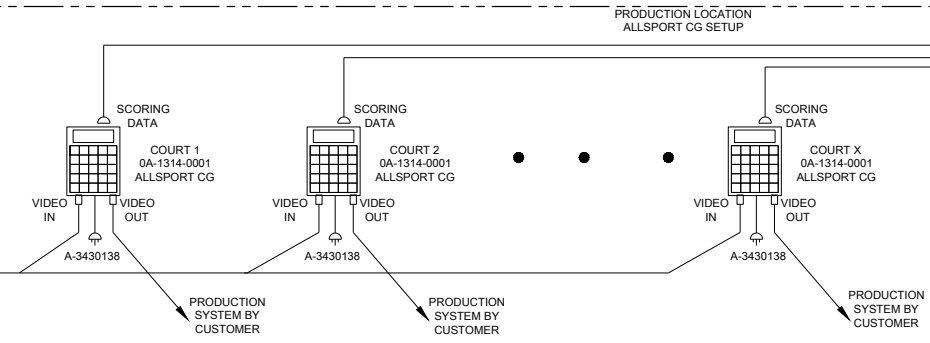
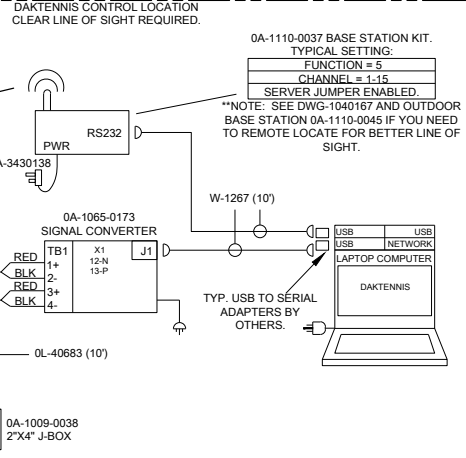
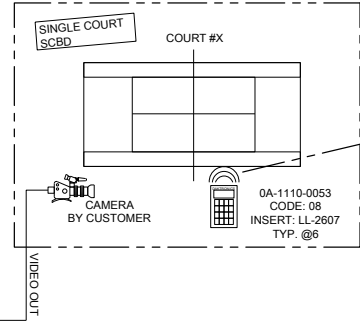
REAR VIEW



- UB & SC 10FT CABLE WITH DISPLAY, 2"X4" PULL/SPLICE BOX BY OTHERS. USE DWG-28124 FOR TERMINATION INSTRUCTIONS
- SB 2"X4" PHONE JACK J-BOX, 0A-1009-0038 BY DAKTRONICS. INSTALL BY OTHERS.
- ① 2 PAIR, 22AWG /W SHIELD IN DEDICATED CONDUIT, DAK. CABLE # W-1234, CONDUIT & LABOR TO INSTALL BY OTHERS



NOTE:
THE 6 RC-100 CONTROLLERS USE CHANNELS 1-15.
HOWEVER, THE BASE STATION AND HAND HELD
CONTROLLERS MUST BE OPERATING ON THE SAME
CHANNEL.



REV	DATE	DESCRIPTION	BY
01	01 JAN 05	ISSUED FOR SUBMITTAL PERMITTED	W
02	27 APR 12	ISSUED FOR REVIEW AND THIS BLOCK	W
03	08 FEB 12	ISSUED FOR REVIEW	W
04	15 APR 07	ISSUED FOR REVIEW	W
05	08 FEB 12	ISSUED FOR REVIEW	W
06	08 FEB 12	ISSUED FOR REVIEW	W

REV	DATE	DESCRIPTION	BY
07	22 MAR 18	CHANGED T-1118 TO A-3430138	MTR
06	16 OCT 15	UPDATED BASE STATION KIT # TO 0A-1110-0037	PJS
05	02 DEC 13	MOVED POWER AND SIGNAL CABLES TO THE MIDDLE SECTION OF THE TOP TEAM SCORE SCOREBOARD	ACB
04	08 OCT 12	UPDATED BOARD TO B SIZED, ADDED DETAILS TO SHOW INDOOR SCOREBOARD LAYOUT	MWM

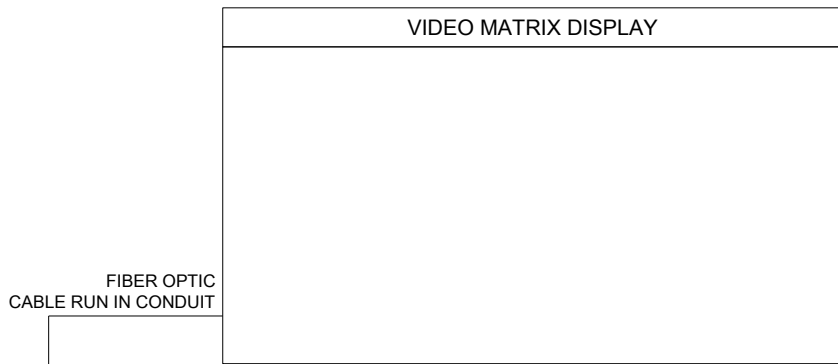
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PROJECT: TENNIS SCOREBOARDS
TITLE: RISER, TENNIS; INDOOR MULTI-COURT, DAKTENNIS, CG
DATE: 11 JAN 05
SCALE: NONE
DESIGN: RTAGTOW
JOB NO: P1164
FUNC - TYPE - SIZE: R - 01 - B

DIM UNITS: INCHES [MILLIMETERS]
DO NOT SCALE DRAWING

SHEET 08 REV 08
231298



NOTES:

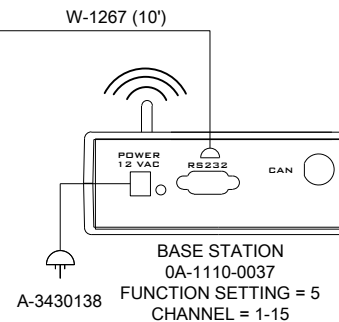
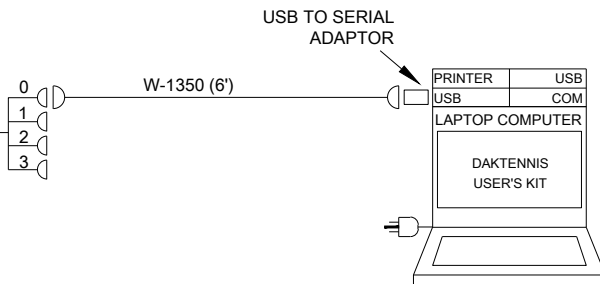
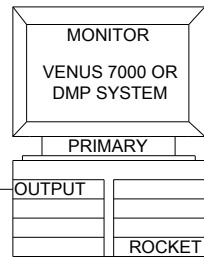
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IT IS THE RESPONSIBILITY OF THE ELECTRICAL INSTALLATION CONTRACTOR TO ENSURE THAT ALL ELECTRICAL WORK PERFORMED ON SITE MEETS OR EXCEEDS ALL LOCAL AND NATIONAL ELECTRICAL CODES.

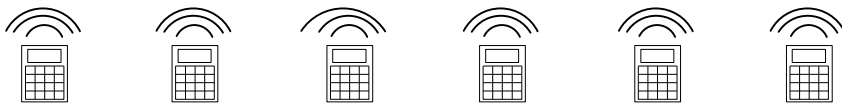
ALL DISPLAYS MUST BE GROUNDED PER ARTICLE 250 AND 600 OF THE NATIONAL ELECTRICAL CODE WITH NO MORE THAN 10 OHMS GROUND RESISTANCE.

SEE TABLE BELOW FOR CONTENTS OF RC-100 HANDHELD, CONTROLLER KIT: 0A-1110-0102

PART ID	ASSEMBLY #	DESCRIPTION AND OPERATOR INFO
	0A-1000-1079	CD; SOFTWARE, ALL SPORT MANUALS
	0A-1110-0053	RC-100 WIRELESS HANDHELD G2
	EN-1995	RC-100 BLACK, SOFT CARRY CASE
	A-3430138	POWER SUPPLY; WALLPACK 100-240VAC IN
RC-100 INSERT KIT	LL-2806	RC-100 TENNIS INSERT USE CODE 08



RC-100'S AT COURT LOCATIONS



RC-100 WIRELESS HANDHELD: 0A-1110-0053, TYP. @6. INCLUDED IN RC-100 HANDHELD, CONTROLLER KIT: 0A-1110-0102.

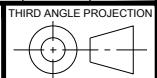
NOTE:

THE (6) RC-100 CONTROLLERS USE CHANNELS 1-15, HOWEVER, THE BASE STATION AND HAND HELD CONTROLLERS MUST BE OPERATING ON THE SAME CHANNEL. USE CODE 08 FOR TENNIS.

REV 06	DATE: 22 MAR 18	CHANGED T-1118 TO A-3430138	BY: MTR
REV 05	DATE: 16 OCT 15	UPDATED BASE STATION KIT # TO 0A-1110-0037	BY: PJS



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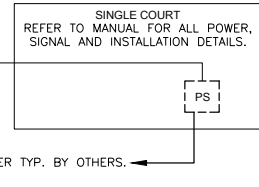
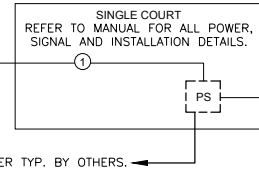
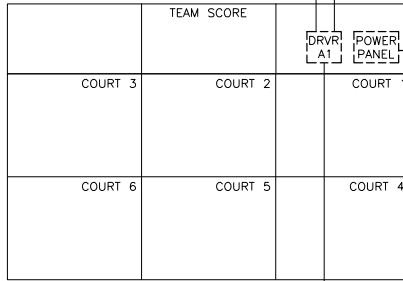
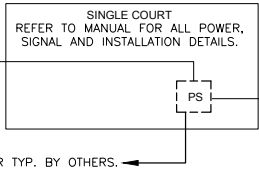
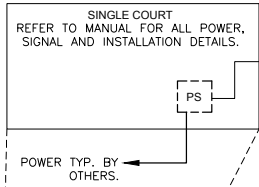


PROJECT: TENNIS SCOREBOARD			
TITLE: SYSTEM RISER DIAGRAM; DAKTENNIS, VIDEO CONTROL			
DATE: 24AUG05	DIM UNITS: INCHES [MILLIMETERS]	SHEET	REV 07
SCALE: NONE	DO NOT SCALE DRAWING		
DESIGN: RTAGTOW	JOB NO. P1164	FUNC - TYPE - SIZE E - 10 - A	
DRAWN: TJOHNSON	251996		

REV 04	DATE: 20 MAY 13	UPDATED RC-100 INSERT PART # TO LL-2806. ADDED RC-100 CONTROLLER KIT TABLE	BY: SMB
REV 03	DATE: 09 OCT 12	UPDATED BORDER AND GENERAL DETAILS WITH NEW INFORMATION	BY: MWM
REV 02	DATE: 27 APR 12	UPDATED RC-100 HANDHELD PART NUMBER. UPDATED BORDER AND TITLE BLOCK	BY: JFL
REV 01	DATE: 30 JUL 08	CORRECTED WIRE PART #	BY: KTB

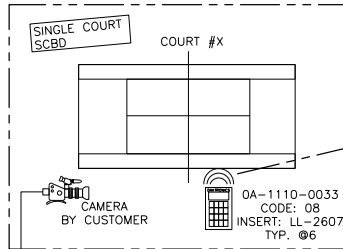
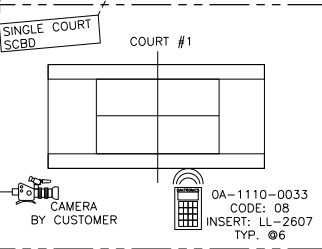
OUTDOOR SCOREBOARD LAYOUT
REFER TO MANUAL FOR ALL POWER,
SIGNAL AND INSTALLATION DETAILS.

REAR VIEW



PS INTERNAL PWR/SIG. TERM LOCATION.
EXACTLY LOCATION IS DETERMINED BY
MODEL PURCHASED.

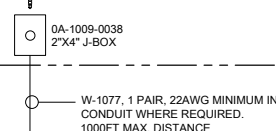
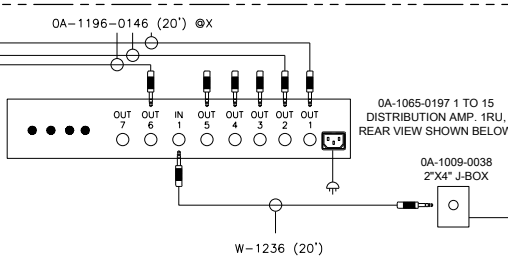
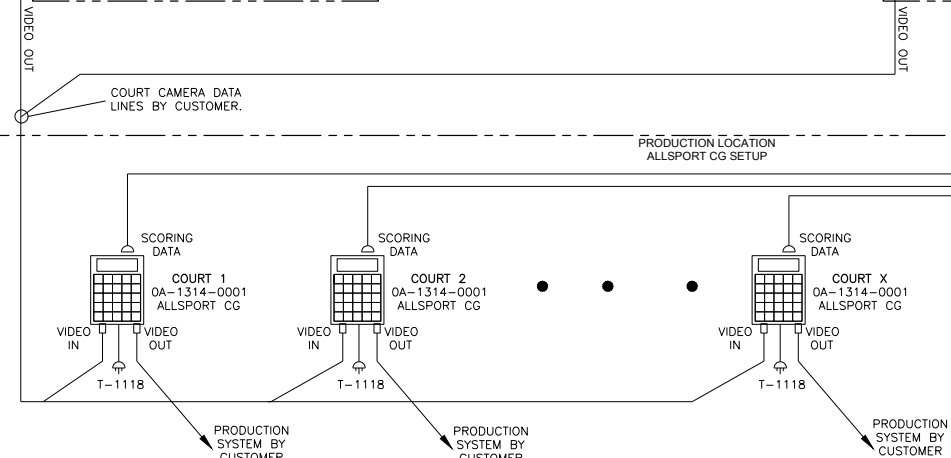
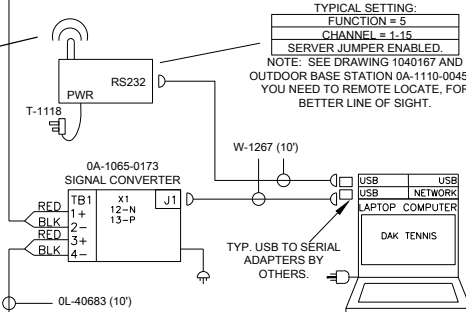
① 2 PAIR, 22AWG /W SHIELD IN
DEDICATED CONDUIT, DAK. CABLE #
W-1234. CONDUIT & LABOR TO INSTALL BY
OTHERS



NOTE:
THE 6 RC-100 CONTROLLERS USE CHANNELS
1-15. HOWEVER, THE BASE STATION AND HAND
HELD CONTROLLERS MUST BE OPERATING ON THE
SAME CHANNEL.

DAK TENNIS CONTROL LOCATION
CLEAR LINE OF SIGHT REQUIRED.

0A-1110-0037 BASE STATION KIT.
TYPICAL SETTING:
FUNCTION = 5
CHANNEL = 1-15
SERVER JUMPER ENABLED
NOTE: SEE DRAWING 1040167 AND
OUTDOOR BASE STATION 0A-1110-0045 IF
YOU NEED TO REMOTE LOCATE. FOR
BETTER LINE OF SIGHT.



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BROOKINGS, SD 57006
DO NOT SCALE DRAWING

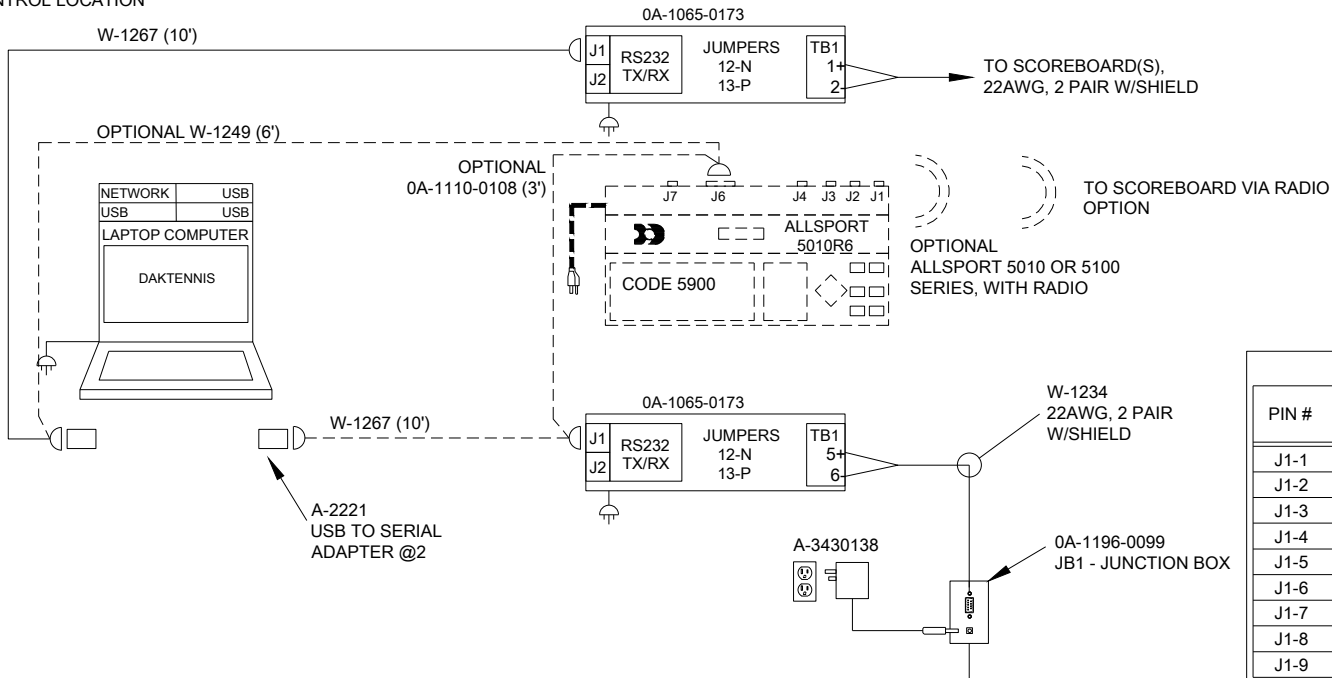
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REV	DATE	DESCRIPTION	BY
03	16 OCT 15	UPDATED BASE STATION KIT # TO 0A-1110-0037	PJS
02	09 OCT 12	UPDATED DRAWING DETAILS TO SHOW THE SCOREBOARD LAYOUTS BETTER	MMM
01	04 JAN 12	ADDED SINGLE COURT SCOREBOARDS	JLL

PROJ: TENNIS SCOREBOARDS			
TITLE: SYSTEM RISER; TENNIS; OUTDOOR MULTI-COURT DAKTENNIS, CG			
DESIGN:	DRAWN:	DATE:	REV:
MILLER	MILLER	02 OCT 06	04
SCALE: NONE		JOB NO:	FUNC-TYPE-SIZE
SHEET		P1164	R-01-B

281236

CONTROL LOCATION



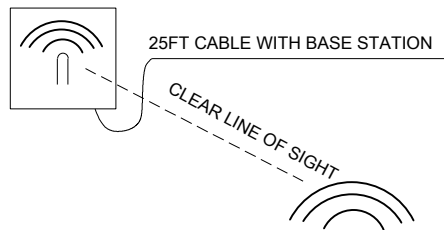
JB1 - PIN OUT

PIN #	FUNCTION	TERMINAL CONNECTION	CONNECTION TO CONVERTER
J1-1	12-24VDC +	TB1-1	N/C
J1-2	CL TX+	TB1-2	TB1-5
J1-3	N/C	N/C	N/C
J1-4	N/C	N/C	N/C
J1-5	DC GND, CL TX-	TB2-1	TB1-6
J1-6	N/C	N/C	N/C
J1-7	N/C	N/C	N/C
J1-8	N/C	N/C	N/C
J1-9	N/C	N/C	N/C

REMOTE LOCATION UP TO 125FT AWAY.

JB2 - PIN OUT		
PIN #	FUNCTION	TERMINAL CONNECTION
J3-1	RS232 TX +	N/C
J3-2	RS232 RX +	N/C
J3-3	DC GND, CL TX-	TB2-1
J3-4	12-24VDC +	TB1-1
J3-5	CL TX+	TB1-2
J3-6	NOT USED	N/C

OUTDOOR BASE STATION
0A-1110-0045
FUNCTION SETTING = 5
CHANNEL = (1-15)



RC-100 CONTROLLER
0A-1110-0053
INSERT: LL-2607
CODE: 08

NOTE:
THE RC-100 CONTROLLER(S) USE CHANNELS 1-15.
HOWEVER, THE BASE STATION AND RC-100 CONTROLLER(S) MUST BE OPERATING ON THE SAME CHANNEL. MAX OF 8 RC-100 CONTROLLERS CAN BE USED WITH 1 BASE STATION.

W-1234,
22AWG, 2 PAIR W/SHIELD
MAX 125FT.

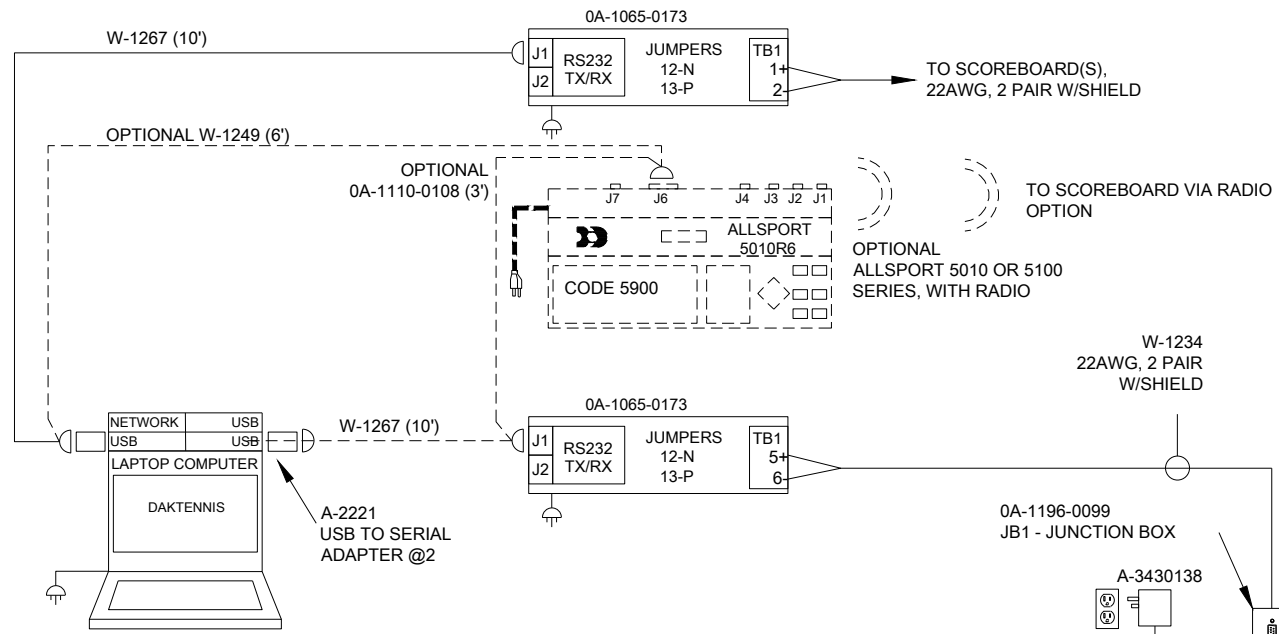
0A-1196-0167
JB2 - JUNCTION BOX

REV	DATE	DESCRIPTION	BY
05	22 MAR 18	CHANGED T-1118 TO A-3430138	MTR
04	7 JAN 16	UPDATED JB1 & JB2 PIN OUT TABLES	MTR
03	09 MAR 15	ADDED OPTIONAL CABLE 0A-1110-0108 TO CONTROL LOCATION	DCS
02	30 JAN 13	ADDED SOME TEXT UPDATES TO THE DATA CABLE RUN FROM JB1 TO JB2. ADDED USB TO SERIAL PART #, AND OPTIONAL ALLSPORT RADIO METHOD.	MWM
01	27 APR 12	ADDED PART NUMBER FOR RC-100 HANDHELD	JFL

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PROJECT: RC-100 TENNIS			
TITLE: RISER; TENNIS; DAKTENNIS & REMOTE BASE STATION			
DATE: 15 DEC 10	DIM UNITS: INCHES [MILLIMETERS]	SHEET	REV 05
SCALE: NONE	DO NOT SCALE DRAWING		
DESIGN: KBIERBA	JOB NO. P1110	FUNC - TYPE - SIZE R - 01 - A	1040167
DRAWN: KBIERBA			

CONTROL LOCATION



JB1 - PIN OUT

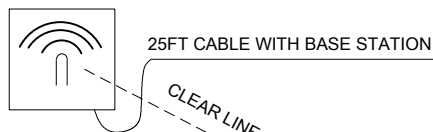
PIN #	FUNCTION	TERMINAL CONNECTION	CONNECTION TO CONVERTER
J1-1	12-24VDC +	TB1-1	N/C
J1-2	CL TX+	TB1-2	TB1-5
J1-3	N/C	N/C	N/C
J1-4	N/C	N/C	N/C
J1-5	DC GND, CL TX-	TB2-1	TB1-6
J1-6	N/C	N/C	N/C
J1-7	N/C	N/C	N/C
J1-8	N/C	N/C	N/C
J1-9	N/C	N/C	N/C

JB2 - PIN OUT

PIN #	FUNCTION	TERMINAL CONNECTION
J3-1	RS232 TX +	N/C
J3-2	RS232 RX +	N/C
J3-3	DC GND, CL TX-	TB2-1
J3-4	12-24VDC +	TB1-1
J3-5	CL TX+	TB1-2
J3-6	NOT USED	N/C

REMOTE LOCATION UP TO 125FT AWAY.

OUTDOOR BASE STATION
0A-1110-0068
FUNCTION SETTING = 2
ANY GROUP/CHANNEL



RC-200 CONTROLLER
0A-1110-0062
INSERT: LL-2607
CODE: 08

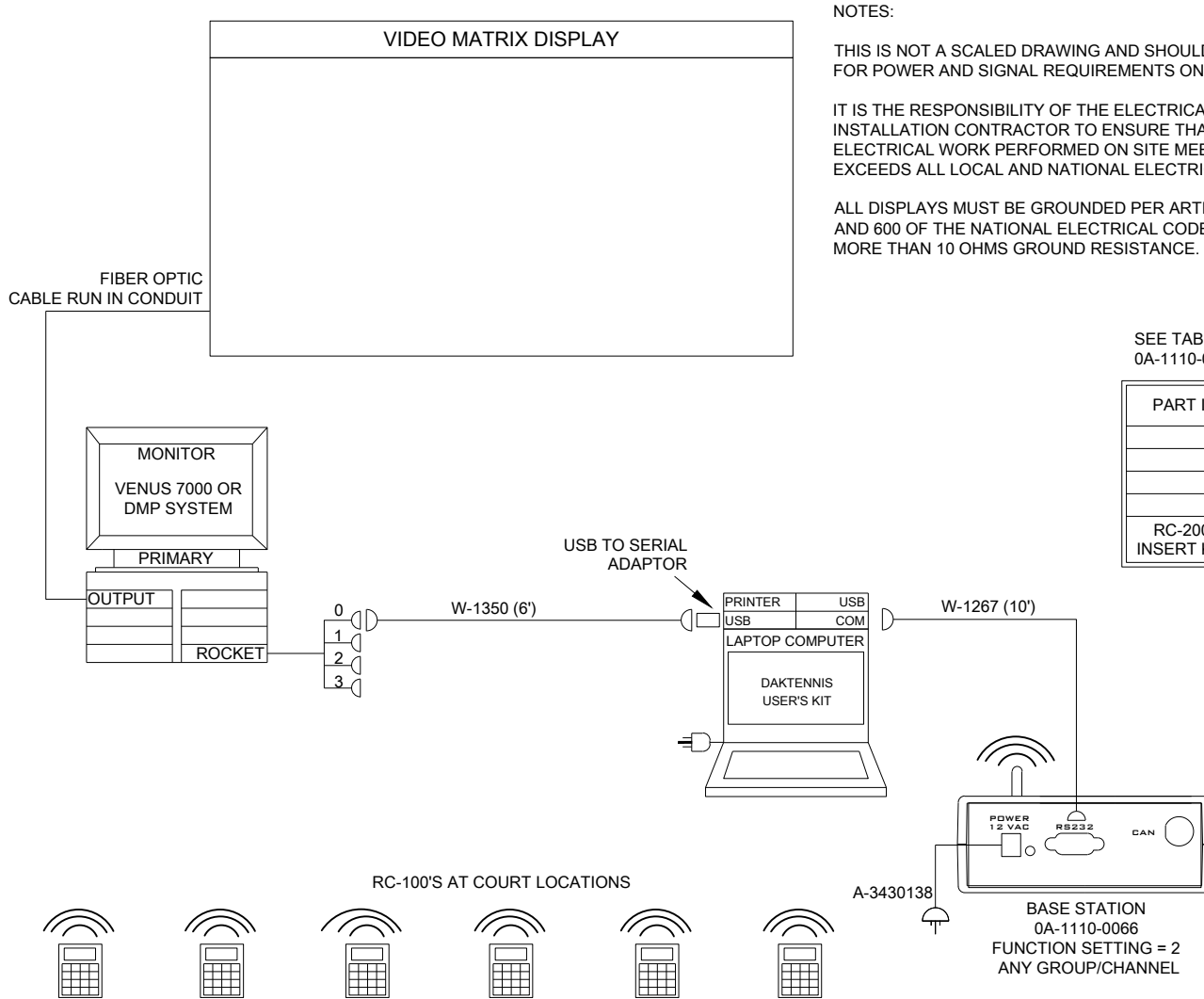
NOTE:
THE RC-200 CONTROLLER(S) USE ANY GROUP/CHANNEL. HOWEVER, THE BASE STATION AND RC-200 CONTROLLER(S) MUST BE OPERATING ON THE SAME GROUP/CHANNEL. MAX OF 8 RC-200 CONTROLLERS CAN BE USED WITH 1 BASE STATION.

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THIRD ANGLE PROJECTION

PROJECT: RC-200 TENNIS			
TITLE: SYSTEM RISER; TENNIS; REMOTE BASE STATION			
DATE: 15 MAY 17	DIM UNITS: INCHES [MILLIMETERS]	SHEET	REV
SCALE: NONE	DO NOT SCALE DRAWING		00
DESIGN: KBIERBA	JOB NO. P1110	FUNC - TYPE - SIZE R - 01 - A	3640082
DRAWN: AHUNTER			



NOTES:

THIS IS NOT A SCALED DRAWING AND SHOULD BE USED FOR POWER AND SIGNAL REQUIREMENTS ONLY.

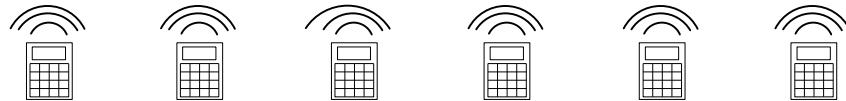
IT IS THE RESPONSIBILITY OF THE ELECTRICAL INSTALLATION CONTRACTOR TO ENSURE THAT ALL ELECTRICAL WORK PERFORMED ON SITE MEETS OR EXCEEDS ALL LOCAL AND NATIONAL ELECTRICAL CODES.

ALL DISPLAYS MUST BE GROUNDED PER ARTICLE 250 AND 600 OF THE NATIONAL ELECTRICAL CODE WITH NO MORE THAN 10 OHMS GROUND RESISTANCE.

SEE TABLE BELOW FOR CONTENTS OF RC-100 HANDHELD, CONTROLLER KIT: 0A-1110-0102

PART ID	ASSEMBLY #	DESCRIPTION AND OPERATOR INFO
	0A-1000-1079	CD; SOFTWARE, ALL SPORT MANUALS
	0A-1110-0062	RC-200 WIRELESS HANDHELD
	EN-1995	RC-200 BLACK, SOFT CARRY CASE
	A-3430138	TRANSFORMER; 12VAC; WALLPACK 6' CORD
RC-200 INSERT KIT	LL-2806	RC-200 TENNIS INSERT USE CODE 08

RC-100'S AT COURT LOCATIONS



RC-200 WIRELESS HANDHELD: 0A-1110-0062, TYP. @6. INCLUDED IN RC-200 HANDHELD, CONTROLLER KIT: 0A-1110-0064.

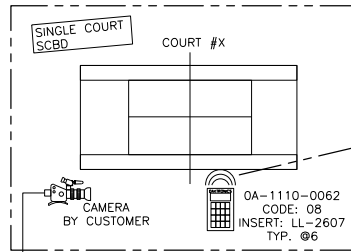
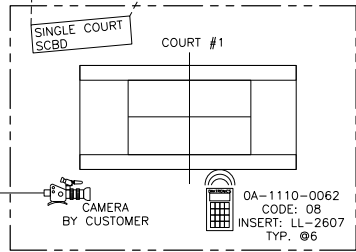
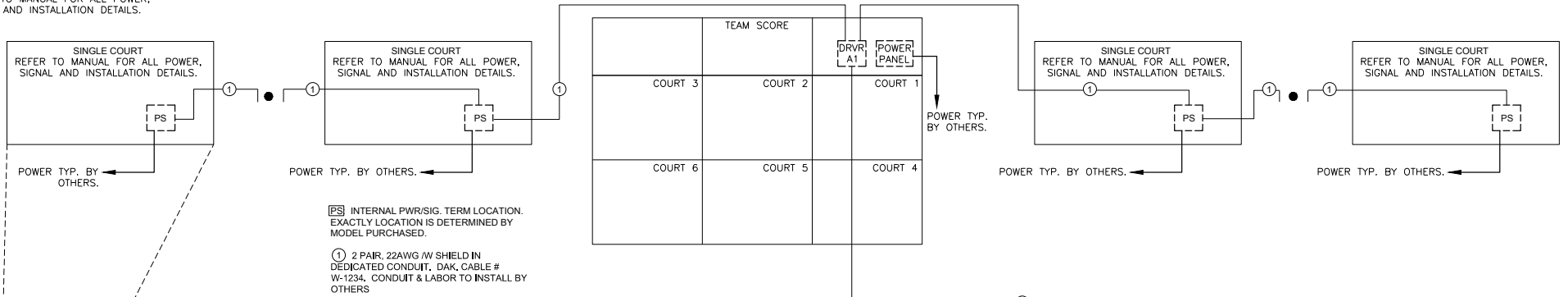
NOTE:

THE (6) RC-200 CONTROLLERS USE ANY GROUP/CHANNEL, HOWEVER, THE BASE STATION AND HAND HELD CONTROLLERS MUST BE OPERATING ON THE SAME CHANNEL. USE CODE 08 FOR TENNIS.

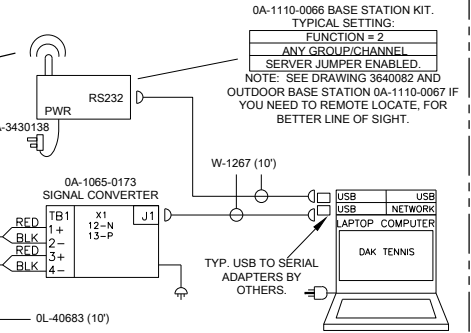
		THE CONCEPTS EXPRESSED AND DETAILS SHOWN ON THIS DRAWING ARE CONFIDENTIAL AND PROPRIETARY. DO NOT REPRODUCE BY ANY MEANS WITHOUT THE EXPRESS WRITTEN CONSENT OF DAKTRONICS, INC. OR ITS WHOLLY OWNED SUBSIDIARIES. COPYRIGHT 2017 DAKTRONICS, INC. (USA)		THIRD ANGLE PROJECTION 	
PROJECT: TENNIS SCOREBOARD					
TITLE: SYSTEM RISER DIAGRAM; DAKTENNIS, VIDEO CONTROL					
DATE: 16 MAY 17		DIM UNITS: INCHES [MILLIMETERS]		SHEET	
SCALE: NONE		DO NOT SCALE DRAWING		REV	
DESIGN: RTAGTOW		JOB NO. P1164		FUNC - TYPE - SIZE	
DRAWN: AHUNTER		E - 10 - A		3640268	

OUTDOOR SCOREBOARD LAYOUT
REFER TO MANUAL FOR ALL POWER,
SIGNAL AND INSTALLATION DETAILS.

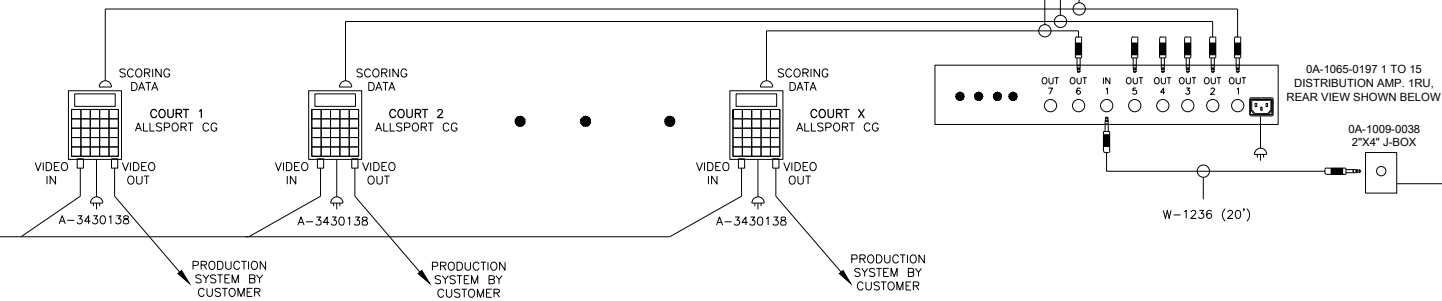
REAR VIEW



DAK TENNIS CONTROL LOCATION
CLEAR LINE OF SIGHT REQUIRED.



PRODUCTION LOCATION
ALLSPORT CG SETUP

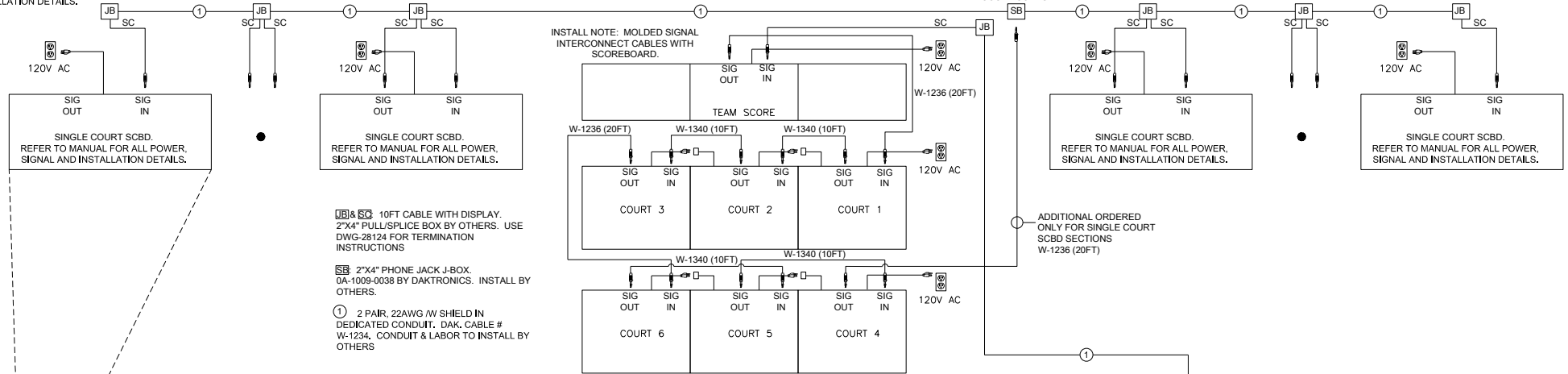


		<small>THE CONCEPTS EXPRESSED AND DETAILS SHOWN ON THIS DRAWING ARE CONFIDENTIAL AND PROPRIETARY. DO NOT REPRODUCE BY ANY MEANS WITHOUT THE EXPRESS WRITTEN CONSENT OF DAKTRONICS, INC. OR ITS WHOLLY OWNED SUBSIDIARIES. COPYRIGHT 2017 DAKTRONICS, INC. (USA)</small>		
PROJECT: TENNIS SCOREBOARDS				
TITLE: SYSTEM RISER; TENNIS; OUTDOOR MULTI-COURT, CG				
DATE: 16 MAY 17	DIM UNITS: INCHES (MILLIMETERS)		SHEET	REV
SCALE: NONE	DO NOT SCALE DRAWING		00	
DESIGN: MMILLER	JOB NO. P1164	FUNC - TYPE - SIZE R-01-B		3640342
DRAWN: AHUNTER				

INDOOR SCOREBOARD LAYOUT
REFER TO MANUAL FOR ALL POWER, SIGNAL AND INSTALLATION DETAILS.

REAR VIEW

ONLY FOR SINGLE COURT SCBDS

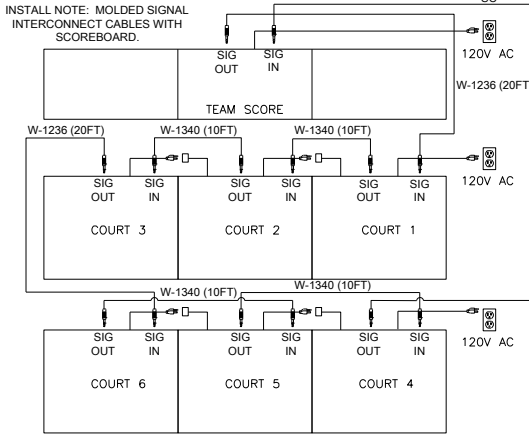


INSTALL NOTE: MOLDED SIGNAL INTERCONNECT CABLES WITH SCOREBOARD.

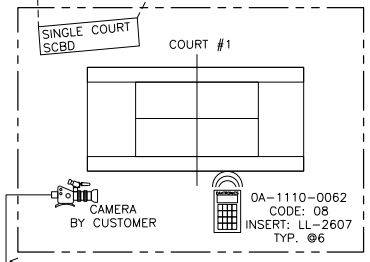
JB & SC 10FT CABLE WITH DISPLAY. 2"x4" PULL/SPLICE BOX BY OTHERS. USE DWG-28124 FOR TERMINATION INSTRUCTIONS

SB 2"x4" PHONE JACK J-BOX. 0A-1009-0038 BY DAKTRONICS. INSTALL BY OTHERS.

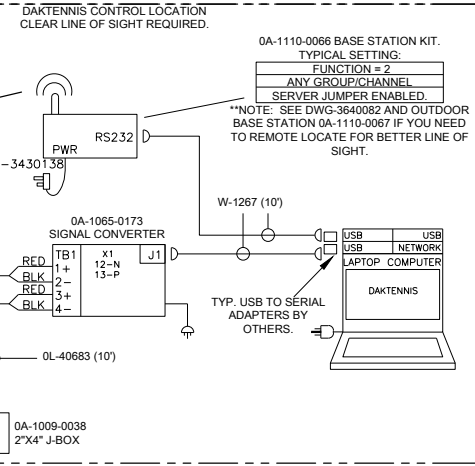
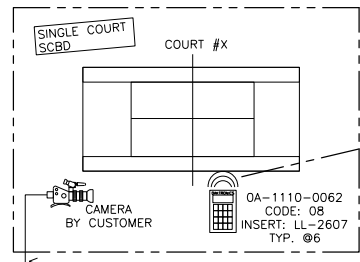
① 2 PAIR, 22AWG W/ SHIELD IN DEDICATED CONDUIT, DAK. CABLE # W-1234. CONDUIT & LABOR TO INSTALL BY OTHERS



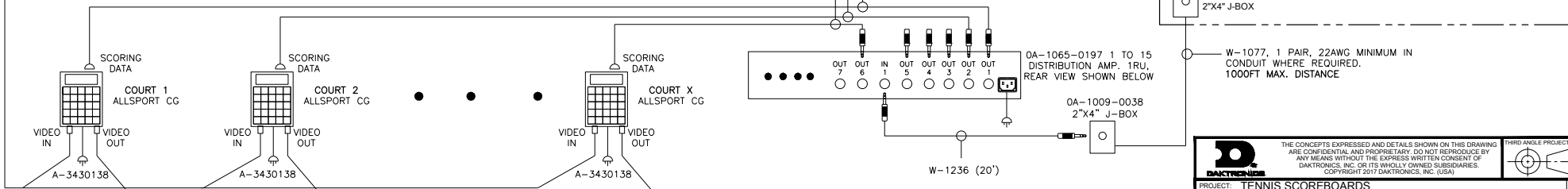
ADDITIONAL ORDERED ONLY FOR SINGLE COURT SCBD SECTIONS W-1236 (20FT)



NOTE: THE 6 RC-200 CONTROLLERS USE ANY GROUP/CHANNEL. HOWEVER, THE BASE STATION AND HAND HELD CONTROLLERS MUST BE OPERATING ON THE SAME GROUP/CHANNEL.



PRODUCTION LOCATION ALLSPORT CG SETUP



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THIRD ANGLE PROJECTION

PROJECT: TENNIS SCOREBOARDS			
TITLE: SYSTEM RISER, TENNIS; INDOOR MULTI-COURT, CG			
DATE: 11 JAN 05	DIM UNITS: INCHES (MILLIMETERS)		SHEET REV
SCALE: NONE	DO NOT SCALE DRAWING		00
DESIGN:	JOB NO. P1164	FUNC - TYPE - SIZE R-01-B	3640403
DRAWN: RTAGTOW			