



AJT SYSTEMS SUPPORT DOCUMENT FOR ESPN3 2019 WRESTLING



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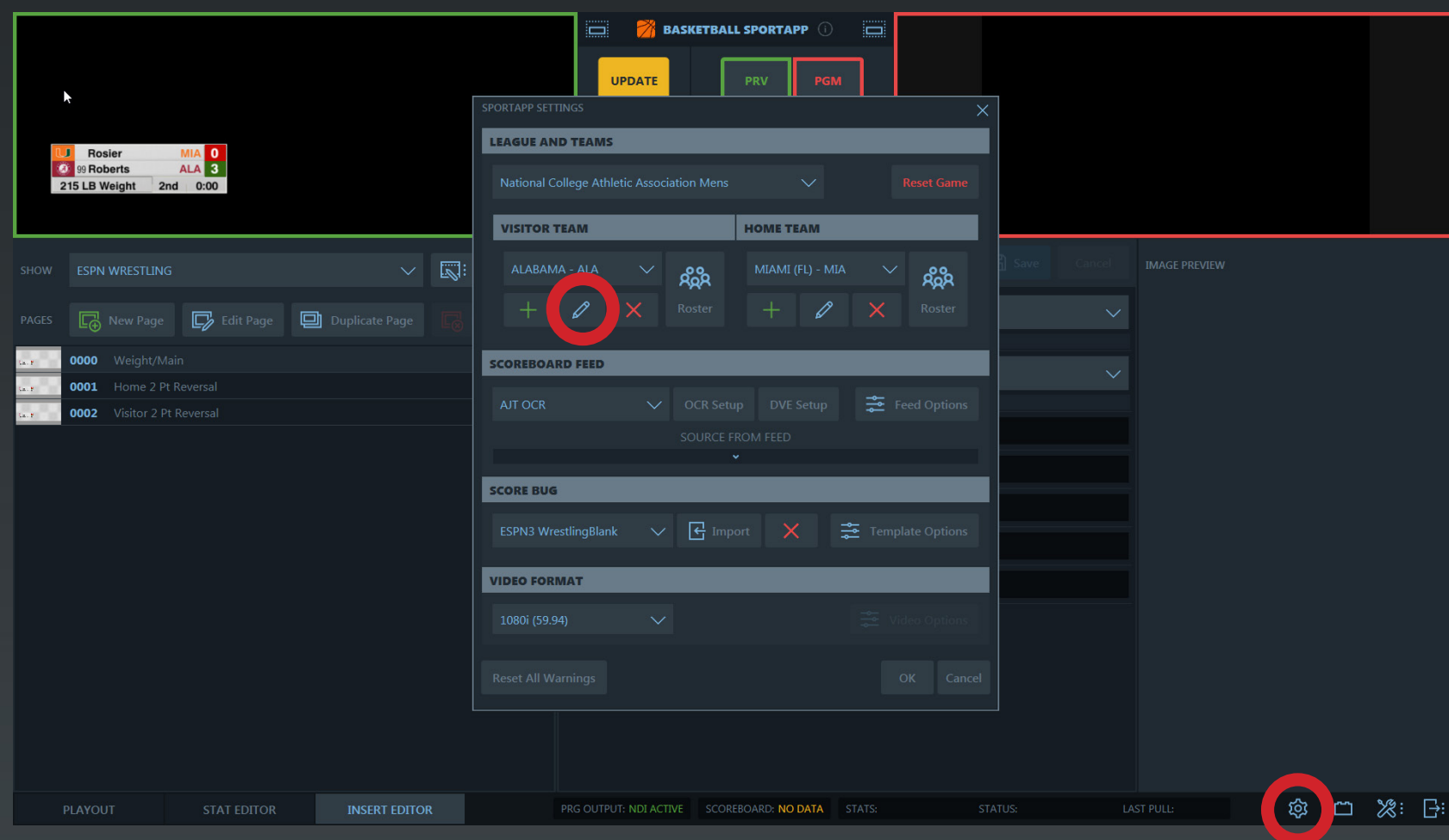
ESPN Wrestling Setup

The screenshot displays the Basketball Sport App interface for setting up an ESPN Wrestling scorebug. The top section shows a live scorebug for a wrestling match between Roberts (ALA, 0) and Rosier (MIA, 3) in the 2nd round at 0:00. The scorebug is highlighted with a green border. To the right, the 'BASKETBALL SPORTAPP' header is visible, along with 'UPDATE', 'PRV', and 'PGM' buttons. Below this, the 'Weight/Main' section shows a score of '0000' and another 'PRV'/'PGM' button set, highlighted with a red border. The bottom section is divided into three main areas: 'SHOW' (ESPN WRESTLING), 'PAGES' (listing pages 0000, 0001, and 0002), and 'PAGE DATA EDITOR' (configuring Player 1 as 04-G Janice Roberts and Player 2 as 12-QB Malik Rosier, with a weight class of 215 LB Weight). An 'IMAGE PREVIEW' section on the right shows the Miami University 'U' logo. The bottom status bar includes 'PLAYOUT', 'STAT EDITOR', 'INSERT EDITOR', and various system indicators like 'PRG OUTPUT: NDI ACTIVE' and 'SCOREBOARD: NO DATA'.

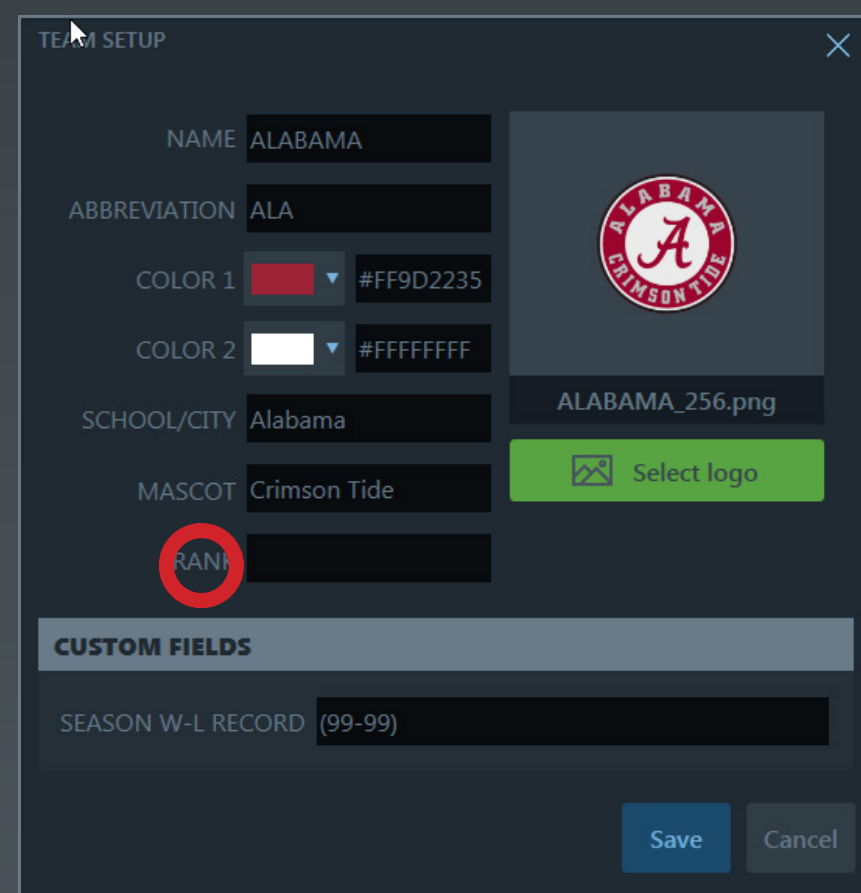
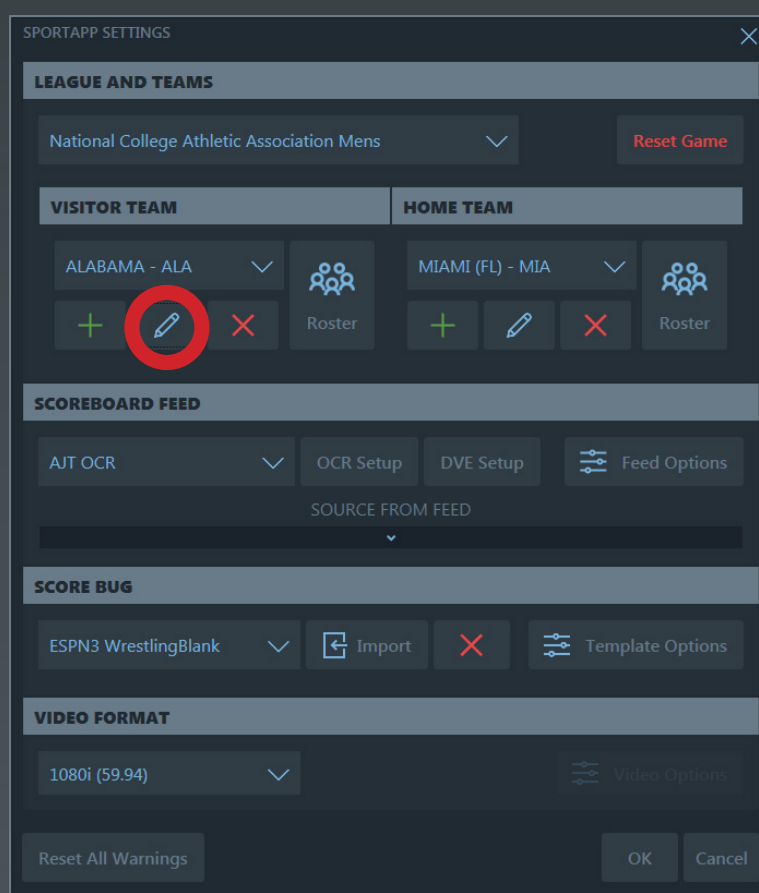
Run ESPN Wrestling scorebug through Basketball Sport App's Insert Graphic pages.
Add the 2015 insert graphics folder inside your show's folder dedicated to ESPN Wrestling



Rank



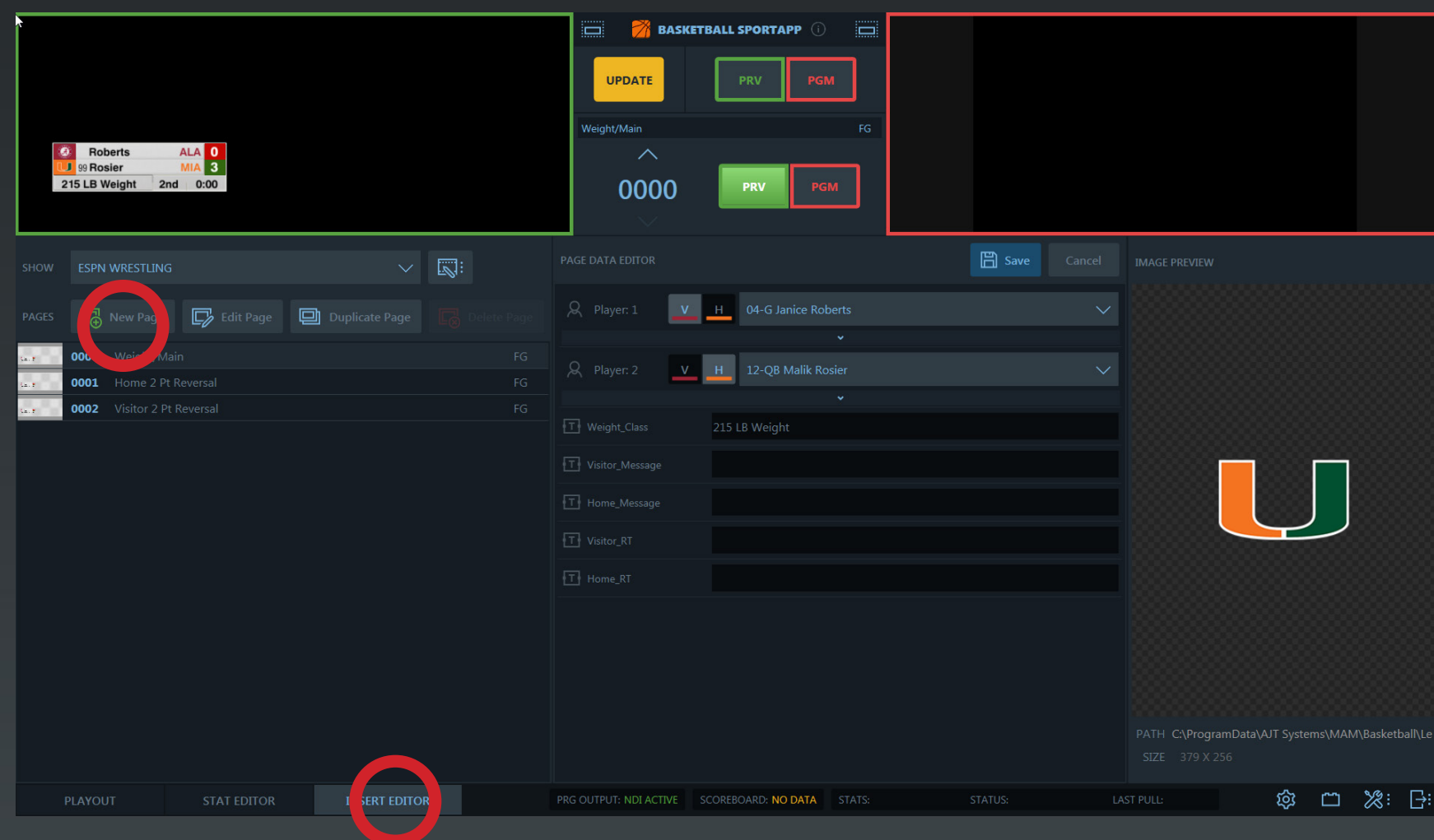
At the bottom right hand corner of the SportApp User Interface you will see 4 icons. Select the first one being a cog wheel. This will bring up the settings window shown on the left.



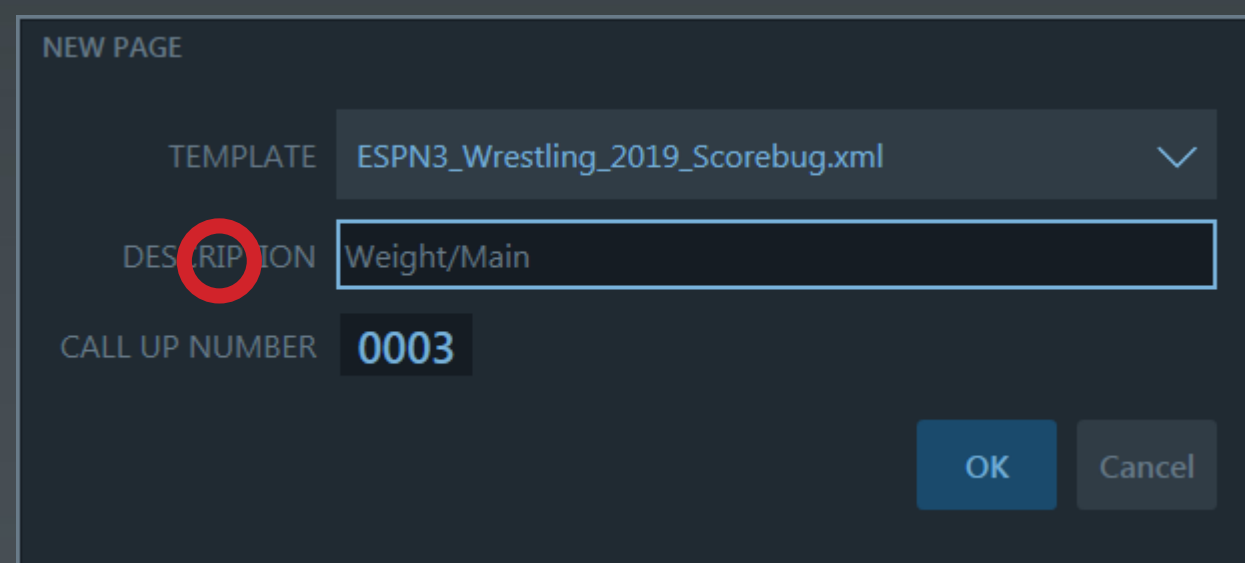
Select the Pencil icon beneath the two teams. This will prompt up the team editor. In the Rank location place the person's rank here.



Scorebug Setups



At the bottom of the UI you will see 3 tabs. Select the last tab (Insert Editor.) All the controls you will need will live on this tab assuming your score and clocks are coming in through a control feed.



Select the new page icon on the left. Select the Wrestling scorebug from the drop down. Label this as MAIN or WEIGHT but this will be the base bug.



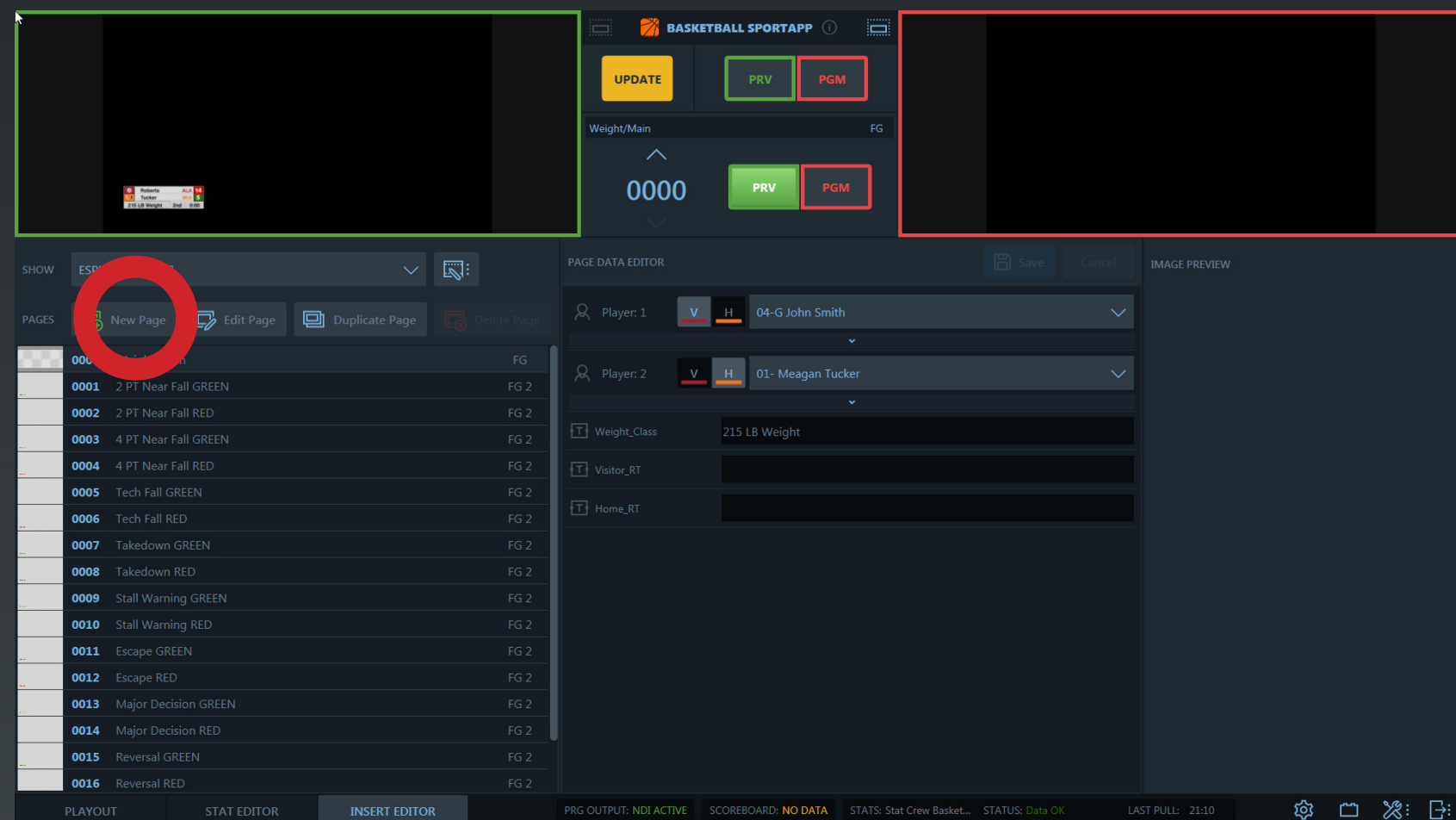
Main Scorebug

The screenshot shows the 'PAGE DATA EDITOR' interface. At the top right, there are 'Save' and 'Cancel' buttons. The main area contains two player selection rows. The first row is for 'Player: 1' and the second for 'Player: 2'. Each row has a search icon, a rank selection (V or H), a player name, and a dropdown arrow. The 'Player: 1' row shows '04-G John Smith' with 'V' selected. The 'Player: 2' row shows '01- Meagan Tucker' with 'H' selected. Below these are three text input fields: 'Weight_Class' with the value '215 LB Weight', 'Visitor_RT', and 'Home_RT'.

Let's set up the main scorebug. Player 1 will be the visiting player or the team on the left you selected rank for. Select "V" option and the player from the player dropdown. Player 2 is the home team or the right team in rank selection. Select "H" option and the player. Weight Class data field input this the value here.



Scoring Scenerios



Click on the add “New Page” button. From here we need to introduce all the popups scenerios for the situational messages.

2 Pt Takedown - Red/Green

1 Pt Escape - Red/Green

2 Pt Reversal - Red/Green

2 Pt Near Fall - Red/Green

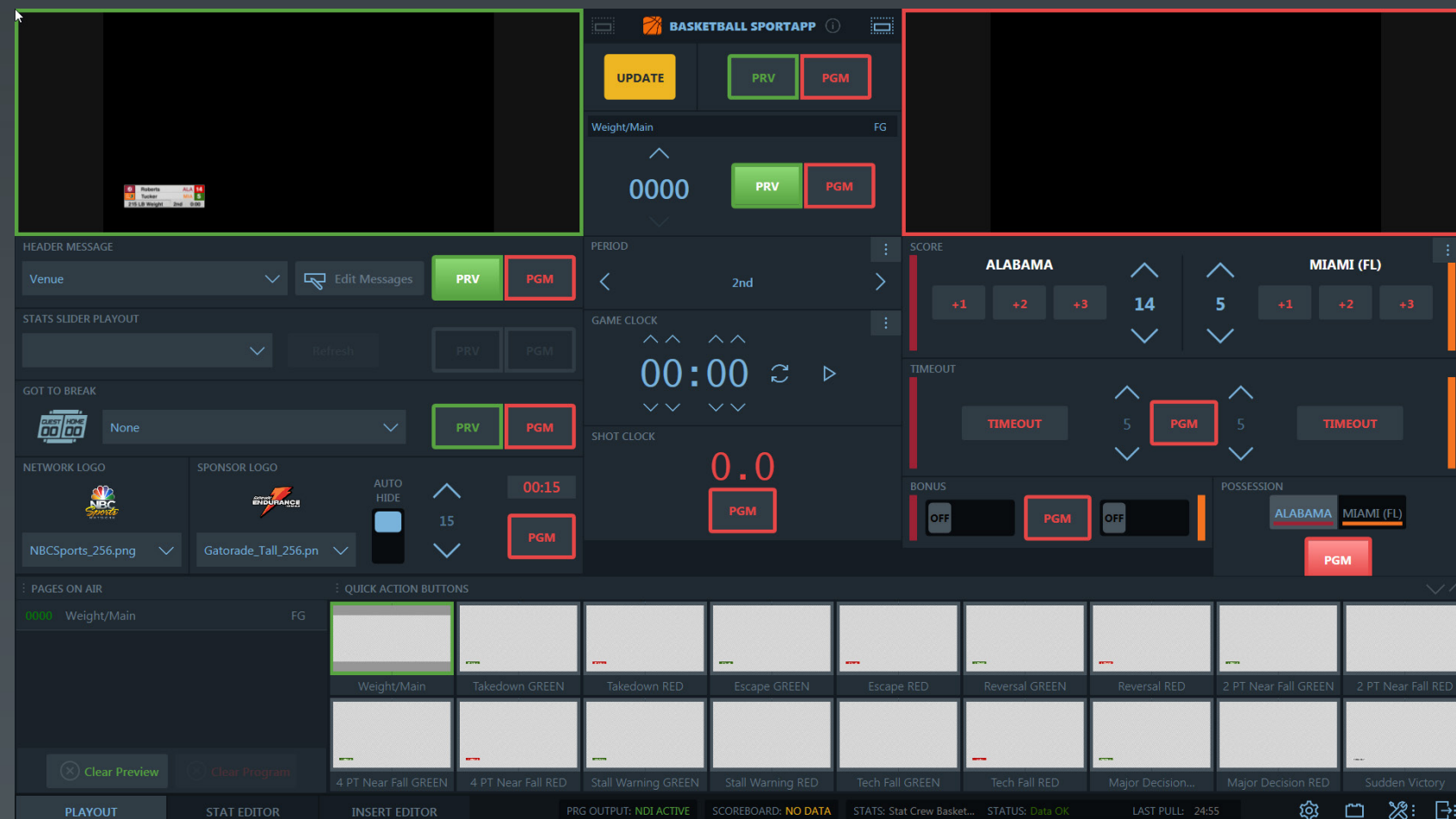
4 Pt Near Fall - Red/Green

Stall Warning - Red/Green

Tech Fall - Red/Green

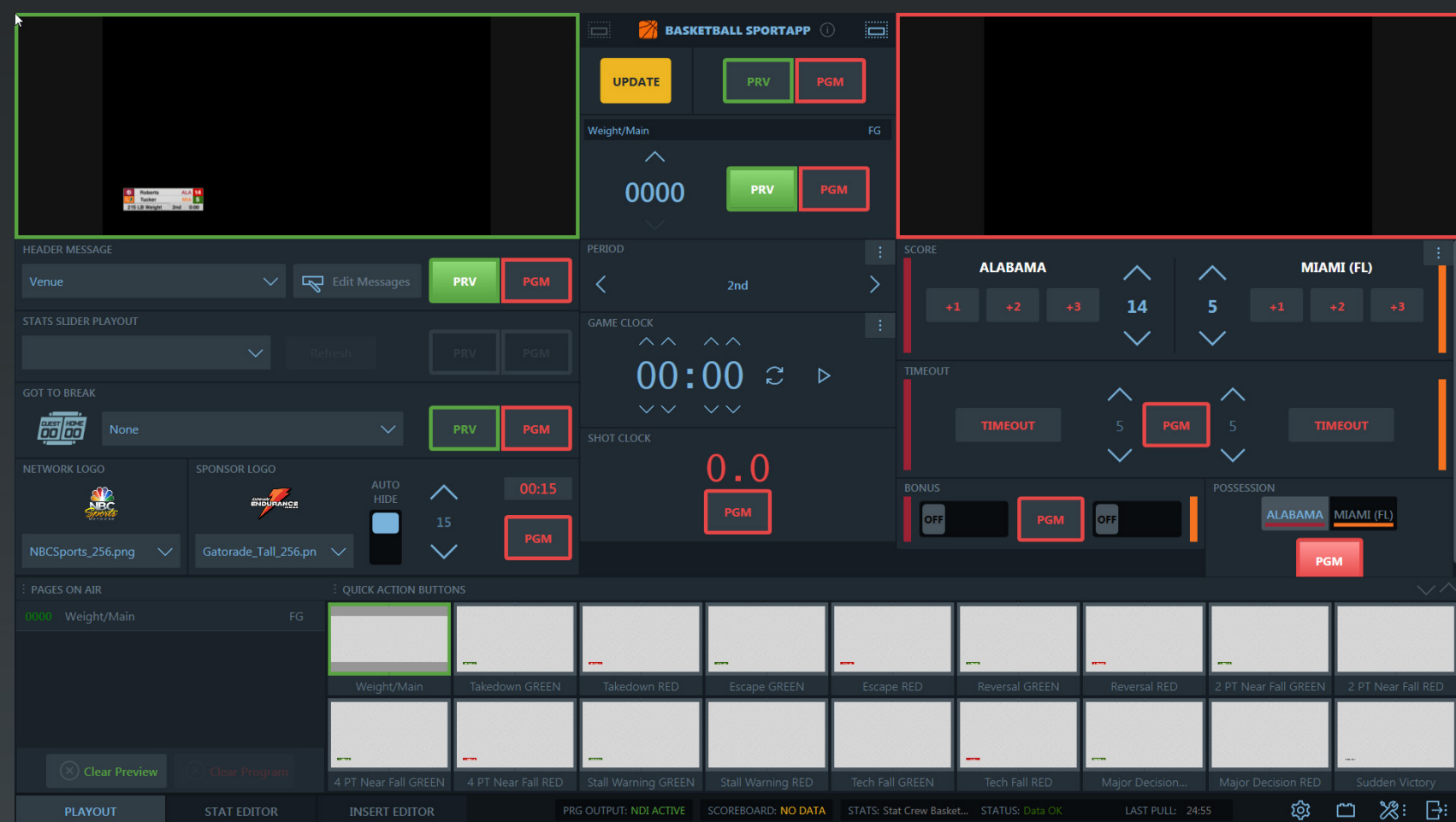
Major Decision - Red/Green

Sudden Victory

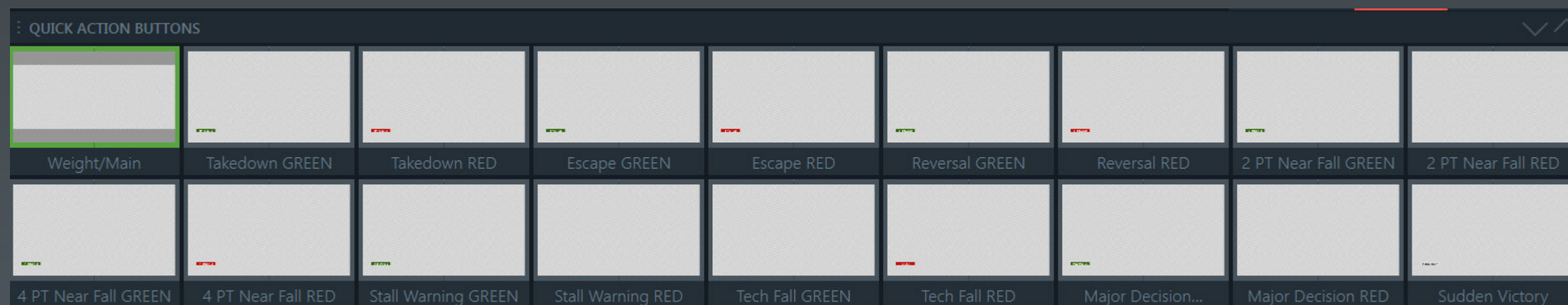




Scoring Scenerios

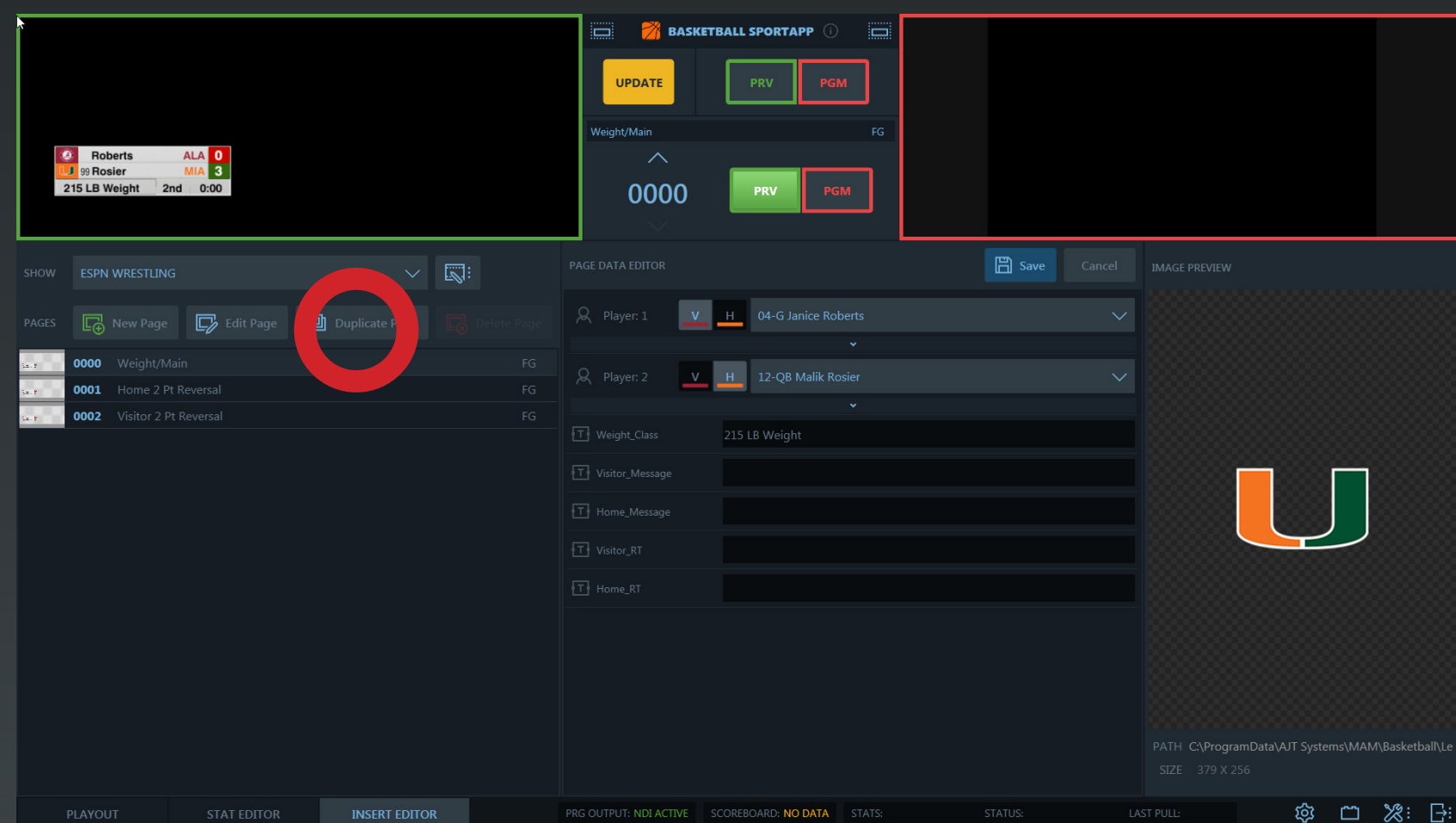


For ease of use. You can load up the scorebug insert inside the Quick Action Buttons from the playout tab and also load all the message scenarios. Clicking on the left side of the Quick Action Button will bring the graphics on inside the preview window. The right side will bring it up on the program window.





Scoring Scenerios



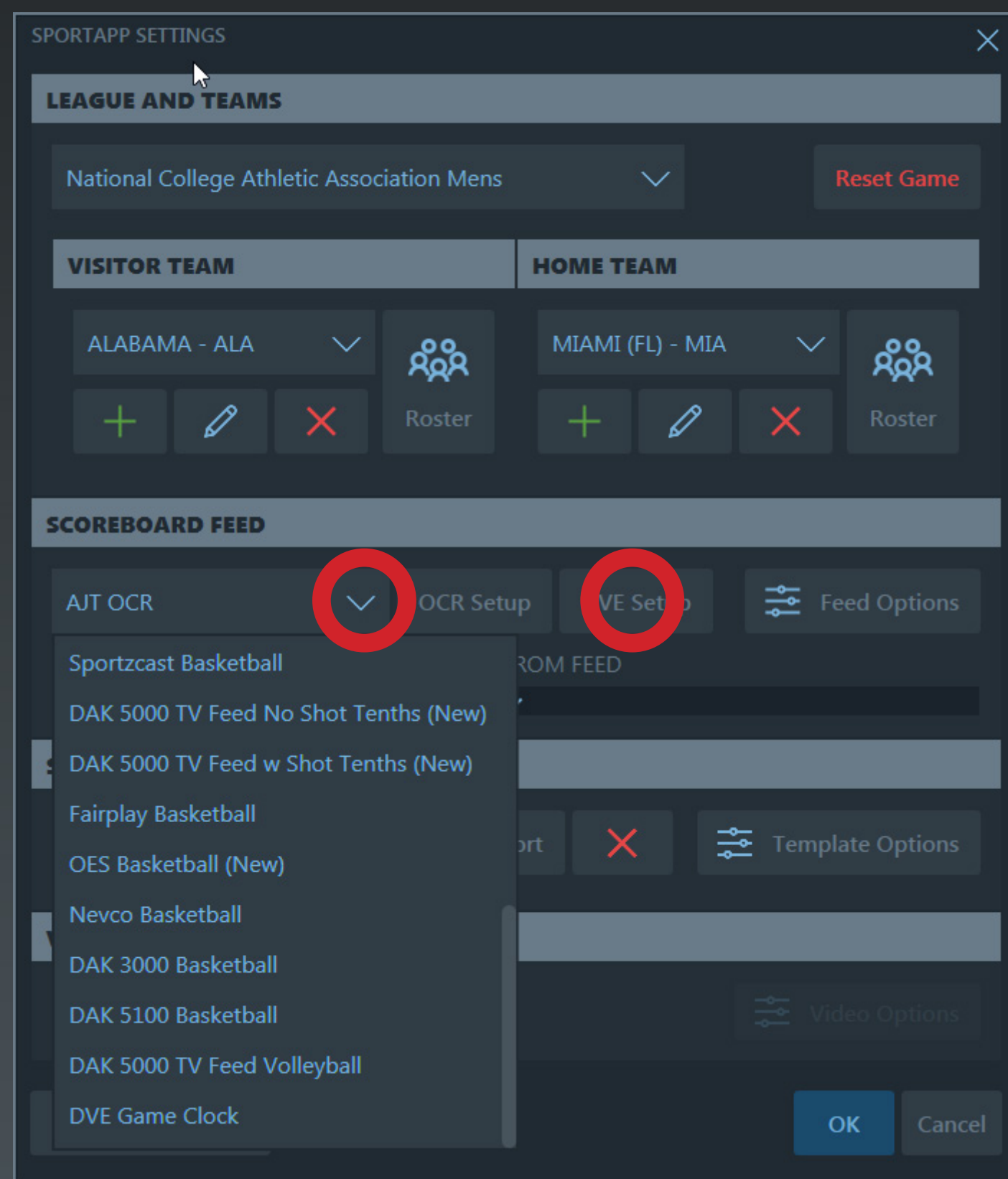
Duplicate the "Home 2 Pt Reversal" page and name it "Visitor 2 Pt Reversal". Delete everything inside the "Home_Message" field. Inside the "Visitor_Message" field type in "2 Pt Reversal"

Now do this of all the other 5 scoring scenerio.

- 1 Pt Escape
- 2 Pt Takedown
- 2 Pt Near Fall
- 3 Pt Near Fall
- 4 Pt Near Fall

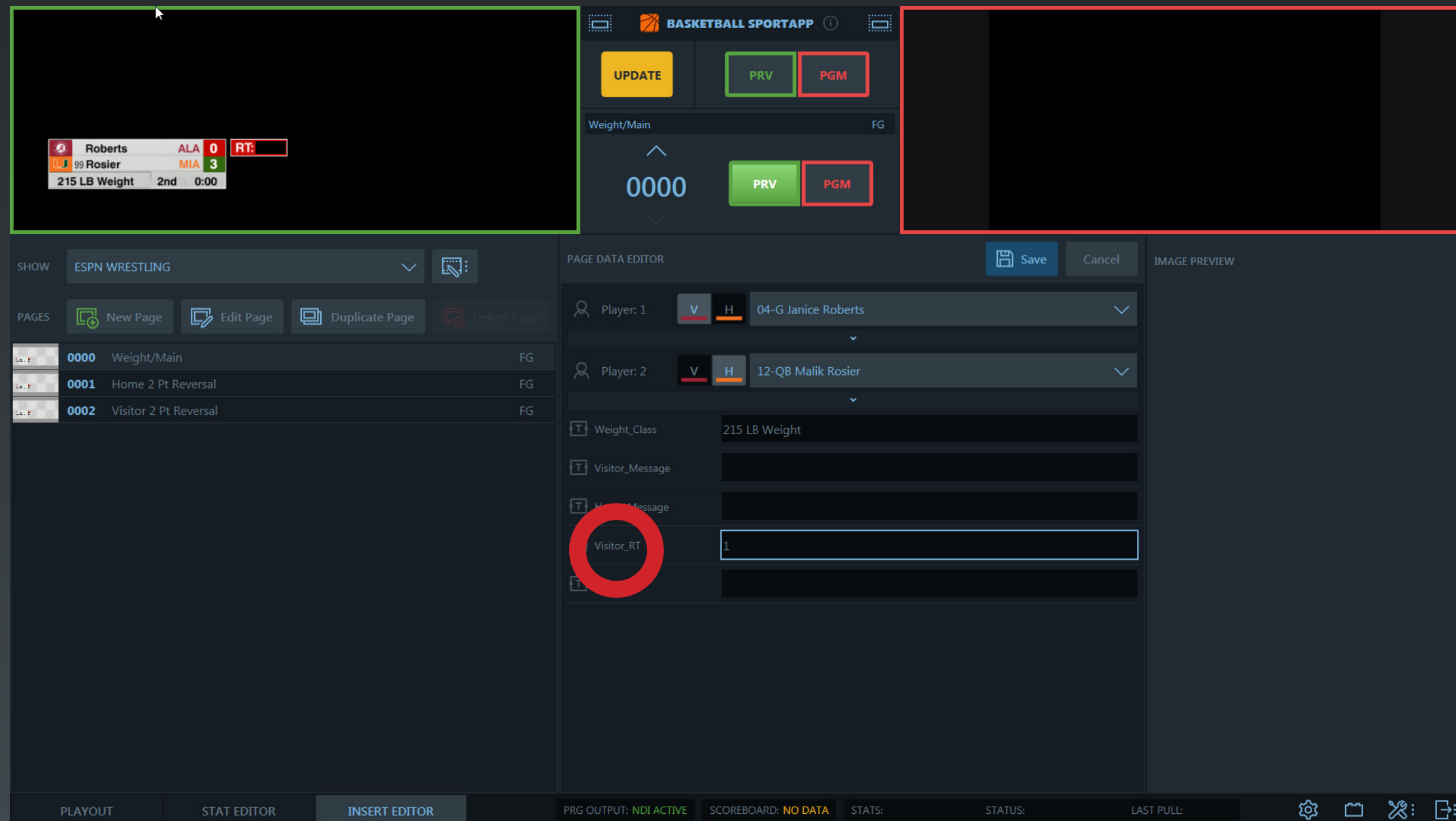


Ride Time



Ride Times are done through our DVE settings. Go down to the cog wheel at the bottom right corner and the settings panel will appear. In the middle under scoreboard feed, select from the drop down the last option which is "DVE Game Clock". Then click DVE SETUP. Align the Shot Clock portion to the clock you want to use as your Ride Time.

Ride Time



The screenshot displays the AJT SYSTEMS interface for editing a page. The top left shows a live scoreboard for a wrestling match between Roberts (ALA 0) and Rosier (MA 3) in the 215 LB Weight class at 2nd round, 0:00. The top right shows a 'BASKETBALL SPORTAPP' header with 'UPDATE', 'PRV', and 'PGM' buttons, and a 'Weight/Main' section with a '0000' display and 'PRV', 'PGM' buttons. The bottom left shows a 'PAGES' list with '0000 Weight/Main', '0001 Home 2 Pt Reversal', and '0002 Visitor 2 Pt Reversal'. The bottom center shows the 'PAGE DATA EDITOR' with fields for 'Player: 1' (04-G Janice Roberts), 'Player: 2' (12-QB Malik Rosier), 'Weight_Class' (215 LB Weight), and 'Visitor_RT' (1). A red circle highlights the 'Visitor_RT' field.

Now you can call up the Ride Time from any of your created pages. Simply type in "1" or any value into the "Visitor_RT" or "Home_RT" field to bring up the corresponding RT graphic. To remove the Ride Time display simple clear the data field used to display the graphic.

Keep in mind if you are in "Home_2 Pt Reversal" and want to go back to "Main" and you want to keep the RT showing, make sure the "MAIN" page has the right Ride Time showing.