

Operating your StatBroadcast **StatMonitr Wireless Screen** on Game Day [Mark IV Model - LE1600]

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StatBroadcast Systems
www.statbroadcast.com



Setting up your StatMonitrs

Once you've properly configured your scorekeeping computer to transmit your stats to StatBroadcast, setting up your StatMonitr wireless screens on game day take just four simple steps:

Step 1: Plug in and power on your monitor

You'll need to unfold your stat monitor's stand at the location you like to place the screen. The stand should unfold so that the stat monitor can rest on the protusion in the front while the legs in the back support it upright.

Plug in the AC adaptor into a power source and into your monitor; looking at the screen with the blue StatMonitr logo on the top, the power input plug is located on the side of the unit in the lower right hand corner. To power on the monitor, find the power switch silde on the side in the upper left hand corner, slide it downward and release. The blue light on the right side of the unit should illuminate.

Step 2: Log in and connect to the internet

After the stat monitor will boot up in a few minutes directly to the desktop. You will need to use the input stylus pen by touching it to the screen. To release the pen, find its cradle on the side in the upper right corner, press down on the pen and it will release and pop free; to replace the pen when you are done using it, place it back in the cradle and gently depress it until it locks into place.

For wired connections:

Plug the ethernet cable into the port on the side in the left corner. The tablet should find the network and automatically register the computer on it; you will see the network icon in the lower right corner change when this is completed. To expedite this process, plug in the cable prior to powering on your monitor.

For wireless connections:

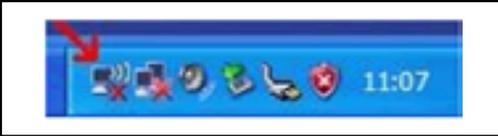
Once the desktop has fully loaded, find the icon in the system tray (bottom righthand corner of the screen) for the wireless internet connection, double click it with the digital stylus pen and select your wireless connection from the list.

If your school has additional steps for connecting a computer to the wireless network, (such as accepting terms in a web browser), there is an icon on the desktop labeled 'Login for wireless connections' that will allow you to access an unlocked version of the browser; the black StatBroadcast icon will launch a full-screen browser in locked-out mode and will not give you access to the virtual keyboard; to access the on-screen keyboard for typing with the pen, click the icon located next to the Start button.

HELPFUL TIP



The wireless networking icon is in the lower right of the screen by the clock and looks like this:



Additional Tips for using your StatMonitr

Exiting the Stats Feed

The monitor is designed to prevent media from exiting the stats feed during an event. If you should need to exit or restart the browser, press the silver Security button on the upper left of the monitor (it has a key icon and is just above the fingerprint reader). This will launch the Windows Security Menu, from which you can use Task Manager to exit the browser or log off the user.

Log On/Log Off

Should you need to log on or log off to the monitor, the username for regular stats operation is 'user' and the password is blank.

Should you need to access administrator functions to change settings or troubleshoot the monitor, the username is 'administrator' and the password is 'statmonitr'. **Please do not access the administrator profile or make any system changes before contacting StatBroadcast; doing so may affect the functionality of your monitor and result in repair fees.**

Shutting Down the Monitor

After your event has completed, slide the power switch down again and select 'Shut Down' from the menu when it displays.

Power Saving the Wireless Screen

Alternatively, you can also suspend the wireless screen to be able to quickly turn it back on using the 'Stand By' option after pressing the power button. This is recommended if your screen is going to be setup and running an extended period of time before an event starts.

Switching games during a Tournament

For most tournaments, the stat feed will automatically advance games after the scorer has marked it as completed on his or her computer. However, should you need to manually advance a game, from the stat feed view, find the toolbar on the bottom of the screen and use the digital pen to click on 'Change Game.' A dialog box will appear showing the current games in your tournament; click on the next game and the stats feed should switch games.

HELPFUL TIP



You can also... below;



...using the icon

Locating the buttons on your StatMonitor

Power Switch



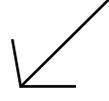
Security button
(Windows Menu)



Wired Ethernet
Port



Stylus Pen
cradle



AC power
plug in