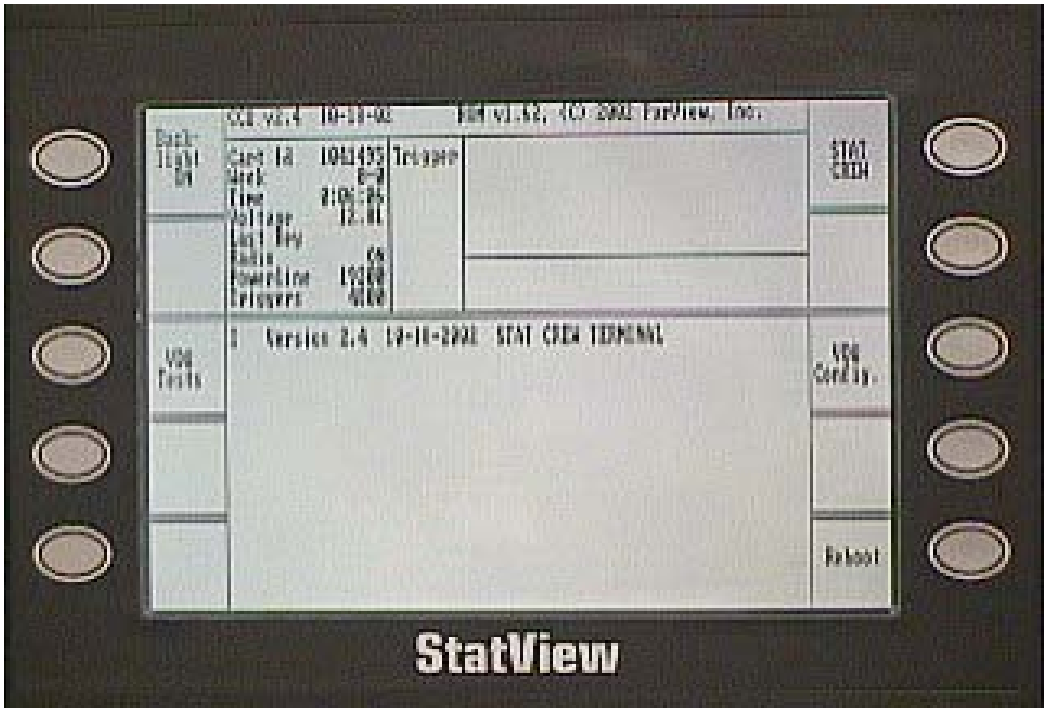
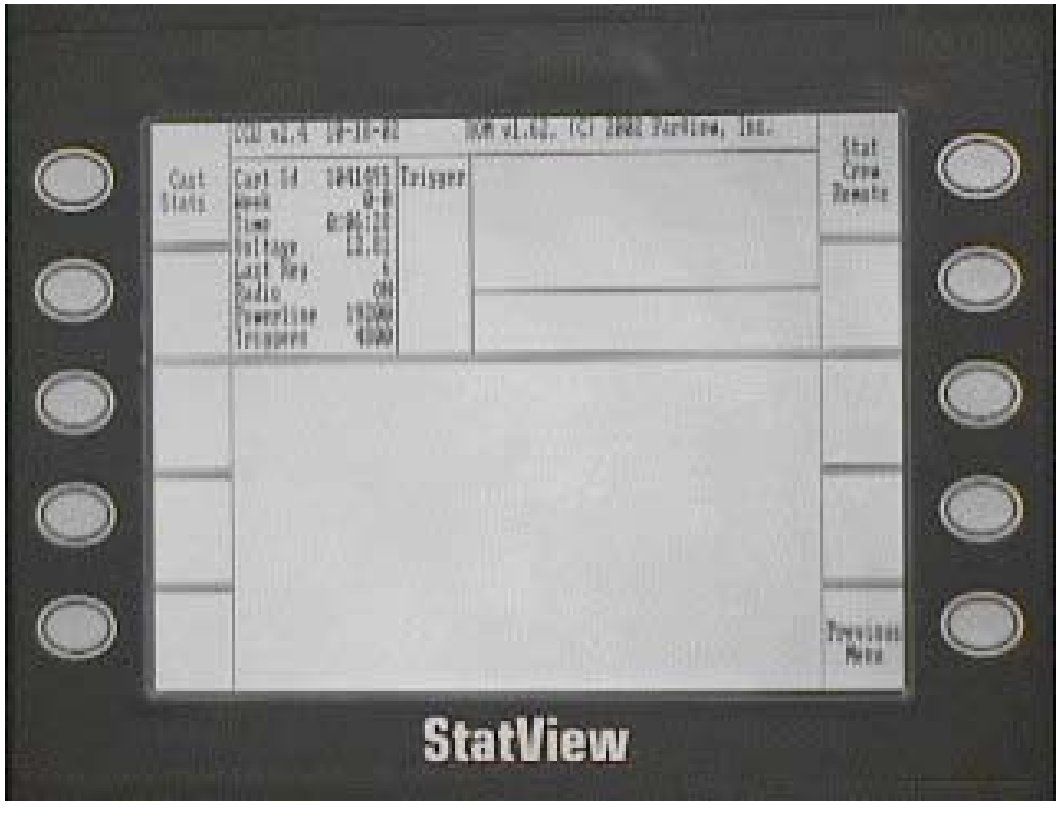
StatView Wireless Remote Terminals





StatView Wireless Remote Terminals

IMPORTANT INFORMATION

StatView Terminals work only when connected to a Computer running StatCrew Software and will not function with other software programs.

StatView Terminals will work with StatCrew Software when the StatCrew Software Emulation is set for either VT100 or PCTERM using 19200 baud rate.

If you use StatView Terminals with wired dumb terminals, dumb terminal emulation must be set to VT100 or PCTERM at 19200 baud rate, and "WRAP EOL =ON".

TASCOMMS32 Software must be set up with the "FORCE NEW LINE" unchecked.

NOTICE: DO NOT PRESS BUTTONS 1 AND 6 SIMULTANEOUSLY DURING THE WHITE SCREEN BOOT-UP. This will erase the program residing in the onboard memory. This erase procedure will be used only when PROGRAM UPGRADES are installed.

After the Terminal is put into the StatCrew mode, it will no longer respond to key presses. This feature prevents unauthorized changes to the set-up during a game. Power down momentarily to re-enter the set-up screen.

The StatView program resides in Flash Memory installed on the Main Processor Board. The program may need to be reloaded in Memory should it be erased or a program upgrade becomes available. The current StatView program, with instructions, can be e-mailed to you upon request.

StatView Terminals operate using a 1 Watt radio. One of three channels is used: CH 3, 467.800 Mhz; CH 5, 467.850 Mhz, CH 8, 467.925 Mhz. Federal Communication Comm. (FCC) regulations require a license to operate in these band widths. This license is held by Recovery Network, Inc., d.b.a StatView. A copy of the license is attached for public display. You may operate the Terminals only in the StatCrew application and you may not modify the internal radio.

Always use the antenna with the MASTER TERMINAL. The REMOTE TERMINAL functions normally without the antenna when located close to the MASTER TERMINAL, as in a Basketball Arena. When placing the REMOTE TERMINAL for game use, check that the counter on the bottom right corner of the screen is scrolling consistently. If not, attach the antenna.

The LCD SCREEN on the TERMINAL is covered by a clear polycarbonate lens with a scratch-guard coating. Clean using a small amount of eye glass cleaner (one bottle provided with initial purchase) and/or a soft, damp cloth.

DO NOT USE ANY ABRASIVE MATERIAL, CLEANERS OR CHEMICALS!

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BATTERY

The key to the StatView Terminals working properly is BATTERY MAINTENANCE. Keep the batteries charged. Connect the POWER SUPPLY to the StatView Terminals, with the switch in the OFF position (Center), for 18 to 24 hours before and after a game. Never put the units in storage without fully charging the battery.

The Terminals use a 17 Amp Hour sealed lead acid battery. The system uses a slow, low power trickle charge and the battery should be charged for a period of 18 to 24 hours before each use. The Terminal will operate approximately 16 hours between full charges. If the unit starts turning itself off after 8 to 10 hours, the battery may not be getting a full charge, or is getting weak/old and should be replaced.

Use the 15 volt charger provided with the Terminal to charge the battery, using other power supply/chargers could damage the unit. Plug the power cord into a 110 volt wall outlet, and the small round plug into the female power jack on the bottom right corner of the back of the Terminal. The Terminal is designed to operate during sporting events without the power supply connected. Should you use the Terminal during a tournament with multiple games and little time to recharge the battery, you can connect the power supply and operate the Terminal using the power supply rather than the battery.

The power switch is on the front/right side of the battery case, behind the viewing screen. Push to the left to use the power supply, center for Off, and to the right for battery operation. Turn the unit off after each game.

You should not remove the top of the battery case except to replace the battery. Any replacement battery must be the same type and size battery, and can be ordered from StatView. Care must be taken not to damage components inside the case when removing and replacing the battery.

NOTE: Mark the POWER SUPPLIES for use with StatView Terminals and secure in a safe location when not in use. This is a 15 volt/ 1 amp power supply that has many common applications, and could be borrowed for other uses and not be available to charge the StatView Terminal before an important game.

StatView Wireless Remote Terminals

MASTER TERMINAL

1. **The MASTER TERMINAL has a RJ45 Phone Jack on the lower left corner of the back of the battery box. The Power Supply Jack is on the bottom right. The REMOTE TERMINAL does not have the RJ45 Phone Jack.**

2. **Connect one end of a special StatCrew Data Cable to the StatCrew Null-Modem Adapter (connected to the 9 pin serial port on the StatCrew Computer) and the other end to the RJ45 Phone Jack located on the back of the MASTER TERMINAL. The MASTER TERMINAL can be either the only terminal connected to the StatCrew Computer or connected at any point in-line with standard wired dumb terminals. Data Cables and the Null-Modem Adapter may be purchased from STATCREW SOFTWARE.**

3. **The dumb terminals and StatCrew Software (TASCOMMS 32) must be set-up selecting PCTERM or VT100 Emulation and 19200 baud rate. TASCOMMS32 must have "FORCE NEW LINE" UNCHECKED. "WRAP EOL" must be "ON" in the dumb terminals. Communication Cables and the Null-Modem Adapter may be purchased from STATCREW SOFTWARE.**

4. **Turn the MASTER TERMINAL on. Push the switch to the right to operate using the battery or to the left to operate using the power supply. The center position is OFF. It takes approximately one minute to boot up.**

5. **PLEASE BE PATIENT. The screen will be white and blank during this period.** *DO NOT PUSH ANY BUTTONS UNTIL THE BOOT SCREEN APPEARS*, **PUSHING BUTTONS DURING BOOT-UP COULD ERASE THE PROGRAM FROM MEMORY. When boot-up is complete, the TERMINAL will display the Boot Screen shown on the next page (figure A).**

6. **While in the Boot Screen screen, check that the middle of the screen displays info stating that it is a STAT CREW TERMINAL. In the top left quadrant, check the battery voltage, which should be at least 12 volts, and when full charged could display up to 13.5 volts. If the voltage is low, you need to charge the battery or operate using the power supply.**

7. **Push the top right button STAT CREW (6).**

   This will bring up a new SET-UP SCREEN (figure B). The top left button (1) will now display CAST STATS.

   Push the CAST STATS button (1).

   The screen will ask for a password (the password is 267)– very slowly and firmly push button 2, then 6, then 7. There will no sound or reaction on the screen when the password is entered. The screen will now be blank and is now ready to receive data from the StatCrew program via the StatCrew Data Cable.

8. **After the unit is put into the desired mode of operation, it will no longer respond to key presses. Power off, then on, to restart the Terminal.**

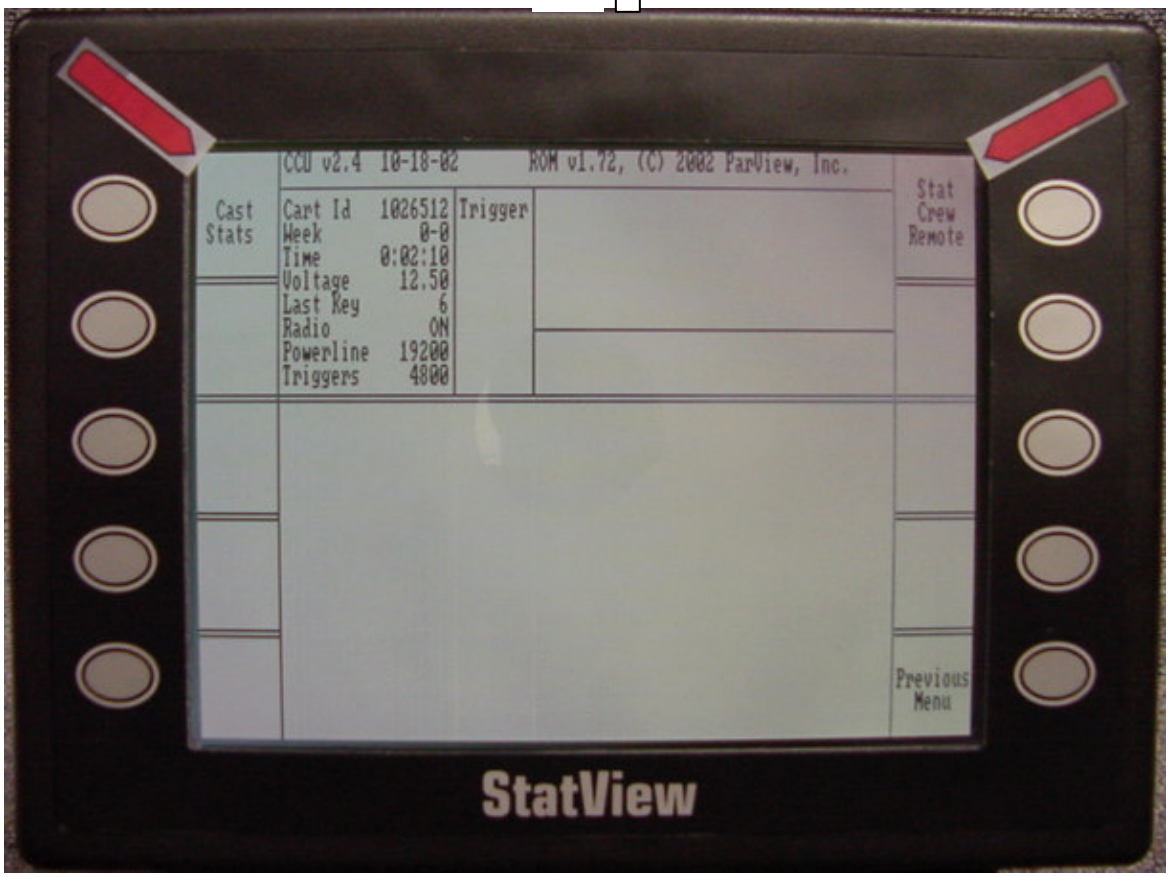
9. **Send a test signal from the StatCrew program. The MASTER TERMINAL will receive the data and display the data on the LCD screen. The REMOTE TERMINALS, when ON and set up, receives the data by radio from the MASTER TERMINAL, checks the data for errors, then displays the data. The MASTER TERMINAL transmits the data approximately every 2 seconds.**

10. **Should the MASTER TERMINAL be turned off during a game, the set-up routine described above must be completed again. The AC-OFF-BAT switch is concealed behind the screen to minimize the possibility of the unit being accidentally being turned off. As well, operating the MASTER TERMINAL on battery removes the possibility of a power outage shutting down the StatCrew data display.**

NOTES:

StatView Wireless Remote Terminals

A



B

StatView Wireless Remote Terminals

REMOTE TERMINAL

1. **The REMOTE TERMINALS may be used simultaneously with any number of standard dumb terminals, other REMOTE TERMINALS and one MASTER TERMINAL. All standard dumb terminals and the MASTER TERMINAL must be configured using the same emulation and baud rate.**

2. **Turn on and set up the MASTER TERMINAL.**

3. **Turn the REMOTE TERMINAL on. Push the switch to the right to operate using the battery or to the left to operate using the power supply. The center position is OFF. It takes approximately one minute to boot up.**

   PLEASE BE PATIENT. The screen will be white and blank during this period. *DO NOT PUSH ANY BUTTONS UNTIL THE BOOT SCREEN APPEARS.* **PUSHING BUTTONS DURING BOOT-UP COULD ERASE THE PROGRAM FROM MEMORY. When boot up is complete, the TERMINAL will display the Boot Screen shown on the next page (figure A).**

4. **While in the Boot Screen, check that the middle of the screen displays info stating that it is a STAT CREW TERMINAL. In the top left quadrant, check the battery voltage, which should be at least 12 volts, and when fully charged could display up to 13.5 volts. If the voltage is low, you need to charge the battery or operate using the power supply.**

5. **Push the top right button STAT CREW (6).**

   This will bring up a new SET-UP SCREEN (figure B). The top right button (6) will now display STAT CREW REMOTE.

   Push the STAT CREW REMOTE button (6). The screen will now be blank and is now ready to receive data from the MASTER TERMINAL.

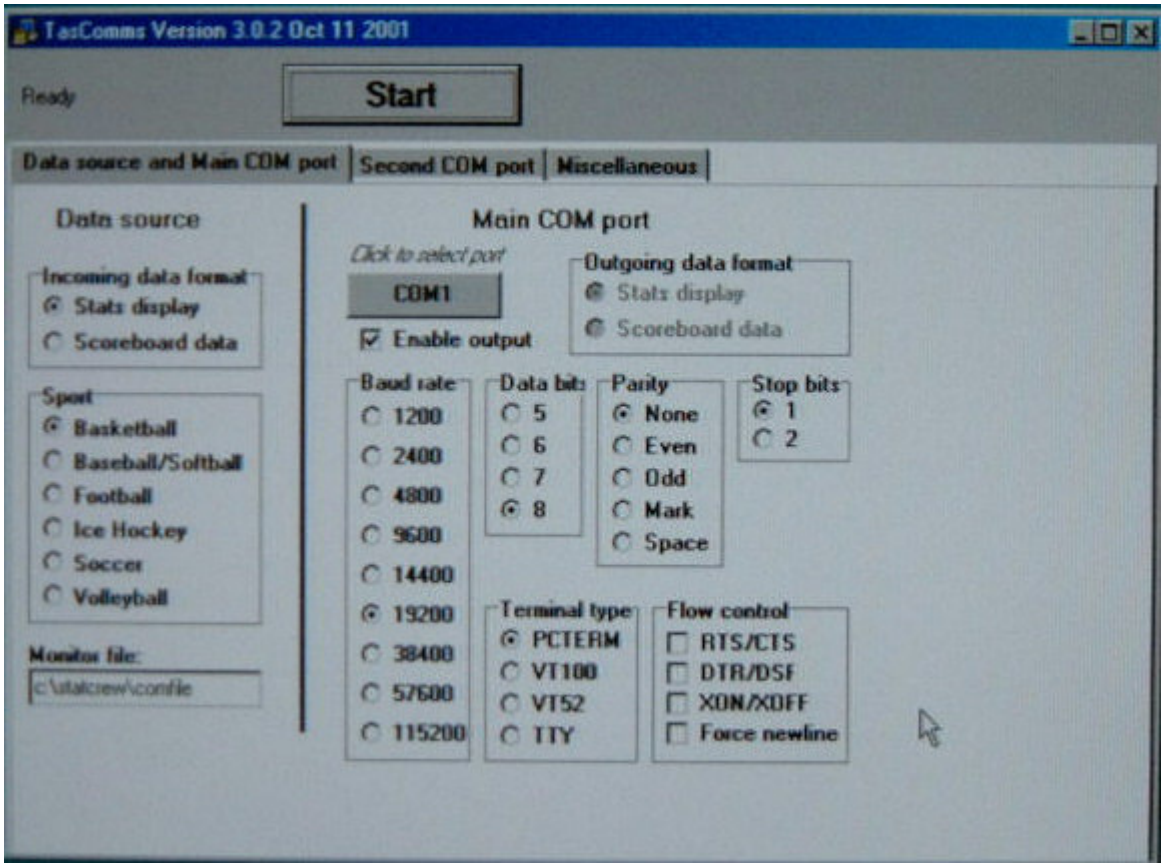
6. **After the unit is put into the desired mode of operation, it will no longer respond to key presses. Power off, then on, to restart the TERMINAL.**

7. **Send a test signal from the StatCrew program. The MASTER TERMINAL will receive the data and relay the data to the REMOTE TERMINAL. There will be a slight delay before the same data is displayed on the REMOTE TERMINAL.**

   A scrolling numeric counter will display on the bottom right corner of the display screen as the REMOTE TERMINAL receives data from the MASTER TERMINAL. The REMOTE TERMINAL checks the data for errors, then displays the data. The MASTER TERMINAL transmits the data approximately every 2 seconds.

   If the scrolling numeric counter freezes or disappears completely, the unit is not receiving data. Install the antenna or move the REMOTE TERMINAL to another location to improve the signal.

8. **Should the REMOTE TERMINAL be turned off during a game, the set-up routine described above must be completed again. The AC-OFF-BAT switch is concealed behind the screen to minimize the possibility of the unit being accidentally being**

turned off. As well, operating the REMOTE TERMINAL on battery removes the possibility of a power outage shutting down the StatCrew data display.

TASCOMMS 32