

3403.504.02

Version2.7

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Precautions and safety instructions

- Never use a charger other than the one supplied or another type approved by Swiss Timing. Doing so could destroy the battery, damage the device, and possibly cause injury due to fire and/or electric shock.
- Never bypass a power cord by breaking the ground plug or using inappropriate extension cords or adapters.
- Never connect a power cord to the power source until you have verified that all installations, wiring, and power levels are correct and that the procedures in this manual have been followed.
- Protect the equipment from splashes, rain, and excessive sunlight.
- Do not use the device if it is damaged or unsafe.
- Check the mains voltage selection.
- The mains voltage must match the data on the nameplate. Only connect the device to a grounded (3-pole) outlet. Any connection error will void the warranty.
- This software may be modified at any time without notice.
- Do not open the case, as there is nothing inside that can be serviced. If the case must be opened, a qualified person must be called. In all cases, switch off the device and disconnect all cables before opening.
- All Swiss Timing devices delivered in a case or other reusable packaging must be transported in their original packaging to prevent damage to the products due to shocks or vibrations.
- This recommendation also applies to items sent back to Swiss Timing for repair. Swiss Timing reserves the right to refuse any warranty if this condition is not met.
- If the installation includes a horn, please maintain a safe distance from spectators.

Updates

Swiss Timing SA reserves the right to modify or improve the content of this documentation at any time and without prior notice.

Disclaimer

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Environment



This symbol indicates that this product should not be disposed of with household waste. It must be taken to an approved collection point. By doing so, you will contribute to the protection of the environment and human health. Recycling materials will help conserve natural resources (applicable in European Community member countries and countries with comparable legislation).





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1 INTRODUCTION

Swiss Timing offers a selection of scoreboards that are particularly well suited for water polo. Different scoreboards can be used with the ergonomic console. The console keyboard has alphanumeric and function keys, making it comfortable for the operator to use.

Peripherals complete the Calypso console, namely:

- Shot clock for water polo.
- External start/stop for all sports that use playing time.
- Horn.

1.1 Start-up

Before switching on the scoreboard and control console for the first time, please check that the power supplies are correct and that the data cable is connected according to the installation procedure.

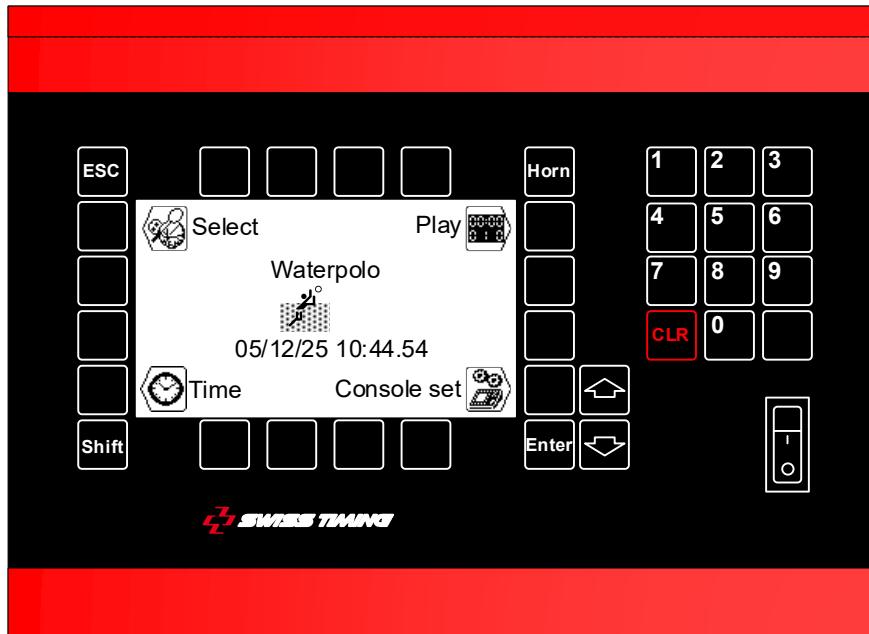
Turn on the console using the switch located on the back.

When switched on, the software version will appear on the display.

1.2 Keyboard layout

The keyboard has three types of keys:

- Alphanumeric keys.
- Single-function keys.
- Multi-function keys.

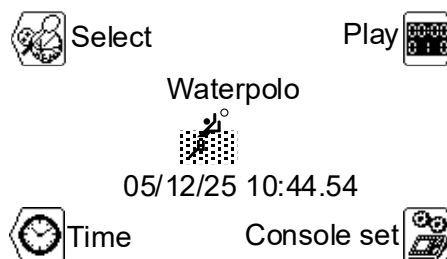


	Exits the current function or menu without saving any changes (ESCAPE)		Manually activates the horn
	Allows you to perform the opposite function, if available (Shift + Key)		Confirm data or action
	Moves the cursor up		Function key according to the image displayed next to it on the screen
	Moves the cursor down		Deletes the current data or deletes the entire table when in the main menu
-	Alphanumeric keyboard		START/STOP switch 0 = STOP I = START

2 MAIN MENU

After switching on, the main menu is displayed. It shows the selected sport, the time and date, and the main menus:

Console set	see chapter: 3
Time	see chapter: 4
Select	see chapter: 5
Play	see chapter: 6



To select one of the submenus, press the function key indicated by the image.



This menu allows you to configure various console settings, see chapter 3 .



[Time]

This menu allows you to configure the date and time, see chapter 4.



[Select] Game settings

The selection and saving of various game settings are performed using this menu, see chapter 5 .





[Play] Match

This function is used to control the match, see chapter 6 .

3 [CONSOLE SET] CONSOLE SETTINGS

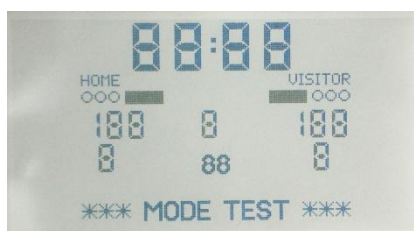
This menu allows you to configure various console settings. The top of the screen shows the console software version.

3.1 Test

 This function sends a test sequence to the display, which is also visible on the console display. To exit the sequence, press the console exit key .











THIS FUNCTION DOESN'T WORK WITH ALL TYPES OF SCOREBOARD.











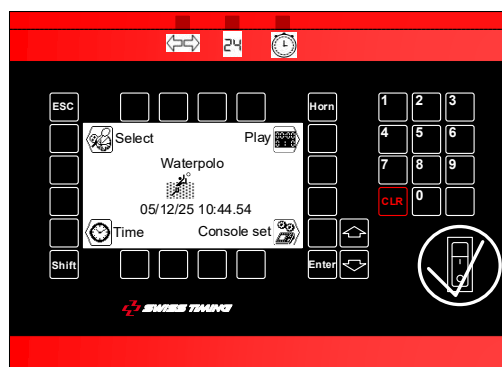
3.2 Ext START/STOP – External START/STOP with 3-pin plug

These ports allow you to start the game time and shot clock with an external trigger.





3.2.1 START/STOP match time with Calypso console


Console set		
 Ver. 1.63 0	Advance	
 Ext. Timeout	Test	
 Ext. Poss.	Name	
 Ext. S/S		

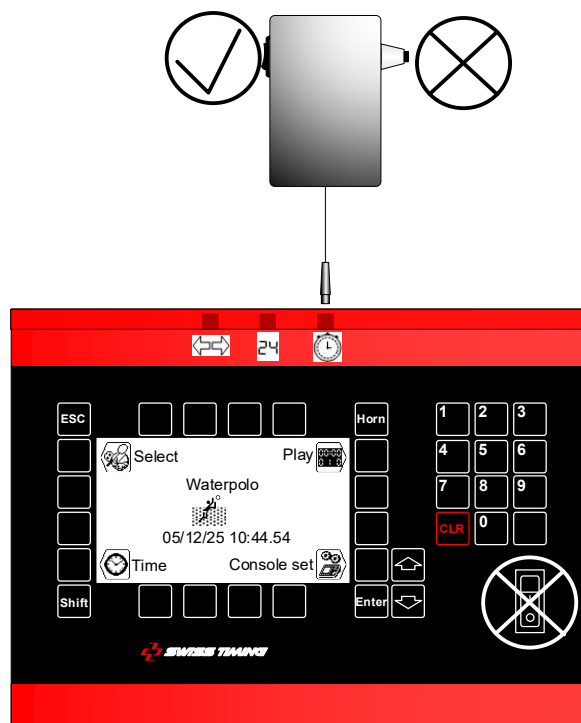
Sport / Settings / Shotclock		
 Shot clock	Advance	
 Time 1: 25s	No stop	
 Time 2: 15s	Link S/S	
 Duration: 2s	1/10s	



















3.2.2 START/STOP match time with external START/STOP command

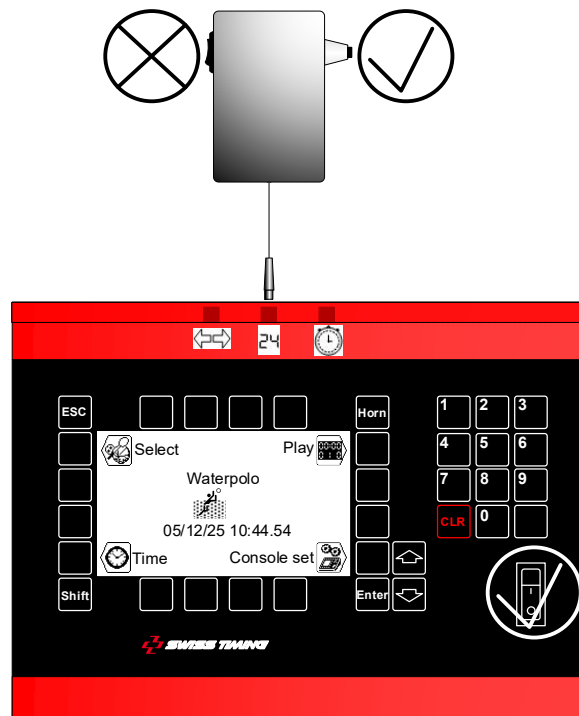
Console set	
 Ver. 1.63 0	Advance <input type="text"/>
 Ext. Timeout	Test <input type="text"/>
 Ext. Poss.	Name <input type="text"/>
 Ext. S/S	<input type="text"/>

Sport / Settings / Shotclock	
<input type="text"/>	Shot clock Advance <input type="text"/>
<input type="text"/>	Time 1: 25s No stop <input type="text"/>
<input type="text"/>	Time 2: 15s Link S/S <input type="text"/>
	Duration: 2s 1/10s <input type="text"/>








3.2.3 START/STOP match time with Calypso console and reset 30s/20s shot clock with external START/STOP command

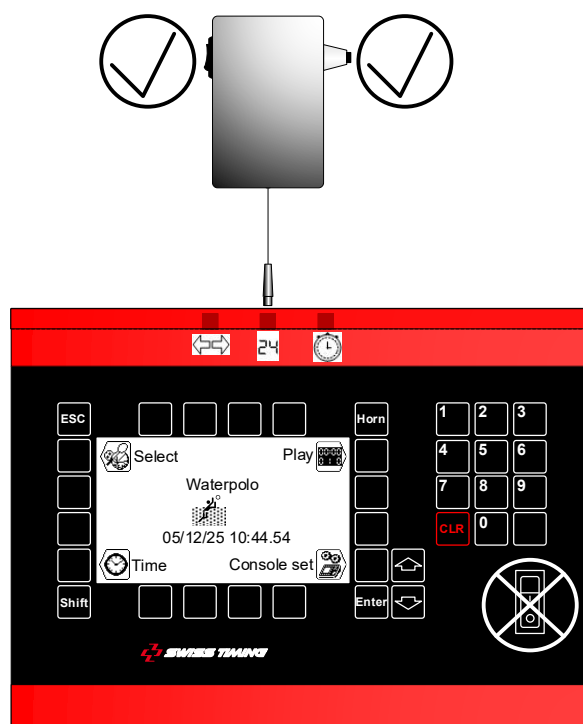
Console set		Sport / Settings / Shotclock	
 Ver. 1.63 0	Advance 	 Shot clock	Advance 
 Ext. Timeout	Test 	 Time 1: 25s	No stop 
 Ext. Poss.	Name 	 Time 2: 15s	Link S/S 
 Ext. S/S		 Duration: 2s	1/10s 








3.2.4 START/STOP match time and reset 30s/20s shot clock with external START/STOP command


Console set	
 Ver. 1.63 0	Advance <input type="text"/>
 Ext. Timeout	Test <input type="text"/>
 Ext. Poss.	Name <input type="text"/>
 Ext. S/S	<input type="text"/>

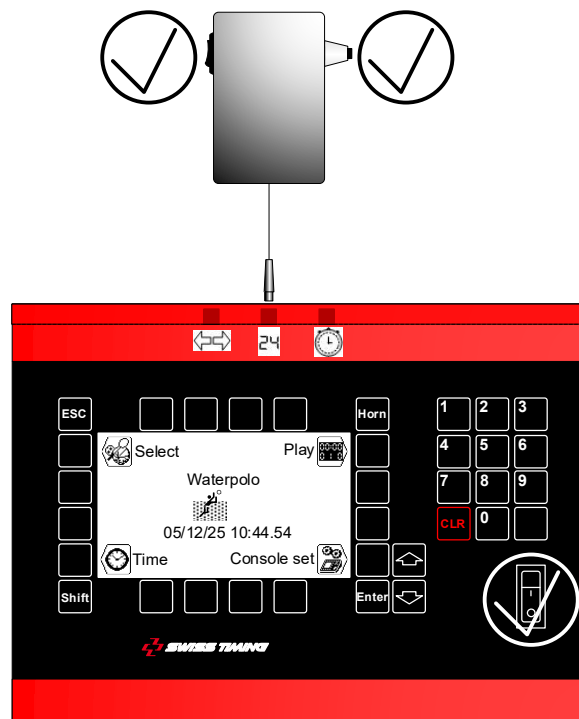
Sport / Settings / Shotclock	
<input checked="" type="checkbox"/> Shot clock	Advance <input type="text"/>
<input type="checkbox"/> Time 1: 25s	No stop <input type="text"/>
<input type="checkbox"/> Time 2: 15s	Link S/S <input checked="" type="checkbox"/>
 Duration: 2s	1/10s <input type="text"/>



















3.2.5 START/STOP of match time with Calypso console and START/STOP and reset of 30s/20s shot clock with external START/STOP command

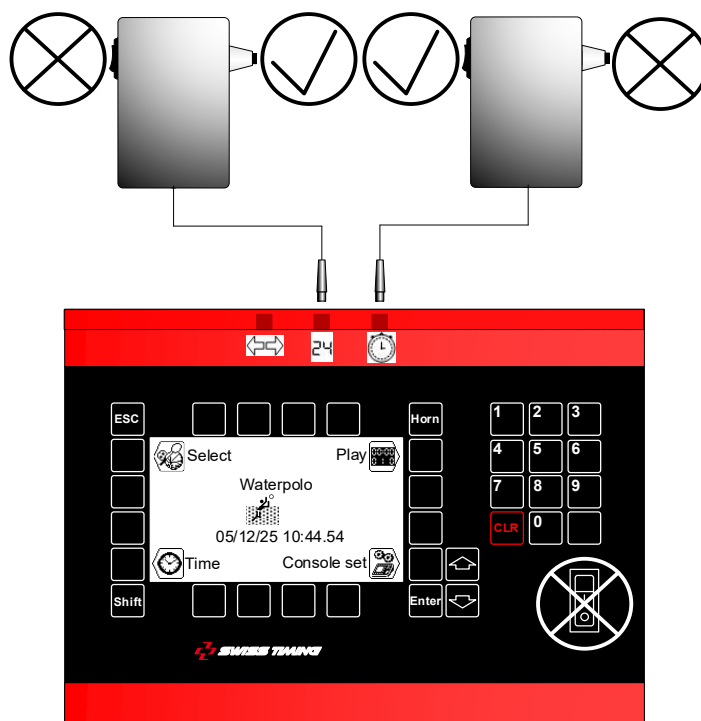
Console set	
 Ver. 1.63 0	Advance <input type="text"/>
 Ext. Timeout	Test <input type="text"/>
 Ext. Poss.	Name <input type="text"/>
 Ext. S/S	

Sport / Settings / Shotclock	
<input checked="" type="checkbox"/> Shot clock	Advance <input type="text"/>
<input type="checkbox"/> Time 1: 25s	No stop <input type="text"/>
<input type="checkbox"/> Time 2: 15s	Link S/S <input type="text"/>
 Duration: 2s	1/10s <input type="text"/>










3.2.6 START/STOP of match time with an external START/STOP command and reset of the 30s/20s shot clock with a second external START/STOP command.

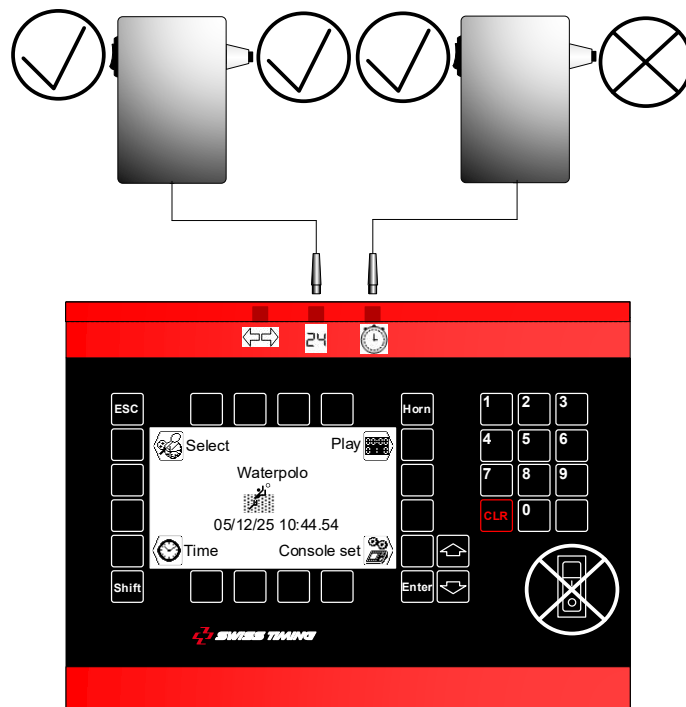
Console set		Sport / Settings / Shotclock	
 Ver. 1.63 0	Advance 	 Shot clock	Advance 
 Ext. Timeout	Test 	 Time 1: 25s	No stop 
 Ext. Poss.	Name 	 Time 2: 15s	Link S/S 
 Ext. S/S		 Duration: 2s	1/10s 









3.2.7 START/STOP of game time with an external START/STOP command and START/STOP and reset of the 30s/20s shot clock with a second external START/STOP command

Console set	
 Ver. 1.63 0	Advance <input type="text"/>
 Ext. Timeout	Test <input type="text"/>
 Ext. Poss.	Name 
 Ext. S/S	

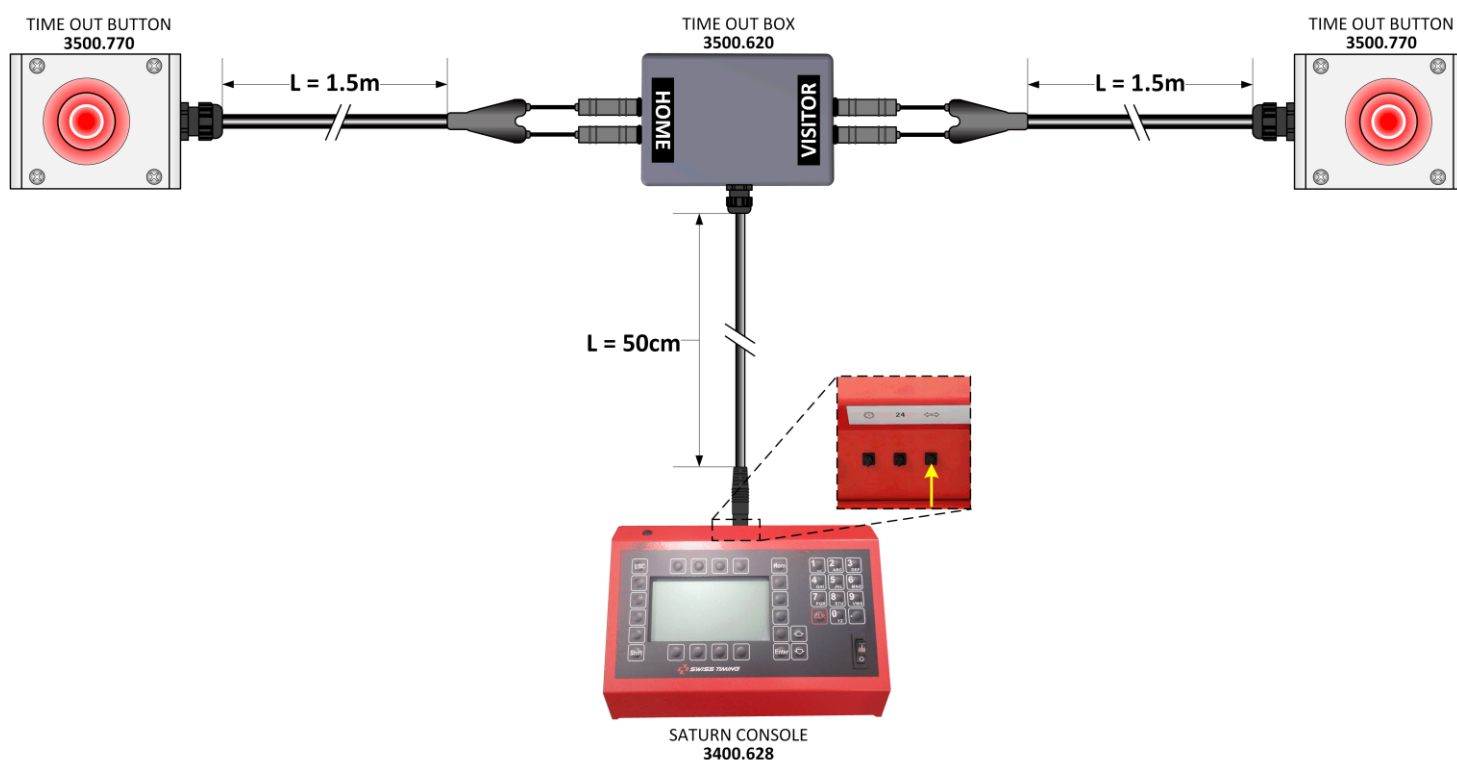
Sport / Settings / Shotclock	
<input checked="" type="checkbox"/> Shot clock	Advance <input type="text"/>
<input type="checkbox"/> Time 1: 25s	No stop <input type="text"/>
<input type="checkbox"/> Time 2: 15s	Link S/S <input type="text"/>
 Duration: 2s	1/10s <input type="text"/>



3.2.8 External timeout requested by the coach

Console set	
 Ver. 1.63 0	Advance <input type="text"/>
 Ext. Timeout	Test <input type="text"/>
 Ext. Poss.	Name 
 Ext. S/S	

Sport / Settings / Time Out	
<input checked="" type="checkbox"/> On Clock	AutoClear <input checked="" type="checkbox"/>
<input type="text"/> Number: 2	Ext. Auto <input type="text"/>
<input type="text"/> Duration: 60	
<input type="text"/> Horn before end: 15	



By default, the external Timeout contact is N.O. (normally open).

Console set / Advance	
<input checked="" type="checkbox"/> Olympics	
<input checked="" type="checkbox"/> Ext. Timeout N.O.	

3.3 Advance – Scorebaord Configuration

This menu allows you to configure the information sent to the scoreboard according to usage and model.

3.3.1 Bluetooth Configuration

The "BT" button is used to select the scoreboards with Bluetooth interface that need to connect via Bluetooth to this console.



DO NOT USE THIS FUNCTION IF A BIDIRECTIONAL BLUETOOTH MODULE IS NOT INSTALLED IN YOUR CONSOLE

If you want to change the Bluetooth scoreboards connected to this console:

- Turn on all the necessary scoreboards.
- Press the "Yes" button on the console.

NEVER TURN OFF THE CONSOLE DURING CONFIGURATION!

- Wait until a question is displayed.
- The name of the scoreboard is displayed. Answer "Yes" if this scoreboard should be connected to the console via Bluetooth; answer "No" if the scorebaord should be disconnected from this console, or "V" to leave the configuration of this scoreboard unchanged.
- Repeat the previous two steps for all scoreboards found.
- After the last display, the software will display the "Advance" menu again. Press "ESC" twice to return to the main screen.
- The time of day should be displayed on the scoreboard connected via Bluetooth (it may take a minute for the Bluetooth connection to initialize).

Note: Only Bluetooth scoreboards with the same password can be configured.

3.4 Name – Team names, Player numbers, Player names

This menu allows you to manage team names and player names and numbers.



3.4.1 Sending team names

If the "Send Team" box is checked (☒) , the team names will be sent when entering the game (the message "Wait for data transmission" will appear on the screen for a few seconds).
Only check this box if you have the optional "Team Name" module [3400.740].

3.4.2 Sending player names

If the "Send Player" box is checked (☒) , the players' names will be sent when the match starts (the message "Wait for data transmission" will appear on the screen for a few seconds).
Check this box only if you have the optional "Player Names" modules (not available in the Calypso Waterpolo version).



3.4.3 Immediate sending of names








Press the  " button to immediately send the team and player names to the scoreboard. During transmission, the text "Sending..." is displayed at the bottom of the screen. Press the  " button to stop transmission (not available in the Calypso Waterpolo version).

3.4.4 Introduction of player names and numbers

Using the "Modify Visitors" and "Modify Home" buttons, you can enter the team name and the names and numbers of the players for the visitors and the home team.

In this new screen:




- The "Team" button allows you to edit the team name*.
- The  " and  " buttons allow you to select one of the players to modify (N= 1 to 16).
- Pressing the "N Num Name" button for the first time allows you to change the player number.
 - After confirming the player number, pressing the "N Num Name" button a second time allows you to edit the player's name. After confirmation, the button automatically moves to the next player (N = 1 to 16).

*: The  " and  " keys are used to move the cursor.
The  " key deletes the letter before the cursor.
The  and  keys allow you to enter a letter or number as you would on a cell phone (by pressing the same key repeatedly).
The  key confirms changes.
The  key cancels changes.

3.5 Software download

It is possible to update the Calypso console by loading new software.

Console operation:

- Connect the console to the computer's RS232 serial port (9-pin male-female point-to-point Sub-D cable [Swiss Timing item No. 9051.1307]) or to a USB - RS232 converter.
- Turn on the console.
- Select the menu  [Console set].
- Press the function key . The screen will then display the Swiss Timing logo and the currently installed software version.
- Press the function key  and follow the instructions on the screen:

Firmware upload

Actual version: **x.xx**

- | | |
|---|--|
| 1) Connect serial cable | 1) Connect the cable |
| 2) Press Program Flash on PC | 2) Press Flash program on the computer |
| 3) When completed, cycle power to restart | 3) After loading, turn the console off and then on again |

Computer operation:

- Download the FlashSimple software (available on our website) and launch it.
- Click on the "Flash" menu, then "*Setting*" and enter the following values (only on first use):
 - *H8S/2134F* for Device name
 - *Direct Connection* for Interface name
 - Com port: X (depending on your computer's serial port)
 - Baud rate 9600
 - USER mode
 Press OK to confirm the settings.
- Press the "Browse" button and load the software (e.g., 2054.xxx.fpr or .mot).
- Press the "*FLASH program*" button and wait for the software to finish loading; **the message "The device was successfully programmed" must appear**. This operation takes about 4 minutes.
- Once the loading is complete, turn off the console, then turn it back on, and check the update version (e.g., Ver 1.63).
- Press the Select button.
- Press the "All def. & Save" button and confirm with the Yes button to initialize the console with the factory settings.

This last operation will delete your specific settings, but is essential for the proper function of the new version of the software.

4 [TIME]

This menu allows you to set the date and time of day. Just the time of day can be transmitted to a SATURN scorebaord.

Select the desired function key:



To select the date



To select the hours








To select the month




To select the minutes



To select the year

Change the value using the numeric keypad or the  (increment by 1) and  (decrement by 1) keys, then press the  key to confirm the entry. To return to the initial value, press  instead of the  key. Repeat the operation until all values correspond to the desired data.



The clock is synchronized to 0 seconds by pressing  from the selection menu.

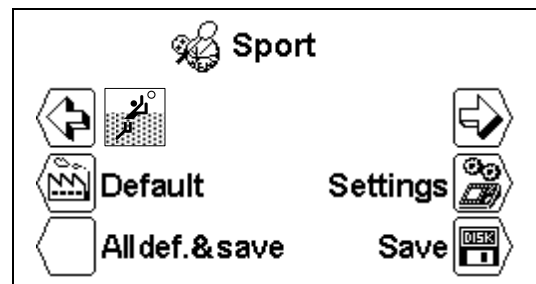
The time of day is automatically displayed when the console is set to the main menu.

- An internal battery keeps the time and date accurate for 30 days after the switch off.
- The console and sport settings remain stored in memory indefinitely (no time limit).

5 [SELECT] GAME SETTINGS

The various game settings (period length, horn, scoring type, etc.) can be selected and saved using this menu.

Select the desired sport using the  , and  keys.





5.1 [Settings] Selecting settings for a sport

Once the sport has been selected, press the  [Settings] key to modify the settings. Use the  and  buttons to view all settings.

- Depending on the sport selected, some settings cannot be changed.
- Each sport stores its own settings.








[Number period]

Number of periods in the match. The current number of periods is displayed on the right, followed by the number of extra periods [EP for Extra Period]. Use the  and  buttons to change only the number of periods (0–9).




[Setting period & Pause]

Change the game time for each period, the number of extra periods, and the length of breaks.

- ☐ [Period] Period for which the time is displayed.
 - ☐ [Select period X] Use the  (increment by 1) and  (decrement by 1) buttons to view the values for each period.
 - ☐ [Min. XX] Value in minutes of the period duration.
 - ☐ [Sec. XX] Value in seconds of the period duration.
- ☐ [Extra period X] Extra period for which the time is displayed.
 - ☐ [Select EP X] Use the  (increment by 1) and  (decrement by 1) buttons to view the values for each period.
 - ☐ [Min. XX] Value in minutes of the extra period duration.
 - ☐ [Sec. XX] Value in seconds of the extra period duration.
- ☐ [Num extra Periode] Selection of the number of extra periods.
- ☐ [Break] Enter the value of the three possible breaks using the same principle as for the duration of the periods.
 - ☐ [Select Pause X] Select the break.
 - ☐ [Min. XX] Set the duration of the pause in minutes.
 - ☐ [Sec. XX] Set the duration of the pause in seconds.
 - ☒ The pause time countdown starts automatically at the end of the period.
 - ☐ The pause time countdown starts when the period change button () is pressed.

☐ [Auto Start]

☒ The default pause time (Pause 1) will be selected at the end of the period.

☐ The pause time will be requested when the period change button () is pressed.



[Count down]

Changes the count type from incremental  [Count up] to decremental  [Count down].



[Display 1/10]

The tenth of a second is displayed during the last minute in countdown mode.



[Shot clock]

Selection menu of ball possession clock settings.

☐ [Shot clock]

☒ Possession clocks present (connected).

☐ Possession clocks not present (or disconnected).

☐ [Time 1: XXs]

Possession time in seconds of the first timer.

☐ [Time 2: XXs]

Possession time in seconds of the second timer.

☐ [Duration: Xs]

Duration of the horn for possession clocks (enter 0 if you do not want the horn to sound at the end of possession time).

☐ [Last sec]

☒ Always displays the remaining possession time until the end of the game.

☐ If the remaining game time is smaller than the possession time you want to reset (Time 1 or Time 2), the possession time will not be displayed.

☐ [No stop]

☒ Does not stop game time when possession time reaches 0.

☐ Automatically stops game time when possession time reaches 0.

☐ [Link S/S]

Links the start of the shot clock with the start of the game time.

☐ [1/10s]

The tenth of a second is displayed during the last 10 seconds.



[Setup Timeout]

Selection menu of timeout settings.

☐ [On Clock]

☒ The timeout is displayed instead of the game time.

☐ The timeout is displayed on the optional module.

☐ [Number: X]

Number of timeouts allowed (per period or per game).

☐ [Duration: X]

Timeout duration in seconds.

☐ [Horn before end:]

Horn before the end of the timeout (in seconds).

☐ [AutoClear]

☒ The number of timeouts allowed is reset to zero at the start of each new period or overtime.

☐ The number of timeouts allowed is valid for the entire game (period and overtime).

☐ [Ext. Auto]

☒ The timeout requested by the coach starts automatically.

☐ The timeout requested by the coach must be confirmed to start.



[Ad. Fouls/Score]

Activation of personal fouls, penalties, and goals scored by player.

☐ [Fouls Score]

☐ [Fouls]

If the box is checked (☒) , the player number is requested when entering a foul. Depending on the sport, activate this box if you have a 909, 919, or 929 table.

☐ [Score]

If the box is checked (☒) , the player number is requested when a goal is scored. Depending on the sport, activate this box if you have a 919 or 929 table.

☐ [Player Fouls X]

Maximum number of fouls per player.

☐ [Fouls time]

If the box is checked (☒) , it is possible to give expulsion times. Depending on the sport, activate this box if you have a 908 or higher table.

☐ [Select exp. x]

Enter the value for the 6 possible expulsion times.

☐ [Minutes XX]

Value in minutes for the duration of the expulsion.

☐ [Seconds XX]

Value in seconds of the expulsion duration.

☐ [Clear All]

Clears [Fouls Score] and [Fouls time].



[Setting Horn]

Selects and sets the duration of the horn for the end of the period, break, and timeout.

☐ [Period: X]

Duration of the horn in seconds at the end of each period (enter 0 if you do not want a horn at the end of each period).

☐ [1m left in Period: X]

Duration of the horn in seconds 1 minute before the end of the last period or overtime.

☐ [Pause & Timeout: X]

Duration of the horn in seconds at the end of each break and timeout.

☐ [Horn before end of timeout X]

Duration of the horn in seconds before the end of each timeout.

☐ [Timeout]

If the box is checked (☒) , the horn will be activated at the end of each timeout.

☐ [Pause]

If the box is checked (☒) , the horn will be activated at the end of each pause.

☐ [30s Pre End Pause]

If the box is checked (☒) , the horn will sound for one second, 30 seconds before the end of each pause.



[Scoreboard type]

Select the number of lines, orientation, and type of scoreboard.

☐ [Lines: X]

Number of lines on the scoreboard.

☐ [Vertical]

If the box is checked (☒) , the scoreboard is installed in a vertical position.

If the box is unchecked (☐) , the scoreboard is installed horizontally.

☐ [Calypso SW]

If the box is checked (☒) , the Calypso SW scoreboard is selected.

If the box is not checked (☐) , the other type of scoreboard is selected (Piccolo).

5.2 **[Save] Save sports settings**

Saves the latest changes made in all sports to the console. A confirmation message appears before the save is executed.

5.3 **[Standard] Restore factory settings for a sport**


Loads the default settings for the selected sport. This operation does not save these values to memory. If you want to use these settings in future competitions, you must save these values as described in the previous paragraph.




5.4 **[All Def & Save] Restore factory settings for all sports**


Loads all settings for all sports and saves them to memory. This function loads the initial values from Swiss Timing (see Default Values section).


<p>This function must be performed after a "Firmware Upload."</p>



6 [PLAY] MATCH

This function is used to control the match. You must first select the desired sport in the  [Select] menu.


Use the  and  buttons to select the desired sport and press . The software returns to the main menu and the icon of the selected sport is displayed in the middle of the screen.

Press the  [Play] button to enter the game. The software will first ask you if you want to continue the previous game or start a new one:

 **Download previous game ?**

Answer  to start a new game.
 to continue the previous game.

If the START/STOP switch is set to START:

 **Move switch to off position !**

Set the START/STOP switch to STOP to continue.

When water polo is selected and depending on the selected settings, the console displays the data for the first period.







See chapter:6.1 Sports with game time













6.1 Sports with game time

The display is divided into three parts:

A. The general display setting the playing time:

<u>Display</u>	<u>Description</u>
	Game time
	Game time in STOP position
	Current period
	Ball possession time (Shot Clock)
	Period change
	Modification of the game time during the match



- B. Display of the home team (HOME or name entered in the console settings).
- C. Display of the visitors team (VISITOR or name entered in the console settings).

<u>Home</u>	<u>Visitor</u>	<u>Description</u>	<u>Home</u>	<u>Visitor</u>	<u>Description</u>
ooo		Display time outs			Score -1
000		Scores			Score +1
		Personal foul			
		Time out			Temporary exclusion

Depending on the sport and configuration, only certain keys are visible.





6.1.1 Starting the period




To start the period, set the START/STOP switch to START. The running time will then start counting down or up according to the settings defined in the sport selection.

- In the START position, the display shows 00
- Set the switch to STOP to stop the game time.
- In the STOP position, the display shows  000 .

6.1.2 Modifying scores




Scores can be modified using the function keys.

- Press an incremental key  to increase the score.
- Press the  key and then  (the  key changes function) to decrease the score.



If  [Ad. Fouls/Score] [Score] has been checked in  [Settings] Selecting the parameters for a sport, the number of the player who scored is then requested. Players currently on the field are indicated with a black jersey, the others with a white jersey. If the goal is not to be attributed to a specific player, confirm with the  key.

6.1.3 Entering a foul

When a player commits a foul, it is possible to enter the total number of fouls per team as well as the number of personal fouls (depending on the selected settings).

- Press the function key  (Home or Visitor) to increment the total number of fouls per team.
- Press the  button, then the  function button to deduct a foul.

Depending on the selected settings, the player number is then requested :




- Press the corresponding player number to assign it to a player.
- Press the  button to assign it to the team in general without assigning it to a player (for example, if the coach committed a foul).
- Press the  button to cancel the foul assignment.

If the external timeout is selected in Console Set, the coach can request a timeout by pressing an external push button (see chapter 3.2.8).






Note: When a player reaches the maximum number of fouls allowed, they are automatically removed from the list of players on the court.

6.1.4 Introducing a penalty



In some sports, when a player commits a foul, it is possible to exclude them for a specified period of time.







- Press the function key  (Home or Away) to assign a temporary expulsion to a player.
- Press the "F1" key to choose the duration of the temporary expulsion.
 - If the exclusion is not to be assigned to a specific player (depending on the scoreboard configuration), or if you want to start the penalty immediately and the player number is not known, confirm by pressing the  key.
 - or**
 - Press the "Player" key to select the number of the player to whom the exclusion is assigned
 - or**
 - Press the  button to cancel the assignment of the exclusion.

Note: the player is automatically removed from the list of players on the field.

- Press the  button, then the function button  (Home or Visitor) to delete an exclusion. On the next screen, press the button(s) corresponding to the exclusion(s) to be deleted, then confirm with  or cancel the deletion with . On this screen, it is also possible to change the number of a penalized player: press the  key ("nT" appears on a black background), then press the key corresponding to the penalty for which the player number needs to be changed ("T1" to "T5"), and finally press the key corresponding to the number of the player who is penalized.

6.1.5 Entering a timeout

In the settings  [Time out] of  [Settings] Selecting the settings for a sport, you can define the various data concerning timeouts.

- To display a timeout during a match, first set the START/STOP switch to STOP, then press the  (Home) or  (Visitor) function key. If you have a scoreboard with a separate timeout display, the time will appear in the outer zone.
- To remove a timeout entered by mistake, press the  button and then the  (Home) or  (Visitor) function button.
- To display a technical timeout during a game, press the  button. The duration of the technical timeout is then displayed on the scoreboard instead of the game time.

If an external timeout is selected in Console Set, the coach can request a timeout by pressing the external button (see section 3.2.8).


If the timeout lasts less than the displayed time and the teams resume play, the timeout is cleared when the START/STOP switch is set to START and game time continues.

At the start of the 3rd period, a message on the console asks to reverse the teams' external timeout buttons:





- If the teams switch positions in the game, press **Yes**.
- If the teams remain in their positions in the game, press **No**.

6.1.6 Management of Shot clock

It is possible to manage the shot clocks using an external START/STOP & RESET switch:



- Connect the external switch on the back of the console.
- Clicking the RESET button resets the possession time to its initial value of 25 seconds (Time1). Double-clicking the RESET button resets the possession time to 15 seconds (Time 2).
- The functionality of the external START/STOP switch changes depending on the settings made in  [Consol set].

6.1.7 Changing the players on the field

- Press  then  to change the home team's lineup.
- Press  then  to change the visitor team's lineup.

Players on the field are indicated with black jerseys, while the others are indicated with white jerseys. Press the corresponding buttons to change the players on the field. The numbers and amount of players on the field are displayed in the middle of the screen.

From this screen, you can:




- Switch to the home team lineup by pressing the  button.
- Switch to the visiting team's lineup by pressing the  button.

Confirm changes by pressing  or .

Note: when a player reaches the maximum number of fouls allowed, they are automatically removed from the list of players on the field.


6.1.8 Changing the period

















The period is not automatically incremented at the end of the game so that the score or other parameters can be modified before moving on to the next period. To move on to the next period or to modify its value:

- Press  to increment the current period by 1.
- Press the  button, then  to decrease the period by 1.



See also the chapter "6.1.10 " End of the period

6.1.9 Changing the game time during a match

When the game time is in the STOP position, the function key  is enabled. You can then correct the time of the current period to adjust it to a new value. This function does not allow you to change the duration of the period selected in the settings. Depending on the sport, some of the following functions may not be available:

- Press the  button to display the game time modification menu.
- Press  [Min.] to change the minutes:
 - Enter the new value and press the  button to confirm the entry.
 - Press  to exit without saving the new value.
- Press  [Sec.] to change the seconds:
 - Enter the new value and press the  button to confirm the entry.
 - Press  to exit without saving the new value.
- Press  [1/10] to change the tenths of a second:
 - Enter the new value and press the  button to confirm the entry.
 - Press  to exit without saving the new value.
- Press  [Shot clock Sec.] to change the possession time:
 - Enter the new value and press the  button to confirm the entry.
 - Press  to exit without saving the new value.
- Press  [HOME] to change the exclusion times for the home team.
- Press  [VISITORS] to change the exclusion times for the visitor team.
- Press  [Pause] to introduce a break at any point during the match (see 6.1.11 PausePause for more details).

To return to the [Play] menu:

- Press the  button to confirm the change(s).
- Press the  button to exit without saving the new value(s).


If the playing time has been changed, a question will appear



Apply the difference to all the timers ?

asking whether all exclusions should be modified accordingly.

Pressing  changes all exclusion times and playing time.

Pressing  changes only the playing time.

6.1.10 End of period


When the end of period time is reached, the following message is displayed:



Move switch to off position!

Set the switch to STOP.

If necessary, adjust the score or deal with any other events that may have occurred.

Press  to move on to the next period.

Choose whether to reset certain counters:

- | | |
|--|---|
| <input type="checkbox"/> [Reset Team Fouls only] | Resets the number of fouls per team to 0. |
| <input type="checkbox"/> [Reset Fouls & Time Outs] | Resets the number of team fouls and the number of timeouts used to 0. |
| <input type="checkbox"/> [Reset Time Outs only] | Resets the number of timeouts used to 0 for each team. |
| <input type="checkbox"/> [No reset] | Nothing is reset to 0. |




You can then choose the following data:

NP = No Pause: pressing this button will not display any break time on the scoreboard; the next period of play will appear automatically.


P1, P2, P3: pressing one of these buttons will display the pre-programmed break time on the scoreboard. When the break time is over, the game will automatically move on to the next period. Pressing the ESC button will interrupt the break time and automatically move on to the next period.

6.1.11 Pause

At any time when the game time is stopped, a countdown (or pause) of any duration can be entered. This is particularly useful, for example, to indicate the start of the match or the time remaining for warm-up.



- Press  (Pause) then ☐ (Pause).
- Select the duration of the pause with ☐ [Minutes] and ☐ [Seconds].
- Confirm the duration of the break by pressing . The duration of the break is now displayed on the screen and on the scoreboard.
- At the end of the break, the display and the board show the game time again.
- Press  to cancel a break in progress.

6.1.12 End of game

When the last period has ended, press ; a screen will ask if you want an extra period:





Extra period ?

Answer  to end the game. The console will display GAME OVER and it will no longer be possible to restart the game.
 to enter the first overtime period.

When the console displays GAME OVER or at any other time, press the  button to exit the game:



Would you exit the game ?

Answer  to stay in the current game
 to exit the current game

To start a new game, you must first exit the current game.

7 SCOREBOARD APPLICATIONS

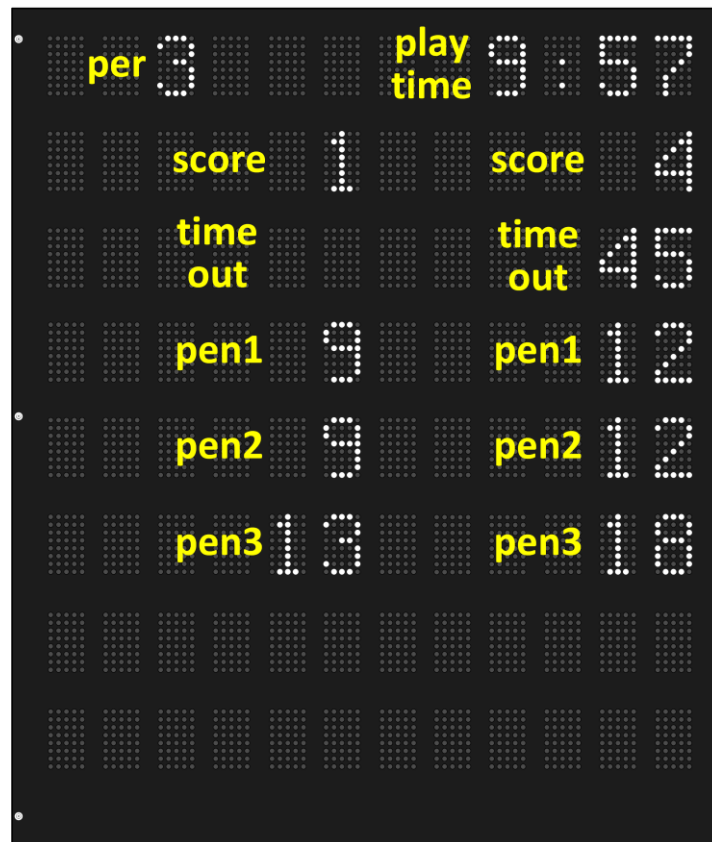
7.1 CALYPSO HORIZONTAL

HOME TEAM NAME				VISITORS TEAM NAM			
per 3		00:04:17				00:00:00	
		pen1	19:00	time out			00:00:00
		pen2	30:00:00			00:00:00	
		pen3	35:00	score	21		00:00:00

7.2 CALYPSO VERTICAL

HOME		VISITORS	
	00:04:17		
score	21	score	18
time out	00:00	time out	45
pen1	19:00	pen1	12
pen2	30:00	pen2	20
pen3	35:00	pen3	35
	00:00:00		
	00:00:00		
	00:00:00		
	00:00:00		

7.3 PICCOLO



8 PROPERTIES

8.1 Dimensions and weight

Dimensions of the WP console: Hx90/Lx285/Dx205

Case weight: 1.3 kg

8.2 Maintenance

Before performing any maintenance on the device, please check that the power supply and data cable(s) are disconnected.



Clean the console with a soft, lint-free cloth (e.g., microfiber), slightly dampened, using light circular motions without applying too much pressure. If the console is very dirty, you can use a little soapy water, but make sure that it does not get into the openings of the device.

8.3 Storage

The Calypso console should be stored in a clean, dry place.

The storage temperature is -10°C to +60°C, while the operating temperature is 0°C to +45°C.

9 DEFAULT VALUES

Console Set – External START/STOP		Permitted values	Default values
	Ext. Timeout		<input type="checkbox"/>
24	Ext. Poss.		<input type="checkbox"/>
	Ext. S/S		<input type="checkbox"/>

Selection / Setting		Permitted values	Default values
Number period		1 - 9	4 + 2EP
Setting period & pause	Period setting	1 – 9 / 0 - 59	1 / 8
			2 / 8
			3 / 8
			4 / 8
	Extra period setting	0 – 4 / 0 - 59	EP1 / 3
			EP2 / 3
	Pause setting	1 / 0 - 30	P1 / 2
		2 / 0 - 30	P2 / 3
		3 / 0 - 30	P3 / 5
Count Up / Down		Up/Down	Down
Display 1/10			<input checked="" type="checkbox"/>
Shot Clock	Shot Clock		<input checked="" type="checkbox"/>
	Value in seconds of Timer 1	0	25
	Value in seconds for Timer 2	0 – 99	15
	No stop		<input type="checkbox"/>
	Duration	0 – 15s	2
	S/S Link		<input checked="" type="checkbox"/>
Setup Time Out	On clock		<input checked="" type="checkbox"/>
	Number of timeout	0 – 3	2
	Duration	0 – 99 sec.	60
	Horn before end of the timeout	0 – 59s	15
	AutoClear		<input type="checkbox"/>
	Ext. Auto		<input type="checkbox"/>
Advance Fouls/score	Foul score		<input checked="" type="checkbox"/>
	Foul time		<input checked="" type="checkbox"/>
	Clear all		<input type="checkbox"/>
Setting Horn	Period	0–15s	3
	1 min left in the period	0–15s	1
	Pause & time out	0–15	3
	Horn before end of the timeout	0–15	1
	Timeout		<input checked="" type="checkbox"/>
	Pause		<input checked="" type="checkbox"/>
	Horn 30s before the end of the break		<input type="checkbox"/>
Scoreboard type	Lines	6 – 8 – 10	6
	Vertical		<input type="checkbox"/>
	Calypso SW		<input type="checkbox"/>

10 ELECTRICAL PROPERTIES



WARNING:

- When the console is equipped with the internal Bluetooth option, TX₁ (pins 1 and 2 of the panel connector) IS NOT AVAILABLE.
- It is therefore recommended to always connect scoreboards to pins 3 and 4 of the Scoreboard connector.

Connector	Pinning		
SCB RS422 7PF Tuchel			
	1: +12V 2: NC 3: TX1- 4: TX1+ 5: TX2- 6: TX2+ 7: GND	1: +12V 2: NC 3: TX- 4: TX+ 5: RX- 6: RX+ 7: GND	
PC RS232 Sub-D 9PF	2: TX 3: RX 5: GND		
 POSSESSION 3PF	1: Home 2: Visitors 3: Common		
24 Start/Stop + Reset 3PF	1: Reset 2: Start/Stop 3: Common		
 Start/Stop 3PF	1: Not used 2: Start/Stop 3: Common		
POWER DC 9-18 VDC 4PM DIN	1: +9-18V 2: GND 3: Not used 4: Not used		
HORN Banana terminals			

11 APPENDIX

11.1 Version history

Version	Changes since the last version
1.0	Initial version
2.0	Second version (Waterpolo version)
2.1	Correction of pinning table
2.2	Update photos of the WP console
2.3	Reset shot clock 30s/20s
2.4	Examples of scoreboard applications
2.5	External Time out set by coach chapter added
2.6	External timeout configuration added in 3.2.8 and 6.1.5
2.7	Added section 3.2.6 + Updated configurations, images, and features

NOTES

