

## Introduction to the use of the shotclock

### Connect the shotclock to your phone

The shotclock is controlled through your tablet or smartphone. Connect your tablet or phone to the local WiFi-network **POLONET**. There is no password needed to connect. To avoid connection problems, please disable your mobile data connection; if not you will not be able to connect to the clock.

If the clock is up and ready you will see one or more green lights on the front. Open a browser on your device (Safari, Firefox or Chrome) and enter the IP-address you see on the clock (this is displayed in 3 screens):



This address will be different for each clock. On the pictures you see the address **http://10.0.0.3**. Enter this address (including the http:// in your browser and you will see the primary page of the clock. On this page you see the main data of the clock (Fig. 1). This page is public and can be seen by everyone.

To take the control of the clock, press the **“Login”** button (Fig. 1).

Press once again **“Login”** (Fig. 2) to get the control of the clock on your device (Fig. 3). The clock will stop displaying the IP-address and will show time and scores (Fig. 4).

It is possible that the previous user has forgotten to log out after the previous match. In that case you will get an error message and you will not get the control of the clock.

- The control will automatically be disconnected from the previous user after 10 minutes. This can be seen once the clock start displaying its IP-address again.
- If it is necessary to take the control faster, then a disconnection can be forced by pressing the middle button **“Verbreek verbinding”** for 2 seconds on the back of the clock (Fig. 5 “Verbreek verbinding”). The clock will start displaying its IP-address again. Now try again to take the control (see previous paragraph).

Before disconnecting the mains, the clock must be shut down correctly (it is a computer system). This can be done by pressing the (small) on/off switch which is located on the upper side of the wiring hole. Wait until the clock display has become dark (only a red lamp will be lit) before disconnecting the mains.

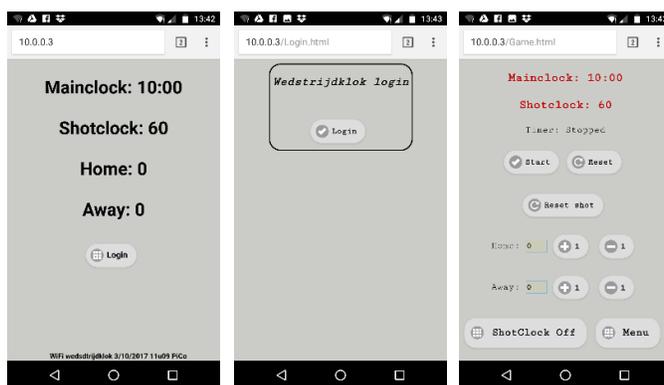


Fig. 1

Fig. 2

Fig. 3

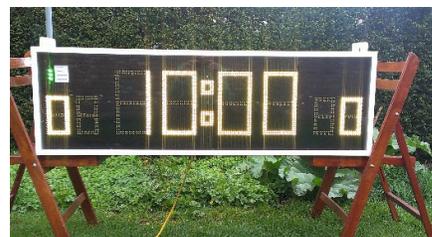


Fig. 4



Fig. 5

**Controlling the clock during a game:** See other side

[Connect the shotclock to your phone:](#) See topsection on the other side  
[Controlling the clock during a game](#)

The control page of the clock looks as in Fig. 6. If no action is done on this page for 10 minutes, you will lose the control, as your device will be disconnected from the clock. The remaining time is displayed on the bottom of the page. In case you risk to lose control you can press the **“Stay Logged in”** button.

If you get logged out during the game, Login again (see above). The clock stays in the running state and you will get the control again.

The score is altered by pressing the +1 and -1 buttons. **“Home”** is the team on the left side and **“Away”** is the team on the right side.

The time can be started by pressing the **“Start”** button and stopped with the **“Pause”** button.

The shot timer is reset with the **“Shot reset”** button (if applicable).

The clock can only be reset to a new playing time while the clock is paused. This is done by tapping

- **2x** the **“Pause/Reset”** button to set the playing time to 3 minutes (prolongation or pause time); do not press to fast
- **3x** the **“Pause/Reset”** button to set the playing time to 10 minutes (normal playing time)

If the clock is running, the **“Reset”** button is replaced by the **“Pause”** button

[Reset the clock for pause \(3min\), prolongation \(3min\) or new game \(10min\)](#)

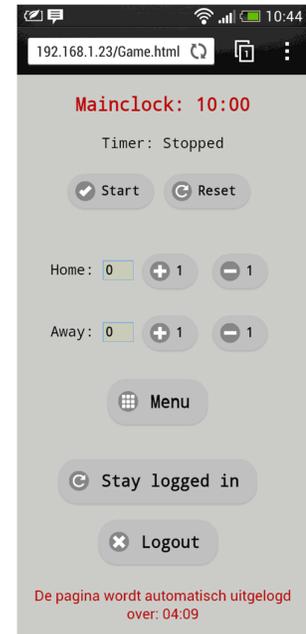


Fig. 6

