**Fencer Scoreboard Controls**

|  |  |
| --- | --- |
| **Key** | **Action** |
| SPACE / ENTER | Start or stop the main clock. |
| CTRL+UP | Stop and reset the main clock. |
| SHIFT+UP | Adds 1 second to the main clock |
| SHIFT+DOWN | Subtracts 1 second from the main clock. |
| CTRL+SHIFT+DOWN | Sets the main clock to 00:01 |
| FORWARD SLASH | Toggles the break / timeout clock |
| CTRL+SHIFT+L | Resets all values on the board, including fencers. Fencer names and colors are not reset, and should be changed manually. |

**Fencer Controls:** *Hold SHIFT to decrease, or CTRL to reset.*

|  |  |
| --- | --- |
| LEFT / PERIOD | Adjust left fencer’s score. |
| SEMICOLON | Adjust left fencer’s doubles. |
| OPEN BRACKET / [ | Adjust left fencer’s cards. |
| RIGHT / FORWARD SLASH | Adjust right fencer’s score. |
| QUOTE | Adjust right fencer’s doubles. |
| CLOSE BRACKET / ] | Adjust right fencer’s cards. |

**Number Pad Controls**

|  |  |  |  |
| --- | --- | --- | --- |
| ENTER | Toggle main clock | MULTIPLY (\*) | Toggle break clock. |
| PLUS | Add 1 second to clock. | SUBTRACT | Subtract 1 second |
| NUM-04 | Increase left score | NUM-06 | Increase right score |
| NUM-01 | Decrease left score | NUM-03 | Decrease right score |
| NUM-07 | Increase left doubles | NUM-09 | Increase right doubles. |
| NUM-08 | Next card – left | NUM-02 | Next card – right |

The doubles and cards cycle through. For example, if 3 doubles, pressing NUM-07 will set it to zero.

**Configuration**

To change fencer names and colors, click the config icon in the lower-right.

Colors must be entered as CSS values:

* Names such as ‘red’, ‘blue’, ‘green’.
* Hex values, preceded by a ‘#’ symbol
  + #FF0000 (red)
  + #009900 (green)
  + #0000CC (blue)
* RGB values, in the format: rgb(100, 200, 20)