GameView Scoreboard Instructions – Basketball Game Setup and Operation

This guide will walk you through setting up and operating your GameView scoreboard for a basketball game, step by step.

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1. Connect the iPad to the Scoreboard

- Ensure your controller device (iPad) is connected to the **same wireless network** as the scoreboard.
- Open the GameView app.
  - Note: GameView app should have access to **Local Network** in the iPad App Settings
  - **Auto Lock** in the iPad settings should be set to "Never"
- Enter the **IP address** and **passcode** for your scoreboard (available on your GameViewBoards.com dashboard).

Demo Mode:
Use gameview.fly.dev (no passcode) and tap **Connect**.

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2. Select the Sport and Navigate Screens

- Switch the mode to **Basketball**.
- The app includes five main screens:
  - **Game**
  - **Logbook**
  - **Players**
  - **Media**
  - **Settings**

3. Set Game Time

- Go to the **Settings** tab.
- Under **Board Settings**:
    - Set the timer to your period time (example: **8 minutes**.)
    - Tap **Reset Timer** in the upper left corner and confirm to update the clock display

4. Update the Scoreboard

- Under the **Settings** tab, tap **Update Scoreboard** to load new:
    - Team data
    - Player images
    - Sponsor Ads
- Take a quick note in the Settings:
    - **Power On/Off** toggle for displays
    - **Horn volume** adjustment

5. Setup Teams and Players

- Navigate to the **Players** tab.
- Select the **Home Team** & **Away Team**
    - Team logos and mascots will automatically appear on the scoreboard.
    - These teams are setup through your GameViewBoards.com Dashboard

Player Setup:

- Note: Player Names, Numbers and Photos can be setup online.
- Add Player Numbers to the teams by typing in the number and pressing one of the arrows
- Once both teams have at least 5 active players, the **stats panel** becomes visible.
- Tapping the player will toggle them between active and inactive. (Inactive players can still be selected for scoring and fouls)

Note: The Stats Panel places the latest Score or Foul on the top of the list.

6. Use Game Controls

- Go to the **Game** tab.
- Available buttons:
    - **Score**: 3 pt, 2 pt, 1 pt
    - **Foul**
    - **Timeout**
    - **Return (**Returns player photo back to team mascot)
    - **Start/Stop** clock
    - **Reset** clock (confirm to use default time)
    - **Horn**

Assigning Points or a Foul:

- Tap a score value (e.g., 3 pt) or a Foul
- Double Tap a Player Number
    or tap only the **check mark** to record without assigning to a player.

Undo & Return:

- Tap the **Undo Icon** on the popup notification to remove an entry.
- Use **Return** to remove the player graphic and revert to the team mascot.

Horn:

Press and hold the **Horn button** in the top corner to activate the horn at any time.

Possession:

- Tap the **possession arrow** to toggle teams.
- Tap again to **hide** the arrow.

7. Manage Teams and Game Edits

- **Press and Hold** on the black scoreboard area to:
    - Edit team names
    - Change team colors
    - Adjust Scores
    - Adjust timer
    - Adjust TOL
    - Adjust Fouls

8. Timeouts, Breaks and Ads

- The clock must be **stopped** before a timeout or break can be called.
- During a timeouts and breaks, sponsor **ads** will display automatically.
- Tap the Timer Icon in the top right for adding an intermission
    - o Select the time, and any optional warning horns.
      (A final horn will sound at the completion)
    - o Tap **Start** to begin the **intermission timer** between games.
- To exit, tap **Orange Counter** and confirm.

9. Media and Logbook

- **Media** tab: Play GameView & School's videos

  Note: You can add videos to your GameView Scoreboard by inserting a USB Drive into the GameView computer. The USB Drive should have your video files (.mp4 format) in a folder called "media". Then select **Update Scoreboard** in Settings to copy them to your scoreboard.

- **Logbook** tab:
    - o Review all recorded game actions.
    - o Filter by **team** or **action type** (e.g., points, fouls).
    - o Delete incorrect entries and re-enter them if needed.

Wrap-Up

You're now ready to run a full basketball game using your GameView scoreboard.