

Snooker Scoreboard

Purpose

Snooker Scoreboard was created to be sent to a screen that can be easily viewed by all. Addition and subtraction errors are eliminated.

Tools Used

It is written in C and uses GTK version 3. GTK is cross-platform but Snooker Scoreboard has only been tested under Linux. It also needs Alsa Tools and mpg123, both for audio.

Implementation

In my application I have a 42" TV mounted on a wall. A raspberry Pi 4 is running ssb and driving the TV. Pretty much anything running Linux could be used to run ssb and pretty much anything with an HDMI input could serve as a display. Screen resolutions have been a challenge and some changes might be required if you use a display that does not have a 16 x 9 aspect ratio. The default screen resolution is 1280 x 800.

Features

- Maintains a master player list
- Accommodates 2 and 4 player matches
- Accommodates timed and non timed matches
- Accommodates a variable number of frames per match
- Shows scores, frames, current break, and score difference

Installation

Download and unzip the source files.

Type make to build the executable.

Dependencies are GTK 3 and gcc

Copy or move the executable (ssb) to the directory of your choice.

To execute, change directory where the executable resides, then type ./ssb

Getting Started

The first thing to do is create a master player list that match players can be chosen from.

Before Play

Once the master player list has been populated choose Play / Match Settings. In match settings enter the match parameters. Enter 0 in match time if the match is not timed. After the match settings have been entered choose Play / Match Players. There you can choose the players for the upcoming match from the master player list.

Begin Play

Once the match settings and match players have been chosen you're ready to begin the match. Choose Play / Begin New Match. You will be taken to the scoreboard screen where the play can be recorded.

Entering Balls Potted and Fouls

The current player (or team) will be in green. Use cursor left and cursor right to select the player / team. The number keys are used to update the scores. The number corresponds to the point value of ball potted. 1 corresponds to a red ball, 5 is for a blue etc. If the break you are recording is a red and a blue, you can press 1 then 5. Alternatively, you could just press 5 to record a blue being potted as it would not be possible to pot the blue without potting the red. When the break is over, use the cursor keys to select the other player or team.

To record fouls use the function key that corresponds to the foul points. That would be F4 for a 4 point foul, F6 for a six point foul, etc. Maintaining the number of red balls remaining critical. In the case where a red is potted on a foul, press the F4 followed by the minus key. In the case where two reds are potted on a foul press the minus key twice after F4.

The frame ends when the last ball is potted, the game is conceded, or match time has expired. A capital G (for give-up) is used to concede. The next frame can be started by pressing the capital N (new or next frame).

The ESCAPE key can be used to close the scoreboard window and return to the main screen. Under the Play menu you can begin a new frame, begin a new match, or fix scores.

Fixing Errors

Making data entry errors is inevitable, especially for new users. There are two methods of correcting them available. Ten levels of undo and redo available. A snapshot of the play is taken when the other player / team is selected by using the cursor keys and pushed onto a stack of snapshots. Pressing the capital U (undo) pops the snapshot from the stack and restores the state of play. Redo (capital R) reverses undo commands.

When things get way out control, use Fix Scores where you can manually enter the state of play. To perform that press ESCAPE to get to the menu and choose Play / Fix scores. Once complete choose Play / Resume Frame.

A very common data entry error is to record pots and fouls to the wrong player / team. If this happens:

- Use the cursor keys to select the other player. A snapshot of the score will be pushed onto the undo stack.
- Press the <Shift>U to undo what you just did. Things will be as they were before making the entry to the wrong player.
- Select the proper player and record their scoring.

Key Summary

ESCAPE	Closes scoreboard and returns to the menu
Cursor Left / Cursor Right	Chooses other player / team and saves undo data
1, 2, 3, 4, 5, 6, 7	Record potted balls
F4, F5, F6, F7	Record fouls
-	Decreases reds remaining after a foul is recorded
<Shift>U	Undo
<Shift>R	Redo
<Shift>N	Begin new or next frame
<Shift>G	Give up or concede

To Do

- Keeping track of high breaks.
- Become a better snooker player (should be number one on the list)