

Lurker Paintball's FREE XBALL SCOREBOARD WALK THROUGH

Thanks for downloading our free flash based software.
We first off want to thank Ballers Inc PB, LVP South and
Deviant Apparel for making this possible!



SECTION A: MAIN GAME TIMER AND CONTROLS.

Use this are to control the actual game time. You can set the time manually for each point using the plus and minus signs above the numbers or use one of the Preset times below the timer.

CONTROLS:

START / STOP – This starts the point and then stops the point. Pressing STOP will bring up the CONFIRM POINT Alert. Select OK or CANCEL. OK Sounds the buzzer and starts the break timer. (ONLY IF LINK TIMERS IS ENABLED) If you press cancel, the time will continue to run.

RESET: This button resets the main game clock timer.

HARD STOP: This button stops game timer, ceases all other running functions.

POINT CFRM: When this is enabled, when you press stop at the end of a point, it will show an alert, allowing you to choose to end the point or go back to run the clock. (Waiting for ref confirmation of good or dirty hang)

RUN CLOCK: When this is enabled, the clock will continue to run down, between points, while the Break Timer is running. Disabled by Default.

LINK TIMERS: When a point is confirmed good or is stopped, when enabled, will start the break timer. Disabling it, WILL NOT start the break timer after a point has ended.

CONTINUE TIME: When enabled, instead of starting the next point at the present time you

have chosen, it will resume the game time from the last stopped time on the main game clock. Disabled by default.

MASTER RESET: Resets all scores, timers and presets.

SECTION B: BREAK TIMER AND CONTROLS:

START/STOP: This starts the Break Timer and Stops it.

RESET: Resets the Break Timer to whatever customer or preset you have chosen.

CUSTOM: This allows a user to input a custom amount of time for the Break Timer to use. It reads its input in SECONDS.

PRESETS: Choose a preset time. Each preset time also has its own audible announcement.

SECTION C: SCORE KEEPING

These two areas have Plus or MINUS buttons to adjust the score for each team accordingly.

SECTION D: TEXT PAD

This section is used for taking notes during the day, or typing out a practice schedule.

SECTION E: SPECIAL FUNCTIONS

TIMEOUT: When this button is pressed during game time, it plays the TIMEOUT Sound, sounds the buzzer and starts counting down from 2:00 to start the game time again.

BUZZER: This button sounds the buzzer at anytime.