

# GALACTICA

## FOOTBALL (SOCCER)



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## **CAUTION**

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# 1 INTRODUCTION – FOOTBALL

## 1.1 The Football working space

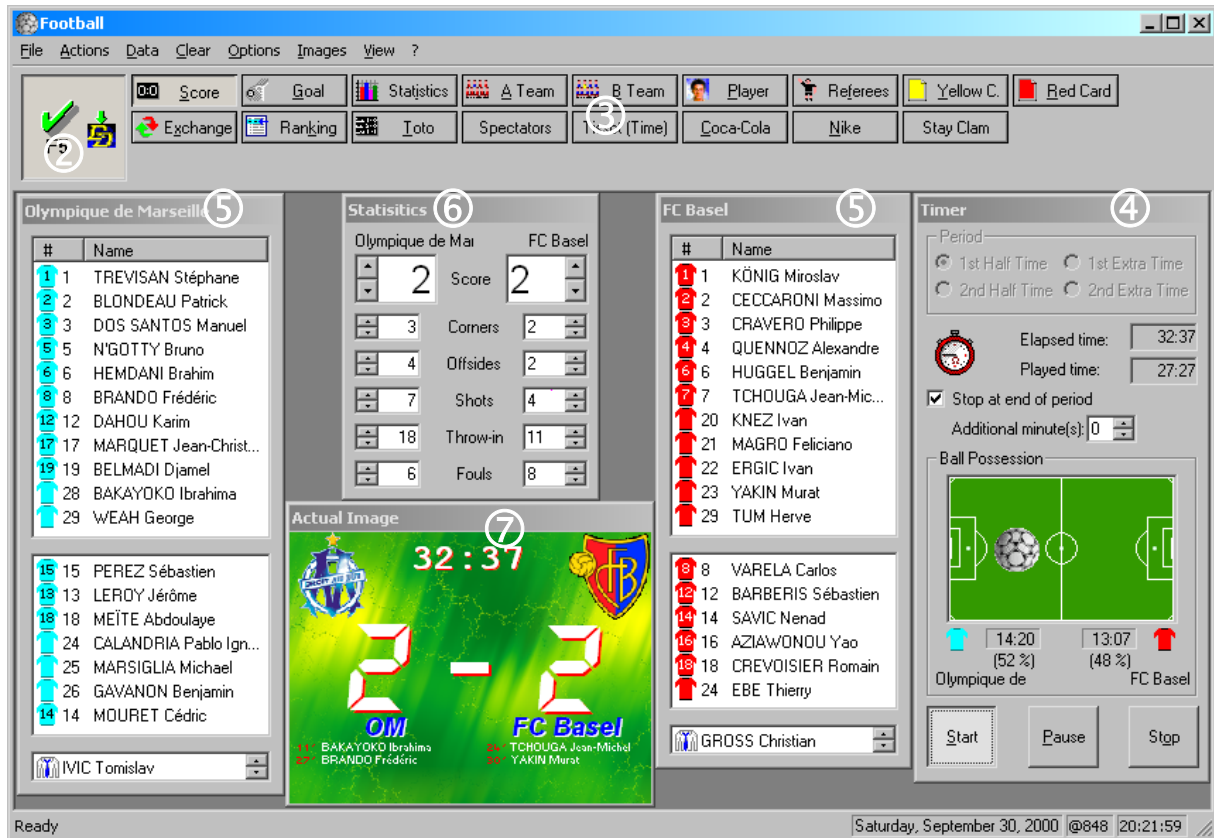


Fig. 1

- ① Main window
- ② Connection button with *Display Director (DD)*
- ③ Image selection bar (12 predefined images and 12 free available images)
- ④ Timer window, with ball possession and time management
- ⑤ Team windows
- ⑥ Statistics window
- ⑦ Preview window

## 2 PREPARATION OF THE DATABASE

The database must be created before the program can be used; only then will the correct information be available for the display generator.

### 2.1 Entering global variables

Select **Edit global values...** in the **Options** menu (Fig.2); enter number of matches played on one day of play (number of teams divided by 2).

Enter number of points for a win (normally 3) or for a draw (usually 1).

Assign a priority to the classification criteria: 1 is the highest and 9 the lowest priority. Priority 0 means that the criterion is not considered. For example if ranking by the number of points is desired, and in the case of a tie, the number of goals scored, enter 1 in **Points** and 2 in **Scored Goals**. Leave other criteria at 0.

Define timekeeping method: To display 2 times 45 minutes, select **2 x 0 – 45 min**. Otherwise, to restart the second half at 45.01 to 90.00 minutes, select **1 x 0 – 90 min**. By selecting **1 x 0 - 90 min**, the period area in timer window will be disabled (Fig. 9) and period will not be displayed on additional scoreboard (see § 8).

If all the variables are correct, confirm by pressing **OK**.

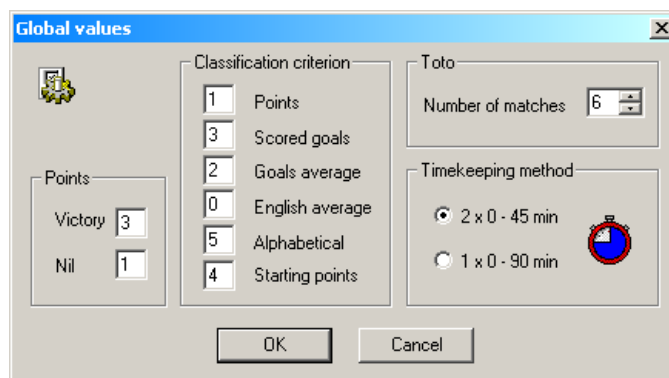


Fig. 2

### 2.2 Entering Teams

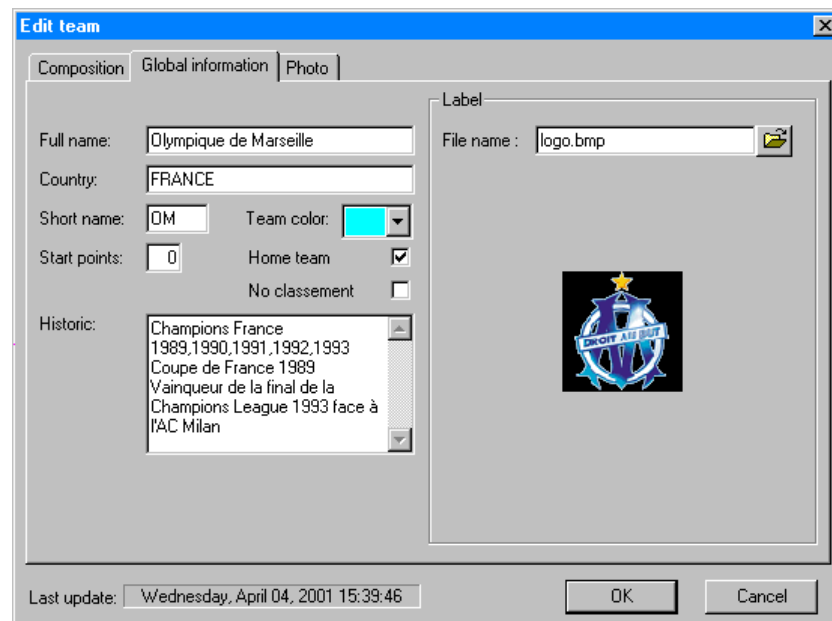
Select **Team Management...** in **Data** menu. A dialog appears, containing the names of the teams. If there is no available team or if you want to create a new one, select **Insert...** button, or for editing an existing team, select it in the team list and then select **Edit...** button.

The Football program saves, on the hard disk, all team information in a folder called with the team name under *Football teams* folder (generally C:\Football Teams\).

#### Note

If you remove a team, by security, the software makes a copy (backup) of the team, adding a '~' in front of the team name in *Football teams* folder (generally C:\Football Teams\). If you want to restore this team, you just have to rename the folder by removing the symbol '~' (with Explorer for example).

In editing mode, the *Edit team* dialog appears (Fig. 3)



**Fig. 3**

First you have to enter team's global information: **Full name** (this name is used to create the folder name in *Football teams* folder), **country**, **short name**, team's jersey **color**, **start points** (useful to show ranking information without having results of the championship saved in timetable (see § 1.2.4)), **home team** check (designate the team that normally plays at the location), **no classement** (specify that this team is not use for computing the ranking) and **label** of the team.

#### Note

The operator is responsible for the size of labels and the photo of the team. He has to ensure that it is not too large for the board. He can easily modify the size of any images using Paint Shop Pro<sup>®</sup>, Corel Photo-Paint<sup>®</sup>, etc...

When you browse for a photo or a label and you select an image on your hard disk, CD-ROM or floppy disk, the software copies it automatically in *Team folder*.

## 2.3 Entering player list

In *Edit team* window, select *Composition* tab. (Fig. 4)

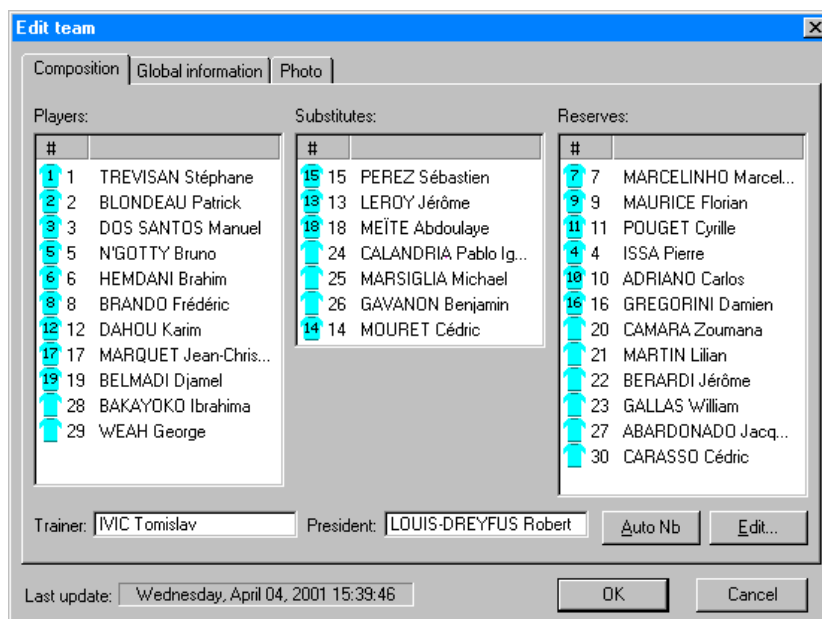


Fig. 4

The player list is divided into three areas: 11 regular players, 7 substitutes, 12 additional players. Thus the database can contain 30 player names.

The team makeup can change from one game to the other. Player names can simply be moved from one list to another using the left mouse button, or moved around within a list. This is done as follows:

Place mouse cursor on name of player to be moved. Hold down left mouse button. Move mouse cursor to desired position while holding left mouse button down. Release left mouse button. The two names will swap positions: the name that was originally in the new location now appears at the original position of the name that was moved. This method is called *Drag & Drop* method.

After the team makeup has been entered on the basis of the lineup, the jersey number is updated by clicking on **Auto Nb**, if the numbers are entered in increasing order. This function allocates jersey numbers 1 to 11 to the names on the **Players** list and 12 to 18 to the names on a **Substitutes** list, and 19 to 30 in **Reserves** list.

Note that numbers upper than 19 are not shown on jersey small images.



There are three ways to edit player's information:

- Select player you want to edit and then press **Edit...** button.
- Right click on the player, and select **Edit player** in contextual menu.
- Double click on the player you want to edit.

In player editing mode, the *Edit player* dialog appears (Fig. 5)



**Fig. 5**

Here the information is entered for the individual players: **name** (last name, first name), **bib number** (has to be unique !), **birth date**, **position**, **height**, **weight**, **member of club since** (year or date), **previous club**, **matches played**, **minutes played**, **nb goals**, **nb decisive pass**, **yellow** and **red cards** (during the current championship), a **picture** (Photo) as well as **additional information** (free available lines for further interesting information).

Information about the trainer or president of the club can be added to the database in the **Trainer** and **President** fields. Click on the corresponding field and then on **Edit** button. The entries are then made the same as for a player.

## 2.4 Schedule

When teams have been entered, the schedule for the complete season can be entered. Select **Timetable...** in the **Data...** menu. The **Timetable** dialog box appears on the screen. Enter the date of the game in the **Date** field. The **Round** field shows the round currently displayed.

The date of the game has a practical meaning. When the program starts, it searches for the current date in the schedule and the current date for this day appears on the screen.

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The **Timetable** window includes a number of fields in which the matches are entered. The Home team is always in the left field while the Visitors are entered in the right field.

Available teams are shown in each combo box.

The radio button in front of the names of the teams (Host) is used to select the game to be processed by the program. This choice is automatically updated when the name of the home team defined previously is entered (**Home** was checked when entering the teams in the **Global Information** window).

Use Tab or cursor keys to move from one entry field to another.

Pressing **Previous** or **Next** shifts to the previous or next game date. Pressing **Cancel** leaves the window without saving the changes. Pressing **OK** stores the entries in the database and closes the window.

Each game is initialized with a draw (0:0). These fields are updated during the day of the game. The selection box to the right of the match is used to confirm that the game was really played. If a match was not played or postponed for some reason, remove the check mark from the select box. This indicates that the match will not be included in the automatic ranking calculation.

It is important to leave the dialog set for the current game day. The round is necessary for correct ranking calculation. For example, if the dialog is left at the same setting as for the previous day, the ranking will be updated only up to this date.

## 2.5 Entering names of referees

Click on **Referees...** in the **Data** menu. A window appears in which the names of the referees and the two linesmen can be entered. You can also enter the nationality of each referee, and by using the properties of Image Editor (IMED), insert nationality fields with **information** coming from database (Referees nationality (REFEREE\_NATIONALITY) or Assistant referee nationality (ASSISTANT\_NATIONALITY)) and with *image type* selected. This will show flag instead of text nationality. For more information about this feature, see *Image Editor* user's manual.

### Note

The nationality has to be one of the IOC country code (Example: FRA: France; GER: Germany; SUI: Switzerland, etc...).

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## 2.6 Displaying ranking list

Select **Ranking...** in the **Data** menu. This function displays the ranking list on the screen. The ranking list is determined automatically based on the schedule and the result entered up to the current date. The current date (date and round) is displayed in the upper left corner of the window.

Different information is displayed on each line in the list. This includes the number of goals scored and awarded, the number of games played, but mainly the ranking and the number of points. The ranking is calculated on the basis of the criteria entered in **Global values** dialog.

The values displayed are transferred from the database and calculated directly by the program; they cannot be changed by the user.

## 3 PREPARATION OF THE IMAGES

The "Football (Soccer)" program has 12 different predefined images that can be called up at any time. Furthermore, user can define up to 12 other free images.

The content and form of the images are freely user-definable. The images are defined before the championship begins, and updated automatically on the basis of the information in the database.

To simplify access to the images and the image editor, the images are given a name; for example, the **Score** image can contain the names of the team, the score and the time.

### 3.1 Images management

In the **Images** menu, all features to manage the images are provided. The **Insert** command will ask you to enter a name for the new image and then it will start the *Image Editor (IMED)*. The **Edit** popup menu allows you to edit one of the existing images by starting the *IMED* with the selected image. The **Rename** command allows you to change the name of an image. The **Change order** command can help sorting the images in the *images selector bar*. The **Import** command is really useful if you want to have two similar images, for example, if an image has to have the same look (title, name position, rank fields instead of lane fields, etc...) as another one.

The easiest way to do that is to use the **Import** function. To prepare this "MY COPY" image, select **Import** in the **Images** menu: the *Import a Galatica image file* window opens; then you must select the image you want to copy, for example `FT_PLAYER.IGF` (note that all user defined button images are saved with a name `FT_Custom_XX` where `XX` is a 0 based index of the button position). This will add a new button called "Player". Launch the **Rename** function and rename the last image as "MY COPY". Then you can edit the "MY COPY" image using the **Edit** function, and with the *IMED* you can change, add or remove fields. By this way all the fields you want to keep, stay at the same place, and there is no field shifting when you change from an image to the other.

The **Remove** function removes an image in the image list and its associated button in the *images selector bar*. By security, a copy of the image which has been deleted is saved with the file extension `.~gfi` in the current sport folder.

### Note

If, by accident, you delete an image and want to restore it, you can do it by using the **Import** function and by changing the type in the *Import a Galactica image file* window to *Galactica Old Custom Files (\*.~gfm)*. The deleted images will be displayed. Note that if you delete twice the same “button”, only the last one will have been saved and will have overwritten the secure copy of the previous one.

The function **Transition effect for image** ►, in the **Images** menu, lets you to define the transition effect that will be used when the image is selected. The result of the effect will only be shown on *View online* in Display Director (DD) when F5 is activate, and the DHI is selected in the DD. Detail and explanation about effect could be found in DD user manual.

Please see user manual *Image Editor* in your GALACTICA documentation, to learn more about using the **Field Parameters** window.

## 4 TEAM WINDOWS

The two team windows displayed on the screen consist of three different lists. They are automatically filled with names when the current match is selected (on the schedule).

The names of the regular players (normally 11) are entered in the first list and the names of the substitutes are entered in the second, while the last contains the name of the trainer and president. The name of the team appears as the title of the window. (Fig. 6)

Note that numbers upper than 19 are not shows on jersey.

The main functions of this window could only be accessed with the contextual menu. Press mouse right button on a player to display the contextual menu. (Fig. 7)

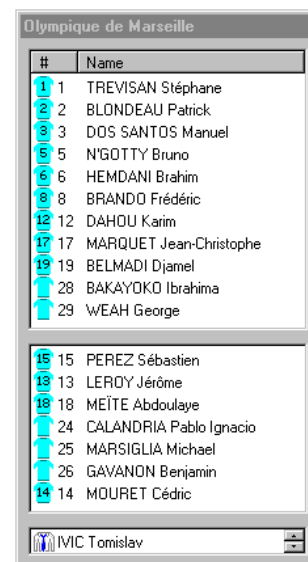


Fig. 6



Fig. 7

This menu allows you to set a **goal**, a **decisive pass**, a 1<sup>st</sup> **yellow card** or a 2<sup>nd</sup> yellow card, a **red card** for the selected player. You can also **exchange** the current player with the selected substitutes.

You can **edit the current player**, in case of a mistake (for example to remove a yellow card or a goal, etc...) and as well **editing the team** is also available.

Team jersey color could be change by using the menu **Team color** which shows a popup menu with all available color.

**Exchange side on screen** item exchange both position of team window. This is useful after the half time to have a window in mode WYSIWYG (What You See Is What You Get), that means the team playing on right side has to appear on right side on the screen and respectively team playing on left side has to appear on left side on the screen.

This is the recommended way to add a goal, yellow card or red card, because you can set some automatic transition to matching display. For example if you set a goal for the selected player with the contextual menu, the program could show instantaneously the **Goal** display, and then back to score after X seconds.

Select **Automatic transition...** in **Options** menu of main window. This will show the *Automatic transition* dialog box. (Fig. 8).



**Fig. 8**

You can define which action has to do an automatic transition, and if an automatic return on **Score** display is necessary.

**Note**

To present each player of each team:

1. Select the first player of the team.
2. Select image **Player** in *Image selector bar*.
3. Simultaneously while listening to the speaker, press the arrow down key to present next player.

## 5 Timer window

The timer updates the counter displaying statistical time information on the two teams. The date and time displayed in the status bar of the main window is used as the basis for time calculation.

The stage of the game (half time) is selected with the radio buttons.

When the game begins, click on **Start**. The timer (**Elapsed Time**) then displays the time since the game began (in seconds).

The timer is stopped manually by clicking on **Stop**; this is used only at the end of the first half time.

If you want to stop it automatically at the end of each period, check the box **Stop at end of period**. A second timer starts at that moment if additional minute(s) is different from 0.

The program has two other timers: the actual time played (**Played Time**) and **Ball Possession** for each team.

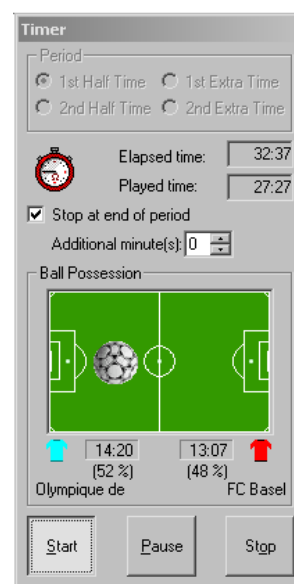


Fig. 9

The actual time played is updated during the game by the **Pause/Still** key. Each time the referee stops the game, click on **Pause**. The Played Time counter stops. The field turns red and changes to **Still**. When play resumes, click on the area again to restart the timer.

In this way, information can be provided during the game as to how long the teams have in fact played (in comparison to the total playing time). The **F12** key has the same function as the **Pause/Still** area.

The ball possession counter (and the percentage) for each team are updated to indicate that possession of the ball has changed. This is done either with the **F11** key, with which the ball is switched from one team to the other (the ball symbol for the respective team appears in the window) or using the mouse to click on the stadium image).

After the first half time has run out, click on **Stop**. After the desired information has been displayed on the panel, click on the radio button for the second half time. The timer is reset to 0 and calculation starts again at 0 for the second half time.

The fields showing times and ball possession cannot be changed directly. If an error is made while updating these counters, but the correct values are known, the counter must be stopped. Then they can be entered in the **Data** menu under the **Times** window, or with right click to show the contextual menu in time or period zone in *Timer* dialog box and select **Edit Times**.

Note that right click in *Ball Possession* zone displays another contextual menu which allows you to change the jersey color or to exchange side of each team.

The four different timers can be changed in this window. The values are entered in minutes and seconds. Note that there is a relationship between the counters that is checked by the program.

For example, the **Played Time** counter must never read higher than the **Elapsed Time** counter. It must also match to the total of the times for the individual teams. If the program detects an error during the check, it displays a red arrow next to the time that does not match the definitions. When the entry is confirmed by pressing **Enter**, if asterisks are still displayed in certain fields, the program will calculate these times according to the definition.

## 6 STATISTICS WINDOW



**Fig. 10**

Six counters for statistics are combined in the statistics. The first group is used for the score. After a goal is scored, pressing the upper arrow once increases the counter for the team. The value is automatically updated in the schedule.

The five other counters are used to display a number of statistical data during the game, for example the number of corner kicks, offsides, etc.

The statistics are not stored in the database but merely updated during the game. When the program is closed, they are lost permanently.

The name of the scorer together with the corresponding minute of play is automatically saved. This information can be displayed on the panel. When a goal is scored, proceed as follows:

Right click on the scorer in *Team* window and select in contextual menu **Goal!**. The counter is automatically increased, and name and time are saved (recommended method).

Or

Click on the arrow to update the goal counter. The program stores the time at which this area was clicked on.

Select the scorer name in selection window.

Note that the timer must be running for this function to be available. This system will not store a goal at time 0.

The minute can be changed after storage.

The system stores the names of the players scoring the first 9 goals.



## 7 THE IMAGE SELECTOR

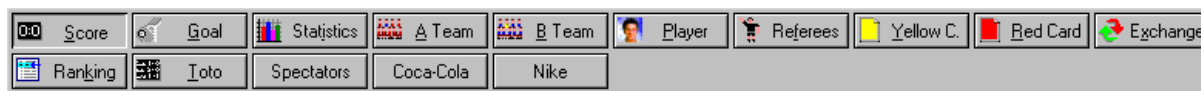


Fig. 11

The **Image selector** bar contains 12 fix buttons and 12 optional personalized buttons, each assigned to a display. Clicking on one of these buttons prepares the corresponding display, which then appears on the screen in the *Actual Image* window.

If the displays has to be sent to the display panel, click on F5 button on the top left of the dialog bar. If the **actual image** is displayed on the display panel, this button is green; otherwise it is red. The display on the panel is updated constantly. This means that when information is changed in the database it will also be fed to the display generator that updates the display and sends it to the display panel.

## 8 ADDITIONAL OUTPUT

The "Football (Soccer)" program can provide some game information (such time, score, team name, ...) to additional scoreboard, video generator or data handling system connected on a COM port of the GALACTICA computer.

To use this feature, switch it on in **Options\Additional output** menu. To resend all data use menu item **On**.

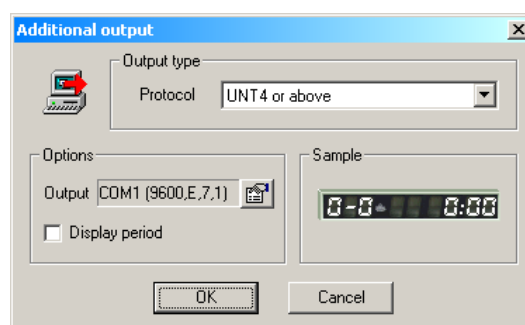


Fig. 12

The protocol could be configured in menu **Options\Additional output\Settings** (Fig. 12) with one of the following type:

None: No information are provided out of the system.

UNT4 or above: Score (max. 9-9), game time and optionally period are provided. Period is not displayed if chosen timekeeping method is '1 x 0 – 90 min' in *Global Values window* (see § 2.1).

Protocol used:

```
[ SOH ] [ DC4 ] R00 [ STX ] [ HOME ] A-B [ STX ] PM:MM:SS---- [ EOT ]
```

where:

A = Home score  
B = Visitor score



P = Period  
 MMM:SS = Game time  
 ␣ = Space character (0x20)

**ST Mode 1:**

Following information are provided.

**Country (short team name) and Score:**

[SOH][STX][DLE]0000«aaaaaa»␣␣«AA»␣␣«BB»␣␣«bbbbbb»  
 [EOT]

**Time information:**

[SOH][STX][DLE]0001«mmm:ss»[EOT]

**Number of spectators:**

(only send when OK button is pressed in *Data\Spectators* window)

[SOH][STX][DLE]0007«XXXXXX»[EOT]

**Team names: (ateamname and bteamname , max. 30 characters)**

Home team : [SOH][STX][DLE]0008«ateamname»[EOT]

Visitor team : [SOH][STX][DLE]0009«bteamname»[EOT]

**Country or team short names: (aaaaaa and bbbbbbb , max. 6 characters)**

Home team : [SOH][STX][DLE]0010«aaaaaa»[EOT]

Visitor team : [SOH][STX][DLE]0011«bbbbbb»[EOT]

**Score:**

Home team : [SOH][STX][DLE]0012«AA»[EOT]

Visitor team : [SOH][STX][DLE]0013«BB»[EOT]

**Period information → 1<sup>st</sup> period:**

[SOH][STX][DLE]00141st[EOT]

**Period information → 2<sup>nd</sup> period:**

[SOH][STX][DLE]00142nd[EOT]

**Extra time text in case of extra time:**

[SOH][STX][DLE]0015Extra time[EOT]

**Home team players: (name, max. 30 characters)**

[SOH][STX][DLE]00yy«ID»␣«name»[EOT] with yy from 16 to 30  
 with ID = player # (fix. 2 char.)

**Home team substitutes: (name, max. 30 characters)**

[SOH][STX][DLE]00yy«ID»␣«name»[EOT] with yy from 31 to 39  
 with ID = player # (fix. 2 char.)

**Home team trainer: (name, max. 30 characters)**

[SOH][STX][DLE]0040␣␣␣«name»[EOT]

**Visitor team players:****(name, max. 30 characters)**

[SOH][STX][DLE]00yy<ID>¬<name>[EOT] with yy from 46 to 60  
with ID = player # (fix. 2 char.)

**Visitor team substitutes:****(name, max. 30 characters)**

[SOH][STX][DLE]00yy<ID>¬<name>[EOT] with yy from 61 to 69  
with ID = player # (fix. 2 char.)

**Visitor team trainer:****(name, max. 30 characters)**

[SOH][STX][DLE]0070¬¬¬<name>[EOT]

**Substitution:****(name, max. 30 characters)**

Player out : [SOH][STX][DLE]0080<ID>¬<name>[EOT]

Player in : [SOH][STX][DLE]0081<ID>¬<name>[EOT]

with ID = player # (fix. 2 char.)

**Erase all:**

[SOH][STX][ERP][EOT]

