DAKTRONICS Live Score Bug Device Connection User Guide

Live Score Bug Quick Guide

This guide explains the setup of Daktronics Live Score Bug to output a Network Device Interface (NDI) or HDMI feed to a compatible customer-provided streaming device.
The kit includes the following devices and cables:

Part #	Description
0A-2122-0100 A-2715	Live Score Bug Device
A-2715	USB-to-Ethernet Adapter
W-1249	6′ Serial Cable (9-pin to 25-pin)
W-1267	10′ Serial Cable (9-pin to 9-in)
W-1343	14′ Ethernet Cable (qty. 2)

Contents

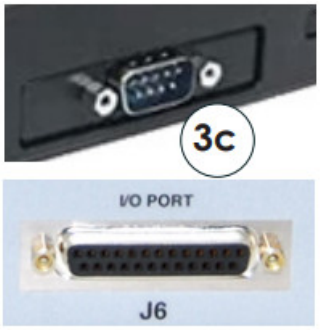
Live Score Bug Device Connection

With Fixed-Digit Scoreboards

This setup will receive Real-Time Data (RTD) from an All Sport ® 5000 console that controls a fixed-digit numeric scoreboard.

1. Unpack all items and verify all parts listed above are included.
2. Locate the Live Score Bug device, and set it within 14′ of the streaming device and within 16′ of the All Sport 5000 console.
3. Make the following connections:

a. Connect the power adapter between the Live Score Bug device and a standard wall outlet. Verify power LED turns on.
b. Connect a 14′ Ethernet cable between the network jack on the Live Score Bug device and the Local Area Network (LAN) switch/router used by the streaming device.
c. Connect the 6′ serial cable between the 9-pin serial port on the Live Score Bug device and the 25-pin J6 I/O PORT on the
All Sport console. Use a 10′ cable if needed.



Note: Existing All Sports connections may vary by site.
d. If outputting to HDMI, use the **HDMI Protected UHD** jack.*

With Video Displays

This setup will receive Real-Time Data (RTD) over an existing
Daktronics video display control network. The RTD may be coming from an All Sport 5000 console or All Sports Pro software.

1. Unpack all items and verify all parts listed above are included.
2. Locate the Live Score Bug device, and set it within 14′ of the streaming device.
3. Make the following connections:

a. Connect the power adapter between the Live Score Bug device and a standard wall outlet. Verify power LED turns on.
b. Connect one 14′ Ethernet cable between the network jack on the Live Score Bug device and the Local Area Network (LAN) switch/router used by the streaming device.
Note: If this is also the Daktronics network, skip to step (d).
c. Use the USB-to-Ethernet adapter and the second 14′ Ethernet cable to connect the Daktronics network switch/router to the Live Score Bug device.
d. If outputting to HDMI, use the HDMI Protected UHD jack.*

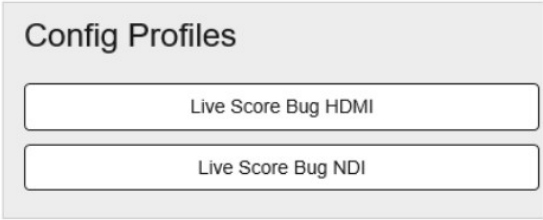
Note: Refer to DWG-4841630 for detailed connection diagrams.

*The Live Score Bug device must be located within reach of the HDMI cable to the video capture device.

Switching from NDI to HDMI Output

The system ships configured with an NDI output by default. To change the output resolution to HDMI instead:

1. Connect a computer to the same LAN switch/router that the Live Score Bug device was connected to.
2. Open an Internet browser to **http://LIVE-SCORE-BUG/#profiles** to access the DMP-8000 Config Profiles page.



3. Select Live Score Bug HDMI, and then click Continue to confirm.
4. A password prompt will appear.
   Use the following credentials:
   Username: **event**
   Password: **Bakassi**
   Note: You may have to enter the above login information twice.
5. A green checkmark should appear. Wait at least 2 minutes for the player output to reappear on your output device.

Connecting Streaming Device/Software to Live Score Bug Device

NDI

1. Connect your streaming device (for example, a NewTek TriCaster) or streaming computer to the same LAN switch/router that the Live Score Bug device was connected to.
2. Let the Live Score Bug device connect and power on for at least 5 minutes.
3. The device should begin outputting the score bug over NDI. Select the NDI-0 option DO NOT select “NDI-primary”.

   The score bug will have a transparent background, so once it is brought in via NDI, it will be able to lay over other video sources without additional filtering or keying.

HDMI

1. In order for the streaming device/software to recognize the Live Score Bug device, an HDMI capture card is required. Connect an HDMI cable between the HDMI capture card and the Live Score Bug device as described on page 1.
2. Once the streaming device/software recognizes the HDMI input, chroma-key out the green screen behind the score bug.

Customizing Team Colors and Logos.

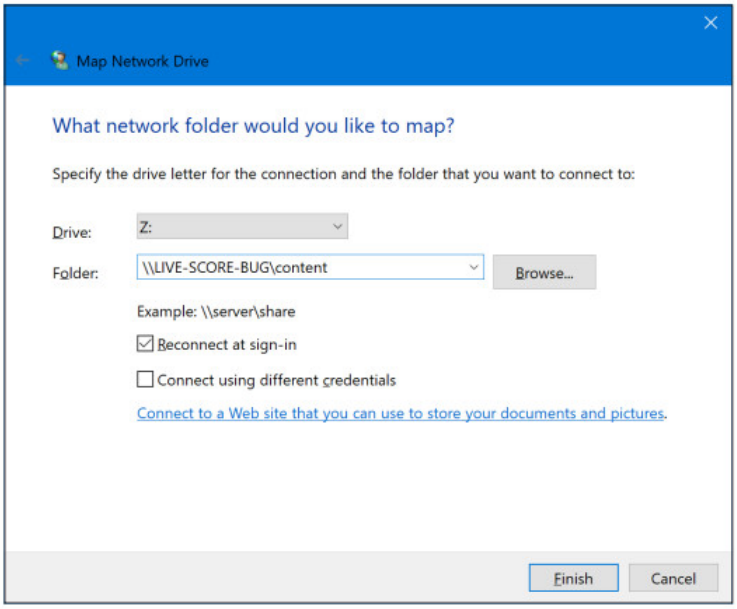
The default layouts for currently available sports are shown below. To customize colors and logos, refer to the following sections.

Mapping Content Directory

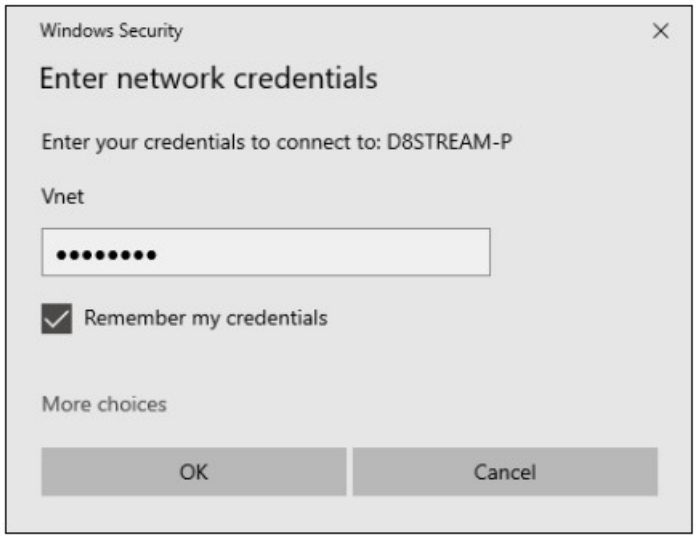
1. Press the Windows Start button and type in “This PC”, then right-click

   This PC App and select Map network drive.

   Note: For Windows 7, press the **Start** button, right-click **Computer,** and select **Map network drive**.
2. In the Map Network Drive window, select the next available drive letter and then enter \\ **LIVE-SCORE-BUG**\content as the Folder. Ensure **Reconnect at sign-in** is checked, and then click **Finish.**



3. Log in using the following credentials:
   • Username: vnet
   • Password: Bakassi
   Ensure Remember my credentials are checked and then click OK**.**



Changing Team Background Colors

1. Navigate to the “MediaRTD/Team Colors” folder in the mapped “content” directory.
2. Select the “Default” file or a file named with a color that you would like to use, and make a copy of it.
3. Rename the copied file EXACTLY what the team is called in the All Sport 5000 console or All Sports Pro software.
   • For example, if the team name is “Bobcats”, the file would be saved as “Bobcats.png”
   • If the default team names are unchanged, the files would be saved as simply “Home.png” or “Guest.png”
   Note: Refer to the Appendix for a quick tutorial about how to customize team background colors using MS Paint.

Inserting a Team Logo

1. Navigate to the “MediaRTD/Team Logos” folder in the mapped “content” directory.
2. Move or copy/paste the desired team logo file into this folder.
   Note: Team logo files should be 72 pixels wide x 56 pixels high.
3. The team logo file must be named EXACTLY what the team is called in the All Sport 5000 console or All Sports Pro software.
   • For example, if the team name is “Bobcats”, the file would be saved as “Bobcats.png”
   • If the default team names are unchanged, the files would be saved as simply “Home.png” or “Guest.png”
4. Ensure the team logo file has a transparent background. If it has a white background, for example, the difference will be noticeable in the score bug as shown in the examples on the next page.

- Transparent background (preferred):

- White Background:

Inserting a Sponsor Logo

1. Navigate to the “MediaRTD/Sponsors” folder in the mapped “content” directory.
2. Move or copy/paste the desired sponsor logo file into this folder.

   Note: Sponsor logo files should be 95 pixels wide x 50 pixels high.
3. The sponsor logo file must be named “c” (“c.png”) to appear correctly on the left side of the score bug.
4. Ensure the sponsor logo file has a transparent background.

   If it has a white background, for example, the difference will be noticeable in the score bug.

Sponsor Logo
“c.png”

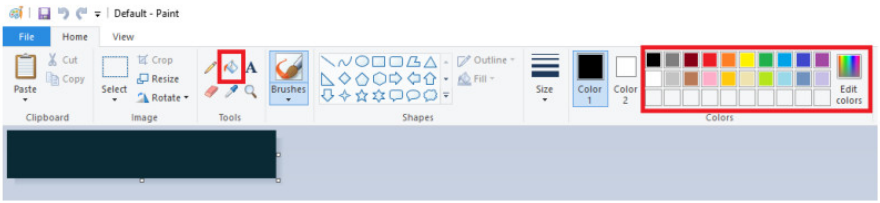
Team Logo
“SOUTHERN.png”

Powering Down

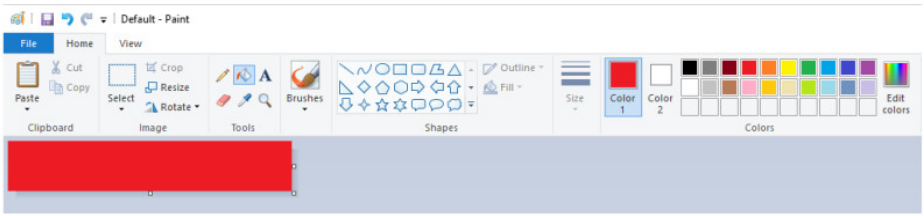
Be sure to power down the Live Score Bug device at the end of the season and if it will not be used for several weeks between games. Press the power button and wait for the LED indicator to turn off.

Appendix: Changing Team Colors with MS Paint

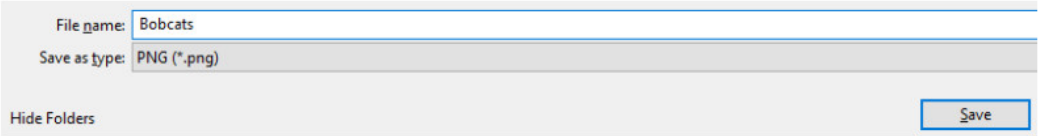
1. Navigate to the “MediaRTD/Team Colors” folder in the mapped “content” directory.
2. Select a file named with a color that you would like to modify, and **make a copy of it**.
3. Open the **copied** file in MS Paint.
4. Click the **Fill** (paint bucket) tool, and then select a color. Click **Edit colors** to enter an exact color value.



5. Click the background shape once to fill it with the new color.

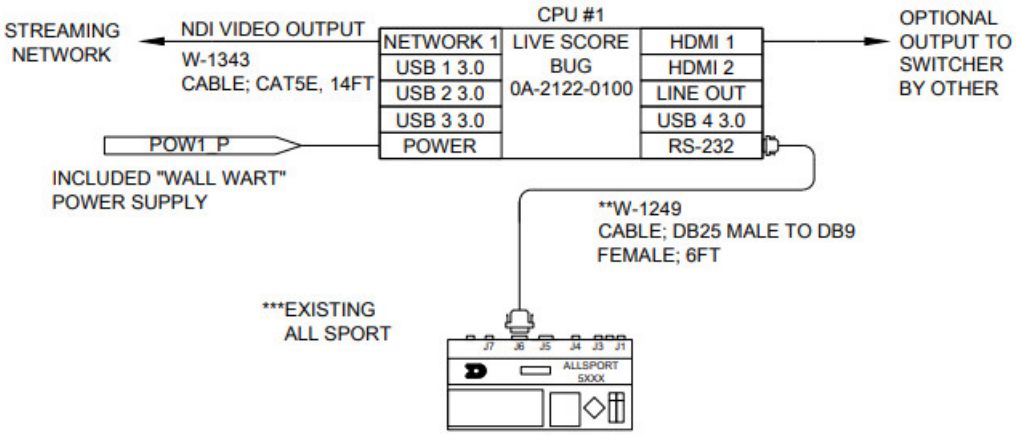


6. Go to File > Save As and name the file EXACTLY what the team is called in the All Sport 5000 console or All Sports Pro software."



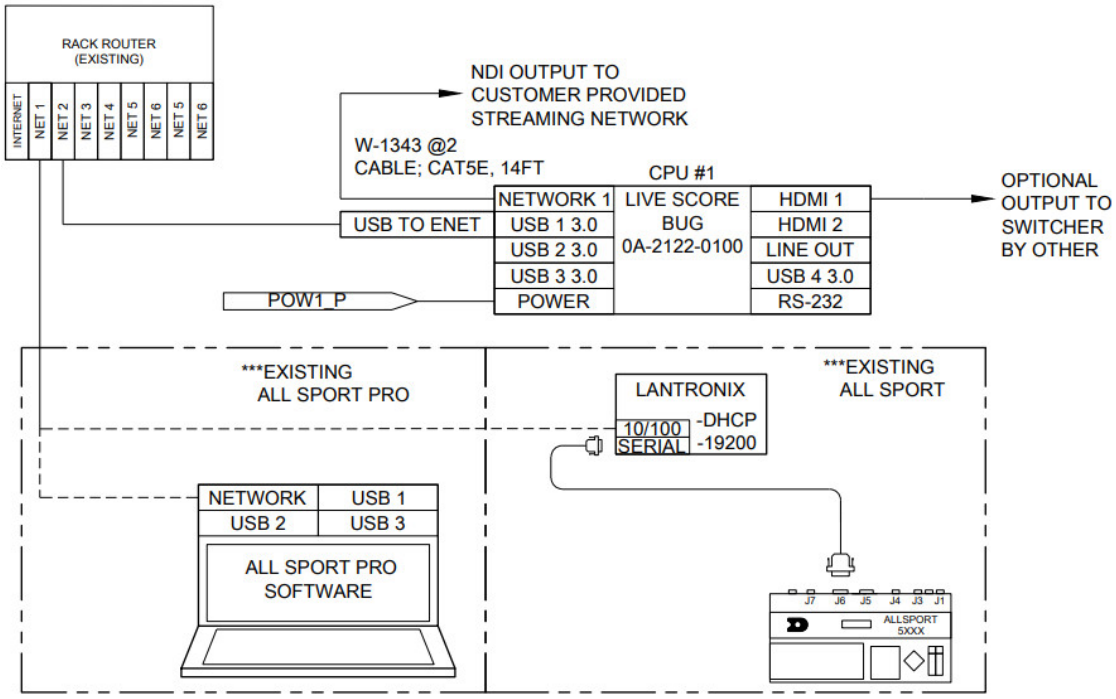
LIVE SCORE BUG QUALIFIED SCENARIOS: 0A-2122-0100

SCENARIO 1: SERIAL DATA

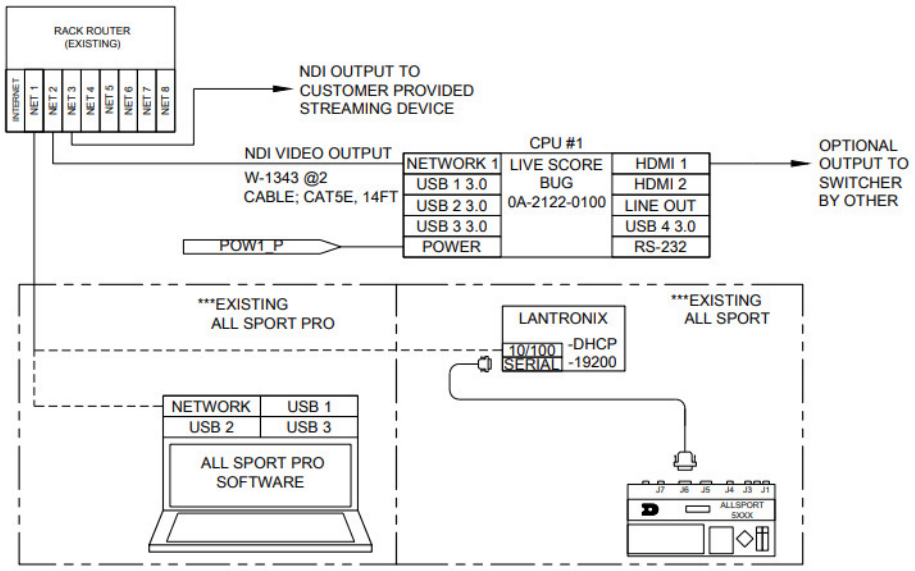


****NOTE:** EXTEND SERIAL USING W-1267, CABLE; DB9 MALE TO DB9 FEMALE; 10FT

SCENARIO 2: ETHERNET DATA



SCENARIO 3: ETHERNET DATA W/DUAL NICS



ACCESSORIES INCLUDED W/ LIVE SCORE BUG PACKET		
PART DESCRIPTION	**DAK EQUIVALENT**	**QUANTITY**
ADAPTER; USB TO ETHERNET	A-2715	1
CABLE; DB25 MALE TO DB9 FEMALE, 6FT	W-1249	1
CABLE; DB9 MALE TO DB9 FEMALE, 10FT	W-1267	1
CABLE; CAT5E, 14FT	W-1343	2

THIRD ANGLE PROJECTION

PROJECT: LIVE SCORE BUG				
TITLE: LIVE SCORE BUG QUALIFIED SCENARIOS				
DATE: 06 APR 21	DIM UNITS: INCHES	[MILLIMETERS]	SHEET	REV 00
SCALE: NONE	DO NOT SCALE DRAWING			
DESIGN: SKELLEY	JOB NO. P2122	FUND TYPE – SIZE F – 01 – B	4841630	
DRAWN: SKELLEY				

Documents / Resources

	DAKTRONICS Live Score Bug Device Connection [pdf] User Guide Live Score Bug Device Connection

References

- LIVE-SCORE-BUG/#profiles