

USER MANUAL

rev. 02

COPYRIGHT & TRADEMARKS

Specifications are subject to change without notice. Tech4sport is a registered trademark of Tech4sport s.r.l. All other brands and product names are trademarks registered by their legitimate owners. No part of these specifications may be reproduced, even partially, in any form or medium or used for translations, modifications or adaptations without specific written authorization from Tech4Sport s.r.l. Copyright © 2019 Tech4Sport s.r.l. All rights reserved. <http://www.tech4sport.com>

FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the manufacturer's instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. Should the device cause harmful interference to radio or television reception, which can be verified by turning the equipment off and on, the user is advised to try to correct the interference by using one or more of the following measures:

- increase the separation between the equipment and receiver;
- connect the equipment into an outlet on a circuit different from

that to which the receiver is connected;

- consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

1. this device does not have to cause harmful interferences;
2. this device must accept any received interference, including interferences that could compromise the operation.

Any changes or modifications made to the appliance not expressly approved by the party responsible for compliance can void the user's right to use the appliance.

Note: The manufacturer is not responsible for any radio or TV interferences caused by unauthorized modifications to this device. Such modifications invalidate the user's right to use the equipment.

Product Overview

Scores, timers, countdowns, timed sequences; interactive communications are no longer a problem for the coach and the club. Instead, they are a source of promotion and income.

LEDbox is the new full colour LED table display (60x20cm), designed and created to display the score of the match of any sport, support the coach's work during practice and showcase texts, logos and videos of the sponsors during downtime.

You can share it among coaches/clubs of different disciplines, since everyone has their own account and their personal area. It communicates with all the software on the market (eScoresheet Indoor and beach, Data Volley) and you can control it by app free download from Google Play or Apple Store.

It connects in all possible ways: WiFi, Bluetooth, LAN, USB.



Fig. 1

BOX CONTENT

n°1 LEDbox

n°1 Power supply 24V DC 10A

n°1 Quick Start

Back panel

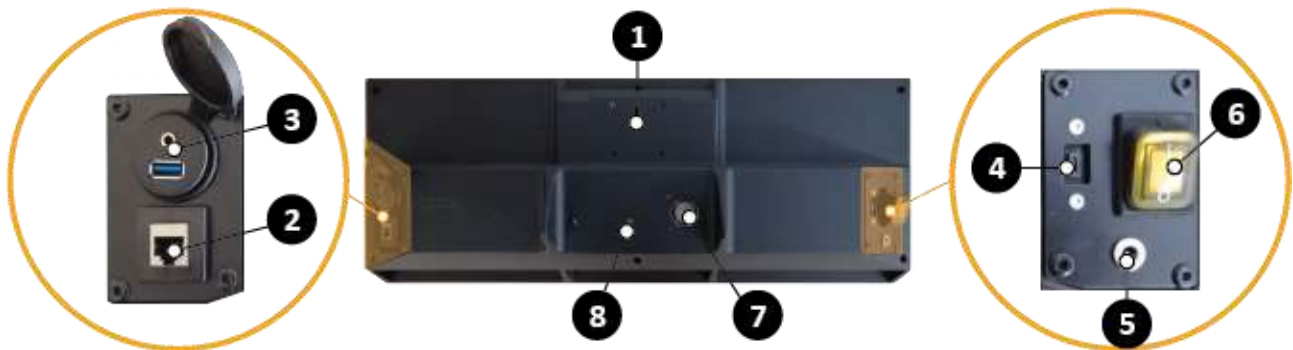


Fig. 2

1. VESA support 50x50.
2. RJ45 connector (LAN).
3. USB Host connector/Audio Jack.
4. Micro USB connector.
5. Power supply connector (24V DC 10A).
6. Switch.
7. Fan.
8. Buzzer.

Switching on and off the device

SWITCHING ON

1. Connect the 24V DC 10A power supply connector to the LEDbox.
2. Connect the Ethernet cable (optional).
3. Press the switch on the back and move it to the ON position (the switch will light up).
4. Wait about 30 seconds before starting the system.

! *During the first 10 seconds, no image will be shown on the display.*

During the system start-up phase the LEDbox logo will first be displayed for about 2 seconds, followed by some detailed information about the LEDbox, in particular:

- Device serial number.
- Name and password of the device WiFi network.
- Device IP address (when connected to a LAN).
- Software version number.

SPEGNIMENTO

Press the switch on the back and move it to the OFF position

Connection modes

LAN CONNECTION

To enable the LEDbox for LAN connections, plug the network cable into the connector before starting the device. During the start-up phase, the IP address obtained from the network will be displayed on the LEDbox.

BLUETOOTH CONNECTION

To enable the LEDbox for a Bluetooth connection to other devices, carry out the pairing phase within one minute from switching on the LEDbox.

USB CONNECTION BETWEEN LEDBOX AND PC

A computer can be connected using a USB cable with a plug & play connection that can be performed at any time exclusively on the micro USB connector.

! *The purpose of the USB connector is connecting the LEDbox to other devices.*

E-Scoresheet connection

LEDbox is automatically recognized by the Data Project and Scoresheet Volleyball programs (Indoor and Beach), in the same way as the LiteScore DataProject.

E-SCORESHEET VOLLEYBALL

1. Connect the computer to the LEDbox using the USB / micro USB cable.
2. Start the e-Scoresheet Volleyball software and click on the Options button.



Fig. 3

3. Click on the "LiteScore" tab and select the Model: LedBox.

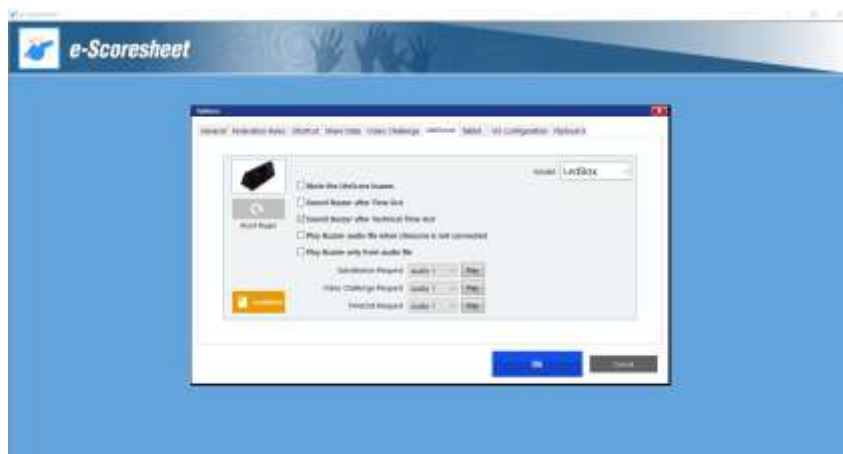


Fig. 4

E-SCORESHEET BEACH

Connect e-Scoresheet Beach to the LEDbox via the Bluetooth connection.

LEDBOX APP

LEDbox can be controlled using the mobile app "LEDbox App", you can freely download from Google Play Store or Apple iTunes Store.

FIRST LAUNCH OF THE APP

When you launch the app for the first time, you will be asked to enter your username, select a sport and choose a picture to be displayed on the LEDbox while waiting.



Fig. 5

This image will be displayed on the LEDbox whenever there are no processes running.

! *The chosen image will be automatically resized proportionally to the maximum display resolution of the LEDbox (192 x 64 pixels).*

! *If you don't select any image, the default one will be used.*


The app allows you to manage multiple users. You can enable more sports for each one of them.

All the data of the app functions are stored in relation to the user and the selected sport.

CONNECTION WITH LEDBOX

The LEDbox App can connect to the LEDbox via:

- Bluetooth connection.
- WiFi Direct connection.
- WiFi/LAN connection.

To connect with the LEDbox, press the button  at the bottom of the main screen of the app.

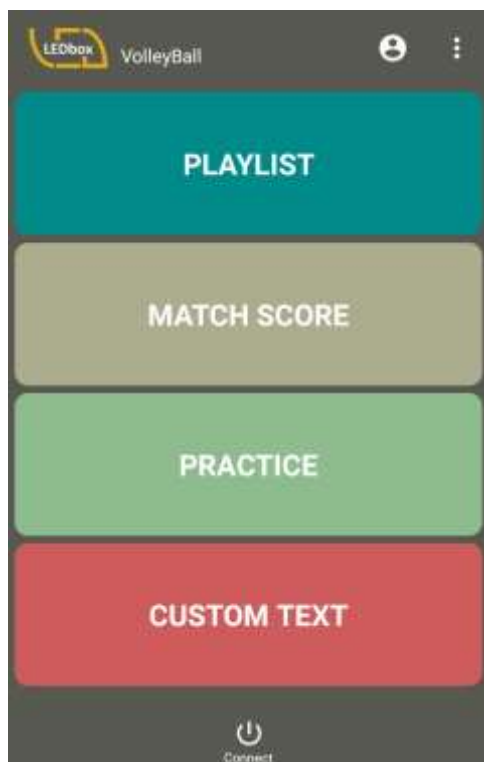



fig. 6

1. Start the app from your smartphone/tablet and tap  (at the bottom of the screen).
2. Select "Bluetooth".
3. Select the identifier corresponding to the LEDbox from the list of devices paired to your device.

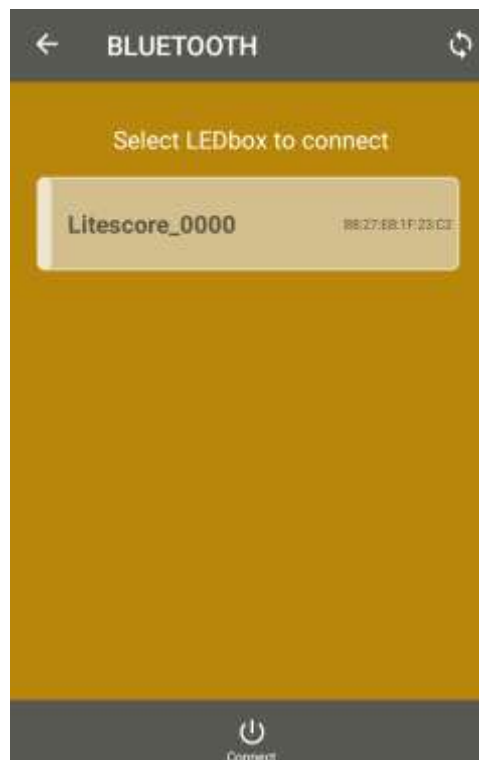


Fig. 7

BLUETOOTH CONNECTION

Before carrying out a Bluetooth connection with the LEDbox, you must pair the smartphone/tablet with the LEDbox.

The device accepts all pairing requests within the first minute from switching on.

! *Once paired, it will be possible to connect via bluetooth at any time.*

! *LEDbox will be identified with the name LiteScore_Axxxx to allow compatibility with any DataProject software.*

To connect the LEDbox App to your LEDbox:


! *It will be possible to use the Bluetooth connection of the LEDbox App only if the LEDbox is in the list of devices connected to your smartphone/tablet.*

4. Wait for the connection to be completed (a confirmation message will be displayed and the serial number of the LEDbox connected will be shown on the right side of the app bar).


WIFI DIRECT CONNECTION

1. Connect your smartphone / tablet to the LEDbox's WiFi network within the first minute of connection.

! You can find the SSID name and password of the WiFi network of the LEDbox on the LEDbox back label.

2. Start the app from your smartphone/tablet and tap .
3. Select "WiFi".
4. Wait for the LEDbox to be found in the WiFi network: a confirmation message will be displayed and the serial number of the LEDbox connected will be shown on the right side of the app bar.

WIFI/LAN CONNECTION

1. Connect your smartphone/tablet to the WiFi router to which the LEDbox is connected/reachable (this will be connected to the router via WiFi connection or LAN network cable).
2. Start the app from your smartphone/tablet and tap .
3. Wait for the LEDbox to be found in the network: a confirmation message will be displayed and the serial number of the LEDbox connected will be shown on the right side of the app bar. In case it is not possible to find the LEDbox in the network, a request to manually enter the IP address of the LEDbox will be show.



CONFIGURATION OF WIFI DIRECT OR WIFI CLIENT MODEL

The LEDbox can be configured in two connection modes:

- WiFi Direct: the LEDbox creates a WiFi network with the SSID and password indicated on the back label of the device.
- WiFi Client: the LEDbox connects to an existing WiFi network.

! The two connection modes are exclusive.

The configuration of the LEDbox connection mode can be done directly from the LEDbox App.

1. Start the app from your smartphone/tablet and tap .
2. Tap the menu  at the top right corner and select "Configure LED box".
3. From the "Mode" drop-down menu, select the connection mode of the LEDbox.

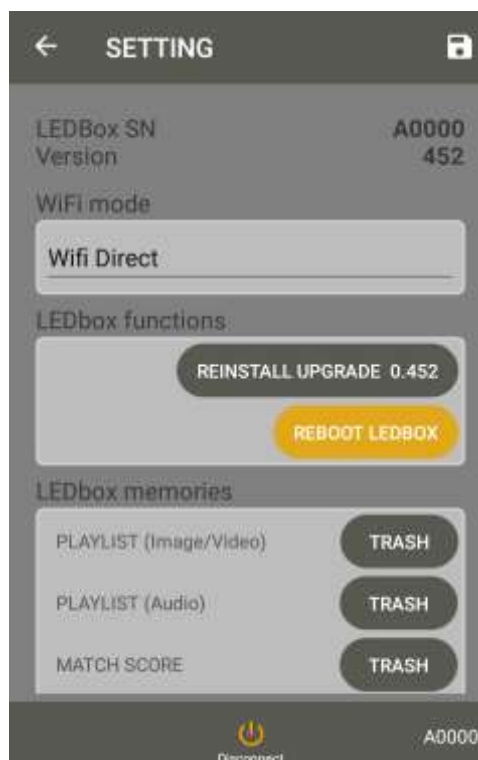





Fig. 8

4. In the "WiFi Client" mode, enter the SSID and the password of the network to which the LEDbox should connect.
5. Press the  (at the top right corner) to confirm the changes.
6. Restart the LEDbox.

DELETING MULTIMEDIA FILES FROM LEDBOX

LEDbox stores the multimedia files used by users, so that they can be played through any device accessed with their name.

To delete your own multimedia files stored on the LEDbox:

1. Start the app from your smartphone/tablet and tap .
2. Tap the menu  at the top right corner and select "Configure LEDbox". e selezionare la voce "Configura LEDbox".
3. Tap the buttons associated with the Video Playlists, Audio Playlists, Exercises or All.

FUNCTIONS OF THE APP

The LEDbox App can perform the following functions on the LEDbox:

Playlist: sends a sequence of images and/or audio files that are played independently on the LEDbox.

Scoreboard: interacts with the LEDbox showing the score.

Exercises: sends a sequence of exercises that are played independently on the LEDbox.

Free text: sends a text to the LEDbox that will be played with a vertical or horizontal scrolling animation.

CREATING A NEW PLAYLIST



1. Tap the "PLAYLIST" button on the app's main screen.
2. Tap the button  (at the top left corner).
3. Select the type of playlist you want to create (sequence of images or mp3 audio files).



Fig. 9

4. Enter the name of the playlist.
5. In the playlist detail screen, tap the button  to add an image/audio file to the list.
6. Select in the folders of your device the image you want to add. For each image it is possible to set for how long it will be displayed on the LEDbox before being able to go on

with the next image (default 5 seconds)..

! *The chosen image will be automatically resized proportionally to the maximum display resolution of the LEDbox (192 x 64 pixels).*

7. Repeat step 6 to add all the images/audio files to the playlist.
8. Use the button ← to confirm the changes, or use the button ► **PLAY** to send the playlist (files sent only the first time) and start it on the LEDbox.

It is also possible to set a countdown on the playlist being played: at the end of the countdown the playlist will be interrupted and the waiting image of the LEDbox will be shown.



Fig. 10

Otherwise, if the “Countdown” field is set to “No”, the playlist will be played in a

loop until **■ STOP** or **|| PAUSE** is pressed.

MATCHSCORE

Different scoring modes can be displayed on the LEDbox (depending on the sport that was selected when the app was started).

9. Tap the “MATCHSCORE” button on the app's main screen.
10. Select the type of score to be played on the LEDbox.

! *During this phase the specific form for the chosen type of score will be transferred to the LEDbox (only if it is not already there).*



Fig. 11

It is also possible to download new types of score display for each available sport from the online catalogue.


1. Tap the "MATCHSCORE" button on the app's main screen.
2. Tap the button  (at the top right corner).
3. Wait for the interfaces available online to load and select one for installation.
4. Tap the "Download and install" button.



Fig. 12

5. Wait for the interface to be installed and present in the list of those available in the app.

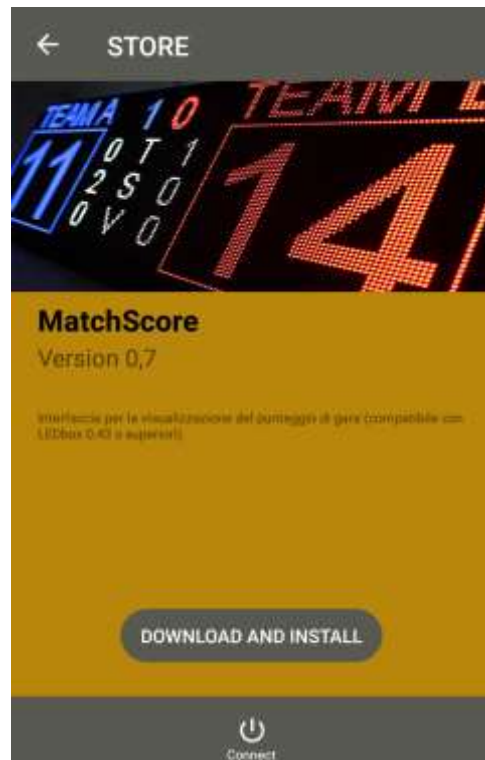


Fig. 13

CREATION OF A NEW EXERCISE



1. Tap the "PRACTICE" button on the app's main screen.
2. Tap the button  (at the top left corner). Cliccare sul tasto  (in alto a destra).



Fig. 14

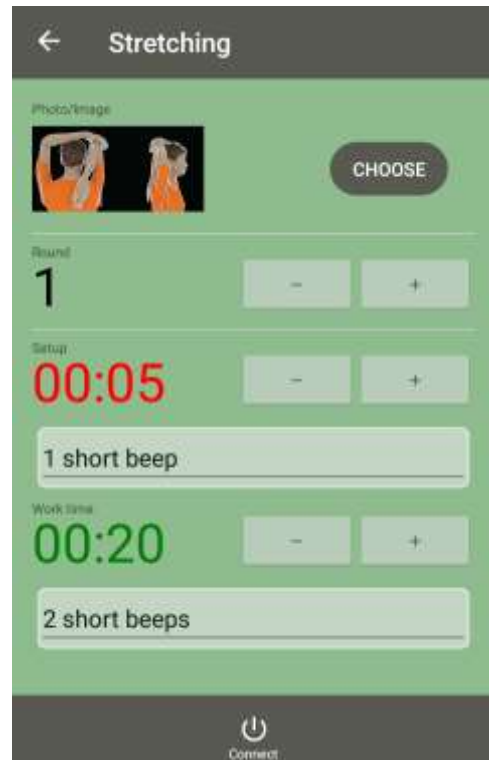


Fig. 15

3. Enter the name of the exercises sequence.
4. In the detail screen of the exercises sequence, tap the button $+$ to add a new exercise to the list.

By pressing "Edit" you can define:

- the image of the exercise.
- *Round*: Number of times the exercise must be played.
- *Setup*: Time before starting the exercise and type of acoustic signals indicating its end.
- *Work*: Time of the exercise and type of acoustic signals indicating its end.

Click on the button \leftarrow to confirm the exercise and add it to the sequence;

5. On the screen of the sequence of exercises, keeping pressed on the single exercise, you can modify, move in the list, duplicate or delete the exercise;

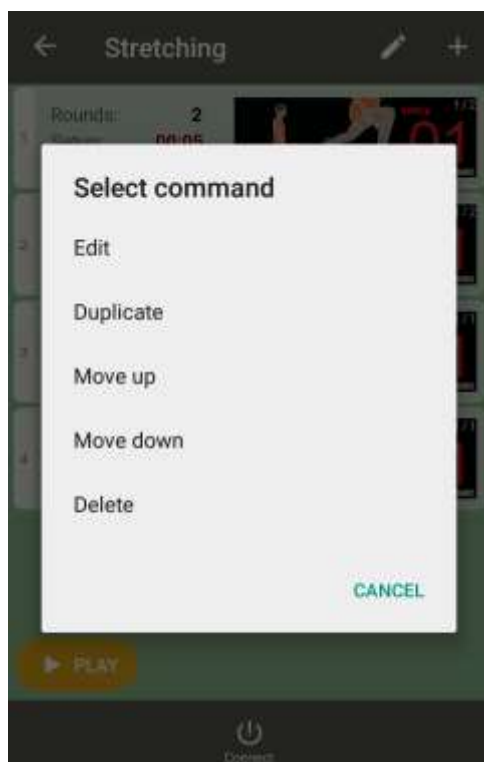


Fig. 16

- Repeat step 4 to add more exercises to the list.



Fig. 17

Use the button ← to confirm the changes made, or use the PLAY button ▶ **PLAY** to start playback on the LEDbox.

CREATION OF A NEW CUSTOM TEXT

By choosing "CUSTOM TEXT" from the app's main screen, fixed or scrolling texts can be played on the LEDbox:

- Tap the button ≡+ (at the top left corner).



Fig. 18

- Enter the name of the free text.
- In the detail screen set the following values:
 - Text: Text to be played on the LEDbox.
 - Colour: Colour of the font.
 - Size: Size of the font.

- *Animation*: Type of text animation (horizontal scrolling from right to left or vertical scrolling from top to bottom).
- *Speed*: Speed of text animation.



Fig. 19

- Stop the execution of a process (the button ■ next to the process).
- Stop the execution of all processes (the button ■ STOP at the bottom).



Fig. 20

Use the button ← to confirm the changes, or use the button ► **PLAY** to send and start the free text on the LEDbox.

LEDBOX TASK MANAGER

All the processes that are running on the LEDbox (Playlists, Exercises, Free Text) are displayed in the app task manager (the icon on the bottom left corner of the app).

From the task manager you can:

- Pause a process (the button || next to the process).

NOTE

This user manual is for informational purposes only and may be changed without notice. The current version is available on the internet at www.tech4sport.com in the corresponding product page. Furthermore, Tech4Sport s.r.l. does not assume responsibility of any kind for errors or inaccuracies that may be found in this user manual.

Although the contents of these operating and assembly instructions have been carefully checked, Tech4Sport s.r.l. does not assume responsibility for any deficiencies, omissions and printing errors.

Tech4Sport s.r.l. reserves the right to make changes to the described software, hardware and/or construction features, at any time and without prior notice. Le presenti istruzioni per l'uso hanno esclusivamente un fine informativo e possono essere modificate senza preavviso. La versione attuale è disponibile su Internet all'indirizzo www.tech4sport.com nella relativa pagina prodotti. Inoltre la ditta Tech4Sport s.r.l. non si assume responsabilità di alcun genere per errori o imprecisioni eventualmente presenti in queste istruzioni per l'uso e il montaggio.

Tech4Sport s.r.l.
via Guelfa, 9
40128 Bologna
Italia
<http://www.tech4sport.com>