



The BallStream LIVE SCOREBOARD CONTROL has been specially designed to cater for needs of all cue sport enthusiasts, by providing a range of functionality from recording personal performance statistics to scoreboard displays for a live audience. Also included are all the tools needed for managing tournaments, pennant ladders and sending news bulletins to players by email.

- Record and compare player performance
- Provide live scoreboard displays at a tournament
- Schedule match play times
- Record results and manage rankings for tournament and pennant seasons
- Manage association memberships and collate information about players and events
- Keep players up to date with information about forthcoming events and results

## INSTALLATION

### System requirements

- Windows XP, Windows Vista or Windows 7

The BallStream Scoreboard Control is specially designed for use personal computers. To use a scoreboard control on a Windows Server version we recommend using a different version of our scoreboard control that has been designed for online use.

### Installation

If you downloaded the ZIP file simply unzip (uncompress) it and run BallStream\_setup.exe, which will install the software and support files to your computer. Although this software can be installed to a portable drive it is not recommended if you wish to use your licence code and open the full features of the software. The ideal location for installation is to where recommended by the installer.

Note: It is mandatory to install this software with Administrator permissions to enable this software to function properly.

### Updates and re-installing

If updating to a more recent version of this software, to prevent loss of existing records, first you need to make a copy of your database and store it in a different folder. Updates of same major version numbers will be compatible, however major version updates may not be. For example, upgrading from version 1.0.01 to version 1.0.03 or 1.3.0.1 are minor upgrades whereas upgrading from version 1.3.0.2 to version 2.0.0.1 is a major upgrade and functions may have changed that may not be compatible with your current database and its records. Advice about these upgrades can be found on the download pages at [www.ballstream.com](http://www.ballstream.com)

# **SNOOKER, BILLIARDS & POOL**

This software can be used for one or all types of cue sports simultaneously. Rankings and performance statistics are automatically separated according to whether the event and match is for:

- Snooker
- Billiards
- 8-Ball Pool
- 9-Ball Pool
- 10-Ball Pool

## **Scoring functions**

Each cue sport has different rules and the scoring functions available for each cue sport are different. Some of the notable differences are:

### **Snooker**

Points are scored between 1 and 7. Break only needs to be set once (for the first frame) and the software will automatically rotate the player to break for the next frame. Frames will be best of an odd number of frames and the software will automatically decide the winner when the time comes.

The scoreboard displays current turn, current break, player's points for the current frame and overall frame score for the match.

### **Billiards**

Points are scored between 2 and 10. Break needs to be set at the start. Upon scoring the first point or changing players at the table the software will automatically start the clock and display a count down in minutes for the time remaining to play. When time runs out an audible alarm will sound.

The scoreboard displays current turn, current break, players points for the current frame and a clock showing the minutes remaining to play before the end of the game.

### **8-Ball Pool**

Instead of points, ball numbers are scored according to version of overs/unders. For example "unders" may be balls numbered from 1 to 7 or they may be plain "yellow" balls, "Overs" may be balls numbered from 9 to 15 or they may be plain "red" balls.

The scoreboard displays current turn, overall rack score for the match, which balls have been potted by each player and the balls remaining to finish the rack.

### **9-Ball and 10-Ball Pool**

Instead of points, ball numbers are scored. The scoreboard displays current turn, overall match score and which balls have been potted by each player and the balls remaining for each player before the rack can finish.

## SCOREBOARD DISPLAY & MONITORS

While using your own screen for scoreboard display should suffice for practice matches, at an event where you want the audience to see the scoreboard, the screen needs to face the audience and also be much larger.

### Scoring from a PC

If using a PC with a large monitor you can sit off to side and score without blocking the audience's vision. To use an extension monitor on a PC as well as your usual monitor your PC will most likely need to have two graphics cards.

### Scoring from a laptop (notebook)

The ideal solution! Every laptop has its own built in LCD screen for your view while scoring and it should also already have a monitor port on the back to plug in a large monitor for the audience's scoreboard display.

### Monitor displays

All sized monitors can be used and no adjustment is necessary as the scoreboard display will automatically detect the usable screen size and adjust size proportionally. All graphics for number and ball displays are high quality PNG images and of adequate size to look good even on the largest monitors which can be up to 4 metres wide.

## NEWSLETTERS

The Newsletter function enables you to send email newsletters to all the players in database using only a few clicks of the mouse. All you need is an Internet connection and to nominate the mail server for your own ISP. Provision is available for sending up to 4 attached documents with each email.

From the Newsletter index you can keep track of which newsletters have been sent, when, with which attachments and should you need to resend the newsletter you can do so from the newsletter index without having to input your message and attach the documents all over again.

Before sending a newsletter to all players we strongly recommend that you send a test to your self first and check its delivery. Then if all looks ok, you can then resend the same newsletter to all players.

## RANKINGS & FORMULAS

When each match is finished the software will evaluate the results and update the player's ranking points accordingly.

Different ranking formulas can be applied to different events and new formulas can be added to cater for almost any variation of point assessment. The formula options should be self-explanatory. Holdover is the percentage retained of a previous year's points when starting a new year or season.

# GENERAL SCORING FUNCTIONS

## Getting started

Before using the score control on the master scoreboard, it is recommended to first try using the score controls from the match index page (click on a player's name) because you will see more of what happens when you use different score functions and any input errors will be shown.

## Starting a new match

Before selecting players and format you will first need to add some ingredients:

- Add the event details to the tournament list.
- Add the player details to the players list.
- Add the clubs host the vents and those that players represent.

In most cases you may have a timetable but until the lead up matches finish and winners have been decided you may not know the players for each round. However you set up each round and use your index as a timetable by simply nominating "TBA" (To be advised) as a player's name.

## Setting player to break

At the start of a match the player to break needs to be set. This only needs to be done once for snooker and billiards. For billiards there is only one break, and for snooker the break alternates on the next frame - handled by the score control automatically.

For pool the break needs to set for each frame (rack) because the rules may be different for each tournament and rule set.

## Adding points

Once a match has been set up in your match index, all of the score control functions that you will now need can be controlled by keyboard or number pad only. In fact by using a wireless number pad you can score the game remotely while playing or refereeing.

## UNDO score function

While scoring a match you can undo the last scoring event all the way back to the start of that particular frame. The undo function will also remove any performance record for that particular stroke at the table. If you have made a total mess of the scoring it may be easier to "Restart" the frame.

## Restart

By using the "Restart" option you can clear all scores for that frame and reset the break to what it was. Restarting only applies to the current frame while it is active.

## **NEXT frame**

To finish a frame minimum requirements may be needed for the system to allow it:

1. Snooker requires a player to have scored a minimum of 22 points.
2. 8-Ball requires the 8 ball to have been potted.
3. 9-Ball requires the 9 ball to have been potted.
4. 10-Ball requires the 10 ball to have been potted.

While the frame winner is decided automatically for snooker and billiards according to the points score, for pool you need to nominate who won that frame because in some rule sets potting the king ball can mean either a win or loss of frame depending on the order that it was potted.

Once a frame is finished it cannot be undone and further scores can only be added to the new or next frame.

## **FINISH the match**

To finish a match minimum requirements may be needed for the system to allow it:

1. The frame may need to qualify as in “Next frame” above.
2. Snooker and Pool requires that enough frames have been won.
3. Billiards can be finished at any time.

After you finish a match no further scores can be added. If you have finished in error you can make the match active again by editing the match details and changing “Finished” to “No”. However it is NOT recommended because the performance records will not be altered at all... corrupting the accuracy of your statistics.

Until you Finish a match its performance statistics and any ranking points earned will not be updated, so always make sure that you close off by Finishing.

## **Handicaps**

Handicaps apply to snooker and billiards, but not for pool. Each player can be assigned a handicap in the “Player’s details” which serves as the master handicap which is used to for each new match that you create. However because handicaps may vary on the day and between snooker and billiards, you can over-ride the master handicap by setting a new one from your score control when you start scoring the match, preferably at the start of the match and first frame, then the new handicaps will apply throughout that particular match.

## **Ranking formulas**

You can create an unlimited number of ranking formulas to use. For example you will need different formulas for snooker, billiards and pool, and you may want to use different formulas for each cue sport to cater for pennant, tournaments, state championships, etc and have certain events earning double ranking points on the odd occasion.

## **Printing out frame records**

Most printers will automatically print “Landscape” format if the scoresheet doesn’t fit the page, otherwise “Landscape” may need to be set at the time of printing. Billiards print outs will cater for scores and breaks in excess of 4000 points and more by wrapping onto the next line every 100 strokes.

## **Performance recording**

Only matches that have both players nominated will be recorded. For example, if one player has not been assigned from the list of players and is still “TBA” then that match’s performance data will not be recorded.

## **Performance statistics**

Statistics can be searched by each different cue sport. For example if you look up the performance of any player for snooker, the statistics will be based on his snooker matches only... if he hasn’t played billiards he will show no performance for billiards.

## **Recording breaks**

Only breaks equal to or greater than the limit set in your settings will be recorded. The default setting of 40 can be changed by editing “Scoreboard settings” if required.

## **Restarting a frame**

Restarting a frame will only reset the scores of that particular frame, but it will remove any performance statistics associated to that frame for a fresh start.

## **Average shot time**

The average shot time is recorded in seconds and is based on the time between your scoring inputs, so a good practice is before you start scoring a frame, use the Frame Restart option to update the records so any rest breaks between frames doesn’t corrupt your record keeping. Otherwise there is an inbuilt safe guard that will prevent a recording in excess of 5 minutes.

## **Breaks**

For snooker and billiards breaks are only recorded when they are equal to or more than the minimum set according to the ranking formula that you select to use. Breaks in pool are recorded as ball strings. For example a break of 9 in 8-Ball indicates that the player cleared the table from scratch. Statistics will show the number of qualifying breaks made and the high break.

## **Yield**

The yield rate is shown as a percentage based on the return from scoring shots played. For example in snooker, a break comprised mostly of blue balls or lower will produce a lower yield than a break comprised mostly of blacks. The yield rate in billiards will not fluctuate much at all because most shots score only 2 or 3 points. A yield rate in pool does not apply.

## History

Warning: Please be advised that adding records from past events without the full records attained by using this software at the game will not provide true performance statistics. For example, without the records of each stroke regarding their success and difficulty, the percentages for potting success, long potting success, effectiveness of safety and snookers, and yield from the shots played will not be accurate, and if anything may corrupt existing results that have been properly recorded.

However if this software is used mainly for collating old records there is no need to worry.

## Deleting records

Deleting a match will also remove all frame records and performance statistics for that match. However deleting a player will not remove any other records so as to preserve the results and statistics.

## Languages

Language selection can be changed at any time from the dropdown menu on the start page. Currently BallStream supports 24 different languages.

## Country selection





A full country list of 224 countries is provided with their national flags.

## Player images

While photos of the players are not used on the scoreboard, there is provision to maintain a record of images that you may want to use later for publicity, etc. The images folder can be found in the BallStream program folder.

## EXPORTING DATA

Data can be exported to Excel, Word, CSV and XML for import into other programs for publication or analysis:

Data range	Output format
<input checked="" type="radio"/> All records <input type="radio"/> Current page only	<input checked="" type="radio"/>  Excel <input type="radio"/>  Word <input type="radio"/>  CSV <input type="radio"/>  XML
<div>Export</div>	

Click the “data export” link and select the table to export.

## UPDATE HISTORY

This function can be used for updating the database from old records. While you may only have basic information such as frame scores, the history function will add the missing information based on average performance according to standard to minimise corruption of truly recorded statistics.

### **Adding history records**

As with all scoring functions, you still need to add the event and players before adding score data.

Editing existing history records

History records can only be accessed from the History Update page and will not be visible in the Match Index (which is for live scored matches).

## UPLOAD DATA

Results scored using this software are accessible to users of your computer only. To publish your database records you can either upload them to the BallStream web site or to your own version of BallStream Online (server version of this software).

To prevent duplication of match records online the following checks apply:

- Your software tracks which matches/records have already been uploaded
- The online database will identify your computer and licence code
- The online database will check if your match already exists in its records

To help prevent any duplication of records all the information that you record and upload about events, matches and players should be accurately detailed for dates, locations, etc.

## MISCELLANEOUS

### **Demo version**

Registering the demo version will enable the following features:

- No advertising banners or popup reminders about demo versions
- Send newsletters and reports to all listed players by email
- Export data to various file formats for analysis by other programs
- Upload match results to an online database for public archive



## **Licensing**

Licensing for the BallStream Scoreboard Control is per computer. For example if you need to display scoreboards for 8 match tables simultaneously you will need 8 computers and 8 licence keys. The current pricing for this software licences can be found online at [www.ballstream.com](http://www.ballstream.com)

## **Registration process**

Registrations can be purchased online by credit card for Licence Key/s to be sent by email. You will receive separate Key Codes for each computer to be licensed.

## **Software activation**

To activate the software for each computer please visit the link provided in the email using your web browser (click the link). On the next web page you may need to copy'n'paste in the Licence Key to be used for that machine. The BallStream server will then send a file called BallStream.lic which is to be saved/copied to the BallStream program folder, overwriting the existing one.

Activating one computer should be a simple process however if activating several computers, you will need to keep track of which licence file belongs to which computer. The emailed licence keys will be sent and dated in the order that you submitted them.

## **Maintenance**

To maintain as small a database as possible and prevent any inefficiency in the future caused by oversize, some features have been included to remove redundant table records when they are longer needed. BallStream Scoreboard Control uses an Access database, which is encrypted to prevent the potential corruption of statistical data due to misadventure. To prevent errors this data cannot be manipulated by manual editing. However there are functions available within the software for exporting tables to a variety of formats.

## **Security settings**

This BallStream score software utilizes the features of Microsoft's Internet Explorer and any security limitations set in IE will affect the performance of this software, ie: JavaScript and Cookies must be enabled.

Other factors that may prevent this software from functioning properly are anti-virus programs (this software must have permissions to run). Windows Vista and Windows 7 may require that you run this software with Administrator rights.

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[www.ballstream.com](http://www.ballstream.com)