

**ELECTRONIC
SIGNAGE
AUSTRALIA**



AFL MANUAL - FULL

1. OPENING THE SOFTWARE

2. TEAM SETUP

3. SELECTING TEAMS FOR A GAME

4. SPONSOR SLIDE SHOWS SETUP

5. MARKETING MESSAGES/IMAGES SETUP

6. PLAYER PROFILE SETUP

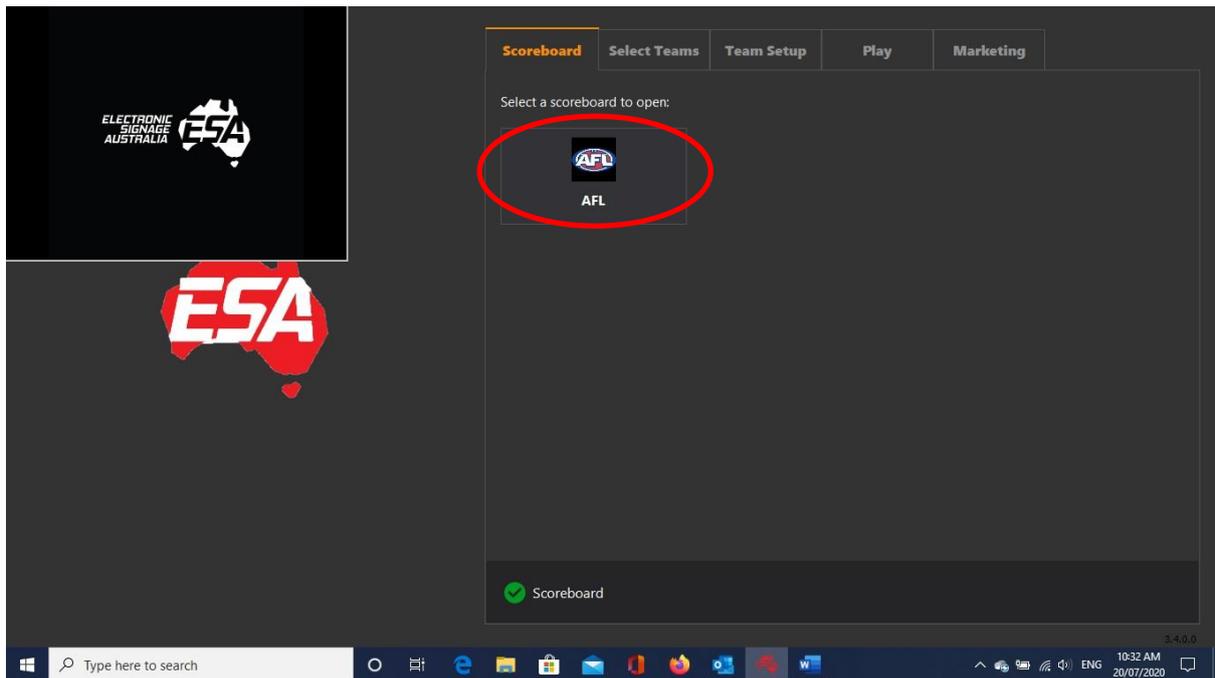
7. EDITING THE ANIMATION

1. OPENING THE SOFTWARE

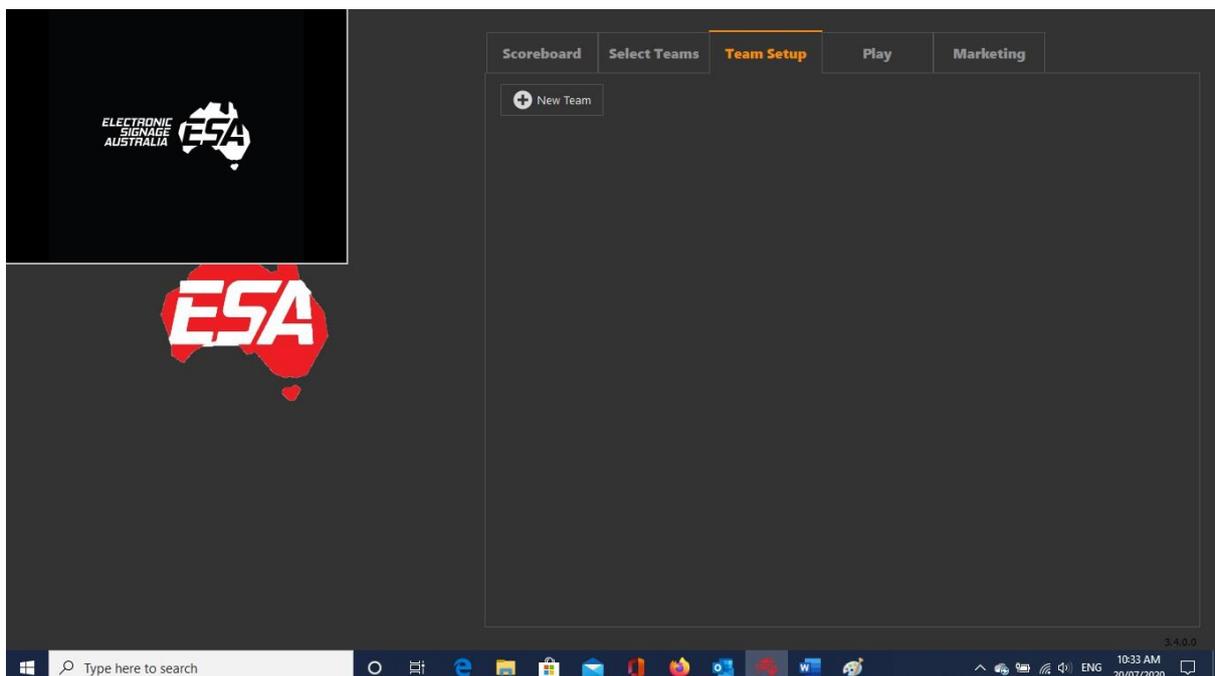
1. Double-click the **Open Scoreboard Display** icon to start the software.



2. Select the **AFL** icon to open the AFL scoring program.

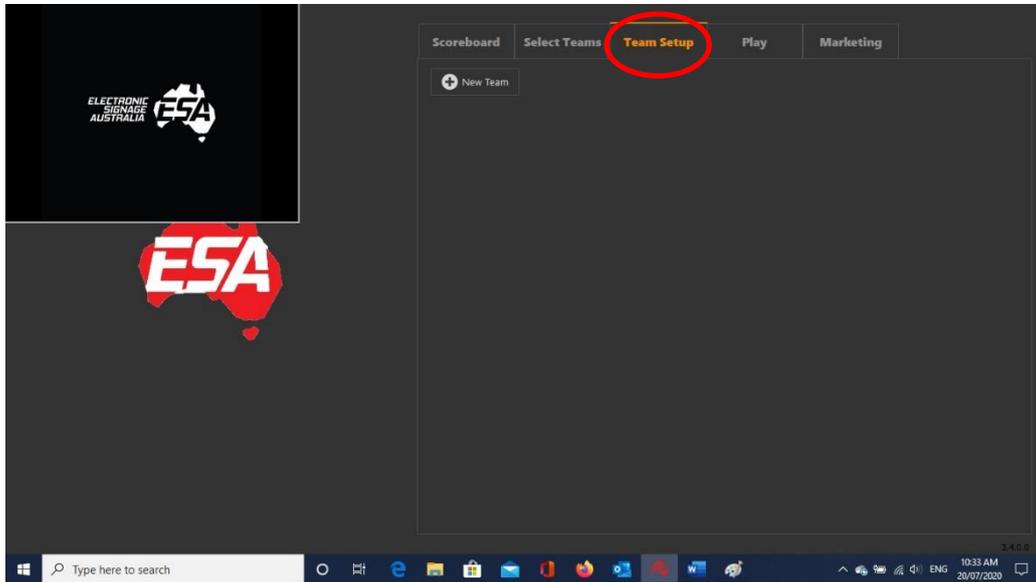


3. You are now in the AFL software program.

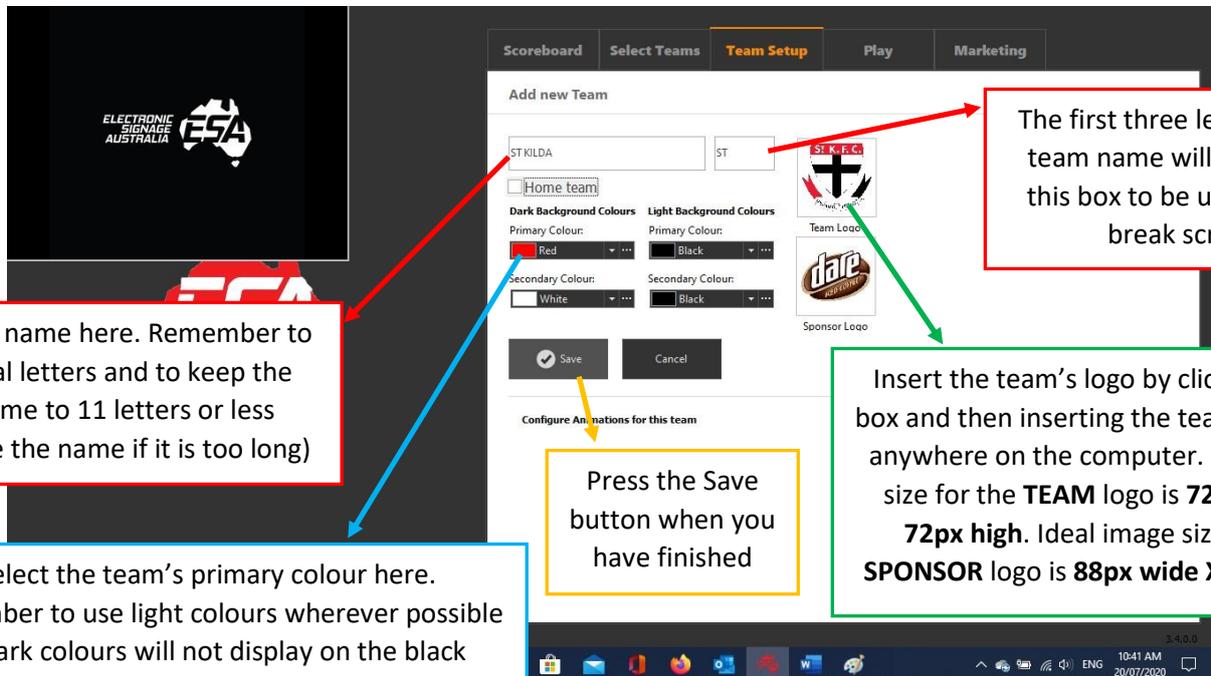


2. TEAM SETUP

1. Select the **Team Setup** tab.



2. Click the **+ New Team** button to setup a new team.



Input team name here. Remember to use capital letters and to keep the team name to 11 letters or less (abbreviate the name if it is too long)

Select the team's primary colour here. Remember to use light colours wherever possible as dark colours will not display on the black background. You only need to select the **Dark Background Colours primary colour**

Press the Save button when you have finished

The first three letters of the team name will auto-fill in this box to be used for the break screen

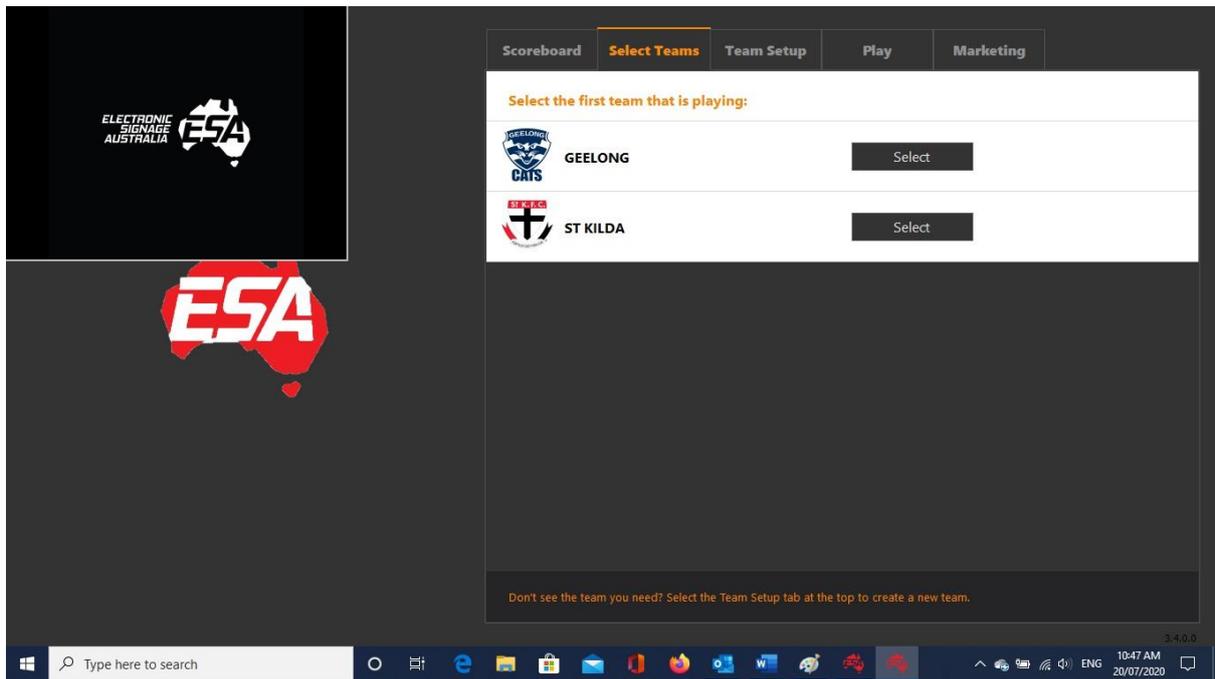
Insert the team's logo by clicking in this box and then inserting the team logo from anywhere on the computer. Ideal image size for the **TEAM** logo is **72px wide X 72px high**. Ideal image size for the **SPONSOR** logo is **88px wide X 52px high**.

JPEG Image File (*.jpg)
 JPEG Image File (*.jpeg)
 JPEG Interchange Format (*.jpg)
 JPEG Interchange Format (*.jpeg)
 SVG graphics from DevExpress (*.svg)
 JPEG graphics from DevExpress (*.jpg)
 JPEG graphics from DevExpress (*.jpeg)

GIF graphics from DevExpress (*.gif)
 TIFF graphics from DevExpress (*.tif)
 TIFF graphics from DevExpress (*.tiff)
 PNG graphics from DevExpress (*.png)
 Portable Network Graphic (*.png)
 Portable Network Graphics (*.png)
 Tagged Image File Format (*.tiff)

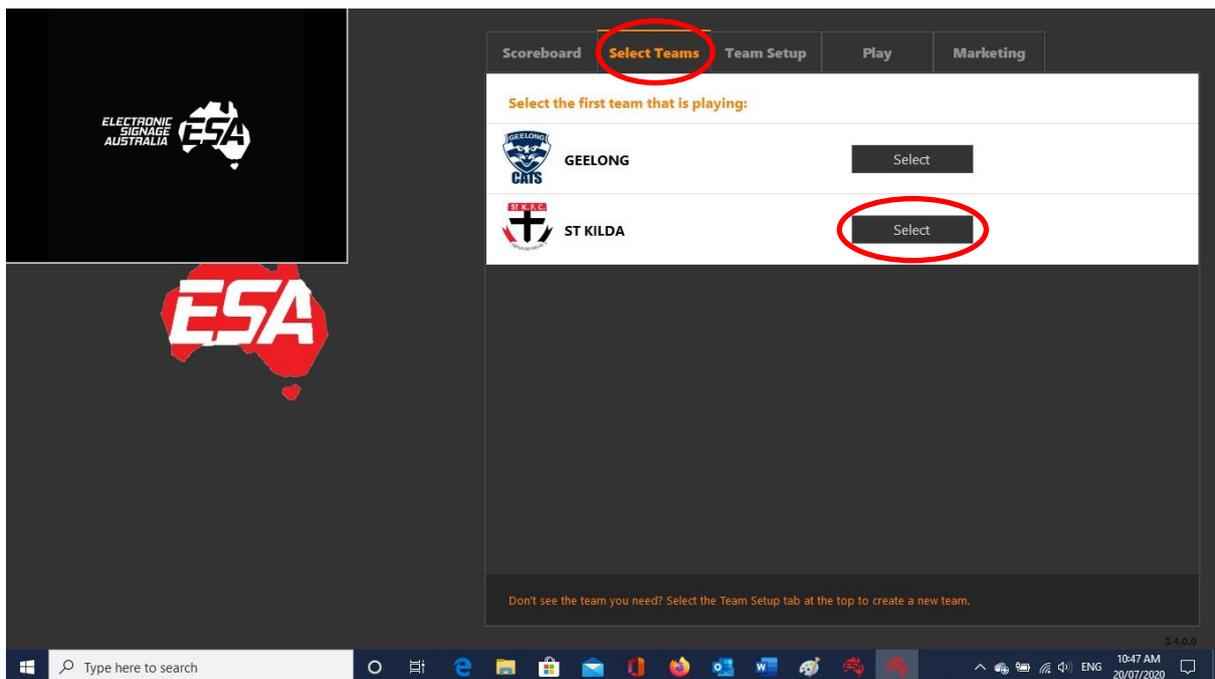
Tagged Image File Format (*.tif)
 Bitmaps (*.bmp)
 Icons (*.ico)
 Enhanced Metafiles (*.emf)
 Metafiles (*.wmf)
 TIFF Images (*.tif)
 TIFF Images (*.tiff)

- Once you save the team they will be added to the teams list as shown below. Repeat the process above to add as many teams as you need.

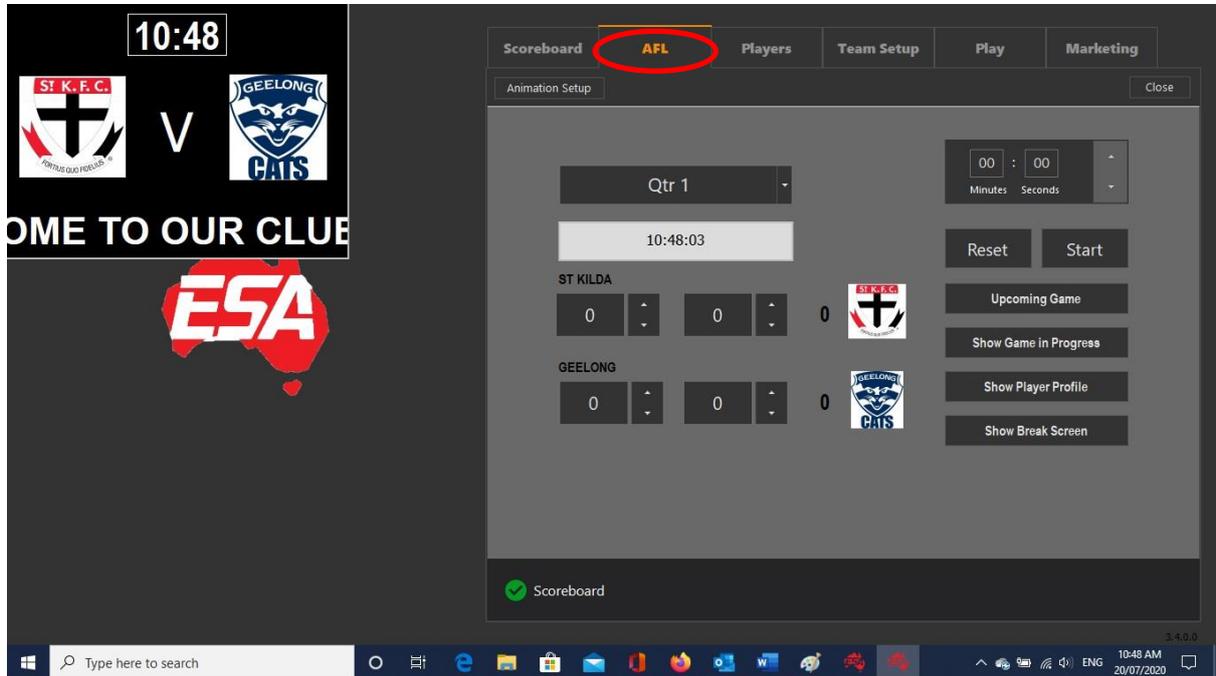


3. SELECTING TEAMS FOR A GAME

- Press the **Select Teams** tab and then select the home team first.

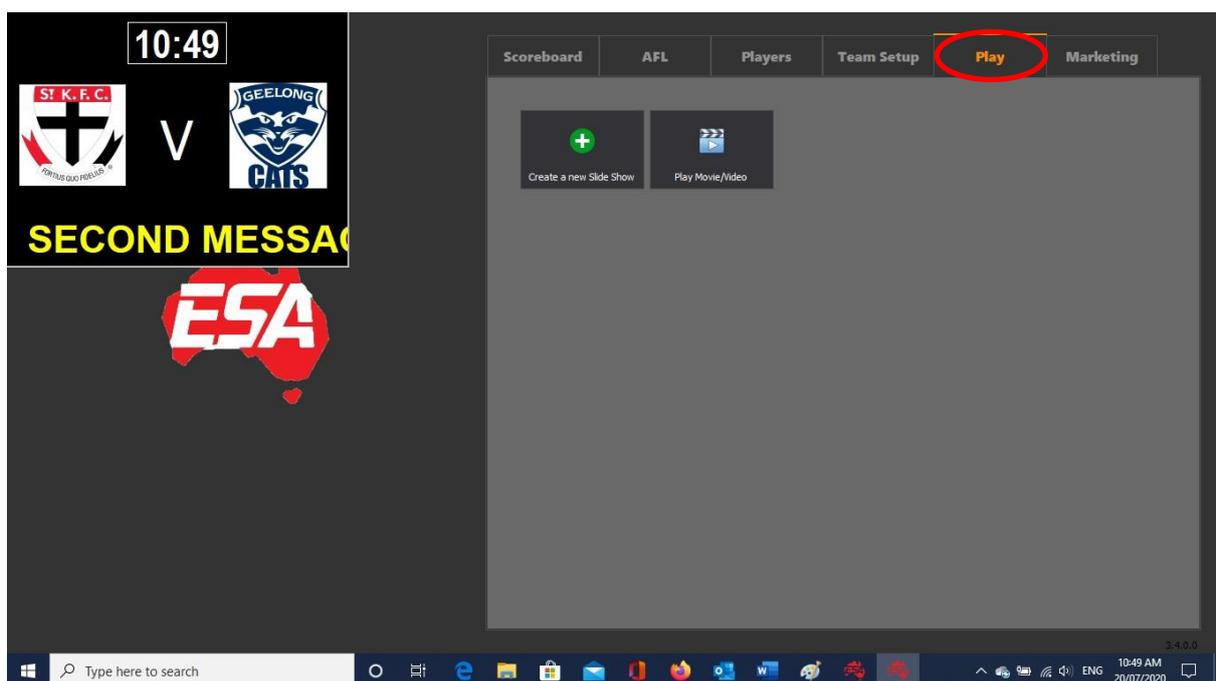


2. Once the next team is selected the controller will automatically move to the **AFL** tab and the display screen (scoreboard) will show the Match Up screen for the upcoming game.

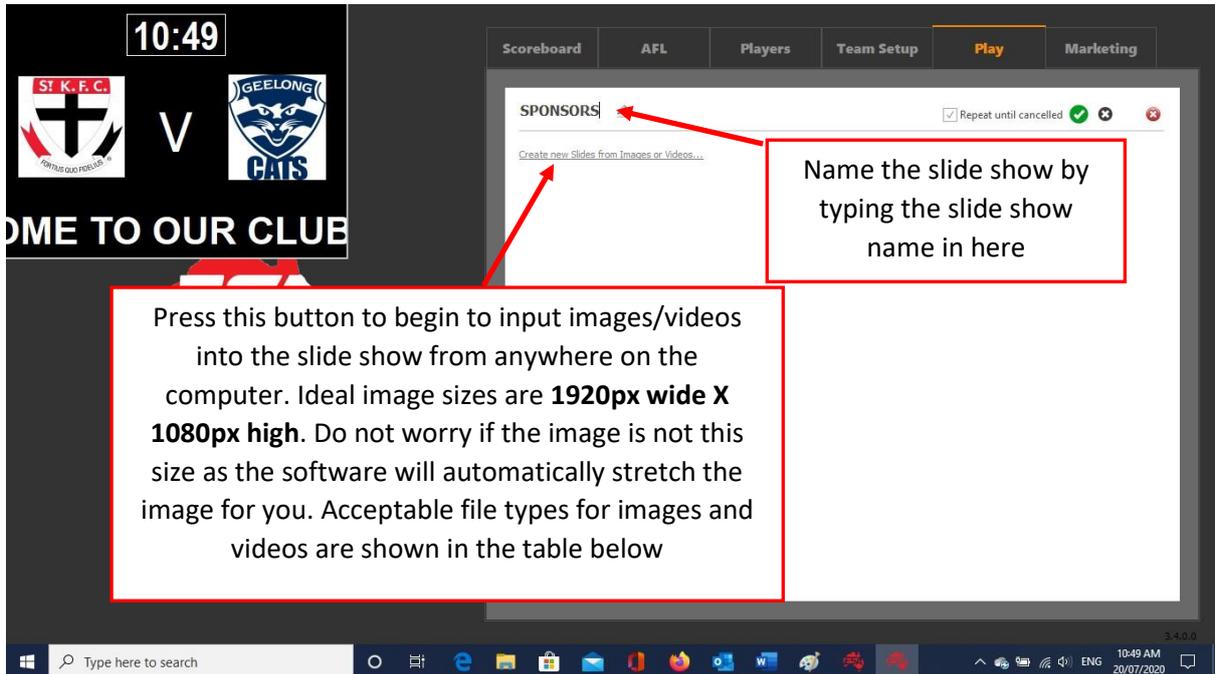


4.SPONSOR SLIDE SHOWS SETUP

1. Select the **Play** tab.



2. Press the **Create a new Slide Show** button to create a new sponsors slide show.



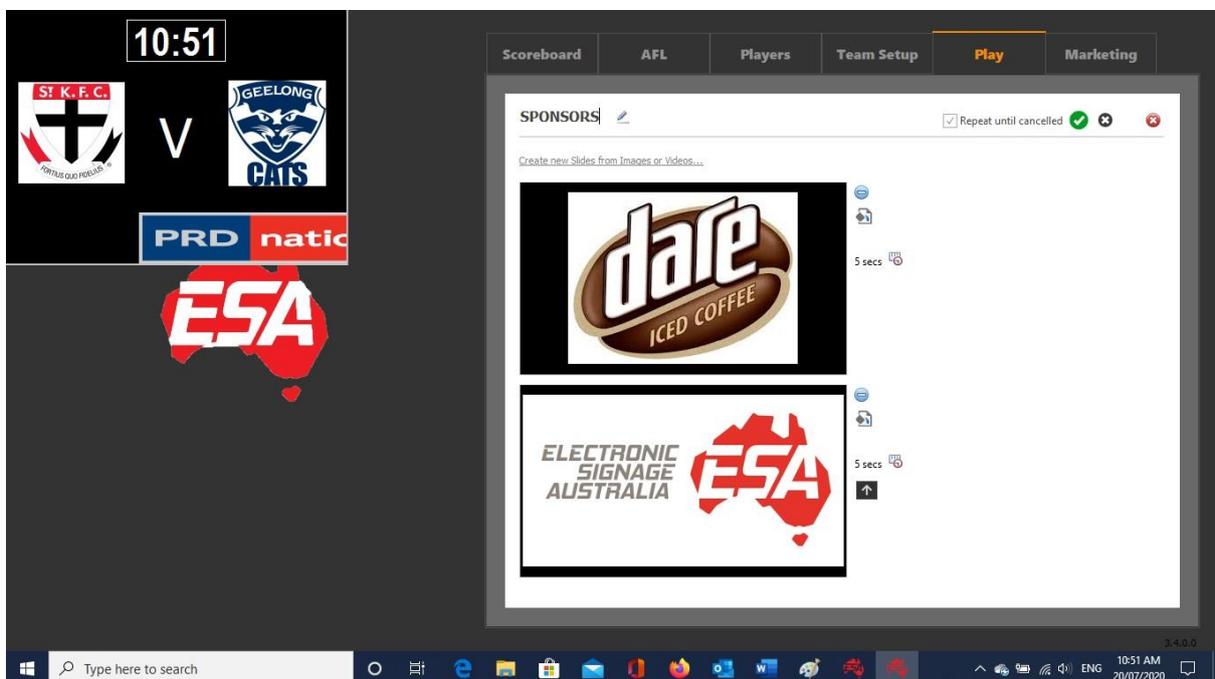
JPEG Image File (*.jpg)
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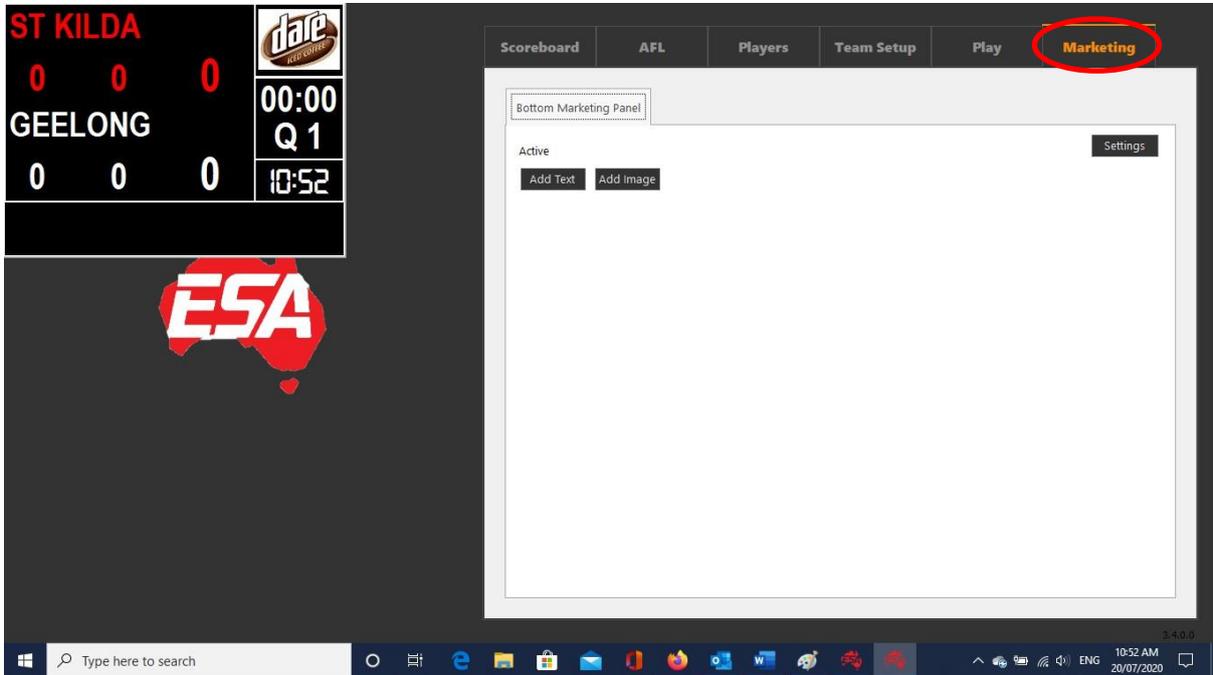
Acceptable video formats are .MP4, .AVI, .MOV or .WMV

3. Once you have selected your images/videos to insert into the slide show they will appear as below. Now press the **green tick** to save the slide show.

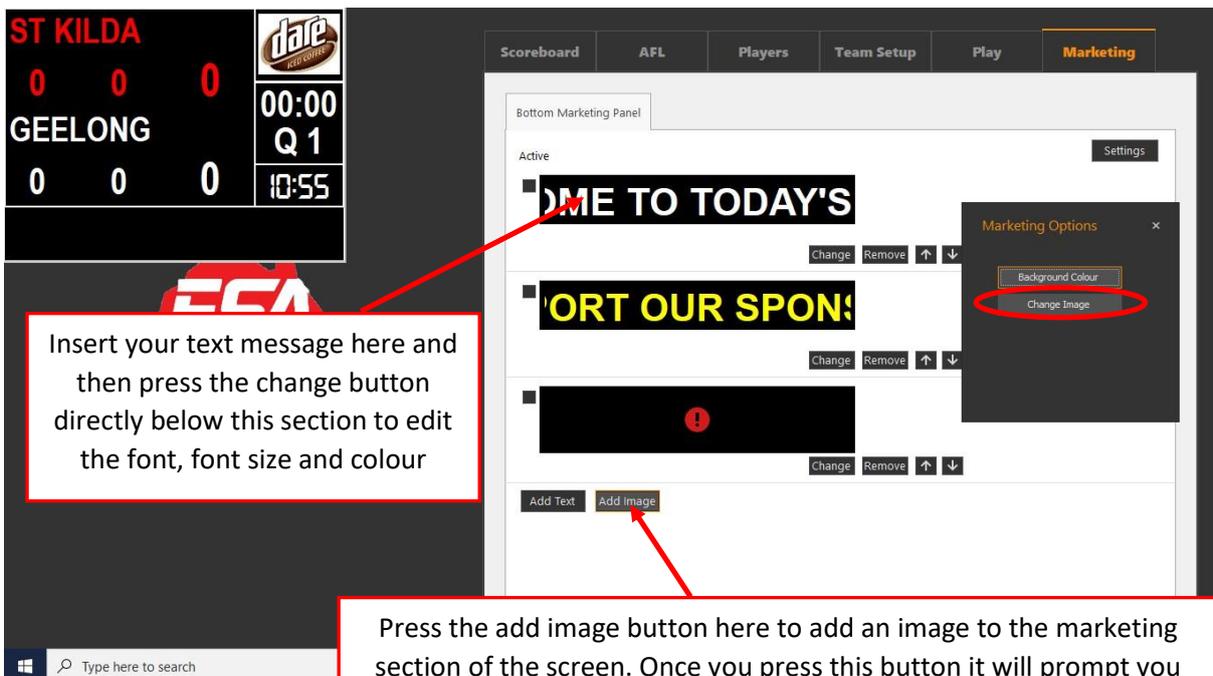


5. MARKETING MESSAGES/IMAGES SETUP

1. Select the **Marketing** tab.

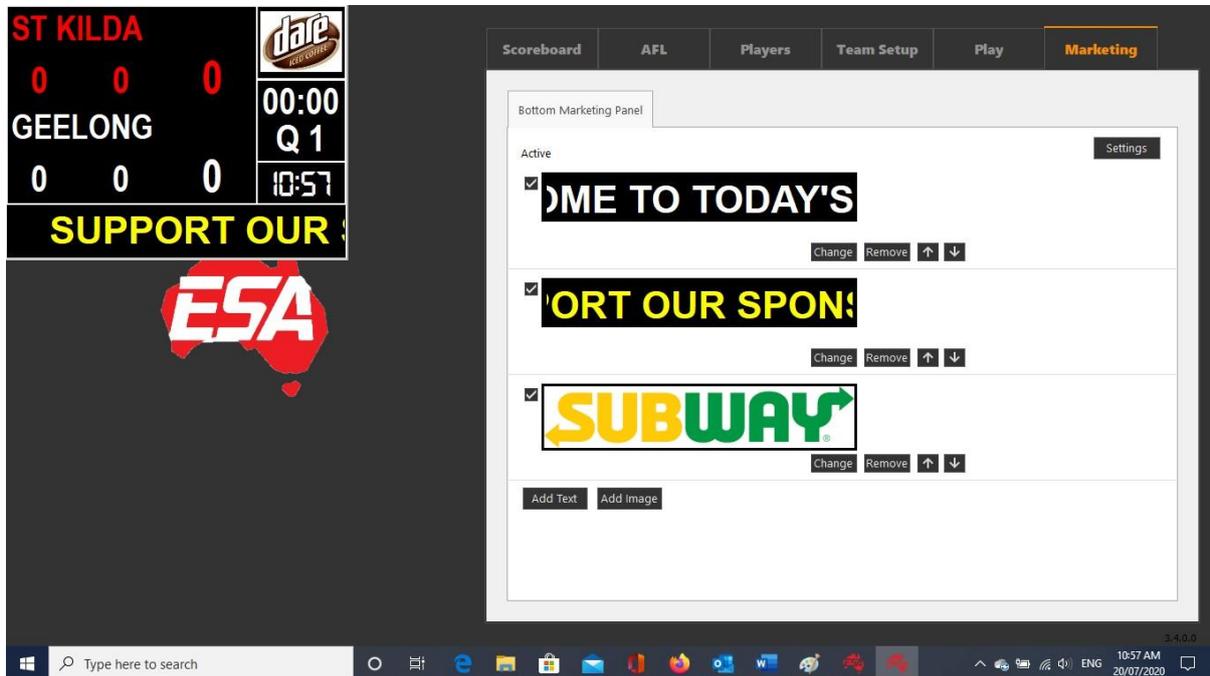


2. Press the **Add Text** button to input a text message to scroll across the screen.



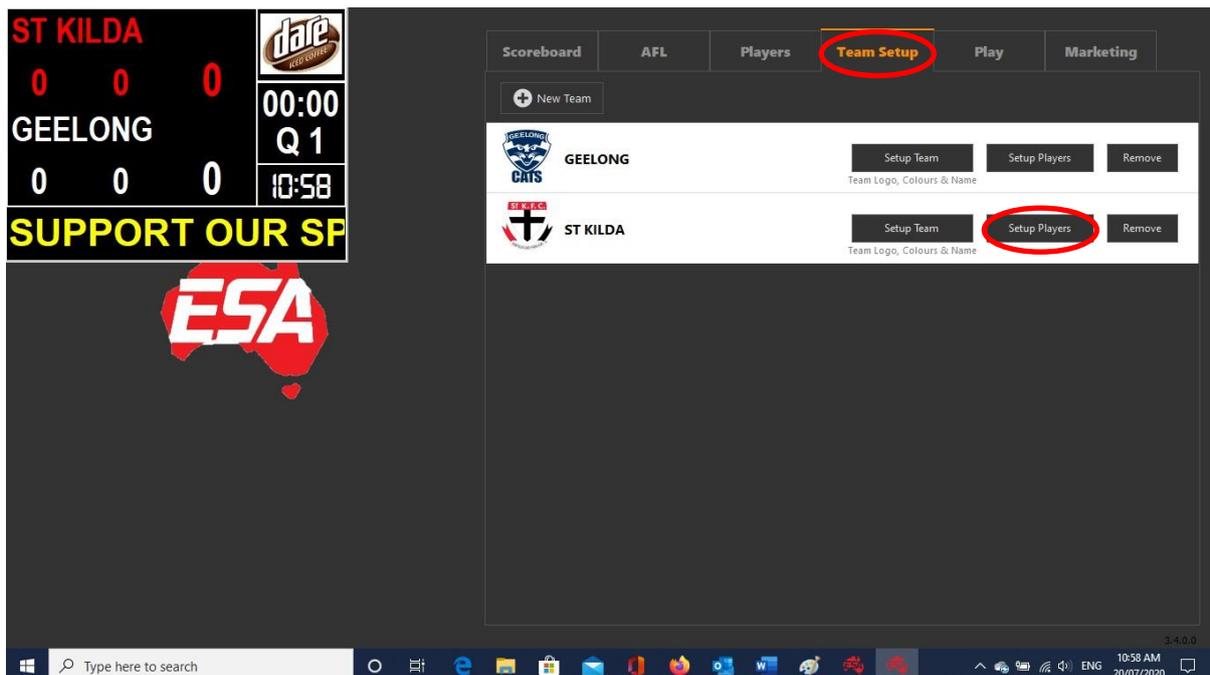
Press the add image button here to add an image to the marketing section of the screen. Once you press this button it will prompt you to add your image. Press the **Change Image** button as circled in red above and then insert your image from anywhere on the computer. Ideal image sizes are **284px wide X 29px high**. Images need to be close to this size or else they will appear stretched across the screen.

- Once you have added your text messages and images simply tick the box under the Active column of each one you wish to show and they will begin to continuously roll across the bottom of the screen.



6. PLAYER PROFILE SETUP

- Select the **Team Setup** tab and then press the **Setup Players** tab.



2. Press the **Add a new player** button and then fill in the player details as shown below.

Insert playing number, then player first name and player last name (use capital letters)

Insert the players image by clicking in this box and then inserting the image from anywhere on the computer. Ideal image size for the player is **111px wide X 111px high**. Images need to be close to this size or else they will appear stretched across the screen.

Insert the players sponsor (or club logo if no player sponsor) image by clicking in this box and then inserting the image from anywhere on the computer. Ideal image size is **115px wide X 55px high**. Images need to be close to this size or else they will appear stretched across the screen.

7. EDITING THE ANIMATION

1. Select the **AFL** tab and then press the Animation Setup button.

- Here you can choose from a list of options for both the home and away team animations. Simply choose your preferred settings for the animation and press the save button when finished.

The screenshot displays a software interface for configuring AFL scoreboard animations. On the left, a scoreboard shows ST KILDA and GEELONG both with 0 goals, 0 behinds, and 0 points. The match is in Q1 at 00:00, with 11:02 remaining. Sponsors like 'dale' and 'ESA' are visible. The main panel, titled 'Configure Animations', has tabs for 'Scoreboard', 'AFL', 'Players', 'Team Setup', 'Play', and 'Marketing'. The 'Marketing' tab is active, and the 'Save' button is circled in red. The configuration options are as follows:

Score Type	Animation Option	Show the team logo	Show the team sponsor
Home Goal	<input checked="" type="radio"/> Use the default animation/video	Never	Never
	<input type="radio"/> Disable the animation/video		
	<input type="radio"/> Show a different animation/video		
Away Goal	<input checked="" type="radio"/> Use the default animation/video	Never	Never
	<input type="radio"/> Disable the animation/video		
	<input type="radio"/> Show a different animation/video		
Point	<input checked="" type="radio"/> Disable the animation/video	Never	Never
	<input type="radio"/> Show a different animation/video		

At the bottom of the configuration panel, there is a green checkmark icon and the text 'Scoreboard'. The Windows taskbar at the bottom shows the search bar, task view, and various application icons, with the system tray displaying the time as 11:02 AM on 20/07/2020.