



Snooker Scoreboard Pro version 1.0
User's Manual

Under construction

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1 Introduction

Snooker Scoreboard Pro is a perfect utility for snooker players, whether professionals or amateurs.

With it you will be able to keep track of the score of any match and display it progress on any other iOS device or even on TV using AirPlay technology.

Main features:

- Unlimited number of matches
- Unlimited number of players
- Configured number of frames and red balls in every game
- Easy-to-use scoreboard with separate buttons for potted balls, fouls, freeball and other functions
- Undo function
- Ability to display progress of the game on attached TV using AirPlay technology
- Ability to display progress of the game on other iOS device. For example on iPhone you can track a match but display it on iPad. This function requires enabled bluetooth and WiFi. This option is available after in-app purchasing.
- Keeps statistic for every game. Statistic are easy available from the player window.

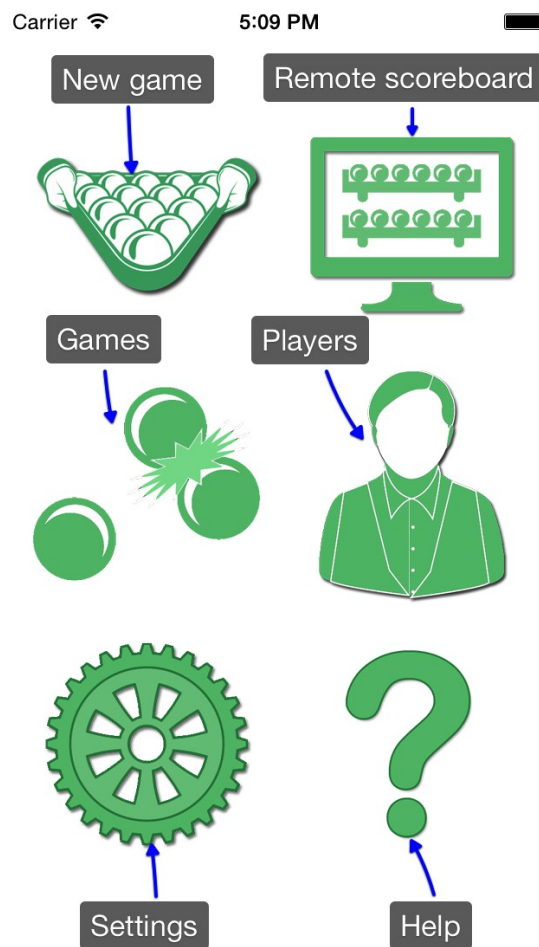
2 User Interface

This chapter describes all elements of the user interface in Snooker Scoreboard Pro, and shows their functions, purposes and connections.

2.1 Main screen

Main screen contains six buttons which open six different windows. These buttons are:

- New game – opens window of adding new game
- Remote scoreboard
- Games
- Players
- Settings
- Help



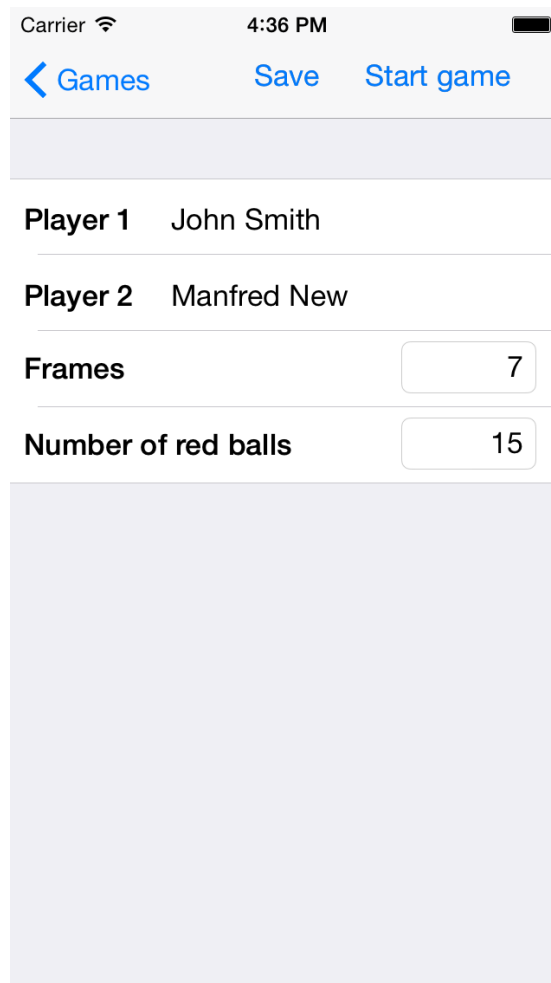
Picture 1: Main screen

2.2 Window of the edition of game

This window allows to edit settings of the game.

For every game you can choose:

- players
- number of frames in the game
- number of red balls in frame



The screenshot shows a mobile application interface for editing game settings. At the top, there is a status bar with 'Carrier', signal strength, '4:36 PM', and battery level. Below the status bar is a navigation bar with a back arrow, 'Games', 'Save', and 'Start game'. The main content area is divided into sections by horizontal lines. The first section is labeled 'Player 1' with the name 'John Smith'. The second section is labeled 'Player 2' with the name 'Manfred New'. The third section is labeled 'Frames' with a text input field containing the number '7'. The fourth section is labeled 'Number of red balls' with a text input field containing the number '15'. Below these sections is a large, empty light gray rectangular area.

Picture 2: Window of the edition of game

Carrier  4:36 PM 

[← Games](#) [Save](#) [Start game](#)

Player 1 John Smith

John Smith
Manfred New

Player 2 Manfred New

Frames

Number of red balls



Picture 3: Choosing a player

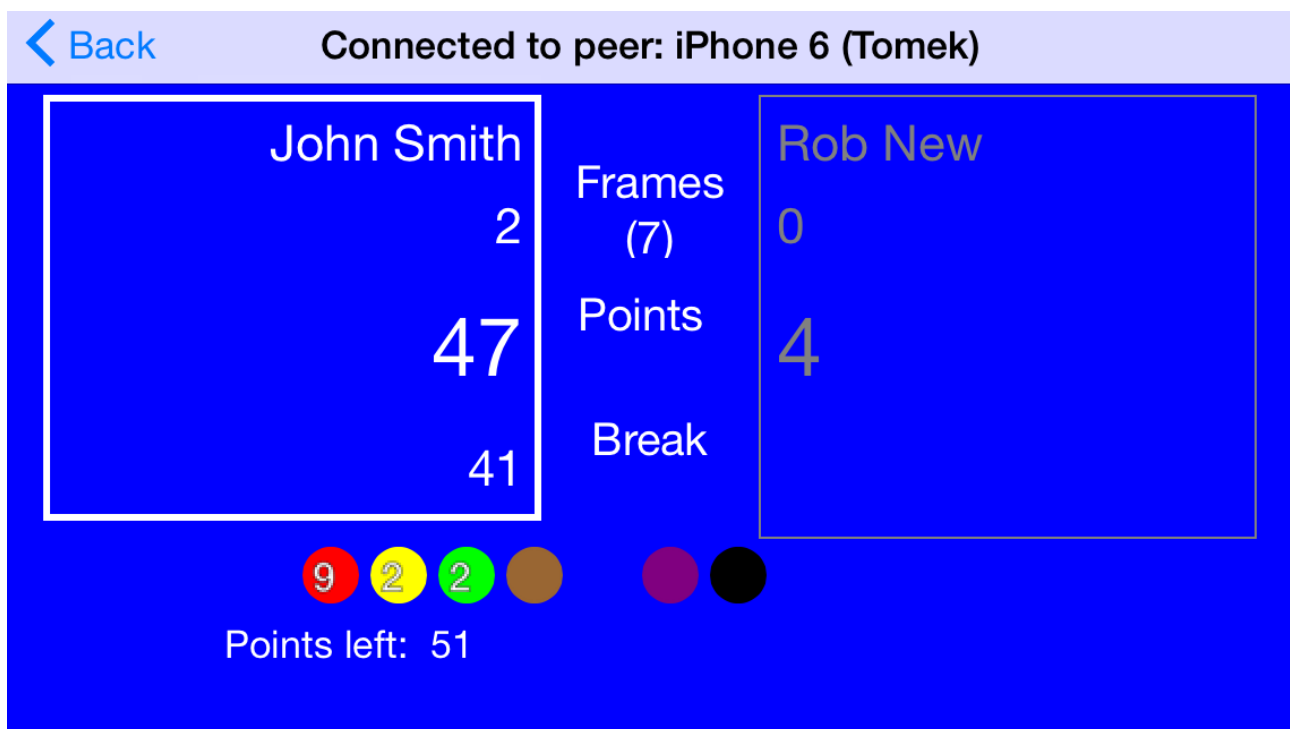
2.3 Remote scoreboard window

Remote scoreboard window allows to track progress of the match from other iDevice (iPhone / iPod Touch or iPad).

Chapter 3.4 describes how to connect your device to other device to display a game.

This window shows:

- name of connected device (which controls match) – on navigation bar
- two sections for both players showing:
 - number of frames won by player
 - number of point scored by player in current frame
 - number of points in current frame
- number of frames scheduled for match (in formula best-of-)
- current break in graphical form (potted balls)
- points left on the table (possible maximum break)



Picture 4: Remote scoreboard

According to snooker rulebook single potted ball is not a break, so current break shows more than 0 points after second potted ball. Also a foul is not a part of break.

2.4 Games window

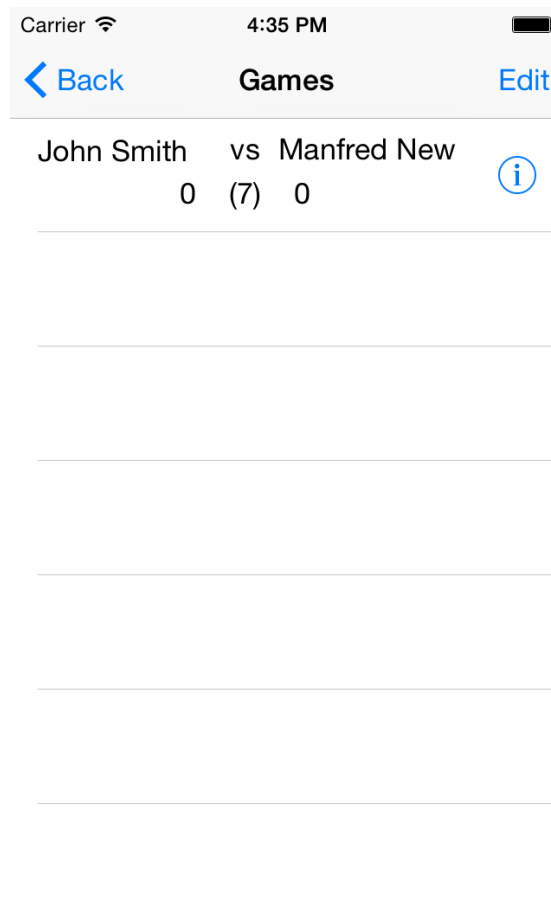
Games window contains list of matches created in system, either completed or not played.

For every game list shows:

- Names of players
- number of scheduled frames
- current frame result for both players

From this list you can:

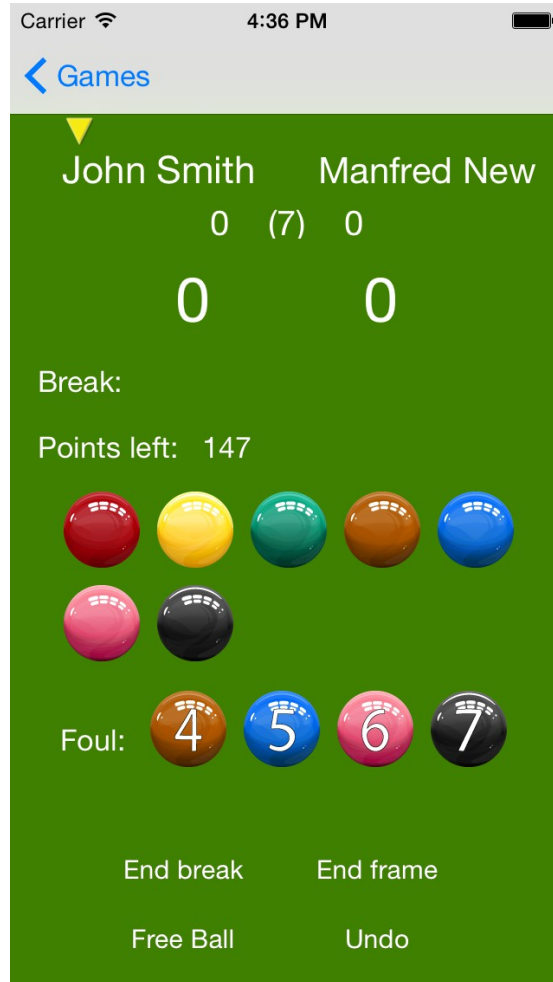
- add new game: tap *Edit* button, then green plus button
- delete game: tap *Edit* button, then red minus button
- edit game: tap small (I) button on the right of game
- go to game table: simple tap game line



Picture 5: Games Window

2.5 Game table window

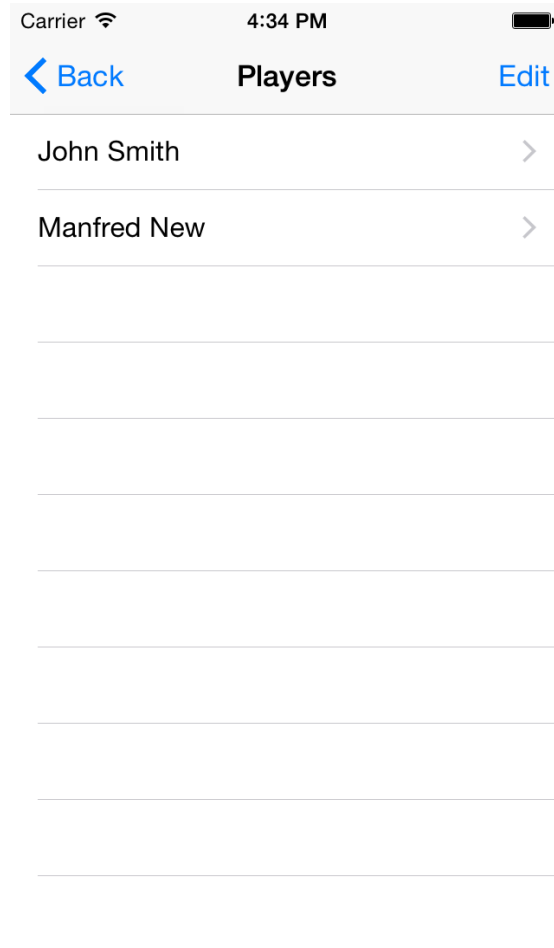
Game table window



Picture 6: Game table window

2.6 *Players window*

Players window contains list of player defined in application.



Picture 7: Players window

2.7 Window of the edition of player

This window allows to edit settings of the player. For every player you can define:

- player name (required field)
- player nick
- contact – in example mail or phone number
- memo – text field

Window contains also links to player's statistics:

- list of played and scheduled games
- list of won games

The screenshot shows a mobile application interface for editing a player's information. At the top, there is a status bar with 'Carrier', a Wi-Fi icon, '11:38 AM', and a battery icon. Below the status bar is a navigation bar with a blue back arrow and the text 'Players'. The main content area is divided into two sections: 'PLAYER' and 'STATISTICS'. The 'PLAYER' section contains four rows of input fields: 'Name' with the value 'John Smith', 'Nick' with the value 'johnny', 'Contact' with the value 'johnny@gmail.com', and 'Memo' with the value 'Our best player'. Each input field has a small 'x' icon to clear the text. The 'STATISTICS' section contains two rows: 'Games' with the value '1' and 'Games won' with the value '0'. Each row has a right-pointing arrow next to the value. The bottom of the screen is a light gray bar.

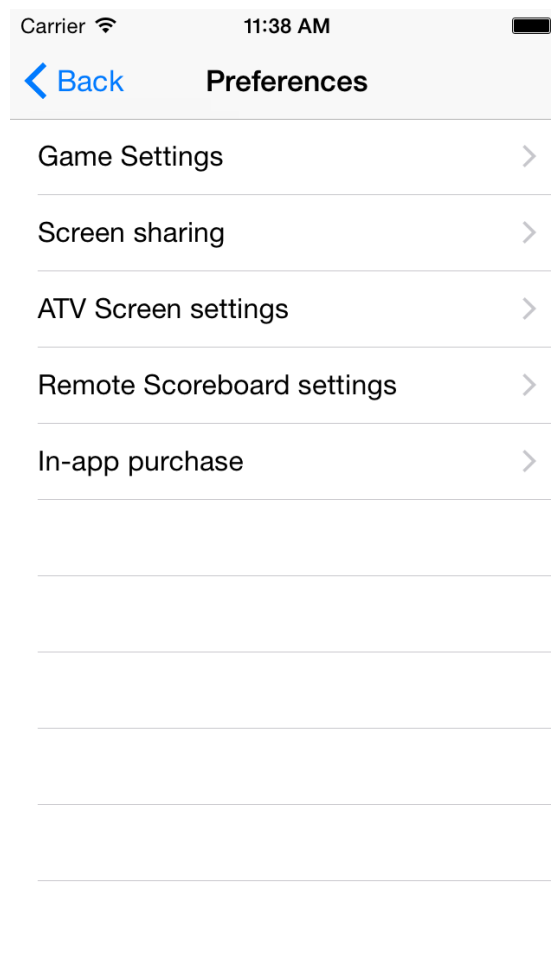
Picture 8: Window of the edition of player

2.8 Application preferences

Application preferences window allows to open several windows with detailed settings of application.

These windows are:

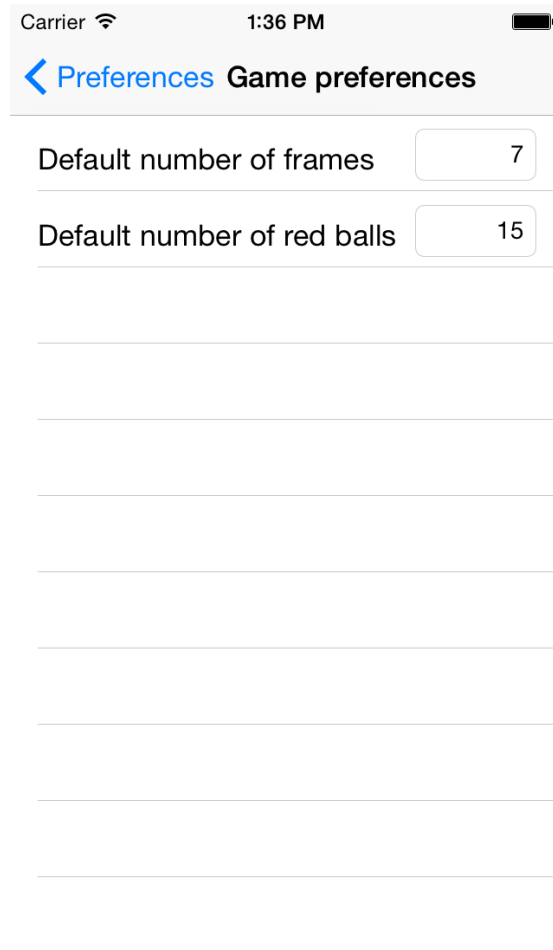
- Game settings
- Screen sharing
- ATV Screen settings
- Remote Scoreboard settings
- In-app purchase



Picture 9: Main application preferences window

2.8.1 Game Settings

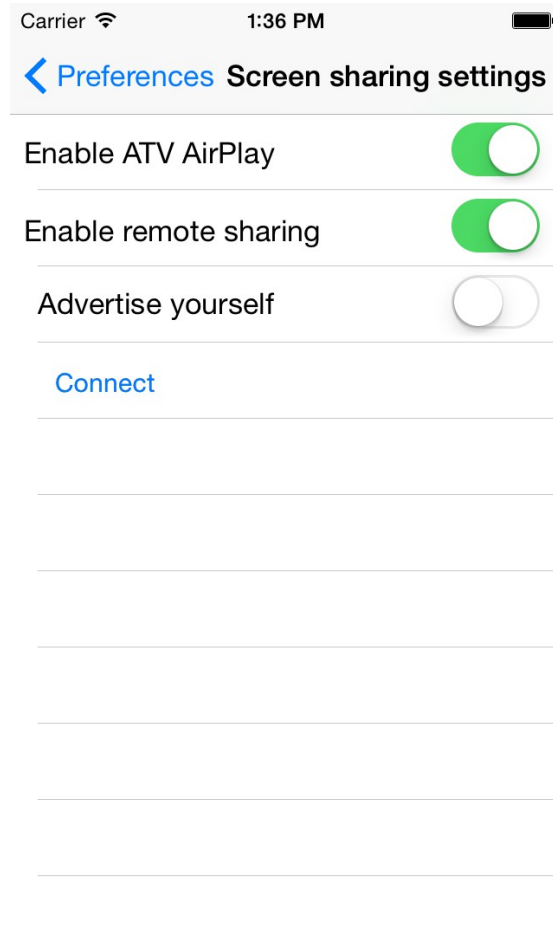
Game Settings window allows to set default length of game (number of frames) and default number of red balls in every frame.



Picture 10: Game Settings window

2.8.2 Screen sharing

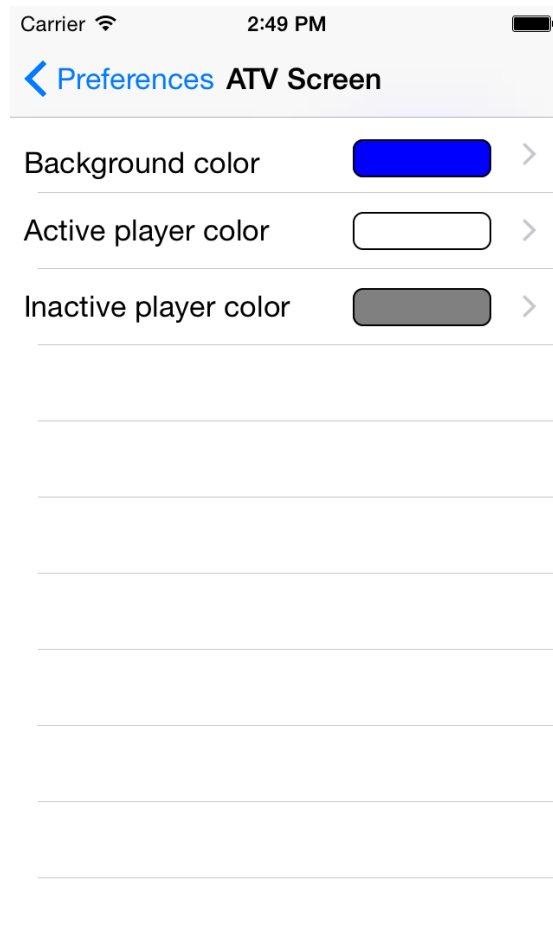
Screen sharing window allows to enable or disable screen sharing.



Picture 11: Screen sharing window

2.8.3 ATV screen settings

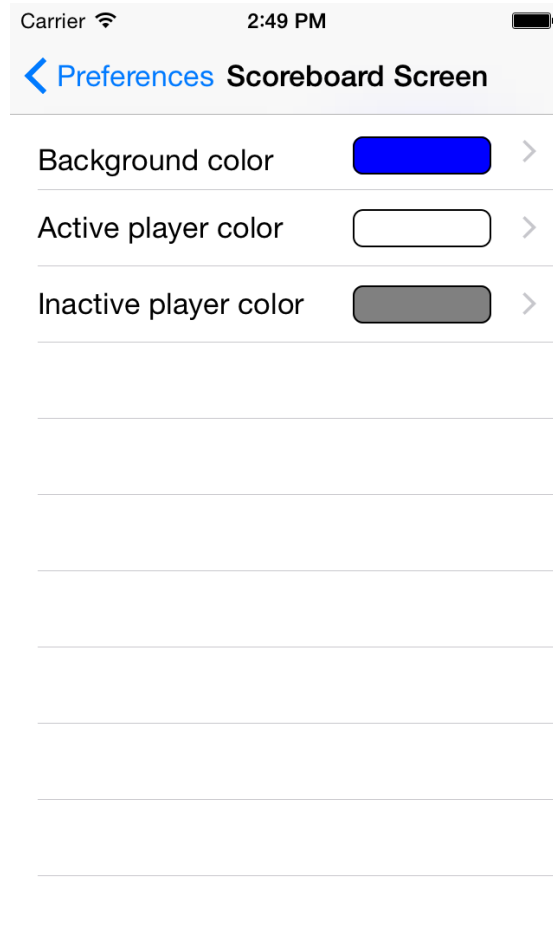
ATV screen settings window allows to configure scoreboard displayed on AirPlay (Apple TV) attached screen.



Picture 12: ATV screen settings window

2.8.4 Remote scoreboard settings

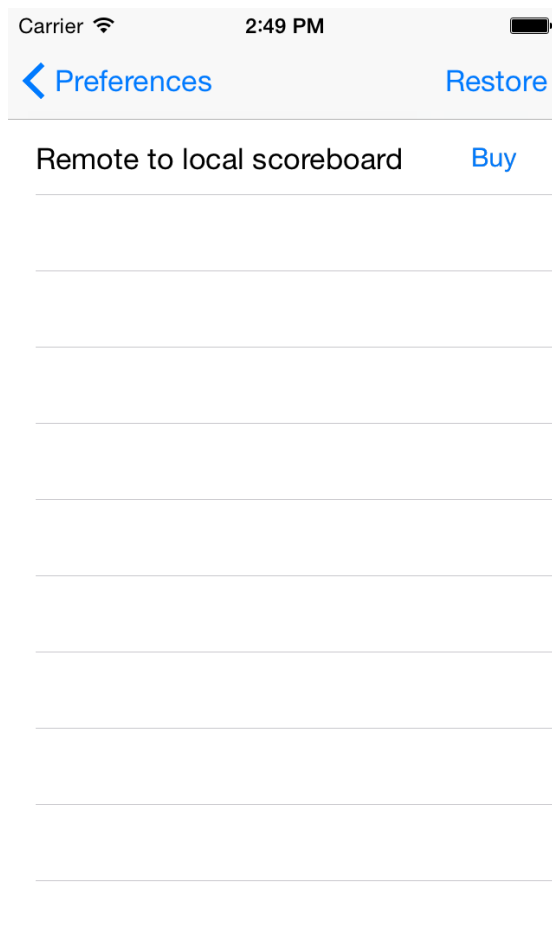
Remote scoreboard settings window allows to configure Remote scoreboard (see chapter ...).



Picture 13: Remote scoreboard settings

2.8.5 In-app purchase

In-app purchase window

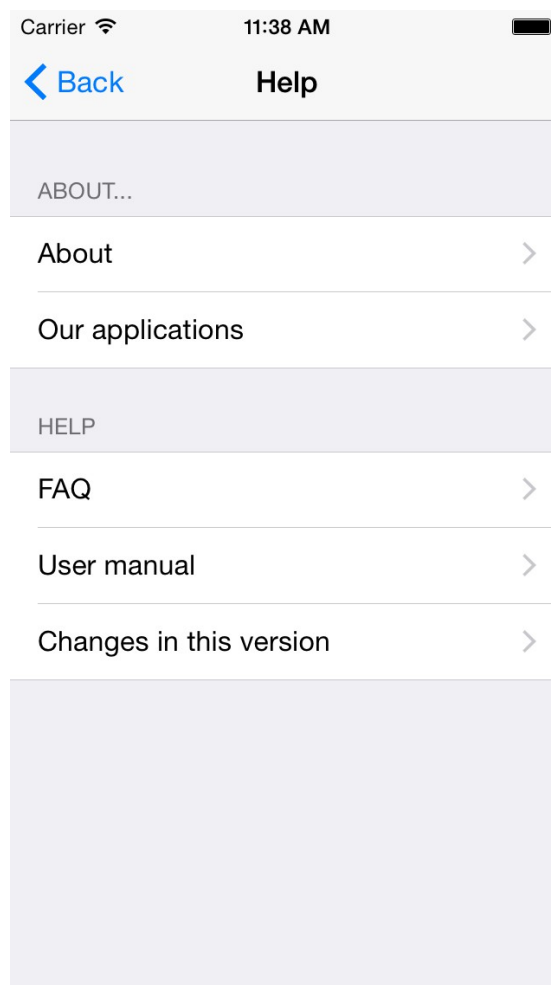


Picture 14: In-app purchase window

2.9 Help window

Main help window contains several links to following windows:

- In section About...
 - About window containing informations about current version of the application
 - Our applications – contains informations about other Peritum.Net's products
- In section Help
 - FAQ window containing list of frequently asked questions and answers
 - User manual – window showing this manual
 - Changes in this version – window showing application's changelog.



Picture 15: Main help window

3 Application usage

3.1 Creating first game

3.2 Tracking the progress of the game

3.3 Using AirPlay (ATV) sharing to display a game

3.4 Using Remote scoreboard to display a game

3.5 Player and game statistics

4 Troubleshooting

Typical errors reported by Snooker Scoreboard Pro:

Problem	Solution

5 Contact information

All informations about Snooker Scoreboard Pro you can find on product webpage <http://snooker-scoreboard-pro.peritum.net>

If you would like send us comments, feature requests or report a bug, you can send email to support@peritum.net, or use our Issue Tracker <http://tracker.peritum.net>.

You can also find us on Facebook: <http://facebook.com/Peritum.Net> and on Twitter @peritum.