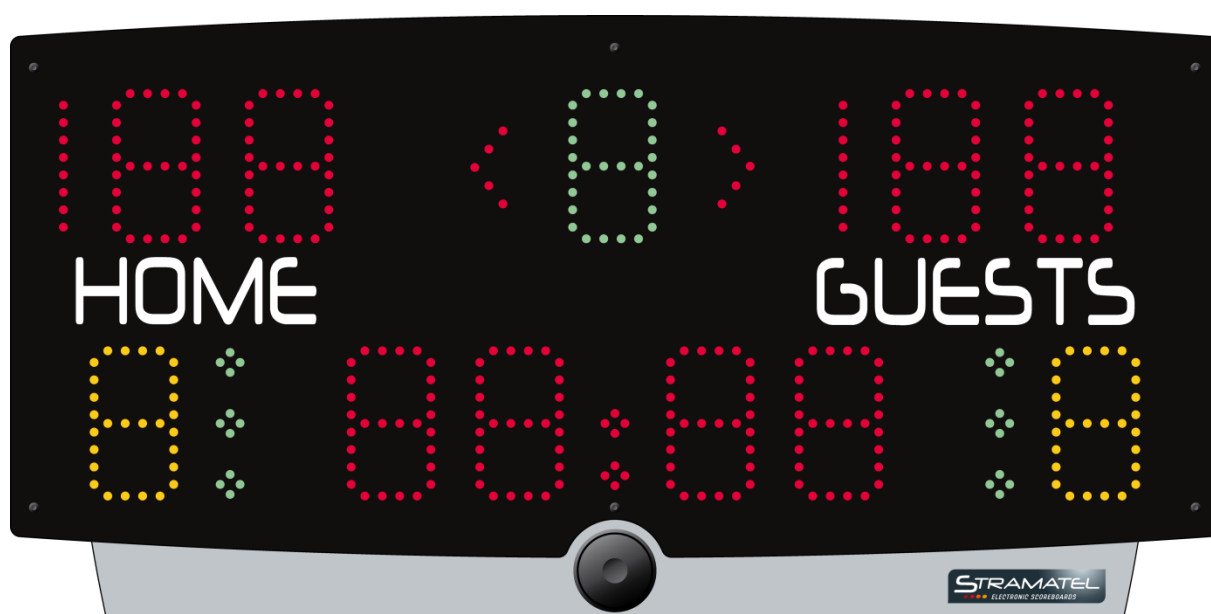




Multisport Eco Range

OPERATING INSTRUCTIONS

MULTI-TOP



Non-binding pictures

[illegible]

● SUMMARY

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● GENERALITIES

Scope of delivery

Equipment for indoor use only.

Use a soft dry cloth to clean the equipment (Never use water or other liquids – risk of electric shock).

Class II equipment – Must not be connected to earth.

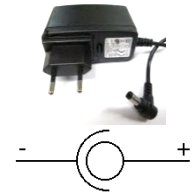
Multi-Top

- ✓ The display unit indicate the match information to the spectators, teams and referees.
- ✓ Dimensions: 730 x 370 x 110 mm.
- ✓ Weight: 5,5 kg.
- ✓ Protection: temporised external fuse 5x20mm 1A (on the side of the Multi-Top).
- ✓ Built-in lead-acid batteries: 2 x 6V 4,5Ah (about 20 hours capacity).
- ✓ Control console integrated at the back of the display unit with possibility of backlight of the console screen.
- ✓ The control console enables to use the main functions in the different modes available (timers, scores, etc ...).



Power supply

- ✓ The power supply enables to recharge the batteries of the Multi-Top.
- ✓ Use only the power supply supplied by STRAMATEL.
- ✓ Input: 100-240V 47-63 Hz 0,4A.
- ✓ Output: 13,6VDC 0,75A.



Environment and recycling

Please help us to protect the environment by disposing of the packaging in accordance with the national regulations for waste processing. Recycling of obsolete appliances: appliances with this label must not be disposed off with the general waste. They must be collected separately and disposed off according to local regulations.



Data backup

The match information is saved in memory in case the Multi-Top is switched off.

As soon as the Multi-Top is turned on again, the match results return automatically.

(It is necessary to stop the timers before being able to turn off the Multi-Top).

Multi-Top recharge

The Multi-Top is equipped with batteries allowing a battery life of about 20 hours when totally charged (backlight of the console screen off). Whilst not in use, the Multi-Top must be recharged with the power supply supplied. (Use only the power supply supplied by STRAMATEL).

- ✓ Switch off the Multi-Top.
- ✓ Plug the power supply on the side of the Multi-Top, then plug it into an appropriate mains outlet (the socket should be as close as possible to the control console and must be easily accessible).

The lead batteries will be permanently damaged if they are allowed to fully run down. The Multi-Top should remain in recharge permanently whilst not in use (Slow charging system does not deteriorate the batteries).





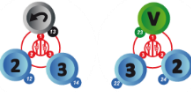











If you need to store the MULTI-TOP for a long period of time and can not put it on charge permanently, please make sure that you put it on charge for 24 hours before you store it.






Functions of the control console







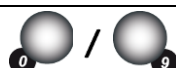




Keys are numbered from 0 to 28



	ON/OFF
	Sport selection / Entering of the numerical data / Backlight of the console screen - key 5 (function enable once entered in a sport)
	Scores / Number of time-outs requested (once the time-out timer is running only)
	Team Fouls
	Penalty timers
	Start / stop of game timer, rest timer, extra-time timer
	Start or stop of time-out timer
	Horn
	Loading of a game period or of an extra-time period
	Backwards
	Loading of a new match
	Correction function (keep the key pressed and press a "score" key or another key)
	Ball possession / Service side
	Inversion of the timer display on the control console
	Validation of the programmed parameters
	Back to parameter programming

● SET-UP - PROGRAMMING

Set-up	
Press the ON/OFF key on the control console until the console displays the welcome screen.	
The remaining battery charge level is indicated next. If the battery charge is insufficient for the match, power can be supplied by plugging in the power supply supplied.	
The control console will then enter into the last sport programmed. To change the sport or access to the "general configuration" mode (See "Various configurations" – Page 7): press key 27 several times.	

Select a sport or a function	
Press key 27 several times (access to the sport menu).	
Then, select the sport or the function needed with the key number indicated on the console screen.	
Change the sport configuration with key 0 or play with the backup configuration with key 9 .	

Programme the parameters of the sports	
Each sport has its own configuration (parameters): length of game periods, length of the extra-time periods, number of sets or number of periods, etc... These parameters are saved in memory in case the Multi-Top is switched off or a new sport programmed (what makes the use of the console easier in case of several clubs using it).	
Choose a sport: the console screen displays the stored configuration for this sport during a few seconds. Press key 18 to view the data on the console screen longer. Press key 18 again once this data have been read.	
Change the configuration with key 0 (see below) or play with the stored configuration with key 9 (direct access to the game).	
<u>To change configuration:</u> come back to the source configuration of the console in this sport with key 9 or keep the last parameters with key 0 . Answer the various questions displayed on the console screen. For each question, the control console offers the last stored configuration (the data blinks on the console screen): <ul style="list-style-type: none"> ✓ enter this answer with key 23. ✓ select another answer with keys 0 to 9. ✓ programme lengths of time with keys 0 to 9 and and enter time with key 23. During programming, it is always possible to come back to the previous programming with key 13 .	   

Backlight of the console screen	
The backlight of the console screen is possible to improve the readability in a poorly lit area (2 brightness levels available). Note: the backlight of the console screen decreases the battery capacity of 15%.	
Turn the Multi-Top on and programme it in the sport needed. Choose the brightness needed by pressing key 5 several times.	

● VARIOUS CONFIGURATIONS

The control console language is configurable.

The parameters of the control console can be also reset.

Access to the "General configuration" mode

Press key **27** several times (access to the sport menu).



Keep key **27** pressed for 1 second until the console displays the "Configuration Language" screen.



Choose the parameter you need to change with keys **0** and **9** (drop-down list).



Access to the configuration of the parameter needed with key **23**.



Language of the control console

The control console is programmable in different languages.

Access to the configuration of this mode as described previously.

Select the language needed with the key number indicated on the console screen.



Global reset of the console parameters

The control console can be completely reset (source configuration in all sports).

Access to the configuration of this mode (Global Reset) as described previously.

Reset the parameters (source parameters) with key **9**.



In case of new sports rules (USB key)

In case of new sports rules, the programme of the Multi-Top can be updated using a simple USB key.

In this case, a specific instruction for programme update will be provided with the USB key.



● MULTI-TOP USED IN SLAVE MODE

Two Multi-Top can be used together as main and slave/repeater scoreboards (requires the "OYCTI25" cable (option)).

Set-up

Connect the two Multi-Top together with the "OYCTI25" cable (option).



Press the ON/OFF key on the control console until the console displays the welcome screen.



Press key **27** several times (access to the sport menu).



Select the "Slave" mode with key **18**.



Turn the main Multi-Top on and program it in the sport needed.

The slave Multi-Top displays the information sent by the main Multi-Top.

● BASKETBALL

Set-up

If used, connect the "24 seconds" control console (Model SC24 Eco) on the side of the Multi-Top.

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Basketball" mode with key **1**.

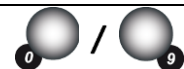


The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, length of the extra-time periods, length of the time-outs.

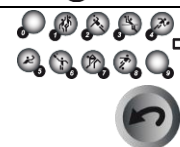


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.



Pre-match timer / Game timer

Start or stop the pre-match timer with key **18**.



If needed, stop the pre-match timer to charge the 1st game period with key **28**.



Start or stop the game timer with key **18**.



Display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.



End of the first game periods: the rest timer starts automatically in count-up mode.

If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



Stop the rest timer and load a new game period or an extra-time period with key **28**.

- ✓ The number of team fouls goes back to zero (except at extra-time period).
- ✓ The number of time-out requests only reaches zero at half game time and at extra-time periods.

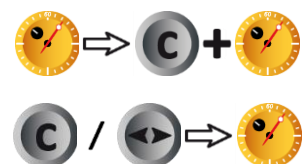




End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.








Correction of the game timer:


- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.





Scores	
Add 1, 2 or 3 points with keys 10, 12, 14 (Home) or keys 22, 24, 26 (Guests).	
Deduct 1, 2 or 3 points by pressing keys 16 and 10, 12, 14, 22, 24 or 26 simultaneously.	



Team Fouls	
Add 1 team foul with key 11 (Home) or key 25 (Guests).	
Deduct 1 team foul by pressing keys 16 and 11 or 25 simultaneously.	


Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).</i>	

Ball possession	
Invert the ball possession indicator on the console screen (<i>home / guests / arrows off</i>) with key 20 .	

Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

After use	
<u>The Multi-Top must be switched off and plugged in to recharge.</u>	

● HANDBALL

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Handball" mode with key **2**.



The console screen displays the stored configuration during a few seconds: length of the pre-match period, length of game periods and mode of display of the game timer (count-up or count-down, periods time accumulative or not), length of the extra-time periods, length of the time-outs, display of the number of time-outs or of the number of penalties on the scoreboard.



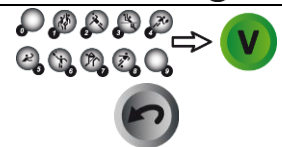
Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.

During programming, it is always possible to come back to the previous programming with key **13**.



Pre-match timer / Game timer

Start or stop the pre-match timer with key **18**.



If needed, stop the pre-match timer to charge the 1st game period with key **28**.



Start or stop the game timer with key **18**.



End of the first game period: the rest timer starts automatically in count-up mode.
If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



Stop the rest timer and charge a new game period or an extra-time period with key **28**.

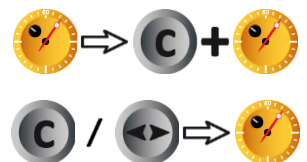


End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



Penalties

3 penalty timers of 2 or 4 minutes are available for each team.

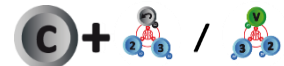
Launch a penalty timer with keys **12, 13, 14** (Home) or keys **22, 23, 24** (Guests).

Press the appropriate key once or twice to choose the length of the penalty (2 or 4 minutes).

For each team: the shortest penalty timer is displayed on the console screen.



Delete 1 penalty timer by pressing keys **16** and **12, 13, 14, 22, 23** or **24** simultaneously.



Time-outs

Stop the game timer with key **18**, then start the time-out timer with key **17**.



Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).



Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.



Horn

The horn can sound automatically or not at the end of a programmed time (Pre-match, game, time-out timers).

Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA: 'h' / NL: 't' / PT: 'b' / FI: 's').



Sound the horn manually with key **19**.



Period number

If needed, correct the period number by pressing keys **16** and **28** simultaneously.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● VOLLEYBALL

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Volleyball" mode with key **3**.

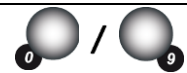


The console screen displays the stored configuration during a few seconds: automatic start of technical time-outs or not, length of the technical time-outs if needed, length of the other time-outs.

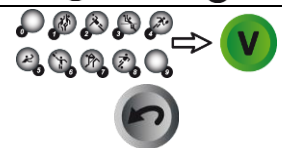


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.

Game timer

Start or stop the game timer with key **18**.

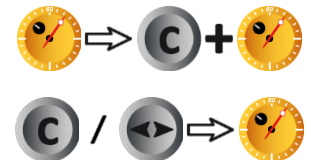


If needed, stop the game timer with key **18** and reset it (back to 0) with key **28**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



Validate the sets won with key **23**.



It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points and sets can be automatically corrected.



Special case - Euroleague relegation match: at the end of the match, if the results are even after 2 matches, it is possible to play a Golden set in 15 winning points.



Press key **28**, then key **9**. The Golden set can start.

Service side

Invert the service side with key **20**.



Substitutions

Count the substitutions made during the set with key **11** (Home) or key **25** (Guests).



Correct the substitutions made during the set by pressing keys **16** and **11** or **25** simultaneously.



452ME3000 / 452ME3020: the number of substitutions made during the set can be displayed in place of the timer on the scoreboard.

Keep key **16** pressed and press key **28** several times ('S' is displayed on the console screen – Please note: the letter displayed depends on the language programmed: GB, NL, PT: 'S' / DA: 'R' / FI: 'V').



Standard time-outs

Stop the game timer with key **18**, then start the time-out timer with key **17**.



Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).



Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.



Technical time-outs

If you have opted for automatic technical time-outs: in the first 4 sets, the technical time-outs start automatically and the horn can sound automatically when the first team scores 8 or 16 points (see "Horn" below).



Horn

If you have opted for automatic technical time-outs:

- ✓ The horn can sound automatically or not at the begin of a technical time-out.
- ✓ Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA: 'h' / NL: 't' / PT: 'b' / FI: 's').



Sound the horn manually with key **19**.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● TENNIS

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Tennis" mode with key **4**.



The console screen displays the stored configuration during a few seconds: number of sets, number of games to win a set, operation mode in the last set (set replaced by a tie-break in 7 winning points, by a tie-break in 10 winning points or normal set in x winning games), sets played with or without Tie-Break, final set played with or without Tie-Break ("TB" on the console screen).

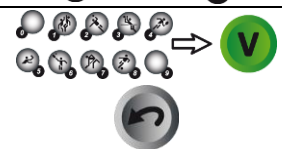


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.

Game timer

Start or stop the game timer with key **18**.

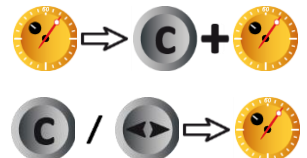


If needed, stop the game timer with key **18** and reset the timer (back to 0) with key **28**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Enter the points with key **10** (Home) or key **26** (Guests).

The games and the sets are counted automatically.



It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points, games and sets can be automatically corrected.



Correct (only) the points by pressing keys **16** and **10** or **26** simultaneously.



Service side

The service side is inverted automatically at each game and during the Tie-Breaks.
 If needed, invert the service side with key **20**.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● TABLE TENNIS

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Table Tennis" mode with key **5**.



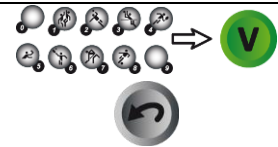
The console screen displays the stored configuration during a few seconds: number of sets.
Press key **18** to view the data on the console screen longer.



Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.
During programming, it is always possible to come back to the previous programming with key **13**.



Game timer

Start or stop the game timer with key **18**.

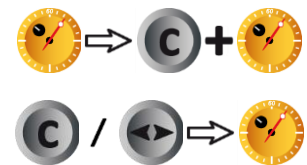


If needed, stop the game timer with key **18** and reset the timer (back to 0) with key **28**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



Validate the sets won with key **23**.



It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points and sets can be automatically corrected.



Service side

The service side is inverted automatically.
 If needed, invert the service side with key **20**.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● BADMINTON

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Badminton" mode with key **6**.



The console screen displays the stored configuration during a few seconds: number of points to win a set - 21 points (30-29 max and 2 winning sets), 15 points (21-20 max and 2 winning sets) or 11 points (11-10 max and 3 winning sets).

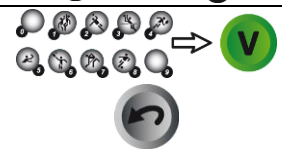


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.

Game timer

Start or stop the game timer with key **18**.

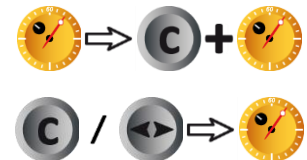


If needed, stop the game timer with key **18** and reset the timer (back to 0) with key **28**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



Validate the sets won with key **23**.



It is possible to come back to the last operation with key **13** (*the last 3 operations can be cancelled*). The number of points and sets can be automatically corrected.



Service side

Invert the service side with key **20**.



Rest timer

Start or stop the rest timer with key **17**.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● RINK-HOCKEY

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Rink-Hockey" mode with key **7**.

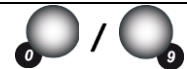


The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods.

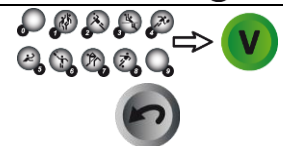


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.



Pre-match timer / Game timer

Start or stop the pre-match timer with key **18**.



If needed, stop the pre-match timer to charge the 1st game period with key **28**.



Start or stop the game timer with key **18**.



Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.



End of the first game periods: the rest timer starts automatically in count-up mode.

If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



End of the rest period: the next game period is loaded automatically.



Start the game timer with key **18**.

End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.

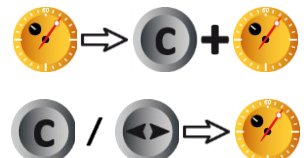


This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



Team Fouls

Add 1 team foul with key **11** (Home) or key **25** (Guests).



Deduct 1 team foul by pressing keys **16** and **11** or **25** simultaneously.



Penalties

3 penalty timers of 2, 4 or 10 minutes are available for each team.

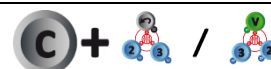
Start a penalty timer with keys **12, 13, 14** (Home) or keys **22, 23, 24** (Guests).

Press the appropriate key once, twice or three times to choose the length of the penalty (2, 4 or 10 minutes).

For each team: the shortest penalty timer is displayed on the console screen.



Delete 1 penalty timer by pressing keys **16** and **12, 13, 14, 22, 23** or **24** simultaneously.



Time-outs

Stop the game timer with key **18**, then start the time-out timer with key **17**.



Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).



Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.



Horn

Sound the horn manually with key **19**.

The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).



Period number

If needed, correct the period number by pressing keys **16** and **28** simultaneously.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● INLINE-HOCKEY

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Inline-Hockey" mode with key **10**.

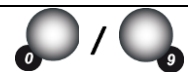


The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods.



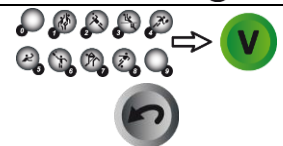
Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.

During programming, it is always possible to come back to the previous programming with key **13**.



Pre-match timer / Game timer

Start or stop the pre-match timer with key **18**.



If needed, stop the pre-match timer to charge the 1st game period with key **28**.



Start or stop the game timer with key **18**.



Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.



End of the first game periods: the rest timer starts automatically in count-up mode.

If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



End of the rest period: the next game period is loaded automatically.



Start the game timer with key **18**.



End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.

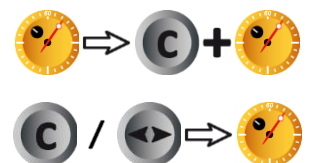


This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



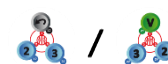
Penalties

3 penalty timers of 2, 5 or 10 minutes are available for each team.

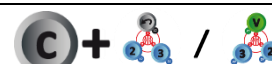
Start a penalty timer with keys **12, 13, 14** (Home) or keys **22, 23, 24** (Guests).

Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes).

For each team: the shortest penalty is displayed on the console screen.



Delete 1 penalty timer by pressing keys **16** and **12, 13, 14, 22, 23** or **24** simultaneously.



Time-outs

Stop the game timer with key **18**, then start the time-out timer with key **17**.



Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).



Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.



Horn

Sound the horn manually with key **19**.

The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).



Period number

If needed, correct the period number by pressing keys **16** and **28** simultaneously.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● ICE-HOCKEY

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Ice-Hockey" mode with key **11**.

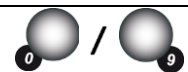


The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods.



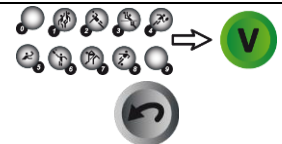
Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.

During programming, it is always possible to come back to the previous programming with key **13**.



Pre-match timer / Game timer

Start or stop the pre-match timer with key **18**.



If needed, stop the pre-match timer to charge the 1st game period with key **28**.



Start or stop the game timer with key **18**.



Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.



End of the first game periods: the rest timer starts automatically in count-up mode.

If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



End of the rest period: the next game period is loaded automatically.



Start the game timer with key **18**.



End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.

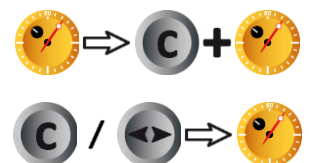


This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



Penalties

3 penalty timers of 2, 5 or 10 minutes are available for each team.

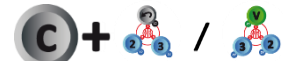
Start a penalty timer with keys **12, 13, 14** (Home) or keys **22, 23, 24** (Guests).

Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes).

For each team: the shortest penalty is displayed on the console screen.



Delete 1 penalty timer by pressing keys **16** and **12, 13, 14, 22, 23** or **24** simultaneously.



Time-outs

Stop the game timer with key **18**, then start the time-out timer with key **17**.



Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).



Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.



Horn

Sound the horn manually with key **19**.

The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).



Period number

If needed, correct the period number by pressing keys **16** and **28** simultaneously.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



• UNI-HOCKEY / FLOORBALL

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Unihockey / Floorball" mode with key **12**.

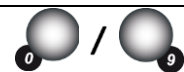


The console screen displays the stored configuration during a few seconds: length of the pre-match period, number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, number of time-outs (1 per match or 1 per period), length of the rest periods between the game periods.



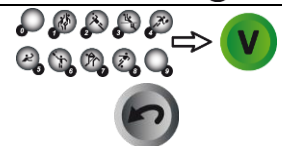
Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.

During programming, it is always possible to come back to the previous programming with key **13**.



Pre-match timer / Game timer

Start or stop the pre-match timer with key **18**.



If needed, stop the pre-match timer to charge the 1st game period with key **28**.



Start or stop the game timer with key **18**.



Game timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.



End of the first game periods: the rest timer starts automatically in count-up mode.

If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



End of the rest period: the next game period is loaded automatically.



Start the game timer with key **18**.

End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.

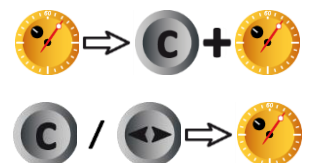




This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.








Correction of the game timer:


- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.






Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	


Penalties	
3 penalty timers of 2, 5 or 10 minutes are available for each team. Start a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). Press the appropriate key once, twice or three times to choose the length of the penalty (2, 5 or 10 minutes). <i>For each team: the shortest penalty is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	

Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	

Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Pre-match, game, time-out timers).</i>	

Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	

After use	
<u>The Multi-Top must be switched off and plugged in to recharge.</u>	

● SOCCER / FUTSAL

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Soccer" mode with key **8**.



The console screen displays the stored configuration during a few seconds: length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, length of the rest periods between the game periods, mode of display of the rest timer (count-up or count-down).

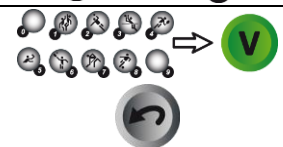


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.

Game timer

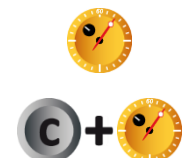
Start or stop the game timer with key **18**.



End of the first game period:

- ✓ Game timer in count-down mode or game timer in count-up mode and "automatic horn" function selected: the rest timer starts automatically.
- ✓ Game timer in count-up mode and "automatic horn" function cancelled: the game timer stops, but the rest timer does not start automatically to enable the penalty to be shot. Start the rest timer manually with key **18**.

If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



End of the rest period: the next game period is loaded automatically.

Start the game timer with key **18**.



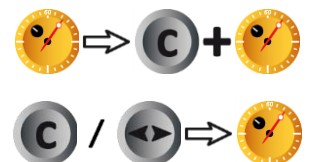
End of the 2nd game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.




This rest period is not limited to the programmed time: stop the rest timer and load a new game period or an extra-time period with key **28**.











Correction of the game timer:






- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.








Scores	
Add 1 point with key 10 (Home) or key 26 (Guests).	
Deduct 1 point by pressing keys 16 and 10 or 26 simultaneously.	 + 






Team Fouls	
Add 1 team foul with key 11 (Home) or key 25 (Guests).	
Deduct 1 team foul by pressing keys 16 and 11 or 25 simultaneously.	 + 


Penalties	
2 penalty timers of 2 minutes are available for each team. Start a penalty timer with keys 12, 13 (Home) or keys 23, 24 (Guests). <i>For each team: the shortest penalty timer is displayed on the console screen.</i>	 / 
Delete 1 penalty timer by pressing keys 16 and 12, 13, 23 or 24 simultaneously.	 +  / 

Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	 → 
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	 + 

Horn	
The horn can sound automatically or not at the end of a programmed time (game, time-out timers). Cancel or select this function by pressing keys 16 and 19 simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA: 'h' / NL: 't' / PT: 'b' / FI: 's').	 + 
Sound the horn manually with key 19 .	

Period number	
If needed, correct the period number by pressing keys 16 and 28 simultaneously.	 + 

End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	 + 
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	 +  → 

After use	
<u>The Multi-Top must be switched off and plugged in to recharge.</u>	

● NETBALL

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Netball" mode with key **0**.

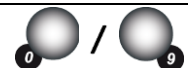


The console screen displays the stored configuration during a few seconds: length of game periods and mode of display of the game timer (count-up or count-down), length of the extra-time periods.

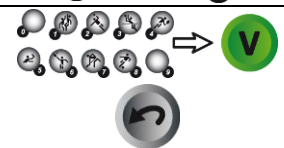


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.

Game timer

Start or stop the game timer with key **18**.



End of the first 3 game periods: the rest timer starts automatically in count-up mode.

If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



Stop the rest timer and load a new game period or an extra-time period with key **28**.

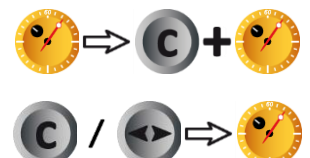


End of the 4th game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



Horn

The horn can sound automatically or not at the end of a programmed time (Game, extra-time timers).

Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA: 'h' / NL: 't' / PT: 'b' / FI: 's').



Sound the horn manually with key **19**.



Ball possession

Invert the ball possession indicator on the console screen (*home / guests / arrows off*) with key **20**.



Period number

If needed, correct the period number by pressing keys **16** and **28** simultaneously.



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● BOXING

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Boxing" mode with key **9**.



The console screen displays the stored configuration during a few seconds: number and length of rounds, mode of display of the round timer (count-up or count-down), length of the rest periods.

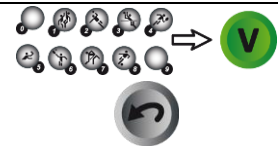


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.

Timer

Start or stop the round timer with key **18**.



End of the rounds: the rest timer starts automatically.

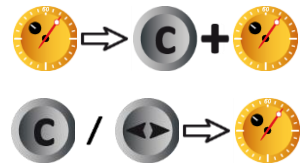
End of the rest period: the next round is loaded automatically.



Start the round timer with key **18**.

Correction of the round timer:

- ✓ stop the round timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the round time with key **16** or increase it with key **20**. Enter with key **18**.



Warnings

Add 1 warning with key **11** (Home) or key **25** (Guests).



Deduct 1 warning by pressing keys **16** and **11** or **25** simultaneously.



Horn

The horn can sound automatically or not at the end of a programmed time (Round, rest timers).

Cancel or select this function by pressing keys **16** and **19** simultaneously ('h' displayed on the console screen = automatic horn – Please note: the letter displayed depends on the language programmed: GB, DA: 'h' / NL: 't' / PT: 'b' / FI: 's').



Sound the horn manually with key **19**.



Round number

If needed, correct the round number by pressing keys **16** and **28** simultaneously.



End of the fight

Load a similar type of fight configuration by pressing keys **16** and **15** simultaneously.



Load a different type of fight configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● TIMER FUNCTION

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Timer Function" mode with key **13**.



The console screen displays the stored configuration during a few seconds: mode of display of the timer (count-up or count-down), length of time (in count-down mode).

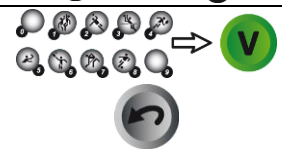


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.



Timer

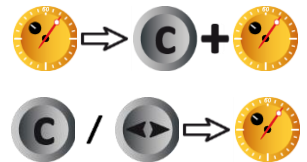
Start or stop the timer with key **18**.



In count-down mode: the horn sounds automatically at the end of the programmed time. The timer continues to count on the console screen.

Correction of the timer:

- ✓ stop the timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Horn

Sound the horn manually with key **19**.



End of the timing

Load a similar type of timer configuration by pressing key **28**.



Load a different type of timer configuration: press key **28**, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



● TRAINING TIMER FUNCTION

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Training Timer Function" mode with key **14**.



The console screen displays the stored configuration during a few seconds: length of each exercise period, length of each rest period, number of exercise and rest periods to go.
Press key **18** to view the data on the console screen longer.

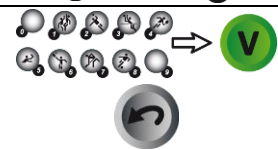


Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.

During programming, it is always possible to come back to the previous programming with key **13**.



Timer

Start or stop the timer with key **18**. Exercise and rest periods follow each other automatically on the control console screen.



Horn

The horn can sound automatically or not at the end of a programmed time.

Cancel or select this function by pressing keys **16** and **19** simultaneously ('HORN' displayed on the console screen = automatic horn - Please note: the text displayed depends on the language programmed: GB, DA: 'HORN' / NL: 'TOETER' / PT: 'BUZINA' / FI: 'S.').



Sound the horn manually with key **19**.



End of the training

Load a similar type of training configuration by pressing key **28**.



Load a different type of training configuration: press key **28**, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.



TIMER FUNCTION – TRAINING TIMER

● "FREE" MODE – "PERIODS" MODE

This mode enables to create your own sport programme for any sport played in several periods (mini-basket or wrestling for example).

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

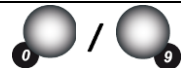
Select the "Free" mode with key **15**. The choice between "periods" mode and "sets" mode is made in the sport configuration (see below).



The console screen displays the stored configuration during a few seconds: in "periods" mode: number and length of game periods, mode of display of the game timer (count-up or count-down), length of the extra-time periods, length of the time-outs, mode of display of the side timers (penalty timers in count-down mode or medical timers in count-up mode), length of the penalties, display of the number of time-outs or of the number of penalties on the scoreboard. Press key **18** to view the data on the console screen longer.

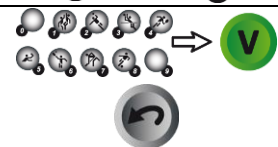


Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.

During programming, it is always possible to come back to the previous programming with key **13**.



Game timer

Start or stop the game timer with key **18**.



Timer in count-down mode: display on the console screen the elapsed game time instead of the remaining time and vice versa with key **21**.



End of the first game periods: the rest timer starts automatically in count-up mode. If the game timer was not stopped quick enough at the end of the period: come back to the game timer by pressing keys **16** and **18** simultaneously.



Stop the rest timer and load a new game period or an extra-time period with key **28**.

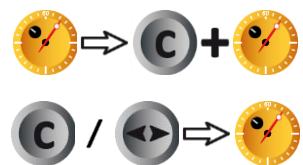


End of the last game period and end of each extra-time period: the rest timer does not start automatically. If needed, press key **18**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).





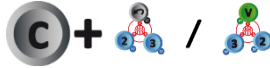













Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



Reset the score (back to 0) by pressing keys **15** and **10** or **26** simultaneously.



Team fouls	
Add 1 team foul with key 11 (Home) or key 25 (Guests).	
Deduct 1 team foul by pressing keys 16 and 11 or 25 simultaneously.	
Reset the team fouls (back to 0) by pressing keys 15 and 11 or 25 simultaneously.	
Penalty timers – in count-down mode	
3 penalty timers are available for each team. Start a penalty timer with keys 12, 13, 14 (Home) or keys 22, 23, 24 (Guests). <i>For each team: the shortest penalty timer is displayed on the console screen.</i>	
Delete 1 penalty timer by pressing keys 16 and 12, 13, 14, 22, 23 or 24 simultaneously.	
Medical timers – in count-up mode (for wrestling, for example)	
1 medical timer is available for each team. Start or stop a medical timer with key 13 (Home) or key 23 (Guests).	
Delete 1 medical timer by pressing keys 16 and 13 or 23 simultaneously.	
Time-outs	
Stop the game timer with key 18 , then start the time-out timer with key 17 .	
Once the time-out timer is running: add 1 time-out request with key 10 (Home) or key 26 (Guests).	
Once the time-out timer is running: delete 1 time-out request by pressing keys 16 and 10 or 26 simultaneously.	
Reset the number of time-out requests (back to 0) by pressing keys 15 and 17 simultaneously.	
Horn	
Sound the horn manually with key 19 . <i>The horn sounds automatically at the end of a programmed time (Game, time-out timers).</i>	
Ball possession	
Invert the ball possession indicator on the console screen (<i>home / guests / arrows off</i>) with key 20 .	
End of the match	
Load a similar type of match configuration by pressing keys 16 and 15 simultaneously.	
Load a different type of match configuration: press keys 16 and 15 simultaneously, then enter in programming mode with key 27 .	
After use	
<u>The Multi-Top must be switched off and plugged in to recharge.</u>	

● "FREE" MODE – "SETS" MODE

This mode enables to create your own programme for any sport played in one or several sets (racket sport or pelota for example).

Set-up

Press the ON/OFF key until the console displays the welcome screen.



Programming

Select the "Free" mode with key **15**. The choice between "periods" mode and "sets" mode is made in the sport configuration (see below).

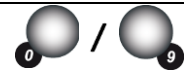


The console screen displays the stored configuration during a few seconds: in "sets" mode: number of sets, number of points to win a set, number of points to win the last set, length of the time-outs.

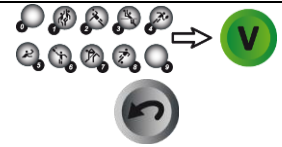


Press key **18** to view the data on the console screen longer.

Change the configuration with key **0** or play with the stored configuration with key **9**.



To change configuration: answer the various questions displayed on the console screen with keys **0** to **9**, and enter your answer with key **23**.



During programming, it is always possible to come back to the previous programming with key **13**.

Game timer

Start or stop the game timer with key **18**.

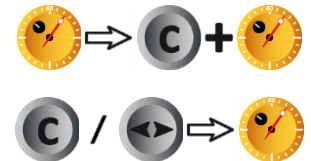


If needed, stop the game timer with key **18** and reset the timer (back to 0) with key **28**.



Correction of the game timer:

- ✓ stop the game timer with key **18**, then enter in timer correction mode by pressing keys **16** and **18** simultaneously.
- ✓ shorten the game time with key **16** or increase it with key **20**. Enter with key **18**.



Scores

Add 1 point with key **10** (Home) or key **26** (Guests).



Deduct 1 point by pressing keys **16** and **10** or **26** simultaneously.



If needed, reset the scores (back to 0) by pressing keys **15** and **10** or **26** simultaneously.



Once the minimum score per set is reached: enter the set won with key **23**.



It is possible to come back to the last operation with key **13** (the last 3 operations can be cancelled). The number of points and sets can be automatically corrected.



Service side

Invert the service side with key **20**.



Time-outs

Stop the game timer with key **18**, then start the time-out timer with key **17**.



Once the time-out timer is running: add 1 time-out request with key **10** (Home) or key **26** (Guests).



Once the time-out timer is running: delete 1 time-out request by pressing keys **16** and **10** or **26** simultaneously.



Reset the number of time-out requests (back to 0) by pressing keys **15** and **17** simultaneously.



Horn

Sound the horn manually with key **19**.

The horn sounds automatically at the end of a programmed time (time-out timers).



The winner of the match

Select the winner of the match with key **21**: the number of sets of the winner blinks on the console screen.



If the score is equal: select a winner with key **10** (Home) or key **26** (Guests).



End of the match

Load a similar type of match configuration by pressing keys **16** and **15** simultaneously.



Load a different type of match configuration: press keys **16** and **15** simultaneously, then enter in programming mode with key **27**.



After use

The Multi-Top must be switched off and plugged in to recharge.




"FREE" MODE - "SETS" MODE



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