

# TK-STRIKE

## E-Protector System

# USER MANUAL



Truescore Technology



**IMPORTANT:** The software is compatible only with Microsoft Windows XP.

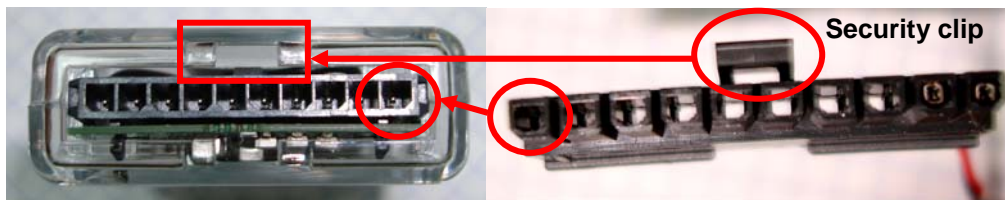
**Before setting up a match**

1. Install the software: click *setup.exe* and follow the installation wizard. Create a shortcut on the PC Desktop from the installed file *Truescore.exe*.
2. Charge the transmitters with the charger shown below:

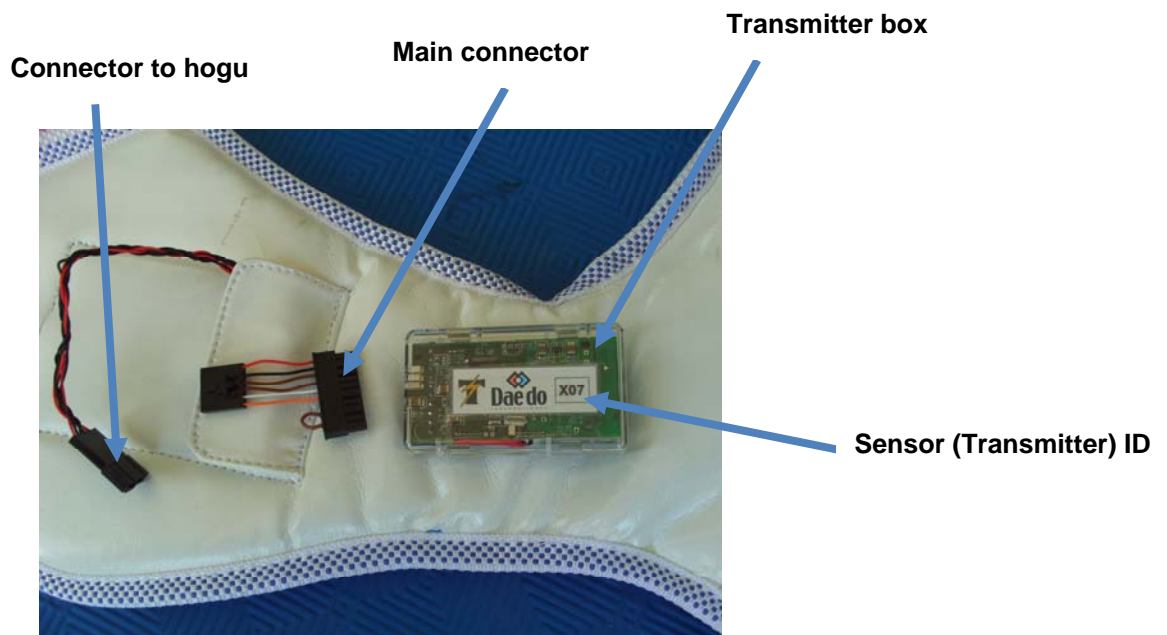


**Red pilot: charging  
Green pilot: charged**

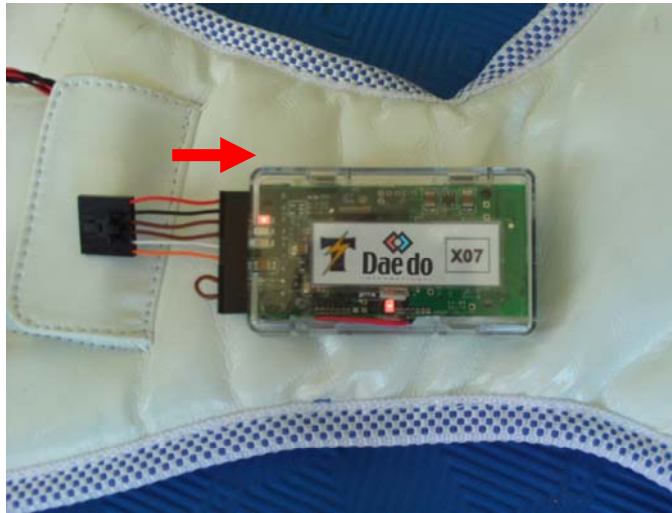
When connecting the transmitter to the charger or to the main connector, make sure to connect it tightly and correctly by fitting the shape of the connecting slots and the security clip of the connector.



3. Connect the transmitters to the hogus.

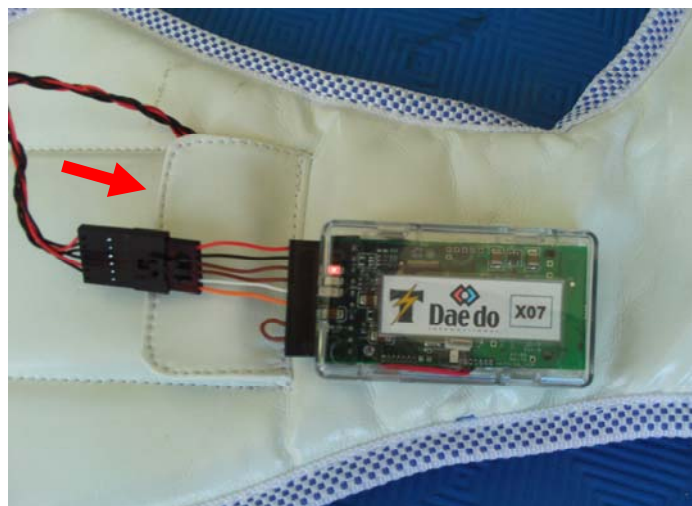


- a. Connect the transmitter box to the main connector. This will be enough to check that the transmitter is connected to the system.



When the transmitter is connected to the system, the green and blue lights start to blink.

- b. Connect the main connector to the hogu.

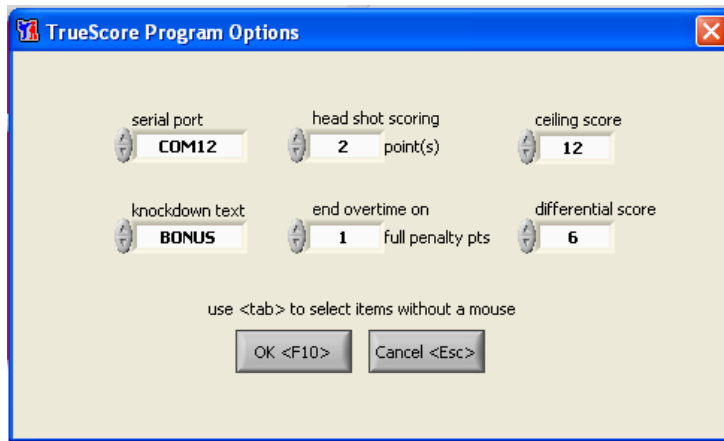


## Instructions for setting up a match

1. Connect the receiver to the PC USB port.

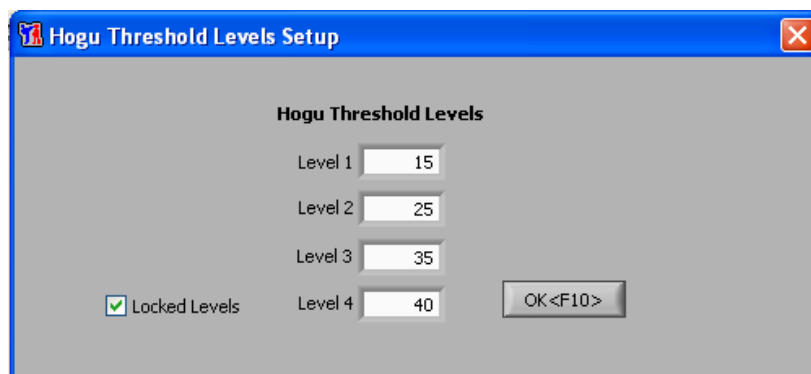


2. Start the Truescore software.
3. Connect the transmitters to the hogus.
4. Search the communication port of the receiver:
  - a. Start → Control Panel → System → Hardware → Device Manager → Ports (COM & LPT)
  - b. Identify the port number: USB Serial Port (COMXX). Double click on the device → Port Setting → Advanced → COM Port Number to reassign the COM port.
5. Press F7:
  - a. *Serial port*: Enter the port number corresponding to the receiver (COMXX).
  - b. *Head shot scoring*: Scores for attack on head.
  - c. *Ceiling score*: Maximum score attainable by a contestant. The match will end if this score is reached.
  - d. *Knockdown text*: Choose text “*Bonus*” or “*Count*”.
  - e. *End overtime on*: The 4th round (sudden death overtime) will end if one of the contestants receive a “Gam-jeom”.
  - f. *Differential score*: Maximum differential score between contestants. The match will end if this score is reached.

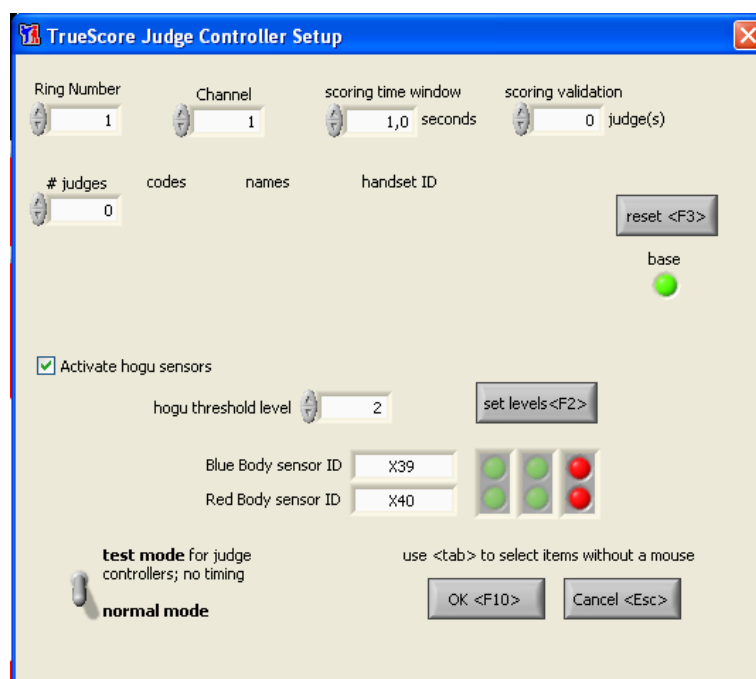


6. Press F8:

- a. Choose between *Test mode* and *Normal mode*. “Test mode” is used only to check whether the joysticks are functioning correctly.
- b. Configure the *Hogu Threshold Levels*: Remove tick on “Locked Levels” in order to modify the minimum levels.



c. Insert the ID's corresponding to each hogu.



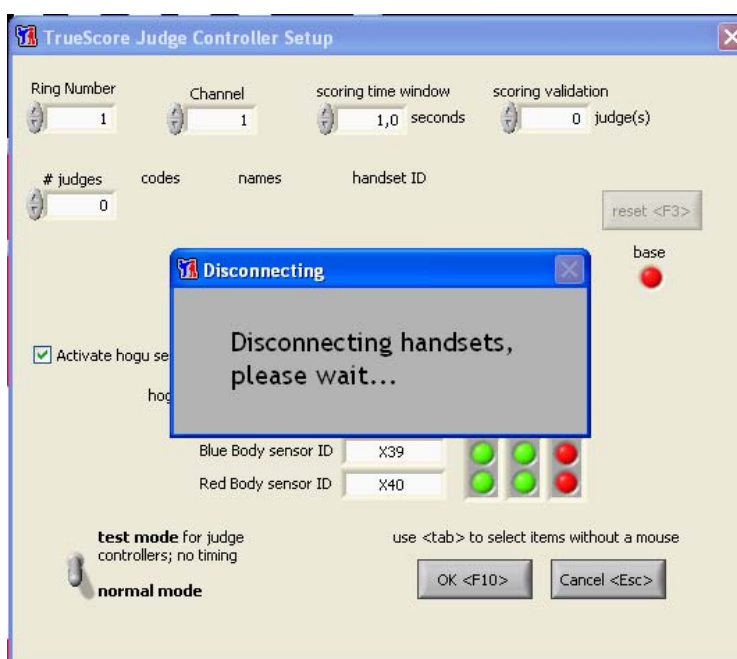


Sensor (Transmitter) ID

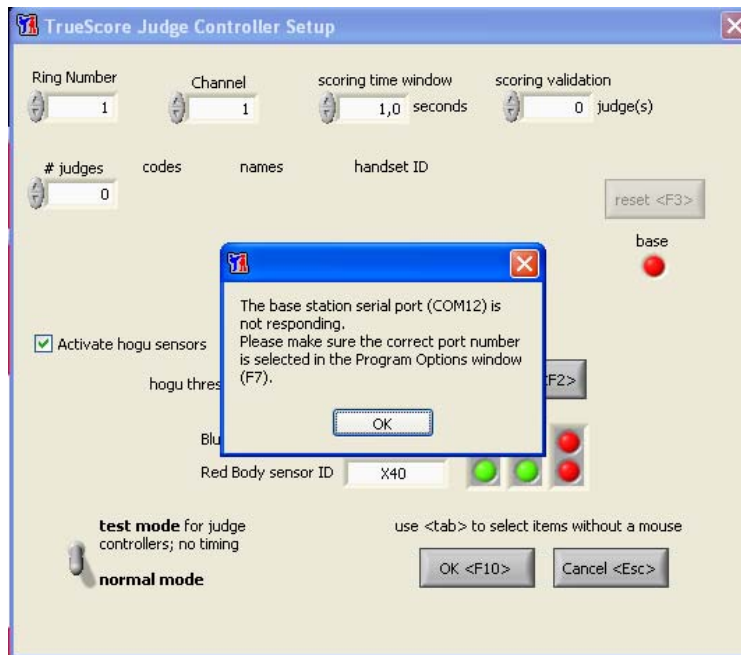
*Note: Bear in mind that the hogus are reversible; one transmitter can be used to configure the same hogu for the red side and blue side. It is important to remember the ID for each color after the configuration.*

d. Press reset or <F3> so that the software can recognize the transmitters.

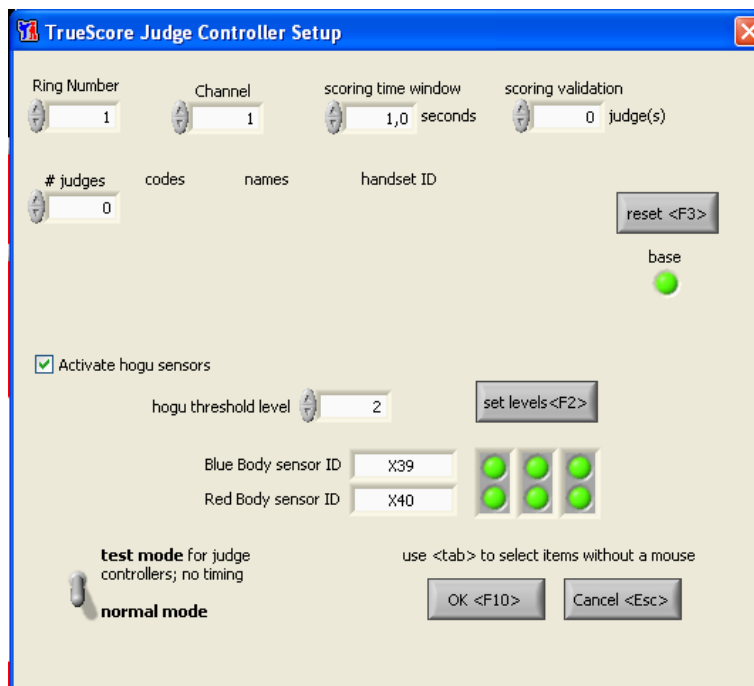
The “*Disconnecting handsets, please wait...*” message will appear every time this button is pressed.



The following message may also appear while the software is recognizing the transmitters:



e. Press OK and wait for the all the green pilots to switch on:



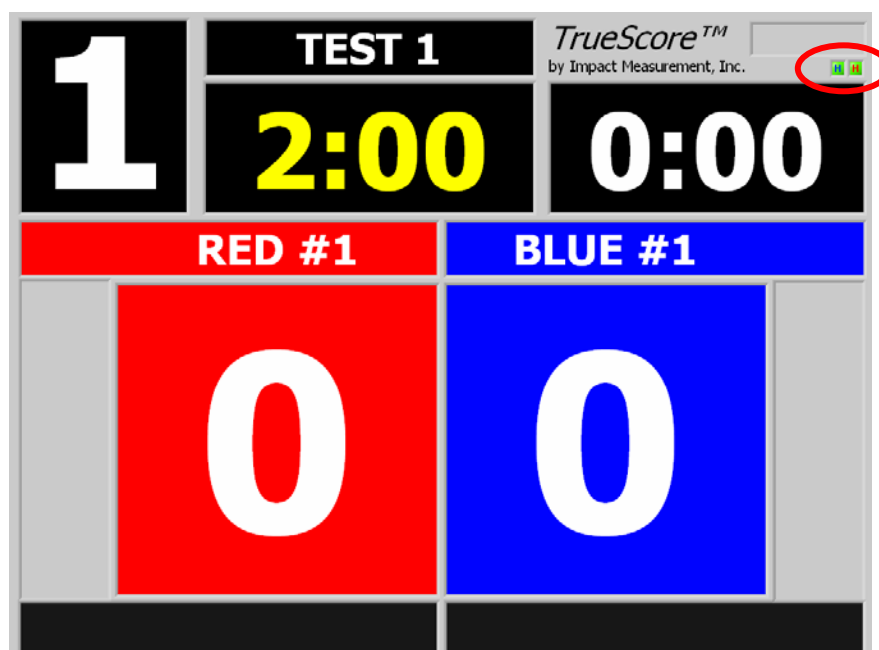
f. Press OK: The system configuration has been completed.

7. Press F5 to create a new match:

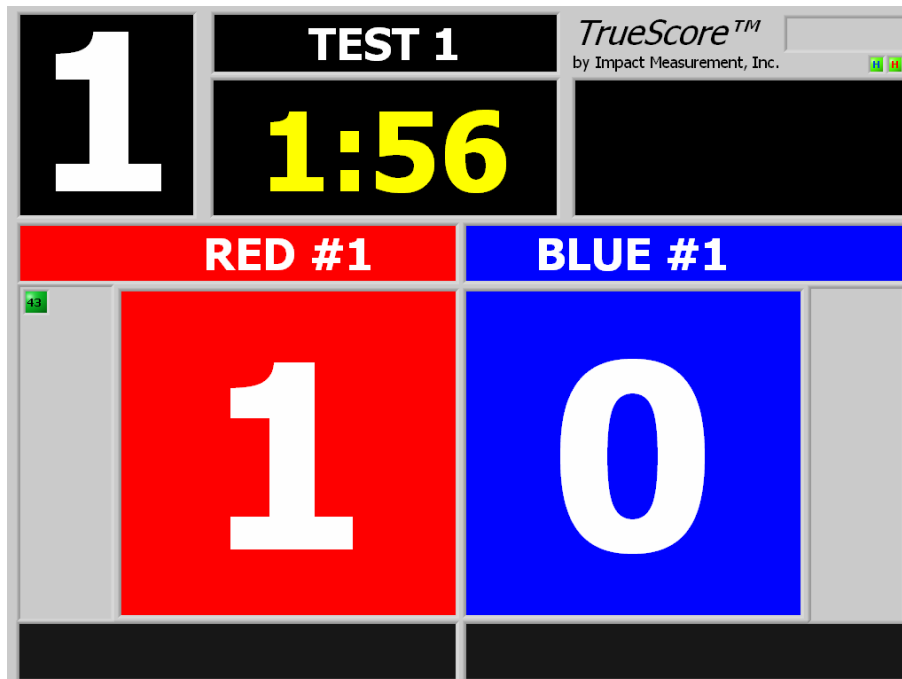


- Enter the competition name, the match number, and competitors' names.
- Configure the number of rounds and round times according to the competition needs.
- Choose between *Overtime* and *No overtime*: Decide whether, in case of a tie score after the 3<sup>rd</sup> round, the *sudden death overtime* period shall start automatically or not.

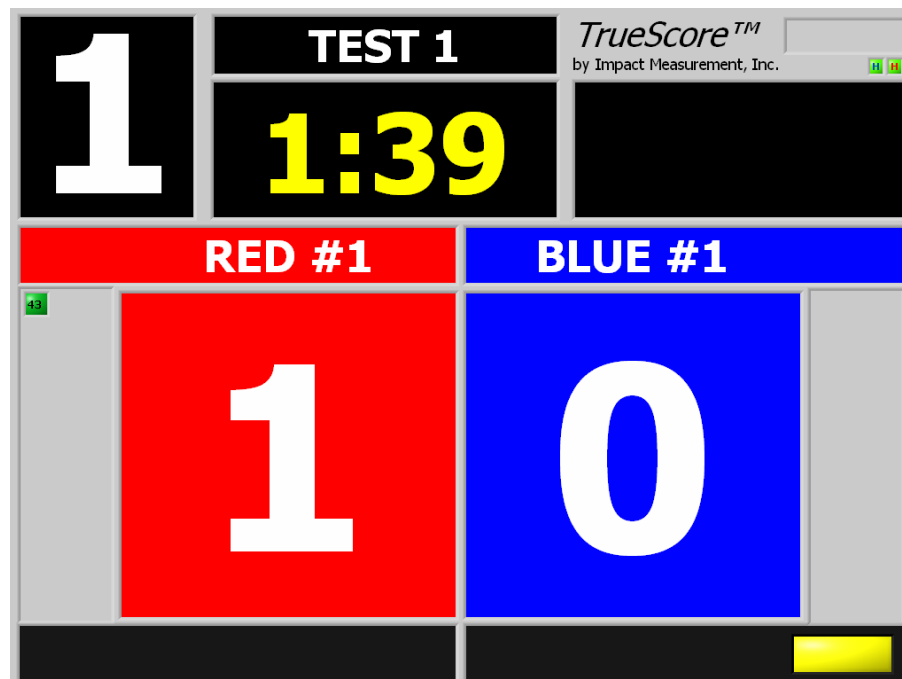
8. Once the match has been configured, the scoring window will appear. On the upper right side of the window it is possible to check that the hogu transmitters have been connected to the system and functioning correctly:

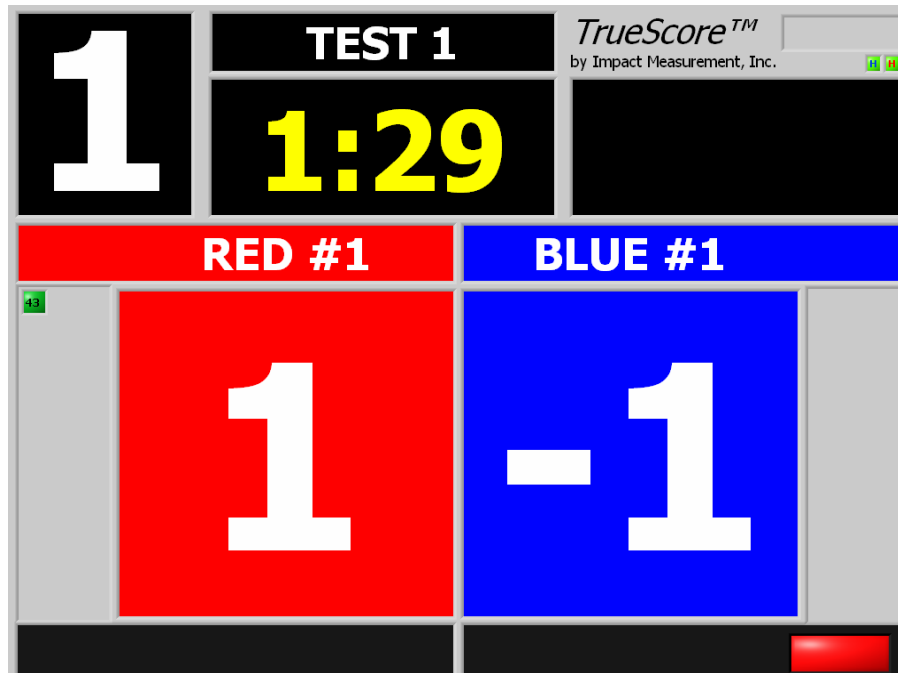


9. Press <Enter> to start the match. The attacks that exceed the *Hogu Threshold Levels* will appear in the window as green squares with the numerical value of the level indicated inside. One point will be awarded for such attacks.

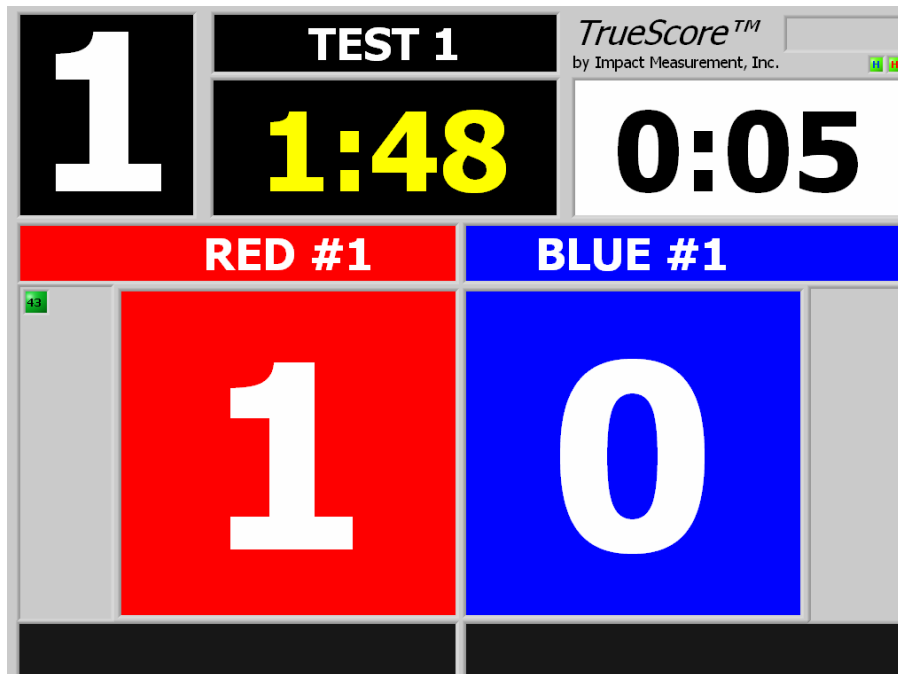


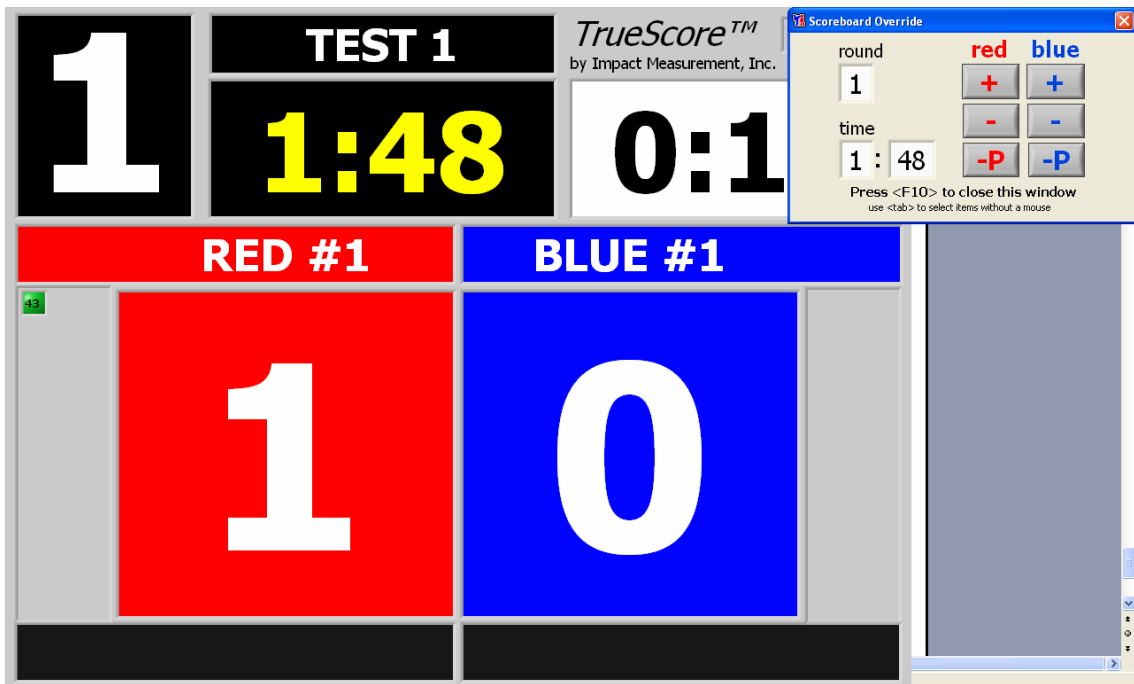
10. Press the <R> key to give a “Kyong-go” (yellow rectangle) to the red competitor, and the <B> key in order to give it to the blue competitor. Similarly, press <shift>+<R> or <shift>+<B> in order to give a “Gam-jeom” (red rectangle) to the red or blue competitor respectively.





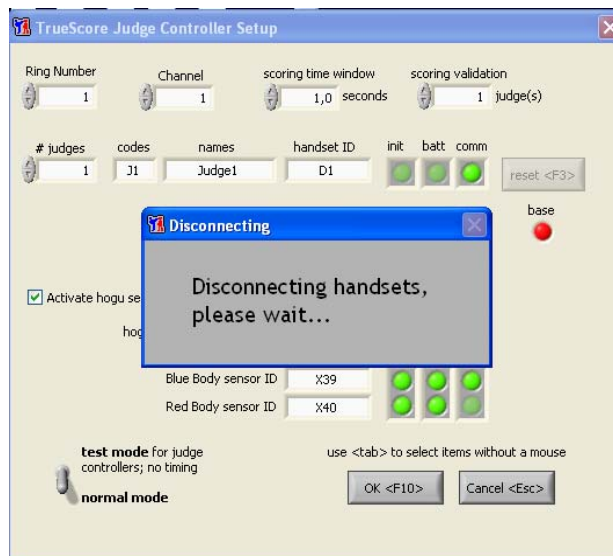
11. When there is a mistake in the score, points can be added or deducted, and it is also possible to remove a “Kyong-go” or a “Gam-jeom”, using the space key to pause the match and then <F6> to modify the score. When this happens, the timer on the right side will automatically start to count the time-out period.





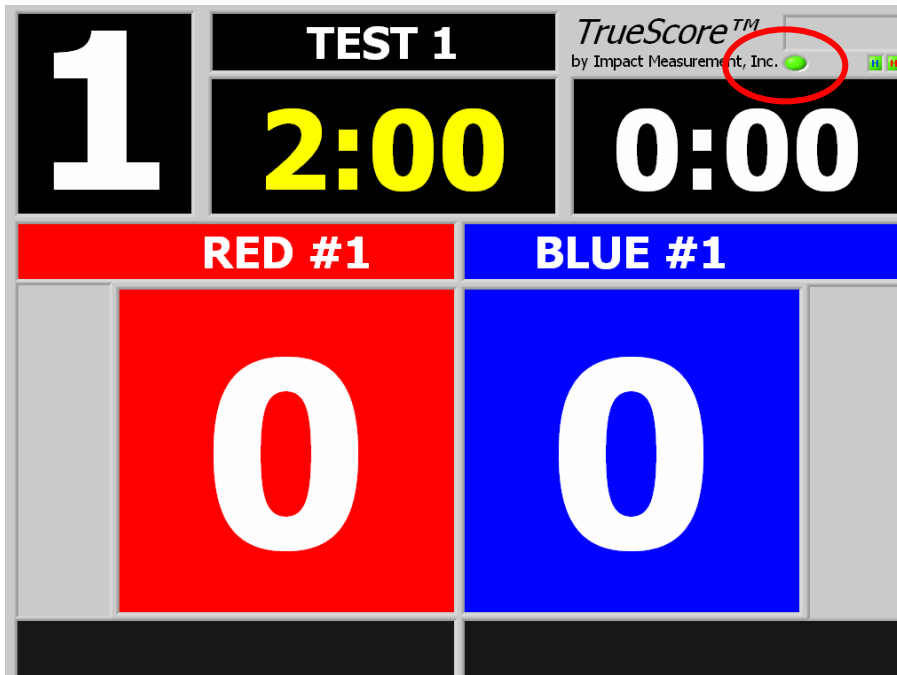
12. The judges will be able to take part of the scoring by using joysticks.

- a. Connect the joysticks and press reset or <F3>.

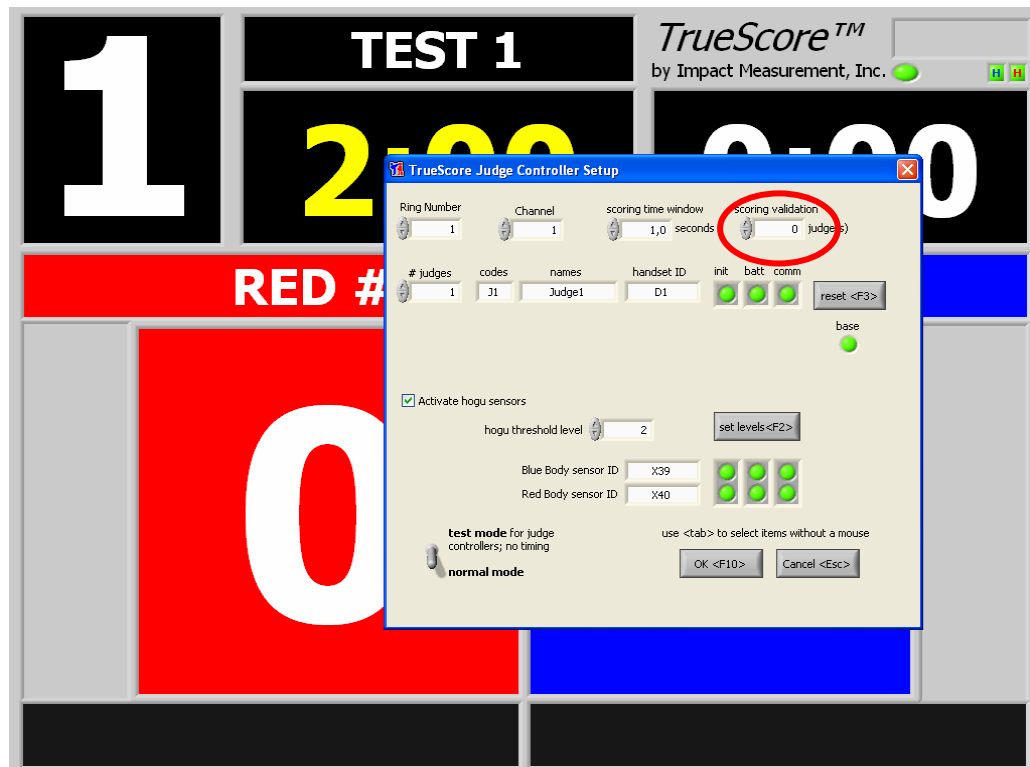


- b. Enter the number of judges and the handset ID's corresponding to each one of them. Indicate also, in *scoring validation*, the number of judges that will be able to validate the scoring. A green light will appear on the upper right side of the window indicating there is one judge participating. The number of green lights corresponds

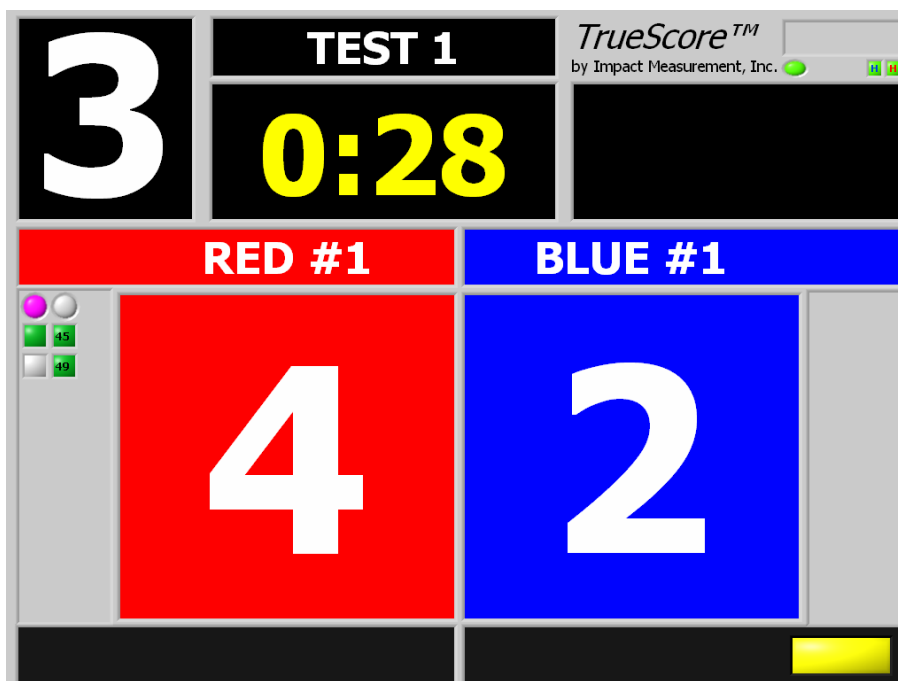
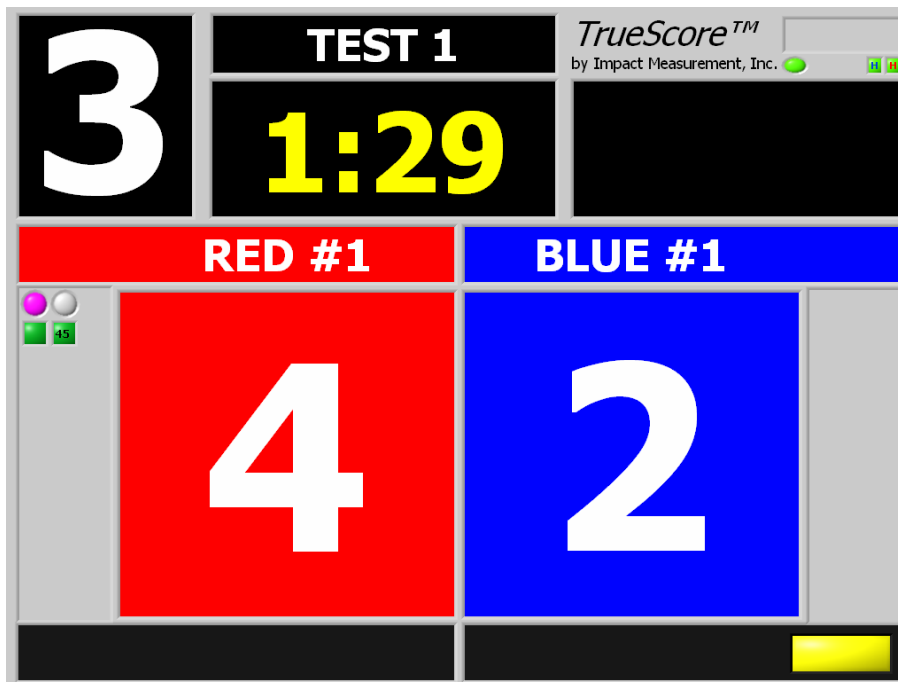
to the number of judges connected to the system by joysticks (maximum of 3 judges per system).



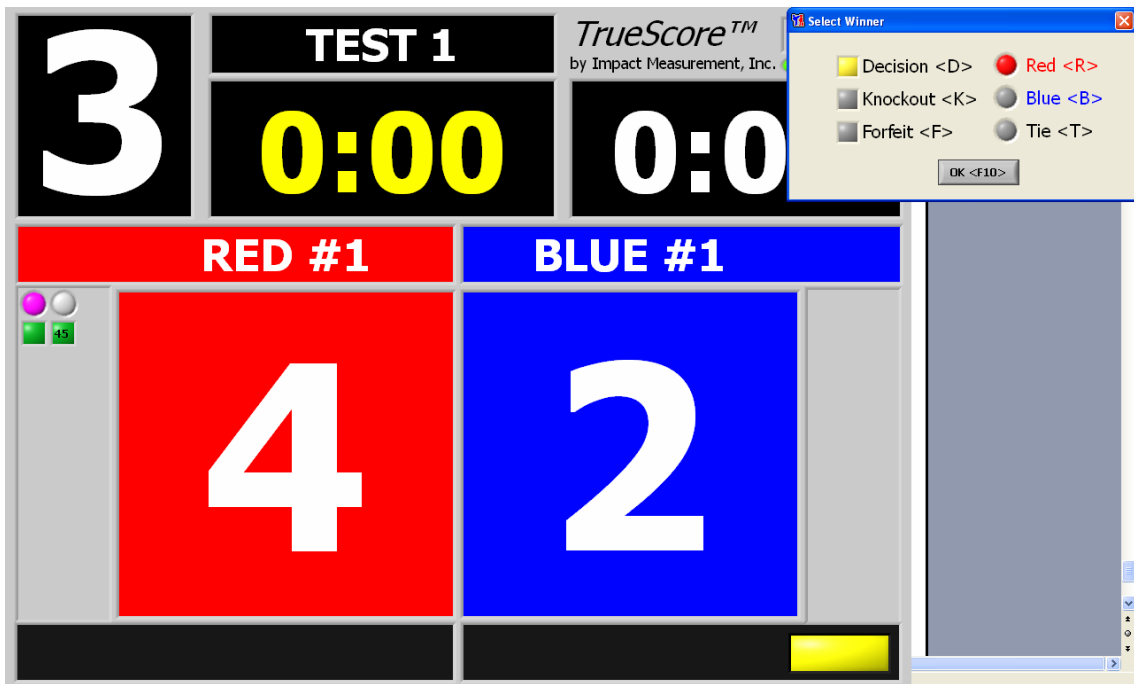
- c. Scoring validation: When the number of judges in *scoring validation* is zero, the judges will only be able to give points for attacks on the opponent's head. If there is 1 judge validating the scores, the validation of at least 1 judge is required in order to give a point within the time indicated in *scoring time window*. Therefore, the number of judges in *scoring validation* is the minimum number of judges required to validate a point. The validation applies only to the body impact.



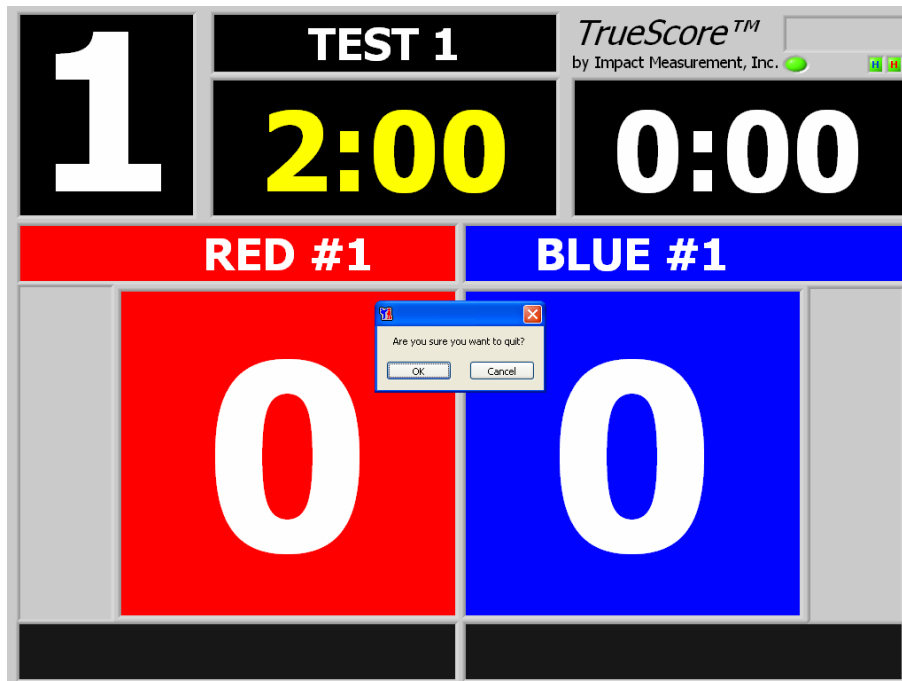
- d. The points which have not been validated by the judge(s) will disappear from the window after the time indicated in *scoring time window* and the validated points will appear in a green square - corresponding to the number of judges that have validated the point- next to the value of the level of the attack.
- e. The attacks on the head will be indicated with pink circles next to the score of the contestant. Unlike the attacks on the hogu, the attacks on the head need the validation of all the judges connected to the system.



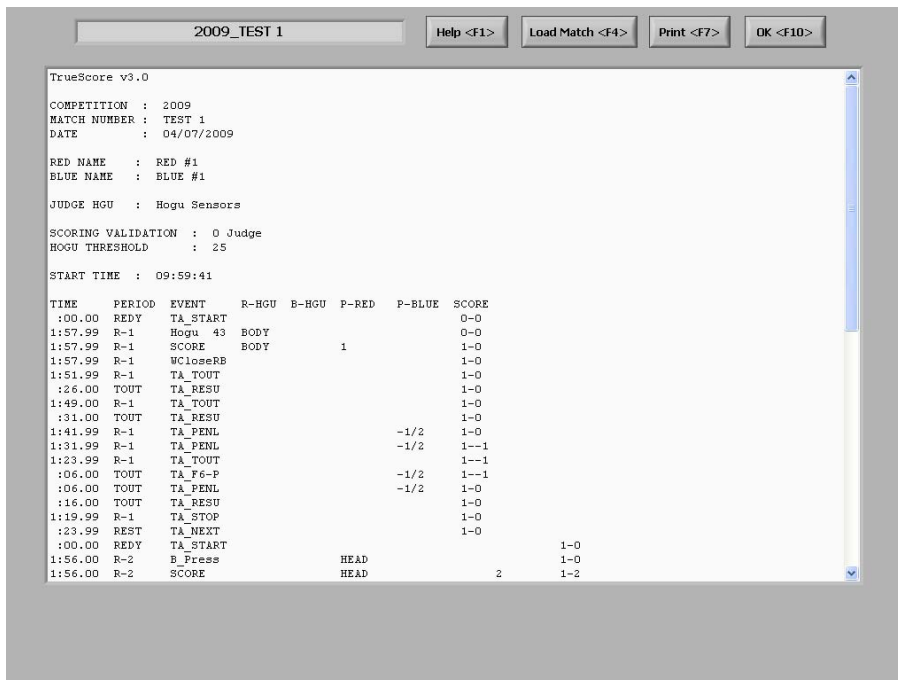
13. When the match ends, the reason of the final result will appear in a window (*Decision, Knockout, Forfeit- contestant injured*) together with the winner (*Red, Blue, Tie*). In case the real final result does not match the one showed in the window, the result can be modified manually from the same results window. Clicking on the 'OK' button starts the winner box to blink on and off.



14. To exit the program, press <F10>.

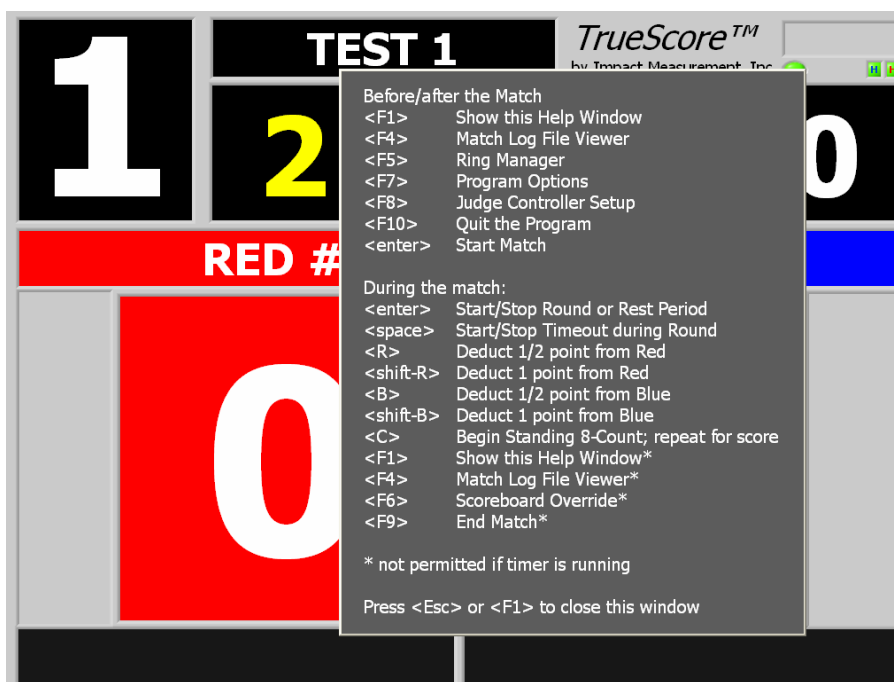


15. To see the detailed record of the match, press <F4>.



**WARNING:** In case either the <enter> or <F10> keys have been pressed by mistake, causing the match to end, return to the match and press the <F6> key. Enter manually the round number, time and score corresponding to the moment when the match has been stopped. It is important to take note of such information before returning to the match. This way, the match will continue from the moment it was interrupted.

16. Press <F1> to open up command list window



## COMMANDS:

### Before/after the match

<F1>	Open the Help window (as shown in the image)
<F4>	See the detailed record of the match
<F5>	Configuration of match
<F7>	Configuration of system options
<F8>	Configuration of hogus and judges
<F10>	Exit the program
<enter>	Start the match

### During the match:

<enter>	Start/stop round or time-out
<space>	Start/stop time-out during a round
< R >	“Gyong-go” for red competitor
<shift>+<R>	“Gam-jeom” for red competitor
<B>	“Gyong-go” for blue competitor
<shift>+<B>	“Gam-jeom” for blue competitor
<C>	In case of <i>Knock Down</i> , the referee starts counting from “Hana” to “Yeol”. If the knocked down contestant does not show any sign of standing up when the referee has counted to “Yeodul”, <C> key is pressed again to give a point to the attacking contestant.
<F1>	Open Help window (*)
<F4>	See detailed record of the match (*)
<F6>	Changes in match (round, time, score) (*)
<F9>	End match (*)

(\*) Not permitted if timer is running

Press <Esc> or <F1> to close Help window