Sport In The Box Support

Release Notes - Latest Version v1.9.9

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Score Pilot release notes

Covering v1.2.1 to v1.9.9

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v1.9.9

21 August – 15 September 2026

> **Note:** the source notes for this release restate a number of changes already shipped in v1.8.3, v1.8.7 and v1.9.1. Those are gathered in the second half of this section so the genuinely new changes stand on their own.

Horn sounds

- **Every horn has its own sound.** Under Horn in the game setup, each horn has its own pitch and length: the manual horn, period horn, pause horn, timeout horn, play clock horn, shot clock horn and timed buzzer horn.
- **Test each horn.** A test button next to each horn plays it.
- **Restore defaults** brings back the standard sounds.

Scoreboards

- **American football.** A new scoreboard with the sport's own play clock and scoring.
- **Volleyball serve clock.** The serve clock is now shown on the scoreboard.
- **Volleyball layout** has been reworked.

Fixes

- **Saturn scoreboards.** The red strip marking an expired shot clock is switched off when a pause or timeout starts.
- **Basketball.** Timeouts are reset at halftime.
- **Import and export folders.** Both dialogs open in the folder holding your export by default, and ScorePilot remembers the folder you used last.

Also included from v1.8.3 – v1.9.1

These appear in the v1.9.4 notes but shipped earlier. Full detail is in the sections below.

- Warning horn before the end of a pause, up to 20 minutes ahead (v1.8.7).
- Default teams per sport configuration, Quick start game, and hidden sport configurations staying off the home screen (v1.8.3).
- League logo and name in the game summary, and the confirmation prompt when starting the clock during a timeout (v1.8.7).
- exFAT and NTFS export and import, folders in the dialogs, and complete backups on early removal (v1.9.1).
- Manual pause over the Saturn protocol (v1.9.1).
- Sport in the Box player list import and per-player statistics; changing team no longer returning you to the new-game screen; timed buzzer settings staying editable in read-only sport configs (v1.9.1).

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v1.9.1

New features

- **Read-write exFAT and NTFS USB support.** You can now export and import using ordinary Windows-formatted drives, including multi-partition sticks. Mac-formatted drives remain read-only — usable for importing images, but not for export.
- **Accessory discovery.** ScorePilot accessories now find the unit on the local network on their own, without manual configuration.
- **Folders in the import dialog**, making partitioned USB sticks easier to navigate.
- **Manual pause over the Saturn protocol.** A new output setting lets you send a manual pause to Saturn scoreboards.

Bug fixes

- Player stats are sent for all players to the ScorePilot and Sport in the Box data outputs, so players appear even when they have no statistics recorded yet.
- The player list is now imported correctly from Sport in the Box when selecting a Sport in the Box team as the current team, including status such as whether the player is playing.
- Timed buzzer settings stay editable in the sport config editor instead of being greyed out in read-only mode.
- Changing teams no longer returns you to the new-game setup screen.

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v1.8.7

Patch notes

Game summary

- **Pause and timeout horn settings now appear in the game summary.** "Horn before end of pause" and "Horn before end of timeout" were configurable but never shown in the "This Game" setup summary. They now appear, in seconds, whenever the setting is enabled and a duration is set.

- **League logo and name shown instead of the sport.** If a sport configuration has a league logo and name, the active game on the home screen and the sport config card now display those rather than the generic sport.

Clock and timeout

- **Starting the clock during a timeout now asks for confirmation.** Pressing start during a running timeout used to end the timeout silently. You now get a confirmation prompt, and nothing changes unless you confirm.

- The prompt appears for presses from the UI, the front panel and external buttons; confirming is done from the UI. The clock starts from the moment you confirm and the timeout keeps running, so no time is lost while the prompt is open, and penalties and the shot clock stay in sync.

Horn before end of pause

- **No more horn at the start of a pause.** When the warning before end of pause was set to the same length as the pause, or longer, the horn sounded on the first tick. It is now prevented from sounding at the start.

- **Longer lead times can be entered.** The field now accepts up to 9999 seconds instead of 999, so values like 20 minutes fit.

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v1.8.3

Patch notes

New: default teams and Simple Mode

If you run the same fixture on the same unit day after day — a club rink, a training hall, a single-team venue — you no longer have to pick the teams every time.

Pin a home and away team to a sport configuration

Each sport configuration can now hold a default home team and a default away team, set under Edit Sport Config → Game Settings → Default Teams. The team picker shows each team with its logo and previews how the fixture will look before you save.

Once defaults are set, every new game on that configuration starts with those teams in place. A configuration with no defaults falls back to the teams from the previous game, as before. Teams you choose by hand are always kept — a default never quietly replaces a pair you picked yourself.

Quick Start Game

With default teams set, you can switch on Quick Start Game. Tapping the sport configuration on the home screen then skips the setup flow and takes you straight into the game view. If a game is already running, you are still asked what to do with it first, so nothing is lost by accident.

Home and away styling in the sport config game settings was reworked at the same time, so it is clearer at a glance which side is which.

Fixes

- **Deleting a team no longer breaks the app.** Deleting a team in use by the active game could leave ScorePilot stuck on an error screen with no way back. The active game now handles a removed team cleanly.

- **Deleted teams are cleared from defaults.** Deleting a team that a sport configuration used as its default home or away team clears that default. Because the configuration no longer has a complete pair, Quick Start Game is switched off for it.

- **Hidden sport configurations stay hidden.** Configurations you have hidden are no longer shown on the home screen.

- **On-screen keyboard.** The keyboard no longer closes on § *(source text cut off — needs completing)*

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v1.8.1

9 June – 21 August 2026

⚠ Breaking change: Sport in the Box must be reinstalled and paired again

ScorePilot now talks to Sport in the Box over the ScorePilot protocol. Older Sport in the Box installations use the previous format on different ports, so after updating to 1.8 they will not be found and will not receive data.

Sport in the Box 2.24 or later is required.

Migration steps:

1. Update ScorePilot to 1.8 on every unit driving a Sport in the Box display.

2. Install the new Sport in the Box build. An older install cannot be paired with 1.8.

3. Pair the display again. Existing pairings may not carry over — check them and re-run pairing from the data output settings if needed.

New sport: American football

American football is now fully supported, from the game view through to the data outputs.

- **Play clock.** A second clock running independently of the main game clock, with its own setup screen, colour and end-of-clock behaviour. Possession follows the play clock as well as the game clock.

- **Scoring and stats.** Touchdown and field goal buttons, a +6 score step, and Down / To Go / Ball On controls, adjustable from the game view or the edit menu.

- **Board and data.** American football timelines, a 20-minute halftime default, an AF possession icon, and clock scaling that keeps scoreboard template layouts intact. Full AF data is sent on both the SiB TCP and ScorePilot protocols.

Power break (ice hockey)

Power breaks now have their own settings alongside the rest of Game Settings, plus a dedicated button in the game view.

- The button highlights while a power break is due.

- There is no restriction on how many power breaks can be activated in a period, but the button only highlights once per period.
- The clock pauses correctly for the break and shows break progress. The break clears itself on game transitions.
- Power break is included in the Saturn, ScorePilot and TV protocol output, break clock titles included.

Export & Import (replaces Backup)

Backup has been rebuilt as Export & Import, with its own tab in the settings menu rather than sitting under General Settings.

- **Pick what you move.** Exporting opens a selection modal with a select-all toggle, progress feedback and clearer empty states.
- **Teams without configs.** Teams can be imported on their own — doing so no longer forces the sport configuration along with them.
- **Images follow their owner.** Logos and images travel with the team or config they belong to, and only unique images are listed.

Horn control

- Horn before end of period can be configured to sound ahead of the game clock running out.
- A larger test button plays a horn from the settings screen, and restoring default horn settings now asks for confirmation first.
- The manual horn stops the moment the button is released, and every horn has a hard maximum length so it can never sound indefinitely.
- Horn settings and per-horn triggers are sent out in the ScorePilot protocol.

Around the game view

- Total game time is shown on the game clock, shrinking to fit the space available.
- Hidden penalties (also known as personal penalties) are listed separately and no longer take up a running penalty slot on scoreboards, with settings to configure them as you want. Penalties with plus minutes, such as 2+10, can also be hidden on scoreboards and shown only during the main penalty.
- Sport labels in team selection make it clear which sport a team belongs to.
- Double-click the external shot clock buttons to blank the shot clock.

Fixes and improvements

- **Network.** Auto IP now falls back to a `169.254` address when the network has no working DHCP server, and Network Settings shows the current connection state.
- **Saturn protocol.** The shot clock can be blanked correctly, start/stop shot-point behaviour now matches the real console, and brightness can be set per data output.

- **Input.** The numpad no longer leaves a zero that can't be deleted, and text fields stop dropping or restoring characters while you type.

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v1.6.17

New features

- **Team Name field.** A new field for Team Name, so different teams from the same club can be told apart.

Improvements

- **Remembered entry method.** When adding a player foul, points or a penalty, Score Pilot now remembers whether you last selected from the player list or entered a player number, and reopens on that tab.
- **Sport in the Box connection.** The connection now holds more reliably when a device IP address changes.
- **Default volume.** New devices now start with the correct default volume settings.
- **Battery information.** Clearer battery information, with the battery width now displayed correctly.

Bug fixes

Saturn data output

- Player numbers longer than three characters now send the last two digits instead of nothing.
- Cumulative period time is now sent correctly. In 45-minute periods, for example, the second period now starts the clock at 90 minutes and counts up from there.
- Correct start/stop clock values are sent, so the dots indicating whether time is running display correctly. This includes the time-running dot on shot clocks.

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v1.5.22

New templates

- **Simple Scoreboard.** A stripped-down version of the standard scoreboard with bigger text and better alignment, showing only score, teams and time.

Improvements

Futsal

- Default settings updated to match the rules of the sport.

USB and file handling

- Apple-formatted (HFS+) USB drives now mount correctly — previously they failed.

External buttons

- The shot clock now pauses on button press-down. It stays paused for as long as the button is held, and resumes on release.

Stability and performance

- Major performance cleanup across the UI. It is now much lighter during live games, reducing the risk of lag.
- Team fetching over Sport in the Box pairing has been rebuilt, fixing cases where teams were not found in Score Pilot.

Bug fixes

- Logos in templates no longer blink when a logo is missing or broken.
- Deleting a sport config no longer resets a custom sort order.
- **Saturn UDP protocol.** Fixed two cases where the wrong values were sent: only the last two digits of player numbers longer than two digits, and an incorrect time when continuing from the last period.

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v1.4.0

New features

External sound outputs

- You can now choose whether the Horn and Shot Clock horn are sent on output ports I/O 1 and I/O 2.

New update system

- New versions now download in the background, so there's no lag while an update is fetched. From v1.4 onwards you can download and install updates whenever it suits you.

New and improved sports

- **Volleyball.** New settings and controls for running a Volleyball match, with configurable win conditions and detailed set history tracking. A new period type, Sets, allows the match flow to be customised.
- **Netball.** Added possession indicator support.
- **Football.** Extra Time now accepts +0 as a value.
- **Penalties.** There is no longer a limit on how many penalties can run at once. Ice Hockey and Floorball still block more than two simultaneous penalties; every other sport with penalties now allows unlimited active penalties.

Bug fixes

Clock and timing

- The Shot Clock no longer shows different times in the Game Screen and in Edit Shot Clock Time.
- The Shot Clock can now be edited with less than one second remaining.
- The Timed Buzzer now sounds immediately in a newly created game, without the time having to be edited first.
- Manual Pause is now cleared when changing to a new game.

Other

- The large "No USB Connected" message no longer blocks the File Picker when no USB is connected.
- Fetching Teams from Sport in the Box on paired ScorePilots is more reliable — no more empty lists.
- Restored the missing click sound when starting and stopping game time with external buttons.

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v1.3.3

Bug fixes to improve stability and accuracy:

- **Custom Sport game screen.** Fixed the game screen for Custom Sports not displaying or functioning correctly.
- **Timer display accuracy.** Fixed a rounding issue that made tenths of seconds display very wrong during transitions — for example when starting or stopping the timer around the 51.0–50.9 range.
- **Sport Configs timeline.** The timeline in Sport Configurations and Game can now be edited again: items can be created and deleted as expected.

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v1.3.0

New features

- **Possession buttons for Water Polo.** Possession buttons are now available for Water Polo games.

Improvements

- **Timeout horn consistency.** Timeout horns now use the main horn sound rather than the shot clock horn, so they work correctly across all sports.
- **More flexible Locker Room displays.** The Locker Room template can now include a smaller scoreboard, giving you more layout flexibility.
- **External button reset.** External buttons can be reset to "do nothing", making it easier to clear or reconfigure button behaviour.
- **Shot Clock limited by game time.** The Shot Clock can no longer be set above the remaining game time. If you try, it blanks automatically rather than showing an impossible time.

Bug fixes

External timeout buttons

- Timeout settings no longer carry over between games.
- An external timeout button can no longer stop the game clock when no timeouts remain. It now blocks both the timeout and the clock stop.

Score Pilot templates

- Team logos no longer blink when connecting to Score Pilot.
- Player lists now update reliably after changes.
- Old data is cleared properly — for example, the timeout clock no longer stays visible after a timeout ends.
- Extra Time set in Score Pilot is now sent to and received by templates correctly.

Timed buzzer line changes

- The buzzer now sounds even if the game time has been edited.

Data outputs

- The correct period number is now sent to Saturn and Sport in the Box during intermissions.

Stability

- Rapidly opening and closing pop-ups no longer breaks the game screen.

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v1.2.1

New features

- **Score Pilot protocol.** A new protocol for sending data efficiently to output devices.
- **New templates.** New Score Pilot templates for Scoreboards and Locker Room displays.
- **Game sponsor.** New settings for assigning a specific game sponsor on the Scoreboard interface.
- **Coach penalties.** Penalties can now be given to a "Coach", recorded as an un-numbered penalty against the player marked "-".

Improvements

- **Data Outputs UI.** Redesigned layout for adding new Data Outputs, with defaults that make creation quicker.

- **Pincode pop-ups.** Simpler pin entry and clearer feedback on incorrect pins.
- **Sound handling.** Reduced occasional lag.
- **Game Time safeguard.** Game Time no longer changes when the date or time updates on the Score Pilot unit.
- **Timeout buttons.** Timeouts can be taken during game time — the clock stops, the horn sounds, and the team's timeout starts.

Bug fixes

- **Timed buzzer line changes.** Fixed the horn not sounding as expected, missing buzzer indicators in the first period, and lag when using timed buzzer line changes.
- **Start/Stop button.** No longer gets stuck in "Switch to next period" mode.
- **Shot Clock.** Can no longer exceed the remaining Game Time; it blanks if set higher.