Sport In The Box Support

Release Notes - Version 1.1.92

Josefin Ström - 2025-12-17 - Comments (0) - Releases

Key features in the release of version 1.2.1 include a **new Score Pilot protocol for data transmission**, and **new Scoreboard and Locker Room templates**. Improvements have been made to the UI for Data Outputs and sound handling, while several bugs related to timed buzzer changes and the Start/Stop button have been fixed.

New Features

- Added new settings that allow users to assign a specific game sponsor on the Scoreboard interface, enhancing the customization during matches.
- Enabled functionality to add a penalty for a “Coach”, which is represented as an un-numbered penalty assigned to the player marked as “-”.
- **Implemented a brand new Score Pilot protocol** designed to send data efficiently to output devices.
- **Designed new Score Pilot templates** for Scoreboards and Locker Room displays.

Improvements to existing features

- **Redesigned the UI layout for adding new Data Outputs**, including defaults to enable quicker creation.
- Upgraded pincode pop-ups to simplify pin entry and provide clearer feedback on incorrect pins.
- Improved sound handling to prevent occasional lag.
- Added **safeguard to Game Time** to prevent changes when **date or time updates** occur on the Score Pilot unit.

- Updated timeout button handling to allow timeouts during game time, stopping the clock, sounding the horn, and starting the team's timeout.

Bug fixes

- Fix bugs in timed buzzer line changes: horn not sounding as expected, buzzer indicators missing in the first period, and Score Pilot lagging when using timed buzzer line changes.

- Fix bug causing Start/Stop button to get stuck in “Switch to next period” mode.

- Fix bug allowing Shot Clock to exceed remaining Game Time; it now blanks if set higher than Game Time.