Sport In The Box Support

Release Notes - Version 1.3.0

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

The release of Score Pilot v1.3.0 includes an assortment of bug fixes and improvements, mainly in regards to the new features from v1.2.1.

Notable new features include the addition of possession buttons for Water Polo games. Improvements have been made to timeout horn sounds for consistency across sports, more flexible locker room displays, and a reset option for external buttons. The update also resolves several bugs related to template functionality, data outputs, and stability, ensuring a smoother user experience.

New Features

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

Improvements to existing features

- **Timeout horn consistency**
  Timeout horns now use the sound of the **main horn instead of the shot clock horn**, ensuring they work correctly across all sports.

- **More flexible Locker Room displays**
  The **Score Pilot Locker Room template** now offers an option to include a **smaller scoreboard**, giving you more layout flexibility.

- **External buttons reset option**
  You can now **reset external buttons to “do nothing”**, making it easier to clear or reconfigure button behavior.

- **Shot Clock limited by game time**
  The Shot Clock can no longer be set to a value higher than the remaining game time. If attempted, the Shot Clock will **blank automatically**, preventing it from showing an impossible time.

Bug fixes

- **External timeout buttons**
  - Fixed an issue where **timeout settings carried over between games**.
  - Fixed a bug where an external timeout button could **stop the game clock even when no timeouts remained**. It will now prevent a timeout from starting as well as prevent the game clock from stopping.
- **Score Pilot templates**
  - Fixed **team logos blinking** when connecting to Score Pilot.
  - Fixed an issue where **player lists didn’t always update** after changes.
  - Fixed cases where **old data wasn’t cleared properly**, such as the timeout clock remaining visible after a timeout ended.
  - Fixed issue where **Extra Time** set in Score Pilot **did not get sent and received properly** by Templates.
- **Timed Buzzer Line Changes**
  - Fixed an issue where the **buzzer didn’t sound** if the game time had been edited.
- **Data outputs**
  - Fixed an issue where the **wrong period number** was sent to **Saturn and Sport in the Box** during intermissions.
- **Stability improvements**
  - Prevented an issue where **rapidly opening and closing pop-ups** could cause the game screen to break.