Sport In The Box Support

ScorePilot v1.4.0 Release!

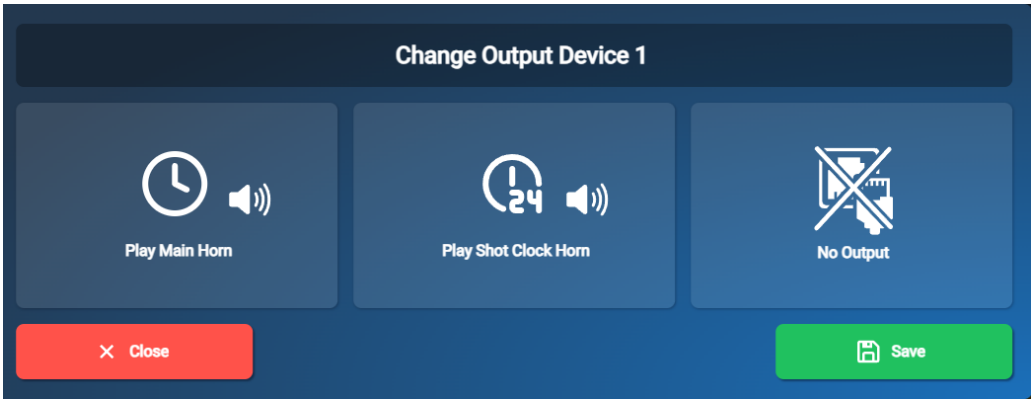
2026-03-25 - Josefin Ström - Comments (0) - Score Pilot Releases

We are happy to announce the latest version of ScorePilot!

New Features

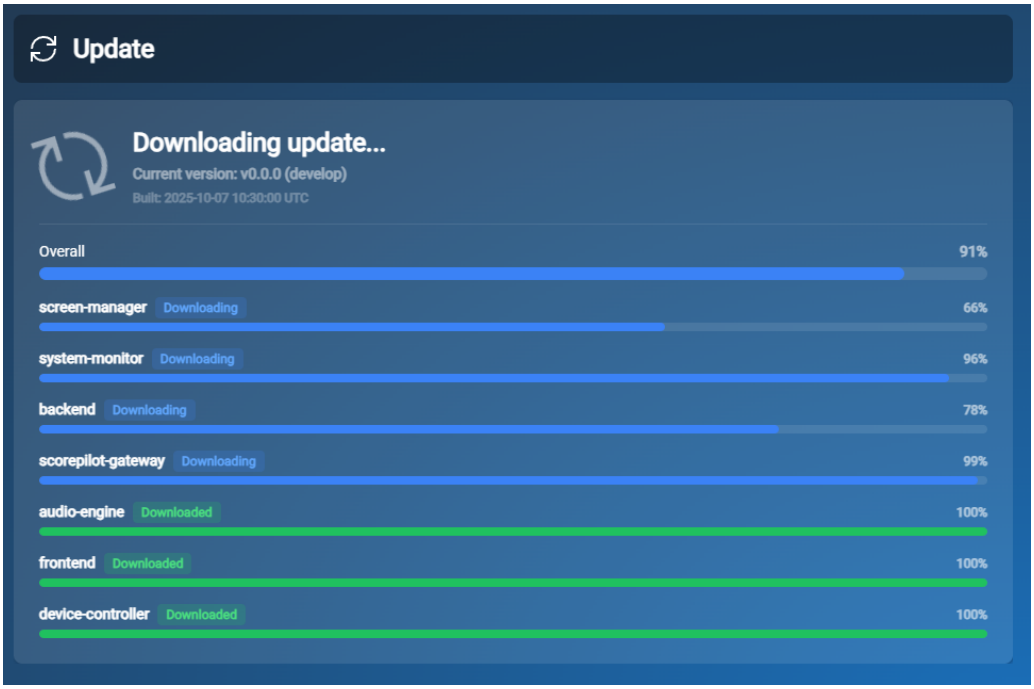
External Sound Outputs

- Added options to select whether or not to send Horn or Shot Clock horn on output ports I/O 1 & I/O 2.



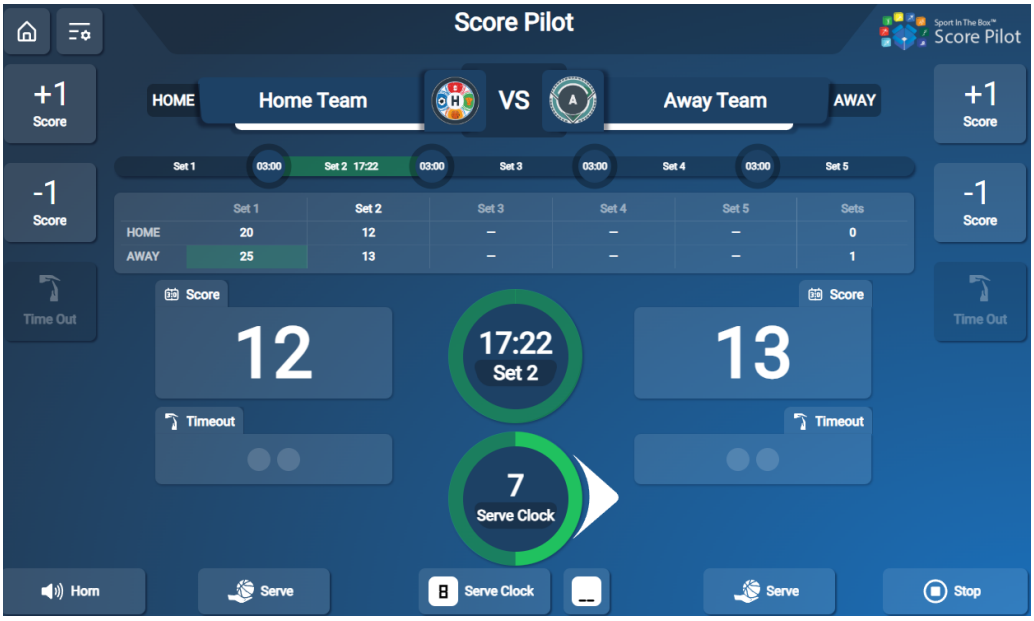
New System for Updates

- Improvements have been made to how new updates are installed. No more lag as new versions are downloaded in the background! With ScorePilot 1.4 you'll be able to downloaded and install new updates whenever suits you!



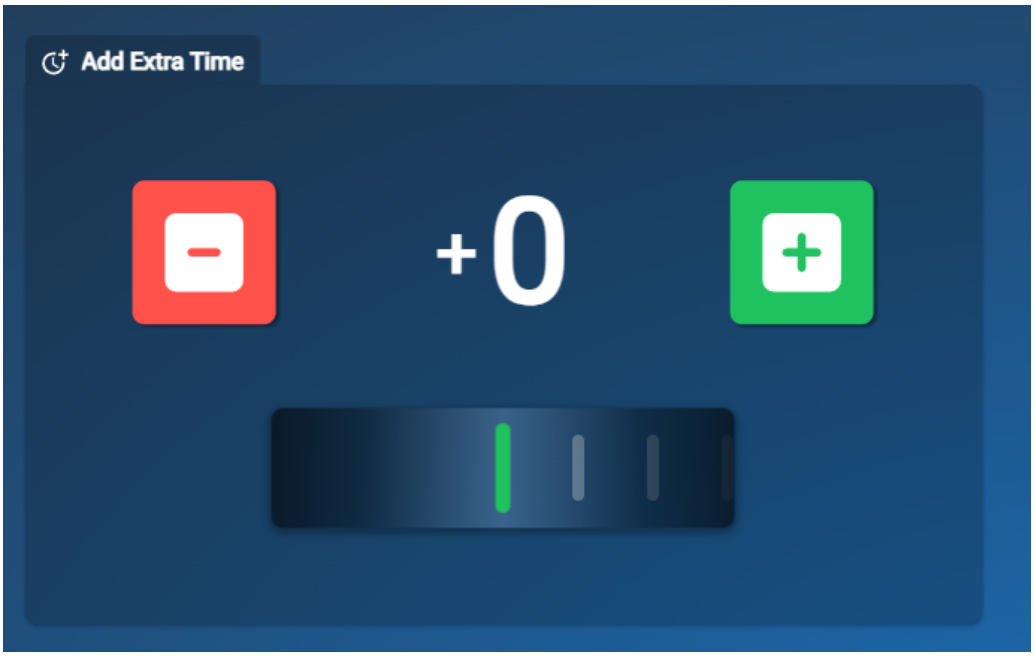
New and Improved Sports

- Added **settings and controls for Volleyball,** making it smoother to run a Volleyball match. Includes configurable win conditions and detailed set history tracking. New type of period is also added, *Sets*, to allow customization for match flow.



- Added **possession indicator support for netball.**

- Improvements to **Extra Time for Football games,** allowing for setting +0 to be used as Extra Time value.



- There is now **no limit on the number of active penalties** that can run simultaneously. Only Ice Hockey and Floorball blocks more than 2 penalties from running at the same time, all other sports that

have penalties allow unlimited penalties to be active.

Bug Fixes

- Fixed multiple **clock and timing issues**, including:
    - Shot Clock showing different times in Game Screen and Edit Shot Clock Time.
    - Bug that made editing Shot Clock impossible when less than 1 second remained.
    - Timed Buzzer bug where the the buzzer did not sound in newly created game, unless the time got edited. Now it works immediately upon starting game.
    - Manual Pause not getting cleared when changing to new game.
- Remove big “No USB Connected” from blocking the File Picker if no USB is connected.
- Fetching Teams from Sport in the Box on ScorePilots that have been paired is now more reliable in getting the Teams. No more empty lists!
- Added missing click sound when starting/stopping game time with external buttons.