

Determine the appropriate place for the processing unit. Make sure the cables of

the master leg reach the sockets on the bottom of the processing unit. Dismount

the bracket from the back of the processing unit, place it on the wall and mark

Hang the frame on the wall on the three screws. Make sure the master leg is the

one on the bottom (A)! Put a nut (010) and a washer (011) on the top screw first.

Then you can put the nuts and washers on the other two screws as well. Tighten

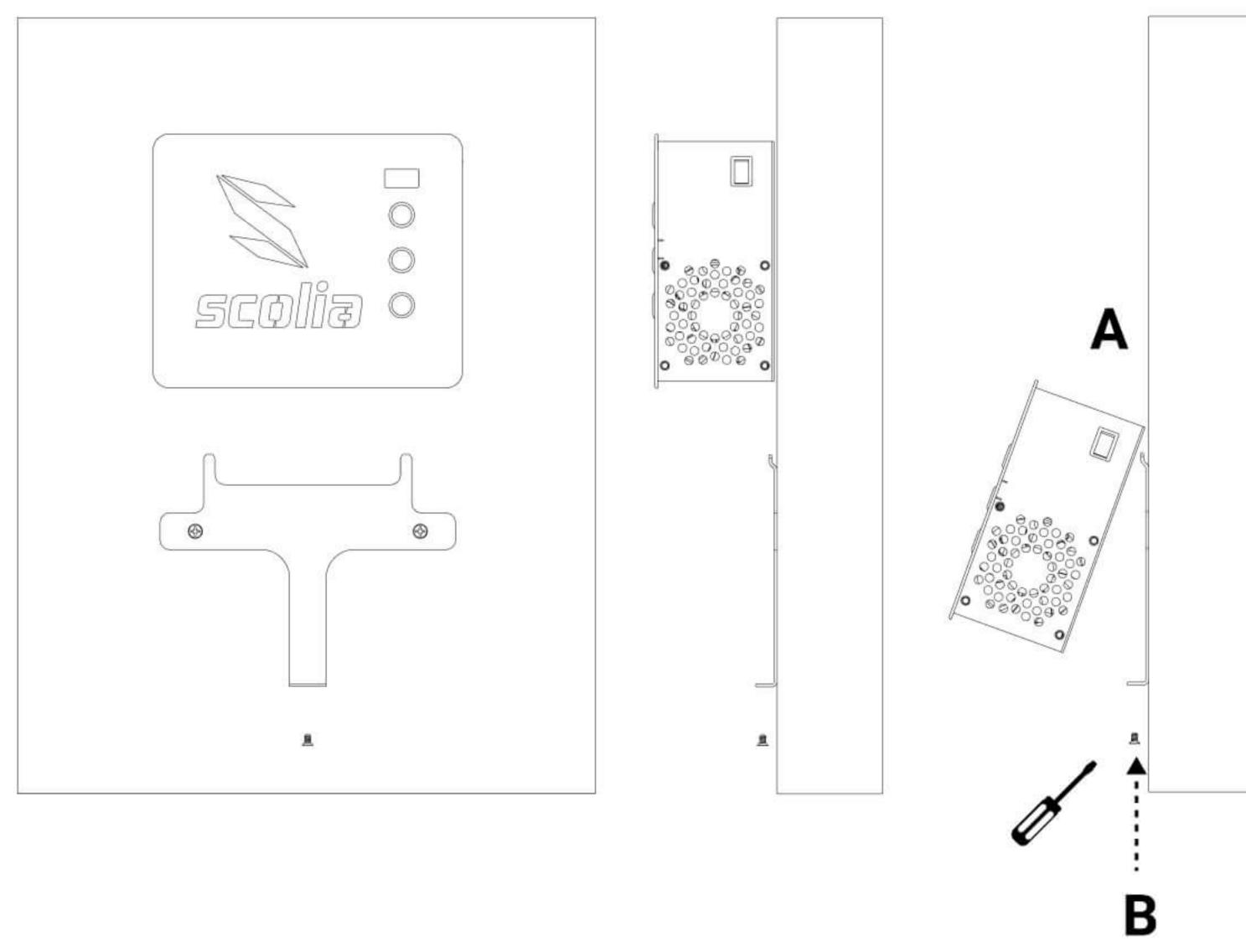
Putting the frame on the wall

Marking the place of the processing unit

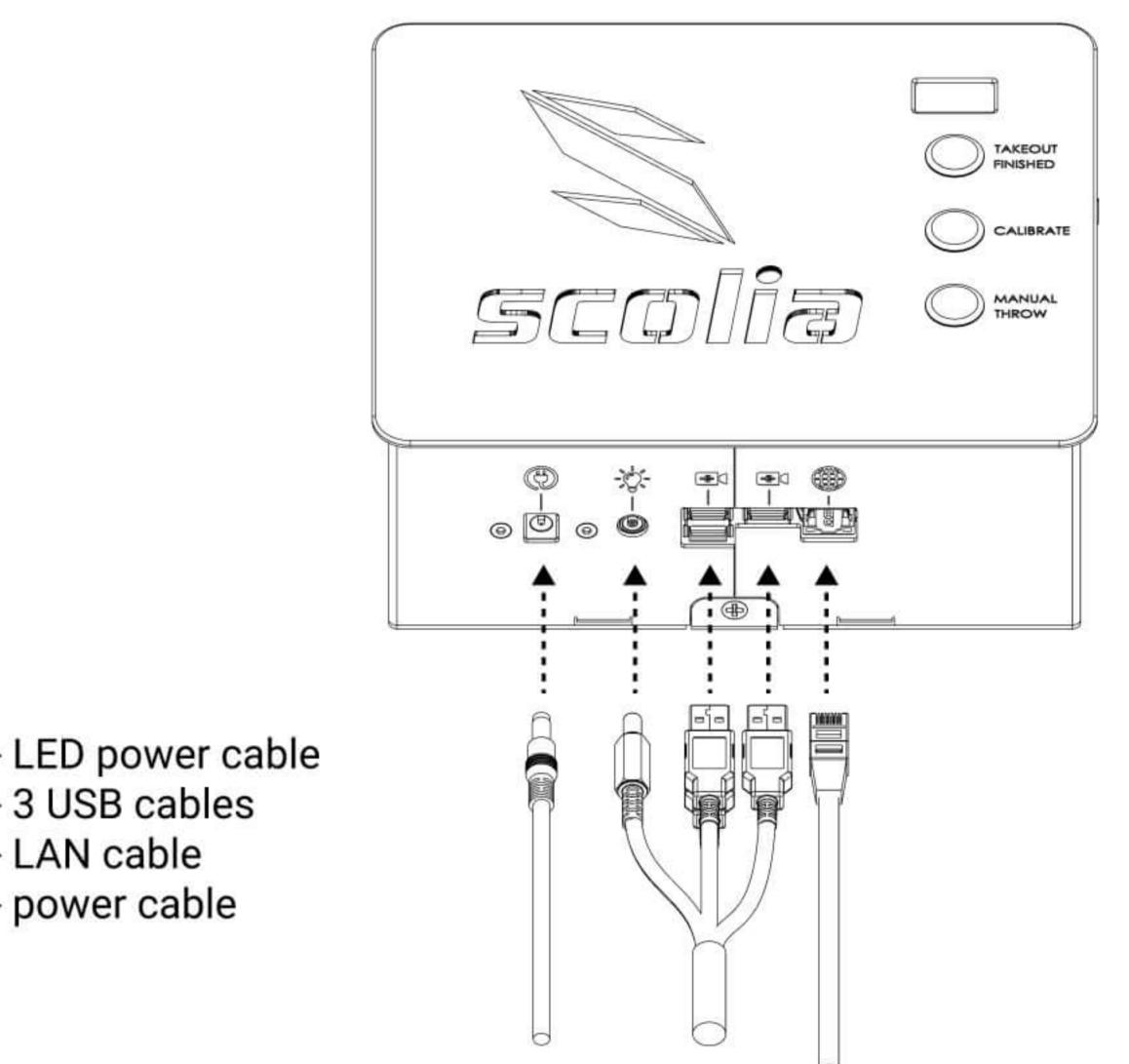
where you are going to drill for the screws (A).

Putting the processing unit on the wall

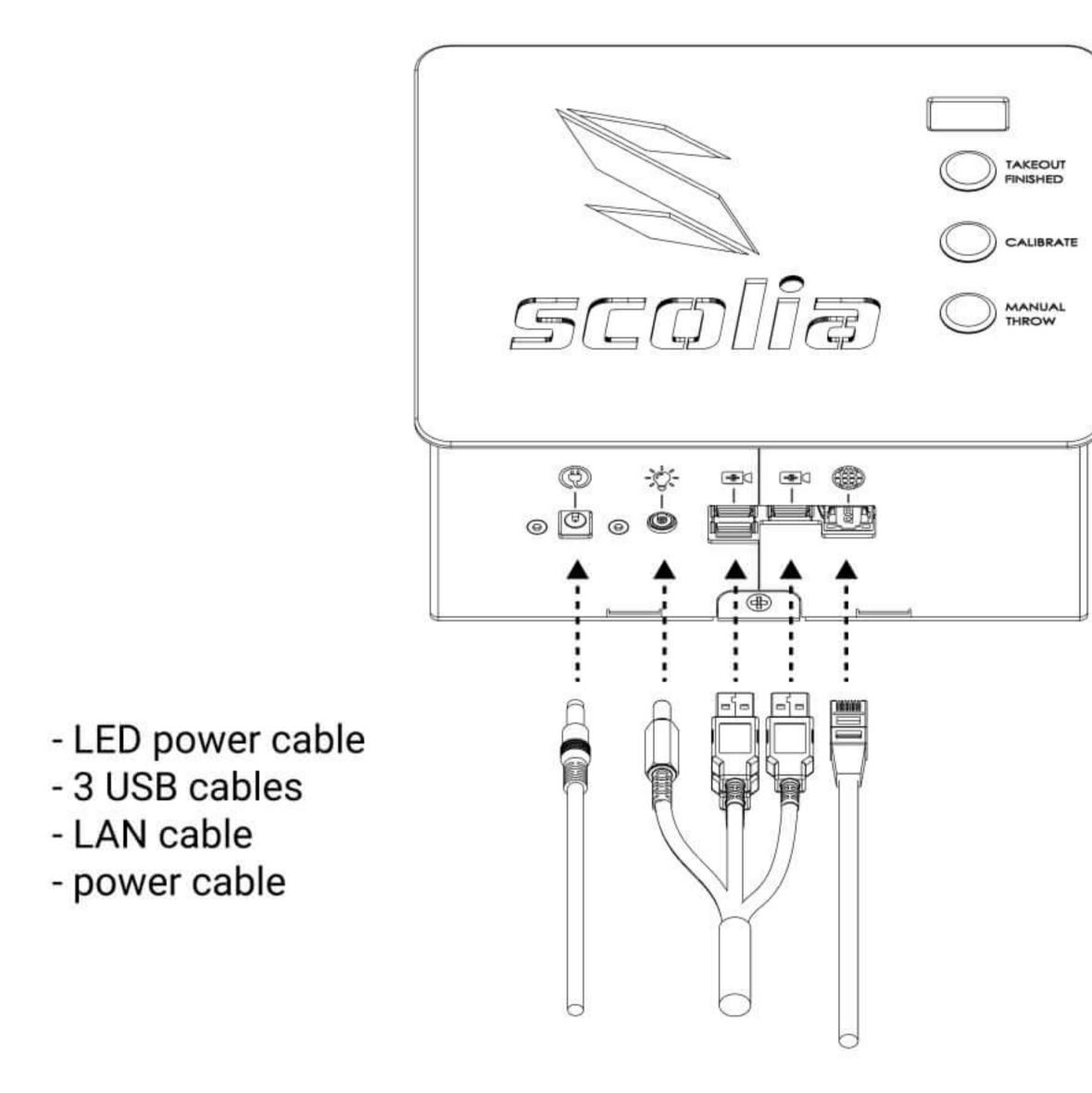
Hang the processing unit (005) on the bracket (A), and permanently attach it to the frame by screwing the small metric screw (016) on the bottom (B).

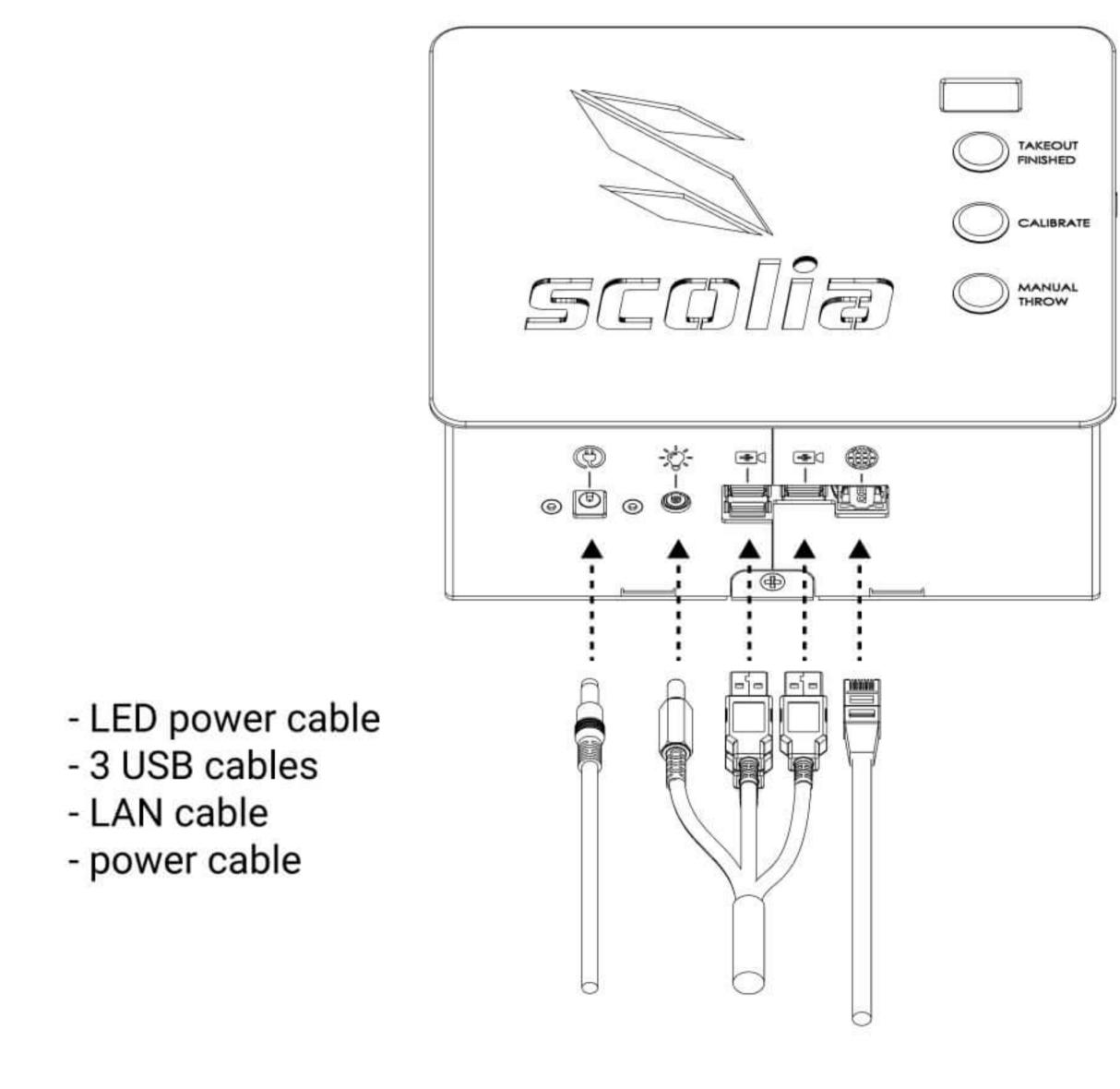


Plugging cables into the processing unit



Plug the cables into the sockets at the bottom of the processing unit:





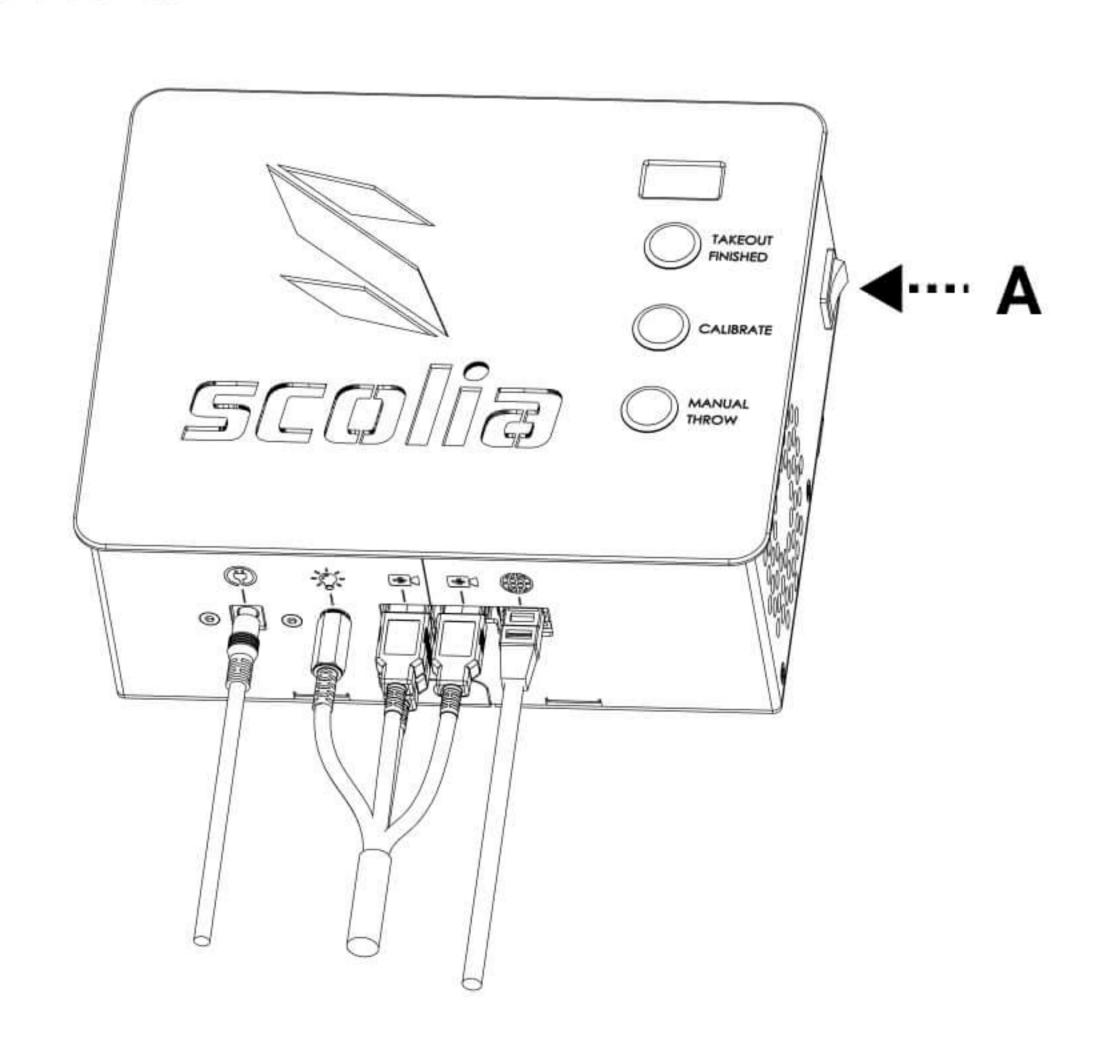
Putting the bracket on

Drill the wall at the marked-out points for the screws using a 6mm drill bit. Insert the rawlplugs (015), and put the bracket (004) on with the two screws (014).

35-45 cm

Turning on the device

Using the power switch on the right hand side of the processing unit (A), turn on the device.



Do not forget to register your Scolia unit at game.scoliadarts.com!

See the next page for detailed instructions.

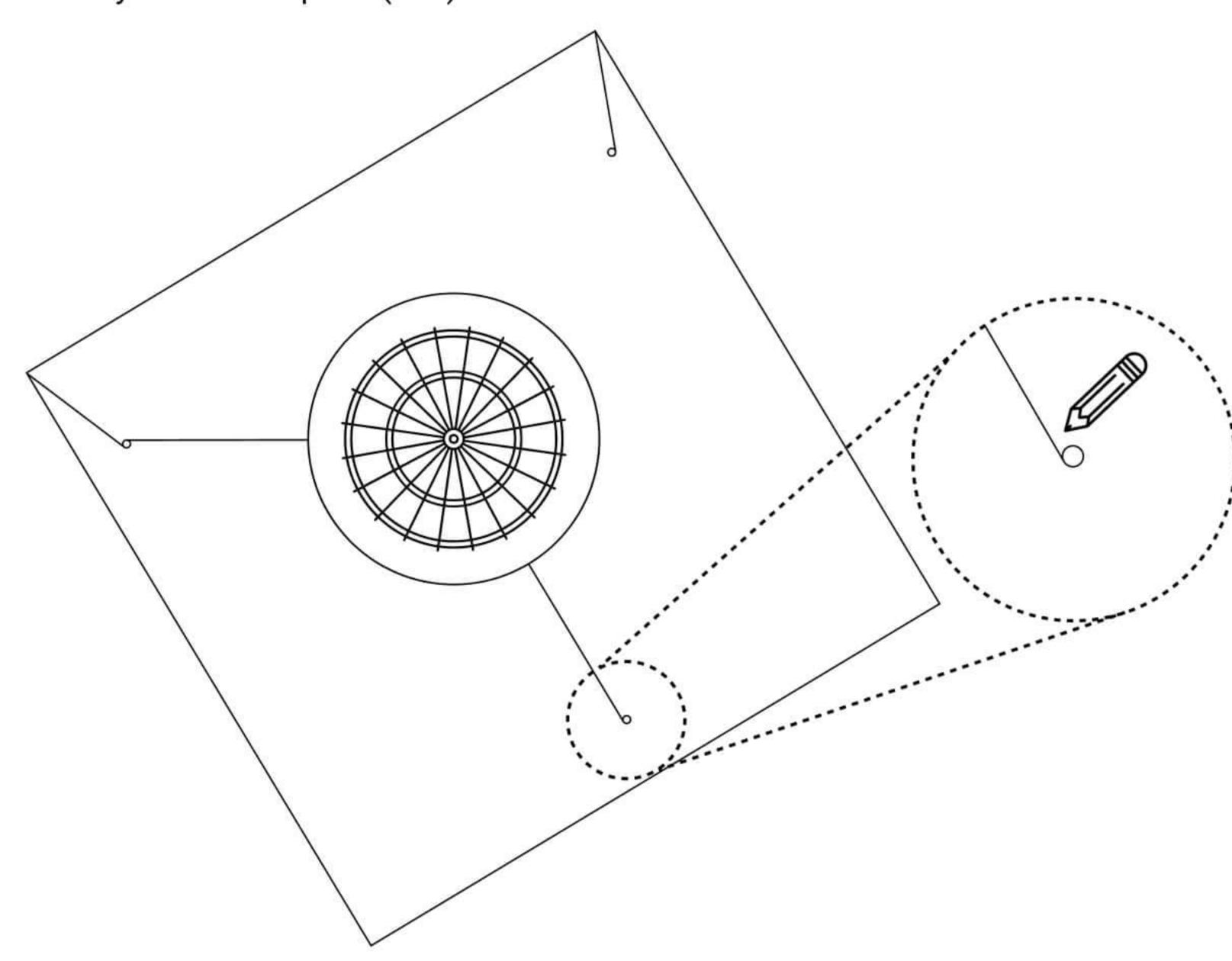
Marking the place of the legs

2 Screws into the wall

outside the wall (**C**).

Α

Place the styrofoam template (the main cover in the box) (008) around the dartboard. Using a pencil, mark the place of the screws through the holes on the styrofoam template (008).



Drill the three holes into the wall using a 10mm drill bit (A). Insert the rawlplugs

(009), and tap them home (B). Using the torx driver (012), insert and screw the

.____!

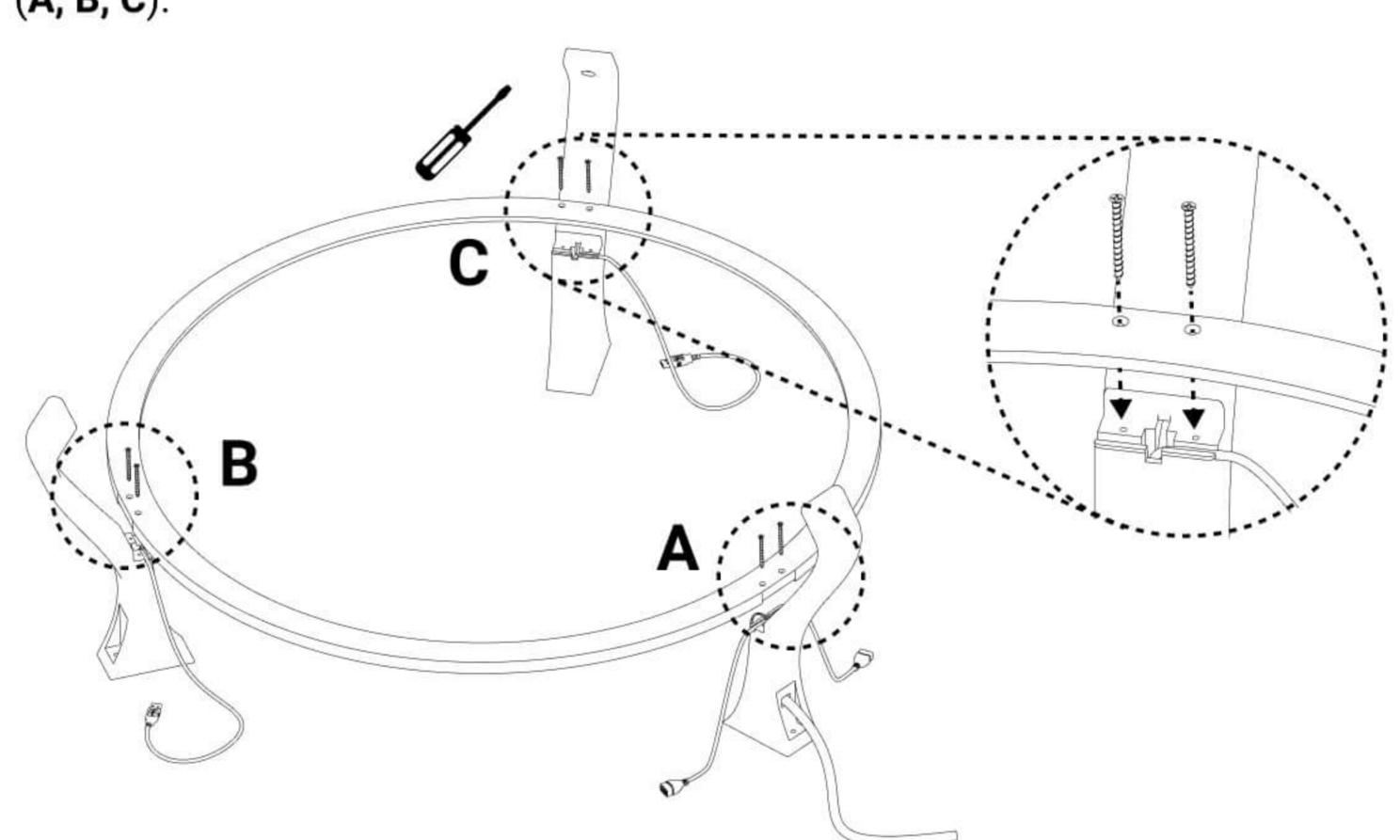
double-ended thread bolts (009) into the wall, leaving half of their length

Attaching the rings to the legs

Place the ring (003) on the top of the legs (001, 002) and arrange the cables in such a way that they do not get trapped. Make sure to place the master leg to the end of the LED strip, in between the two larger slots on the ring (A - see the figure in step 4). These two slots on the ring are for the USB connectors.

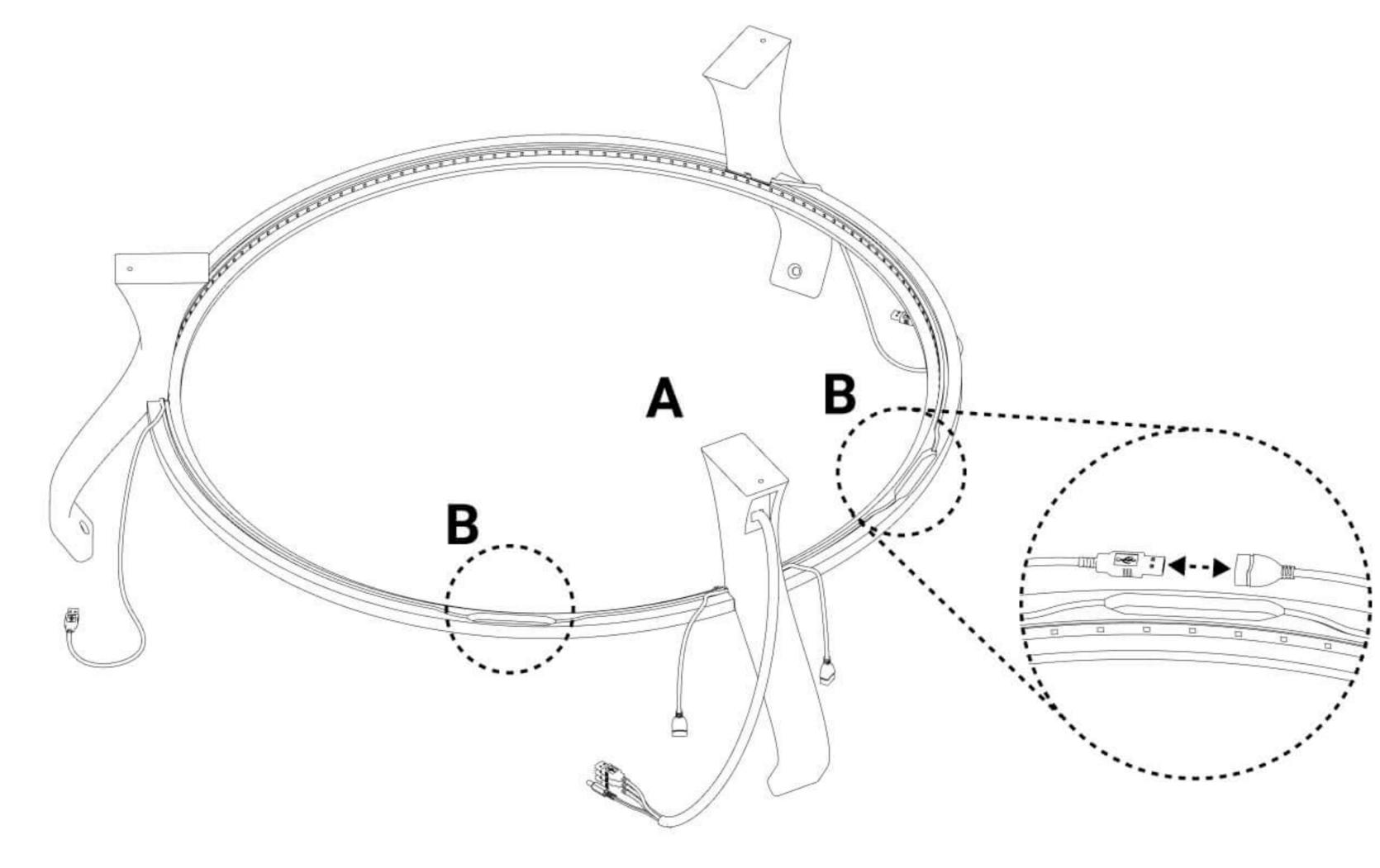
Make sure to put the cables into their appropriate slots on the legs: the camera cables on the regular leg should be placed towards the master leg. In the case of the master leg, the USB cables should be coming out from the sides of the leg, while the LED cable should be in the middle.

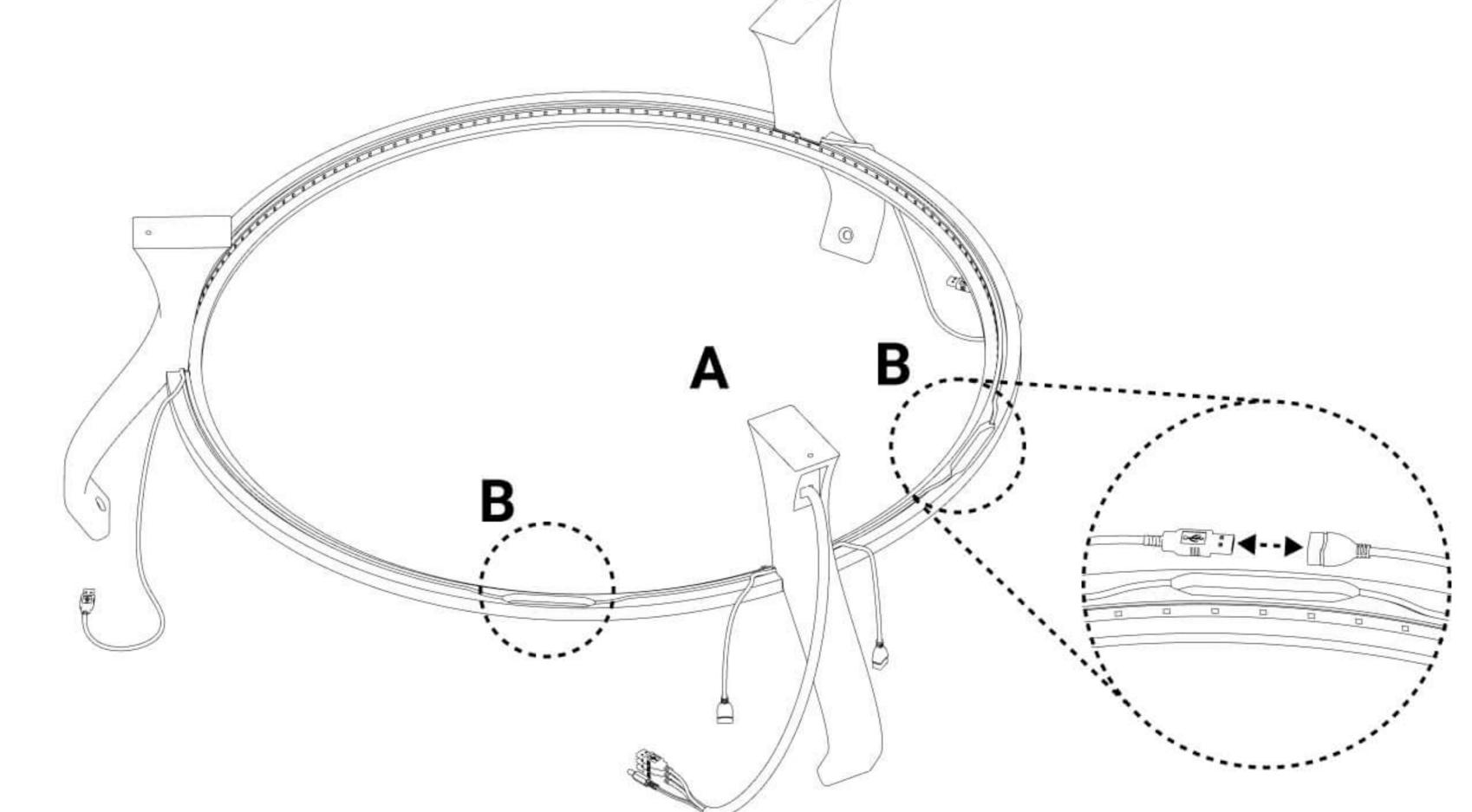
Using the six black screws (013), attach the ring to the legs (two screws per leg) (A, B, C).



Putting the cables into the ring

Turn the ring with the legs (hereafter referred to as the frame) upside down (A). Push the USB connectors together, and push the cables into the slots on the ring (B). Push the LED cable connectors together as well.









BOARD REGISTRATION

Please note that for authentication reasons, every Scolia system is required to be registered. Follow the steps below to swiftly complete the board registration process!

- Visit game.scoliadarts.com
 - · Log in if you already have an account.
 - If you have not signed up, choose the "Create an account" link or use your Google/Facebook account to make the registration process even simpler.
- Select the "My Boards" menu

After logging in, navigate to the My Boards page, and click on the Add new board button

3 Enter Serial Number

Enter the serial number of your Scolia product.

You can find the serial number below in the **S/N** line.

You can also find the serial number on the back of your processing unit in the **S/N** line.

Add board information

Give a name to your Scolia board, and enter the town/city where it is installed.

If your board is in a public place (pub, darts club, bar, etc.), and you would like it to be visible for other people on our Scolia map, you should set the board visibility to **public**. In this case you will need to add the street address of the board.

5 Add Board

Finalize the process by clicking on the Add board button.

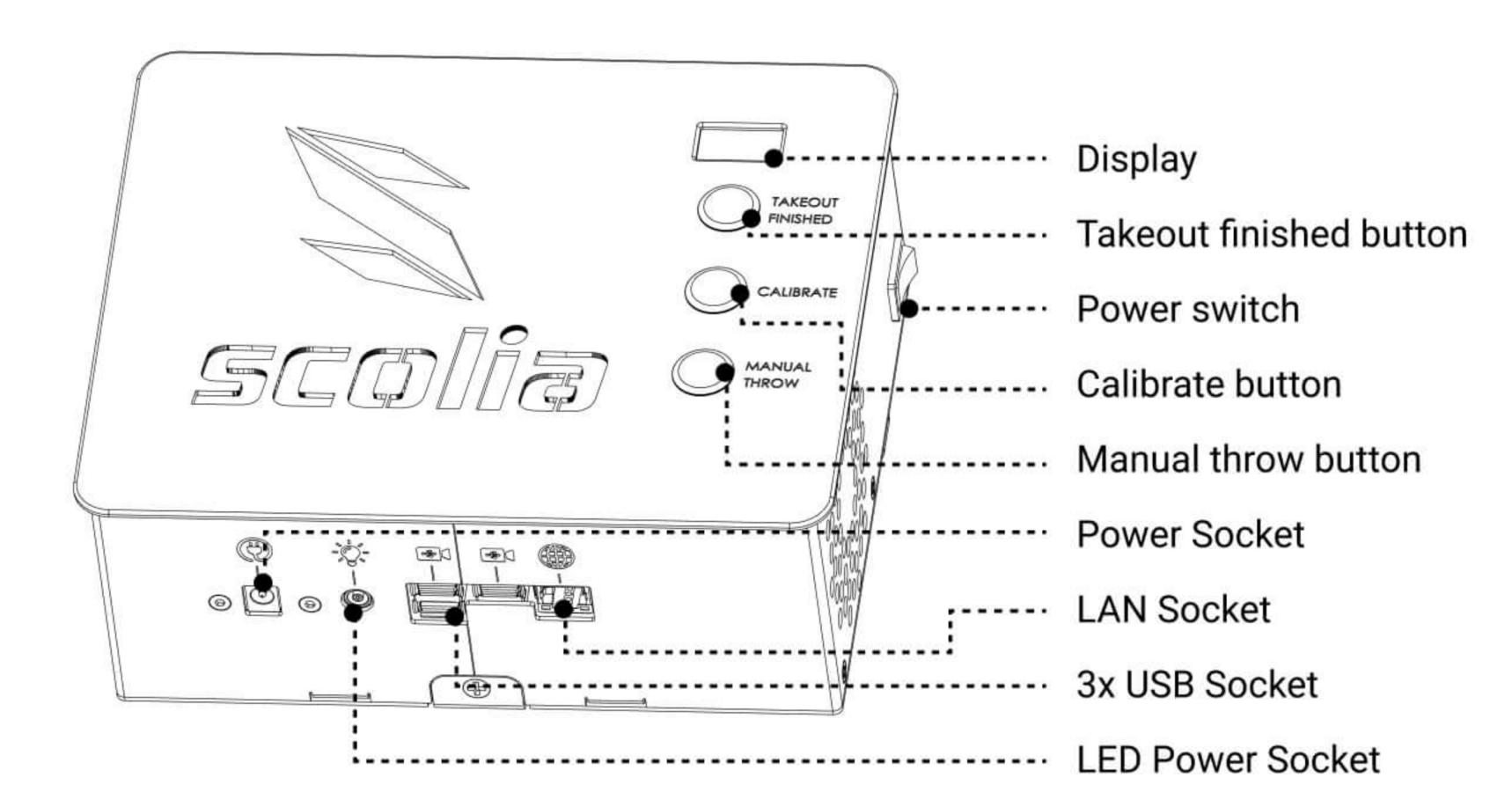
Great job! Your Scolia product is registered.

Now you are ready to start playing!

STARTING A GAME

- Open game.scoliadarts.com on your smartphone, tablet or PC
- Log in or choose the **Play As Guest** tab. If logged in, choose the **Play game** tile on your Dashboard.
- Enter the 6-character **Board Code** you see on the display of the processing unit.
- Choose the type of game you would like to play, enter the name of the players and start the game!

PROCESSING UNIT F.A.Q.



What are those buttons on the processing unit?

Normally, you do not have to interact with the processing unit. However, in some rare cases you might have to use the three buttons under the display.

- 1. The top button (**Takeout finished**) forces the processing unit to change its state from "Takeout" to "Throw", effectively finishing the visit of the current player. Press this button if the visit of the previous player is over (i.e. the dartboard is clear) and the display state is "Takeout".
- 2. The middle button (**Calibrate**) should be used in cases where someone moved or replaced the dartboard while Scolia was turned on. This recalibration process takes around 10 seconds. Make sure the dartboard is clear during this period. Once the board status switches back from "Calibrating" to "Throw", you can continue your game on the recalibrated board.
- 3. The bottom button (**Manual throw**) should be used when Scolia failed to detect your latest throw. When you press the button, Scolia takes a snapshot of the dartboard and evaluates it. Note that you can also add this throw manually on the user interface. Choose the option which is more convenient for you.

What can I see on the display?

1. Number of throws

This part of the display simply shows the number of darts that have been thrown in the current visit.

2. Last throw

This part of the display shows the name of the sector of the last throw.

3. Server connection

The cloud sign shows an active connection to

the Scolia server. If for some reason the cloud sign disappears, the most likely scenario is that you are offline. Make sure the LAN cable is properly attached to the processing unit, and that your Internet service is available.

4. Board Code

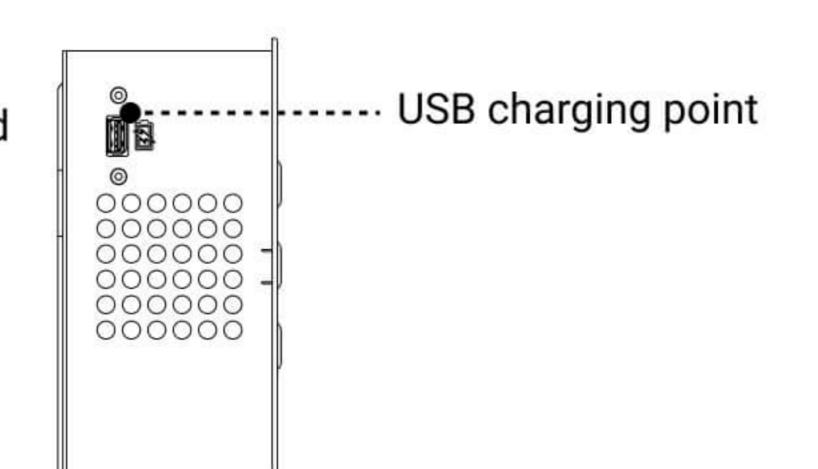
The most important part of the display is the 6-character board code which unambiguously identifies the board at any given time, so that anyone can join the board using this code. Enter the board code on **game.scoliadarts.com** and start playing! The Board Code is randomly generated after each system restart.

5. Board status

The bottom row shows the current status of the board. For a complete list of possible board states and their description, see the next column.

Does the processing unit have a charging point?

Yes, in order to avoid battery life to be a limiting factor, a USB charging point is placed on the left-hand side of the processing unit. Using your regular USB charging cable, you can charge your phone or tablet during the game.



0 2 3

111 T20 (A)

DE6XF3

TAKEOUT

BOARD STATUS

MAIN STATES

Throw

You should only throw darts on the board when the status is Throw. This is the only status of the system where it is able to register the throws on the dartboard. While being in the Throw phase, the Scolia logo on the processing unit is illuminated in green.

Takeout

The takeout process on the dartboard has started. If the takeout process has already ended but the system stays in the Takeout phase, press the top button on the processing unit to switch back to the Throw phase. While in the Takeout phase, the Scolia logo on the processing unit is illuminated in yellow.

PROCESS STATES

Connecting

As a first step on each start-up, the processing unit tries to establish a connection with the Scolia server. This process requires a cable Internet connection. You can check the status of this connection on the display: if the cloud sign is on, the connection between your Scolia board and the Scolia server has been established.

Updating

If any update is available, the processing unit updates its software at start-up. It takes only a few seconds for the processing unit to update its software.

Initializing

On each start-up, the processing unit needs to initialize all the resources and open the cameras. This initialization process takes a few seconds.

Calibrating

The system is under calibration. Make sure the dartboard is clear during this period. Once the board status switches from Calibrating to Throw, you can continue your game on the recalibrated board. While being in Calibrating state, the Scolia logo on the processing unit is illuminated in light blue.

ERROR STATES

Calib Error

This indicates that the calibration process failed to execute for some reason. The environment of the dartboard must be clear during calibration. The automatic calibration process fails to execute if one or more objects partially or fully cover the segments of the dartboard. Once you have removed every object that can potentially block the view of the cameras, restart the system. The owner of the Scolia system can monitor the camera images on the **My boards** scene of the web application.

Camera Error

This indicates that there is a problem with the connection between the cameras and the processing unit. Check the USB cables of the cameras, and make sure they are properly connected to the processing unit. Restart the system by turning it off and on again after a few seconds.



Do you need any help?

Send us an email and we will come back to you in one working day!

SUPPORT@SCOLIADARTS.COM