Handball Watch App v1.0

Manual Handball Watch App v1.0

2018-06-13

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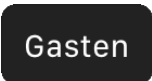
| Button	Description
Start	Start the game period time. This button automatically becomes the Stop button. *Push this button 2-seconds to go to gametime options screen.*
Stop	Stops the game period time. This button automatically becomes the Start button. *Push this button 2-seconds to go to gametime options screen.*
Thuis **Gasten**	Swipe the related button up for score+1 and down for score-1.
(list icon)	Go to overview of given warnings and penalties.
Straf	Go to Register Warning or Penalty screen.
(microphone icon)	Go to Voice Commands screen where you can dictate instructions for keeping score and assigning wanrings and penalties. See "Voice Command Intstructions" section for details.
2 Min	When a time penalty or red card is given while game time is running, this button appears next to the Stop button. Push this button as soon as the game resumes and the time penalties should start.
10 **2:00**	The time penalty timer (left=home, right=guest). The time penalty that is finished the soonest is shown, including the related playernumber above it.
1:31 7, 4	If more time penalties are active for the same team, the related playernumbers are shown in small white numbers underneath
4 - 2	Current score (left=home, right=guest)
1:11	The elapsed game time of the current period. The length of 1 period can be set in the GameTime Options screen. (push the Start/Stop button for 2 seconds.)

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Thuis **Gasten**	Choose the team from the player that is getting the warning/penalty.
	Choose the warning/penalty type: W = Warning Y = Yellow card 2 = 2-minutes (push again for 4-minutes!) R = Red card B = Blue card
10	Use the Crown-button to select the related players number
Ok	As soon as Team, Penalty Type and PlayerNr are set, press this button to confirm.
1:31 7, 4	If more time penalties are active for the same team, the related playernumbers are shown in small white numbers underneath

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	Warning
	Yellow card
	2-minute time penalty
	2x 2-minute time penalty
	4-minute time penalty
	Red card
	Blue card

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Periode Einde	Push 2 secondes to confirm Period End. The period timer will be reset to 0:00 and events in the log wil get a time = PeriodNumber*PeriodDuration + CurrentPeriodTime.
Wedstrijd Einde	Todo
TO Thuis **TO Gast**	Todo
Periode 30 min	Use the Crown-button to set the period duration.

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```
00:00: Tijd gestart
00:06: Score Thuis -> 1-0
00:23: Waarschuwing voor Thuis #2
00:26: Score Gasten -> 1-1
00:29: Score Thuis -> 2-1
00:46: PenaltyYellowCard voor Thuis #2
00:59: 2-Minuten voor Thuis #4
01:04: Gestart: [2-Minuten Straf voor Home #4]
01:23: Waarschuwing voor Gasten #4
01:35: PenaltyYellowCard voor Gasten #6
01:54: 4-Minuten voor Gasten #6
01:58: Gestart: [4-Minuten Straf voor Guest #6]
02:16: 2-Minuten voor Thuis #2
02:19: Gestart: [2-Minuten Straf voor Home #2]
02:34: Score Thuis -> 3-1
02:42: Score Gasten -> 3-2
02:46: Score Gasten -> 3-3
02:53: Score Gasten -> 3-4
02:58: Time gestopt
02:58: Tijd gestart
03:05: Klaar: [2-Minuten Straf voor Home #4]
03:18: Score Thuis -> 4-4
03:31: Score Thuis -> 5-4
03:54: PenaltyRedCard voor Thuis #2
04:20: Klaar: [2-Minuten Straf voor Home #2]
04:45: Score Thuis -> 6-4
04:49: Score Gasten -> 6-5
05:25: PenaltyBlueCard voor Thuis #2
05:42: Time gestopt
```

Send | Sync | Share

00:00: Tijd gestart 00:06: Score Thuis -> 1-0 00:23: Waarschuwing voor Thuis #2 00:26: Score Gasten -> 1-1 00:29: Score Thuis -> 2-1	The log of all game events. The time = PeriodNumber*PeriodDuration + CurrentPeriodTime
Send	Send the game event log via WhatsApp
Share	Share the game event log
Sync	Sync the iPhone side with the Watch side, in case the iPhone side was restarted.

Voice Command Intstructions

Voor een score gebruik deze woorden:
- "score"
- "thuis" of "gasten" of "uit"

Voor een straf gebruik deze woorden:
- "straf"
- "thuis", "gasten" of "uit"
- "waarschuwing", "geel" of "gele", "2-minuten", "4-minuten", "rood" of "rode", "blauw" of "blauwe"
- nummer van de speller, bijv: "dertien"

Let Op: het laatste getal in de zin wordt gebruikt als spelersnr, dus eindig nooit met "2-minuten", want dan wordt spelerNr2 gebruikt