JVC

GY-HM250USP
GY-HM250ESB

Additional Functions

Contents

Please read this together with the "INSTRUCTIONS".

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Be sure to format the SDHC/SDXC card on this camera recorder. SDHC/SDXC cards formatted on a PC and other peripheral equipment cannot be used on this camera recorder.

Score Display

This camera recorder enables single-camera sports coverage producing real-time score overlays on recorded or streamed HD video. This function is available when the recording resolution is 1920x1080 or 1280x720.

▐ Selecting the Scoreboard Type

Memo:

- When displaying Football (Soccer) or Hockey (Ice Hockey), import an SDP file to the camera recorder in advance. Create these SDP files in the SDP Generator.
  (☞ P14 "Importing an Image Containing the Team Name and Logo")
  Next, select the imported SDP files from [Main Menu] → [Overlay Settings] → [Layout].

Press the [MENU] button of the camera recorder to display the menu screen, and then select a scoreboard type in [Main Menu] → [Overlay Settings] → [Type]. Then press the [MENU] button to close the menu screen. The types that are selectable include Type 1, Type 2, Football (American Football), Basketball, Baseball, Football (Soccer) and Hockey (Ice Hockey).
However, the selectable types may vary according to the [Layout] setting.

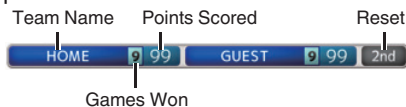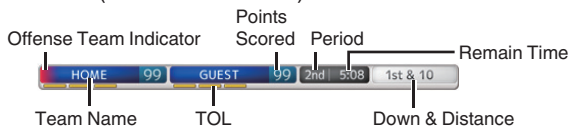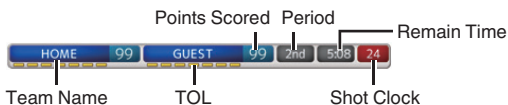## Selecting a Position to Display the Scoreboard

The scoreboard can be displayed at the following positions on the screen. Create an SDP file with the desired display position in the SDP Generator and import the file to the camera recorder. (☞ P14 "Importing an Image Containing the Team Name and Logo")

Type		Overlay Location
Type 1		Top, Bottom
Type 2		Top, Bottom
Football (American Football)		Top, Bottom
Basketball		Top, Bottom
Baseball		Top Right, Bottom Right, Top Left, Bottom Left
Football (Soccer)	Small	Top Right, Bottom Right, Top Left, Bottom Left
	Large	Bottom (not changeable)
	Penalty Shoot-out	Bottom (not changeable)
Hockey (Ice Hockey)		Top Right, Bottom Right, Top Left, Bottom Left

● Type 1:

Offense Team Indicator   Points Scored   Period

Team Name   Remain Time

● Type 2:

Team Name   Points Scored   Reset

Games Won

● Football (American Football):

Offense Team Indicator   Points Scored   Period   Remain Time

Team Name   TOL   Down & Distance

● Basketball:

Points Scored   Period   Remain Time

Team Name   TOL   Shot Clock

- Baseball:

Runner

Count

5th▲ — Inning

B ● ● ●
● ● ●
O ● ●

GUEST 99 — Team Name; Points Scored
HOME 99

Offense Team Indicator

- Football (Soccer):
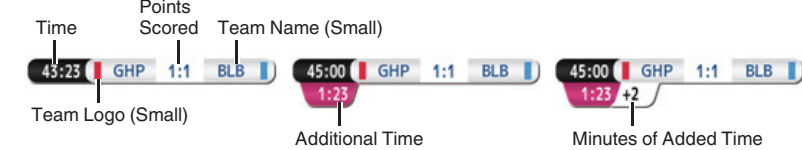 Select [Small], [Large] or [Penalty Shoot-out] in the Overlay Control web screen.
  [Small]

Time

Points
Scored

Team Name (Small)

45:23 | GHP 1:1 BLB |

Team Logo (Small)

45:00 | GHP 1:1 BLB |
1:23

Additional Time

45:00 | GHP 1:1 BLB |
1:23 +2

Minutes of Added Time

[Large]

Text

SPRING CUP 2017
GRASSHOPPERS 1:1 BLUE BEANS

Team Logo (Large)

Points
Scored

Team Name (Large)

[Penalty Shoot-out]

GRASSHOPPERS 2:1 BLUE BEANS
● ● ●   ● ●

Goal/Miss Points Scored
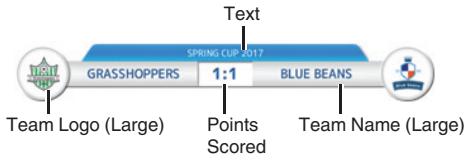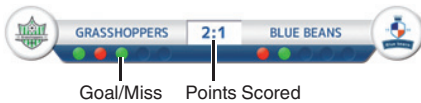
- Hockey (Ice Hockey):
  Select [Small] or [SHOOTOUT] in the Overlay Control web screen.
  [Small]

Team Name Period

GHP 3 BLB 3 1st 10:00

Team Logo

Points Scored Remain Time

GHP 3 BLB 3 1st 10:00
POWER PLAY 1:23

Power Play

[SHOOTOUT]

Rounds 1 to 3

GHP 3 BLB 3 SHOOTOUT
✓ ✗   ✓ ✓

Goal/Miss

Rounds 4 and later

GHP 3 BLB 3 SHOOTOUT
✓   ROUND 6   ✗
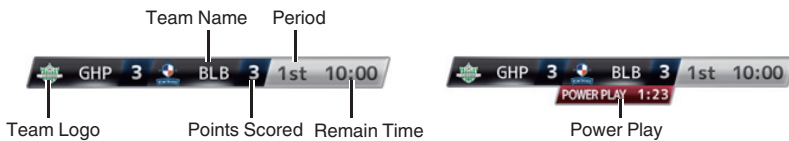
- None: Does not display

❚ Inputting Scoreboard Data

1 Following the "Connecting to the Network" in the "INSTRUCTIONS" manual stored in the Mobile User Guide (http://manual3.jvckenwood.com/pro/mobile/global/index. php), connect a network device such as a smartphone or a tablet with the camera recorder via network. Then, launch a web browser on the network device.

2 Enter the following URL in the address field of the web browser.

http://   "IP address of the camera recorder"

  Example: http://192.168.0.1

To find the "IP address of the camera recorder", press the [STATUS] button of the camera recorder to display the status screen and then use the cross-shaped button (◀ ▶) to display the [Network] screen.

3 Enter the username (jvc) and password (default: 0000) on the login screen. And then press the Overlay Control icon at the top left corner of the screen or the [Overlay Control] button to display the score input screen.

4 The web browser displays the following screen according to the [Type] setting of the camera menu.

Data other than numerical values will be reflected immediately on the score overlay without having to press the [Update] button.

● Type 1

① Time

② [Update] Button

③ [Overlay] Button

④ Team Name (for text input)
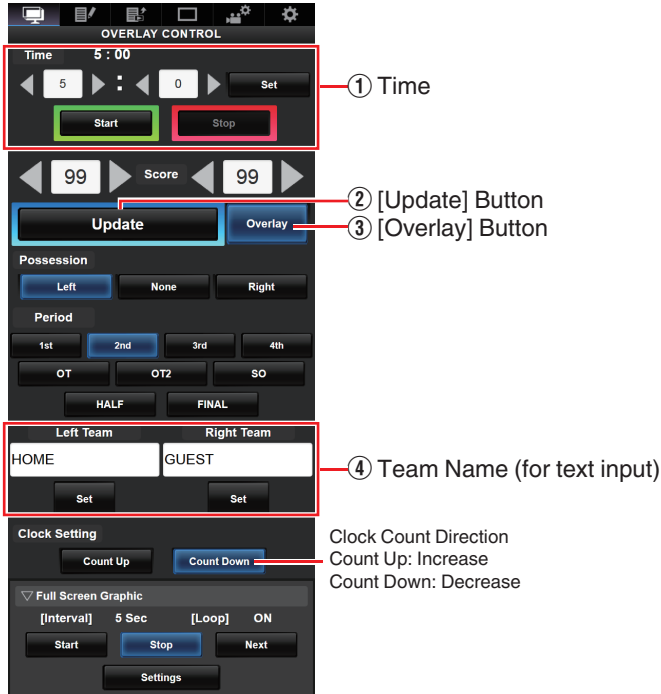
Clock Count Direction
Count Up: Increase
Count Down: Decrease

① **Time**

The start time entered is reflected on the score overlay by pressing the [Set] button.

② **[Update] Button**

Reflects numerical values such as score and distance on the score overlay.

③ **[Overlay] Button**

Turns the score overlay on or off.

④ **Team Name (for text input)**

If the SDP file selected in the menu item [Main Menu] → [Overlay Settings] → [Layout] of the camera recorder contains more than one team name image, this item is grayed out and text input is disabled.

⑤ **[Display] Button**

Displays or hides a specified area.

Memo:

● Press the [DISPLAY] button of the camera to switch the display mode if the overlay is difficult to see due to the camera operation graphics.

● When the camera is live streaming while recording, the update interval of the time display may not be constant. When this happens, reduce the resolution of the live streaming.

● Type 2
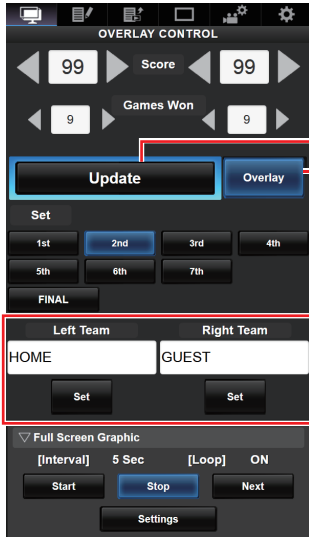
② [Update] Button
③ [Overlay] Button

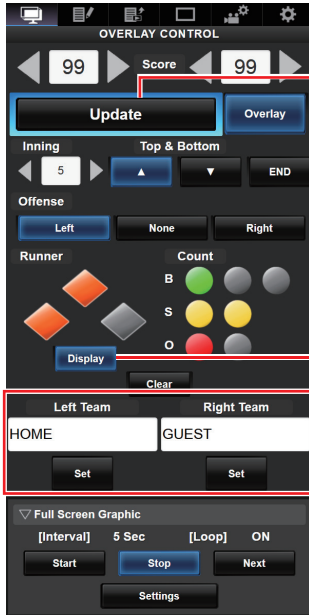④ Team Name (for text input)

● Football (American Football)

① Time

② [Update] Button
③ [Overlay] Button

④ Team Name (for text input)
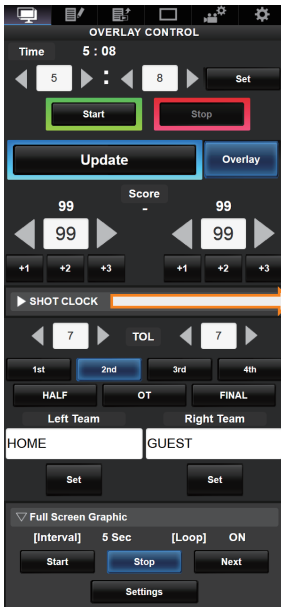
● Baseball

② [Update] Button

⑤ [Display] Button

④ Team Name (for text input)

● Basketball

① Time

③ [Overlay] Button

② [Update] Button

⑤ [Display] Button

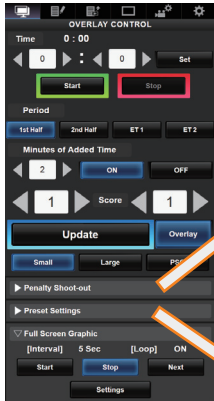**[Reset1]/[Reset2] Button for Shot Clock**
Resets the value (in seconds) set below

[Set] Button
Confirms the value (in seconds) when Reset1/2 button is pressed

④ Team Name (for text input)

● Football (Soccer)

① Time

Time (Left):
Currently displayed match time.

Time (Right):
Currently displayed additional time.
Displayed only during additional time.

Period:
Can be changed only when the clock is stopped.

Minutes of Added Time:
Displays the additional time granted only during additional time if "ON" is selected.

② [Update] Button

③ [Overlay] Button

Display Type:
[Small] Button: Small display
[Large] Button: Large display
[PSO] Button: Penalty Shoot-out display

Penalty Shoot-out:
Use when "PSO" is selected.

Preset Settings:
Items to be set before the match.
Set the duration of each halftime, texts to be displayed in the Large display, and team names to be used in the Small and Large displays.

④ Team Name (for text input)

● Hockey (Ice Hockey)

① Time

Power Play:
Entering the penalty time displays the power play state that corresponds to it.

③ [Overlay] Button
② [Update] Button

Display Type:
[Small] Button: Small display
[SHOOTOUT] Button: Shoot-out display

SHOOTOUT:
[Round 1-3] Tab: For round 1 to 3
[Round 4+] Tab: For round 4 and later

④ Team Name (for text input)

Additional time display for Football (Soccer):

The display of additional time toggles on and off automatically depending on the elapsed time of [Time] and the status of [Period]. Whether a match is in additional time is determined by the setting values of [Duration of Each Half] and [Duration of Each Half of ET] of [Preset Settings]. The display example is as follows.

Example) Duration of Each Half: "45:00", Duration of Each half of ET: "15:00"

Period	Time	Time Display
1st Half	1:23	1:23 HM 0:0 GT
	46:23	45:00 HM 0:0 GT 1:23
2nd Half	46:23	46:23 HM 0:0 GT
	91:23	90:00 HM 0:0 GT 1:23
ET 1	91:23	91:23 HM 0:0 GT
	106:23	105:00 HM 0:0 GT 1:23
ET 2	106:23	106:23 HM 0:0 GT
	121:23	120:00 HM 0:0 GT 1:23

Power play for Hockey (Ice Hockey):

Depending on the state of the penalty time, power play is automatically displayed or hidden. The display example is as follows.

Penalty Time				Time Display	
Left Team		Right Team			
Penalty 1	Penalty 2	Penalty 1	Penalty 2	Display Position	Display Time
0:00	0:00	0:00	0:00	GHP 0 BLB 0 1st 10:00	—
0:00	0:00	Time C	0:00	GHP 0 BLB 0 1st 10:00 / POWER PLAY 1:23	Time C
0:00	0:00	Time C	Time D	GHP 0 BLB 0 1st 10:00 / 2 MAN ADV 1:23	Time C or D (the smaller of the two)
Time A	0:00	0:00	0:00	GHP 0 BLB 0 1st 10:00 / POWER PLAY 1:23	Time A
Time A	0:00	Time C	0:00	GHP 0 BLB 0 1st 10:00 / 4 on 4 1:23	Time A or C (the smaller of the two)
Time A	0:00	Time C	Time D	GHP 0 BLB 0 1st 10:00 / 4 on 3 1:23	Time A, C or D (the smallest of the three)
Time A	Time B	0:00	0:00	GHP 0 BLB 0 1st 10:00 / 2 MAN ADV 1:23	Time A or B (the smaller of the two)
Time A	Time B	Time C	0:00	GHP 0 BLB 0 1st 10:00 / 3 on 4 1:23	Time A, B or C (the smallest of the three)
Time A	Time B	Time C	Time D	GHP 0 BLB 0 1st 10:00 / 3 on 3 1:23	Time A, B, C or D (the smallest of the four)

▍Setting the Team Display

Team names can be displayed by one of the following ways.

- Specifying texts directly from web browser
- Importing an image containing the team name and logo

Specifying Texts Directly from Web Browser

Enter the texts in the Overlay Control web screen. Available characters are as follows. However, text cannot be entered when using a SDP file containing team name images.

> !"#$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_`abcdefghijklmno pqrstuvwxyz{|}~¡¢£¤¥¦§¨©ª"¬®¯°±²³´µ¶•¸¹º"¼½¾¿ÀÁÂÃÄÅÆÇÈÉÊËÌÍÎÏÐÑÒÓÔÕÖ×ØÙÚÛÜÝÞ ßàáâãäåæçèéêëìíîïðñòóôõö÷øùúûüýþÿĞğİıŒœŞşŠšŸŽžƒˆ˜—–''"""†‡•…‰‹›€™

Importing an Image Containing the Team Name and Logo

To display a team name with logo or a team name that contains characters that are not available for input, an image can be imported to the camera recorder in place of text input for display at the team name area of the score overlay. The data file (SDP file) to be imported can be generated by an SDP Generator, a PC/Mac application. A maximum of 30 teams can be registered. For information on SDP Generator, please contact your local dealer or download from our website.
https://www.jvc.net

Caution:

- Please check the content and font licenses of the image before use.

1 Copy the SDP file generated by the SDP Generator to the root folder of an SDHC/ SDXC card. Specify a name for the SDP file that is not longer than 63 alphanumeric characters with a "sdp" extension.
Example: [overlay1.sdp]

2 Insert the SDHC/SDXC card in which the SDP file is copied into slot A or B, then select [Main Menu] → [Overlay Settings] → [Import User Layout].

3 The SDP files in the root folder of the SDHC/SDXC card are displayed (max. 8 files per slot). However, if the file name is long and cannot be displayed on the menu screen, the file will be displayed with part of the file name omitted. Select an SDP file to import from the list of displayed SDP files.

4 Select an import destination from areas 1 to 4 to start importing. If you select an area where a file name is already displayed, a confirmation screen asking whether to overwrite will appear. It will take about 20 to 30 seconds to complete the import. "Complete" will be displayed at the end. A gray display area indicates insufficient space and it cannot be selected. Select another area or delete SDP files that are not required in advance in [Main Menu] → [Overlay Settings] → [Delete User Layout].

Caution:
- Do not turn off the power of the unit during import. You may lose the import data.

In the case of import failure, the following messages may appear.

Error Message	Status	Action
Failed To Read File From Media!	• SD card is defective. • SDP file data is corrupted..	• Use other SD card. • Use the SDP file generated by the SDP Generator.
No User Layout Exists.	• SDP file data is corrupted.. • The camera recorder version is old and an unknown SDP file has been imported.	• Use the SDP file generated by the SDP Generator. • Update the firmware for the camera recorder to the latest version.
Failed To Write File To The Camera!	There may be a problem with the camera.	Please contact the local dealers in your area.
Import Error!	An internal error has occurred.	Please contact the local dealers in your area.

5 When import is successful, the name of the imported SDP file will be added to the [Main Menu] → [Overlay Settings] → [Layout] item. Select an SDP file name suitable for overlay. If a valid SDP file is not imported to the camera recorder, or if the SDP file imported does not match the recording format of the camera recorder, the [Type] item will be displayed as "None" and grayed out. Import a correct SDP file with [Import User Layout].

6 Select the team name to display in [Main Menu] → [Overlay Settings] → [Left Team] (*) or [Right Team] (*).

* This menu item name can be changed in the SDP Generator settings.

Deleting an Imported SDP File

You can delete an imported SDP file.

1 Select [Main Menu] → [Overlay Settings] → [Delete User Layout].

2 Select an SDP file to delete. The blue line at the background of the SDP file name indicates that the file is applied for the current overlay.
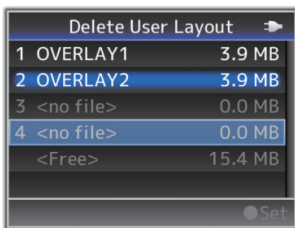
Memo:

● The imported SDP file cannot be deleted in [Main Menu] → [System] → [Reset All]. Please use this function to delete.

Selecting a Destination to Display the Overlay

When [Type] in the Overlay Settings is set to a value other than "None", you can select whether to overlay the image onto HD recordings or HDMI/SDI external outputs.

[Main Menu] → [Overlay Settings] → [Output]
▶ **HD Recording**
For setting whether to overlay a scoreboard on HD recording clips.
▶ **HDMI/SDI**
For setting whether to overlay a scoreboard on external video outputs such as HDMI, SDI and AV Output terminal.

Memo:

- When the recording format is "HD+Web", the scoreboard display is always overlaid on the "Web" recording clip.
- The scoreboard display is always overlaid on live video streaming.
- When [HDMI/SDI] is set to "Off", [AV Set] → [Video Set] → [Display On TV] will become "---".
- The settings cannot be changed during recording or live streaming.
- When using the SD side cut output function while recording score overlay in HD mode, the left and right edges of the score display may be cropped.
- When the recording format is "HD", the overlay display settings are also reflected when switched to the Time Stamp output.

Ingesting the Scoreboard Data Automatically

By using a scoreboard solution supplied from Sportzcast, the camera can ingest scoreboard data automatically. This enables the updating of the scoreboard display without having to manually enter the scores from the Web screen. Please contact the local dealers in your area on the Sportzcast solution.

Preparing for Connection

To connect to the Sportzcast cloud service, select "Cloud" in the [Server Settings] (☞ P18).
Meanwhile, connection to a Scorebot that is connected to a local network can be configured using [Search for a local server] (☞ P19). Start search after powering on Scorebot and connecting it to the same network as the camera recorder.

Menu Setting

[Main Menu] → [Overlay Settings]
▶ **Sportzcast**
Select "Connect" to connect to the Sportzcast server configured below.

Memo:
- ● "Connect" cannot be selected if network connection is not established.
- ● Server connection switches to "Disconnect" when moving to a mode other than record mode or when the power is turned off.

| [Main Menu] → [Overlay Settings] → [Sportzcast Settings] |
| --- |
| ▶ **Server** |
| For selecting the Sportzcast server to connect to. |
| ▶ **Server Settings** |
| For setting the Sportzcast server. |
| ▶▶ **Cloud/Server1/Server2/Server3** |
| * The name that is selected in [Alias] is displayed individually.

 ■ Alias

 For setting a name to distinguish the settings of this camera recorder. The name set in this item will be displayed as the [Server] option.
 * The default value is "Cloud/Server1/Server2/Server3".
 * You can enter up to 31 characters and ASCII characters.

 ■ Address

 For setting details such as the host name and the IP address of the server.
 * Enter not more than 127 characters using single-byte alphanumeric characters (a to z, 0 to 9), single-byte hyphen [-], or dot [.].

 ■ Broadcast

 To connect 3 or more camera recorder units to Scorebot at the same time, set this to "On". The broadcast setting of Scorebot also needs to be turned on. For details on how to configure Scorebot, please consult Sportzcast directly. |

▶ Search for a local server

Search for the local server (Scorebot) that is connected to the local network using the wizard, and set the selected Scorebot in [Server Settings]. Before doing so, make sure that both Scorebot and the camera recorder are connected to the local network with the same subnet.

1 From the list of search results, select the Scorebot to connect and press the right (▶) button of the cross-shaped button.

```
Select Server
USER3 Retry Search
192.168.11.2



◀Back                    Next▶
```
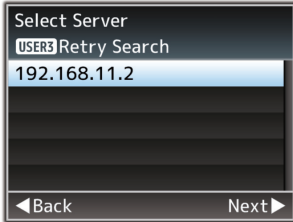
2 Details of the selected Scorebot will be displayed. Check the information and press the right (▶) button.

3 Once the connection is successfully established, a confirmation screen appears. Press the right (▶) button.

4 Select [Server Settings] of the destination for saving and press the right (▶) button.

```
Select Server Settings
Cloud
Server1
Server2
Server3
◀Back                    Next▶
```
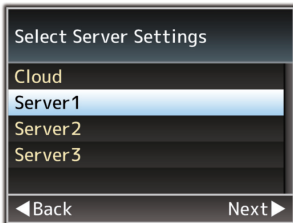
5 Enter the [Alias] name to save and press the right (▶) button.

6 After the connection complete screen appears, press (●) of the cross-shaped button to close the menu screen.

Memo:

- If connection to a Scorebot has already been established, search cannot be executed until it has been disconnected.
- Old settings in [Server Settings] at the destination for saving will be overwritten.
- Connection is established automatically after exiting the wizard, and the settings in [Server] switch to the connected [Server Settings].

▶ **License Name**
For setting the license name provided by Sportzcast. Please note that you cannot use a license name you have already used in another camera.

▶ **BOT Number**
For setting the BOT number provided by Sportzcast.

▶ **Channel**
For setting the channel provided by Sportzcast.

▶ **Score Input Source**
When [Sportzcast] is set to "Connect", select whether to obtain subsequent score information from the server or enter the information manually from the Web screen. This is useful when you want to enter only some information manually. **Memo:** ● The [Display] and [Overlay] buttons on the Web input screen are always enabled regardless of this setting.

▶ **Display Order (Home)**
For selecting whether to display the score information of the home team acquired from the Sportzcast server at the left, right, top or bottom of the screen. For Baseball, however, the information is always displayed at the bottom of the screen regardless of this setting. ● First: Displays at the left or top of the screen. ● Last: Displays at the right or bottom of the screen.

▶ **Team Name**
For selecting the data reference source for the team name.

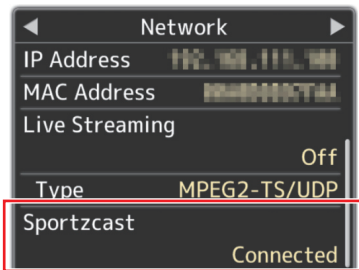| ▶ **Shot Clock** |
|---|
| For selecting the data reference source for the shot clock. |

▶ **Others**
For score information other than the above stated, select the data reference source.

Memo:

- [Settings] cannot be selected when [Overlay Settings] → [Sportzcast] is set to "Connect".
- When an overlay display data is not updated despite connecting to the Sportzcast server, please check that [Score Input Source] is set to "Sportzcast".

The connection status to the Sportzcast server is displayed in the "Sportzcast" item of the status screen (Network) as follows.

- Press the [STATUS] button on the camera recorder to display the status screen. Press the cross-shaped button (◀ ▶) to display the [Network] screen.
- Check the displayed [Sportzcast].

Message	Status	Action
Connected	Successfully connected.	—
Connecting...	Connection in progress.	—
Disconnected	Not connected yet.	—
Cannot Connect to Server	Cannot connect to the Sportzcast server.	• Check that the network connection settings are correct. • Enter the IP address or host name of the Sportzcast server correctly.
Invalid License	Sportzcast license is invalid.	Enter the license name correctly. Please note that you cannot use a license name you have already used in another camera.
Cannot Get Node	Server response is invalid.	Please contact Sportzcast.
Invalid BOT Number	The BOT number entered is invalid.	Enter the Sportzcast BOT number correctly.

Score Sync

The primary camera recorder can send the same score to up to 3 registered replica camera recorders.
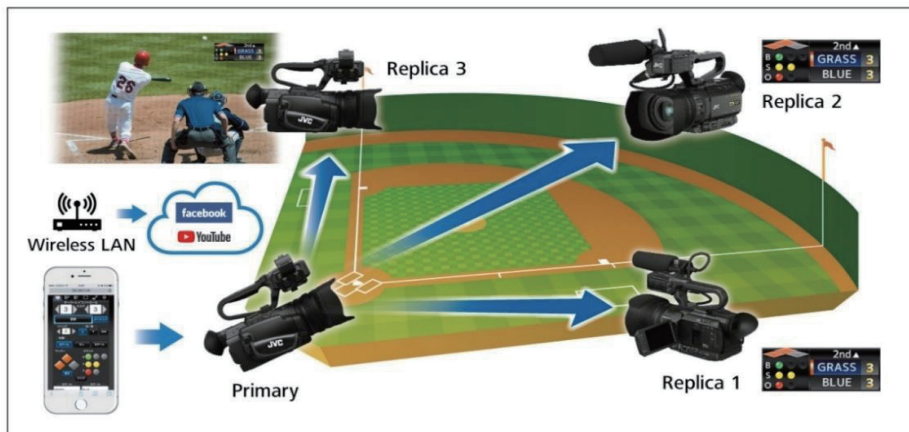
Caution:

- All the camera recorders to be linked are presupposed to be in the same network segment.
- There will be a delay when sending score information from the primary camera recorder to the replica camera recorders.
- The delay time may vary depending on the communication status.
- This function is exclusively for the scoreboard function. It cannot be used with the overlay function on broadcast video.
- The replica camera recorder setting (Replicas List) cannot be saved.
  If the camera recorder has been restarted, re-enter the settings at the replica camera recorder setting.

Preparation

- Set [Overlay Settings] → [Type] to Sports (baseball, etc.).
- Configure the replica camera recorder to the same sports score setting.
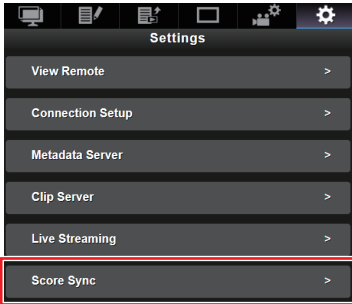
Creating the Replica List

Caution:

- Configure only at the primary camera recorder. Do not change the settings on the replica camera recorders.

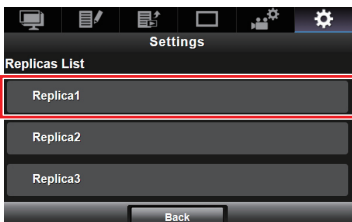*1* Open the Web screen and select the [Settings] tab.

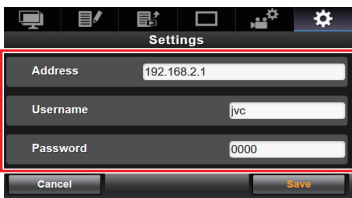The [Settings] page cannot be opened once live streaming starts.
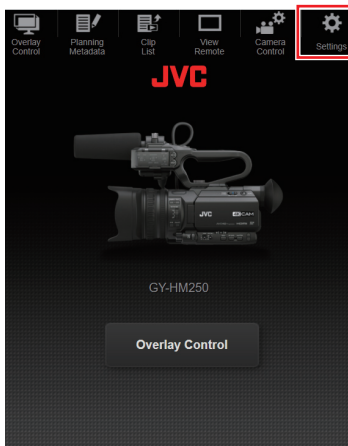
2 Select [Score Sync].

3 Select [Replica1].

4 Enter the address, username and password.

● Enter the address (e.g.: 192.168.0.1), username (e.g.: jvc) and password (e.g.: 0000).
The address is the [IP Address] displayed in the Status screen (Network) of the camera recorder.

If the port number of the Web access has been configured to a value other than 80, enter the port number following the address.
Example: If the port number of the Web access of the address 192.168.0.1 has been changed to 1234, the address input field should be 192.168.0.1:1234.

★ Do not register the camera recorder (primary) on which you are configuring. If you have done so, turn off the camera recorder and then turn it on again.

* The username is "Login Name (Fixed)" in the Network Settings → Web of the camera recorder.

* The password is the same as that configured in the "Login Password".
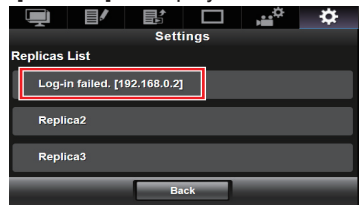
5 Select [Save].
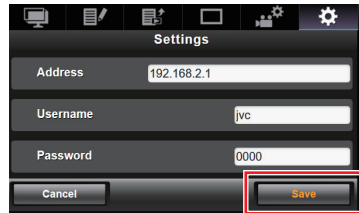
6 [The configuration is successful.]
If the connection is successful, "Replica1 [address]" is displayed.
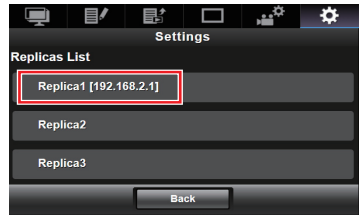
[The configuration is unsuccessful.]

If the connection is unsuccessful due to incorrect settings etc., "Log-in failed. [address]" is displayed.

7 Proceed to register Replica2 and Replica3 as necessary.

Start to input the score once the setting is completed.

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JVC

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