

GY-HM200SP Additional Functions

Please read this together with the "INSTRUCTIONS".

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Score Overlay

This camera recorder enables single-camera sports coverage producing real-time score overlays on recorded or streamed HD video. It is available when a recording resolution is 1920×1080 or 1280×720.

Selecting the Scoreboard Type

Press [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 [MENU] button to close the menu screen. There are following types for selection.

- Type 1: 

Possession Team Name Points Scored Period Remain Time
- Type 2 : 

Team Name Games Won Points Scored Set
- Football (U model) :
American Football (E model): 

Possession Team Name TOL Points Scored Period Remain Time Down & Distance
- Basketball : 

Team Name TOL Points Scored Period Remain Time Shot Clock
- Baseball : 

Runner Inning
Count Team Name, Points Scored
Offense team indicator
- None : None-displayed

Inputting Scoreboard Data

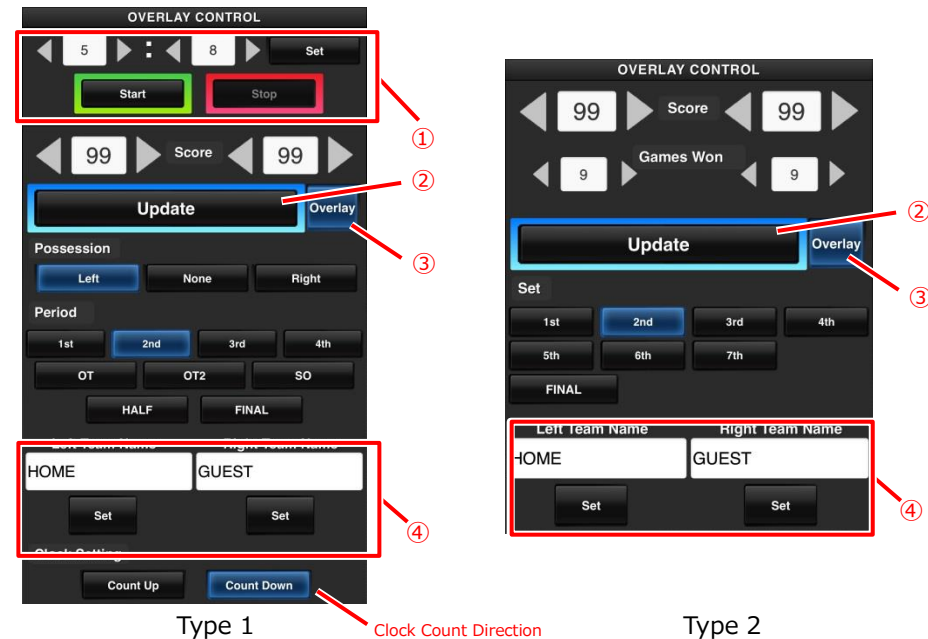
1. According to "Connecting to the Network" in the "INSTRUCTIONS" stored in the CD-ROM or the Mobile User Guide (<http://manual3.jvckenwood.com/pro/mobile/global/>), connect a network device such as a smartphone or a tablet with the camera recorder via network. And then, launch a web browser of the network device.
2. Input the following URL in the address field of the web browser.

<http://IP address of the camera recorder>

Example: <http://192.168.0.1>

You can find the "IP address of the camera recorder" by the following procedures.

- (1) Press [STATUS] button of the camera recorder to display the status screen.
- (2) Use the cross-shaped button (◀ ▶) to display the [Network] status.
3. Input a username (jvc) and a password (default: 0000) on the login screen. And then, press the [Overlay Control] button on the web page to move to a score input page.
4. The web browser displays the following screen corresponding to the [Type] of the camera menu. Data other than numerical values will be updated immediately in the score overlay without need to press the "Update" button.

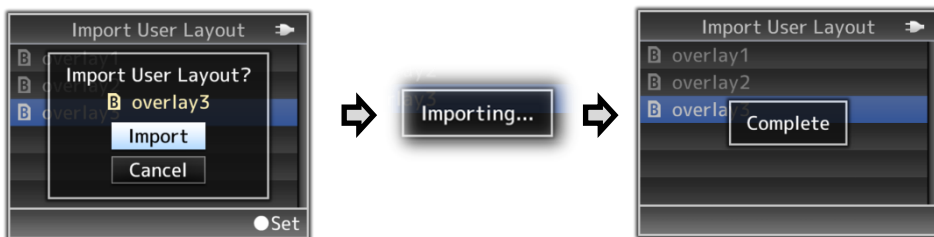


and the maximum number of team names that it is possible to store is 30. Please refer to the following GY-HM200SP URL about SDP Generator.

http://pro.jvc.com/prof/attributes/features.jsp?model_id=MDL102399

Caution:
Please confirm content and font licenses in the team image before use.

1. Copy a SDP file generated by SDP Generator into a root folder of a SDHC/SDXC card. A SDP file name length must be 8 or less. Also the filename extension must be “.sdp”.
Example: “overlay1.sdp”
2. Insert this SDHC/SDXC card to slot A or B, then select [Main Menu] → [Overlay Settings] → [Import User Layout]. The existing SDP data in the camera will be overwritten after importing.
3. The SDP files in a root folder of slot A and B are displayed (max. 8 files each). Select a SDP file you want to import and execute “Import”. Import takes about 20 – 30 seconds.



If it failed, the following message is displayed.

Error Message	Status	Action
Failed To Read File From Media!	Card is broken. SDP file data is invalid.	• Use other card. • Use SDP file generated by SDP Generator.
No User Layout Exists.	SDP file data is invalid.	Use SDP file generated by SDP Generator.
Failed To Write File To The Camera!	There may be a problem of 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.

4. In order to apply the imported SDP file to the overlay, set [Main Menu] → [Overlay Settings] → [Layout] to “User”. If a valid SDP file has not imported to the camera, the “No User Layout Exists.” message appears. In this case, please import a valid SDP file in [Import User Layout].
5. You can select team name images in [Main Menu] → [Overlay Settings] → [Left Team] (*) or [Right Team] (*).
* This menu item names can be changed by the setting of SDP Generator.

Selecting Scoreboard Output

When the overlay is selected, you can choose whether the scoreboard is overlaid onto HD recording clips or output video signals such as HDMI and SDI, or both.

[Main Menu]→[Overlay Settings]→[Output]

▶ HD Recording

For setting whether to overlay a scoreboard on HD recording clip.

▶ HDMI/SDI

For setting whether to overlay a scoreboard on video output such as HDMI, SDI and AV Output terminal.

Memo :

- When a system of a recording format is “HD+Web”, the scoreboard display is always overlaid on “Web” recording clip.
- The scoreboard display is always overlaid on live streaming images.
- When [HDMI/SDI] is “Off”, [AV Set]→[Video Set]→[Display On TV] is set to “---”.
- [Output] cannot be changed while the camera is during recording or live streaming.
- If using the SD side cut output facility while recording score overlay in HD mode, the left and right edges of the score display may be cropped.
- When a system of a recording format is “HD”, these settings are also reflected in the Time Stamp output.

Automatic Input of the Scoreboard Data

By using a scoreboard solution supplied from Sportzcast, the camera can ingest scoreboard data automatically. Please contact the local dealers in your area about Sportzcast solution.

[Main Menu]→[Overlay Settings]

▶ Sportzcast

Starts to connect a Sportzcast server when “Connect” is selected.

Memo :

- “Connect” cannot be selected if network connection is not established.
- Server connection switches to “Disconnect” when moving to except REC mode or the power is turned off.

[Main Menu]→[Overlay Settings]→[Sportzcast Settings]

▶ Server

For selecting the server for connecting Sportzcast server.

▶ Server Settings

For setting Sportzcast server.

▶▶ Cloud/Server1/Server2/Server3

※The name that is set in [Alias] is displayed individually.

■ Alias

For setting a name to distinguish the settings in the camera.

※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 [.]

▶ License Name

For setting the license name supplied from Sportzcast.

Please note that you cannot use a license name you have already used in another camera.

▶ BOT Number

For setting the BOT Number supplied from Sportzcast.

▶ Channel

For setting the channel supplied from Sportzcast.

▶ Score Input Source

Specifies score input sources regarding score data items below when [Sportzcast] menu item is set to “Connect”. The input sources are “Sportzcast” or “Web”. It is useful when you would like to input a part of score data manually.

Memo :

- [Display] and [Overlay] buttons in the Web page for data input are always applied regardless of [Score Input Source] settings

▶▶ Team Name

Selects an input source for team name data.

▶▶ Shot Clock

Selects an input source for shot clock data.

▶▶ Others

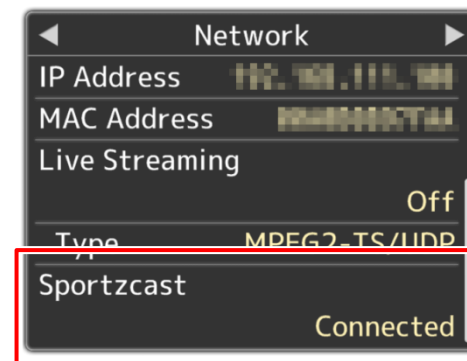
Selects an input source for scoreboard data other than those above.

Memo :

- [Settings] cannot be selected when [Overlay Settings]→[Sportzcast] is set to “Connect”.
- When an overlay display data is not updated in spite of connecting Sportzcast server, please confirm [Score Input Source] settings are set to “Sportzcast”.

In the status screen for network, you can confirm a condition of Sportzcast server connection as follows.

- Press the [STATUS] button on the camera 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...	Starts to connect.	-
Disconnected	Not connected yet.	-
Cannot Connect to Server	Cannot connect to Sportzcast server.	<ul style="list-style-type: none"> • Check to ensure that there is no abnormality in network connection settings. • Enter the IP address, hostname of the server correctly.
Invalid License	Input license is invalid.	Enter the license name correctly. 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	Input BOT number is invalid.	Enter the Sportzcast BOT number correctly.