



**Hydra User Manual Time on Ice
2018 Championship Season**

Version 3.0.1

Initial Connection

Start the Time On Ice client.

Step 1: Press **Setup** button.

Step 2: Enter server address, username and password in the text fields in the top middle of the screen.

Step 4: Press the **Login** button.

Tournament and Game selection

Step 5: Press **Tours** button to retrieve the tournament list. If you receive a tournament in the leftmost dropdown list you are successfully connected to the Hydra server.

Step 6: Choose tournament in the dropdown List.

Step 7: Press **Games** button to get the available games in the right side dropdown list.

Step 8: Select your game.

Step 9: Press either **Home** or **Guest** button to select team and load the game. Successful loading is indicated by the display of the jersey numbers.

The screenshot shows the Time On Ice client interface. At the top, there are buttons for 'Login', 'Tours', 'Games', 'Home', and 'Guest'. A text field contains the URL 'http://test.hydra.ihf.com'. To the right, there are 'Debug 1' and 'Debug 2' buttons. The main title is 'Mens Final Olympic Qualification Game 3: FRA-KAZ Team FRA'. On the left, a dropdown menu shows a list of games: '1: FRA-ITA', '2: KAZ-NOR', '3: FRA-KAZ', '4: NOR-ITA', '5: ITA-KAZ', and '6: NOR-FRA'. The '3: FRA-KAZ' game is selected. To the right of the dropdown, there is a 'Period Length' field set to '20' and an 'Overtime Length' field set to '5'. The main display area features a numeric keypad with jersey numbers: 12, 14, 19, 22, 27 in the top row and 72, 74, 77, 80, 84 in the bottom row. Below the keypad, there is a large display showing 'P1 20 00 0'. At the bottom, there are buttons for 'Save Data', 'Get Stat', and 'Setup Off'. The status at the bottom indicates 'Strength: 0' and 'disconnected'.

Step 10: Press **Save Data** button. The connection information and game selection is stored locally. When you start the Time On Ice client the next time it automatically connects to the server and to your game and team.

Step 11: Press **Setup Off**, and you are ready to start the game.

The screenshot shows the IIFH Time On Ice interface. At the top left is the IIFH logo, and at the top right is the text "Time On Ice Version V13.01". The main title is "Mens Final Olympic Qualification Game 3: FRA-KAZ Team FRA". Below the title is a grid of 20 player cards, each with a number, a name, and statistics for "Shifts" and "Time". The players are arranged in two columns of ten. The first column contains players 3, 4, 7, 9, 10, 28, 29, 41, 46, and 62. The second column contains players 12, 14, 19, 22, 27, 72, 74, 77, 80, and 84. Below the player cards is a large display showing "P1 20 00 0". At the bottom right are three buttons: "Save Data", "Get Stat", and "Setup". At the bottom left, it says "Strength: 0 connected to game". At the very bottom left, there is a small text "Client: 0, Server: 0".

Clock Direction

You can change clock direction any time by pressing the **Setup** button and choosing **Clock +** or **Clock -**. Press **Setup Off** to return to the Game.

Select Period

Select the period by pressing the **Setup** button and choosing P1 to P4. Important: all period information for the selected period is deleted when you choose a period. Note that when switching to period 4 it may be necessary to press P4 twice to make it display game time for overtime period (5:00:0/10:00:0/20:00:0).

Get Status

To retrieve current status from the server press the **Get Status** button. Time On Ice client then retrieves the status from the server as soon as it's connected, and updates the client if the server information is newer than the locally stored information.

Debug

By entering setup and choosing **Debug Off**, **Debug 1** or **Debug 2** you can switch the debug mode. Debug 1 shows player and shift information, Debug 2 shows both player and shift information as well as server information.

Game Operation

The screenshot shows the 'Time On Ice' software interface for a game. At the top left is the IHF logo, and at the top right is the version 'Time On Ice Version V13.01'. The main title is 'Mens Final Olympic Qualification Game 3: FRA-KAZ Team FRA'. The interface features a grid of jersey numbers (3, 4, 7, 9, 10, 12, 14, 19, 22, 27, 28, 29, 41, 46, 62, 72, 74, 77, 80, 84) with 'Shifts' and 'Time' indicators below each. A keyboard layout is overlaid on the screen, with letters corresponding to the jersey numbers. At the bottom, it displays 'P1 18 16 7' and 'Strength: 5 connected to game'. There are buttons for 'Save Data', 'Get Stat', and 'Setup'.

You can use the following Keys to Operate Time On Ice:

Spacebar	Stops/Starts the Clock
Keypad *	Stops/Starts the Clock
Keypad -	Adjust the clock minus one second + American keyboard <
Keypad +	Adjust the clock plus one second + American Keyboard >
Keypad /	All Players Off the Ice + Backspace key

Keypad Numbers and Enter:

Dial the jersey number using the keypad and press **Enter** to toggle players on/off ice. Yellow indicates that a player is on ice. Shifts shorter than 3 seconds are ignored to allow you to correct mistakes immediately. When you dial a number, it will show up at the bottom of the screen in light blue text before you confirm it by pressing **Enter**. If you misdial a jersey number just continue pressing the numbers without hitting enter until the correct number appears.

Player Toggling alternatives:

You can also toggle players by hitting the indicated letter key or clicking the jersey number with the mouse or touch screen.

Best Practices

To achieve the results you can wait to start the clock when the game is restarted after an interruption, put all the players on ice that are on and start the clock when you have added all players according to the current playing strength. Then you correct the clock with the seconds up button to the time on the game clock.

Emergency Operations

Client Closed by Mistake

Restart client, last situation should be restored in a few seconds. All players will be off ice.

Network interruption

Continue working normally as soon as the connection is up again, Time On Ice reconnects automatically.

Server Disruption

If the server needs to be restarted, the client session is lost. This is indicated by a **disconnected** text in the bottom left corner. To reconnect to the server it may be required to press the **Login** button in the setup menu.

Data Correction on Server

The client will automatically update to the newest version from the server, all players are switched to off ice.

Period Error

If you have to select a period that is not available, click **Setup** button, click **Debug 2**, **Setup Off**, **Setup**, **Debug Off** and you will have all 4 period buttons.

No jersey numbers show up after choosing a team

If jersey numbers are not in ascending order you are connected to an old server software version.

Known Issues

Flash Security Settings

- start it
- right click
- go to settings
- go to second page (folders)
- set to unlimited and close

Script running slow

If there is a popup saying there is a script running which could slow down your computer and asks if you want to stop it, choose no.