



KP&P PSS USER MANUAL

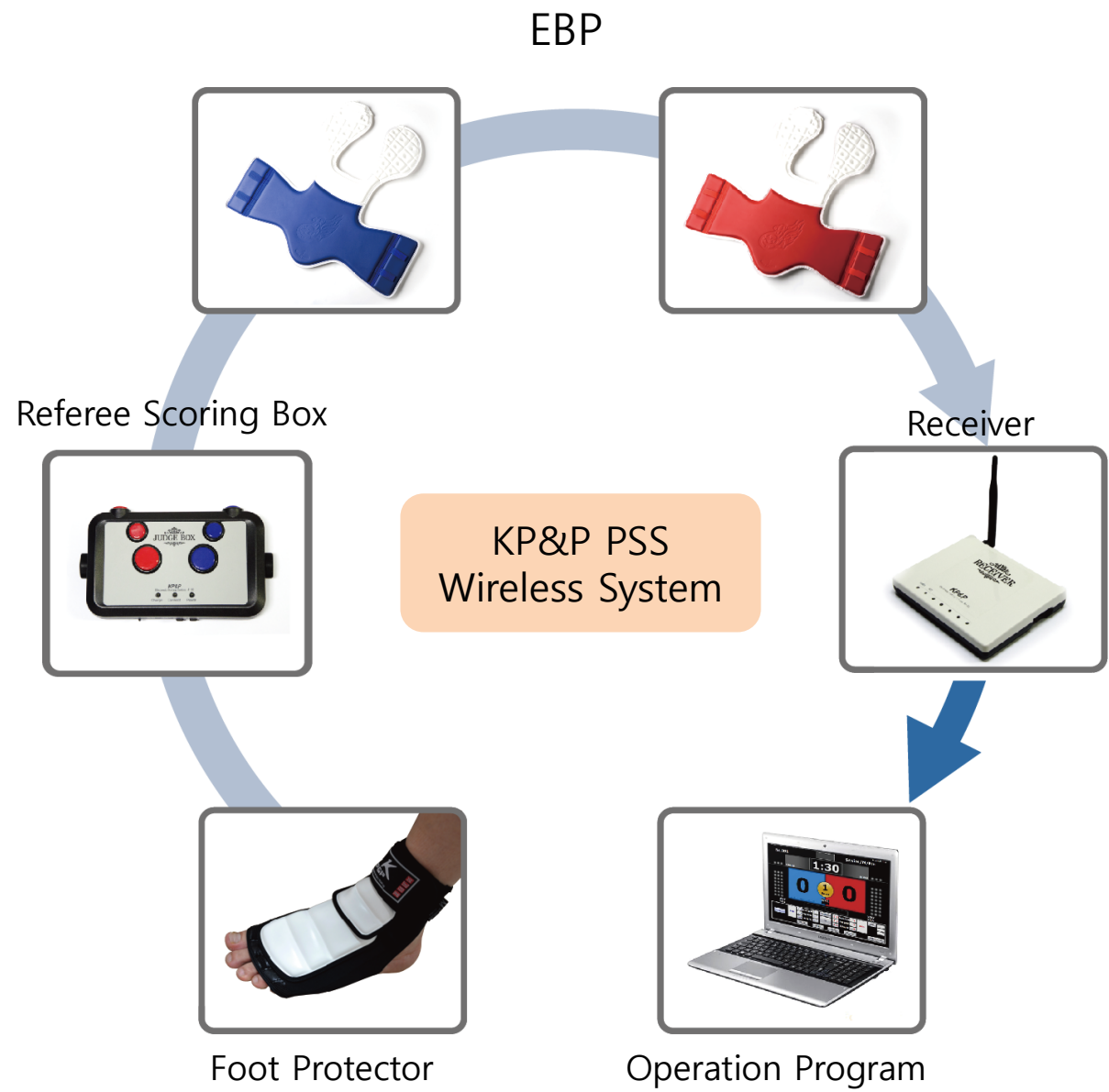
19 DEC. 2011

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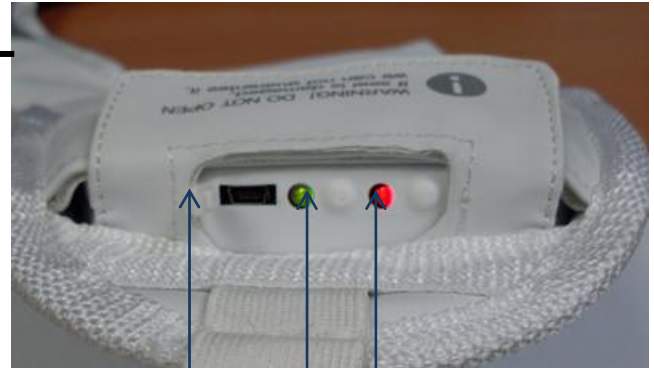
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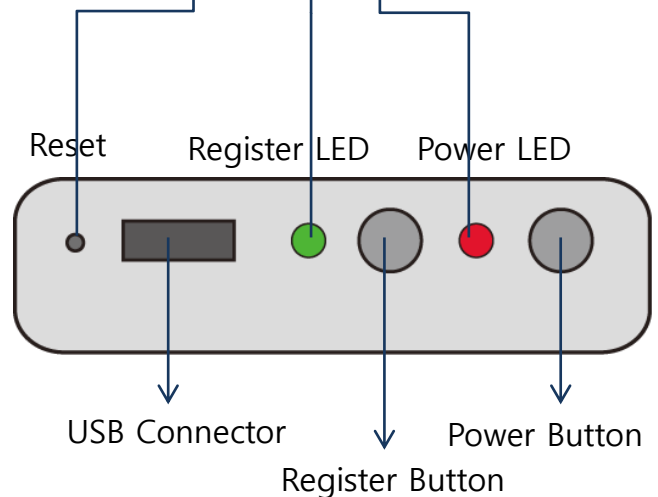


EBP

How to power on/off and Register



- ① Power ON / OFF
 - Press power button over 3 sec until hear Bleep sound
 - 'Power LED (red)' ON / OFF
- ② Registration
 - Press 'Registration' button after press 'vest reg' icon in operation program
 - "Registered" message will be shown on program display and green light will be on with beep sound when registered.



How to Recharge

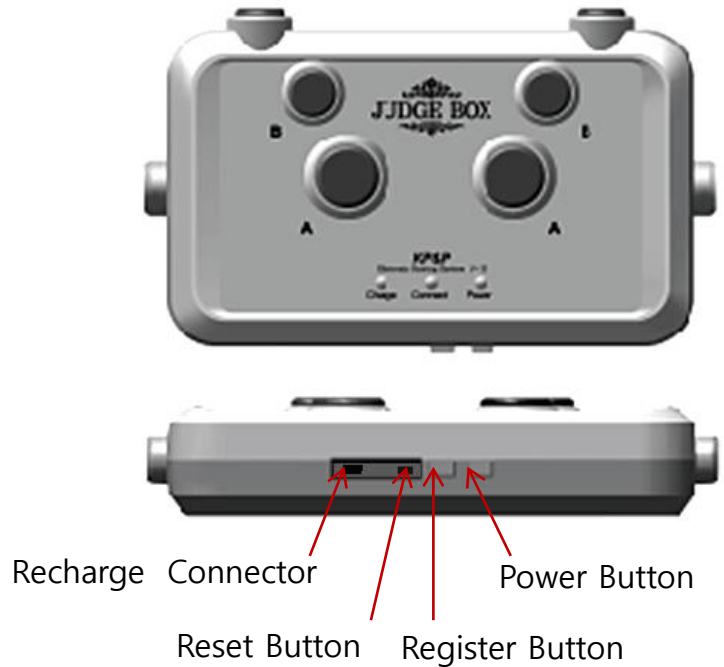


- ① Be ware of discharge of electricity (recharge it before 25% left)
- ② 2 hours for full-charge (Run EBP for 10 hours normally)
- ③ Green light is on while recharging and off after completing recharging

SCORING BOX

How to power on/off and Register

- ① Power ON / OFF
 - Press power button over 3 sec until hear Bleep sound
 - 'Power LED' ON / OFF
- ② Registration
 - Press 'Registration' button after pressing 'ref 1, ref 2,...' icon in operation program
 - "Registered" message will be shown on program display and green light will be on with beep sound when registered.



How to Recharge



- ① Be ware of discharge of electricity (recharge it before 25% left)
- ② 2 hours for full-charge (Run EBP for 10 hours normally)
- ③ Green light is on while recharging and off after competing recharging

SCORING BOX

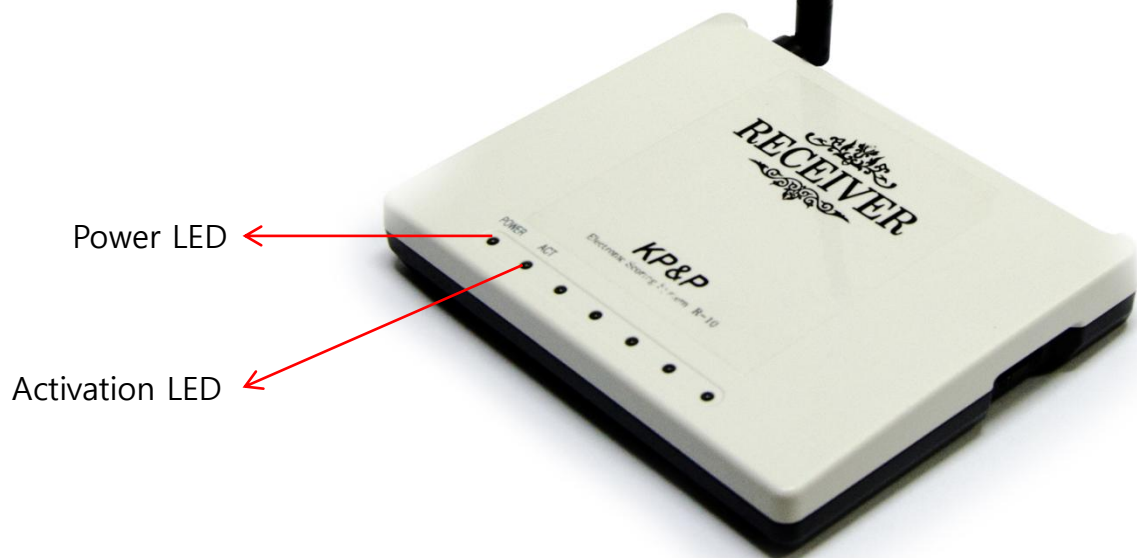
How to Work



- ① **Fist point (1 point)**
 - Referee pressed 'fist' button when the attack is a fist punch.
 - Valid point is expressed when at least two of three referees pressed button.
- ② **Technical Point (1 point)**
 - Referee pressed 'technical' button when the attack is a technical kick.
 - Valid point is expressed when at least two of three referees pressed button.
- ③ **Head Point (3 points)**
 - Valid point is expressed when at least two of three referees pressed button.

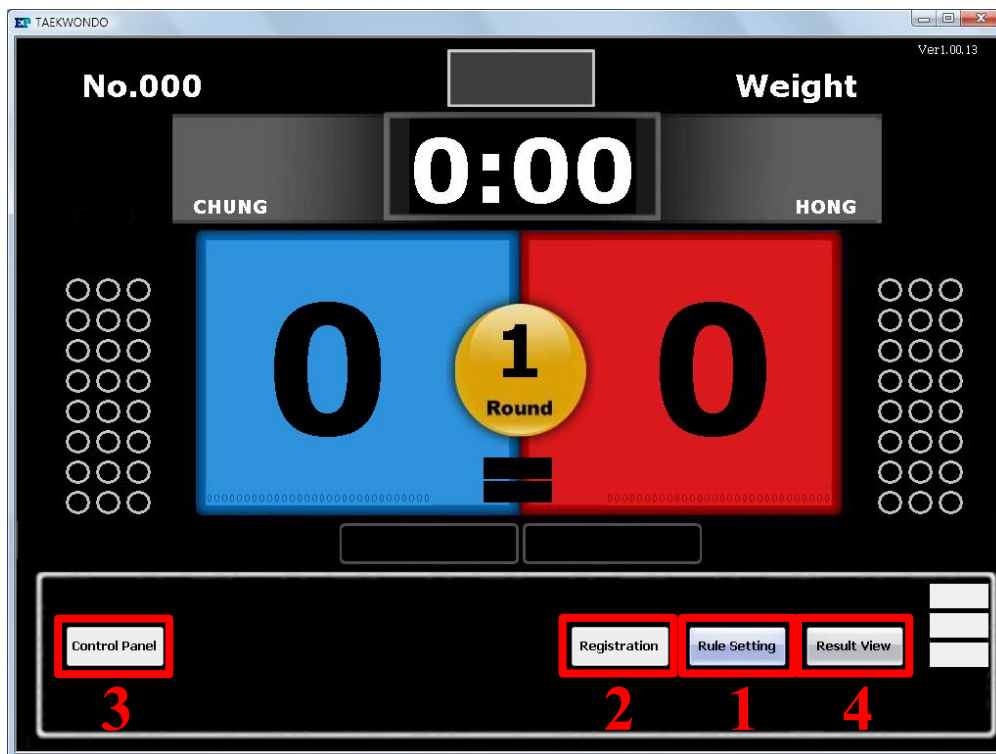
RECEIVER

How to connect to computer



- ① 'Power LED' is on while receiver is connected to the powered computer
- ② 'Activation LED' is on while operation software is activated.

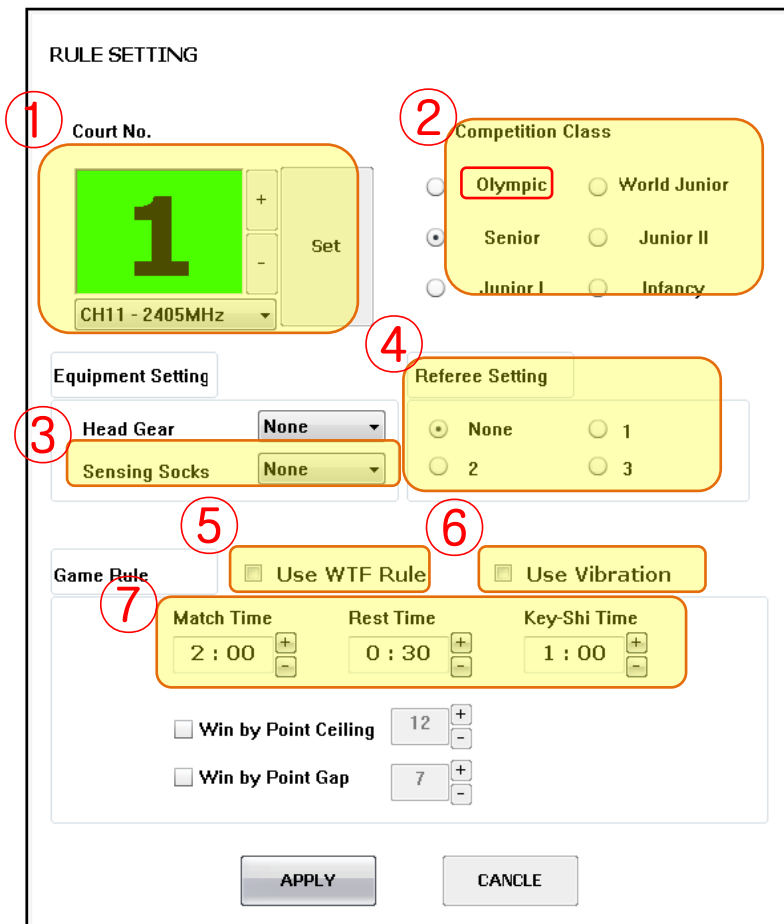
Main Display



Procedure

1. Rule Setting
2. Registration
3. Control Panel
4. Result View

Rule Setting



- ① Choose Court No.
- Make sure each Court has own No.
- ② Set Competition Class
(Set Hit power level)
- See the next page for more information.
- ③ Select 'Electronic Foot Protectors'
- ④ Setting Judges No.
- ⑤ Toggle to 'Use WTF Rule'
- ⑥ Toggle to 'Use Vibration' mode in Referee Box
- It does not apply to WTF rule.
- ⑦ Time Setting

Rule Setting Display

RULE SETTING

Court No. 1 + - Set

Competition Class

☐ Olympic ☐ World Junior

☒ **Senior** ☐ Junior II

☐ Junior I ☐ Infancy

Equipment Setting

Head Gear None

Sensing Socks None

Referee Setting

☒ None ☐ 1

☐ 2 ☐ 3

Game Rule

☐ Use WTF Rule ☐ Use Vibration

Match Time 2 : 00 + -

Rest Time 0 : 30 + -

Key-Shi Time 1 : 00 + -

☐ Win by Point Ceiling 12 + -

☐ Win by Point Gap 7 + -

APPLY CANCEL

THE VALID POWER LEVEL

Olympic ▼

Weight	Male		Female	
	Vest	Head	Vest	Head
~58Kg(M) ~49Kg(F)	15	30	9	30
58Kg~68Kg(M) 49Kg~57Kg(F)	15	30	9	30
68Kg~80Kg(M) 57Kg~67Kg(F)	10	30	9	30
80Kg~(M) 67Kg~(F)	25	30	9	30

Apply Cancel Initialazation

* Valid Power Level Setting

- ① Check Class in Competition Class
- ② Amending EBP Valid Power level
- ③ Press 적용(Apply) Button
- ④ 'Electronic Head Gear' is not available now

Registration Display

PLAYER REGISTRATION

Referee Setting

Ref.1 None Ref.2 None Ref.3 None

Time 2:00 + - Apply

Round 1 Reset

Game Rule

Match Time 2 : 00 + -

Rest Time 0 : 30 + -

Key-Shi Time 1 : 00 + -

Rule Apply

Equipment Registration

☒ Change Protector

Chung Player Hong Player

Vest Reg. Head Reg. Vest Reg. Head Reg.

Name CHUNG Name HONG

Vest Registered Vest Not Registered

Head Without Head Gear Head Without Head Gear

Nation Fin Nation Fin

Valid Power 22

CLOSE

- ① Extending Registration Window by Clicking Correction

- ② Registration players in advance
 - Type Match No, Gender, Weight, Name and Nation
 - & Click 'Registration'
 - OK to Register multi Players

* OK to add players without typing name

- ③ List of Resisted Players
Double click the resisted player list (red square #3)

④ Registration of EBP

- Double click the resisted player list (red square #3)
- List Information is shown on Equipment Registration
- Click Blue 'Vest Reg.' and press the registration button on blue EBP before time bar ends
- When registered, 'registered' message is seen with green high light
- Follow same procedure on Red
- Click CLOSE

Control Panel

No.001

Junior II/M/Fin

CHUNG

1:56

HONG

0

2 Round

0

V(25)

VEST 75%

VEST 100%

<-

C-WIN

SHI-JAK

SI-GAN

END

KYE-SHI

8Seconds

H-WIN

Deuk-jeom

Gam-jeom

Kyong-go

Deuk-jeom

Gam-jeom

Kyong-go

Back to Main Display

Chung win

Shi-Jak

Si-Gan

Kye-Shi

Deuk-Jeom, Gam-Jeom, Kyong-go + or -

Match End
- Click after Chung or Hong win

Cancel EBP point

※ Keyboard Shortcut

Shi-Jack/Kye-shi

▲

◀

▼

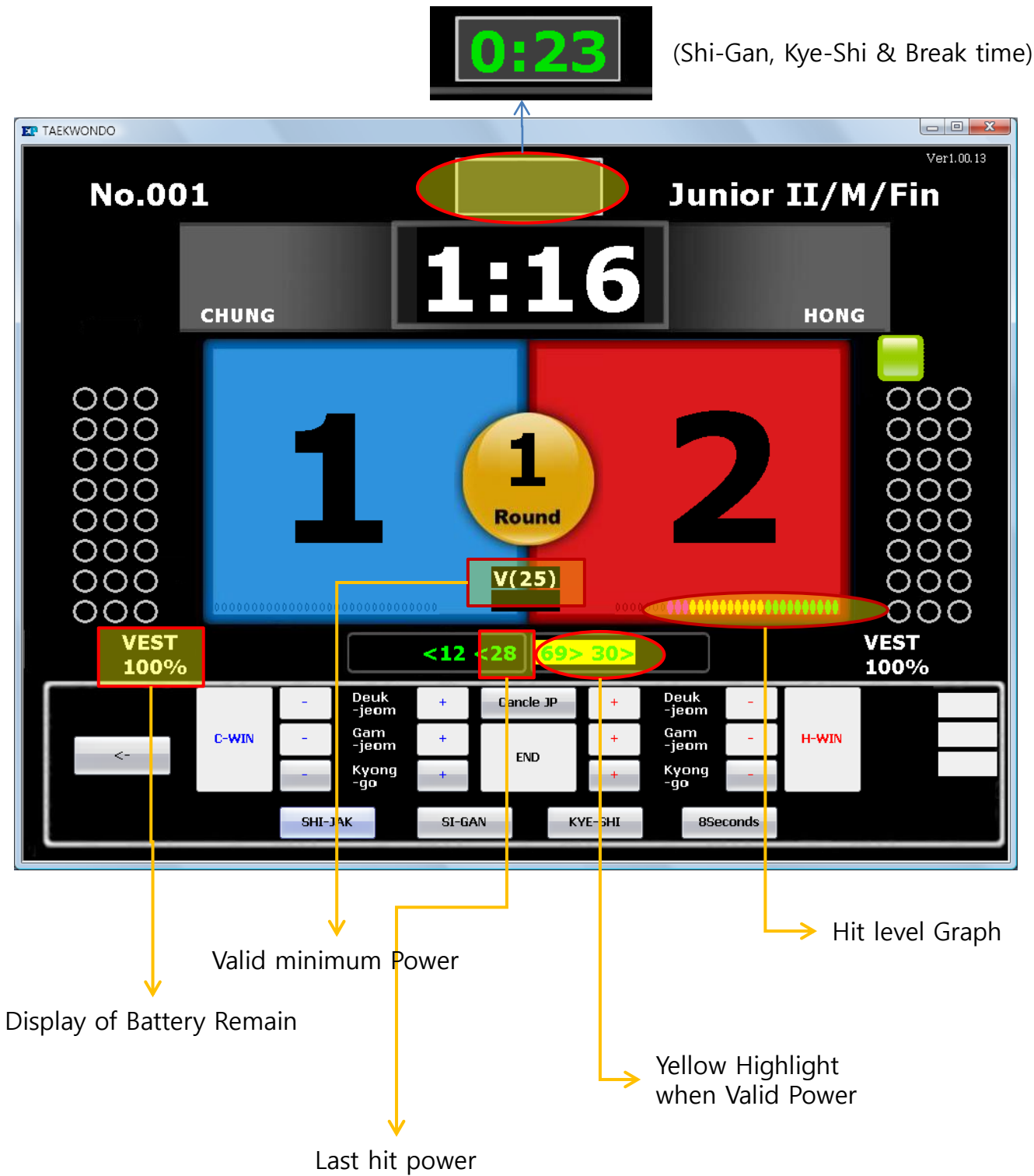
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Chung Kyong-go

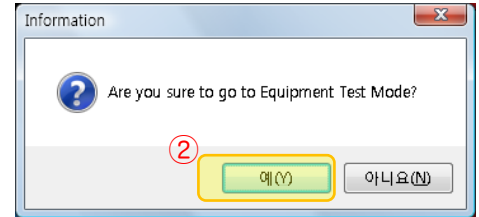
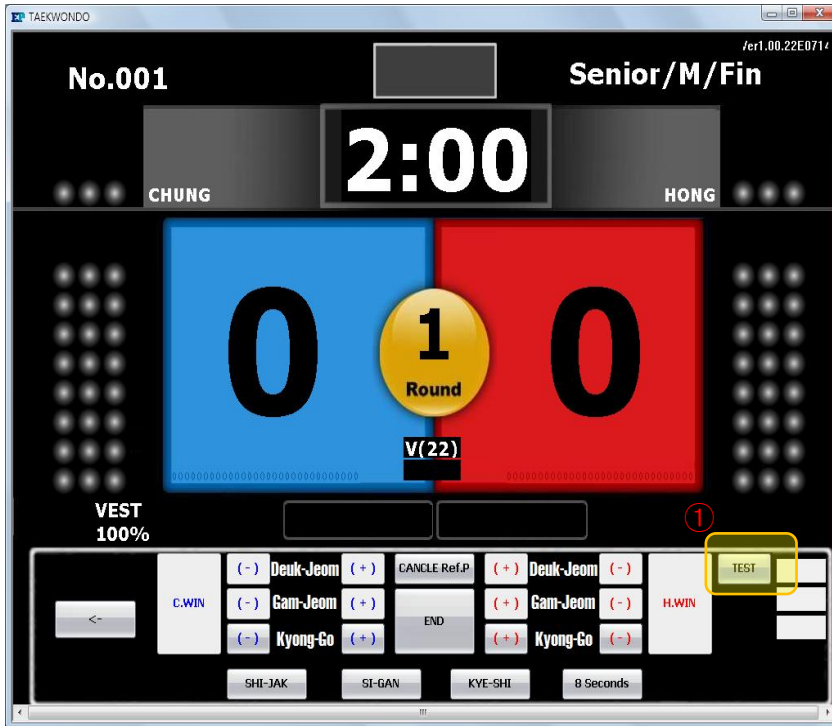
Hong Kyong-go

Fight within 10 sec

Operating Computer's Display



EBP Test Mode



- ① Press 'TEST' on the right side of Match Display
- ② Pop-up window, 'Are you sure to go to Equipment Test Mode?' Click 'Yes'
- ③ It turns 'TEST' mode & Ready to TEST
- ④ Exit to Previous Display – Press 'RETURN' (on the right side Test)
- ⑤ Pop-up Window, 'Are you sure to exit from Equipment Test Mode?' Click 'Yes'

