













icon	short key	description
	Space	Start / Next (Archer)
	[C]	Activate Countdown before start of Match.
	← →	Adjust Archer (A or B or C or D) In case of Fita Final round, choose starting archer.
	↑ ↓	Adjust End
	[P]	Pause / Continue (Play / Pause)
	[S]	Stop
		Submenu :Timing and sequence. Here it is possible to choose system (Fita, Fita Finals or 25m1p). Per system it is possible to change details like timing and sequence, depending to the number of archers per target.
		submenu: General settings. Here it is possible to change language. Possibility to use Buzzer via PC speakers. Possibility to choose between seconds or minutes to display. Also the default scenario can be chosen here.
	[M]	Showing Minutes or Seconds.
	[H]	Hide icons
	[1]	start shoot off. (1 arrow)
	[2]	start shoot off. 2 arrows.
	[3]	start shoot off. 3 arrows.
		Connecting to hardware via USB.
	[esc]	Full screen / in window
		close
	[shift-F1]	[A] 1 archer per target.
	[shift-F2]	[A-B] 2 archers per target, 2 turns per series.
	[shift-F3]	[A-B-C] 3 archers per target, 3 turns per series.
	[shift-F4]	[A-B-C-D] 4 archers per target, 4 turns per series.
	[shift-F5]	[AB-CD] 4 archers per target, 2 turns per series. Get arrows after every series.
	[shift-F6]	[AB-CD-AB-CD] 4 archers per target, 2 X 2 turns per series. (Get arrows after every 2 series). Typically used on long distances where 6 arrows are shot before getting the arrows. But in this case still 3 arrows in 2 minutes.
	[shift-F7]	[AB-CD] 4 archers per target, 2 double turns in double time, shooting 6 arrows in a row in 4 minutes. Typically used on long distances where 6 arrows are shot before getting the arrows.
	[shift-F8]	Individual finalround. (Alternating) Fixed time per arrow.
	[shift-F9]	Team Final round. (Alternating) Fixed time per end. Paused timing when other team is shooting.
	[shift-F10]	25m1P system with 4 archers on a target.
	[shift-F11]	25m1P system with 5 archers on a target.
	[shift-F12]	25m1P system with 6 archers on a target.