

ScoreFlow Operator Manual

Gym basketball scoreboard for macOS

Version **3.1.0**
macOS · Apple Silicon & Intel
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01 Setting up before a game

Five minutes, start to finish. Do this once at the beginning of the night.

- 1 Connect the Mac to the court display and make sure macOS is set to **extended desktop**, not mirroring. Mirroring puts the operator's pane on the wall, which is not what anyone wants.
- 2 Open ScoreFlow. The **Control** pane appears on the Mac's own screen.
- 3 Put the board on the wall: press **Open scoreboard** in the toolbar, or   **S**. The same button – it now reads **Close scoreboard** – and the same shortcut put it away again.
- 4 If the board opened on the wrong screen, drag it across, then press  with the board focused to go full screen.
- 5 Set the team names and colors by clicking them on each team card.
- 6 Check the clock length and the game rules in **Settings** (⚙, top right) if this league differs from the last one.

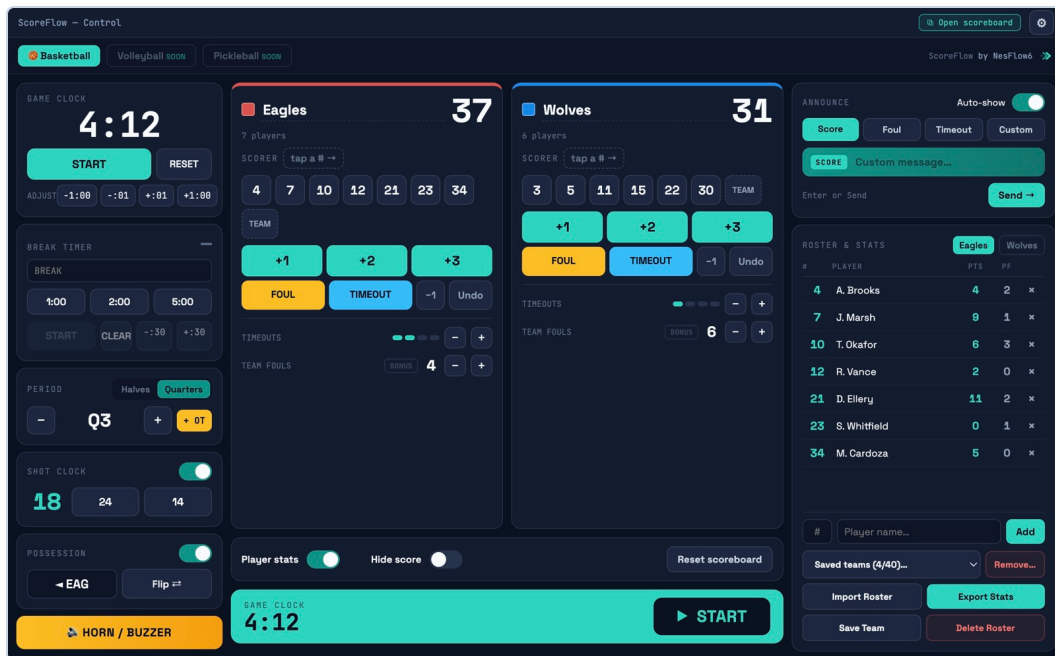
GOOD TO KNOW

ScoreFlow saves itself constantly. If the Mac restarts mid-game, reopen the app and the score, fouls, timeouts and rosters all come back exactly as they were. The game clock always comes back **paused** – it will never restart itself on the wall while nobody is looking.

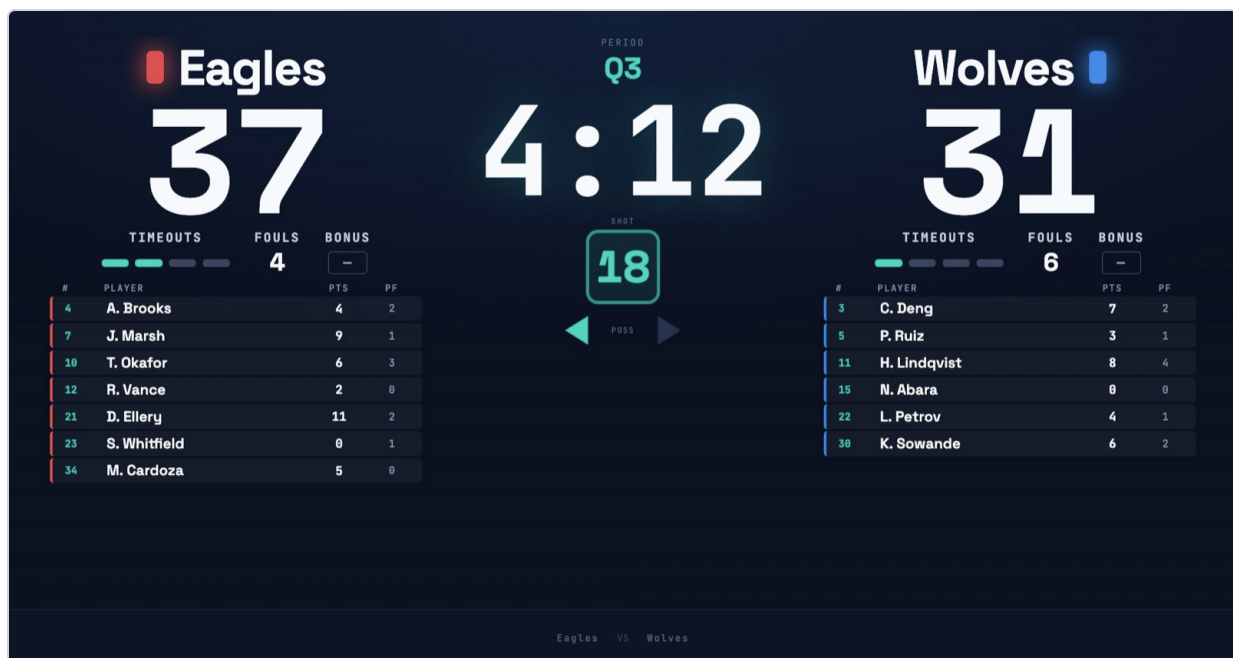
02 The two windows

ScoreFlow is two windows that always agree with each other. You drive one; the gym watches the other.

WINDOW	WHERE IT GOES	WHAT IT DOES
Control	The Mac at the scorer's table	Everything. Clock, score, fouls, timeouts, rosters, announcements.
Scoreboard	The wall display	Shows the game. It has no controls and cannot be typed into – there is nothing on it to press by accident.



Control – the operator's pane. Clock, break timer, period, shot clock and possession down the left; a scoring panel for each team in the middle; announcements and the roster on the right. Everything you touch during a game is on this one screen – Settings (⚙️, top right) is the one thing that opens a dialog.



Scoreboard – the wall. The same game, built to read from the far end of the gym. Player stats are switched on here. **TIMEOUTS**, **FOULS** and **BONUS** sit under each team's score, and the possession arrow points at the team with the ball.

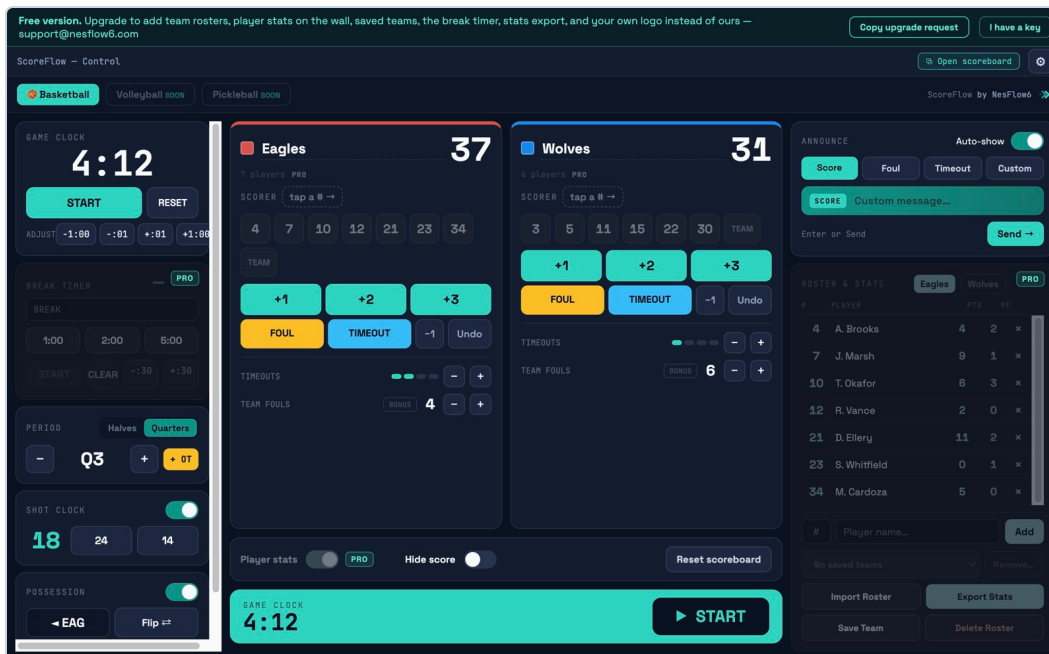
03 Free version and Pro

ScoreFlow runs a full game for free, forever. Pro adds the things that turn a scoreboard into a record of the game.

Every download starts as **Pro for 21 days** so you can try the whole thing on a real game night. After that it settles onto the free version – nothing is removed from the app and nothing stops working mid-game. **The scoreboard never stops.**

WHAT	FREE	PRO
Game clock, score, fouls, timeouts, possession	Yes	Yes
Shot clock	Yes	Yes
Horn, period and overtime, auto-advance	Yes	Yes
Announcements, including custom messages	Yes	Yes
Hide the score on the wall	Yes	Yes
Team rosters and per-player points and fouls	–	Yes
Player stats on the wall	–	Yes
Saved team library	–	Yes
Break timer	–	Yes
Export stats to a spreadsheet	–	Yes
Your own logo on the wall	–	Yes

Anything Pro-only is marked **PRO** in this manual, and in the app itself it stays visible but greyed out with the same badge – so you can always see what is there rather than wondering what you are missing.



The free version. The game itself is untouched – clock, score, fouls, timeouts and the shot clock all work exactly as they do on Pro. The break timer, player stats and the roster panel are greyed with a **PRO** badge.

GETTING PRO

Email support@nesflow6.com. You will be sent a key to paste into **Settings** → **Licence**; it applies immediately, with no restart and no reinstall, and it works in the middle of a game. The free-version strip has a **Copy upgrade request** button that fills in the details for you.

IF A LICENCE LAPSES

Nothing is deleted. Your saved teams, your rosters and your logo all stay on the Mac; the app simply stops showing the Pro parts until a new key is pasted in. A lapse costs you the extras, never tonight's game.

04 Running a game

Everything here is on the Control pane. Nothing in this section needs Pro except the break timer.

Clock

START runs it, the same button stops it, and **Space** does both with the Control window focused. **ADJUST** nudges the clock by a minute or a second in either direction without stopping it – for the times the horn went late or the operator was slow.

RESET puts it back to the period length set in Settings.

The big green bar across the bottom is the same START button, made large enough to hit without looking. It is there because the one control you reach for under pressure should not need aiming.

Break timer PRO

A separate countdown for between quarters and before tip-off, sitting right under the game clock. It is independent of the game clock on purpose, so it never collides with auto-advance. Type a label (it shows **BREAK** if you leave it blank), pick **1:00**, **2:00** or **5:00** to start it, and **-:30** / **+:30** to adjust on the fly.

It takes over the wall's centre stage in amber – unmistakably not the game clock – hides the shot clock while it runs, and horns once at zero. After that it holds at 0:00 for about three seconds, then the wall returns to the period and game clock on its own. Starting the game clock clears it immediately; **CLEAR** does the same by hand.



A break on the wall. Amber, centre stage, with the shot clock hidden. Nobody mistakes it for game time.

Shot clock

Switch it on with the toggle. **24** and **14** reset it; **S** and **↑ S** do the same from the keyboard. It only ever runs while the game clock runs – it cannot tick on during a dead ball, because it is tied to the game clock rather than running on its own.

Scoring

+1, **+2** and **+3** on each team card. **-1** takes a point back and **Undo** reverses the last action outright – scoring, a foul, a timeout, a period change.

PRO With a roster loaded, tap a jersey number under **SCORER** first and the points go to that player as well as the team. Tap **TEAM** instead when you do not know who scored, or do not need to. The selection clears itself after each basket so the next one cannot land on the wrong player.

Fouls

FOUL adds a team foul and, with a scorer selected, a personal foul to that player. The **BONUS** badge lights when the team foul count reaches the threshold in Settings. The small **-** and **+** beside TEAM FOULS correct the count by hand.

Timeouts

TIMEOUT spends one and starts a countdown on the wall. The countdown lives in its own slot, so an announcement – a foul called during the timeout, say – covers it briefly and then reveals it again with the right time still on it. The **-** and **+** adjust the remaining count.

Period and overtime

- and **+** step the period. **Halves** and **Quarters** switch the format. **+ OT** enters overtime, which resets timeouts and fouls the way a fresh period should – but deliberately leaves the clock alone, because overtime length is rarely the same as a regulation period and is your call.

Overtime is only ever entered by pressing that button. The app will not drop into OT on its own at the end of the fourth.

Auto-advance

Switched on in Settings. When the clock hits 0:00 the horn fires, the wall holds on 0:00 for a few seconds so the gym can see the zero, and then the period turns over. Any action you take during that hold – starting the clock, stepping the period, calling a timeout – cancels it. The operator always beats the automation.

Scoring and fouls deliberately do *not* cancel it: a buzzer-beater and a foul at the horn belong to the period that just ended.

Resetting between games

Reset scoreboard zeroes the score, fouls, timeouts and clock for the next game. It asks twice – press it, then press it again within four seconds – because it is the one button on the pane that cannot be undone by pressing something else.

BEFORE YOU RESET

PRO Reset clears the players' points and fouls too. If tonight's numbers matter to anyone, run **Export Stats** first – it takes three seconds.

05 Announcements

The strip along the bottom of the wall. Free on every version, custom messages included.

With **Auto-show** on, scoring and fouls announce themselves – **2 POINTS – EAGLES**, and the player's name when a scorer was selected. You do not have to do anything.

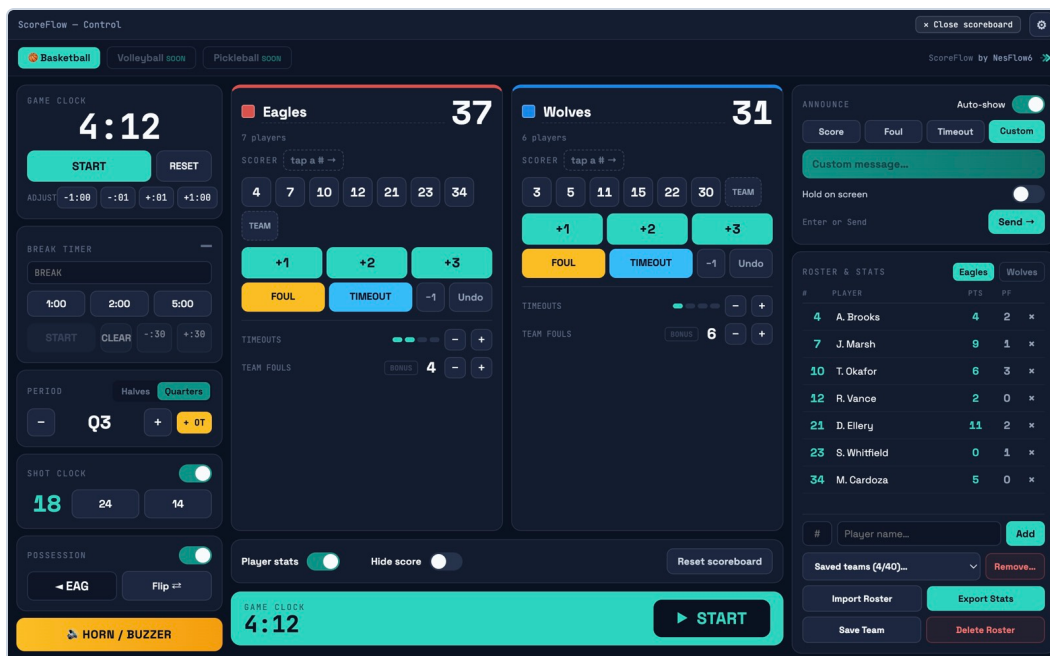
The four kind buttons – **Score**, **Foul**, **Timeout**, **Custom** – only change what you are composing. **They never post on their own.** Type your message and press

Send → or **Enter**.

Holding a message on the wall

Pick **Custom** and the Send button becomes **Hold →**: your message goes up and stays up instead of fading after a few seconds. It is for the things that are not about the game – **NEXT GAME 7:30, GYM CLOSING AT 9**, a lost set of keys. Clear it with the

Clear button, or by sending anything else.



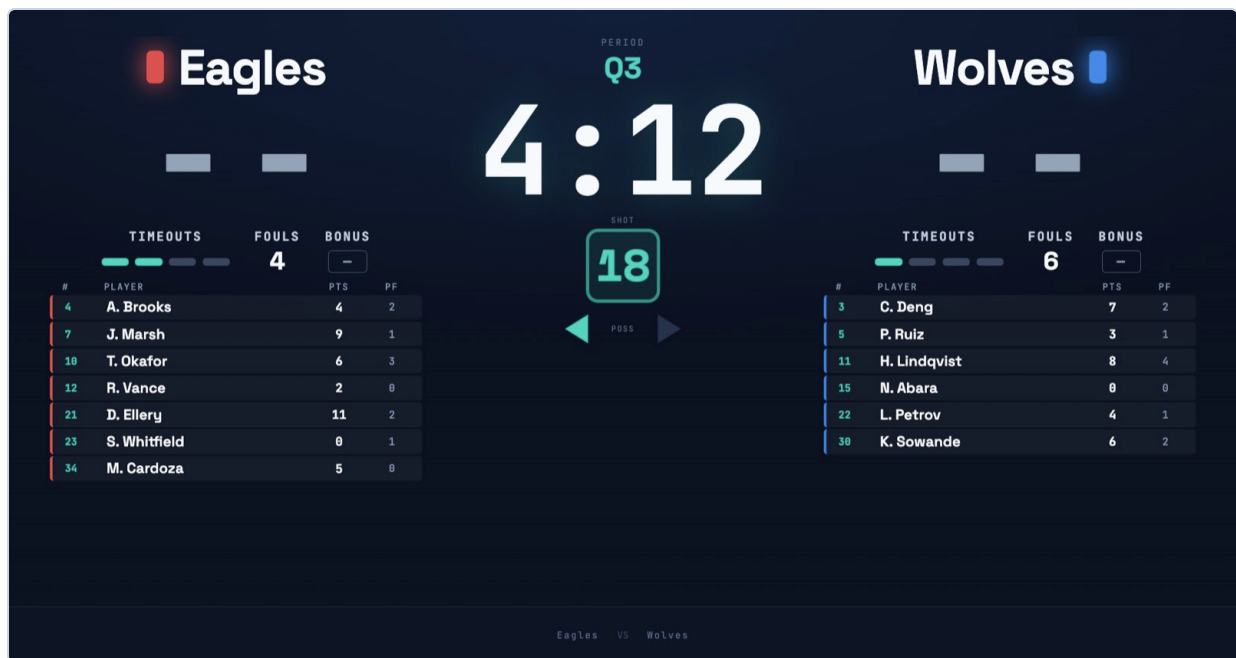
Composing a custom message. With **Custom** picked, Send becomes **Hold →**. A held message stays on the wall until you clear it.

06 Hiding the score

For a game that has got away from both teams. Free on every version.

Some games run away. In a recreational league for small children, a score on the wall can stop being information and start being discouraging. **Hide score**, in the bar under the team cards, replaces both scores on the wall with a label of your choosing.

Only the wall changes. You keep scoring exactly as before, the announcement still names the player who scored, player points and fouls keep accumulating, and the exported spreadsheet is the true score with nothing in it to say the display was ever hidden. Turn it off and the real score is right there.



The wall with the score hidden. Everything else carries on – clock, period, timeouts, fouls and the bonus indicator are all still live.

The label is yours: set it in **Settings → Hide score**. It shows -- unless you change it, and words like **SCRIMMAGE** or **FRIENDLY** work well because they explain the decision rather than looking like a fault. Change it while the score is hidden and the wall updates as soon as you press Save.

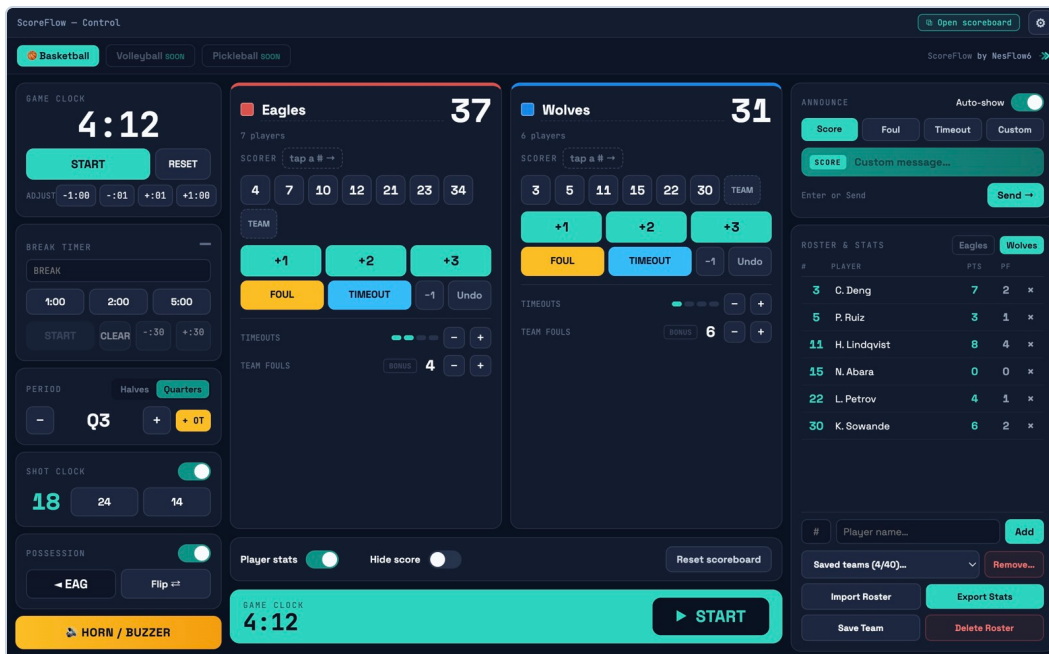
On the Control pane an amber **WALL:** chip appears beside the toggle, showing what the gym is seeing – your own pane always shows the real score, so without it there would be nothing to tell you the two disagree.

07 Importing a roster PRO

A spreadsheet of numbers and names becomes a team in about ten seconds.

Pick the team first

The roster panel on the right has two tabs with the team names on them. **Whichever one is highlighted is the team you are about to import into.** This catches people out – check it before you import, because the file goes onto the highlighted team no matter what the file says.

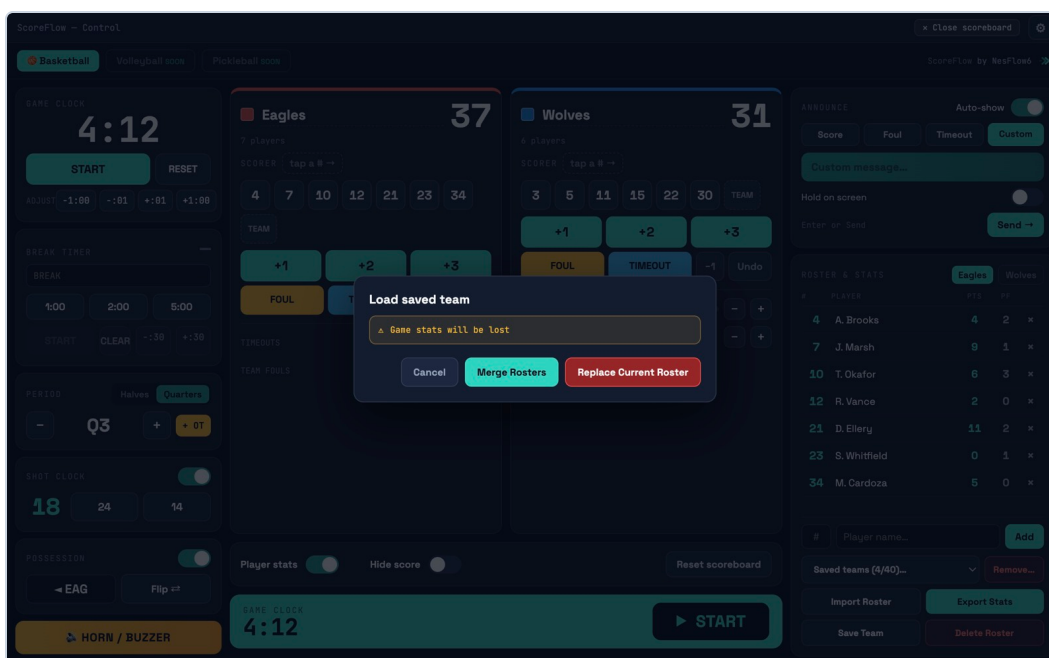


Which team you are editing. The highlighted tab is the side that Import Roster, Save Team and Delete Roster all act on.

Press **Import Roster** and choose a file. CSV, plain text, Excel (`.xlsx` , `.xls`) and Numbers files all work – ScoreFlow converts spreadsheets itself, so there is no need to export to CSV first.

Merge Rosters, or Replace Current Roster

If the team is empty, the file loads immediately with no questions. If the team already has players, ScoreFlow stops and asks:



Merge or replace. Merge keeps the players who are already there and adds the new ones, updating the name on any jersey number that appears in both. **Replace** throws the current list away first.

BEFORE YOU CHOOSE REPLACE CURRENT ROSTER

Points and fouls go with the players who are removed, and they are gone once you confirm. If the game that just finished matters to anyone, run **Export Stats** first.

The file name becomes the team name

Import `Eagles.csv` onto a side and that side is called **Eagles** on the wall from then on. A file named `Youth League – Eagles.csv` gives you the team **Eagles** filed under the league **Youth League**. The separator is a space, a hyphen and a space.

Files with a Team column

A file that lists both teams – an export from a previous game, for instance – has a **Team** column. ScoreFlow matches rows against the team name from the file name; if nothing matches, it takes only the rows with no team on them. Capitalisation is ignored throughout. This is deliberate: it stops a two-team file being dumped onto one side under the wrong name.

08 Saved teams PRO

A library of the teams you see regularly, so the second week is faster than the first.

There is nothing to switch on

Import a roster from a file and ScoreFlow files it away for you under the name it took from the file name. Next week, pick it from the **Saved teams** dropdown instead of finding the file again.

Loading a team back

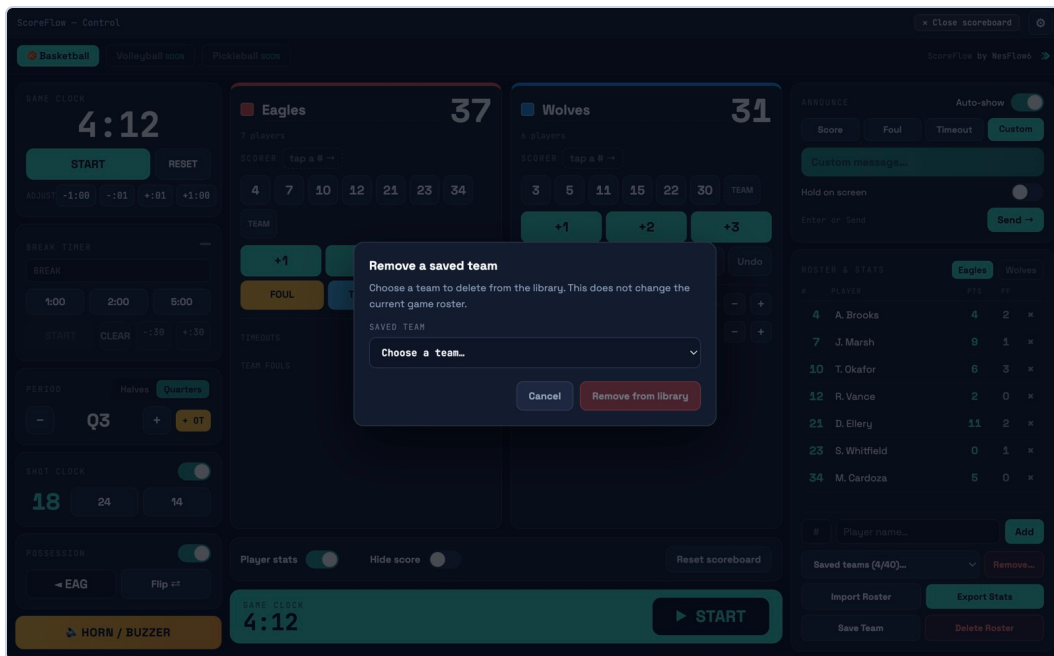
Choose it from the dropdown. It sets the team name and the roster in one go. If the side already has players you get the same **Merge or Replace** question as an import.

When the name is already taken

ScoreFlow asks whether to overwrite the saved team or save this one under a different name. Cancelling still applies the import to tonight's game – it just does not write to the library.

Removing a team

Remove... opens a picker. Choose the team and it is gone from the library. **This only touches the library** – whatever is on the scoreboard right now is left exactly as it is, players, points and fouls included.



Removing a saved team. The library only. Tonight's game is untouched.

Limits

Forty teams. At the cap, importing a new one asks you to pick which saved team to drop first.

09 Roster file formats

ScoreFlow is deliberately relaxed about this. If a human can read it as a list of numbers and names, it will probably load.

Just numbers and names, no header row

```
4,A. Brooks
7,J. Marsh
10,T. Okafor
```

With a header row

```
Number,Name
4,A. Brooks
7,J. Marsh
```

Separate first and last name columns

```
Number,First,Last  
4,Amara,Brooks  
7,Jonah,Marsh
```

A file ScoreFlow exported

An export has `Team,Number,Name,PTS,PF`. Loading one back works: the points and fouls columns are ignored on import, so you get the roster without last week's numbers.

Accepted column headings

MEANING

ANY OF THESE

Jersey number

`Number`, `No`, `No.`, `#`, `Jersey`

Full name

`Name`, `Player`, `Player Name`

Split name

`First` / `Last`, `First Name` / `Last Name`

Team

`Team`

Limits and rules

- Jersey numbers 0-999, and each number appears once per team – a second row with the same number updates the first rather than adding a duplicate.
- A row with no name is skipped.
- Rosters are capped at a sensible number of players; a file larger than that is truncated rather than refused.

10 Editing a roster PRO

A misspelled name or a wrong number is fixed where you see it. You never need to edit a spreadsheet and import it again.

Editing a player

Click the number, the name, the **PTS** or the **PF** in the roster table and type. It commits when you press `Enter` or click away; `Esc` abandons the edit. Changing a jersey number to one already in use is refused rather than allowed to create a duplicate.

Adding a player mid-game

Type the number and name in the row at the bottom of the panel and press **Add**. Latecomers are normal and this takes about four seconds.

Removing players

The ✕ at the end of a row removes that player. **Delete Roster** clears the whole list for the highlighted team – the score, fouls and timeouts are left alone, because that clears the roster and not the game.

Saving your edits back to the library

Editing the table changes tonight's game only. To make the library agree – so the fix is still there next week – press **Save Team**.

It writes the numbers and names for the highlighted team. **Points and fouls are never saved**: the library is a roster, not a game, so saving in the middle of the third quarter does not bake tonight's stat line into the team you load next month. If the save would remove players from a team already in the library, ScoreFlow asks first and tells you both counts – adding a player or fixing a spelling just saves.

Selecting a scorer

The jersey numbers above the scoring buttons are the scorer picker. Tap one, then score. Tap **TEAM** to credit the team without a player. The selection clears after each basket.

11 Exporting stats **PRO**

One file, both teams, three seconds.

Export Stats writes a CSV that opens in Excel, Numbers or Google Sheets. The suggested file name includes both teams and the date.

What is in the file

Team, Number, Name, PTS, PF, a row per player, both teams, plus a total row for each team. If the team score is higher than the players' points add up to – because some baskets were recorded to **TEAM** rather than a player – the difference appears as its own row, so the totals always reconcile.

Export before you erase

The two actions that destroy player numbers are **Reset scoreboard** and choosing **Replace Current Roster** on an import. Export first if anyone will ask.

Re-using an export as a roster

An exported file can be imported again as a roster. One wrinkle: the suggested name contains both team names, so rename it to just the team you want before importing, or ScoreFlow will not be able to tell which side the rows belong to.

12 Keyboard shortcuts

These work when the Control window is focused. The scoreboard window ignores everything except **F**.

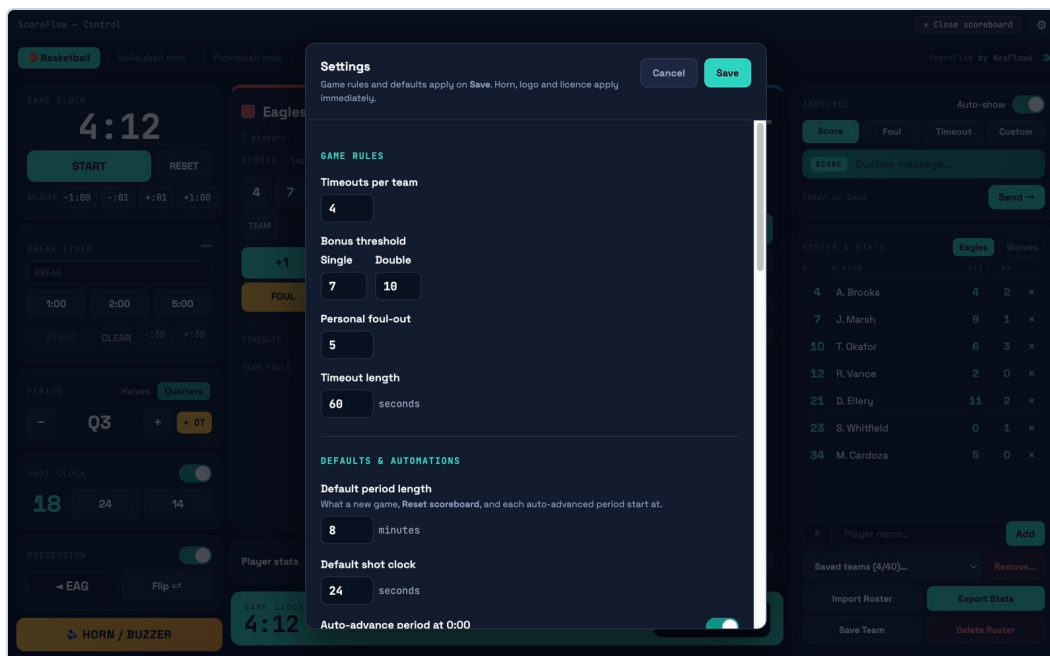
KEY	DOES
Space	Start / stop the game clock
S	Reset the shot clock to 24
↑ S	Reset the shot clock to 14
H	Horn
P	Flip possession
⌘ Z	Undo the last action
⌘ ↑ S	Open or close the scoreboard window
F	Full screen – press with the scoreboard window focused

GOOD TO KNOW

Shortcuts are suspended while a dialog is open or while you are typing in a field, so a message containing the letter S will never reset the shot clock.

13 Settings reference

The gear at the top right. Everything applies together when you press **Save**, except the horn sound and the logo, which change the moment you pick them.



Game rules and defaults. Per-game rules at the top, operator defaults below. Defaults apply to the next game, not to the one in progress.

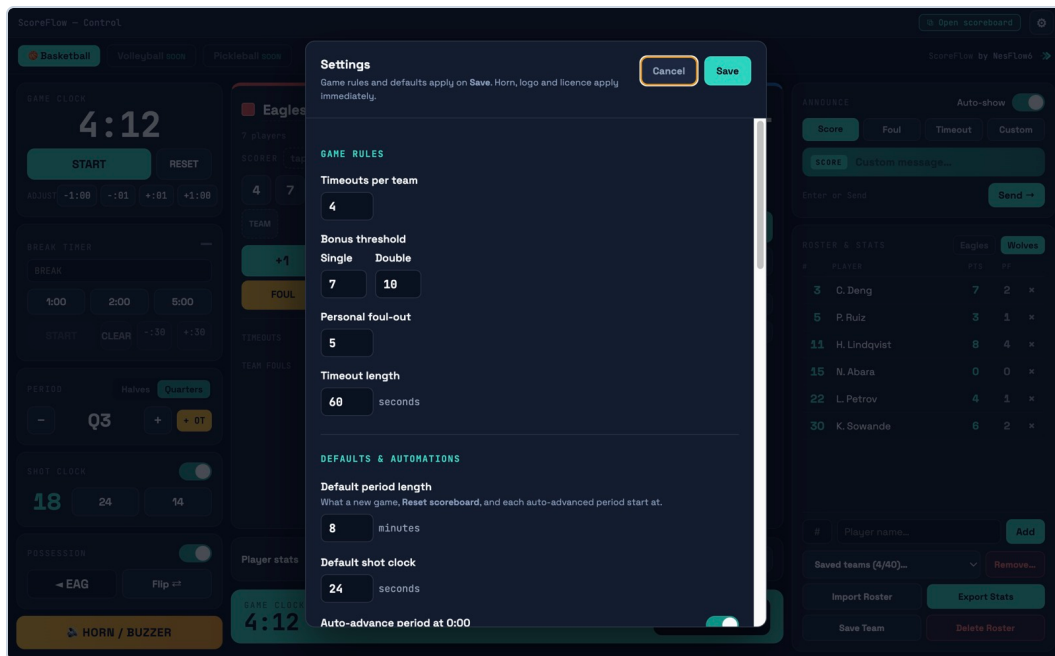
SETTING	WHAT IT DOES
Timeouts per team	How many each team starts a game with.
Bonus threshold	Team fouls at which the single and double bonus indicators light on the wall.
Personal foul-out	Personal fouls at which a player is highlighted as fouled out.
Timeout length	Seconds a called timeout counts down on the wall.
Default period length	What a new game, Reset scoreboard and each auto-advanced period start at.
Default shot clock	What the shot clock resets to.
Auto-advance period at 0:00	Turn the period over automatically when the clock expires, after a short hold on 0:00.
Reset clock on period change	Whether an auto-advance also resets the game and shot clocks.
Reset timeouts / team fouls	Never, every period, or at half time.
Horn sound	The built-in horn, or an audio file of your own. Applies immediately.
Wall logo PRO	A PNG, WEBP or JPEG shown on the wall. Applies immediately.
Hide score	The word the wall shows in place of the scores. See section 06.

Updates

Whether ScoreFlow checks for a new version. See section 14.

Licence

Paste a key here, and read this computer's code when requesting one.



The lower half. Hide score, Updates and Licence. Most gyms set these once and never open them again.

MID-GAME CONTROLS ARE NOT IN HERE

Player stats, **Hide score**'s switch, **Auto-show** and **Reset scoreboard** all live on the Control pane instead, because they are raised and lowered during a game and you should not have to open a dialog to reach them.

14 Updates

ScoreFlow keeps itself current, and it will never interrupt a game to do it.

ScoreFlow checks nesflow6.com for a new version when it starts and every few hours after that. If there is one it downloads quietly in the background – **never while the game clock is running**, so it cannot compete with anything else the building is doing on the same connection – and installs it the next time you quit the app. There is nothing to press.

When an update is waiting, a line appears at the top of the Control pane saying so. A

Restart now button sits beside it when the clock is stopped; it is optional, and it closes the scoreboard window, so most operators simply quit at the end of the night and get the new version next time.

Updates are free on every version, including the free one. A fix should reach everyone.

TURNING IT OFF

Settings → Updates. Switch it off and ScoreFlow makes no network connection at all. The check itself sends nothing about you, your games or your Mac – it asks whether a newer version exists and nothing else.

15 Troubleshooting

WHAT YOU SEE

WHAT TO DO

The scoreboard opened on the Mac's screen, not the wall

macOS is mirroring rather than extending. Fix it in System Settings → Displays, then drag the board across and press **F**.

The wall is blank or frozen

Close and reopen it with **⌘** **↑** **S**. The board redraws from the Control pane, so nothing about the game is lost.

The import went onto the wrong team

Press **⌘** **Z**. Then check which tab is highlighted in the roster panel and import again.

A player is missing after an import

Usually a blank name, a jersey number outside 0-999, or a **Team** column whose value does not match the team name. Open the file and check that row.

The clock keeps stopping on its own

Auto-advance is reaching 0:00 and turning the period over. Switch it off in Settings if this league keeps time differently.

The horn does not sound

Check the Mac's output device and volume – ScoreFlow plays through whatever macOS is using. If you picked a custom sound, re-pick it in Settings.

The score on the wall is not changing

Check whether **Hide score** is on: there will be an amber **WALL:** chip beside the toggle. Scoring is still being recorded.

Roster and stats are greyed out with a PRO badge

The 21-day trial has finished, or a licence has lapsed. Nothing has been lost – see section 03.

A licence key will not apply

Keys are tied to one computer. Check that the code in **Settings → Licence** matches the one the key was issued against, and that the whole key was pasted.

Something else

Email **support@nesflow6.com**. Include what you were doing and what you expected – and the version number, from the ScoreFlow menu → About.

THE THING WORTH REMEMBERING

ScoreFlow writes the game to disk on every change. Quitting by accident, a flat battery, a restart in the middle of the third quarter – reopen it and the game is where you left it, with the clock paused. There is no save button because there does not need to be one.