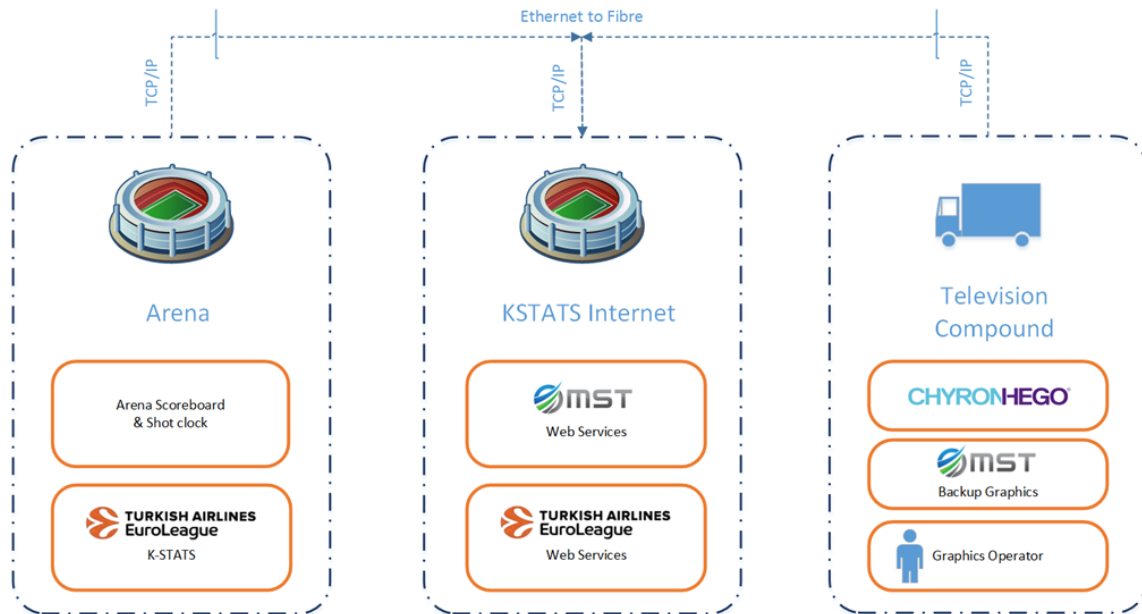## EuroLeague Connectivity Overview

Communication:

- Internet (Ethernet TCP/IP) – for scoring synchronisation between concurrent games as well as to receive data from the EuroLeague web services.

- Serial (RS232) – game clock and shot clock device connection.
  Note: RS232 has a recommended maximum range of 15m. Therefore a pair of RS484 / RS422 or RS232 to fibre extenders will be required to extend to the TV compound.

- Ethernet (TCP/IP) – K-STATS laptop connection for scores and statistics.

  Note: Ethernet has a recommended maximum range of 100m. Therefore it is suggested that a pair of fibre to Ethernet converters are used to extend the connection to the TV compound.