Licensing guide

TRPL-D Stats · Live basketball statistics

Windows and Mac · version 1.26 · purchase, license code, club and team registration

TRPL-D Stats works with a license code. You buy the license in our store; the code is generated for the device you specify and arrives by email. You enter the code in the app and register your club and teams once; after that the app works offline. This guide explains the plans and the steps.

A license in four steps

1

Get your device ID

Install and open the app (Windows: Microsoft Store or the installer; Mac: .dmg). On the first screen tap **I have a license code**: the 8-character device ID is shown there (e.g. W7K3-Q9XP); it is also on the **About** screen.

2

Buy your plan

Use the **Buy a package** card on the first screen to go to the store, choose the plan and period, enter your device ID and complete the payment.

3

Enter the code

Paste the code starting with **TRPLD-...** from your email into the field on the **I have a license code** page and press **Save code**.

4

License your club

Fill in your club details, select your teams and press **License**. This step needs an internet connection.

Plans

Clubs are licensed by **number of teams**; organizations and broadcasters by **number of devices**. Every plan is available for 1 month or 1 year. A "team" is your club's team in one age and gender category (e.g. U16 Girls); opponent teams do not need a license.

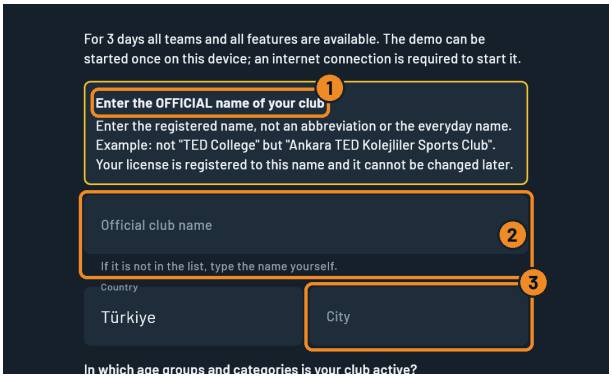
Plan	For	Covers
Club · Standard	Clubs	1, 3, 7 or unlimited teams. Game entry, box score, shot chart, PDF / CSV export, broadcast images, fixtures, backup.
Club · Premium	Clubs	Everything in Standard plus: game analysis center and analysis reports, season report, player progress and player report, shared entry with several devices, extra tags, score timeline.
Organization	Federations, leagues, tournaments	Per scorer's table (device). All teams, all features.
Broadcaster	Broadcasters	Per computer. All teams, all features and the live broadcast overlay for OBS.

Plan	For	Covers
Demo	Anyone who wants to try	3 days, all features. Started with the demo card on the first screen; once per device.

Each club plan licenses one **main device**. Devices that join a game as a statistician or timekeeper (tablet, computer or phone) do not need a license. Current prices are on the store page: ankaratriple.com

Try it first: the free demo

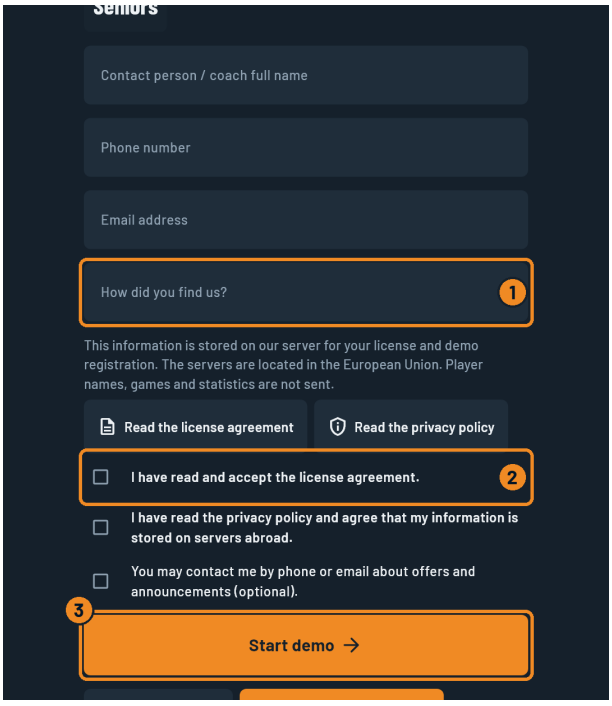
Before buying you can try the app with all its features for **3 days**. You do not need to enter a code or contact us: tap the **Try free for 3 days** card on the first screen and fill in the registration form; the app opens by itself. The demo can be started once per device and needs an internet connection to start.



The registration form

1. **The official name of your club.** Enter the registered name, not an abbreviation or everyday name. If you buy a license it is registered to this name and cannot be changed later.
2. Suggestions appear as you type; if your club is not listed, type the name yourself.
3. Country and city.

Next you select the age groups and categories in which your club is active.



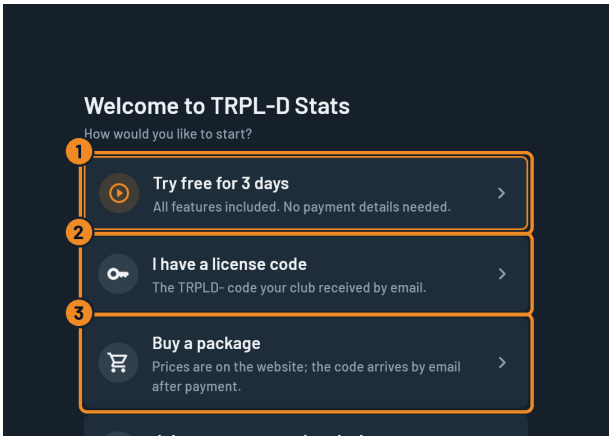
Contact details and consents

1. The full name, phone number and email address of the contact person, and how you found us. All fields are required.
2. Accepting the **license agreement** and the **privacy policy** is required; you can read them with the buttons above. Consent to offers and announcements is optional.
3. **Start demo.** The app opens for 3 days. Your details are saved; we do not ask again when you buy a license.

Your details are stored on our server; the servers are located in the European Union. Player names, games and statistics are not sent.

Step by step

The club name, device ID and license code in the screenshots are examples. The orange numbers correspond to the notes next to them.



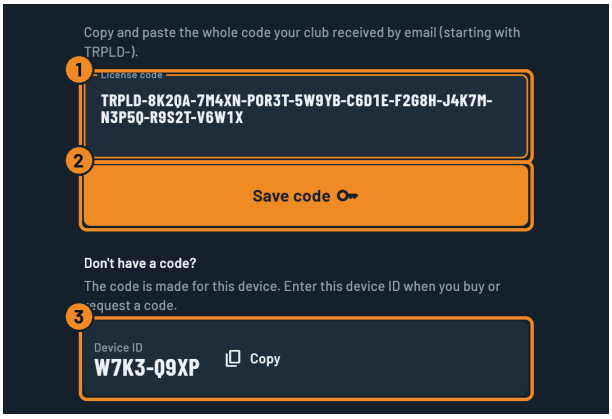
1. The first screen

1. To try the app first, start the demo here.
2. **I have a license code.** Opens the page where you enter the code; your **device ID** is also there (step 3). Copy the ID from there before buying.
3. **Buy a package.** Opens the page describing the plans; from there you continue to the store.

The Mac version works with the Windows license; the steps are the same.

2. Buy

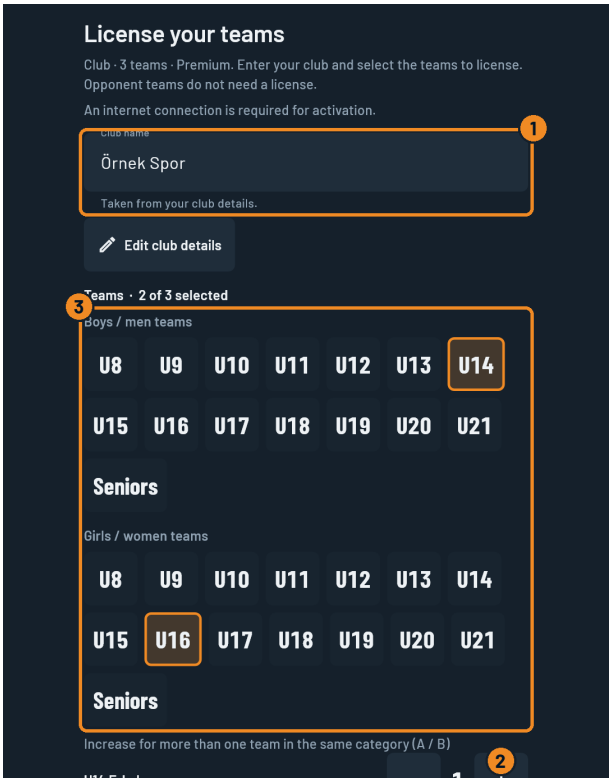
- On the store page choose the **license type** (e.g. Club Premium · 3 teams) and the **period** (1 month / 1 year).
- Paste the ID you copied into the **Device ID** field (**Copy** on the **I have a license code** page). If the ID is not valid the product is not added to the cart.
- Complete the payment. Your license code arrives at your order email address within a few minutes (check the spam folder if it is not in the inbox). This is a digital product; nothing is shipped.



3. Enter the license code

1. Copy the **whole** code from the email and paste it here. Spaces, line breaks and dashes do not matter.
2. **Save code.** The code works only on the device you specified when buying.
3. **Device ID.** Use **Copy**; do not type it by hand. The ID is specific to this computer; on Windows and Mac it starts with W.

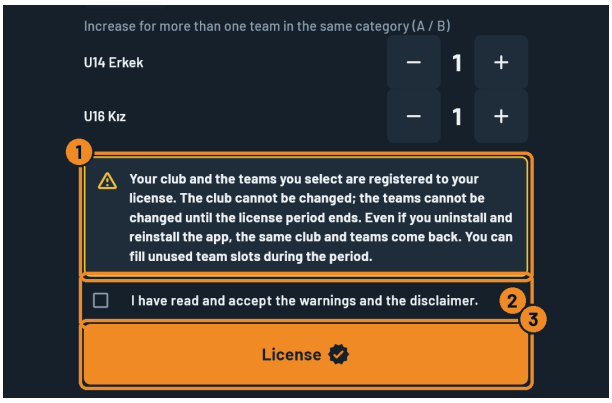
If you have used the app before, the same field is on the **About** screen.



4. Select your club and teams

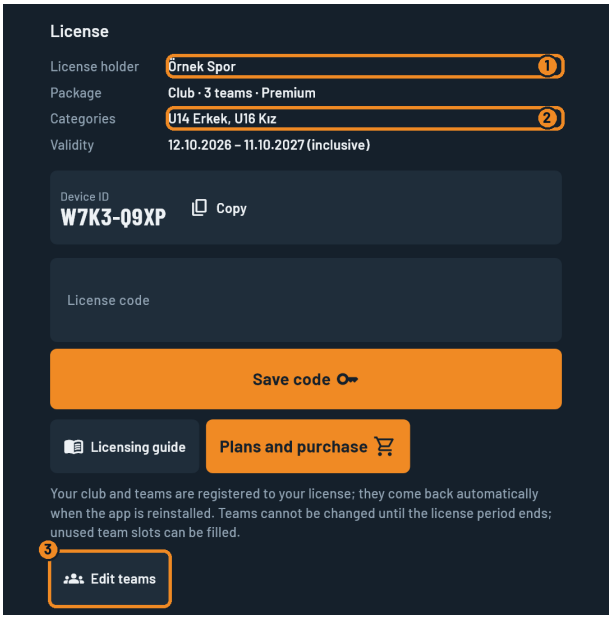
1. **The club name** comes from the registration form. If you did not fill in the form during the demo, the **Your club details** form opens first (the same form as in the demo section).
2. The number of team slots in your plan and how many you have selected.
3. Select the teams to license: age buttons for boys / men, then girls / women. If you have A and B teams in the same category, increase the count below.

In the unlimited plan no teams are selected; only the club name is entered.



5. License

1. **Read the warning.** The club cannot be changed; the teams cannot be changed until the license period ends.
2. Tick the box.
3. **License.** Your selection is registered to your license, your teams are created and the main menu opens. This step needs an internet connection.



Your license details: the About screen

1. The club the license is registered to, and your plan.
2. Your licensed teams and the validity dates.
3. **Edit teams.** Fills unused team slots; after the period ends you select your teams again.

What you need to know

- **The club does not change.** The license is tied to the club you register first; the same club applies in later periods. If you mistyped the club name, write to us.
- **Teams are locked for the period.** One month on a monthly plan, one year on a yearly plan. During the period you can only fill unused team slots. When the period ends and you buy the next one, you can select your teams again.
- **The license covers only your club's teams.** In every game one side must be your licensed team, marked as **Our club's team** on the Teams screen. Opponents do not need a license.
- **If you uninstall and reinstall the app**, enter the same license code again: your club and teams come back automatically. Keep the email with your license code. For your game data, also take a backup with **Back up**.
- **Renewal.** If you buy the same plan again before it expires, the new period starts the day after the old one ends; you lose no days. Enter the new code on the About screen.
- **Upgrading.** For more teams, buy the larger plan; your current teams stay and you add teams to the new slots. An upgrade starts on the day of payment.
- **Changing device.** A code works on one device only. If you change your computer or reinstall Windows, the device ID changes; write to us. On a Mac the ID is tied to the hardware and does not change when macOS is reinstalled.
- **Use it on a phone and tablet too (Windows).** In the **Use on phone too** section of the About screen, sign in with email and password and tap **Link license to this account**; install TRPL-D Stats on the phone or tablet and sign in with the same account. Games are entered on one device at a time; switching between the computer and this second device is unlimited. On a phone only single-team mode is available. Coming to the Mac with the next version.
- **Internet** is needed only when activating the license and when moving a license linked to an account between devices. Game entry, reports and exports work offline.
- **When the period ends** new games cannot be opened; old games, reports and exports stay available. Entry remains open for 7 days after expiry (a warning is shown).
- **Refunds.** The license is a digital product; it is not refundable once the code has been delivered. Use the free demo before buying.

If you see a message

Message	What to do
The license code is not valid	Make sure you copied the whole code. Update the app from the Microsoft Store: codes bought in the store work on version 1.21 and later.
The license code is not for this device	The code is specific to the device ID you entered when buying. Is the ID on the About screen the same as in the order? If not, write to us.
The server could not be reached	Activating the license needs internet. Connect and try again; after activation no internet is needed.
This license is registered to the club ...	The license was registered to this club earlier; the club cannot be changed. The club name is filled in automatically.
Teams cannot be changed until ...	The license period is still running. You can only fill unused team slots; upgrade the plan for more teams.
No licensed team in this game	One side must be a licensed team of your club. On the Teams screen check that the team's club name matches the name on the license and that "Our club's team" is ticked.
The demo has already been used on this device	The demo can be started once per device. Buy a plan in the store to continue.
The license has expired	Buy the next period in the store and enter the new code on the About screen.
The device date / time has been set back	Correct the date and time of the computer; entry opens again automatically.

Contact

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Altai Group Sinema ve Televizyon Yapımları Yazılım Sağlık Ürünleri Ltd. Şti.

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