

User Guide: Wi-Fi Electronic Table Tennis Scoreboard



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Introduction

Welcome to the user manual for the Electronic Table Tennis Scoreboard

This manual provides the information you need to use and get the most out of your new Electronic Table Tennis Scoreboard. Designed to offer an intuitive and versatile experience, this device replaces conventional scoreboards, offering precise control and clear results displays.

What is the Electronic Table Tennis Scoreboard?

The Electronic Table Tennis Scoreboard is a 24x40 LED panel designed to display scores in table tennis matches and games. Unlike traditional scoreboards, this device is controlled wirelessly via a Wi-Fi network. It includes an integrated web server, allowing it to be controlled from any device with a web browser, be it a computer, tablet, or smartphone.

This marker offers two main modes of operation:

- **Global Scoreboard (of Room or Meeting):** Ideal for competitions between two teams, showing the overall result of the match.
- **Match Scoreboard (Partial or Table):** Perfect for single matches, showing the score of the current match.

Main features:

- **High visibility LED panel:** The 24x40 LED panel ensures a clear and crisp display of the score, even from a distance.
- **Wireless control via Wi-Fi:** Forget about cables and remote controls. Control is via a standard Wi-Fi connection.
- **Integrated web server:** No additional software installation required. Simply open a web browser on any device connected to the same Wi-Fi network.
- **Multiple modes of use:** The marker offers different modes to suit the needs of each situation, as described above.
- **Versatile feeding:** The device can be powered via a USB-C connection, either directly from a power adapter or via a power bank, making it highly portable. NOTE: The power bank is not included.
- **Compact and lightweight design:** With dimensions of 50x400x300 mm and a weight of 500 grams, the scoreboard has a frame format that makes it easy to mount on a wall.
- **Integrated security:** Access to the web server is protected by password and SSID, ensuring security and preventing unauthorized access.

Who is this manual for?

This manual is intended for:



- Table tennis referees and judges.
- Tournament and competition organizers.
- Coaches and players.
- Table tennis clubs.
- Anyone who needs to use the Electronic Table Tennis Scoreboard.

Next steps:

In the following sections, you will learn how to set up, connect, and use the Electronic Table Tennis Scoreboard in its different modes.



Setup and Connection

This section describes the steps required to connect and configure the Electronic Table Tennis Scoreboard to your Wi-Fi network and access the web control interface.

Installation (Wall Mount):

The Electronic Table Tennis Scoreboard is designed to be wall-mounted. For safe and proper installation, follow these steps:

1. **Select location:** Choose a suitable location on the wall where the scoreboard is visible to all players and spectators. Ensure the wall is strong enough to support the scoreboard's weight (500 g).
2. **Mark the fixing points:** Using the marker itself as a template (or by measuring the distance between the mounting holes on the back), mark the spots where the holes will be drilled on the wall.
3. **Make the holes:** Using a drill and a bit the appropriate size for the screws you will be using, drill holes at the marked locations.
4. **Place the dowels (if necessary):** If the wall is made of plaster or similar material, use suitable anchors to ensure a firm fixation.
5. **Set the marker:** Screw the marker to the wall using the provided screws (or ones appropriate for the wall type). Make sure it is secure and level.

Recommendations:

- Use a level to ensure the marker is straight.
- If you do not feel confident performing the installation, consult a professional.
- Make sure there are no electrical cables or pipes in the area where the holes will be made.

Feeding the Marker:

The Electronic Table Tennis Scoreboard is powered exclusively via a USB-C port located on the back of the frame. You can use the following options:

- **Connecting to a USB-C power supply:** Connect the USB-C cable to the corresponding port on the back of the marker and the other end to a standard USB-C power adapter. Plug it into a power outlet. It's important to use a power adapter that provides adequate power for the marker to function properly (5V 1A).
- **Connecting to a power bank:** For added portability, you can connect the marker to a USB-C power bank using the USB-C port on the back. Make sure the power bank has enough capacity to power the marker for the desired duration and provides adequate power (5V 1A).

NOTE: The power bank is not included with the marker.

Once connected to power, the marker will automatically turn on.



Connecting to the Wi-Fi network:

The marker generates its own Wi-Fi network. To connect to it, follow these steps:

- **Locate the dialer SSID:**The default SSID (Wi-Fi network name) is PimponScorer. The default password is also PimponScorer. These parameters can be modified through the web interface settings. The configured SSID and password will be displayed on the scoreboard screen for a few seconds upon power-up. Write this information down.
- **Connect to the Wi-Fi network from your device (computer, tablet or smartphone):**Open your device's Wi-Fi settings and search for the network with the scoreboard's SSID (by default, PimponScorer). Select this network and enter the password (by default, PimponScorer).

Recovering settings (SSID and Password):

If you have changed your SSID and password and forgotten them, there are two methods to recover them:

Reset Button (Restore to Factory Settings)

The dialer has a reset button located on the back. Holding this button down during dialer startup will restore the factory settings, including the SSID and password. The default values are:

- **SSID:**PimponScorer
- **Password:**PimponScorer

Additional Considerations:

- It's important to note that the reset button method will erase any Wi-Fi hotspot settings you've made on the dialer.
- After performing a reset, you will need to reconfigure the dialer with the desired network parameters.



Access to the web interface:

Once connected to the marker's Wi-Fi network, open a web browser (Chrome, Firefox, Safari, Edge, etc.) on your device.

- **Enter the IP address of the bookmark:**The primary way to access the web interface is by entering the IP address of the bookmark, which is 192.168.6.1.

Important:Some browsers interpret single-word entries (such as an IP address) as a search query rather than a web address. To avoid this, you can add http:// to the IP address. Type http://192.168.6.1 in the address bar. Alternatively, you can use a trailing slash: 192.168.6.1/.

- **Access by any string not interpreted as a search:**Due to the bookmark's web server configuration, you can also access the web interface by entering any string in the address bar that isn't interpreted by the browser as a search. For example:
 - marker.com
 - pimpon.es
 - anything.com
 - local.com

In these cases, the browser will attempt to resolve the address locally within the bookmark's network, and if no server with that name is found, the bookmark's web server will respond by displaying its home page.

Example:

1. I plug the marker into power using a USB-C power adapter.
2. On my phone, I search for the Wi-Fi network "PimponScorer" and connect to it using the password "PimponScorer".
3. I open the browser on my phone and type http://192.168.6.1 (or 192.168.6.1/, or just bookmark.com) in the address bar.

Key points:

- Make sure your device is connected to the dialer's Wi-Fi network and not to another network.
- If you are having trouble accessing the web interface, please reset the dialer by unplugging and replugging it.

Important note for mobile users:On mobile devices, your browser may prioritize your data connection over your local Wi-Fi connection when trying to access the bookmark's web server. If you experience difficulty accessing the site, be sure to disable mobile data on your device.

Single access:

Only one device will have access to the hotspot. The first device to connect is the only one able to access the app.



Initial setup (optional):

When you first access the web interface, you may be prompted to perform some initial configuration. This configuration may include:

- **Change the dialer name (SSID):**To identify it more easily in the list of Wi-Fi networks.
- **Set a password for the dialer's Wi-Fi network:**For added security.
- **Incorporate the startup logos.**

Example:

1. I plug the marker into power using a USB-C power adapter.
2. On my phone, I search for the Wi-Fi network "PimponScorer" and connect to it using the password "PimponScorer".
3. I open the browser on my phone and type 192.168.6.1 in the address bar.
4. I access the dialer's web interface and set the network name to "PrimaryDialer" and set a new password.

Key points:

- If you can't find the default SSID or password, refer to the documentation that came with your product or contact technical support.
- Make sure your device is connected to the dialer's Wi-Fi network and not to another network.
- If you are having trouble accessing the web interface, please reset the dialer by unplugging and replugging it.



Web Interface

Web Interface

The Table Tennis Electronic Scoreboard offers a set of web interfaces for configuration, match control, and information display. These interfaces are accessible from any device with a web browser connected to the device's Wi-Fi network. They consist of the following pages:

- **Main Page (htmlContent.html):** This page serves as an entry point to the other sections of the scoreboard. It could display a summary of the current status, links to other pages, or general information.
- **Match Scoreboard Page (htmlContentS.html):** Displays the scoreboard during an individual match, allowing you to keep track of points, sets, etc.
- **Matchmaking Bookmark Page (htmlContentP.html):** Allows you to manage matches between several players or teams, showing the overall progress of the tournament or league.
- **Timeout Page (htmlContentT.html):** Dedicated to displaying relevant information during downtime, such as timers or messages.
- **Configuration Page (htmlContentC.html):** Allows you to configure scoreboard parameters, such as Wi-Fi network settings, scoring options, etc.
- **Logos Page (htmlContentL.html):** Allows you to upload, delete and select up to 9 logos in PNG format with dimensions of 40x24 pixels to display on screen.



Home Page (htmlContent.html)

This page acts as a main menu, allowing navigation to the other sections of the web interface.

- **Qualification:** Displays the title "Bookmark" (translated according to the selected language).
- **Navigation Buttons:**
 - "Match": Redirects to the Match Scoreboard page (htmlContentS.html).
 - "Encounter": Redirects to the Encounter Bookmark page (htmlContentP.html).
 - "Settings": Redirects to the Settings page (htmlContentC.html).

Interactivity:

- Button texts are updated according to the selected language.
- Buttons redirect to the corresponding pages when clicked.



Settings Page (htmlContentC.html)

The Configuration page (htmlContentC.html) allows the user to configure various aspects of the bookmark:

- **Color Settings:** Allows you to select the color of the marker's LEDs from Red, Green, and Blue. The currently selected color is displayed. There are three buttons: Red, Blue, and Green.
 - **Text and Number Color:** In addition to changing the LED color, this setting also affects the color of the text and numbers displayed on the various scoreboard pages (htmlContent.html, htmlContentC.html, htmlContentS.html, etc.). This allows the user to completely customize the scoreboard's appearance.
- **Brightness Settings:** Allows you to adjust the brightness of the LEDs. The current brightness level is displayed. There are two buttons: "Up" (Dark) to increase brightness and "Down" (Light) to decrease it.
- **Wi-Fi Settings:** Allows you to configure the SSID (network name) and password of the Wi-Fi network to which the marker will connect using two text fields: one for the SSID and one for the password.
- **Limitations for SSID (Network Name):**
 - Must be between 1 and 32 characters.
 - It can only include letters (AZ, az), numbers (0-9), hyphens (-), and underscores (_).
 - It cannot contain spaces or special characters.
- **Password Limitations:**
 - Must be at least 8 characters if not empty.
 - May contain letters, numbers and special characters.
 - It is recommended to use a secure combination for greater protection.

NOTE: If the SSID or password does not meet these rules, a warning message will be displayed and changes will not be saved.

- **Language Settings:** Allows you to select the interface language from the drop-down menu. This language affects the entire web interface and the text in the dashboard.
- **Mirror Mode:** This option allows you to reverse the display order of the scoreboard relative to the screen. There's a "Mirror" button that toggles this feature on or off. The button text will indicate whether mirror mode is active or not (e.g., "Mirror" or "Mirror: No").
- **Logo Management:** The button called "Logos" on this page allows you to access the section dedicated to managing logos (htmlContentI.html).
- **Save:** The Save button saves the dialer's configuration to internal memory. If saved, the configuration will persist after subsequent reboots. If not saved, the configuration will only be retained until a reboot, with the exception of the access point, SSID, and password parameters.
- **Reboot:** Restart the dialer to apply the changes to the access point, SSID, and password.

Interactivity:



- Changes to color, brightness, language, and mirror mode are applied immediately to the marker.
- To save the settings for a future startup, click the "Save" button. A confirmation message will appear before saving the changes.
- If the configuration is not saved, all changes will remain as long as the device is used. When you restart it or reconnect it, the configuration will only be maintained if it has been saved.
- There is a "Back" button to return to the previous page.

Configuración				
Color: Rojo		Brillo: 5		Espejo: No
COLOR	Rojo	Azul	Verde	
Idioma		ESP		
Brillo		Más	Menos	
SSID:	PimponScorer			
Contraseña	PimponScorer			
Salvar	Reinicio	Logos	Espejo	Volver
By Manolete				



Logos page (htmlContentL.html)

The Logos page (htmlContentI.html) allows the user to manage up to 9 logos to be displayed in the scoreboard. It offers the following features:

- **Management of up to 9 logos:**Nine spaces represented by buttons (id 1 to 9) are displayed where logos can be uploaded.
- **Uploading logos:**Double-clicking a button opens a menu with the options "Upload" and "Delete." Selecting "Upload" opens a dialog box for selecting an image file from the user's device.
- **Validations during loading:**Before uploading the file to the server, the following validations are performed on the client side:
 - **File format:**It must be a PNG (.png) file.
 - **Image dimensions:**It must have exact dimensions of 40x24 pixels.
 - **File size:**It is verified that the size does not exceed 4 MB.
- **Logo upload:**If the validations are successful, the file is uploaded to the server and saved.
- **Deleting logos:**Selecting "Delete" from the double-click menu removes the corresponding logo from the server and restores the default image to the button.
- **Selection of logos to display:**A single click on a button with a loaded logo selects or deselects that logo for display in the scoreboard. A green border around the button indicates that the logo is selected. Multiple logos can be selected.
- **Carousel display:**The selected logos will be displayed in a carousel, one after the other. This carousel will appear on the following screens:
 - Home screen (htmlContent.html)
 - Configuration Screen (htmlContentC.html)
 - Logo Screen (htmlContentI.html)

NOTE: If no logos are loaded or no logos are selected, the default logo will appear permanently.

- **Saving the selection:**Pressing the "Back" button saves the logo selection to the server and returns you to the Configuration page. To maintain the configuration upon startup, a save must be made in Configuration.
- **Language:**The interface texts, including error messages and menus, adapt to the language selected in the settings.

Interactivity:

- **Double-click a button:**Opens a menu to "Load" or "Delete" a logo.
- **A single click of a button:**Select or deselect a logo to display.
- **"Back" button:**Save your logo selection and return to the Settings page.

Characteristics of the logos:

- **Format:**PNG (.png).
- **Dimensions:**40x24 pixels.
- **Maximum quantity:**9 logos.



Config x +

No es seguro pimpon.com/htmlContent/

LOGOS

X	X	X
X	X	X
X	X	X

Volver

By Manolete

Buscar

21:47 06/04/2025



Match Scoreboard Page (htmlContentS.html)

This page is used to manage the scoreboard of a single match.

- **Marker:**The points for each player (A and B) are displayed in large font. The scoreboard color changes to red if a player exceeds 10 points and has a lead of more than one point.
- **Point Control: Points are limited to 19. Once this number is reached, the score will no longer increase. Therefore, if the score is exceeded, as indicated in the Table Tennis Technical Rules, the score must be reset and the score must be adjusted accordingly, starting from zero. The server must also be reconfigured.**
 - **Increase:**To increase a player's points, click directly on the number showing the player's score.
 - **Decrement:**To decrease a player's points, click the button below the player's score.
- **Game Control:**To increase a player's wins, click the button that displays the number of wins. The win counter increases to 9, and once it reaches 9, it resets to 0.
- **Cards:**Card buttons have been added at the top, between the Game and Timeout controls, one for each player (A and B). These buttons function as follows:
 - **Initial state:**The button displays a green letter and there is no card symbol on the board.
 - **First click:**The button letters change to yellow and a yellow card symbol appears on the scoreboard.
 - **Second click:**The button letters change to orange, and the symbol on the scoreboard updates to a card representing a more severe warning (yellow/red, depending on interpretation).
 - **Third click:**The button letters change to red and a red card symbol appears on the scoreboard.
 - **Fourth click:**The cycle restarts, returning to the initial state (green letter and no symbol on the scoreboard).
- **Timeouts:**
 - To request a timeout for a player, click the "T" button corresponding to that player.
 - When a time-out is requested, a one-minute (60-second) countdown begins.
 - **Automatic Completion:**After the minute has elapsed, the system automatically redirects to the Match Scoreboard page (htmlContentS.html).
 - **Manual Interruption:**The timeout can also be interrupted by clicking the "T" button again while the timer is active. This will also redirect to the Match Scoreboard page (htmlContentS.html).
 - The button color changes to red when a timeout has been called.
- **Points Reset:**A button ("Reset Points") to reset the current match's points to zero. A confirmation message is displayed before performing the reset.



- **Change Sides:**By clicking the "Swap" button, all of Player A's parameters are swapped with Player B's, and vice versa. This includes points, games won, and any other status associated with each player.
- **Server Setting:**Clicking the "Server" button rotates the serve between Player A, Player B, or without indicating, following the standard table tennis pattern: two serves for each player until the score reaches 10-10, and then alternately. The current server is visually indicated by a cross next to the score of the player serving. The server change is automatically updated with the score increment, maintaining the correct order. On the website, the score decrement button for each side displays "---" by default, but the serving side will display "-S-" on that button.
- **Total Reset:**A "Reset All" button to reset the entire match, including points, games, and cards, to zero. A confirmation message is displayed before performing the reset.
- **Return:**A button ("Back") to return to the main page (htmlContent.html).

NOTE: Buttons are displayed on the HTML page in the same color as the marker set. Except for the card and time buttons, these will initially be green, and then red if enabled, and the card color applied.

Interactivity:

- Changes in points and games are immediately applied to the scoreboard.
- The color of the point markers changes to red depending on the victory condition (more than 10 points and a lead of more than one point).
- The timeout buttons change color when requested and activate the timer.
- The server visual indicator is updated with each click of the "Server" button and during the scoring process.
- The card buttons change color (green, yellow, orange, red) and display the corresponding symbol on the scoreboard with each click.
- The point decrement button displays "---" or "-S-" depending on who is serving.
- In a 19 to 19 if a 20 to 19 occurs, the score is restarted (0 to 0) and is set to 10 to 9. The server is configured as necessary.



PimPon Scorer

No es seguro pimpon.com/htmlContentS

Marcador PimPon

0	Tiempo	Tarjeta	Tarjeta	Tiempo	0
0			0		
---			---		
Reiniciar Puntos	Cambio	Servidor	Reinicio Total	Volver	

By Manolete

Buscar
21:43
06/04/2025



Timer Page Times (htmlContentT.html)

This page displays a timer to control the duration of timeouts.

- **Timer:** The remaining timeout is displayed in a large numeric format (seconds). The timer starts at 60 seconds (1 minute) and counts down to 0, both on-screen and in the browser.
- **Interactivity:**
 - **Start:** The timer starts automatically when you access this page.
 - **Countdown:** The time is constantly updated on the screen, showing the countdown in real time.
 - **Automatic Completion:** When the time reaches 0, you are automatically redirected to the Match Scoreboard page (htmlContentS.html).
 - **Manual Interrupt (Return):** You can interrupt the timeout and return to the Match Scoreboard page (htmlContentS.html) at any time by clicking anywhere on the screen. There is no dedicated button for this; the entire screen acts as a "back" button.



Matchmaking Bookmark Page (htmlContentP.html)

This page is used to manage the scoreboard during a match, which can consist of several matches.

- **Marker:**The matches won by each team (Home and Away) are shown in a large font size.
- **Match Control:**
 - **Increase:**To increase a team's points, click directly on the number showing the team's score.
 - **Decrement:**To decrease a team's points, click the "---" button below the team's scoreboard.
- **Scoreboard Reset:**A button to reset the points for the current match within the match. A confirmation message is displayed before performing the reset. Important: This button resets the points for the current match, but does not affect the overall match score (matches won).
- **Team Selection:**The team names (Home and Away) are displayed.

Interactivity:

- Changes to points and matches are immediately applied to the scoreboard.



The screenshot shows a web browser window with the title "Match PimPon Scorer" and the URL "pimpon.com/htmlContentP". The page content is a scoreboard titled "Marcador Encuentro PimPon". It features a table with two columns: "Local" and "Visitante". Both columns show a score of "0". Below the scores are buttons for "--" (decrement) and "Reinicio" (reset) for the local team, and "--" (decrement) and "Volver" (return) for the visitor team. The page is attributed to "By Manolete".

Marcador Encuentro PimPon	
Local	Visitante
0	0
--	--
Reinicio	Volver





Troubleshooting

This section provides information for troubleshooting common problems that may arise when using the Table Tennis Electronic Scoreboard web interfaces.

Frequently Asked Questions (FAQ)

Here, the most common questions users may have will be listed, along with their answers. Some examples:

- **Q: How do I access the web interfaces?**
 - A: Connect a device (computer, mobile phone, tablet) to the Electronic Scoreboard's Wi-Fi network. Open a web browser and enter the device's IP address (e.g., 192.168.6.1).
- **Q: What do I do if I can't connect to the Dialer's Wi-Fi network?**
 - A: Make sure the Dialer device is powered on and transmitting a Wi-Fi signal. Restart the Dialer device and/or your device. Check the Wi-Fi network settings on your device.
- **Q: Why isn't the bookmark updating in my browser?**
 - A: Make sure your device has a stable Wi-Fi connection. Try refreshing the page in your browser. If the problem persists, restart your Dialer device.
- **Q: How do I reset the Dialer device?**
 - A: Remove power from the marker, wait 5 seconds, and then reconnect it.

Troubleshooting Common Connection or Operation Problems

This section provides steps to troubleshoot specific issues:

- **Problem: Unable to access web pages.**
 - **Solution:**
 1. Check Wi-Fi connection: Make sure your device is connected to the correct Dialer Wi-Fi network.
 2. Check IP Address: Make sure you are entering the correct IP address into your browser.
 3. Restart devices: Restart the Dialer device and your device (computer, mobile, etc.).
 4. Clear your browser cache: Clearing your browser's cache and cookies may resolve display issues.
 5. Try a different browser: Try accessing web pages with a different browser.

- **Problem: The bookmark is not syncing correctly.**



- **Solution:**
 1. Check your Wi-Fi connection: An unstable connection can cause syncing issues.
 2. Restart the Dialer device.
 3. Check for software updates: Make sure your Dialer device has the latest software.
- **Problem: Buttons are not responding.**
 - **Solution:**
 1. Refresh the page: Sometimes a simple refresh of the page fixes this problem.
 2. Check your Wi-Fi connection: An unstable connection can affect interactivity.
 3. Restart the Dialer device.
- **Problem:** Within seconds of connecting to the dialer's Wi-Fi, my phone disconnects and reconnects to my home Wi-Fi network.
 - **Cause:** This issue is due to some phones having the "Auto-Reconnect" option enabled for known Wi-Fi networks. When the phone detects that your home Wi-Fi network is available, it prioritizes that connection and disconnects from the dialer's Wi-Fi.
 - **Solution:**

To resolve this issue, you need to disable the "Auto Reconnect" option in your phone's Wi-Fi settings for your home Wi-Fi network. This way, your phone will maintain a connection to the dialer's Wi-Fi.

- **Steps to follow (may vary depending on the mobile model):**
 1. Open your mobile settings.
 2. Go to the Wi-Fi section.
 3. Find the list of saved Wi-Fi networks.
 4. Select your home Wi-Fi network.
 5. Disable the "Auto Reconnect" or similar option.
- **Additional recommendations:**
 1. If you're having trouble finding the "Auto Reconnect" option, consult your phone's user manual or search online for specific instructions for your model.
 2. If you want to use your home internet connection while using the dialer, you can connect the dialer to your home Wi-Fi network instead of creating its own network.
- **Grades:**
 1. It's important to remember that this issue only affects certain phones that have the "Auto Reconnect" option enabled.
 2. By disabling "Auto Reconnect," you may need to manually connect to your home Wi-Fi network each time you want to use it.



Technical Specifications

This section details the technical specifications of the Table Tennis Electronic Scoreboard hardware.

- **Panel dimensions:**
 - Width: 40 cm
 - Height: 30 cm
 - Depth: 5 cm
- **Type of LEDs:**
 - Technology: SMD
 - LED Size: 5050
 - Specific type: WS2812b
 - Number of LEDs: 960 LEDs
 - Brightness: Adjustable from 1 to 10.
- **Power Requirements:**
 - Input voltage: 5V DC
 - Maximum current: 1A
 - Average current in use < 500mA.
 - Maximum power consumption: 5 W
 - Connector type: USB-C
 - Power Supply: Not included (requires a 5V USB-C power supply with at least 1A output).
 - **Portable power supply:** For portable power, you can use a power bank with the following features:
 - 5V USB-C output.
 - Output current capacity of at least 1A.
 - Battery capacity appropriate for the desired duration.

