



MSX Multi-Sport Controller

Operating Instructions



MSX / MSX 5 Operating Instructions For Football

Your scoreboard model may not have all of the features listed below.
The MSX/MSX 5 Controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “**FUNCTION**” then “**1**” then “**ENTER**”.

The LCD screen will display something similar to below depending on your “**defaults**”. This screen is referred to as the “**scoring screen**”. It is a small version of the scoreboard

Home	<	12:00	Vis
0	3	TOL 3	0
1	Down	Qtr	1
10	YTG	Ball On	

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “**defaults**” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “**MODIFY SCORE RULES**” from the “**FUNCTION**” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **12 Minutes per Period, 25 seconds Play Clock time and 3 Timeouts per half.** If any of these programmable settings need to be changed, simply press the “**FUNCTION**” key (the scoreboard clock must be off), the LCD screen will look like below. This is the **MAIN MENU** screen. **With the clock off, pressing FUNCTION will always return you to this menu.**

- | |
|--|
| <p>Sport: Football</p> <ol style="list-style-type: none">1. New Game2. Restart3. Select Sport4. Modify Score Rules |
|--|

To change the factory or current defaults select “**4**” **MODIFY SCORE RULES**” then press, “**ENTER**”. The LCD screen will display the following information:

Sport: Football
Modify Scoring Rule:
Minutes per period =
Current = 12

If the minutes per period need to be changed to 20:00 as the default, simply enter **20** from the control keypad and press the **ENTER** key. The default is now set to 20:00 per period. This is only a default setting for convenience, any time may be entered and put on the clock during a game, but the default will always return the time to 20:00.

After you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need changed, press **NEXT**.) The following screen will show:

Sport: Football
Modify Scoring Rule:
Play Clock reset=
Current = 25

Again, to change to default setting, enter the numbers from the keypad then press **ENTER**, then press **NEXT** to advance to the next frame.

The next default frame is **Timeouts per half**. The LCD screen will show:

Sport: Football
Modify Scoring Rule:
Timeouts per half=
Current = 3

Again if you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need changed, press **NEXT**.) The following screen will show:

Sport: Football
Modify Scoring Rule:
Time for Halftime=
Current = 0

If you would like to check all of your default settings, simply press the **NEXT** key to cycle through each frame. If all of the settings are correct, press **“RESTORE LCD”** then “1” or “2” depending on your game situation to return to the **“scoring screen”**.

- Sport: Football**
- 1. New Game**
 - 2. Restart**
 - 3. Select Sport**
 - 4. Modify Score Rules**

Quick Operations Menu

Press **FUNCTION** then.....

Select “1”, and press “ENTER” to begin a new game.

Select “2”, and press “ENTER” to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select “2”, and press “ENTER”. This will restart the scoreboard with the correct information before the power failure.

Select “3”, and press “ENTER” to select a different sport (i.e.: basketball, baseball, etc.).

Select “4”, and press “ENTER” to modify the scoring rules for a particular sport.

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

Home	<	12:00		Vis
0	3	TOL	3	0
1	Down		Qtr	1
10	YTG		Ball On	

Functions of the Clock

To **start the clock**, turn the Clock On-Off switch to **“On”** and it will begin counting down. This can be done from the switch on the controller face or from the auxiliary hand-held switch if so equipped. The clock will count up or down but the system automatically defaults to down. This can be changed by pressing the **Clock Up/Down**.

When using the **auxiliary hand-held clock switch**, the clock switch on the controller face must stay in the **off** position.

To **set or change the time on the clock**, simply turn the clock off, enter the time and press **Clock Set**. This button is red and is located at the top left of the keypad.

Horn Features

To **activate the automatic horn** to blow when the clock reaches “0:00”, press **Auto Horn**. A red indicator light will come on to indicate that the horn is activated. You must turn the horn on if you want it to blow at 0:00. The horn will blow for two full seconds and turn itself off automatically. The Auto Horn light will stay on and the horn will blow again at 0:00 unless you turn it off by pressing Auto Horn a second time.

Standard Football System scoring keys:

Home Score – Increments the home score by 1 each time it is pressed or will add the number entered from the keypad to the score. If **reset** is pressed and then the Home Score key is pressed, this will reset the home score to 0.

Visitor Score – Operates the same as the Home Score key.

Clock Set – Sets the clock to the time entered from the keypad.

Clock Up/Down – Changes direction clock counts.

Auto Horn – Sets horn to blow at 0.

Quarter – Counts 1 – 2 – 3 – 4 – 1 each time it is pressed. Automatically advances at the end of the timed quarter.

Down -- Counts 1 – 2 – 3 – 4 – 1 each time it is pressed. Automatically displays a first down when Yards to Go displays 10.

Yards To Go – Enter the numbers from the keypad, press Yards to Go.
To clear to 0, press Yards to Go again, **enter the next number and press Ball On**.

Ball On – Enter the numbers from the keypad, press Ball on.
To clear to 0, press Ball On again, or **enter the next number and press Ball On**.

Home TOL – Will **increment down** by one each time it is pressed, or it will instantly “post” the number you enter from the keypad. To blank, press Reset.

Vis. TOL -- Will **increment down** by one each time it is pressed, or it will instantly “post” the number you enter from the keypad. To blank, press Reset.

Ball Poss – When pressed the Home Possession arrow lights then alternates between Home and Visitor as it is pressed.

Reset – Used in conjunction with other keys such as score or fouls. Will reset these back to zero or blank.

System Function Keys:

- Function** – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.
- Next** – go to next option/screen (in non-scoring setup mode).
- Back** – go to previous option/screen (in non-scoring setup mode).
- Enter** – select option (in non-scoring setup mode).
- Restore LCD** – return to scoring mode.

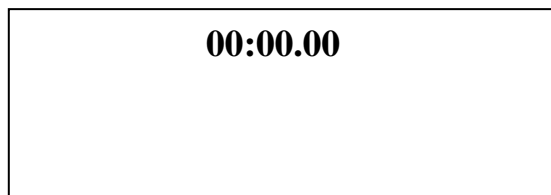
Additional Features

Play Clock – The play clock is controlled by the auxiliary joystick if equipped. The joystick has a Run and Reset Button. The on/off switch turns the clock on and off. The reset switch resets the clock to the preprogrammed default time or to the time entered from the keypad.

To **set the time on play clocks other than the default times**, with the play clock stopped, enter the time from the keypad and press the reset button on the play clock joystick (in controllers prior to version 2.5). In controllers with version 2.5 firmware or later (MSX controller), there is a key on the main keypad labeled “play clock set” which is used to temporarily set the play clock to a specific time other than the default time. Enter the time from keypad and press the “play clock set” button. This puts time back on the play clock and it will return to its default time the next time reset is pressed on the joystick.

To **blank the shot clocks**, press Reset on the controller, then Reset on the joystick. To restore the time, press reset on the joystick. In the controllers with version 2.5 firmware or later (MSX controller) press “shot clock set” button and this will reset back to zero or blank.

Track Clock – Press “Function” - “3” - “Enter” – “4” – Enter – “1” – Enter
This is an up counting Lap clock used for practice. It is available on **all** Spectrum Football scoreboards. The LCD will show only the time in this mode. Press FUNCTION to return to Football.





MSX / MSX 5 Operating Instructions For Baseball /Softball

Your scoreboard model may not have all of the features listed below.
The MSX/MSX 5 Controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “FUNCTION” then “1” then “ENTER”.

The LCD screen will display something similar to below depending on your “defaults”. This screen is referred to as the “scoring screen”. It is a small version of the scoreboard.

Home	Inn	Vis.	55:00
0	1	> 0	
P#	Ball	Strike	Out
	0	0	0

Note: If your scoreboard does not have a clock, you can still use the clock on the LCD screen to time the games.

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “defaults” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “MODIFY SCORE RULES” from the “FUNCTION” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **55 Minutes per game, Display Hr=1 Min=0, 60 TimeOut (seconds), AutoTimeout yes= 0** . If any of these programmable settings need to be changed, simply press the “FUNCTION” keypad and the LCD screen will look like below. This is the **MAIN MENU** screen. **FUNCTION will always return you to this menu.**

Sport: Baseball 1. New Game 2. Restart 3. Select Sport 4. Modify Score Rules

To change the factory or current defaults select “**4**” **MODIFY SCORE RULES**” then press, “**ENTER**”. The LCD screen will display the following information:

Sport: Baseball
Modify Scoring Rule:
Minutes per game =
Current = 55

If the minutes per period need to be changed to 90:00 as the default, simply enter **90** from the control keypad and press the **ENTER** key. The default is now set to 90:00 per game. This is only a default setting for convenience, any time may be entered and put on the clock during a game, but the default will always return the time to 90:00.

After you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need to be changed, press **NEXT**.) The following screen will show:

Sport: Baseball
Modify Scoring Rule:
Display Hr=1 Min =0
Current = 0

Again, to change the default setting, enter the numbers from the keypad then press **ENTER**, then press **NEXT** to advance to the next frame.

Sport: Line Score Ba
Modify Scoring Rule:
TimeOut (seconds) =
Current = 60

Again, to change the default setting, enter the numbers from the keypad then press **ENTER**, then press **NEXT** to advance to the next frame.

Sport: Line Score Ba
Modify Scoring Rule:
AutoTimeOut yes=1
Current = 0

If you would like to check all of your default settings, simply press the **NEXT** key to cycle through each frame. If all of the settings are correct, press “**RESTORE LCD**” then “**1**” or “**2**” depending on your game situation to return to the “**scoring screen**”.

Sport: Baseball 1. New Game 2. Restart 3. Select Sport 4. Modify Score Rules

Quick Operations Menu

Press **FUNCTION** then.....

Select “1”, and press “ENTER” to begin a new game.

Select “2”, and press “ENTER” to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select “2”, and press “ENTER”. This will restart the scoreboard with the correct information before the power failure.

Select “3”, and press “ENTER” to select a different sport (i.e.: football, baseball, etc.).

Select “4”, and press “ENTER” to modify the scoring rules for a particular sport (i.e.: change default times etc.)

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

Home	Inn	Vis.	55:00
0	1	> 0	Hit
P#	Ball	Strike	Out
24	0	0	0

Standard Baseball/Softball System scoring keys:

Home Score – Increments the home score by 1 each time it is pressed or will add the number entered from the keypad to the score. If **reset** is pressed and then the Home Score key is pressed, this will reset the home score to 0.

Visitor Score – Operates the same as the Home Score key.

Inning – Increments by one each time it is pressed and will change automatically after six outs. Reset will return it to “1”, any number entered from the keypad will instantly post.

Ball – Will increment by one each time it is pressed.

Strike -- Will increment by one each time it is pressed. Will automatically activate an out after 3 strikes.

Out -- Will increment by one each time it is pressed. Will automatically activate an inning change after 6 outs.

Hit and Error– On models with Hit and Error indicators, pressing hit or error will either activate a single lamp indicator or the letter “H” or “E”. Shows on the LCD screen as Hit or Error

At bat – On models with At Bat, enter the players number and press At Bat Shows on the LCD screen as “P#”.

Team At bat – On models with At Bat indicators, this will toggle the indicator Between Home and Visitor. Shows on the LCD screen as “>”.

Clock Set – Sets the clock to the time entered from the keypad.

Clock Up/Down – Changes direction clock counts.

Reset Ball/Strike – Instantly resets ball and strike digits to “0”.

Reset – Used in conjunction with other keys such as scores. Will reset these back to zero or blank.

System Function Keys:

Function – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.

Next – go to next option/screen (in non-scoring setup mode).

Back – go to previous option/screen (in non-scoring setup mode).

Enter – select option (in non-scoring setup mode).

Restore LCD – return to scoring mode.



MSX/MSX 5 Operating Instructions For Line Score Baseball

Your scoreboard model may not have all of the features listed below.
The MSX/MSX 5 controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “**FUNCTION**” then “**1**” then “**ENTER**”.

The LCD screen will display something similar to below depending on your “**defaults**”. This screen is referred to as the “**scoring screen**”. It is a small version of the scoreboard.

AB#	[I	0]	B	0]	S	0]	O	0]
I	1	2	3	4	5	6	7	8	9	0	R	H	E
V>											0	0	0
H											0	0	0

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “**defaults**” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “**MODIFY SCORE RULES**” from the “**FUNCTION**” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **10 seconds to show H/E, 60 seconds Timeout time, 1 Auto timeout, 90 Minutes per game.** If any of the programmable settings need to be changed, simply press the “**FUNCTION**” key and the LCD screen will look like below. This is the **MAIN MENU** screen. **By pressing FUNCTION will always return you to this menu.**

Sport: Line Score Ba
1. New Game 2. Restart
3. Select Sport
4. Modify Score Rules

To change the factory or current defaults select “**4**” **MODIFY SCORE RULES**” then press, “**ENTER**”. The LCD screen will display the following information:

Sport: Line Score Ba
Modify Scoring Rule:
Sec. To show H/E =
Current = 10

This screen is for how many seconds that the “H” of Hit or “E” of Error will display on the scoreboard when either of these buttons are pressed.
If the number of seconds needs to be changed, simply enter the seconds from the control keypad and press the **ENTER** key. The default is now set.

After you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need to be changed, press **NEXT**.) The following screen will show:

Sport: Line Score Ba
Modify Scoring Rule:
TimeOut (seconds) =
Current = 60

Again, to change the default setting, enter the numbers from the keypad then press **ENTER**, then press **NEXT** to advance to the next frame.

Sport: Line Score Ba
Modify Scoring Rule:
AutoTimeOut yes=1
Current = 0

Again, to change the default setting, enter the numbers from the keypad then press **ENTER**, then press **NEXT** to advance to the next frame.

Sport: Line Score Ba Modify Scoring Rule: Minutes per game = Current = 90
--

If the minutes per period need to be changed to 90:00 as the default, simply enter **90** from the control keypad and press the **ENTER** key. The default is now set to 90:00 per game. This is only a default setting for convenience, any time may be entered and put on the clock during a game, but the default will always return the time to 90:00.

If you would like to check all of your default settings, simply press the **NEXT** key to cycle through each frame. If all of the settings are correct, press **“RESTORE LCD”** then **“1”** or **“2”** depending on your game situation to return to the **“scoring screen”**.

Sport: Line Score Ba 1. New Game 2. Restart 3. Select Sport 4. Modify Score Rules
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Quick Operations Menu

Press **FUNCTION** then.....

Select **“1”**, and press **“ENTER”** to begin a new game.

Select **“2”**, and press **“ENTER”** to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select **“2”**, and press **“ENTER”**. This will restart the scoreboard with the correct information before the power failure.

Select **“3”**, and press **“ENTER”** to select a different sport (i.e.: football, baseball, etc.).

Select **“4”**, and press **“ENTER”** to modify the scoring rules for a particular sport.

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

1 ----->	AB#	[I 0]	B 0]	S 0]	O 0]
2 ----->	I	1 2 3 4 5 6 7 8 9 0	R	H	E
3 ----->	V>		0	0	0
4 ----->	H		0	0	0

The LCD display is a small version of the scoreboard and is arranged as such.

Line 1 is showing “AB#”, this stands for At Bat on the scoreboard. To the right shows [I 0] The “I” is for Inning, “B” for Ball, “S” Strike and “O” Outs.

Line 2 is showing “I” then 1-0, these are the innings 1 through 10, “R” Total Runs, “H” Hits and “E” Errors

Line 3 “V” is for Visitor Score and “>” indicates who is batting and what position you are scoring in. (ie; Home or Visitor) The At Bat indicator (>) will change to Home after three outs automatically.

Line 4 “H” is for Home Score and operates the same as the Home Score key.

To Start Play

The MSX/MS2000 Control Console always sets up for the Visiting team batting first. As a “rule of thumb”, when you first connect the control console **to start a new game**, press “FUNCTION” then “1” then “ENTER”. This will set you up to start and the LCD will show

AB#	[I	1]	B	0]	S	0]	O	0]
I	1	2	3	4	5	6	7	8	9	0	R	H	E
V>											0	0	0
H											0	0	0

It is important to remember that the controller is programmed to score “real game” information as it occurs. Some of the control functions automatically advance other digits or indicators on the scoreboard. Example- three strikes will advance the Out digit, three outs will change the At Bat indicator from Visitor to Home and so on. USE THE RED SCORE KEYS labeled “HOME” and VISITOR” TO ENTER SCORE BY INNINGS. The keys labeled Home Inn Score and Vis Inn Score are for correcting an inning in case of a mistake. Controller keys and how they work

Standard Line Score System scoring keys:

VISITOR

This red key will advance the inning score and total runs digits by one each time it is pressed. Entering a number from the keypad and pressing **Visitor** will add to the total **Runs** digits only. Press **Reset** and **Visitor** to reset Runs only.

HOME

This red key will advance the inning score and total runs digits by one each time it is pressed. Entering a number from the keypad and pressing **Home** will add to the total **Runs** digits only. Press **Reset** and **Home** to reset Runs only.

Ball -- Advances the Ball digit by one. **Reset** then **Ball** will return it to “0”.

Strike- Advances the Strike digit by one. At three strikes, the display rolls over to 0, advances Out, blanks the At Bat digits, and Resets the Ball digit to “0” automatically.

Out – Advances the Out digit by one. At three outs changes the At Bat indicator from Home to Visitor and a “0” appears in the current Innings digit if no runs have been scored. Six Outs will advance the Inning on the LCD screen.

Hit – Lights the “H” in the H/E display for 10 seconds then blanks. Advances the **current team at bat’s** total and blanks the At Bat digits. It also resets the Ball and Strike digits to “0”.

Error- Lights the “E” in the H/E display on the scoreboard, advances the current on field teams errors by one and then blanks after ten seconds.

At Bat- Enter the players number from the keypad and press **Player # At Bat**. If pressed again, the display will return to “0”. **Reset** then **Player# At Bat** will blank the display.

Reset – Mainly used to reset the total **Runs** for correction without affecting the current Inning scores. (not to be confused with reset ball/strike). Example: to correct the total Home score; press **Reset, Home**, correct numbers from the keypad, then **Home**. Reset also blanks At Bat.

Reset Ball/Strike – Instantly resets ball and strike digits to “0”.

Home inn score – Allows the operator to reset the current Home Inning with out affecting the total runs. To blank for correction press **Reset, Home Inning Score** enter a number from the keypad then press **Home Inning Score**.

Vis Inning Score – Works exactly like Home Inning score.

Inning – allows any Inning to be set for correction. Follow these steps:

1. Enter the number of the inning to be corrected from the keypad and press **Inning**.
2. Press **Reset**, either **Home** or **Visitor Inning Score** (whichever the correction needs made) then enter the correct number from the keypad and press **Home** or **Visitor Inning Score**.
3. To return to the current inning, enter the number of the inning from the keypad and press **Inning**. This will automatically return you to the Visitor half of the inning. If you need to return to the Home half, advance **Out** three times.

System Function Keys:

Function – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.

Next – go to next option/screen (in non-scoring setup mode).

Back – go to previous option/screen (in non-scoring setup mode).

Enter – select option (in non-scoring setup mode).

Restore LCD – return to scoring mode.



MSX / MSX 5 Operating Instructions For Basketball

Your scoreboard model may not have all of the features listed below.
The MSX/MSX 5 Controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “FUNCTION” then “1” then “ENTER”.

The LCD screen will display something similar to below depending on your “defaults”. This screen is referred to as the “scoring screen”. It is a small version of the scoreboard.

Home	8:00	Vis
0	Per. 1	0
Fouls	P# - Fouls	Fouls

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “defaults” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “MODIFY SCORE RULES” from the “FUNCTION” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **8 Minutes per Period, 45 seconds Shot Clock time, 60 seconds Timeout time, 7 Fouls for the first Bonus, default timeout horn at 15 seconds, alternate timeout horn at 10 seconds.** If any of these programmable settings need to be changed, simply press the “FUNCTION” key (the scoreboard clock must be off), the LCD screen will look like below. This is the **MAIN MENU** screen. **With the clock off, pressing FUNCTION will always return you to this menu.**

Sport: Basketball
1. New Game 2. Restart
3. Select Sport
4. Modify Score Rules

To change the factory or current defaults select “**4**” **MODIFY SCORE RULES**” then press, “**ENTER**”. The LCD screen will display the following information:

Sport: Basketball
Modify Scoring Rule:
Minutes per period =
Current = 8

If the minutes per period need to be changed to 12:00 as the default, simply enter **12** from the control keypad and press the **ENTER** key. The default is now set to 12:00 per period. This is only a default setting for convenience, any time may be entered and put on the clock during a game, but the default will always return the time to 12:00.

After you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need to be changed, press **NEXT**.) The following screen will show:

Sport: Basketball
Modify Scoring Rule:
Seconds in Timeout=
Current = 60

Again, to change the default setting, enter the numbers from the keypad then press **ENTER**, then press **NEXT** to advance to the next frame.

The next default frame is **Bonus after fouls**. This tells the scoreboard to display the bonus at 7 fouls. The LCD screen will show:

Sport: Basketball
Modify Scoring Rule:
Bonus after foul# =
Current = 7

This default will only change the first bonus. The second bonus will always appear at 10.

Again, to change to default setting, enter the numbers from the keypad then press **ENTER**, then press **NEXT** to advance to the next frame.

The next default frame is Shot Clock reset. This allows you to change the shot clock time (if you have shot clocks attached to this system) to meet your shot time requirements. The LCD screen will show:

Sport: Basketball
Modify Scoring Rule:
Shot Clock reset=
Current = 45

The next default frame is Default Timeout Horn. This allows you to change when the warning horn sounds for the default timeout (the factory setting is 15). The LCD screen will show:

Sport: Basketball
Modify Scoring Rule:
Def. TO Horn at secs=
Current = 15

The next default frame is Alternate Timeout Horn. This allows you to change when the warning horn sounds for the alternate timeout (the factory setting is 10). The LCD screen will show:

Sport: Basketball
Modify Scoring Rule:
Alt. TO Horn at secs=
Current = 10

After you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need changed, press **NEXT**.) The following screen will show:

The next default frame is **Time for Halftime**. The LCD screen will show:

Sport: Basketball
Modify Scoring Rule:
Time for Halftime
Current = 10

The **NEXT** key advances you from frame to frame. If the setting does not need changed, press **NEXT**. The following screen will show:

The next default frame is **Halftime after Per**. The LCD screen will show:

<p>Sport: Basketball Modify Scoring Rule: Halftime after Per # Current = 0</p>
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If you would like to check all of your default settings, simply press the **NEXT** key to cycle through each frame. If all of the settings are correct, press **“RESTORE LCD”** then “1” or “2” depending on your game situation to return to the **“scoring screen”**.

<p>Sport: Basketball 1. New Game 2. Restart 3. Select Sport 4. Modify Score Rules</p>

Quick Operations Menu

Press **FUNCTION** then.....

Select “1”, and press “ENTER” to begin a new game.

Select “2”, and press “ENTER” to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select “2”, and press “ENTER”. This will restart the scoreboard with the correct information before the power failure.

Select “3”, and press “ENTER” to select a different sport (i.e.: football, baseball, etc.).

Select “4”, and press “ENTER” to modify the scoring rules for a particular sport (i.e.: change default time per period, shot clock default time, timeout time, or number of fouls for bonus).

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

Home	8:00	Vis
0	Per. 1	0
Fouls	P# - Fouls	Fouls

Functions of the Clock

To **start the clock**, turn the Clock On-Off switch to “**On**” and it will begin counting down. This can be done from the switch on the controller face or from the auxiliary hand-held switch if so equipped. The clock will count up or down but the system automatically defaults to down. This can be changed by pressing the **Clock Up/Down**. When using the **auxiliary hand-held clock switch**, the clock switch on the controller face must stay in the **off** position.

To **set or change the time on the clock**, simply turn the clock off, enter the time and press **Clock Set**. This button is red and is located at the top left of the keypad.

The clock will display **tenths and hundredths of seconds** in the last minute of each period. When the clock on the scoreboard is in this mode, the lighted colons disappear, and a lighted decimal point appears between the four digits. Now the left two digits of the clock become seconds and the right two digits become tenths and hundredths. **To set the time in tenths and hundredths of seconds**, turn the clock off, enter the seconds and press **Clock Set** then enter the tenths and hundredths and press “. **00**”. Turn the clock on to resume play.

A “**Timeout**” can be entered into the controller with the clock on or off. If the clock is on, press timeout and the controller will “beep” to show it received your request. Then when the clock is stopped, the timeout will automatically appear and begin counting down from the pre-programmed default setting. When the time reaches 15 seconds, a short “warning” horn will blow to indicate that the timeout is nearly over. When the timeout ends, a long “beep” will be heard from the controller and the scoreboard clock will return back to the game time. To **interrupt the timeout**, either turn the clock switch on (in which case the clock will begin immediately counting down), press timeout again and return to original time (in this case the timeout is still running until the clock is turned on), or the most used method is to **press Reset then timeout**. This stops the timeout, returns original time and the clock is off. If you would like to enter a timeout other than the default setting during a game, simply **enter the time you wish and press timeout** (this is referred to as an alternate timeout). The alternate timeout will blow the “warning” horn at 10 seconds. Both of the warning horn times can be set in “Modify score rules”. Of course if you just press timeout, you will see the default timeout.

Horn Features

To **activate the automatic horn** to blow when the clock reaches “0:00”, press **Auto Horn**. A red indicator light will come on to indicate that the horn is activated. You must turn the horn on if you want it to blow at 0:00. The horn will blow for two full seconds and turn itself off automatically. The Auto Horn light will stay on and the horn will blow again at 0:00 unless you turn it off by pressing Auto Horn a second time.

To **activate a manual horn**, press **Horn / Sub** when the clock is off and the horn will blow. The **Sub feature** allows you to prepare a horn to sound the next time the clock is stopped to signal a substitution during the game. The Sub feature can only be activated when the clock is on. It is similar to the Auto Horn feature. **Press Horn / Sub** and a red indicator light will come on to indicate that a short horn will sound the next time the clock is turned off. This feature can be enabled or disabled at anytime while the clock is running.

Standard Basketball System scoring keys:

Home Score – Increments the home score by 1 each time it is pressed or will add the number entered from the keypad to the score. If **reset** is pressed and then the Home Score key is pressed, this will blank the home score.

Visitor Score – Operates the same as the Home Score key.

Clock Set – Sets the clock to the time entered from the keypad.

Clock Up/Down – Changes direction clock counts.

Auto Horn – Sets horn to blow at 0.

Sub/Man Horn – Blows horn for substitution when clock stops or blows manual horn when clock is off.

Period/Quarter – Counts 1 – 2 – 3 – 4 – 1 each time it is pressed.

Home Player No. – Enter the numbers from the keypad, press **Player Number**.
To clear to 0, press Player Number again, **to clear to blank** press Reset then Player Number. Or just **enter the next number and press Player Number**.

Home Player Foul – Enter the numbers from the keypad, press **Player Foul**.
To clear to 0, press Player Foul again, **to clear to blank** press Reset then Player Foul. Or just **enter the next number and press Player Foul**.

Visitor Player No. – Enter the numbers from the keypad, press **Player Number**.
To clear to 0, press Player Number again, **to clear to blank** press Reset then Player Number. Or just **enter the next number and press Player Number**.

Visitor Player Foul – Enter the numbers from the keypad, press **Player Foul**.
To clear to 0, press Player Foul again, **to clear to blank** press Reset then Player Foul. Or just **enter the next number and press Player Foul**.

Home Fouls – Will increment by one each time it is pressed, or it will instantly “post” the next number you enter from the keypad. To blank, press Reset.

Vis. Fouls -- Will increment by one each time it is pressed, or it will instantly “post” the next number you enter from the keypad. To blank, press Reset.

Ball Poss – When pressed the Home Possession arrow lights then alternates between Home and Visitor as it is pressed.

Home/Vis Bonus – Toggles on/off home and visitor bonus indicators each time it is pressed. Automatically activates from team fouls.

Timeout – Activates the timeout feature.

Reset – Used in conjunction with other keys such as score or fouls. Will reset these back to zero or blank.

System Function Keys:

Function – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.

Next – go to next option/screen (in non-scoring setup mode).

Back – go to previous option/screen (in non-scoring setup mode).

Enter – select option (in non-scoring setup mode).

Restore LCD – return to scoring mode.

Additional Features

Shot Clock – The shot clock is controlled by the auxiliary joystick if equipped.

The joystick has a Run and Reset Button. The on/off switch turns the shot clock on and off. When the shot clock counts down to 0, the shot clock violation horn will blow. The reset switch resets the shot clock to the preprogrammed default time.

To **set the time on shot clocks other than the default time**, with the shot clock stopped, enter the time from the keypad and press the reset button on the shot clock joystick (in controllers prior to version 2.5). In controllers with version 2.5 firmware or later (MSX controller), there is a key on the main keypad labeled “shot clock set” which is used to temporarily set the shot clock to a specific time other than the default time. Enter the time from the keypad and press the “shot clock set” button. This puts time back on the shot clock and it will return to its default time the next time reset is pressed on the joystick.

To **blank the shot clocks**, press Reset on the controller, then Reset on the joystick. To restore the time, press reset on the joystick. In the controllers with version 2.5 firmware or later (MSX controller) press “shot clock set” button and this will reset back to zero or blank.



MSX/MSX 5 Operating Instructions For Foul Panel

Your scoreboard model may not have all of the features listed below.
The MSX/MSX 5 controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “**FUNCTION**” then “**1**” then “**ENTER**”.

The LCD screen will display something similar to below depending on your “**defaults**”. This screen is referred to as the “**scoring screen**”. It is a small version of the scoreboard.

Home		1	0	*	2	<	0		3	<	0		
4	<	0		5	<	0		6	0		7	0	
8	0		9	0		10	0		11	0			
12	0		13	0		14	0		15	0			

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “**defaults**” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “**MODIFY SCORE RULES**” from the “**FUNCTION**” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **MENU** screen. **By pressing FUNCTION will always return you to this menu.**

- | |
|-------------------------------|
| Sport: Foul Panel |
| 1. New Game 2. Restart |
| 3. Select Sport |
| 4. Modify Score Rules |

NOTE: There are NO Modify Score Rules. Press “1” or “2” depending on your game situation.

Home		1	0	*	2	< 0		3	< 0	
		4	< 0		5	< 0		6	0	
		7	0		8	0		9	0	
		10	0		11	0		12	0	
		13	0		14	0		15	0	

Quick Operations Menu

Press **FUNCTION** then.....

Select “1”, and press “ENTER” to begin a new game.

Select “2”, and press “ENTER” to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select “2”, and press “ENTER”. This will restart the scoreboard with the correct information before the power failure.

Select “3”, and press “ENTER” to select a different sport (i.e.: football, baseball, etc.).

Select “4”, and press “ENTER” but again there are No Modify Rules.

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

Home		1	0	*	2	< 0		3	< 0	
		4	< 0		5	< 0		6	0	
		7	0		8	0		9	0	
		10	0		11	0		12	0	
		13	0		14	0		15	0	

Standard Baseball System scoring keys:

Setup Home Player – Will increment by one each time it is pressed. Will automatically activate an Home Player Number change after 15

Setup Visitor Player – Operates the same as the Setup Home Player.

Home Player – Press the number of player and press Home player, so that you can change In/Out, and Fouls.

Visitor Player – Operates the same as the Home Player.

Home Foul - Pressing any number of players on the LCD screen. Will be automatically be In or Out depends on your game.

Visitor Foul – Pressing any number of players on the LCD screen. Will be automatically be In or Out depends on your game.

Home In/Out – Pressing any number of players on the LCD screen. Will automatically be In or Out depends on your game.

Visitor In/Out – Operates the same as the Home In/Out.

Home/Vis LCD – It will change the LCD screen Home or Visitor.

Blank - – Instantly resets Foul Panel to “0”.

Reset Foul Panel - Press reset foul panel, so that you can change scores, fouls.

Reset – Used in conjunction with other keys such as scores and fouls. Will reset these back to zero or blank.

System Function Keys:

Function – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.

Next – go to next option/screen (in non-scoring setup mode).

Back – go to previous option/screen (in non-scoring setup mode).

Enter – select option (in non-scoring setup mode).

Restore LCD – return to scoring mode.



MSX / MSX 5 Operating Instructions For Soccer

Your scoreboard model may not have all of the features listed below.
The MSX/MSX 5 Controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “FUNCTION” then “1” then “ENTER”.

The LCD screen will display something similar to below depending on your “defaults”. This screen is referred to as the “scoring screen”. It is a small version of the scoreboard.

Home	40:00	Vis.
0	PER. 1	0
SOG	Fouls	Fouls
0	0	0
		SOG
		0

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “defaults” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “MODIFY SCORE RULES” from the “FUNCTION” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **40 Minutes per Period, 15 Time for Halftime, Clock: 1=up and 0=down**. If any of these programmable settings need to be changed, simply press the “FUNCTION” key (the scoreboard clock must be off), the LCD screen will look like below. This is the **MAIN MENU** screen. **With the clock off, pressing FUNCTION will always return you to this menu.**

Sport: Soccer
1. New Game 2. Restart
3. Select Sport
4. Modify Score Rules

To change the factory or current defaults select “**4** **MODIFY SCORE RULES**” then press “**ENTER**”. The LCD screen will display the following information:

Sport: Soccer
Modify Scoring Rule:
Minutes per game =
Current = 40

If the minutes per period need to be changed to 45:00 as the default, simply enter **45** from the control keypad and press the **ENTER** key. The default is now set to 45:00 per period. This is only a default setting. For convenience, any time may be entered and put on the clock during a game, but the default will always return the time to 45:00.

After you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need to be changed, press **NEXT**.) The following screen will show:

Sport: Soccer
Modify Scoring Rule:
Time for Halftime =
Current = 15

Again, to change the default setting, enter the numbers from the keypad then press **ENTER**, then press **NEXT** to advance to the next frame.

The next default frame is **Clock**. This tells the scoreboard to display the **Clock Up/Down** changes direction clock counts. The LCD screen will show:

Sport: Soccer
Modify Scoring Rule:
Clk: 1=up, 0=down
Current = 0

If you would like to check all of your default settings, simply press the **NEXT** key to cycle through each frame. If all of the settings are correct, press “**RESTORE LCD**” then “**1**” or “**2**” depending on your game situation to return to the “**scoring screen**”.

Sport: Soccer

- 1. New Game**
- 2. Restart**
- 3. Select Sport**
- 4. Modify Score Rules**

Quick Operations Menu

Press **FUNCTION** then.....

Select “1”, and press “ENTER” to begin a new game.

Select “2”, and press “ENTER” to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select “2”, and press “ENTER”. This will restart the scoreboard with the correct information before the power failure.

Select “3”, and press “ENTER” to select a different sport (i.e.: football, baseball, etc.).

Select “4”, and press “ENTER” to modify the scoring rules for a particular sport (i.e.: change default times etc.)

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

Home	40:00	Vis.
0	PER. 1	0
SOG	Fouls	Fouls
0	0	0
		SOG
		0

Standard Soccer System scoring keys:

Home Score – Increments the home score by 1 each time it is pressed or will add the number entered from the keypad to the score. If **reset** is pressed and then the Home Score key is pressed, this will reset the home score to 0.

Visitor Score – Operates the same as the Home Score key.

Clock Set – Sets the clock to the time entered from the keypad.

Clock Up/Down – Changes direction clock counts.

Auto Horn – Sets horn to blow down at 0 or up at 40:00.

Period – Counts 1-2-1 each time it is pressed. Automatically advances at the end of the timed period.

Home Fouls – Will increment by one each time it is pressed, or it will instantly “post” the next number you enter from the keypad. To blank, press Reset.

Visitor Fouls -- Will increment by one each time it is pressed, or it will instantly “post” the next number you enter from the keypad. To blank, press Reset.

Home Save - Increments by 1 each time it is pressed or will add the number entered from the keypad to the save. If **reset** is pressed and then the Home Save key is pressed, this will reset the home save to 0.

Visitor Save – Operates the same as Home Save.

Home Corner K - Increments by 1 each time it is pressed or will add the number entered from the keypad to the corner. If **reset** is pressed and then the Home Corner key is pressed, this will reset the home save to 0.

Visitor Corner K – Operates the same as Home Corner K.

Home Shots on Goal - Increments by one each time it is pressed.

Visitor Shots on Goal – Operates the same as Home Shots on Goal.

Reset – Used in conjunction with other keys such as score or fouls. Will reset these back to zero or blank.

Functions of the Clock

To **start the clock**, turn the Clock On-Off switch to “**On**” and it will begin counting up or down. This can be done from the switch on the controller face or from the auxiliary hand-held switch if so equipped. The clock will count up or down but the system automatically defaults to up/down. This can be changed by pressing the **Clock Up/Down**. When using the **auxiliary hand-held clock switch**, the clock switch on the controller face must stay in the **off** position.

To **set or change the time on the clock**, simply turn the clock off, enter the time and press **Clock Set**. This button is red and is located at the top left of the keypad.

Horn Features

To **activate the automatic horn** to blow when the clock reaches down to “0:00” or reaches up to “40:00”, press **Auto Horn**. A red indicator light will come on to indicate that the horn is activated. You must turn the horn on if you want it to blow at 0:00 or 40:00. The horn will blow for two full seconds and turn itself off automatically. The Auto Horn light will stay on and the horn will blow again at 0:00 or 40:00 unless you turn it off by pressing Auto Horn a second time.

System Function Keys:

- Function** – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.
- Next** – go to next option/screen (in non-scoring setup mode).
- Back** – go to previous option/screen (in non-scoring setup mode).
- Enter** – select option (in non-scoring setup mode).
- Restore LCD** – return to scoring mode.



MSX / MSX 5 Operating Instructions For Volleyball

Your scoreboard model may not have all of the features listed in these instructions.
The MSX/MSX 5 Controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “**FUNCTION**” then “**1**” then “**ENTER**”.

The LCD screen will display something similar to below depending on your “**defaults**”. This screen is referred to as the “**scoring screen**”. It is a small version of the scoreboard.

Home	8:00	Vis
0		0
Won	Game	Won
0	1	0

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “**defaults**” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “**MODIFY SCORE RULES**” from the “**FUNCTION**” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **8 Minutes per Period, 180 Seconds in Timeout**. If any of these programmable settings need to be changed, simply press the “**FUNCTION**” key (the scoreboard clock must be off), the LCD screen will look like below. This is the **MAIN MENU** screen. **With the clock off, pressing FUNCTION will always return you to this menu.**

Sport: Volleyball
1. New Game 2. Restart
3. Select Sport
4. Modify Score Rules

To change the factory or current defaults select “**4**” **MODIFY SCORE RULES**” then press “**ENTER**”. The LCD screen will display the following information:

Sport: Volleyball
Modify Scoring Rule:
Minutes per period =
Current = 8

If the minutes per period need to be changed to 20:00 as the default, simply enter **20** or any number from the control keypad and press the **ENTER** key. The default is now set to 20:00 per period. This is only a default setting for convenience, any time may be entered and put on the clock during a game, but the default will always return the time to 20:00.

After you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need changed, the following screen will show:

Sport: Volleyball
Modify Scoring Rule:
Seconds in timeout =
Current = 180

If you would like to check all of your default settings, simply press the **NEXT** key to cycle through each frame. If all of the settings are correct, press “**RESTORE LCD**” then “**1**” or “**2**” depending on your game situation to return to the “**scoring screen**”.

Sport: Volleyball
1. New Game 2. Restart
3. Select Sport
4. Modify Score Rules

Quick Operations Menu

Press **FUNCTION** then.....

Select “1”, and press “ENTER” to begin a new game.

Select “2”, and press “ENTER” to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select “2”, and press “ENTER”. This will restart the scoreboard with the correct information before the power failure.

Select “3”, and press “ENTER” to select a different sport (i.e.: basketball, baseball, etc.).

Select “4”, and press “ENTER” to modify the scoring rules for a particular sport.

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

Home	8:00	Vis
0		0
Won	Game	Won
0	1	0

Standard Volleyball System scoring keys:

Home Score – Increments the home score by 1 each time it is pressed or will add the number entered from the keypad to the score. If **reset** is pressed and then the Home Score key is pressed, this will reset the home score to 0.

Visitor Score – Operates the same as the Home Score key.

Quarter/Game – Counts 1 – 2 – 3 – 4 – 6-7-8-9– 1 each time it is pressed. Automatically advances at the end of the timed quarter.

Clock Set – Sets the clock to the time entered the number from the keypad and press “**Clock Set**”.

Clock Up/Down – Changes direction clock counts.

Auto Horn – Sets horn to blow at 0.

Home Won - Will increment by one each time it is pressed, or it will instantly “post” the next number you enter from the keypad. To blank, press Reset.

Vis Won - Will increment by one each time it is pressed, or it will instantly “post” the next number you enter from the keypad. To blank, press Reset.

Ball Poss – When pressed the Home Possession arrow lights then alternates between Home and Visitor as it is pressed.

Reset – Used in conjunction with other keys such as score or fouls. Will reset these back to zero or blank.

System Function Keys:

Function – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.

Next – go to next option/screen (in non-scoring setup mode).

Back – go to previous option/screen (in non-scoring setup mode).

Enter – select option (in non-scoring setup mode).



MSX / MSX 5 Operating Instructions For Practice Timer

Your scoreboard model may not have all of the features listed below.
The MSX/MSX 5 controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “**FUNCTION**” then “**1**” then “**ENTER**”.

The LCD screen will display something similar to below depending on your “**defaults**”. This screen is referred to as the “**scoring screen**”. It is a small version of the scoreboard.

Practice Timer	5:00
Segment: 1	Time: 5
Clock: Off, Up	

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “**defaults**” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “**MODIFY SCORE RULES**” from the “**FUNCTION**” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **5 Segment time**. If any of these programmable settings need to be changed, simply press the “**FUNCTION**” key and the LCD screen will look like below. This is the **MAIN MENU** screen. **FUNCTION will always return you to this menu.**

Sport: Practice Time
1. New Game 2. Restart
3. Select Sport
4. Modify Score Rules

To change the factory or current defaults select “**4** **MODIFY SCORE RULES**” then press “**ENTER**”. The LCD screen will display the following information:

Sport: Practice Time
Modify Scoring Rule:
Segment Time =
Current = 5

If the segment time needs to be changed to 5 as the default, simply enter 5 or any number from the control keypad and press the **ENTER** key. The default is now set to 5 per game. This is only a default setting for convenience, any time may be entered and put on the clock during a game, but the default will always return the time to 5.

If the settings are correct, press “**RESTORE LCD**” then “1” or “2” depending on your game situation to return to the “**scoring screen**”.

Sport: Practice Time
1. New Game 2. Restart
3. Select Sport
4. Modify Score Rules

Quick Operations Menu

Press FUNCTION then.....

Select “1”, and press “ENTER” to begin a new game.

Select “2”, and press “ENTER” to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select “2”, and press “ENTER”. This will restart the scoreboard with the correct information before the power failure.

Select “3”, and press “ENTER” to select a different sport (i.e.: football, baseball, etc.). Select “4”, and press “ENTER” to modify the scoring rules for a particular sport (i.e.: change default times etc.)

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

Practice Timer	5:00
Segment: 1	Time: 5
Clock: Off, Up	

Standard Practice Timer System scoring keys:

Default Time – Sets default time for most segments. If it the Timer needs to be change enter the number from the control keypad and press the “enter” key.

Segment – Select current segment. By 1 it is pressed each time will add or the number entered from keypad to the timer.

Segment Time – Sets time for current time. Operates the same as Default Time.

Clock Up/Down – Changes direction clock counts.

System Function Keys:

Function – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.

Next – go to next option/screen (in non-scoring setup mode).

Back – go to previous option/screen (in non-scoring setup mode).

Enter – select option (in non-scoring setup mode).

Restore LCD – return to scoring mode.



MSX / MSX 5 Operating Instructions For Total Scoring System

Your scoreboard model may not have all of the features listed below.
The MSX/MSX 5 Controller is designed to operate many different models.

SETUP

When the *MSX/MSX 5* controller is plugged in, the LCD screen on the control box will display the information from the previous game or the last information that was on the scoreboard when the controller was unplugged.

It will be necessary to “clear” the scoreboard and reset it for the new game. To do this, press “**FUNCTION**” then “**1**” then “**ENTER**”.

The LCD screen will display something similar to below depending on your “**defaults**”. This screen is referred to as the “**scoring screen**”. It is a small version of the scoreboard.

Home ----- 3 TOs lft

When the control console LCD is in this mode, you can begin using the scoreboard. If you wish to modify your default settings, continue with the information below. To begin using the scoreboard, proceed to OPERATION.

Your game “**defaults**” are settings that the controller will store for your specific needs. These defaults can be changed by selecting “**MODIFY SCORE RULES**” from the “**FUNCTION**” menu.

The *MSX/MSX 5* controller is preprogrammed from the factory to a standard default. The standard default settings are as follows: **6 Players, and 3 Timeouts at reset**. If any of these programmable settings need to be changed, simply press the “**FUNCTION**” key (the scoreboard clock must be off), the LCD screen will look like below. This is the **MAIN MENU** screen. **With the clock off, pressing FUNCTION will always return you to this menu.**

Sport: Total Scoring
1. New Game 2. Restart
3. Select Sport
4. Modify Score Rules

To change the factory or current defaults select “**4**” **MODIFY SCORE RULES**” then press, “**ENTER**”. The LCD screen will display the following information:

Sport: Total Scoring
Modify Scoring Rule:
Players to display =
Current = 6

After you have changed this default setting, press “**NEXT**” to proceed to the next setting. (The **NEXT** key advances you from frame to frame. If the setting does not need to be changed, press **NEXT**.) The following screen will show:

Sport: Total Scoring
Modify Scoring Rule:
Time outs at reset =
Current = 3

If you would like to check all of your default settings, simply press the **NEXT** key to cycle through each frame. If all of the settings are correct, press “**RESTORE LCD**” then “**1**” or “**2**” depending on your game situation to return to the “**scoring screen**”.

Sport: Total Scoring
2. New Game 2. Restart
5. Select Sport
6. Modify Score Rules

Quick Operations Menu

Press **FUNCTION** then.....

Select “**1**”, and press “**ENTER**” to begin a new game.

Select “**2**”, and press “**ENTER**” to restart the last game. This selection is typically used in the event of a power failure. When power is restored to the scoreboard, select “**2**”, and press “**ENTER**”. This will restart the scoreboard with the correct information before the power failure.

Select “**3**”, and press “**ENTER**” to select a different sport (i.e.: basketball, baseball, etc.).

Select “**4**”, and press “**ENTER**” to modify the scoring rules for a particular sport.

OPERATION

At the **Scoring Screen**, the scoreboard will be showing this information.

Home ----- 3 TOs lft
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Standard Total Scoring System scoring keys:

Select Home – To set up the Home Player Number by pressing “Select Home”.

Select Visitor - Operates the same as the Select Home key.

Player Number – You can now set up the home players by entering the players’ number from numeric keypad and pressing “Player Number”. As each player is entered, the number will be displayed on the LCD screen followed by two zeros indicating that the player has 0 points and 0 fouls.

Show Home Player Number – You can check which players have been entered by pressing the “Show Home Player #”.

Show Visitor Player Number – Operates the same as the Show Home Player Number key.

Score/Fouls – To change the points or fouls for a player, first select the player by entering the player number and pressing “Player Number” (the player selected will have an arrow beside the number). Then enter a number from the keypad and press “**Score**” or “**Fouls**”. You have to be in the Home screen to change home player stats and in the Visitor screen to change visitor stats.

Out Of Game – You can remove players by entering the player number by pressing “Out of Game”.

Note: You must be in the Home screen to add/remove home player and in the Visitor screen to add/remove visitor players.

Remove Number – Operates the same as the Out of Game.

Timeout – Activates the timeout feature. Change the amount of timeouts left by pressing the “Home Timeout” key.

Reset – Used in conjunction with other keys such as score or fouls. Will reset these back to zero or blank.

System Function Keys:

Function – enters setup mode to perform system functions (select sport, change scoring parameters, etc.) – clock must be off.

Next – go to next option/screen (in non-scoring setup mode).

Back – go to previous option/screen (in non-scoring setup mode).

Enter – select option (in non-scoring setup mode).

Restore LCD – return to scoring mode.