

MULTISPORT 500 COMPUTERIZED CONTROL CONSOLE

GENERAL - Spectrum's Multisport 500 control console is housed in a protective, convenient carrying case. This control console is 100% low voltage and does not require a 120-volt power cord. All scoreboard functions are controlled by long life, sealed membrane switches. Each time a switch on the control console is pushed, a /beep/ will be heard to indicate the switch has been energized. Some switches are color-coded and LED's (light emitting diodes) are used to enhance visual recognition of switches and their status. A microcomputer chip inside the control console reads the keyboard 10 times a second, processes the data and sends it to the scoreboard where it is interpreted by an /interpreter module/ and displayed on the scoreboard.

MULTISPORT - This controller can operate different scoreboards. After plugging the controller in, a number will be selected to choose a sport. The different sports available are:
1 = FOOTBALL MODE, 2 = BASKETBALL MODE, 3 = BASEBALL/SOFTBALL MODE,
4= TRACK MODE, 5= SOCCER MODE, 6= HOCKEY MODE, 7= PENALTY MODE

If the wrong sport is chosen, press, "RESET", then "MODE" then the number for the correct sport.

CONTROLLER OPERATION

STANDARD FEATURES

CLOCK - All clock controls are on the left side of the control console.

CLOCK ON/OFF - Move the "CLOCK ON OFF" switch to start and stop the clock. A green LED will light to indicate if the clock is on.

CLOCK TIME SET - Make sure clock is off. Enter any period of time from 99:59 to 1 second. Push the "CLOCK SET" switch. The digits will appear on the scoreboard. The clock's maximum read-out is 99:59. Any digit from 0 to 9 may be entered except for the third digit (the computer will not accept a number over 5 for the third digit). (The computer will not accept a number over 5 for the third digit).

AUTOMATIC CLOCK UPDATE - (Not available with all sports) When a time ending with :00 is entered (example: 15:00 not 15:59) and the clock is in the count down mode, that same time will automatically set-up on the clock after the clock has stopped at 0:00. The period indicator will also advance by one, automatically.

CLOCK UP/DOWN- Turn the clock off. Push the "CLOCK UP/DOWN" switch. A LED will indicate if the clock is in the up or down counting mode. If counting down, the clock will automatically stop at 0:00 if counting up, the clock will not stop automatically.

SCORES- Home and visitor score displays may be advanced in two ways: (1) Push a number switch on the keyboard then the "HOME" or "VISITOR" score switch to add the number to the digit displayed on the scoreboard, or (2) push the "HOME" or "VISITOR" score switch and the digit will increment by one.

RESET - To reset a digit, push “RESET” switch then the function switch to be reset.

MODE – Pressing this switch will display the sport mode number in the last digit of the clock display. If the sport is Baseball, the number will appear in the Innings display.

FOOTBALL OPERATION (#1)

DOWN/QUARTER- Enter a number on the numeric keypad, then press the switch labeled “YARDS TO GO”. The yards to go display will automatically reset to 10 on 1st down.

ADDITIONAL FEATURES FOUND ON ADVANCED FOOTBALL MODELS

BALL ON – Enter a number on the numeric keypad, and then press the switch labeled “BALL ON” (maximum read-out is 50).

BALL POSSESSION- The lighted football on the scoreboard, indicating which team has the ball, will change from the home to visitor side each time this switch is pressed.

HORN – When time runs out (@ 0:00), the horn will blow, if the horn is on. A red light beside the “HORN” switch indicates when the horn is on.

TIME OUTS LEFT – This function will start out at 9 and decrement by 1 each time the switch is pressed.

TRACK- Display the tenths and hundredths of second of an event by pressing “TRACK”. The clock must be in the up counting mode and the clock must be turned off to display this time.

BASKETBALL OPERATION (#2)

BONUS – Push the home or visitor bonus switch to turn the bonus shot indicator on/off. The bonus light will automatically come on after the opposing team accumulates 5 fouls. This number can be changed by entering a new number on the keypad, then pressing “2” then pressing entering a new number on the keypad, then pressing “2”, then pressing the switch labeled “UPDATE”. For example, to change the auto-bonus number to 7-team fouls press these switches in the following order “7” then “2” then “UPDATE”

This update will remain until the control console is unplugged.

BALL POSSESSION – (“POSS”) pushing this switch changes the possession indicator light from home to visitor.

PERIOD – Each time this switch is pushed the period indicator on the scoreboard will advance by one.

HORN – The manual horn can be blown at any time the clock is off by pushing then manual horn switch. The automatic horn may be turned on at any time (a LED will indicate when it is on). When on, the auto horn will blow for 2-1/2 seconds at the end of each period) 0:00. The horn will not automatically blow when the clock is in the up counting mode.

SUBSTITUTION – (“sub”) this feature allows the scorekeeper to enter substitutes (by pushing the “SUB” switch) when advised while the game is in progress. The scoreboard will then automatically blow the horn the next time the clock stops.

TIME OUT – Pushing this switch (when the clock is off) will start a 60 second countdown on the scoreboard clock for time outs. The time may also be temporarily set to a different time (in seconds) by entering at least a two digit number (up to 999 seconds) on the keypad, then pressing the “TIME OUT” switch. Or, the Time Out time can be changed for the entire game by entering the amount of time (in seconds), then pressing “1”, then pressing the switch labeled “UPDATE”.

The Time Out time will countdown on the scoreboard clock at 15 seconds a short warning blast will sound and at 0 seconds, the speaker in the console will alert the time keeper that the Time Out has expired. The Time Out time and game time can be displayed alternately by pushing the “Time Out” switch repeatedly.

The game may be restarted before the Time Out ends at any time by turning the clock on or by blowing the manual horn.

FRACTIONAL SECONDS – (“. 00”) By pushing this switch when the clock is stopped, the fractional seconds may be displayed. The fractional seconds are how many tenths and hundredths of a second there are left in the second being displayed on the clock at the time.

ADDITIONAL FEATURES FOUND ON ADVANCED BASKETBALL MODELS

TEAM FOULS – Each team foul switch operates like the score switches (maximum read-out is 19 however).

PLAYER NUMBER/PLAYER FOULS – Enter the correct number for the player’s number or the player’s fouls then push the appropriate switch (player’s number or player’s fouls). The “RESET” switch will reset these functions.

BASEBALL/SOFTBALL OPERATION (#3)

INNING – Will increment by one (from one to nine) when the “INNING” switch is pressed. Entering a number on the numeric keypad, then pressing the “INNING” switch may also set innings.

BALL – Increments the digit or indicator from zero to 3 when pressed. When the switch is pressed a fourth time, the digit will be reset to zero.

STRIKE – Increments the digit or indicator from zero to two when pressed. When the switch is pressed a third time, the digit will be reset to zero.

OUT - Will increment the digit or indicator from zero to two when pressed. On the third push, the digit for out, ball and strike will be reset to zero automatically.

HIT – Pressing this switch will turn the hit display on and off.

ERROR – Works same way as hit does.

ADDITIONAL FEATURES FOUND ON ADVANCED BASEBALL MODELS

AT BAT – To display the jersey number of the player at bat, enter the jersey number of the player on the numeric keypad, and then press the switch labeled “AT BAT”.

AVERAGE – To display the batting average of the player at bat, enter the player’s average on the numeric keypad, and then press the switch labeled “avg.”.

TEAM – When this switch is pressed, the scoreboard will indicate which team is at bat, changing each time the switch is pressed. This display will automatically change when the “OUT” switch has been pressed for the third time.

RULE – To display a numeric code to help explain the ruling of plays during a game, press the appropriate number, then the “RULE” switch, to display that number. There is no standard coding system, so it is usually printed in the program for the fans to interpret.

TRACK OPERATION (#4)

This mode will display a track clock, showing minutes, seconds, and tenths/hundredths of seconds. The tenths and hundredths will show up on the Visitor score lamp-bank of the scoreboard.

CLOCK OPERATION – To activate the clock, move the clock “ON/OFF” switch. To reset the clock, simply press the “CLOCK SET” switch.

SOCCER OPERATION (#5)

VISITOR/HOME TEAM FOULS – Increments by one when pressed, counts from 1 to 9.

VISITOR/HOME SHOTS ON GOAL – Works just like scores.

HALF – Changes a light to indicate first or second half.

HOCKEY OPERATION (#6)

PERIOD – Each time this switch is pushed the period indicator on the scoreboard will advance by one.

HORN – The manual horn can be blown at any time the clock is by pushing the manual horn switch. The automatic horn may be turned on at any time (a LED will indicate when it is on). When auto-horn is on, the horn will blow for 2-1/2 seconds at the end of each period at (0:00). The horn will not automatically blow when the clock is in the up counting mode.

PEN 1 / PEN 2 – To set the penalty time enter the amount of time (9:59 max) then press the appropriate penalty timers. If the game clock is already running, the penalty time will immediately start after it is entered. The clocks will blank when time has run out. To reset the clocks, simply press the appropriate penalty switch. All clocks will count simultaneously.

TROUBLE SHOOTING

Should the scoreboard fail to come on or act erratic, please have your electrician check the electrical power to the scoreboard to make sure that (1) the polarity is correct (is /hot/ and neutral are not reversed), (2) the ac voltage is 120 vac with the scoreboard lighted, and (3) there is a good ground wire going directly back to the breaker box as well as a proper earth ground at the scoreboard structure. All computer controls must have a good ground to operate correctly and safely. If there is any voltage or feedback on the ground line, an isolated ground going directly to the breaker box will need to be provided by the owner. Large motors, dryers, compressors, etc. should not be on the same power line as the scoreboard. The owner is responsible for supplying the correct and proper electrical power service to the scoreboard in accordance with the current National Electrical Code. The scoreboard warranty does not cover electrical power problems.