



MSX/MULTISPORT 2000 Operating Instructions For Line Score Baseball

Your scoreboard model may not have all of the features listed below.
The MSX/Multisport2000 controller is designed to operate many different models.

SETUP

When the *MSX/MULTISPORT 2000* 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/MULTISPORT 2000* 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.

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|---|
| <p>Sport: Line Score Ba Modify Scoring Rule: Minutes per game = Current = 90</p> |
|---|

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”**.

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|---|
| <p>Sport: Line Score Ba 1. New Game 2. Restart 3. Select Sport 4. Modify Score Rules</p> |
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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.