



MSX/MULTISPORT 2000 Operating Instructions For Basketball

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/MULTISPORT2000** 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/MULTISPORT2000** 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:

Sport: Basketball Modify Scoring Rule: Halftime after Per # 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: Basketball 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 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.