



# LCD Keyboard Operation Manual



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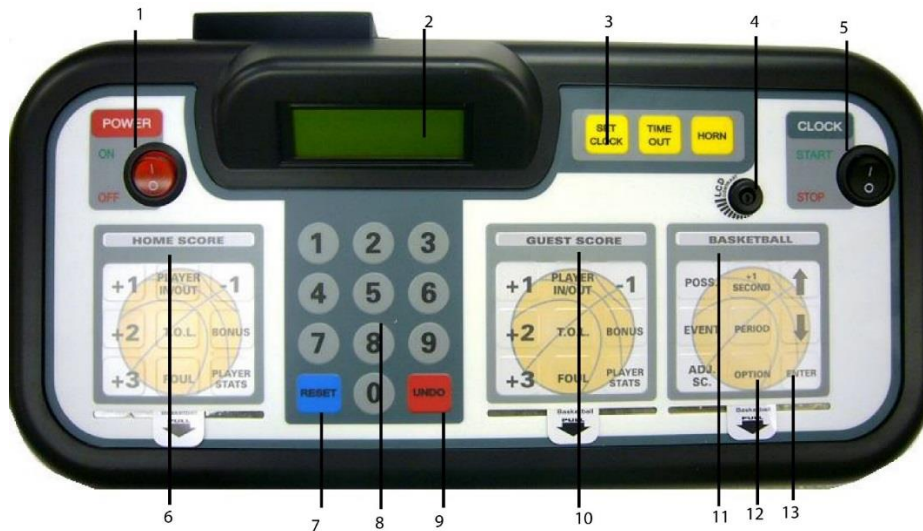
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# CONTROLLER DEFINITIONS



Before continuing, take a few moments and familiarize yourself with the following terms as they apply to the controller. They are referenced frequently throughout this manual.

**1. POWER Switch:**

The POWER switch is used to turn the controller ON and OFF.

**2. LCD Display:**

The controller's LCD displays all scoring information and option settings. Even though your scoreboard may not be equipped to display all scoring information discussed in this manual, all of this information will appear on the controller's LCD.

**3. CLOCK Controls:**

The CLOCK controls are used to set, start, and stop both the game clock and timeout clock. The horn button is also located in this section of the controller's keypad.

**4. CONTRAST Knob:**

The CONTRAST knob is used to change the brightness of the text in the LCD Display.

**5. CLOCK Start/Stop Switch:**

The CLOCK Start/Stop Switch is used to start and stop the game clock.

**6. HOME SCORE Keypad:**

The HOME SCORE keypad is used to enter scoring information for the HOME team.

**7. RESET Key:**

The RESET key is used to begin a new game. Using this key will clear out the status of an existing game and reset the scoreboard to the default startup values. When pressed and held for three seconds, the RESET key clears all scoring information while saving all option settings. This key is also used in combination with the OPTION key to enter the option menu.

**8. NUMERIC Keypad:**

The NUMERIC keypad is used to enter values when setting options and editing scoring information. This section also contains the RESET and UNDO keys.

**9. UNDO Key:**

The UNDO key is used to undo the last controller entry.

**10. GUEST SCORE Keypad:**

The GUEST SCORE keypad is used to enter scoring information for the GUEST team.

**11. GAME Keypad:**

The GAME keypad is used to enter values related to game play.

**12. OPTION Key:**

Pressing RESET, quickly followed by the OPTION key enters the option menu.

**13. ENTER Key:**

The ENTER key is used to accept any entry while in the option menu and to continue the last game scored when the controller is first turned ON.

## COMMUNICATION TO SCOREBOARD

### Cable Option

1. Using the supplied 5-pin, 20-ft. DIN cable, connect one end to either of the DIN sockets on back of the controller and the other end to the junction box receptacle.
2. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.



### Wireless Option

3. The wireless transmitter is mounted inside the LCD keyboard controller.
4. Connect the AC Adapter to the power jack on the back of the controller and into a standard 120V power source.



# GETTING STARTED

Begin by making sure the Game Inserts that came with your scoreboard are in the proper location on the controller, as in the image below. (The “HOME SCORE” goes into the far left slot; the “GUEST SCORE” goes into the slot immediately to the right of the number pad; and the general sport insert goes into the far right slot)



## A Note about this Operation Manual:

This manual is comprehensive for all of the scoreboard models available. The Network Setup Wizard, Home Menu Operation, and the Options Menu apply to all. Within each sport section there will be options explained that are not available to all models of scoreboards. Basketball is referenced on the screenshots for the Network setup but all sports apply.

## NETWORK SETUP WIZARD

This section will explain the setup of game networks, ranging from a single scoreboard to multiple devices to be controlled by a single LCD keyboard controller. You will have the ability to create multiple networks within a single facility by using this setup wizard, (i.e. full court basketball, half-court basketball, etc...). Follow the steps below:

### INITIAL SETUP (The very first time the LCD keyboard is powered up)

1. To begin ensure that ALL scoring/timing equipment such as scoreboards, shot clocks, delay of game clocks, locker room clocks, etc... are powered ON. If you have a cable operated controller ensure that the provided 5-pin din cable is hooked up. One end goes to the back of

the LCD keyboard and the other to the provided 2" x 4" junction box cover plate assembly (shown on page 4).

2. Power on your LCD keyboard controller. The following screens will appear:



End of Discovery  
2 Devices

(The LCD screen will show the quantity of devices that it picks up – should be the quantity of units that were powered up previously) Will then automatically go to:



No Networks

And then automatically to:



Network Wizard  
Enter to Start

3. Press the **ENTER** key located at the bottom right of the LCD keyboard face. The following will show up on the keyboards' LCD screen:



Power-On Devices  
Enter When Ready

4. After you press **ENTER**, another Device Discover screen will appear to verify that your devices were powered on: (scoreboards, shot clocks, etc...)



End of Discovery  
2 Devices

And will automatically proceed to:



Select Sport  
Basketball

This screen will show up with "**Select Sport**" but the bottom line will depend on the model(s) of scoreboard that you have purchased. If your scoreboard(s) are for different sports then you will have the ability to scroll through what is available to you. In this example it would come up as "**Basketball**" and you could scroll to "**Volleyball**" or "**Wrestling**".

Press **ENTER** to accept the desired sport.

5. After pressing **ENTER** the following screen will appear, asking you if you want to "**Use Scoreboard 1 of 2**" in the network that you are creating:



Use Scoreboard  
1 of 2? Yes

There will be one device flashing "I"s. (The flashing "I" shows that this is the "**1 of 2**" scoreboard). If this is your desire then press the **ENTER** key to accept this. If you are not wanting this device to be a part of this created network then simply press the **DOWN ARROW** to "**No**" for your selection.

Press the **ENTER** key to make your choice on this device, either Yes or No. Once you press the **ENTER** key it will take you to the next device.



Use Scoreboard  
2 of 2? Yes

This will continue until you have chosen "**Yes**" or "**No**" for all of the powered on devices. After you have chosen the status of your last device you will go through the saving steps.

6. The following screen will appear next. This is the step that will allow you to name the created network anything you would like, (i.e. "Varsity Football", "Girls Basketball", etc...)



Save Network As:  
Basketball

The flashing box shown here after "**Basketball**" is your cursor. You will now use the number pad on your LCD keyboard to name the network. The **UNDO** key is used to back over what is already on the LCD screen and the number keys are used for the letters needed for your named network.

7. Press the **ENTER** key when satisfied with your network name. This will take you to the following screen:





If you are done creating networks then you would press **ENTER** at this point. If you are adding additional networks press the **UP** or **DOWN ARROW** to get to the following:



Pressing the **ENTER** key here will take you back to **step #4**, where you will be selecting a sport once again. When you are done creating networks simply press the **ENTER** key at the "No" above under "**Add Another Network**". This will take you out to the Home Menu, shown below:



Congratulations! You have successfully set up one or more sports networks and can move on to the HOME MENU and operating the controller in regular game mode.

## HOME MENU OPERATION

This section will explain what you will be looking at when you power up your keyboard for day-to-day operation. This is after the initial Network Setup Wizard has been used to create the networks that you will be using at your location. There are some basic options that you have at this point and will be listed below.

1. To begin ensure that ALL scoring equipment such as scoreboards, shot clocks, delay of game clocks, locker room clocks, etc... are powered ON. If you have a cable operated controller ensure that the provided 5-pin din cable is hooked up. One end goes to the back of the LCD keyboard and the other to the provided 2" x 4" junction box cover plate assembly (shown on page 4).
2. Power on your LCD keyboard controller. The following screen will appear:





By pressing the **UP** or **DOWN ARROW** keys you will have the ability to scroll through the options of “**Add New Network**”, “**Edit Network**”, “**Delete Network**”, “**System Settings**” or “**Play Game**”. The following sections will explain how each of these work.

## **HOME MENU / Play Game. (Used to go play a game with an existing network)**



1. Pressing the **ENTER** key here will take you to a network selection screen:



2. If you only have one network set up press the **ENTER** key. If you have multiple networks created, then press the **UP** or **DOWN ARROW** keys to scroll to the network desired. Once there, press the **ENTER** key. This will take you directly into the beginning of a game.

## **HOME MENU / Add New Network. (Used to add additional networks)**



1. Pressing the **ENTER** key here will take you to the Network Wizard. Press the **ENTER** key on that screen to continue.
2. Go to Page 6, under **Step #2** / Network Setup Wizard, for step by step instructions.

## **HOME MENU / Edit Network. (Used to edit existing networks)**



1. Pressing the **ENTER** key here will go briefly to a Device Discover screen and then to a network selection screen:



2. Use the **UP** and **DOWN ARROW** keys to go the network that is to be edited. Once there press the **ENTER** key. This will take you back to **Step #4** of the Network Setup Wizard. For step by step instructions go back to page 6. It will ask you if you would like to “**Keep Scoreboard 1 of 2**” and so on as you toggle through the available devices.

## HOME MENU / Delete Network. (Used to delete existing networks)



1. Pressing the **ENTER** key here will take you to a network selection screen:



2. Use the **UP** and **DOWN ARROW** keys to go to the network that is to be deleted. Once there press the **ENTER** key. You will get a screen that asks you to confirm this deletion:



3. Use the **UP** and **DOWN ARROW** keys to go to “Yes” and then press **ENTER** to delete the selected network. Repeat these 3 steps to continue deleting additional networks. Pressing the **UNDO** key will take you back out to the **HOME MENU**. Scroll back to “**Play Game**” to continue. If all loaded networks are deleted, “**No Networks**” will appear and it will direct you to the Network Wizard to create.

## HOME MENU / System Settings. (Used to edit basic settings)



1. Pressing the **ENTER** key here will take you to the three different available system settings. By pressing the **UP** or **DOWN ARROW** keys you will have the ability to edit the "**Scrbrd Default**", "**Set Date**", or "**Set Time of Day**". They will be described below.



A green monochrome LCD screen showing the text "System Settines" on the top line and "Scrbrd Default" on the bottom line. A small vertical cursor is positioned to the right of "Scrbrd Default".

2. Pressing the **ENTER** key here will give you the following device section screen:



A green monochrome LCD screen showing the text "Select Device" on the top line and "Scrbrd: 2240" on the bottom line.

3. This screen allows you to scroll through your devices/scoreboards. By using the **UP** and **DOWN ARROW** you can go to each of your powered up devices. When you get to the desired device it will be flashing 0's. Press the **ENTER** key and you will then be able to use your **UP** and **DOWN ARROW** keys to choose between "**Flashing 8**", "**Time-of-Day**", or "**Digits Off**". Press the **ENTER** to select your choice. This is the option for what your "Not-In-Network" devices will be doing while in game mode.



A green monochrome LCD screen showing the text "System Settines" on the top line and "Set Date" on the bottom line. A small vertical cursor is positioned to the right of "Set Date".

4. Pressing the **ENTER** key here, you will bring up the following screen:



A green monochrome LCD screen showing the text "Enter Date" on the top line and "Jan 1 2001" on the bottom line. A small vertical cursor is positioned between "Jan" and "1".

5. Using the **UP** and **DOWN ARROW** keys and the **ENTER** key, set the date.



A green monochrome LCD screen showing the text "System Settines" on the top line and "Set Time of Day" on the bottom line. A small vertical cursor is positioned to the right of "Set Time of Day".

6. Pressing the **ENTER** key, here, will bring up the following screen:



A green monochrome LCD screen showing the text "Set Time of Day" on the top line and "12:50:12 AM" on the bottom line. A small vertical cursor is positioned between "12" and "50".

7. Using the UP and DOWN ARROW keys and the ENTER key, set the time of day.

## STARTUP MENU

This Startup Menu screen will appear if a game is cut short by powering the keyboard off unexpectedly or stopping the game before its completion.



1. To continue the unfinished/last game that was being controlled press the **ENTER** key at this screen. This will take you immediately to where you left off with your last game.
2. To start over use the **UP** or **DOWN ARROW** key to go to "**Home Menu**" and then press the **ENTER** key. This will take you back to the Home menu explained starting on page 9.

## USING THE OPTIONS MENU

The LCD keyboard controller is configured with default settings. Use this section of the Operating Instructions manual to make changes to the default settings for the Network that you are in. To access this **OPTIONS** menu you will need to be in a network and in game mode. You will then press and hold the **OPTION** key. Once in this menu you will see the following:



The following are the options available by sport. Scroll through these options by using the **UP** and **DOWN ARROW** keys. (*Not all scoreboard models have all of the options listed below*)

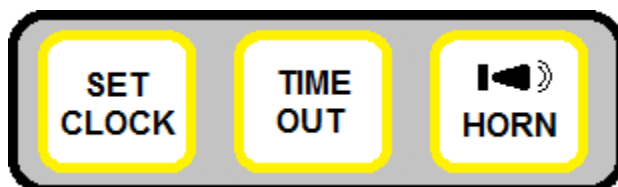
## BASEBALL/SOFTBALL OPTIONS AND OPERATION

**Baseball Options: (accessed by pressing and holding the OPTION key)**

**NOTE:** Not all options listed below are available for all baseball models – options are model specific.

1. **Team Names.** This option allows you to change the electronic team names on the face of your baseball scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Baseball Tod.** This option allows you to turn the baseball time of day off or back on. Use the **UP** and **DOWN ARROW** keys and then press the **ENTER** key to accept.
3. **Pitch Count.** This option allows you to use the scoreboard's AT BAT and H/E digits for pitch count displays. Press the **ENTER** key to go into this option and then the **UP** and **DOWN ARROW** keys to select between "**On**" and "**Off**".
4. **Pitch Cnt/Clock.** This option allows you to choose between using your scoreboard's clock digits for the time or for a pitch count display. Use the **UP** and **DOWN ARROW** keys to select between "**Pitch Count**" and "**Clock**". Press the **ENTER** key once you have made your choice.
5. **Set Brightness.** This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "**All Devices**". Once you press the **ENTER** key to choose an individual device or "**All Devices**" you can use your **UP** and **DOWN ARROW** keys to scroll between "**High**", "**Med**", or "**Low**". Press the **ENTER** key once you have made a choice.
6. **Msg Centers Off.** This option allows you to turn the message centers off in the network that you are in.
7. **Msg Centers On.** This option turns the message centers back on.

### Additional Baseball/Softball Options: (accessed by pressing the below keys on the keypad)



1. **SET CLOCK.** Pressing this "**SET CLOCK**" key on the keypad will take you into a menu titled "**Set Clock Menu**". This menu will enable you to manipulate the scoreboard's clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:
  - "**Use Time1 45:00**". Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the "45:00" listed here)
  - "**Use Time2 55:00**". Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the "55:00" listed here)
  - "**Enter Game Time**". Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
  - "**Edit Game Time1**". Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
  - "**Edit Game Time2**". Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
  - "**Show Time Of Day**". Press the **ENTER** key on this option to have your scoreboard display

the time of day. (for scoreboards with clock digits only).

**To go back to the regular game mode, without making a selection, press the RESET key.**

2. **TIME OUT.** Pressing this “**TIME OUT**” key on the keypad will automatically take you into a menu titled “**Timeout Menu**”. This menu will enable you to manipulate the scoreboard’s timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-“**Start T/O 1:00**”. Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the “1:00” listed here)

-“**Edit T/O Time**”. Press the **ENTER** key on this option to edit the default time for the time out. Use the number pad to enter the time and then press the **ENTER** key.

-“**Timeout Display**”. Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

-“**Timeout Alarm**”. Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

**To go back to the regular game mode, without making a selection, press the RESET key.**

3. **HORN KEY.** Pressing the “**Horn Key**” will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

## **Baseball Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)**

### **Home Score Keypad:**

**+1.** Press this key to add one point to the Home Score

**-1.** Press this key to subtract one point from the Home Score

**PC+1.** Press this key to add to the Home Pitch Count

**PC-1.** Press this key to subtract from the Home Pitch Count

**PC RESET.** Press this key to reset the Home Pitch Count

**HIT.** Press this key to display a Hit for the Home team

**ERROR.** Press this key to display an Error for the Home team

**NEW BAT AT BAT.** Press this key to input a new player at bat

**EDIT.** Press this key to edit one of the above choices

### **Guest Score Keypad:**

**+1.** Press this key to add one point to the Guest Score

**-1.** Press this key to subtract one point from the Guest Score

**PC+1.** Press this key to add to the Guest Pitch Count  
**PC-1.** Press this key to subtract from the Guest Pitch Count  
**PC RESET.** Press this key to reset the Guest Pitch Count  
**HIT.** Press this key to display a Hit for the Guest team  
**ERROR.** Press this key to display an Error for the Guest team  
**NEW BAT AT BAT.** Press this key to input a new player at bat  
**EDIT.** Press this key to edit one of the above choices

#### **Baseball/Softball Keypad:**

**BALL.** Press this key to add a Ball  
**STRIKE.** Press this key to add a Strike  
**Out.** Press this key to add an Out  
**+1 SECOND.** Press this key to add one second to the clock  
**INNING.** Press this key to advance the Inning  
**OPTION.** Press and hold this key to access the Options menu (shown above)  
**UP & DOWN ARROW.** Press these keys to scroll between items while in the Options menu  
**ENTER.** Press this key to accept selected options

#### **Number Keypad:**

**Numbers.** Used when editing input, etc...  
**RESET.** Press and hold to go back to Home Menu  
**UNDO.** Press to undo an option choice and to undo the last command

#### **Power Switch:**

This switch is used to power **ON** and **OFF** the LCD keyboard controller

#### **Clock Switch:**

This switch is used to **START** and **STOP** the game clock

## **BASKETBALL OPTIONS AND OPERATION**

**Basketball Options: (accessed by pressing and holding the OPTION key)**

**NOTE:** Not all options listed below are available for all basketball models – options are model specific.

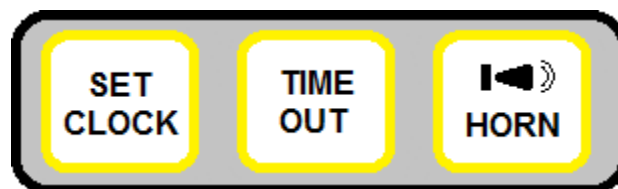
1. **Team Names.** This option allows you to change the electronic team names on the face of your basketball scoreboard(s). (These electronic team names are an option available at the



time or purchase or afterwards)

2. **Shot Clocks.** This option allows you turn the shot clocks **ON** or **OFF**.
3. **Shot Clock 1.** This option allows you to set default time 1 for your shot clocks. Use the number pad to input the time and then press the **ENTER** key.
4. **Shot Clock 2.** This option allows you to preset default time 2 for your shot clocks. Use your number pad to input the time and then press the **ENTER** key.
5. **Periods/Game.** This options allows you to set the periods per game. You can set the default from 1 – 9 periods using the **UP** and **DOWN ARROW** keys or the number pad to input. Press the **ENTER** key to accept.
6. **Max Team Fouls.** This option allows you to set the maximum team fouls that will be displayed on your scoreboard(s). Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.
7. **Bonus Fouls.** This option allows you to set the bonus foul quantity. Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.
8. **Double Bonus.** This option allows you to set the double bonus quantity. Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.
9. **Shot Clock Horn.** This option allows you to choose between a “**Stutter**” or a “**Normal**” horn sound for your shot clocks. Use the **UP** and **DOWN ARROW** keys and then press the **ENTER** key to accept.
10. **BackBrd Lights.** This option allows you to choose between your backboard lights being displayed or not. Press the **ENTER** to go into this option and they use the **UP** and **DOWN ARROW** keys to toggle between **On** and **Off**. Press **ENTER**, again, to make your choice.
11. **Set Brightness.** This option allows you to change the brightness of your scoreboard’s digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose “**All Devices**”. Once you press the **ENTER** key to choose an individual device or “**All Devices**” you can use the **UP** and **DOWN ARROW** keys to scroll between “**High**”, “**Med**”, or “**Low**”. Press the **ENTER** key once you have made a choice.
12. **Msg Centers Off.** This options allows you to turn the message centers off in the network that you are in.
13. **Msg Centers On.** This option turns the message centers back on.

## Additional Basketball Options: (accessed by pressing the below keys on the keypad)



1. **SET CLOCK.** Pressing this “**SET CLOCK**” key on the keypad will take you into a menu titled “**Set Clock Menu**”. This menu will enable you to manipulate the scoreboard’s clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:  
-“**Use Time1 8:00**”. Press the **ENTER** key on this option if you want to use the Time 1 preset.

(may be different then the “8:00” listed here)

-“**Use Time2 6:00**”. Press the **ENTER** key on this option if you want to use the Time 2 preset.

(may be different then the “6:00” listed here)

-“**Enter Game Time**”. Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Edit Game Time1**”. Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Edit Game Time2**”. Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Show Time Of Day**”. Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

**To go back to the regular game mode, without making a selection, press the RESET key.**

2. **TIME OUT**. Pressing this “**TIME OUT**” key on the keypad will automatically take you into a menu titled “**Timeout Menu**”. This menu will enable you to manipulate the scoreboard’s timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-“**Start TO1 1:00**”. Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the “1:00” listed here)

-“**Start TO2 0:30**”. Press the **ENTER** key on this option to immediately start your default time out counting down. (may be different then the “0:30” listed here)

-“**Edit TO1 Time**”. Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.

-“**Edit TO2 Time**”. Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.

-“**Timeout Display**”. Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

-“**Timeout Alarm**”. Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

-“**Timeout Warning**”. Press the **ENTER** key on this option to choose whether or not the timeout warning sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

**To go back to the regular game mode, without making a selection, press the RESET key.**

3. **HORN KEY**. Pressing the “**Horn Key**” will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

**Basketball Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)**

### Home Score Keypad:

- +1. Press this key to add one point to the Home Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.
- 1. Press this key to subtract one point from the Home Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.
- +2. Press this key to add 2 points to the Home Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.
- +3. Press this key to add 3 points to the Home Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

**PLAYER IN/OUT.** Press this key to input player numbers if using **PPF** Panels (Player, Point, Foul)

-Pressing this key will prompt you to input a "**Home Player In**". Use the number pad to input a player number and then press the **ENTER** key. Continue entering until all 5 starting players are put in.

-Pressing this key after this will prompt you to remove a player with "**Home Player Out**". Use the number pad to put in the exiting player's number then press the **ENTER** key. You will immediately be prompted with "**Home Player In**". You will use the number pad to put in the new player number and then press the **ENTER** key.

-Pressing and Holding this key will allow you to substitute ALL players at one time.

"**Substitute All Players?**" will appear on the LCD screen with a "**No**" and arrows on the right.

Use the **DOWN ARROW** to "**Yes**" and then press the **ENTER** key to substitute all players.

Once this is done you will have to input all 5 player numbers. If you choose to not substitute all players, press the **ENTER** key on "**No**".

**T.O.L.** Press this key to adjust the Home Time Outs. Once pressed it will automatically deduct one from the time outs left. Press the **ENTER** key to accept this or use the number pad to input a different number and then press the **ENTER** key.

**FOUL.** Press this key to enter a "**Home Team Foul**". (this feature counts up automatically)

-Press the **ENTER** key to accept the number of Home Fouls.

- "**Home Player**" number will then appear. Use the number pad to put in the player number and then press the **ENTER** key.

- "**Home # 5 Fouls**" will then appear to input this player's number of fouls (may be a different player number). This automatically counts up. Press the **ENTER** key to input this or use the number pad and then the **ENTER** key to input a different number of fouls.

**BONUS.** Press this key to display the Home Bonus. Press it a second time to display a Double Bonus.

**PLAYER STATS.** Press this key to review the Home Player Stats. "**Home #-Pts-FLS**" will appear on the LCD screen. Use the **DOWN ARROW** key to scroll through the player numbers. This feature shows the player number, points, and fouls.

### Guest Score Keypad:

- +1. Press this key to add one point to the Guest Score. You will be prompted to enter a player

number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

- 1. Press this key to subtract one point from the Guest Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.
- +2. Press this key to add 2 points to the Guest Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.
- +3. Press this key to add 3 points to the Guest Score. You will be prompted to enter a player number if your scoreboard model has this option. Use the number pad to input the player number and then press the **ENTER** key to accept.

**PLAYER IN/OUT.** Press this key to input player numbers if using **PPF** Panels (Player, Point, Foul)

-Pressing this key will prompt you to input a "**Guest Player In**". Use the number pad to input a player number and then press the **ENTER** key. Continue entering until all 5 starting players are put in.

-Pressing this key after this will prompt you to remove a player with "**Guest Player Out**". Use the number pad to put in the exiting player's number then press the **ENTER** key. You will immediately be prompted with "**Guest Player In**". You will use the number pad to put in the new player number and then press the **ENTER** key.

-Pressing and Holding this key will allow you to substitute ALL players at one time.

"**Substitute All Players?**" will appear on the LCD screen with a "**No**" and arrows on the right. Use the **DOWN ARROW** to "**Yes**" and then press the **ENTER** key to substitute all players.

Once this is done you will have to input all 5 player numbers. If you choose to not substitute all players, press the **ENTER** key on "**No**".

**T.O.L.** Press this key to adjust the Guest Time Outs. Once pressed it will automatically deduct one from the time outs left. Press the **ENTER** key to accept this or use the number pad to input a different number and then press the **ENTER** key.

**FOUL.** Press this key to enter a "**Guest Team Foul**". (this feature counts up automatically)

-Press the **ENTER** key to accept the number of Guest Fouls.

- "**Guest Player**" number will then appear. Use the number pad to put in the player number and then press the **ENTER** key.

- "**Guest # 5 Fouls**" will then appear to input this player's number of fouls (may be a different player number). This automatically counts up. Press the **ENTER** key to input this or use the number pad and then the **ENTER** key to input a different number of fouls.

**BONUS.** Press this key to display the Guest Bonus. Press it a second time to display a Double Bonus.

**PLAYER STATS.** Press this key to review the Guest Player Stats. "**Guest #-Pts-FLS**" will appear on the LCD screen. Use the **DOWN ARROW** key to scroll through the player numbers. This feature shows the player number, points, and fouls.

### **Basketball Keypad:**

**POSS.** Press this key toggle between Home and Guest Possession

**+1 SECOND.** Press this key to add one second to the clock

**PERIOD.** Press this key to advance the period by one

**ADJ. SC.** Press this key to adjust the displayed shot clocks. "**Set Shot Clock**" and a flashing cursor

will appear on the LCD screen. Use your number pad to input a desired shot clock time and then press the **ENTER** key.

**OPTION.** Press and hold this key to access the Options menu (shown above)

**UP & DOWN ARROW.** Press these keys to scroll between items while in the Options menu

**ENTER.** Press this key to accept selected options

### Number Keypad:

**Numbers.** Used when editing input, etc...

**RESET.** Press and hold to go back to Home Menu

**UNDO.** Press to undo an option choice and to undo the last command

### Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

### Clock Switch:

This switch is used to **START** and **STOP** the game clock

## FOOTBALL OPTIONS AND OPERATION

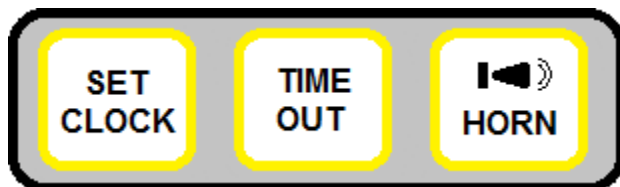
### **Football Options: (accessed by pressing and holding the **OPTION** key)**

**NOTE:** Not all options listed below are available for all football models – options are model specific.

1. **Team Names.** This option allows you to change the electronic team names on the face of your football scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Delay Of Game 1:** This option allows you to set default time 1 for your delay of game clocks. Use the number pad to input the time and then press the **ENTER** key.
3. **Delay of Game 2:** This option allows you to set default time 2 for your delay of game clocks. Use the number pad to input the time and then press the **ENTER** key.
4. **Football T/O's:** This option allows you to set the football time outs. Use the **UP** and **DOWN ARROW** keys, or the number pad, and then press the **ENTER** key to accept.
5. **Set Brightness:** This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "**All Devices**". Once you press the **ENTER** key to choose an individual device or "**All Devices**" you can use your **UP** and **DOWN ARROW** keys to scroll between "**High**", "**Med**", or "**Low**". Press the **ENTER** key once you have made a choice.
6. **Msg Centers Off.** This option allows you to turn the message centers off in the network that you are in.

7. **Msg Centers On.** This option turns the message centers back on.

## **Additional Football Options: (accessed by pressing the below keys on the keypad)**



1. **SET CLOCK.** Pressing this “**SET CLOCK**” key on the keypad will take you into a menu titled “**Set Clock Menu**”. This menu will enable you to manipulate the scoreboard’s clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-“**Use Time1 12:00**”. Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the “12:00” listed here)

-“**Use Time2 12:00**”. Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the “12:00” listed here)

-“**Enter Game Time**”. Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Edit Game Time1**”. Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Edit Game Time2**”. Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Show Time Of Day**”. Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

**To go back to the regular game mode, without making a selection, press the RESET key.**

2. **TIME OUT.** Pressing this “**TIME OUT**” key on the keypad will automatically take you into a menu titled “**Timeout Menu**”. This menu will enable you to manipulate the scoreboard’s timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-“**Start T/O 1:00**”. Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the “1:00” listed here)

-“**Edit T/O Time**”. Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.

-“**Timeout Display**”. Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

-“**Timeout Alarm**”. Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

To go back to the regular game mode, without making a selection, press the **RESET** key.

3. **HORN KEY.** Pressing the “**Horn Key**” will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

## **Football Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)**

### **Home Score Keypad:**

- +1.** Press this key to add one point to the Home Score
- 1.** Press this key to subtract one point from the Home Score.
- +3.** Press this key to add three points to the Home Score.
- +6.** Press this key to add six points to the Home Score
- POSS.** Press this key to display the Home Score Possession indicator
- T.O.L.** Press this key to adjust the Home Time Outs. Pressing it will automatically deduct one TOL from the Home Team.
- BALL ON.** Press this key to input the Ball On. You will be prompted with “**Ball On**” and a flashing cursor. Use the number pad to enter the yard line and then press the **ENTER** key.

### **Guest Score Keypad:**

- +1.** Press this key to add one point to the Guest Score
- 1.** Press this key to subtract one point from the Guest Score
- +3.** Press this key to add three points to the Guest Score.
- +6.** Press this key to add six points to the Guest Score
- POSS.** Press this key to display the Guest Score Possession indicator
- T.O.L.** Press this key to adjust the Guest Time Outs. Pressing it will automatically deduct one TOL from the Guest Team
- BALL ON.** Press this key to input the Ball On. You will be prompted with “**Ball On**” and a flashing cursor. Use the number pad to enter the yard line and then press the **ENTER** key
- ADJ. D.G.C.** Press this key to input a Delay of Game Clock time. “**Select DG Time**” will appear on the LCD screen. Using your **ARROW KEYS** you can scroll between “**DG Time 1:**”, “**DG Time 2:**” and “**Enter DG Time**”. Pressing the **ENTER** key on either “**DG Time1**” or “**DG Time 2**” will automatically change the delay of game clocks to the preset times attached to these. Pressing the **ENTER** key on “**Enter DG Time**” will prompt you to input a manual time. “**Enter DG Time**” and a flashing cursor will appear. Use the number pad to input the time and then press the **ENTER** key

### **Football Keypad:**

- DOWN.** Press this key to advance the Down display on the scoreboard
- +1 SECOND.** Press this key to add one second to the clock



**YARDS TO GO.** Press this key to adjust the Yards to Go. “**Enter Distance**” and a flashing cursor will appear on the LCD screen. Use the number pad to input this distance and then press the **ENTER** key.

**QUARTER.** Press this key to advance the quarter by one

**FIRST DOWN.** Press this key to automatically go to a First Down and 10 Yards to Go

**OPTION.** Press and hold this key to access the Options menu (shown above)

**UP & DOWN ARROW.** Press these keys to scroll between items while in the Options menu

**ENTER.** Press this key to accept selected options

### Number Keypad:

**Numbers.** Used when editing input, etc...

**RESET.** Press and hold to go back to Home Menu

**UNDO.** Press to undo an option choice and to undo the last command

### Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

### Clock Switch:

This switch is used to **START** and **STOP** the game clock

## HOCKEY/LACROSSE OPTIONS AND OPERATION

**Hockey Lacrosse Options: (accessed by pressing and holding the OPTION key)**

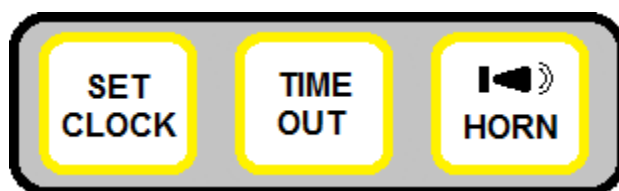
**NOTE:** Not all options listed below are available for all hockey/lacrosse models – options are model specific.

1. **Team Names.** This option allows you to change the electronic team names on the face of your hockey/lacrosse scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Hockey Goal Lt.** This option allows you to choose the scoreboard and associate it with the mini handheld that will operate its goal light. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices. Press the **ENTER** key to choose device and to associate it with a mini handheld.
3. **Set Brightness.** This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose “**All Devices**”. Once you press the

**ENTER** key to choose an individual device or “**All Devices**” you can use the **UP** and **DOWN ARROW** keys to scroll between “**High**”, “**Med**”, or “**Low**”. Press the **ENTER** key once you have made a choice.

4. **Msg Centers Off**. This option allows you to turn the message centers off in the network that you are in.
5. **Msg Centers On**. This option turns the message centers back on.

## **Additional Hockey/Lacrosse Options: (accessed by pressing the below keys on the keypad)**



1. **SET CLOCK**. Pressing this “**SET CLOCK**” key on the keypad will take you into a menu titled “**Set Clock Menu**”. This menu will enable you to manipulate the scoreboard’s clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-“**Use Time1 20:00**”. Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the “20:00” listed here)

-“**Use Time2 12:00**”. Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the “12:00” listed here)

-“**Enter Game Time**”. Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Edit Game Time1**”. Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Edit Game Time2**”. Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.

-“**Show Time Of Day**”. Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

**To go back to the regular game mode, without making a selection, press the RESET key.**

2. **TIME OUT**. Pressing this “**TIME OUT**” key on the keypad will automatically take you into a menu titled “**Timeout Menu**”. This menu will enable you to manipulate the scoreboard’s timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:
  - “**Start T/O 1:00**”. Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the “1:00” listed here)
  - “**Edit T/O Time**”. Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.
  - “**Timeout Display**”. Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off**

and then press the **ENTER** key to make your choice.

-“**Timeout Alarm**”. Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

**To go back to the regular game mode, without making a selection, press the RESET key.**

3. **HORN KEY.** Pressing the “**Horn Key**” will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

## **Hockey/Lacrosse Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)**

### **Home Score Keypad:**

**+1.** Press this key to add one point to the Home Score

**-1.** Press this key to subtract one point from the Home Score.

**+1 SHOT.** Press this key to add one to the Home Shots on Goal

**-1 SHOT.** Press this key to subtract one from the Home Shots on Goal

**POSS.** Press this key to display the Home Score Possession indicator

**PEN.** Press this key to add a Home Penalty.

“**Home Penalty**” and a cursor will appear on the LCD screen. Use the number pad to input the player number and then press the **ENTER** key

“**Home #23 time**” and a cursor will appear on the LCD screen. (the player number will vary depending on what was just put in). Press the **ENTER** key here to start the default penalty time or use the number pad to manually put in a time. Press **ENTER** key when done

**GOAL.** Press this key to display the Home Goal indicator on the scoreboard

### **Guest Score Keypad:**

**+1.** Press this key to add one point to the Guest Score

**-1.** Press this key to subtract one point from the Guest Score.

**+1 SHOT.** Press this key to add one to the Guest Shots on Goal

**-1 SHOT.** Press this key to subtract one from the Guest Shots on Goal

**POSS.** Press this key to display the Guest Score Possession indicator

**PEN.** Press this key to add a Guest Penalty.

“**Guest Penalty**” and a cursor will appear on the LCD screen. Use the number pad to input the player number and then press the **ENTER** key

“**Guest #23 time**” and a cursor will appear on the LCD screen. (the player number will vary depending on what was just put in). Press the **ENTER** key here to start the default penalty time or use the number pad to manually put in a time. Press **ENTER** key when done

**GOAL.** Press this key to display the Guest Goal indicator on the scoreboard

### **Hockey/Lacrosse Keypad:**

**+1 SECOND.** Press this key to add one second to the clock

**PERIOD.** Press this key to advance the period by one

**OPTION.** Press and hold this key to access the Options menu (shown above)

**UP & DOWN ARROW.** Press these keys to scroll between items while in the Options menu

**ENTER.** Press this key to accept selected options

### Number Keypad:

**Numbers.** Used when editing input, etc...

**RESET.** Press and hold to go back to Home Menu

**UNDO.** Press to undo an option choice and to undo the last command

### Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

### Clock Switch:

This switch is used to **START** and **STOP** the game clock

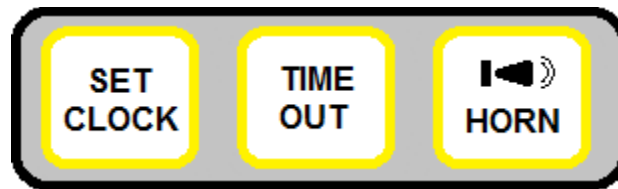
## **SOCCER OPTIONS AND OPERATION**

### **Soccer Options: (accessed by pressing and holding the OPTION key)**

**NOTE:** Not all options listed below are available for all soccer models – options are model specific.

1. **Team Names.** This option allows you to change the electronic team names on the face of your soccer scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Soccer Periods.** This option allows you to set the periods per game. You can set the default from 1 – 4 periods using the **UP** and **DOWN ARROW** keys or the number pad to input. Press the **ENTER** key to accept.
3. **Soccer Countup.** This option is used to toggle the clock's count up mode between "**On**" and "**Off**". Use the **UP** and **DOWN ARROW** keys to select and then the **ENTER** key to accept.
4. **Set Brightness.** This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "**All Devices**". Once you press the **ENTER** key to choose an individual device or "**All Devices**" you can use the **UP** and **DOWN ARROW** keys to scroll between "**High**", "**Med**", or "**Low**". Press the **ENTER** key once you have made a choice.
5. **Msg Centers Off.** This option allows you to turn the message centers off in the network that you are in.
6. **Msg Centers On.** This option turns the message centers back on.

## Additional Soccer Options: (accessed by pressing the below keys on the keypad)



1. **SET CLOCK.** Pressing this “**SET CLOCK**” key on the keypad will take you into a menu titled “**Set Clock Menu**”. This menu will enable you to manipulate the scoreboard’s clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

- “**Use Time1 20:00**”. Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the “20:00” listed here)
- “**Use Time2 12:00**”. Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the “12:00” listed here)
- “**Enter Game Time**”. Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
- “**Edit Game Time1**”. Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
- “**Edit Game Time2**”. Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
- “**Show Time Of Day**”. Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

**To go back to the regular game mode, without making a selection, press the RESET key.**

2. **TIME OUT.** Pressing this “**TIME OUT**” key on the keypad will automatically take you into a menu titled “**Timeout Menu**”. This menu will enable you to manipulate the scoreboard’s timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

- “**Start T/O 1:00**”. Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the “1:00” listed here)
- “**Edit T/O Time**”. Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.
- “**Timeout Display**”. Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.
- “**Timeout Alarm**”. Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

**To go back to the regular game mode, without making a selection, press the RESET key.**

3. **HORN KEY.** Pressing the “**Horn Key**” will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

**Soccer Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)**

**Home Score Keypad:**

- +1.** Press this key to add one point to the Home Score
- 1.** Press this key to subtract one point from the Home Score
- SHOTS.** Press this key to add one to the Home Shots on Goal
- PEN.** Press this key to add a Home Penalty. This will automatically add to the scoreboard display
- GOAL.** Press this key to display the Home Goal indicator on the scoreboard

**Guest Score Keypad:**

- +1.** Press this key to add one point to the Home Score
- 1.** Press this key to subtract one point from the Home Score
- SHOTS.** Press this key to add one to the Home Shots on Goal
- PEN.** Press this key to add a Home Penalty. This will automatically add to the scoreboard display
- GOAL.** Press this key to display the Home Goal indicator on the scoreboard

**Soccer Keypad:**

- +1 SECOND.** Press this key to add one second to the clock
- PERIOD.** Press this key to advance the period by one
- OPTION.** Press and hold this key to access the Options menu (shown above)
- UP & DOWN ARROW.** Press these keys to scroll between items while in the Options menu
- ENTER.** Press this key to accept selected options

**Number Keypad:**

- Numbers.** Used when editing input, etc...
- RESET.** Press and hold to go back to Home Menu
- UNDO.** Press to undo an option choice and to undo the last command

**Power Switch:**

This switch is used to power **ON** and **OFF** the LCD keyboard controller

**Clock Switch:**

This switch is used to **START** and **STOP** the game clock

# TRACK OPTIONS AND OPERATION

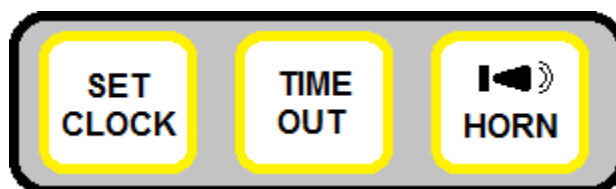
## Track Options: (accessed by pressing and holding the OPTION key)

**NOTE:** Not all options listed below are available for all track models – options are model specific.

### Track Timed / Track Distance

1. **Team Names.** This option allows you to change the electronic team names on the face of your track scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Set Brightness.** This option allows you to change the brightness of your scoreboard's digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose "**All Devices**". Once you press the **ENTER** key to choose an individual device or "**All Devices**" you can use the **UP** and **DOWN ARROW** keys to scroll between "**High**", "**Med**", or "**Low**". Press the **ENTER** key once you have made a choice.
3. **Msg Centers Off.** This option allows you to turn the message centers off in the network that you are in.
4. **Msg Centers On.** This option turns the message centers back on.

### Additional Track Options: (accessed by pressing the below keys on the keypad)



1. **SET CLOCK.** Pressing the "**SET CLOCK**" key on the keypad takes you to the option to "**Enter Time**". Use the number pad to enter a preset time and then press the **ENTER** key to accept.
2. **TIME OUT.** No function in this mode.
3. **HORN KEY.** Pressing the "**Horn Key**" will make your, optional, scoreboard horn sound. (This outdoor scoreboard horn is an option that is available at the time of purchase or afterwards)

**Track Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)**



### Home Score Keypad:

- +1. Press this key to add one point to the Home Score display
- 1. Press this key to subtract one point from the Home Score display

### Guest Score Display:

- +1. Press this key to add one point to the Guest Score display
- 1. Press this key to subtract one point from the Guest Score display

**THIS DIST.** Press this key to enter this distance

**BEST DIST.** Press this key to enter the best distance

### Track Keypad:

**PLACE.** Press this key to enter the current place. “**Enter Place**” and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input

**EVENT.** Press this key to enter the event number. “**Enter Event**” and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input

**TIME/DIST.** Press this key to toggle between Time and Distance

**LANE.** Press this key to enter the lane. “**Enter Lane**” and a flashing cursor will appear on your LCD screen. Use the number pad and the **ENTER** key to input

**HEAT.** Press this key to enter the heat. “**Enter Heat**” and a flashing cursor will appear on your LCD screen. Use the number pad and the **ENTER** key to input

**OPTION.** Press and hold this key to access the Options menu (shown above)

**UP & DOWN ARROW.** Press these keys to scroll between items while in the Options menu

**ENTER.** Press this key to accept selected options

### Number Keypad:

**Numbers.** Used when editing input, etc...

**RESET.** Press and hold to go back to Home Menu

**UNDO.** Press to undo an option choice and to undo the last command

### Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

### Clock Switch:

This switch is used to **START** and **STOP** the game clock

## **VOLLEYBALL OPTIONS AND OPERATION**

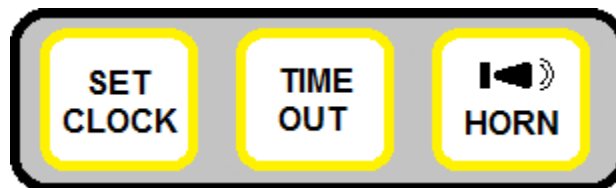
**Volleyball Options:** (accessed by pressing and holding the **OPTION**

key)

**NOTE: Not all options listed below are available for all volleyball models – options are model specific.**

1. **Team Names.** This option allows you to change the electronic team names on the face of your volleyball scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Volleyball Clock.** This options allows you to choose between “Off”, “Count-Down” and “Count-Up” for your volleyball clock. Press the **ENTER** key to go into this option and then the **ARROW KEYS** to scroll through these options. Press the **ENTER** key, again, to accept your option.
3. **Set Brightness.** This option allows you to change the brightness of your scoreboard’s digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose “All Devices”. Once you press the **ENTER** key to choose an individual device or “All Devices” you can use your **UP** and **DOWN ARROW** keys to scroll between “High”, “Med”, or “Low”. Press the **ENTER** key once you have made a choice.
4. **Msg Centers Off.** This option allows you to turn the message centers off in the network that you are in.
5. **Msg Centers On.** This option turns the message centers back on.

**Additional Volleyball Options: (accessed by pressing the below keys on the keypad)**



1. **SET CLOCK.** Pressing this “SET CLOCK” key on the keypad will take you into a menu titled “Set Clock Menu”. This menu will enable you to manipulate the scoreboard’s clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:
  - “**Use Time1 5:00**”. Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the “5:00” listed here)
  - “**Use Time2 5:00**”. Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the “5:00” listed here)
  - “**Enter Game Time**”. Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
  - “**Edit Game Time1**”. Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
  - “**Edit Game Time2**”. Press the **ENTER** key on this option to edit your Time 2 preset. Use the

number pad to input the time and then press the **ENTER** key to accept.

-**"Show Time Of Day"**. Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

**To go back to the regular game mode, without making a selection, press the RESET key.**

2. **TIME OUT**. Pressing this **"TIME OUT"** key on the keypad will automatically take you into a menu titled **"Timeout Menu"**. This menu will enable you to manipulate the scoreboard's timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:

-**"Start T/O 1:00"**. Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the "1:00" listed here)

-**"Edit T/O Time"**. Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.

-**"Timeout Display"**. Press the **ENTER** key on this option to choose whether or not the timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

-**"Timeout Alarm"**. Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

**To go back to the regular game mode, without making a selection, press the RESET key.**

3. **HORN KEY**. Pressing the **"Horn Key"** will make your, optional, scoreboard horn sound.

## **Volleyball Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)**

### **Home Score Keypad:**

**+1**. Press this key to add one point to the Home Score display

**-1**. Press this key to subtract one point from the Home Score display

**PLAYER IN/OUT**. Press this key to input player numbers if using **PPF** Panels (Player, Point, Foul)

-Pressing this key will prompt you to input a **"Home Player In"**. Use the number pad to input a player number and then press the **ENTER** key. Continue entering until all 5 starting players are put in.

-Pressing this key after this will prompt you to remove a player with **"Home Player Out"**. Use the number pad to put in the exiting player's number then press the **ENTER** key. You will immediately be prompted with **"Home Player In"**. You will use the number pad to put in the new player number and then press the **ENTER** key.

-Pressing and Holding this key will allow you to substitute ALL players at one time.

**"Substitute All Players?"** will appear on the LCD screen with a **"No"** and arrows on the right. Use the **DOWN ARROW** to **"Yes"** and then press the **ENTER** key to substitute all players.

Once this is done you will have to input all 5 player numbers. If you choose to not substitute all players, press the **ENTER** key on “No”

**ACE.** Press this key to input an Ace. “**Home Player**” and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input. “Home # 7 Aces” will then appear on the LCD screen. (may be a different player number) Use the number pad and the **ENTER** key to input that player number’s Aces. (this amount will automatically increase by one each time their player number is entered)

**KILL.** Press this key to input a Kill. “**Home Player**” and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input. “**Home # 7 Kills**” will then appear on the LCD screen. (may be a different player number) Use the number pad and the **ENTER** key to input that player number’s Kills. (this amount will automatically increase by one each time their player number is entered)

**PLAYER STATS.** Press this key to review the Home Player Stats. “**Home #-Ace-Kill**” will appear on the LCD screen. Use the **DOWN ARROW** key to scroll through the player numbers. This feature shows the player number, aces, and kills

#### **Guest Score Keypad:**

**+1.** Press this key to add one point to the Guest Score display

**-1.** Press this key to subtract one point from the Guest Score display

**PLAYER IN/OUT.** Press this key to input player numbers if using **PPF** Panels (Player, Point, Foul)

-Pressing this key will prompt you to input a “**Guest Player In**”. Use the number pad to input a player number and then press the **ENTER** key. Continue entering until all 5 starting players are put in.

-Pressing this key after this will prompt you to remove a player with “**Guest Player Out**”. Use the number pad to put in the exiting player’s number then press the **ENTER** key. You will immediately be prompted with “**Guest Player In**”. You will use the number pad to put in the new player number and then press the **ENTER** key.

-Pressing and Holding this key will allow you to substitute ALL players at one time.

“**Substitute All Players?**” will appear on the LCD screen with a “No” and arrows on the right. Use the **DOWN ARROW** to “Yes” and then press the **ENTER** key to substitute all players. Once this is done you will have to input all 5 player numbers. If you choose to not substitute all players, press the **ENTER** key on “No”

**ACE.** Press this key to input an Ace. “**Guest Player**” and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input. “**Guest # 7 Aces**” will then appear on the LCD screen. (may be a different player number) Use the number pad and the **ENTER** key to input that player number’s Aces. (this amount will automatically increase by one each time their player number is entered)

**KILL.** Press this key to input a Kill. “**Guest Player**” and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input. “**Guest # 7 Kills**” will then appear on the LCD screen. (may be a different player number) Use the number pad and the **ENTER** key to input that player number’s Kills. (this amount will automatically increase by one each time their player number is entered)

**PLAYER STATS.** Press this key to review the Guest Player Stats. “**Guest #-Ace-Kill**” will appear on the LCD screen. Use the **DOWN ARROW** key to scroll through the player numbers. This feature shows the player number, aces, and kills

### Volleyball Keypad:

**SERVER.** Press this key to toggle between Home and Guest as the serving side

**GAME NUMBER.** Press this key to enter the Game Number. “**Game Number**” and a flashing cursor will appear on the LCD screen. Use the number pad and the **ENTER** key to input

**RESET GAME.** Use this key to Reset the Game. Press the **RESET** key (located on the number pad), quickly followed by this **RESET GAME** key to perform this

**OPTION.** Press and hold this key to access the Options menu (shown above)

**UP & DOWN ARROW.** Press these keys to scroll between items while in the Options menu

**ENTER.** Press this key to accept selected options

### Number Keypad:

**Numbers.** Used when editing input, etc...

**RESET.** Press and hold to go back to Home Menu

**UNDO.** Press to undo an option choice and to undo the last command

### Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

### Clock Switch:

This switch is used to **START** and **STOP** the game clock

## WRESTLING OPTIONS AND OPERATION

**Wrestling Options: (accessed by pressing and holding the OPTION key)**

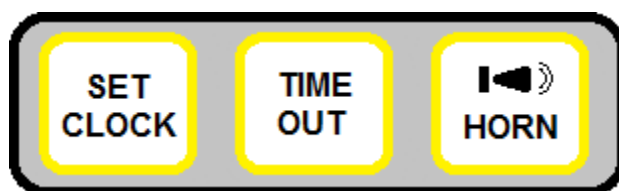
**NOTE: Not all options listed below are available for all wrestling models – options are model specific.**

1. **Team Names.** This option allows you to change the electronic team names on the face of your basketball scoreboard(s). (These electronic team names are an option available at the time of purchase or afterwards)
2. **Injury Display.** This option allow you to select whether the injury display is turned “**On**” or “**Off**” on your scoreboard. Use the **ENTER** key to access this option and then the **UP** and **DOWN ARROW** keys to scroll between the two. Press the **ENTER** key, again, to accept your choice.
3. **Set Brightness.** This option allows you to change the brightness of your scoreboard’s digits. Once you press the **ENTER** key to go into this option you will have to use the **UP** and **DOWN ARROW** keys to scroll between your devices or choose “**All Devices**”. Once you press the

**ENTER** key to choose an individual device or “**All Devices**” you can use the **UP** and **DOWN ARROW** keys to scroll between “**High**”, “**Med**”, or “**Low**”. Press the **ENTER** key once you have made a choice.

4. **Msg Centers Off**. This options allows you to turn the message centers off in the network that you are in.
5. **Msg Centers On**. This option turns the message centers back on.

## **Additional Wrestling Options: (accessed by pressing the below keys on the keypad)**



1. **SET CLOCK**. Pressing this “**SET CLOCK**” key on the keypad will take you into a menu titled “**Set Clock Menu**”. This menu will enable you to manipulate the scoreboard’s clock. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:
  - “**Use Time1 2:00**”. Press the **ENTER** key on this option if you want to use the Time 1 preset. (may be different then the “2:00” listed here)
  - “**Use Time2 2:00**”. Press the **ENTER** key on this option if you want to use the Time 2 preset. (may be different then the “2:00” listed here)
  - “**Enter Game Time**”. Press the **ENTER** key on this option to insert one-time only clock setting. Use the number pad to input the time and then press the **ENTER** key to accept.
  - “**Edit Game Time1**”. Press the **ENTER** key on this option to edit your Time 1 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
  - “**Edit Game Time2**”. Press the **ENTER** key on this option to edit your Time 2 preset. Use the number pad to input the time and then press the **ENTER** key to accept.
  - “**Show Time Of Day**”. Press the **ENTER** key on this option to have your scoreboard display the time of day. (for scoreboards with clock digits only).

**To go back to the regular game mode, without making a selection, press the RESET key.**

2. **TIME OUT**. Pressing this “**TIME OUT**” key on the keypad will automatically take you into a menu titled “**Timeout Menu**”. This menu will enable you to manipulate the scoreboard’s timeout options. Using the **UP** and **DOWN ARROW** keys will enable you to scroll through several different options, listed below:
  - “**Start T/O 1:00**”. Press the **ENTER** key on this option to immediately start your default time out time counting down. (may be different then the “1:00” listed here)
  - “**Edit T/O Time**”. Press the **ENTER** key on this option to edit the default time for this time out. Use the number pad to enter the time and then press the **ENTER** key.
  - “**Timeout Display**”. Press the **ENTER** key on this option to choose whether or not the

timeout will display on the scoreboard. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

-“**Timeout Alarm**”. Press the **ENTER** key on this option to choose whether or not the timeout alarm sounds. Use the **ARROW** keys to toggle between **On** and **Off** and then press the **ENTER** key to make your choice.

To go back to the regular game mode, without making a selection, press the **RESET** key.

3. **HORN KEY**. Pressing the “**Horn Key**” will make your, optional, scoreboard horn sound.

**Wrestling Operation: (explains keypad functions for scoreboard control. Functions are model specific – your model may or may not have all of the functions listed below)**

**Initial Wrestling Step: Once in a Wrestling network you will be prompted to enter a “Weight Class”. Use the Number pad to do this and then press the ENTER key.**

**Home Score Keypad:**

**+1**. Press this key to add one point to the Home Score display

**-1**. Press this key to subtract one point from the Home Score display

**+2**. Press this key to add two points to the Home Score display

**+3**. Press this key to add three points to the Home Score display

**+1/2 POINT**. Press this key to add a ½ point to the Team Score

**TEAM SCORE**. Press this key to add points to the Home Team Score. Once pressed, the Home Team Score will flash on the keyboard’s LCD screen. While it is flashing you can press the “**+1**”, “**+2**”, “**+3**”, “**+ ½ POINT**” or “**-1**” keys to add or subtract this score

**BLOOD**. Press this key to start the Blood time for the Home team. Press this key again and it will go back to the timer

**INJ**. Press this key to view the total Home Injury time

**Guest Score Keypad:**

**+1**. Press this key to add one point to the Guest Score display

**-1**. Press this key to subtract one point from the Guest Score display

**+2**. Press this key to add two points to the Guest Score display

**+3**. Press this key to add three points to the Guest Score display

**+1/2 POINT**. Press this key to add a ½ point to the Team Score

**TEAM SCORE**. Press this key to add points to the Guest Team Score. Once pressed, the Guest Team Score will flash on the keyboard’s LCD screen. While it is flashing you can press the “**+1**”, “**+2**”, “**+3**”, “**+ ½ POINT**” or “**-1**” keys to add or subtract this score

**BLOOD**. Press this key to start the Blood time for the Guest team. Press this key again and it will go back to the timer

**INJ**. Press this key to view the total Guest Injury time

### Wrestling Keypad:

**ADV.** Press this key to toggle between Home and Guest Advantage

**+1 SECOND.** Press this key to add one second to the clock

**ADV TIMER.** Press this key to start the Advantage Timer

**PERIOD.** Press key to advance the Period

**RESET GAME.** Use this key to Reset the Game. Press the **RESET** key (located on the number pad), quickly followed by this **RESET GAME** key to perform this. You will then be prompted with "**Weight Class**". Use the number pad to enter the weight class and then press the **ENTER** key

**OPTION.** Press and hold this key to access the Options menu (shown above)

**UP & DOWN ARROW.** Press these keys to scroll between items while in the Options menu

**ENTER.** Press this key to accept selected options

### Number Keypad:

**Numbers.** Used when editing input, etc...

**RESET.** Press and hold to go back to Home Menu

**UNDO.** Press to undo an option choice and to undo the last command

### Power Switch:

This switch is used to power **ON** and **OFF** the LCD keyboard controller

### Clock Switch:

This switch is used to **START** and **STOP** the game clock

## SECONDARY CONTROLLERS

### **Cable Shot Clock / Delay of Game Clock Controller**





The Cable Shot Clock / Delay of Game Clock Controller is plugged in as shown on the previous page. While in Basketball or Football you can use this to Start, Stop, Reset, and toggle between preset times.

## Cable Remote Game Clock Switch



The Cabled Remote Clock Switch is plugged in as shown and is used in the place of the game clock's start/stop switch located on the LCD Keyboard Controller.

## Mini Handheld Controllers for Game Clock Sideline, Delay of Game Clock Sideline and Lacrosse Shot Clocks



The Lacrosse Shot Clock Controller and the D.O. G. Clock controller are offered as a sideline option for controlling your Lacrosse/D.O.G clocks.

The Game Clock Sideline Controller is used in the place of the Game Clock Switch, (located on the LCD Keyboard Controller), and the optional remote clock switch from page 38. This Game Clock Controller can be used to operate the game clock for all sports.

Once powered up they will automatically join the network being used. This takes a few seconds once the power switch is turned to "on".

It is important to understand that only one controlling method at a time needs to be used, (i.e... if it is your intention to use the Mini Handheld Game Clock Controller then you would just use it and not use the LCD Keyboard Controller's clock switch or the cabled Remote Clock Switch). The same goes with the Lacrosse Shot Clock and the Delay of Game Controllers – you would use just them and not a combination of them and the Cable Shot Clock / Delay of Game Clock Controller.

