



MPC-6

MPC-6 / MPCW-6 Cricket

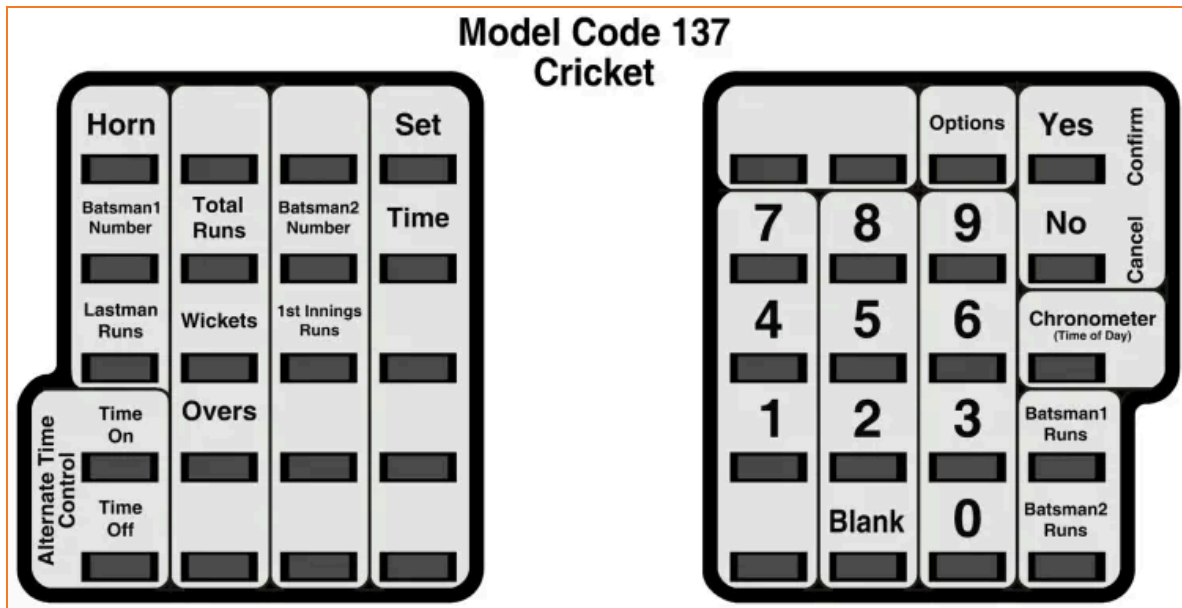
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Scoreboard Operator's Instructions MPC Control

Model Code 137 — Cricket



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NOTE

NOTE: Some features on the keyboard overlay may not be included on the particular model being operated.

These Instructions are for the Following Models

LED models:

- 9560

- 9660

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START UP PROCEDURE

When you turn the control on, the traveling display prompts you to "**START WHERE TURNED OFF LAST?**", "**GO TO A BOOKMARK?**", or "**ENTER YOUR MODEL CODE**". Answer YES, NO, or enter the 3 character model code on the overlay.

NOTE

NOTE: Make sure the proper overlay for the scoreboard and sport or special function is in place on the control.

START WHERE TURNED OFF LAST?

If a power failure happens during a game, press YES to resume from the point the power failed. The control can detect when power is failing and save the current data. (If the time was running when the power failed it will continue running as soon as power is restored).

NOTE

NOTE: Intended for recovery from a power failure only. To start a new game, enter the model code or go to a bookmark.

GO TO A BOOKMARK?

A bookmark makes a quick efficient way to start a new game or practice drill. If a bookmark has been saved for this activity, answer YES to the bookmark question. The control will prompt for the "BOOKMARK #". Press the number of the bookmark you want to use (1 to 5). The control will load the configuration and data it had in it at the time the bookmark was saved.

ENTER YOUR MODEL CODE

To start a new game or procedure, be sure the proper overlay is installed on top of the control. Enter the 3 character model code located near the top center of the overlay.

NOTE

NOTE: If your control does not have wireless capability: The name of the Sport [**CRICKET**] will be displayed briefly. The control will ask "**DO YOU WANT TO SWITCH TO BRIGHT?**" Press NO to use the default (dim) mode, or YES to switch the scoreboard to the bright mode (for daytime use). The Control will display [\ **READY** \] and the scoreboard(s) will turn on.

NOTE

NOTE: If your control does have wireless capability: The name of the Sport [**CRICKET**] will be displayed briefly. The control will ask "**DO YOU WANT TO OPERATE WIRELESS?**" If you answer **NO**: - The control will ask "**DO YOU WANT TO SWITCH TO BRIGHT?**" Press NO to use the default (dim) mode, or YES to switch the scoreboard to the bright mode (for daytime use). - The Control will display [\ **READY** \] and the scoreboard(s) will turn on.

If you answer **YES**:

The control will prompt [**SELECT A GROUP**] then display the first group that is set up in the control. To see the next group name, press NO. When the desired group name is being displayed press YES.

The control will ask "**DO YOU WANT TO SWITCH TO BRIGHT?**" Press NO to use the default (dim) mode, or YES to switch the scoreboard to the bright mode (for daytime use).

The Control will display [\ **READY** \] and the scoreboard(s) will turn on.

NOTE

NOTE: If the control displays the message "**THERE ARE NO GROUPS DEFINED IN THIS SYSTEM KEY. TO CREATE A NEW GROUP USE MODEL CODE 618 WITH THE SYSTEM KEY MANAGEMENT OVERLAY**", then, turn the control off and follow the instructions that came with the System Key Management Overlay with model code 618 to set up the groups as needed.

QUICK START GUIDE

With the scoreboard on, and the control showing [\ **READY** \]

You are ready for the game to begin.

The Total Runs, Batsman 1 Runs, Batsman 2 Runs, Lastman Runs, 1st Innings Runs, Wickets, and Overs are all additive; just press the function key first, then the number to increment by.

The Batsman 1 Number and Batsman 2 Number are direct entry functions; press the function key first, then the player's number (0 to 99).

Please consult the following sections of this manual for more details, functions, and features.

KEYBOARD FUNCTIONS

Use the **YES** key to respond to questions and to confirm data input.

Use the **NO** key to respond to questions and to cancel an operation.

Use the **SET** key ahead of a function key to initiate the direct entry mode or to change the settings in **OPTIONS**, **CHRONOMETER**, and **TIME OUT TIMER**, or to set the **TIME**, and other features. (For more details see the description for the function.)

Press the **OPTIONS** key to see a scrolling report of the current system settings.

Press **SET** then **OPTIONS** to change the system configuration.

NOTE

NOTE: See the section on OPTIONS for more details.

Pressing the **CHRONOMETER** key will cause the Time of Day to be displayed on the control.

Pressing **SET**, then **CHRONOMETER** will enter the set up mode. The questions asked will depend on your system and its current configuration.

NOTE

NOTE: Some scoreboard models do not support all settings or options.

Questions that the control may ask include:

DO YOU HAVE AN AUXILIARY TIME DISPLAY CONNECTED?

NOTE

NOTE: Auxiliary Time Display models include: 9410, 9510, 9405 and 9505.

DO YOU WANT TO DISPLAY CHRONOMETER TIME ON AUXILIARY TIME DISPLAY?

SET CHRONOMETER?

[SET HH:MM:SS]

NOTE

NOTE: Once set, the accuracy of the Chronometer is maintained even while the control is turned off and disconnected.

TURN CONTROL OFF BUT LEAVE CHRONOMETER TIME DISPLAYED?

(Allows the control to be turned off, disconnected, and stored away in a safe location, while the scoreboard or auxiliary time display, or both, continues to

display a running "time of day" clock.)

DISPLAY CHRONOMETER TIME ON AUXILIARY TIME DISPLAY?

(Auxiliary time display only)

Follow the prompts.

NOTE

NOTE: If the display goes blank turn the control off to complete the process.

NOTE

NOTE: For more help and examples see Appendix (Chronometer)

Press **TIME ON** To start the main time.

Press **TIME OFF** to stop the main time.

NOTE

NOTE: The Time On and Time Off keys may also control other timers in the configuration.

NOTE

NOTE: The Time On and Time Off keys are disabled if the hand held time control switch is plugged in to the control.

NOTE

NOTE: To make these two keys active again, turn the control power off, disconnect the hand held time control switch, and restart the control. You may use "**START WHERE TURNED OFF LAST**", if you wish.

Press **Batsman 1 Number** to display the uniform number for Batsman 1.

The control might display [**BATSMAN1 45**].

When another player takes over the position of Batsman1, simply enter his uniform number, or press NO or YES or another function key to abort and leave the number unchanged.

NOTE

Note: Any number from 0 to 99 may be entered.

Batsman 2 Number works the same way.

Press **Total Runs** to enter the Total Runs ADD mode.

The control might prompt [**TOTAL RUNS 325+**]. In this example the current Total Runs is 325 and the "+" indicates that the control is ready to add to the total runs. Enter a single digit number or press NO or YES or another function key to abort and leave the total runs unchanged.

NOTE

NOTE: You cannot subtract. To correct a mistake use the SET key, then the **Total Runs** key and directly enter the correct Total Runs (up to 999).

Lastman Runs works the same way.

1st Innings Runs works the same way.

Batsman 1 Runs works the same way.

Batsman 2 Runs works the same way.

Press **Overs** to enter the Overs ADD mode.

The control might prompt [**OVERS 25+**]. In this example the current Overs is 25 and the "+" indicates that the control is ready to add to the Overs. Enter a single digit number or press NO or YES or another function key to abort and leave the total runs unchanged.

NOTE

NOTE: You cannot subtract. To correct a mistake use the SET key, then the **Over** key and directly enter the correct Overs (up to 99).

Press **OWickets** to enter the Wickets ADD mode.

The control might prompt [**WICKETS 5+**]. In this example the current Wickets is 5 and the "+" indicates that the control is ready to add to the Wickets. Enter a single digit number or press NO or YES or another function key to abort and leave the total runs unchanged.

NOTE

NOTE: You cannot subtract. To correct a mistake use the SET key, then the **Wickets** key and directly enter the correct Wickets (up to 9).

OPTIONS

Many options are available for modifying the way the scoreboard system works. The questions the control will ask and their order depends on the current system and settings. Pressing the **OPTIONS** key starts a scrolling report of the current system settings. This report will continue to repeat until a key is pressed. To change a setting, press **SET OPTIONS** and use the YES

(confirm) and NO (cancel) keys to work your way through a series of questions that is based on your system and available options. When all questions have been asked, the control returns to normal operating mode.

NOTE

Note: press a function key to abort the set options mode early.

Set Options Chart

QUESTION	ANSWER	RESULT
Do You Have An Auxiliary Time Display Connected? (this question may not always be asked)*	Y	(proceed to next question)
	N	Next Available Question
Switch to (Dim or Bright)?	Y	Changes brightness level of Scoreboard
	N	Next Available Question
Use Aux Timer?	Y	Aux Timer To Count Down?
	N	Next Available Question
Aux Timer To Count Down?	Y	Start and Stop with Hand Held Switch?
	N	Start and Stop with Hand Held Switch?
Start and Stop with Hand Held Switch? (Count Down)	Y	SET HH:MM:SS → Display Aux Timer on Auxiliary Time Display? **
	N	(same path)
Start and Stop with Hand Held Switch? (Count Up)	Y	SET MM:SS
	N	(same path)
Display Aux Timer on Auxiliary Time Display? **	Y	
	N	
Display Chronometer on Auxiliary Time Display **	Y	
	N	Next Available Question
Set a Bookmark?	Y	Bookmark #?
	N	Normal Operation Mode

NOTE

*** NOTE:** This question is asked only once for each time the control is started fresh by entering a model code. It may be asked from SET OPTIONS or from SET CHRONOMETER. The control needs to know this information in order to know what other questions to ask and how certain data should be handled.

NOTE

\| Questions will be asked only if you indicated that you have an Auxiliary Time Display connected.

The Set Options Menu

DO YOU HAVE AN AUXILIARY TIME DISPLAY CONNECTED?

The control will need to know if an auxiliary time display is connected as part of your system. The Auxiliary Time Display is used to display time (Main Time, Auxiliary Time or Time of Day). Auxiliary Time Display models include: 9410, 9510, 9405 and 9505.

NOTE

NOTE: This question is asked only once for each time the control is started fresh by entering a model code. It may be ask from SET OPTIONS or from SET CHRONOMETER. The control needs to know this in order to know what other questions to ask and how certain data should be handled.

DO YOU WANT TO SWITCH TO DIM?

OR

DO YOU WANT TO SWITCH TO BRIGHT?

Answering YES will toggle the brightness level of the scoreboard.

USE AUX TIMER?

OR

SET AUX TIMER?

OR

TURN AUX TIMER OFF?

The control has a built in auxiliary timer that can be used for many purposes. It can be configured to count up or down and it can run continuously or only when the main time is running. It can be displayed on the control by pressing the time key twice in succession. It can also be configured to display on an auxiliary time display if one is part of your system. Some uses for the auxiliary timer include timing field or facility usage, or it can be used to determining how far into a game a certain event happened.

AUX TIMER TO COUNT DOWN?

Answering YES will setup the timer to count down (99 hours: 59 minutes: 59 seconds maximum).

NOTE

NOTE: The auxiliary time display will show hours and minutes until the remaining time drops below an hour, then it will show minutes and seconds.

Answering NO will setup the timer to count up (59 minutes: 59 seconds maximum).

START AND STOP WITH TIME CONTROL SWITCH?

Answering YES will setup the timer to start and stop with the action of the same switch that controls the main time.

Answering NO will setup the timer to run continuously regardless of the switch position.

DISPLAY AUX TIME ON AUXILIARY TIME DISPLAY?

Answering YES will cause the aux time to be displayed on the auxiliary time display.

Answering NO will cause the auxiliary time display to continue displaying the main time or the time of day.

DISPLAY CHRONOMETER TIME ON AUXILIARY TIME DISPLAY?

Answering YES will cause the time of day to be displayed on the auxiliary time display.

Answering NO will allow the auxiliary time display to continue without change.

SET A BOOKMARK?

A bookmark is like a picture or snapshot of all the data and configuration settings in the control. When you go to a bookmark, the control is restored to where it was at the time the bookmark was saved.

Bookmarks can be edited by going to the bookmark, making the changes needed, then saving the bookmark again using the same bookmark number or a different one.

Five separate bookmarks are available and each can be reused as desired.

If you try to save to a used bookmark, you will be warned and given a chance to abort the procedure.

NOTE

NOTE: A bookmark cannot be saved while a timer is running.

TROUBLESHOOTING CHART

PROBLEM	CAUSE	SOLUTION
Cannot Save a Bookmark	Time is running	Turn time off before saving a bookmark
Cannot subtract from score	Score keys will add only	Use SET then score key and enter the correct score directly

PROBLEM	CAUSE	SOLUTION
Aux time is displayed on the auxiliary time display, but it is not counting	Hours and minutes are being displayed. The display will change only once each minute	Minutes and seconds will be displayed during the last hour of remaining time
When I enter the model code, I get the message "MODEL CODE IS INVALID".	Control does not recognize this model code. Requires MPC-6 Rev. R3.1 or later or MPCW-6 Rev. R3.1 or later. Use model code 301 to check revision number.	Make sure you are using the correct control. Contact NEVCO for a new control or a revision update.

If the problem persists please contact the Nevco Service Department.

800-851-4040

GLOSSARY

ALTERNATE TIME CONTROL SWITCHES (keys): Located on the keypad, these 2 keys, TIME ON and TIME OFF, may be used instead of the Hand Held Time Control Switch.

NOTE

NOTE: These 2 keys are inactive while the Hand Held Time Control Switch is plugged in. To enable them, turn the control off, unplug the Hand Held Switch and restart the control. You may use "Start Where Left off Last" if you wish.

AUTO HORN: Sounds for a minimum of 2 seconds when the main time has expired or reached the stop time. (Can be disabled from the control)

AUX TIMER: An auxiliary timer, separate from the main timer, that can be configured to count up or down and to start and stop with the time control switch or run continuously. It can be viewed on the control (press the time key twice) or on an AUXILIARY TIME DISPLAY. Some uses for the aux timer include timing field or facility usage, or determining how far into a game a certain event happened.

AUXILIARY TIME DISPLAY: Consisting only of a timer, it can display the main time, the AUX TIME or the Chronometer (Time of Day Clock). Auxiliary Time

Display models include: 9410, 9510, 9405 and 9505.

BATTERY: Battery powered memory saves the settings and data in the control in case of power failure. It also maintains the accuracy of the CHRONOMETER when the control is unplugged.

BEEPER: Confirms each key press and alerts operator when a special event such as time expired or an Entry Error has occurred.

BOOKMARK: Saves the current control settings and data so it can be easily recalled later. (5 Bookmarks are available)

BRIGHTNESS LEVEL: The scoreboard can be set to bright or dim for best viewing. Indoor scoreboards default to bright; outdoor scoreboards default to dim.

CHRONOMETER: Time of Day Clock. Once the correct time has been set, the accuracy of the Chronometer is maintained even while the control power is unplugged. During normal operation, the Chronometer can be displayed on the control by pressing a single key. This key can be armed so that when pressed, the Time of Day is also displayed on the scoreboard.

NOTE

NOTE: Pressing the TIME key or turning the time on will return the main time to the display(s).

DISPLAY: A 16 character display on the control prompts the operator for input and can monitor the scoreboard data.

ENTRY ERROR: A visual and audible warning that an invalid action was attempted. Its normal duration is 2 seconds however you may interrupt it and continue immediately.

HAND HELD TIME CONTROL SWITCH: A hand held switch with a coiled cord that plugs into either side of the control. When connected, the alternate time

control switches (keys) are disabled. (Makes it easier for another person to control the main time or sound the horn).

INTERVAL HORN: A horn that sounds repeatedly at preset intervals throughout the game. Its primary use is to signal when little league hockey teams should rotate to the court. The Interval Horn has been replaced by a more versatile SEGMENT TIMER. (See Segment Timer)

MODEL CODE: A 3 character code found on the OVERLAY that when entered into the control, sets up the control for a particular scoreboard model and sport or special function.

OPTIONS: Settings that determine how the scoreboard system operates.

OVERLAY: A flat plastic panel that fits over and around the keys on the control. Tabs at the top and bottom hold it in place. Each overlay provides the proper labeling for each key and a three character Model Code. A brief set of operating instructions is printed on the back of each overlay; you may make copies if you desire. When you want to change to a different sport, install the correct overlay and enter the new Model Code.

SEGMENT TIMER: Sometimes called Practice Timer, it allows a list of time segments to be programmed into the control. The list can then be used for a practice routine or drill. When started, the first segment on the list is loaded into the main timer and starts counting down. When zero is reached, the horn sounds and the next segment is loaded and begins counting down with no intervention needed.

NOTE

NOTE: The Segment Timer has replaced the Interval Horn and can mimic it exactly.

SUB HORN: When armed, waits until the main time has been stopped, then sounds automatically to alert the officials that a player is waiting to be substituted into the game.

TENTH SECOND SHIFT TIMER: Automatically shifts from displaying minutes and seconds to seconds and tenths of seconds during the last minute of count down time. (May be disabled if desired)

TIME OUT TIMER: Programmable for different time out lengths and with optional warning horn and an option to display the Time Out time remaining on the scoreboard. (Ten different time out timers are available. Timer 0 is preset to 30 seconds with a warning horn at 10 seconds and is not displayed on scoreboard.)

Appendix (Chronometer)

(Time of Day)

A **CHRONOMETER** (Time of Day Clock) is built into the control. Once set, it will maintain its accuracy even while the control is turned off or disconnected from power. During normal operation the Time of Day can be recalled to the display on the control by pressing a single key, the **Chronometer** key. The **Chronometer** key can be enabled so that when pressed, the Time of Day will also be displayed on the scoreboard(s).

NOTE

NOTE: Pressing the TIME key or turning the time on will return to displaying the Main Time.

Pressing **Set**, then **Chronometer** will initiate the set up mode. While in this mode, you can:

- 01 Specify whether or not the Time of Day will be displayed on the Auxiliary Time Display, if one is connected.
-
- 02 Enable or disable the Chronometer key so that pressing it will display the chronometer on the scoreboard. (the default is to display the Time

of Day on the control only)

03 Set the Time of Day Clock.

04 Allow the control to be turned off, disconnected, and stored away in a safe location, while the scoreboard or auxiliary time display, or both, continues to display a running "time of day" clock.

NOTE

NOTE: Some scoreboard models do not support all settings or options.

Questions that the control may ask include:

DO YOU HAVE AN AUXILIARY TIME DISPLAY CONNECTED?

NOTE

NOTE: Auxiliary Time Display models include: 9410, 9510, 9405 and 9505.

DO YOU WANT TO DISPLAY CHRONOMETER TIME ON AUXILIARY TIME DISPLAY?

ENABLE CHRONOMETER KEY TO PUT CHRONOMETER TIME ON SCOREBOARD?

[KEY ENABLED]

or

DISABLE CHRONOMETER KEY?

[KEY DISABLED]

SET CHRONOMETER?

[SET HH:MM:SS]

TURN CONTROL OFF BUT LEAVE CHRONOMETER TIME DISPLAYED?

(Allows the control to be turned off, disconnected, and stored away in a safe location, while the scoreboard or auxiliary time display, or both, continues to display a running "time of day" clock.)

DISPLAY CHRONOMETER TIME ON ALL DISPLAYS?

(Scoreboard(s) and auxiliary time display(s))

Display will go blank. Turn control off.

DISPLAY CHRONOMETER TIME ON AUXILIARY TIME DISPLAY?

(Auxiliary time display only)

Display will go blank. Turn control off.

EXAMPLE**To Set The Chronometer**

A. Set the Chronometer to 12:00:00

Do The Following Steps

- 01 Press **SET** --- then **CHRONOMETER**.
- 02 The control will ask --- ***DO YOU HAVE AN AUXILIARY TIME DISPLAY CONNECTED?*** --- (Answer this question appropriately.)

NOTE

NOTE: This question is asked only once for each time the control is started fresh by entering a model code. It may be ask from SET OPTIONS or from SET CHRONOMETER. The control needs this information in order to know what other questions to ask and how certain data should be handled. Auxiliary Time Display models include: 9410, 9510, 9405 and 9505.

- 03 The control will ask --- ***DO YOU WANT TO DISPLAY CHRONOMETER TIME ON AUXILIARY TIME DISPLAY?*** --- (Press **No**).

NOTE

NOTE: This question will only be asked if you answered yes to "DO YOU HAVE AN AUXILIARY TIME DISPLAY CONNECTED?"

- 04 The control will ask --- ***ENABLE CHRONOMETER KEY TO PUT CHRONOMETER TIME ON SCOREBOARD?*** --- (Press **No**).

-
- 05 The control will ask --- ***SET CHRONOMETER?*** --- (Press **Yes**).
[SET HH:MM:SS] --- (Enter the hours, minutes, and seconds).

NOTE

NOTE: The time is based on a 12 hour clock.

- [Y/N 12:00:00]** --- (Press **Yes**).

NOTE

NOTE: It usually takes the control about 2 seconds to process and actually set the internal clock after Yes is pressed.