



MPCX2

MPCX2 Baseball Controller

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Introduction



About the MPCX2 Baseball/Softball Control

The MPCX2 Baseball/Softball Control is a wireless handheld scoreboard controller designed for operating Nevco baseball and softball scoreboards.

It communicates with one or more MPCX2 receivers installed inside or near the scoreboard, eliminating the need for a wired connection between the operator and the scoreboard.

The control is identified by its black housing and baseball-themed key caps.

It is suitable for use at the press box, scorer's table, or anywhere within wireless range of the scoreboard.

Hardware Description

The MPCX2 Baseball/Softball Control includes the following physical components:

- **LCD Display** — 16 characters × 2 lines; high-visibility transreflective display readable in direct sunlight.
- **12-key sealed keypad** — Tactile, weather-resistant keys with baseball-themed labeling.
- **Belt clip** — Allows the control to be clipped to a belt or pocket for hands-free carry.
- **Battery compartment** — Located on the rear of the unit; accepts 2× AA batteries (included).

The rear of the unit has a belt clip at the top and a battery compartment cover at the bottom.

Compatible Receiver Types

Two receiver types are available for use with the MPCX2 control:

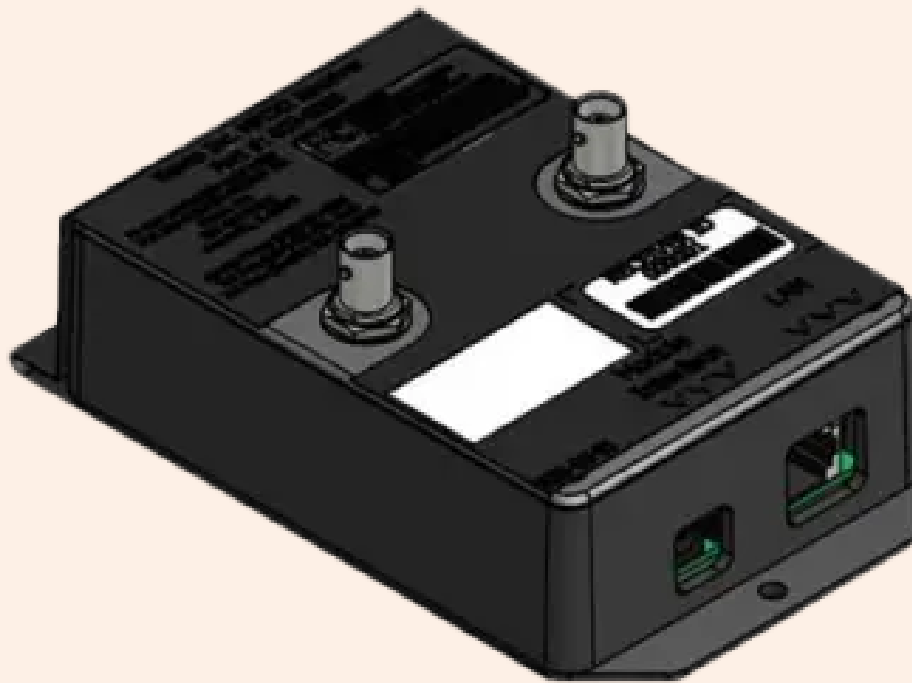
Standard Type (RJ12 output)



For use with outdoor x6xx and indoor x7xx scoreboards.

Connects directly to the scoreboard's internal wiring via the RJ12 port.

Coax Input Type (coax output + 9 VDC power supply)



For use with scoreboards that pre-date x6xx outdoor and x7xx indoor models — specifically boards that have a coax input only.

Note: The coax-input receiver can also be used in addition (but not simultaneous operation) to a W6 system for dual operation by connecting the W6 receiver or wired coax of the MPC-5/6 connection to the coax input of the X2 receiver.

Compatible Scoreboard Models

These instructions apply to the following Nevco scoreboard models.

Note: Some features may not be available on all models. Incandescent models marked with an asterisk (*) are not compatible with certain older scoreboards.

LED Models

MODEL	MODEL	MODEL	MODEL
1500	1600	3654	
1503	1603(-PC)	3656	
1506	1604(-PC)	3680	
1508	1606(-PC)	3682	
1510	1607(-PC)	3685	
1515	1608	3688	
1520	1609	3690	
1525	1610	3692	
1530	1612-PC	3695	
1535	1615	3698	
1540	1617-PC	7616	
1550	1620	7680	
9505	1625	7685	
9515	1630	8601	
	1632	8602	
	1635	9605	
	1640	9715	
	1650		
	1654		
	1655		

Incandescent Models

MODEL
1000*
1003
1006
1010*
1020
1025
1030
1035
1415

Quick Start Guide

Note: This guide assumes the control has already been configured for the correct scoreboard type and has been linked to the desired receiver(s). See [Mpcx2 Control And Receiver Setup](#) for setup instructions. It is also assumed that the receiver is powered ON before the control is turned on.

Starting a New Game

01 Press **ON/OFF** to turn the control on.

The control displays the firmware version and sport type while it establishes communication with its receiver(s).

This may take up to 20 seconds.

MPCX2 v01.00
2.4 GHz

Scanning

Note: v01.00 is an example; the number displayed reflects the actual software version installed on your control.

- 01 Once communication is established, the display shows the inning and score.

The cursor (underline) indicates the currently active function.

```
Inn: 1  
Home: 0 Guest: 0
```

- 01 Press **OPTIONS** to access the Clear Scoreboard prompt:

```
Clear Scoreboard  
Press (+)
```

- 01 Press **+** to clear the scoreboard.

The inning will be set to 1, scores to 0, and all other data blanked.

- 01 Press **INNING/SCORE** to return to the main screen.

```
Inn: 1  
Home: 0 Guest: 0
```

You are now ready for the game to begin.

Scoring a Run

- 01 Press **INNING/SCORE** to make the main screen active.

02 Press **HOME** or **GUESTS** to select the team scoring.

03 Press **+** to add one run to that team's score.

Inn: 1
Home: 1 Guest: 0

Incrementing Balls, Strikes, and Outs

The **BALL**, **STRIKE**, and **OUT** keys are additive — each press adds 1 to the respective count.

- Press **BALL** to add 1 to the ball count.
- Press **STRIKE** to add 1 to the strike count.
- Press **OUT** to add 1 to the out count.

After pressing one of these keys, you can also use **+** or **-** to adjust the value.

Tip: Press and hold **BALL** or **STRIKE** to reset both balls and strikes to zero.

Press and hold **OUT** to reset balls, strikes, and outs all to zero.

Entering the At Bat Number

For scoreboards that support the At Bat display:

01 Press **AT BAT/TIME**.

The display shows:

At Bat: _

01 Use **+** or **-** to enter the batter's number.

Hold the key down for fast advance.

At Bat: 45

Setting the Timer (Scoreboards with a Clock)

Note: On scoreboard models 1520, 1020, and 1620, the inning and time are displayed in the same digits. To display time on these models, set the inning to zero; otherwise the inning will display instead.

Setting the Time Value

01 Press **AT BAT/TIME**.

The display shows the Timer start screen:

Timer
Press(+)

01 Press **AT BAT/TIME** again to set minutes.

Use + and - to enter the minutes value.

Hold for fast advance.

Set Time:
0:00

01 Press **AT BAT/TIME** again to set seconds.

Use + and - to enter the seconds value.

Set Time:
0:00

01 Press **AT BAT/TIME** again to select the count direction.

Press + for count up, - for count down.

Time Direction
(+)UP (-)Down

01 Press **AT BAT/TIME** again to configure the Auto Horn.

Press + to enable, - to disable.

Auto Horn
(+)On (-)Off

01 Press **AT BAT/TIME** to return to the Timer start screen, or press **INNING/SCORE** to return to the main screen.

Starting the Timer

01 Press **AT BAT/TIME** to reach the Timer start screen:

Timer
Press(+)

01 Press + to start the timer.

The main screen returns with the timer running:

```
Inn: 1    Time: ON  
Home: 0   Guest: 0
```

Note: If no time has been set, pressing + will not return to the main screen — the display will remain on the Timer Press(+) screen.

Stopping the Timer

01 Press **AT BAT/TIME**.

The display shows the timer stopped:

```
Inn: 1    Time: OFF  
Home: 0   Guest: 0
```

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

Keyboard Functions

GREETING Screen

Accessed by pressing: **ON/OFF**

When the control is powered on, the greeting screen displays the type of control and the sport.

This greeting continues while the control establishes communications with its receiver(s), which may take up to 20 seconds.

```
MPCX2 v01.00  
2.4 GHz
```

Scanning

To turn the control OFF when you are done, hold the **ON/OFF** key down for 2 seconds to conserve batteries.

Note: Always power ON the receiver(s)/scoreboard(s) first, and wait a few seconds for the receiver(s) to initialize (red LED illuminates) before powering ON the control. If the control is already ON, turn it OFF, wait a few seconds, and then turn it back ON.

Note: If the scoreboard fails to respond to the control, power the control OFF, wait a few seconds, and then try again. Allow time for each control to complete its powering ON process (main screen appears) before turning ON another control.

MAIN Screen

Accessed by pressing: **INNING/SCORE**

The main screen shows the Inning, the Timer Status (for boards with timers), and the Scores.

You must use this screen to change the Inning or Scores.

Press **INNING/SCORE** at any time to return to this screen.

The cursor (underline) indicates the currently selected function.

```
Inn: 1    Time: OFF
Home: 0    Guest: 0
```

(On boards without a timer the display shows:)

```
Inn: 1
Home: 0    Guest: 0
```

Setting the Inning

Press **INNING/SCORE** to set the inning as the active function.

Use **+** or **-** to change the inning value.

Note: With an inning-by-inning board, when the game goes past 10 innings the scoreboard will continue to keep score. Advancing to the 11th inning will blank the line score and the 11th inning will appear in the 1st inning spot. With 9-inning scoreboards, the 10th inning will not be displayed. Incrementing or decrementing inning to a value 1 through 10 will display innings 1–10.

Selecting a Team for Scoring

Use the **HOME** or **GUESTS** keys to select the team whose data you want to change.

Note: Inning-by-inning boards will display blanks in the line score until **HOME** or **GUESTS** is incremented. If the guest line score is blank and **HOME** is selected, then the guest line score will be set to 0. Advancing to the next inning while the current home line score is blank will set the home line score to 0.

Note: If the overall score does not match the line score, the inning can be set to 0 and the overall score can be adjusted to match.

Using +/- to Change Data

Use the **+** or **-** keys to change the data for the currently selected function and send it to the scoreboard.

Note: If the main screen shows Inning 0 and the scoreboard remains dark and will not respond to the control, the receiver was not found. Power the control OFF, make sure all associated receivers are powered ON, and try the control again. Allow time for each control to complete its powering ON process (main screen appears) before turning ON another control.

BALL, STRIKE OUT Screen

Accessed by pressing: **BALL**, **STRIKE**, or **OUT**

This screen shows the Balls, Strikes, and Outs.

It appears whenever a **BALL**, **STRIKE**, or **OUT** key is pressed.

```
Balls: 1    Outs: 0  
    Strikes: 0
```

Press and release one of these keys to add one to its count.

Once a key is selected, you can also use + or - to adjust the data.

BALL::

Each press increases the ball count by 1.

```
Balls: 1    Outs: 0  
    Strikes: 0
```

Note: Press and hold the **BALL** key to reset the Balls and Strikes.

STRIKE::

Each press increases the strike count by 1.

```
Balls: 0    Outs: 0  
    Strikes: 1
```

Note: Press and hold the **STRIKE** key to reset the Balls and Strikes.

OUT::

Each press increases the out count by 1.

```
Balls: 0    Outs: 1  
    Strikes: 0
```

Note: Press and hold the **OUT** key to reset the Balls, Strikes, and Outs.

HIT / ERROR / HORN Screen

Accessed by pressing: **HIT/ERROR/HORN**

These screens provide access to the Hits and Errors functions as well as the Horn.

The cursor indicates the currently selected team.

Use the **HOME** or **GUESTS** keys to select the team, then use the **+** key to turn ON the Hit or Error indicator on the scoreboard.

The indicator will flash a few times, then turn OFF automatically.

Note: If you are using inning-by-inning scoring, the total Hits or Total Errors is incremented when the **+** key is pressed. You may also use the **-** key for corrections if needed.

First press — Hits:::

Press **HIT/ERROR/HORN** once to select the Hits function.

Use **+** to record a hit (sets to 0 on initialization and increments).

Use **-** to decrement.

Use **HOME** or **GUESTS** to move the cursor.

```
Hits
Home: 0   Guest:
```

Note: Hits will be blank on initialization. **Note:** On boards that support Hits indicators, incrementing Hits will either put a digital "H" or bulls eye on the scoreboard. A keypress of Ball, Strike, Out, or incrementing the score or inning will clear the indicator.

Second press — Errors:::

Press **HIT/ERROR/HORN** a second time to select the Errors function.

Use **+** to record an error.

Use **-** to decrement.

Use **HOME** or **GUESTS** to move the cursor.

```
Errors
Home: 0   Guest: 0
```

Note: Errors will be blank on initialization. **Note:** On boards that support Errors indicators, incrementing Errors will either put a digital "E" or bulls eye on the scoreboard. A keypress of Ball, Strike, Out, or incrementing the score or inning will clear the indicator.

Third press — Horn:::

Press **HIT/ERROR/HORN** a third time to access the Horn.

Use the **+** key to sound the horn.

```
Press (+)
for Horn
```

Note: Some scoreboards may not have a horn.

AT BAT Screen (Scoreboards without a Timer)

Accessed by pressing: **AT BAT/TIME**

This screen is for entering the At Bat information.

Use the **+** or **-** keys to enter the player number.

Hold down the **+** or **-** keys for fast advance.

At Bat: _

At Bat: 45

Note: Some models of scoreboards have digits for both At Bat and Time. However, the MPCX2 only supports either one depending on the controller Scoreboard Model configuration.

Note: Pressing the **HOME** or **GUESTS** key will change possession on boards that have possession indicators.

TIME Screen (Scoreboards with a Timer)

Accessed by pressing: **AT BAT/TIME**

This screen handles the time functions.

You must be at this screen in order to start the time.

It also allows you to set the time.

The cursor indicates the Minutes or Seconds as being selected.

Use the **AT BAT/TIME** key to step to the desired element of time, then use the + or - keys to change its value and send it to the scoreboard.

Hold down the + or - keys for fast advance.

Additional presses of the **AT BAT/TIME** key allow you to change the direction the timer will count and to disable or enable the Auto Horn.

Note: To display Time on scoreboard models 1520, 1020, or 1620 (Inning and Time are displayed in the same digits), set the Inning to Zero. Otherwise it will display the inning.

Note: Some models of scoreboards have digits for both At Bat and Time. However, the MPCX2 only supports either one depending on the controller Scoreboard Model

configuration.

Timer Screen Sequence

Timer Press(+) screen:::

The first **AT BAT/TIME** press shows the timer start/stop screen.

```
Timer  
Press(+)
```

If you are operating a scoreboard that has a timer, the **AT BAT/TIME** key is used to stop the timer when it is running.

If the timer is stopped and time is still left, it will prompt you to press + to start the timer.

Press + to start:::

Press + to start the timer and return to the main screen.

```
Inn: 1    Time: ON  
Home: 0   Guest: 0
```

Note: If there is not a time set, pressing + will not return to the main screen — it will stay on the "Timer Press(+)" screen.

Set Minutes:::

Press **AT BAT/TIME** from the Timer screen to set minutes.

Use + and - to enter the minutes.

```
Set Time:  
0:00
```

Set Seconds:::

Press **AT BAT/TIME** again to set seconds.

Use **+** and **-** to enter the seconds.

Hold the key down for fast advance.

```
Set Time:  
0:00
```

Time Direction:::

Press **AT BAT/TIME** again to select the timer direction.

Use **+** for up (count up), **-** for down (count down).

The cursor indicates the current setting.

```
Time Direction  
(+)UP  (-)Down
```

Auto Horn:::

Press **AT BAT/TIME** again to access the Auto Horn option.

Use **+** to enable, **-** to disable.

The cursor indicates the current setting.

```
Auto Horn  
(+)On   (-)Off
```

Press **INNING/SCORE** at any time to return to the main screen.

Note: Some timers will display tenths of seconds while others display only whole seconds. In all cases the time is divided into fractions of a second for greater accuracy. It may be possible to start and stop the time and see no change in the displayed time even though several fractions of a second may have been counted off. The fractions of seconds are always cleared when a new time is set.

Options Menu

Several option settings are available to fine-tune the scoreboard system to your needs.

These settings are saved in the control and are remembered even if the control is turned OFF or the batteries are removed.

When a control turns ON the scoreboard, these settings are sent to the scoreboard and are used to define how it operates.

This allows each coach or group to have their own control with its own unique option choices, eliminating the need to set up the options every time the scoreboard is used.

For example, Brightness can be set differently for day games versus night games.

It is also possible to use more than one control to operate the scoreboard.

For instance, the Time can be controlled by one person while someone else operates the rest of the scoreboard with another control.

Standard Options

The **OPTIONS** key accesses the following features.

Each press of **OPTIONS** moves you to the next option screen.

Note: You can return to the main screen at any time by pressing **INNING/SCORE**.

Clear Scoreboard

Clear Scoreboard
Press(+)

Allows you to clear the scoreboard data.

Press + to clear.

Note: The inning will be set to 1, scores will be set to 0, and all other data are set to blank.

Edit ETN (Electronic Team Name)

Edit ETN
Press(+)

Allows you to edit the Electronic Team Name for both Home and Guest.

Note: The ETN can only be edited when time is stopped.

Press + to enter the ETN editing menu.

Guests ETN
Press (+)

Home ETN
Press (+)

After pressing + to get into the ETN menu, press **OPTIONS** to switch between Home and Guest ETNs.

Home ETN

-

Use + to increment through the alphabet and - to decrement.

Use **OPTIONS** to advance the cursor to the next character position.

Note: Hold the key down for fast advance through characters.

Time Up/Down

Time Up/Down

(+)Up (-)Down

Allows you to set the direction the timer will count.

Note: In baseball, the Time Up/Down control is located in the **AT BAT/TIME** button sequence, not here. This Options entry is present for reference and cross-sport compatibility.

Brightness

Brightness

(+)HIGH (-)LOW

Allows you to select the brightness level of the scoreboard (High or Low).

Press + for High brightness, - for Low brightness.

Auto Horn

Auto Horn

(+)On (-)Off

Allows you to enable or disable the automatic horn.

The horn sounds for approximately 4 seconds when time has expired.

Note: In baseball, the Auto Horn control is located in the **AT BAT/TIME** button sequence, not here. This Options entry is present for reference and cross-sport compatibility.

Set Time of Day

```
Set Time of Day
Press (+)
```

Press + to activate Time of Day mode.

This turns the control OFF and blanks all scoreboard functions except Time.

Uses the currently displayed time as the set time if it is a valid Time of Day value.

Otherwise blanks the entire scoreboard.

Note: Not all scoreboard models support Time of Day. Not all controllers will display Time of Day.

Battery Level

```
Battery Level
L>>>>>>>>>>H
```

Reports the condition of the batteries in the control.

The bar graph displays current charge level from Low (L) to High (H).

Note: "Low Battery!!!" will display when it is approaching time to change batteries. When 0 bars of battery life are left the batteries must be replaced immediately.

Signal Strength

```
Signal Strength
L>>>>>>>>>>H
```

Allows you to check signal strength when connected to a receiver.

Used as an indication of the reliability of communications.

Signal strength is affected by distance, battery condition, obstructions, and signal interference.

Advanced Options

```
Enter Code to
Change Settings
```

This menu option allows you to access settings that affect how the control operates.

Generally, these settings need not be changed and should only be changed by an experienced operator or under direction from the Nevco Service Department.

To access Advanced Options, press the following key sequence from the Advanced Options screen:

HOME → + → - → GUESTS

This unlocks the following additional menu items:

- **Segment timer** — (Segment time)(+)(-)(Auto Horn)
- **Shot Clock / Pitch Time / Delay Of Game** — (Reset 1)(+)(-)(Reset 2)

Press **OPTIONS** at any time to return to the main screen without saving changes.

Link Menu

Link Menu
Press (+)

This menu option allows the user to add a receiver ID, delete a receiver ID, and view the status of which IDs are programmed and enabled or disabled.

Press + to scroll through the different link menus.

The Link Menu contains four sub-options, accessed by pressing + at each screen:

SCREEN	FUNCTION
Add a Rec ID — Press (+)	Add a new receiver ID to the control's network list.
Delete a Rec ID — Press (+)	Remove a receiver ID from the control's network list.
View Rec IDs — Press (+)	View all programmed receiver IDs and their enabled/disabled status.
Network Analyzer — Press (+)	Displays the number of receivers connected and the network integrity as a percentage.

The **Network Analyzer** is especially useful for diagnosing connectivity issues.

It shows how many receivers the control can see and provides a percentage indicating the integrity (reliability) of the wireless network.

For detailed procedures on adding, deleting, or enabling/disabling receivers using the Link Menu, see [Adding Deleting Or Enablingdisabling Receiver Ids](#).

Setting Scoreboard Model

The final **OPTIONS** press displays the Scoreboard Model selection screen:

Scoreboard Model

This screen indicates which scoreboard model series the control is currently configured to operate.

Press **+** to toggle through the available scoreboard models.

Press **OPTIONS** to exit — the last scoreboard series displayed becomes the new control configuration.

Refer to the table below for the appropriate scoreboard model setting for your scoreboard.

Baseball / Softball Scoreboard Model Table

MPCX2 CONTROL	SCOREBOARD MODELS	SCREEN TO SELECT
Baseball	1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	Standard (+)
Baseball	1003, 1006, 1503, 1506, 1508, 1540, 1603(-PC), 1604(-PC), 1606(-PC), 1608, 1609	Score by Inn (+)
Baseball	1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	With Timer (+)
Baseball	1615, 1620, 1625, 1632, 1654, 3653, 3654, 3656, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7616, 7680, 7685, 8601, 8602, 9605	X6XX Timer (+)
Baseball	1600, 1609, 1610, 1612-PC, 1617-PC, 1630, 1635, 1640, 1650, 3656, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7680, 7685, 8601, 8602	X6XX Standard (+)
Baseball	1603(-PC), 1604(-PC), 1606(-PC), 1608, 1609	X6XX by Inn (+)
Pitch Count	PCD-(A, 08, 10, 16, 18) with Models 1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	Standard (+)
Pitch Count	PCD-(A, 08, 10, 16, 18) with Models 1003, 1006, 1503, 1506, 1508, 1540, 1603(-PC), 1604(-PC), 1606(-PC), 1608, 1609	Score by Inn (+)
Pitch Count	PCD-(A, 08, 10, 16, 18) with Models 1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	With Timer (+)
Pitch Count	PCD-(A, 08, 10, 16, 18) with Models 1615, 1620, 1625, 1632, 3656, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7616, 7680, 7685	X6XX Timer (+)
Pitch Count	PCD-(A, 08, 10, 16, 18) with Models 1600, 1609, 1610, 1635, 1640, 1650, 3600, 3656, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7680, 7685	X6XX Standard (+)

Multiple Receivers and Controllers

Both multiple controllers and receivers can operate on the same wireless network.

Multiple Controllers

Multiple controllers can be used for any combination of game data.

For example, one person with a controller can control Game Time while another person controls Game Score on the same scoreboard.

If a second controller is powered on after the first powered-on controller has been initialized, the second controller will automatically be configured with the same Scoreboard Model as described in the Setting Scoreboard Model section.

Multiple Receivers

Multiple receivers can be used on the same network.

One example is separate scoreboards displaying data for the same game.

In basketball, for instance, one receiver can control the main scoreboard while other receiver(s) control the shot clock(s).

MPCX2 Control and Receiver Setup

Before using the MPCX2 control it must be mated to the receiver(s) and set for the model of scoreboard that you wish to operate.

Mating a New Control to Receivers

Note: In this section, **NEXT** refers to the **OPTIONS** key and **BACK** refers to the **AT BAT/TIME** key. These labels appear on the key faces and are used during setup entry.

- 01 Record the receiver ID(s) located on the receiver box **before** installation for future reference.

Multiple receivers can be used with multiple controllers all on the same network.

Note: The serial number is in the battery door on a segment timer.

NOTE

TIP: Write the receiver ID(s) in a safe place — they are needed any time a new controller must be mated to the receiver.

02 Install the receiver(s) into the scoreboard and power up the receiver(s) to be used.

1. **Standard Installation** — Uses the RJ12 output of the receiver.

For use with outdoor x6xx and indoor x7xx scoreboards.

1. **Rain Type Box Installation (Coax Input Type)** — Uses the coax output of the receiver and a 9 VDC power supply.

For use with scoreboards that pre-date x6xx outdoor and x7xx indoor models.

Note: The coax-input receiver can also be used in addition (but not simultaneously) to a W6 system for dual operation by connecting the W6 receiver or wired coax of the MPC-5/6 connection to the coax input of the X2 receiver.

01 Wait approximately 15 seconds after the receiver has been turned on before turning on the MPCX2 controller.

This allows enough time for the receiver to initialize.

01 Insert the batteries included with the MPCX2 control, or turn the control ON by pressing **ON/OFF**.

The display will read:

Enter Rec ID:
000000

01 Enter the receiver ID located on the receiver box using the controller keypad:

- Press **OPTIONS (NEXT)** to move the cursor to the next digit position.
- Press **+** or **-** to increment or decrement each digit.

When all six digits have been entered, press **AT BAT/TIME (BACK)** to confirm.

01 The screen will then prompt:

```
Reset Now?
(+)NOW    (-)LATER
```

01 Press **+** to reset the controller now.

Press **-** to add another receiver ID first — the display shows:

```
Add Another?
(+)YES    (-)NO
```

01 If additional receivers are to be added, press **+** and repeat steps 5 through 7 for each receiver.

If no additional receivers need to be added, press **-** and the controller will be reset.

Setting the Control for Your Model of Scoreboard

This procedure is **not** necessary if you have one of the following models:

1500, 1510, 1530, 1535, 1550, 1600, 1610, 1630, 1635, 1650, 1000, 1010, 1030, 1035, 3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 9505, 9715, 9515, 3400, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 9405, 9550, SCD-5, SCD-7, S60-LED, S60, SCD-4.

And for any sport except Soccer: 2700, 2710, 2715, 2740, 2750, 2760, 2770, 2775, 2600, 2610, 2615, 2640, 2650, 2670, 2675, 2500-D, 2500, 2500-A4-D, 2500-A4, 2540, 2540-A4, 2550-D, 2550, 2560, 200, 230, 9510, 9715, 9515, 9710, 2400, 2400-A4, 2440, 2440-A4, 2450, 2460, 9410.

If your scoreboard model is not in the list above, follow these steps:

01 Turn the control on by pressing **ON/OFF**.

02 Press **OPTIONS** repeatedly until the display reads:

Enter Code to
Change Settings

01 Enter the code with the following key sequence:

HOME → **+** → **-** → **GUESTS**

This unlocks two additional advanced menu items:

1. Segment timer — (Segment time)(+)(-)(Auto Horn)

1. Shot Clock / Pitch Time / Delay Of Game — (Reset 1)(+)(-)(Reset 2)

01 Continue pressing **OPTIONS** until the display reads:

Scoreboard Model
(+)

01 Press **+** to toggle through the scoreboard models and select the model shown in the Scoreboard Model table (see [Options Menu](#)).

02 Press **OPTIONS** to exit the menu.

The last scoreboard model displayed becomes the new control configuration.

Adding, Deleting, or Enabling/Disabling Receiver IDs

After initial setup, you can manage receiver IDs at any time using the Link Menu in the Options Menu.

01 Press **OPTIONS** repeatedly until the display reads:

Link Menu
Press (+)

01 Press **+** to enter the Link Menu.

Press **+** again to scroll through the four sub-menus:

SUB-MENU	ACTION
Add a Rec ID — Press (+)	Enter the ID of a new receiver to add to the network.
Delete a Rec ID — Press (+)	Select and remove a receiver ID from the control's list.
View Rec IDs — Press (+)	View all programmed receiver IDs and whether each is enabled or disabled.
Network Analyzer — Press (+)	Shows the number of connected receivers and the network integrity percentage.

01 Follow the on-screen prompts to complete the desired action.

Use **OPTIONS (NEXT)** to advance the cursor and **+/-** to increment or decrement digits when entering IDs.

Press **AT BAT/TIME (BACK)** to confirm.

Multiple Receivers and Controllers

Both multiple controllers and receivers can operate on the same wireless network.

Multiple Controllers:

Each controller can handle different game data functions — for example, one controller for time and another for score.

A second controller powered on after the first fully initialized controller will automatically adopt the same Scoreboard Model configuration.

Multiple Receivers:

Multiple receivers allow separate scoreboards to display data for the same game.

For example, in a basketball installation one receiver can drive the main scoreboard while additional receiver(s) drive the shot clock(s).

Each receiver must be individually mated to the controller following the steps in [Mating A New Control To Receivers](#).

Troubleshooting

Troubleshooting Chart

PROBLEM	CAUSE	SOLUTION
Scoreboard will not turn ON when control is turned ON	Receiver not working or receiver/scoreboard not powered up	Cycle power to receiver/scoreboard
Control continues to search after an unusually long time	Control signal weak — battery level low	Replace batteries
Control continues to search after an unusually long time	Control signal weak — control in a poor location	Make sure the control is in clear line of sight of the scoreboard
Control continues to search after an unusually long time	Out of range	Move closer to scoreboard
Data won't change on control	Control is linked to extra unwanted receivers or wanted receivers are not powered ON	Use the Options Menu to check the receivers the control is linked to and the receivers on its list.
Control display shows incorrect information	Control is not linked to this scoreboard	Find and use the control for this scoreboard.
Cannot turn the time ON	Control is not linked to this scoreboard	Link the control to this scoreboard or group (see Options Menu).

PROBLEM	CAUSE	SOLUTION
Cannot turn the time ON	Did not sync up	Power control OFF, then ON.
Control is ON but scoreboard/timer is OFF (data is changing on control)	No power to scoreboard	Check all switches, breakers, and fuses.
Control is ON but scoreboard/timer is OFF (data is changing on control)	Bad connection between Receiver and scoreboard module	Check all cables and connections.
Scoreboard/timer is ON but does not respond to control	Control and receiver are not communicating	Turn control OFF, then ON to establish communications.
My control will not operate scoreboard (Out of Range)	Poor connection with bad line of sight to the scoreboard or distance is too great	Return to a closer location with direct line of sight and verify Signal Strength and run Network Analyzer to determine and document connection integrity. If that does not work then cycle power to controller.
I cannot set the time	The time is running	Stop the time first.
Cannot turn the time ON	Time at 0.0 and set to count down	Set some time on the clock.
Scoreboard is ON — Control is OFF	Batteries were removed while scoreboard was ON	Install batteries and power ON.
Scoreboard is ON — Control is OFF	Batteries were completely discharged while scoreboard was on	Cycle power at scoreboard.
Not all controls of a multi-control scoreboard system will operate the scoreboard	Multiple controllers were powered on at the same time and not all connected	Power cycle the controllers that are not operating the scoreboard.
Scoreboard connected to MPCX2 is displaying data in the wrong places, incorrect data, or horn constantly sounds	Control is not configured for correct scoreboard model series	Reconfigure the control (see Options Menu).

If the problem persists, please contact the Nevco Service Department.

LED Status

The receiver has a red status LED next to the RJ12 and Ethernet jack.

It can be used to diagnose the status of the MPCX2 receiver.

LED STATUS	MPCX2 CONNECTION STATUS
Solid On	The receiver is powered on, but a connection attempt has not yet been made, or a connection attempt was unsuccessful.

LED STATUS	MPCX2 CONNECTION STATUS
Blinking Fast (multiple times a second)	The receiver is in the network and connected. The receiver may appear to not be blinking due to it blinking very quickly. If the receiver is connected to Scorbitz through the Ethernet jack, then it will blink more visibly.
Blinking Slow (approximately once a second)	The receiver is not connected but connection attempts are being made. Each slow blink is a connection attempt. If the receiver is intended for the network and it is flashing slowly but never connects, verify that the receiver list in the MPCX2 control is correct.
Solid Off	The receiver is not powered on. It is also possible that the receiver is powered on but for some reason the LED has been turned off. If this is suspected, cycle power to the receiver — the LED should turn on after a brief delay.

Receiver Identification on Powerup

On powerup, the receiver connected to the OCM (On-board Controller Module) identifies itself by flashing from the most significant 2-digit numbers to the least significant 2-digit numbers.

For example, a receiver with ID **123456** will flash **12**, then **34**, then **56** on power up.

This is used to distinguish which X2 receiver is connected to which OCM without having to open up the scoreboard.

Specifications

Features

The MPCX2 Baseball/Softball Control includes the following features:

- Small and light weight (fits in or clips to pocket)
- Electronic Team Name and Caption Support
- Tactile confirmation of key pressed
- High visibility transfective display
- Convenient wireless operation
- Built-in wireless signal strength meter

- Power conservation circuitry
- Built-in battery meter
- Long battery life
- Uses inexpensive, readily available AA batteries
- Sealed keyboard
- No-slip grip
- Ergonomic single-hand operation
- Internal antenna
- Mate multiple controls to same scoreboard
- Operate multiple scoreboards
- Retrofits to existing wired installations

Specifications

SPECIFICATION	VALUE
Size	Approximately 3-1/4" x 5-1/2" x 7/8"
Weight	5-1/2 oz. (including batteries)
Keypad	12 keys
Display	32 character LCD (16 characters x 2 lines)
Power requirements	Two AA cells (included)
Operating distance	1000 feet (clear line of sight)
Receiver Output	One BNC connector (2 loads with up to 1000 ft. coax each)
Operating temperature	0°F to 150°F
Certifications	FCC Part 15 Class B, CE, RoHS

Battery Warning

Warning: Remove AA batteries from the MPCX2 controller when it is not going to be used for a prolonged period of time. Leaving batteries installed during long periods of storage may result in battery leakage and damage to the controller.

FCC Compliance Notice

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

The user is cautioned that changes and modifications made to the equipment without the approval of Nevco could void the user's authority to operate this equipment.

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

FCC RF Exposure Warning

Warning: To satisfy FCC RF exposure requirements for mobile transmitting devices, a separation distance of 20 cm or more should be maintained between the antenna of this device and persons during device operation. To ensure compliance, operations at closer than this distance are not recommended. The antenna used for this transmitter must not be co-located in conjunction with any other antenna or transmitter.