



MPCX2

MPCX2 Basketball Controller

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Introduction



About the MPCX2 Basketball Control

The MPCX2 Basketball Control is a handheld, wireless scoreboard operator's controller designed for use with Nevco basketball scoreboards.

It transmits on the 2.4 GHz band and provides complete control of all basketball-specific scoreboard functions, including score, period, game clock, possession indicators, player fouls, team fouls, bonus status, and timeouts remaining.

Please take a few minutes to study this manual and practice with the control before game day.

If you have any questions or comments, please contact Nevco using the information in [Troubleshooting](#).

Hardware Overview

The MPCX2 Basketball Control includes the following hardware components:

- **LCD Display** — 16 characters x 2 lines, high-visibility transfective display located at the top of the front face
- **12-key sealed keypad** — tactile, sealed rubber keypad with basketball-themed orange-and-black design; provides tactile confirmation of each key press
- **Belt clip** — integrated clip on the rear of the unit for hands-free carry
- **Battery compartment** — located on the rear of the unit; accepts 2× AA batteries (included)
- **Internal antenna** — no external antenna required

Key Layout

The following keys are on the front face of the control:

KEY	FUNCTION
PERIOD/SCORE	Selects main screen; also functions as Escape from any sub-screen
HORN	Sounds the scoreboard horn; hold down to extend duration
ON/OFF	Powers the control on; hold for 2 seconds to power off
HOME	Selects the home team for scoring or multi-function operations
GUESTS	Selects the guest team for scoring or multi-function operations
POSS/FOULS/BONUS/T.O.L.	Special Multi-function key: cycles through Next Possession, Player Number, Player Fouls, Team Fouls, Bonus, and Timeouts Left
+ (ENTER)	Adds to / increments the selected value; confirms selections in menus
-	Subtracts from / decrements the selected value
TIME ON	Starts the game clock
SET TIME (BACK)	Opens Set Time screen; functions as BACK in menus
OPTIONS (NEXT)	Opens Options menu; functions as NEXT in menus
TIME OFF	Stops the game clock

Receiver Types

Two MPCX2 receiver types are available:

Standard Receiver (RJ12 output)

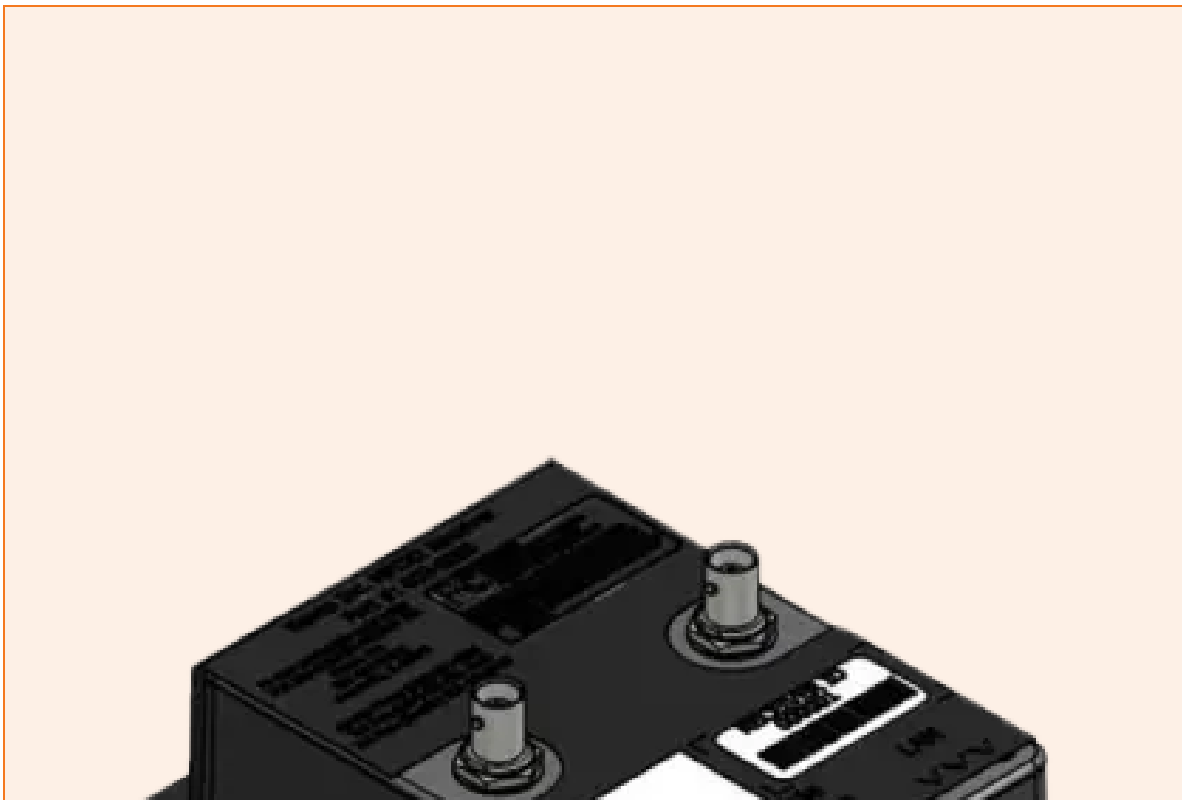




Used with outdoor x6xx series and indoor x7xx series scoreboards.

Connects to the scoreboard control module via the RJ12 output.

Coax-Input Receiver





Used with scoreboards that pre-date the x6xx outdoor and x7xx indoor series (boards with coax input only).

This version can also be used alongside a W6 system for dual operation by connecting the W6 receiver or wired coax of the MPC-5/6 to the coax input of the X2 receiver.

Note: simultaneous operation is not supported in this configuration.

Compatible Scoreboard Models

The MPCX2 Basketball Control is compatible with the following scoreboard models.

NOTE

NOTE: Some features may not be available on all models. The MPCX2 may not be compatible with certain older scoreboards.

LED Models

2700	2600	2500-D	200
2702	2610	2500	230
2710	2615	2500-A4-D	9510
2712	2640	2500-A4	9515
2715	2650	2540	9710
2740	2670	2540-A4	9715
2750	2675	2550-D	EOP
2752	2790	2550	
2760	2791	2560	
2770	2795		
2772			
2775			
2780			
2781			
2785			

Incandescent Models

2400	9410
2400-A4	
2440	
2440-A4	
2450	
2460	

Quick Start Guide

NOTE

NOTE: This guide assumes the control has already been configured for the correct scoreboard type and linked to the desired receiver(s). Both procedures are explained in [Mpcx2 Control Receiver Setup Procedure](#). It is also assumed that the receiver is powered ON before the control is turned on.

Starting a New Game

01 Press ON/OFF.

The control displays the firmware version and frequency while it establishes communication with the receiver(s) (up to 20 seconds):

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

Then:

```
Scanning
```

Once communication is established, the main screen appears showing the current period, time status, and scores:

```
Q: 1    0.0    OFF  
Home: 0   Gst: 0
```

NOTE

NOTE: The underline cursor indicates the currently active function.

02 Press OPTIONS.

The control displays:

Clear Scoreboard
Press (+)

01 Press + to clear the scoreboard data.

The control confirms:

Scoreboard
Cleared

01 Press **PERIOD/SCORE** to return to the main screen.

The period is automatically set to 1:

Q: 1 0.0 OFF
Home: 0 Gst: 0

Setting the Game Clock

NOTE

NOTE: The **SET TIME** key is only active when the clock is stopped.

01 Press **SET TIME**.

The Set Time screen appears with the cursor on the minutes tens digit:

Set Time:
00:00.0 DN

01 Use + or - to enter the desired number of minutes in the tens place.
Hold the key down for fast advance.

01 Press **SET TIME** again to advance the cursor to the minutes ones place.

Use + or - to set the minutes ones digit.

Example after entering 12 minutes:

```
Set Time:
12:00.0  DN
```

01 Press **SET TIME** again to advance to the tens of seconds.
Use + or - to set the tens of seconds digit.

01 Press **SET TIME** again to advance to the ones of seconds.
Use + or - to set the ones of seconds digit.

01 Press **SET TIME** again to advance to the tenths of seconds.
Use + or - to set the tenths of seconds digit.

01 Press **PERIOD/SCORE** at any time to return to the main screen with the new time loaded:

```
Q: 1   12:00  OFF
Home: 0  Gst: 0
```

NOTE

NOTE: Some scoreboard models may not display tenths of seconds.
All times are divided internally into fractions of a second for accuracy.
Fractions of a second are always cleared when a new time is set.
To change whether the timer counts up or down, use the Options menu (see [Options Menu](#)).

Setting the Period

01 Press **PERIOD/SCORE** to go to the main screen.

The cursor will be on the quarter (Q:) field.

01 Use + or - to set the desired period number.

Starting and Stopping the Clock

To start the clock:

01 Press **TIME ON**.

The display shows ON to confirm the clock is running:

```
Q: 1   12:00   ON
Home: 0   Gst: 1
```

To stop the clock:

01 Press **TIME OFF**.

The display shows OFF to confirm the clock is stopped:

```
Q: 1   11:55   OFF
Home: 0   Gst: 1
```

Adding to the Score

01 Press **PERIOD/SCORE** to go to the main screen.

02 Press **HOME** or **GUESTS** to select the team whose score you want to change.

The cursor moves to the selected team's score.

01 Press **+** to add points or **-** to subtract points.

```
Q: 1   11:55  OFF
Home: 2   Gst: 3
```

NOTE

NOTE: The cursor indicates whether Home or Guest is currently selected. Hold the key down for fast advance.

You are now ready for the game to begin.

Consult the following sections of this manual for details on all functions and features.

Keyboard Functions

This section documents every screen and key behavior available on the MPCX2 Basketball Control.

Greeting Screen

Accessed by pressing: **ON/OFF**

When the control is powered ON, the Greeting screen displays the control type, software version, and the frequency it is broadcasting on:

MPCX2 v01.00
2.4 GHz

The control then displays **Scanning** for the remaining time while it establishes communications with its receiver(s).

This process may take up to 20 seconds.

Scanning

NOTE

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

****To power the control OFF:****

Hold the **ON/OFF** key for 2 seconds.

NOTE

NOTE: In multiple-controller setups, verify that the second-to-last controller is powered off before powering off the last controller, so that the receiver receives the power-off command.

NOTE

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 power-on process (main screen appears) before turning ON another control.

Main Screen

Accessed by pressing: **PERIOD/SCORE**

The main screen shows the Period (Quarter), Timer Status, and Scores.

You must use this screen to change the period or scores.

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

```
Q: 1      0.0  OFF
Home: 0   Gst: 0
```

The cursor (underline) indicates the currently selected function.

NOTE

NOTE: If the main screen shows Period 0 and the scoreboard remains dark and does not respond to the control, the receiver was not found. Power the control OFF, make sure all associated receivers are powered ON, then power the control back ON. Allow time for each control to complete its power-on process before turning ON another control.

```
Q: 0      0.0  OFF
Home:      Gst:
```

Selecting the Period

Press **PERIOD/SCORE** to activate the main screen with the cursor on the Q: (quarter) field.

Use + or - to change the period number.

Selecting a Team Score

Press **HOME** or **GUESTS** to move the cursor to the desired team's score field.

Then use + or - to increment or decrement the score.

```
Q: 1    0.0    OFF
Home: 0  Gst: 0    ← cursor on Home score after pressing HOME
```

```
Q: 1    0.0    OFF
Home: 0  Gst: 0    ← cursor on Guest score after pressing GUESTS
```

NOTE

NOTE: Hold the + or - key down for fast advance.

Starting and Stopping the Clock

KEY	ACTION	EXAMPLE DISPLAY
TIME ON	Starts the game clock counting. A time must be set first in order for the clock to decrement.	Q: 1 8:15 ON Home: 0 Gst: 1
TIME OFF	Stops the game clock.	Q: 1 8:10 OFF Home: 0 Gst: 1

Sounding the Horn

Press **HORN** to sound the scoreboard horn.

Note: This does not change the control display.

Hold the key down to extend the horn duration.

Set Time Screen

Accessed by pressing: SET TIME (timer must be stopped)

The Set Time screen is used to enter the game clock time.

The cursor indicates whether Minutes, Seconds, or Tenths of Seconds are currently selected.

Use the **SET TIME** key to step through each element, and + or - to change the value.

Set Time:
00:00.0 DN

DN indicates the timer is set to count down.

To change the count direction, use the **Time Up/Down** option in the Options menu (see [Options Menu](#)).

Each press of **SET TIME** advances the cursor through the time elements in this order:

PRESS #	ELEMENT EDITED	EXAMPLE DISPLAY
1	Minutes — tens digit	Set Time: 10:00.0 DN
2	Minutes — ones digit	Set Time: 12:00.0 DN
3	Seconds — tens digit	Set Time: 12:30.0 DN
4	Seconds — ones digit	Set Time: 12:34.0 DN
5	Tenths of a second	Set Time: 12:34.5 DN

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

NOTE

NOTE: Some scoreboard models may not display tenths of seconds. Some timers will display tenths of seconds while others display only whole seconds. Fractions of a second are always cleared when a new time is set.

Multi-Function Screen

Accessed by pressing: **POSS/FOULS/BONUS/T.O.L.**

The Multi-Function screen provides access to basketball-specific functions:

Next Possession, Player Number, Player Fouls, Team Fouls, Bonus, and Timeouts Left.

Each press of the **POSS/FOULS/BONUS/T.O.L.** key advances to the next function in the list.

The cursor indicates the currently selected function.

Use **HOME** or **GUESTS** to select the team.

Use **+** or **-** to update the selected value and send it to the scoreboard.

NOTE

NOTE: You can exit the Multi-Function screen and return to the main screen at any time by pressing **PERIOD/SCORE**.

Function 1: Next Possession

Use the **HOME** or **GUESTS** keys to toggle the possession indicator for the selected team.

Pressing the key for the team that currently has possession will blank (clear) possession.

Screen display:

Next Possession	
Home	Guests

With Home possession:

Next Possession
Home < Guests

With Guest possession:

Next Possession
Home > Guests

Function 2: Player Number

Enter the jersey number of the player committing a foul.

Use + or - to increment or decrement the player number.

Hold the key down for fast advance.

Screen display:

Player Number: _
Player Fouls:

Function 3: Player Fouls

After entering the player number, advance to this screen to record the number of fouls against that player.

Use + or - to set the player foul count.

Screen display:

Player Number:
Player Fouls: _

Function 4: Team Fouls

Use **HOME** or **GUESTS** to select the team, then use + or - to increment or decrement the team foul total.

Screen display:

```
Team Fouls
Home: _   Guest:
```

Function 5: Bonus

Use **HOME** or **GUESTS** to toggle through Bonus 1, Bonus 2, and Bonus 0 (no bonus) for the selected team.

Screen display:

```
Bonus
Home:0   Guest:0
```

Function 6: Timeouts Left

Use **HOME** or **GUESTS** to select the team, then use + or - to change the timeouts remaining for that team.

Screen display:

```
Timeouts Left
Home:      Guest: _
```

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 define how it operates.

This allows each operator to have their own control with unique option settings, eliminating the need to set up 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 a scoreboard.

For example, one person can control the game clock while another person controls scoring on the same game using a separate control.

Standard Options

Accessed by pressing: OPTIONS

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

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

NOTE

NOTE: The underline cursor in the option screens indicates the default factory settings.

Clear Scoreboard

Clear Scoreboard
Press(+)

Press **+** to clear all scoreboard data.

The period will be set to 1, scores will be set to 0, and all other data (fouls, bonus, timeouts, possession) will be set to blank.

Edit ETN (Electronic Team Name)

Edit ETN
Press(+)

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

NOTE

NOTE: The ETN can only be edited when the clock is stopped.

01 Press + to enter the ETN menu.

02 The display shows:

Guests ETN
Press (+)

and:

Home ETN
Press (+)

01 Press **OPTIONS** to switch between Home and Guest ETN editing.

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

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

Hold the key down for fast advance.

Time Up/Down

Time Up/Down
(+)Up (-)Down

Sets the direction the game clock will count.

Press + to set count up; press - to set count down.

Brightness

Brightness
(+)HIGH (-)LOW

Sets the brightness level of the scoreboard display.

Press + for high brightness; press - for low brightness.

Auto Horn

Auto Horn
(+)On (-)Off

Enables or disables the automatic horn.

When enabled, the horn will sound for approximately 4 seconds when the game clock reaches zero.

Press + to enable; press - to disable.

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 the time display.

If the currently displayed time is a valid time of day, that time is used as the set time.

Otherwise, the entire scoreboard is blanked.

NOTE

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 battery condition of the control.

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

NOTE

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

Signal Strength

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

Indicates the wireless signal strength between the control and the receiver.

Used as an indication of communication reliability.

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

Advanced Options

Accessed by: entering the key sequence **HOME**, **+**, **-**, **GUESTS** at the "Enter Code to Change Settings" screen.

WARNING

WARNING: Advanced options affect how the control operates. These settings generally do not need to be changed and should only be modified by an experienced operator or under direction from the Nevco Service Department.

The Advanced Options screen displays:

```
Enter Code to
Change Settings
```

Press the following key sequence to unlock advanced settings:

01 **HOME**

02 **+**

03 -

04 GUESTS

This unlocks the following additional settings:

SETTING	DESCRIPTION
Segment Timer	Configures segment time, increment/decrement (+/-), and Auto Horn behavior
Shot Clock / Pitch Time / Delay Of Game	Configures Reset 1 value (+), decrement/increment (-), and Reset 2 value

Press the **OPTIONS** key to return to the main options screen without making changes.

Link Menu

Accessed via: Standard Options → press **OPTIONS** until **Link Menu** appears, then press +

Link Menu
Press (+)

The Link Menu allows the operator to add a receiver ID, delete a receiver ID, and view the status of which receiver IDs are programmed (enabled or disabled).

Press + to scroll through the Link Menu sub-screens:

SUB-MENU	FUNCTION
Add a Rec ID	Enter and save a new receiver ID to the control's network list
Delete a Rec ID	Remove a receiver ID from the control's network list
View Rec ID's	View which receiver IDs are programmed and their enabled/disabled status
Network Analyzer	Shows the number of receivers connected and the integrity of the network as a percentage

Refer to [Mpcx2 Control Receiver Setup Procedure](#) for full instructions on mating the control to receivers.

Setting the Scoreboard Model

NOTE

NOTE: No scoreboard model setting is required for Basketball.

Basketball (along with Volleyball, Wrestling, and Hockey) operates automatically as **Type A**.

No scoreboard model selection is needed for these sports.

The control is preconfigured for Type A operation when set to basketball mode.

If you do need to verify or change the scoreboard model setting for a different sport:

01 Press **OPTIONS** until the display reads **Scoreboard Model**.

02 Press **+** to toggle through the available scoreboard model types.

03 Press **OPTIONS** again to exit the options routine.

The last scoreboard model displayed becomes the new configuration.

Refer to the Scoreboard Model table in [Mpcx2 Control Receiver Setup Procedure](#) for the full list of supported models and their corresponding type settings.

MPCX2 Control / Receiver Setup Procedure

Before using the MPCX2 Basketball Control, it must be mated (linked) to the receiver(s) and set for the model of scoreboard you wish to operate.

NOTE

NOTE: On this control, key roles in the setup procedure are:

- **NEXT** = the **OPTIONS** key
- **BACK** = the **SET TIME** key

Mating a New Control to Receiver(s)

Step 1: Record the Receiver ID(s)

Record the receiver ID(s) printed on the receiver box before installation for future reference.

The receiver ID barcode and number are located on a label on the receiver.

NOTE

NOTE: For segment timers, the serial number is located inside the battery door.

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

NOTE

NOTE: Record Receiver ID(s) here for your records: _____

Step 2: Install and Power the Receiver(s)

Install the receiver(s) into the scoreboard and power them on.

Two installation types are available:

INSTALLATION TYPE	DESCRIPTION
Standard Installation	Uses the RJ12 output of the receiver. For use with x6xx outdoor and x7xx indoor scoreboards.
Rain Type Box / Coax Input Installation	Uses the coax output of the receiver with a 9VDC power supply. For use with older scoreboards with coax input only.

Step 3: Wait for Receiver Initialization

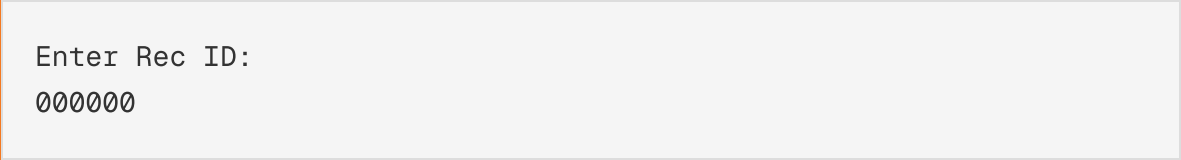
Wait approximately 15 seconds after the receiver has been powered on before turning on the MPCX2 controller.

This allows enough time for the receiver to fully initialize.

Step 4: Power On the Controller

Insert the batteries included with the MPCX2 control, or press **ON/OFF** to turn the control on.

The display will read:



Enter Rec ID:
000000

Step 5: Enter the Receiver ID

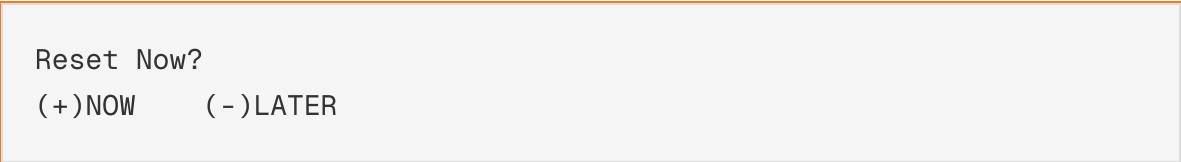
Enter the receiver ID found on the receiver box using the controller keypad:

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

When all digits have been entered, press the **SET TIME** key (BACK).

Step 6: Reset Prompt

The display will prompt:



Reset Now?
(+)NOW (-)LATER

Step 7: Choose Reset or Add Another

- Press + to reset the controller now and apply the new receiver ID immediately.
- Press - to add additional receiver IDs before resetting.

If you press -, the display will show:

Add Another?

(+)YES (-)NO

Step 8: Add Additional Receivers (if needed)

- If additional receivers need to be added, press + (YES) and repeat Steps 5 through 6 for each additional receiver ID.
- If no additional receivers are needed, press - (NO) and the controller will reset with the entered receiver IDs.

Setting the Control for Your Model of Scoreboard

NOTE

NOTE: This procedure is not necessary for Basketball.

Basketball, Volleyball, Wrestling, and Hockey controllers automatically operate as Type A and require no scoreboard model selection.

This procedure is also not necessary for the following scoreboard 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, 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 you are configuring the control for a sport or scoreboard model that does require model selection, follow these steps:

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

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

Enter Code to
Change Settings

01 Enter the code using the key sequence: **HOME**, **+**, **-**, **GUESTS**

The advanced settings become available:

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

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

Scoreboard Model
(+)

01 Press **+** to cycle through and select the correct scoreboard model type from the table below.

02 Press **OPTIONS** to exit the menu. The last scoreboard model displayed becomes the new configuration.

Scoreboard Model Selection Table

MPCX2 CONTROL	SCOREBOARD MODEL	SCREEN TO SELECT
Football	3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 9505, 9715, 9515, 3400, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 9405	Type A (+)
	7504, 7505, 7516, 7520, 7524, 7525, 7530, 9505, 9515, 7404, 7405, 7416, 7424, 7425, 7430, 9405, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 7614, 7624, 7605, 7615, 7625, 7616, 7620, 7630, 7631, 7632	Type B (+)
	All 36XX, 76XX, and 86XX boards	X6XX (+)

MPCX2 CONTROL	SCOREBOARD MODEL	SCREEN TO SELECT
	3680, 3685, 3688, 7680, 7685 (Reorders Intelligent Caption to Ball On, Down, To Go, Quarter)	X6XX Legacy (+)
Soccer	1515, 9505, 9515, 1615, 1632, 9605, 9715, 1415	Type A (+)
	1520, 1525, 9505, 9515, 1620, 1625, 9605, 9715, 1020, 1025, 9405, 9410	Type B (+)
	3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 3555, 9605, 9505, 9715, 9515, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 3455, 9405	Type C (+)
	7504, 7524, 9505, 9515, 9605, 9715, 7404, 7405, 7424	Type D (+)
	7604, 7605, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 3600, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3655, 7505, 7516, 7520, 7525, 7530, 9505, 9515, 9715, 7405, 7416, 7425, 7430, 9405, 3680, 3685, 3688, 7680, 7685, 8601, 8602	Type E (+) <i>(Supports Intelligent Captions)</i>
	200, 230, 24xx, 25xx, 26xx, 27xx, 9510, 9515, 9710, 9715	Type F (+)
	3656, 3657	Type G (+) <i>(Supports Intelligent Captions)</i>
	4455, 4465, 4755, 4555, 4565, 4765, 9710, 9715	Type H (+)
SCD / DGT / PCD	SCD-5, SCD-7A, SCD-T7A, SSC-7, SSC-T5, SSC-T9, S60-LED, S60, SCD-4	Shot Clock (+)
	DGT-6	Delay Of Game (+)
	DGT-5, DGT-2, 3020	Legacy DOG (+)
	SEG-14, SEG-18	Segment Timer (+)
	9520, 9620	Pitch Timer (+)
Tennis	9550 (set one control to each of 6 courts), 9650 (set one control to each of 6 courts), 9651B, 9652B	Standard: Current Court 1, New Court 2
Baseball	1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	Standard (+)
	1003, 1006, 1503, 1506, 1508, 1540, 1603, 1604, 1606, 1608, 1609	Score by Inn (+)
	1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	With Timer (+)
	1615, 1620, 1625, 1632, 3656, 3680, 3685, 3688, 7616, 7680, 7685, 8601, 8602	X6XX Timer (+)
	1600, 1609, 1610, 1630, 1635, 1640, 1650, 3656, 3680, 3685, 3688, 7680, 7685, 8601, 8602	X6XX Standard (+)
	1603, 1604, 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 (+)
	PCD-(A,08,10,16,18) with Models 1003, 1006, 1503, 1506, 1508, 1540, 1603, 1604, 1606, 1608, 1609	Score by Inn (+)
	PCD-(A,08,10,16,18) with Models 1015, 1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	With Timer (+)

MPCX2 CONTROL	SCOREBOARD MODEL	SCREEN TO SELECT
	PCD-(A,08,10,16,18) with Models 1615, 1620, 1625, 1632, 3656, 3680, 3685, 3688, 7616, 7680, 7685	X6XX Timer (+)
	PCD-(A,08,10,16,18) with Models 1600, 1609, 1610, 1630, 1635, 1640, 1650, 3600, 3656, 3680, 3685, 3688, 7680, 7685	X6XX Standard (+)
Basketball, Volleyball, Wrestling, or Hockey	No setting required	Type A (+)
Segment Timer	27xx, 26xx, 25xx, SEG-14, SEG-18, 9710, 9510, 200, 230, SSC-7, SSC-T5, SSC-T9, S60-LED, S60, SCD-4, 9715, 9515, 4755, 4555-D, 24xx, 9410	Type A (+)
	3500, 3502, 3504, 3516, 3520, 3525, 3534, 3550, 36xx, 1632, 9605, 9505, DGT-6, DGT-5, 9405, 3020, 3400, 3402, 3414, 3415, 3416, 3425, 3434, 3455, 9515, 9715	Type B (+)
	36xx, 76xx, 7504, 7505, 7516, 7520, 7524, 7525, 7530, 9605, 9505, DGT-6, DGT-5, 9405, 7404, 7405, 7416, 7424, 7425, 7430, DGT-2, 9515, 9715	Type C (+)
	1520, 1525, 1515, 9505, 9515, 1620, 1625, 1615, 9605, 9715, 9405, 9515	Type D (+)
	SEG-14 and SEG-18 — Segment Time only	Type E (+)
	SEG-14 and SEG-18 — Segment Number only	Type F (+)
	All X6XX boards with timers	X6XX (+)

Multiple Receivers and Controllers

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

Multiple Controllers

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

For example, one person with a controller can manage the game clock, while another person with a separate controller manages the score on the same scoreboard.

If a second controller is powered on after the first powered-on controller has initialized, the second controller will be configured with the same Scoreboard Model as described in the "Setting the Control for Your Model of Scoreboard" section.

Multiple Receivers

Multiple receivers can be used on the same network.

One example: separate scoreboards for the same game.

In basketball, one receiver controls the main scoreboard while other receivers control the shot clock(s).

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 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
	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)
	Didn't 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
	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

PROBLEM	CAUSE	SOLUTION
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; run Network Analyzer to determine and document connection integrity. If that does not work, 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 — power ON
	Batteries were completely discharged while scoreboard is 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, contact the Nevco Service Department (see [Nevco Service Contact](#)).

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.
<i>Blinking Fast</i> (multiple times per 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, it will blink more visibly.
<i>Blinking Slow</i> (approximately once per 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 the LED has been turned off for some reason. 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 Control Module) will identify 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 → 34 → 56

This allows operators to identify which X2 receiver is connected to which OCM without having to open the scoreboard cabinet.

Nevco Service Contact

If the problem persists after following the steps above, please contact the Nevco Service Department:

NOTE

Phone: 1-800-851-4040

Support Ticket: <https://support.nevco.com/contact/>

Mail: NEVCO, Inc., 301 East Harris Avenue, Greenville, IL 62246-2151 USA

Features and Specifications

Features

MPCX2 Control:

- Small and lightweight — 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 the 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 (sealed)
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 Notice

WARNING

WARNING: Remove AA batteries from the MPCX2 controller when it is not going to be used for a prolonged period of time.

FCC Compliance

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.

WARNING

FCC RF Exposure 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.