



MPCX2

MPCX2 Football Controller

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Introduction



About the MPCX2 Football Control

The MPCX2 Football Control is a wireless handheld scoreboard controller designed for operating Nevco football 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 with a red football-themed faceplate and football-themed key caps labeled **FOOTBALL**.

It is suitable for use from the press box, sideline, or anywhere within wireless range of the scoreboard.

The MPCX2 Football Control also supports **Wireless Time Switch Mode**, allowing it to function as a dedicated time on/off switch when connected to an MPC7-X2 console control.

Hardware Description

The MPCX2 Football Control includes the following physical components:

- **LCD Display** — 16 characters × 2 lines; high-visibility transfective display readable in direct sunlight.
- **12-key sealed keypad** — Tactile, weather-resistant keys with football-themed labeling.
- **Belt clip** — Located at the top of the rear of the unit; 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).

Compatible Receiver Types

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

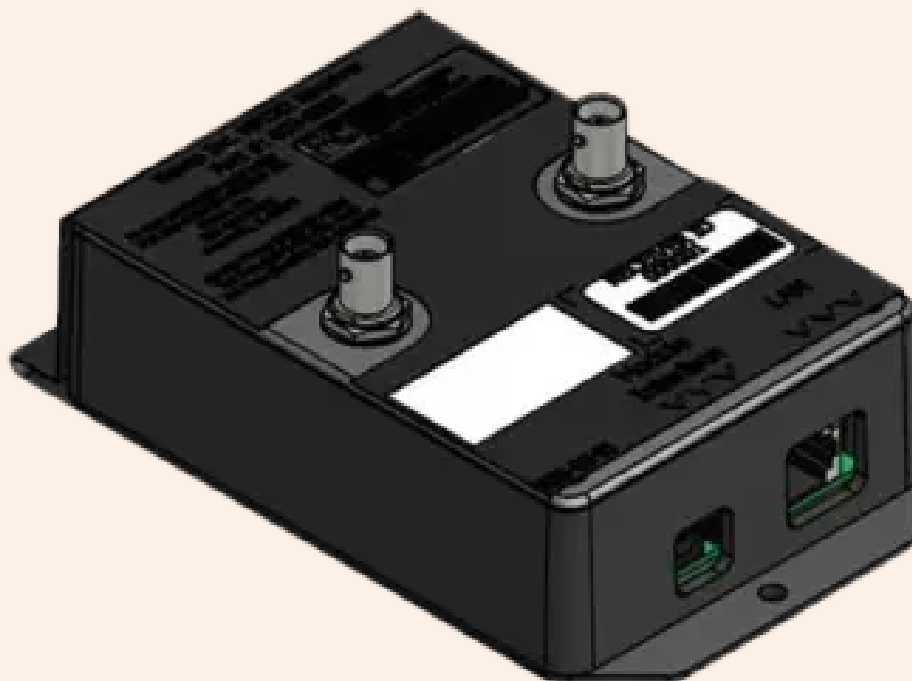
Standard Type (RJ12 output)



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 football scoreboard models.

Note: Some features may not be available on all models. May not be compatible with certain older scoreboards.

LED Models

MODEL	MODEL	MODEL
3500	7504	9505
3502	7505	9515
3504	7516	9605
3514	7520	9715
3515	7524	
3516	7525	
3520	7530	
3525	76xx	
3534		
3550	8601	
36xx	8602	
1632		

Incandescent Models

MODEL	MODEL	MODEL
3400	7404	9405
3402	7405	
3404	7416	
3414	7424	

MODEL	MODEL	MODEL
3415	7425	
3416	7430	
3425		
3434		

Quick Start Guide

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

Starting a New Game

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

The LCD will display a greeting showing the software version and broadcast frequency, then enter a scanning phase while establishing communication with the receiver(s).

This may take up to 20 seconds.

MPCX2 v01.00
2.4 GHz

Scanning

After scanning completes, the main screen appears showing the current Quarter, timer status, and scores:

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

01 Press **OPTIONS** repeatedly until the control displays:

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

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

The control returns to the main screen with Quarter set to 1 and all scores cleared:

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

Setting the Time

01 Press **SET TIME** to enter the Set Time screen.

The cursor will be positioned on the Minutes field:

```
Set Time:  DOWN  
-> 00:00.0
```

01 Press **+** or **-** to enter the desired number of minutes.

Tip: Hold the key down for fast advance.

Set Time: DOWN
-> 12:00.0

- 01 Press **SET TIME** again to advance the cursor to the Seconds field. Use + or - to enter the desired seconds.

- 02 Press **SET TIME** again to advance to the Tenths of a Second field. Use + or - to set the desired tenths.

Note: Some scoreboard models may not display tenths of seconds.

- 01 Press **QUARTER/SCORE** at any time to return to the main screen.

Q:1 12:00 OFF
Home: 0 Guest: 0

You are now ready for the game to begin.

Starting the Timer

- 01 Press **TIME ON** to start the clock.

Q: 1 12:00 ON
Home: 0 Guest: 0

Stopping the Timer

- 01 Press **TIME OFF** to stop the clock.

Q: 1 11:51 OFF
Home: 0 Guest: 0

Adding to the Score

01 Press **QUARTER/SCORE** to select the main screen, then press **HOME** or **GUESTS** to select the team whose score you want to change. The cursor will move to that team's score.

02 Press **+** to increment the score (or **-** to decrement).

Q: 1 12:00 OFF
Home: 1 Guest: 0

Note: Hold **+** or **-** for fast advance.

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

Keyboard Functions

Greeting Screen

The Greeting screen is displayed when the control is powered ON.

It shows the type of control, the software version, and the frequency it is broadcasting on.

After the greeting, the control displays **Scanning** while it establishes communication with its receiver(s).

This process may take up to 20 seconds.

MPCX2 v01.00
2.4 GHz

Scanning

Accessed by pressing: **ON/OFF**

Powering OFF: When you are done using the control, turn it OFF to conserve batteries by holding down the **OFF (HOLD)** key for 2 seconds.

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: Always power ON the receiver(s) (and the scoreboard) 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 main screen appears showing Quarter 0 and the scoreboard remains dark and does not respond, the receiver was not found. Power the control OFF, confirm all associated receivers are powered ON, and try again. Allow each control to complete its power-ON process (main screen appears) before turning ON another control.

Note: If the scoreboard fails to respond to the control, power the control OFF, wait a few seconds, and try again.

Main Screen

The Main screen shows the Quarter, the Timer Status, and the Scores.

Use this screen to change the Quarter or the Scores.

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

The cursor indicates the currently selected function.

You should keep this screen displayed during the game.

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

Accessed by pressing: **QUARTER/SCORE**

KEY	FUNCTION
QUARTER/SCORE	Selects the main screen. From this screen, use + or - to change the Quarter. The cursor indicates the selected function.
HOME	Selects the Home team's score for editing. The cursor moves to the Home score.
GUESTS	Selects the Guest team's score for editing. The cursor moves to the Guest score.
+ / -	Changes the value of the selected function (Quarter, Home score, or Guest score) and sends the update to the scoreboard. Hold down for fast advance.
TIME ON	Starts the game clock. The timer status on the display changes to ON.
TIME OFF	Stops the game clock. The timer status on the display changes to OFF.
HORN	Sounds the scoreboard horn for approximately 2 seconds. Does not change the control display. Hold the key down to extend the duration.

Screen examples — Main screen

```
Q:1      0.0  OFF      <- QUARTER/SCORE selected (cursor on Q)
Home: 0   Guest: 0
```

```
Q:1      0.0  OFF      <- HOME selected (cursor on Home score)
Home: 0   Guest: 0
```

```
Q:1      0.0  OFF      <- GUESTS selected (cursor on Guest score)
Home: 0   Guest: 0
```

```
Q:1      8:15   ON      <- Timer running
Home: 0   Guest: 1
```

```
Q:1      8:10  OFF      <- Timer stopped
Home: 0   Guest: 1
```

Multi-Function Screen

The Multi-Function screen provides access to the following football-specific statistics:

- Downs
- Yards To Go
- Ball On (yard line)
- Ball Possession
- Timeouts Left

Accessed by pressing: **DN/YTG B.ON/POSS T.O.L.** (the MULTIFUNCTION key)

Each press of the MULTIFUNCTION key steps to the next function or screen.

The cursor indicates the selected function.

Press **QUARTER/SCORE** at any time to abort the Multi-Function list and return to the main screen.

Down

Use + or - to enter the current Down (1st through 4th).

```
Down:  _
```

Use + or - to change the down value. The updated down is sent to the scoreboard immediately.

Yards To Go

Use + or - to enter the Yards To Go value.

Yards To Go: _

Tip: Pressing the **HOME** key while the Yards To Go screen is displayed will automatically set Yards To Go to 10.

Ball On

Use + or - to enter the yard line the ball is on (Ball On).

Ball On: _

Ball Possession

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

Possession
Home Guests

Pressing **HOME** sets possession to the Home team:

Possession
Home < Guests

Pressing **GUESTS** sets possession to the Guest team:

```
Possession
Home      > Guests
```

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

Timeouts Left

Use the **HOME** or **GUESTS** keys to select the team, then use **+** or **-** to change the Timeouts Left value for that team.

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

Set Time Screen

The Set Time screen is used to set the game clock.

The timer must be stopped before the Set Time screen can be accessed — pressing **SET TIME** while the timer is running will have no effect.

The cursor indicates which time element is currently selected: Minutes, Seconds, or Tenths of a Second.

```
Set Time:  DN
-> 00:00.0
```

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

KEY	FUNCTION
SET TIME	Enters the Set Time screen and advances the cursor through Minutes → Seconds → Tenths of a Second on each press.
+ / -	Changes the value of the currently selected time element and sends it to the scoreboard. Hold down for fast advance.

KEY	FUNCTION
QUARTER/SCORE	Returns to the main screen at any time.

Screen examples — Set Time

```
Set Time:  DN
-> 00:00.0      <- cursor on Minutes
```

```
Set Time:  DN
00:-> 00.0      <- cursor on Seconds
```

```
Set Time:  DN
00:00.-> 0      <- cursor on Tenths
```

Note: The "DN" indicator shows the current timer direction (Down). Use the Options Menu to change the direction the timer counts. See [Options Menu](#) for the Direction Timer option.

Note: Some timers display tenths of seconds while others display only whole seconds. In all cases, the time is internally divided into fractions of a second for greater accuracy. Fractions of a second are always cleared when a new time is set.

Note: Press **QUARTER/SCORE** at any time to return to the main screen.

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

This allows each operator or group to have their own control with unique option settings, eliminating the need to configure options every time the scoreboard is used.

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

For instance, one person can control Game Time while another person operates scoring with a separate control.

Accessing the Options Menu

Press the **OPTIONS** key to access the following features.

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

Note: In the screen examples below, the underlined or default value reflects the factory default setting.

Note: Press **QUARTER/SCORE** at any time to return to the main screen.

Standard Options

Clear Scoreboard

Clear Scoreboard
Press(+)

Press + to clear the scoreboard data.

The Quarter will be set to 1, scores will be set to 0, and all other data (Downs, Yards To Go, Ball On, Possession, Timeouts Left) will be cleared.

Edit Electronic Team Name (ETN)

Edit ETN
Press(+)

Press **+** to enter the Electronic Team Name editing menu.

This option allows you to set the team name displayed on scoreboards that support Electronic Team Names (ETN).

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

After pressing **+**, the display will show:

Guests ETN
Press (+)

Home ETN
Press (+)

After pressing **OPTIONS** to switch between Home and Guest ETN entries, and then pressing **+** to select, the display shows the ETN editor:

Home ETN
-

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

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

Note: Hold the key down for fast advance.

Direction Timer (Time Up / Time Down)

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

Sets the direction the game clock will count.

- Press + to set the timer to count **Up**.
- Press - to set the timer to count **Down** (default for football).

Note: Football scoreboards typically count down. Use count-up mode only if your specific scoreboard application requires it.

Brightness

Brightness
(+)HIGH (-)LOW

Sets the brightness level of the scoreboard display.

- Press + for HIGH brightness (recommended for daytime/outdoor use).
- Press - for LOW brightness (recommended for nighttime use or to conserve power).

Auto Horn

Auto Horn
(+)On (-)Off

Enables or disables the automatic horn that sounds when the game clock reaches zero.

- Press + to enable the auto horn (sounds for approximately 4 seconds when time expires).
- Press - to disable the auto horn.

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.

The displayed time is used as the set time if it is a valid Time of Day value; otherwise the entire scoreboard is blanked.

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

Battery Level

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

Displays the current battery level in the control as a bar graph from Low (L) to High (H).

Note: The message "Low Battery!!!" will appear when the batteries are approaching end of life. When 0 bars remain, replace the batteries immediately.

Signal Strength

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

Displays the current wireless signal strength as a bar graph from Low (L) to High (H).

Signal strength is affected by distance from the receiver, battery condition, physical obstructions, and signal interference.

Use this reading as an indicator of communication reliability between the control and the receiver.

Football-Specific Options

The following two options appear only in the Football MPCX2 controller.

Caption Option (YTG Caption)

```
Caption Option
Goal(+)    Inch(-)
```

Changes the caption displayed on the scoreboard for the "To Go" field.

- Press + to set the caption to **Goal**.
- Press - to set the caption to **Inches**.

Note: This option only works with scoreboards that support electronic captions.

TOL Possession Indicator

TOL Possession
enbl(+) dsbl(-)

Indicates ball possession by inverting the colors of the Timeouts Left (TOL) captions on scoreboards with electronic TOL captions.

- Press + to enable the TOL Possession Indicator.
- Press - to disable the TOL Possession Indicator.

Note: This option only works with scoreboards that support electronic captions. It is intended for use with boards that do not have dedicated possession indicators.

Advanced Options

Warning: Advanced Options affect how the control operates at a low level. These settings should only be changed by an experienced operator or under direction from the Nevco Service Department.

Accessing Advanced Options

When you reach the following screen in the Options Menu:

Enter Code to
Change Settings

Enter the access code using this key sequence: **HOME**, then **+**, then **-**, then **GUESTS**.

The advanced options include:

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

Press **OPTIONS** to return to the main screen without making changes, or continue pressing **OPTIONS** to proceed through additional advanced settings.

Link Menu

Link Menu
Press (+)

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

Press + to enter the Link Menu, then press + again to scroll through the sub-menus:

SUB-MENU	FUNCTION
Add a Rec ID — Press(+)	Adds a new receiver ID to the control's receiver list.
Delete a Rec ID — Press(+)	Removes a receiver ID from the control's receiver list.
View Rec ID's — Press(+)	Displays all receiver IDs currently programmed in the control, and whether each is enabled or disabled.
Network Analyzer — Press(+)	Displays the number of receivers connected and shows network integrity as a percentage.

See [Mpcx2 Control Receiver Setup Procedure](#) for detailed instructions on adding and deleting receiver IDs.

Setting the Scoreboard Model

After the Advanced Options screens, the next press of **OPTIONS** displays the Scoreboard Model screen.

Scoreboard Model

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

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

Press **OPTIONS** to exit — the last model type displayed becomes the new configuration.

Refer to the following table to select the correct model type for your scoreboard.

Football Scoreboard Model Selection

SCOREBOARD MODELS	SELECT
3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 7504, 7505, 7516, 7520, 7524, 7525, 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, 7604, 7614, 7624, 7605, 7615, 7625, 7616, 7620, 7630, 7631, 7632	Type B (+)
All 36XX, 76XX, and 86XX boards	X6XX (+)
3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7680, 7685 (Reorders Intelligent Caption to Ball On, Down, To Go, Quarter)	X6XX Legacy (+)

Note: If your scoreboard model is not listed here, contact Nevco at 1-800-851-4040 or visit <https://nevcosupport.freshdesk.com/support/home> for assistance.

MPCX2 Control / Receiver Setup Procedure

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

Mating a New Control to Receiver(s)

Follow these steps to pair the control with one or more MPCX2 receivers.

01 Record the receiver ID(s).

Locate the barcode label on the receiver box and record the 6-digit receiver ID(s) before installation.

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

Note: On a segment timer, the serial number is located inside the battery door.

Record Receiver ID Here: _____

- 01 **Install the receiver(s) into the scoreboard** and power up the receiver(s) to be used.
 - **Standard Installation** — Uses the RJ12 output of the receiver.
 - **Rain Type Box Installation** — Uses the coax output of the receiver and a 9 VDC power supply.
- 02 **Wait approximately 15 seconds** after the receiver has been turned on before turning on the MPCX2 controller, to allow the receiver to initialize.
- 03 **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 buttons:
 - Press **OPTIONS** (NEXT) to move the cursor to the next digit.
 - Press **+** or **-** to increment or decrement each digit.
- 02 When the complete receiver ID has been entered, press **SET TIME** (BACK — the lower-left key) to confirm.

The screen will prompt:

Reset Now?
(+)NOW (-)LATER

01 Press + to reset the controller immediately with this receiver.

Press - to add additional receiver IDs first. The display will show:

Add Another?
(+)YES (-)NO

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

If no additional receivers are needed, press - and the controller will reset and link to the entered receiver(s).

Note: In the receiver setup procedure, the **OPTIONS** key functions as NEXT (to advance the cursor), and **SET TIME** functions as BACK (to confirm the entry).

Setting the Control for Your Scoreboard Model

This procedure is **not** required if your scoreboard is 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, 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 the **OPTIONS** key repeatedly until the display reads:

Enter Code to
Change Settings

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

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

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

Scoreboard Model
(+)

01 Press **+** to select the scoreboard model type shown in the table below.

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

Football Scoreboard Model Selection

SCOREBOARD MODELS	SCREEN TO SELECT
3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 7504, 7505, 7516, 7520, 7524, 7525, 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, 7604, 7614, 7624, 7605, 7615, 7625, 7616, 7620, 7630, 7631, 7632	Type B (+)
All 36XX, 76XX, and 86XX boards	X6XX (+)
3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7680, 7685 (Reorders Intelligent Caption to Ball On, Down, To Go, Quarter)	X6XX Legacy (+)

Multiple Receivers and Controllers

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

Multiple Controllers

For example, one person with a controller can control Game Time and another person with a separate controller can control Game Score of the same game on the same scoreboard.

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

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 procedure above.

Multiple Receivers

Multiple receivers can be used on the same network.

One example would be separate scoreboards for the same game, or a scoreboard with an auxiliary display — one receiver controls the main scoreboard while other receiver(s) control additional displays.

Wireless Time Switch Mode

The Wireless Time Switch Mode allows the MPCX2 Football handheld control to function as a dedicated time on/off switch for use in combination with an **MPC7-X2** console control.

To activate this mode, follow the **Mating a New Control to Receiver(s)** instructions above, but instead of entering a receiver ID, enter the **serial number of the MPC7-X2 console control**.

The serial number of your MPC7-X2 can be found on the underside of the console.

Warning: The MPC7-X2 itself may be connected to one or more X2 receivers. Those receivers must **not** be included in the X2 handheld's receiver list, or the handheld may

connect to a receiver instead of the MPC7-X2 console control. This would prevent the handheld from controlling time, and the MPC7-X2 would be unable to control that receiver.

When the handheld is properly connected to the MPC7-X2, the display will show:

```
Time Switch  
Time: Off
```

In this mode you can verify operation by setting time in the MPC7-X2 control and pressing **TIME ON** on the handheld.

Time should begin running on the console and the handheld display should update to "On".

Once connected in this mode, the time on/off buttons on the MPC7-X2 will no longer work — the handheld has taken over time control.

In Wireless Time Switch Mode:

- Only **ON/OFF**, **TIME ON**, **TIME OFF**, and **OPTIONS** are active.
- All other keys are disabled.
- The Options Menu is reduced to only the options relevant to time switch operation.
- Setting the time must still be done using the MPC7-X2 console control.

Note: To return to normal MPCX2 handheld operation, remove the MPC7-X2 serial number from the receiver list and re-enter the receiver IDs you wish to control.

Adding, Deleting, or Enabling/Disabling Receiver IDs

To manage receiver IDs after initial setup, use the Link Menu in the Advanced Options section of the Options Menu.

See [Options Menu](#) for instructions on accessing the Link Menu.

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
Scoreboard will not turn ON when control is turned ON	Control signal weak — battery level low	Replace batteries
Control continues to search for an unusually long time	Check signal strength (see Options Menu) — control is in a poor location	Make sure the control is in clear line of sight of the scoreboard
	Out of range	Move closer to the 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 which receivers the control is linked to and verify the receivers on its list
Control display shows incorrect information	Control is not linked to this scoreboard	Find and use the correct control for this scoreboard
		Link the control to this scoreboard or group (see Options Menu)
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
	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 re-establish communications
My control will not operate the 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 timer is running	Stop the timer first
Cannot turn the time ON	Time is 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

PROBLEM	CAUSE	SOLUTION
	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 the correct scoreboard model series	Reconfigure the control (see Options Menu)

If the problem persists, contact the Nevco Service Department:

- **Phone:** 1-800-851-4040
- **Support:** <https://nevcosupport.freshdesk.com/support/home>

LED Status

The MPCX2 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.
Blinking Fast (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.
Blinking Slow (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 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 Power-Up

On power-up, the receiver connected to the OCM 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, then 34, then 56 on power-up.

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

Features and Specifications

Features

- 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 3¼" x 5½" x 7⁄8"
Weight	5½ oz. (including batteries)
Keypad	12 keys
Display	32-character LCD (16 characters x 2 lines)
Power Requirements	Two AA cells (included)
Operating Distance	1,000 feet (clear line of sight)
Receiver Output	One BNC connector (2 loads with up to 1,000 ft. coax each)
Operating Temperature	0°F to 150°F
Certifications	FCC Part 15 Class B, CE, RoHS

Warning: Remove AA batteries from the X2 controller when it is not going to be used for a prolonged period of time.

Regulatory Notices

FCC 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.

Canadian Notice

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

Cet appareil numérique de la classe B répecte 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.