



MPCX2

MPCX2 Soccer Controller

Document: 135-0247

Revised: 2026-07-03

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Introduction



About the MPCX2 Soccer Control

The MPCX2 Soccer Control is a wireless handheld scoreboard controller designed for operating Nevco soccer 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 soccer-themed key caps.

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

Hardware Description

The MPCX2 Soccer 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 soccer-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.

The keypad provides the following controls:

KEY	FUNCTION
HALF/SCORE	Selects the Half for editing; also functions as the Escape key to return to the main screen from any other screen.

KEY	FUNCTION
HORN	Sounds the scoreboard horn (approximately 2 seconds). Hold down to extend the duration.
ON/OFF	Powers the control on. Hold down for 2 seconds to power the control off. Labeled OFF (HOLD) on the faceplate.
HOME	Selects the Home team for scoring or multifunction stat entry. Also used in Options menu navigation.
GUESTS	Selects the Guest team for scoring or multifunction stat entry. Also used in Options menu navigation.
SHOTS/SAVES/C/K/PEN (Multifunction)	Special multifunction key. Each press cycles to the next stat: Shots on Goal → Saves → Corner Kicks → Penalties.
+	Adds to the currently selected value. Also functions as ENTER in menus. Hold down for fast advance.
-	Subtracts from the currently selected value. Hold down for fast advance.
TIME ON	Starts the scoreboard timer.
TIME OFF	Stops the scoreboard timer.
SET TIME	Opens the Set Time screen to set the clock value. Active only when the timer is stopped. Also functions as cursor advance in the Set Time screen. Labeled BACK above the key for menu navigation.
OPTIONS	Opens the Options menu. Each press advances to the next option screen. Also functions as cursor advance in the receiver ID entry screen (labeled NEXT above the key).

Compatible Receiver Types

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

Standard Type (RJ12 output)



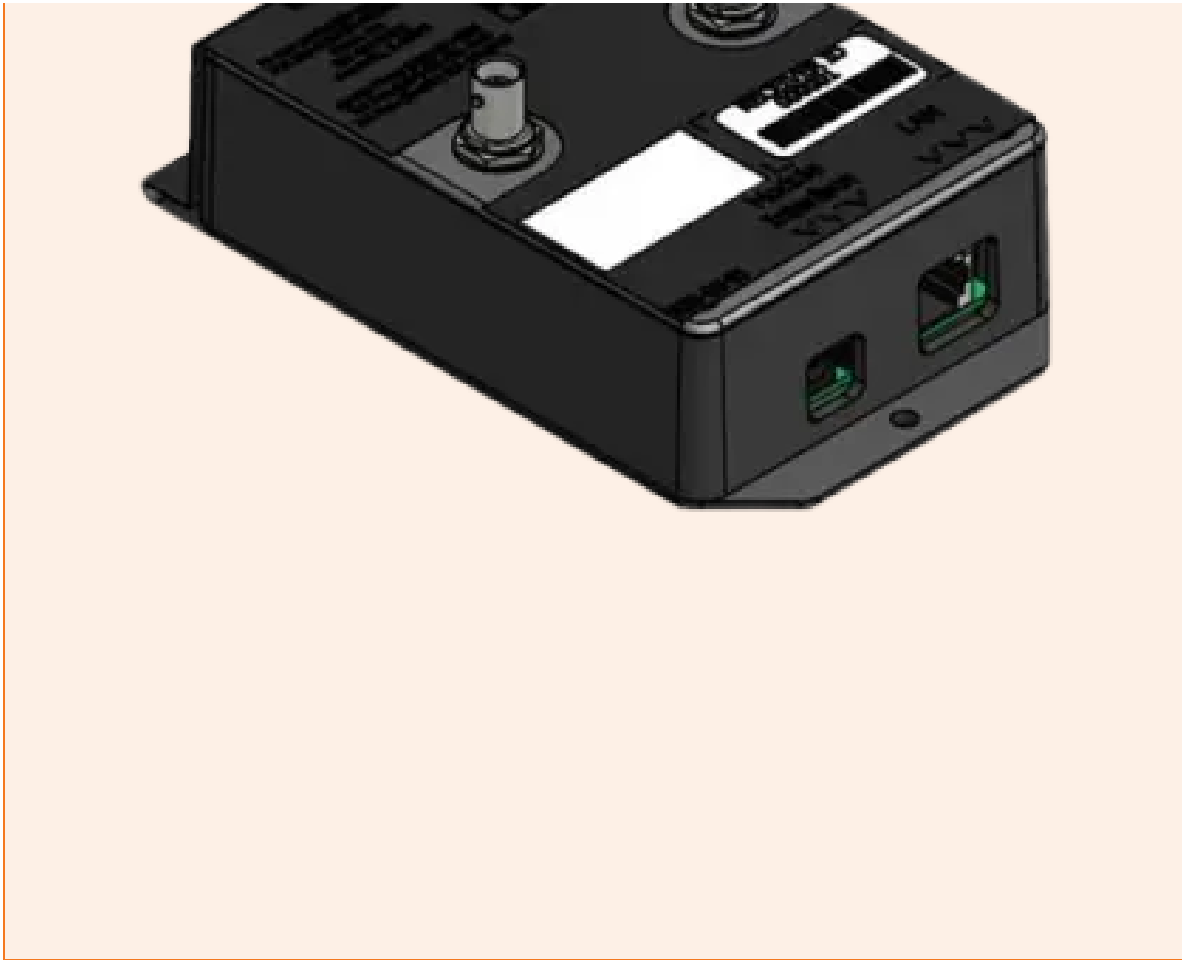


For use with outdoor x6xx and indoor x7xx scoreboards.

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 soccer scoreboard models.

Note: Some features may not be available on all models. The control must be configured for the correct scoreboard model type. See [Setting The Scoreboard Model](#) for instructions.

Soccer Scoreboard Models

TYPE	SCOREBOARD MODELS	INTELLIGENT CAPTIONS
Type A	1515, 9505, 9515, 1615, 1632, 1655, 9605, 9715, 1415	No
Type B	1520, 1525, 9505, 9515, 1620, 1625, 9605, 9715, 1020, 1025, 9405, 9410	No
Type C	3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 3555, 9605, 9505, 9715, 9515, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 3455, 9405	No
Type D	7504, 7524, 9505, 9515, 9605, 9715, 7404, 7405, 7424	No
Type E	7604, 7605, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 3600, 3602, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3654, 3655, 7505, 7516, 7520, 7525, 7530, 9505, 9715, 7405, 7416, 7424, 7425, 7430, 9405, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7680, 7685, 8601, 8602	Yes
Type F	200, 230, 24xx, 25xx, 26xx, 27xx, 9510, 9715, 9710, 9715	No
Type G	3636, 3637, 3656, 3657	Yes
Type H	4455, 4465, 4755, 4555, 4565, 4765, 9710, 9715	No

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 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 half, time status, and scores.

The cursor (underline) indicates the currently active function.

Half: 1 Time:OFF
Home: 0 Guest: 0

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

Clear Scoreboard
Press (+)

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

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

Scoreboard
Cleared

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

The half is automatically set to 1.

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

You are now ready for the game to begin.

Setting the Time

Soccer timers typically count up from 00:00.0, but the direction can be changed in the Options menu (see [Time Updown](#)).

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

The display shows the Minutes field with the cursor at the leftmost digit.

```
Set Time:  
00:00.0    DN
```

Note: **SET TIME** is active only when the timer is stopped. If the timer is running, pressing **SET TIME** will prompt you — stop the timer first.

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

Hold the key down for fast advance.

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

01 Press **SET TIME** again to advance the cursor to the Seconds field.

Use + or - to enter the desired seconds value.

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

01 Press **SET TIME** again to advance the cursor to the Tenths of a Second field.

Use **+** or **-** to set tenths.

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

Note: Some scoreboard models may not display tenths of seconds. In all cases the time is divided into fractions of a second for accuracy. Fractions of a second are always cleared when a new time is set.

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

Starting the Timer

01 Press **TIME ON**.

The display changes to show Time:ON on the main screen.

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

Stopping the Timer

01 Press **TIME OFF**.

The display changes to show Time:OFF.

Half: 1 Time:OFF
Home: 0 Guest: 0

Adding to the Score

01 Press **HALF/SCORE** to ensure the main screen is active.

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

The cursor moves to that team's score.

01 Press **+** to add 1 to that team's score.

Half: 1 Time:ON
Home: 1 Guest: 0

Adding to Shots on Goal

01 Press **SHOTS/SAVES/C/K/PEN** once to display the Shots on Goal screen.

Shots On Goal:
Home: _ Guest:

01 Press **HOME** or **GUESTS** to select the team.

02 Press **+** to add 1 to that team's shots on goal count.

Shots On Goal:
Home: _ Guest: 1

Note: When scoreboard data is cleared, shots display a blank. Press + once to initialize the value to zero, then press + again to add 1.

Adding to Saves

01 Press **SHOTS/SAVES/C/K/PEN** twice to display the Saves screen.

Saves:
Home: 1 Guest:

01 Press **HOME** or **GUESTS** to select the team.

02 Press + to add 1 to that team's saves count.

Note: When scoreboard data is cleared, saves display a blank. Press + once to initialize to zero.

Adding to Corner Kicks

01 Press **SHOTS/SAVES/C/K/PEN** three times to display the Corner Kicks screen.

Corner Kicks:
Home: _ Guest: 1

01 Press **HOME** or **GUESTS** to select the team.

02 Press + to add 1 to that team's corner kick count.

Note: When scoreboard data is cleared, C/K displays a blank. Press + once to initialize to zero.

Adding to Penalties

- 01 Press **SHOTS/SAVES/C/K/PEN** four times to display the Penalties screen.

Penalties:
Home: 1 Guest:

- 01 Press **HOME** or **GUESTS** to select the team.
-

- 02 Press **+** to add 1 to that team's penalty count.

Note: When scoreboard data is cleared, penalties display a blank. Press **+** once to initialize to zero.

Note: You can press **HALF/SCORE** at any time to abort the multifunction list and return to the main screen.

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

Keyboard Functions

Greeting Screen

The Greeting screen is displayed each time the control is powered on.

MPCX2 v01.00
2.4 GHz

Scanning

Accessed by pressing: **ON/OFF**

When the control is powered on, the greeting shows the type of control, the software version, and the frequency it is broadcasting.

It then displays **Scanning** for the remaining time until the control establishes communications with its receiver(s).

This process may take up to 20 seconds.

Note: Always power ON the receiver(s) (scoreboard(s)) first, and wait a few seconds for the receiver(s) to initialize — the red LED will illuminate — 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 Half 0 and the scoreboard remains dark and does not respond, the receiver was not found. Power the control OFF, make sure all associated receivers are powered ON, and try again. Allow time for each control to complete its powering-ON process before turning ON another control.

```
Half: 0    Time:OFF
Home: 0    Guest: 0
```

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

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.

Main Screen

Accessed by pressing: **HALF/SCORE**

```

Half: 1    Time:OFF
Home: 0    Guest: 0

```

The main screen shows the Half, the Timer Status (ON or OFF), and the Scores.

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

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

The cursor (underline) indicates the currently selected function.

Keep this screen displayed during the game.

HALF/SCORE Key

Pressing **HALF/SCORE** selects the Half for editing.

The cursor moves to the Half value.

```

Half: 1    Time:OFF
Home: 0    Guest: 0

```

Use + or - to change the half number.

Note: The cursor indicates the selected function.

HOME and GUESTS Keys

Press **HOME** to select the Home team's score.

The cursor moves to the Home score.

```

Half: 1    Time:OFF
Home: 0    Guest: 0

```

Press **GUESTS** to select the Guest team's score.

The cursor moves to the Guest score.

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

Then use + or - to change the score for the selected team.

Hold the key down for fast advance.

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

TIME ON Key

Press **TIME ON** to start the scoreboard clock.

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

TIME OFF Key

Press **TIME OFF** to stop the scoreboard clock.

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

HORN Key

Press **HORN** to sound the scoreboard horn (approximately 2 seconds).

Hold the key down to extend the horn duration.

Note: Pressing **HORN** does not change the control display.

Set Time Screen

Accessed by pressing: **SET TIME**

Set Time:
00:00.0 DN

Note: The **SET TIME** key is active only when the timer is stopped. Pressing it while the timer is running will prompt you to stop the timer first.

The Set Time screen is used to set the clock value on the scoreboard.

The cursor indicates the Minutes, Seconds, or Tenths of Seconds field currently selected.

Use **SET TIME** to step through each time element; use + or - to change its value.

Hold + or - for fast advance.

The **DN** indicator shows the current timer direction (Down).

To change the timer direction, use the Options menu (see [Time Updown](#)).

Press **SET TIME** to set the Minutes (cursor on left):

Set Time:
00:00.0 DN

Press **SET TIME** again to set the Seconds (cursor advances):

Set Time:
00:00.0 DN

Press **SET TIME** again to set the Tenths of a Second:

Set Time:
00:00.0 DN

Note: Some scoreboard models may not display tenths of seconds. In all cases the time is divided into fractions of a second for greater accuracy. The fractions of a second are always cleared when a new time is set.

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

Multi-Function Screen

Accessed by pressing: **SHOTS/SAVES/C/K/PEN**

The Multi-Function screen provides access to the four soccer-specific statistics:

Shots on Goal, Saves, Corner Kicks (C/K), and Penalties.

Each press of the **SHOTS/SAVES/C/K/PEN** key steps through to the next function in the list.

The cursor indicates the selected team.

The order in which these four data items appear on the scoreboard is programmable from the Options menu.

Changing the order allows configuration of what will be displayed on soccer boards capable of displaying fewer than 4 items for both home and guest teams.

Note: Press **HALF/SCORE** at any time to abort the multifunction list and return to the main screen.

Shots on Goal Screen

First press of **SHOTS/SAVES/C/K/PEN**:

Shots On Goal:
Home: _ Guest:

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

Use **+** or **-** to change that team's value.

Note: When scoreboard data is cleared, shots display a blank. Add 1 to initialize the display to zero.

Saves Screen

Second press of **SHOTS/SAVES/C/K/PEN**:

Saves:
Home: _ Guest:

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

Use **+** or **-** to change that team's value.

Note: When scoreboard data is cleared, saves display a blank. Add 1 to initialize the display to zero.

Corner Kicks Screen

Third press of **SHOTS/SAVES/C/K/PEN**:

Corner Kicks:
Home: _ Guest:

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

Use **+** or **-** to change that team's value.

Note: When scoreboard data is cleared, C/K displays a blank. Add 1 to initialize the display to zero.

Penalties Screen

Fourth press of **SHOTS/SAVES/C/K/PEN**:

```
Penalties:  
Home: _ Guest:
```

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

Use **+** or **-** to change that team's value.

Note: When scoreboard data is cleared, penalties display a blank. Add 1 to initialize the display to zero.

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 used to define how it operates.

This allows each operator 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 to night-time levels for evening soccer matches.

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

Accessed by pressing: **OPTIONS**

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

Note: In the illustrations below, the cursor indicates the default factory settings.

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

Clear Scoreboard

Clear Scoreboard
Press(+)

Allows you to clear the scoreboard data.

Press + to clear.

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

Edit Electronic Team Name (ETN)

Edit ETN
Press(+)

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

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

Press **+** to enter the ETN menu.

The display shows the Guest ETN entry first:

Guests ETN
Press (+)

Home ETN
Press (+)

Note: After pressing **+** to enter the ETN menu, press **OPTIONS** to switch between Home and Guest ETNs.

Once inside the ETN editor:

Home ETN
-

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

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

Hold a key down for fast advance.

Time Up/Down

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

Allows you to set the direction the timer will count.

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

Note: Soccer timers typically count up from 00:00. Use this option to switch to countdown mode if required by your game format.

Brightness

Brightness
(+)HIGH (-)LOW

Allows you to select the Brightness level of the scoreboard.

Press + for High; press - for Low.

Auto Horn

Auto Horn
(+)On (-)Off

Allows you to enable or disable the automatic horn.

When enabled, the horn sounds for approximately 4 seconds when the time has expired.

Press + to enable; press - to disable.

Set Time of Day

Set Time of Day
Press (+)

Turns the control OFF and blanks all scoreboard functions except Time.

Uses the 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. Controllers connected to those models will not display Time of Day.

Battery Level

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

Reports the condition of the batteries in the control.

The bar graph moves from L (low) to H (high) to indicate remaining battery life.

Note: "Low Battery!!!" will display when batteries are approaching the end of their usable life. When 0 bars remain, 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 reliability of communications.

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

Advanced Options

Enter Code to Change Settings

```
Enter Code to  
Change Settings
```

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

These settings generally do not need to be changed and should only be adjusted by an experienced operator or under direction from the Nevco Service Department.

Press the following key sequence to enter the advanced settings:

HOME → + → - → GUESTS

Once the code is accepted, the following additional items are available:

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

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

Link Menu

Link Menu
Press (+)

This option allows you 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.

SUB-MENU	ACTION
Add a Rec ID	Press (+)
Delete a Rec ID	Press (+)
View Rec ID's	Press (+)
Network Analyzer	Press (+)

The Network Analyzer allows you to see the number of receivers connected and view the integrity of the network as a percentage.

Refer to [Mpcx2 Control Receiver Setup](#) for detailed pairing instructions.

Setting the Scoreboard Model

Scoreboard Model

The final press of the **OPTIONS** key during the standard options cycle displays the Scoreboard Model selection screen.

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

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

Press **OPTIONS** to exit the Options routine.

The last scoreboard model displayed becomes the new control configuration.

Refer to the Scoreboard Model table in [Setting The Control For Your Scoreboard Model](#) for the appropriate model to select for your scoreboard.

Soccer Specific Options – Data Layout

One option available only in soccer MPCX2 controllers is the ability to shift the order of the data items (and electronic captions) that appear with the **SHOTS/SAVES/C/K/PEN** multifunction key.

Note: This option is only available when the Scoreboard Model is set to **Type E** or **Type G**.

Note: Scoreboards that use Electronic Caption Plates will allow the captions to change to match the selected data layout. If the electronic captions and caption data are blank or all Os on first power up, the data layout may not be initialized. Follow the procedure below to initialize and select a data layout.

Note: Player In / Player Out data can be entered if the data layout is selected for Player In / Player Out and the controller is set up as Type G.

Setting the Data Layout

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

Enter Code to
Change Settings

01 Press the following key sequence:

HOME → **+** → **-** → **GUESTS**

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

Data Layout (+)
SHT SAV CNR PEN

01 Press **+** to advance through the available data layouts.

Each press cycles to the next arrangement.

The available data layout options are shown in the table below.

The abbreviations are: **SHT** = Shots on Goal, **SAV** = Saves, **CNR** = Corner Kicks, **PEN** = Penalties, **PLI** = Player In, **PLO** = Player Out.

Available Data Layouts

LAYOUT	DISPLAY
Layout 1	SHT SAV CNR PEN
Layout 2	SHT CNR SAV PEN
Layout 3	SHT PEN SAV CNR
Layout 4	SAV CNR SHT PEN
Layout 5	SAV PEN SHT CNR
Layout 6	CNR PEN SHT SAV

LAYOUT	DISPLAY
Layout 7	PLI PLO SHT SAV
Layout 8	PLI PLO SHT CNR
Layout 9	PLI PLO SHT PEN
Layout 10	PLI PLO SAV CNR
Layout 11	PLI PLO SAV PEN
Layout 12	PLI PLO CNR PEN

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

MPCX2 Control / Receiver Setup

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

Mating a New Control to Receiver(s)

- 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 located in the battery door on a segment timer.

- 01 **Install the receiver(s)** into the scoreboard and power up the receiver(s) that are to be used.

Two installation methods are available:

- a. **Standard Installation** — Uses the RJ12 output of the receiver.
- b. **Rain Type Box Installation** — Uses the coax output of the receiver and a 9 VDC power supply.

- 01 Wait **approximately 15 seconds** after the receiver has been turned on before turning on the MPCX2 controller, to allow time for the receiver to initialize.
-

- 02 **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(s)** located on the receiver box using the controller keypad.

Press **OPTIONS (NEXT)** to move the cursor, and press **+** or **-** to increment or decrement each digit.

When done, press **SET TIME (BACK)**.

- 01 The screen will then prompt:

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

- 01 Press **+** to reset the controller immediately.

Press **-** to allow additional receiver IDs to be entered.

Pressing **-** displays:

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

- 01 If additional receivers are to be added, press + and repeat steps 5 through 6.

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

Setting the Control for Your Scoreboard Model

This procedure is not necessary if you have one of 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, 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 listed above, follow these steps:

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

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

Enter Code to
Change Settings

- 01 Enter the code by pressing the keys in this sequence:

HOME → + → - → **GUESTS**

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

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

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

Scoreboard Model
(+)

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

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

Soccer Scoreboard Model Selection Table

TYPE	SOCCER SCOREBOARD MODELS	SCREEN TO SELECT
Type A	1515, 9505, 9515, 1615, 1632, 1655, 9605, 9715, 1415	Type A (+)
Type B	1520, 1525, 9505, 9515, 1620, 1625, 9605, 9715, 1020, 1025, 9405, 9410	Type B (+)
Type C	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 (+)
Type D	7504, 7524, 9505, 9515, 9605, 9715, 7404, 7405, 7424	Type D (+)
Type E (<i>Supports Intelligent Captions</i>)	7604, 7605, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 3600, 3602, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3654, 3655, 7505, 7516, 7520, 7525, 7530, 9505, 9715, 7405, 7416, 7424, 7425, 7430, 9405, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7680, 7685, 8601, 8602	Type E (+)
Type F	200, 230, 24xx, 25xx, 26xx, 27xx, 9510, 9715, 9710, 9715	Type F (+)
Type G (<i>Supports Intelligent Captions</i>)	3636, 3637, 3656, 3657	Type G (+)
Type H	4455, 4465, 4755, 4555, 4565, 4765, 9710, 9715	Type H (+)

Multiple Receivers and Controllers

Both multiple controllers and multiple receivers can operate 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 been 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 would be separate scoreboards for the same game.

Adding, Deleting, or Enabling/Disabling Receiver IDs

To manage receiver IDs after initial setup, navigate to the **Link Menu** in the Options menu (see [Options Menu](#)).

Use + to scroll through the Link sub-menus:

- **Add a Rec ID** — Add a new receiver ID to the control's list.
 - **Delete a Rec ID** — Remove a receiver ID from the control's list.
 - **View Rec ID's** — View the status of programmed IDs (enabled or disabled).
 - **Network Analyzer** — View the number of connected receivers and network integrity percentage.
-

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 after an unusually long time	Check signal strength (see Options menu) — 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)
Cannot turn the time ON	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
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 is ON	Install batteries — power ON
Scoreboard is ON — Control is OFF	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

PROBLEM	CAUSE	SOLUTION
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.

Phone	800-851-4040
Support	https://nevcosupport.freshdesk.com/support/home

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.
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 and the LED should turn on after a brief delay.

Receiver Identification on Powerup

On powerup, 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 up the scoreboard.

Features and Specifications

Features

MPCX2 Control:

- Small and light weight (fits in or clips to pocket)
- Electronic Team Name and Caption Support
- Tactile confirmation of key pressed
- High visibility transreflective 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

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

Regulatory Notices

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 répecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

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 is not recommended. The antenna used for this transmitter must not be co-located in conjunction with any other antenna or transmitter.