



MPCW-7

MPCW-7 Baseball/Softball

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Introduction

About the MPCW7 Baseball/Softball Control

The MPCW7 Baseball/Softball Control is a wireless desktop scoreboard controller designed for operating Nevco baseball and softball scoreboards.

It communicates with one or more wireless receivers installed at the scoreboard, eliminating the need for a wired connection between the operator position and the scoreboard.

The MPCW7 is a tabletop (desktop) unit intended for use at a scorer's table, press box, or any fixed operator position within wireless range of the scoreboard.

It features a large illuminated 16-character LED display for high-visibility feedback, and a two-section keypad layout with a sport-specific overlay that labels every key for baseball and softball operation.

Note: Some features shown on the keyboard overlay may not be available on the particular scoreboard model being operated.

Hardware Description

The MPCW7 control includes the following physical components:

COMPONENT	DESCRIPTION
MPCW7 Control (A)	The desktop controller unit. Universal — to change sports, change the overlay and select the new sport.
Power Supply (B)	9 V DC wall adapter included with the control.
Overlay (C)	Sport-specific flat panel that fits over the keypad to label all keys. Included with the system.
Hand Held Switch / TCS-7 (D)	A TCS-7 time control switch is included with each control. Plugs into either side jack. Other switches are included with the accessories they operate.

COMPONENT	DESCRIPTION
Keypads (E)	Left and Right keypads — 20 keys each.
16-Character Display (F)	Bright LED display for operator feedback and visibility.
Power On/Off Switch (G)	Removes power from the control only. Does NOT turn power off to the scoreboard.
Hand Held Switch Jacks (H)	One jack on each side of the control. Either jack may be used for any Hand Held Switch.
Overlay (C) — rear view label	For the sport used with the scoreboard.
Coiled Cord (J)	Stretches to over 4 feet. Included with the hand held switch.
Socket for Coiled Cord (K)	Allows easy replacement of the cord.
LED Test Indicator (L)	Verifies that the Hand Held Switch is working.
Remote Push Button Switch (M)	Function depends on switch type. On TCS-7: sounds the horn.
Remote Rocker Switch (N)	Function depends on switch type. On TCS-7: controls the time.
Output to Scoreboard (O)	BNC connector for coax cable. Use either or both as needed.
Jack for Power Input (P)	9 V DC power input jack.

Tip: The Power On/Off switch on the control does not affect scoreboard power. The scoreboard and its receiver(s) should remain powered at all times during operation.

Compatible Scoreboard Models

These instructions apply to the following Nevco scoreboard models.

The MPCW7 must have its scoreboard model set correctly to communicate with the scoreboard being operated.

Refer to the Scoreboard Model section for instructions on selecting the correct model.

Note: Some features may not be available on all models listed below.

LED Scoreboards

MODEL NUMBERS	NOTES
1500, 1510, 1530, 1535, 1550, PCD	Standard
1503, 1506, 1508, 1540, PCD	Inn By Inn
1515, 1520, 1525, PCD	With Timer
1600, 1607, 1610, 1612-PC, 1617-PC, 1630, 1635, 1650, 1615, 1620, 1625, 1632, 1654, 3600, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3654, 3655, 3656, 3658, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7604, 7605, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 7680, 7685, 8601, 8602, 88xx, 9605, 9618, 9620, 9715, PCD	x6xx Standard
1603(-PC), 1604(-PC), 1606(-PC), 1607(-PC), 1608, 1609, 1640, PCD, 9618, 9620	x6xx InnByInn
7504, 7524	75xx A
7505, 7516, 7520, 7525, 7530	75xx B
3500, 3504, 3514, 3515, 3516, 3534, 3550	35xx

Incandescent Scoreboards

MODEL NUMBERS	NOTES
1000, 1010, 1030, 1035	Standard / Inn By Inn
1000, 1003, 1006, 1010, 1030, 1035	Inn By Inn
1415, 1025, 9405, 1020	With Timer
7404, 7424	75xx A
7005, 7405, 7415, 7416, 7425, 7430	75xx B
3400, 3416, 3002, 3402, 3425, 3016, 3404, 3434, 3025, 3414, 3455, 3030, 3415, 9405	35xx

Quick Start

First-Time Setup

Before using the MPCW7 for the first time — or when setting it up to operate a new scoreboard — complete the following steps in order:

- 01 Install the sport overlay** — Place the Baseball/Softball overlay on the control. Tabs at the top and bottom hold it in place.

- 02 Set the scoreboard model** — Press **OPTIONS** until `Model >>` displays, press **YES**, then press **OPTIONS** to scroll to the correct scoreboard series. Press **YES** to confirm. Do this before connecting to a scoreboard.

- 03 Set up wireless** — Program the receiver into the control via the **OPTIONS > Wireless** menu (see [Receiver Setup](#)).

- 04 Create and save a Profile** — Save the model and wireless settings to a profile so they are recalled automatically at the start of each game.

Tip: It is strongly recommended to save all settings to a Profile immediately after initial setup. Profile 91 is the factory default for Baseball/Softball. See [Profiles](#) for full details.

Starting a New Game

Press **SCROLL PROFILES** and then **ENTER (YES)** to start a new game.

##-PROFILE NAME

- 01** Press **SCROLL PROFILES**. The MPCW7 will display the current profile name.

- 02** Continue pressing **SCROLL PROFILES** to scroll through saved profiles, or begin typing the profile name using the keyboard.

1. Letters are on the right side of each key.

1. All sport names are entered in ALL CAPITAL LETTERS.

1. Once the control can distinguish the sport entered, it will auto-complete the rest.

1. If the wrong entry is made, press **NO/CANCEL** and begin again.

- 01 Press **YES** when the desired profile is displayed. The control will load that profile and start a new game.

Note: Starting a new game resets the scoreboard to default values for the loaded profile. All scores, balls, strikes, outs, and game stats are cleared.

Quick Reference – Common Operations

To Add to Score, Hit, or Pitch Count

- 01 Press **HOME SCORE** or **GUEST SCORE SHIFT** to select the team.
- 02 Press a number key (0–9) to add that value to the score.
- 03 Press **HOME HIT** or **GUEST HIT SHIFT** to select the team.
- 04 Press a number key (0–9) to add that value to the hit count.
- 05 Press **HOME PITCH COUNT** or **GUEST PITCH COUNT** to select the team.
- 06 Press a number key (0–9) to add that value to the pitch count.

To Set Ball, Strike, or Out

- Press **BALL** — adds 1 ball each press.
- Press **STRIKE** — adds 1 strike each press.
- Press **OUT** — adds 1 out each press.

Note: Each press of **BALL**, **STRIKE**, or **OUT** adds 1 to the running total. Press **RESET** to reset balls and strikes to zero.

Setting the Inning

- 01 Press **SET** then **INNING**.
-

02 The control displays: Inn: #

03 Press the number corresponding to the inning.

Setting Time of Day

01 Press **SET** then **TIME OF DAY**.

02 The control displays: ToD: HH:MM ◀

03 Enter the hours and minutes (4 digits total).

04 After four digits are entered, the time is accepted automatically. Press **YES** early to accept fewer digits (zeros fill unfilled positions).

Control Display Indicators

When entering or viewing game stats, the MPCW7 16-character display provides status indicators:

INDICATOR	MEANING
+	The control is in add mode . The side with the + is being added to (e.g., ##+ Score ## means home score is being incremented).
◀ or ▶	The control is in set mode . The side with the arrow is being set directly.
*	An option is enabled (used throughout the OPTIONS menu).

Note: The # symbol in display examples throughout this manual represents a numeric value. Left/right position of the value on the display corresponds to which side of the scoreboard (home/guest) is affected. This can be reversed using the Swap Home & Guest option.

Keyboard Functions

Key Descriptions

YES Key

Use to accept settings, confirm data input, and to navigate forward through the options menu.

NO/CANCEL Key

Use to cancel an operation, reset changes in the process of making them, exit a sub-options menu, and to send the MPCW7 back to the screen that displays the name of the sport being played.

SET Key

Use ahead of a function key to directly enter a value, set times, and correct errors.

For example: **SET** then **HOME SCORE** enters Set mode for the home score.

HORN Key

Press to sound the scoreboard horn. Release the key to stop the horn.

Note: The duration of the horn is limited to 4 seconds.

SCROLL PROFILES Key

Press to view profiles and sports. Each key press moves to the next profile/sport in the list.

Press **YES** when the desired profile or sport is displayed to load it.

OPTIONS Key

Press to enter and move through the options menu. Each press of **OPTIONS** moves to the next option in the options menu.

RESET Key

Press to reset balls and strikes to zero.

TIME OF DAY Key

Press **TIME OF DAY** to verify the time set within the control and display the time on the scoreboard.

INNING Key

Press **INNING** to set the game inning.

Press **SET** then **INNING** to directly enter an inning number.

PITCH TIMER Key

Press **PITCH TIMER** to view the pitch timer on the MPCW7 display.

TIME OUT TIMER Key

Press **TIME OUT TIMER** to access the time out timer function.

BLANK Key

Press **BLANK** to blank the scoreboard display. Also used in certain option menus to disable a value (e.g., disabling the horn).

ALTERNATE TIME CONTROL Keys (TIME ON / TIME OFF)

These two keys on the left keypad may be used instead of the Hand Held Time Control Switch.

Note: These keys are inactive while the Hand Held Time Control Switch is plugged in. To enable them, turn the control off, unplug the Hand Held Switch, and restart the control.

In-Game Stats Overview

In-Game Stats are entries in the control that display on the scoreboard.

Not all in-game stats are available on all scoreboard models.

Baseball/Softball In-Game Stats are:

- **HOME and GUESTS SCORE**

- **AT BAT** (Home and Guest)
- **BALL**
- **STRIKE**
- **OUT**
- HOME and GUESTS **ERROR**
- HOME and GUESTS **HIT**
- HOME and GUESTS **PITCH COUNT**

Stats can be entered three ways:

Adding

The usual method for in-game stats. After pressing the stat key (Score, Ball, etc.), the next number key pressed is added to the running total. The  indicator on the display shows which side is in add mode.

Example: HOME SCORE pressed, then 6 pressed:

3+ Score 4 → 9+ Score 4

Setting

Used to directly enter a value or correct a mistake. Press **SET** before the stat key. The  or  indicator shows which side is in set mode.

Example: SET then HOME SCORE pressed:

13  Score 4

Pressing 1 then 2: 12 Score 4

Or pressing 1 then YES: 1 Score 4

Indicating

Illuminates indicator lights or designated digits on the scoreboard (e.g., hit/error indicators, possession). Not all scoreboard models support this

function.

SCORE

Standard Scoreboard

Press **HOME SCORE** to enter home score ADD mode.

##+ Score ##

Press **GUEST SCORE SHIFT** to enter guest score ADD mode.

Score +##

Adding to Score

01 Press **HOME SCORE** or **GUEST SCORE SHIFT**.

02 The control displays add mode.

03 Enter any value 0–9 to add that value to the score shown with the  .

04 To add more, press the score key again and repeat.

Note: You cannot subtract from the value. To correct a mistake, use Setting Score.

Setting Score

01 Press **SET** then **HOME SCORE** or **GUEST SCORE SHIFT**.

02 The control displays:

```
## ◀ Score ## (home)
## Score ▶ ## (guest)
```

01 Enter the first digit (0–9). If this single digit is the desired value, press **YES**.

02 Enter the second digit (0–9) if needed.

Note: A zero in the tens position is automatically removed, leaving a single digit value. Press **NO/CANCEL** at any time before the ones digit is placed to restore the previous value.

Inning-by-Inning Scoreboard

Note: The following directions apply only when an inning-by-inning scoreboard model is selected in Options. See the Scoreboard Model section for model selection instructions.

Press **HOME SCORE** to enter home score ADD mode:

```
I: # H: #+ Tot: #
```

Press **GUEST SCORE SHIFT** to enter guest score ADD mode:

```
I: # G: #+ Tot: #
```

Adding to Score (Inning-by-Inning)

01 Press **HOME SCORE** or **GUEST SCORE SHIFT**.

02 Enter any value 0–9. The amount is added to the current inning and the total score is updated automatically.

Setting Score (Inning-by-Inning)

01 Press **SET** then **HOME SCORE** or **GUEST SCORE SHIFT**.

02 The control displays:

```
I: # ◀ H: Tot: # (home)
I: # ◀ G: Tot: # (guest)
```

01 Enter the inning number and press **YES**.

02 The control displays:

```
I: # H: # ◀ Tot: #
```

01 Enter the score for that inning and press **YES**. The total score is updated automatically.

Note: Press **NO/CANCEL** at any time before the ones digit is placed to restore the previous value and cancel.

AT BAT

Press the Home **AT BAT** key to enter the home player at bat number.

```
< At Bat:
```

Press the Guest **AT BAT** key to enter the guest player at bat number.

```
At Bat: >
```

Setting At Bat

- 01 Press **SET** then **AT BAT** (Home or Guest).
- 02 The control displays `< At Bat:` or `At Bat: > .`
- 03 Enter the player number.

ERROR

Press Home **ERROR** to enter home errors ADD mode.

`##` `+Errors`

Press Guest **ERROR** to enter guest errors ADD mode.

`+Errors` `##`

Note: If the model "x6xx InnByInn" is selected, the control displays `FP + Error` (home) or `FP Error +` (guest). This allows entry of the fielder position, which is displayed in the "E" digit on the scoreboard. One error is added to the team's total errors.

Adding to Error

- 01 Press **HOME ERROR** or **GUEST ERROR**.
- 02 Enter any value 0–9 to add to the error count.

Note: You cannot subtract from the value. To correct a mistake, use Setting Error.

Setting Error

- 01 Press **SET** then **HOME ERROR** or **GUEST ERROR**.

02 The control displays:

```
## ◀ Errors ## (home)
## Errors ▶ ## (guest)
```

01 Enter any value 0–9.

HIT

Press Home **HIT** to enter home hits ADD mode.

```
## +Hits
```

Press Guest **HIT SHIFT** to enter guest hits ADD mode.

```
- ## +Hits
```

Adding to Hit

01 Press **HOME HIT** or **GUEST HIT SHIFT**.

02 Enter any value 0–9 to add to the hit count.

Note: You cannot subtract from the value. To correct a mistake, use Setting Hit.

Setting Hit

01 Press **SET** then **HOME HIT** or **GUEST HIT SHIFT**.

02 The control displays:

```

## ◀      Hits      (home)
      Hits ▶ ##      (guest)

```

01 Enter the desired value.

PITCH COUNT

Press Home **PITCH COUNT** to enter home pitch count ADD mode.

```
+Pitches
```

Press Guest **PITCH COUNT** to enter guest pitch count ADD mode.

```
Pitches+
```

Adding to Pitch Count

01 Press **HOME PITCH COUNT** or **GUEST PITCH COUNT**.

02 Enter any value 0–9 to add to the pitch count.

Setting Pitch Count

01 Press **SET** then **HOME PITCH COUNT** or **GUEST PITCH COUNT**.

02 The control displays:

```

## ◀      Pitches      (home)
      Pitches ▶ ##      (guest)

```

01 Enter any value from 0 to 199.

BALL

Press **BALL** to enter Ball SET mode.

B: S: 0:

Setting Ball

01 Press **BALL**.

02 The control displays B: S: 0: .

03 Press **BALL** again to add 1 ball; each press adds 1.

04 Press **RESET** to correct or reset the number of balls to zero.

STRIKE

Press **STRIKE** to enter Strike SET mode.

B: S: 0:

Setting Strike

01 Press **STRIKE**.

02 The control displays B: S: 0: .

03 Press **STRIKE** again to add 1 strike; each press adds 1 to the total strike count.

04 Press **RESET** to correct or reset the number of strikes to zero.

OUT

Press **OUT** to enter Out SET mode.

B: S: O:

Setting Out

01 Press **OUT**.

02 The control displays B: S: O: .

03 Press **OUT** again to add 1 out; each press adds 1 to the total out count.

04 Press **SET** then **OUT** to directly enter a value.

05 Enter the desired out value.

Note: You cannot subtract outs using the add function. To correct a mistake, use Setting Out with **SET + OUT**.

TIME FUNCTION

Standard Time Functions

The MPCW7 provides two time-related functions for baseball:

01 **Inning** — tracks which inning the game is on.

02 **Time of Day** — the MPCW7 maintains the current time of day.

Note: For timed leagues, a time limit in addition to the inning number may determine the end of the game. In these cases the main timer can be set to count up to 99:59, or

the AUX timer can be used to time durations up to nearly 100 hours. See the **OPTIONS** menu section for instructions.

Setting the Inning

01 Press **SET** then **INNING**.

02 The control displays:

Inn: #

01 Press the number corresponding to the inning.

Setting Time of Day

When Time of Day is set, the MPCW7 keeps track of the current time.

Time of Day can function with either the 12-hour or 24-hour clock.

Press **TIME OF DAY** to display the current time of day on the scoreboard in the main time position.

01 Press **SET** then **TIME OF DAY**.

02 The control displays:

ToD: HH:MM



01 Enter hours and minutes (4 digits total).

1. After all four digits are entered, the time is accepted automatically.

1. If fewer than 4 digits are entered and **YES** is pressed, zeros fill unfilled positions and the time is accepted.

1. If fewer than 4 digits are entered and there is an error, press **NO/CANCEL** — the previous value is restored and the control returns to the ball/strike/out screen.

Options Menu

The OPTIONS menu contains game settings and added features useable during a game or practice.

The OPTIONS menu has 13 possible selections:

#	OPTION	PURPOSE
1	Brightness	Toggle scoreboard brightness between High and Low
2	Team Names	Set electronic team name displays (ETN)
3	Profiles	Load, save, and manage profiles
4	Main Time	Configure main timer direction, auto horn, style, 0.1-second shift
5	Aux Time	Configure auxiliary timer
6	Segment Timer	Set up practice/interval segment timers
7	Time Out Timer	Configure time out timer duration and warning
8	Swap Home & Guests	Switch all home and guest values on the scoreboard
9	Aux Display	Select what the auxiliary display shows
10	Horn Settings	Adjust horn volume and tone for each horn type
11	Wireless	Link, add, and delete receivers
12	Scoreboard Model	Select the scoreboard series being operated
13	Time of Day	Stick TOD and 24-hour time settings

Each press of the **OPTIONS** key toggles through these options.

Press a function key or **NO/CANCEL** to abort the options mode at any time.

Important: Unless you save the profile, option settings will revert when the new game key is pressed. After changing settings, go to the Profiles section and save them.

OPTIONS Menu Navigation

Three keys navigate the OPTIONS menu:

OPTIONS key

Scrolls to the next option in the OPTIONS menu and all sub-option menus.

YES key

01 Used to select an option or enter a sub-option menu.

02 Used to confirm changes made.

03 Used to change a value.

NO/CANCEL key

01 Used to exit a sub-option.

02 If pressed enough times, returns to the main sport screen.

03 Used to cancel or reset a change if the change has not been completed or confirmed.

Navigation Examples

EXAMPLE	STEPS
Entering a sub-menu	Press OPTIONS until Segment Timer displays. Press YES to enter the Segment Timer menu. Press NO/CANCEL to exit the segment timer menu.
Confirming a change	Enter team name "Comets". Press YES to confirm. If NO/CANCEL is pressed instead of YES , the name entry is cancelled.
Toggling an option	Press OPTIONS until Brightness: Low displays. Press YES to change to High. Press NO/CANCEL to exit to the main screen.

BRIGHTNESS

Ambient lighting conditions may require adjusting scoreboard brightness.

SETTING	DESCRIPTION
Brightness: High	Better suited for daylight conditions. May be too bright for low-light conditions.
Brightness: Low	Well suited for low-light conditions. May be difficult to see during daylight.

To change brightness:

01 Press **OPTIONS** until the display reads **Brightness: *** (*where ** is High or Low).

02 Press **YES** to toggle between High and Low.

TEAM NAMES

The Team Names option works with the Electronic Team Names (ETN) package in a Nevco scoreboard system.

This replaces the standard vinyl HOME and GUESTS labels with an LED display showing the team names.

Team names can be up to 12 characters.

The team name keypad uses the letter labels printed in the orange color on the MPCW7 keypad (right side of each key).

Special function keys during team name entry:

KEY	FUNCTION
SCROLL PROFILES (backspace arrow )	Acts as a backspace to delete the last character entered.
BLANK (space arrow )	Inserts a space character.
GUEST SCORE SHIFT (Shift key)	1st press: Changes to lowercase letters. 2nd press: Changes to number entry mode. 3rd press: Returns to uppercase letters (default).

Note: Depending on the display, if the team name is long enough it will shrink both left and right displays to fit.

Changing Team Names

01 Press **OPTIONS** until the display reads **Team Names >>** .

02 Press **YES**. Display reads **Home Team Name** .

Guest Team Name

The Guest Team Name is the default entry point in the team names menu.

01 Press **YES** to modify the guest team name. Display reads **GUESTS ▲** (current name).

02 Enter the team name using letters (upper and lower case), numbers, backspaces, and spaces.

03 Press **YES** to confirm. The menu advances to **Home Team Name** .

Home Team Name

Home Team Name is automatically offered after modifying the guest team name.

01 Press **YES** on the Home team name screen. Display reads **HOME ▲** (current name).

02 Enter the team name.

03 Press **YES** to confirm. The menu returns to **Guest Team Name** .

04 Press **NO/CANCEL** to return to the **OPTIONS** menu, or press **TIME** to return to the main time screen.

MAIN TIME

Main Time options configure how the main clock behaves.

Changing the Direction of Main Time

01 Press **OPTIONS** until the display reads **Direction:** ▼ (or **Direction:** ▲).

02 Press **YES** to toggle the direction.

1. ▲ = counting up

1. ▼ = counting down

Turning Auto Horn On or Off

01 Press **OPTIONS** until the display reads **Auto Horn:** (asterisk * means On).

02 Press **YES** to toggle Auto Horn on or off.

Changing Main Time Style

01 From Main Time menu, press **OPTIONS** until display reads **Style >>** .

02 Press **YES**.

03 Press **OPTIONS** to scroll through styles: **MM:SS** and **HH:MM** .

04 Press **YES** to enable the desired style. An asterisk indicates which style is active.

Disabling and Enabling 0.1 Seconds Time Shift

When main time is under a minute, it normally shifts to display SS.TT (seconds and tenths) instead of MM:SS. This is the default behavior. When Disable .1 is selected, main time always displays as MM:SS.

01 Press **OPTIONS** until display reads **Disable .1** .

- 02 Press **YES** to toggle. An asterisk (*) means Disable .1 is active (will not shift to tenths).

AUX TIME

The control has a built-in auxiliary timer that can be configured for many purposes.

It can count up or down, run continuously or only when the main time is running, and can display on an auxiliary time display if one is part of your system.

Uses include: timing field/facility usage, or determining how far into a game a certain event occurred.

Aux Time Options:

OPTION	DESCRIPTION
Setting Aux Time	Sets the start time for the auxiliary timer (count down or up from this value).
Direction	Counts up or down according to user preference.
Time Switch Operation	When enabled, Aux time runs only when the main time switch is active.
Setting Aux Stop Time	Sets a stop time functionally the same as stop time for main time. Aux time ceases counting at this value. Note: If Aux Stop Time is 00:00 and Aux Time is cycling from 99:59.9 to 00:00.0, it is treated as 100 hours.
Style	Aux time can be displayed in HH:MM (hour/minute) or MM:SS (minute/second) format.

To enter Aux Time options:

- 01 Press **OPTIONS** until display reads **Aux Time >>** .
-

- 02 Press **YES** to enter the aux time menu.

Setting Aux Time

01 From Aux Time menu, press **OPTIONS** until display reads the current Aux time.

1. If never set before (or counted to zero): Aux: 00:00.0 ▲

01 Press **YES** to begin editing. Display reads Aux: MM:SS.S ◀.

02 Enter minutes, seconds, and tenths of seconds (5 digits total).

1. After five digits, the time is accepted automatically.

1. Press **YES** with fewer than 5 digits to accept (zeros fill empty positions).

1. Press **NO/CANCEL** to restore the previous value.

Changing Direction of Aux Time

01 From Aux Time menu, press **OPTIONS** until display reads Direction: ▲ or Direction: ▼.

02 Press **YES** to change direction.

1. ▲ = count up; ▼ = count down.

Setting Time Switch Operation

01 From Aux Time menu, press **OPTIONS** until display reads Time Switch: .

02 Press **YES** to enable or disable. An asterisk (*) means enabled (Aux runs with time switch).

Setting Aux Stop Time

01 From Aux Time menu, press **OPTIONS** until display reads Stop Time:00:00 .

02 Press **YES** to begin editing. Display reads **Stop Time:MM:SS ◀** .

03 Enter minutes and seconds (4 digits).

1. After four digits, accepted automatically.

1. Press **YES** with fewer than 4 digits to accept (zeros fill empty positions).

1. Press **NO/CANCEL** to restore the previous value.

Changing Aux Time Style

01 From Aux Time menu, press **OPTIONS** until display reads **Style >>** .

02 Press **YES**.

03 Press **OPTIONS** to scroll between **MM:SS** and **HH:MM** .

04 Press **YES** to enable the desired style. An asterisk indicates which is active.

SEGMENT TIMER

A segment timer is used for pacing organized practices, as an interval horn, or for other timed purposes.

A segment consists of a practice event run for a set period of time. When the time expires, a new segment is entered and the activity changes.

The segment timer counts down from the programmed segment time to zero.

The MPCW7 supports a maximum of 20 segments per project.

Each segment has three settings: **time**, **auto horn**, and **auto advance**.

Auto Horn sounds the horn at the end of a segment. Auto Advance automatically begins the next segment when the current one completes.

Note: Segment timer projects take time to set up. It is highly recommended to save completed projects to a Profile for reuse.

Segment Timer Projects

A segment timer project has a maximum of 20 segments.

Example — Interval Horn (simplest project):

SEGMENT	SETTING	VALUE
Signal player shift change	Segment Time	1:00
	Auto Horn	ON
	Auto Advance	ON

Result: 1 minute counts to zero. Horn sounds at end. Segment 1 restarts.

Accessing Segment Timer

01 Press **OPTIONS** until display reads `Segment Timer >>`.

02 Press **YES** to enter the Segment Timer menu.

Enable or Disable

01 From Segment Timer menu, press **OPTIONS** until display reads `Enable`.

02 Press **YES** to toggle. An asterisk (*) means segment timer is enabled.

Display on Scoreboard

01 From Segment Timer menu, press **OPTIONS** until display reads `Disp On Board`.

02 Press **YES** to toggle. An asterisk (*) means segment timer displays on the scoreboard in place of standard main time.

Note: This option is unusable if the segment timer is disabled.

Edit Segment

The Edit Segment menu has 6 options:

OPTION	DESCRIPTION
Segment Main Time	Sets the duration of the current segment.
Auto Horn	Enables/disables the horn at the end of this segment.
Auto Advance	Enables/disables automatic advance to next segment when this one expires.
Next Segment	Advances to the next segment for editing. If project has fewer than 20 segments, adding a Next Segment creates a new segment at 0:00.
Insert Segment	Moves the current segment forward and creates a new segment in its place.
Delete Segment	Deletes the current segment. All subsequent segments move up in position.

To enter Edit Segment menu:

01 From Segment Timer menu, press **OPTIONS** until display reads **Edit Segment** .

02 Press **YES**. Display reads **Seg: 1 ##:##** .

Editing Segment Main Time

01 From Edit Segment menu, press **OPTIONS** until display reads **Seg: 1 ##:##** .

02 Press **YES** to edit. Display reads **Seg: 1 ##:## ◀** .

03 Enter minutes and seconds (4 digits).

1. After four digits, accepted automatically.

1. Press **YES** with fewer than 4 digits to accept.

1. Press **NO/CANCEL** to restore the previous value.

Toggling Auto Horn

- 01 From Edit Segment menu, press **OPTIONS** until display reads Seg: #
Auto Hrn .

- 02 Press **YES** to toggle. An asterisk (*) means Auto Horn is enabled for this segment.

Toggling Auto Advance

- 01 From Edit Segment menu, press **OPTIONS** until display reads Seg: #
Auto Adv .

- 02 Press **YES** to toggle. An asterisk (*) means Auto Advance is enabled for this segment.

Next Segment

- 01 From Edit Segment menu, press **OPTIONS** until display reads Seg: #
Next Seg .

- 02 Press **YES** to advance the segment number (rolls back to 1 after 20).

Insert Segment

- 01 From Edit Segment menu, press **OPTIONS** until display reads Insert
Segment .

- 02 Press **YES**. Display reads Seg: 1 ##:## ◀ .

- 03 Enter minutes and seconds.

Delete Segment

- 01 From Edit Segment menu, press **OPTIONS** until display reads Delete

Segment .

- 02 Press **YES**. The segment is deleted; all subsequent segments move up in position.

TIME OUT TIMER

Time Out Timer options:

OPTION	DESCRIPTION
Display On Scoreboard	When enabled, a running time out timer displays on the scoreboard.
Edit Time Outs	Change time out durations or warning times. Five individual time out timers are available.

To access:

- 01 Press **OPTIONS** until display reads `TimeOut Timer >>` .

- 02 Press **YES** to enter the Time Out Timer menu.

Display Time Out Timer on Scoreboard

- 01 From Time Out Timer menu, press **OPTIONS** if needed until display reads `Disp On Board` .

- 02 Press **YES** to toggle. An asterisk (*) means enabled.

Edit Time Outs Menu

Three options within Edit Time Outs:

- 01 **Edit Current Time Out** — Sets the duration of the currently selected time out timer. The first time out entered is either the last one used or defaults to time out timer 1. Five individual time out timers can be set independently.

02 Edit Current Warning Time — Each time out timer has a settable warning time (horn sounds when time remaining reaches this value).

03 Next Time Out — Switches to editing a different one of the five time out timers.

To enter Edit Time Outs:

01 From Time Out Timer menu, press **OPTIONS** until display reads **Edit Time Outs**.

02 Press **YES**. Display reads **Time#: ##:##.##**.

Next Time Out

01 From Edit Time Outs menu, press **OPTIONS** until display reads **# Next Time Out**.

02 Press **YES** until the desired time out number is displayed: **Time#: ##:##.##**.

03 Press **OPTIONS** to go back to editing that time out.

Edit Current Time Out

01 From Edit Time Outs menu, press **OPTIONS** if needed until display reads **Time#: ##:##.##**.

02 Press **YES**. Display reads **Time#: MM:SS.s ◀**.

03 Enter minutes, seconds, and tenths of seconds (5 digits).

1. After five digits, accepted automatically.

1. Press **YES** with fewer than 5 digits to accept (zeros fill empty positions).

1. Press **NO/CANCEL** to restore the previous value.

Edit Current Time Out's Warning Time

- 01 From Edit Time Outs menu, press **OPTIONS** until display reads Warn#: ##:##.##.
- 02 Press **YES**. Display reads Warn#: MM:SS.s ◀.
- 03 Enter the warning time (same entry method as above).

SWAP HOME AND GUEST

This function switches all Home and Guest values on the scoreboard display and in the control's display.

Electronic team names also switch if the scoreboard has that feature.

Note: The Home and Guest keys on the MPCW7 itself do not swap positions.

- 01 Press **OPTIONS** until display reads Swap Home&Guest.
- 02 Press **YES**. Display reads Swap Home&Guest* (asterisk indicates swap is active).

AUXILIARY DISPLAY

This function selects what displays on an auxiliary timer display, if one is part of your system.

Options: main time, auxiliary time, or time of day.

- 01 Press **OPTIONS** until display reads Aux Display >>.
- 02 Press **YES** to enter. Display reads Display Main.
- 03 Press **OPTIONS** to scroll through available options.

- 04 Press **YES** to enable the desired option. An asterisk indicates which is enabled.

HORN SETTINGS

Horn settings allow you to change the tone and volume of each horn type.

Nine tones are available, plus a mute option.

Note: Horn settings may not affect scoreboards outside the outdoor x6xx series.

Horn Tone Reference

tone setting	description
0 (or blank)	Mute
1	Yelp
2	Buzzer
3	Car Horn
4	Fog Horn
5	156 Hz
6	270 Hz
7	285 Hz
8	303 Hz
9	385 Hz

To enter Horn Settings:

- 01 Press **OPTIONS** until display reads `Horn Settings >>` .
-

- 02 Press **YES**. Display reads `Volume: #` .

Horn Volume

Adjusting horn volume affects all 5 horn types.

01 Press **OPTIONS** if not already on the horn volume screen until display reads **Volume: #** .

02 Press **YES**. Display reads **Volume: # ◀** .

03 Press the desired volume key (0 = muted, 9 = maximum), or press **BLANK** to disable the horn entirely.

EOP Horn Tone

The EOP (end of period) tone also controls the main stop time tone.

01 From Horn Settings menu, press **OPTIONS** until display reads **EOP Tone: #** .

02 Press **YES**. Display reads **EOP Tone: # ◀** .

03 Press the desired tone key (0–9), or press **BLANK** to disable the EOP horn.

Horn Key Tone

This setting changes the tone that sounds when the **HORN** key is pressed.

01 From Horn Settings menu, press **OPTIONS** until display reads **Key Tone: #** .

02 Press **YES**. Display reads **Key Tone: # ◀** .

03 Press the desired tone key (0–9), or press **BLANK** to disable the horn key.

Aux Horn Tone

This setting changes both the Aux stop time and end time horn tone.

01 From Horn Settings menu, press **OPTIONS** until display reads **Aux**
Tone: # .

02 Press **YES**. Display reads **Aux Tone: # ◀** .

03 Press the desired tone key (0–9).

Time Out Timer Tone

This setting changes both the end time out tone and the warning time tone.

01 From Horn Settings menu, press **OPTIONS** until display reads **TimeOut**
Tone: # .

02 Press **YES**. Display reads **TimeOut Tone: # ◀** .

03 Press the desired tone key (0–9).

Segment Timer Horn Tone

This setting changes the segment timer auto horn tone.

01 From Horn Settings menu, press **OPTIONS** until display reads **Segment**
Tone: # .

02 Press **YES**. Display reads **Segment Tone: # ◀** .

03 Press the desired tone key (0–9).

BASEBALL-SPECIFIC OPTIONS – AUTOMATION

There are three options unique to baseball: Automation and Pitch Time Reset.

Accessing Automation

01 Press **OPTIONS** until display reads **Automation** .

02 Press **YES** to enter the automation menu.

03 Press **OPTIONS** to scroll through automation options.

Balls & Strikes Add to Pitch Count

When enabled, entering balls and strikes automatically adds to the pitch count.

01 From Automation menu, press **YES** to select **B&S Add To PC**.

02 Press **YES** again to toggle on or off. An asterisk (*****) means enabled.

Outs Reset At

Sets the number of outs at which balls, strikes, and outs automatically reset to zero.

01 From Automation menu, press **OPTIONS** to advance to **Outs Reset At: .**

02 Press **YES** to select.

03 Enter a number for the out count that triggers the reset. Press **BLANK** instead of a number to disable this function.

Balls & Strikes Reset and Add to Outs (B.S.O. Rst/Add)

When enabled, balls and strikes automatically reset on the third strike and outs are automatically incremented.

This option is enabled by default.

01 From Automation menu, press **OPTIONS** to advance to **B.S.O. Rst/Add ***.

02 Press **YES** to disable (remove the asterisk to turn off).

BASEBALL-SPECIFIC OPTIONS – PITCH TIME RESET

The Pitch Time Reset option sets the number of seconds for the left and right pitch timers.

01 From the Automation menu, press **YES** to select `Pitch Time Rst>>` .

02 Press **OPTIONS** to scroll between right and left reset time settings:

1. `R Rst Time: 020` — right pitch timer reset time

1. `L Rst Time: 090` — left pitch timer reset time

01 Press **YES** to select a setting, then enter the desired seconds (up to 999).

02 Press **PITCH TIMER** to view the pitch timer on the MPCW7 display.

SCOREBOARD MODEL

The Scoreboard Model option sets which scoreboard the MPCW7 communicates with.

This setting is generally configured at the factory when the control and scoreboard are purchased together.

It is highly recommended to save the scoreboard model setting in a Profile.

Note: The scoreboard model should be set before connecting to a scoreboard.

To access Scoreboard Model:

01 Press **OPTIONS** until display reads `Model >>` .

02 Press **YES** to enter the Scoreboard Model menu.

03 Press **OPTIONS** until the desired scoreboard series is displayed: X6xx Series .

04 Press **YES** to accept/enable. An asterisk (*) indicates the selected model.

See [Receiver Setup](#) for the full MPCW7 model-to-scoreboard correlation table.

TIME OF DAY (OPTIONS)

Use this option to:

- Stick time of day on the scoreboard when the MPCW7 is turned off.
- Toggle the clock between 12 and 24 hours.

To access:

01 Press **OPTIONS** until display reads Time Of Day >> .

02 Press **YES** to enter the Time of Day Options menu. Display reads Stick TOD .

Stick TOD

When enabled, the scoreboard continues to display the time of day after the MPCW7 is shut off.

Note: This feature does not support 24-hour format.

01 From Time of Day Options menu, press **OPTIONS** if needed until display reads Stick TOD .

02 Press **YES** to enable or disable. An asterisk (*) means enabled.

24 Hour Time

Switches the time of day display from 12-hour to 24-hour format.

01 From Time of Day Options menu, press **OPTIONS** until display reads 24 Hour Time .

02 Press **YES** to enable or disable. An asterisk (*) means enabled.

Profile System

What Is a Profile?

A Profile retains all settings within the control for future use.

The MPCW7 can save up to 100 profiles.

Each profile stores the following settings:

SETTING CATEGORY	SETTING CATEGORY	SETTING CATEGORY
Half/Period/Quarter	Main Time Options	Caption Settings
All Game Time Stats	Aux Time Options	Team Names
Main Time	Time Out Options	Horn Settings
Stop Time	Swap Home and Guest	Wireless Settings
Scoreboard Brightness	Segment Timer Options	Scoreboard Model

Tip: Keep good notes on your profile numbers and names. A Profile Worksheet is provided in the Appendix of the original operator manual for this purpose.

Default Profiles

A default profile for each sport is programmed at the factory for your scoreboard model.

SPORT	DEFAULT PROFILE NUMBER
Soccer	88
Football	89
Track	90
Baseball / Softball	91
Lacrosse	92
Basketball	93
Volleyball	94
Wrestling	95
Hockey / Field Hockey	96

Warning: To preserve the factory defaults and retain the ability to return the control to a known state, avoid overwriting these factory default profile numbers. Use profile numbers outside 88–96 for custom profiles.

Default Lock

Each time the control is powered on, Default Lock is automatically turned on.

When Default Lock is enabled, the control prevents the user from overwriting the factory default profile.

This protects profiles 88–96 from accidental overwrite.

To turn off Default Lock (required before saving to a default profile number):

01 Press **OPTIONS** until display reads `Profiles >>` .

02 Press **YES**. Display reads `Load Profile` .

03 Press **OPTIONS** until display reads `Default Lock*` (asterisk means lock is on).

04 Press **YES** to turn Default Lock off. Display changes to `Default Lock` (no asterisk).

Note: Default Lock re-enables automatically each time the control is powered on.

Selecting a Sport (New Sport)

Pressing **SCROLL PROFILES** changes the MPCW7's input and output to operate a new sport.

Profile settings are set with the last profile loaded or saved in that sport.

To change sports:

01 Place the desired sport overlay on the control.

02 Press **SCROLL PROFILES**. Display reads **##-SPORT** .

03 Enter the sport name using the keyboard, or continue pressing **SCROLL PROFILES** until the desired sport displays.

1. Letters are on the right side of the keys.

1. All sports are entered in ALL CAPITAL LETTERS.

1. Once the control can distinguish the sport entered, it auto-completes the rest.

1. If the wrong sport is entered, press **NO/CANCEL** and begin again.

01 Press **YES** when the desired sport is displayed. The control changes to that sport.

Starting a New Game (Load Profile)

Pressing **SCROLL PROFILES** and then **YES** also loads a profile for a new game.

01 Press **SCROLL PROFILES**. Display reads **##-PROFILE NAME** .

02 Enter the profile name or number, or continue pressing **SCROLL PROFILES** to scroll.

- 03 Press **YES** when the desired profile is displayed. The control loads that profile.

Creating and Saving a Profile

After configuring scoreboard model and wireless settings, save them to a profile.

It is recommended to save the initial configuration to Profile 1 (or another number outside the default range 88–96).

- 01 Press **OPTIONS** until display reads `Profiles >>` .

- 02 Press **YES**. Display reads `Load Profile` .

- 03 Press **OPTIONS** until display reads `Save Profile` .

- 04 Press **YES**. Display reads `Profile(##): ◀` .

- 05 Enter the profile number and name using the keyboard.

1. Letters are on the right side of the keys.

1. If the wrong entry is made, press **NO/CANCEL** and begin again.

- 01 Press **YES**. The MPCW7 saves the profile and displays `1-MY PROFILE_` (example).

- 02 Press **SCROLL PROFILES** to verify. Display reads `1-MY PROFILE` .

Note: It is useful to press the new game key to clear the board before making all option changes prior to saving a profile. If you don't blank the board, your profile will be saved with the current time and score, which will be recalled every time the new game key is pressed. This can be useful — for example, if you prefer fouls to default to 0 rather than blank.

Loading a Profile

01 Press **OPTIONS** until display reads `Profiles >>` .

02 Press **YES**. Display reads `Load Profile` .

03 Press **YES** again. Display reads `Profile(##):## ◀` .

1. The profile number shown is the last profile loaded or saved.

01 If the displayed profile is correct, press **YES** to load it.

02 If not, enter the two-digit profile number, or enter a single digit and press **YES**.

When loading a profile, the MPCW7 will:

- Sound the beeper.
- Display the MPCW7 revision screen briefly.
- Blank the scoreboard.
- Display the sport name.
- Load the scoreboard.

Correcting a Saved Profile

If a mistake was made in a saved profile's settings:

01 Load the profile in question.

02 Change the setting.

03 Save the profile again using the same profile number.

Backup / Restore

The Backup/Restore option within the Profiles menu is used at the factory to output the contents of the profile and wireless data.

This function is not intended for routine operator use.

Receiver Setup

Overview

The MPCW7 can operate one or more selectable wireless receivers depending on the installation's needs.

Receivers can be linked or unlinked depending on the operational requirements at game time.

Important: It is strongly recommended to save wireless settings in each profile used. Different wireless settings should be saved to different profiles. A receiver must be programmed into the MPCW7 before it can be linked for use.

Note: The receiver to be linked must first be programmed into the MPCW7. Follow the Add Receiver instructions below before attempting to link.

Scoreboard Model Selection

The MPCW7 must have its scoreboard model configured to match the scoreboard being operated.

MPCW7 Scoreboard Model Correlation for Baseball/Softball

Use the following table to determine which model to select in the MPCW7 for your Nevco scoreboard.

MODEL SETTING	LED SCOREBOARDS	INCANDESCENT SCOREBOARDS
Standard	1500, 1510, 1530, 1535, 1550, 1600, 1610, 1630, 1635, 1650, 1654, PCD	1000, 1010, 1030, 1035

MODEL SETTING	LED SCOREBOARDS	INCANDESCENT SCOREBOARDS
Inn By Inn	1503, 1506, 1508, 1540, 1603(-PC), 1604(-PC), 1606(-PC), 1607(-PC), 1608, 1609, 1640, PCD	1000, 1003, 1006, 1010, 1030, 1035
With Timer	1515, 1520, 1525, PCD (9505, 9605, 9715)	1415, 1025, 9405, 1020
x6xx Standard	1600, 1607, 1610, 1612-PC, 1617-PC, 1620, 1625, 1630, 1635, 1650, 1615, 1632, 1654, 3600, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3654, 3655, 3656, 3658, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7604, 7605, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 7680, 7685, 8601, 8602, 9605, 9715, PCD, 9618, 9620	—
x6xx InnByInn	1600, 1604(-PC), 1606(-PC), 1607(-PC), 1608, 1609, 1610, 1615, 1620, 1625, 1630, 1635, 1640, 1650, 1654, 3600, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3625, 3634, 3650, 3654, 3655, 3656, 3658, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7604, 7605, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 7680, 7685, 8601, 8602, 9605, 9715, PCD, 9618, 9620	—
75xx A	7504, 7524, 7505, 9605 , 9715**	7404, 7424
75xx B	7505, 7516, 7520, 7525, 7530, 7605, 7615, 7625, 9505, 9605 , 9715**	7005, 7405, 7415, 7416, 7425, 7430
35xx	3500, 3504, 3514, 3515, 3516, 3534, 3550, 3600, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3625, 3634, 3650, 3654, 3655, 3656, 3658, 3680, 3682, 3685, 3688, 3690, 3692, 3695, 3698, 7604, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 9505, 9605 , 9715**	3400, 3416, 3002, 3402, 3425, 3016, 3404, 3434, 3025, 3414, 3455, 3030, 3415, 9405

Note: Models marked ** may be compatible with multiple settings. Select the model matching your specific installation.

Selecting a Scoreboard Model

- 01 Press **OPTIONS** until display reads `Model >>` .
- 02 Press **YES** to enter the Scoreboard Model menu.
- 03 Press **OPTIONS** until the desired scoreboard series is displayed (e.g., `X6xx Series`).
- 04 Press **YES** to accept/enable. An asterisk (*) indicates the model is now selected.

Note: The scoreboard model should be set before connecting the control to a scoreboard.

Quick Link/Unlink (Setup Procedure)

If the receiver has already been added to the MPCW7, use this procedure to link or unlink it before a game:

01 Press **OPTIONS** until display reads `Wireless >>` .

02 Press **YES**. Display reads `Link Receiver` .

03 Press **YES**. Display reads the first receiver in the list, e.g. `Rec Name 1 *` .

1. An asterisk (*) next to the receiver name means the receiver is linked.

01 Press **YES** again to toggle the link state for that receiver.

02 To link or unlink another receiver: Press **OPTIONS** to cycle through available receivers. Display shows `Rec Name 2` .

03 Press **YES** to link that receiver.

Wireless Options Menu

To access the full Wireless options:

01 Press **OPTIONS** until display reads `Wireless >>` .

02 Press **YES** to enter. Display reads `Link Receiver` .

Add Receiver

The MPCW7 stores receivers it uses in memory.

Add a new receiver when a new scoreboard installation occurs, after maintenance, or when adding a new component to the existing system.

Note: Have the receiver's six-digit serial number ready before beginning. This number is

required to add the receiver.

01 From the Link Receiver screen, press **OPTIONS** until display reads **Add Receiver**.

02 Press **YES**. Display reads **Receiver#** **◀**.

03 Enter the six-digit receiver serial number.

1. The control will then prompt for the receiver name.

01 The display shows **_ ▲**.

02 Enter a receiver name using the letter and number keys.

1. The receiver name is entered the same way as a team name — refer to the Team Names section.

1. It is recommended to name the receiver according to what it controls (e.g., **FIELD 1 ▲**).

Note: Once a new receiver is added it is added to all profiles as linked. If this is not desirable, save each profile according to the receiver settings needed for that profile.

Link Receiver

The MPCW7 allows the user to choose which wireless receivers to use during operation.

Receivers default to a linked state; this setting allows toggling each receiver independently.

To link or unlink a receiver:

01 If using profiles, load the desired profile first to change wireless settings for that profile.

02 Enter the wireless options menu: Press **OPTIONS** until **Wireless >>**

displays and press **YES**. Display reads `Link Receiver`.

03 Press **YES**. Display shows the first receiver added, e.g. `SOC FIELD 1 *`.

04 Press **YES** to link or unlink that receiver.

1. An asterisk designates a linked state.

01 If more receivers are stored, press **OPTIONS** to cycle through each.

02 Repeat pressing **YES** on each receiver until all are at the desired state.

03 If using profiles, save the current profile.

04 Repeat steps 1–7 for all profiles with different wireless settings.

Delete Receiver

If a receiver is no longer in use, is defective, or needs to be removed from the system, use the Delete Receiver option.

Warning: Deleted receivers are removed from the control entirely. The receiver will not be remembered by any profile. To make a receiver inactive for certain situations without deleting it, use the Link Receiver process instead.

01 From the Link Receiver screen, press **OPTIONS** until display reads `Delete Receiver`.

02 Press **YES**. Display shows the first receiver: `SOC FIELD 1 *`.

03 If this is not the receiver to delete, press **OPTIONS** until the correct receiver displays (e.g., `SOC FIELD 4 *`).

04 Press **YES**. The receiver is deleted from the MPCW7.

Note: Once deleted, the receiver is removed from all profiles. To restore a mistakenly deleted receiver, use Add Receiver and Link Receiver as needed.

Specifications and Features

Features

FEATURE	DESCRIPTION
Desktop Form Factor	Tabletop unit designed for use at a scorer's table, press box, or fixed operator position.
Wireless Operation	Communicates with one or more MPCW7-compatible receivers. No wired connection to the scoreboard required during game operation.
Multi-Receiver Support	Can operate multiple receivers simultaneously. Receivers can be linked or unlinked per profile for flexible multi-field or multi-scoreboard configurations.
16-Character LED Display	Bright LED display for high-visibility operator feedback in all lighting conditions.
Profile System	Stores up to 100 profiles per sport. Each profile saves scoreboard model, wireless settings, team names, timer settings, horn settings, brightness, and all other option settings.
Sport Overlay System	Sport-specific overlays label all keys for the current sport. To change sports, replace the overlay and select the new sport.
Universal Control	A single MPCW7 unit can operate scoreboards for any supported Nevco sport by changing the overlay and selecting the appropriate sport/profile.
Inning-by-Inning Scoring	Supports inning-by-inning scoreboard models with per-inning score entry and automatic total calculation.
Pitch Count	Tracks home and guest pitch counts up to 199 pitches. Supports automatic pitch count increment when balls and strikes are entered (Automation option).
Pitch Timer	Configurable left and right pitch timer reset times (up to 999 seconds each).
Automation	Optional automatic: balls & strikes add to pitch count; outs reset at selectable count; balls/strikes reset and outs increment on third strike.
Segment Timer	Up to 20 programmable segments with auto horn and auto advance per segment. Useful for organized practices and interval horn operation.
Auxiliary Timer	Independent auxiliary timer counting up or down, configurable for continuous or time-switch-controlled operation. Supports HH:MM and MM:SS display formats.
Time Out Timer	Five individually configurable time out timers with settable warning times.
Electronic Team Names	Works with the Nevco Electronic Team Names (ETN) accessory to display team names on the scoreboard. Names up to 12 characters.
Brightness Control	Two brightness levels (High/Low) selectable via the OPTIONS menu.
Horn Settings	Independent tone and volume settings for: EOP horn, Horn key, Aux horn, Time Out timer horn, and Segment Timer horn. Nine tones plus mute available. Volume adjustable 0–9.
Time of Day	Battery-backed time of day clock accurate even when control is unplugged. Supports 12 and 24 hour formats. Optional "Stick TOD" displays time of day on scoreboard when control is off.
Battery-Backed Memory	Battery powered memory saves all settings and profile data in the event of power failure.
Hand Held Time Control Switch	TCS-7 time control switch included. Plugs into either side jack. When connected, alternate time control keys on the keypad are disabled.

FEATURE	DESCRIPTION
Alternate Time Control Keys	TIME ON and TIME OFF keys on the left keypad can substitute for the hand held switch when no switch is plugged in.
BNC Output	Two BNC connectors (use either or both) for direct coaxial cable connection to the scoreboard (no receiver).

Specifications

SPECIFICATION	VALUE
Power Supply	9 V DC (wall adapter included)
Power Input Jack	2.1 mm barrel jack (rear of unit)
Display	16-character bright LED
Keypads	Two sections (left and right), 20 keys each
Hand Held Switch Jacks	One jack on each side of unit; either jack accepts any Hand Held switch
Direct Scoreboard Output (no receiver)	BNC connector (coaxial); two connectors provided
Profile Storage	Up to 100 profiles per sport
Segment Timer	Up to 20 segments per project
Time Out Timers	5 individual timers with independent durations and warning times
Pitch Count Range	0 – 199
Pitch Timer Reset Range	0 – 999 seconds (independently set for left and right)
Battery Backup	Battery-backed memory for profiles, time of day, and settings
Default Profile — Baseball/Softball	Profile 91
Part Number	135-0216RE
Document Date	5/3/2024

Troubleshooting

PROBLEM	CAUSE	SOLUTION
Cannot access the OPTIONS menu	Time is running	Turn time off before attempting to change settings.
Horn does not sound when time has expired	Auto horn is turned off	Enable the auto horn in the Main Time OPTIONS menu.
Horn does not sound when time has expired	Volume is set to zero	Change the volume to something other than zero in the Horn OPTIONS menu.
Horn does not sound when time has expired	EOP horn is set to zero	Change the EOP horn in the Horn OPTIONS menu to the desired horn sound.
Timer counts in wrong direction	Timer direction is set wrong	Change the direction of time in the Main Time OPTIONS menu.

PROBLEM	CAUSE	SOLUTION
Cannot subtract from score	Score keys add only	Use SET then HOME or GUESTS SCORE key and enter the correct score directly.
Cannot clear Time Out Timer from scoreboard without sounding warning horn	Clearing the Time Out Timer forces it to drop to the warning time, which sounds the warning horn	Press TIME OUT TIMER twice. The warning horn will be skipped and the time out timer end horn will sound.
Tenth second does not show on scoreboard	Main clock is counting up	Tenth second does not show when main time is counting up.
Tenth second does not show on scoreboard	Time is above one minute	None — this is standard operation.
Time of day will not display on scoreboard when TIME OF DAY is pressed	Time of day key is not enabled	Use SET TIME OF DAY to enable it.
Aux time is displayed on the auxiliary time display but is not counting	Hours and minutes are being displayed; display changes only once per minute	Minutes and seconds will be displayed during the last hour of remaining time.
Aux time is displayed but is not counting	Time switch is off	Aux time is set to run with the time switch. Either turn the time switch on, press TIME ON, or go to Options and disable the option to run with the time switch.
Horn randomly goes off during game time while main time is running	Aux timer is running	Start a new game. Go to Aux Time OPTIONS and set the aux timer to 00:00. Save the profile.
Horn randomly goes off during game time while main time is running	Segment Timer is running	Start a new game when possible. Go to Segment Timer options menu and disable the segment timer. Save the profile.
Horn randomly goes off while control is on and main time is not running	Aux timer is set to run without the time switch	Start a new game. Go to Aux Time OPTIONS and set aux timer to 00:00, set it to run with the time switch. Save the profile.
Horn goes off when turning on the control after transferring it from another scoreboard	The Model is not set correctly	Go to Options > Model and select the correct Scoreboard Model.

If the problem persists, contact the Nevco Service Department: **800-851-4040**.

Regulatory Notices

FCC Compliance

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

01 This device may not cause harmful interference.

02 This device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by NEVCO, Inc. could void the user's authority to operate the equipment.

Industry Canada

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions:

01 This device may not cause interference.

02 This device must accept any interference, including interference that may cause undesired operation of the device.

Glossary

Alternate Time Control Switches (keys)

Located on the keypad — the TIME ON and TIME OFF keys may be used instead of the Hand Held Time Control Switch. These keys are inactive while the Hand Held Time Control Switch is plugged in. To enable them, turn the control off, unplug the Hand Held Switch, and restart the control.

Auto Horn

Sounds for a minimum of 4 seconds when the main time has expired, stop time is reached, segment timer ends a segment (if set), time out ends, aux time ends, or aux time reaches aux stop time. Main time Auto Horn can be disabled through the main time options menu. Auto Horn tones and volumes can be changed via the Horn Options menu.

Aux Timer

An auxiliary timer, separate from the main timer, that can be configured to count up or down and to start and stop with the time control switch or run continuously. Can be viewed on the control, via Aux Time Options, or on an Auxiliary Time Display.

Auxiliary Time Display

Consisting only of a timer, it can display the main time, the Aux Time, or the Time of Day Clock. Models include: 9410, 9510, 9405, and 9505.

Battery

Battery-powered memory saves the settings and data in the control in case of power failure. Also maintains the accuracy of the time of day when the control is unplugged.

Beeper

Confirms each key press and alerts the operator when time expires.

Brightness Level

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

Display

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

Hand Held Time Control Switch

A hand held switch with a coiled cord that plugs into either side of the control. When connected, the alternate time control switches (keys) are disabled. Makes it easier for another person to control the main time or sound the horn.

Interval Horn

A horn that sounds repeatedly at preset intervals. Has been replaced by the more versatile Segment Timer, which can function the same way.

Options

Consist of game settings and added features useable during a game or practice.

Overlay

A flat plastic panel that fits over and around the keys on the control. Tabs at the top and bottom hold it in place. Each overlay provides the proper labeling for each key, Nevco contact information, and the sport name.

Profile

Saves the current control settings and data so they can be easily recalled later. Up to 100 profiles can be saved for each sport.

Segment Timer

Sometimes called Practice Timer. Allows a list of time segments to be programmed into the control. When started, the first segment is loaded into the main timer and starts counting down. When zero is reached, the timer moves to the next segment. If Auto Horn is enabled, the horn sounds for 4 seconds. If Auto Advance is enabled, the next segment begins counting automatically.

Stop Time

A time set for main time or aux time to automatically cease counting. Functionally acts the same as time running out on the clock. The Auto Horn will sound if set within the main time options and the horn options.

Tenth Second Shift Timer

Automatically shifts from displaying minutes and seconds to seconds and tenths of seconds during the last minute of countdown time. May be disabled if desired.

Time Out Timer

Programmable for different time out lengths, with optional warning horn and option to display remaining time out time on the scoreboard. Five different time out timers are available.

Time of Day

Time of Day Clock. Once the correct time has been set, its accuracy is maintained even while the control power is unplugged. During normal operation, the time of day can be displayed on the control and scoreboard by pressing a single key. Pressing the TIME key or turning the time on will return the main time to the display(s).