



MPCW-7

MPCW-7 Basketball

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Introduction

About the MPCW7 Basketball Control

The MPCW7 Basketball Control is a wireless desktop scoreboard controller designed for operating Nevco basketball 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 or any fixed operator position within wireless range of the scoreboard.

It features a bright 16-character LED display for high-visibility feedback, and a two-section keypad layout with a sport-specific overlay that labels every key for basketball 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. Controls game clock on/off and sounds the horn.
Keypads (E)	Left and Right keypads — 20 keys each.

COMPONENT	DESCRIPTION
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.
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)	On TCS-7: sounds the scoreboard horn.
Remote Rocker Switch (N)	On TCS-7: controls game clock on and off.
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.

Basketball Scoreboards — LED

MODEL NUMBERS	NOTES
SD7-5, SD7-9	Standard LED with shot clock
PTF7	Player Tracking Fouls — 7" digit
PTF5	Player Tracking Fouls — 5" digit
SCD-7, SCD-T7	Shot clock display — 7" digit

MODEL NUMBERS	NOTES
SCD-5, SCD-T5	Shot clock display — 5" digit
SSC-7, SSC-T7	Shot clock scoreboard — 7" digit
SSC-T5	Shot clock scoreboard — 5" digit
F512, F515, F712, F715	Flush-mount shot clock displays
47xx series	Multi-sport — 4700 variants
84xx series	Multi-sport — 8400 variants
88xx series	Multi-sport — 8800 variants
2700 series	Including 2700-BK, 2700-GP and all 2700 variants

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 Basketball 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.
- 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 93 is the factory default for Basketball. See [Profiles](#) for full details.

Starting a New Game

Press **SCROLL PROFILES** and then **YES (ENTER)** 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.
- 03 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, fouls, timeouts, bonus, possession, and period stats are cleared.

Quick Reference – Common Operations

Starting a New Game (Scoreboard Reset)

- 01 Press **NEW GAME OR SPORT**. The display shows **Start New Game**.
- 02 Press **YES** to confirm. The scoreboard resets for a new game.

Setting Game Clock to 8 Minutes

The game clock is typically set to **8:00** for a period.

- 01 The display shows: **08:00.0** ▼
- 02 To change the period time, use **SET + TIME** and enter the desired duration.

Starting and Stopping Time

- Press the rocker switch on the Hand Held Switch to **TIME ON** to start the game clock.
- Press to **TIME OFF** to stop the clock.

Sounding the Horn

- Press the push button on the Hand Held Switch.
- Alternatively, press the **HORN** key on the keypad.

Sub Horn

- Press **SUB HORN** to queue the substitution horn. The sub horn will sound the next time the main time is stopped.

Setting Score

- 01 Press **HOME SCORE** to add to home score.

- 02 Press **GUEST SCORE SHIFT** to add to guest score.

- 03 Press a number key (0–9) to add that value to the indicated score.

Setting Period

- 01 Press **PERIOD** to increment the period by one.

- 02 Press **SET + PERIOD** to directly enter a period number.

Setting Shot Clock

- 01 Press **SHOT TIME** to start the shot clock (if shot clocks are enabled).

- 02 Press **SET + SHOT TIME** to enter a new shot clock value.

- 03 Press **RECALL SHOT TIME** to see the current shot clock reset value.

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.
◀ 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).
▼	Indicates main time is counting down.

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 return the MPCW7 to the main sport screen.

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.

SUB HORN Key

Press **SUB HORN** to arm the substitution horn.

The sub horn will sound the next time the main time is stopped.

Note: Press **SUB HORN** a second time before time stops to cancel the pending sub horn.

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.

NEW GAME OR SPORT Key

Press to start a new game. The control prompts `Start New Game`. Press **YES** to confirm.

Also used as a backspace key during text entry (team names, profile names).

PERIOD Key

Press **PERIOD** to increment the period by 1.

Press **SET** then **PERIOD** to directly enter a period number.

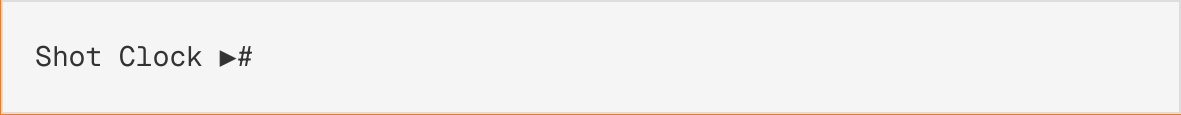
SHOT TIME Key

Press **SHOT TIME** to start or reset the shot clock (if shot clocks are enabled).

Press **SET + SHOT TIME** to directly enter a shot clock value.

RECALL SHOT TIME Key

Press **RECALL SHOT TIME** to display the current shot clock reset value.



Shot Clock ►#

TIME OUT TIMER Key

Press **TIME OUT TIMER** to start the time out timer. Press again to cancel.

TIME OF DAY Key

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

BLANK Key

Press **BLANK** to blank the scoreboard display. Also used in certain option menus to disable a value or insert a space during text entry.

T.O. LEFT Keys (Home and Guest)

Press **T.O. LEFT** (home) to decrement the home team's time outs remaining.

Press **T.O. LEFT** (guest) to decrement the guest team's time outs remaining.

Press **SET + T.O. LEFT** to directly enter the number of time outs remaining.

NEXT POSS. Key

Press **NEXT POSS.** to indicate which team has the next possession arrow on the scoreboard.

< NextPoss	(arrow points home)
NextPoss >	(arrow points guest)

Each press toggles between home and guest.

Press **SET + NEXT POSS.** to disable the possession indicator.

BONUS Keys (Home and Guest)

Press **BONUS** (home or guest) to enter bonus status for that team.

Bonus

Press once for single bonus. Press again for double bonus.

The bonus indicator displays on the scoreboard.

TEAM FOULS Keys (Home and Guest – green and teal)

Press **TEAM FOULS** (home) to add a team foul for the home team.

Press **TEAM FOULS** (guest) to add a team foul for the guest team.

When pressed, the control also prompts for the player number so individual player fouls can be updated if PTF panels are present.

Press **SET + TEAM FOULS** to directly enter the team foul total.

PLAYER FOULS Keys (Home and Guest)

Press **PLAYER FOULS** (home or guest) to update an individual player's foul count on PTF panels.

PLAYER POINTS Keys (Home and Guest)

Press **PLAYER POINTS** (home or guest) to update an individual player's point total on PTF panels.

IN/OUT GAME Key

Press **IN/OUT GAME** to mark a player as in or out of the game on PTF panels.

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

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

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

Team-Level Stats

- HOME and GUESTS **SCORE**
- HOME and GUESTS **TIME OUTS LEFT**
- HOME and GUESTS **BONUS**
- HOME and GUESTS **TEAM FOULS**
- **NEXT POSSESSION** arrow
- **PERIOD**

Player-Level Stats (PTF Stat Panels)

PTF (Player Tracking Fouls) stat panels are optional scoreboard accessories with per-player display positions.

- **PLAYER FOULS** — individual player foul count
- **PLAYER POINTS** — individual player point total
- **IN/OUT GAME** — active/inactive indicator per player position

Stats can be entered two ways:

Adding

The usual method. After pressing the stat key, 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 3 pressed:

5+ Score 8 → 8+ Score 8

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:

8◀ Score 8

Pressing 1 then 2: 12 Score 8

SCORE

Adding to Score

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

##+ Score ##

01 Enter any value 0–9 to add that value to the home score.

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

Score +##

01 Enter any value 0–9 to add that value to the guest score.

Note: You cannot subtract from the value using add mode. 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 desired score.

02 Press **YES** to confirm, or wait for auto-accept after two digits.

BONUS

The Bonus indicator shows a team is in bonus (or double bonus) foul situation.

Setting Bonus

01 Press **BONUS** (home — green key, or guest — blue key).

Bonus

01 Press once to enter single bonus; press again to enter double bonus.

02 Press **SET + BONUS** to clear bonus (or to disable when Automation is in use).

Note: When Auto Bonus is enabled in OPTIONS > Automation, the bonus indicator updates automatically as team fouls are entered.

NEXT POSSESSION

The Next Possession indicator shows which team has the possession arrow.

Setting Next Possession

01 Press **NEXT POSS.** to toggle between home and guest.

< NextPoss	(home team has next possession)
NextPoss >	(guest team has next possession)

Disabling Possession Indicator

01 Press **SET + NEXT POSS.** to turn off the possession indicator.

TIME OUTS LEFT

Adding to Time Outs Left

01 Press **T.O. LEFT** (home or guest) to decrement the time outs remaining by 1.

Setting Time Outs Left Directly

01 Press **SET + T.O. LEFT** (home or guest).

02 Enter the number of time outs remaining.

03 Press **YES** to confirm.

TEAM FOULS

Adding a Team Foul

01 Press **TEAM FOULS** (home or guest).

02 The control adds 1 to the team foul count.

03 If PTF stat panels are present, the control will prompt for the player's jersey number to update their individual foul count.

Setting Team Fouls Directly

01 Press **SET + TEAM FOULS** (home or guest).

02 Enter the total team fouls.

03 Press **YES** to confirm.

PTF STAT PANELS – PLAYER FOULS

PTF Stat Panels track individual player fouls for each player position displayed on the PTF panel.

Adding a Player Foul

01 Press **PLAYER FOULS** (home — green, or guest — blue).

02 The control prompts for the player position number (1–5 for a standard 5-position panel).

03 Enter the player position.

04 The control adds 1 to that player's foul count.

Setting Player Fouls Directly

01 Press **SET + PLAYER FOULS**.

02 Enter the player position.

03 Enter the foul count.

04 Press **YES** to confirm.

PTF STAT PANELS – PLAYER POINTS

Adding Player Points

01 Press **PLAYER POINTS** (home — green, or guest — blue).

02 The control prompts for the player position number.

03 Enter the player position.

04 Enter the number of points to add.

Setting Player Points Directly

01 Press **SET + PLAYER POINTS**.

02 Enter the player position.

03 Enter the total points for that player.

04 Press **YES** to confirm.

PTF STAT PANELS – IN/OUT GAME

The In/Out Game function marks each player position as active (in) or inactive (out) on the PTF panel.

Toggling In/Out

- 01 Press **IN/OUT GAME**.
 - 02 The control prompts for the player position number.
 - 03 Enter the player position.
 - 04 The control toggles that position between In and Out.
-

TIME FUNCTION

Game Clock Operation

The main clock tracks remaining time in each game period.

The clock is typically configured to count **down**.

- 01 Press **TIME ON** (on Hand Held Switch or keypad key) to start the game clock.
 - 02 Press **TIME OFF** to stop the clock.
 - 03 The auto horn sounds when the clock reaches zero (if enabled).
-

Setting Game Clock Time

- 01 Press **SET** then **TIME**.
 - 02 The display shows:
-

Main: MM:SS.s ◀

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

1. After five digits, accepted automatically.

1. Press **YES** with fewer than 5 digits to accept.

Shot Clock Operation

The shot clock counts down from the configured reset time.

01 Press **SHOT TIME** to start the shot clock (if enabled).

02 The shot clock automatically blanks when main time is stopped (configurable).

03 When the shot clock reaches zero, the horn sounds.

Setting Shot Clock Time Directly

01 Press **SET + SHOT TIME**.

02 The display shows:

Shot: ##:## ◀

01 Enter the desired shot clock time.

02 Press **YES** to confirm.

Out of Bounds (OB) Reset

When the ball goes out of bounds, the shot clock resets to the OB reset time (if configured).

01 Press **RECALL SHOT TIME** to check the current OB reset time.

02 The OB reset time is configured in **OPTIONS > Shot Clocks**.

Setting Time of Day

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

02 The display shows:

ToD: HH:MM



01 Enter hours and minutes (4 digits total).

1. After all four digits, accepted automatically.

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

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

Options Menu

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

The **OPTIONS** menu has 18 selections for basketball:

#	OPTION	PURPOSE
1	Brightness	Toggle scoreboard brightness between High and Low

#	OPTION	PURPOSE
2	Team Names	Set electronic team name displays (ETN)
3	Profiles	Load, save, and manage profiles
4	Scoreboard Model	Select the scoreboard series being operated
5	Main Time	Configure main timer direction, auto horn, style, 0.1-second shift
6	Aux Time	Configure auxiliary timer
7	Segment Timer	Set up practice/interval segment timers
8	Time Out Timer	Configure time out timer duration and warning
9	Swap Home & Guests	Switch all home and guest values on the scoreboard
10	Aux Display	Select what the auxiliary display shows
11	EOP Light	Configure end-of-period light, shot clock, and horn key behavior
12	Wireless	Link, add, and delete receivers
13	Time of Day	Stick TOD and 24-hour time settings
14	Shot Clocks	Configure shot clock enable, OB time, and reset times
15	Automation	Configure auto bonus and other automated functions
16	Left Panel	Configure PTF left panel positions
17	Right Panel	Configure PTF right panel positions
18	Scoreboard Test	Run a scoreboard display test

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.

BRIGHTNESS

Ambient lighting conditions may require adjusting scoreboard brightness.

SETTING	DESCRIPTION
Brightness: High	Better suited for daylight conditions.
Brightness: Low	Well suited for low-light conditions.

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.

Special function keys during team name entry:

KEY	FUNCTION
SCROLL PROFILES (backspace ◀)	Acts as a backspace to delete the last character entered.
BLANK (space ▶)	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).

Changing Team Names

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

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

Guest Team Name

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

02 Enter the team name using letters, numbers, backspaces, and spaces.

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

Home 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.

04 Press **NO/CANCEL** to return to the **OPTIONS** menu.

MAIN TIME

Main Time options configure how the game 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.

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.

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.

AUX TIME

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

Aux Time Options:

OPTION	DESCRIPTION
Setting Aux Time	Sets the start time for the auxiliary timer.
Direction	Counts up or down.
Time Switch Operation	When enabled, Aux time runs only when the main time switch is active.
Setting Aux Stop Time	Sets a stop time at which aux time ceases counting.
Style	HH:MM or MM:SS 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, display reads **Aux: 00:00.0▲** .

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

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

Changing Direction of Aux Time

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

▲ or Direction: ▼ .

02 Press **YES** to change direction.

Setting Time Switch Operation

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

02 Press **YES** to enable or disable.

Setting Aux Stop Time

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

02 Press **YES**. Enter minutes and seconds.

Changing Aux Time Style

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

02 Press **YES**, then scroll and select.

SEGMENT TIMER

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

The MPCW7 supports a maximum of 20 segments per project.

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

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.

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.
Insert Segment	Inserts a new segment at the current position.
Delete Segment	Deletes the current segment.

To enter Edit Segment menu:

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

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

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.

Default time out timer settings:

- Timer 1: :30 (warning :15)
- Timer 2: :45 (warning :15)
- Timer 3: 1:00 (warning :15)
- Timer 4: 1:15 (warning :15)
- Timer 5: 1:30 (warning :15)

To access:

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

02 Press **YES** to enter.

Display Time Out Timer on Scoreboard

01 Press **OPTIONS** until display reads Disp On Board .

02 Press **YES** to toggle.

Edit Time Outs

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

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

Edit Current Time Out

- 01 Display reads Time#: ##:##.## .

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

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

Edit Warning Time

- 01 Press **OPTIONS** until display reads Warn#: ##:##.## .

- 02 Press **YES**. Enter the warning time.

Next Time Out

- 01 Press **OPTIONS** until display reads # Next Time Out .

- 02 Press **YES** to advance to the next time out timer.

SWAP HOME AND GUEST

This function switches all Home and Guest values on the scoreboard display.

- 01 Press **OPTIONS** until display reads Swap Home&Guest .

- 02 Press **YES**. Display reads Swap Home&Guest* .

AUXILIARY DISPLAY

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

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

02 Press **YES** to enter.

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

04 Press **YES** to enable the desired option.

BASKETBALL-SPECIFIC OPTIONS – EOP LIGHT

The EOP Light option controls the End of Period light and related scoreboard behaviors.

Accessing EOP Light

01 Press **OPTIONS** until display reads `EOP Light >>` .

02 Press **YES** to enter.

End of Period Light

When enabled, the EOP (End of Period) light on the scoreboard illuminates at the end of each period.

01 From EOP Light menu, press **OPTIONS** until display reads `End Of Period*` .

02 Press **YES** to toggle. An asterisk (*) means EOP light is enabled.

Shot Clock Light

Controls the shot clock violation indicator.

01 From EOP Light menu, press **OPTIONS** until display reads `Shot Clock*` .

02 Press **YES** to toggle. An asterisk (*) means the shot clock light/indicator is enabled.

Horn Key

Controls the EOP horn key behavior.

01 From EOP Light menu, press **OPTIONS** until display reads `Horn Key*` .

02 Press **YES** to toggle.

BASKETBALL-SPECIFIC OPTIONS – SHOT CLOCKS

The Shot Clocks option configures all shot clock behavior.

Accessing Shot Clocks

01 Press **OPTIONS** until display reads `Shot Clocks >>` .

02 Press **YES** to enter.

Shot Clock Enable

Enables or disables the shot clock.

01 From Shot Clocks menu, press **OPTIONS** until display reads `Shot Clock Enable*` .

02 Press **YES** to toggle. An asterisk (*) means the shot clock is enabled.

OB Time (Out of Bounds Reset Time)

Sets the shot clock value used when an out-of-bounds reset occurs.

01 From Shot Clocks menu, press **OPTIONS** until display reads `Set OB Time/Reset2` .

02 Press **YES**. Enter the out-of-bounds reset time (Reset 2).

ST Time (Shot Time Reset)

Sets the full shot clock reset time.

01 From Shot Clocks menu, press **OPTIONS** until display reads `Set ST Time/Reset1`.

02 Press **YES**. Enter the full shot-clock reset time (Reset 1).

FIBA Mode

When enabled, set the FIBA trigger time (0–10 seconds) at which the shot clock begins displaying tenths of a second. Default is 5 seconds.

01 From Shot Clocks menu, press **OPTIONS** until display reads `FIBA Disabled` (or `FIBA Enabled:05`).

02 Press **YES** to toggle. When enabled, FIBA rules for shot clock reset apply.

Note: The `05` in `FIBA Enabled:05` is the trigger time (default 5 seconds) at which the shot clock starts displaying tenths of a second.

BASKETBALL-SPECIFIC OPTIONS – AUTOMATION

The Automation option configures automatic scoreboard actions based on game events.

Accessing Automation

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

02 Press **YES** to enter.

Auto Bonus

When enabled, the bonus indicator automatically advances to Single Bonus when team fouls reach the configured threshold, and to Double Bonus at a higher threshold.

01 From Automation menu, press **OPTIONS** until display reads **Auto Bonus >>** .

02 Press **YES** to enter the Auto Bonus sub-menu.

Single Bonus Threshold

01 From Auto Bonus menu, press **OPTIONS** until display reads **Single Bonus** .

02 Press **YES**. Enter the team foul count at which single bonus activates.

Double Bonus Threshold

01 From Auto Bonus menu, press **OPTIONS** until display reads **Double Bonus** .

02 Press **YES**. Enter the team foul count at which double bonus activates.

Auto Increment Team Fouls (Auto Incr TF)

When enabled, team fouls automatically increment when a player foul is entered.

01 From Automation menu, press **OPTIONS** until display reads **Auto Incr TF*** .

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

Shot Clock > Main Time Blank (ST>MT Blank)

When enabled, the shot clock display blanks when the shot clock exceeds the main time remaining.

01 From Automation menu, press **OPTIONS** until display reads `ST>MT Blank*` .

02 Press **YES** to toggle.

BASKETBALL-SPECIFIC OPTIONS – LEFT PANEL

Configures the left PTF (Player Tracking Fouls) stat panel player position assignments.

Accessing Left Panel

01 Press **OPTIONS** until display reads `Left Panel >>` .

02 Press **YES** to enter.

Setting Panel Positions

The left panel typically shows 5–10 player positions. Each position is assigned a jersey number.

01 From Left Panel menu, press **OPTIONS** to scroll to each position (e.g., `1Pos---Plyr ##`).

02 Press **YES** to edit that position's player number.

03 Enter the jersey number.

04 Press **YES** to confirm.

Note: Position assignments should match the current active roster for each team.

BASKETBALL-SPECIFIC OPTIONS – RIGHT PANEL

Configures the right PTF stat panel in the same manner as the Left Panel.

Accessing Right Panel

01 Press **OPTIONS** until display reads `Right Panel >>` .

02 Press **YES** to enter.

Setting Panel Positions

01 From Right Panel menu, press **OPTIONS** to scroll to each position.

02 Press **YES** to edit and enter the jersey number for each position.

HORN SETTINGS

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

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

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

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

EOP Horn Tone

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

02 Press **YES**. Enter the desired tone (0–9).

Horn Key Tone

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

02 Press **YES**. Enter the desired tone.

Aux Horn Tone

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

02 Press **YES**. Enter the desired tone.

Time Out Timer Tone

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

02 Press **YES**. Enter the desired tone.

Segment Timer Horn Tone

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

02 Press **YES**. Enter the desired tone.

SCOREBOARD MODEL

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

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

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.

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

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

SCOREBOARD TEST

The Scoreboard Test causes all scoreboard digit segments and indicators to illuminate simultaneously.

Use this to verify that all display elements are functioning.

01 Press **OPTIONS** until display reads **Scoreboard Test** .

02 Press **YES** to run the test. All scoreboard segments illuminate.

03 Press **NO/CANCEL** to end the test.

TIME OF DAY (OPTIONS)

Use this option to stick time of day on the scoreboard when the MPCW7 is turned off, or to toggle 24-hour format.

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

02 Press **YES** to enter.

Stick TOD

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

01 Press **YES** on **Stick TOD** to enable or disable. An asterisk (*) means enabled.

24 Hour Time

01 Press **OPTIONS** until display reads **24 Hour Time** .

02 Press **YES** to toggle. An asterisk (*) means 24-hour format is active.

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
Period	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
Shot Clock Settings	Automation Options	PTF Panel Settings

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.

To turn off Default Lock:

- 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)

To change sports:

- 01 Place the desired sport overlay on the control.
- 02 Press **SCROLL PROFILES**. Display reads `##-SPORT` .
- 03 Enter the sport name or press **SCROLL PROFILES** to scroll until the desired sport displays.
- 04 Press **YES** when the desired sport is displayed.

Starting a New Game (Load Profile)

- 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.

Creating and Saving a Profile

- 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.
- 06 Press **YES**. The MPCW7 saves the profile.

Note: Save profiles with shot clock and automation settings already configured to minimize setup time at game start.

Loading a Profile

- 01 Press **OPTIONS** until display reads `Profiles >>` .
- 02 Press **YES**. Display reads `Load Profile` .
- 03 Press **YES** again. Display reads `Profile(##):## ◀` .
- 04 If the displayed profile is correct, press **YES** to load it.

05 If not, enter the two-digit profile number and press **YES**.

Correcting a Saved Profile

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. A receiver must be programmed into the MPCW7 before it can be linked for use.

Scoreboard Model Selection

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

MPCW7 Scoreboard Model Correlation for Basketball

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

MODEL SETTING	COMPATIBLE BASKETBALL SCOREBOARDS
SD7 Series	SD7-5, SD7-9
PTF7 Series	PTF7 (7" digit player tracking fouls panel)
PTF5 Series	PTF5 (5" digit player tracking fouls panel)
SCD Series	SCD-7, SCD-T7, SCD-5, SCD-T5 (shot clock displays)
SSC Series	SSC-7, SSC-T7, SSC-T5 (shot clock scoreboards)
F5 / F7 Series	F512, F515, F712, F715 (flush-mount shot clock displays)
47xx Series	4700 and all 47xx variants
84xx Series	8400 and all 84xx variants
88xx Series	8800 and all 88xx variants
2700 Series	2700-BK, 2700-GP and all 2700 variants

Note: The correct model setting is typically specified in your original order documentation. Contact Nevco (800-851-4040) if unsure.

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.

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

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.

03 Press **YES** to link or unlink the next 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

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

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.

04 The display shows `_ ▲`.

05 Enter a receiver name (e.g., `GYM 1 ▲`).

Note: Once a new receiver is added it is added to all profiles as linked.

Link Receiver

01 If using profiles, load the desired profile first.

02 Press **OPTIONS** until `Wireless >>` displays. Press **YES**. Display reads `Link Receiver`.

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

04 Press **YES** to link or unlink. An asterisk designates a linked state.

05 Press **OPTIONS** to cycle through additional receivers.

06 Save the current profile after adjusting wireless settings.

Delete Receiver

Warning: Deleted receivers are removed from the control entirely, including from all profiles.

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

02 Press **YES**. Display shows the first receiver.

03 If needed, press **OPTIONS** until the correct receiver displays.

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

Specifications and Features

Features

FEATURE	DESCRIPTION
Desktop Form Factor	Tabletop unit designed for use at a scorer's table 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.
16-Character LED Display	Bright LED display for high-visibility operator feedback in all lighting conditions.
Profile System	Stores up to 100 profiles. Each profile saves scoreboard model, wireless settings, team names, timer settings, horn settings, brightness, shot clock settings, automation settings, PTF panel positions, and all other option settings.
Shot Clock Control	Integrated shot clock support. Configurable full reset time, out-of-bounds reset time, and FIBA mode. Shot clock can blank automatically when it exceeds main time remaining.
PTF Stat Panel Support	Tracks individual player fouls, player points, and in/out game status for each player position on PTF left and right panels.
Sub Horn	Dedicated substitution horn key. When pressed, the sub horn sounds at the next stoppage of main time.
Auto Bonus	Automatically updates the bonus indicator on the scoreboard as team fouls accumulate, based on configurable single and double bonus thresholds.
Auto Team Foul Increment	Optionally increments team fouls automatically when player fouls are entered via PTF panels.
Next Possession Arrow	Tracks and displays which team has the next possession indicator on the scoreboard.
Electronic Team Names	Works with the Nevco Electronic Team Names (ETN) accessory to display team names on the scoreboard.
Segment Timer	Up to 20 programmable segments with auto horn and auto advance per segment.
Auxiliary Timer	Independent auxiliary timer counting up or down.
Time Out Timer	Five individually configurable time out timers with settable warning times.
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.

FEATURE	DESCRIPTION
Scoreboard Test	Built-in test mode illuminates all scoreboard digit segments and indicators for verification.
Time of Day	Battery-backed time of day clock. Supports 12 and 24 hour formats.
Battery-Backed Memory	Battery powered memory saves all settings and profile data.
Hand Held Time Control Switch	TCS-7 time control switch included. Controls game clock on/off and sounds the horn.
BNC Output	Two BNC connectors 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
Battery Backup	Battery-backed memory for profiles, time of day, and settings
Default Profile — Basketball	Profile 93
Overlay PIN	035-0500

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.
Timer counts in wrong direction	Timer direction is set wrong	Change the direction of time in the Main Time OPTIONS menu.
Cannot subtract from score	Score keys add only	Use SET then HOME or GUESTS SCORE key and enter the correct score directly.

PROBLEM	CAUSE	SOLUTION
Shot clock is not visible on scoreboard	Shot clock not enabled	Enter OPTIONS > Shot Clocks and enable Shot Clock Enable.
Shot clock blanks unexpectedly	ST>MT Blank is enabled	If not desired, enter OPTIONS > Automation and disable ST>MT Blank.
Bonus indicator does not advance automatically	Auto Bonus is disabled	Enter OPTIONS > Automation > Auto Bonus and configure the thresholds.
Sub horn does not sound	Sub horn was not queued, or time has not been stopped since pressing SUB HORN	Press SUB HORN, then stop the game clock. The sub horn sounds at the next stoppage.
Cannot clear Time Out Timer from scoreboard	Clearing forces drop to warning time	Press TIME OUT TIMER twice. The warning horn is skipped.
Tenth second does not show on scoreboard	Main clock is counting up or above one minute	Standard operation. Tenths display only during final countdown under one minute.
Time of day will not display on scoreboard	Time of day key is not enabled	Use SET TIME OF DAY to enable it.
PTF panel player stats are not updating	Incorrect panel (Left/Right) configured	Enter OPTIONS > Left Panel or Right Panel and verify position assignments.

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)

The TIME ON and TIME OFF keys on the keypad. May be used instead of the Hand Held Time Control Switch when no switch is plugged in.

Auto Bonus

When enabled, the bonus status on the scoreboard automatically updates as team fouls accumulate. Single bonus and double bonus thresholds are individually configurable.

Auto Horn

Sounds for a minimum of 4 seconds when the game clock has expired, stop time is reached, segment timer ends, time out ends, or shot clock expires.

Aux Timer

An auxiliary timer separate from the main game clock. Configurable to count up or down, and to run with or without the time switch.

Battery

Battery-powered memory saves the settings and data in the control in case of power failure.

Beeper

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

Bonus

Indicates a team has accumulated enough fouls to be in the bonus (one-and-one free throw) or double bonus (automatic two free throws) situation.

Brightness Level

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

Display

A 16-character LED display on the control prompts the operator for input.

EOP Light

End of Period indicator light on the scoreboard. Illuminates when the game clock reaches zero to signal the end of a period.

FIBA Mode

When enabled, the shot clock begins displaying tenths of a second at the FIBA trigger time (default 5 seconds).

Hand Held Time Control Switch

A hand held switch with a coiled cord. Controls game clock on/off and sounds the horn. When connected, alternate time control keys on the keypad are disabled.

In/Out Game

PTF panel function that marks each player position as active (in) or inactive (out) on the stat display.

Next Possession

Arrow indicator showing which team has the next possession. Toggled with each press of the NEXT POSS. key.

Options

Game settings and added features accessible through the OPTIONS key.

Overlay

A flat plastic panel that fits over and around the keys on the control. Provides key labeling for the sport.

Period

The current quarter or period of the basketball game. Incremented with the PERIOD key or set directly.

Player Tracking Fouls (PTF)

Optional scoreboard accessory panels that display individual player fouls, player points, and in/out game status per player position.

Profile

Saves all current control settings for recall. Up to 100 profiles per sport.

Segment Timer

Up to 20 timed segments with auto horn and auto advance. Useful for practices and organized drills.

Shot Clock

A separate countdown timer for the shot clock. Configurable reset times, OB time, and FIBA mode.

Sub Horn

Substitution horn. Queued with the SUB HORN key and sounded at the next stoppage of main time.

Time of Day

Battery-backed clock displayed on the control and scoreboard. Accurate even when the control is unplugged.

Time Out Timer

Programmable time out countdown with optional warning horn and scoreboard display.