



# MP-70/50 Series Scoreboard Controller User Guide



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This device complies with Part 15 of the FCC Rules and with RSS-210 of Industry Canada.

Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and
2. This device must accept any interference received, including interference that may cause undesired operation.

The term “IC” before the certification/registration number only signifies that the Industry Canada technical specifications were met.

### **Warning**

Changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

### **RF Exposure**

To comply with FCC RF exposure requirements for mobile transmitting devices, this transmitter should only be used or installed at locations where there is at least 20 cm separation distance between the antenna and all persons.

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# INTRODUCTION

## ABOUT THE MP-70/50 SERIES

This manual describes the use of six (6) Trans-Lux/Fair-Play scoreboard controls:

- MP-70 Wired Control
- MP-50 Wired Control
- MP-72 G2 Wireless Control (August 2008)
- MP-52 G2 Wireless Control (August 2008)
- MP-73 G3 Wireless Control (January 2011)
- MP-53 G3 Wireless Control (January 2011)

The MP-72/73 and MP-52/53 can run Trans-Lux/Fair-Play scoreboards remotely. Our controls allow you to keep up with sports timing and scoring demands that require quickness and accuracy. Each controller's versatility makes it effective in a wide variety of sports. Some common features of the MP-70/50 Series include:

- Storage for up to six different sports and scoreboard configurations for ease of operation and flexibility.
- Hour countdown clock function allows some baseball scoreboards to count down hours, not just minutes.
- Jumping clock feature that allows 1/10th of a second to be displayed on scoreboards in the last minute of the game. At that time, the seconds "jump" to the left and the 1/10th seconds display on the right.
- A memory circuit that retains game information in case of loss of power.
- Easy-to-read, two-line LCD information display on the control that shows time and other data by instant recall.
- Changeable, sport-specific color-coded inserts that can be used for various specific sports.
- Automatic horn, to signify end of period or game, which can be turned on or off.
- Multiple time-out times offered for basketball.
- Scoreboard lamp TEST mode for ease of scoreboard service.

Both the MP-70 and MP-50 are operated in identical fashion, but the MP-70 includes more features than the MP-50. The differences between the two products are discussed in more detail in the following section.

## **THE MP-70, MP-72 AND MP-73**

The MP-70 is the most popular Trans-Lux/Fair-Play scoreboard controller. It can operate all standard Trans-Lux/Fair-Play scoreboards. It includes the following features:

- The wireless versions are MP-70 Wireless, MP-72 G2 Wireless and MP-73 G3 Wireless.
- Optional remote, hand-held control switches, which plug directly into the MP-70/72/73, which are available for game clock, shot clock and field timer control. (For more information on hand switches, see **OPTIONAL HAND SWITCHES (MP-70 ONLY)** on page 11.
- Capability to operate multiple scoreboards and shot timers simultaneously. Electronic foul/point memory for basketball allows the operator to enter up to the fouls and points for up to 15 players per team.

Team name data tracking (for more information, see **TEAM NAMES** on page 79).

## **THE MP-50, MP-52 AND MP-53**

The MP-50 is a less expensive but easy-to-use controller which can run basic Trans-Lux/Fair-Play scoreboards that display a limited amount of information. The wireless versions are MP-50 Wireless, MP-52 G2 Wireless and MP-53 G3 Wireless.

Unlike the MP-70, the MP-50 cannot run basketball shot clocks, football field timers, or a hand switch connector that can be used for any sports. Because of these limitations, the MP-50 is most frequently used for baseball scoreboards; however, it can be used for other sports as well.

## **WIRELESS AND BATTERY FEATURES**

Both the MP-70 and MP-50 are capable of wireless and battery options.

### **BATTERY OPTION**

The battery-powered versions of the MP-70 and MP-50 provide flexibility, as you can use them indoors and outdoors in areas with limited electrical connections. Additional information can be found in Battery Option on page 129.

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## WIRELESS OPTION

Controls with the wireless option are versatile and secure, without the need for wiring and cable conduit that is necessary for direct wired controls. The wireless controls are a good option for scoring on established playing fields when trenching for a direct wire connection is undesirable. Wireless also provides flexible control for indoor situations.

Trans-Lux/Fair-Play's wireless controls use spread-spectrum technology to avoid interference with other electronic devices. The radio signal travels over a longer range - important for open playing fields - and the radio signal remains consistent to ensure game clock accuracy.

Some common wireless features include the following:

- Factory-installed and tested transmitter (receiver and antenna).
- Can run synchronized operation of two or more scoreboards from one control, operating on the same channel.
- Does not interfere with wireless LANs and personal computing devices that use the 2.4GHz ISM band.
- Operates normally, even in the presence of cellular telephones, pagers and transmission towers.
- Transmission range of at least 500 feet indoors, and 1,500 feet outdoors.

You can find more information on wireless controls at the chapter titled:

- **MP-70/50 WIRELESS OPTION** on page 81.
- **MP-72/52 G2 WIRELESS OPTION** on page 96.
- **MP-73/53 G3 WIRELESS OPTION** on page 112.

## ABOUT THIS USER GUIDE

This User Guide will acquaint you with the MP-70/50 scoreboard controls. It includes chapters on:

- Common Functions, such as updating the score, and tracking time periods, on page 13
- Setting up your control, on page 9
- Sport-specific settings:
  - Basketball on page 22
  - Football on page 35
  - Hockey on page 40
  - Wrestling on page 49
  - Soccer on page 53
  - Volleyball on page 58
  - Track on page 62
  - Baseball on page 67
  - Lacrosse on page 74
- Entering team names on page 79
- Wireless settings on page 96
- Battery options and maintenance, on page 129
- Programming and changing system settings, on page 136
- Selecting and changing sports, on page 145
- Troubleshooting, on page 166
- Operating a control in TEST mode to test lamp circuits, on page 164
- Loading configurations, on page 157

This User Guide can also be found at the Fair-Play product website. The following URL (website address) will take you to the online user guide: <http://www.fair-play.com>.

## CONVENTIONS USED IN THIS GUIDE

The following conventions are used throughout this manual to help you identify actions, terms, hints, notes, and warnings.

- For clarity and brevity, the control functions discussed in this guide will be referred to as MP-70/50, MP-70 or MP-50. Only when referring to the Wireless G2 option will the reference change to MP-72/52, MP-72 or MP-52.
- ALL CAPITALIZED non-bold large text describes either
  - a. Modes of your control's functionality, such as PROGRAM mode or TEST mode; or
  - b. A message or prompt displayed on the control's LCD.

**Example:** In PROGRAM mode, you will see the LCD display the message "CHANGE SPORT?"

- **BOXED BOLD & CAPITALIZED** text – highlights buttons or switches you must use to complete an action.

**Example:** Press the **ENTER** button to complete the action.

- **CROSS-REFERENCE** small text – such as the blue color, all-capitalized small text shown at left, indicates a cross-reference in another part of this user guide.

**Example:** See **INTRODUCTION** on page 1 for the beginning of this chapter.

- **Note:** *A note, such as this one, provides additional information. It may also discuss other procedures to think about.*

## GETTING HELP

If you experience trouble with your Trans-Lux/Fair-Play equipment and controller after reviewing this manual and following our installation information, you may want to consult a Trans-Lux/Fair-Play service representative in your Trans-Lux/Fair-Play dealer organization or call the Trans-Lux Help Desk for further assistance.

The Trans-Lux/Fair-Play Web site, [www.fair-play.com](http://www.fair-play.com), can help you find the dealer nearest to your location. The Trans-Lux Help Desk can be reached at (800) 462-2716.

### CONTACTING THE HELP DESK

The Help Desk provides technical support and product assistance for all Trans-Lux and Fair-Play manufactured products during regular business hours. The Help Desk is organized to assist with all types of questions and issues, including:

- Requests for Return Material Authorization of equipment to be repaired
- Requests for Warranty Parts Exchange
- Product selection and upgrade assistance.

When you call the Help Desk, you can expedite your calls by having the following information immediately available:

- Sales order number.
- Model number of sign.
- Firmware version that you are running.

### ORDERING ITEMS

Fair-Play always recommends that our customers retain an inventory of spare parts for “game day” emergency purposes. If you would like to order additional scoreboard components or controllers, please contact the Fair-Play Service Department at (800) 462-2716.

When contacting the Fair-Play Service Department, it is always helpful to have your scoreboard model number and sales order number information handy.



## NECESSARY INFORMATION

Before contacting Trans-Lux Fair-Play, please write down the information requested in the following spaces. This will help you answer questions your service representative may ask. In addition, locate the warranty information packaged with the MP-70/50 before calling.

Model Number

---

Sales order number

---

Name of company or dealer that Fair-Play equipment was purchased from:

---

---

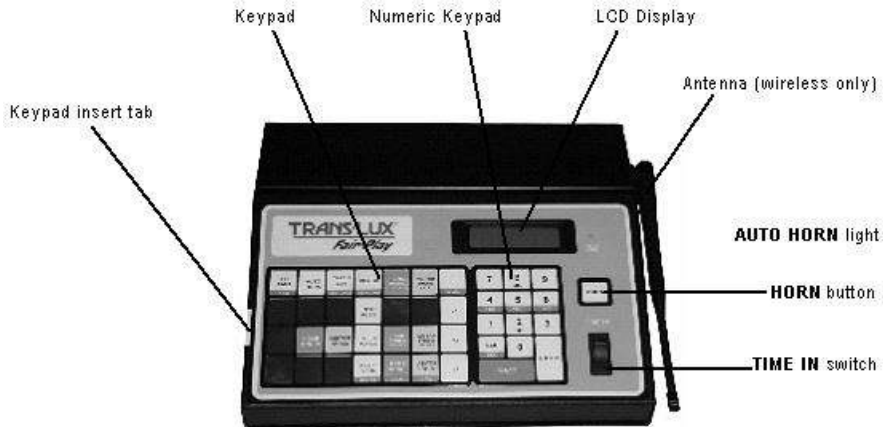
## IMPORTANT PRECAUTIONS

**Note:** *Power cord references throughout this manual are not applicable to battery models unless the battery charger is connected.*

- Read this manual thoroughly before setting up or operating the MP-70/50.
- Do not drop the MP-70/50
- Avoid exposing the MP-70/50 to liquids or moisture.
- Be sure the power cord is protected from hot surfaces, sharp edges and anything else that could damage it.
- For your safety, the MP-70/50 features a three-pronged, grounded power cord. Connect this cord only to a standard 120-volt grounded outlet. If a 120-volt grounded outlet for a three-pronged plug is unavailable, have one installed by a qualified electrician.
- Unplug the MP-70/50 when it is not in use. To unplug it, grasp the plug at the outlet; do not pull on the cord.
- The MP-70/50 contains no user-serviceable parts. To avoid personal injury or damage to the MP-70/50's components, do not disassemble the controller. Refer any repairs to a qualified technician.
- When an extension cord is necessary, use only a three-pronged cord with grounded, polarized connectors. Avoid placing the cord where someone may trip over it or unplug it accidentally.
- Do not expose the MP-70/50 to direct sunlight or extreme temperatures for extended periods.
- The MP-70/50 is not meant to operate in complete darkness. You will need to have some ambient light to see the LCD screen.

# HARDWARE

The figure below acquaints you with the control's major components.  
(Wireless control is shown).



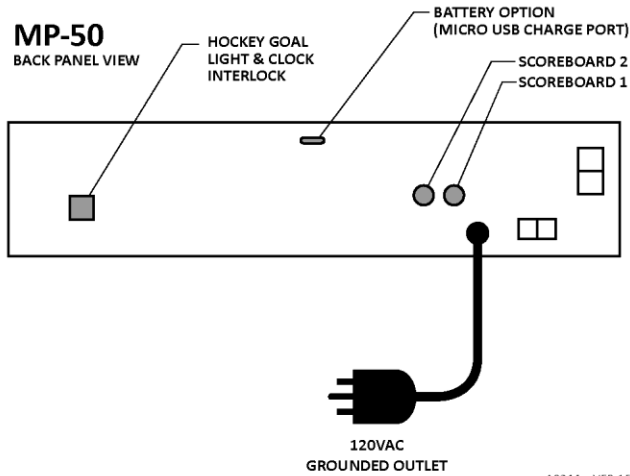
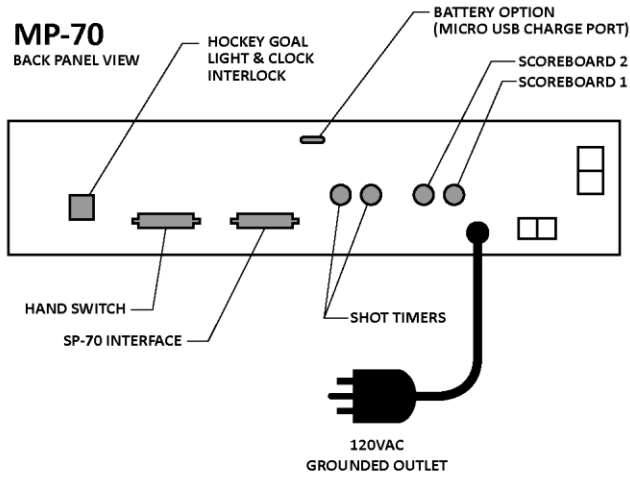
Connect scoreboards, hand switches, and other devices to the MP-70/50 controller as shown on the following pages.

## SETTING UP THE MP-70/50

It is vitally important to correctly connect the scoreboard, hand switch or other devices to the MP-70/50. Improperly connected equipment will not work as expected.

If you are using a controller equipped with the wireless option, refer to [MP-72/52 G2 WIRELESS OPTION](#) on page 96.

## MP-70 AND MP-50 BACK PANEL VIEWS



A0344 • VER 1.505.04

## OPTIONAL HAND SWITCHES (MP-70 ONLY)

Fair-Play offers the following optional hand switches for use with the MP-70/72 only.

Hand Switch	Fair-Play Part Number
Shot timer (domestic usage)	HS-70
Shot timer - for FIBA basketball rules	HS-70-FIBA
Game clock with reset	HC-70
Game clock with horn	HH-70
Time advantage clock	TA-70

When connecting a wired hand switch, refer to the drawing [MP-70 AND MP-50 BACK PANEL VIEWS](#) on page 10. In some cases, you can connect more than one hand switch to the MP-70/72 to at a time. The HC-70 and HH-70 hand switches listed above include a nine-pin adaptor, allowing you to connect another hand switch in a daisy-chain configuration.

### TO ENABLE OR DISABLE MiCLOCK™ REMOTE SWITCH

MiCLOCK™ Wireless G2 Game Clock Remote model MC-10 is compatible only to MP-72-2211 or MP-72-2213 (firmware version 2.25 or greater).

**Note:** Older wireless MP-70 or MP-72 models can be exchanged or upgraded at the factory. Compatibility with MiCLOCK requires wiring modifications and firmware upgrades to the MP-72 (version 2.25+) and firmware upgrade to the Wireless G2 transmitter.

- The MP-72, MiCLOCK™ and the scoreboard receiver must be set to the same RF channel.
  - For MP-72 refer to [SCOREBOARD OPERATION \(G2\)](#) on page 97.
  - For MiCLOCK refer to [FACTORY SETTINGS](#) of the [MiCLOCK QUICK REFERENCE](#) Guide PN 98-2008-02.
- Turn ON the MP-72.
- Set the TIME IN-OUT switch to TIME OUT position.
- Hold down the Shift key while pressing the 1 key. The bottom line of the LCD displays “MiCLOCK ON? Y/N”.
  - Press 4 (Y) to use only the MiCLOCK Remote Switch and disable MP-72 TIME IN-OUT Switch, or
  - Press 6 (N) to use only the MP-72 TIME IN-OUT switch.
- To reset the Game Clock, refer to [CLOCK SET KEY](#) on page 14.

## TURNING ON THE MP-70/50

Before turning on the MP-70/50, verify that it is connected to a standard 120-volt grounded outlet. See **IMPORTANT PRECAUTIONS** on page 8.

The controller's ON/OFF switch is located at the rear of the console. Move this switch to the ON position. The MP-70/50 displays the start-up message. (The version number may be different from the one shown here.)

## PROGRAMMING THE MP-70/50

The MP-70/50 control's system settings must be properly programmed (configured) or it will not operate correctly!

Before turning on your control, carefully read and understand the instructions in **PROGRAMMING THE SYSTEM SETTINGS** on page 136 and in **SELECTING AND CHANGING SPORTS** on page 145.


# COMMON FUNCTIONS

Certain functions of the MP-70/50 are common to all sports. You should become familiar with these functions before proceeding to the chapters discussing specific sports applications.

## Operating the clock

### TIME IN SWITCH

The **TIME IN** switch allows you to start and stop the clock. You can also start and stop the clock with an optional hand switch.

When the clock is stopped, the Time Out symbol  appears on the LCD display.

When the clock is running (TIME IN), an up or down arrow on the LCD display indicates the direction in which the clock is counting. In the example shown, the clock is counting up.

If you want to change the clock direction, follow these steps:

1. With the clock stopped, press and hold **SHIFT** while pressing **CLK. UP/DN**.
2. At the COUNT UP or COUNT DOWN prompt, press and hold **SHIFT** while pressing **YES**.

## CLOCK SET KEY

The **CLOCK SET** key allows you to set the clock for game, break, and overtime periods. This key is unavailable while the clock is running; stop the clock before pressing it. With the clock stopped, follow these steps:

1. Press **CLOCK SET** repeatedly to cycle through the screens shown on the following pages:
2. After selecting the period for which you are setting the clock, verify the duration shown is correct. If you need to change the duration, enter a new time on the numeric keypad.
3. Press **ENTER** to set the clock to the period type and duration indicated on the LCD display.

The first two characters on the top line of the LCD display indicate which period type is currently selected (BK for break, OT for overtime, HT for halftime, and the two-character sport code for regular game periods). Letters will flash for PG, (pre-game) HT (halftime) and BK (break) periods.

**Note:** *If you are operating the clock with hand switch, the **TIME IN** switch on the MP-70/50 must be in the time out position. Before attempting to reset the clock with the hand switch, be sure the **TIME IN** switches on both the MP-70/50 and hand switch are in the time out position.*

**Note:** *On Baseball scoreboards that feature game clock, you have the option of operating the clock in HOURS mode. This must be enabled in the CHANGE SPORT settings. See **SELECTING AND CHANGING SPORTS** on page 145 and **BASEBALL** on page 67 for more information on baseball settings.*

When HOURS mode is ON: Enter hours and minutes in CLOCK SET.

When HOURS mode is OFF: Enter minutes and seconds in CLOCK SET.



## UPDATING THE SCORE

Follow these steps to enter or update the score:

1. Press **HOME SCORE** or **VISITOR SCORE**.
2. Press one of the following keys to adjust the score by the increment indicated: **+1**, **+2**, **+3**, **-1**.

Or

1. Press **HOME SCORE** or **VISITOR SCORE**.
2. On the numeric keypad, enter the new score and then press **ENTER**.

**Note:** When you are using the foul memory and points memory features in basketball, the process of updating the score is slightly different. See [UPDATING SCORE/TRACKING PLAYER POINTS \(MP-70 ONLY\)](#) on page 32. If hockey is the selected sport and your installation is equipped with goal indicator lights, the corresponding indicator will automatically illuminate for 15 seconds if the **+1** key is used to advance either the home or visitor score.

**Note:** If the sport you are running is hockey, and you are using the numeric keypad to manually adjust your hockey scores, then the goal lights must be turned on and off manually (see [MANUALLY CONTROLLING GOAL INDICATORS](#) on page 44).

## TRACKING PERIODS

Follow these steps to enter or update the period number:

1. Press **PERIOD**.
2. Press one of the following keys to adjust the period number by increment indicated **+1**, **+2**, **+3** or **-1**.

Or

1. Press **PERIOD**.
2. On the numeric keypad, enter the period number and then press **ENTER**.

## SOUNDING THE HORN

You can sound the horn at any time by pressing the **HORN** button.

You can also set the horn to AUTO HORN mode. In this mode, the horn automatically sounds for five seconds at the end of each period. Press the **AUTO HORN** key to turn this feature on or off.

The AUTO HORN light to the right of the LCD display indicates that this mode is active.

**Note:** *If you wish to shut off the horn before it finishes its five-second sounding, put the control in TIME OUT mode. The horn will then turn off instantly.*

## OPERATING THE SHOT/FIELD TIMER HAND SWITCH (MP-70 ONLY)

Unless stated otherwise, this section of the instructions refer only to the use of the **hand switch for operating the shot/field timer feature of the MP-70**. You must have an HS-70 hand switch to start, stop and reset the shot/field timer. The time remaining appears on the top line of the MP-70 LCD display next to the two digit sport code.

**Note:** *For basketball operation, the shot/field timer is interlocked to the game clock and will not count down when the game clock is stopped.*

For **Normal Default Timer** operation:

1. Turn on the **TIME IN** switch.
2. Press and hold down the **RESET** button to reset the shot timer.
3. Release the **RESET** button to start the shot timer.

For **NCAA Football 25 Sec Timer** operation:

1. Turn off the **TIME IN** switch.
2. Press **twice** on the **RESET** button. The display should show 25 seconds.
3. Turn on the **TIME IN** switch to start timer countdown.

**Note:** *The 25 second timer feature is only available on football and versions V2.23d and above only. It can be used when a media timeout is called during a televised NCAA football game.*

For **NCAA Basketball 15 Sec Timer** operation:

1. Turn off the **TIME IN** switch.
2. Press **twice** on the **RESET** button. The display should show 15 seconds.
3. Turn on the **TIME IN** switch to start timer countdown.

**Note:** *The 15 second timer feature is only available on basketball and version V2.26 and above only. It is intended for use when there is an intentionally kicked or fisted ball with 14 seconds or less on the shot/field timer.*

To **set a different timer value** from the default timer settings:

1. Turn off the **TIME IN** switch.
2. On the MP-70 keypad, press **SET TIMER/T.O.D.**
3. On the MP-70 numeric keypad, enter a two-digit time and then press **ENTER**.
4. Turn on the **TIME IN** switch to start the timer countdown.

**Note:** *The preceding steps can change the reset time only for a single reset event and does not change the default timer setting held in permanent memory. To change the default setting, refer to the sport-specific setting for the appropriate sport.*

## TIMEOUTS

- The clock must be stopped before you can begin a timeout.
- To change the duration of the timeout timer or to program the timeout timer to appear on the scoreboard, see the sport-specific settings.
- The horn sounds at the end of the timeout only if the timer has been set to appear on the scoreboard. Depending on the sport and sport-specific setting, a warning horn may sound before the timeout ends.

### TIMEOUT TIMER & ALTERNATE 2ND TIMEOUT (30 SEC.)

Follow these steps if a timeout is called during a game.

1. Press the **TIME IN** switch to **Time Out** position – this stops the (game) clock. On the LCD display, the timeout **T<sub>0</sub>** indicator replaces the time-in **↑** or **↓** arrow indicator.
2. Select the team to be charged with the timeout: **HOME TIMEOUT** or **VISITOR TIMEOUT** button.

Press button **once for the full timeout** or press **twice for an alternate 2nd timeout**.

The timeout duration is indicated in parenthesis on the far left 2<sup>nd</sup> line of the LCD display while the number of full timeouts left (T.O.L.) is indicated on the far right.

**Note:** *The alternate timeout is used in basketball.*

3. Press **-1** to start the timeout timer and subtract a timeout from the timeouts (T.O.L.) counter.  
If it is necessary to stop the timeout timer, press **-1** again.
4. Press the **TIME IN** switch to **Time In** position to resume the game clock.

## CORRECTING A MISTAKE

If you make a mistake while entering a number on the numeric keypad, press **CLR**. Then enter the number again and press **ENTER**.

**Note:** If you press **ENTER** before correcting the mistake, the incorrect value takes effect. You must enter the information again as instructed in the appropriate section of this manual.

## USING THE SHIFTED FUNCTIONS

A green background on the keypads denotes the shifted functions. You must press and hold the **SHIFT** key to use these functions. The shifted functions include the following:

### T.O.D.

This function allows you to display or hide the time of day on the scoreboard game clock.

- On most scoreboard models, if you use the Time of Day function, the Time of Day will show in the clock area, and the remaining scoreboard digits will blank.
- However, beginning with firmware version 2.15, the Time of Day function can simultaneously run during a game for scoreboard types 27 and 28. This is also true for scoreboard type 31 - but only if used with scoreboard model number BA-7200.

To display the time of day, press **SHIFT** + **T.O.D.** and respond with **YES** to the prompt T.O.D. CLOCK? Y/N. The display will then show SET TOD CLK, and either 12HR or 24HR, whichever has been selected in the SYSTEM level of programming.

Next, press the **CLOCK SET** key. A six-digit entry field will appear on the bottom half of the LCD. Use the numeric keypad to set the correct hours, minutes and seconds then press the **ENTER** key to conclude this process and send time of day to the scoreboard. T.O.D. is not dependent upon the **TIME IN** switch setting. To resume display of the game clock, press **SHIFT** + **T.O.D.** and respond with **NO**.

## NEW GAME

The MP-70/50 retains the data from the last game it was used for in memory. This is a precaution in case of power failure.

To clear that data and reset the controller to the default values you have specified for the selected sport, follow one of the following two procedures.

1. Press **SHIFT** + **NEW GAME**.
2. At the NEW GAME prompt, press **YES**  
or
3. Hold down the **CLR** key while turning on the control.

## CLK. UP/DN

This key lets you change the direction of the game clock. See **OPERATING THE CLOCK** on page 13 for further information.

## BLANK

The **BLANK** key allows you to blank selected digits on the scoreboard. Follow these steps:

1. Press the key corresponding to the value you want to blank. For example, if you want to blank the region of the scoreboard displaying the home team's score, press **HOME SCORE**.
2. Press **SHIFT** + **BLANK**.

## YES AND NO

The **YES** and **NO** keys allow you to respond to prompts on the LCK display. In system settings, you do not need to press **SHIFT** to use these keys. In normal operating mode, however, you must press and hold **SHIFT** while pressing **YES** or **NO**.

## NEXT

In system settings, the **NEXT** key lets you skip the current prompt without changing the corresponding value.

## ESC

If you enter system settings by mistake, press **ESC** to skip directly to the QUIT prompt. This prevents inadvertent changes to the MP-70/50's system or sport-specific settings.

## SET INTERVAL ON/OFF

This key is available only on the hockey keypad insert with the MP-70/50 programmed to operate a hockey scoreboard. Press this key while holding **SHIFT** to turn the hockey interval timer on or off. If you want to change the duration of the interval timer, press this key without holding **SHIFT**.

See **INTERVAL** timer on page 41 for additional information on the interval timer.

## 1ST & 10

This key is available only on the football keypad insert with the MP-70 programmed to operate a football scoreboard. Pressing this key while holding **SHIFT** automatically sets the DOWN and YARDS TO GO values to the 1st & 10 in first down situations. Follow these steps:

1. Press **SHIFT** + **1st&10**.
2. At the **BALL ON** prompt, type in which yard line the ball is on and press **ENTER**.

## BAT/RF

Press the **BAT/RF** key to display the radio transmitter settings. See **MP-70/50 WIRELESS OPTION** on page 81 or **MP-72/52 G2 WIRELESS OPTION** on page 96 and **BATTERY OPTION** on page 129 for additional details.

## DIMMING THE SCOREBOARD

**Note:** *This function is not available with indoor sports.*

Outdoor scoreboards are easier to read if they are bright in the daylight and dim at night. The MP-70/50 offer four brightness levels; press **BRI.DIM** to cycle through them.

**Note:** *If scoreboard outputs 1 and 2 are both set to transmit MP-69 data, only two brightness levels are available.*

# BASKETBALL

If basketball is not the sport currently selected on the MP-70/50, or if you want to change the controller's settings for basketball, see [SELECTING AND CHANGING SPORTS](#) on page 145.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136.

## SPORT-SPECIFIC SETTINGS FOR BASKETBALL

When you select basketball as instructed on see [SELECTING AND CHANGING SPORTS](#) on page 145, the MP-70/50 presents you with the sport-specific setting options in the sequence outlined on the following pages. When you adjust these settings, the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select basketball in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, and your scoreboard model, or whether your basketball game is taking place according to FIBA or North American rules. Hence, **not all of the options outlined in this chapter may appear on your control.**
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.



## FIBA RULES (FOR INTERNATIONAL BASKETBALL)

The first prompt you will see is one for FIBA basketball rules, which are used by the International Basketball Federation. North American users of the MP-70/50 control who are not using FIBA rules should answer **NO** to this prompt. Further information on FIBA basketball rules are described [FIBA RULES EXPLAINED](#) on page 26.

**Note:** *If you choose the FIBA rules options, the prompts you see on your LCD screen will vary from the list of all prompts shown in this chapter.*

## AUTO PERIOD ADVANCE (FIBA RULES-ONLY QUESTION)

If you have chosen FIBA rules, you will see the AUTO PERIOD ADVANCE prompt next. The AUTO PERIOD ADVANCE feature includes a series of pre-set period and break times that the MP-70/50 controller will run automatically. You can read more on this option at [FIBA AUTO PER. ADVANCE SEQUENCE](#) on page 27.

## COUNTDOWN CLOCK

Press **YES** if you want the clock to count down or **NO** if you want the clock to count up.

## TENTHS OF SECONDS CLOCK

To display tenths of seconds in the last minute of play, press **YES**. This setting is unavailable if the clock is counting up.

**Note:** *On a four-digit game clock (MM:SS), the seconds will display in minutes area and the tenths of seconds will display after the colon.*

## AUTO HORN

If you press **YES** to select AUTO HORN, this mode is active each time you select basketball as the sport. You can still use the **AUTO HORN** key to turn this feature on and off as instructed on [SOUNDING THE HORN](#) on page 16.

## CLOCK SET TO

On the numeric keypad, enter the duration of the game period in minutes and then press **ENTER**.

## BREAK SET TO

On the numeric keypad, enter the duration of the break period (half time) in minutes and then press **ENTER**.

## OVERTIME SET TO

On the numeric keypad, enter the duration of the overtime period in minutes and then press **ENTER**.

## BONUS FOULS

On the numeric keypad, enter the number of team fouls (between one and nine) needed to initiate a bonus situation, then press **ENTER**.

## MAXIMUM TEAM FOULS

Enter the maximum number of team fouls that you want to display on the scoreboard. Normally, this is the number of fouls required for the two-shot rule to take effect at the free throw line. If you don't want to limit the number of team fouls displayed, enter **99**.

## TIMEOUT TO SCOREBOARD

If you want the timeout timer to appear on the scoreboard, press **YES**. If you press **NO**, the timer appears only on the MP-70/50'S LCD display.

## TIMEOUT TIMER TO

On the numeric keypad, enter the number of seconds for a primary ("full") timeout and then press **ENTER**.

## ALTERNATE 2ND TIMEOUT TIME

If the basketball rules you are using call for two different timeout durations - one shorter timeout and one longer timeout - enter the second (shorter) timeout duration (in seconds) and then press **ENTER**. Otherwise, press **NEXT**.

## ALTERNATE 2ND TIMEOUT WARNING HORN

During the alternate 2<sup>nd</sup> timeout, the horn sounds for 1 second as a warning that the timeout is about to end. Choose between 10 seconds remaining or 15 seconds remaining.

## NUMBER OF TIMEOUTS LEFT

Enter the number of timeouts allowed, either per game or per half. When you press **SHIFT** + **NEW GAME**, this value resets automatically. If you are tracking timeouts by half, you must manually reset the number of timeouts left at halftime.

## TRANSPARENT TIMER

Answer yes if equipped with the Transparent Shot Clock Timer.

## TENTHS OF A SECOND TRANSPARENT TIMER

Answer yes for the tenths of a second to display on the transparent shot clock.

## TIMER 1A CLOCK TIMER (MP-70 ONLY)

On the numeric keypad, enter the duration of the shot timer #1A clock in seconds and then press **ENTER**. For example: 35 seconds (NCAA Men).

## TIMER 1B CLOCK TIMER (MP-70 ONLY)

On the numeric keypad, enter the duration of the shot timer #1B clock in seconds and then press **ENTER**. For example: 30 seconds (NCAA Women).

## TIMER 2 CLOCK TIMER (MP-70 ONLY)

On the numeric keypad, enter the duration of the shot timer #2 clock in seconds and then press **ENTER**. For example: 15 seconds (NCAA intentionally kicked or fisted ball).

## FOUL MEMORY

The foul memory feature allows you track fouls or fouls and points by player number. You can display these statistics for up to 15 players per team. To activate this feature, press **YES** at the FOUL MEMORY prompt. Otherwise, press **NO**.

If an SP-70 statistics panel controller is interfaced with the MP-70, foul and points tracking capabilities of the MP-70 are automatically de-activated.

## POINTS MEMORY (MP-70 ONLY)

The POINTS MEMORY prompt appears only if you pressed **YES** at the FOUL MEMORY prompt. If you want to track both fouls and points by player number, press **YES** at the POINTS MEMORY prompt. To track only player fouls, press **NO**.

## ENTER LINEUP (MP-70 ONLY)

This prompt appears only if you have activated the foul memory feature as instructed at **FOUL MEMORY** above.

If you press **YES** at the ENTER LINEUP prompt, the MP-70 prompts you to enter player numbers for the home and visiting teams each time you press **SHIFT** + **NEW GAME** (see **NEW GAME** on page 20). If you press **NO**, the MP-70 automatically records player numbers as you track player fouls or points during the game.

If you choose to enter player numbers manually, the MP-70 retains these numbers in memory when you press **SHIFT** + **NEW GAME**. (It clears the player fouls and points values.) IF you choose to have the MP-70 record player numbers automatically, all player information, including player numbers, is cleared from memory when you start a new game.

### TIMER SET TO (MP-70 ONLY)

If FIBA RULES was previously selected, then only one shot timer is prompted. On the numeric keypad, enter the duration of the shot timer clock in seconds and then press **ENTER**.

**Note:** MP-70 controls can hold three different default shot timer clock durations in permanent memory.

- For information about selecting and programming default shot timer durations prior to starting a game, refer to **SETTING THE SHOT TIMER (MP-70 only)** on page 28.
- For hand switch information, refer to **OPERATING THE SHOT/FIELD TIMER HAND SWITCH (MP-70 only)** on page 16.

## FIBA RULES EXPLAINED

The following sections describe features of FIBA rules. They are only applicable if you chose FIBA rules at the first prompt, which was mentioned in **FIBA RULES (FOR INTERNATIONAL BASKETBALL)** **Error! Bookmark not defined.**

- Instead of counting timeouts remaining, as is done in North American basketball rules), FIBA rules counts the number of timeouts used. Hence, FIBA rules counts the number of time outs used, instead of time outs remaining.
- Extra periods (known as overtime according to North American rules), are shown on the scoreboard with the letter “E”, if that scoreboard is operating according to FIBA rules.
- The shot timer hand switch sold by Fair-Play to FIBA rules users (HS-70-FIBA) has an additional BLANK switch.
- Period and break times for FIBA rules basketball games are described in the following section.

## FIBA AUTO PER. ADVANCE SEQUENCE

If you chose the AUTO PERIOD ADVANCE feature that is an option under FIBA rules, the MP-70/50 control will run a sequence of FIBA basketball game periods and their time values, which are described below. (This prompt was previously discussed in [AUTO PERIOD ADVANCE \(FIBA RULES-ONLY QUESTION\)](#) on page 23).

- **Pre-game warmup period** - 20 minutes.
- **First period** - 10 minutes.
- Two-minute break between first and second periods.
- **Second period** - 10 minutes.
- Halftime break - 15 minutes.
- **Third period** - 10 minutes.
- Two-minute break between third and fourth periods..
- **Fourth period** - 10 minutes.

If the score is tied:

- **First extra period** - 5 minutes.
- **Second extra period** - 5 minutes.
- **Third extra period** - 5 minutes.

**Note:** The AUTO PERIOD ADVANCE feature differs from regular basketball operations in one important respect: In order to start a period, you **MUST** press the **TIME IN/TIME OUT** button twice: the first time to bring the control into TIME OUT, and the second time to bring it back into TIME IN again. This is required so that the control will not automatically start the next period without the operator's consent. (Break periods start automatically).

## OPERATING THE CONTROL IN A BASKETBALL GAME

Before continuing with this chapter, be sure the letters BB appear in the upper-left corner of the LCD display. This indicates that basketball is the sport currently selected. If you see a different code, select basketball as instructed on [SELECTING AND CHANGING SPORTS](#) on page 145. You may want to adjust the sport-specific settings for basketball as instructed earlier in this chapter.

You should also be familiar with the information in **COMMON FUNCTIONS** on page 13 before continuing with this chapter. That chapter discusses several functions of the MP-70/50 that are important to its operation in a basketball game, such as operating the clock and updating the score.

### ENTERING TEAM LINEUPS (MP-70 ONLY)

If you have activated the foul memory feature as instructed on **FOUL MEMORY** on page 25, enter player numbers in one of the ways discussed below.

If you pressed **YES** at the ENTER LINEUP prompt in the sport-specific settings for basketball, the MP-70 prompts you to enter player numbers at the beginning of each new game. (See **ENTER LINEUP (MP-70 ONLY)** on page 25) If you have entered player numbers for a previous game and will be using the same numbers again, press **NO** at the ENT.H.LINEUP and ENT.V.LINEUP prompts. Otherwise, press **YES** at these prompts. Then enter up to 15 player numbers per team, pressing **ENTER** after each.

***Note:** The scoreboard blanks while you enter team lineups at the start of a new game. When you have finished entering player numbers, scoring data is again visible.*

If you pressed **NO** at the ENTER LINEUP prompt, the MP-70 automatically records up to fifteen player numbers per team as you track player fouls or points during the game.

### CONTROLLING THE POSSESSION LIGHTS

Press the **NEXT.POSS.** key to alternate between the home and visitor possession lights. If you want to turn both lights off, press **NEXT.POSS.** and then press **SHIFT** + **BLANK**.

### CONTROLLING THE BONUS LIGHTS

The **HOME BONUS** and **VISITOR BONUS** keys each provide these three options: BONUS ON, DOUBLE BONUS, or BONUS OFF. Press these keys repeatedly to cycle through the three options.

### SETTING THE SHOT TIMER (MP-70 ONLY)

You can program and store two different default shot timer clock durations (reset times) in permanent memory. This is especially useful when games requiring different timer clock reset values are played back to back, for example, a junior varsity girls' contest followed by a varsity boys' game.

Shot timer default reset values can be set into the control's permanent memory either while entering sport specific settings for basketball, or when selecting the shot timer reset value as detailed in the following instructions.

1. Press **SHIFT** + **PERIOD/NEW GAME**, then press **YES**. The shot timer reset value is selectable only when the game clock seconds = 00, home and visitor score = 0, and the game clock is not counting. In other words, after the control is set for a new game (see **NEW GAME** on page 20) and before a new game has started.
2. Press the **SET TIMER/T.O.D.** key twice and the LCD screen will appear as shown. Press **YES** to select or program a different shot clock reset time.
3. The bottom half of the LCD screen will display the current values for both clocks. The currently selected reset value is highlighted with dark brackets. In the example shown, the current shot timer reset value is 30 seconds.
4. To keep the currently selected reset time, press the **ENTER** key.

To select the other time, press **SHIFT** + **NEXT** to highlight it then press the **ENTER** key.

If you want to change either reset value, highlight the desired value with the **SHIFT** + **NEXT** keys then use the numeric keypad to enter a new two-digit time. Press the **ENTER** key to keep it as your new default reset time.

The bottom half of the LCD screen will confirm your selection by displaying TIMER RESET value (in seconds). Once the game has started, the shot timer displays will reset to the selected value whenever the HS-70 hand switch reset button is activated.

**Note:** For more information on how to use the HS-70 hand switch during a basketball game, refer to **OPERATING THE SHOT/FIELD TIMER HAND SWITCH** (MP-70 only) on page 16.

## SETTING THE TRANSPARENT TIMER COLOR

Use this feature if your scoreboard is equipped and configured with the Transparent Timer; which displays the game clock time, shot clock time, and goal light indicator. To configure the Transparent Timer, please refer to page 25.

Follow instructions below to change the color.

**SET GAME CLOCK COLOR**

- A. Press **GAME SHOT GOAL COLOR** button repeatedly until **GAME CLK:** displays.
- B. Press the **+1** or **-1** key to set a different color. The following display colors are available: yellow, blue, magenta, cyan, white, red, and green.

**SET SHOT CLOCK COLOR**

- A. Press **GAME SHOT GOAL COLOR** button repeatedly until **SHOT CLK:** displays.
- B. Press the **+1** or **-1** key to set a different color. The following display colors are available: yellow, blue, magenta, cyan, white, red, and green.

**SET GOAL LIGHT COLOR**

- A. Press **GAME SHOT GOAL COLOR** button repeatedly until **GOAL CLK:** displays.
- B. Press the **+1** or **-1** key to set a different color. The following display colors are available: yellow, blue, magenta, cyan, white, red, and green.

**DISPLAYING PLAYER STATISTICS (MP-70 ONLY)**

Follow these steps to place a player in the game and display that player's statistics on scoreboards equipped with five or six player (per team) statistics panels.

**Note:** Beginning with version 3.04, player statistics are displayed in player number numerical order on the statistics panels.

1. Press **HOME FOULS** or **VISITOR FOULS**.
2. Press **+2 IN/OUT**.
3. At the **PLAYER NO** prompt, type the player number and then press **ENTER**. The player's statistics will appear in the first open position of the home or visitor statistics panel.

**Or**

1. Press **HOME FOULS** or **VISITOR FOULS** or **HOME SCORE** or **VISITOR SCORE**.
2. Press one of the following keys to adjust the player fouls or score by the increment indicated: **+1**, **+2** or **+3**.
3. At the **PLAYER NO** prompt, type the player number and then press **ENTER**. The player's statistics will flash 10 times in the first open position or the home or visitor statistics panel, and also appear for 15 seconds in the player foul regions of the scoreboard.



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**REMOVING A PLAYER FROM THE GAME**

Follow these steps to remove a player from the game and exclude that player's statistics from displaying on the statistics panels:

1. Press **HOME FOULS** or **VISITOR FOULS**.
2. Press **+2 IN/OUT**.
3. At the **PLAYER NO** prompt, type the player number and then press **ENTER**. The player's statistical information will be removed from the statistics panel display, but remains in memory.

**MASS PLAYER SUBSTITUTION**

Follow these steps to remove all of the players from either team for a mass player substitution. This action will take all players out of the game who had been marked as being in the game.

1. Press **HOME FOULS** or **VISITOR FOULS**.
2. Press **+2 IN/OUT**.
3. Press the **CLR** key.

The home or visitor statistics panel will go blank. You may now display statistics for the new players by placing them in the games as outlined earlier in this section.

## UPDATING SCORE/TRACKING PLAYER POINTS (MP-70 ONLY)

When you are using the points memory option (see **POINTS MEMORY (MP-70 ONLY)** on page 25), the process of updating the score is slightly different from the steps in **UPDATING THE SCORE** on page 15. Update the score as follows:

1. Press **HOME SCORE** or **VISITOR SCORE**.
2. Press **+1**, **+2** or **+3** to increase the score by the increment indicated. The prompt ENTER PLY # appears on the LCD display.
3. On the numeric keypad, type the number of the scoring player and then press **ENTER**.

After you enter the player number, the player's statistics appear in the player fouls region of the scoreboard (on some models, this region of the scoreboard also displays player points). The player statistics blank automatically after 15 seconds but remain in memory. On scoreboards equipped with statistics panels, the player's statistics will flash 10 times on the appropriate panel.

## TRACKING FOULS (MP-70 ONLY)

Follow these steps to update team and player fouls.

1. Press **HOME FOULS** or **VISITOR FOULS**.
2. Press **+1**. The team fouls count increases by one.
3. If the foul memory feature is active, the prompt ENTER PLY # appears on the LCD display.
4. On the numeric keypad, type the player number and then press **ENTER**. The player's statistics appear for fifteen seconds in the player fouls region of the scoreboard and flash 10 times on statistics panels if the scoreboard is so equipped.

If you need to correct the team fouls value, follow these steps:

1. Press **HOME FOULS** or **VISITOR FOULS**.
2. On the numeric keypad, enter the total number of fouls and then press **ENTER**.

**Note:** When you use the **+1** key to update team fouls, the number of team fouls stops increasing when it reaches the maximum number of team fouls allowed. This is the value you have specified at the MAX.T.FOULS prompt in the sport-specific settings for basketball on **MAXIMUM TEAM FOULS ON PAGE 24**.

## CORRECTING PLAYER STATISTICS (MP-70 ONLY)

If the points memory feature is active (see **POINTS MEMORY (MP-70 ONLY)** on page 25), follow the steps below to correct player fouls or points as needed.

1. Press **HOME FOULS** or **VISITOR FOULS**.
2. Press **FOULS/PLAYER**.
3. When the prompt ENTER PLY # appears, type the player number and then press **ENTER**.
4. At the ENTER FOULS prompt, type the number of player fouls and then press **ENTER**.
5. At the ENTER PTS prompt, type the number of player points and then press **ENTER**.

The player's statistics appear for fifteen seconds in the player fouls region of the scoreboard and flash 10 times on statistics panels if the scoreboard is so equipped.

If the points memory feature is not active, follow these steps to correct player fouls:

1. Press **HOME FOULS** or **VISITOR FOULS**.
2. Press **FOULS/PLAYER**.
3. When the prompt PLAYER FOULS appears, enter the number of player fouls on the numeric keypad.
4. At the **PLAYER NO.** prompt, type the player number and then press **ENTER**. The player's statistics appear for 15 seconds in the player fouls region of the scoreboard.

**Note:** *These steps do not alter the team fouls or total score; if those values require correction, you must adjust them separately.*

In situations where you wish to display information for two players on the team fouls panel, use the above key sequence to enter both player's statistics in the order you want them displayed. This input is double buffered which means that the first players information will display for 15 seconds followed immediately by the second player's information, also for 15 seconds.

You can also use the **FOULS/PLAYER** key to cycle through records in the team lineups. This allows you to verify player statistics and make corrections as necessary. Follow these steps:

1. Press **HOME FOULS** or **VISITOR FOULS**.
2. Press **FOULS/PLAYER**, the prompt **PLAYER FOULS** appears.

3. Press **FOULS/PLAYER** again. The statistics for the first player in the selected team lineup appear on the LCD display. (Player points appear only if the points memory feature is active.)
4. Press **FOULS/PLAYER** repeatedly to cycle through the statistics for each player.

You can correct a player's statistics as you cycle through the player records. If the points memory feature is active, type the player number on the numeric keypad and then press **ENTER**. Type the new values at the ENTER FOULS and ENTER PTS. prompts, pressing **ENTER** after each.

If the points memory feature is not active, enter the number of player fouls. At the PLAYER NO. prompt type the player number and press **ENTER**.

Again, correcting an individual player's statistics does not alter the team fouls or total score; if those values require correction, you must adjust them separately.

# FOOTBALL

If football is not the sport currently selected on the MP-70/50, or if you want to change the controller's settings for football, see **SELECTING AND CHANGING SPORTS** on page 145.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in **PROGRAMMING THE SYSTEM SETTINGS** on page 136.

## SPORT-SPECIFIC SETTINGS FOR FOOTBALL

When you select football as instructed on **SELECTING AND CHANGING SPORTS** on page 145, the MP-70/50 offers the sport-specific settings discussed below. When you adjust these settings, the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select football in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.

### UPDATE YARDAGE

If you respond **YES** to the prompt shown, the yardage values you enter using the **DOWN PLACE**, **TO GO**, and **BALL ON EVENT** keys appear on the scoreboard automatically. Selecting **YES** deactivates the **DISPLAY D**, **TG**, **BO** key. If you press **NO**, you can display or blank the yardage values simultaneously using the **DISPLAY D**, **TG**, **BO** key.

## MINUTES TENS TO CONNECTOR 2

This setting is exclusive to the FB-8218TK scoreboard, which supports football soccer and track. It is available only when you have programmed the MP-70/50 for use with the FB-8218TK (scoreboard type number 26). See [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136 for more information on scoreboard types.

- When you are using the FB-8218TK scoreboard for football or soccer, press  **YES** at this prompt. If you are using a scoreboard other than model FB-8218TK always press  **YES** at this prompt.
- Press  **NO** only when you are using the FB-8218TK scoreboard for a track and field event. When you press  **NO**, the MP-70/50 transmit tenths of seconds data to connector 2 of the scoreboard processor pack. You must also redirect the writing at the scoreboard to complete this change.

## COUNTDOWN CLOCK

Press  **YES** if you want the clock to count down or  **NO** if you want the clock to count up.

## TENTHS OF SECONDS CLOCK

To display tenths of seconds in the last minute play, press  **YES**. This setting is unavailable if the clock is counting up.

**Note:** *On a four-digit game clock (MM:SS), the seconds will display in minutes area and the tenths of seconds will display after the colon.*

## AUTO HORN

If you press  **YES** to select auto horn, this mode is active each time you select football as the sport. You can still use the  **AUTO HORN** key to turn this feature on and off as instructed at [SOUNDING THE HORN](#) on page 16.

## TIMEOUT TO SCOREBOARD

If you want the timeout timer to appear on the scoreboard, press  **YES**. If you press  **NO**, the timer appears only on the MP-70/50's LCD display.

## TIMER SET #1 AND #2 (MP-70 ONLY)

On the numeric keypad, enter the duration of the field timer #1 in seconds and then press **ENTER**. For example: 40 seconds (NCAA 40 sec play clock). Next, enter the duration of field timer #2 and then press **ENTER**. For example: 25 seconds (media timeout or administrative stoppage).

## CLOCK SET TO

On the numeric keypad, enter the duration of the game period in minutes and then press **ENTER**.

## BREAK SET TO

On the numeric keypad, enter the duration of the break period (half time) in minutes and then press **ENTER**.

## OVERTIME SET TO

On the numeric keypad, enter the duration of the overtime period in minutes and then press **ENTER**.

## TIMEOUT TIMER SET TO

On the numeric keypad, enter the number of seconds per time out and then press **ENTER**.

## NUMBER OF TIMEOUTS LEFT

Enter the number of timeouts allowed, either per game or per half. When you press **SHIFT** + **NEW GAME**, this value resets automatically. If you are tracking timeouts by half, you must manually reset the number of timeouts left at halftime.

## VIDEO CHARACTER GENERATOR

Enter **YES** to enable data out on the RS-232 connector for use with the VideoStamp+ character generator. Responding **NO** will default to ProLine data on the RS-232 connector for most sports.

## OPERATING THE CONTROL IN A FOOTBALL GAME

Before continuing with this chapter, be sure the letters FB appear in the upper-left corner of the LCD display. This indicates that football is the sport currently selected. If you see a different code, select football as instructed at **SELECTING AND CHANGING SPORTS** on page 145. You may want to adjust the sport-specific settings for football as instructed earlier in this chapter.

See **COMMON FUNCTIONS** on page 13 for a discussion of several functions of the MP-70/50 that are important to its operation in a football game, such as operating the clock and updating the score.

### OPERATING THE POSSESSION LIGHTS

Press **POSS.** to alternate between the home and guest possession lights. To turn both lights off, press **POSS.**; then press **SHIFT** + **BLANK**.



## DISPLAY YARDAGE

### UPDATE THE DOWN NUMBER

1. Press **DOWN PLACE**.
2. Press one of following keys to adjust the down number by the increment indicated: **+1**, **+2**, **+3** or **-1**.

Or, on the numeric keypad, enter the new down number and then press **ENTER**.

### UPDATE YARDS TO GO

1. Press **TO GO**.
2. Press one of the following keys to adjust the yardage by the increment indicated: **+1**, **+2**, **+3**, or **-1**.

Or, on the numeric keypad, enter the new yardage and then press **ENTER**.

### FIRST DOWN

You can immediately set first down and ten yards to go by pressing **SHIFT** + **1 & 10**. See **1ST & 10** on page 21 for further information.

Follow these steps to enter or update the ball on value:

1. Press **BALL ON EVENT**.
2. Press one of the following keys to adjust the yardage by the increment indicated: **+1**, **+2**, **+3** or **-1**.

Or, on the numeric keypad, enter the new yardage and then press **ENTER**.

If you pressed **YES** at the UPDATE YARD prompt in the sport-specific settings for football, the yardage values you enter, using the **DOWN PLACE**, **TO GO**, and **BALL ON EVENT** keys appear on the scoreboard automatically, if you pressed **NO**, you can display or blank these values on the scoreboard simultaneously by pressing **DISPLAY D,TG,BO** at any time.

# HOCKEY

If hockey is not the sport currently selected on the MP-70/50 or if you want to change the controller's settings for hockey, see [SELECTING AND CHANGING SPORTS](#) on page 145.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136.

## SPORT-SPECIFIC SETTINGS FOR HOCKEY

When you select hockey as instructed on [SELECTING AND CHANGING SPORTS](#) on page 145, the MP-70/50 offers the sport-specific settings discussed below. When you adjust these settings, the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select hockey in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.

### ENTER PENALTY TIMES

By default, the MP-70/50 allows you start penalty timers in two-minute, five-minute, and ten-minute increments using the **+1**, **+2** and **+3** keys respectively. If necessary, you can change these increments by pressing **YES** at the **ENT.PEN.TIMES** prompt. If you want to use the default increments, press **NO**.

If you press **YES**, the MP-70/50 prompts you to enter the penalty times for the **+1**, **+2** and **+3** keys, pressing **ENTER** after each one.

## INTERVAL TIMER ON

The interval timer is essentially a clock within a clock, allowing you to divide the game period into shorter segments as necessary. For example, you might use this function when the hockey teams consist of multiple squads; when the horn sounds at the end of an interval, one squad replaces another in the rink.

The horn sounds when the interval timer expires, but the game clock is unaffected. After the horn sounds, the interval timer automatically resets to the amount of time you have specified.

To turn this timer on, press **YES** at the prompt shown below. To turn the timer off, press **NO**.

If you press **YES**, the MP-70/50 prompts you to enter the duration of the interval clock. Enter the duration using the numeric keypad and then press **ENTER**.

If you choose the Interval Timer, a lower-case "i" appears in the middle of the upper line of the LCD screen.

## 10' PENALTY SPOTS

**Note:** *The following option is intended for use with European hockey rules.*

If you choose **YES** for this option, then players who receive a 10-minute penalty will automatically have those penalties shown on the two 10-minute penalty indicator lights used on European hockey scoreboards. Thus, that penalty will not appear in the usual player/penalty digits. (However, the penalty clock will count down the 10 minutes even though it is not displayed in the player/penalty digits). When the penalty clock has counted to 0, the penalty indicator light will turn off.

## COUNTDOWN CLOCK

Press **YES** if you want the clock to count down or **NO** if you want the clock to count up.

## TENTHS OF SECONDS CLOCK

To display tenths of seconds in the last minute of play, press **YES**. This setting is unavailable if the clock is counting up.

**Note:** On a four-digit game clock (MM:SS), the seconds will display in minutes area and the tenths of seconds will display after the colon.

## AUTO HORN

If you press **YES** to select auto horn, this mode is active each time you select soccer as the sport. You can still use the **AUTO HORN** key to turn this feature on and off as instructed **SOUNDING THE HORN** on page 16.

## TIMER SET TO (MP-70 ONLY)

On the numeric keypad, enter the duration of the field timer in seconds and then press **ENTER**.

## TIMEOUT TO SCOREBOARD

If you want the timeout timer to appear on the scoreboard, press **YES**. If you press **NO**, the timer appears only on the MP-70/50's LCD display.

## CLOCK SET TO

On the numeric keypad, enter the duration of the game period in minutes and then press **ENTER**.

## BREAK SET TO

On the numeric keypad, enter the duration of the break period (half time) in minutes and then press **ENTER**.

## OVERTIME SET TO

On the numeric keypad, enter the duration of the overtime period in minutes and then press **ENTER**.

## TIMEOUT TIMER SET TO

On the numeric keypad, enter the number of seconds per timeout and then press **ENTER**.

## NUMBER OF TIMEOUTS LEFT

Enter the number of timeouts allowed, either per game or per half. When you press **SHIFT** + **NEW GAME**, this value resets automatically. If you are tracking timeouts by half, you must manually reset the number of timeouts left at half time.

## GOAL LIGHTS

Enter **YES** if you want the goal lights operated from outputs 3 & 4. If **NO**, outputs 3 & 4 defaults to the usual timer data output.

## VIDEO CHARACTER GENERATOR

Enter **YES** to enable data out on the RS-232 connector for use with the VideoStamp+ character generator. Responding **NO** will default to ProLine data on the RS-232 connector for most sports.

## OPERATING THE CONTROL IN A HOCKEY GAME

Before continuing with this chapter, be sure the letters HK appear in the upper-left corner of the LCD display. This indicates that hockey is the sport currently selected. If you see a different code, select hockey as instructed at **SELECTING AND CHANGING SPORTS** on page 145. You may want to adjust the sport-specific settings for hockey as instructed earlier in this chapter.

You should also be familiar with the information in the chapter titled **COMMON FUNCTIONS** on page 13 before continuing with this chapter. This chapter discusses several functions of the MP-70/50 that are important to its operation in a hockey game, such as operating the clock and updating the score.

## DISPLAYING SHOTS ON GOAL

The HOME S.O.G. or VISITOR S.O.G. keys work much like the SCORE keys. Follow these steps to use them.

1. Press **HOME S.O.G.** or **VISITOR S.O.G.**
2. Press one of the following keys to adjust the shots on goal value by the increment indicated: **+1**, **+2**, **+3** or **-1**.

Or

1. Press **HOME S.O.G.** or **VISITOR S.O.G.**
2. On the numeric keypad, enter the new shots on goal value and then press **ENTER**.

## MANUALLY CONTROLLING GOAL INDICATORS

The **HOME GOAL** and **VISITOR GOAL** keys provide manual control of the goal indicator lights. Pressing either of these keys will turn the corresponding goal indicators on or off.

## ENTERING PENALTIES

By default, the MP-70/50 allows you enter penalty times in two-minute five-minute, and 10-minute increments using the **+1**, **+2** and **+3** keys respectively.

### ENTERING SINGLE PENALTIES

Follow these steps to enter a penalty time for single penalties:

1. Press **HOME PENALTY** or **VISITOR PENALTY**
2. Press **+1**, **+2** or **+3** keys to assign a penalty time for a single player. These keys will assign penalties according to the following pre-set times:
  - **+1** = 2 minutes.
  - **+2** = 5 minutes.
  - **+3** = 10 minutes.
  - **-1** = other (multiple) penalties (see **ENTERING MULTIPLE PENALTIES** on page 45).

If a player receives two back-to-back penalties, you can press another of the + keys to add two penalty times together.

**Note:** If a player receives two back-to-back penalties, follow the sequence titled **ENTERING MULTIPLE PENALTIES** on page 45.

3. At the ENTER PLY.NO. prompt, enter the player number on the numeric keypad and then press **ENTER**.
4. The player number and penalty time now appears on the LCD.

If you hit the **ENTER** key before you enter in the player number, the control will not accept the penalty. Instead, you will see a screen similar to the one shown, stating "NO PENALTY FOUND." Re-enter the penalty and player number using the correct sequence.

When you enter a penalty, the penalty indication arrow for the appropriate time lights for 12 seconds.

**Note:** Depending upon the type of scoreboard, penalty indication arrows may not be present.

There are two penalty clocks per team, and the MP-70/50 can store up to three additional penalties per team in memory. This means only the first two penalties in memory for each team will count down. When there are three or more penalties in memory at once, the third penalty begins to count down when one of the first two expires.

Penalty timers count down only when the game clock is running during a regular game period; they do not count down during break periods.

If you correct the game clock during a game period when penalty times are entered, the above prompt appears.

- Press **SHIFT** + **NO** to accept the current times.
- Press **SHIFT** + **YES** if you want to correct the penalties that are actively counting. If you press **SHIFT** + **YES**, the MP-70/50 prompts you to enter new times for each counting penalty. Enter the new time for each penalty as prompted, pressing **ENTER** after each.

## ENTERING MULTIPLE PENALTIES

If a player receives more than one penalty time, such as two 2-minute penalties, or a 2-minute plus a 5-minute penalty, these multiple penalty times can be entered into the control by two different methods, explained on the following pages.

- In the first method, **ENTERING TWO PENALTIES WITH PLUS KEYS** on page 46, you can hit a sequence of two different plus (+) keys which automatically enter penalties according to a pre-set time. These two penalties will then be added up and displayed as one totaled penalty time.
- In the second method, **ENTERING OTHER PENALTIES** on page 46, you can use the **OTHER** key to enter a pre-set combination of two (or in one case, three) penalty times. These two (or three) penalties then will be timed in sequence by the penalty clock.

**Note:** If, after entering the player penalties, you decide to cancel a player penalty (see **CANCEL INDIVIDUAL PENALTIES** on page 47), it is possible to cancel the penalties you entered using the plus **+** keys. However, it is NOT possible to cancel a multiple penalty that was entered using the **OTHER** key. You can only cancel penalties in the queue that are to be counted by the penalty clock.

**ENTERING TWO PENALTIES WITH PLUS KEYS**

1. Press the **HOME PENALTY** or **VISITOR PENALTY** keys.
2. Press **+1**, **+2** or **+3** keys to assign a penalty time for a single player. Each of these three keys automatically enters the amount of penalty time(s) you specified in Program Mode's sport-specific settings for hockey (see **SPORT-SPECIFIC SETTINGS FOR HOCKEY** on page 40). (This first penalty time will not display on the LCD until you enter in the player number in Step 4).
3. Press the **+1**, **+2** or **+3** keys to assign a second penalty time for that single player. The penalty clock will then automatically add up these two penalty times. (Likewise, this second penalty time also will not display on the LCD until you enter in the player number in Step 4).
4. At the ENTER PLY.NO. prompt, enter the player number on the numeric keypad and then press **ENTER**.
5. The player number and tallied penalty time now appears on the LCD.

*Example:*

Player #23 receives a two-minute plus a five-minute penalty. The MP-70/50 user presses the **+1** and **+2** keys on the control, then enters in 23 for the player number, thus giving player #23 a total of seven (2+5) minutes in penalties. This tally of seven minutes is displayed on the LCD.

If you hit the **ENTER** key before you enter in the player number, the control will not accept the penalty. Instead, you will see a screen similar stating "NO PENALTY FOUND." Re-enter the penalty and player number using the correct sequence.

**ENTERING OTHER PENALTIES**

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Press the **OTHER** key, which is located on the top right-hand side of your Hockey overlay keypad of the Rev. A keypad version. (This **OTHER** key does not appear on hockey keypads issued earlier than April 3, 2006).
3. A screen appears, as shown. The bottom row of text represents the penalty times that a player will be assigned. If you choose the first prompt, as shown below, the player will be given two 2-minute penalties, which will be timed in sequence by the penalty clock.



You can scroll through several different penalty combinations by pressing the **OTHER** key multiple times. Other penalty time options are listed in the following sequence:

- 2 mins + 2 min
- 5 min + 2 min
- 5 min + 5 min
- 2 min + 10 min
- 5 min + 10 min
- 2 min + 2 min + 10 min
- 1 minute
- 3 min

4. After selecting the correct other penalty times, enter the player number, and then press **ENTER**.

**Note:** When using the OTHER key to enter a penalty, you will not be prompted to enter a player number. However, you must enter a player number after selecting the penalty time in order to enter the penalty in the control.

5. The player's number and that player's current penalty in memory appears on the LCD display, as shown. In this instance, the Home Team Player #36 has received two 2-minute penalties, which will be counted down separately, in sequence, by the penalty clock.

**Note:** As explained in the note in [ENTERING MULTIPLE PENALTIES](#) on page 45, it is NOT possible to cancel a multiple penalty that was entered using the OTHER key. You can only cancel penalties in the queue that are to be counted by the penalty clock.

### CANCEL INDIVIDUAL PENALTIES

Follow these steps to correct or cancel an individual penalty:

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Enter the player number, and then press **ENTER**.
3. The current penalty in memory appears on the LCD display.
4. Press **ENTER** to cancel the penalty. To correct the penalty time, enter the new time on the numeric key pad and then press **ENTER**.

### EDIT OR CLEAR PENALTIES

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Press the **CLR** key and the control prompts you for a player number.
3. Enter the player number and press **ENTER**. The control then displays the time of penalty in memory.

4. To clear the penalty, press **ENTER**.

To edit the penalty, use the numeric keypad to key in a different amount of time, then press **ENTER**.

### TRACKING PENALTIES

To view, or track existing team penalties, hold down the **SHIFT** key and hit the **HOME PENALTY** or **VISITOR PENALTY** keys. This will show the player number and the initial penalty assigned that player.

Scroll through all home team or visitor team penalties by pressing the **HOME PENALTY** or **VISITOR PENALTY** keys while continuing to press down on the **SHIFT** key at the same time.

- The tracking penalties feature only shows the total penalty times assessed to an individual player. It does not show the player's remaining penalty times on the MP-70/50 LCD screen. Refer to the scoreboard for the players' remaining penalty time information.
- Players appearing in the 10-minute penalty spots indicator lights (see 10' Penalty Spots on page 41), will appear on the LCD screen with other players appearing in the player/penalty digits. Similar to above, the total penalty time (in this case, 10 minutes) of the player indicated by the 10-minute penalty lights appears as you scroll through the LCD screen. Although the penalty clock is counting down that player's 10-minute penalty, you will not be able to view the amount of time remaining for that player's 10-minute penalty.

### USING THE INTERVAL TIMER

While the interval timer settings are usually adjusted in PROGRAM mode, you can also start, stop or change the duration of the interval timer during a hockey game if necessary. For more information on the interval timer setting available in PROGRAM mode, see [INTERVAL TIMER ON](#) on page 41.

Follow these steps to start or stop the interval timer during a game:

1. With the game clock stopped press **SHIFT** + **SET INTERVAL ON/OFF**. One of the prompts shown above will appear on the LCD display.
2. Press **YES**.

# WRESTLING

If wrestling is not the sport currently selected on the MP-70/50, or if you want to change the controller's settings for wrestling, see **SELECTING AND CHANGING SPORTS** on page 145.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in **PROGRAMMING THE SYSTEM SETTINGS** on page 136.

## SPORT-SPECIFIC SETTINGS FOR WRESTLING

When you select wrestling as instructed at **SELECTING AND CHANGING SPORTS** on page 145 the MP-70/50 offers the sport-specific settings discussed below. When you adjust these settings, the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select wrestling in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.

### COUNTDOWN CLOCK

Press **YES** if you want the clock to count down or **NO** if you want the clock to count up.

### TENTHS OF SECONDS CLOCK

To display tenths of seconds in the last minute of play, press **YES**. This setting is unavailable if the clock is counting up.

**Note:** *On a four-digit game clock (MM:SS), the seconds will display in minutes area and the tenths of seconds will display after the colon.*

### AUTO HORN

If you press **YES** to select auto horn, this mode is active each time you select wrestling as the sport. You can still use the **AUTO HORN** key to turn this feature on and off as instructed at **SOUNDING THE HORN** on page 16.

### TIMEOUT TO SCOREBOARD

If you want the timeout timer to appear on the scoreboard, press YES. If you press **NO**, the timer appears only on the MP-70/50's LCD display.

### CLOCK SET TO

On the numeric keypad, enter the duration of the game period in minutes and then press **ENTER**.

### BREAK SET TO

On the numeric keypad, enter the duration of the break period (half time) in minutes and then press **ENTER**.

### OVERTIME SET TO

On the numeric keypad, enter the duration of the overtime period in minutes and then press **ENTER**.

### TIMEOUT TIMER SET TO

On the numeric keypad, enter the number of seconds per timeout and then press **ENTER**.

## INJURY TIME

On the numeric keypad, enter the number of minutes and seconds for the injury timer and then press **ENTER**.

## NUMBER OF TIMEOUTS LEFT

Enter the number of timeouts allowed. When you press **SHIFT** + **NEW GAME**, this value resets automatically.

## OPERATING THE CONTROL IN A WRESTLING MATCH

Before continuing with this chapter, be sure the letters WR appear in the upper-left corner of the LCD display. This indicates that wrestling is the sport currently selected. If you see a different code, selected wrestling as instructed at **SELECTING AND CHANGING SPORTS** on page 145. You may want to adjust the sport-specific settings for wrestling as instructed earlier in this chapter.

You should also be familiar with the information in **COMMON FUNCTIONS** on page 13, which discusses several functions of the MP-70/50 that are important to its operation in a wrestling match.

## DISPLAYING MATCH WEIGHT

The match weight appears in the player fouls area of the scoreboard. Follow these steps to display match weight:

1. Press **WEIGHT GAME**.
2. Enter the match weight on the numeric keypad and then press **ENTER**.

If you are using the BB-6620TA scoreboard, the **WEIGHT GAME** key lets you alternate between the time-advantage clock and match weight on the scoreboard.

## CONTROLLING THE TIME-ADVANTAGE CLOCK

Follow these steps to set the time-advantage clock

1. Press **SET TIMER**.
2. Enter the time on the numeric keypad and then press **ENTER**.

You must use a hand switch to control the time-advantage clock.

## DISPLAYING PREVIOUS MATCH SCORES

Up to ten previous match scores can be displayed on scoreboards that have five or six player stat panels.

**Note:** *If your scoreboard does not have stat panels this procedure will not work.*

At the end of a match, follow these steps to display the team points awarded and the weight class:

1. Press **SHIFT** + **NEW MATCH** key.
2. When prompted with NEW MATCH?, press the **HOME SCORE** or **VISITOR SCORE** key to indicate which team is to be awarded the points. Any other key will abort the procedure.
3. Use the numeric keypad to enter the points awarded (one digit). Then, press the **ENTER** key.

**Note:** *The scoreboard stat panel can only display a single digit for points for each team. Points entered with this procedure will not affect the total team points displayed on the team score digits of the scoreboard. A separate procedure is required for that.*

4. When the **ENTER** key is pressed (as described in step 3) the match weight and the winning team's points will be displayed on the next available line of the stat panels. At this time the home and visitor match score digits will be set to zero (0). The weight class will not be changed.

## DISPLAYING MATCH POINTS

Follow these steps to enter or update the number of match points:

1. Press one of the MATCH PTS keys (HOME FOULS or VISITOR FOULS).
2. Press one of the following keys to adjust the number by the increment indicated: **+1**, **+2**, **+3** or **-1**.

or

1. Press one of the MATCH PTS keys (HOME FOULS or VISITOR FOULS).
2. On the numeric keypad, enter the new number and then press **ENTER**.

# SOCCER

If soccer is not the sport currently selected on the MP-70/50, or if you want to change the controller's settings for soccer, see **SELECTING AND CHANGING SPORTS** on page 145.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in **PROGRAMMING THE SYSTEM SETTINGS** on page 136.

## SPORT-SPECIFIC SETTINGS FOR SOCCER

When you select soccer, the MP-70/50 offers the sport-specific settings discussed below. When you adjust these settings the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select soccer in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.

## MINUTES TENS TO CONNECTOR 2 (BOARD TYPE 26)

**Note:** *If you are using a scoreboard other than model FB-8218TK, and you see this prompt, always press YES.*

This setting is exclusive to the FB-8218TK scoreboard (which uses Board Type 26), and which supports three sports: soccer, football, and track. It is available only when you have programmed the MP-70/50 for use with the FB-8218TK (scoreboard type number 26). See [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136 for more information on scoreboard types.

- If you are using the FB-8218TK for football, and you answer  **YES** to this question, the control will display data in the minutes tens digits of the scoreboard.
- If you are using the FB-8218TK for track and field events, and you answer  **NO** to this question, the control will display results in the tenths of seconds digits on the scoreboard.

**Note:** *To complete this change, you will need to connect the appropriate digits in the scoreboard to connector 2 of your digit driver pack.*

## FIFA CLOCK

At the prompt shown, press  **YES** if you plan to use FIFA standards. The FIFA Clock allows the clock count from zero to 45 minutes for the first half and 45 to 90 minutes for the second half. Overtimes are from zero to 15 minutes and from 15 to 30 minutes.

If you respond  **YES** to the FIFA Clock prompt, the next question you will be asked is the “T.O. to SCBD? Y/N” question on page 59.

**Note:** *FIFA stands for Fédération Internationale de Football Association*

*If you choose to play under FIFA standards, the count up clock function is turned on and the auto horn function is turned off by default. Press the **AUTO HORN** key to activate the autohorn function if desired.*

## COUNTDOWN CLOCK

Press  **YES** if you want the clock to count down or  **NO** if you want the clock to count up.

## TENTHS OF SECONDS CLOCK

To display tenths of seconds in the last minute of play, press  **YES**. This setting is unavailable if the clock is counting up.



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**Note:** On a four-digit game clock (MM:SS), the seconds will display in minutes area and the tenths of seconds will display after the colon.

## AUTO HORN

If you press **YES** to select auto horn, this mode is active each time you select soccer as the sport. You can still use the **AUTO HORN** key to turn this feature on and off as instructed on **SOUNDING THE HORN** on page 16.

## TIMEOUT TO SCOREBOARD

If you want the timeout timer to appear on the scoreboard, press **YES**. If you press **NO**, the timer appears only on the MP-70/50'S LCD display.

## CLOCK SET TO

On the numeric keypad, enter the duration of the game period in minutes and then press **ENTER**.

## BREAK SET TO

On the numeric keypad, enter the duration of the break period (half time) in minutes and then press **ENTER**.

## OVERTIME SET TO

On the numeric keypad, enter the duration of the overtime period in minutes and then press **ENTER**.

## TIMEOUT TIMER SET TO

On the numeric keypad, enter the number of seconds per timeout and then press **ENTER**.

## NUMBER OF TIMEOUTS LEFT

Enter the number of timeouts allowed either per game or per half. When you press **SHIFT** + **NEW GAME**, this value resets automatically. If you are tracking timeouts by half, you must manually reset the number of timeouts left at the half time.

## VIDEO CHARACTER GENERATOR

Enter **YES** to enable data out on the RS-232 connector for use with the VideoStamp+ character generator. Responding **NO** will default to ProLine data on the RS-232 connector for most sports.

## OPERATING THE CONTROL IN A SOCCER GAME

Before continuing with this chapter, be sure the letters SC appear in the upper-left corner of the LCD display. This indicates that soccer is the sport currently selected. If you see a different code, select soccer as instructed at **SELECTING AND CHANGING SPORTS** on page 145. You may want to adjust the sport-specific settings for soccer as instructed earlier in this chapter.

You should also be familiar with the information in **COMMON FUNCTIONS** on page 13, which discusses several functions of the MP-70/50 that are important to its operation in a soccer game, such as operating the clock and updating the score.

### CORNER KICKS

The HOME CORNER KICK and VISITOR CORNER KICK key works much like the SCORE key. Follow these steps to use them.

1. Press **HOME CORNER KICKS** or **VISITOR CORNER KICKS**.
2. Press one of the following keys to adjust the CORNER KICKS value by the increment indicated: **+1**, **+2**, **+3** and **-1**.

Or

On the numeric keypad, enter the new CORNER KICKS value and then press **ENTER**.

### SHOTS ON GOAL

The HOME S.O.G. or VISITOR S.O.G. keys work much like the SCORE key. Follow these steps to use them.

1. Press **HOME S.O.G.** or **VISITOR S.O.G.**.
2. Press one of the following keys to adjust the shots on goal value by the increment indicated: **+1**, **+2**, **+3** and **-1**.

Or

1. Press **HOME S.O.G.** or **VISITOR S.O.G.**.
2. On the numeric keypad, enter the new shots on goal value and then press **ENTER**.

### PENALTIES

In a soccer game, the penalty keys also work much like the SCORE keys. Follow these steps to use them.

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Press one of the following keys to change the number of penalties by the increment indicated: **+1**, **+2**, **+3** or **-1**.

Or

On the numeric keypad, enter the new number of penalties and then press **ENTER**.

**Note:** *Not all scoreboards show penalties. Only scoreboard type 40 can display a count of the penalties. Check with your Trans-Lux dealer advisor to see if your scoreboard can display penalty kicks.*

### CANCELLING INDIVIDUAL PENALTIES

Follow these steps to correct or cancel an individual penalty.

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Enter the player number and then press **ENTER**.
3. The current penalty time in memory appears on the LCD display.
4. Press **ENTER** to cancel penalty. To correct the penalty time, enter the new time on the numeric key pad and then press **ENTER**.

### SAVES

The HOME SAVES and VISITOR SAVES keys work much like the SCORE key. Follow these steps to use them.

1. Press **HOME SAVES** or **VISITOR SAVES**.
2. Press one of the following keys to adjust the shots on goal value by the increment indicated: **+1**, **+2**, **+3** and **-1**.

# VOLLEYBALL

If volleyball is not the sport currently selected on the MP-70/50, or if you want to change the controller's settings for volleyball, **SELECTING AND CHANGING SPORTS** on page 145.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in **PROGRAMMING THE SYSTEM SETTINGS** on page 136.

## SPORT-SPECIFIC SETTINGS FOR VOLLEYBALL

When you select volleyball, the MP-70/50 offers the sport-specific settings discussed below. When you adjust these settings, the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select volleyball in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.

### COUNTDOWN CLOCK

Press **YES** if you want the clock to count down or **NO** if you want the clock to count up.

## TENTHS OF SECONDS CLOCK

To display tenths of seconds in the last minute of play, press **YES**. This setting is unavailable if the clock is counting up.

***Note:** On a four-digit game clock (MM:SS), the seconds will display in minutes area and the tenths of seconds will display after the colon.*

## AUTO HORN

If you press **YES** to select auto horn, this mode is active each time you select soccer as the sport. You can still use the **AUTO HORN** key to turn this feature on and off as instructed on page 16.

## TIMEOUT TO SCOREBOARD

If you want the timeout timer to appear on the scoreboard, press **YES**. If you press **NO**, the timer appears only on the MP-70/50's LCD display.

## CLOCK SET TO

On the numeric keypad, enter the duration of the game period in minutes and then press **ENTER**.

## BREAK SET TO

On the numeric keypad, enter the duration of the break period (half time) in minutes and then press **ENTER**.

## OVERTIME SET TO

On the numeric keypad, enter the duration of the overtime period in minutes and then press **ENTER**.

## TIMEOUT TIMER SET TO

On the numeric keypad, enter the number of seconds per timeout and then press **ENTER**.

## NUMBER OF TIMEOUTS LEFT

Enter the number of timeouts allowed, either per game or per half. When you press **SHIFT** + **NEW GAME**, this value resets automatically. If you are tracking timeouts by half, you must manually reset the number of timeouts left at half time.

## VIDEO CHARACTER GENERATOR

Enter **YES** to enable data out on the RS-232 connector for use with the VideoStamp+ character generator. Responding **NO** will default to ProLine data on the RS-232 connector for most sports.

## OPERATING THE CONTROL IN A VOLLEYBALL GAME

Before continuing with this chapter, be sure the letters **VB** appear in the upper-left corner of the LCD display. This indicates that volleyball is the sport currently selected. If you see a different code, select volleyball, as instructed at **SELECTING AND CHANGING SPORTS** on page 145. You may want to adjust the sport-specific settings for volleyball as instructed earlier in this chapter.

You should also be familiar with the information in the chapter titled **COMMON FUNCTIONS** on page 13, which discusses several functions of the MP-70/50 that are important to its operation in a volleyball game, such as operating the clock and updating the score.

### CONTROLLING THE SERVICE INDICATORS

Press the **NEXT POSS** key to alternate between the home and guest service indicators. To blank both service indicators, press **NEXT POSS**. Then press **SHIFT** + **BLANK**.

### DISPLAYING GAMES WON

Follow these steps to enter or update the number of games won:

1. Press one of the GAMES WON keys (HOME FOULS or VISITOR FOULS).
  2. Press one of the following keys to adjust the number by the increment indicated: **+1**, **+2**, **+3** or **-1**.
- or
1. Press one of the GAMES WON keys (HOME FOULS or VISITOR FOULS).
  2. On the numeric keypad, enter the new number and then press **ENTER**.

### DISPLAYING THE GAME NUMBER

Follow these steps to enter or update the game number:

1. Press WEIGHT GAME.
2. Press one of the following keys to adjust the game number by the increment indicated: **+1**, **+2**, **+3** or **-1**.

Or

1. Press WEIGHT GAME.
2. On the numeric keypad, enter the new game number and then press **ENTER**.

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## **MOVING PREVIOUS VOLLEYBALL SET SCORES DOWN TO LOWER SCOREBOARD PANEL**

The following instructions apply only if you have scoreboard type 04. Board type 04 can display up to four previous volleyball set scores on the lower portion of the scoreboard.

To move your present volleyball set score to one of the open previous score areas:

1. Press NEW SET.
2. At the NEW SET prompt, press YES.

## **EDITING THE PREVIOUS SET SCORES**

The following instructions apply only if you have scoreboard type 04. Board type 04 can display up to four previous volleyball set scores on the lower portion of the scoreboard.

To edit previous set scores:

1. Press SHIFT + EDIT PREV. GAME SCORES.
2. At the prompt "WHICH, 1to4?" Select which score to edit, 1 to 4.
3. Enter the home score and then enter the visitor score using the numeric keypad.

# TRACK

If track is not the sport currently selected on the MP-70/50, see [SELECTING AND CHANGING SPORTS](#) on page 145.

You should also verify that the controller has been programmed to the correct scoreboard type and data format as instructed in [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136.

## SPORT-SPECIFIC SETTINGS FOR TRACK

When you select track the MP-70/50 offer the sport-specific settings discussed below. When you adjust these settings, the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select track in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.



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## MINUTES TENS TO CONNECTOR 2

This setting is exclusive to the to the FB-8218TK scoreboard, which support football soccer and track. It is available only when you have programmed the MP-70/50 for use with the FB-8218TK (scoreboard type number 26). See **PROGRAMMING THE SYSTEM SETTINGS** on page 136 for more information on scoreboard types.

- When you are using the FB-8218TK scoreboard for football or soccer press **YES** at this prompt. If you are using a scoreboard other than model FB-8218TK, always press **YES** at this prompt.
- Press **NO** only when you are using the FB-8218TK scoreboard for a track and field event. When you press **NO**, the MP-70/50 transmits tenths of seconds data to connector 2 of the scoreboard processor pack. You must also redirect the wiring at the scoreboard to complete this change.

## OMEGA POWERTIME

Omega PowerTime is a hand-held, multi-functional timer used for track and field events. It is an add-on feature that can be purchased from your Fair-Play dealer, and is available for scoreboard types 23, 24, and 37.

Select **YES** if you wish for your MP-70 control to receive data from the Omega PowerTime product.

**Note:** *If you have selected the Omega PowerTime product, you cannot select FinishLynx, which is the next prompt you will see. For more information on Omega Power Time, please request the Power Time Manual. Ask for Trans-Lux Fair-Play part number 98-0130-02.*

## FINISHLYNX

FinishLynx is a versatile digital photofinish and track timing system that can be connected to an MP-70 control, and is available for scoreboard types 15, 23, 24 and 37.

**Note:** For additional information on FinishLynx, contact your Fair-Play dealer.

Select **YES** if you want your MP-70 control to receive data from the FinishLynx product.

**Note:** If you have selected Finish Lynx, you cannot select Omega Power Time.

## OPERATING IN MANUAL MODE

Before continuing with this chapter, be sure the letters TK appear in the upper-left corner of the LCD display. This indicates that track is the sport currently selected. If you see a different code, select track as instructed at **SELECTING AND CHANGING SPORTS** on page 145.

You should also be familiar with the information in **COMMON FUNCTIONS** on page 13, which discusses several functions of the MP-70/50 that are important to its operation in a track and field event, such as operating the clock updating score.

## DISPLAYING THE EVENT NUMBER

Follow these steps to enter or update the event number:

1. Press **BALL ON EVENT**.
2. On the numeric keypad, enter the event number and then press **ENTER**. The number of digits allowed can vary with scoreboard model. Most allow two digits, some allow three digits.

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## DISPLAYING THE HEAT NUMBER

Follow these steps to enter or update the heat number:

1. Press **QTR HEAT**.

*Note:* Some scoreboard models do not display HEAT, only EVENT.

2. On the numeric keypad, enter the heat number and then press **ENTER**.  
Or  
Press the **+1**, **+2**, **+3** or **-1** keys to update the number.

## ENTERING LANE AND PLACE INFORMATION

Follow these steps to enter lane and place information for up to eight contestants:

1. Press **DOWN PLACE**.
2. On the numeric keypad, type one digit for lane, one digit for place, and the contestant's time. Then press **ENTER**.
3. Repeat steps 1 and 2 to enter information for additional contestants. A maximum of eight contestants are allowed.

## DISPLAYING EVENT RESULTS

Press the **DISPLAY CLOCK/RESULTS** key to alternate between the event clock and event results on the scoreboard.

You must enter lane and place information as instructed above before you can display event results.

When displaying event results, press the **LANE PLACE ORDER** key to alternate between lane and place information on the scoreboard. Press the up and down arrow keys to navigate between the lane/place entries for the various contestants. Use the two arrow keys to displays the contestant results on the scoreboard.

## FINISHLYNX INSTALLATION AND SETUP

If you have selected the FinishLynx option, as explained in [FINISHLYNX](#) on page 64, your running time and results displayed on the scoreboard are sent to the MP-70 control from the FinishLynx computer over a serial cable supplied by Trans-Lux/Fair-Play.

### FINISHLYNX INSTALLATION

The FinishLynx product is connected to the MP-70 control via a null modem cable that attaches to the RS-232 port on the back of the MP-70.

**Note:** Please refer to the FinishLynx manual at [www.finishlynx.com](http://www.finishlynx.com) for other questions concerning connections and hardware.

### FINISHLYNX SETUP

**Note:** The following procedure is not a complete explanation of how to install and operated FinishLynx software. For more information, please consult the FinishLynx manual at [www.finishlynx.com](http://www.finishlynx.com).

Open the FinishLynx software on your PC, and set up FinishLynx by using the following procedure.

1. The Options box appears, as shown at right. Choose the Scoreboards tab, located at the top of the Options box.
2. Choose the following options settings:
  - In the Script box, choose Dak.Iss.
  - In the Name box, choose the name of your scoreboard configuration.
  - In the Code Set box, choose Single Byte.
  - In the Serial Port box, choose COM1.
  - In the Baud box, choose 9600.
  - In the Pause Time box, choose the number of seconds that you wish to leave the split time on the scoreboard before it returns to displaying the running time.
  - Check the Always send place checkbox.
  - Check the Paging checkbox.
  - In the Size box, choose 8.
  - In the Time box, choose the pause time between the contestants.
  - In the Time Precision box, choose Hundredths.
3. Click .
4. Restart FinishLynx to finalize the configuration.

# BASEBALL

If baseball is not the sport currently selected on the MP-70/50, or if you want to change the controller's settings for baseball, see [SELECTING AND CHANGING SPORTS](#) on page 145.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136.

- The MP-70/50 offers two keypad inserts for baseball, labeled “Baseball” and “Baseball Multi-Purpose.” Use the first if you will be tracking the score by inning, as with the BA-7136 scoreboard. Use the second with more basic baseball scoreboards, such as the BA-7100 or BA-7109, or with multi-purpose scoreboards such as the MP-7114. Be sure the insert you are using is appropriate for the scoreboard type you have selected. See [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136 for more information on scoreboard types.
- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.

You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.

## SPORT-SPECIFIC SETTINGS FOR BASEBALL

When you select baseball, the MP-70/50 offers the sport-specific settings discussed below. When you adjust these settings the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select baseball in the future.

### SINGLE-PRESS BALLS, STRIKES, OUTS

This feature allows you to increase the ball, strike and out values with a single press of the corresponding key. If you press **NO** at the 1 PRESS BSO prompt, you must press **+1** or **-1** after pressing **BALL**, **STRIKE** or **OUT**.

### AUTOMATIC SCORE TOTALING

If board types 34, 35 or 38 were selected in the SYSTEM SETTINGS level of programming, the prompt AUTO SC.TOTAL? will appear. Press **YES** if you want the total runs to automatically increase when the score by inning increases or **NO** if you prefer to manually track the total runs.

***Note:** Some baseball scoreboards do not offer full game clock functionality. Your MP-70/50 will only give you prompts for the functions your scoreboard type offers. This qualification applies to the following six items.*

### COUNTDOWN CLOCK

Press **YES** if you want the clock to count down or **NO** if you want the clock to count up.

### AUTO HORN

If you press **YES** to select auto horn, this mode is active each time you select baseball as the sport. You can still use the AUTO HORN key to turn this feature on and off as instructed at [SOUNDING THE HORN](#) on page 16.

### CLOCK SET TO (HOURS OR MINUTES/SECONDS)

To time a game or event for a period of hours, respond **YES** to the HOUR CLOCK? Y/N prompt. Then enter the duration of the time period in hours and minutes and then press **ENTER**. You may set the time up to nine hours and 99 minutes in this mode.

If you respond **NO** to the HOUR CLOCK prompt, the CLOCK SET TO? prompt will appear. Enter the duration of the game period in minutes and then press **ENTER**. You may set the time up to 99 minutes.

---

## PITCH TIMER

Answer yes if you want to use a pitch timer or between innings timer.

## TIMER SET #1 AND #2 (MP-70 ONLY)

On the numeric keypad, enter the duration of the field timer #1 in seconds and then press **ENTER**. For example: 20 seconds (20 sec pitch clock). Next, enter the duration of field timer #2 and then press **ENTER**. For example: 90 seconds (90 sec limit between innings).

## PITCH SPEED SENSOR

These prompts only appear if the PITCH SPEED has been enabled. Refer to [SETTINGS FOR BASEBALL BOARD TYPES 34, 35 & 39](#) on page 139.

Answer **YES** to JUGS GUN if using a Jug's Speed Gun Model HTRCR-1K.

Answer **YES** to STALKER GUN if using a Stalker Pro II Speed Sensor.

## OPERATING THE CONTROL IN A BASEBALL GAME

Before continuing with this chapter, be sure the letters BA appear in the upper-left corner of the LCD display. This indicates that baseball is the sport currently selected. If you see a different code, select baseball as instructed at **SELECTING AND CHANGING SPORTS** on page 145 on page 199.

You should also be familiar with the information in **PROGRAMMING THE SYSTEM SETTINGS** on page 136, which discusses several functions of the MP-70/50 that are important to its operation in a baseball game.

### UPDATING THE INNING NUMBER

Follow these steps to update the inning number

1. Press **INNING**.
2. Press **+1** to advance to the next inning or on the numeric keypad, enter the new inning number and then press **ENTER**.

### ALTERNATING DISPLAY OF INNINGS/GAME CLOCK

Some baseball scoreboards allow you to toggle between displaying the innings and the game clock in the same digit window. Simply pressing the **INNING** key twice does this.

### TRACKING THE SCORE BY INNING

If the MP-70/50 is programmed for use with the BA-7127 or BA-7136 (scoreboard type number 34) you can track score by inning through 20 innings of game play. In extra innings situations when the inning number increases from 10 to 11, the home and visitor score by inning display windows of the scoreboard will be cleared. Eleventh-inning scores will then be displayed in the first-inning position, twelfth-inning scores in position 2, and so on, through the twentieth inning. Score information for the first 10 innings is retained in memory and can be retrieved for display at any time by entering an inning number from one to 10. (See **UPDATING THE INNING NUMBER** above) The selected inning number appears on the top line, right-hand side of the LCD window unless the hit or error indicator is on.

The BA-7120 scoreboard (type 35) works similarly but has only nine score-by-inning windows instead of 10. Therefore the tenth-inning scores are displayed in the first-inning position, eleventh-inning scores in position 2, and so on, through the eighteenth inning.

If your scoreboard model allows you to display the score by inning, follow the steps below to enter or update the score. If you need to correct a scoring mistake in a previous inning, follow the same steps.



1. Select the inning as instructed above.
2. Press **HOME SCORE BY INN** or **VISITOR SCORE BY INN**.
3. Press one of the following keys to adjust the score by the increment indicated: **+1**, **+2**, **+3** or **-1**.

Or

1. Select the inning as instructed above.
2. Press **HOME SCORE BY INN** or **VISITOR SCORE BY INN**.
3. On the numeric keypad, enter the new score and then press **ENTER**.

If the automatic runs totaling feature is active, up to 19 runs per inning can be displayed. If more than nine runs come across in any inning, the display window for that particular inning will flash the number “1” for one second out of every 11 seconds for the remainder of the game to indicate more than 10 runs. For example, if there were 13 runs in the fifth inning, that window would display “3” for 10 seconds, “1” for one second, “3” for 10 seconds and so on.

## BALLS, STRIKES, AND OUTS

The 1 PRESS BSO feature (see **SINGLE-PRESS BALLS, STRIKES, OUTS** on page 68) allows you to increase the ball, strike and out values with a single press of the corresponding key. If this feature is not active, press **+1** or **-1** after pressing **BALL**, **STRIKE** or **OUT**.

## TRACKING PITCH COUNT

**Note:** *Pitch count feature is available only for board types 31 and 32 with firmware version starting at 2.19 **and** board type 34 with firmware version starting at 2.20.*

This feature keeps track of the number of pitches by the home or visitor pitcher. Perform the following after each pitch:

1. Press **HOME PITCH COUNT** or **VISITOR PITCH COUNT** button.
2. Press **+1** button. The total number of pitches for home or visitor will then be updated and displayed on the corresponding 2-digit display of the scoreboard.

## CLEAR PITCH COUNT

To clear the pitch count when there is a pitcher change,

1. Press **HOME PITCH COUNT** for a home team pitcher change or press **VISITOR PITCH COUNT** for a visitor team pitcher change.
2. Press **SHIFT** + **-1/ BLANK** button. The corresponding pitch count display will be blanked (cleared).

### INDICATING THE TEAM AND PLAYER AT BAT

Press **TOP BOTTOM OF INNING** to alternate between the home team and visiting team. To blank both indicators, press **TOP BOTTOM OF INNING** and then press **SHIFT** + **BLANK**.

If you are using a multi-purpose scoreboard such as the MP-7114, press **HOME SPOT** or **VISITOR SPOT** to control the possession indicators.

Follow these steps to display the batter's player number if your scoreboard type supports this option:

1. Press **AT-BAT**.
2. On the numeric keypad, enter the player number and then press **ENTER**.

### CLEARING BALL, STRIKE AND AT BAT

Press **CLEAR BALL STRIKE AT BAT** to clear the ball, strike, out and at bat fields at once.

### UPDATING HITS

Press **HIT** to turn the hit indicator on and off.

If your scoreboard type allows you to tally hits for each team, follow these steps.

1. Press **HOME HITS** or **VISITOR HITS**.
2. Press one of the following keys to adjust the hit count by the increment indicated: **+1**, **+2**, **+3** or **-1** or

On the numeric keypad, enter the new hit count and then press **ENTER**.

### UPDATING RUNS

If your scoreboard type allows you to tally runs for each team, follow these steps:

1. Press **HOME RUNS TOTAL** or **VISITOR RUNS TOTAL**.

2. Press one of the following keys to adjust the hit count by the increment indicated **+1**, **+2**, **+3** or **-1** or

On the numeric keypad, enter the new number of runs and then press **ENTER**.

## TRACKING ERRORS

Press **ERROR** to turn the error indicator on or off. With some scoreboard types, the prompt appears when you turn the error indicator on. Enter the position number of the player committing the error; then press **ENTER**.

If your scoreboard type allows you tally errors for each team follow these steps:

1. Press **HOME ERRORS** or **VISITOR ERRORS**.
2. Press one of the following keys to adjust the error count by the increment indicated **+1**, **+2**, **+3** or **-1** or on the numeric keypad, enter the new error count and then press **ENTER**.

## READING BASEBALL SCOREBOARD CLOCKS

On baseball scoreboards there are two types of clock available.

1. Standard four-digit clock is programmable for display of either minutes/seconds or hours/minutes. Cadence of seconds or minutes indicates which mode this clock is in.
2. Two-digit “jump” clock with colons on either sides of digits.

**Right-colon lit:** Minutes are displayed

**Left-colon lit:** Seconds are displayed

In **HOURLY CLOCK** mode only:

Both colons lit: Hours are displayed until last hour when right colon is lit to indicate minutes.

**Note:** Some two-digit models are capable of displaying the inning number on the clock. If this feature is activated, neither colon will be lit while the inning number is displayed.

# LACROSSE

**Lacrosse is a selection only for scoreboard type 21.** Your scoreboard must be set for scoreboard type 21 in order for you to see the prompt for Lacrosse when you are in Program Mode. (If your scoreboard is for Lacrosse, it will be the next question after responding **NO** to the SOCCER Y/N prompt).

If lacrosse is not the sport currently selected on the MP-70/50, or if you want to change the controller's settings for lacrosse, see **SELECTING AND CHANGING SPORTS** on page 145.

You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in **PROGRAMMING THE SYSTEM SETTINGS** on page 136.

## SPORT-SPECIFIC SETTINGS FOR LACROSSE

When you select Lacrosse, the MP-70/50 offers the sport-specific settings discussed below. When you adjust these settings the MP-70/50 stores your selections in permanent memory. Your settings become active each time you select lacrosse in the future.

- The sequence shown on the following pages presents you with all of the options you could encounter while programming sports-specific settings. However, these options presented to you may vary, depending upon the type of your control (MP-70 or MP-50), the version number of the firmware in your control, the two-digit board type that you've selected, or your scoreboard model. Hence, not all of the options outlined in this chapter may appear on your control.
- As you run through the following programming sequence, and you find the need to back up to a previous programming option earlier in the sequence, you can back up by selecting **SHIFT** + **8**.
- You may skip a prompt by pressing the **NEXT** key. This will advance you to the next prompt, but will save the existing settings of your current prompt without making any changes. However, Fair-Play advises that you respond **YES** or **NO** to all prompts, so that you have made all of the appropriate selections for your sports event.
- You may exit the programming sequence at any time by pressing the **ESC** key. This will take you to the Quit prompt.

## COUNTDOWN CLOCK

Press **YES** if you want the clock to count down or **NO** if you want the clock to count up.

## TENTHS OF SECONDS CLOCK

To display tenths of seconds in the last minute of play, press **YES**. This setting is unavailable if the clock is counting up.

**Note:** On a four-digit game clock (MM:SS), the seconds will display in minutes area and the tenths of seconds will display after the colon.

## AUTO HORN

If you press **YES** to select auto horn, this mode is active each time you select lacrosse as the sport. You can still use the AUTO HORN key to turn this feature on and off as instructed on **SOUNDING THE HORN** on page 16.

## TIMEOUT TO SCOREBOARD

If you want the timeout timer to appear on the scoreboard, press **YES**. If you press **NO**, the timer appears only on the MP-70/50'S LCD display.

## TIMER SET TO (MP-70 ONLY)

On the numeric keypad, enter the duration of the field timer in seconds and then press **ENTER**.

## CLOCK SET TO

On the numeric keypad, enter the duration of the game period in minutes and then press **ENTER**.

## BREAK SET TO

On the numeric keypad, enter the duration of the break period (half time) in minutes and then press **ENTER**.

## OVERTIME SET TO

On the numeric keypad, enter the duration of the overtime period in minutes and then press **ENTER**.

## TIMEOUT TIMER SET TO

On the numeric keypad, enter the number of seconds per timeout and then press **ENTER**.

## NUMBER OF TIMEOUTS LEFT

Enter the number of timeouts allowed either per game or per half. When you press **SHIFT** + **NEW GAME**, this value resets automatically. If you are tracking timeouts by half, you must manually reset the number of timeouts left at the half time.

## OPERATING THE CONTROL IN A LACROSSE GAME

Before continuing with this chapter, be sure the letters LC appear in the upper-left corner of the LCD display. This indicates that lacrosse is the sport currently selected. If you see a different code, select lacrosse as instructed at **SELECTING AND CHANGING SPORTS** on page 145. You may want to adjust the sport-specific settings for lacrosse as instructed earlier in this chapter.

You should also be familiar with the information in **COMMON FUNCTIONS** on page 13, which discusses several functions of the MP-70/50 that are important to its operation in a lacrosse game, such as operating the clock and updating the score.

## OPERATING THE POSSESSION LIGHTS

Press **POSS.** to alternate between the home and visitor possession lights. To turn both lights off, press **POSS.**; then press **SHIFT** + **BLANK**.

## SHOTS ON GOAL

The HOME S.O.G. or VISITOR S.O.G. keys work much like the SCORE key. Follow these steps to use them.

1. Press **HOME S.O.G.** or **VISITOR S.O.G.**.
2. Press one of the following keys to adjust the shots on goal value by the increment indicated: **+1**, **+2**, **+3** and **-1**.

Or

1. Press **HOME S.O.G.** or **VISITOR S.O.G.**.
2. On the numeric keypad, enter the new shots on goal value and then press **ENTER**.

## PENALTIES

Follow these steps to start a penalty timer:

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Press **+1**, **+2** or **+3** to assign a penalty time. These keys will assign penalties according to the following pre-set times:
  - **+1** = 30 seconds.
  - **+2** = 1 minute.
  - **+3** = 2 minutes.
  - **-1** = 3 minutes.

If a player receives two back-to-back penalties, you can press another of the + keys to add more time.

3. At the ENTER PLY. NO. prompt, enter the player number on the numeric keypad and then press **ENTER**.

In lacrosse, there are three penalty clocks per team, and the MP-70/50 can store up to five penalties per team in memory. This means only the first three penalties in memory for each team will count down. When there are four or more penalties in memory at once, the fourth penalty begins to count down when one of the first three expires.

Penalty timers count down only when the game clock is running during a regular game period; they do not count down during break periods.

If you correct the game clock during a game period when penalty timers are running, the prompt below appears. Press **SHIFT** + **YES** if you want to correct the penalties that are actually counting.

**Note:** *The MP-70/50 can track a maximum of six counting penalties (three counting penalties for each team), at any given time. However, you will only be presented with the penalties that are currently being counted.*

### CANCELLING INDIVIDUAL PENALTIES

Follow these steps to correct or cancel an individual penalty.

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Enter the player number and then press **ENTER**.
3. The current penalty time in memory appears on the LCD display.

Press **ENTER** to cancel penalty. To correct the penalty time, enter the new time on the numeric key pad and then press **ENTER**.

### EDIT OR CLEAR PENALTIES

1. Press **HOME PENALTY** or **VISITOR PENALTY**.
2. Press the **CLR** key to clear the penalty.
3. The control prompts you for a player number. Enter the player number and press **ENTER**. The control displays the time of penalty in memory or  
use the numeric keypad to key in a different amount of time and press **ENTER**.

### SAVES

The HOME SAVES and VISITOR SAVES keys work much like the SCORE key. Follow these steps to use them.

1. Press **HOME SAVES** or **VISITOR SAVES**.
2. Press one of the following keys to adjust the shots on goal value by the increment indicated: **+1**, **+2**, **+3** and **-1**.



# TEAM NAMES

## TEAM NAME DISPLAYS (MP-70 ONLY)

If your scoreboard is equipped with SpectraLens or LED technology electronic team names displays, the MP-70 control can transmit team name data to them through either wired or wireless transmission.

To enter the home team name, follow the steps below.

1. While pressing and holding the **SHIFT** key, press **HOME SCORE**. The LCD will display the prompt shown. The top line of the LCD holds the first 16 letters of the alphabet, with a highlighting cursor centered under the letter "I." The bottom line prompts you to enter the home or visitor team name.
2. Use the **4/YES** and **6/NO** keys of the numeric key pad to position the cursor under the letter you want to select. The **4/YES** key advances the cursor to the left, and the **6/NO** key moves it to the right.

**Note:** *The UP and DOWN arrow keys ( **8** and **2** keys of the numeric keypad) serve the same purpose, UP= cursor direction right and DOWN = cursor direction left. Only the **4/YES** and **6/NO** keys are referenced in this portion of the manual text.*

**Note:** *For software versions 3.08d and keypads with corresponding alphabet letters only: Press the keypad letter that corresponds to the home or visitor team name.*

To scroll through the letters more easily, press and hold either key. After about a second the cursor will begin a rapid succession through the LCD top line characters. Lift your finger to stop the cursor at the desired letter.

This quick scroll feature can also be used to alternate LCD screens, which contain the remaining letters of the alphabet, some punctuation, numbers, space and font indicator. To view the two additional screens shown, press and hold either the **4** or **6** keys and wait for the cursor to move beyond either end of the top line of the LCD. As the cursor moves off the end of each screen the top line changes to the next screen in sequence.

The font indicator, which appears in the third screen's upper right hand corner, displays one of two possible font settings: either NF for narrow font or WF for wide font. To change from one font style to the other, position the cursor under either letter of the font indicator then press the **NEXT** key (the **5** key of the numeric keypad). The result is illustrated below.

1. To select the first letter of the team name, use the **4/YES** or **6/NO** keys to position the cursor under the required letter. Then press the **NEXT** key. The selected letter will be displayed on the bottom line of the LCD. Continue this process until the remaining letters of the team name have been chosen. The **CLR** key of the numeric keypad provides backspace capability. Press it to delete any letter or letters selected in error.
2. Once all the required letters have been chosen, press the **ENTER** key to conclude the process and transmit the team name data to the scoreboard display. A screen similar to the one shown will appear on the LCD.
3. To enter visitor team name, repeat steps one through four only select **VISITOR SCORE** instead of **HOME SCORE** while holding down on the **SHIFT** key.
4. Once the HOME TEAM name has been entered, it will remain set in the controller memory even when power is turned off. If you need to change the HOME TEAM name, repeat steps one through four. The VISITOR TEAM name is automatically erased when the control is turned off and will need to be re-entered every time the control is used.
5. Though the control allows entry of up to 11 characters per team name, a 32-pixel width team name window will only display about six narrow font (NF) characters, and a 48-pixel width team name window will only display about nine NF characters. If some of the characters are cut off or not displayed on the scoreboard team name window, repeat the entry procedure and try one of the following:
  - Select the narrow font (NF) as explained in Step 2.
  - Eliminate spaces if they were previously used.
  - Abbreviate the team name.
6. Verify the correct team name appearance on the scoreboard display.

**Note:** You should also verify that the controller has been programmed to use the correct scoreboard type and data format as instructed in **PROGRAMMING THE SYSTEM SETTINGS** on page 136.

# MP-70/50 WIRELESS OPTION

**Note:** This chapter contains information is for the MP-70/50 Wireless Option. The MP-70/50 Wireless was used until August 2008.

- **MP-72/52 G2 WIRELESS OPTION** can be found on page 96.
- **MP-73/53 G3 WIRELESS OPTION** can be found on page 112.

The wireless option available with the MP-70/50 allows you to control most indoor scoreboards and shot clocks, or most outdoor scoreboards and field timers from any location in the gym or on the field - without the need for wiring and cable conduit.

The wireless MP-70/50 controls are operated in a similar fashion to the MP-70/50 controls that have a standard cable connection. This chapter describes how the wireless control can be set up and its features programmed into the control, in the event that you may need to do this. It also features tips on operating the wireless control effectively, as well as detailed instructions for how to set up and run the control during special circumstances.

**Note:** The MP-70/50 control has been factory tested with your display, and should be ready to plug and play.

When equipped with the wireless option, the MP-70/50 can still operate the scoreboards using conventional control wire. It can also simultaneously operate some devices via the wireless link, and others via control cables. However, if you are using hand switches, you should know that they require a cable connection to the control, even when used with a wireless model.

**Note:** Hand switches cannot be used with the MP-50 control.

## SETTING UP THE WIRELESS CONNECTION

The wireless MP-70/50 and receiving devices must be located within range of one another. The wireless system offers an approximate range of 300 feet indoors and 1,200 feet outdoors.

For optimal transmission:

1. Rotate the MP-70/50 antenna to the full upright position when using the controller. (Refer to the figures above.) Placing the antenna in any other position reduces the transmission range.

**Warning:** **Never apply power to a wireless MP-70/50 control that has its antenna removed. This will immediately destroy the output amplifier on the control's transmitter card, and will void any wireless MP-70/50**

**warranty. If the antenna has been damaged, send the control to an authorized service center for repair.**

2. Locate the MP-70/50 transmitter within a 180-degree arc in front of the scoreboard to prevent the scoreboard from blocking the signal.

The wireless signal is largely immune to conflicting radio frequency signals from cordless telephones, cellular telephones, microwave ovens and other radio frequency devices. For more information on interference, see [RADIO FREQUENCY INTERFERENCE](#) on page 109.

When the scoreboard is properly receiving data from the wireless MP-70/50, the scoring data (time, score, fouls etc.) appears on the scoreboard. If the scoreboard or timer loses the signal, or if the signal is intermittent, the scoreboard or timer will hold its last transmission for up to five seconds. After five seconds, if the control still cannot detect a signal, it will display a two-digit number that represents the radio channel that the scoreboard radio receiver is set to.

**Note:** *If a scoreboard takes longer than 45 seconds to respond to a wireless transmission, it could indicate an improper equipment setup or component malfunction.*

The wireless MP-70/50 has been programmed to use the correct scoreboard type and data format as instructed in [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136.

## SELECTING TRANSMISSION MODES

Before operating the wireless MP-70/50, you must select a transmission mode. The wireless data link can operate in one of two modes:

- **SELECT CHANNEL mode (SEL)** - In SEL mode, you can operate more than one display with more than one control, simultaneously, without them interfering with one another.
- **ALL SCOREBOARDS mode (ALL)** - In ALL mode, you can synchronize multiple scoreboards to one control.

## HIGH AND LOW POWER MODES

The wireless data link can operate in either

- **HIGH POWER mode** - In HIGH POWER mode, your control broadcasts a signal to the display at its maximum available power output. Under normal circumstances, set your control to HIGH POWER mode.
- **LOW POWER TRANSMISSION mode** - Primarily used for system testing.

## VIEWING YOUR SETTINGS

To view the current radio transmitter setting of your control, hold down the **SHIFT** key while pressing the **BAT/RF** key.

If your control is not battery operated, the first press will display the radio transmitter settings.

**Note:** *If you have a battery-powered control, the first press of the **BAT/RF** key will display the percentage of power remaining in the battery on the bottom line of the LCD. Press the key a second time to display the radio transmitter settings.*

When displaying the radio transmitter settings, the bottom line of the LCD will display the following:

- **LOW or HIGH:** LOW or HIGH POWER TRANSMISSION modes.
- **ALL or SEL:** ALL or SEL CHANNEL mode.
- **CH# (0-15):** Radio channel (SEL CHANNEL mode only).

## CHANGING YOUR SETTINGS

### HIGH POWER TRANSMIT

To change any or all of these three settings, hold down the **SHIFT** key and press the number **9** key. The top line of the LCD will display HIPOWER XMIT? Y/N.

- If you respond **YES**, the radio transmitter will send the radio signal at full power.
- If you respond **NO**, then the control transmit range will decrease (this is typically used for testing).

**Note:** *If you want the ALL SCBDS feature to be disabled, a lockout jumper (Fair-Play part number C1452) is available for purchase and installation in indoor scoreboards. All outdoor scoreboards come with this jumper factory installed. If you want to activate the ALL SCBDS feature in your outdoor scoreboard, you will need to have this jumper removed. Consult your Trans-Lux/Fair-Play Help Desk for assistance.*

## ALL SCOREBOARDS

The prompt ALL SCBDS? Y/N will appear next. If you respond **YES**, the radio transmitter will switch to ALL SCOREBOARDS mode. If your response is **NO**, the transmitter will switch to SEL mode.

## SELECT CHANNEL

The final prompt in this series will be SEL.CHANNEL\_0. At this prompt, you need to select your channel. Enter a one or two-digit number for the desired channel. Press **ENTER**.

More information on selecting channels is included in the following section.

## SELECTING CHANNELS

In SEL mode, you must select the same channel on both the MP-70/50 and its receiving devices (scoreboards and timers).

Valid channel numbers are 0 to 15. Most of the MP-70/50 controls manufactured by Fair-Play are set up at the factory to use channel 7 to control outdoor scoreboards, and channel 3 to control indoor scoreboards. You may keep these selections, or change them, as you prefer.

On the receiving device, the CHANNEL SELECTOR SWITCH is a 16-position rotary switch with a small arrow indicating its position. The image below shows this switch, which is located on the receiver card on your scoreboard. This switch is used to select the SEL mode radio channel. Channels 10 through 15 on M-70/50 correspond to the letters A through F on the CHANNEL SWITCH.

**Note:** *Channels 0, 14, and 15 disable the radio transmitter on the MP-70/50 when the radio transmitter is in SEL mode. Likewise, the receiver located in a wireless scoreboard is disabled when the channel switch is set to 0, E or F.*

## RECEIVER CARD LOCATION

The receiver card is located in either the processor mounting area or the radio frequency data converter box of scoreboards equipped with the wireless option. See the following pictures for further details.

Receiver card: for indoor displays

Receiver card: for low-voltage outdoor displays

## LOCATING CHANNEL SWITCH ON RECEIVER CARD

If you are having trouble locating the channel switch on the scoreboard's receiver card, then remove the receiver card from the scoreboard and hold the card in your hand. Turn the card around until you can see the channel switch, which resembles a dial.

Receiver card: high-voltage outdoor displays

(Also used with Telelite conversions).

On high-voltage outdoor displays (and Telelite conversions), the channel switch is located behind a hole in the side of the receiver box. (See following picture). Remove the plastic plug to access the channel switch.

## VERIFYING YOUR CHANNEL SELECTION

Assuming your LED scoreboard is not receiving any signal from the control, the receiver channel number will display on the scoreboard for 30 minutes after you have powered it up. After that 30-minute period, the channel number displayed will disappear and a roving segment will move around the digits of the scoreboard.

**Note:** *If you do not see either the channel display or the roving segment on your scoreboard, the scoreboard may have a power failure.*

## VERIFYING SCOREBOARD SIGNAL LOCK

If you cannot tell what channel your scoreboard is set up to receive, you will need to find its signal lock. A signal lock takes place when the receiver card in your display has located the transmission signal from your wireless control.

To determine which operating channel your control is set to, power the control ON while holding down the **SHIFT** key, and the **9** key at the same time. The bottom line of the LCD display will then prompt you first for the power settings, then the ALL SCOREBOARD question; and finally, the SEL CHANNEL number. Use the numeric keypad to key in a different channel number. Conclude by pressing **ENTER**. If that channel number is not the correct one to operate your scoreboard, continue using this procedure to try additional channel numbers until you are successful. Enter all of the possible channel numbers, starting with channel 1, and working up to channel 13. If the transmitter and receiver cards are both functioning properly, the scoreboard should work on one of these 13 channels.

## TURNING WIRELESS OFF

You will need to turn off the wireless feature if you want to hook up a wireless-equipped scoreboard to run on a conventional data cable. The procedure below describes how to turn off the wireless settings on your control.

1. Press **SHIFT** + **9**.
2. When the HIPOWER TRANSMIT prompt appears, press **4/YES**.
3. When the ALL SCOREBOARDS prompt appears, press **6/NO**.
4. When the SELECT CHANNEL NUMBER prompt appears, you may select either 0, 14, or 15 to turn off wireless, as these channels are not used. In the example shown, the user has selected 0.
5. At the last prompt, the settings that you have selected will display on the LCD screen. In the example shown, the user has selected Highpower Transmit, and has selected Channel 0.

**Note:** *The SEL.CHANNEL\_0 prompt appears even in ALL SCOREBOARDS mode. This way, a viable channel number will be used if the control is changed to SEL channel operation.*

6. Remember - You can always review your wireless settings by pressing the **SHIFT** + **BAT/RF** keys. Your current wireless settings will then appear on the LCD screen, similar to the example shown.



## GENERAL WIRELESS OPERATING GUIDELINES

- Maintain a clear, unobstructed line-of-sight between the control antenna and the receiving units. (See [SETTING UP THE WIRELESS CONNECTION](#) on page 81 for more information).
- When possible, tune the control transmitter and scoreboard receiver to the lowest available channel setting.
- Also when possible, operate the control with it's TRANSMIT mode switch set to the SEL position.
- If more than one control is in use at a facility, allow for at least one channel of separation between channel settings, starting with channel 1.  
Example:
  - Control 1=Channel 1;
  - Control 2=Channel 3;
  - Control 3=Channel 5, etc.

**Note:** *Trans-Lux Fair-Play can arrange a recommended radio frequency channel plan for your site. Contact your sales representative for a channel plan.*

- Avoid setting more than one control at a time to the ALL SCBDS mode, as this will cause the scoreboards to flicker. (For more information, see [SETTING UP THE WIRELESS CONNECTION](#) on page 81 ).
- Avoid setting more than one control at a time to a particular SEL mode channel setting, as this will cause scoreboards tuned to that channel to flicker. (For more information, see [AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS](#) on page 90).
- Before establishing communication between a control set to ALL SCBDS and its intended receiving scoreboards, be sure to have established communication between the controls operating in the SEL mode and its intended receiving scoreboards. Otherwise, the scoreboards you intend to run with a control tuned to a particular channel in the SEL mode will be likely to lock onto the signal from the control set to ALL SCBDS, and may not respond to the intended SEL mode control when it is turned on. (For more information, see [AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS](#) on page 90).
- The scoreboard or shot timer lamp driver circuit card can accommodate either conventional control wire hookup or wireless radio receiver, but is not designated to accept both data transmission methods simultaneously.

## **OPERATING WIRELESS UNDER SPECIAL CIRCUMSTANCES**

The following sections will give you pointers on setting up and operating the MP-70/50 control under special circumstances you may encounter. Keep in mind that:

- A control set to ALL SCBDS will transmit indiscriminately to all wireless-equipped scoreboards in its range, regardless of what channel these scoreboards have their receivers set to, except for receivers equipped with a lockout jumper (part no. C1452) installed.
- A control set to the selective (SEL) transmission of channels 1-13, will transmit to all scoreboards in that vicinity that have their receivers tuned to that particular channel. Hence, a control set to channel 7 will transmit to all scoreboards in that vicinity that have their receivers set to channel 7.

### **MIXING WIRELESS AND CONVENTIONAL CABLE HOOKUPS**

To use conventional control wire with a scoreboard, first disconnect the wireless receiver from the lamp driver card. Conversely, before using a wireless link, disconnect the conventional control wire from the lamp driver card.

On indoor scoreboards, lamp driver and radio receiver cards are both located behind the scoreboard HOME SCORE window or shot timer SECONDS window.

On outdoor scoreboards, the lamp driver and radio receiver cards are located behind a service access door adjacent to the disk antenna.

Attempting to simultaneously connect conventional control wire and a wireless receiver card to a lamp driver card can damage both cards.

The three illustrations below display correct vs. incorrect wireless/conventional cable arrangements.

## POWER-UP SEQUENCE FOR MULTIPLE CONTROLS

For systems using multiple wireless MP-70/50s, observe the following power-up sequence:

1. Scoreboards and timers.
2. The MP-70/50 controls set to the SEL mode.
3. Multiple controls can utilize the SEL TRANSMIT mode, but they must each be set to different channels.
4. The MP-70/50 control set to the ALL mode. This has a limitation of ONE set of scoreboards set to ALL. Only ONE control at any given time should be set to the ALL TRANSMIT mode. No less than 45 seconds should be allowed to pass between each power-up activation.

For example:

- a. Turn power on to scoreboard 1, (channel select switch =4), and scoreboard 2 (channel select switch =9)
- b. Wait 45 seconds.  
Turn first MP-70/50 power on.  
(Mode =SEL, CH4)
- c. Wait 45 seconds.  
Verify that the scoreboard and shot timers set to channel 4 are responding to transmission from the MP-70/50 set to CH4.  
Turn second MP-70/50 power on (Mode SEL, CH9 or ALL).
- d. Verify that the scoreboard set to channel 9 is responding to transmission from the MP-70 set to SEL CH9 or ALL.

## SYNCHRONIZING TRANSMISSION MODES

In SEL mode, the MP-70/50 controls only the scoreboards with receiver cards set to the same channel that the control is set to. In ALL mode, the wireless option controls all scoreboards within range.

In a volleyball tournament, for example, you could display the scores of two matches on two independent scoreboards, each controlled by a wireless MP-70/50. In this case, as shown below, the radio transmitter on both controls would be set to SEL.

During the final match, when only one game is in progress, you could display the same information on both scoreboards. You would do so by setting the radio transmitter to ALL. If you need to configure multiple playing courts in the same manner, please review **AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS** below.

Before synchronizing multiple scoreboards to one ALL control signal, turn their controls off to disengage the SEL mode communication links. A scoreboard cannot respond to the ALL signal if it is already locked onto a SEL signal. An ALL scoreboards lockout jumper (Fair-Play part number C1452) is available if you have certain scoreboard or scoreboards that you want to run only with SEL signals. With this jumper installed, the receiver card will ignore the ALL signal.

**Note:** *This lockout jumper is installed as standard hardware on outdoor scoreboards.*

When the radio transmitter is set to SEL, you must select a channel as previously described. Set the MP-70/50 and the receiving devices located in your scoreboard to the same channel. When the radio transmitter is set to ALL, the MP-70/50 controls all scoreboards within range, regardless of which select channel they are using.

When a scoreboard is locked onto a SEL mode signal, it ignores any transmissions from an MP-70/50 set to ALL. If you turnoff an MP-70/50 that is controlling a scoreboard in SEL mode, the scoreboards continues to ignore any transmissions from an MP-70/50 in ALL mode for 10 seconds. After 10 seconds, it responds to transmissions from an MP-70/50 in ALL mode.

To operate some scoreboards in SEL mode and others in ALL mode, turn on the scoreboards and MP-70/50 using SEL mode first. Then turn on those using ALL mode.

**Note:** *Scoreboard display flickering or flashing may result when more than one MP-70/50 control is operating in ALL mode at the same time.*

**Note:** *The ALL RADIO TRANSMIT mode is not available on outdoor scoreboards or field timers. The select channel on the MP-70/50 control and on the receiver card (inside the scoreboard) must be set to the same channel, and the MP-70/50 control must be operated with the RADIO TRANSMIT mode set to SEL mode.*

## **AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS**

In facilities where one or more scoreboards are already synchronized to the signal of one wireless MP-70/50 transmitting in ALL SCBDS mode, that control will also transmit to any other scoreboards that you set up within its proximity - regardless of what the channel setting of the new scoreboard.

In other words, if you have a situation where two wireless scoreboards are operating on their own basketball courts, and are both operated under one control in ALL SCBDS mode, you will not be able to add and operate a new scoreboard independently, merely by using another MP-70/50 control set for ALL SCBDS. Instead, all of the scoreboards will display scrambled information, because each will not be able to discern which is its “correct” signal.

The reason for these garbled signals is that the wireless specification doesn't allow the simultaneous use of more than one wireless control set to one particular channel. A situation where two or more controls are located within each other's range and set to transmit on the same channel will produce competing signals. When this happens, the scoreboards will attempt to display both of these competing signals, resulting in garbled, unintelligible digits. Fortunately, your control includes the capacity to broadcast on 14 channels, and so the maximum number of wireless controls that can be used within a local vicinity is 14.

Instead, you can avoid garbling these transmission signals by setting up the controls in one of two different fashions:

- The recommended method of operating multiple scoreboards from one wireless control is to use the SEL TRANSMIT mode and tune the control and scoreboards to the same channel. As displayed below, the Court 1 scoreboards and control are tuned to channel 4 and the Court 2 scoreboards and control are tuned to channel 7. Keep in mind that this arrangement will require you to physically change the channel at one of the scoreboards of both courts if you ever want to operate all four scoreboards independently with four wireless controls. On the other hand, the benefit of this setup is that if either control ceases transmitting, the scoreboards that particular control was operating will not lock on to the signal from the other control.
- An alternative method would be to set the two scoreboards and one control of court 1 all to the same channel and transmit wireless data in the SEL mode. Once you have established the SEL mode wireless link on that court, you can then establish a link in the ALL SCBDS mode on court 2. (See illustration). Again, this arrangement will require you to switch one of the court 1 scoreboards to a different channel, if you ever want to operate all four scoreboards independently with four wireless controls. The drawback of this setup is that if control A ceases transmitting, the scoreboards that control was operating could eventually lock on to the signal from control B.

## OPERATING THE MP-70/50 IN RELAY MODE

RELAY mode enables an MP-70/50 to retransmit the scoreboard control data from another MP-70/50 that is designated as the LEAD control. This mode would be used in large installations that have multiple scoreboard as operated from wireless controls. This feature accommodates the need to operate multiple scoreboards both independently and synchronized.

The lead/relay configuration essentially takes the ALL SCOREBOARD concept (detailed in the Transmission Modes section beginning at

**SYNCHRONIZING TRANSMISSION** modes on page 89) and applies it in a manner that allows synchronous scoreboard operation on multiple courts rather than only one. See illustrations.

RELAY mode is used instead of changing the channel when synchronization is required. Take the following steps to accomplish this:

1. Make sure the SElect channels on both controls are different.
2. Set one of the controls to RELAY mode by applying power while pressing the **1** key. The LCD will display RELAY mode. (If the relay control is turned on, turn it off and wait 10 seconds before activating RELAY mode).

**Note:** *The relay control must be set to RELAY mode before the controls are connected and power is applied to the lead control, or damage to one or both control outputs could occur.*

3. Connect a twisted pair data cable (Fair-Play part number C0170) from the lead control SCOREBOARD PORT 1 to the relay control SCOREBOARD PORT 1.
4. Power up the lead control as usual.

In RELAY mode data is sent via the connecting cable from the lead control to the radio transmitter of the relay control. The relay control then sends the same data over its own radio channel to the receiving devices. All control of the scoreboards is accomplished from the lead MP-70/50. Any input on the relay control is ignored. The control in RELAY mode will stay in RELAY mode until you again apply power while holding down the **1** key. The control toggles in and out of RELAY mode with this procedure.

**Note:** *Turning the control off does not take it out of RELAY mode, which was the case with firmware versions prior to Version 2.03.*

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## WIRELESS TROUBLESHOOTING

The following section suggests possible solutions to problems you may encounter, including radio frequency interference, or other radio transmission problems.

### RADIO FREQUENCY INTERFERENCE

Under normal circumstances, other wireless signals, such as a nearby cellular phone relay tower, should not jam the wireless MP-70/50 during a sporting event. The control's radio signal is redundantly transmitted 16 times across a wide bandwidth using Spread Spectrum Technology - regardless of what channel or transmit mode your control is set to. Spread Spectrum Technology provides a high level of reliability, and is designed to hinder interference effects from cellular phones, cordless devices, microwaves and other Radio Frequency devices, as well as provide security from signal jamming.

However, wireless reception capability can be affected by unrelated Radio Frequency traffic in the area. As "stray" signals increase, reception range may decrease.

In the unlikely event that you think you are experiencing Radio Frequency interference, we recommend that you first change channels, which should eliminate any problems.

**Note:** *The Federal Communications Commission (FCC) has certified that Fair-Play's wireless MP-70/50 device will not cause harmful interference to other FCC-approved equipment.*

### CELL FILTER KITS

If you encounter a situation where your wireless scoreboard lights start flickering for no apparent reason, or your scoreboard exhibits sluggish responses (i.e., the clock does not run at a normal cadence), or you experience signal loss or dropout, contact the Fair-Play Help Desk. These problems can often be solved with the purchase of an in-line filter kit, (part no. 08-1003-00-2 with C1516 cable, or part no. 06-0076 -01). These in-line filter kits are installed between the antenna cable or receiver. Outdoor scoreboards built after Oct. 17, 2005 should already have had a 08-1003-002 in-line filter kit installed at the factory.

## SCOREBOARD NOT PICKING UP RADIO SIGNAL

If a scoreboard or shot timer is having difficulty locking onto the radio signal, try the following:

1. Make sure the control's antenna is in the upright position, with an unobstructed line of sight to the scoreboard.
2. Relocate the control closer to the scoreboard.
3. Shut off the control and scoreboards and/or shot timer power for 20 to 30 seconds, then turn them back on.
4. If the control is in SEL mode, switch the transmitter and receiver to a different channel from the one currently being used. Be sure to turn the scoreboard power off during this stage.

Or

Wait 20-30 seconds, and then turn the control back on.

**Note:** Channels 0, 14, and 15 disable the radio transmitter on the MP-70/50 when the radio transmitter is in SEL mode. Likewise the receiver located in a wireless scoreboard is disabled when the channel switch is set to 0, E or F.

5. Make sure the control is programmed for high power radio transmission, as instructed at **HIGH AND LOW POWER MODES** on page 83.

**Note:** If you have difficulty establishing a signal lock on any display, switch ALL of your controls to high power.

6. If there has been no response to any of these possible fixes, Fair-Play recommends that you run the scoreboard with a conventional data cable for the duration of your game until you have more time to determine the cause of the problem. If you decide to do this, be sure to set the wireless MP-70/50's channel switch (located on the back panel) to position E, F, or 0; and the TRANSMIT mode switch to SEL. This will turn the radio transmitter off and prevent possible damage to the scoreboard's processor.



## FINAL WIRELESS CONTROL CONSIDERATIONS

- In facilities that have more than one wireless scoreboard, assign a particular control for use with a particular scoreboard and apply identification labels for each control.
- Keep a record of the channels on which the scoreboard's receivers are set, and document the scoreboard Fair-Play model number. This is especially useful for facilities that have more than one scoreboard, and speeds up service processing if you should require future assistance. (For more information, see [GETTING HELP](#) on page 6).
- For periods of extended system inactivity, such as a school holiday or overnight, shut off power to all scoreboards, timers and controls. This will extend product life and increase the safety margin, should servicing be necessary.

## MP-72/52 G2 WIRELESS OPTION

**Note:** This chapter contains information for the MP-72/52 G2 Wireless Option which was available from August 2008 to January 2011.

- **MP-70/50 WIRELESS OPTION** can be found on page 81.
- **MP-73/53 G3 WIRELESS OPTION** can be found on page 112.

The **MP-72/52** Wireless G2 Option is the upgrade and replacement for the **MP-70/50** Wireless Option.

The Wireless G2 Option uses the same Spread Spectrum technology but now uses Frequency Hopping method instead of the previous Direct Sequence method to transmit coded information.

The **MP-72/52** allows you to control most indoor scoreboards and shot clocks, or most outdoor scoreboards and field timers from any location in the gym or on the field — without the need for wiring and cable conduit.

The wireless **MP-72/52** controls are operated in a similar fashion to the MP-70/50 controls that have a standard cable connection.

This chapter describes how the wireless control can be set up and its features programmed into the control, in the event that you may need to do this. It also features tips on operating the wireless control effectively, as well as detailed instructions for how to set up and run the control during special circumstances.

**Note:** The MP-72/52 control has been factory tested with your display, and should be ready to plug and play.

When equipped with the wireless option, the MP-72/52 can still operate the scoreboards using conventional control wire. It can also simultaneously operate devices via the wireless link and via control cables.

If you are using hand switches, they currently require a cable connection to the control, even when used with a wireless model.

**Note:** Hand switches cannot be used with the MP-52 control.

## SETTING UP THE WIRELESS (G2) CONNECTION

The wireless MP-72/52 control has been programmed at the factory to use the correct scoreboard type and data format as instructed in **PROGRAMMING THE SYSTEM SETTINGS** on page 136.

## ANTENNA (G2)

For optimal transmission, rotate the MP-72/52 antenna to the full upright position when using the controller. Placing the antenna in any other position reduces the transmission range.

**WARNING:** *Never apply power to a wireless MP-72/52 control that has its antenna removed. This will immediately destroy the output amplifier on the control's transmitter card, and will void any wireless MP-72/52 warranty. If the antenna has been damaged, send the control to an authorized service center for repair.*

## RANGE (G2)

The control transmitter must be:

1. Located within range of the scoreboard receiver.
  - 500 feet indoors
  - 1,500 feet outdoors.
2. Located within a 180° degree arc in front of the scoreboard receiver — to prevent the scoreboard from blocking the signal.

**Note:** *The wireless signal is largely immune to conflicting radio frequency signals from cordless telephones, cellular telephones, microwave ovens and other radio frequency devices. For more information on interference, see [RADIO FREQUENCY INTERFERENCE](#) on page 109.*

## SCOREBOARD OPERATION (G2)

When the scoreboard is properly receiving data from the wireless **MP-72/52**, the scoring data (time, score, fouls etc.) appears on the scoreboard.

If the scoreboard or timer loses the signal, or if the signal is intermittent, the scoreboard or timer will hold its last transmission for up to five seconds.

- If after five seconds the scoreboard still cannot detect a signal, it will display the channel number for 30 minutes. The channel number is a two-digit number that represents the radio channel that the scoreboard radio receiver is set to.

**Note:** If a scoreboard takes longer than 45 seconds to respond to a wireless transmission, it could indicate an improper equipment setup or component malfunction.

- If after 30 minutes and the LED scoreboard still is not receiving any signal, the channel number will disappear and a roving segment will move around the digits of the scoreboard.

## VIEWING YOUR TRANSMITTER SETTINGS (G2)

1. Hold down the **SHIFT** + **BAT/RF** key.
  - If your control is not battery operated, the first press will display the radio transmitter settings.
  - If you have a battery-powered control, the first press of the **BAT/RF** key will display the percentage of power remaining in the battery on the bottom line of the LCD. Press the **SHIFT** + **BAT/REF** a second time to display the radio transmitter settings.
2. The transmitter settings are displayed on the second line. They are divided in three (3) sections and described as follows:

### Power Modes

- **LOW** — For indoor use or to avoid signal strength overload (if the control transmitter and scoreboard receiver are too close together).
- **HIGH** — For outdoor use or whenever there is a large distance between the control transmitter to the scoreboard receiver or if sending control signals through walls.

### Transmission Mode

- **SEL** — You operate more than one scoreboard with more than one control, simultaneously, without them interfering with one another.
- **ALL** — You can synchronize multiple scoreboards to one control.

### Channel Setting

- **CH#** (0-15) — If Transmission Mode is set to SEL, then the transmitter broadcasts only at the channel shown. If Transmission Mode is set to ALL, the transmitter broadcasts only on the ALL channel.

## CHANGING YOUR TRANSMITTER SETTINGS (G2)

1. To change any or all of these three settings, press **SHIFT** + **9** key.

2. The bottom line of the LCD will display HIPOWER XMIT.
  - If you respond **YES**, the radio will transmit at HIGH power mode.
  - If you respond **NO**, the radio will transmit at LOW power mode.

**Note:** *If you want the ALL SCBDS feature to be disabled, there is a switch on the radio receiver card that controls this. Refer to “Radio Receiver Switch Setting” in this chapter, or contact the Trans-Lux/Fair-Play Help Desk for assistance.*
3. The prompt ALL SCBDS? Y/N will appear next.
  - If you respond **YES**, the radio will transmit on **ALL** scoreboards channel.
  - If your response is **NO**, the radio will transmit on **SEL** (select) channel.
4. The final prompt will be SEL. CHANNEL.
  - At this prompt, the number shown is the channel the radio is currently set to.
  - If you wish to change the channel, enter a one or two-digit number for the desired channel (00 to 15), then press **ENTER**.
  - To move on to the next setting without changing the select channel, hold down the **SHIFT** key and press the **NEXT** key ( **5** key).

**SELECTING CHANNELS (G2)**

In SEL mode, you must select the same channel as the receiving devices (scoreboards and timers). Refer to table.

<b>CHANNEL SETTINGS</b>		
<b>Control Transmitter</b>	<b>Receiving Devices</b>	<b>Description</b>
<b>0</b>		
<b>1</b>		
<b>2</b>		
<b>3</b>		Indoor default
<b>4</b>		
<b>5</b>		
<b>6</b>		
<b>7</b>		Outdoor default
<b>8</b>		
<b>9</b>		
<b>10</b>	<b>A</b>	
<b>11</b>	<b>B</b>	
<b>12</b>	<b>C</b>	
<b>13</b>	<b>D</b>	
<b>14</b>	<b>E</b>	
<b>15</b>	<b>F</b>	

**CHANGING THE RECEIVER CHANNEL (G2)****RECEIVER CARD LOCATION**

The receiver card is located in the processor mounting area of scoreboards equipped with the wireless option. See the following pictures for further details.



### **LOCATING CHANNEL SWITCH ON RECEIVER CARD (G2)**

On the scoreboard or receiving device, the CHANNEL SELECTOR SWITCH is located near the edge of the receiver card. It is a 16-position rotary switch with a small arrow indicating the channel setting.

Channels 10 through 15 correspond to the letters A through F. Refer to table on page 100.

### **VERIFYING YOUR CHANNEL SELECTION (G2)**

If the LED scoreboard is not receiving any signal from the control, the receiver channel number will display on the scoreboard for 30 minutes after you have powered it up. After that 30-minute period, the channel number displayed will disappear and a roving segment will move around the digits of the scoreboard.

**Note:** *If you do not see either the channel number or the roving segment displayed on your scoreboard, then the scoreboard may have a power failure.*

### **VERIFYING SCOREBOARD SIGNAL LOCK (G2)**

If channel number is not displayed by scoreboard, then there is some other problem or the scoreboard is not compatible.



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## GENERAL WIRELESS (G2) OPERATING GUIDELINES

- Maintain a clear, unobstructed line-of-sight between the control antenna and the receiving units. (See [SETTING UP THE WIRELESS \(G2\)](#) connection on page 96 for more information).
- Also when possible, operate the control with it's TRANSMIT mode switch set to the SEL position.
- If more than one control and scoreboard is in use at a facility, and if they are to operate independently, then set each control and scoreboard combination to their own dedicated channel.

**Note:** *Trans-Lux Fair-Play can arrange a recommended radio frequency channel plan for your site. Contact your sales representative for a channel plan.*

- Avoid setting more than one control at a time to the ALL SCBDS mode, as this will cause the scoreboards to malfunction. (For more information, see [AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS](#) on page 90).
- Avoid setting more than one control at a time to a particular SEL mode channel setting, as this will cause scoreboards tuned to that channel to malfunction. (For more information, see [AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS](#) on page 90).
- Before establishing communication between a control set to ALL SCBDS and its intended receiving scoreboards, be sure to have established communication between the controls operating in the SEL mode and its intended receiving scoreboards. Otherwise, the scoreboards you intend to run with a control tuned to a particular channel in the SEL mode will be likely to lock onto the signal from the control set to ALL SCBDS, and may not respond to the intended SEL mode control when it is turned on. (For more information, see [AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS](#) on page 90).
- The scoreboard or shot timer lamp driver circuit card can accommodate either conventional control wire hookup or wireless radio receiver, and the current version is able to accept both data transmission methods simultaneously. However, versions prior to May 2010 were NOT capable of accepting both the control wire and the wireless radio receiver.

## OPERATING WIRELESS (G2) UNDER SPECIAL CIRCUMSTANCES

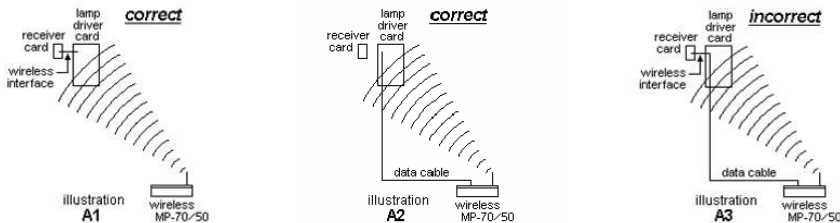
The following sections will give you pointers on setting up and operating the MP-72/52 control under special circumstances you may encounter.

- ALL SCBDS - A control set to ALL SCBDS will transmit indiscriminately to all wireless-equipped scoreboards in its range, regardless of what channel these scoreboards have their receivers set to, except receivers that have their switch set to SELECT CHANNEL operation only.
- A control set to the selective (SEL) transmission of channels 0-15, will transmit to all scoreboards in that vicinity that have their receivers tuned to that particular channel. Hence, a control set to channel 7 will transmit to all scoreboards in that vicinity that have their receivers set to channel 7.

### MIXING WIRELESS & CONVENTIONAL CABLE HOOKUPS (G2)

The scoreboard or shot timer lamp driver circuit card can accommodate either conventional control wire hookup or wireless radio receiver, and the current version is able to accept both data transmission methods simultaneously.

However, versions prior to May 2010 were not capable of accepting both the control wire and the wireless radio receiver. Attempting to simultaneously connect conventional control wire and a wireless receiver card to a lamp driver card of pre-May 2010 can damage both cards. The three illustrations below display correct vs. incorrect wireless/conventional cable arrangements for the older system.



On indoor scoreboards, lamp driver and radio receiver cards are both located behind the scoreboard HOME SCORE window or shot timer SECONDS window.

On outdoor scoreboards, the lamp driver and radio receiver cards are located behind a service access door adjacent to the disk antenna.

## POWER-UP SEQUENCE FOR MULTIPLE CONTROLS (G2)

For systems using multiple Wireless MP-72/52, observe the following power-up sequence:

1. Turn on scoreboards, timers and receiving devices.
2. Turn on the MP-72/52 controls that are set to SEL mode one-at-a-time and waiting at least 45 seconds (for the control and scoreboard to establish a link) before turning on the next control.

**Note:** *Multiple controls can utilize the SEL TRANSMIT mode, but they must each be set to different channels.*

3. Turn on the MP-72/52 control set to the ALL mode. Only one set of scoreboards set to ALL. Only one control at any given time should be set to the ALL TRANSMIT mode.

**For example:**

- a. Turn power on to Scoreboard 1 (channel select switch =4), and Scoreboard 2 (channel select switch =9)
- b. Turn on first MP-72/52 (Mode =SEL, CH4).

Wait 45 seconds while verifying that the scoreboard and shot timers set to channel 4 are responding to transmission from the MP-72/52 set to CH4.

- c. Turn on second MP-72/52 (Mode SEL, CH9 or ALL).

Wait 45 seconds and verify that the scoreboard set to channel 9 is responding to transmission from the MP-72 set to SEL CH9 or ALL.

## SYNCHRONIZING TRANSMISSION MODES (G2)

In SEL mode, the MP-72/52 controls only the scoreboards with receiver cards set to the same channel that the control is set to. In ALL mode, the wireless option controls all scoreboards within range.

In a volleyball tournament, for example, you could display the scores of two matches on two independent scoreboards, each controlled by a wireless MP-72/52. In this case, as shown below, the radio transmitter on both controls would be set to SEL.

During the final match, when only one game is in progress, you could display the same information on both scoreboards. You would do so by setting the radio transmitter to ALL. If you need to configure multiple playing courts in the same manner, please review [OPERATING THE MP-72/52 IN RELAY MODE](#) on page 107. Before synchronizing multiple scoreboards to one ALL control signal, turn their controls off to disengage the SEL mode communication links. A scoreboard cannot respond to the ALL signal if it is already locked onto a SEL signal.

When the radio transmitter is set to SEL, you must select a channel as previously described. Set the MP-72/52 and the receiving devices located in your scoreboard to the same channel. When the radio transmitter is set to ALL, the MP-72/52 controls all scoreboards within range, regardless of which select channel they are using.

When a scoreboard is locked onto a SEL mode signal, it ignores any transmissions from an MP-72/52 set to ALL. If you turnoff an MP-72/52 that is controlling a scoreboard in SEL mode, the scoreboards continues to ignore any transmissions from an MP-72/52 in ALL mode for 10 seconds. After 10 seconds, it responds to transmissions from an MP-72/52 in ALL mode.

To operate some scoreboards in SEL mode and others in ALL mode, turn on the scoreboards and MP-72/52 using SEL mode first. Then turn on those using ALL mode.

**Note:** *The ALL RADIO TRANSMIT mode is not available on outdoor scoreboards or field timers. The select channel on the MP-72/52 control and on the receiver card (inside the scoreboard) must be set to the same channel, and the MP-72/52 control must be operated with the RADIO TRANSMIT mode set to SEL mode.*

## AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS (G2)

In facilities where one or more scoreboards are already synchronized to the signal of one wireless MP-72/52 transmitting in ALL SCBDS mode, that control will also transmit to any other scoreboards that you set up within its proximity - regardless of what the channel setting of the new scoreboard.

In other words, if you have a situation where two wireless scoreboards are operating on their own basketball courts, and both operate under one control in ALL SCBDS mode, you will not be able to add and operate a new scoreboard independently, merely by using another MP-72/52 control set for ALL SCBDS. This will result in the situation illustrated below:

The reason for these garbled signals is that the wireless specification doesn't allow the simultaneous use of more than one wireless control set to one particular channel. A situation where two or more controls are located within each other's range and set to transmit on the same channel will produce competing signals. Fortunately, your control includes the capacity to broadcast on 16 channels, and so the maximum number of wireless controls that can be used within any local vicinity is 16.

You can avoid garbling these transmission signals by setting up the controls in one of two different fashions:

- The recommended method of operating multiple scoreboards from one wireless control is to use the SEL TRANSMIT mode and tune the control and scoreboards to the same channel. As displayed below, the Court 1 scoreboards and control are tuned to channel 4 and the Court 2 scoreboards and control are tuned to channel 7. Keep in mind that this arrangement will require you to physically change the channel at one of the scoreboards of both courts if you ever want to operate all four scoreboards independently with four wireless controls. On the other hand, the benefit of this setup is that if either control ceases transmitting, the scoreboards that particular control was operating will not lock on to the signal from the other control.
- An alternative method would be to set the two scoreboards and one control of court 1 to the same channel and transmit wireless data in the SEL mode. Once you have established the SEL mode wireless link on that court, you can then establish a link in the ALL SCBDS mode on court 2. (See illustration below). Again, this arrangement will require you to switch one of the court 1 scoreboards to a different channel, if you ever want to operate all four scoreboards independently with four wireless controls. The drawback of this setup is that if control A ceases transmitting, the scoreboards that control was operating could eventually lock on to the signal from control B.

## **OPERATING THE MP-72/52 IN RELAY MODE (G2)**

RELAY mode enables an MP-72/52 to retransmit the scoreboard control data from another MP-72/52 that is designated as the LEAD control. This mode would be used in large installations that have multiple scoreboards as operated from wireless controls. This feature accommodates the need to operate multiple scoreboards both independently and synchronized.

The lead/relay configuration essentially takes the ALL SCOREBOARD concept (detailed in the Transmission Modes section beginning at **SYNCHRONIZING TRANSMISSION MODES (G2)** on page 106) and applies it in a manner that allows synchronous scoreboard operation on multiple courts rather than only one. See illustrations below.

RELAY mode is used instead of changing the channel when synchronization is required. Take the following steps to accomplish this:

1. Make sure the SElect channels on both controls are different.
2. Set one of the controls to RELAY mode by applying power while pressing the **1** key. The LCD will display RELAY mode. (If the relay control is turned on, turn it off and wait 10 seconds before activating RELAY mode).

**Note:** *The relay control must be set to RELAY mode before the controls are connected and power is applied to the lead control, or damage to one or both control outputs could occur.*

3. Connect a twisted pair data cable (Fair-Play part number C0170) from the lead control SCOREBOARD PORT 1 to the relay control SCOREBOARD PORT 1.
4. Power up the lead control as usual.

In RELAY mode data is sent via the connecting cable from the lead control to the radio transmitter of the relay control. The relay control then sends the same data over its own radio channel to the receiving devices. All control of the scoreboards is accomplished from the lead MP-72/52. Any input on the relay control is ignored. The control in RELAY mode will stay in RELAY mode until you again apply power while holding down the **1** key. The control toggles in and out of RELAY mode with this procedure.

**Note:** *Turning the control off does not take it out of RELAY mode, which was the case with firmware versions prior to Version 2.03.*

## WIRELESS TROUBLESHOOTING (G2)

The following section suggests possible solutions to problems you may encounter, including radio frequency interference, or other radio transmission problems.

## RADIO FREQUENCY INTERFERENCE (G2)

Under normal circumstances, other wireless signals, such as a nearby cellular phone relay tower, should not jam the wireless MP-72/52 during a sporting event. The control's radio signal is redundantly transmitted 16 times across a wide bandwidth using Spread Spectrum Technology - regardless of what channel or transmit mode your control is set to. Spread Spectrum Technology provides a high level of reliability, and is designed to hinder interference effects from cellular phones, cordless devices, microwaves and other Radio Frequency devices, as well as provide security from signal jamming.

However, wireless reception capability can be affected by unrelated Radio Frequency traffic in the area. As "stray" signals increase, reception range may decrease.

In the unlikely event that you think you are experiencing Radio Frequency interference, we recommend that you first change channels, which should eliminate any problems. Contact the Trans-Lux/Fair-Play Help Desk for assistance.

**Note:** *The Federal Communications Commission (FCC) has certified that Fair-Play's wireless MP-72/52 device will not cause harmful interference to other FCC-approved equipment.*

## SCOREBOARD NOT PICKING UP RADIO SIGNAL (G2)

If a scoreboard or shot timer is having difficulty locking onto the radio signal, try the following:

1. Make sure the control's antenna is in the upright position, with an unobstructed line of sight to the scoreboard.
2. Relocate the control closer to the scoreboard.
3. Shut off the control and scoreboards and/or shot timer power for 20 to 30 seconds, then turn them back on.
4. Make sure the control is programmed for high power radio transmission, as instructed at **HIGH AND LOW POWER MODES** on page 83.

**Note:** *If you have difficulty establishing a signal lock on the scoreboard, switch ALL of your controls to high power.*

5. If there has been no response to any of these possible fixes, Fair-Play recommends that you run the scoreboard with a conventional data cable for the duration of your game until you have more time to determine the cause of the problem.

## FINAL WIRELESS CONTROL CONSIDERATIONS (G2)

- In facilities that have more than one wireless scoreboard, assign a particular control for use with a particular scoreboard and apply identification labels for each control.
- Keep a record of the channels on which the scoreboard's receivers are set, and document the scoreboard Fair-Play model number. This is especially useful for facilities that have more than one scoreboard, and speeds up service processing if you should require future assistance. (For more information, see [GETTING HELP](#) on page 6.
- For periods of extended system inactivity, such as a school holiday or overnight, shut off power to all scoreboards, timers and controls. This will extend product life and increase the safety margin, should servicing be necessary.



**CONTROL TRANSMITTER DIP SWITCH SETTINGS (G2)**

Switch	Settings		Description
	Factory	Option	
1	ON	-	LOW (10 mW) / HIGH (100 mW) Power Level.
	-	OFF	LOW (1 mW) / HIGH (10 mW) Power Level.
2	-	ON	Australia frequency band.
	OFF	-	USA frequency band.
3	-	-	Not used.
4	-	-	Not used.

**SCOREBOARD RECEIVER DIP SWITCH SETTINGS (G2)**

Switch	Settings		Description
	Factory	Option	
1	ON		LOW (10 mW) / HIGH (100 mW) RF Power Level.
		OFF	LOW (1 mW) / HIGH (10 mW) RF Power Level.
2		ON	AUSTRALIA frequency band.
	OFF		USA frequency band.
3	ON		The receiver locks onto a signal from only the SELECT channel. ALL SCBDS channel is ignored.
		OFF	The receiver locks onto a signal from either the SELECT or ALL SCBDS channel.
4		ON	LOW (RF Power Level).
	OFF		HIGH (RF Power Level).

**Note:** The transmitter and receiver should be set to the same RF power settings for optimum performance. High power levels are not recommended for indoor installations.

## MP-73/53 G3 WIRELESS OPTION

**Note:** This chapter contains information on the **MP-73/53 G3 Wireless Option** which were available on January 2011 with firmware version 3.0 or higher.

- **MP-70/50 WIRELESS OPTION** can be found on page 81.
- **MP-72/52 G2 WIRELESS OPTION** can be found on page 96.

The **MP-73/53 Wireless G3 Option** is the upgrade and replacement for the **MP-70/50 Wireless Option** and the **MP-72/52 Wireless G2 Option**.

The **MP-73/53 Wireless G3 Option** uses the similar Spread Spectrum technology as the MP-72/52 but it uses a different transceiver hardware and firmware which results in allowing the user to easily assign scoreboard and controller combinations.

The **MP-73/53** allows you to control most indoor scoreboards and shot clocks, or most outdoor scoreboards and field timers from any location in the gym or on the field — without the need for wiring and cable conduit.

The wireless **MP-73/53** controls are operated in a similar fashion to the MP-70/50 controls that have a standard cable connection.

This chapter describes how the wireless control can be set up and its features programmed into the control, in the event that you may need to do this. It also features tips on operating the wireless control effectively, as well as detailed instructions for how to set up and run the control during special circumstances.

**Note:** The MP-73/53 control has been factory tested with your display, and should be ready to plug and play.

When equipped with the wireless option, the MP-73/53 can still operate the scoreboards using conventional control wire. It can also simultaneously operate devices via the wireless link and via control cables.

If you are using hand switches, they currently require a cable connection to the control, even when used with a wireless model.

**Note:** Hand switches cannot be used with the MP-53 control.

## G3 WIRELESS FEATURES

- Scoreboards within the same facility can easily change its operating mode from independent controllers (split mode) or to one main controller (single mode). Simply turn designated controllers off/on to automatically trigger the scoreboards to split from or join the operation of other scoreboards.

Scoreboards automatically search for the next controller if its default controller is off. The G3 transceiver installed in the scoreboard uses a prioritized group list when searching for the controller or when it finds multiple controllers. The group number list is programmed via the controller.

- G3 Wireless can drive all new scoreboards, MP-69 data scoreboards and 6200 data scoreboards.
- Only the current MP-73/53 will have the programming in it that allows you to reconfigure the wireless through the controller programming.

G3 Wireless can be installed in the following controllers provided the controllers have been upgraded to current MP-73/53 condition: MP-72, MP-52, MP-70, MP-50, MP-69, MP-68, BB-66, FB-66, BA-41B, and MP-71.

- Controllers can be easily reconfigured to operate other wireless scoreboards in their facility or even other facilities — provided the G3 wireless are in place in those scoreboards and they are using a new MP-73/53 with the latest programming that allows you to reconfigure the wireless.
- Through a new MP-73/53 with the latest programming, the user will be able to change settings in both the scoreboard and controller of the G3 Wireless cards. This means you can switch the group (channels) on the scoreboard from the controller.
- Settings can be programmed for multiple sports. This allows one controller to run multiple sports such that when the user switches the sports mode, the G3 Wireless automatically sets up the controller for the scoreboard it is supposed to be communicating to.
- The wireless card and radio is exactly the same for the controller and scoreboard and are interchangeable. It should also be the same for any accessory.

- Accessories like pitch speed guns can communicate directly to the scoreboard which allows for direct communication without an actual scoreboard.

**Note:** *A pitch speed display does not require a controller because the radar gun with a wireless card installed can communicate directly to the pitch speed display. Also, the radar gun would transmit directly to the wireless receiver installed on an inning-by-inning scoreboard to post the pitch speed on the scoreboard and not communicate through the controller. Also, field timers could be operated directly by wireless handswitch if they do not have a Fair-Play scoreboard.*

- Wireless clock and timer handswitches integrate into the MP-73/53 G3 Wireless and control the clock and timer functions to drive the scoreboard and timer displays.

## SETTING UP THE G3 WIRELESS CONNECTION

### ANTENNA (G3)

- For optimal transmission, rotate the MP-73/53 antenna to the full upright position when using the controller. Placing the antenna in any other position reduces the transmission range.
- **Maintain a clear, unobstructed line-of-sight** between the control antenna and the receiving units.

In general, antenna elements radiate perpendicular to the direction they point. Thus a vertical antenna emits across the horizon. Metal objects near the antenna cause reflections and may reduce the ability for an antenna to radiate efficiently.

**WARNING!** *Metal objects between the transmitter and receiver can block the radiation path or reduce the transmission distance, so external antennas should be positioned away from them as much as possible. Some objects that are often overlooked are:*

- metal fencing
- metal studs or beams in structures
- metal poles
- metal rods in concrete
- vehicles
- metal enclosures
- elevators
- ventilation ducts
- refrigerators
- microwave ovens
- batteries
- tall electrolytic capacitors

## RANGE (G3)

The control transmitter must be:

1. Located within range of the scoreboard receiver.
  - 500 feet indoors
  - 1,500 feet outdoors.
2. Located within a 180° degree arc in front of the scoreboard receiver to prevent the scoreboard from blocking the signal.

**Note:** *The wireless signal is largely immune to conflicting radio frequency signals from cordless telephones, cellular telephones, microwave ovens and other radio frequency devices. For more information on interference, see [RADIO FREQUENCY INTERFERENCE](#) on page 127.*

## FACTORY PRESETS (G3)

The wireless MP-73/53 control has been programmed at the factory to use the correct scoreboard type, group number and data format as instructed in [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136.

**Note:** *To establish a communication link, the MP-73/53 and the scoreboard must be set to the same group number or group and the scoreboard type must be correct for the scoreboard to function correctly. Refer to [SET SCOREBOARD GROUP NUMBER \(G3\)](#) on page 117, [SET GROUP NUMBER \(G3\)](#) on page 120, or to [SCOREBOARD TYPE](#) on page 137.*

## CONNECTING TO THE SCOREBOARD (G3)

1. Turn on scoreboard and the MP-73/53. Wait until they finish with their start up sequence.
2. Scoreboard is scanning.
  - a. It displays its **assigned group** under the home and minutes digits. The seconds and visitor digits will also display the **channel** associated with the group that it is currently scanning.
  - b. It will scan for a control transmitting in the **assigned group**.
  - c. If it does not find its **assigned group**, then it will scan for the **alternate group**.
  - d. If after two (2) minutes and the scoreboard does not find a signal, then all the digits are blanked while it continues to scan.
3. Scoreboard finds and locks-on to **assigned group** or **alternate group**.
  - a. When the scoreboard is properly receiving data from the wireless MP-73/53, it will display the scoring data: time, score, fouls etc.
  - b. If the scoreboard locks-on to the **alternate group**, it will check periodically if its **assigned group** is transmitting. If it finds its assigned group, then it will leave it's alternate group and lock on instead to its **assigned group**.
4. If the scoreboard loses the signal, or if the signal is intermittent, the scoreboard or timer will hold its last transmission for a few seconds and re-scans. See 2 above.

**Note:** For additional information refer to [VIEWING YOUR G3 TRANSMITTER](#) settings on page 120 or [WIRELESS TROUBLESHOOTING \(G3\)](#) on page 127.

## SCOREBOARD G3 SETTINGS

### SET SCOREBOARD GROUP NUMBER (G3)

**Warning:** *Changing the scoreboard type or group number setting on the MP-73/53 control or scoreboard may cause you to lose the ability to communicate with the scoreboard. To maintain communication, the scoreboards and controls must be set to the same group number or group.*

There are two (2) methods to set the scoreboard group number.

- **WIRELESS METHOD** below.
- **DIRECT CONNECTION METHOD** on page 118.

#### WIRELESS METHOD

The following method will change the **group number** of the scoreboard via wireless method.

1. Turn on the MP-73/53 and establish communication with the scoreboard.
2. Press **SHIFT** + **BAT/RF** buttons and hold down for at least 6 seconds and release when it displays **ENTER PASS CODE**.
3. Type the following **7** **4** **5** **6** **ENTER**.
4. When the control displays **SCBD GROUP #**, type the new **group number** and press **ENTER**.
  - a. Wait about 30 seconds until all scoreboards in communication with the control begin to display their scoreboard order. The number will display in the seconds field.
  - b. Select which scoreboard will receive the new **group number** by typing the desired scoreboard number (1, 2, 3, 4, 5, or etc...) and press **ENTER**.
  - c. The scoreboards will reboot and display their assigned **group number**.
5. If additional scoreboards need to be changed, repeat steps 2 thru 4 above.

## DIRECT CONNECTION METHOD

The direct connection method is intended for the factory, servicing dealers, and help desk.

Simply connect the transceiver to the MP-73/53 and the **scoreboard type** and **group number** is set automatically.

1. Set MP-73/53 to required **scoreboard type** and **group number**.  
**Note:** For instructions on how set the scoreboard type; refer to **PROGRAMMING THE SYSTEM SETTINGS** on page 136.
2. Turn off MP-73/53.
3. Plug transceiver direct into MP-73/53 5-pin transceiver connector.
  - a. Turn on MP-73/53 and wait at least 5 seconds or when you see the amber light on the transceiver.
  - b. Turn off MP-73/53 and unplug the transceiver from the MP-73/53.
  - c. Install the transceiver in the scoreboard.
4. If additional transceivers need to be changed, repeat steps 2 and 3.

## SET SCOREBOARD TYPE (G3)

This is an alternate wireless method to remotely set the scoreboard type without having to remove the transceiver from the scoreboard.

1. The scoreboard and control must be preset to the same group or group number.
2. Turn on scoreboard and control.
3. Press **SHIFT** + **BAT/RT** buttons and hold down for at least 6 seconds.  
Release when it displays **ENTER PASS CODE**.
4. Type the following sequence **1** **5** **0** **7** **ENTER**.
  - a. When the control displays **SCBD MODEL #**, enter the two digit **scoreboard type**. To determine the scoreboard type, refer to **BOARDS SUPPORTED** on page 141.
  - b. The scoreboard will re-start and display its scoreboard number in the seconds digits.
  - c. When the control displays **ENTER SCBD #**, type the scoreboard number and press **ENTER**. The scoreboard will reboot.



## DISPLAY THE SCOREBOARD TYPE (G3)

The following steps will send a command to the scoreboard to momentarily display the **scoreboard type**.

1. Turn on the MP-73/53.
2. Press **SHIFT** + **BAT/RF** buttons and hold down for at least 6 seconds and then release when it displays **ENTER PASS CODE**.
3. Type the following sequence: **2** **1** **6** **5** **ENTER**.

The scoreboard will display its board type in the seconds digit field for 3 seconds while the control displays **Displaying- Board Type!** for 3 seconds.

## RECEIVER CARD LOCATION (G3)

The receiver card is located in the processor mounting area of scoreboards equipped with the wireless option.

## DISPLAY SCOREBOARD TRANSCIEVER SOFTWARE VERSION (G3)

The following steps will send a command to the scoreboard to display the software version of scoreboard's transceiver on the scoreboard.

1. Turn on the MP-73/53.
2. Press **SHIFT** + **BAT/RF** buttons twice and it displays **ENTER PASS CODE**.
3. Type the following sequence: **3** **8** **1** **9** **ENTER**.

For three (3) seconds the scoreboard show its transceiver software version in the minutes and seconds digit fields while the controls shows **Displaying- Software Version**.

## CONTROL G3 SETTINGS

### VIEWING YOUR G3 TRANSMITTER SETTINGS

Turn on the MP-73/53 control. The following information will display briefly:

- **Brd ##** – the scoreboard type.
- **Group ###** – the group number.
- **MP-70** or **MP-50** – the model number of the controller.
- **VER.#.##** - the firmware version of the controller.

### SET SCOREBOARD TYPE (G3)

Setting the MP-73/53 **scoreboard type** will automatically set the default **group number**. For instructions on how set the scoreboard type, refer to the section **PROGRAMMING THE SYSTEM SETTINGS** on page 136.

### SET GROUP NUMBER (G3)

1. Turn on the MP-73/53.
2. Press **SHIFT** + **BAT/RF** buttons and hold down for at least 6 seconds and release when it displays **ENTER PASS CODE**.
3. Type the following sequence **9** **6** **3** **2** **ENTER**.
4. When it displays **CONTROL GROUP #**, type in desired group number then press **ENTER**.

**Note:** Additional information on the group number for your scoreboard model is found in section **BOARDS SUPPORTED** on page 141.

5. Turn off power to the MP-73/53, wait a moment and turn on power to the MP-73/53.

## RESET TO FACTORY G3 SETTINGS

1. Turn on the MP-73/53.
2. Press **SHIFT** + **BAT/RF** buttons and hold down for at least 6 seconds and release when it displays **ENTER PASS CODE**.
3. Type the following sequence **3** **2** **1** **4** **ENTER**. It displays **Defaults Entered** to confirm that the control has been reset to factory default settings.

## GENERAL G3 WIRELESS OPERATING GUIDELINES

- Maintain a clear, unobstructed line-of-sight between the control antenna and the receiving units.  
Refer to **SETTING UP THE G3 WIRELESS CONNECTION** on page 114 for more information).
- If more than one control and scoreboard is in use at a facility and if they are to operate independently, then set each control and scoreboard combination to their own dedicated **group number**.

**Warning:** *Avoid setting more than one control at a time to the same group number as this will cause the scoreboard(s) to malfunction.*

**Note:** *Trans-Lux Fair-Play can arrange a recommended radio frequency group/channel plan for your site. Contact your sales representative for a group/channel plan.*

For more information, see **AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS (G3)** on page 122.

- The scoreboard or shot timer lamp driver circuit card can accommodate either conventional control wire hookup or wireless radio receiver and can accept both data transmission methods simultaneously.

## OPERATING G3 WIRELESS UNDER SPECIAL CIRCUMSTANCES

The following sections will give you pointers on setting up and operating the MP-73/53 control under special circumstances you may encounter.

### MIXING WIRELESS & CONVENTIONAL CABLE HOOKUPS (G3)

The controller is capable of a wired connection to one (1) scoreboard while wireless connection to G3 scoreboards.

To use conventional control wire with a scoreboard, first disconnect the wireless receiver from the lamp driver card. Conversely, before using a wireless link, disconnect the conventional control wire from the lamp driver card.

On **indoor scoreboards**, lamp driver and radio receiver cards are both located behind the scoreboard **HOME SCORE** window or shot timer **SECONDS** window. On **outdoor scoreboards**, the lamp driver and radio receiver cards are located behind a service access door adjacent to the disk antenna.

### AVOIDING POTENTIAL PROBLEMS WITH MULTIPLE CONTROLS (G3)

If operating multiple wireless scoreboards with multiple controls, then every scoreboard and control must be assigned and set to their own group number.

- Do not set more than one control to the same group number.
- You can set multiple scoreboards to the same group number

If two or more controls are located within each other's range and are set to the same group number then they will produce competing signals.

## POWER-UP SEQUENCE FOR MULTIPLE CONTROLS

Turn on all scoreboards and controls. Scoreboards will lock-on to controls transmitting in the assigned group number or to the alternate group number.

## TWO SCOREBOARDS TO SINGLE CONTROL

Each pair of scoreboard-and-control was assigned their own **group number** from the same scoreboard type.

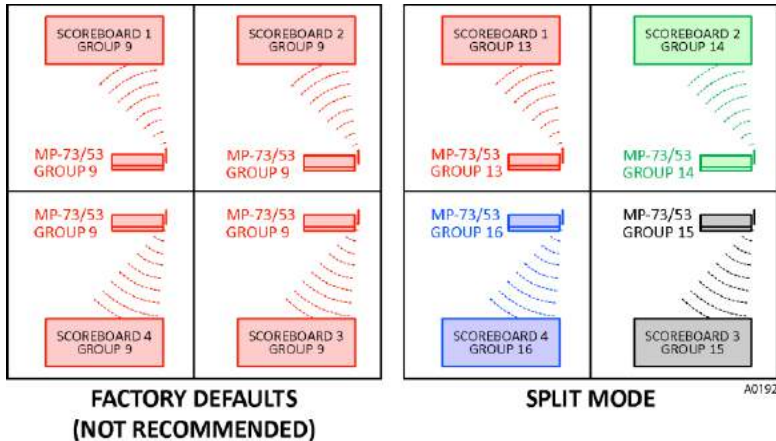
- **Split Mode** – turn on both scoreboards and controllers. Each scoreboard is controlled by a control with the matching **group number**.
- **Single Mode** – turn off one of the controls. The scoreboard assigned to that **group number** will scan and lock on to the control transmitting the same scoreboard type.

## FOUR (4) CONTROLS FOR FOUR (4) SCOREBOARDS

Set up four (4) MP-73/53 G3 wireless controls in a sports facility with four (4) basketball scoreboards that need to operate independent of each other but can also be operated by two (2) controls or a single control.

The scoreboards and controls are factory preset to scoreboard type **00** which defaults to **group number 9**. Change the scoreboard and controls to **group numbers 13, 14, 15 and 16**.

1. Turn on all scoreboards and turn off all controls. The scoreboards will display its current group number.



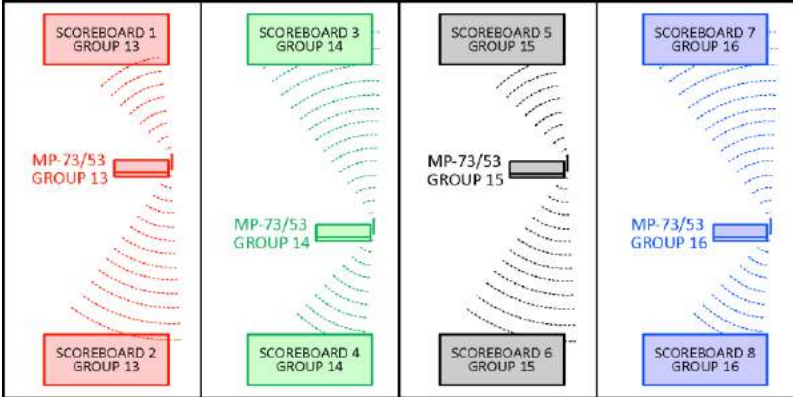
2. Change scoreboard then the MP-73/53 group number.
  - a. To change the scoreboard, refer to **SET SCOREBOARD GROUP NUMBER (G3)**, **WIRELESS METHOD** on page 117.
  - b. To change the MP-73/53, refer to **SET GROUP NUMBER (G3)** on page 120.
  - c. Repeat steps **a** and **b** above for remaining scoreboard and MP-73/53 combinations.

### MULTIPLE COURTS TO SINGLE CONTROL

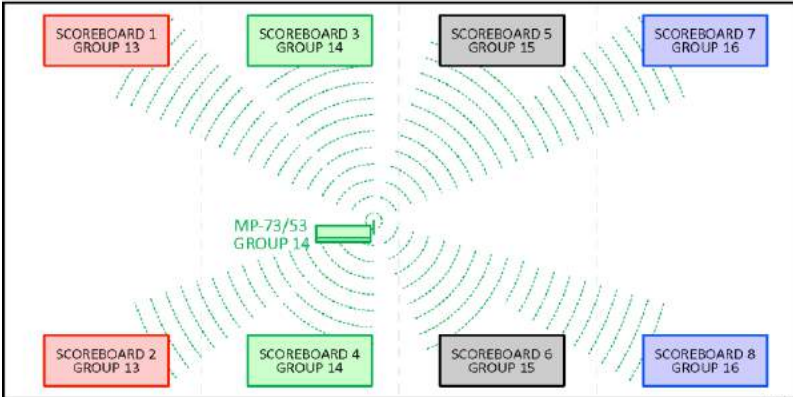
Each court has two scoreboards and one control and each court is assigned their own **group number** from the optional **group 13, 14, 15 and 16**.

- **Split Control Mode** – each court has two scoreboards controlled by one controller. Turn on all controls.
- **Single Control Mode** – turn off all MP-73/53 controls except for one.

Each scoreboard will scan and lock-on to the primary **group number**. If primary group number is not available it will scan for the next **group number** within the group.



SPLIT MODE



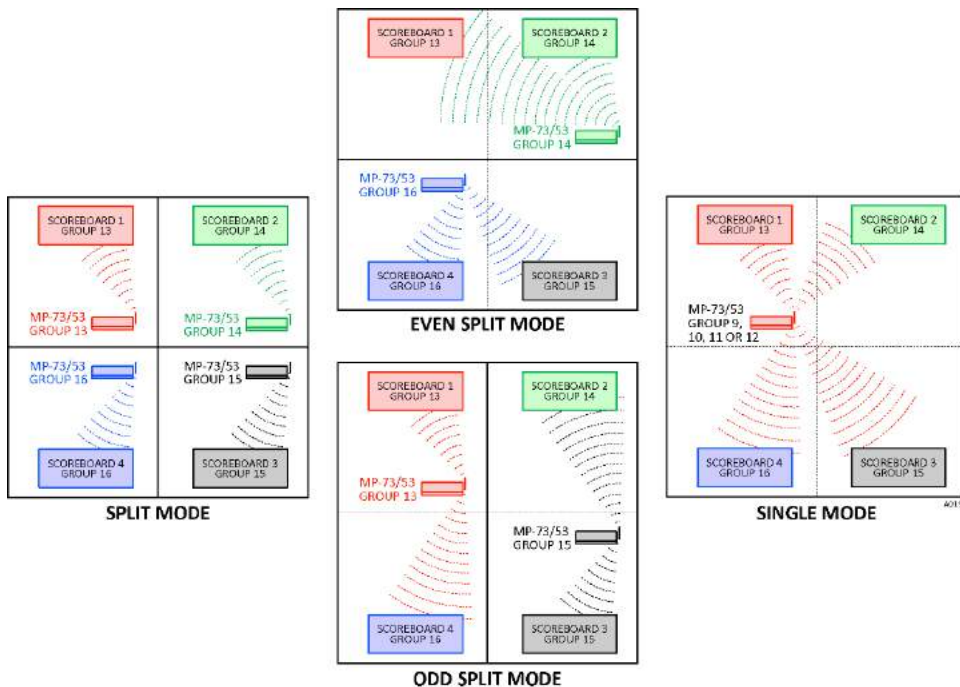
SINGLE MODE

A0193

## MULTIPLE COURTS TO SPLIT OR SINGLE CONTROL

Each of the scoreboard and control pairs was assigned their own **group number** from the same **group**.

- **Split Mode** - turn on all scoreboards and controllers. Each scoreboard is controlled by a controller with the matching **group number**.
- **Even Split Mode** - turn off controls that were set to odd **group numbers**. The scoreboards that are set to odd **group numbers** will then scan and lock-on to the remaining controls transmitting in even **group numbers**.
- **Odd Split Mode** - turn off controls that were set to even **group numbers**. The scoreboards that are set to even **group numbers** will scan and lock-on to the remaining controls transmitting in odd **group numbers**.
- **Single Mode** – turn off three (3) controls but keep one control on. All scoreboards will scan for the next available control within their group and lock-on to the only remaining control that is still transmitting.





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## WIRELESS TROUBLESHOOTING (G3)

The following section suggests possible solutions to problems you may encounter, including radio frequency interference, or other radio transmission problems.

### RADIO FREQUENCY INTERFERENCE (G3)

Under normal circumstances, other wireless signals, such as a nearby cellular phone relay tower, should not jam the wireless MP-73/53 during a sporting event. The control's radio signal is transmitted across a wide bandwidth using Spread Spectrum Technology - regardless of what channel or transmit mode your control is set to. Spread Spectrum Technology provides a high level of reliability, and is designed to hinder interference effects from cellular phones, cordless devices, microwaves and other Radio Frequency devices, as well as provide security from signal jamming.

However, wireless reception capability can be affected by unrelated Radio Frequency traffic in the area. As "stray" signals increase, reception range may decrease.

In the unlikely event that you think you are experiencing Radio Frequency interference, we recommend that you first change **group numbers**, which should eliminate any problems. Contact the Trans-Lux/Fair-Play Help Desk for assistance.

***Note:** The Federal Communications Commission (FCC) has certified that Fair-Play's wireless MP-73/53 device will not cause harmful interference to other FCC-approved equipment.*

## SCOREBOARD NOT PICKING UP RADIO SIGNAL (G3)

If a scoreboard or shot timer is having difficulty locking onto the radio signal, try the following:

1. Make sure the control's antenna is in the upright position, with an unobstructed line of sight to the scoreboard.
2. Relocate the control closer to the scoreboard.
3. Shut off the control and scoreboards and/or shot timer power for 20 to 30 seconds, then turn them back on.
4. Make sure the control and scoreboard are programmed to the same group number or group set. Refer to **SET SCOREBOARD GROUP NUMBER (G3)** on page 117 and **SET GROUP NUMBER (G3)** on page 120.
5. If there has been no response to any of these possible fixes, Fair-Play recommends that you run the scoreboard with a conventional data cable for the duration of your game until you have more time to determine the cause of the problem.

## FINAL WIRELESS CONTROL CONSIDERATIONS (G3)

- In facilities that have more than one wireless scoreboard, assign a particular control for use with a particular scoreboard and apply identification labels for each control.
- Keep a record of the group numbers on which the scoreboard's receivers are set, and document the scoreboard Fair-Play model number. This is especially useful for facilities that have more than one scoreboard, and speeds up service processing if you should require future assistance. (For more information, see **GETTING HELP** on page 6.
- For periods of extended system inactivity, such as a school holiday or overnight, shut off power to all scoreboards, timers and controls. This will extend product life and increase the safety margin, should servicing be necessary.

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# BATTERY OPTION

*Note: This section of the manual applies to MP-70/50 or MP-73/53 controls with firmware version 3.07 or higher.*

The battery option, available on both MP-70/50 standard and MP-73/53 wireless controls, provides an on-board power source that virtually eliminates the need to plug the control into an AC-voltage outlet to operate a scoreboard. Either the battery charger or USB power can be used to recharge the battery. When the battery option is combined with the wireless option, the MP-70/50's versatility is significantly enhanced.

The new battery pack, which is housed inside the control, is a rechargeable 10,000mAh Lithium Ion (Li-ion) battery cell assembly that has been exclusively designed and packaged for use in MP-70/50 Series controllers.

To maximize battery life, observe operating, recharging, storing recommendations and precautions, which are outlined in the remainder of this chapter. With proper care, the battery should provide years of service.

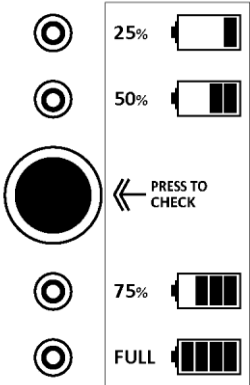




## LED POWER METER

- The LED Power Meter for the battery is located on the top of the control.
- MP-70/50 Wired – the LED Power Meter will turn on momentarily when the control is powered up or when the power level button is pressed.
- MP-73/53 Wireless – the LED Power Meter remains on when the control is powered up.
- The battery powers down automatically if the control is turned off.

**Caution!** *If the LED Power Meter does not light up when you turn on the control, or press the Power Meter Button, or if the first LED flashes, then recharge the battery. Please refer to Micro USB Charging Port on page 131.*

### REMAINING TIME OF OPERATION

The actual hours of remaining battery power depends on whether the control is wireless or wired directly, the type of game being played, and the type of board in use. For example: board types 5 through 12 process larger amounts of data, which consumes more power.

Approximate Remaining Time of Operation				
LED Power Meter	Indicator	Charge Level	Wireless Control	Wired Control
 <p>25% </p> <p>50% </p> <p>75% </p> <p>FULL </p> <p>← PRESS TO CHECK</p> <p style="font-size: small;">A0945 • VER. 1506.06</p>	1 Flashing	5% Critical	39 Minutes	2 Hours
	1 ON	25%	3.25 Hours	10 Hours
	2 ON	50%	6.50 Hours	20 Hours
	3 ON	75%	9.75 Hours	30 Hours
	4 ON	100%	13 Hours	40 Hours

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## POWER METER BUTTON

**Caution!** *If the LED Power Meter does not light up when you turn on the control, or press the Power Meter Button, or if the first LED flashes, then recharge the battery. Please refer to Micro USB Charging Port below.*

The Power Meter Button is located on the top of the MP-70/50 control between the four LED Power Meter indicators.

If the LED Power Meter is off, then press the button to momentarily display the LED Power Meter.

## MICRO USB CHARGING PORT

**Caution!** *Do not charge the battery while the MP-70/50 control is ON and in use during a game. Doing so may shut down the control and cause an interruption during the game.*

The Micro USB Charging Port is located on the back of the MP-70/50.

### TO CHARGE THE BATTERY

1. Set the power switch located on the control's back panel to OFF.
2. Connect one end of the charging cable to the Micro USB Charging port.
3. Connect other end of cable to charger.
4. Plug the charger to a 120VAC wall outlet.
5. When recharge cycle is complete, unplug the charging cable from the Micro USB Charging Port, and unplug the charger from the wall outlet.

## CHARGING TIME

**Caution!**      ***Use only the approved charger supplied with your equipment. Use of a higher ampere rated USB adapter is not recommended as it may damage or overheat the battery.***

The battery can be charged from a USB source but it may take longer to charge the battery.

Charge the battery control in a dry location with an ambient temperature between +32°F and +104° F (0° C to +40° C). To prevent possible damage to the charger, the control and/or battery pack, never charge a control in temperatures exceeding +104° F (+ 40° C). Extreme hot or cold temperatures will affect the battery's ability to charge or operate correctly, so allow the battery to warm up or cool down as necessary before charging or using. Optimal battery life is achieved when used or charged at temperatures between +68°F and +86° F (+20°C and +30°C).

## BATTERY ROUTINE MAINTENANCE

The battery pack supplied in the MP-70/50 control has been factory conditioned and maintained for peak performance. To keep the battery in top condition and maximize its life and charging capacity, take some time to get acquainted with - and abide by - the following care and safety recommendations:

- Operating ambient temperature range: 0° F to +140° F. (-17.7° C to +60° C)
- Fully charge the battery control once before using it for the first time, or when it is brought out of extended off-season storage.
- Turn the control off after every use.
- Though the battery can be charged and discharged hundreds of times, it will eventually wear out. Battery pack replacement is recommended when the operating time between charges becomes noticeably shorter than usual.

## BATTERY STORAGE

If the control is not going to be used for extended periods of time, such as during a sport's off-season, then fully charge the battery before putting it away for storage. Charge the battery once every three months during long-term storage.

It is normal for battery controls to self-discharge over time, even when they are switched off. The rate of self-discharge is dependent upon temperature, which means that the battery will discharge faster in higher temperatures. The battery can be stored in temperatures between -40° to +140° F (-40°C to +60°C), but its optimal storage ambient temperature range is +55°F to +90° F (12.7°C to 32.2°C) and optimal relative humidity of 50 percent.

## BATTERY CONTROL SAFETY AND PRECAUTIONS

- Use only the specified charger or equipment for the charging function. Never modify the specified charger.
- Do not modify the MP-70/50 battery control's electronics or wiring.
- Do not disassemble or modify the battery pack.
- Never use a damaged or worn out charger or battery. Periodically inspect the charger for signs of wear or damage.
- Keep the battery control and battery pack dry.
- Keep the battery control away from fire or other sources of extreme heat. Overheated battery packs can expand, or burst and explode.
- Never short-circuit the battery pack terminals. This could cause the battery pack to overheat and burst, or explode.
- Do not expose the battery control to temperatures above +140° F (+60°C), such as in a car parked in the sun, or under direct sunlight. If you must use your control on hot, sunny days, try to keep it in a shaded area, such as a baseball dugout or football press box.
- Never dispose of the battery pack in fire. Also disposing of Li-ion batteries in household or business trash containers may be prohibited in some areas. Consult and comply with local ordinances for approved disposal or recycling procedures.
- Do not expose the battery control to excessive physical impact.
- Never use the battery pack in any other device or for any other purpose.

# LOCK/UNLOCK MODE

The Lock Mode is used to prevent unauthorized changes to the System Settings or Configuration Settings.

If the MP-70/50 control has been locked, then you must first unlock it before you can set the System Settings or Configuration.

The Lock/Unlock Mode requires the user to create and use the same 4-digit code to lock or unlock the MP-70/50 control.

## LOCK THE CONTROL

Follow the instructions to lock the control.

1. Turn off the MP-70/50 control.
2. Press and hold **SHIFT** **+1** keys while turning on the MP-70/50. Wait until **CONTROL UNLOCKED** appears on the screen before releasing keys.
3. Press **YES** to continue to lock the control.
4. Create a 4-digit code (0-9) to lock the control. Press [4-digit code] **#** **#** **#** **#** and **ENTER**.

**Important Note:** Remember the 4-digit code as it will be required to unlock the control.

5. The control is locked.

## FEATURES NOT LOCKED

- New Game Clear

## LOCKED FEATURES

- Enter/Exit Relay Mode
- Enter/Exit Segment Timer Mode
- Enter Test Mode
- Load/Edit/Delete Configuration Mode
- Enter System Settings
- Enter Sport Configuration Mode
- Enter MP50 Mode
- Change G2 Radio Settings
- Enable/Disable Radio Handswitch for Clock G3
- Enable/Disable Radio Handswitch for Timer G3



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## UNLOCK THE CONTROL

Follow the instructions to unlock the control.

1. Turn off the MP-70/50 control.
2. Press and hold **SHIFT** **+1** keys while turning on the control. Wait until **CONTROL LOCKED** appears on screen before releasing keys.
3. Press **YES** to continue to unlock the control.
4. Unlock the control by using the same 4-digit code (0-9) used to lock the control. Press [4-digit code] **#** **#** **#** **#** and **ENTER**.
5. The control is unlocked.

# PROGRAMMING THE SYSTEM SETTINGS

**Note:** *The control must be in Unlocked Mode before you can change the System Settings or Configuration Settings. Refer to [LOCK/UNLOCK MODE](#) on page 134.*

Under normal circumstances, you should not have to change the System Settings configuration of your MP-70/50, as this is normally done at the Fair-Play factory. Also, the control has a memory circuit that retains game information in case of loss of power.

However, you may need to change the SYSTEM SETTINGS under certain situations. A typical reason why the System Settings would need to be changed is if some change occurs in the display system hardware. For example, if you connect a baseball scoreboard to an MP-70/50 that you have been using to run a football scoreboard, you need to adjust both the system and sport-specific settings. Otherwise the game data cannot be correctly displayed on the baseball scoreboard, because the control is still configured to run the football scoreboard.

The MP-70/50 has two programming levels: SYSTEM SETTINGS and CHANGE SPORT. The SYSTEM SETTINGS, which is explained in this chapter, allow you to configure the MP-70/50 for use with your particular Fair-Play scoreboard display systems.

The MP-70/50 system settings allow you to do the following:

- Specify the type of scoreboard you are using.
- Send data to the scoreboard in either MP-69 or MP-70 format.
- Choose a 12-hour or 24-hour time of day clock.

The CHANGE SPORT level allows you to set the MP-70/50 to monitor and update game statistics for a particular sport. Details about CHANGE SPORT are located under [SELECTING AND CHANGING SPORTS](#) on page 145.

**Note:** *If the SYSTEM SETTINGS are incorrect, prompts in CHANGE SPORT may not correlate to the scoreboard model you are trying to operate and unexpected or undesired control or scoreboard behavior could result.*

## PROGRAMMING SEQUENCE

Initial control programming needs to be performed in the following sequence:

1. SYSTEM SETTINGS programming. Follow instructions on the following pages.

**Note:** Your control may already be programmed with a preset configuration. See **CONFIGURATIONS** on page 157 to load an existing configuration.

2. CHANGE SPORT programming. Follow instructions under **SELECTING AND CHANGING SPORTS** on page 145.

**Note:** Always reset the control for a new game after changing any of the SYSTEM SETTINGS or CHANGE SPORT settings. Follow instructions under **NEW GAME** on page 20.

## ADJUSTING SYSTEM SETTINGS

Follow these steps to adjust the system settings:

1. Turn off the MP-70/50.
2. Press and hold the zero **0** key while turning on the MP-70/50.

### SCOREBOARD TYPE

The MP-70/50 must be properly configured for the type of scoreboard it is controlling. The SCBD TYPE prompt indicates the scoreboard type currently selected. In the example shown, the current scoreboard type number is 7.

**Note:** The MP-50 operates scoreboard types 00, 25-32, and 36 only. See **BOARDS SUPPORTED** on page 141 for more information.

If you want to keep the current setting, press **SHIFT** + **NEXT**. Otherwise, locate the scoreboard type number for your scoreboard listed under **BOARDS SUPPORTED** on page 141. Enter this number at the SCBD TYPE prompt and then press **ENTER**.

If you do not see your scoreboard model number in the tables listed under **BOARDS SUPPORTED** on page 141, contact the Trans-Lux Help Desk. See **CONTACTING THE HELP DESK** on page 6 for more information.

Some scoreboards offer features that require special equipment in addition to the MP-70/50. For example, electronic team names (MP-70 only) or a time of day clock require additional equipment.

## SYSTEM SETTINGS FOR BASEBALL

The following two-page section describes features found on Baseball scoreboards 31, 33, 34, 35 and 39. The features are shown in order of appearance. If you do not have these scoreboards, skip to **MP-70 AND MP-69 DATA OUTPUTS** on page 139.

### SETTINGS FOR BASEBALL BOARD TYPE 31 & 35

- Press  **YES** at the 4 DIGIT CLOCK prompt only if you have an MP-7200 scoreboard, then proceed to **MP-70 AND MP-69 DATA OUTPUTS** on page 139.
- Press  **NO** if you do not have an MP-7200 scoreboard.

### SETTINGS FOR BASEBALL BOARD TYPES 31, 33, 35 & 39

- Press  **YES** to the AT-BAT prompt if you want to display AT-BAT on your scoreboard. Proceed to **MP-70 AND MP-69 DATA OUTPUTS** on page 139.
- Press  **NO** and the control will default to showing the two-digit clock instead of AT-BAT. Proceed to **MP-70 AND MP-69 DATA OUTPUTS** on page 139.

### SETTINGS FOR BASEBALL BOARD TYPE 34

If board type 34 has been entered, the prompt shown below appears next in the sequence of programming questions.

- Press  **YES** to NEW H&E DIG prompt if you want to send 12 segment data to the Hit and Error digit displays.
- Press  **NO** to NEW H&E DIG prompt if you want to send 8 segment data to Hit and Error digit displays.

### SETTINGS FOR BASEBALL BOARD TYPES 34, 35 & 39

To display pitch speed on your scoreboard, you will need a Jug's Speed gun (model HTRCR-1K) and a Jug's cable (model R7010) or a Stalker Pro II Speed Sensor. Your MP-70 control will also need to be enabled for this feature. This is done at the factory. Consult your Fair-Play dealer for details.

- Press  **YES** if you want to enable pitch speed.
- Press  **NO** if you do not want to enable pitch speed.

### SETTINGS FOR BASEBALL BOARD TYPES 34 & 35

If you answered  **YES** to PITCH SPEED prompt, then this will trigger the 2 DIGIT CLK prompt.

- Press  **YES** if you want to enable 2 Digit Clock.
- Press  **NO** if you do not want to enable 2 Digit Clock.

### MP-70 AND MP-69 DATA OUTPUTS

Your Fair-Play scoreboard requires data in one of two formats: MP-70 or MP-69.

- MP-69 is a data format developed in 1984, and still in use in some incandescent-light scoreboards.
- MP-70 is the current data format and was developed in 1998.

**Note:** The tables listed under **BOARDS SUPPORTED** on page 141 indicate which data format your scoreboard model requires.

**Note:** Although Trans-Lux sells an MP-70 control, it is important to note that in this instance, "MP-70" also refers to a protocol used by your controller to communicate with the scoreboard. Hence, the MP-30 control uses the MP-69 or the MP-70 data transmission method to communicate with your scoreboard.

The MP-70/50 can provide data in either format. The prompts shown above allow you to specify which data format each output connector provides. If the MP-70/50 is controlling multiple scoreboards, be sure you know which output connector drives each scoreboard before changing these settings. Respond with **YES** to set the output to MP-69 data, and **NO** to set the output to MP-70/50 data. Connector one is automatically configured for MP-70/50 data on wireless controls, so the CONN.1 prompt will not be displayed.

**Note:** *The wireless connection cannot transmit data in the MP-69 format. If you are using a wireless M-70/50 to control a scoreboard that requires MP-69 data, configure the output connectors to transmit MP-70 data. A convertor box at the scoreboard converts this data to the MP-69 format.*

If you press **YES** at the CONN3&4,MP69 prompt, the CLK AT TIMER prompt appears. If you are using shot timers that have a built-in game clock, press **YES**. Otherwise, press **NO**.

If your MP-73/53 is equipped with the wireless option and you pressed **NO** at the CONN3&4,MP69 prompt, the RADIO@TIMER prompt appears. If you are using wireless shot/field timers, press **YES**. Otherwise, press **NO**.

If CONNS 1 & 2 are both set to MP-69 data, you will not be given the TEAM NAME prompt. Otherwise the TEAM NAME prompt will appear as shown above. If your scoreboard is equipped with team name displays and you wish to activate this function, press **YES**. Otherwise, press **NO**. The team name entry procedure is described at [TEAM NAMES](#) on page 79. (Recall that the team names function is not available on the MP-50 control).

## TIME OF DAY CLOCK

This prompt allows you to choose between a 12-hour or 24-hour time of day clock. Press **YES** for a 24-hour clock or **NO** for a 12-hour clock.

## EXITING SYSTEM SETTINGS

Respond **YES** to the prompt above to exit SYSTEM SETTINGS. Press **NO** to start over at the SCBD TYPE prompt.

## BOARDS SUPPORTED

- Setting the scoreboard type also sets the default group number — indicated by an asterisk (\*).
- When assigning a group number, select from the same scoreboard type.
- Each group number has its own default channel.

*Note: MP-70 with 69 data protocol will only run older scoreboards built approximately in 1984-1999.*

*The board type is listed on a label near the driver circuit boards inside the scoreboard. Custom scoreboard models are not included in this list.*

Board Type	Scoreboard*		G3 Wireless Group [Channel]				
	MP-50 Compatible	MP-70 Compatible	Default	Option	Option	Option	Option
00	BB-1500, HK-1600, BB-1600, HK-1700, BB-1700, HK-1800, BB-1800, PS-1400, BB-1851, PSO-6900	BB-1500, HK-1600, BB-1600, HK-1700, BB-1700, HK-1800, BB-1851, PS-1400, BB-1900, PSO-6900, BB-3600,	9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
01	-	BB-1520, BB-3620, BB-1620, BB-3660, BB-1640, HK-1660, BB-1660, HK-1760, BB-1850, MP-1400	9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
02	-	BB-1610, BB-1670, WR-1400, BB-1680, WR-1599 BB-3620, BB-3660,	9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
03	-	BB-1630, BB-1730	9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
04	-	BB-1720, BB-1722, VB-1611 BB-1760, BB-1770,	9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
05	-	BB-1635, BB-1735, BB-1855, BB-1860,	9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
06	-	BB-1625, BB-1645, BB-1665	9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-

Scoreboard*				G3 Wireless Group [Channel]				
Board Type	MP-50 Compatible	MP-70 Compatible		Default	Option	Option	Option	Option
07	-	BB-1615, BB-1675, BB-1685		9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
08	-	BB-1725, BB-1765, BB-1775		9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
09	-	BB-1636, BB-1736		9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
10	-	BB-1626, BB-1646, BB-1666, BB-1966, BB-2666		9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
11	-	BB-1616, BB-1676		9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
12	-	BB-1726, BB-1766, BB-1776, BB-3766		9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
13	-	HK-1650, HK-1655, HK-1750,	HK-1755, HK-1670	25* [3], 26 [4]	27 [5], 28 [6]	-	-	-
14	-	HK-1770, HK-1780, HK-1790, HK-1870,	HK-1880, HK-1885, MP-1651-4	25* [3], 26 [4]	27 [5], 28 [6]	-	-	-
15	-	MP-89088-2		1* [0]	2 [1]	3 [2]	4 [3]	5 [4], 6 [5], 7 [6], 8 [0]
16	-	-		-	-	-	-	-
17	-	-		9* [1], 10 [2]	11 [3], 12 [4]	13 [5], 14 [6], 15 [0], 16 [1]	-	-
18	-	-		-	-	-	-	-
19	-	-		-	-	-	-	-
20	-	HK-8216		25* [3], 26 [4]	27 [5], 28 [6]	-	-	-



Scoreboard*				G3 Wireless Group [Channel]				
Board Type	MP-50 Compatible	MP-70 Compatible		Default	Option	Option	Option	Option
21	-	SC-1728, SC-1768,	SC-8124LA	37* [1]	38 [2]	39 [3]	40 [4]	-
22	-	SC-8124, SC-8424		37* [1]	38 [2]	39 [3]	40 [4]	-
23	CL-1031, FB-8120 series, FB-8127 series, FB-8132 series, SC-8120, MP-8114 MP-8116 MP-8124	CL-1031, FB-8120 series, FB-8127 series, FB-8132 series, FB-8318 series, SC-8120, MP-8114, MP-8116, MP-8124, FB-8126, FB-8218TK		1* [0]	2 [1]	3 [2]	4 [3]	5 [4], 6 [5], 7 [6], 8 [0]
24	-	FB-8136 series, FB-8145 series		1* [0]	2 [1]	3 [2]	4 [3]	5 [4], 6 [5], 7 [6], 8 [0]
25	FB-8114, FB-8218	FB-8114, FB-8218		1* [0]	2 [1]	3 [2]	4 [3]	5 [4], 6 [5], 7 [6], 8 [0]
26	FB-8218TK	FB-8218TK		1* [0]	2 [1]	3 [2]	4 [3]	5 [4], 6 [5], 7 [6], 8 [0]
27	MP-7108	MP-7108, MP-8109, MP-8114, MP-8116, MP-8124		73* [6]	74 [5]	75 [4]	-	-
28	MP-7109, MP-7109T4, MP-7114	BA-7109T-2 w/PC, MP-7109, MP-7109T4, MP-7114, MP-7114PC		73* [6]	74 [5]	75 [4]	-	-
29	BA-7109CL	BA-1895, BA-7109CL		74* [5]	73 [6]	75 [4]	-	-
30	BA-7109T, MP-7114J,	BA-7109C, BA-7109T,	MP-7114J	75* [4]	73 [6]	74 [5]	-	-
31	BA-7200, BA-7200AB, BA-7200T, BA-7209MP, BA-7216, BA-7209	BA-7116, BA-7200, BA-7200AB, BA-7200PC, BA-7200T, MP-7200, BA-7209, BA-7209CL, BA-7209MP		29* [0]	30 [1]	31 [2]	32 [3]	-

Scoreboard*			G3 Wireless Group [Channel]				
Board Type	MP-50 Compatible	MP-70 Compatible	Default	Option	Option	Option	Option
32	BA-7100, BA-7109	BA-7100, BA-7109, BA-7109PC	29* [0]	30 [1]	31 [2]	32 [3]	-
33	-	BA-7118, BA-7118MP, TK-89048-2	29* [0]	30 [1]	31 [2]	32 [3]	-
34	BA-1591, BA-1909, BA-7420	BA-7126 series, BA-7127 series, BA-7128, BA-7136, BA-7220 series, BA-7420	29* [0]	30 [1]	31 [2]	32 [3]	-
35	-	BA-7120, BA-7218	29* [0]	30 [1]	31 [2]	32 [3]	-
36	SC-8114	SC-8114	37* [1]	38 [2]	39 [3]	40 [4]	-
37	-	TK-8918 (ver. 1.23T or higher)	1 [0]				
38	-	BA-7136FB	29* [0]	30 [1]	31 [2]	32 [3]	-
39	-	BA-7100B, BA-7200MP, BA-7209MP	29* [0]	30 [1]	31 [2]	32 [3]	-
40	-	SC-8220-2	37* [1]	38 [2]	39 [3]	40 [4]	-
83	-	ST-1410-4, T-818-2, ST-1420-4, T-830-2	-	-	-	-	-

*Note: Scoreboard type 83 for Timers and Shot Timers can only be set via wireless method and does not set a default group number.*

# SELECTING AND CHANGING SPORTS

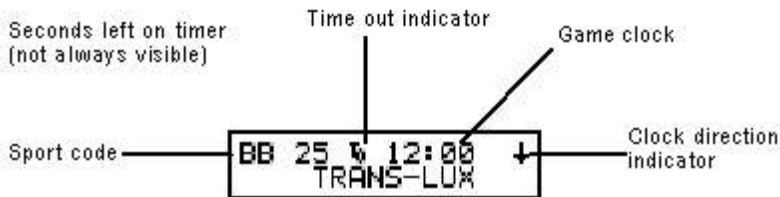
**Note:** The control must be in Unlocked Mode before you can change the System Settings or Configuration Settings. Refer to [LOCK/UNLOCK MODE](#) on page 134.

Under normal circumstances, you should not have to change the sport configuration of your MP-70/50, as the control has a memory circuit that retains game information in case of loss of power.

However, if you do need to change the sport selected for your MP-70/50, make these adjustments only after the SYSTEM level configuration is done. (For more information on changing the system configuration, see [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136.

**Note:** If the SYSTEM SETTINGS are incorrect, prompts in CHANGE SPORT may not correlate to the scoreboard model you are trying to operate and unexpected or undesired control or scoreboard behavior could result.

## SELECTING A SPORT



## SPORT CODES

Following the start up message, a two-letter code representing the sport currently selected appears in the upper-left corner of the LCD display as shown in the figure above.

The two-letter sport codes are listed as follows:

- **BB** – Basketball
- **FB** – Football
- **HK** – Hockey
- **WR** – Wrestling
- **LC** – Lacrosse (board type 21 only)
- **VB** – Volleyball
- **TR** – Track
- **BA** – Baseball

- **SC** – Soccer

To select a different sport, follow the steps described on the following pages. Be sure your scoreboard supports the sport you want to select. In other words, don't try to display football information on a baseball scoreboard unless the scoreboard is capable of doing so!

**Note:** *When initially programming the MP-70/50, or if the display system hardware (scoreboard type) has changed, be sure to configure the SYSTEM SETTINGS before doing anything with the CHANGE SPORT settings. See [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136 for details.*

1. Turn off the MP-70/50.
2. Press and hold the **ENTER** key while turning on the MP-70/50. The following messages appear on the LCD display.
3. Press **YES** if you want to change the settings for the sport currently displayed or press **NO** to select another sport.
4. To change the sport-specific settings, press **YES** at the CONTINUE prompt. Otherwise, press **NO**. See the chapter relating to each sport for information on these sport-specific settings. The table on shown on page 147 will help you locate the appropriate chapter, and the questions detailed within each chapter.
5. When you see the prompt QUIT?,
  - press **YES** if you want to accept the new settings and exit **PROGRAM MODE**
  - press **NO** to select a different sport or go through the questions again.

**Table 1 - Sport Specific Settings**

Sport	Page	Questions	Description
Basketball	23	FIBA RULES? Y/N	Allows you to program the control according to FIBA international basketball rules
Basketball	23	AUTO PER.ADV?Y/N	This feature, which is only used with FIBA rules, allows the control to run a sequence of periods and breaks.
Basketball	23	COUNT DN.CLK?Y/N	Specifies whether the clock counts up or down.
Basketball	23	1/10SEC CLK? Y/N	Displays tenths of seconds in the last minute of play.
Basketball	23	AUTO HORN? Y/N	Programs the control to sound the horn for five seconds at the end of a period.
Basketball	26	CLOCK SET TO? 00	Sets total minutes of game period.
Basketball	23	BREAK SET TO? 00	Sets total minutes of break period.
Basketball	24	O.T. SET TO? 00	Sets total minutes of overtime period.
Basketball	24	BONUS FLS 1T09?	Specifies number of team fouls (between 1 and 9) needed for a bonus.
Basketball	24	MAX. T.FOULS? __	Specifies maximum number of team fouls displayed on the scoreboard.
Basketball	24	T.O.TO SCBD? Y/N	Allows the timeout timer to appear on the scoreboard.
Basketball	24	T.O.TIMER TO? 00	Sets total seconds per timeout for primary or full timeout.

Sport	Page	Questions	Description
Basketball	24	2nd T.O.TIME? 00	Sets total seconds per timeout for secondary or short timeout.
Basketball	24	HORN @ 10SEC?Y/N HORN @ 15SEC?Y/N	During the 2 <sup>nd</sup> (short) timeout, select the setting to sound the horn for 1 second: horn at 10 sec remaining or horn at 15 sec remaining.
Basketball	24	# OF TOLS,1T09?	Sets total number of timeouts allowed.
Basketball	25	TRANS.TIMER? Y/N	Sets the use of the Transparent Shot Clock Timer.
Basketball	25	1/10S TIMER? Y/N	Displays tenths of seconds on the Transparent Shot Clock Timer.
Basketball	25 & 25	SHOT CLK #1? 00 SHOT CLK #2? 00 SHOT CLK #3? 00	Sets the duration of Field Timer clocks 1, 2 and 3.
Basketball	23	FOUL MEMORY? Y/N	Tracks fouls and points by player number, for up to 15 players.
Basketball	25	POINTS MEM.? Y/N	If you have selected the FOUL MEMORY prompt, this tracks points by player number, for up to 15 players.
Basketball	25	ENTER LINEUP?Y/N	If you have selected the FOUL MEMORY prompt, this allows you to enter player numbers.
Football	35	UPDATE YARD? Y/N	Allows the yardage values you enter using the DOWN PLACE, TO GO and BALL ON EVENT keys to appear on the scoreboard automatically.
Football	36	COUNT DN.CLK?Y/N	Specifies whether the clock counts up or down.

Sport	Page	Questions	Description
Football	36	1/10SEC CLK? Y/N	Displays tenths of seconds in the last minute of play.
Football	36	AUTO HORN? Y/N	Programs the control to sound the horn for five seconds at the end of a period.
Football	36	T.O.TO SCBD? Y/N	Allows the timeout timer to appear on the scoreboard.
Football	37	TIMER SET #1? 00 TIMER SET #2? 00	Sets duration (sec) of Field Timer clocks 1 and 2.
Football	37	CLOCK SET TO? 00	Sets total minutes of game period.
Football	37	BREAK SET TO? 00	Sets total minutes of break period.
Football	37	O.T. SET TO? 00	Sets total minutes of overtime period.
Football	37	T.O.TIMER TO? 00	Sets total seconds per timeout.
Football	37	# OF TOLS,1T09?	Sets total number of timeouts allowed.
Football	37	VIDEO CHAR? Y/N	Allow use of video character generator.
Hockey	40	ENT.PEN.TIMESY/N	Option to set up custom penalty times.
Hockey	41	INT.TIMER ON?Y/N	The interval timer specifies sub-segments of times.
Hockey	41	INT. TIME? __:__	Enter the amount of interval times in minutes and seconds.
Hockey	41	10'PEN.SPOTS?Y/N	Allows 10-minute player penalties to appear on 10-minute penalty lights. (For European usage).

Sport	Page	Questions	Description
Hockey	41	COUNT DN.CLK?Y/N	Specifies whether the clock counts up or down.
Hockey	42	1/10SEC CLK? Y/N	Displays tenths of seconds in the last minute of play.
Hockey	42	AUTO HORN? Y/N	Programs the control to sound the horn for five seconds at the end of a period.
Hockey	42	TIMER SET TO? 00	Sets duration (seconds) of field timer.
Hockey	42	T.O.TO SCBD? Y/N	Allows the timeout timer to appear on the scoreboard.
Hockey	42	CLOCK SET TO? 00	Sets total minutes of game period.
Hockey	42	BREAK SET TO? 00	Sets total minutes of break period.
Hockey	42	O.T. SET TO? 00	Sets total minutes of overtime period.
Hockey	42	T.O.TIMER TO? 00	Sets total seconds per timeout.
Hockey	43	# OF TOLS,1T09?	Sets total number of timeouts allowed.
Hockey	43	GL @ CONN3&4?Y/N	Allows goal lights operation from outputs 3 & 4.
Hockey	43	VIDEO CHAR? Y/N	Allow use of video character generator.
Wrestling	50	COUNT DN.CLK?Y/N	Specifies whether the clock counts up or down.
Wrestling	50	1/10SEC CLK? Y/N	Display tenths of seconds in the last minute of play.



Sport	Page	Questions	Description
Wrestling	50	AUTO HORN? Y/N	Programs the control to sound the horn for five seconds at the end of a period.
Wrestling	50	T.O.TO SCBD? Y/N	Allows the timeout timer to appear on the scoreboard.
Wrestling	50	CLOCK SET TO? 00	Sets total minutes of game period.
Wrestling	50	BREAK SET TO? 00	Sets total minutes of break period.
Wrestling	50	O.T. SET TO? 00	Sets total minutes of overtime period.
Wrestling	50	T.O.TIMER TO? 00	Sets total seconds per timeout.
Wrestling	51	INJURY TIME _:_	Sets injury timeout.
Wrestling	51	# OF TOLS,1T09?	Sets total number of timeouts allowed.
Soccer	54	COUNT DN.CLK?Y/N	Specifies whether the clock counts up or down.
Soccer	54	1/10SEC CLK? Y/N	Displays tenths of seconds in the last minute of play.
Soccer	55	AUTO HORN? Y/N	Programs the control to sound the horn for five seconds at the end of a period.
Soccer	55	T.O.TO SCBD? Y/N	Allows the timeout timer to appear on the scoreboard.
Soccer	55	CLOCK SET TO? 00	Sets total minutes of game period.
Soccer	55	BREAK SET TO? 00	Sets total minutes of break period.
Soccer	55	O.T. SET TO? 00	Sets total minutes of overtime period.

Sport	Page	Questions	Description
Soccer	55	T.O.TIMER TO? 00	Sets total seconds per timeout.
Soccer	55	# OF TOLS,1T09?	Sets total number of timeouts allowed.
Soccer	55	VIDEO CHAR? Y/N	Allow use of video character generator.
Volleyball	58	COUNT DN.CLK?Y/N	Specifies whether the clock counts up or down.
Volleyball	59	1/10SEC CLK? Y/N	Displays tenths of seconds in the last minute of play.
Volleyball	59	AUTO HORN? Y/N	Programs the control to sound the horn for five seconds at the end of a period.
Volleyball	59	T.O.TO SCBD? Y/N	Allows the timeout timer to appear on the scoreboard.
Volleyball	59	CLOCK SET TO? 00	Sets total minutes of game period.
Volleyball	59	BREAK SET TO? 00	Sets total minutes of break period.
Volleyball	59	O.T. SET TO? 00	Sets total minutes of overtime period.
Volleyball	59	T.O.TIMER TO? 00	Sets total seconds per timeout.
Volleyball	59	# OF TOLS,1T09?	Sets total number of timeouts allowed.
Volleyball	59	VIDEO CHAR? Y/N	Allow use of video character generator.
Track	63	MT TO CONN2? Y/N	Allows use of FB-8218TK-2 (board type 26) for track.
Track	63	OMEGA POWER?Y/N	Option to use PowerTime hand-held multi-functional timer.

Sport	Page	Questions	Description
Track	64	FINISHLYNX? Y/N	Option to use FinishLynx photo finish and track timing system.
Baseball	68	1 PRESS B50? Y/N	Allows you to increase the ball, strike and out values with a press of the numeric key.
Baseball	68	AUTO SC.TOTAL? Y	Total runs automatically increase when the score by inning increases.
Baseball	68	COUNT DN.CLK?Y/N	Specifies whether the clock counts up or down.
Baseball	68	AUTO HORN? Y/N	Programs the control to sound the horn for five seconds at the end of a period.
Baseball	68	HOUR CLOCK? Y/N	Times a game or event for a period of hours.
Baseball	68	CLOCK SET TO? 00	Sets total minutes of game period.
Baseball	69	PITCH TIMER? Y/N	Allows the use of pitch timer and between innings timer.
Baseball	69	TIMER SET#1? ___ TIMER SET#2? ___	Sets the duration of Field Timer clocks 1 and 2.
Baseball	69	JUGS GUN? Y/N	YES – if using a Jug’s Speed Gun Model HTRCR-1K.
Baseball	69	STALKER GUN Y/N?	YES – if using a Stalker Pro II Speed Sensor.
Lacrosse	75	COUNT DN.CLK?Y/N	Specifies whether the clock counts up or down.
Lacrosse	75	1/10SEC CLK? Y/N	Displays tenths of seconds in the last minute of play.

Sport	Page	Questions	Description
Lacrosse	75	AUTO HORN? Y/N	Programs the control to sound the horn for five seconds at the end of a period.
Lacrosse	75	T.O.TO SCBD? Y/N	Allows the timeout timer to appear on the scoreboard.
Lacrosse	75	TIMER SET TO? 00	Sets duration (sec) of field timer.
Lacrosse	75	CLOCK SET TO? 00	Sets total minutes of game period.
Lacrosse	75	BREAK SET TO? 00	Sets total minutes of break period.
Lacrosse	75	O.T. SET TO? 00	Sets total minutes of overtime period.
Lacrosse	76	T.O.TIMER TO? 00	Sets total seconds per timeout.
Lacrosse	76	# OF TOLS,1T09?	Sets total number of timeouts allowed.

## SAVING A CONFIGURATION

Before returning to normal operation you will be asked to enter a name for the configuration you just entered. The name can be up to 16 characters long.

1. Respond **YES** to QUIT. You will see a portion of the alphabet on the top line of the LCD. The bottom line will read, ENT.CONFIG.NAME.
2. Use the **4** (back) and **6** (forward) keys to move the cursor through the alphabet on the top line until it is under the letter you want.
3. To select a specific letter, press the **5** (next) key.
4. Continue entering letters.
5. Press **ENTER** when name is complete.

The MP-70/50 control will hold up to six different configurations. (See **CONFIGURATIONS** on page 157 to learn how to load a configuration.) If all six locations are full, you will be asked if you would like to overwrite one of the existing configurations. If you respond **YES**, you can then select the one you want to replace.

To save and use a configuration without naming it, press and hold the **SHIFT** key and press **CLR/ESC**. The control will be set for the configuration just entered, but the configuration will not be available on the recall list.

Always reset the control for a new game after changing any of the **SYSTEM SETTINGS** or **CHANGE SPORT** settings. Follow instructions under **NEW GAME** on page 20.

## CHANGING KEYPAD INSERT

After selecting a different sport, you may also need to change the keypad insert. Follow these steps:

1. Locate the pull tab at the far left of the keypad. This tab allows you to remove the insert currently in use.
2. Pull the tab to the left to remove the insert.
3. Locate the insert you want to use. The names of supported sports appear on the tab edge of each insert.
4. Slide the insert into the slot at the left end of the MP-70/50.

**Note:** *There is a pocket on the inside lining of your control case for storage of your keypad inserts. When an insert is not in use, store it in this pocket to prevent loss.*

The chapter titled **COMMON FUNCTIONS** on page 13 discusses certain functions of the MP-70/50 that are common to all sports. In subsequent chapters, you will learn to use the MP-70/50 in specific sports applications.

# CONFIGURATIONS

**Configurations are SYSTEM and SPORT level settings saved by the user.** Loading a configuration will program all settings in both SYSTEM and SPORT levels — which means you can change the control settings quickly and easily without going through the system and sport setting prompts each time you change sport or venue.

**The user must first save a configuration before you can load, delete or edit a configuration.** The controller does not come equipped with factory default configurations. See [SAVING A CONFIGURATION](#) on page 155 for additional information. For help, contact the Trans-Lux Help Desk as instructed at [CONTACTING THE HELP DESK](#) on page 6.

## LOAD A CONFIGURATION

1. Turn off the MP-70/50. Press and hold the **3** key while turning on the MP-70/50.
- 2.

***Note:** If no configurations are in memory, the bottom line of the LCD will show NONE TO LOAD and return to normal operation.*

3. When prompted to LOAD EXISTING CONFIGURATION, press **YES** to continue. Press **NO** to exit.
4. When prompted with THIS CONFIG, press **YES** to select the configuration, or **NO** to scroll to next configuration.

## DELETE A CONFIGURATION

1. Turn off the MP-70/50. Press and hold the **3** key while turning on the MP-70/50.
2. When prompted to LOAD EXISTING CONFIGURATION, press **NO**.
3. When prompted to DELETE ONE CONFIGURATION, press **YES**.
4. When prompted THIS CONFIG?, press **NO** to select another configuration or press **YES** to delete.

## DELETE ALL CONFIGURATIONS

1. Turn off the MP-70/50. Press and hold the **3** key while turning on the MP-70/50.
2. When prompted to LOAD EXISTING CONFIGURATION, press **NO**.
3. When prompted to DELETE ONE CONFIGURATION, press **NO**.
4. When prompted to DELETE ALL CONFIGURATIONS, press **YES**.

## EDIT A CONFIGURATION

1. Turn off the MP-70/50. Press and hold the **3** key while turning on the MP-70/50.
2. When prompted to LOAD EXISTING CONFIGURATION, press **NO**.
3. When prompted to DELETE ONE CONFIGURATION, press **NO**.
4. When prompted to DELETE ALL CONFIGURATIONS, press **NO**.
5. When prompted to EDIT A CONFIGURATION, press **YES**.
6. When prompted with THIS CONFIG, press **NO** to scroll to next configuration or press **YES** to edit.
7. The controller will begin prompting you to answer System Setting and Sport-Specific Setting questions.

Refer to **PROGRAMMING THE SYSTEM SETTINGS** on page 136 and **SELECTING AND CHANGING SPORTS** on page 145 or sport-specific settings for additional information.



# SEGMENT TIMER OPERATION

## PURPOSE OF THE SEGMENT TIMER

When you want to put your team through a practice drill you can use the Segment Timer feature to keep track of those drills, and any breaks in between.

You can program times for both training intervals, called segments, and breaks. If you desire, the MP-70/50 can run up to 99 different segments, and a corresponding number of breaks.

**Note:** Scoreboard type 32 does not currently support the Segment Timer feature.

If you wish to use the Segment Timer and are running baseball, and you are using Scoreboard type 39,

- Do not select At-Bat when you are changing sports (See **INDICATING** the team and player at bat on page 72 of the Baseball chapter, and see **SETTINGS FOR BASEBALL BOARD TYPES 34, 35 & 39** on page 139 in the Systems Settings chapter).
- Do not select Pitch Speed (See **SETTINGS FOR BASEBALL BOARD TYPES 34 & 35** on page 139) in Systems Settings.

## PROGRAM MODE FOR SEGMENT TIMER

To program the Segment Timer, press down the **SHIFT** and **2** keys together while turning on the MP-70/50. You will see a screen display on the LCD, similar to the one shown below.

Use the numeric keys 0-9 to enter your selected times for segments and breaks. The first two digits signify minutes, and the remaining two digits signify seconds. Press **ENTER** to set the time and automatically advance to the corresponding break time entry screen, an example of which is shown below.

- To increase one numeric increment of either Break Times or Segment Times, press **+1**.
- To decrease one numeric increment of either Break Times or Segment Times, press **-1/BLANK**.

- To switch from Segment Times to Break Times (or from Break Times to Segment Times), press **[+2]**.

**Note:** *If you wish to program the Segment Timer to stop at the end of a sequence, simply enter a time of 00:00 for the stop segment while you are in Program Mode.*

*If you make an error while making a time entry, press **[0]** until the time shows 00:00 again, and then re-enter the correct time.*

When you have entered your correct times for the Segment Timer, exit the Program Mode for Segment Timer by pressing the **[SHIFT]** and **[ESC]** keys at the same time.

When you do so, you will see a question that asks, BLANK COUNTING? If you select this feature, the clock will not show the Segment countdown, but you will still be able to watch the countdown on the MP-70/50's LCD screen.

Enter **[4/YES]** if you want to blank the counting, so that it does not appear on the scoreboard. Enter **[6/NO]** if you want the countdown to appear on the scoreboard.

Next, the LCD screen displays a question that asks, INCREMENT SEGMENTS#? You have the choice of either counting segment numbers up or down. Enter **[YES]** if you want to increment (count up) the segment numbers, and **[NO]** if you want to decrement (count down) the segment numbers.

Last, the LCD screen displays a question that asks, "Seg. (Segment) Timer Mode?"

- Press **[YES]** to return to the Segment Timer operations.
- If you press **[NO]**, the MP-70/50 returns to the standard scoreboard timing operations.

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## RUNNING SEGMENT MODE

### ACTIVATE THE SEGMENT TIMER

To run the Segment Timer, press and hold down the **2** key and simultaneously turn the control on. The LCD screen will display a screen similar to the one below.

Now that you have activated the Segment Timer, the MP-70/50 will run in Segment Timer mode until you return it to the standard Scoreboard Timer Mode. When you turn the MP-70/50 control on if it has been activated to run the Segment Timer, it will display a screen similar to the one shown:

**Note:** To return to the normal mode of operations, simply press and hold down the **2** key again and power on the control, the same way you did to enter Segment Timer.

### SEGMENTS

When you run the MP-70/50 in Segment Mode, the upper left side of the LCD screen displays the letters SEG. On the LCD screen, an arrow points up if the segment numbers count up, and points down if the segment numbers count down.

Use the **+3** key to reverse the direction that the segments and/or breaks count.

The segments and breaks either:

- Increment (Inc.), meaning that they count up (example: 1,2,3,4); or,
- Decrement (Dec.) , meaning that they count down (example: 4,3,2,1).

Flip the TIME IN switch to start or stop the Segment Timer. When the timer is off, the LCD will display the Time Out icon:

The Segment Number displays on the HOME SCORE of the scoreboard.

When the final five seconds of the Segment begins, the Segment Mode displayed on the scoreboard will begin flashing rapidly. If your scoreboard is equipped with a horn, at the end of a segment, the horn sounds once, for one second.

**Note:** *If you want to change the starting number of your Segment Mode, press the **HOME SCORE** button, key in a different beginning Segment Mode number, and press **ENTER**. Your Segment Timer will now start with the number you just entered.*

## **BREAKS**

Breaks have the same number as their corresponding segment.

When you run the MP-70/50 in Break Mode, the upper left-hand side of the LCD screen displays the letters BRK.

If you set the Break Time to 0:00, the MP-70/50 will ignore the break time, and will move on to the next segment.

During the Break Time counting cycle, the Home Score digits flash. If your scoreboard is equipped with a horn, at the conclusion of the break, the horn sounds twice.

## **EXITING SEGMENT TIMER**

To return to the standard Scoreboard Mode, simply press and hold down the **2** key again and power on the control, the same way you did to enter Segment Timer.

## DESIGNING SEGMENT TRAINING INTERVALS

Trans-Lux Fair-Play recommends that the Segment Timer option of your MP-70/50 control is best used in conjunction with a training schedule. By creating a training schedule, you can gain an idea of what exercise groups will be done during the practice, the order in which they will occur, the amount of time devoted to each one, and how much of a rest break (if any) to give athletes between each exercise interval. The creation of such a training schedule makes programming the segment timer easier.

The following chart illustrates what a typical training schedule might look like for a football practice.

GROUP	DURATION	EXERCISES
FORM RUNNING	15 MINUTES	3/4 JOG
		SKIPPING CARIOCA
<b>2 minute break</b>		
SPRINTS	20 MINUTES	SIDELINE PRINTS LINE SPRINTS
<b>2 minute break</b>		
CONE FOOTWORK	15 MINUTES	QUICK FEET HARD CUT
		CONE RUN
<b>2 minute break</b>		
INNERTUBES	15 MINUTES	
<b>2 minute break</b>		
PLYOMETRICS	15 MINUTES	LUNGES
		KICKS JUMP TUCKS
GRASS DRILLS	20 MINUTES	FROG SQUAT BEAR CRAWL
		ROLLS
WEIGHT TRAINING	30 MINUTES	HITTING

# TEST MODE

This chapter will help you operate the MP-70/50 control in a special TEST mode in order to verify that all lamp circuits are functioning properly. If you need additional help, contact the Trans-Lux Help Desk as instructed at [CONTACTING THE HELP DESK](#) on page 6.

**Note:** *TEST mode is not supported on indoor TeleLite® models or on high-voltage outdoor models.*

Before entering TEST mode, program your MP-70/50 control for your specific board type. See Programming the System Settings on page 136. If you are using the wireless option, a good idea data link connection should be verified before attempting to use TEST mode.

## ENTERING TEST MODE

1. Turn off the control.
2. Wait 10 seconds.
3. Hold down the **8** key while turning the control back on. The bottom line of the LCD will display TEST mode.

Each digit on the scoreboard, individually and in succession, will start counting from 0 to 9 and then display the number 8. This cycle begins with driver circuit 1 of pack 1 and exercises all circuits on the scoreboard. The rate of counting is approximately three-tenths of a second for each displayed number. This process will continue until all digits on the scoreboards have counted and are displaying the number 8.

At this point the fully illuminated board will hold for approximately three seconds. During that time the horn will sound for a brief period. At the end of the three seconds the scoreboard will blank and start again at the beginning, continuing to cycle as described above.

## EXIT TEST MODE

To exit, turn the control off. The MP-70/50 control will automatically return to normal operation the next time it is turned on.

## TEAM NAME TESTING

If you have electronic team name areas on your scoreboard, TEST mode will also test those areas.

**Note:** *It is important to have power applied to the scoreboards and have the data cable attached before entering TEST mode.*

When you enter TEST mode, a special signal is sent to the Team Name electronics. This signal is only sent once. TEST mode will then test the lamps within the matrix by running a moving horizontal line.

During normal operation, if you want to test your team name areas only, you can manually enter the "TEST" for the home team name. This, as in standard TEST mode, will cause a moving horizontal line of lamps to be displayed in both team name areas. To stop this mode, you need to re-enter your home team name only.

# TROUBLESHOOTING

If the problem you are experiencing fits a description below, try the solutions suggested. If you need additional help, see [CONTACTING THE HELP DESK](#) on page 6.

## NOTHING APPEARS ON THE SCOREBOARD

Verify the following:

- The MP-70/50's power cord is connected to a 120-volt grounded outlet as instructed in [IMPORTANT PRECAUTIONS](#) on page 8.
- Power is reaching the outlet.
- When you turn on the MP-70/50, the start-up message appears on the LCD display (the version number may vary). If the LCD display is blank, try replacing the fuse on the back panel of the MP-70/50 with a new, properly-rated fuse.
- The scoreboard is properly connected to the MP-70/50, as instructed in [SETTING UP THE MP-70/50](#) on page 9.
- Power to the scoreboard is turned on.
- If you are using a wireless MP-70/50, make sure that these statements are true.
- The antenna is in its full upright position.
- The CHANNEL and RADIO TRANSMIT mode switches are set correctly as instructed in [MP-70/50 Wireless Option](#) on page 81 or [MP-72/52 G2 WIRELESS](#) Option on page 96.
- You are following the operating guidelines discussed at [GENERAL WIRELESS OPERATING GUIDELINES](#) on page 87 or [GENERAL WIRELESS \(G2\) OPERATING GUIDELINES](#) on page 103.

## SCOREBOARD DOES NOT RESPOND

If portions of the scoreboard do not respond, or the scoreboard otherwise does not behave as expected, verify the following:

- All system settings are correct as explained at [PROGRAMMING THE SYSTEM SETTINGS](#) on page 136.
- The proper scoreboard type and data format are selected.

Your scoreboard supports the selected sport.



# DOCUMENTATION CHANGE REQUEST

Please give us your input!

In an effort to provide you with the most accurate, up-to-date information possible, Trans-Lux/Fair Play has provided this form, which you can use to request any changes or updates that you think is necessary to this User Guide.

Please fill out this form, include the location of the requested change, and provide detailed comments so that we can better serve you.

Mail, or FAX this form to:

Trans-Lux/Fair Play  
Attn: Documentation Department  
1700 Delaware Ave.  
Des Moines, IA. 50317  
Fax: 515-285-3364

Please include Chapter title, and heading, if applicable, and the page number shown on hard copy printout.

User:

Date of requested change:

MP 70 or MP-50?

Wireless/battery options?

Location of requested change:

Requested change, and reason for request:

# WARRANTY

## *Fair-Play*

### A TRANS-LUX® COMPANY

TRANS-LUX MIDWEST CORPORATION  
d.b.a. Fair-Play Scoreboards

LIMITED SCOREBOARD WARRANTY

Fair-Play provides a limited five-year warranty when its permanently mounted scoreboards and scoreboard controllers are operated and maintained according to the owner's instructions furnished with the equipment. Such limited warranty is two years for portable scoreboards. This warranty covers all electronic components, including LEDs, for five or two years as applicable from the date of invoice that prove to be defective in material or workmanship. Our #181 and #655-type indoor lamps are warranted on a ten-year factory exchange basis from the date of invoice.

Warranted for one year are mechanical control panel switches, connectors, horns and visual goal indicators. Wireless control components are warranted for two years. Wireless control devices even if not defective may not function reliably in certain environments or otherwise due to outside causes beyond Seller's control, including but not limited to cell phones or portable computers. In the event it is determined a wireless device during the ninety (90) day period following shipment does not function in accordance with its specification without repeated efforts or is otherwise consistently unreliable, and Seller determines repair or replacement thereof is not likely to improve performance, at Purchaser's request, upon return to Seller postage prepaid in like new condition within such time period, Seller's sole obligation shall be to refund the entire purchase price of such device. Thereafter Seller's sole obligation shall be to repair or replace, other non-wireless defective components for the balance of the warranty period without responsibility or liability for claims for unreliable performance not due to defects. Batteries, battery packs and battery recharging equipment are warranted for thirty (30) days, except for defects arising from misuse, abuse, negligence or other exclusions set forth below. In no event will Fair-Play have any obligation for any damage caused by defective batteries, battery packs and battery recharging equipment. Also warranted for 30 days are outdoor portable scoreboard carts.

Fair-Play's sole obligation during the applicable warranty period is to repair or replace any defective items. Defective assemblies or components are to be returned postage prepaid to Fair-Play's service center, after obtaining a return authorization number, for repair or replacement at no cost to the owner during the applicable warranty period. Replacement parts may be either new or like-new. Return shipping costs after repair will be paid by Seller except for overnight, express or special shipping costs which shall be paid by Purchaser. Excluded from this warranty are fuses, major components provided by other manufacturers including, but not limited to, computers, rotating signs, power distribution panels, disconnect switches and components of rear-illuminated or lighted signs. The other manufacturer's warranty will apply to such components. Also excluded from this warranty are electronic signs or message centers and related controls. These items are covered by their own specific warranty. The warranty will be suspended as to units for which the purchaser is in default of payment in accordance with the agreed Terms of Payment. In the event the purchaser remits the full amount due in immediately available funds on a unit for which the warranty was suspended, the warranty will be reinstated for the remaining balance of the original warranty period without allowance for the time period of the suspension. The warranty does not apply to units that have been stolen.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES OF SELLER, EXPRESS OR IMPLIED, AND, EXCEPT TO THE EXTENT HEREIN PROVIDED, SELLER DOES NOT MAKE ANY WARRANTY WHATSOEVER INCLUDING, WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR USE OR PURPOSE.

Fair-Play shall not be liable for any incidental, special or consequential damages nor any other loss that may arise in connection with its warranted equipment or any claims under this warranty. (Individual states may have limitations on the length of implied warranties.)

This warranty does not cover shipping damages or problems which result from improper installation of your equipment. (Promptly inspect shipment for visible or concealed damages and report immediately to the delivering carrier.)

Under no circumstances shall this warranty apply if the warranted products have been subject to abuse, misuse, neglect, sabotage, acts of terrorists, negligence, accident, or any casualties or abnormal conditions, including without limitation fire, civil disorders, war, flood, lightning or acts of God. Nor does this warranty cover labor or damage resulting from, or problems caused by, any repair, alteration, modification, or adjustment of the warranted scoreboards or components not performed by Fair-Play.

This warranty extends only to the original end user purchaser of the warranted products, and is not transferable. For information on extended warranties contact your Fair-Play dealer. In the event authorized Fair-Play dealers make extensions to or provide additional service for Fair-Play products, Fair-Play assumes no liability therefore other than the specific warranty set forth above in this Limited Warranty.

Trans-Lux Midwest Corporation

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