

Scoreboard Operator's Instructions

MPCW-7 Control

HOCKEY



Press Profiles and then Enter to start a New Game

Press Options to change Team Names or other system preferences.

P/N 035-0503

ALTERNATE TIME CONTROL	HORN [] A	NEW MINOR [] B	NEW MINOR [] C	SET [] D	TIME OUT TIMER [] E	GOAL LIGHT RESET [] F	OPTIONS [] G	YES [] H	ENTER CANCEL
	INSERT PENALTY [] I	NEW MAJOR [] J	NEW MAJOR [] K	TIME [] L	7 [] M	8 [] N	9 [] O	NO [] P	
	PENALTY ON / OFF [] Q	VIEW PENALTY [] R	VIEW PENALTY [] S	EDIT PENALTY [] T	4 [] U	5 [] V	6 [] W	TIME OF DAY [] X	
	TIME ON [] Y	GOAL SAVES [] Z	GOAL SAVES [] AA	CLEAR PENALTY [] AB	1 [] AC	2 [] AD	3 [] AE	HOME SCORE [] AF	
TIME OFF [] AG	GOAL SHOTS [] AH	GOAL SHOTS [] AI	PERIOD [] AJ	SCROLL PROFILES [] AK	0 [] AL	BLANK [] AM	GUEST SCORE [] AN		
	HOME [] AO	GUESTS [] AP							

Press Set, then Time, to change time. Press Set, then another key to make corrections.

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Some features on the keyboard overlay may not be included on the particular model being operated.



Since 1934

These Instructions are for the Following Models:

<u>LED models:</u>			<u>Incandescent models:</u>
4707	5525	SCD-7	4465
4710	5625	SCD-T7	4460
4711	5633	SSC-7	4455
4720	5634	SSC-T5	4450
4721	5635	SSC-T7	4445
4730			4440
4750	7604	88xx	4430
4755	7605		4411
4760	7614	9510	4410
4765	7615	9515	4407
4770	7616	9710	4040
45xx	7620	9715	4030
46xx	7624		4009
	7625	36xx*	4008
1615	7630		4007
1620	7631		
1625	7632		
1632	7680		
	7685		
	84xx		

*does not include 3657

HOCKEY

Thank You

Thank You for choosing NEVCO. We appreciate your business.

The following instructions will help you become familiar with the operation and features of the scoreboard system.
Please take a few minutes to study this manual, and to practice with the control.

If you ever have any questions or comments, please call or email us.

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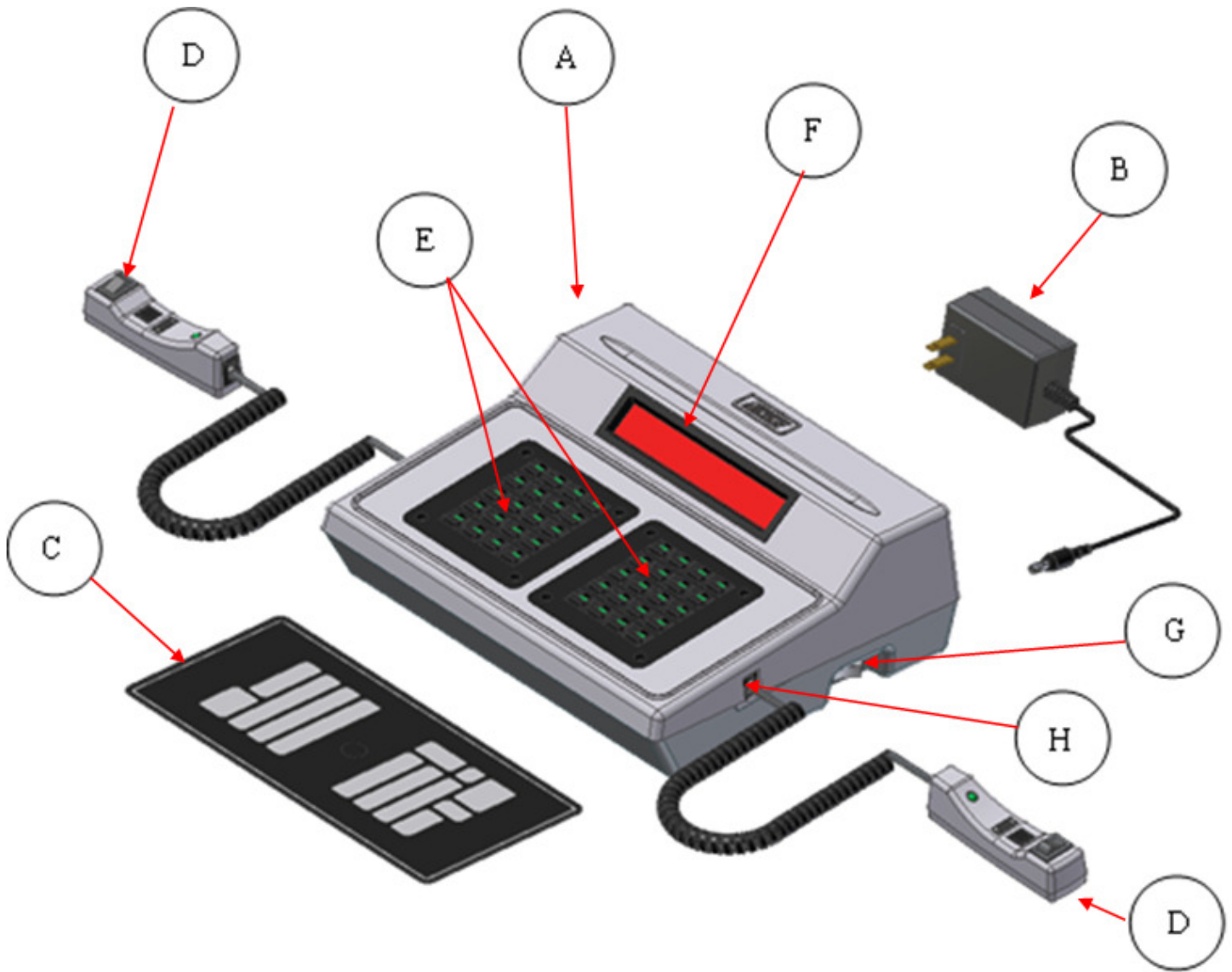


Figure 1 – MPCW Control (front view)

A.	MPCW Control	Can operate scoreboards for a wide range of sports and features.
B.	Power Supply	9 V DC (included with the control)
C.	Overlay	Fits on top of control to label the keys (included with system)
D.	Hand Held Switch	A TCS-7 time control switch is included with each control. Other switches are included with the accessories they operate.
E.	Keypads	Left and Right (20 keys each)
F.	16 character display	Bright LED for better visibility
G.	Power On / Off switch	Removes power from the control only (does NOT turn power off to scoreboard)
H.	Jack for hand held switch	One on each side of control (use either jack for any Hand Held switch)

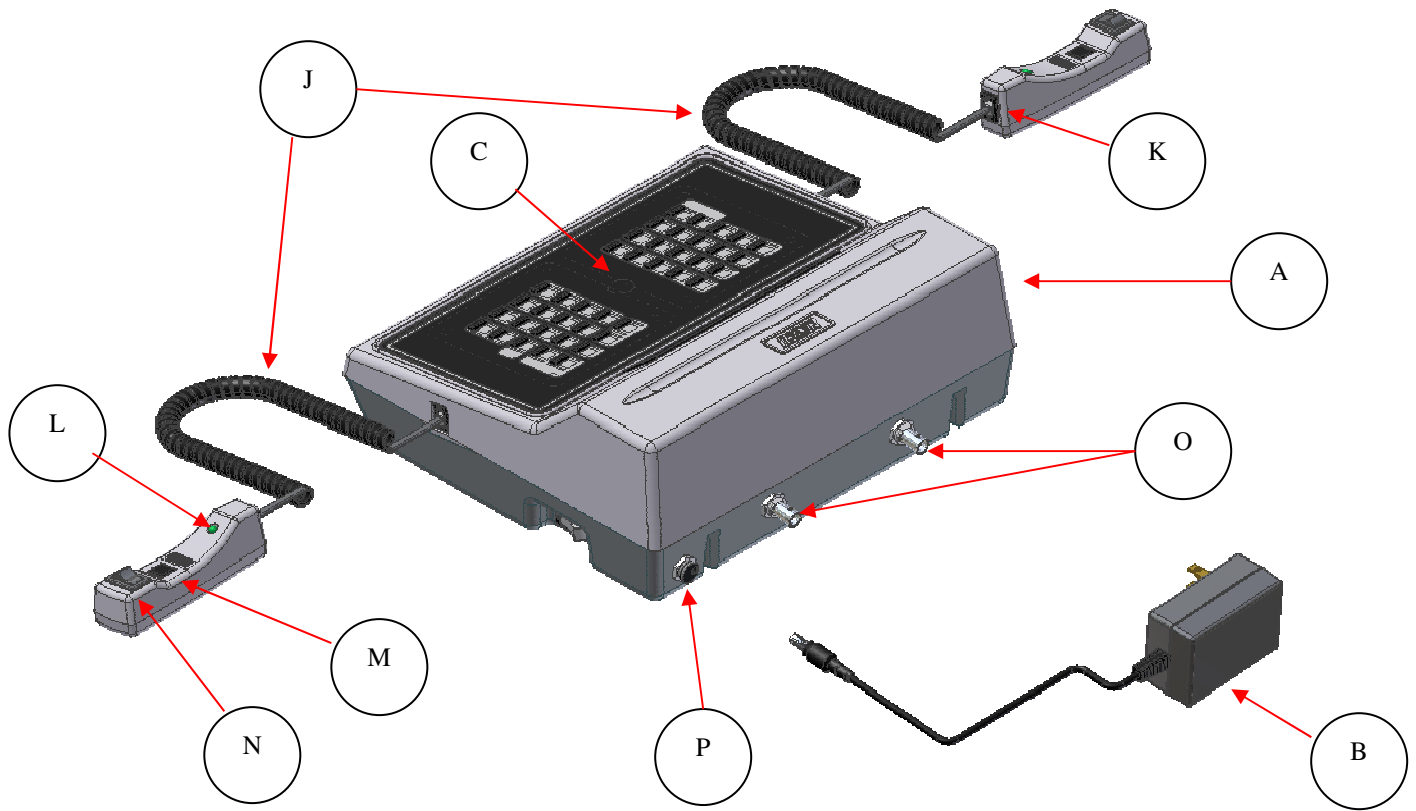


Figure 2 – MPCW Control (rear view)

A.	MPCW Control	Universal – to change sports, change the Overlay and enter the new Model Code.
B.	Power Supply	9 V DC (included with control)
C.	Overlay	For the sports used with the scoreboard
J.	Coiled Cord	Stretches to over 4 ft. (included with switch)
K.	Socket for coiled cord	Makes it easy to replace the cord
L.	LED test indicator	Verifies that the Hand Held switch is working
M.	Remote push button switch	Function depends on type of Hand Held switch (on TCS-7 – sounds the horn)
N.	Remote rocker switch	Function depends on type of Hand Held switch (on TCS-7 – controls the time)
O.	Output to scoreboard	BNC connector for coax cable (use either or both as needed)
P.	Jack for power input	9 V DC

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SETUP

Upon first power up of the MPCW-7 control the control is configured to operate with a 47xx scoreboard as a hockey control.

New Sport

Scroll Profiles changes the MPCW-7's input and output to operate a new sport. Profiles settings are set with the last profile loaded or saved in that sport. To change sports:

Place the desired sport overlay on the control.



Press  the MPCW-7 will display.


##-SPORT

Enter the sport name using the keyboard or continue to press

Scroll Profiles until the desired sport is displayed.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- All sports are entered in all capital letters
- Once the control can distinguish the sport entered it will auto complete the rest
- If the wrong sport is entered press NO/CANCEL and begin again

 Press YES once the desired sport is displayed, the control will then change to the sport.

Scoreboard Model


The scoreboard model setting must be set to match the scoreboard being operated.

It is highly recommended to create a profile to save this setting if the MPCW-7 is going to be used to control multiple board models.

Scoreboard model will be fully covered in the Sport OPTIONS portion of this manual.

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

To change the scoreboard model:

1. Press  until the MPCW-7 displays.

Model >>

2. Press



3. Press  until the desired scoreboard series is displayed.

4. Press



Wireless

- The MPCW-7 can operate one or more selectable wireless receivers depending on the customer's need.
- The receivers can be linked or unlinked depending on the operational requirements at game time.

It is strongly recommended to save wireless settings in each profile used.

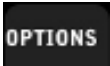
Different wireless settings should be saved to different profiles.

Note: The receiver desired to be linked has to be programmed into the MPCW-7.

To do this follow the instructions in the OPTIONS section of this manual.

Wireless will be further explained in the OPTIONS portion of this manual


To Link or Unlink receivers:

1. Press  until the MPCW-7 displays.

Wireless >>

2. Press  MPCW-7 will display.

Link Receiver


3. Press  MPCW-7 should display the first receiver in the list.

Rec Name 1 *

Press YES again to link or unlink that receiver. The "*" displayed on the control next to the receiver name means the receiver is linked.

4. To link another receiver:

Rec Name 2





Press  to cycle through available receivers.

Press YES to link that receiver.

Creating a Profile

A profile needs to be created after the scoreboard model and wireless settings are set. It is recommended to save this profile to profile number 1.



To create a profile:

1. Press  until the MPCW-7 displays. Profiles >>
2. Press  MPCW-7 will display. Load Profile
3. Press  until the MPCW-7 displays. Save Profile
4. Press  MPCW-7 will display. Profile(##): ◀

Enter the profile number and name using the keyboard.

Refer to the top of the overlay for what to enter into the control.





- The letters are on the right side of the keys.
- If the wrong profile is entered press NO/CANCEL and begin again

5. Press  MPCW-7 will save profile and will display. 1-MY PROFILE_
6. Press  to verify profile, MPCW-7 will display. 1-MY PROFILE

For more information about profiles refer to the OPTIONS section of this manual.

Note: A default profile for each sport is programmed at the factory for your scoreboard model. If you wish to use a different profile you must turn off the default lock setting before you can load the profile you have created. Each time the control is powered on the default lock is automatically turned on.

To Turn off the Profile Default Lock:

1. Press  until the MPCW-7 displays. Profiles >>
2. Press  MPCW-7 will display. Load Profile
3. Press  until the MPCW-7 displays. Default Lock*
4. Press  to turn the default lock off. Default Lock

START UP

New Game

Scroll Profiles changes the MPCW-7's input and output to operate a new game or sport. Profiles settings are set with the last profile loaded or saved in that sport. To start a new game or sport:



Press  the MPCW-7 will display.


Enter the profile name using the keyboard or continue to press

Scroll Profiles until the desired profile is displayed.

Refer to the top of the overlay for what to enter into the control.

- The letters are on the right side of the keys.
- All sports are entered in all capital letters
- Once the control can distinguish the sport entered it will auto complete the rest
- If the wrong sport is entered press NO/CANCEL and begin again



Press  when the desired profile is displayed, the control will then change to that profile.

For more information about profiles refer to the options menu section of this manual

QUICK START GUIDE

With the scoreboard on and the control on the main time screen you are ready to set the time for the first period of play.



Current Time

Time Direction

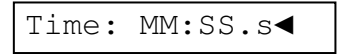
Period

Set the play clock to 20 minutes

Press



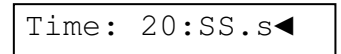
The control will show



Press



The control will show



Press



The control will show



You are now ready for the game to begin.

To Start the Clock

Press



or use hand-held switch

To Stop the Clock

Press



or use hand-held switch

To Silence Auto Horn

Press



Score



To Add To Goal Shots



Goal Saves



Then press a number key to add to the total value

To Set Period



Then press a number key to set the value

Keyboard Function

YES key



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

NO key



Use to cancel an operation, reset changes in the process of making them, exit a sub-options menu, and to send the MPCW-7 back to the screen that displays the name of the sport being played.

SET key



Use ahead of a function key to directly enter a value, set times, and correct errors. These functions will be further described throughout the manual.

HORN key



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

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

SCROLL PROFILES key



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

OPTIONS key



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

Time Function

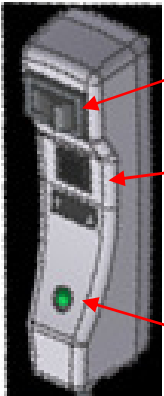
STANDARD TIME FUNCTIONS

1. Main Time - Main time is the time displayed to keep track of game time.
2. Period – A number to keep track of which period the game is on.
3. Time Out – Time Out consists of 5 settable timers used to time a time out.
4. Time Of Day – The MPCW-7 will keep track of time of day.

TIME CONTROLS

The standard keys used for time control.

Hand Held Switch



Two Position Switch

- Right is Time On Left is Time Off

Horn Switch

- Press to sound horn
- Release to silence the horn
- Horn will sound for up to 4 seconds

Indicator Light

- Flashes when connected to a powered up MPCW-7

TIME ON Key



Turns Main Time on and can be used to turn on the Aux timer and Segment Timer if used.

TIME OFF Key



Stops Main Time and can be used to stop the Aux Timer and Segment Time if used.

Note:

1. Aux timer and Segment timer are fully explained in the OPTIONS section of this manual
2. The Time On and Time Off keys are disabled if the hand held time control switch is plugged in to the control.
3. To make these two keys active again, turn the control power off, disconnect the hand held time control switch, and restart the control.

TIME Key



Press to return to main time screen.

Press from main time screen will display aux timer.

Press from aux timer screen to return to main time screen.

PERIOD Key



Press PERIOD to set the game period.

TIME OF DAY Key




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

MAIN TIME

- Is the time displayed on the scoreboard to keep track of game time.
- Can count down or up.
To change direction of main time refer to the OPTIONS section of this manual

To Start and Stop Main Time



1. Press  to start main time.
2. If time is 00:00.0 and is set to down time needs to be reset to start.
3. If time is set to up time will start anywhere.



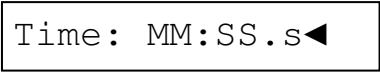
There are two ways to stop main time.

1. End time – If time reaches 00:00.0 when time is set to down. The auto horn will sound for four seconds.



2. Press  to stop main time.

To Set Main Time

1. Press  then  the control will then display. 
2. Enter the Minutes, Seconds, and Tenth Second as needed.
 - a. After all five digits are filled it automatically accepts the time.
 - b. If less than 5 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.

Example

1. An entry of 1, 2, 3, 4, 5 will set the time to 12 minutes 34 seconds and 5 10s of second (12:34.5)
2. An entry of 1, 2, YES/CONFIRM will set time to 12 minutes (12:00.0)

Note: Pressing NO at any point before the 5th digit is pressed in the time entry process will reset time to previous values

Example

1. Time is set to 10:00.0
2. SET > TIME is pressed and an entry of 1, 2, 3, 4 is entered.
3. NO/CANCEL is pressed.
4. Time will then be set to 10:00.0


PERIOD

In addition to the game time, the period helps keep track of where the game is.

To Set the Period



Period: # ◀

1. Press  the control will then display.
2. Press the number corresponding to the Period.
3. The Period will be set and the MPCW-7 will then navigate to the main time screen.

TIME OUT

- Time out is functionally a set of timers used to organize time outs in a game.
- There is a choice of five programmable timers.
- Time out timer key will not be functional until time is set to off.
- It is optional to display the time out timer on the scoreboard
- Each timer has a programmable warning time.

Warning Time – Is a signal that the end of a time out is approaching. The scoreboard will sound a 2 second horn and the MPCW-7 will navigate itself back to the time out time screen.

Note: Refer to the OPTIONS section of this manual to

1. Set time out timers
2. Set warning times
3. To display or not display the time out timer on the scoreboard

Defaults

Time Out	Time	Warning
1	:30.0	:15.0
2	:45.0	:15.0
3	1:00.0	:15.0
4	1:30.0	:15.0
5	15:00.0	:15.0

To Start a Time Out



Press TIME OUT TIMER the MPCW-7 will display
The last time out timer used will display as an option to use this timer press YES.

Time Out: (1-5)



Use the number keys 1-5 to choose the time out.

- The time out number selected will automatically begin counting
- The horn will sound for two seconds at the warning time
- The horn will sound for four seconds at the end of the time out.

Time2: 02:00.0

To Conclude a Time out Early

There may be a desire to skip to the warning time and/or conclude the time out early. To do this while the time is counting:



First, to use this function the MPCW-7 must be on the time out timer screen. To reenter the time out screen press the TIME OUT TIMER key. If on the time out timer screen press the TIME OUT TIMER key.



The timer should skip to the warning time. The scoreboard's horn should sound for 2 seconds. The MPCW-7 should beep for 2 seconds.



Press the TIME OUT TIMER key again to conclude the time out.

- The MPCW-7 will go back to the main time screen
- The scoreboard's horn should sound for 4 seconds
- The MPCW-7 should beep for 4 seconds

12:00.0▼ Per:1

TIME OF DAY

When Time Of Day is set the MPCW-7 will keep track of Time of Day:

- Time Of Day can function with the 12 and 24 hour clock
- A press of TIME OF DAY will display time of day on the scoreboard in the main time place
- Compatible scoreboards can display time of day while the scoreboard is turned off

Note: Refer to the OPTIONS section of this manual to stick time of day (displays the time while the control is turned off) and change the Time of Day from 12 to 24 hours

To Set Time of Day

1. Press  then  ; the control will then display.

TOD: HH:MM ◀

2. Enter the Hours and Minutes.

- After all four digits are filled it automatically accepts the time.
- If less than 4 digits are entered and YES is pressed, then zeros will be placed in the unfilled digits and the time will be accepted.
- If less than 4 digits are entered and there is an error press NO/Cancel.
 - The previous value is set
 - The control goes back to the main screen

In-Game Stats

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

Note: Not all in game stats are available to display on all scoreboards.

Basketball In-Game Stats are HOME and GUESTS:

SCORE NEW MINOR NEW MAJOR GOAL SAVES
GOAL SHOTS

Following are descriptions of the In-Game Stats in detail and how to use them.

Depending on the stat's function there is a possibility of entering game time stats three ways: adding, setting, and indicating.

Adding – Adding is the usual function for In-Game Stats after the stat key (Score, Goal Saves, Etc) is pressed the following number key pressed is added to the total. To add more, press the stat key again. For direct entry, corrections refer to Setting.

Example	
HOME SCORE is pressed and the screen displays:	3+ Score 4
6 is pressed the result is:	9+ Score 4

Setting – Rather than add to the total stat selected one can directly enter it. This is setting. It is typically used to directly set the stat selected or correct a previous add.

Example	
SET then HOME SCORE is pressed and the screen displays:	13◀ Score 4
1 then 2 are pressed the result is:	12 Score 4
Or 1 then YES/CONFIRM is pressed. The result is:	1 Score 4

Indicating – Indicating illuminates an indicator light or designated digits to indicate events within a game. For example: possession, penalties, shots, and saves. Not all scoreboard models have this function.

Example	
Press HOME SHOTS and the home possession indicator displays on a 3504 Scoreboard	

Note:

1. The # represents numerical values in the following examples
2. The "+" indicates the MPCW-7 is in add mode. The side the "+" is on is what side is being added to.
3. The "◀" or the "▶" indicates the MPC-7 is in set mode. The side the "◀" or the "▶" is on is what side is being set.
4. The left or right is relative to the side of the board that value is going to be displayed, not home or guests. This setting can be changed using the Swap Home&Guests option.
 - a. Refer to the OPTIONS section of this manual

SCORE



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

The control will display



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

The control will display

Adding to Score



1. Press

2. The control will display or

3. Enter any value 0-9 and it will add that value to the value with the “+”.
a. To add more start from step 1

Note:

1. You cannot subtract from the value. To correct a mistake refer to Setting Score
2. The goal light will automatically light up when home or guest score is entered

Setting Score



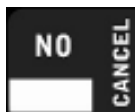
1. Press

2. The control will display or

3. 1st digit: Enter any value 0-9
a. If that single digit value is the desired setting, then press YES, if not continue to step 4
4. 2nd digit: Enter any value 0-9
5. 3rd digit: Enter any value 0-9

Note:

1. A zero in the 10's spot will automatically be removed and leave a single digit value.



At any time before the 1's digit is placed can be pressed to restore the previous value and cancel the function.