



All Sport® 4000 Series Control Console

Operation Manual

ED-9999

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Section 3: Basic Operation

3.1 Console Overview

Reference Drawing: Keyboard Fixed Keys **Drawing A-54698**

The console face consists of a liquid crystal display (LCD), sport-specific insert, numeric keypad and additional keys. In most cases, the top line of the LCD shows game time, the direction the clock is counting, and whether the horn is set to automatic. The bottom line of the LCD generally shows HOME and GUEST score. Some baseball modes display BALL, STRIKE, and OUT data on the bottom line of the LCD.

Additional keys on the console include:

- <CLEAR>: Clears the LCD of numerical information. Serves as [NO] for input prompts.
- <ENTER>: Completes an action. The asterisk is a reminder that this key is to be pressed when an asterisk appears on the LCD. Serves as [YES] for input prompts.
- <MENU>: Invokes sport-specific menu options (refer to **Section 3.4** for additional information)
- <AUTO HORN! >: Turns the automatic horn on or off. If the horn is on, an H appears on the LCD
- <HORN>: Sounds the horn as long as this key is pressed
- <COUNT UP/DOWN! >: Sets the clock to count up or down. Press <ENTER> to toggle between count modes. UP is displayed on the LCD if the clock is counting up and DN if the clock is counting down.
- <SET MAIN CLOCK! >: Sets the time on the main clock
- <START>: Starts the main clock
- <STOP>: Stops the main clock

Refer to **Drawing A-54698** in **Appendix A** for additional information.

3.2 Sport Inserts

Various inserts are available depending on the sport and the type of scoreboard. For safekeeping, store any unused inserts in the pocket available on the bottom of the console.

To remove a sport insert, pull on the tab that extends from the left side of the console. The insert will easily slide out. To insert a sport insert, slide it under the protective covering until it stops.

Note: On each tab is a number (ex. LL-2261). This number is used as part of the section headings in this manual. For example, the operation instructions for LL-2261 are under **Section 5.1**.

Each insert has a list of code numbers and scoreboard models. The code numbers configure the console to control the scoreboard specified by the model number. For example, code 40 enables the console to control a BA-3718 scoreboard. Code numbers also configure the console for a specific sport mode as shown on the sport insert. This enables the console to control the scoreboard as specified by keys on the insert. Codes are entered during startup. Refer to **Section 3.5** for more information on starting up the console.

Note: Daktronics recommends that a permanent marker is used to rewrite the code number on the insert. This is a precaution in case the model number is made illegible due to extensive use (that is, rubbed away, scratched, etc.).

3.3 Sport Insert Operation Concepts

A sport insert identifies the action keys required in the normal course of the insert's specific sport. In most cases, pressing a key immediately changes the scoreboard. Sometimes additional keys must be pressed. Keys that require additional information are marked by a ! . This additional information usually is a number followed by the <ENTER> key.

Keys with arrows (') activate an indicator (possession, bonus, etc.) on the scoreboard. The direction of the arrow selects the appropriate team (HOME or GUEST).

Some keys have a +1, +2 or +3. By pressing one of these keys once, the value of the corresponding field on the scoreboard (such as score or period) increments (increases) by the corresponding number on the key. A key with a -1 decrements (decreases) by one.

On most inserts, certain keys have been grouped together under the heading HOME or GUEST. These keys are *team* keys and work the same for both teams. They affect the statistics for that one team. Keys not under one of these headings are *game* keys. They are general keys for the progress of the game (such as period or quarter).

Other keys have been blocked together to emphasize that these keys work together.

Examples

Example 1: Change the HOME score from 3 to 4.

Key	LCD
<SCORE +1> (Home)	H. Score ••4

Example 2: Change the GUEST score from 21 to 12.

Key	LCD
<SCORE ! > (Guest)	G. Score •21
1	G. Score ••1
2	G. Score •12
<ENTER>	G. Score •12

Note: The guest score can also be changed by repeatedly pressing the <SCORE-1> key if it is available.

3.4 Menu Key

The <MENU> key allows the user to select from a list of options specific for each sport. The up and down arrow keys allow the user to scroll through the menu list. All menu options require either yes or no. Pressing <YES> or <NO> will select the action and exit from the menu. Pressing any key other than <YES>, <NO> or the arrow keys will exit the menu function.

Note: Not all prompts must be answered. The following menu functions may be available:

1. RESTART GAME Y/N
Yes - Restarts the present sport with default settings
No - Exits menu
2. NEW CODE Y/N
Yes - Prompts Resume Game? , as if power to the console had interrupted (refer to **Section 3.5**)
No - Exits menu
3. TEAM NAME Y/N
Yes - Prompts the user to enter team names (refer to **Section 13**)
No - Exits menu
4. SELECT 24HR Y/N (time of day only)
Yes - Selects 24 hour mode for time of day
No - Selects 12 hour mode for time of day
5. SYNC SHOT CL Y/N (Basketball)
Yes - Synchronizes the shot clock with the game clock
No - Allows the shot clock to run independently of the game clock

Note: When set to “Yes” (synchronous), the shot clock always stops when the game clock stops. The shot clock starts when the game clock starts (if the shot clock start switch is ON). When set to “No” (non-synchronous), the shot clock is not affected by the game clock. It starts or stops only from its own switches.

6. BLNK SHOT CL Y/N (Basketball)
Yes - Shot clock time will blank when greater or equal to game time
No - Shot clock time will display at all times
7. SET MAX FOUL Y/N (Basketball)
Yes - Sets the maximum number of team fouls that will be displayed on the scoreboard.
Incrementing the team fouls will not go beyond this setting.
No - Exits Menu
8. SET PER END Y/N (Hockey, Soccer)
Yes - Sets the period end time when clock is in count up mode
No - Exits menu
9. SHOW TIMEOUT Y/N (Basketball)
Yes - Sets to show time out time on scoreboard.
No - Time out time will not show on scoreboard
10. RLY CLK STOP Y/N (Hockey)
Yes - Sets relay to activate on clock stop.
No - Selects relay to activate on main clock = 0:00
11. SHOW EVENT Y/N (Track)
Yes - Selects display of Event/Heat Data from OmniSport Input.
No - Selects display of Event/Heat Data from keyboard entry.

12. BRIGHT Y/N
Yes - Sets the display to bright
No - Sets the display to dim
13. STOP/RES DG Y/N (Football)
Yes - Sets for reset of delay of game on stop
No - Sets for no reset of delay of game on stop.
14. PRO & SPORT Y/N (Pitch & Speed)
Yes- Selects Stalker Pro Radar Gun
No- Selects Stalker Sport Radar Gun
15. SHOW ADV TIME Y/N (Wrestling)
Yes - Show advantage time on the scoreboard
No - Show team score on the scoreboard
16. TEST DISPLAY Y/N
Yes - Enters a test mode for testing display digits
No - Exits menu

Note: This is a production test option for some scoreboard models. When this option is selected the console cycles through number patterns on each group of scoreboard digits and cycles through the different digit groups on the scoreboard. Pressing the <START> key turns all digits on, and <STOP> turns all digits off. The <SET MAIN CLOCK> key starts the CYCLE ALL pattern and the <COUNT UP/DOWN> key starts the CYCLE GROUP pattern. The <HORN> key puts it in single step mode and can be used to step it through the test. The keys on the insert (starting in the upper left corner and from left to right) are used to select the group of digits being tested. The remote start/stop console can be used to control the test also. The <HORN> switch single steps through the test, the <START> position selects STEP ALL and the <STOP> position selects STEP GROUP.

3.5 Startup

When the console is turned on, it cycles through a self test, after which the LCD prompts Resume Game? Press <YES> to resume the last game stored in memory. This is useful when power to the console is lost during a game. Pressing <NO> will then prompt Enter Code. The last code used will be displayed. To accept the code shown, press <ENTER>. If this is not the desired code, enter a new code and press <ENTER>.

3.6 Time Of Day Operation

Note: This operation is only available on scoreboards equipped with a game clock. No sport insert is required for this operation. **If this code is entered while another code is running, any information entered during the first code will be lost.**

To have the game clock on the scoreboard display the time of day, enter code 99 (refer to **Section 3.4 or 3.5** to enter a code). Use the <SET MAIN CLOCK> key to enter the correct time of day. The menu choice Select 24Hr can be used to select either a 12 or 24-hour time format.

3.7 Multi-Purpose Timer Operation

This operation is available for clocks with 2, 4, or 6-digit displays. The timer counts up or down in hours, minutes, and seconds. The timer can display up to 99 hours, 59 minutes and 59 seconds. On 4-digit clocks, the display shows hours and minutes if the hours value is not zero; otherwise, it shows minutes and seconds. On 2-digit clocks, the display shows hours if not zero, shift to show minutes when hours are zero, and shift to show seconds when minutes are zero. To select the multi-purpose timer, enter one of the codes below.

Code 95 - 2 Digit Clock

Code 96 - 4 Digit Clock

Code 97 - 6 Digit Clock

Section 7: Hockey Operation

Refer to the information in **Section 3** to start up the console and use the sport insert. Read **Section 3** carefully to fully understand the following operation instructions and for **MENU KEY** operations.

7.1 Sport Insert LL-2274

Reference Drawing: Sport Insert, Hockey Codes 62, 63 **Drawing A-86114**

Team Keys

<PENALTY >

Indicates a team penalty

<PLAYER ! PENALTY! >

Assigns a player penalty time. There are six memory slots for player penalty times. The first available penalty slot is shown on the LCD. Use the up/down arrow keys to scroll through the penalty memory. Pressing <ENTER> allows you to edit the selected player's penalty time. Enter the player number, press <ENTER>, then enter penalty time and press <ENTER> (refer to **Examples 7.1a** and **7.1b** at the end of this section).

<SCORE! >

Edits the team score

<SCORE +1>

Increments the team score by one

<TIME OUTS LEFT Ž>

Edits the number of time outs left for each team

Game Keys

<ENABLE PENALTY CLOCKS>

Enables the penalty clocks to run when the game clock is running

<DISABLE PENALTY CLOCKS>

Prevents the penalty clocks from running when the game clock is running

<PERIOD! >

Edits the period number

<PERIOD +1>

Increments the period number by one

Note: The clock can be set to count up and stop when it reaches the period end time. The menu key has a <SET PER END> function (refer to **Section 3.4**) that allows the period end time to be set.

Example 7.1a: Enter a two-minute penalty for player 7, a five-minute penalty for player 12 and a ten-minute penalty for player 31.

	Key	LCD
1	<PLAYER PENALTY>	1 PL•• PN ••:••
2	<ENTER>	1 PL•• PN ••:••
3	<7>	1 PL•7 PN ••:••
4	<ENTER>	1 PL•7 PN •2:00
5	<ENTER>	1 PL•7 PN •2:00
6	<PLAYER PENALTY>	2 PL•• PN ••:••
7	<ENTER>	2 PL•• PN ••:••
8	<1>	2 PL•1 PN ••:••
9	<2>	2 PL12 PN ••:••
10	<ENTER>	2 PL12 PN •2:00
11	<5>	2 PL12 PN ••:•5
12	<0>	2 PL12 PN ••:50
13	<0>	2 PL12 PN •5:00
14	<ENTER>	2 PL12 PN •5:00
15	<PLAYER PENALTY>	3 PL•• PN ••:••
16	<ENTER>	3 PL•• PN ••:••
17	<3>	3 PL•3 PN ••:••
18	<1>	3 PL31 PN ••:••
19	<ENTER>	3 PL31 PN •2:00
20	<1>	3 PL31 PN ••:•1
21	<0>	3 PL31 PN ••:10
22	<0>	3 PL31 PN •1:00
23	<0>	3 PL31 PN 10:00
24	<ENTER>	3 PL31 PN 10:00

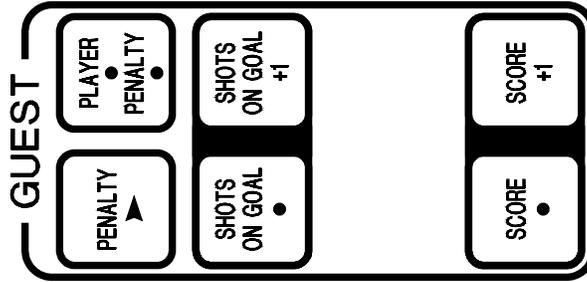
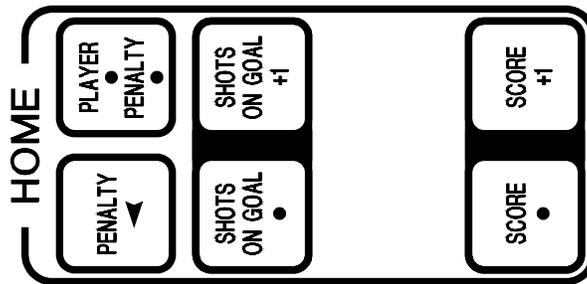
Steps 1-5 enter a two-minute penalty for player 7, steps 6-14 a five-minute penalty for player 12 and steps 15-24 a ten-minute penalty for player 31.

Example 7.1b: Change the penalty time for player 12 to five minutes, 30 seconds.

	Key	LCD
1	<PLAYER ! PENALTY ! >	4 PL•• PN ••:••
2	<8> (up arrow)	3 PL31 PN 10:00
3	<8> (up arrow)	2 PL12 PN •5:00
4	<ENTER>	2 PL12 PN •5:00
5	<ENTER>	2 PL12 PN •2:00
6	<5>	2 PL12 PN ••:•5
7	<3>	2 PL12 PN ••:53
8	<0>	2 PL12 PN •5:30
9	<ENTER>	2 PL12 PN•5:30

Steps 1-4 find player 12 in the penalty list and steps 5-9 change the penalty time.

HOCKEY
 CODE MODEL
 62 W/O SHOTS ON GOAL
 63 W/ SHOTS ON GOAL
 914 CUSTOM



LL-2274 REV 1

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 4000

TITLE: SPORT INSERT, HOCKEY CODES 62, 63

DES. BY: AVB

DRAWN BY: A VANBEMMEL

DATE: 28 AUG 96

REVISION

APPR. BY:

SCALE: 1=1

1166-R08A-86114

REV.	DATE	DESCRIPTION	BY	APPR.
1	16 OCT 96	UPDATED INSERT TO REV 1 TO MATCH THE SPECIFICATION DRAWING.	AVB	AVB