



## Basketball Scoreboard Operating Instructions



## Introduction

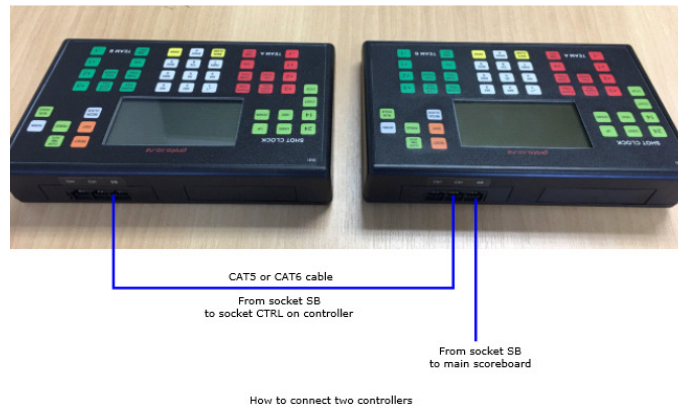
The Proto Electronics Basketball Scoreboard and shot-clocks, when used with the Player Fouls side displays, is designed to meet the requirements of FIBA 2. It can also be supplied and used without the Player Fouls displays. Control is via hard wired bench controllers. Separate bench controllers are used for the main scoreboard and the Player Fouls displays. Two or more bench controllers can be used for the main scoreboard control which enables separate operators to control say the game and shot-clocks.

The scoreboard is a full colour, full panel P10 LED display. This means that media (pictures, messages) can also be displayed.

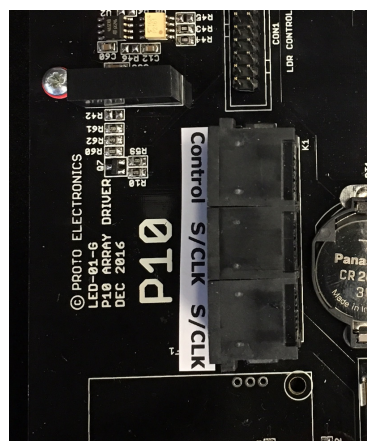
## Game Controllers

The power to the scoreboard must be switched off before connecting the controllers.

Games can be played using one controller but it may be desirable to use two so that the shot-clocks can be operated by another person. Connect the second controller as per the diagram below.



The controller is then connected to the RJ45 network "Control" port on the main scoreboard control circuit board. This connection will normally be prewired by the installer to the scoring location.



Connection point for controller

By default, when switched on, the scoreboard will start in media mode and stream any images stored in memory of the scoreboard.



Press **RESET** once to enter game mode. Now you should see scoreboard display information on both the controller display and the scoreboard.

To go back to media mode press **MEDIA/CLOCK** once to enter clock mode, then press **MEDIA/CLOCK** again to enter media mode. Press **RESET** to enter game mode.

When in game mode, press **RUN/HOLD** to start & stop the game clock.

Use the red buttons on the left side for the left hand team and the green buttons on the right hand side for the right hand team.

- Press **+1, +2, +3, -1** to add or subtract points
- Press **PLAYER FOUL** to add a player foul. This will automatically increment the TEAM FOUL for that team
- Press **CLEAR PLAYER FOUL** to clear the player fouls
- Press **TEAM FOUL** to add a team foul. This cycles through 1 → 2 → 3 → 4 → 5 → 0
- Press **POSSESSION** to point the possession arrow towards that team. Pressing **POSSESSION** twice within two seconds will extinguish the possession arrow so that it is not displayed for either team
- Press **SUB** and the sub light for that team will begin to flash. Press **SUB** again to stop the flashing

#### **Time outs:**

- Press **TIME OUT** to flash the word TIME OUT (while clock is counting down)
- Press **RUN/HOLD** to stop the clock
- Press **TIME OUT** again to start the 1 minute time out count down
- Either wait for the 1 minute counter to finish or press **TIME OUT** again
- The buzzer will sound with 15 seconds of the timeout remaining and at the end of the timeout period
- Press **RUN/HOLD** to resume the game clock

- Single press **PERIOD** to reset the game time to the period/interval it is currently in
- Double press **PERIOD** to cycle through the game periods. Period 1 → Interval 1 → Period 2 → Interval 2 → Period 3 → Interval 3 → Period 4 → Interval 4 → Extra time → Extra Interval
- During a game double press **CLEAR TIME OUTS** to clear the times outs for both teams

### Shot Clocks:

- Press **24** or **14** to set the countdown to this value
- Press **START & STOP** to start and stop the countdown
- Press **HIDE** to blank the displays
- Press **UP & DOWN** to manually add or subtract one second from the countdown. This works when the shot clocks are counting or still.

### The Edit Menu:

- To enter the edit menu, the game clock must be stopped; press **RESET** 3X in a row. The scores and time should go back to the default values → the board has been reset. Next press **EDIT** to enter the edit menu.
- In summary: press **RESET** X3 then **EDIT**.
- Once in the edit menu, you can press edit to cycle through the options for editing:
  1. Set Team Names
  2. Set Period Time
  3. Set Quarter Interval Time
  4. Set Half Time Interval Time
  5. Set Extra Time
  6. Set User Shot Clock time (for USER button when using shot clocks)
  7. Set Time Format 12 Or 24 Hour
  8. Set The Clock Time
  9. Turn Player Fouls On Or Off,
  10. Edit Pre-stored Team Names

#### 1. Set Team Names

- Use the red **+1** & **-1** buttons to scroll through the pre-set team names for the left hand side team and the green **+1** & **-1** buttons for the right hand side team.
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

#### 2. Set Period Time

- Use the red **+1** & **-1** buttons to increase and decrease the minutes, & the green **+1** & **-1** buttons to increase and decrease the seconds.
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

### **3. Set Quarter Interval Time**

- Use the red **+1** & **-1** buttons to increase and decrease the minutes, & the green **+1** & **-1** buttons to increase and decrease the seconds.
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

### **4. Set Half Time Interval Time**

- Use the red **+1** & **-1** buttons to increase and decrease the minutes, & the green **+1** & **-1** buttons to increase and decrease the seconds.
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

### **5. Set Extra Time**

- Use the red **+1** & **-1** buttons to increase and decrease the minutes, & the green **+1** & **-1** buttons to increase and decrease the seconds.
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

### **6. Set User Shot Clock Time**

- This is a custom preset time that is stored with the USER button. When you press USER the shot clocks are set to this time
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

### **7. Set Time Format 12 / 24 Hour**

- Press either colour **+1**, **-1** buttons to cycle between 12 and 24 hour time format
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

### **8. Set Clock Time**

- Use the red **+1** & **-1** buttons to increase and decrease the minutes, & the green **+1** & **-1** buttons to increase and decrease the seconds.
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

### **9. Turn Player Fouls On / Off**

- Press either colour **+1**, **-1** buttons to cycle between 12 and 24 hour time format
- Press **EDIT** once done to move to the next item to edit or **RESET** to exit the edit menu

### **10. Edit Pre-stored Team Names**

- Use the keypad to type the number of the preset, e.g **01** (default for 01 is AWAY)
- Press **ENTER** to select and edit the preset, or type another number you would rather edit
- Press **BACK** to delete, and use the keypad like an old cell phone to type the name you want

- When the name you want is displayed press **ENTER** again
- Now you can type another preset number and edit that if you want or press **RESET** to exit the edit menu

### **Configuring the Media Control**

The scoreboard needs to be connected to a PC directly via a gigabit Ethernet link.

The PC requires the relevant LED control software to be installed. Please refer to separate instructions for this.

### **Maintenance**

No specific maintenance is required. Occasionally sections of the LED display may fail or flicker. This is often caused by a direct hit on the board by a ball and this can loosen a display connector. Should this occur, open the scoreboard and check for any loose connectors.