FAIR-PLAY

MP-80 SERIES SCOREBOARD CONTROLLER USER GUIDE

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OVERVIEW

This User Guide will acquaint you with the MP-80 scoreboard controller. It outlines the most Common Functions, Initial Setup with Specific Sport Controls and includes a Quick Guide for fast reference.

INTRODUCTION

The MP-80 comes preloaded with multiple sports with easy to follow key functions on a LCD display. It can interface with any model of Fair-Play scoreboard wirelessly. The MP-80 charges through an USB connector from a wall charger or computer. A full charge should last at least 30 hours. The MP-80 also interfaces with a handswitch for timer and game clock control.

INSTALLATION OF HARDWARE

It is important to correctly connect the scoreboard, handswitch and other devices to the MP-80. Improperly connected equipment will not work. Refer to MENU - SETUP 3 - WIRELESS to set up the connections to the controller, scoreboard, handswitch, sideline controller and radio.

CONVENTION USED IN THIS GUIDE

The following convention is used throughout this guide to help you identify actions or keys.

- ***ALL CAPITALIZED BOLD TEXT*** indicates a key that you must press to complete an action.

    Example: To set the Game Clock press the ***CLOCK*** key on the LCD display. Choose a preset time or enter a time with the keypad and press ***ENTER***. To run the Game Clock-press the ***START*** or ***STOP*** key.

⚠*IMPORTANT PRECAUTIONS*

- Read this manual thoroughly before setting up or operating the MP-80.
- Turn off the MP-80 when not in use.
- Do not expose the MP-80 to direct sunlight or extreme temperatures for extended periods.
- The MP-80 contains no user-serviceable parts. To avoid personal injury or damage to the MP-80's components, do not disassemble the controller. Refer any repairs to a qualified technician.
- Do not drop the MP-80 and avoid exposing it to liquids or moisture.

MAJOR COMPONENTS

The figure below acquaints you with the major components of the MP-80 and handswitch.

HIGH RESOLUTION
LCD DISPLAY

HOME KEY

HORN

ON/OFF
KEY

GAME CLOCK
KEYS

MENU KEY

LCD BACKLIGHT

KEYPAD

ENTER KEY

RUN/STOP SWITCH

RESET KEYS

TIMER AND CLOCK
INDICATORS

FAIR-PLAY
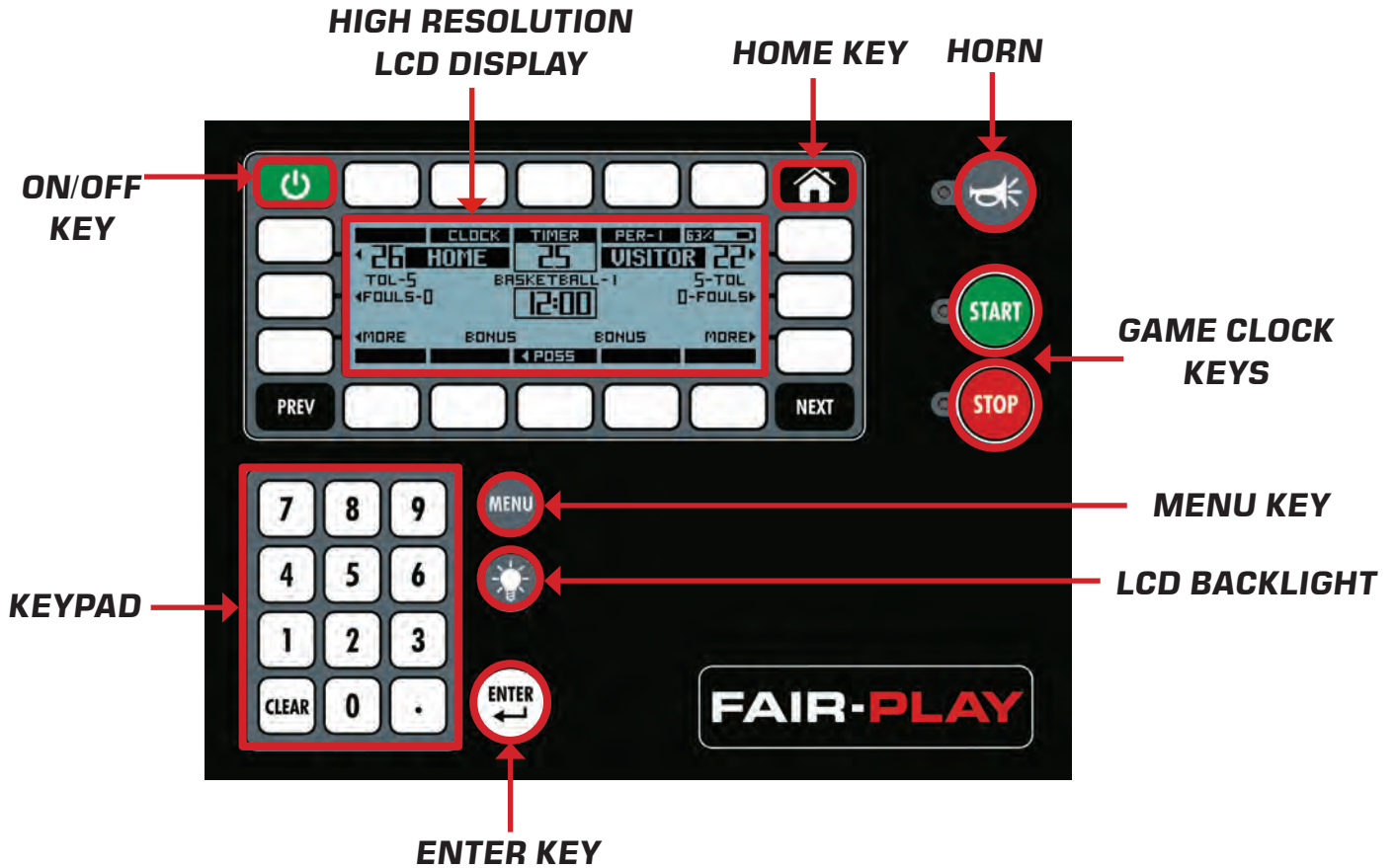
MP-80 QUICK GUIDE

TURNING THE CONTROLLER ON/OFF

ON: Press the green **ON/OFF** key in the top left corner to power the controller on.

OFF: Hold the **ON/OFF** key for 3 seconds to power the controller off.

The LCD will display a power down message.

UPDATING THE SCORE

Press the key next to the score in the upper left or right corner of the LCD display. Press one of the preset scores or enter a score with the keypad and press **ENTER.**

SELECTING A SPORT

Press the **MENU** key and then the **CHANGE SPORT** key on the left of the LCD display. To see more sports - press the **MORE** key.

SELECTING A PERIOD OR INNING

Press the key above the corresponding LCD display. Press one of the preset keys or enter a number with the keypad and press **ENTER.**

HOME KEY

Press the **HOME** key at anytime to take you to the sport **HOME** page.

OPERATING THE CLOCK

To set the Game Clock press the **CLOCK** key on the LCD display. Choose a preset time or enter a time with the keypad and press **ENTER.** To run the Game Clock- press the **START** or **STOP** key.

CHARGING THE MP-80

Connect the USB-B to the wall charger or to a computer. The battery status is located in the top right corner of the LCD display.

Note: A full charge should last at least 30 hours.
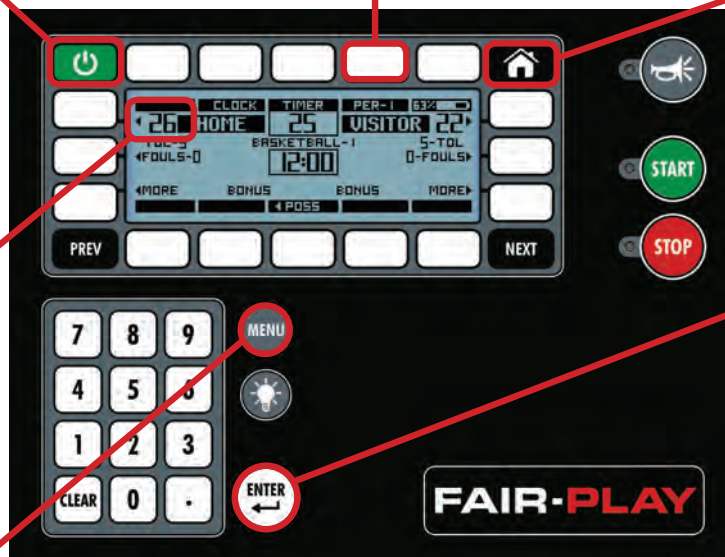
MP-80 REV 1.0

COMMON FUNCTIONS

HORN

Press the **HORN** key to sound the horn at anytime.

You can also set it to the **AUTO HORN** mode. In this mode the horn will sound for two seconds at the end of each period.

HOME KEY

Press the **HOME** key at anytime during a game or initial setup to take you to the selected sport's main page.

9

COMMON FUNCTIONS

Certain functions of the MP-80 are common to all sports. Refer to the following pages for initial setup and sport specific operation of the controller.

1 OPERATING THE CLOCK

Press the **CLOCK** key on the LCD display to set the Game Clock. Choose a preset time or enter a time with the keypad and press **ENTER**. To run the Game Clock, press the **START** or **STOP** key.

You can also start and stop the clock and timer with the handswitch that is set for clock or timer.

2 UPDATING A PERIOD, INNING, OR QUARTER

To select a period, inning, set, quarter or half, press the corresponding key and then select a preset key.

To edit a period, inning, set, quarter or half press the **EDIT** key. Enter the number on the keypad and then press **ENTER**.

3 UPDATING THE SCORE

To update the score, press the key next to the home or visitor score to update the score. Press a preset score or enter a score by pressing the **EDIT SCORE** key.

Enter the score with the keypad and press **ENTER.**

3 | *ENTERING A TEAM NAME*

Press the score key and then the **TEAM NAME** key. Choose to default to HOME or VISITOR by pressing the **DEFAULT-HOME**/**DEFAULT-VISITOR** key.

```
            ┌─────────────────┐
            │ TEAM NAME-HOME  │
            └─────────────────┘
 ◄EDIT

 ◄DEFAULT-HOME
                  ▐ DONE ▌
```

Press the **EDIT** key to enter the team name. Press the **NEXT** key to toggle to more of the letters, numbers and special characters. Choose a normal or wide font by pressing the **NORMAL FONT** key to toggle between the options. Press **BKSP** (backspace) or arrow keys to correct a mistake or navigate on the name field. Press **DONE** to return to the main screen. Press **CLEAR NAME** to clear the text.

```
 ▐ A ▌ B ▌ C ▌ D ▌ E ▌
 ◄ ←
                        CLEAR
 ◄ →      PIXELS REMAINING-48  NAME►
          PRESS "NEXT" OR "PREV"
 ◄BKSP         FOR MORE        DONE►
 ▐ F ▌ G ▌ H ▌ I ▌ J ▌
```

MENU - SETUP 1

The figure below acquaints you with starting a new game, changing sports, checking the battery status of all the controllers and setting up the scoreboard brightness. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.

```
                    ┌── MENU-SETUP 1 ──┐
  1  ◄NEW GAME                    VERSION #►  4

  2  ◄CHANGE SPORT                BRIGHT/DIM►  5

  3  ◄BATTERY                          MORE►  6
                    ███ DONE ███
```

1 STARTING A NEW GAME

Press the **NEW GAME** key to start a new game.
If YES is pressed, all game data will be cleared.

DONE returns to the selected sport.

```
        ┌─ NEW GAME ─┐
        START A NEW GAME?
       (ALL DATA WILL BE CLEARED
        FOR CURRENT SPORT PROFILE)
        ██ YES ██      ██ NO ██
```

2 CHANGING SPORTS

Press the **CHANGE SPORT** key to change sports.

Press the **MORE** key to see more sports.

Press the corresponding key of the sport and then choose the level.

For TENNIS, select single or multiple courts with connection to one or more controllers and then select the level.

DONE returns to the selected sport.

```
        ┌─ CHANGE SPORT 1 ─┐
  ◄BASEBALL             SOCCER►
  ◄BASKETBALL           VOLLEYBALL►
  ◄FOOTBALL       ██ DONE ██   MORE►
```

```
        ┌─ CHANGE SPORT 2 ─┐
  ◄HOCKEY               TENNIS►
  ◄LACROSSE             TRACK►
  ◄WRESTLING      ██ DONE ██  SEGMENT TIMER►
```

```
        ┌─ PROFILE-BASKETBALL ─┐
  ◄1-MEN'S VARSITY      3-MEN'S JV►
  ◄2-WOMEN'S VARSITY    4-WOMEN'S JV►
```

```
        ┌─ CHANGE SPORT-TENNIS ─┐
  ◄SINGLE
   COURT
  ◄MULTIPLE COURT –        TEAM SCORE►
   MULTIPLE MP-80'S        DEDICATED
  ◄MULTIPLE COURT –
   ONE MP-80       ██ DONE ██
```
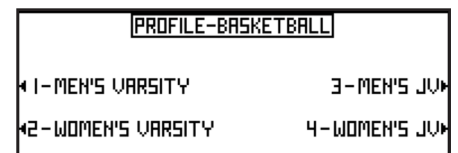
3 CHECKING THE BATTERY STATUS

Press the **BATTERY** key to check the battery status of the clock handswitch, controller and timer handswitch.

```
        ┌─ BATTERY VOLTAGE ─┐
   CLOCK HS    CONTROLLER    TIMER HS
   80 % FULL   80 % FULL     80 % FULL
               4.05 VOLTS   ██CONDITION██
                            ██FOR STORAGE██
               ██ DONE ██
```

4 FIRMWARE VERSION

Press the **VERSION #** key to see what version of firmware is being used.

```
        FIRMWARE VERSION #
             99.999

           ██ DONE ██
```

5 SETTING THE SCOREBOARD BRIGHTNESS

Press the **BRIGHT**/**DIM** key to brighten or dim the scoreboard.

```
    SCOREBOARD BRIGHTNESS
◄BRIGHT

◄DIM
                    DONE
```

6 MORE

Press the **MORE** key to go to MENU-SETUP 2: SERVICE, SCOREBOARD DIGITS and INFO.

```
            MENU-SETUP 2
◄SERVICE

◄SCOREBOARD DIGITS

◄INFO
                    DONE
```

MENU - SETUP 2

The figure below acquaints you with locating the service provider, setting the scoreboard display, viewing the group and field/court ID, radio status and displaying the software version and model of the scoreboard. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.

```
            MENU-SETUP 2
1  ◄SERVICE

2  ◄SCOREBOARD DIGITS

3  ◄INFO                  MORE►  4
                DONE
```

1 LOCATING YOUR SERVICE PROVIDER

Press the **SERVICE** key to see the contact information for service provider of the controller.

```
    MENU-SERVICE CONTACT
    (YOUR SERVICE PROVIDER)

            DONE
```

2 SETTING THE SCOREBOARD DIGIT DISPLAY

Press the **SCOREBOARD DIGITS** key to test or blank the scoreboard.

To test the scoreboard, press the corresponding key for the required test. Press **DONE** to return to the previous screen.

To **BLANK SCOREBOARD -** Press the corresponding key to blank, blank and delete data or resume with the current information saved.

```
        SCOREBOARD DIGITS
◄TEST MODE

◄BLANK SCOREBOARD
                DONE
```

```
        SCOREBOARD DIGITS
◄TEST MODE

◄BLANK SCOREBOARD
                DONE
```

```
◄BLANK      BLANK SCOREBOARD
  SCOREBOARD
◄BLANK SCOREBOARD, DELETE ALL DATA

◄RESUME-RECALL ALL PREVIOUS INFO
                DONE
```

3 INFO

Press the **INFO** key to see GROUP, FIELD/COURT ID, RADIO STATUS and FIRMWARE VERSION.

Press the **DISPLAY VERSION** key to display the version of firmware loaded on a scoreboard.

To display the model of the scoreboard press the **DISPLAY MODEL** key.

Press **DONE** to return to the selected sport.

```
GROUP   - 35       INFO        MFR DATE:
 FIELD/                          43/207
 COURT ID - 61
RADIO   -                    DISPLAY VERSION▶
VERSION - 99.999             DISPLAY MODEL▶
                   DONE
```

```
       SCOREBOARD WIRELESS VERSION
        THE SCOREBOARD IS NOW DISPLAYING
        THE VERSION OF FIRMWARE LOADED
             ON THAT SCOREBOARD
```

```
       SCOREBOARD WIRELESS MODEL
        THE SCOREBOARD IS NOW DISPLAYING
         THE MODEL OF THE SCOREBOARD
```

MENU - SETUP 3

The figure below acquaints you with screen settings, firmware version, initial setup of all sports, and an entering a field or court number. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1. For WIRELESS SETUP, see **MENU - SETUP 3 - WIRELESS** on page 16.

```
                  MENU-SETUP 3
1 ◀WIRELESS              INITIAL SETUP▶ 4

2 ◀SCREEN SETTINGS    FIELD/COURT ID #▶ 5

3 ◀FIRMWARE                     MORE▶ 6
                   DONE
```

2 SCREEN SETTINGS

To set the backlight and contrast of the LCD screen, press the **SCREEN SETTINGS** key.

Select a preset time for the LCD backlight to remain on and press **ENTER.**

To set the **LCD SCREEN CONTRAST,** press the **LIGHTER** or **DARKER** key to increase or decrease the contrast and then press **DONE.**

```
           LCD SCREEN SETTINGS
◀BACKLIGHT

◀CONTRAST

                   DONE
```

```
           LCD BACKLIGHT DELAY
◀0:30                          5:00▶
          SELECT TIME FOR
◀1:00   LCD BACKLIGHT TO REMAIN ON   10:00▶
           AND PRESS "ENTER"
◀2:00
                   DONE
```

```
           LCD SCREEN CONTRAST
◀LIGHTER           8

◀DARKER
                   DONE
```

3 FIRMWARE

Press the **FIRMWARE** key to view the current firmware version or to load new firmware. Press the **VERSION #** key to see the firmware version that is currently loaded. The USB needs the following files to update: control.hex, pages.txt, and version.txt. Press **LOAD NEW CONTROLLER FIRMWARE** to update the firmware, insert the updated USB drive into the USB port and press **START**. The current and new firmware versions will display. Press **BEGIN LOADING FIRMWARE** to start the update.

```
        ┌──────────┐
        │ FIRMWARE │
◄VERSION #

◄LOAD NEW CONTROLLER FIRMWARE

             ▄▄▄▄▄▄
             DONE
```

```
        FIRMWARE VERSION #
             99.999

             ▄▄▄▄▄▄
             DONE
```

```
      ┌─────────────────┐
      │ LOAD NEW FIRMWARE │
   CURRENT CONTROLLER VERSION-99.999
   USB STICK CONTROLLER VERSION-LOADING...
```

4 SPORT SPECIFIC INITIAL SETUP

Press the **INITIAL SETUP** key to set up **SPORT SPECIFIC SETTINGS** and **TEAM NAME SETUP.** See sport specific INITIAL SETUPS on the following pages.

TEAM NAME

Press the **TEAM NAME** key to set up the width of the team name on the scoreboard by choosing a preset width and then press **DONE**.

```
              ┌──────────────┐
              │ INITIAL SETUP │
◄CLOCK MODE   │  BASEBALL 1  │   HITS TOTALS►

◄INNING TYPE                    PITCH COUNT►

◄AT BAT              ▄▄▄▄▄▄           MORE►
                    DONE
```

```
            ┌────────────────┐
            │ TEAM NAME SETUP │

◄48 PIXELS WIDE            █32 PIXELS WIDE█►

◄40 PIXELS WIDE
                   ▄▄▄▄▄▄
                   DONE
```

5 FIELD/COURT ID#

Press the **FIELD/COURT ID #** key to set a field or court number. Enter the field or court number on the keypad and press **ENTER.**

```
         ┌──────────────────┐
         │ FIELD/COURT ID #-7 │
         ENTER THE FIELD OR COURT ID #
               FOR THIS CONTROLLER
               AND PRESS "ENTER"

                    __
```

6 MORE

Press the **MORE** key to go to MENU-SETUP 4: PASSWORD SETUP and SERVICE CONTACT EDIT.

```
              ┌─────────────┐
◄PASSWORD     │ MENU-SETUP 4 │      AUTO
 SETUP        └─────────────┘    SHUTOFF►

◄SERVICE CONTACT EDIT

                                    MORE►
                   ▄▄▄▄▄▄
                   DONE
```

MENU - SETUP 3 - WIRELESS

The figure below acquaints you with setting up the wireless connections to the controller, scoreboard, handswitch, sideline controller and radio. Unless otherwise indicated, **DONE** or **SET** returns to the wireless setup screen.

```
1 ◄CONTROLLER     WIRELESS      RADIO► 4
                   SETUP
2 ◄SCOREBOARD
3 ◄HANDSWITCH            SIDELINE CONTROLLER► 5
                         DONE
```
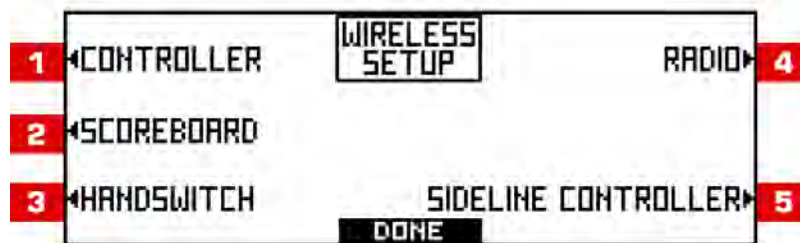
1 WIRELESS CONTROLLER SETUP

Press the **CONTROLLER** key to set up the group number of the controller. Enter the new group number on the keypad for the wireless controller and then press **ENTER.**

```
WIRELESS CONTROLLER GROUP #- 12
     ENTER THE NEW GROUP NUMBER
     FOR THE WIRELESS CONTROLLER
        AND PRESS "ENTER"

            ___
```

2 WIRELESS SCOREBOARD SETUP

Press the **SCOREBOARD** key to setup the group number, board type or to display the Group # or firmware version on the scoreboard.

```
        SCOREBOARD WIRELESS
                          DISPLAY VERSION
◄GROUP NUMBER               ON SCOREBOARD
                          DISPLAY BOARD TYPE►
◄BOARD TYPE                 ON SCOREBOARD
```

GROUP NUMBER

To change the group # of the scoreboard, enter the new group for the scoreboard on the keypad and press **ENTER.** Once all scoreboards have been identified, enter the scoreboard ID number of the board on the keypad and press **ENTER.**

```
WIRELESS CONTROLLER GROUP #- 12
     ENTER THE NEW GROUP NUMBER
     FOR THE WIRELESS CONTROLLER
        AND PRESS "ENTER"

            ___
```

BOARD TYPE

To change the board type of the scoreboard, enter the new board type on the keypad and press **ENTER.** Once all scoreboards have been identified, enter the scoreboard ID number of the board on the keypad and press **ENTER.**

```
WIRELESS SCOREBOARD BOARD TYPE
      ENTER THE NEW BOARD TYPE
     FOR THE WIRELESS SCOREBOARD
        AND PRESS "ENTER"

            __
```

DISPLAY VERSION

Press the **DISPLAY VERSION ON SCOREBOARD** key to display the version of firmware on the scoreboard.

```
   SCOREBOARD WIRELESS VERSION
   THE SCOREBOARD IS NOW DISPLAYING
   THE VERSION OF FIRMWARE LOADED
         ON THAT SCOREBOARD
```

DISPLAY BOARD TYPE

Press the **DISPLAY BOARD TYPE ON SCOREBOARD** key to display the model of the scoreboard.

```
    SCOREBOARD WIRELESS MODEL
   THE SCOREBOARD IS NOW DISPLAYING
     THE MODEL OF THE SCOREBOARD
```

Press **DONE** to return to the selected sport.

3   WIRELESS HANDSWITCH SETUP

To sync the handswitch to the same group as controller, remove the battery from the handswitch. Press and hold the **Reset 1** key and then put the battery back in. Release the key when the LEDS start to flash and press **SET** on the MP-80 controller.

```
┌─────────────────────────────────┐
│        HANDSWITCH SETUP          │
│ REMOVE THE BATTERY FROM THE HANDSWITCH,│
│ PRESS AND HOLD THE "RESET  1" BUTTON, PUT│
│ THE BATTERY BACK IN, RELEASE BUTTON WHEN│
│  THE LEDS START TO FLASH, AND PRESS "SET"│
│              ▐SET▌                │
└─────────────────────────────────┘
```

4   WIRELESS RADIO

Press the **RADIO** key to turn the wireless radio on or off.

Press **DONE** to return to the previous menu.

```
┌─────────────────────────────────┐
│          WIRELESS RADIO          │
│                                  │
│ ◄ON                              │
│                                  │
│ ◄OFF                             │
│              ▐DONE▌              │
└─────────────────────────────────┘
```

5   SIDELINE CONTROLLER SETUP

Press the **SIDELINE CONTROLLER** key to sync the sideline controller to the MP-80. Press and hold the **BATT** button on the sideline controller, then press and release the **START** button. Press **SET** on the MP-80 controller.

```
┌─────────────────────────────────┐
│      SIDELINE CONTROLLER SETUP   │
│ ON THE SIDELINE CONTROLLER, PRESS AND│
│ HOLD THE "BATT" BUTTON, AND PRESS AND│
│ RELEASE THE "START" BUTTON, THEN PRESS│
│        "SET" ON THIS MP80         │
│              ▐SET▌                │
└─────────────────────────────────┘
```

MENU - SETUP 4

The figure below acquaints you with setting up a password and editing service contact information. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.

```
┌─────────────────────────────────────┐
│  1 ◄PASSWORD   MENU-SETUP 4  AUTO ► 3│
│      SETUP                 SHUTOFF   │
│  2 ◄SERVICE CONTACT EDIT             │
│                                      │
│                            MORE ► 4  │
│              ▐DONE▌                   │
└─────────────────────────────────────┘
```

1   PASSWORD SETUP

Password protection can be enabled to protect system critical areas. When turned on a password must be entered to get past Menu 2. Press the **PASSWORD SETUP** key to setup a password for the controller. Enter up to a seven digit password on the keypad and press **ENTER** to set. OR choose NO PASSWORD by pressing the **NO PASSWORD** key.

For a password protected controller - Enter the password on the **PASSWORD ENTRY** screen that pops up on Menu-Setup 3.

```
┌─────────────────────────────────┐
│           SECURITY               │
│         ENTER UP TO A            │
│        7 DIGIT PASSWORD          │
│       AND PRESS "ENTER"          │
│                      NO PASSWORD►│
│       ▐_____▌                  │
└─────────────────────────────────┘
┌─────────────────────────────────┐
│        PASSWORD ENTRY            │
│         92R-345-E678             │
│        ENTER PASSWORD            │
│       AND PRESS "ENTER"          │
│       ▐_____▌                  │
└─────────────────────────────────┘
┌─────────────────────────────────┐
│           SECURITY               │
│    YOUR PASSWORD HAS BEEN SET TO │
│                                  │
│              ▐DONE▌              │
└─────────────────────────────────┘
```
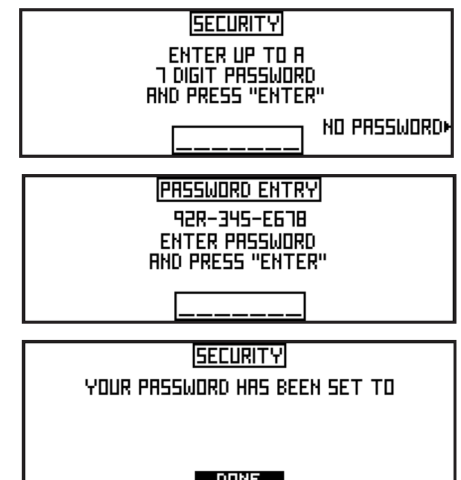
2 SERVICE CONTACT EDIT

Press the **SERVICE CONTACT EDIT** key to edit the Service Contact for this controller. Edit a contact.txt file on a computer and save on a blank USB drive with up to 5 lines of data and then insert the USB drive into the controller and press the **START IMPORT** key.

```
┌─────────────────────────────────┐
│ MENU-SERVICE CONTACT IMPORT INFO│
│  SAVE "CONTACT.TXT" FILE ON USB DRIVE
│      WITH UP TO 5 LINES OF DATA │
│   INSERT USB DRIVE IN CONTROLLER│
│      AND PRESS "START IMPORT"   │
│ START                           │
│ IMPORT          DONE            │
└─────────────────────────────────┘
```

MENU - SETUP 5

The figure below acquaints you with resetting the MP-80 to the factory defaults.

```
┌─────────────────────────────────┐
│          MENU-SETUP 5           │
│                                 │
│  1 ◄FACTORY RESET               │
│                                 │
│              DONE               │
└─────────────────────────────────┘
```

1 FACTORY RESET

Press the **FACTORY RESET** key to reset the MP-80. All data will be cleared and all settings will reset to the factory settings.

```
┌─────────────────────────────────┐
│          MENU-SETUP 5           │
│                                 │
│ ◄FACTORY RESET                  │
│              DONE               │
└─────────────────────────────────┘
```

BASEBALL - INITIAL SETUP 1

The figure below acquaints you with the initial setup of a baseball game. Refer to the following pages for sport specific operation of the controller.

```
┌─────────────────────────────────────────────┐
│ 1 ◄CLOCK MODE    INITIAL SETUP   HITS TOTALS► 4│
│                  BASEBALL 1                   │
│ 2 ◄INNING TYPE                   PITCH COUNT► 5│
│                                               │
│ 3 ◄AT BAT                              MORE► 6│
│                     DONE                      │
└─────────────────────────────────────────────┘
```

1 SETTING THE CLOCK MODE

Press the **CLOCK MODE** key to set the clock display. Select a 2 or 4 digit display or turn the display OFF.

```
◄OFF        INITIAL SETUP
       BASEBALL-CLOCK MODE
◄2 DIGIT
◄4 DIGIT           DONE
```

2 SETTING THE INNING TYPE

Press the **INNING TYPE** key to set the type of inning. Select a 7, 9 or 10 inning game.

```
◄OFF        INITIAL SETUP
       BASEBALL-INNING TYPE
◄10 INNING              7 INNING►
◄9 INNING          DONE
```

3 INDICATING THE PLAYER AT BAT

To indicate what player is at bat, press the **AT BAT** key to turn ON or OFF.

```
           INITIAL SETUP
         BASEBALL-AT BAT
◄ON
◄OFF               DONE
```

4 DISPLAYING THE HIT TOTALS

Press the **HITS TOTALS** key to turn ON or OFF displaying the total hits on the scoreboard.

```
           INITIAL SETUP
       BASEBALL-HITS TOTALS
◄ON
◄OFF               DONE
```

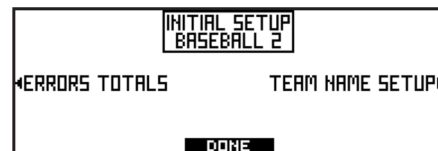## 5 DISPLAYING THE PITCH COUNT

Press the **PITCH COUNT** key to turn ON or OFF displaying the pitch count on the scoreboard.

```
           INITIAL SETUP
       BASEBALL-PITCH COUNT
◄ON
◄OFF               DONE
```

6 MORE

Press the **MORE** key to go to ERRORS TOTALS and TEAM NAME SETUP.

```
           INITIAL SETUP
           BASEBALL 2
◄ERRORS TOTALS    TEAM NAME SETUP►
                   DONE
```

```
                    INITIAL SETUP
                    BASEBALL 2
  7  ERRORS TOTALS          TEAM NAME SETUP

                      DONE
```
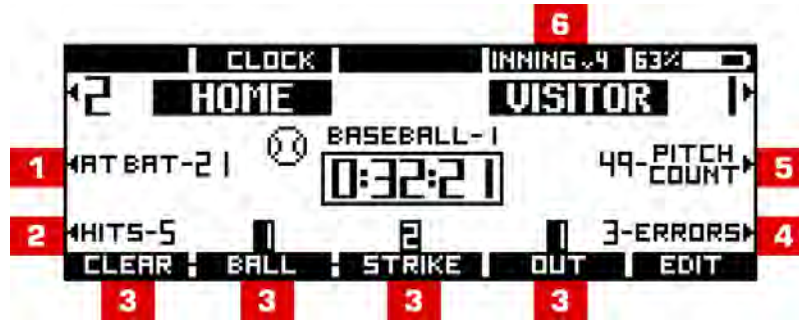
7   ERRORS TOTALS

Press the **ERRORS TOTALS** key to turn ON or OFF displaying the total errors on the scoreboard.

```
            INITIAL SETUP
        BASEBALL-ERRORS TOTALS
  ON
  OFF               DONE
```

BASEBALL - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a baseball game. Refer to the previous page for the initial setup of a baseball game.

1   INDICATING PLAYER AT BAT

Press the **AT BAT** key to indicate the player at bat. On the keypad enter the player's number and then press **ENTER.**

2   UPDATING THE HITS

To update the hits, press the **HITS** key then press the **+1** key OR the **EDIT HITS** key.

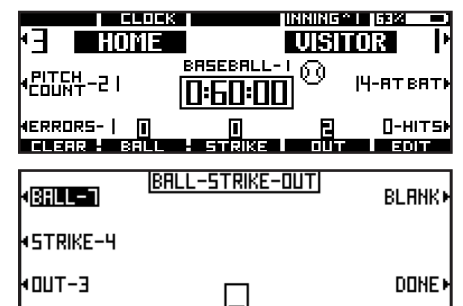Enter the hits on the keypad and then press **ENTER**.

3   SINGLE PRESS BALLS, STRIKES, OUTS

To increase the ball, strike and out values, press the corresponding key. To clear the balls and strikes, press the **CLEAR** key.

To enter BALL, STRIKES, AND OUTS with the keypad, press **EDIT** and then the corresponding BALL, STRIKE, OUT key. Enter a value on the keypad and press **ENTER** and **DONE.**

4   TRACKING THE ERRORS

To track the errors, press the **ERRORS** key and then the **+1** key. If the tracking error memory is on the prompt to enter the position number appears.

To enter errors with the keypad press **EDIT ERRORS**. Enter the new error count and then press **ENTER.**

```
┌─────────────────────────────────────┐
│      ┌──────────────┐               │
│      │ HOME ERRORS-6│      BLANK▸    │
│      └──────────────┘               │
│  ◂+ I                                │
│                                      │
│                    ┌──────┐          │
│                    │ EDIT │          │
│                    │ERRORS│          │
│                    └──────┘          │
└─────────────────────────────────────┘
```

```
┌─────────────────────────────────────┐
│        ┌───────────────┐            │
│        │ ERROR POSITION│            │
│        └───────────────┘            │
│         ENTER THE ERROR POSITION    │
│           AND PRESS "ENTER"         │
│   -OR PRESS "ENTER" TO BYPASS POSITION- │
│                  ┌─┐                 │
│                  └─┘                 │
└─────────────────────────────────────┘
```

5   TRACKING THE PITCH COUNT

Press the **PITCH COUNT** key and then the **+1** key. OR enter the pitch count with the keypad by pressing the **EDIT PITCH CT** key. Enter the count and then press **ENTER**. You can also leave the display blank by pressing the **BLANK** key. Press the **RESET TO ZERO** key to reset the count.

```
┌─────────────────────────────────────┐
│   ┌────────────────────┐            │
│   │ HOME PITCH COUNT-60│    BLANK▸  │
│   └────────────────────┘            │
│  ◂+ I                  RESET TO ZERO▸│
│                    ┌──────┐          │
│                    │ EDIT │          │
│                    │PITCH CT│        │
│                    └──────┘          │
└─────────────────────────────────────┘
```

```
┌─────────────────────────────────────┐
│   ┌────────────────────┐            │
│   │ HOME PITCH COUNT-74│            │
│   └────────────────────┘            │
│      ENTER THE HOME PITCH COUNT     │
│           AND PRESS "ENTER"         │
│                 ┌──┐                 │
│                 └──┘                 │
└─────────────────────────────────────┘
```

6   SETTING THE INNING

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

INDICATING TOP/BOTTOM

Press the **TOP** or **BOTTOM** key corresponding to the team up to bat.

```
┌─────────────────────────────────────┐
│              ┌────────┐             │
│              │ INNING-3│            │
│  ◂BLANK      └────────┘             │
│  ◂TOP                      + I▸      │
│  ◂BOTTOM       ┌──────┐    ┌────┐   │
│                │ EDIT │    │DONE│   │
│                │INNING│    └────┘   │
│                └──────┘             │
└─────────────────────────────────────┘
```

```
┌─────────────────────────────────────┐
│              ┌────────┐             │
│              │ INNING- 1│           │
│              └────────┘             │
│          ENTER THE INNING           │
│           AND PRESS "ENTER"         │
│                 ┌──┐                 │
│                 └──┘                 │
└─────────────────────────────────────┘
```

TROUBLESHOOTING

Try the solutions suggested below to troubleshoot the MP-80. If you need additional help, press the **SERVICE** key on Menu-2 on the MP-80 for the service contact information.

NOTHING APPEARS ON THE SCOREBOARD

Verify the following:

- The MP-80 is correctly synced with the scoreboard as instructed on the MENU - SETUP 3 - WIRELESS instructions page.
- There is not another controller within range that is interfering with the signal.

SCOREBOARD DOES NOT RESPOND

Verify the following:

- The proper scoreboard group and board number are selected as instructed on the MENU - SETUP 3 - WIRELESS instructions page.

HANDSWITCH IS NOT SYNCING

Verify the following:

- The batteries are charged.
- The handswitch is ON and within range of the controller.