

Scoreboard Operator's Instructions MPCX2 SCD / DGT / Pitch Time



Since 1934

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These Instructions are for the Following Models:

LED models:

SCD-5
S60-LED
SCD-7A
SCD-T7A
SSC-7
SSC-T5
SSC-T9
9520
9620

DGT-5
DGT-5A
DGT-6
SEG-14
SEG-18

Incandescent models:

S60
SCD-4

DGT-2
3020

Note: Some features may not be available
on some models.

May not be compatible with certain older scoreboards

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.

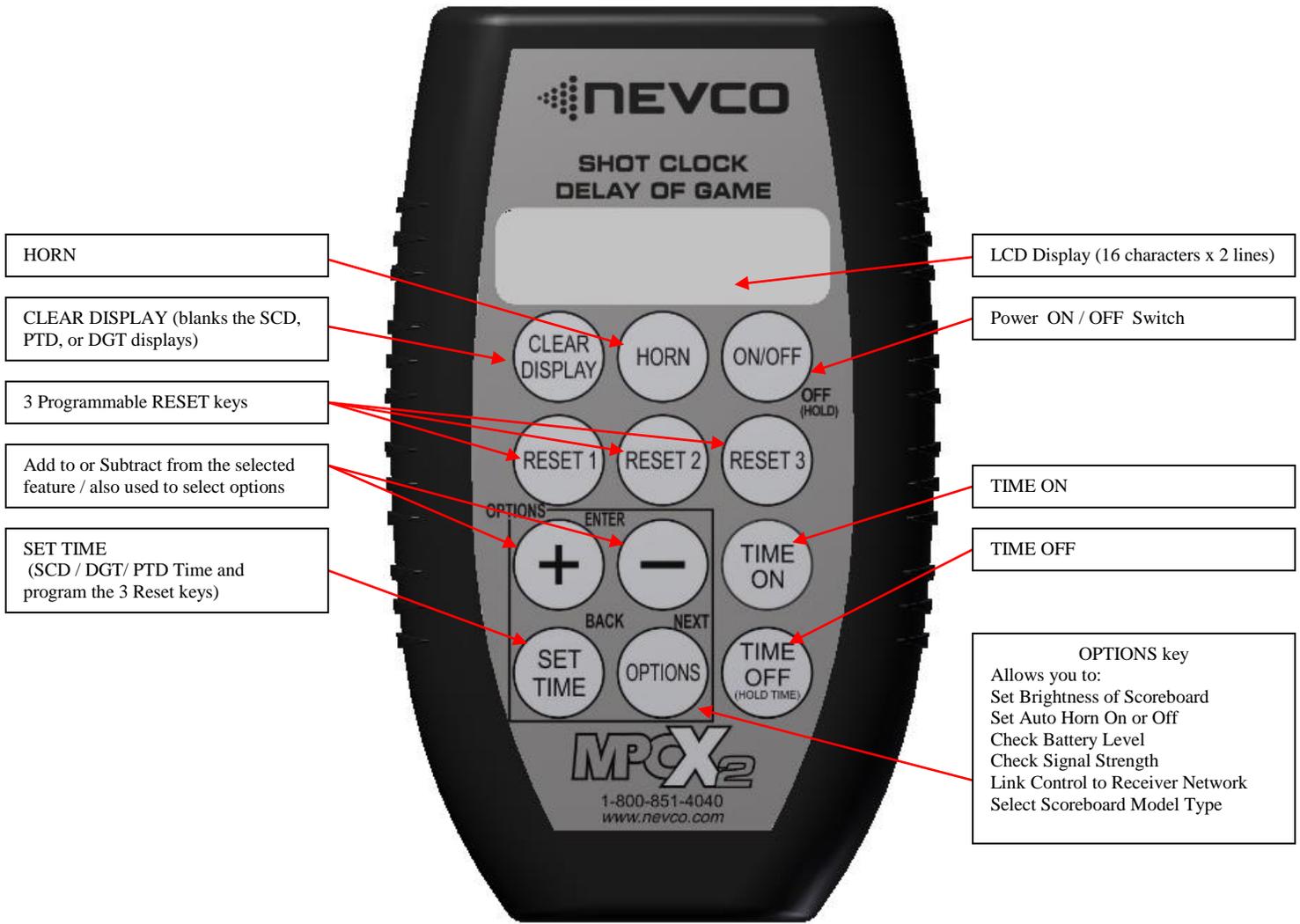
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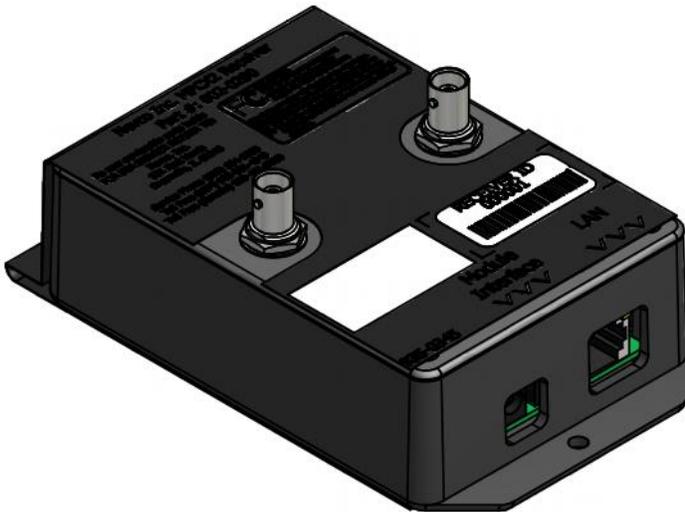
MPCX2 SCD / DGT/ PITCH TIME (front view)



MPCX2 CONTROL (rear view)



MPCX2 Receiver for use with outdoor x6xx and indoor x7xx scoreboards.



MPCX2 Receiver for use with scoreboards that pre-date x6xx outdoor and x7xx indoor scoreboards. (Boards that have coax input only)

NOTE: *This version can also be used in addition (but not simultaneous operation) to a W6 system for dual operation by connecting the W6 receiver or wired coax of the MPC-5/6 connection to the coax input of the X2 receiver.*

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STARTUP GUIDE

SHOT CLOCK, SEGMENT TIMER, DELAY OF GAME, and PITCH TIME models

Shot Clock (models SCD-5, SCD-7, SCD-T7A, and S60-LED).

Delay of Game (model DGT-5, and DGT-6).

Pitch Time (model 900-9520 and 900-9620)

Segment Timer (model SEG-14 and SEG-18)

Note: It is assumed here that the control has been configured for the correct scoreboard type and the control has been linked to the desired receiver(s). Both functions are explained in the setup guide that comes with a new control. The control is set to “SCD” models by default at the factory. Switch it to Delay of Game, Segment Timer, or Pitch Timer series if needed in the field from the OPTION menu. It is assumed that the receiver is powered ON.

To Start a New Game

Press



The control will display a greeting while it establishes communications with its receiver(s). (Up to 20 seconds).

Note: *v01.00 for example, indicates the software version of the control.*

MPCX2 v01.00
2.4 GHz

Scanning

Next the display will show the preset time for RESET 1 key, the time status, and the current preset times for RESET 2 and RESET 3 keys.

R1: 15 Time:OFF
R2: 30 R3: 35

Press



To set the timer to the value the key is set to.

R1: 15 Time:OFF
R2: 30 R3: 35

You are now ready for the game to begin.

To Start the Timer

Press



The control will display

R1: 15 Time:ON
R2: 30 R3: 35

To Stop the Timer

Press



The control will display

R1: 15 Time:OFF
R2: 30 R3: 35

Please consult the following sections of this manual for more details, functions, and features

KEYBOARD FUNCTIONS

GREETING screen

MPCX2 v01.00
2.4 GHz

Scanning

GREETING

When the control is Powered ON, the greeting showing the **type of control, the software version, and the frequency it is broadcasting**. It will then display **scanning** for the remaining time until the control establishes communications with its receiver(s). (May take up to 20 seconds)

Accessed
by
pressing

ON/OFF

ON/OFF

When you are done using the control turn it OFF to conserve batteries.

Note: *In multiple controller setups. Verify that the second to last controller is powered off before powering off the last controller so that the receiver gets the power off command.*

Note: Always power ON the receiver(s) (scoreboard(s)) first, and wait a few seconds for the receiver(s) to initialize (red LED illuminates) before powering ON the control. If the control is already ON, turn it OFF, wait a few seconds, and then turn it back ON.

Note: If the scoreboard fails to respond to the control, power the control OFF, wait a few seconds, and then try again. Please allow time for each control to complete its powering ON process (main screen appears) before turning ON another control.

MAIN screen

R1: 15 Time:OFF
R2: 30 R3: 35

MAIN

The main screen shows the reset time for the **Reset 1** key, the **Timer Status**, and the reset time for the **Reset 2** and **Reset 3** keys. Press any one of these Reset keys to immediately load its value into the timer. The reset values for these three keys can be changed by using the SET TIME screen.

Note: The control stores three times for SCD mode and three times for DGT mode.

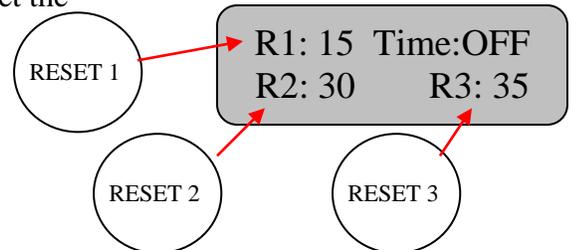
A CLEAR DISPLAY key is available for blanking the timers during the last few seconds of main time when they are no longer needed.

You should keep this screen displayed during the game.

Accessed
by
pressing

TIME
OFF

Press RESET 1, 2, or 3 at any time to immediately reset the timer to its preset value.



Note: Time set to ON: If the current counting time has not expired and another time is selected using RESET (1-3), the new time value will be loaded and will begin counting immediately with no further action needed.

Note: If the current loaded time has expired or the timer is stopped and RESET (1-3) is pressed, the new time value will be loaded immediately, however it will not begin counting until the TIME ON key is pressed.



Turns the time ON.

R1: 15 Time:ON
R2: 30 R3: 35



Turns the time OFF.

R1: 15 Time:OFF
R2: 30 R3: 35



Sounds the horn. (Approximately 2 seconds)

Note: Does not change the control display.

Note: Hold key down to extend duration.



Clears (Blanks) the timer displays.

SET TIME screen

Set Time:
SCD/DGT Time:20

SET TIME

This screen is for setting a special miscellaneous time into the timer. It also provides a way to program the desired times into each of the three RESET keys. These keys can then be pressed at any time to instantly load the timer with each keys reset value.
Note: Press the TIME OFF key at any time to return to the main screen.

Accessed
by
pressing

SET
TIME

Note: The SET TIME is active only if the time is stopped. To edit the unique Set Time, please stop the time.

SET
TIME

The first press of the SET TIME key brings up a screen for setting the displayed time. Use the “+” or “-” keys to select the time (0-199).

Set Time:
SCD/DGT Time: 0

Note: Only the Pitch Timer is able to go up to 199. For Shot clock the timer will only go up to 69. It is capable of counting down from 199 but the display will not display proper time until 69 seconds are left.

Note: Hold the key down for fast advance.

Note: If the OCM is Rev. K or newer then the DGT will display and count down from 99 seconds. Else, the OCM will count down from 99 seconds but will only display the tens place at 69 seconds and lower.

Press



again to set the RESET 1 time:
Use the “+” and “-” keys to enter the desired preset time.
Note: Hold the key down for fast advance.

Set Time:
Reset 1 Time:15

Press



again to set the RESET 2 time:
Use the “+” and “-” keys to enter the desired preset time.
Note: Hold the key down for fast advance.

Set Time:
Reset 2 Time: 30

Press



again to set the RESET 3 time:
Use the “+” and “-” keys to enter the desired preset time.
Note: Hold the key down for fast advance.

Set Time:
Reset 3 Time:35

Note: Any of the three programmable Reset keys can be set to any number of seconds from 0 to 199.

Note: To return to the main screen, press the TIME OFF key.

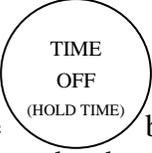
Note: Some timers will display tenths of seconds while others display only whole seconds. In all cases the time is divided into fractions of a second for greater accuracy. It may be possible to start and stop the time and see no change in the displayed time even though several fractions of a second may have been counted off. The fractions of seconds are always cleared when a new time is set.

Using the Shot Clock Controller in Conjunction with a Basketball Controller

The shot clock controller can be used in conjunction with a basketball controller. To do this there must be a basketball controller in the same network group as the shot clock. When used together the shot clock time will decrement when the game time is decrementing.

While game time is running the shot clock time can not be stopped with the  button.

However, shot clock time can be paused by holding the  button and game time will decrement normally.

Releasing the  button will continue decrementing the shot clock timer. Pressing the  button will clear the shot clock time.

Options Menu

Several option settings are available to fine tune the scoreboard system to your needs. These settings are saved in the control. They are remembered even if the control is turned OFF or the batteries removed. When a control turns ON the scoreboard, these settings are sent to the scoreboard and are used to define how it operates. This allows each coach or group to have their own control with its unique option choices, thus eliminating the need to set up the options every time the scoreboard is used. For example, Brightness (Baseball – day time) (Soccer – night time).

It is also possible to use more than one control to operate the scoreboard. For instance, the Time can be controlled by one person while someone else operates the rest of the scoreboard with another control.

Standard Options

OPTIONS

The options key can be used to access the following features. Each press of the options key moves you to the next option screen.

Note: In this illustration the cursor indicates the default factory settings.

Note: You can return to the main screen at any time by pressing PERIOD / SCORE.

Clear Scoreboard
Press(+)

Allows you to clear the scoreboard data.

Note: *The period will be set to 1, scores and all other data are set to blank.*

Edit ETN
Press(+)

Allows you to edit the Electronic Team Name for both Home and Guest.

Note: *The ETN can only be edited when time is stopped.*

Guests ETN
Press (+)

Note: After pressing the “+” key to get into the ETN menu, press the “Options” button to switch between Home and Guest ETN’s.

Home ETN
Press (+)

Home ETN

—

Use the “+” to go increment the alphabet and the “-“ key to decrement the alphabet. Use the “Options” button to advance the cursor.

Note: *Hold the key down for fast advance.*

Time Up/Down
(+)Up (-)Down

Allows you to set the direction the timer will count.
Note: *In baseball the Time Up/Down control is in the At Bat / Time button.*

Brightness
(+)HIGH (-)LOW

Allows you to select the Brightness Level of the scoreboard. (High or Low)

Auto Horn
(+)On (-)Off

Allows you to enable or disable the automatic horn. (Sounds for about 4 seconds when time has expired).
Note: *In baseball the Auto Horn control is in the At Bat / Time button.*

Set Time of Day
Press (+)

Turns the control OFF and blanks all scoreboard functions except Time. Uses the displayed time as the set time if it is a valid Time Of Day. Otherwise blanks the entire scoreboard.
Note: *Not all scoreboard models support Time Of Day and thus not all controllers will display Time of Day.*

Battery Level
L>>>>>>>>>>>>>>>H

Reports the condition of the batteries in the control.
Note: *“Low Battery!!!” Will display when it is approaching time to change batteries. When 0 bars of battery life are left the batteries must be replaced immediately.*

Signal Strength
L>>>>>>>>>>>>>>>H

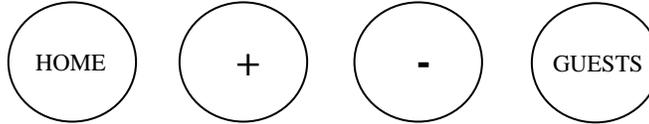
Allows you to check signal strength when connected to a receiver. Used as an indication of reliability of communications. Affected by distance, battery condition, obstructions and signal interference.

Advanced Options

Enter Code to Change Settings

This menu option allows you to access settings that affect how the control operates. Generally, these settings need not be changed and should only be changed by an experienced operator or under direction from the Nevco Service Department.

Press the following key sequence:



- a. Segment timer - (Segment time) (+) (-) (Auto Horn)
- b. Shot Clock/Pitch Time/Delay Of Game - (Reset 1) (+) (-) (Reset 2)

to gain access to the following additional menu items.

Or

Press the OPTIONS key to return to the main screen.

Link Menu Press (+)

This menu option allows the user to add a receiver ID, delete a receiver ID, and to view the status of which ID's are programmed and enabled or disabled. Press the  button to scroll through the different link menus.

Please refer to sections "Mating a New Control to Receiver(s)" and "Adding, Deleting or Enabling/Disabling Receiver ID's" for detailed instructions.

Add a Rec ID
Press (+)

Delete a Rec ID
Press (+)

View Rec ID's
Press (+)

Setting Scoreboard Model

OPTIONS

The next press of the options key will display one of the following screens. It indicates which of the scoreboard model series the control is currently configured to operate. Use the "+" key to toggle thru the scoreboard models. Press the OPTIONS key again to exit the options routine. **The last scoreboard series displayed will become the new control configuration.**

Scoreboard Model

Refer to the Scoreboard Model table found below for the appropriate scoreboard model to be used with your scoreboard.

MPCX2 Control / Receiver setup procedure

Before using the MPCX2 control it must be mated to the receiver(s) and set for the model of scoreboard that you wish to operate.

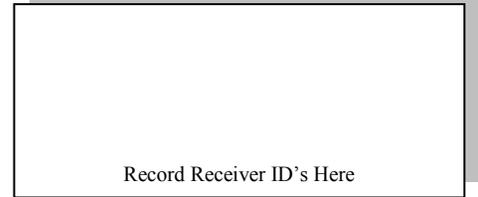
Mating a New Control to Receiver(s)

Step 1. Record the receiver(s) ID's located on the receiver box before installation for future reference. Multiple receivers can be used with multiple controllers all on the same network.

Step 2. Install the receiver(s) into the scoreboard and power up the receiver(s) that are to be used.

a. Standard Installation – Uses the RJ12 output of the receiver.

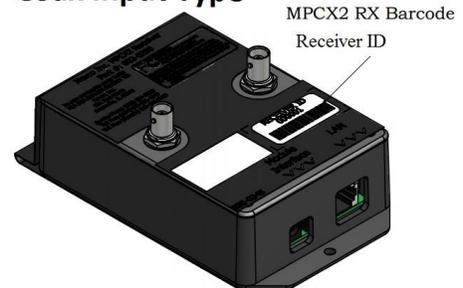
b. Rain Type Box Installation – Uses the coax output of the receiver and a 9VDC power supply.



Standard Type



Coax Input Type

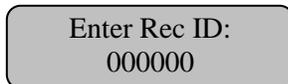


Step 3. Wait approximately 15 seconds after the receiver has been turned on before turning on the MPCX2 controller in order to allow enough time for the receiver to be initialized.

Step 4. Insert the batteries included with the MPCX2 control or turn the control ON by pressing



The display will read:



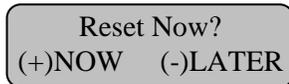
Step 5. Enter in the receiver ID's located on the receiver box using the controller keypad buttons



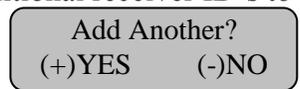
(NEXT) to move the cursor and (+) or (-) to increment or decrement each digit.

When done press the (BACK) button in the lower left corner.

Step 6. The screen will then prompt with.



Step 7. Pressing (+) will reset the controller. Pressing (-) will allow additional receiver ID's to be entered into the controller and will display the message.



Step 8. If additional receivers are to be added then select (+) and repeat steps 5 through 6. If additional receivers do not need to be added then select (-) and the controller will be reset.

Setting the Control for Your Model of Scoreboard

This procedure is not necessary if you have one of the following models:

1500, 1510, 1530, 1535, 1550, 1600, 1610, 1630, 1635, 1650, 1000, 1010, 1030, 1035, 3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 9505, 9715, 9515, 3400, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 9405, 9550, SCD-5, SCD-7, S60-LED, S60, SCD-4. And for any sport except Soccer: 2700, 2710, 2715, 2740, 2750, 2760, 2770, 2775, 2600, 2610, 2615, 2640, 2650, 2670, 2675, 2500-D, 2500, 2500-A4-D, 2500-A4, 2540, 2540-A4, 2550-D, 2550, 2560, 200, 230, 9510, 9715, 9515, 9710, 2400, 2400-A4, 2440, 2440-A4, 2450, 2460, 9410

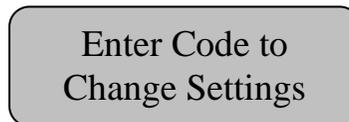
Step 1. Turn the control on by pressing



Step 2. Press the

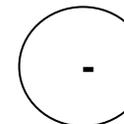
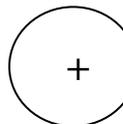


button until the display reads



Step 3. Enter the "Code" with the buttons in the sequence

a. Segment timer - (Segment time) (+) (-) (Auto Horn)

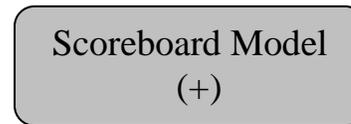


b. Shot Clock/Pitch Time/Delay Of Game - (Reset 1) (+) (-) (Reset 2)

Step 4. Continue pressing the



button until the display reads



Step 5. Press the



key to select the scoreboard model shown in the table below.

Step 6. Press the



key to exit the menu.

Multiple Receivers and Controllers

Both multiple controllers and receivers can be on the same network.

Multiple Controllers

For example, one person with a controller can control Game Time and another person with a separate controller can control Game Score of the same game on the same scoreboard. Multiple controllers can be used for any combination of game data.

If a second controller is powered on after the first powered on controller has been initialized, then the second controller will be configured with the same Scoreboard Model described in the "Setting the Control for Your Model of Scoreboard" section.

Multiple Receivers

Multiple receivers can be used on the same network. One example could be separate scoreboards for the same game or in the case of basketball one receiver controls the scoreboard while other receiver(s) control the shot clock(s).

MPCX2 Control	Scoreboard Model	Screen to Select
Football	3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 9715, 9505, 9515, 3400, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 9405	Type A (+)
	7504, 7505, 7516, 7520, 7524, 7525, 7530, 9505, 9515, 7404, 7405, 7416, 7424, 7425, 7430, 9405, 3600, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3655, 3656, 3658, 7604, 7614, 7624, 7605, 7615, 7625, 7616, 7620, 7630, 7631, 7632	Type B (+)
	All 36XX, 76XX, and 86XX boards	X6XX (+)
	3680, 3685, 3688, 7680, 7685 (Reorders Intelligent Caption to Ball On, Down, To Go, Quarter)	X6XX Legacy (+)
Soccer	1515, 9505, 9515, 1615, 1632, 9605, 9715, 1415	Type A (+)
	1520, 1525, 9505, 9515, 1620, 1625, 9605, 9715, 1020, 1025, 9405, 9410	Type B (+)
	3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 3555, 9605, 9505, 9715, 9515, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 3455, 9405	Type C (+)
	7504, 7524, 9505, 9515, 9605, 9715, 7404, 7405, 7424	Type D (+)
	7604, 7605, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 3600, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3655, 7505, 7516, 7520, 7525, 7530, 9505, 9515, 9715, 7405, 7416, 7425, 7430, 9405, 9410, 3680, 3685, 3688, 7680, 7685, 8601, 8602	Type E (+) Supports Intelligent Captions
	200, 230, 24xx, 25xx, 26xx, 27xx, 9510, 9515, 9710, 9715	Type F (+)
	3656, 3657	Type G (+) Supports Intelligent Captions
	4455, 4465, 4755, 4555, 4565, 4765	Type H (+)
SCD / DGT / PCD	SCD-5, SCD-7A, SCD-T7A, SSC-7, SSC-T5, SSC-T9, S60-LED, S60, SCD-4	Shot Clock (+)
	DGT-6	Delay Of Game (+)
	DGT-5, DGT-2, 3020	Legacy DOG (+)
	SEG-14, SEG-18	Segment Timer (+)
	9520, 9620	Pitch Timer (+)
Tennis	9550 Set one control to each of 6 courts => 9650 Set one control to each of 6 courts => 9651B 9652B	Standard Current Court: 1 New Court: 2

MPCX2 Control	Scoreboard Model	Screen to Select
Baseball	1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	Standard (+)
	1003, 1006, 1503, 1506, 1508, 1540, 1603, 1604, 1606, 1608, 1609	Score by Inn (+)
	1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	With Timer (+)
	1615, 1620, 1625, 1632, 3656, 3680, 3685, 3688, 7616, 7680, 7685, 8601, 8602	X6XX Timer (+)
	1600, 1609, 1610, 1630, 1635, 1640, 1650, 3656, 3680, 3685, 3688, 7680, 7685, 8601, 8602	X6XX Standard (+)
Pitch Count	PCD-(A, 08, 10, 16, 18) With Models 1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	Standard (+)
	PCD-(A, 08, 10, 16, 18) With Models 1003, 1006, 1503, 1506, 1508, 1540, 1603, 1604, 1606, 1608, 1609	Score by Inn (+)
	PCD-(A, 08, 10, 16, 18) With Models 1015, 1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	With Timer (+)
	PCD-(A, 08, 10, 16, 18) With Models 1615, 1620, 1625, 1632, 3656, 3680, 3685, 3688, 7616, 7680, 7685	X6XX Timer (+)
	PCD-(A, 08, 10, 16, 18) With Models 1600, 1609, 1610, 1630, 1635, 1640, 1650, 3600, 3656, 3680, 3685, 3688, 7680, 7685	X6XX Standard (+)
Basketball, Volleyball, Wrestling, or Hockey	No setting required	Type A (+)
Segment Timer	27xx, 26xx, 25xx, SEG-14, SEG-18, 9710, 9510, 200, 230, SSC-7, SSC-T5, SSC-T9, SCD-7A, SCD-T7A, SCD-T5, SCD-5, SCD-4, 9715, 9515, S60-LED, S60, 4755, 4555-D, 24xx, 9410,	Type A (+)
	3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 36xx, 1632, 9605, 9505, DGT-6, DGT-5, 9405, 3020, 3400, 3402, 3414, 3415, 3416, 3425, 3434, 3455, 9515, 9715	Type B (+)
	36xx, 76xx, 7504, 7505, 7516, 7520, 7524, 7525, 7530, 9605, 9505, DGT-6, DGT-5, 9405, 7404, 7405, 7416, 7424, 7425, 7430, DGT-2, 9515, 9715	Type C (+)
	1520, 1525, 1515, 9505, 1620, 1625, 1615, 9605, 9715, 9405, 9515	Type D (+)
	SEG-14 and SEG-18 Segment Time only	Type E (+)
	SEG-14 and SEG-18 Segment Number only	Type F (+)
	All X6XX boards with timers	X6XX (+)

TROUBLESHOOTING CHART

Problem	Cause	Solution	
Scoreboard will not turn ON when control is turned ON	Receiver not working or receiver/scoreboard not powered up	Cycle power to receiver/scoreboard	
Control continues to search after an unusually long time	Control signal weak	Battery level low	
	Check signal strength (see Options menu) Out of Range	Control in a poor location	Replace batteries
			Make sure the control is in clear line of sight of the scoreboard
		Move closer to scoreboard	
Data won't change on control	Control is linked to extra unwanted receivers or wanted receivers are not powered ON.	Use the Options Menu to check the receivers the control is linked to and the receivers on its list.	
Control display shows incorrect information	Control is not linked to this scoreboard	Find and use the control for this scoreboard.	
Cannot turn the time ON		Link the control to this scoreboard or group (see Options Menu)	
	Didn't sync up	Power control OFF, then ON	
Control is ON but scoreboard/timer is OFF (data is changing on control)	No power to scoreboard	Check all switches, breakers, and fuses	
	Bad connection between Receiver and scoreboard module	Check all cables and connections	
Scoreboard/timer is ON but does not respond to control	Control and receiver are not communicating	Turn control OFF, then ON to establish communications	
My control will not operate scoreboard (Out of Range)	Poor connection with bad line of sight to the scoreboard or distance is too great.	Return to a closer location with direct line of sight and verify Signal Strength. If that does not work then cycle power to controller	
I cannot set the time	The time is running	Stop the time first	
Cannot turn the time ON	Time at 0.0 and set to count down	Set some time on the clock	
Scoreboard is ON – Control is OFF	Batteries were removed while scoreboard ON	Install batteries -- power ON	
	Batteries were completely discharged while scoreboard is on	Cycle power at scoreboard	
Not all controls of a multi-control scoreboard system will operate the scoreboard	Multiple controllers were powered on at the same time and not all connected	Power cycle the controllers that are not operating the scoreboard.	
Scoreboard connected to MPCX2 is displaying data in the wrong places, incorrect data, or horn constantly sounds.	Control is not configured for correct scoreboard model series	Reconfigure the control (see options menu)	

If the problem persists please contact the Nevco Service Department.

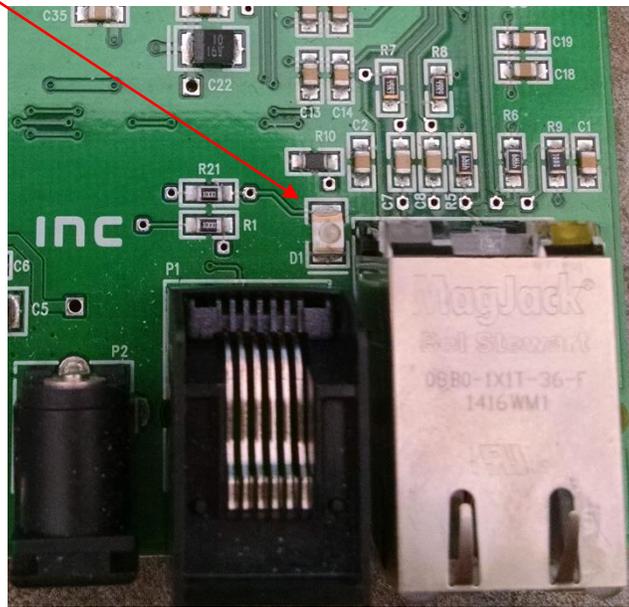
800-851-4040

LED STATUS

The receiver has a red status LED next to the RJ12 and Ethernet jack. It can be used to diagnose the status of the MPCX2 receiver.

LED Status	MPCX2 Connection Status
Solid On	The receiver is powered on, but a connection attempt has not yet been made, or a connection attempt was unsuccessful.
Blinking Fast (multiple times a second)	The receiver is in the network and connected. The receiver may appear to not be blinking due to it blinking very quickly. If the receiver is connected to Scorbitz through the Ethernet jack, then it will blink more visibly.
Blinking Slow (approximately once a second)	The receiver is not connected but connection attempts are being made. Each slow blink is a connection attempt. If the receiver is intended for the network and it is flashing slowly but never connects then verify that the receiver list in the MPCX2 control is correct.
Solid Off	The receiver is not powered on. It is also possible that the receiver is powered on but for some reason the LED has been turned off. If this is suspected to be the case then cycle power to the receiver and the LED should turn on after a brief delay.

MPCX2 receiver status LED



RECEIVER IDENTIFICATION ON POWERUP

On powerup the receiver connected to the OCM will identify itself by flashing from the most significant 2 digit numbers to the least significant 2 digit numbers. For example, a receiver with ID 123456 will flash 12, 34, and then 56 on power up. This is used to distinguish which X2 receiver is connected to which OCM's without having to open up the scoreboard.

Features

MPCX2 Control:

- Small and light weight (fits in or clips to pocket)
- Electronic Team Name and Caption Support
- Tactile confirmation of key pressed
- High visibility transfective display
- Convenient wireless operation
- Built in wireless signal strength meter
- Power conservation circuitry
- Built in battery meter
- Long battery life
- Uses inexpensive, readily available AA batteries
- Sealed keyboard
- No slip grip
- Ergonomic single hand operation
- Internal antenna
- Mate multiple controls to same scoreboard
- Operate multiple scoreboards
- Retrofits to existing wired installations

Specifications

Size:

Approximately 3¼" x 5½" x 7/8"

Weight:

5½ oz. (including batteries)

Keypad:

12 keys

Display:

32 character LCD

Power requirements:

Two AA cells (included)

Operating distance:

1000 feet (Clear line of sight)

Receiver Output:

One BNC connector (2 loads with up to 1000 ft. coax each)

Operating temperature:

0°F to 150°F

Certifications:

FCC part 15 Class B

CE

RoHS

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient or relocate the receiving antenna.

—Increase the separation between the equipment and receiver.

—Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

—Consult the dealer or an experienced radio/ TV technician for help.

The user is cautioned that changes and modifications made to the equipment without the approval of Nevco could void the user's authority to operate this equipment.

This class B digital apparatus meets all requirements of the Canadian Interference - Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouleur du Canada.



WARNING: To satisfy FCC RF exposure requirements for mobile transmitting devices, a separation distance of 20 cm or more should be maintained between the antenna of this device and persons during device operation. To ensure compliance, operations at closer than this distance is not recommended. The antenna used for this transmitter must not be co-located in conjunction with any other antenna or transmitter.