

# INTELLIGENT SCOREBOARD CONTROLLER



**MODEL ISC-HHX  
USER MANUAL**



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# INTRODUCTION

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## MODELS

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ISC-HHX - Indoor/Outdoor 900MHz Wireless

ISC-HHX24 – Indoor/Outdoor 2.4GHz Wireless

## FEATURES

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### *Standard Features:*

#### Enclosure

- ABS with soft rubber inserts

#### Display

- 128 x 64 pixels full graphic LCD
- Tri-colour backlight

#### Wireless

- 1000' range
- internal antenna
- 900MHz or 2.4GHz

#### Power

- Lithium Ion cell
- Approx. 10hr battery life
- Battery level indicator
- Can power from USB

#### Keypad

- Tactile feedback buttons
- 0-9 numeric keypad
- 4 Arrow buttons for sport specific functions

# HARDWARE

## Front panel



**MASTER CONTROL**  
RUN/STOP Buttons  
HORN  
MENU

**128x64  
GRAPHIC  
BACKLIT LCD**

**CONFIGURABLE 4 KEY KEYPAD**  
LCD SHOWS FUNCTION

**ALPHA-NUMERIC KEYPAD**  
Complete with CLEAR and  
ENTER keys

## Side panel



Micro USB

Power switch

# OPERATING INSTRUCTIONS

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## GENERAL NOTES

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Multi-Colour LCD backlight:

- YELLOW – General backlight, comes on for 10 seconds with regular button presses
- RED – Comes on for 5 seconds when clock stops or expires
- GREEN – Comes on for 5 seconds when clock starts

MENU & ARROW Buttons

- The Menu Key has two functions:
  - Press and release brings you back to the “Main” screen
  - While on the “Main” screen, pressing and holding brings up Main Menu
- The arrow buttons are sport specific
- The arrow buttons either have:
  - Function
  - Navigation

Setting Values:

- In regular game mode:
  - A cursor will appear on the value.
  - If the cursor is on a value and there are no key presses for 10 seconds, the value will go back to pre-cursor state and the cursor will turn off.
- To set a numeric value:
  - Press the desired function key
  - Enter the value on the numeric keypad.
  - Press ENTER.
- To set a non-numeric setting value:
  - Press CLEAR to toggle through available values.
  - Press ENTER to accept.
  - Often, most of these values have on-screen instructions.
- Every value has a minimum and maximum. If a value lower than the minimum is entered, the value will be set to the minimum. If a value higher than the maximum is entered, the value will be set to the maximum.

## POWER OFF/ON

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Use the switch on the side of the unit. The scoreboard will automatically blank or return to time of day 15 seconds after power off.

## POWER ON SEQUENCE

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### *SPLASH SCREEN (Displays for 2 seconds)*



Shows OES contact information

### *STATUS SCREEN (Displays for 2 seconds)*



Shows program revision and date.

Shows controller operating mode

### *MEMORY RECALL (Displays for 60 seconds)*



Press CLEAR button to start a new game.

Press ENTER button to use game data saved from last time unit was on.

- If CLEAR or ENTER buttons are not pressed within 60 seconds, a new game is automatically selected.
- Proceeds to game mode after this.

## MAIN MENU

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To access Main Menu:

- Ensure GAME TIME is stopped.
- Press and release MENU button (This ensures you are on main screen)
- Press and hold MENU until main menu appears
- Once Menu appears use numeric keypad to make selection



1. Segment timer are detailed in sections : [SEGMENT TIMER](#)
2. Setup is detailed in next section.
3. Team name is where the team names are entered. More information is section: [TEAM NAMES](#)
4. Status will display the program revision, date, and the controller operating mode.

## CONFIGURATION

---

To enter into setup menu:

- Ensure GAME TIME is stopped.
- Press and release MENU button (This ensures you are on main screen)
- Press and hold MENU until main menu appears
- Once Menu appears use numeric keypad to select 2.SETUP

Setup is password protected.



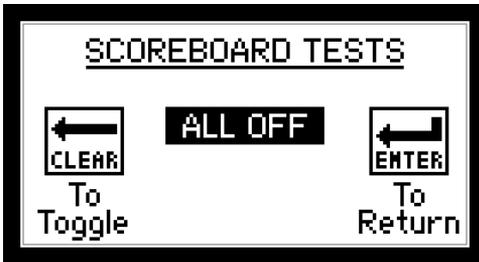
- Enter password (5833) on numeric keypad and press ENTER.
- If an incorrect password is entered – unit will return to game mode.

### *USER CONFIGURATION MENU*



Use numeric keypad to make selection.

## CONFIGURATION OPTION #1 - TEST



Follow on-screen instructions.

Available Tests:

- ALL OFF – blanks all displays
- ALL ON – turns on all displays
- ROTATE – rotates through numbers
- LOCATION – control board driver number
- OUTPUTS – rotates through outputs

## CONFIGURATION OPTION #2 – SPORT (SPECIFIC SPORT SETTINGS)



Follow on-screen instructions.

- Protocol – Not editable, for reference only, set at factory.
- Sport – Select Sport. Toggles through available sports.
- After this Sport setup screen, another game settings screen may appear for a couple of sports.

### ***GAME SETTINGS FOR SPORT***

For numeric values:

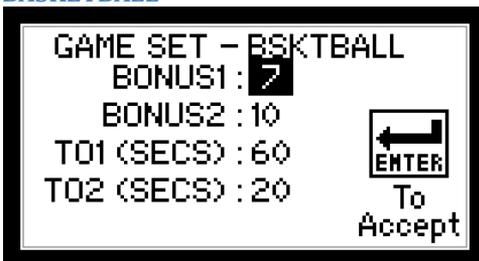
- Enter value on numeric keypad.
- Press ENTER.

For none numeric settings, follow on-screen instructions.

After last setting is accepted by pressing ENTER, the controller will restart.

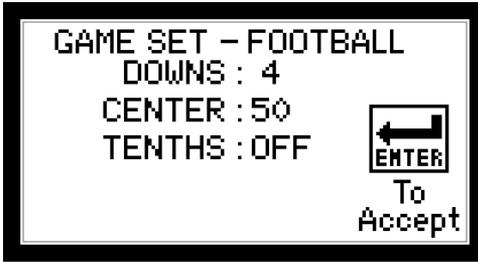
Certain sports do not have extra settings: Hockey, Volleyball, Tennis, Wrestling, Shot clock, Track and Lacrosse

### ***BASKETBALL***



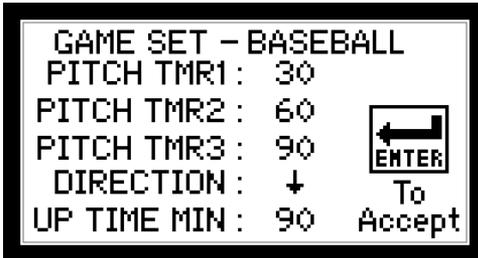
- BONUS1 / BONUS2 – Sets the value for single and double bonus indicators to turn ON.
- T01 / T02 – Sets the duration for the TIME OUT indicators.

## FOOTBALL



- DOWNS – Set the maximum number of downs
- CENTER– Set the yardage at center of the field
- TENTHS – Select to show tenths of seconds in the last minute of the game time.

## BASEBALL



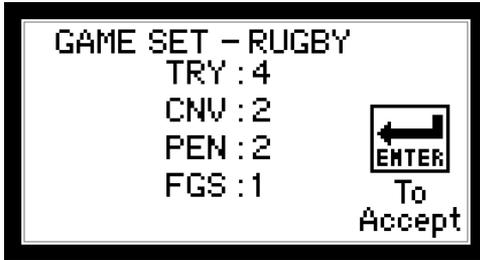
- PITCH TMR1 – Time is seconds for first pitch timer.
- PITCH TMR2 – Time is seconds for second pitch timer.
- PITCH TMR3 – Time is seconds for third pitch timer.
- DIRECTION – Select GAME TIME to count up ↑ or down ↓.
- UP TIME MIN – Minute that the clock will stop and sound horn.

## SOCCKER



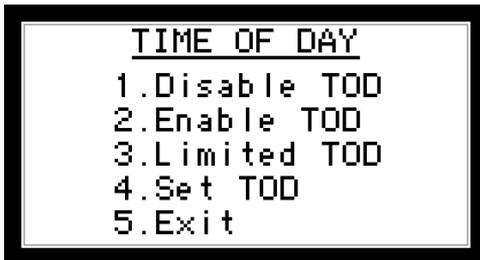
- DIRECTION – Select GAME TIME to count UP↑ or DOWN↓
- UP TIME MIN – Minute that the clock will stop and sound horn.

## RUGBY



- TRY – Multiplier for Try to add to the score. Max value is 9
- CNV – Multiplier for Converts to add to the score. Max value is 9
- PEN – Multiplier for Penalty to add to the score. Max value is 9
- FGS – Multiplier for Field Goals to add to the score. Max value is 9

## CONFIGURATION OPTION #3 – SB TOD (TIME OF DAY)



- Use numeric keypad to make selection.
- To Disable/Enable the Time of Day select “1. Disable TOD” or “2. Enable TOD”. Once selected the controller will return to GAME SCREEN.
- Select 3 to set the limits that the Time of Day will be displayed on the scoreboard. This is not compatible with all scoreboard and clocks. To have Time of Day on all of the time, set ON:0:00AM OFF:0:00AM.



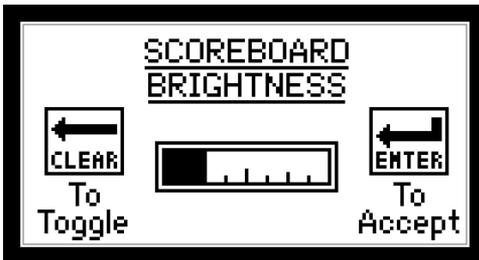
- Select 4 to set the Time of day (TOD)



- For numeric values:
  - Enter value on numeric keypad.
  - Press ENTER.
- For AM/PM and day of week, press CLEAR to toggle between different options. ENTER to accept.
  - Time of day will be sent to clocks when all values are set. Once the time is sent to the clocks, the clocks take over timekeeping, the controller is only used to set or change the time.

## **CONFIGURATION OPTION #4 - SB BRIGHT. (SCOREBOARD BRIGHTNESS)**

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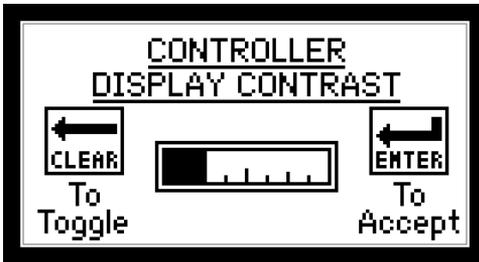


Follow on-screen instructions.

- When adjusted, scoreboard will change brightness. When a scoreboard is powered on, it defaults to 100% brightness.
- Scoreboard LEDs may turn off when being adjusted but entry will still be accepted.

## CONFIGURATION OPTION #5 – ISC CONTRAST (DISPLAY CONTRAST)

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Follow on-screen instructions.

- When adjusted, controller display will change contrast. Controller will save the setting, when powered on, it will return to the last set value.

## CONFIGURATION OPTION #6 – BRIGHT (DISPLAY BACKLIGHT BRIGHTNESS)

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There is a multi-colored backlight in the ISC-HHX. Turning up the brightness will affect the battery life.

- YELLOW – General backlight, comes on for 10 seconds with regular button presses
- RED – Comes on for 5 seconds when clock stops or expires
- GREEN – Comes on for 5 seconds when clock starts

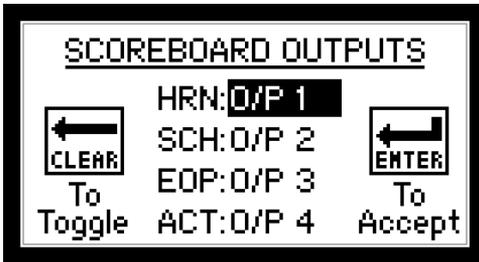


Follow on-screen instructions.

- When adjusted, controller display will change backlight brightness. Controller will save the setting, when powered on, it will return to the last set value.

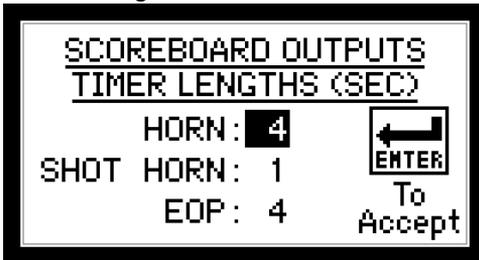
## CONFIGURATION OPTION #7 – SB OUTPUTS (SCOREBOARD OUTPUTS)

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Follow on-screen instructions.

- Available options are No O/P or O/P 1-4 for the following:
  - HORN – Main Scoreboard Horn.
  - SCH – Shot Clock Horn.
  - EOP – End of period indicator.
  - ACT – System active – output will be on if controller is on.
- Anytime the Sport or Protocol is edited – default values for Scoreboard Outputs are set.
- After done editing the outputs, the next screen appears to set output time lengths.



To set each value:

- Enter value on the numeric keypad.
- Press ENTER.

Note that the value entered is in seconds.

For Manual Horn only, enter a value of “0”.

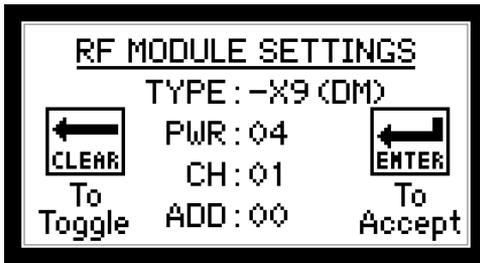
## CONFIGURATION OPTION #9 – RF (RADIO FREQUENCY CHANNELS)

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### *SETTING RADIO CHANNEL IN CONTROLLER*

Factory setting can be found on serial number label.

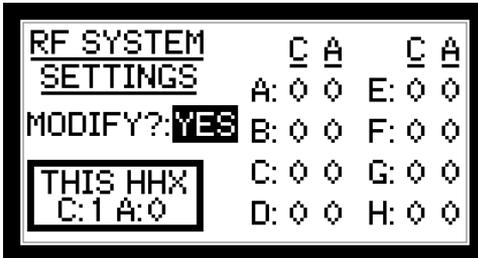
**\*\*\* ENSURE ALL OTHER CONTROLLERS ARE POWERED OFF BEFORE PROCEEDING. \*\*\***



- If no radio attached, unit will return to game mode.
- TYPE – This value is read from the radio, either –X9 (DM) or –X2 (DM) will appear.
- PWR – Power – Set power level of radio. 0 to 4. The higher the number the stronger the radio signal but will affect battery life.
- CH – Channel – Set desired radio channel for the control unit. 0 to 7
- ADD – Address group – Set desired radio address group for the control unit (-X9 only). 0 or 1

### ***SETTING RADIO CHANNELS FOR SCOREBOARDS***

**\*\*\* ENSURE ALL OTHER CONTROLLERS ARE POWERED OFF BEFORE PROCEEDING. \*\*\***



- Use CLEAR button to toggle YES and NO. ENTER button will accept input.
- Select if YES the RF SYSTEM SETTINGS need to be modified. If NO then the control unit will return to the GAME SCREEN.

**\*\*\* ENSURE THERE ARE NO OTHER CONTROL UNITS POWER BEFORE PROCEEDING. \*\*\***

- Each display components will have a factory assigned system group A, B, C, D, E, F, G or H
- Shot clocks and system A will not change channel or address group.
- To set the RF channel and address group, fill in the desired values.
- Set C (channel) and A (address group) for the display to match corresponding control unit. .

## CONFIGURATION OPTION #0 – EXIT

---

Will exit out of the setup menu and return to normal game mode.

## TEAM NAMES

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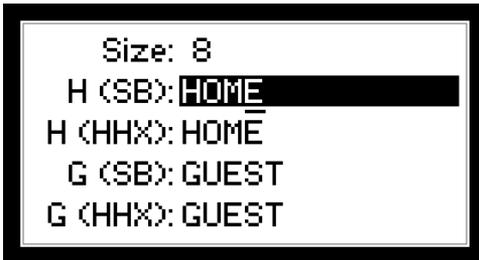
To enter into team name menu:

- Ensure GAME TIME is stopped.
- Press and release MENU button (This ensures you are on main screen)
- Press and hold MENU until main menu appears
- Once Menu appears use numeric keypad to select 3.TEAM NAME

## SETTING TEAM NAMES

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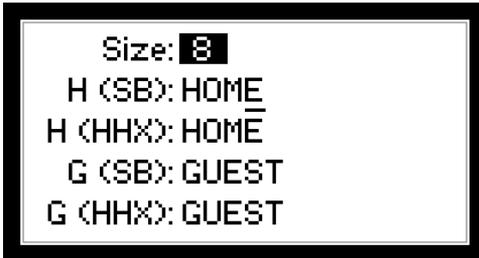
Press TEAM NAME to enter team name screen



- H (SB) and G (SB) – Names that appear on scoreboard display. The maximum length of these names is per the value set for Display Size.
- H (HHX) and G (HHX) – Names that appear on controller display. The maximum length of these names is 5 characters.
- To edit Team Names:
  - The hi-light shows the name being edited.
  - The underline shows the character location being edited.
  - To go back a character, press CLEAR.
  - To accept a name and go to next name, press ENTER.
  - To toggle characters, use the numeric/alpha keypad.
  - After one second of editing a character the cursor will go to the next character.
  - You can go to the next character without waiting the one second, as long as the character is not on the same key, press the new key.
  - Use “0” for a space and a zero “0”.

## SETTING DISPLAY SIZE

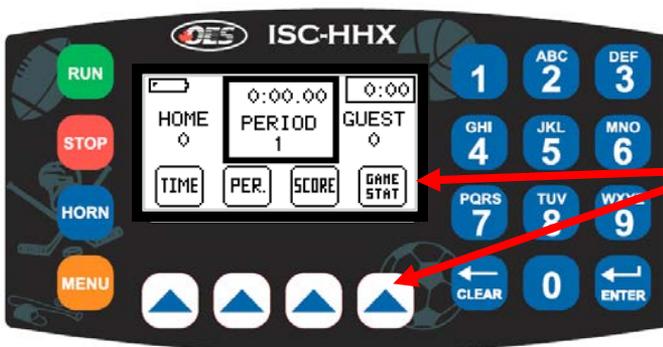
To modify the length press on of the  button once when in team name screen.



- Set the number of characters on the scoreboard display.
- To set value:
  - Enter value on numeric keypad.
  - Press ENTER.

## REGULAR GAME OPERATION

Note anytime a word is **bold** below is an Arrow key button. The word in bold will be what appears on the LCD directly above the respective arrow key. Getting a button listed in the instructions below may possibly require navigation of arrow keys – these are done logically to allow quick and easy operations.



Function of button on lower part of screen

## GAME TIME

Time on the scoreboard display will show mm:ss, where mm is minutes and ss is seconds. In all sports except football and soccer, when game time

is less than one minute the display will show ss.t, where ss is seconds, and t is tenths of a second.

- Maximum value is: 99 minutes, 59 seconds, and 99 hundredths of a second.
- Time will count down to 0:00.0. In soccer and some other sports, the time can be set to count up. The limit on up timer is per setting in **CONFIGURATION OPTION #2 – SPORT (SPECIFIC SPORT SETTINGS)** in the setup menu.
- To set Game Time:
  - All timers must be stopped.
  - Press the arrow button below **TIME**.
  - Enter Minutes value on numeric keypad.
  - Press ENTER.
  - Enter Seconds value on numeric keypad.
  - Press ENTER.
  - Enter Hundredths of seconds on numeric keypad.
  - Press ENTER.
- If **TIME** is pressed when time is running, the display will show the screen with game time, but the cursor will not display for editing.
- If game timer is started while editing, the cursor will disappear and the game time will revert back to previous setting.
- If **TIME** is pressed at the end of a period, the last set time will reload and period will increment.
- NOTE: In baseball mode, time is hh:mm:ss (Hours, Minutes, Seconds) not as above.

## PERIOD

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- Maximum value is: 9.
- To set Period:
  - Press the arrow button below **PER**.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment Period:
  - Press **PER**. twice.
- Note: in volleyball: Incrementing period will also put current scores in appropriate Sets value and then clear for next game.
- Note: in baseball: Incrementing the period will bring Period and Team At Bat values to the next half inning.
- Note: See Game Time for automatic incrementing of the period value.

## SHOT CLOCK (PLAY TIMER)

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- Maximum value (All settings and current time) is : 99 seconds.
- To set the two settings or current
  - Press **SET** repeatedly until the cursor is on the value to be edited.
  - Enter value on numeric keypad.
  - Press ENTER.
- To select the reset type.
  - Press the arrow key that corresponds with reset value desired. Different reset buttons are:
    - **A** – sets shot clock to A setting
    - **B** – sets shot clock to B setting
- To blank/show the shot clock display, press BLANK. To disable blank, press BLANK again.
- To operate the Shot Clock Timer use the RUN / STOP / RESET buttons as required.

## SCORES

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- Maximum value is: 199.
- To set a team's Score:
  - Press **SCORE**
  - Press **TEAM** if required to go to other team.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's Score:
  - Press **SCORE**
  - Press **TEAM** if required to go to other team.
  - Press desired incremental value.
- Note in tennis:
  - If Tie-Breaker is set – scores will increment by 1.
  - If Tie-Breaker is not set – scores will be 15,30,40, and Advantage.

## PENALTIES

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### *Hockey:*

The controller allows input of four penalty times per team. Only the penalty times 1 & 2 are active when the game time is running. Penalty times 3 & 4 will become active and shift up into penalties 1 & 2 when the active 1 & 2 penalties expire.

- Maximum Player Number is 99.

- Maximum Penalty Minutes is 99, but the message protocol only sends out the last digit of minutes. So if the penalty time is 12:23, the scoreboard display will only show 2:23.
- The maximum Penalty Seconds is 59.
- To enter a penalty:
  - Select **GAME STATS** using the arrow button below the screen.
  - Press **PEN**.
  - Press **H** or **G**. The first key pressed will put the cursor on the first empty penalty.
  - When the same button is pressed repeatedly, the controller advances between the 4 penalties.
  - For each penalty, enter values of the player number, penalty minutes, and seconds on the numeric keypad and press ENTER after each.
- NOTE: ENSURE CURSOR IS OFF BEFORE STARTING TIME OR PENALTY WILL NOT OPERATE PROPERLY.
- To clear a penalty:
  - While on any value of the penalty to be deleted, press the "CLEAR" button. This will clear the entire penalty and shift any lower penalties up.

### *Soccer:*

- Maximum value is: 99.
- To set a team's Penalty:
  - Press **PEN**.
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's Penalty:
  - Press **PEN**.
  - Press **TEAM** if required.
  - Press **+1**.

## **SHOTS ON GOAL (SOG)**

---

- Maximum value is: 99.
- To set a team's SOG:
  - Press **SHOTS**
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's SOG:

- Press **SHOTS**
- Press **TEAM** if required.
- Press **+1**.

## TIME OUTS LEFT (TOL)

---

All sports that have TOL have one value except basketball, it has two. For STANDARD protocol, an indicator on the scoreboard will illuminate for the time set in game settings under Sport Configuration. For PRO protocol, the indicators are displayed per the program in the scoreboard and not controlled by the time set in game settings.

- Maximum value of first TOL: 9; For basketball's second TOL: 3.
- To set a team's TOL value:
  - Press **T.O.L.** or **T.O.L. 2**
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To decrement a team's TOL value:
  - Press either **T.O.L.** or **T.O.L. 2**.
  - Press **TEAM** if required.
  - Press **-1**

## FOULS

---

- Maximum value is: Per the Double Bonus setting in Game Settings.
- To set a team's Fouls:
  - Press **FOULS**.
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's Fouls:
  - Press **FOULS**.
  - Press **TEAM** if required.
  - Press **+1**.

## BONUS

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Automatically displayed per other teams' fouls value and the bonus settings in [CONFIGURATION OPTION #2 – SPORT \(SPECIFIC SPORT SETTINGS\)](#) in the setup menu.

## POSSESSION (POSS) / SERVING

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- Select **GAME STATS** using the arrow button below the screen.
- Press **POSS / SERVE** to toggle between HOME and GUEST.

## FIELD

---

For Football only.

FIELD values – DOWN and YARDS TO GO maximum value is: 99.

Scoreboard will not update any of the field values if the cursor is on any of the field values.

Before entering FIELD data, POSSESSION must be set.

- To set FIELD values:
  - Select **GAME STATS** using the arrow button below the screen.
  - Select **FIELD** using the arrow button below the screen.
  - Select **FIELD** using the arrow button below the screen again.
  - Enter value for down (DN) on numeric keypad, press ENTER
  - Enter value for yards to go (YTG) on numeric keypad, press ENTER
  - Select side of the field is the ball is on. Toggle HOME/GUEST with the CLEAR button and ENTER to accept.
  - Enter value yard position on numeric keypad, press ENTER

AUTOFIELD can be used to update FIELD data. This will automatically calculate DOWN and YARDS TO GO based on the BALL ON field position. Both POSSESSION and FIELD data must be set.

- To set AUTO FIELD values:
  - Select **GAME STATS** using the arrow button below the screen.
  - Select **FIELD** using the arrow button below the screen.
  - Select **AUTOFIELD** using the arrow button below the screen.
  - Select side of the field is the ball is on. Toggle HOME/GUEST with the CLEAR button and ENTER to accept.
  - Enter value yard position on numeric keypad, press ENTER

NOTE: for a turnover, the POSSESSIONS and FIELD values will need to be set.

To BLANK FIELD values press **BLANK FIELD** button

## SETS

---

For Tennis and Volleyball.

Maximum value is: 99.

- To set any Sets value:
  - Press **SETS**.
  - Press **TEAM** if required.
  - Press ENTER until cursor showing on value to edit.
  - Enter value on numeric keypad.
  - Press ENTER.
- See note in Period section about automatic setting of Sets value.

## TIE-BREAKER

---

For Tennis only.

- Press **TIE BREAK** to toggle between OFF/ON.

## MATCH

---

For Wrestling only.

Maximum value is: 255.

- To set Match:
  - Select **GAME STATS** using the arrow button below the screen.
  - Press **MATCH**.
  - Enter value on numeric keypad.
  - Press ENTER.

## CORNER KICKS

---

For Soccer only.

Maximum value is: 99.

- To set a team's Corner Kicks:
  - Select **GAME STATS** using the arrow button below the screen.
  - Press **C.K.**.
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's Corner Kicks:
  - Select **GAME STATS** using the arrow button below the screen.
  - Press **C.K.**.
  - Press **TEAM** if required.
  - Press +1.

## TEAM POINTS

---

For Wrestling only.

Maximum value is: 99.

- To set a team's Points:
  - Select **GAME STATS** using the arrow button below the screen.
  - Press **TEAM SCORE**.
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's Points:
  - Select **GAME STATS** using the arrow button below the screen.
  - Press **TEAM SCORE**.
  - Press **TEAM** if required.
  - Press **+1**.

## COUNT

---

Baseball Only.

Maximum value is: 3 for BALL 2 for STRIKE and 2 for OUT.

- To set a team's Hits:
  - Press **COUNT**.
  - Press **B** to add 1 count to BALL
  - Press **S** to add 1 count to STRIKE
  - Press **O** to add 1 count to OUT

## HITS

---

Baseball Only.

Maximum value is: 99.

- To set a team's Hits:
  - Press **TEAM**.
  - Press **HITS**.
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's Hits:
  - Press **HITS**.
  - Press **TEAM** if required.
  - Press **+1**.

## ERRORS

---

Baseball Only.

Maximum value is: 9.

- To set a team's Errors:
  - Press **TEAM**.
  - Press **ERRORS**.
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's Errors:
  - Press **ERRORS**.
  - Press **TEAM** if required.
  - Press **+1**.

## PITCH COUNT

---

Baseball Only.

Maximum value is: 3 for Balls, 2 for Strikes, and 2 for Out.

- To set a team's Pitch count:
  - Press **TEAM**.
  - Press **PITCH COUNT**.
  - Press **TEAM** if required.
  - Enter value on numeric keypad.
  - Press ENTER.
- To increment a team's Pitch count:
  - Press **PITCH COUNT**.
  - Press **TEAM** if required.
  - Press **+1**.
  - Can also be incremented when in count menu.

## BATTER

---

Baseball Only.

Maximum value is: 99 for Player Number

- To set a batter's value:
  - Press **GAME STAT**
  - Press **AT BAT**
  - Enter the batter's number on numeric keypad.
  - Press ENTER.

## LAST PLAY

---

Baseball Only.

- To set Last Play:
  - Press **LAST PLAY** repeatedly until desired value displays on controller display.

- Press ENTER.
- If Error selected, error position will appear and cursor will be on it.
- To set Error Position:
  - Enter value on numeric keypad.
  - Press ENTER.

## INNINGS

---

Maximum value is: 99.

- To set a team's Hits:
  - Press **GAME STAT**.
  - Press **INNING**.
  - Enter value on numeric keypad.
  - Press ENTER.

## TEAM AT BAT

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- To change the TEAM AT BAT:
  - Press **GAME STAT**.
  - Press **TEAM AT BAT**.
  - Enter value on numeric keypad.
  - Press ENTER.

## SEGMENT TIMER

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This timer function allows multiple timed intervals (segments) to be preprogrammed and run in sequence.

The scoreboard display will display the information using to following fields

- Time – Current segment time
- Home Score – Current segment in sequence
- Guest Score – Total number of segment in sequence

To enter into segment timer menu:

- Ensure GAME TIME is stopped.
- Press and release MENU button (This ensures you are on main screen)
- Press and hold MENU until main menu appears
- Once Menu appears use numeric keypad to select 1.SEGMENT TIMER

INT: Intermission time in seconds between segments  
 #: SEG will display segment number programmed  
 #: 1>> will display number of segments from 1st  
 SEG: is the current segment to be modified  
 TIME: is the time for the segment selected  
 HRN: is the number of seconds the horn will sound.

SET	INT	#	SEG	TIME	HRN
	5	SEG	10	1:00	1

RUN	1ST	LAST	NOW	TIME
	1	10	1 r	1:00

TIME: running time on current segment  
 NOW: number of the current segment running  
 LAST: Last segment to be ran in sequence  
 1st: First segment to be ran in sequence

- First intermission time must be set. This is time that will be between segments
- To SET segment times
  - Enter value on numeric keypad of the segment desired to be modify.
    - Maximum value is: 99
  - Press ENTER.
  - Enter minutes of the timer value on numeric keypad.
  - Press ENTER.
  - Enter seconds of the timer value on numeric keypad.
  - Press ENTER.
    - Maximum value is: 59 minutes and 59 seconds.
  - Enter Horn length in seconds on numeric keypad.
    - Maximum value is: 9 seconds. (Enter "0" for no horn)
  - Press ENTER.
  - Repeat for all segments to be modified.
- To RUN segment timers

- Press arrow button  below the screen until the cursor appears in RUN FIRST field.
  - Enter value of the desired FIRST segment to be run in sequence using the numeric keypad.
  - Press ENTER.
  - Enter value of the desired LAST segment to be run in sequence using the numeric keypad.
  - Press ENTER.
  - Use the “RUN” button controller to start the FIRST segment. All selected segment will run consecutively until the LAST segment has expired.
- To EXIT SEGMENT TIMER, press the MENU button.

## APPENDIX A: SPECIFICATIONS

<b>Electrical</b>	
Voltage supply	Lithium Ion cell
Charger	5 Volt 1 Amp Micro USB
<b>Physical</b>	
Dimensions – W x D x H	150mm x 90mm x 25mm (5.75" x 3.50" x 1.00")
Weight	<1kg (<2.2lb)
Operating Temperature	0 to 50°C (32 to 122°F)
<b>Wireless</b>	
Frequency	ISCHHX – 902-928MHz ISCHHX24 – 2.4000 - 2.4835 GHz
Technology	Spread Spectrum (Standard)
Range	ISCHHX – 300' Indoor, 1000' Outdoor ISCHHX24– Up to 300'
Certification	Radio OEM Module approved under FCC Part 15 and Industry Canada. Contact factory for more details.

## APPENDIX C: WARRANTY

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### *OES Inc. Manufactured Equipment*

OES Inc. warranty period is:

OES Manufactured Scoreboards – 5 years

OES ISC Controllers – 1 year

OES Retrofit/Digit Kit – 1 year

OES Video Products (Including Scoring Tables) – 2 years

OES Inc. warrants the product to be free from defects in materials and workmanship under normal use and service.

OES obligations are limited to the repair of the parts shown to be defective during the warranty period.

OES liability shall not exceed the contract price for the goods claimed to be defective and OES shall not be liable for any special or consequential damages.

OES products returned for repair that are damaged by misuse, abuse, negligence, acts of God, or accident (all determined by OES) will have the warranty voided and all repair charges will be paid by the customer.

Any warranty repair performed during the warranty period does not extend the warranty period.

OES Warranty is not transferable.

#### **Exceptions:**

- OES warranty for batteries and chargers is 60 days.
- LEDs – OES' warranty covers LEDs that do not emit light but does not cover LED degradation.
- OES warranty does not provide the replacement or installation of communication mediums of any type to replace site interference due to local radio frequencies.

**OES WILL ONLY HONOUR THE WARRANTY FOR ACCOUNTS IN GOOD STANDING.**

### *Non-OES Inc. Manufactured Equipment*

Warranty is as stated by the manufacturer of the product. OES does not extend the warranty of these items. Please contact your sales rep for details on the warranty period of your Non-OES Inc. manufactured product.

### *OES Inc. Service Procedure During Warranty Period*

**In House Repairs** - call OES for Return Authorization Number, then send product back prepaid. Warranty repairs will be performed at no charge (parts and labour). Goods returned from outside of Canada require customs documentation. The notation "Canadian Goods Returned" is

required on customs documentation when returning OES products. If warranty is voided (OES Inc. to determine) repairs will be charged at current OES rates. Warranty repairs will be shipped back 'standard ground' prepaid. Any shipping upgrades will be paid for by the customer. Applicable taxes are extra. Duty and brokerage charges for repairs shipped outside of Canada are extra.

**Exception:**

- OES will cover return shipment costs on parts less than 90 days from order's original shipment date.

**On Site Service** - call OES to request a Service Technician. Warranty covers parts and labour, warranty status to be determined by Service Technician on site. Mileage will be charged at current OES rate. Travel expenses and applicable taxes are extra. OES does not cover the cost of equipment rentals that may be required.

***OES Inc. Service Procedure After Warranty Period***

**In House Repairs** - call OES for Return Authorization Number, then send product back prepaid. Goods returned from outside of Canada require customs documentation. The notation "Canadian Goods Returned" is required on customs documentation when returning OES products. Parts and labour will be charged at current OES rates. Shipping and applicable taxes are extra. Duty and brokerage charges for repairs shipped outside of Canada are extra.

**On Site Service** - call OES to request a Service Technician. Parts, labour, and mileage will be charged at current OES rates. Travel expenses and applicable taxes are extra. OES does not cover the cost of equipment rentals that may be required.

## **IMPORTANT INFORMATION**

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Scoreboard Model: \_\_\_\_\_

Scoreboard Serial Number: \_\_\_\_\_

Controller Serial Number: \_\_\_\_\_

Channel: \_\_\_\_\_

OES Technical Support: 877-652-5833  
(24 hour support available)

NOTES:

## **»» CHOICE OF THE PROS**

For complete engineering and technical support, contact:

*4056 Blakie Road London, Ontario, Canada N6L 1P7*

*Telephone: (519) 652-5833*

*Fax: (519) 652-3795*

*e-mail: oes@oes-inc.com*



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Any Time. Any Place.***