

# Scoreboard Operator's Instructions

## MPCX2 Baseball Control



**Since 1934**

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**These Instructions are for the Following Models:**

<b><u>LED models:</u></b>			<b><u>Incandescent models:</u></b>
1500	1600	3656	
1503	1603	3680	1000*
1506	1604	3685	1003
1508	1606	3688	1006
1510	1608	7616	1010*
1515	1609	7680	1020
1520	1610	7685	1025
1525	1615	8601	1030
1530	1620	8602	1035
1535	1625	9605	1415
1540	1630	9715	
1550	1632		
9505	1635		
9515	1640		
	1650		

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

\*Not 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.

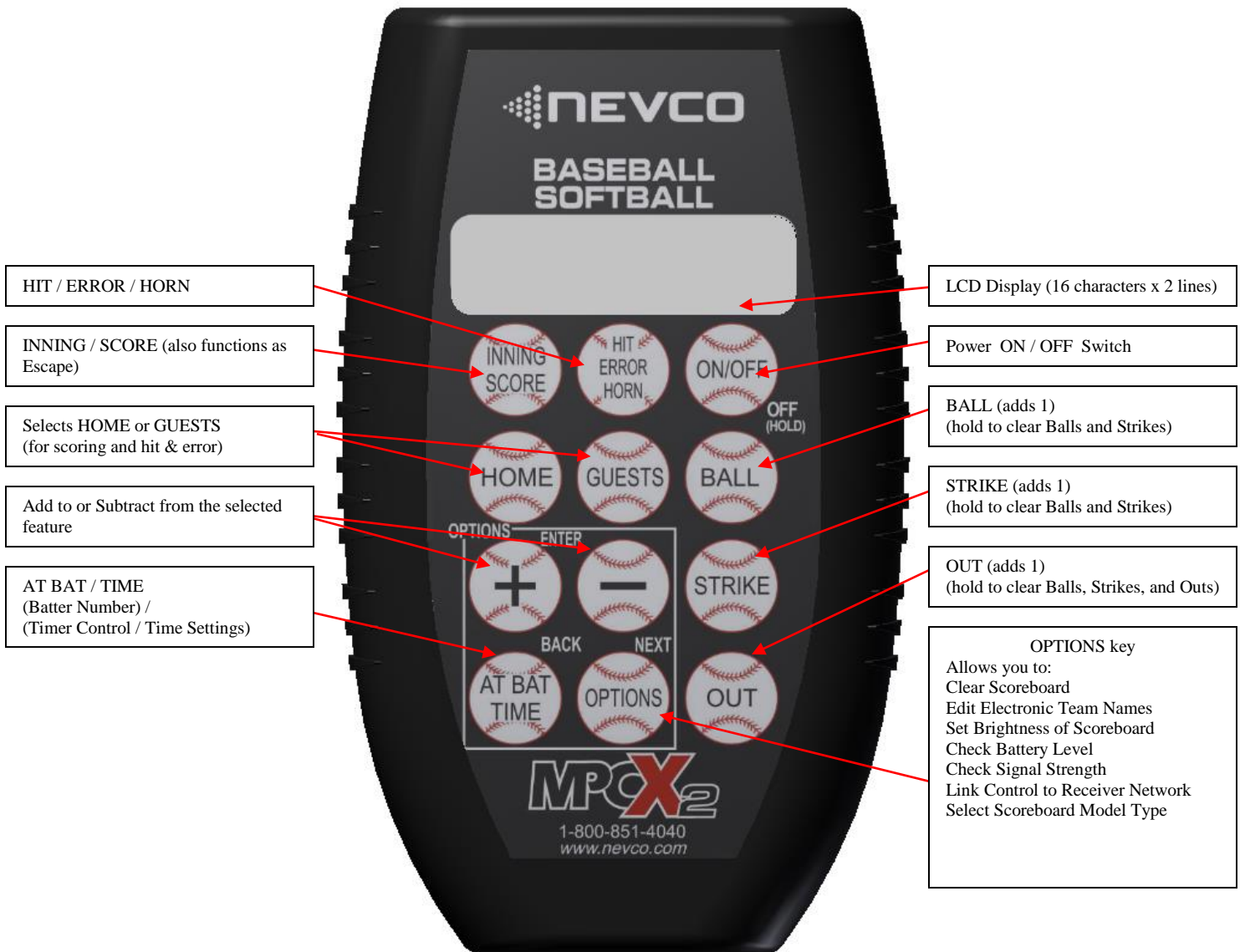
Please take a few minutes to study this manual, and to practice with the control.

If you ever have any questions or comments, please call or email us.

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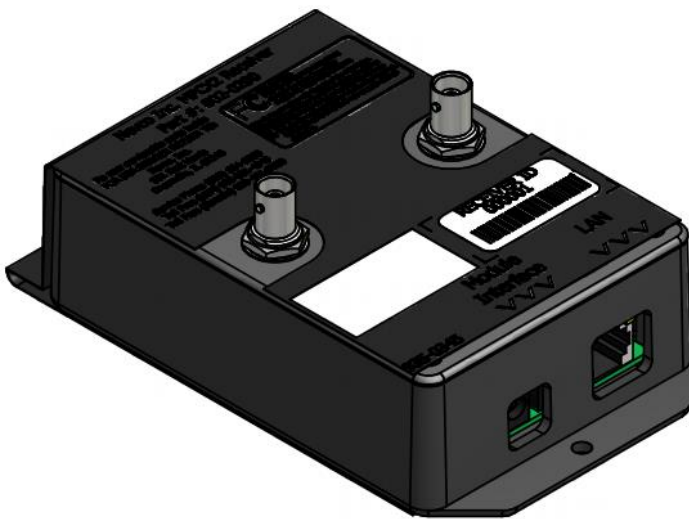
MPCX2 BASEBALL CONTROL (front view)



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

**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. (See the MPCX2 Control / Receiver setup procedure below for more information). 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 inning and the score.

**Note:** The cursor indicates the active function.

Inn: 1  
Home: 0 Guest: 0

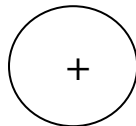
Press



The control will display

Clear Scoreboard  
Press (+)

Press



to clear the scoreboard data.

Press



To go to the main screen. The control will display

**Note:** The inning is automatically set to 1.

Inn: 1  
Home: 0 Guest: 0

You are now ready for the game to begin.

**To add a run to the score**

Press



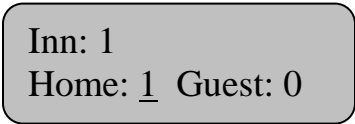
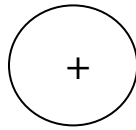
then



or



then



**To increment Balls, Strikes and Outs**

The BALL, STRIKE and OUT keys are all additive (adds one with each press of the key).

Press and hold the BALL or STRIKE key to reset the Balls and Strikes.

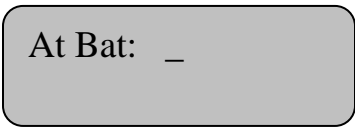
Press and hold the OUT key to reset the Balls, Strikes, and Outs.

**To enter the At Bat information (for scoreboards that support At Bat)**

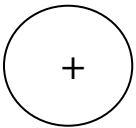
Press



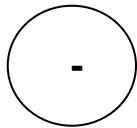
The control will display



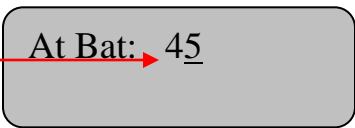
Use the



or


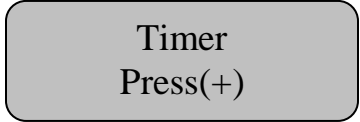

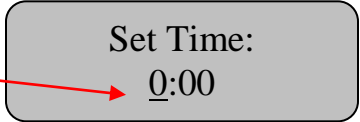

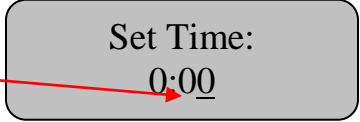

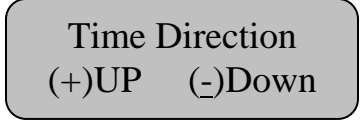

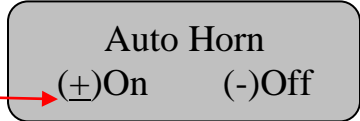


keys to enter the player's number. **Note:** Hold the key down for fast advance.




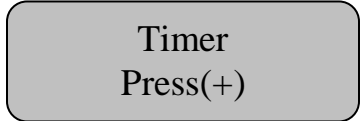
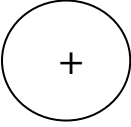
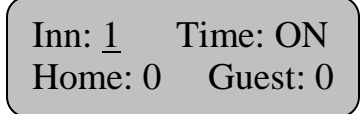
**To Set the Time (for scoreboards that support a Clock)**

**Note:** To display Time on scoreboard models 1520, 1020, or 1620 (Inning and Time are displayed in the same digits), set the Inning to Zero. Otherwise it will display the inning.

Press		The control will display <b>Note:</b> Pressing the “+” key after a time has been entered will start the clock.	
Press		The control will display Use the “+” and “-” keys to enter the minutes. <b>Note:</b> Hold the key down for fast advance.	
Press		The control will display Use the “+” and “-” keys to enter the seconds. <b>Note:</b> Hold the key down for fast advance.	
Press		The control will display Select the timer Direction.	
Press		The control will display Use the “+” and “-” keys to enable or disable the Auto Horn.	

Press AT BAT / TIME to return to the first timer screen.  
Press INNING / SCORE to return to the main screen.

**To start the timer**

Press		The control will display	
Press		to start the timer. The control will display	

**To stop the timer**

Press		The control will display	
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**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** and the **sport** is displayed. This greeting continues to be displayed while 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 by holding down the OFF key for 2 seconds.

**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

Inn: 1 Time: OFF  
Home: 0 Guest: 0

Inn: 1  
Home: 0 Guest: 0

### MAIN

The main screen shows the **Inning**, the **Timer Status** (for boards with timers), and the **Scores**. You must use this screen if you want to change the Inning or Scores. Press INNING / SCORE any time to return to this screen. The cursor indicates the currently selected function. Use the HOME, GUESTS, or INNING / SCORE keys to select the function, then, use the “+” or “-” keys to change its value and send it to the scoreboard. You should keep this screen displayed during the game.

Accessed  
by  
pressing

INNING  
SCORE

INNING  
SCORE

Allows you to set the inning.  
Use the “+” or “-” keys to set the inning.

**Note:** *With an Inning by Inning board, when the game goes past 10 innings the scoreboard will continue to keep score. Advancing to the 11<sup>th</sup> inning will blank the line score and the 11<sup>th</sup> inning will be in the 1<sup>st</sup> inning spot. With 9 inning scoreboards, the 10<sup>th</sup> inning will not be displayed. Incrementing or decrementing inning to a value 1 through 10 will display innings 1-10.*

Inn: 1  
Home: 0 Guest: 0

GUESTS

Use the “Home” or “Guests” keys to select the team whose data you want to change.

**Note:** *Inning by Inning boards will display blanks in the line score until “Home” or “Guests” is incremented. If the guest line score is blank and “Home” is selected, then the guest line score will be set to 0. Advancing to the next inning while the current home line score is blank will set the home line score to 0.*

**Note:** *If the overall score somehow does not match the line score, then the inning can be set to 0 and the overall score can be adjusted to match.*

Inn: 1  
Home: 0 Guest: 0

Inn: 1  
Home: 0 Guest: 0

HOME

+

-

Use the “+” or “-” keys to change the data for the selected feature.

Inn: 1  
Home: 1 Guest: 0

**Note:** If, when the main screen appears, it shows Inning 0 and the scoreboard remains dark and will not respond to the control, then the receiver was not found. Power the control OFF, make sure all associated receivers are powered ON, and try the control again. Please allow time for each control to complete its powering ON process (main screen appears) before turning ON another control.

Inn: 0  
Home: 0 Guest: 0

Inn: 0 Time:OFF  
Home: 0 Guest: 0

## BALL, STRIKE OUT screen

Balls: 1    Outs: 0  
Strikes: 0

### **BALL, STRIKE, OUT**

This screen shows the **Balls, Strikes, and Outs**. It appears when a BALL, STRIKE, or OUT key is pressed. Press and release one of these keys to add one to its count. If you press and hold BALL or STRIKE, the Balls and Strikes will be reset (cleared). Pressing and holding OUT will reset (clear) the Balls, Strikes, and Outs.

Accessed  
by  
pressing

BALL

STRIKE

OUT

BALL

Each press of this key increases the Ball count by 1.  
Once selected, you can also use the “+” or “-” keys to change the data.  
**Note:** Press and hold the BALL key to reset the Balls and Strikes.

Balls:1    Outs:0  
Strikes:0

STRIKE

Each press of this key increases the Strike count by 1.  
Once selected, you can also use the “+” or “-” keys to change the data.  
**Note:** Press and hold the STRIKE key to reset the Balls and Strikes.

Balls:0    Outs:0  
Strikes:1

OUT

Each press of this key increases the Out count by 1.  
Once selected, you can also use the “+” or “-” keys to change the data.  
**Note:** Press and hold the OUT key to reset the Balls, Strikes, and Outs.

Balls:0    Outs:1  
Strikes:0

## HIT / ERROR / HORN screen

Hits  
Home: \_ Guest:

Accessed  
by  
pressing

HIT  
ERROR  
HORN

### **HIT / ERROR / HORN**

These screens provide access to the **Hits** and **Errors** functions as well as the **Horn**. The cursor indicates the currently selected team. Use the HOME or GUESTS keys to select the team, then, use the “+” key to turn ON the Hit or Error indicator on the scoreboard. The indicator will flash a few times, then turn OFF automatically.

**Note:** If you are using inning by inning scoring the total Hits or Total Errors is incremented when the “+” key is pressed. (You may also use the “-” key for corrections if needed.)

HIT  
ERROR  
HORN

Press this key to select the Hit function.  
Use the “+” key to set hits to 0 and to increment. Use the “-“ key to decrement the hits. Use the “Home” or “Guests” key to move the cursor.

**Note:** Hits will be blank on initialization.

**Note:** On boards that support Hits indicators. Incrementing Hits will either put a digital “H” or bulls eye on the scoreboard. A keypress of Ball, Strike, Out, or incrementing the score or inning will clear the indicator.

Hits  
Home: 0 Guest: 0

HIT  
ERROR  
HORN

Press this key a second time to select the Errors function  
Use the “+” key to set hits to 0 and to increment. Use the “-“ key to decrement the hits. Use the “Home” or “Guests” key to move the cursor.

**Note:** Errors will be blank on initialization.

**Note:** On boards that support Errors indicators. Incrementing Errors will either put a digital “E” or bulls eye on the scoreboard. A keypress of Ball, Strike, Out, or incrementing the score or inning will clear the indicator.

Errors  
Home: 0 Guest: 0

HIT  
ERROR  
HORN

Press this key a third time to access the Horn.  
Use the “+” key to sound the Horn.  
**Note:** Some scoreboards may not have a horn.

Press (+)  
for Horn

**AT BAT screen** (for scoreboards without a timer)

At Bat: \_

**AT BAT**  
This screen is for entering the **AT BAT** information. Use the “+” or “-” keys to enter the player number. (Hold down the “+” or “-” keys for fast advance).

Accessed  
by  
pressing

AT BAT  
TIME

**Note:** Some models of scoreboards have digits for both At Bat and Time. However, the MPCX2 only supports either one depending on the controller Scoreboard Model configuration.

AT BAT  
TIME

Allows you to enter the At Bat information.  
Use the “+” or “-” keys to enter the player number.  
**Note:** *Hold the key down for fast advance.*

**Note:** *Pressing the HOME or GUESTS key will change possession with boards that have possession indicators.*

At Bat: 45

**TIME screen** (for scoreboards with a timer)

Timer  
Press(+)

**TIME**  
This screen handles the **time** functions. You must be at this screen in order to start the time. It also allows you to set the time. The cursor indicates the Minutes or Seconds as being selected. Use the AT BAT / TIME key to step to the desired element of time, then, use the “+” or “-” keys to change its value and send it to the scoreboard. (Hold down the “+” or “-” keys for fast advance).  
Additional presses of the AT BAT / TIME key will allow you to change the direction the timer will count, and to disable or enable the Auto Horn.

Accessed  
by  
pressing

AT BAT  
TIME

**Note:** To display Time on scoreboard models 1520, 1020, or 1620 (Inning and Time are displayed in the same digits), set the Inning to Zero. Otherwise it will display the inning.

**Note:** Some models of scoreboards have digits for both At Bat and Time. However, the MPCX2 only supports either one depending on the controller Scoreboard Model configuration.

AT BAT  
TIME

**Note:** If you are operating a scoreboard that has a timer, the AT BAT / TIME key is used to stop the timer when it is running. If the timer is stopped and time is still left, it will prompt you to press “+” to start the timer.

Timer  
Press(+)

Inn: 1 Time: ON  
Home: 0 Guest: 0

+

Press “+” to start the timer and return to the main screen.

**Note:** If there is not a time set, then it will not return to the main screen and it will stay on the “Timer Press (+)” screen.

Or

Press

AT BAT  
TIME

To set the Minutes:  
Use the “+” and “-” keys to enter the minutes.

Set Time:  
0:00

Press

AT BAT  
TIME

Again to set the Seconds:  
Use the “+” and “-” keys to enter the seconds.  
**Note:** Hold the key down for fast advance.

Set Time:  
0:00

Press

AT BAT  
TIME

Again to select the timer Direction:  
Use the “+” and “-” keys to select the direction.  
**Note:** The cursor indicates the current setting.

Time Direction  
(+)UP (-)Down

Press

AT BAT  
TIME

Again to access the Auto Horn option:  
Use the “+” and “-” keys to enable or disable The Auto Horn.  
**Note:** The cursor indicates the current setting.

Auto Horn  
(+)On (-)Off

**Note:** Press INNING / SCORE any time to return to the main screen.

**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.

# 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 will be set to 0, 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.

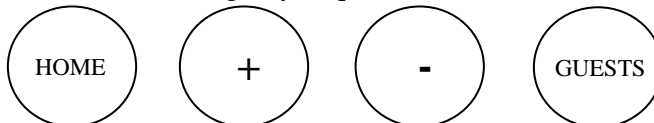


## Advanced Options

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

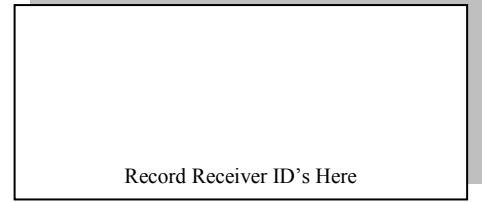
Refer to the Scoreboard Model table found below for the appropriate scoreboard model to be used with your scoreboard.

# 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)

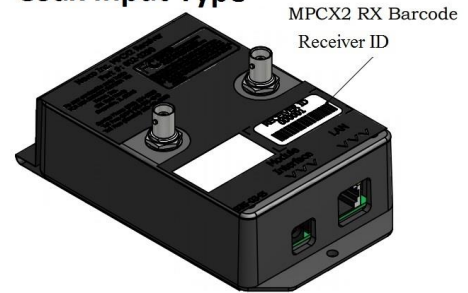
- Step 1. Record the receiver(s) ID's located on the receiver box before installation for future reference. Multiple receivers can be used with multiple controllers all on the same network.
- Step 2. Install the receiver(s) into the scoreboard and power up the receiver(s) that are to be used.
- a. Standard 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**

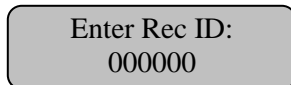


Step 3. Wait approximately 15 seconds after the receiver has been turned on before turning on the MPCX2 controller in order to allow enough time for the receiver to be initialized.

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



The display will read:

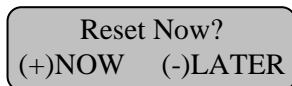


Step 5. Enter in the receiver ID's located on the receiver box using the controller keypad buttons (Options) (NEXT) to move the cursor and (+) or (-) to increment or decrement each digit.

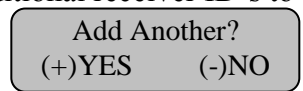


When done press the (BACK) button in the lower left corner.

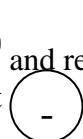
Step 6. The screen will then prompt with.



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.




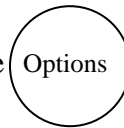
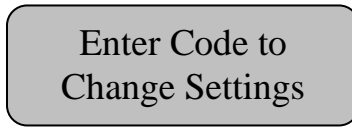

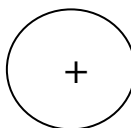
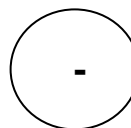

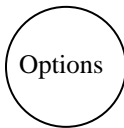
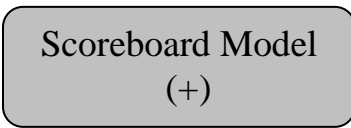


Step 8. If additional receivers are to be added then select (+) and repeat steps 5 through 6. If additional receivers do not need to be added then select (-) and the controller will be reset.



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

<b>MPCX2 Control</b>	<b>Scoreboard Model</b>	<b>Screen to Select</b>
<b>Football</b>	3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 9715, 9505, 9515, 3400, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 9405	<b>Type A (+)</b>
	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	<b>Type B (+)</b>
	All 36XX, 76XX, and 86XX boards	<b>X6XX (+)</b>
	3680, 3685, 3688, 7680, 7685 (Reorders Intelligent Caption to Ball On, Down, To Go, Quarter)	<b>X6XX Legacy (+)</b>
<b>Soccer</b>	1515, 9505, 9515, 1615, 1632, 9605, 9715, 1415	<b>Type A (+)</b>
	1520, 1525, 9505, 9515, 1620, 1625, 9605, 9715, 1020, 1025, 9405, 9410	<b>Type B (+)</b>
	3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 3555, 9605, 9505, 9715, 9515, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 3455, 9405	<b>Type C (+)</b>
	7504, 7524, 9505, 9515, 9605, 9715, 7404, 7405, 7424	<b>Type D (+)</b>
	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	<b>Type E (+)</b> Supports Intelligent Captions
	200, 230, 24xx, 25xx, 26xx, 27xx, 9510, 9515, 9710, 9715	<b>Type F (+)</b>
	3656, 3657	<b>Type G (+)</b> Supports Intelligent Captions
	4455, 4465, 4755, 4555, 4565, 4765	<b>Type H (+)</b>
<b>SCD / DGT / PCD</b>	SCD-5, SCD-7A, SCD-T7A, SSC-7, SSC-T5, SSC-T9, S60-LED, S60, SCD-4	<b>Shot Clock (+)</b>
	DGT-6	<b>Delay Of Game (+)</b>
	DGT-5, DGT-2, 3020	<b>Legacy DOG (+)</b>
	SEG-14, SEG-18	<b>Segment Timer (+)</b>
	9520, 9620	<b>Pitch Timer (+)</b>
<b>Tennis</b>	9550 Set one control to each of 6 courts => 9650 Set one control to each of 6 courts => 9651B 9652B	<b>Standard</b> <b>Current Court: 1</b> <b>New Court: 2</b>

<b>MPCX2 Control</b>	<b>Scoreboard Model</b>	<b>Screen to Select</b>
<b>Baseball</b>	1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	<b>Standard (+)</b>
	1003, 1006, 1503, 1506, 1508, 1540, 1603, 1604, 1606, 1608, 1609	<b>Score by Inn (+)</b>
	1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	<b>With Timer (+)</b>
	1615, 1620, 1625, 1632, 3656, 3680, 3685, 3688, 7616, 7680, 7685, 8601, 8602	<b>X6XX Timer (+)</b>
	1600, 1609, 1610, 1630, 1635, 1640, 1650, 3656, 3680, 3685, 3688, 7680, 7685, 8601, 8602	<b>X6XX Standard (+)</b>
<b>Pitch Count</b>	PCD-(A, 08, 10, 16, 18) With Models 1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	<b>Standard (+)</b>
	PCD-(A, 08, 10, 16, 18) With Models 1003, 1006, 1503, 1506, 1508, 1540, 1603, 1604, 1606, 1608, 1609	<b>Score by Inn (+)</b>
	PCD-(A, 08, 10, 16, 18) With Models 1015, 1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	<b>With Timer (+)</b>
	PCD-(A, 08, 10, 16, 18) With Models 1615, 1620, 1625, 1632, 3656, 3680, 3685, 3688, 7616, 7680, 7685	<b>X6XX Timer (+)</b>
	PCD-(A, 08, 10, 16, 18) With Models 1600, 1609, 1610, 1630, 1635, 1640, 1650, 3600, 3656, 3680, 3685, 3688, 7680, 7685	<b>X6XX Standard (+)</b>
<b>Basketball, Volleyball, Wrestling, or Hockey</b>	No setting required	<b>Type A (+)</b>
<b>Segment Timer</b>	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,	<b>Type A (+)</b>
	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	<b>Type B (+)</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	<b>Type C (+)</b>
	1520, 1525, 1515, 9505, 1620, 1625, 1615, 9605, 9715, 9405, 9515	<b>Type D (+)</b>
	SEG-14 and SEG-18 Segment Time only	<b>Type E (+)</b>
	SEG-14 and SEG-18 Segment Number only	<b>Type F (+)</b>
	All X6XX boards with timers	<b>X6XX (+)</b>

## 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	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.**

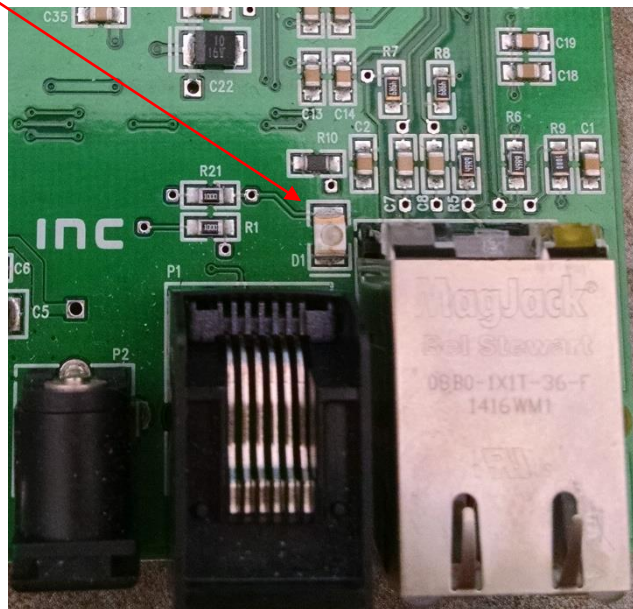
**800-851-4040**

## 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 brouilleur 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.