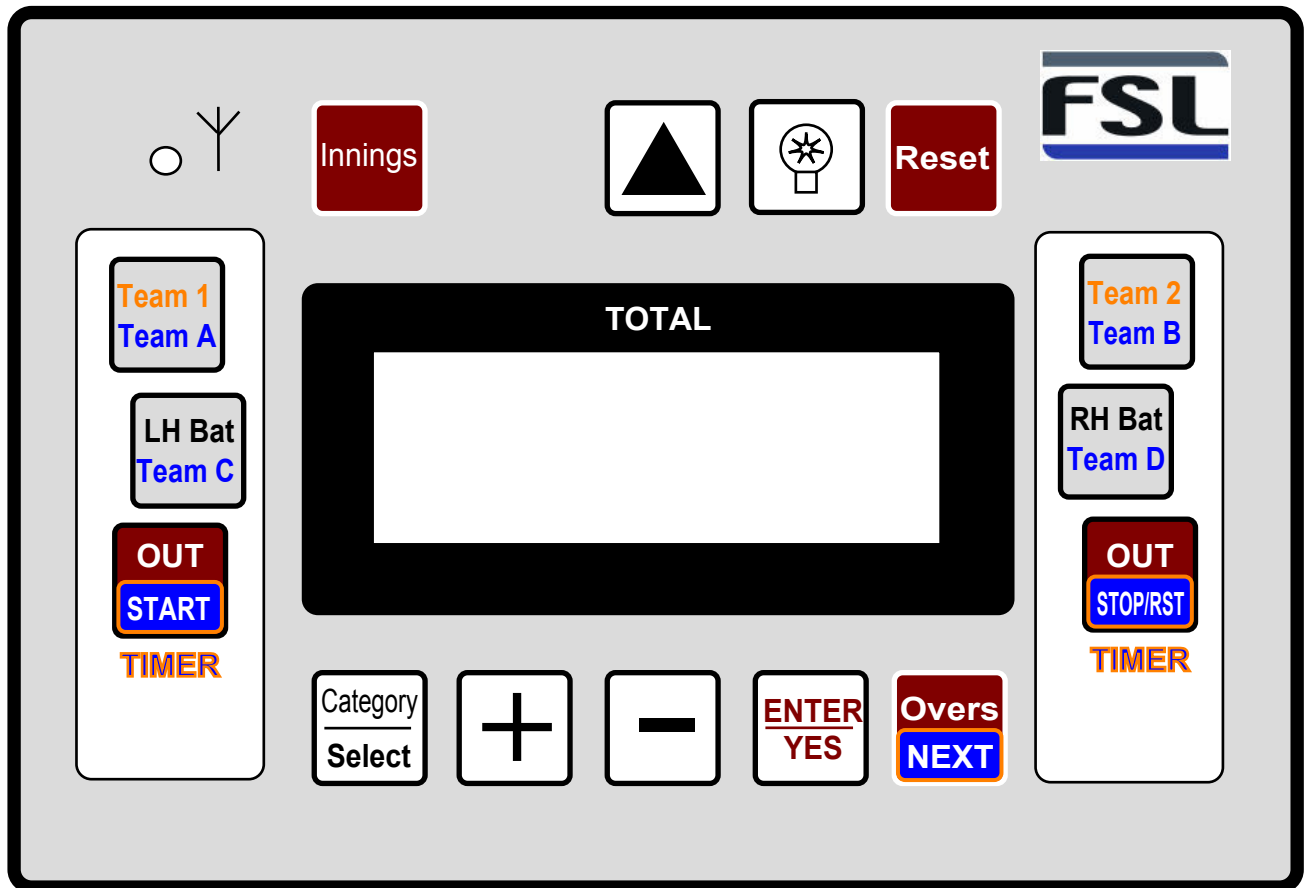# Multisport Console FSLMS-16

The console is powered by an integral rechargeable battery pack and the charger supplied plugs in to the socket at the rear of the console. The charging and operating time will vary depending on use, but typically an overnight charge will power the console for around 8 hours. Should the batteries go flat during use, simply connect the charger and continue to use whilst charging. On models fitted with a backlit display, this will illuminate when the charger is connected.

First turn on power to the scoreboard. After a test message is displayed the scoreboard will show the time of day on the centre row of digits. Now turn on the console.

A sign on message is displayed and then the bottom line of the display shows:

        Select: Cricket

Use the Select/Category Key to scroll through the modes: Cricket - Two Team - Four Team - Set Clock. Press the ENTER/YES key to enter the required Mode.

SET CLOCK MODE

The display shows:

        Time 00:00
        +/- Next & Enter

Use the **+/-** keys to adjust the time. Press the **NEXT/Overs** key to toggle between the hour and minute setting. Once the desired time is shown press the **ENTER/YES** key to send the new time to the scoreboard. The display reverts to Select: Set Clock and another mode may be chosen.

CRICKET MODE

The display shows:

```
      for  wkts
  from      overs
      1st Inns:
```

Some scores may be displayed as they are retained in the internal memory, the console may be reset:

Reset — Press the reset key. The prompt `Blank Scoreboard ?` appears on the bottom line of the display. Press the **ENTER/YES** key to reset the console - any other key will cancel the reset. The data in the console is cleared and the scoreboard blanked.

LH Bat / Team C — As each batsman scores runs press the appropriate runs key once per run scored. The runs are added to the individual batsman scores, and automatically added to the total.

▲ — Extras are given using the key directly above the TOTAL category, press once for each run awarded.

Overs / NEXT — Press at the end of each over. The number of overs bowled will be incremented.

Out / START — When a batsman is dismissed press the appropriate Out key. The prompt `Man Out ?` appears on the bottom line of the display - press the ENTER/YES key to confirm, or any other key to cancel. The batsman's number and score will be cleared and the wickets incremented.

Innings — When pressed the prompt `End Innings ?` appears - press **ENTER/YES** to end the innings. The total scored will be transferred to 1st Innings category. The rest of the categories are blanked on the console and scoreboard, ready for the other side to bat.

Category / Select — To correct any errors press the **Category** key repeatedly until the desired category is shown on the bottom line of the display. Use the **+** and **-** keys to adjust and press **ENTER/YES** to confirm.

✳ — Press this key to signal the umpire.

Category / Select — To control the brightness of the scoreboard press and **hold** the **Category** key until the prompt **Brightness = ■** is shown. Use the **+** and **-** keys to adjust and press **ENTER/YES** to exit.

TWO TEAM MODE

The display shows:

```
  Teams AAA AAA
  +/- Next & Enter
```

Use the **+/-** keys to set each letter of the team names, press the **NEXT** key to advance to the next letter. Once both team names are set press **ENTER** to store them. Continue as per 4 team mode . . . .

FOUR TEAM MODE

The display shows:

```
   Timer   Up
 Sel Mode =/- & Ent
```

Use the **+/-** keys to alternate between Up/Dn mode and press **ENTER** to set the timer mode. Next set the preset value . . . .

```
   Time 45:00
 +/- Next & Enter
```

Use the **+/-** keys to set the minutes/seconds, press the **NEXT** key to toggle between them. Once set press **ENTER** to continue . . . .

TEAM MODE SCORING

Once the timer mode and value has been set the console is ready to operate the scoreboard. The display shows . . .

<div style="text-align:center">

TWO TEAM MODE   **FOUR TEAM MODE**

</div>

```
AAA        AAA
   Timer Reset
Mode: Two Team
```

```
TeamA      TeamB
TeamC      TeamD
   Timer Reset
Mode: Two Team
```

Increment the scores with these buttons   Increment the scores with these buttons

Team 1	Team 2		Team 1 / Team A	Team 2 / Team B
Team A	Team B		LH Bat / Team C	RH Bat / Team D

To decrement a score first press and release the ⊟ key then the score key.

Reset The scores may be blanked using the **Reset** key. The prompt `Blank Scores ?` Appears on the bottom line - press the **ENTER/YES** key to confirm or any other key to cancel. In two team mode, once the scores have been blanked pressing the **Reset** key again produces the prompt `Blank Names ?` Press the **ENTER/YES** key to clear the names from the scoreboard or any other key to cancel.

TIMER OPERATION

OUT START TIMER Press the **START** timer key to set the scoreboard timer running. The display will show `Timer Running`.

OUT STOP/RST TIMER Once the timer is running Press the **STOP/RST** key to stop the timer. The display shows `Timer Stopped`.

Once stopped the timer may be reset by pressing and holding the **STOP/RST** key. The prompt `Reset Timer ?` Appears on the display - press the **ENTER/YES** key to confirm or any other key to cancel.

TO SHOW THE CLOCK

The clock cannot be shown whilst the timer is running. When the display shows `Timer Stopped` or `Timer Reset` press the **Category/Select** key. The prompt `Display Clock ?` appears - press **ENTER/YES** to confirm or any other key to cancel. After confirmation the display shows `Showing Clock` - press the **Category/Select** key again and when prompted `Display Timer ?` press the **ENTER/YES** key to revert to showing the timer.

Category Select To control the brightness of the scoreboard press and **hold** the **Category** key until the prompt **Brightness = ■** is shown. Use the **+** and **-** keys to adjust and press **ENTER/YES** to exit.