

MULTISPORT USER MANUAL

GAA, Rugby, Soccer & Hockey



know the score..
www.fslscoreboards.com

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Scoreboard Layout



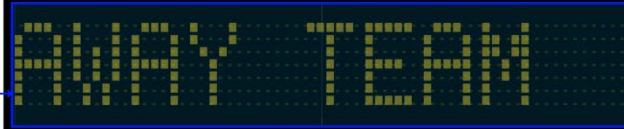
Please Note

Various iterations of the scoreboard is available to suit specific applications. Differences can include with or without clock, and different lengths of team names. The clock may also be positioned at the top or bottom. This manual covers a fully equipped scoreboard to demonstrate all available features.

Team 1
Name Display



Team 2
Name Display



Home Goal



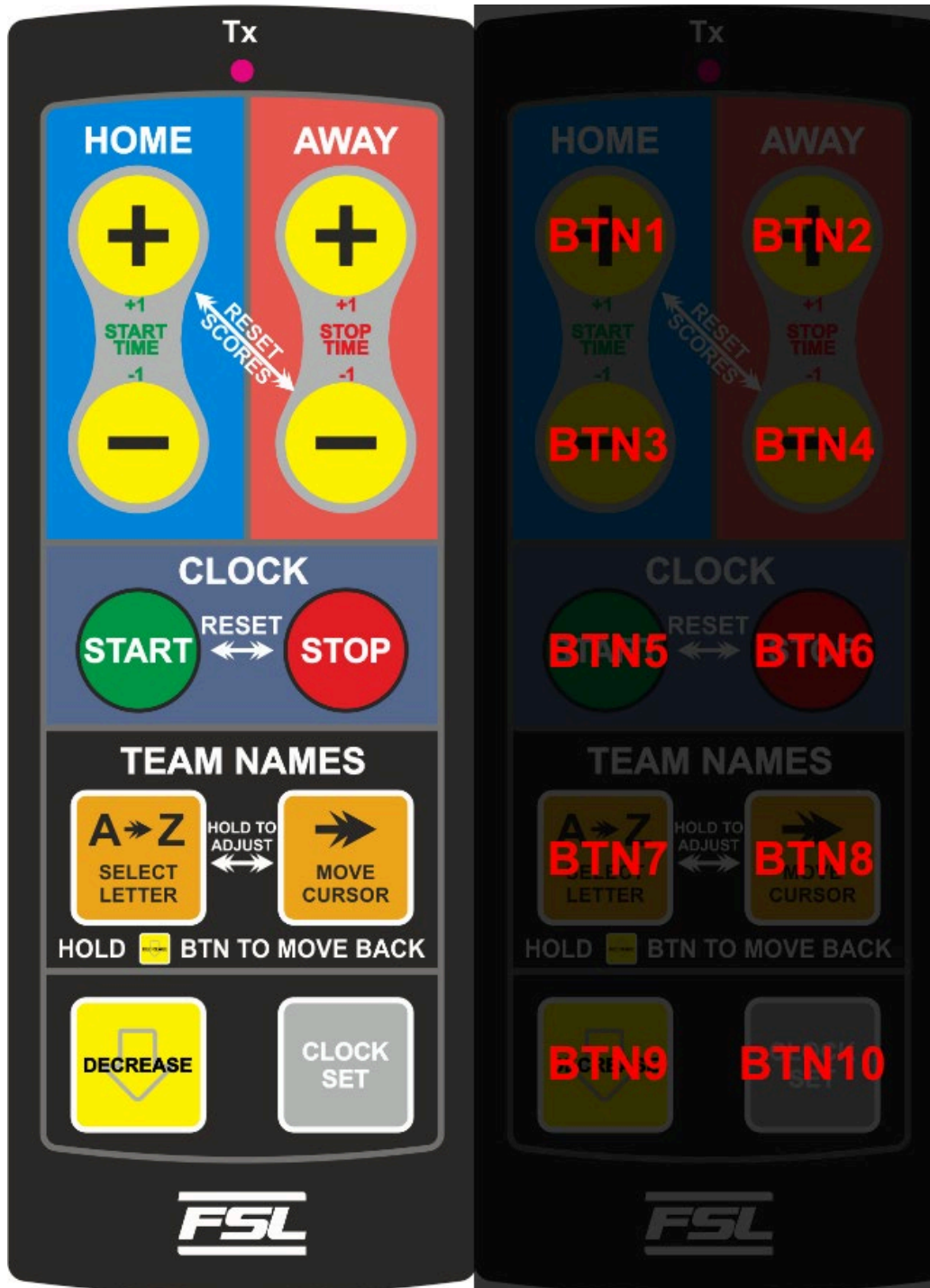
Away Goal



Multi-Function
Clock

Remote Control Layout

The remote control used here has 10 buttons, reference to each button can be via its specific function or by the button number which is shown below.



Scoreboard connections

The scoreboard should be supplied with a 230V mains supply.

The mains supply should be fed through a 5 amp circuit breaker and it is highly recommended that the supply should be fed through a Residual Current Device (RCD).

If the scoreboard has been supplied with a separate aerial this should be mounted as high as possible.

On Power Up

The scoreboard has been dispatched with its remote control paired to it. Simply power up the scoreboard and it is ready for use.

Changing Scores

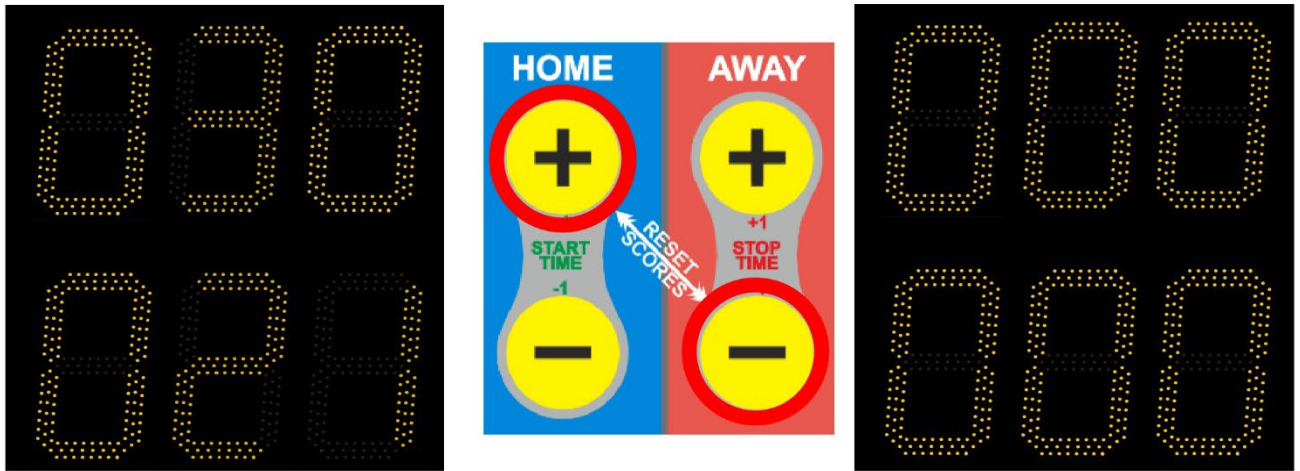
Press BTN1 to increase the home score by 1

Press BTN3 to decrease the home score by 1

Press BTN2 to increase the away score by 1

Press BTN4 to decrease the away score by 1

Resetting Score Values



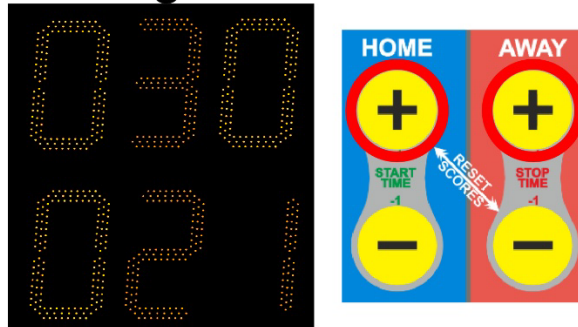
Clear score – reset values to zero

Press BTN1 and BTN4 together to reset all score values.
This sets both the home and away scores to zero

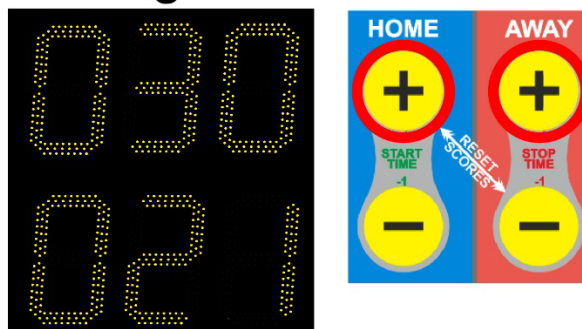
Brightness Setting

The scoreboard has 3 brightness levels. Low, Medium and High. To cycle between these 3 levels press both BTN1 and BTN2 together.

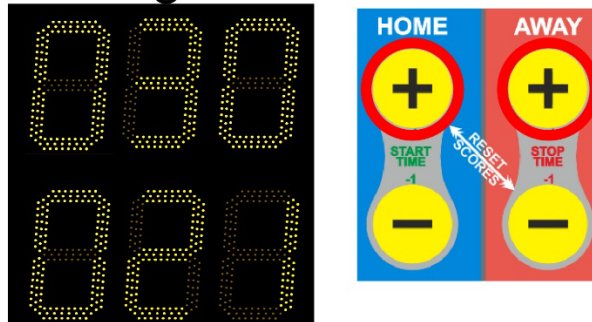
Brightness Level 1



Brightness Level 2



Brightness Level 3



Brightness Level 1



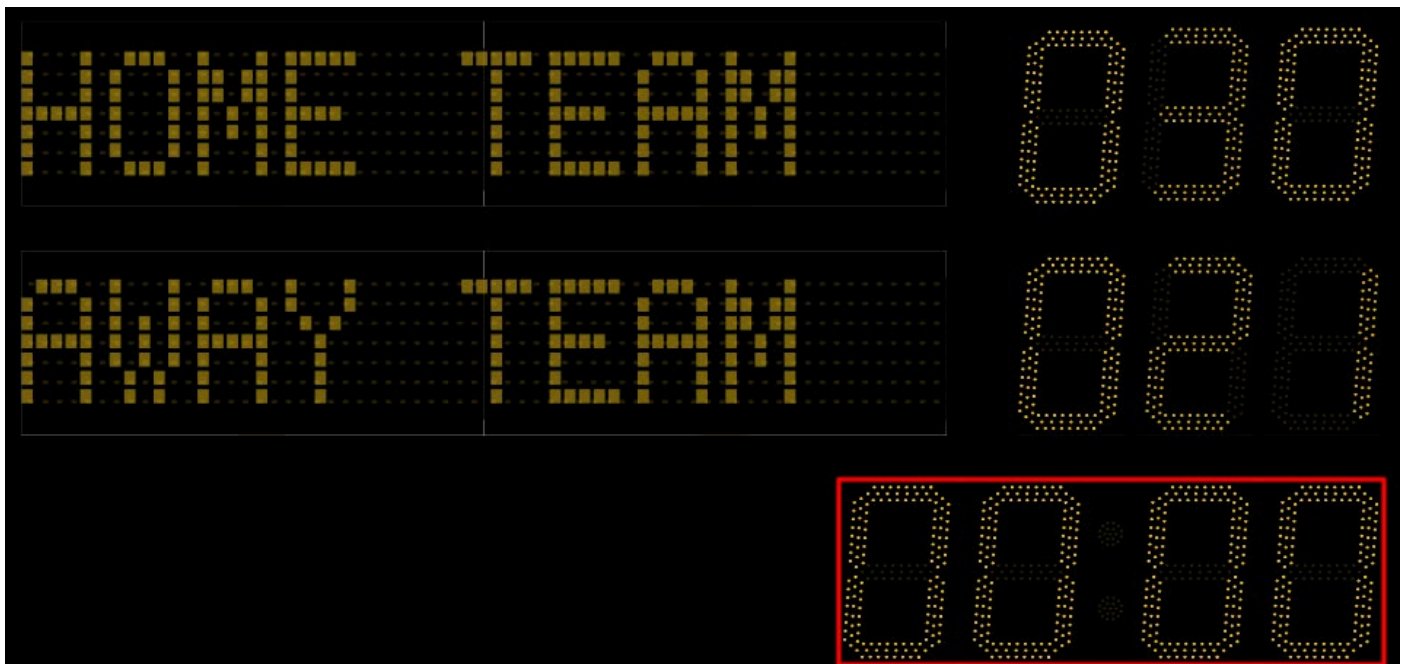
The brightness level will cycle back round to level 1

Timer & Clock Functions

The scoreboard is available with two timer modes

Countdown mode, a start and stop time is set. If the stop time is lower than the start time then the scoreboard will know to enter countdown mode. Eg stop set at 00:00 and start set at 10:00 then the scoreboard will run a 10 minute countdown timer.

Count up mode, like the countdown mode but if the stop time is higher than the start time e.g. stop set at 20:00 and start set at 00:00 then it will run a 20 minute count up timer.

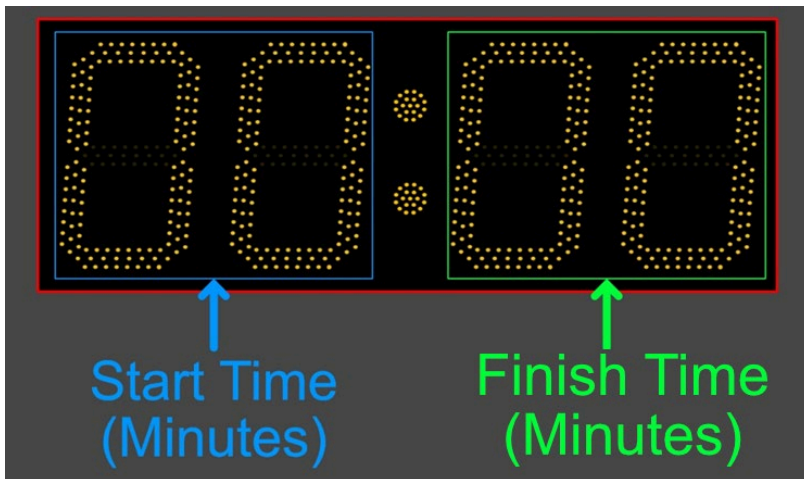


Press and hold
BTN10 (Clock Set)
for 3 seconds



The clock area will briefly display St : SP
This dictates that the left refers to start time,
the right refers to stop time
The display will then change to show the two times

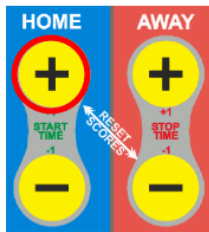
When the clock is in the setting mode it will flash continuously denoting the fact that the time is ready to be set.



Adjusting Start Time

To adjust the start time use BTN1 and BTN3 buttons

Press **BTN1**
To Increase the start
value by 1



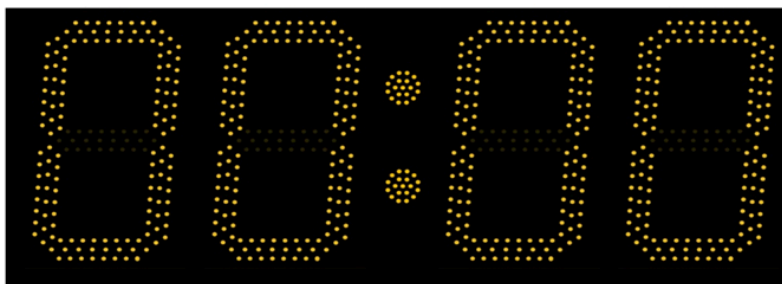
In this example pressing **BTN1** has increased the start value from 0 minutes to 1 minute



Press **BTN3**
To Decrease the start
value by 1



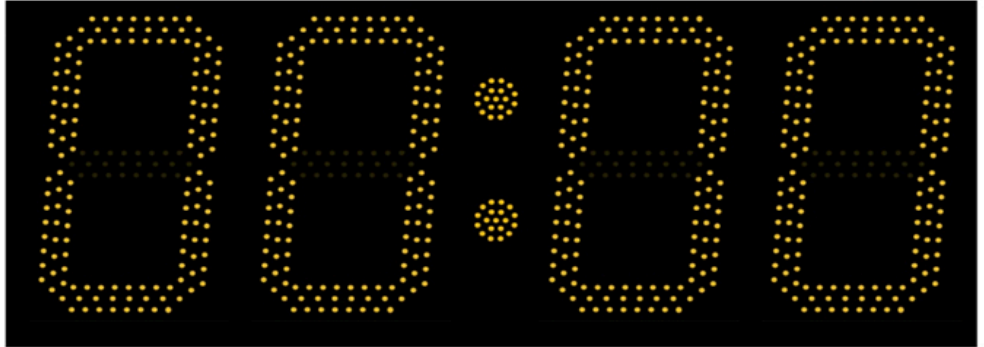
In this example pressing **BTN3** has decreased the start value from 1 minute back to zero



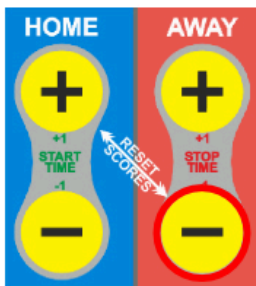
Adjusting Finish Time

Setting the finish time is very similar to the start time. This property is adjusted using the BTN2 and BTN4 buttons.

To Increase the finish value by 1



In this example pressing BTN2 has increased the finish value from 0 minutes to 1 minute



Press BTN4
To Decrease the finish value by 1

In this example pressing BTN4 has decreased the finish value from 1 minute back to zero



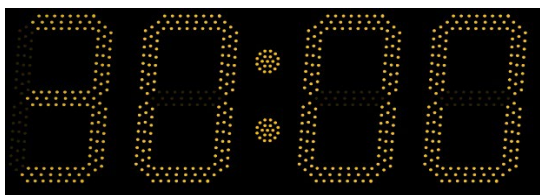
Count Down vs Count Up Mode

Depending on how the start and finish times have been set the software in the scoreboard will automatically determine if it is in Count Down or Count Up mode

Count Down Mode:

If the Start time is higher than the Finish time then the clock will run in count down mode.

In the example below the Start time is higher than the Finish time. Therefore this will do a count up timer from 30 minutes to 0 minutes



Other iterations of this are possible such as the example below which counts down from 45 minutes to 15 minutes.



Count Up Mode

If the Finish time is set to a higher value than the Start time then the clock will run in count up mode. In the example below the clock will run a 30 minute count up timer.



Below shows another example of the count up timer which will count up from 15 minutes to 45 minutes



To confirm the timer choice press and hold the Clock Set button BTN10 for 3 seconds. The timer will display Up or Dn if it is a count up or count down timer. It will then display the start time for the timer.

Press and hold
BTN10 (Clock Set)
for 3 seconds



The clock will then display the start time as originally set. In the example below the timer has been set to a 10 minute count down timer

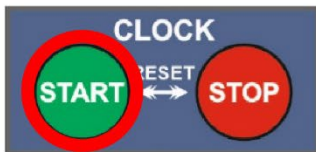


Controlling the timer

Starting the timer

Once the timer has been set the start and stop buttons will control either the Count Up or Count Down timers in the exact same manner.

Start BTN5 will commence the timer.



Press Start
BTN5
To commence the timer
The clock will briefly show
'Strt' and the counter will continue



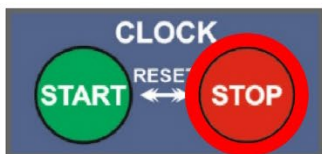
Stopping the timer

The timer can be stopped if it needs to be paused due to an event on the match which calls for a pause. It also must be stopped to reset the timer.

In order to stop the timer press the Stop Button BTN6

It is possible to restart the timer by pressing start again, the timer can be stopped and restarted as many times as desired.

However when the timer is stopped it is then possible to reset it.

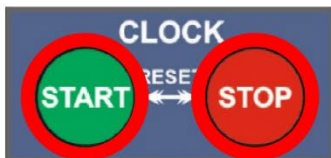


Press Stop
BTN6
To stop the timer
The clock will briefly show
'StOP' and the counter will stop at the
time when the button is pressed

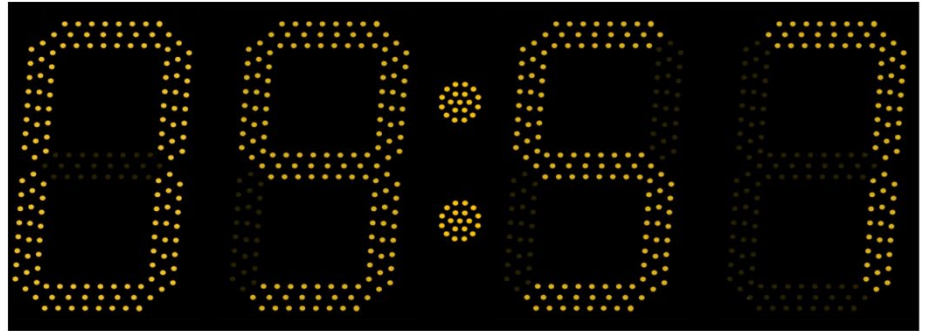


Resetting the timer

When the timer is stopped press both the Start BTN5, and Stop BTN6 buttons together and hold them for 3 seconds.



Press and hold both
Start BTN5
and
Stop BTN6
buttons for 3 seconds
To reset the timer



The timer will then return to the time it was originally set to



Time of Day Mode

An optional module on the scoreboard is a time of day mode. It is not specified on the scoreboard by default and this must be selected at the **initial ordering** of the scoreboard.

Time of day mode uses the clock area to display a conventional clock with the current time of day in 24 hour format.

If the scoreboard has been equipped with this option then when it is initially powered on the clock area will display the time.

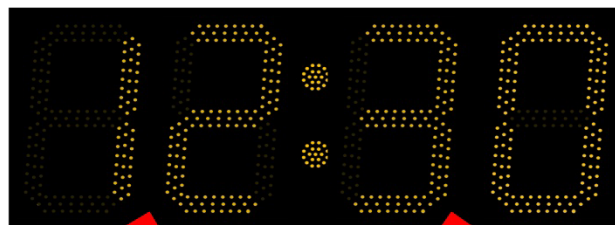
To set the time of the clock press and hold the Clock Set button BTN10 for **10 seconds** where the time will then flash.



Press and hold the clock set button for 10 seconds to adjust the time of day



The time will flash which indicates the time of day can now be set



Hours Adjustment

Minutes Adjustment

Press BTN1 to increase the hours by 1 hour

Press BTN3 to decrease the hours by 1 hour



Press BTN2 to increase the minutes by 1 minute

Press BTN4 to decrease the minutes by 1 minute



When the correct time of day is set, press and hold the clock set button BTN10 for 3 seconds and the time will stop flashing and display the current time.

Changing displayed clock mode

With the optional time of day option the choice of whether to display the time of day or the counter timers is one which must be made.

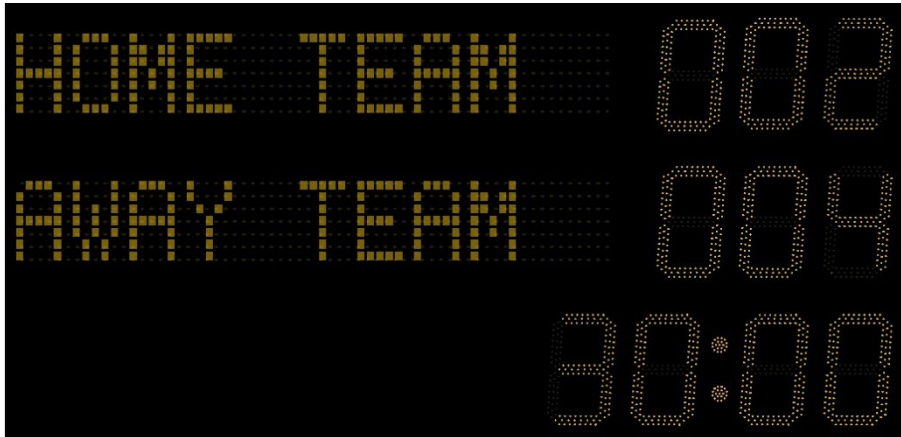
The scoreboard will power up and enter time of day mode by default.

If the clock set button is pressed for 3 seconds the screen will enter count down or count up mode. This is where the user can enter a start and finish time. The scoreboard will remain in this mode.

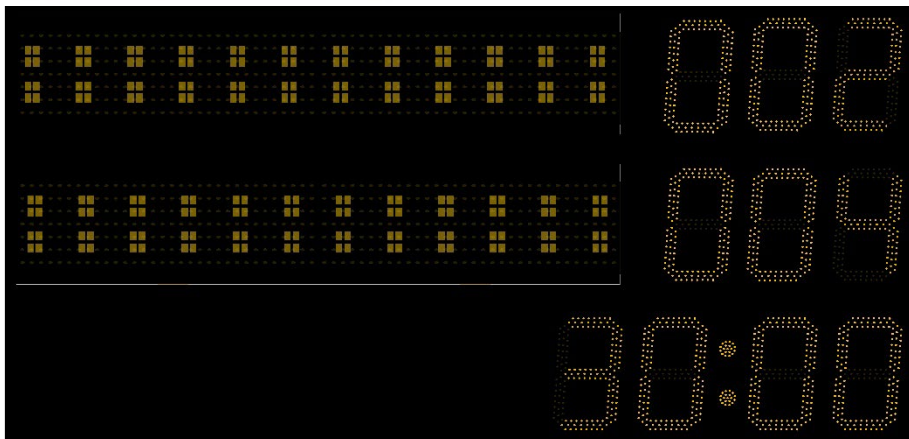
If the clock set button is pressed for 10 seconds the screen will enter time of day mode. It will stay in this mode unless the user goes back to the counter mode.

Team Names

Scoreboards can be equipped with or without electronic team name displays, when equipped there are various character lengths available from 3 up to 12 characters per team name



To enter team name edit mode press and hold both Select Letter BTN7 and Move Cursor BTN8 buttons for 3 seconds
Both team name lines will display colons before
The selected character flashes



The cursor will start off on the left of the home team line, to indicate where the cursor is the bottom line of this character will intermittently flash with the selected character

Moving Cursor

The cursor will flash as shown
With an underline under the
selected character



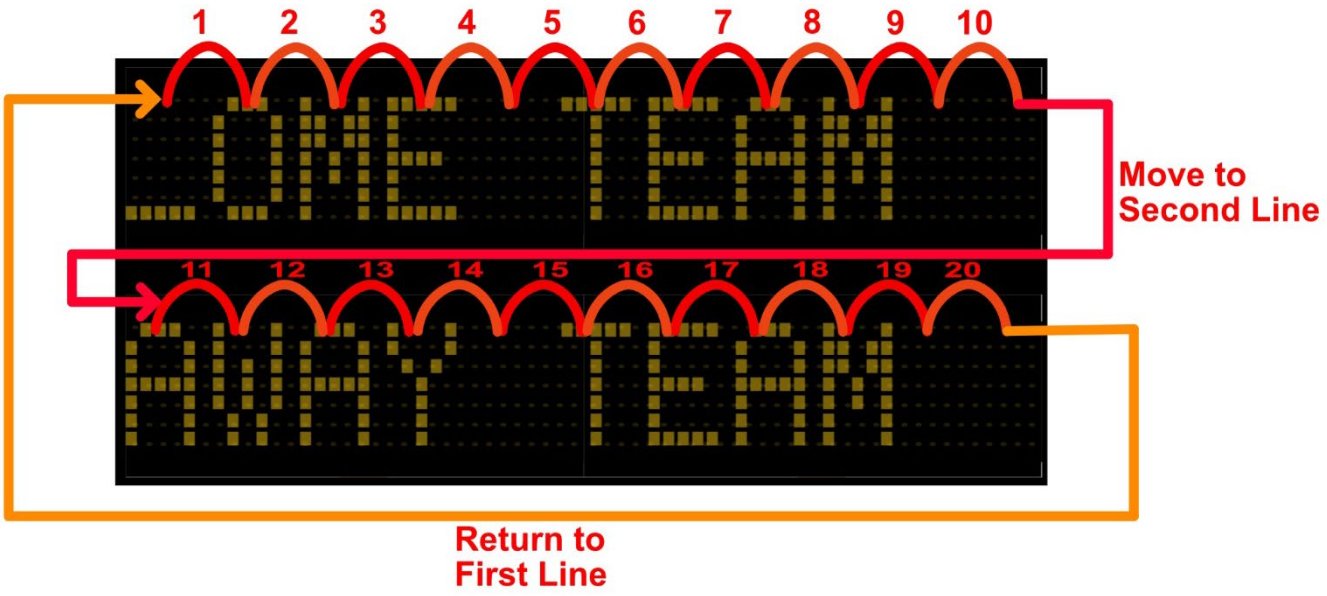
Press the Move Cursor button
BTN8 to move right to the next
character on the display



How cursor selection moves across display



Press the Move Cursor button BTN8 to move the cursor right across the screen as shown below



The opposite movement happens if the Move Cursor button BTN8 and the Decrease button BTN9 are pressed together then the cursor will move to the left

Selecting Character for Team Names

With the cursor in the desired location press the A-Z Select Letter button:



To cycle through the characters which are available.

This button can be pressed as many times as required to cycle through.

The available characters are split into 3 categories

Symbols:

*(Space), !, #, \$, %, &, ' (,), * +, ,, -, ., /,*

Numbers:

0, 1, 2, 3, 4, 5, 6, 7, 8, 9

Symbols 2 (These symbols are found between numbers and letters):

:, ;, <, =, >, ?, @,

Capital Letters:

A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

Please note that there are some symbols between the numbers and letters as the underlying software uses the ASCII character set. The quotation marks character “ has been disabled on as it does not display correctly on LED displays.

Note that no lower case letters are available.

To reverse the direction of the cycle press and hold Decrease BTN9, whilst pressing the A-Z Select Letter BTN7.



Confirming Team Name Choice

Once the desired team names have been set press and hold both A-Z Select Letter BTN7 and Move Cursor BTN8 together for 3 seconds.



The cursor will stop flashing and the team names will then display solidly

Pairing a Remote

If a remote control has become lost or you wish to add the ability to have another remote control the scoreboard.

FSL will supply and send a replacement or new remote control for your scoreboard.

When the new remote control arrives power cycle the scoreboard.

Turn the scoreboard off and wait for 10 seconds.

Turn the scoreboard back on, it will now be in handset pairing mode for 15 seconds where it will search for remotes in the next 15 seconds.

Within that 15 seconds press the BTN1 Home Score button, doing so will cause the remote control to pair with the scoreboard. As visual feedback the scoreboard Home Score value will increase by 1.

Continue testing out the other remote functions to confirm that the new remote has been paired successfully.