MULTISPORT USER MANUAL

Rugby, Soccer & Hockey



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INSIDE THIS MANUAL

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KEEP THIS MANUAL WITH THE SCOREBOARD

For support, replacement remotes or spare parts contact FSL on **028 8676 6131**.

SCOREBOARD LAYOUT



1	Multi-function clock
2	Team 1 name display
3	Team 2 name display
4	Home score
5	Away score

PLEASE NOTE

Various iterations of the scoreboard are 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.

REMOTE CONTROL LAYOUT

The remote control has 10 buttons. Each button can be referred to by its specific function or by its button number, shown below.



BUTTON	FUNCTION	ALSO USED FOR
BTN1	**Home +**	Start time +1
BTN2	**Away +**	Finish (stop) time +1
BTN3	**Home −**	Start time −1
BTN4	**Away −**	Finish (stop) time −1
BTN5	**Clock Start**	
BTN6	**Clock Stop**	
BTN7	**A–Z Select Letter**	Team names
BTN8	**Move Cursor**	Team names
BTN9	**Decrease**	Hold with another button to move back
BTN10	**Clock Set**	Timer and clock setup

CONNECTIONS & POWER UP

SCOREBOARD CONNECTIONS

1. The scoreboard should be supplied with a **230V mains supply**.
2. The mains supply should be fed through a **5 amp circuit breaker**, and it is highly recommended that the supply is fed through a **Residual Current Device (RCD)**.
3. 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

1

BTN1 Home +

Press BTN1 (Home +) to increase the home score by one.



2

BTN3 Home −

Press BTN3 (Home −) to decrease the home score by one.



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CHANGING SCORES (CONTINUED)

3 **BTN2 Away +**

Press BTN2 (Away +) to increase the away score by one.



4 **BTN4 Away −**

Press BTN4 (Away −) to decrease the away score by one.



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RESETTING SCORE VALUES

0

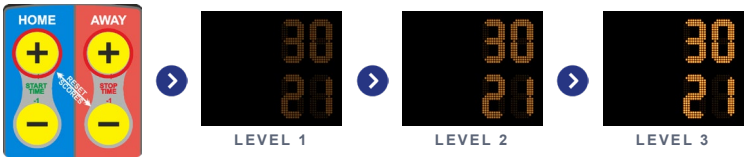
Clear score – reset values to zero

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.



Pressing again cycles back round to Level 1.

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TIMER 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, the scoreboard will know to enter countdown mode. E.g. 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.

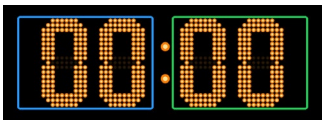
ENTERING TIMER SETUP



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 and the right refers to stop time. The display will then change to show the two times.



DISPLAY SHOWS ST : SP



START TIME · FINISH TIME
(MINUTES)

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ADJUSTING START & FINISH TIME

START TIME

To adjust the start time use the **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 0.



FINISH TIME

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



Press **BTN2** 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 0.



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COUNT DOWN VS COUNT UP

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



Other iterations of this are possible, such as this example 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 this example the clock will run a 30 minute count up timer.

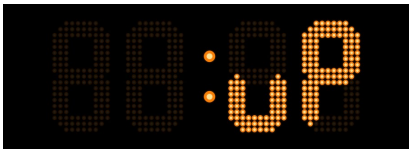


Another example of the count up timer, which will count up from 15 minutes to 45 minutes.

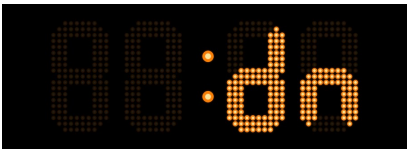
CONFIRMING THE TIMER



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.

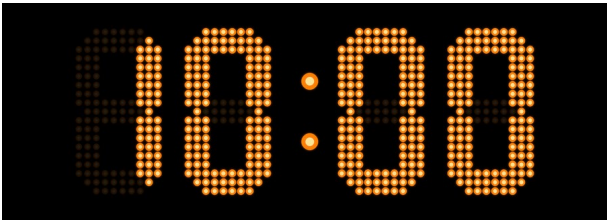


COUNT UP TIMER



COUNT DOWN TIMER

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.



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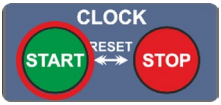
CONTROLLING THE TIMER

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.

Starting the timer

Start **BTN5** will commence the timer. The clock will briefly show **Strt** and the counter will continue.

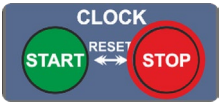




Stopping the timer

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**. The clock will briefly show **StOP** and the counter will stop at the time when the button is pressed.





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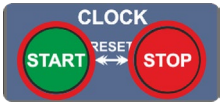
RESTARTING & RESETTING THE TIMER

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.

Resetting the timer

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

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





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TIME OF DAY MODE

OPTIONAL MODULE
Time of day is an optional module. It is not specified on the scoreboard by default and 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**; the time will then flash.



TIME FLASHES – READY TO SET



Hours

Press BTN1 to increase the hours by 1 hour. Press BTN3 to decrease the hours by 1 hour.



Minutes

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.

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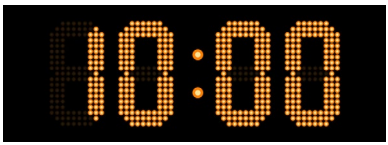
CHANGING DISPLAYED CLOCK MODE

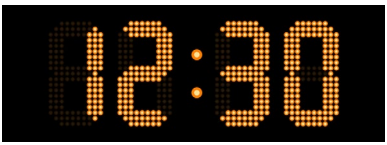
With the optional time of day option, the choice of whether to display the time of day or the counter timers is one which must be made.

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

CLOCK SET BTN10	RESULT
Press 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.
Press 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.



COUNTER MODE



TIME OF DAY 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.





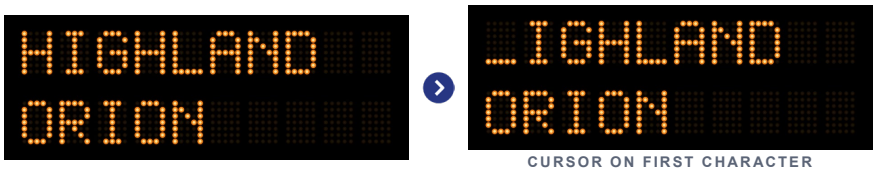
To enter team name edit mode press and hold both **Select Letter BTN7** and **Move Cursor BTN8** buttons for 3 seconds. Both team name lines will display colons before the selected character flashes.



EDIT MODE – COLONS SHOWN ON BOTH NAME LINES

MOVING THE CURSOR

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.



CURSOR ON FIRST CHARACTER



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



CURSOR MOVED TO SECOND CHARACTER

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HOW THE CURSOR MOVES

Press the Move Cursor button **BTN8** to move the cursor right across the screen as shown below. Positions **1–10** are on the first line and **11–20** on the second line.



1. From position 10 the cursor moves to the **second line**.
2. From position 20 the cursor **returns to the first line**.



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

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SELECTING CHARACTERS



With the cursor in the desired location press the **A–Z Select Letter button BTN7** 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 (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

NOTE

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**.

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CONFIRMING TEAM NAMES



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.



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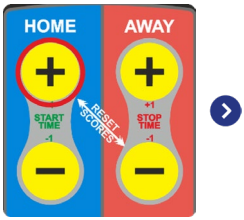
PAIRING A REMOTE

If a remote control has become lost, or you wish to add another remote control for 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:

1. Turn the scoreboard off and wait for **10 seconds**.
2. Turn the scoreboard back on. It will now be in handset pairing mode for **15 seconds**, where it will search for remotes.
3. Within those 15 seconds press **BTN1**. Doing so will cause the remote control to pair with the scoreboard. As visual feedback, the scoreboard Home value will increase by 1.
4. Continue testing out the other remote functions to confirm that the new remote has been paired successfully.





HOME VALUE +1 = PAIRED

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QUICK REFERENCE

Every button combination on one page.

TO DO THIS	PRESS
Change scores	**BTN1–BTN4**
Reset all scores	**BTN1 + BTN4 together**
Change brightness	**BTN1 + BTN2 together**
Enter timer setup / confirm timer	**Hold BTN10 for 3 s**
Adjust start time	**BTN1 (+1) / BTN3 (−1)**
Adjust finish time	**BTN2 (+1) / BTN4 (−1)**
Start / stop timer	**BTN5 / BTN6**
Reset timer (when stopped)	**Hold BTN5 + BTN6 for 3 s**
Time of day mode (optional)	**Hold BTN10 for 10 s**
Edit / confirm team names	**Hold BTN7 + BTN8 for 3 s**
Pair a remote	**Power cycle, then BTN1 within 15 s**

NEED HELP?
Contact FSL on **028 8676 6131** or **info@fslscoreboards.com**.



FSL ELECTRONICS LTD
Unit 9, Kilcronagh Business Park
Cookstown, County Tyrone
Northern Ireland BT80 9HJ

PHONE 028 8676 6131
EMAIL info@fslscoreboards.com