

FAIR-PLAY

by TRANSLUX

MP-80 SERIES SCOREBOARD CONTROLLER USER GUIDE



Document No.: 1.0

3.14.2017

CONTENTS

OVERVIEW

Introduction	7
Installation Of Hardware	7
Conventions Used In This Guide	7
Important Precautions	7

MAJOR COMPONENTS

Diagrams	8
----------------	---

COMMON FUNCTIONS

Horn	9
Home Key	9
Operating The Clock	10
Updating The Period, Inning, Or Quarter	10
Updating The Score	10
Entering A Team Name	11

MENU SETUP - 1

Starting A New Game	12
Changing Sports	12
Checking The Battery Status	12
Firmware Version	12
Setting The Scoreboard Brightness	13
More	13

MENU SETUP - 2

Locating Your Service Provider	13
Setting The Scoreboard Digit Display	13
Info	14

MENU SETUP - 3

Screen Settings	14
Firmware	15
Sport Specific Initial Setup	15
Team Name	15
Field/Court ID#	15
More	15

MENU SETUP - 3 - WIRELESS

Wireless Controller Setup	16
Wireless Scoreboard Setup	16
Wireless Handswitch Setup	17
Wireless Radio	17
Sideline Controller Setup	17

MENU SETUP - 4

Password Setup	17
Service Contact Edit	18

M
P
-
8
0

CONTENTS

MENU SETUP - 5

Factory Reset	18
---------------------	----

BASEBALL - INITIAL SETUP 1 & 2

Setting The Clock Mode	19
Setting The Inning Type	19
Indicating The Player At Bat	19
Displaying The Hit Totals	19
Displaying The Pitch Count	19
Errors Totals	20

BASEBALL - SPORT SPECIFIC

Tracking The Pitch Count	21
Tracking The Errors	21
Single Press Balls, Strikes, Outs	21
Setting The Inning	22
Indicating Player At Bat	22
Updating The Hits	22

BASKETBALL - MODES

Main Mode	23
Main Mode With Link To SC	23
Stat Controller(SC) Mode	23

BASKETBALL - INITIAL SETUP

Setting Player Stats	24
Setting Player Fouls	24
Setting Player Points	24
Setting The Shot Timer	24
Team Name Setup	24
Time Outs To Scoreboard	24

BASKETBALL - SPORT SPECIFIC

Shot Clock Timer	25
Setting The Period	25
Tracking Fouls	25
Indicating Possession	25
Stopping A Time Out	25
Time Outs Left	26
Setting Up Bonus Points	26
Indicating If A Player Is In/Out	26
Editing Player Stats	26

FOOTBALL - SPORT SPECIFIC

Setting The Timer	27
Starting A Time Out And TOL	27
Indicating Possession	27
Stopping A Time Out	27
Tracking Yardage	28

M
P
-
8
0

CONTENTS

MP-80

HOCKEY - INITIAL SETUP

Penalty Timers	29
Interval Timer	29

HOCKEY - SPORT SPECIFIC

Goal Off	30
Shots	30
Interval Timer	30
Penalty	30

LACROSSE - SPORT SPECIFIC

Timer	31
Penalty	31

SOCCER - SPORT SPECIFIC

Shots On Goal	32
Corner Kicks	32
Saves	32

TENNIS - MODES

Single Court	33
Multiple Court - Multiple MP-80's	33
Multiple Court - One MP-80	33
Team Score Dedicated	33

TENNIS - INITIAL SETUP

Court	34
In-Game Scoring.....	34
Team Scores	34
Max Sets	34

TENNIS - SPORT SPECIFIC

Court	35
Tie Breaker	35
Score.....	35
Edit Points.....	35
Game Won.....	35
Team Score.....	36
Serve	36

TRACK - INITIAL SETUP

Penalty Timers	37
Interval Timer	37

TRACK - SPORT SPECIFIC

Clock	38
-------------	----

CONTENTS

M P - 8 0

VOLLEYBALL - MODES

Main Mode	39
Main Mode With Link To SC	39
SC Mode.....	39

VOLLEYBALL - SPORT SPECIFIC

Sets Won	40
Time Outs Left	40
Indicating If A Player Is In/Out	40
Editing Player Stats	40
Kill	41
Dig	41
Stopping A Time Out	41

WRESTLING - SPORT SPECIFIC

Weight Class	42
Time Advantage Timer	42
Team Points	42
Setting Injury, Blood & Recovery Timers	43
Editing Previous Matches	43

TROUBLESHOOTING

Nothing Appears On Scoreboard	44
Scoreboard Does Not Respond	44
Handswitch Is Not Syncing	44



OVERVIEW

This User Guide will acquaint you with the MP-80 scoreboard controller. It outlines the most Common Functions, Initial Setup with Specific Sport Controls and includes a Quick Guide for fast reference.

INTRODUCTION

The MP-80 comes preloaded with multiple sports with easy to follow key functions on a LCD display. It can interface with any model of Fair-Play scoreboard wirelessly. The MP-80 charges through an USB connector from a wall charger or computer. A full charge should last at least 30 hours. The MP-80 also interfaces with a handswitch for timer and game clock control.

INSTALLATION OF HARDWARE

It is important to correctly connect the scoreboard, handswitch and other devices to the MP-80. Improperly connected equipment will not work. Refer to MENU - SETUP 3 - WIRELESS to set up the connections to the controller, scoreboard, handswitch, sideline controller and radio.

CONVENTION USED IN THIS GUIDE

The following convention is used throughout this guide to help you identify actions or keys.

- **ALL CAPITALIZED BOLD TEXT** indicates a key that you must press to complete an action.

Example: To set the Game Clock press the **CLOCK** key on the LCD display. Choose a preset time or enter a time with the keypad and press **ENTER**. To run the Game Clock-press the **START** or **STOP** key.

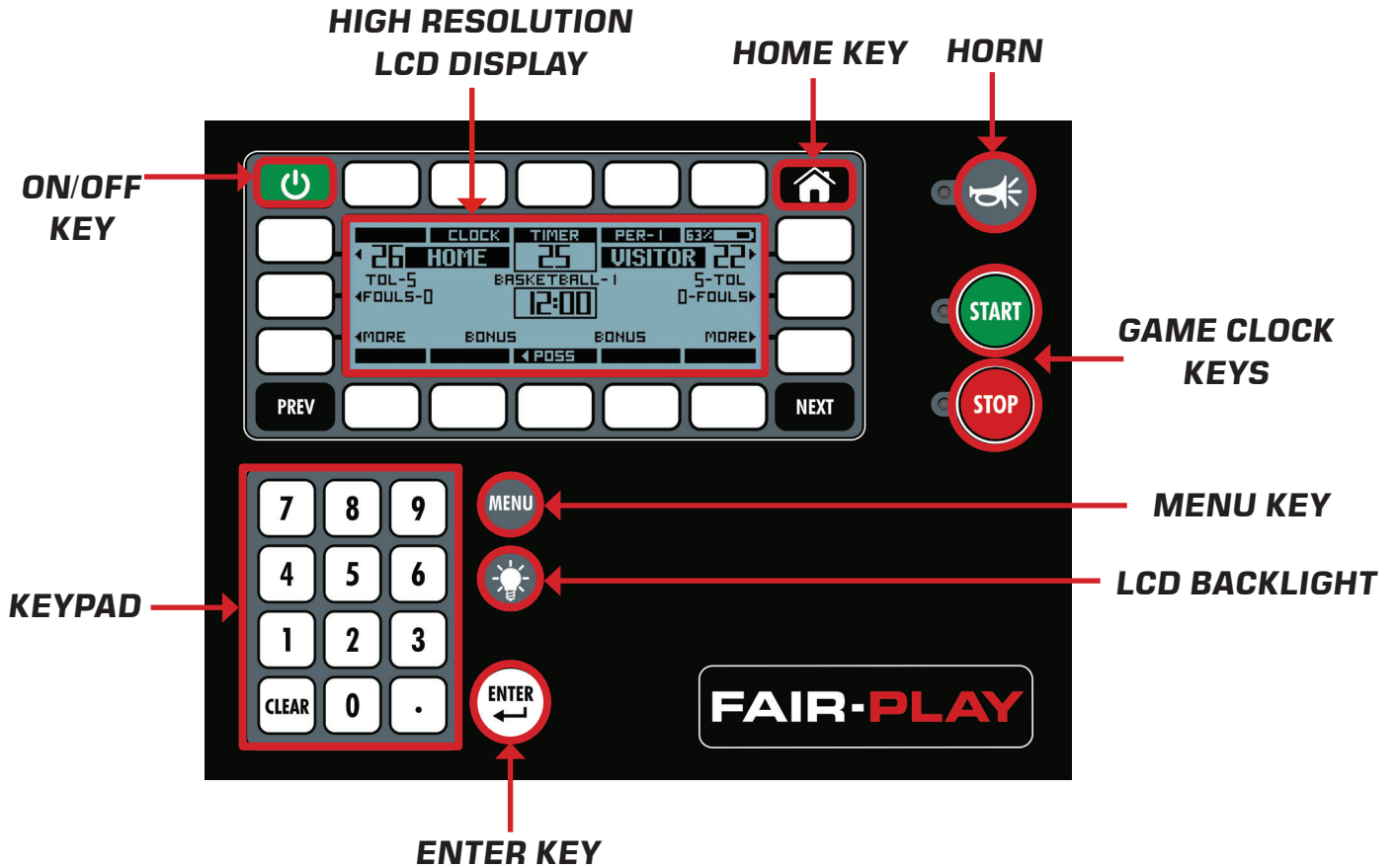
IMPORTANT PRECAUTIONS

- Read this manual thoroughly before setting up or operating the MP-80.
- Turn off the MP-80 when not in use.
- Do not expose the MP-80 to direct sunlight or extreme temperatures for extended periods.
- The MP-80 contains no user-serviceable parts. To avoid personal injury or damage to the MP-80's components, do not disassemble the controller. Refer any repairs to a qualified technician.
- Do not drop the MP-80 and avoid exposing it to liquids or moisture.



MAJOR COMPONENTS

The figure below acquaints you with the major components of the MP-80 and handswitch.



MP-80 QUICK GUIDE

TURNING THE CONTROLLER ON/OFF

ON: Press the green **ON/OFF** key in the top left corner to power the controller on.

OFF: Hold the **ON/OFF** key for 3 seconds to power the controller off.
The LCD will display a power down message.

UPDATING THE SCORE

Press the key next to the score in the upper left or right corner of the LCD display. Press one of the preset scores or enter a score with the keypad and press **ENTER**.

SELECTING A SPORT

Press the **MENU** key and then the **CHANGE SPORT** key on the left of the LCD display. To see more sports - press the **MORE** key.

SELECTING A PERIOD OR INNING

Press the key above the corresponding LCD display.
Press one of the preset keys or enter a number with the keypad and press **ENTER**.

HOME KEY

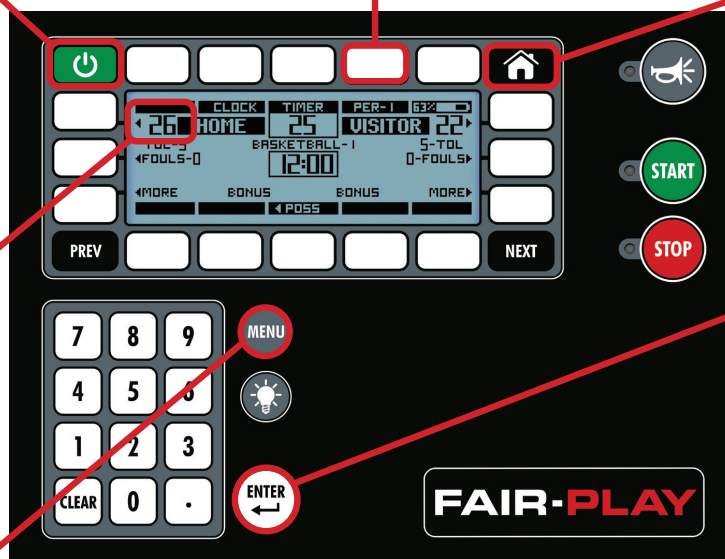
Press the **HOME** key at anytime to take you to the sport **HOME** page.

OPERATING THE CLOCK

To set the Game Clock press the **CLOCK** key on the LCD display.
Choose a preset time or enter a time with the keypad and press **ENTER**.
To run the Game Clock - press the **START** or **STOP** key.

CHARGING THE MP-80

Connect the USB-B to the wall charger or to a computer. The battery status is located in the top right corner of the LCD display.



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by TRANSLUX

MP-80 REV 1.0

Note: A full charge should last at least 30 hours.



COMMON FUNCTIONS

HORN

Press the **HORN** key to sound the horn at anytime.

You can also set it to the **AUTO HORN** mode. In this mode the horn will sound for two seconds at the end of each period.



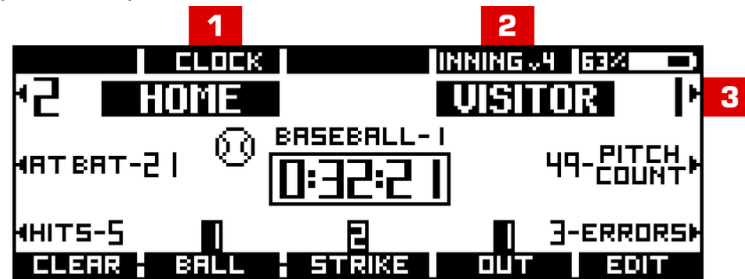
HOME KEY

Press the **HOME** key at anytime during a game or initial setup to take you to the selected sport's main page.



COMMON FUNCTIONS

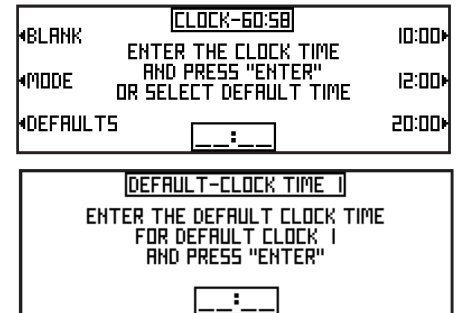
Certain functions of the MP-80 are common to all sports. Refer to the following pages for initial setup and sport specific operation of the controller.



1 OPERATING THE CLOCK

Press the **CLOCK** key on the LCD display to set the Game Clock. Choose a preset time or enter a time with the keypad and press **ENTER**. To run the Game Clock, press the **START** or **STOP** key.

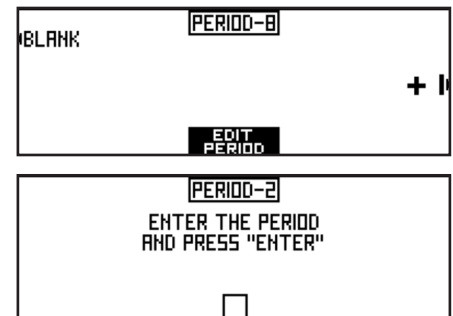
You can also start and stop the clock and timer with the handswitch that is set for clock or timer.



2 UPDATING A PERIOD, INNING, OR QUARTER

To select a period, inning, set, quarter or half, press the corresponding key and then select a preset key.

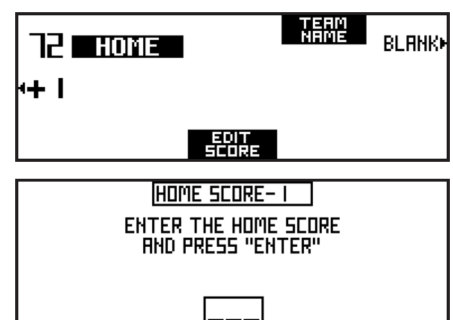
To edit a period, inning, set, quarter or half press the **EDIT** key. Enter the number on the keypad and then press **ENTER**.



3 UPDATING THE SCORE

To update the score, press the key next to the home or visitor score to update the score. Press a preset score or enter a score by pressing the **EDIT SCORE** key.

Enter the score with the keypad and press **ENTER**.



ENTERING A TEAM NAME

Press the score key and then the **TEAM NAME** key. Choose to default to HOME or VISITOR by pressing the **DEFAULT-HOME/DEFAULT-VISITOR** key.

Press the **EDIT** key to enter the team name. Press the **NEXT** key to toggle to more of the letters, numbers and special characters. Choose a normal or wide font by pressing the **NORMAL FONT** key to toggle between the options. Press **BKSP** (backspace) or arrow keys to correct a mistake or navigate on the name field. Press **DONE** to return to the main screen. Press **CLEAR NAME** to clear the text.

TEAM NAME-HOME

←EDIT

←DEFAULT-HOME

DONE

←	A	B	C	D	E
←→	PIXELS REMAINING-48				CLEAR NAME →
←BKSP	PRESS "NEXT" OR "PREV" FOR MORE				DONE →
	F	G	H	I	J

MENU - SETUP 1

The figure below acquaints you with starting a new game, changing sports, checking the battery status of all the controllers and setting up the scoreboard brightness. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.



1 STARTING A NEW GAME

Press the **NEW GAME** key to start a new game. If YES is pressed, all game data will be cleared.

DONE returns to the selected sport.



2 CHANGING SPORTS

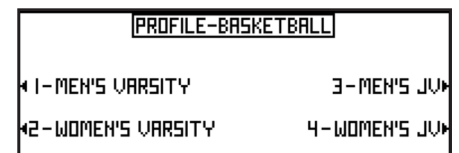
Press the **CHANGE SPORT** key to change sports.

Press the **MORE** key to see more sports.

Press the corresponding key of the sport and then choose the level.

For TENNIS, select single or multiple courts with connection to one or more controllers and then select the level.

DONE returns to the selected sport.



3 CHECKING THE BATTERY STATUS

Press the **BATTERY** key to check the battery status of the clock handswitch, controller and timer handswitch.



4 FIRMWARE VERSION

Press the **VERSION #** key to see what version of firmware is being used.



5 **SETTING THE SCOREBOARD BRIGHTNESS**

Press the **BRIGHT/DIM** key to brighten or dim the scoreboard.



6 **MORE**

Press the **MORE** key to go to MENU-SETUP 2: SERVICE, SCOREBOARD DIGITS and INFO.



MENU - SETUP 2

The figure below acquaints you with locating the service provider, setting the scoreboard display, viewing the group and field/court ID, radio status and displaying the software version and model of the scoreboard. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.



1 **LOCATING YOUR SERVICE PROVIDER**

Press the **SERVICE** key to see the contact information for service provider of the controller.



2 **SETTING THE SCOREBOARD DIGIT DISPLAY**

Press the **SCOREBOARD DIGITS** key to test or blank the scoreboard.

To test the scoreboard, press the corresponding key for the required test. Press **DONE** to return to the previous screen.

To **BLANK SCOREBOARD** - Press the corresponding key to blank, blank and delete data or resume with the current information saved.



3 INFO

Press the **INFO** key to see GROUP, FIELD/COURT ID, RADIO STATUS and FIRMWARE VERSION.

Press the **DISPLAY VERSION** key to display the version of firmware loaded on a scoreboard.

To display the model of the scoreboard press the **DISPLAY MODEL** key.

Press **DONE** to return to the selected sport.

GROUP - 35 INFO MFR DATE:
FIELD/COURT ID - 61 43/207
RADIO - DISPLAY VERSION
VERSION - 99.999 DISPLAY MODEL
DONE

SCOREBOARD WIRELESS VERSION
THE SCOREBOARD IS NOW DISPLAYING
THE VERSION OF FIRMWARE LOADED
ON THAT SCOREBOARD

SCOREBOARD WIRELESS MODEL
THE SCOREBOARD IS NOW DISPLAYING
THE MODEL OF THE SCOREBOARD

MENU - SETUP 3

The figure below acquaints you with screen settings, firmware version, initial setup of all sports, and an entering a field or court number. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1. For WIRELESS SETUP, see **MENU - SETUP 3 - WIRELESS** on page 16.



2 SCREEN SETTINGS

To set the backlight and contrast of the LCD screen, press the **SCREEN SETTINGS** key.

Select a preset time for the LCD backlight to remain on and press **ENTER**.

To set the **LCD SCREEN CONTRAST**, press the **LIGHTER** or **DARKER** key to increase or decrease the contrast and then press **DONE**.

BACKLIGHT LCD SCREEN SETTINGS
CONTRAST
DONE

0:30 LCD BACKLIGHT DELAY 5:00
1:00 SELECT TIME FOR
2:00 LCD BACKLIGHT TO REMAIN ON
AND PRESS "ENTER" 10:00
DONE

LCD SCREEN CONTRAST
LIGHTER 8
DARKER
DONE

3 **FIRMWARE**

Press the **FIRMWARE** key to view the current firmware version or to load new firmware. Press the **VERSION #** key to see the firmware version that is currently loaded. The USB needs the following files to update: control.hex, pages.txt, and version.txt. Press **LOAD NEW CONTROLLER FIRMWARE** to update the firmware, insert the updated USB drive into the USB port and press **START**. The current and new firmware versions will display. Press **BEGIN LOADING FIRMWARE** to start the update.

SCREEN 1: **FIRMWARE** (highlighted)
◀VERSION #
◀LOAD NEW CONTROLLER FIRMWARE
DONE

SCREEN 2: **FIRMWARE VERSION #**
99.999
DONE

SCREEN 3: **LOAD NEW FIRMWARE** (highlighted)
CURRENT CONTROLLER VERSION-99.999
USB STICK CONTROLLER VERSION-LOADING...

4 **SPORT SPECIFIC INITIAL SETUP**

Press the **INITIAL SETUP** key to set up **SPORT SPECIFIC SETTINGS** and **TEAM NAME SETUP**. See sport specific INITIAL SETUPS on the following pages.

TEAM NAME

Press the **TEAM NAME** key to set up the width of the team name on the scoreboard by choosing a preset width and then press **DONE**.

SCREEN 1: **INITIAL SETUP** (highlighted)
◀CLOCK MODE BASEBALL I HITS TOTALS▶
◀INNING TYPE PITCH COUNT▶
◀AT BAT MORE▶
DONE

SCREEN 2: **TEAM NAME SETUP** (highlighted)
◀48 PIXELS WIDE 82 PIXELS WIDE▶
◀40 PIXELS WIDE▶
DONE

5 **FIELD/COURT ID#**

Press the **FIELD/COURT ID #** key to set a field or court number. Enter the field or court number on the keypad and press **ENTER**.

SCREEN 1: **FIELD/COURT ID #-7** (highlighted)
ENTER THE FIELD OR COURT ID #
FOR THIS CONTROLLER
AND PRESS "ENTER"
[]

6 **MORE**

Press the **MORE** key to go to MENU-SETUP 4: PASSWORD SETUP and SERVICE CONTACT EDIT.

SCREEN 1: **MENU-SETUP 4** (highlighted)
◀PASSWORD SETUP AUTO SHUTOFF▶
◀SERVICE CONTACT EDIT MORE▶
DONE

MENU - SETUP 3 - WIRELESS

The figure below acquaints you with setting up the wireless connections to the controller, scoreboard, handswitch, sideline controller and radio. Unless otherwise indicated, **DONE** or **SET** returns to the wireless setup screen.



1 WIRELESS CONTROLLER SETUP

Press the **CONTROLLER** key to set up the group number of the controller. Enter the new group number on the keypad for the wireless controller and then press **ENTER**.

WIRELESS CONTROLLER GROUP #- 12

ENTER THE NEW GROUP NUMBER
FOR THE WIRELESS CONTROLLER
AND PRESS "ENTER"

2 WIRELESS SCOREBOARD SETUP

Press the **SCOREBOARD** key to setup the group number, board type or to display the Group # or firmware version on the scoreboard.

SCOREBOARD WIRELESS

GROUP NUMBER	DISPLAY VERSION ON SCOREBOARD
BOARD TYPE	DISPLAY BOARD TYPE ON SCOREBOARD

GROUP NUMBER

To change the group # of the scoreboard, enter the new group for the scoreboard on the keypad and press **ENTER**. Once all scoreboards have been identified, enter the scoreboard ID number of the board on the keypad and press **ENTER**.

WIRELESS CONTROLLER GROUP #- 12

ENTER THE NEW GROUP NUMBER
FOR THE WIRELESS CONTROLLER
AND PRESS "ENTER"

BOARD TYPE

To change the board type of the scoreboard, enter the new board type on the keypad and press **ENTER**. Once all scoreboards have been identified, enter the scoreboard ID number of the board on the keypad and press **ENTER**.

WIRELESS SCOREBOARD BOARD TYPE

ENTER THE NEW BOARD TYPE
FOR THE WIRELESS SCOREBOARD
AND PRESS "ENTER"

DISPLAY VERSION

Press the **DISPLAY VERSION ON SCOREBOARD** key to display the version of firmware on the scoreboard.

SCOREBOARD WIRELESS VERSION

THE SCOREBOARD IS NOW DISPLAYING
THE VERSION OF FIRMWARE LOADED
ON THAT SCOREBOARD

DISPLAY BOARD TYPE

Press the **DISPLAY BOARD TYPE ON SCOREBOARD** key to display the model of the scoreboard.

SCOREBOARD WIRELESS MODEL

THE SCOREBOARD IS NOW DISPLAYING
THE MODEL OF THE SCOREBOARD

Press **DONE** to return to the selected sport.

3 WIRELESS HANDSWITCH SETUP

To sync the handswitch to the same group as controller, remove the battery from the handswitch. Press and hold the **Reset 1** key and then put the battery back in. Release the key when the LEDS start to flash and press **SET** on the MP-80 controller.



4 WIRELESS RADIO

Press the **RADIO** key to turn the wireless radio on or off.

Press **DONE** to return to the previous menu.



5 SIDELINE CONTROLLER SETUP

Press the **SIDELINE CONTROLLER** key to sync the sideline controller to the MP-80. Press and hold the **BATT** button on the sideline controller, then press and release the **START** button. Press **SET** on the MP-80 controller.



MENU - SETUP 4

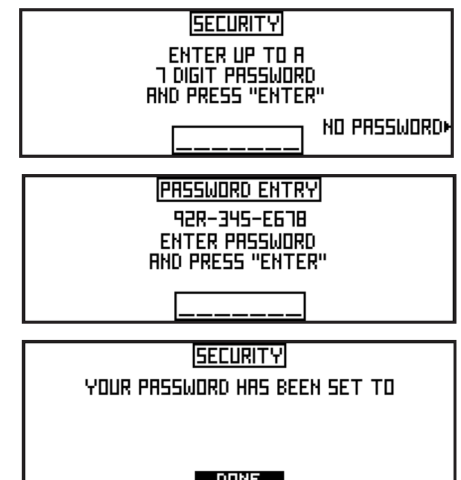
The figure below acquaints you with setting up a password and editing service contact information. Unless otherwise indicated, **DONE** returns to MENU-SETUP 1.



1 PASSWORD SETUP

Password protection can be enabled to protect system critical areas. When turned on a password must be entered to get past Menu 2. Press the **PASSWORD SETUP** key to setup a password for the controller. Enter up to a seven digit password on the keypad and press **ENTER** to set. OR choose **NO PASSWORD** by pressing the **NO PASSWORD** key.

For a password protected controller - Enter the password on the **PASSWORD ENTRY** screen that pops up on Menu-Setup 3.



2**SERVICE CONTACT EDIT**

Press the **SERVICE CONTACT EDIT** key to edit the Service Contact for this controller. Edit a contact.txt file on a computer and save on a blank USB drive with up to 5 lines of data and then insert the USB drive into the controller and press the **START IMPORT** key.



MENU - SETUP 5

The figure below acquaints you with resetting the MP-80 to the factory defaults.

**1****FACTORY RESET**

Press the **FACTORY RESET** key to reset the MP-80. All data will be cleared and all settings will reset to the factory settings.



BASEBALL - INITIAL SETUP 1

The figure below acquaints you with the initial setup of a baseball game. Refer to the following pages for sport specific operation of the controller.



1 SETTING THE CLOCK MODE

Press the **CLOCK MODE** key to set the clock display. Select a 2 or 4 digit display or turn the display OFF.



2 SETTING THE INNING TYPE

Press the **INNING TYPE** key to set the type of inning. Select a 7, 9 or 10 inning game.



3 INDICATING THE PLAYER AT BAT

To indicate what player is at bat, press the **AT BAT** key to turn ON or OFF.



4 DISPLAYING THE HIT TOTALS

Press the **HITS TOTALS** key to turn ON or OFF displaying the total hits on the scoreboard.



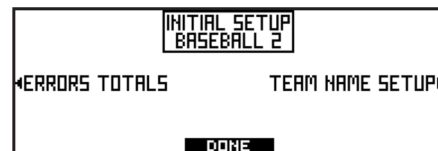
5 DISPLAYING THE PITCH COUNT

Press the **PITCH COUNT** key to turn ON or OFF displaying the pitch count on the scoreboard.



6 MORE

Press the **MORE** key to go to ERRORS TOTALS and TEAM NAME SETUP.





BASEBALL - INITIAL SETUP 2

7

INITIAL SETUP
BASEBALL 2

ERRORS TOTALS TEAM NAME SETUP

DONE

7

ERRORS TOTALS

Press the **ERRORS TOTALS** key to turn ON or OFF displaying the total errors on the scoreboard.

INITIAL SETUP
BASEBALL - ERRORS TOTALS

ON

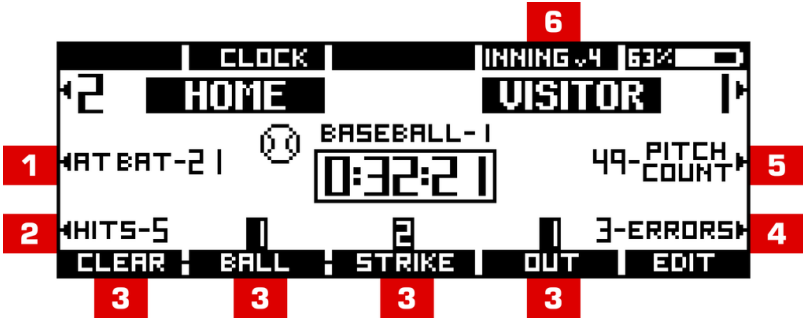
OFF

DONE



BASEBALL - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a baseball game. Refer to the previous page for the initial setup of a baseball game.



- 1

INDICATING PLAYER AT BAT

Press the **AT BAT** key to indicate the player at bat. On the keypad enter the player's number and then press **ENTER**.

AT BAT-5

ENTER THE BATTER NUMBER AND PRESS "ENTER"

BLANK
- 2

UPDATING THE HITS

To update the hits, press the **HITS** key then press the **+1** key OR the **EDIT HITS** key.

Enter the hits on the keypad and then press **ENTER**.

HOME HITS-40

EDIT HITS

BLANK

HOME HITS-55

ENTER THE HOME HITS AND PRESS "ENTER"
- 3

SINGLE PRESS BALLS, STRIKES, OUTS

To increase the ball, strike and out values, press the corresponding key. To clear the balls and strikes, press the **CLEAR** key.

To enter BALL, STRIKES, AND OUTS with the keypad, press **EDIT** and then the corresponding BALL, STRIKE, OUT key. Enter a value on the keypad and press **ENTER** and **DONE**.

CLOCK

INNING-4

63%

HOME

VISITOR

BASEBALL-1

0:32:21

49-PITCH COUNT

AT BAT-2

HITS-5

1

2

3-ERRORS

CLEAR

BALL

STRIKE

OUT

EDIT

3

BALL-STRIKE-OUT

BLANK

BALL-7

STRIKE-4

OUT-3

DONE

4

TRACKING THE ERRORS

To track the errors, press the **ERRORS** key and then the **+1** key. If the tracking error memory is on the prompt to enter the position number appears.

To enter errors with the keypad press **EDIT ERRORS**. Enter the new error count and then press **ENTER**.

5

TRACKING THE PITCH COUNT

Press the **PITCH COUNT** key and then the **+1** key. OR enter the pitch count with the keypad by pressing the **EDIT PITCH CT** key. Enter the count and then press **ENTER**. You can also leave the display blank by pressing the **BLANK** key. Press the **RESET TO ZERO** key to reset the count.

6

SETTING THE INNING

Press the **INNING** key to set the inning. Press the **+1** key to advance to the next inning or on the keypad enter the new inning number and then press **ENTER**.

INDICATING TOP/BOTTOM

Press the **TOP** or **BOTTOM** key corresponding to the team up to bat.



BASKETBALL - MODES

The figure below acquaints you with the initial setup of a basketball game's mode of controlling output to other controllers.



- 1

MAIN MODE

All of the data is handled with one controller in this mode.
- 2

MAIN MODE WITH LINK TO SC

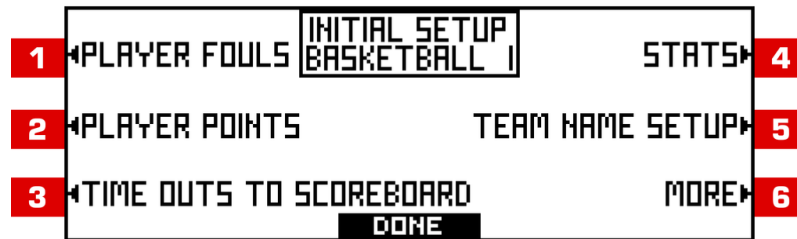
In this mode the MP-80 will be the main controller to run the game data. It communicates with another MP-80 that is set to SC MODE, that handles all the stat information.
- 3

STAT CONTROLLER (SC) MODE

In this mode the controller only keeps up with the stat data. A main controller (in MAIN MODE WITH LINK TO SC mode on and on the same group #) will send data to this controller in the SC mode. This controller in the SC mode will handle the stat information.

BASKETBALL - INITIAL SETUP

The figure below acquaints you with the initial setup of a basketball game. Refer to the following pages for sport specific operation of the controller.



1 SETTING PLAYER FOULS

Press the **PLAYER FOULS** key to turn ON or OFF displaying a player's fouls on the scoreboard. .



2 SETTING PLAYER POINTS

If a scoreboard displays points, press the **PLAYER POINTS** key to turn ON or OFF.



3 TIME OUTS TO SCOREBOARD

Press the **TIME OUTS TO SCOREBOARD** key to display the time outs on the scoreboard.



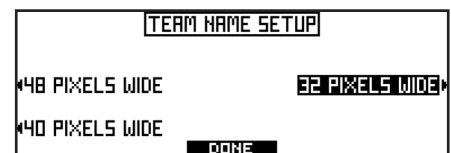
4 SETTING PLAYER STATS

Press the **PLAYER STATS** key to turn ON or OFF displaying a player's stats on the scoreboard.



5 TEAM NAME SETUP

Press the **TEAM NAME** key to set up the appearance of the team name on the scoreboard. Choose a preset width and then press **DONE**.

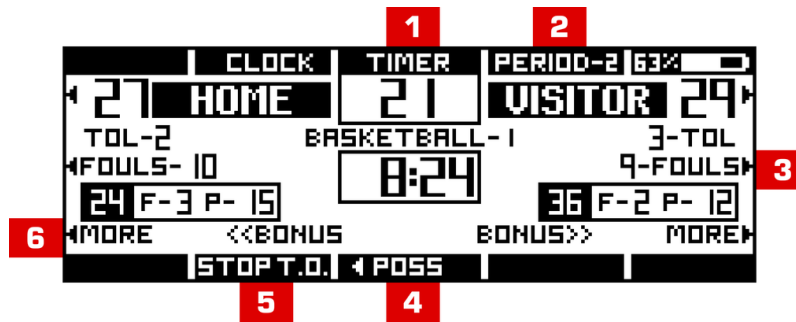


6 MORE

Press the **MORE** key to go to the next page of setups.

BASKETBALL - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a basketball game. Refer to the previous page for initial setup of a basketball game.

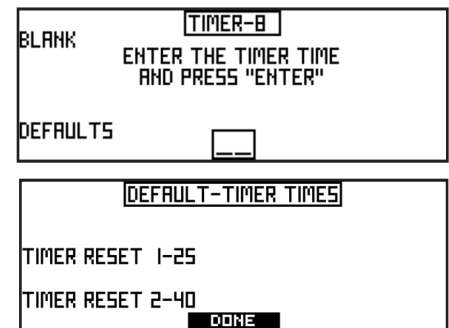


1 SHOT CLOCK TIMER

To set the shot clock time, enter the time and press **ENTER** or press the **BLANK** key for no timer.

To set defaults, press the **DEFAULT** key and then **TIMER RESET 1 or 2**. Enter the new default time and press **ENTER** to set.

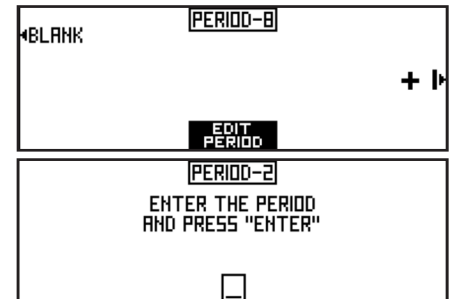
NOTE: To operate the timer - use the handswitch.



2 SETTING THE PERIOD

To set the period, press the **+1** key to advance to the next period or press **BLANK** to blank the period display.

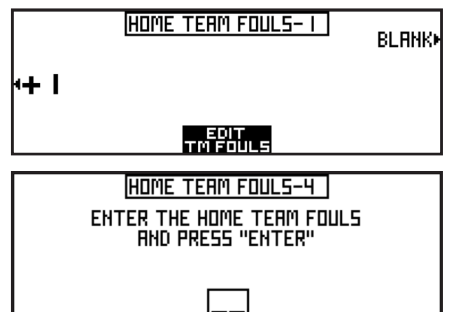
To enter the period, press the **EDIT PERIOD** key. Enter the period on the keypad and press **ENTER**.



3 FOULS

To track fouls press the **FOULS** key and then the **+1** key. If foul memory is on, the prompt to enter a player number appears.

To enter errors, press the **EDIT TM FOULS** key. Enter the fouls on the keypad and press **ENTER**.



4 INDICATING POSSESSION

Press the **POSS** key to alternate possession between the home and visiting team.

5 STOPPING A TIME OUT

Press the **STOP T.O.** key to stop a time out.

TIME OUTS LEFT

Press the **MORE** key to start or edit a time out and then press the **TOL** key.

Choose a preset time out:

-1 & NO TIMER - This timer will subtract a time out from **TOL** without starting the clock.

-1 & START T.O. TIMER 1 - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 1**.

-1 & START T.O. TIMER 2 - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 2**.

To enter the TOL press the **EDIT TOL** key.

Enter the period on the keypad and press **ENTER**.

To set default times, press the **DEFAULT** key and then **TIMER 1 or 2**. Enter the new default timeout time and then press **ENTER**.

HOME TOL-5		BLANK
←-1 & NO TIMER		
←-1 & START TIMER 1-3:40	5:47-MEDIA	
←-1 & START TIMER 2-8:15	DEFAULTS	
EDIT TOL		

HOME TOL-9
ENTER THE NUMBER OF TIME OUTS LEFT AND PRESS "ENTER"
<input type="text"/>

SETTING UP BONUS POINTS

Press the **MORE** key and then the **BONUS** key to set up bonus points. Choose single or double bonus with preset values.

To change the values, press the **EDIT BONUS** key and then select a single or double bonus. Enter the number of team fouls needed to initiate a bonus situation and then press **ENTER**.

To stop counting bonuses once the bonus limit has been reached - Set **STOP COUNTING AT DOUBLE FOULS** to **ON**. In the **OFF** mode, the fouls will continue to add up.

HOME BONUS	EDIT BONUS
←OFF	
←BONUS	
←DOUBLE BONUS	DONE

BONUS SETTINGS	
←TEAM FOULS FOR BONUS-7	
←TEAM FOULS FOR DOUBLE BONUS-10	
←STOP COUNTING-ON AT DOUBLE BONUS	DONE

TAKING PLAYERS IN AND OUT OF THE GAME

To put a **PLAYER IN** - select either a player to be replaced or an empty position. Enter the player # and **APPLY** to put the player in immediately or **DONE** to put the player in when the clock starts again.

To take a **PLAYER OUT** - select the player and press **OUT**. Press **ALL OUT** to remove all players.

EDITING PLAYER STATS

Press the **PLAYER STATS** key to edit a player, fouls or points. Press **EDIT-ADD PLAYER** to edit a player's number. Press **EDIT FOULS** to edit the highlighted player's fouls.

HOME PLAYER IN/OUT		
←10	PRESS PLAYER TO REPLACE THEN ENTER NEW PLAYER AND PRESS "ENTER"	40
←20		50
←30		
OUT ALL OUT DONE APPLY		

HOME PLAYER STATS EDIT		EDIT-ADD PLAYER
←DELETE PLAYER	PLAYER FOULS POINTS	
↑		EDIT FOULS
↓		EDIT POINTS
DONE		

FOOTBALL - SPORT SPECIFIC

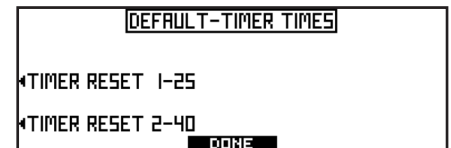
The figure below acquaints you with operating the controller for a football game.



1 SETTING THE TIMER

Press the **TIMER** key to set the timer. Enter the time on the keypad and press **ENTER** or press the **BLANK** key for no timer.

To set the defaults, press the **DEFAULT** key and then **TIMER RESET 1 or 2**. Enter the new default time and press **ENTER**.



2 TRACKING YARDAGE

Press the **YARDAGE** key to update the yardage. Press the **DOWN** key to update the down. Enter the new down on the keypad and then press **ENTER**.

Press the **TO GO** key to update the yards to go. Enter the new yardage number on the keypad and then press **ENTER**.

Press the **BALL ON** key to update the yard the ball is on. Enter the new yard on the keypad and then press **ENTER**.

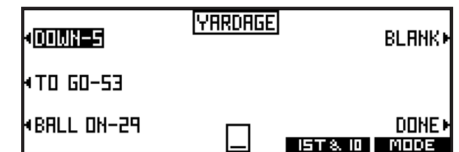
To indicate 1st and 10 - press the **1st & 10** key and then **DONE**.

Press the **MODE** key to set the **YARDAGE MODE**. Select one of the following values and then press **DONE** to set:

STATS ARE UPDATED AFTER FINAL ENTRY - to keep current data on the scoreboard until all the yardage data is entered.

STATS BLANK & UPDATE AFTER FINAL ENTRY - to blank scoreboard yardage immediately and update after final entry of the yardage.

STATS BLANK & UPDATE AFTER EACH ENTRY - to blank scoreboard yardage immediately and update after each entry of the yardage.



3 **STARTING A TIME OUT AND TOL**

Press the **MORE** key to start or edit a time out and then press the **TOL** key.

Choose a preset time out:

-1 & NO TIMER - This timer will subtract a time out from **TOL** without starting the clock.

-1 & START T.O. TIMER 1 - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 1**.

-1 & START T.O. TIMER 2 - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 2**.

To enter the TOL press the **EDIT TOL** key.

Enter the time outs left on the keypad and press **ENTER**.

To set default times, press the **DEFAULT** key and then **TIMER 1 or 2**. Enter the new default timeout time and then press **ENTER**.

←-1 & NO TIMER	HOME TOL-5	BLANK→
←-1 & START TIMER 1-3:40	5:47-MEDIA	TIMER→
←-1 & START TIMER 2-8:15	EDIT TOL	DEFAULTS→

HOME TOL-9
ENTER THE NUMBER OF TIME OUTS LEFT AND PRESS "ENTER"
<input type="text"/>

4 **STOPPING A TIME OUT**

Press the **STOP T.O.** key to stop a time out.

5 **INDICATING POSSESSION**

Press the **POSS** key to alternate possession between the home and visiting team.

HOCKEY - INITIAL SETUP

The figure below acquaints you with the initial setup of a hockey game. Refer to the following pages for sport specific operation of the controller.



1 PENALTY TIMERS

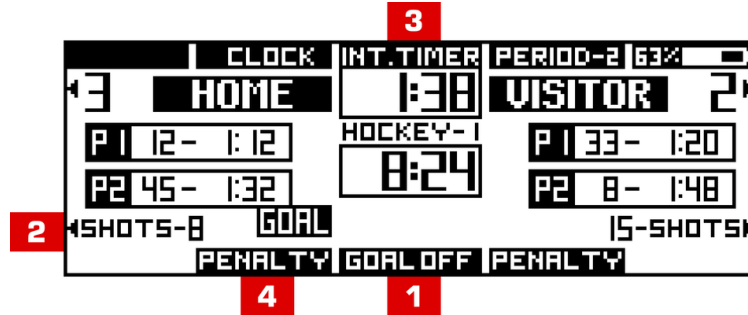
To display the penalty timers, press the **PENALTY TIMERS** key to turn **ON** or **OFF**. Press **DONE** to return to the setup menu.

2 INTERVAL TIMER

To display the interval timer, press the **INTERVAL TIMER** key to turn **ON** or **OFF**. Press **DONE** to return to the setup menu.

HOCKEY - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a hockey game.



1 GOAL OFF

Press the **GOAL OFF** key to turn OFF the goal light.

2 SHOTS

Press the **SHOTS** key and then the **+1** key or enter shots with the keypad by pressing the **EDIT SHOTS** key.

Enter the shots on goal on the keypad and then press **ENTER**.



3 INTERVAL TIMER

Press the **INT. TIMER** key and then enter the interval timer time on the keypad. Press **ENTER** to set. The horn will sound at the end of the interval.

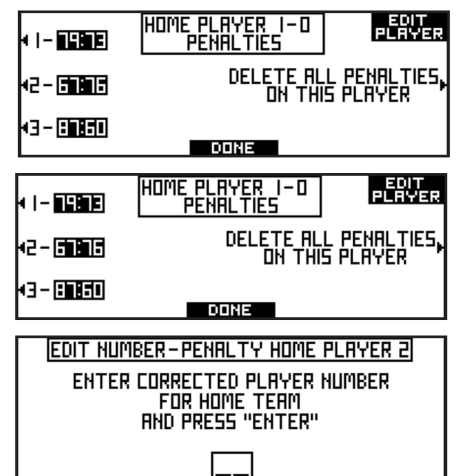


4 PENALTY

Press the **PENALTY** key and then choose a player to edit. Enter the player number and press **ENTER**.

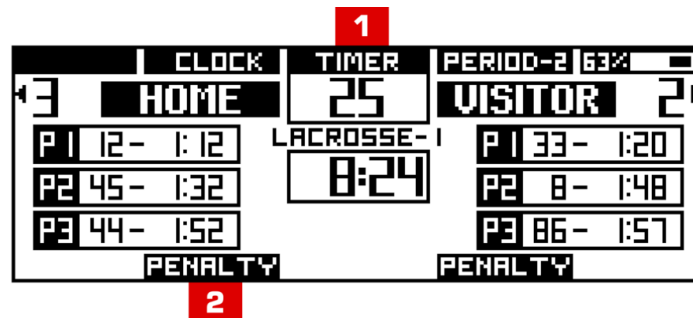
Then select a penalty time OR enter the time on the keypad and press **ENTER**.

Press the **EDIT PLAYER** key to edit the player number. Enter the corrected player number on the keypad and then press **ENTER**.



LACROSSE - SPORT SPECIFIC

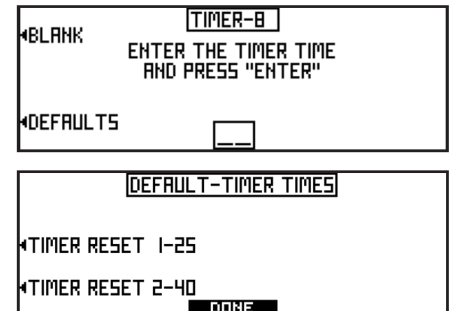
The figure below acquaints you with operating the controller for a lacrosse game.



1 TIMER

Press the **TIMER** key and then enter the time on the keypad. Press **ENTER** to set. OR press the **BLANK** key for no timer.

To set the defaults - press the **DEFAULT** key and then **TIMER RESET 1** or **TIMER RESET 2**. Enter the new default time on the keypad and then press **ENTER**.



2 PENALTY

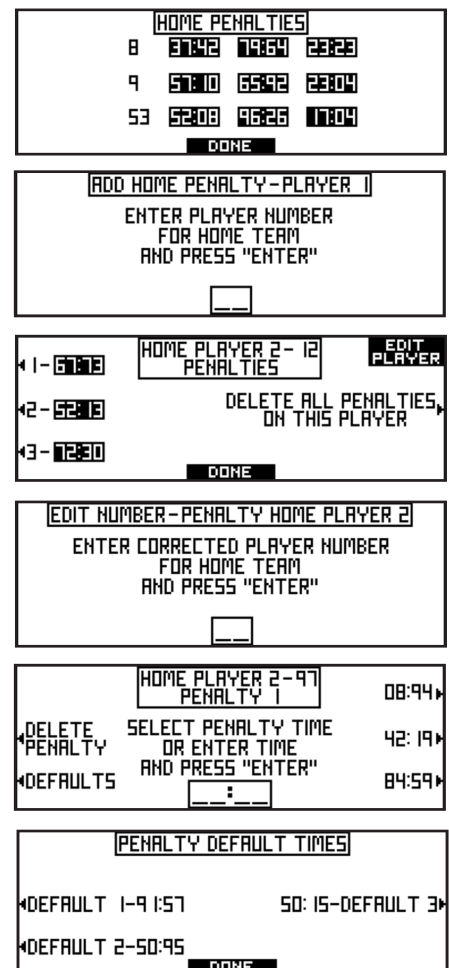
Press the **PENALTY** key and then select a player to edit.

Enter the player number on the keypad and then press **ENTER**.

Select a penalty time or delete all penalties.

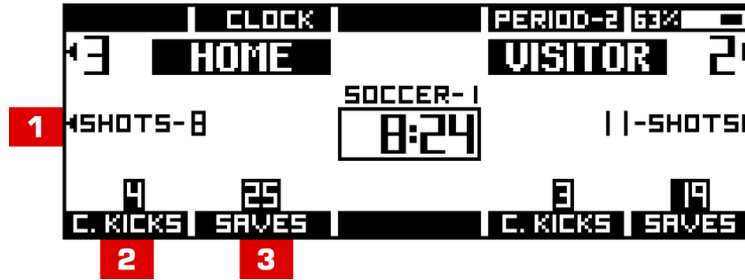
To edit a player number - press the **EDIT PLAYER** key and then enter the correct player number on the keypad. Press **ENTER** to set.

Press the **DEFAULT** key and then **DEFAULT 1**, **DEFAULT 2** or **DEFAULT 3** to set the defaults. Enter the default penalty time on the keypad and press **ENTER**.



SOCCER - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a soccer game.



1 SHOTS ON GOAL

Press the **SHOTS** key to increase shots on goal.

Then press the **+1** key or **EDIT SHOTS** on the keypad and press **ENTER** to set.



2 CORNER KICKS

Press the **C.KICKS** key to increase corner kicks.

Press the **+1** key **OR** press the **EDIT C.KICKS** key and enter the number of kicks with the keypad and press **ENTER**.



3 SAVES

Press the **SAVES** key and then press the **+1** key to increase the saves.

To set the saves, Press the **EDIT SAVES** key and enter the number of saves with the keypad and press **ENTER**.





TENNIS - MODES

The figure below acquaints you with the initial setup of the different modes the tennis controller can be set in.



- 1

SINGLE COURT
One court will be controlled. In-game scoring is available in this mode.
- 2

MULTIPLE COURT - MULTIPLE MP-80'S
Multiple controllers can be used at the same time to control a multiple court scoreboard. In-game scoring is available in this mode.
- 3

MULTIPLE COURT - ONE MP-80
One controller will control up to 8 courts at one time on a multiple court scoreboard. In-game scoring is not available in this mode.
- 4

TEAM SCORE DEDICATED
The controller only controls the TEAM SCORES on a multiple court scoreboard.

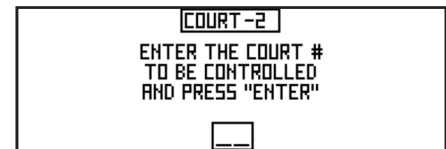
TENNIS - INITIAL SETUP

The figure below acquaints you with the initial setup of a tennis game. Refer to the following pages for sport specific operation of the controller.



1 COURT

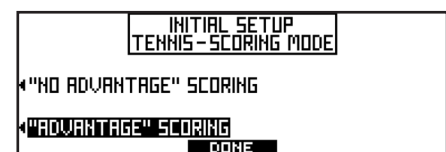
Press the **COURT** key to display the court number. Choose the court number and then press **DONE** to set.



2 IN-GAME SCORING

Press the **IN-GAME SCORING** key to display the in-game score mode. Press the **ON** or **OFF** key.

Press the **SCORING MODE** key to display the advantage mode. Press the **ADVANTAGE** or **NO ADVANTAGE** key.



3 TEAM SCORES

To turn on team scores functionality for this MP-80 to display the team's score on a scoreboard, press the **ON** key, otherwise press the **OFF** key. With "MULTIPLE COURT - MULTIPLE MP-80'S" mode, only Court #1 controller can control Team Scores.



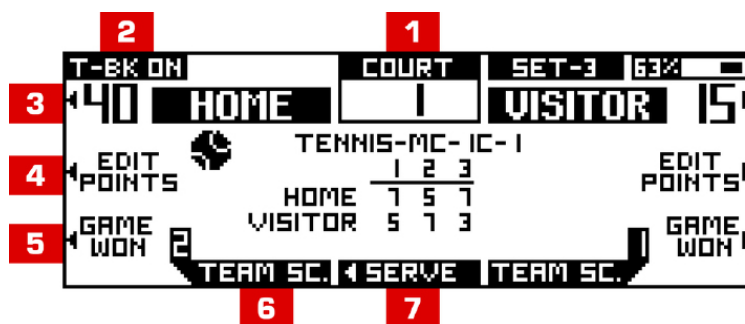
4 MAX SETS

Press the **MAX SETS** key to set the max number of sets to be played.



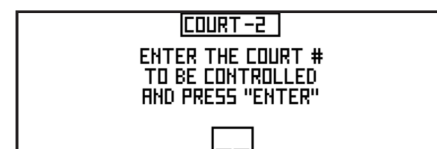
TENNIS - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a tennis game.



1 COURT

The current court number is displayed here. In multi court - single controller mode, this will allow you to switch the court that you are controlling.



2 TIE BREAKER

When a tie occurs this display will indicate that this set is in tie breaker. Press this key to turn off TIE BREAKER mode.

3 SCORE

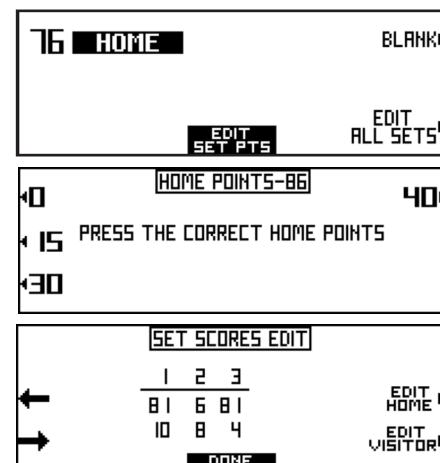
Press the key next to the home or visitor score to update the score.

4 EDIT POINTS

Press the home or visitor **EDIT POINTS** key. Add a point by pressing the **ADD POINT** key.

To edit the points, press the **EDIT POINTS** key and enter the correct points.

Press the **EDIT ALL SETS** key to edit all the sets. Choose **EDIT HOME** or **EDIT VISITOR** and then enter the score on the keypad. Press **DONE** to set. Press the arrow keys to toggle between sets. To leave the score blank press the **BLANK** key.



5 GAME WON

Press the **SET** key and then a preset key to select a set.

6**TEAM SCORE**

Press the **TEAM SCORE** key to change the team's score. Press **+1** key or press the **EDIT SCORE** key to edit the score.

**7****SERVE**

Press the **SERVE** key to toggle the serve between home and visitor.



TRACK - INITIAL SETUP

The figure below acquaints you with the initial setup of a track game. Refer to the following pages for sport specific operation of the controller:



1

CLOCK MODE

Press the **CLOCK MODE** key to set the clock.
Select a **4 DIGIT**, **5 DIGIT**, or a **6 DIGIT** clock to be displayed.





TRACK - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a track event.



1

CLOCK

Press the **CLOCK** key on the LCD display to set the Game Clock. Choose a preset time or enter a time on the keypad and then press **ENTER**. To run the Game Clock - press the **START** or **STOP** key.

NOTE: You can also start and stop the timer and clock with the handswitch.





VOLLEYBALL - MODES

The figure below acquaints you with the initial setup of a volleyball game's mode of controlling output to other controllers.



1

MAIN MODE

All of the data is handled with one controller in this mode.

2

MAIN MODE WITH LINK TO SC

In this mode the MP-80 will be the main controller to run the game data. It communicates with another MP-80 that is set to SC MODE, that handles all the stat information.

3

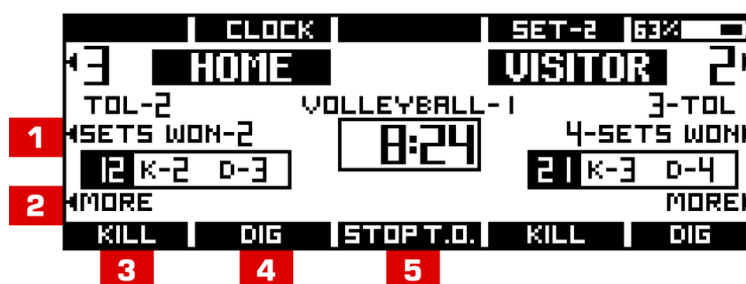
STAT CONTROLLER (SC) MODE

In this mode the controller only keeps up with the stat data. A main controller (in MAIN MODE WITH LINK TO SC mode on and on the same group #) will send data to this controller in the SC mode. This controller in the SC mode will handle



VOLLEYBALL - SPORT SPECIFIC

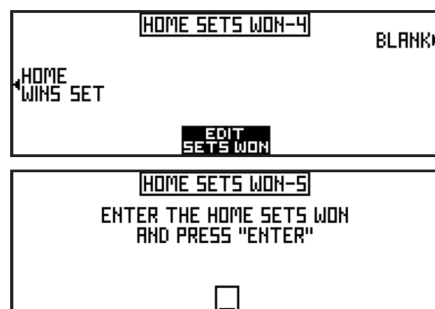
The figure below acquaints you with operating the controller for a volleyball game.



1 SETS WON

Press the **SETS WON** key and then the **HOME WINS SET** or **VISITOR WINS SET**.

To enter sets, press the **EDIT SETS WON** key.
Enter the sets won on the keypad and press **ENTER**.



2 MORE

TIME OUTS LEFT

Press the **MORE** key to start or edit a time out and then press the **TOL** key.

Choose a preset time out:

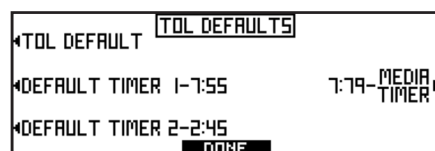
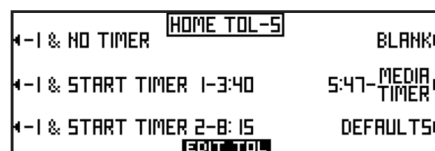
-1 & NO TIMER - This timer will subtract a time out from **TOL** without starting the clock.

-1 & START T.O. TIMER 1 - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 1**.

-1 & START T.O. TIMER 2 - This timer will subtract a time out from the **TOL** and start **T.O. TIMER 2**.

To enter the TOL, press the **EDIT TOL** key.
Enter the period on the keypad and press **ENTER**.

To set the default times - press the **DEFAULT** key and then **TIMER 1** or **TIMER 2**. Enter the new default timeout time and then press **ENTER**.



INDICATING IF A PLAYER IS IN/OUT

Press the **MORE** key and then the **PLAYER IN/OUT** key.
Select the player to replace and then enter the new player number on the keypad. Press **ENTER** to set.



3**KILL**

Press the **KILL** key and then enter the player number for the current kill on the keypad. Press **ENTER** to set.

HOME PLAYER NUMBER-KILL
ENTER THE HOME PLAYER NUMBER
FOR THE CURRENT KILL
AND PRESS "ENTER"

**4****DIG**

Press the **DIG** key and then enter the player number for the current dig on the keypad. Press **ENTER** to set.

HOME PLAYER NUMBER-DIG
ENTER THE HOME PLAYER NUMBER
FOR THE CURRENT DIG
AND PRESS "ENTER"

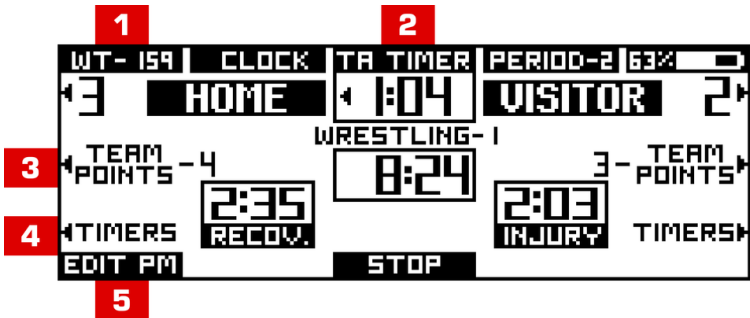
**5****STOPPING A TIME OUT**

Press the **STOP T.O.** key to stop a time out.



WRESTLING - SPORT SPECIFIC

The figure below acquaints you with operating the controller for a wrestling game.



1

WEIGHT CLASS

Press the **WT** key and then enter the weight class on the keypad. Press **ENTER** to set.

WEIGHT CLASS-162

ENTER THE WEIGHT CLASS AND PRESS "ENTER"

2

TIME ADVANTAGE TIMER

Press the **TA TIMER** key and then enter the corrected time advantage time. Press **ENTER** to set.

TIME ADVANTAGE TIMER-8:63

ENTER THE CORRECTED TIME ADVANTAGE TIME AND PRESS "ENTER"

:

3

TEAM POINTS

Press the **TEAM POINTS** key and choose from the preset points.

OR enter points on the keypad by pressing the **EDIT TM PTS** key and then press **ENTER**.

HOME TEAM POINTS-2

BLANK

+1

+3

+4

EDIT TM PTS

+5

+6

HOME TEAM POINTS-3

ENTER THE HOME TEAM POINTS AND PRESS "ENTER"

4

SETTING INJURY, BLOOD & RECOVERY TIMERS

Press the **TIMERS** key and then press the corresponding key to start or stop a timer.

To set the timer, press the **EDIT TIMER** key for the corresponding timer and enter the time on the keypad. Press **ENTER** to set.

To enter the default injury time, press the **DEFAULT** key and then enter the time on the keypad. Press **ENTER** to set.

HOME TIMERS

INJURY - 8:00

BLOOD - 8:23

RECOVERY - 6:14

DONE

HOME INJURY TIMER - 0:46

START

STOP

DONE

EDIT TIMER

HOME INJURY TIMER EDIT - 2:37

ENTER THE HOME INJURY TIMER AND PRESS "ENTER"

DEFAULT

:

DEFAULT - INJURY TIMER - 7:6

ENTER THE DEFAULT INJURY TIMER AND PRESS "ENTER"

:

5

EDITING PREVIOUS MATCHES

Press the **EDIT PM** key and then the **ADD MATCH**, **EDIT H/V PTS** or **EDIT WEIGHT** key. Enter the new value on the keypad and press **ENTER**.

PREVIOUS MATCHES EDIT

DELETE MATCH

MATCH

H / V

WEIGHT

ADD MATCH

EDIT H/V PTS

EDIT WEIGHT

DONE



TROUBLESHOOTING

Try the solutions suggested below to troubleshoot the MP-80. If you need additional help, press the **SERVICE** key on Menu-2 on the MP-80 for the service contact information.

NOTHING APPEARS ON THE SCOREBOARD

Verify the following:

- The MP-80 is correctly synced with the scoreboard as instructed on the MENU - SETUP 3 - WIRELESS instructions page.
- There is not another controller within range that is interfering with the signal.

SCOREBOARD DOES NOT RESPOND

Verify the following:

- The proper scoreboard group and board number are selected as instructed on the MENU - SETUP 3 - WIRELESS instructions page.

HANDSWITCH IS NOT SYNCING

Verify the following:

- The batteries are charged.
 - The handswitch is ON and within range of the controller.
-



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