

**All Sport® 2000 Series Control
Console**

Operation Manual

DAKTRONICS

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DAKTRONICS, INC.

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Section 1: Introduction

1.1 How To Use This Manual

This manual is designed to explain the operation of the All Sport® 2000 series control console. For questions regarding the safety, installation, operation, or service of this system, please refer to the telephone numbers listed on the cover page of this manual.

Important Safeguards:

1. Read and understand these instructions before installing.
2. Do not drop the control console or allow it to get wet.
3. Do not let any power cord touch hot surfaces or hang over the edge of a table which would damage or cut the cord.
4. Always unplug the control equipment when it is not in use. Never yank the power cord to pull the plug from the outlet. Grasp the plug and pull to disconnect.
5. To avoid electrical shock, do not disassemble the control equipment or the driver modules. Incorrect reassembly can cause electric shock and faulty operation or permanent damage to the circuits.

1.2 Console Overview

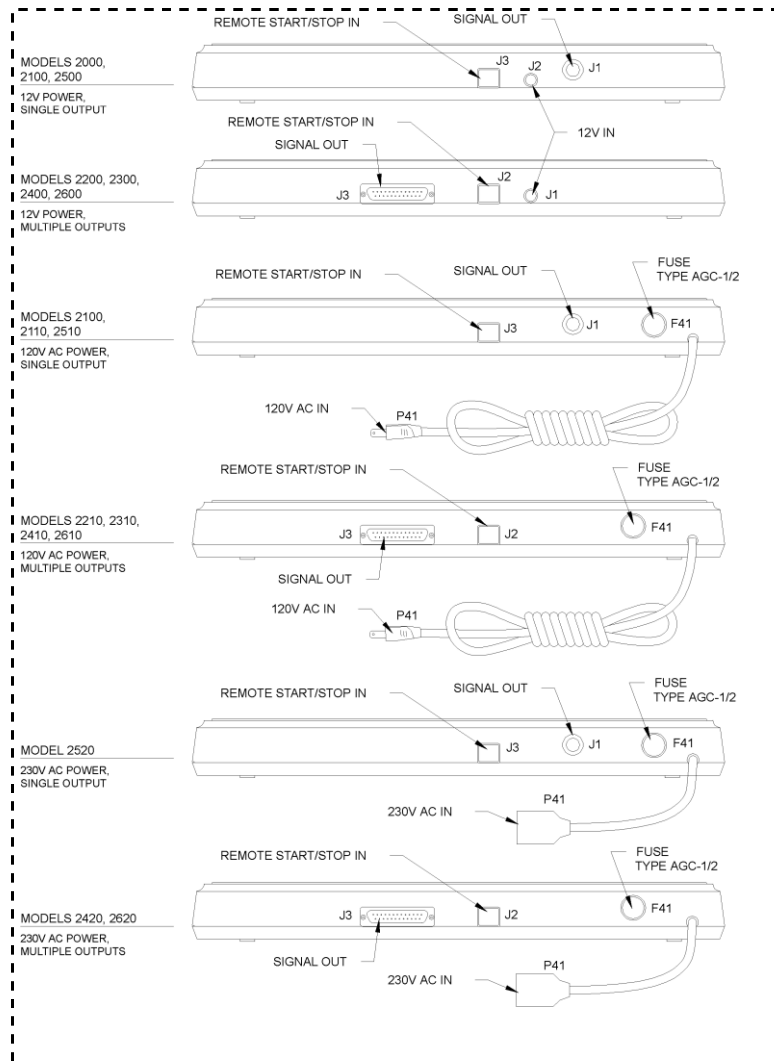
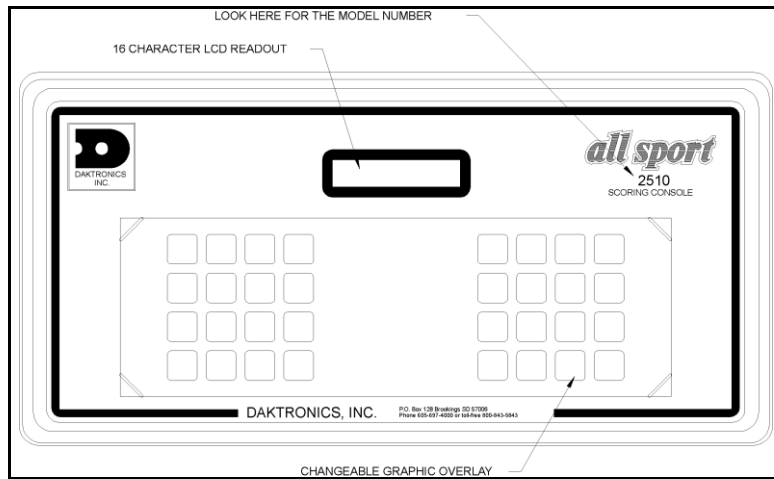
There are several console models in the All Sport 2000 series that differ by voltage and/or outputs. The following table lists the models and their differences.

Model	Part No.	Power	# Outputs	Programming
2000	0A-1065-0015	12 V	1	Standard
2010	0A-1065-0129	120 VAC	1	Standard
2100	0A-1065-0092	12 V	1	Standard
2110	0A-1065-0131	120 VAC	1	Standard
2200	0A-1065-0019	12 V	4	Standard
2210	0A-1065-0130	120 VAC	4	Standard
2300	0A-1065-0094	12 V	4	Standard
2310	0A-1065-0132	120 VAC	4	Standard
2400	0A-1065-0036	12 V	4	Custom
2410	0A-1065-0124	120 VAC	4	Custom
2420	0A-1065-0147	230 VAC	4	Custom
2500	0A-1065-0115	12 V	1	Standard
2510	0A-1065-0122	120 VAC	1	Standard
2520	0A-1065-0148	230 VAC	1	Standard
2600	0A-1065-0117	12 V	4	Standard
2610	0A-1065-0120	120 VAC	4	Standard
2620	0A-1065-0149	230 VAC	4	Standard

1.3 Using the Console

An uppercase word in brackets (such as [OK]) represents a button on the screen. The names or letters of keys on the keyboard will be given enclosed in arrows (such as <ENTER>) to differentiate between the screen commands.

Section 2: Console Overview



Section 3: Basic Operation

3.1 Console Overview

The console face consists of a LCD and a sport overlay. In most cases, the LCD will display the game time, the direction the clock is counting in and whether or not the horn is set to automatic.

3.2 Overlays

Various overlays are available depending on the sport and the type of scoreboard.

To change an overlay, press down and slide the top edge of the current overlay towards its middle. Once the overlay is slightly bowed in the middle, reach under it on the side and pull it up and out. To insert a new overlay, insert the top or bottom edge, bow the overlay slightly and slip in the other edge.

Each overlay has a list of code numbers and corresponding models. The models are the scoreboard model that the console controls. For example, a BA-3718 would use code 40. This code would be entered when prompted upon startup. Refer to **Section 3.4** for more information on starting up the console.

Note: We recommend that a permanent marker be used to mark which code number on the overlay is to be used. This is a precaution in case the model number is uncertain or unknown at a later date.

3.3 Overlay Operation Concepts

The overlay consists of the action keys required in the normal course of the overlay's designated sport. In some cases, pressing a key will immediately cause a change on the scoreboard. Most of the time additional keys must be pressed. Keys that require additional information are marked by a "•." This additional information usually consists of a number and then pressing <ENTER>.

Keys with arrows (➤) are indicators (possession, bonus, etc.) and will activate an indicator on the scoreboard for the proper team. **Note:** The arrow points to either the left or right (home or guest).

Some keys have a "+1," "+2" or "+3" on them. By pressing one of these keys once, the value of the corresponding field on the scoreboard (such as score or period) will increase by the corresponding number of points. A key with a "-1" will decrease by one.

On most overlays, certain keys have been grouped together under the heading *Home* or *Guest*. These keys are Team keys and work the same for both teams. They affect the statistics for that one team. For example, to increment the score of the home team, press <SCORE+1> under the *Home* caption. Keys not under one of these headings are Game keys. They are general keys for the progress of the game (such as period or quarter).

Other keys have been blocked together to emphasize that these keys work together.

Examples

The following are examples of two of the most common operations in a sport. If an overlay has a key that functions in a manner differing from the usual, an example will be included in the corresponding section.

Example 1: Change the home score from 3 to 4.

Key	LCD
SCORE +1 (Home)	H. Score ..4

Example 2: Change the guest score from 21 to 12.

Key	LCD
SCORE • (Guest)	G. Score .21
1	G. Score ..1
2	G. Score .12
ENTER	G. Score .12

3.4 Startup

When the console is turned on, it will go through a self test, after which the LCD will prompt “Enter Code.” Enter the correct code and press <ENTER>.

3.5 Time of Day Operation

Note: This operation is only available on scoreboards equipped with a game clock. No special overlay is required for this operation. Use any overlay with a numeric keypad.

To have the game clock on the scoreboard display the time of day, enter code 99. Press <CLEAR> and enter the correct time of day.

3.6 Clock

Most overlays have a grouped section labeled “CLOCK”. This section will review the keys found in this block.

<AUTO HORN●>: Turns on or off the automatic horn. If the horn is on, an “h” will appear on the LCD.

<MAN HORN>: Sounds the horn if set to manual. The horn will sound as long as this key is pressed.

<COUNT UP/DN●>: Sets the clock to count up or down.

Press <ENTER> to toggle between the directions. “UP” will be displayed if the clock is counting up and “DN” if the clock is counting down.

<START>: Starts the main clock

<STOP>: Stops the main clock

<SET TIME●>: Sets the time on the main clock



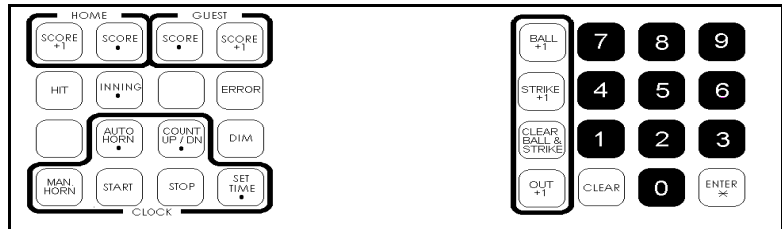
Section 4: Baseball/Softball Operation

Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

4.1 LL-1895: Codes 30,31, 32

Team Keys

- <SCORE+1>
Increases the team score by one
- <SCORE●>
Edits the team score



Game Keys

- <HIT>
Indicates a hit. An “H” will appear on the H/E digit on the scoreboard or an indicator will light up.
- <INNING●>
Edits the inning number
- <ERROR>
Indicates an error. An “E” will appear on the H/E digit on the scoreboard or an indicator will light up.
- <DIM>
Dims the scoreboard for night viewing. Press this key a second time to return the scoreboard digits to full brightness.
- <BALL+1>
Increases the number of balls by one
- <STRIKE+1>
Increases the number of strikes by one
- <CLEAR BALL & STRIKE>
Sets the Ball and Strike (on the scoreboard) to zero
- <OUT+1>
Increases the number of outs by one

4.2 LL-1896: Codes 33, 34, 39

Team Keys

- <TEAM AT BAT>
Indicates the team currently at bat
- <SCORE●>
Edits the team’s score
- <SCORE+1>
Increments the team’s score by one



Game Keys

- <INNING●>
Edits the number of the inning
- <PLAYER AT BAT●>

Displays the number of the player currently at bat

<DIM>

Dims the scoreboard for night viewing. Pressing this key a second time will return the scoreboard digits to full brightness.

<OUT+1>

Increases the number of outs by one

<HIT/ERROR>

Indicates an “H” for a hit or an “E” for an error on the H/E digit on the scoreboard or an indicator will light up

<CLEAR BALL AND STRIKE>

Sets the Ball and Strike (on the scoreboard) to zero or blanks the indicator

<BALL+1>

Increases the number of balls by one

<STRIKE+1>

Increases the number of strikes by one

4.3 LL-1897: Code 35

Team Keys

<AT BAT>

Indicates the team currently at bat

<ERRORS•>

Edits the team’s number of errors

<ERRORS+1>

Increases the team’s number of errors by one

<HITS•>

Edits the team’s number of hits

<HITS+1>

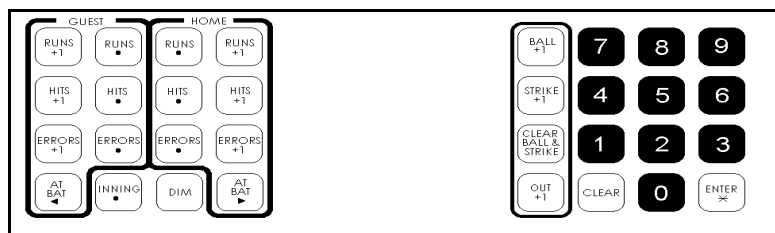
Increases the team’s number of hits by one

<RUNS•>

Edits the total number of runs

<RUNS+1>

Increases the total number of runs by one



Game Keys

<INNING•>

Edits the number of the inning

<DIM>

Dims the scoreboard for night viewing. Pressing this key a second time will return the scoreboard digits to full brightness.

<OUT+1>

Increases the number of outs by one

<HIT>

Indicates a hit. An “H” will appear on the H/E digit on the scoreboard or an indicator will light up

<ERROR>

Indicates an error. An “E” will appear on the H/E digit on the scoreboard or an indicator will light up.

<CLEAR BALL & STRIKE>

Sets the Ball and Strike (on the scoreboard) to zero or blanks the indicator

<BALL+1>

Increases the number of balls by one

<STRIKE+1>

Increases the number of strikes by one

4.4 LL-1903Codes 36,40

Team Keys

<INNING RUNS•>

Edits the team's inning runs

<INNING RUNS+1>

Increases the team's
inning runs by one

<ERRORS•>

Edits team's number of
errors

<ERRORS+1>

Increases the team's number of errors by one

<HITS•>

Edits the team's number of hits

<HITS+1>

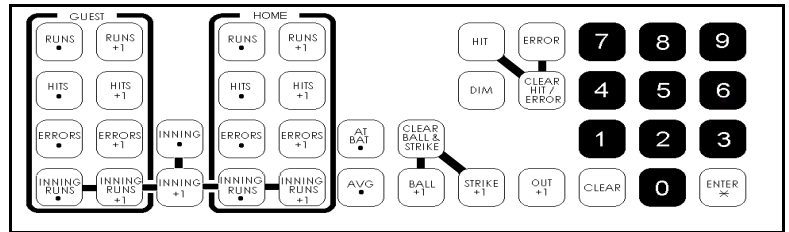
Increases the team's number of hits by one

<RUNS•>

Edits the total number of runs

<RUNS+1>

Increases the total number of runs by one



Edits team's number of
errors

<ERRORS+1>

Increases the team's number of errors by one

<HITS•>

Edits the team's number of hits

<HITS+1>

Increases the team's number of hits by one

<RUNS•>

Edits the total number of runs

<RUNS+1>

Increases the total number of runs by one

Game Keys

<AT BAT•>

Indicates the team currently at bat

<INNING•>

Edits the number of the inning

<INNING+1>

Increases the inning number by one

<AT BAT•>

Displays the number of the player currently at bat

<AVG•>

Displays the average of a player

<DIM>

Dims scoreboard for night viewing. Press this key a second time to return to full brightness.

<OUT+1>

Increases the number of outs by one

<CLEAR HIT/ERROR>

Clears the H/E digit or indicator on the scoreboard or blanks the indicator

<HIT>

Indicates a hit. An “H” will appear on the H/E digit on the scoreboard or an indicator will light up.

<ERROR>

Indicates an error. An “E” will appear on the H/E digit on the scoreboard. For Code 40, a number (see table) representing the field position of the player with the error is also needed.

<CLEAR BALL AND STRIKE>

Sets the Ball and Strike (on the scoreboard) to zero

<BALL+1>

Increases the number of balls by one

<STRIKE+1>

Increases the number of strikes by one

Player Number	Player Position
1	Pitcher
2	Catcher
3	1st Base
4	2nd Base
5	3rd Base
6	Short Stop
7	Left Field
8	Center Field
9	Right Field
10	Rover

4.5 LL-1910: Code 37

Team Keys

<AT BAT>

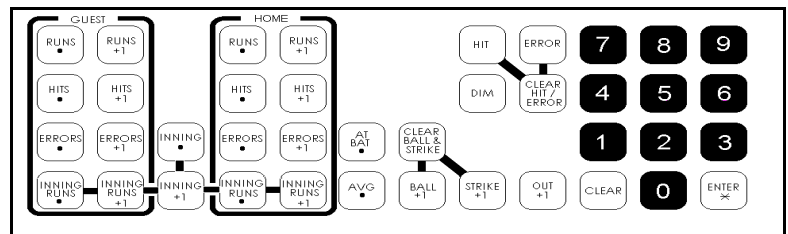
Indicates team currently at bat

<SCORE•>

Edits the team’s score

<SCORE+1>

Increases team’s score by one



Game Keys

<INNING•>

Edits the number of the inning

<INNING+1>

Increases the inning number by one

<DIM>

Dims the scoreboard for night viewing. Pressing this key a second time will return the scoreboard digits to full brightness.

<OUT+1>

Increases the number of outs by one

<HIT>

Indicates a hit. An “H” will appear on the H/E digit on the scoreboard or an indicator will light up.

<ERROR>

Indicates an error. An “E” will appear on the H/E digit on the scoreboard or an indicator will light up.

<CLEAR BALL & STRIKE>

Sets the Ball and Strike (on the scoreboard) to zero or blanks the indicator

<BALL+1>

Increases the number of balls by one

<STRIKE+1>

Increases the number of strikes by one

4.6 LL-1911: Code 38

Team Keys

<AT BAT>

Indicates team currently at bat

<SCORE>

Edits the total score

<SCORE+1>

Increases the score by one

Game Keys

<INNING>

Edits the number of the
inning

<INNING+1>

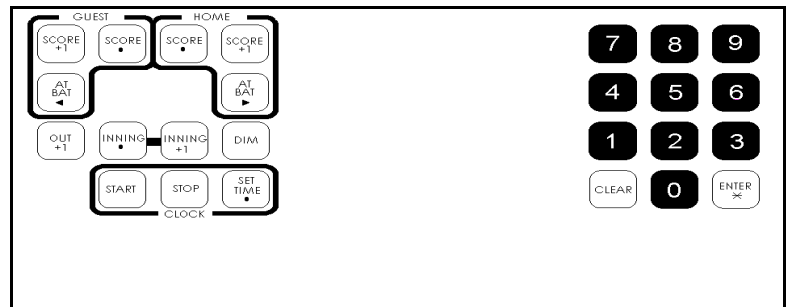
Increases the inning
number by one

<DIM>

Dims scoreboard for night viewing. Press this key a second time to return to full
brightness.

<OUT+1>

Increases the number of outs by one



4.7 LL-2089 Code 44

Team Keys

<SCORE>

Edits the total number of runs

<SCORE+1>

Increases the total number of runs
by one

Game Keys

<INNING>

Edits the number of the inning

<INNING+1>

Increases the inning number by one

<DIM>

Dims the scoreboard for night viewing. Pressing this key a second time will return the
scoreboard digits to full brightness.

<OUT+1>

Increases the number of outs by one

<CLEAR BALL AND STRIKE>

Sets the Ball and Strike (on the scoreboard) to zero or blanks the indicator

<BALL+1>

Increases the number of balls by one

<STRIKE+1>

Increases the number of strikes by one



Section 5: Basketball Operation

Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

5.1 LL-1885: Codes 03,04,11,12

Team Keys

<POSS>

Indicates which team has the next possession of the ball

<BONUS>

Indicates that a team gets a bonus

<TEAM FOULS•>

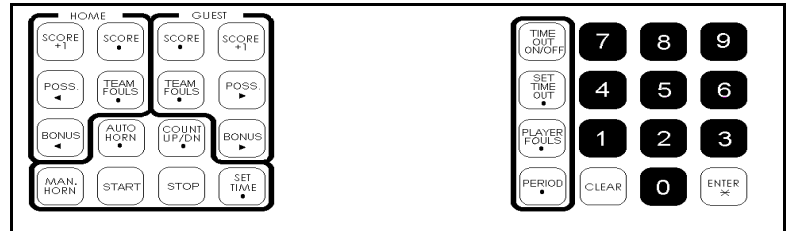
Edits number of team fouls

<SCORE•>

Edits the team score

<SCORE+1>

Increases the team score by one



Game Keys

<SET TIME OUT•>

Sets the length of the time out. The time out cannot be set while the clock is running.

<TIME OUT ON/OFF>

Turns the time out clock on and off

<PERIOD•>

Edits the period number

<PLAYER FOULS•>

Displays the player number and the number of fouls the player has

5.2 LL-1930: Codes 05,06, 13,14

Note: This overlay is to be used with overlay LL-1902 on another console (refer to **Section 5.3**). Refer to the block diagram in **Appendix A** to properly set up the consoles.

Team Keys

<POSS>

Indicates which team has the next possession of the ball

<SCORE•>

Edits the team score

<SCORE+1>

Increases the team score by one



Game Keys

<SET TIME OUT•>

Sets the length of the time out. The time out cannot be set while the clock is running.

<TIME OUT ON/OFF>

Turns the time out clock on and off

<PERIOD•>

Edits the period number

5.3 LL-1902: Codes 15,16

Note: This overlay is to be used with overlay LL-1930 on another console (refer to **Section 5.2**). Refer to the block diagram in **Appendix A** to properly set up the consoles.

Team Keys

<BONUS>

Indicates a team bonus

<TEAM FOULS•>

Edits number of team fouls

<TEAM FOULS+1>

Increases fouls by one

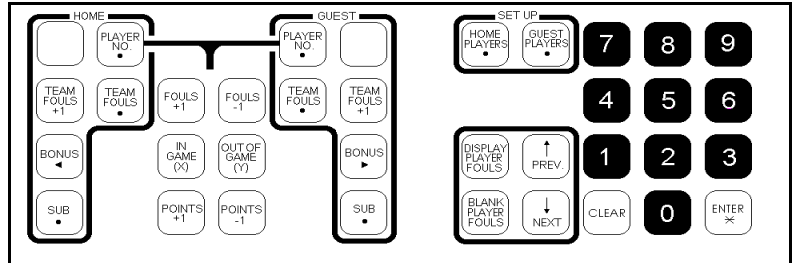
<SUB•>

Substitutes one player for

another. First, enter the number of the player to be brought in, press <ENTER> then enter the number of the player being brought out and press <ENTER> again.

<PLAYER NO.●>

Used to enter a player's number so that points and fouls can be credited to the player and so that it can be known whether the player is in the game or not. Press <ENTER>, <PREV> or <NEXT> after the player data is edited to update the data to the scoreboard.



Set-Up Keys

<HOME PLAYERS•>

Used to enter the home player's numbers into the memory. The player's numbers *must* be entered before the game so that the <PLAYER NO.●> key can be used to select a player.

<GUEST PLAYERS•>

Used to enter the guest player's numbers into the memory. The player number *must* be entered before the game so that the <PLAYER NO.●> key can be used to select a player.

Game Keys

<FOULS-1>

Decreases the number of fouls for the selected player and also the team fouls. <PLAYER NO.●> must be pressed first and a player selected.

<FOULS+1>

Increases the number of fouls for the selected player and also the team fouls. <PLAYER NO.●> must be pressed first and a player selected.

<IN GAME (Y)>

Sets a player in the game (on the scoreboard). Press <PLAYER NO.●> first.

<OUT OF GAME (N)>

Sets a player out of the game (on the scoreboard). Press <PLAYER NO.●> first.

<POINTS-1>

Decreases points for selected player. Press <PLAYER NO.●> first and select player.

<POINTS+1>

Increases number of points for the selected player. Press <PLAYER NO.●> first.

<DISPLAY PLAYER FOULS>

Displays the number of fouls of the player who just received a foul (on the scoreboard).

<PLAYER NO.●> must be pressed first and a player selected.

<BLANK PLAYER FOULS>

Blanks the digits of the Player-Foul field on the scoreboard

<PREV ↑>

Used to scroll backward through the team's roster

<NEXT ↓>

Used to scroll forward through the team's roster

5.4 LL-1941: Codes 07, 08, 17,18

Team Keys

<POSS>

Indicates which team has the next possession of the ball

<BONUS>

Indicates a team bonus

<TEAM FOULS>

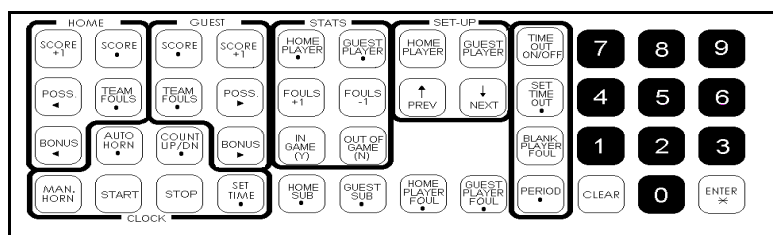
Edits number of team fouls

<SCORE>

Edits the team score

<SCORE+1>

Increases score by one



Stat Keys

<HOME PLAYER>

Used to enter a player's number so that the fouls can be edited and so that it can be known whether the player is in the game or not

<GUEST PLAYER>

Used to enter a player's number so that the fouls can be edited and so that it can be known whether the player is in the game or not

<FOULS+1>

Increases the number of fouls for the selected player and also the team fouls. **<HOME PLAYER>** or **<GUEST PLAYER>** must be pressed first.

<FOULS-1>

Decreases the number of fouls for the selected player and also the team fouls. **<HOME PLAYER>** or **<GUEST PLAYER>** must be pressed first.

<IN GAME (Y)>

Sets player in game (scoreboard). Press **<HOME PLAYER>** or **<GUEST PLAYER>** first.

<OUT OF GAME (N)>

Sets player out of game. Press **<HOME PLAYER>** or **<GUEST PLAYER>** first.

Set-Up Keys

<HOME PLAYER●>

Used to enter the home player's number to select the player's foul memory

<GUEST PLAYER●>

Used to enter the guest player's number to select the player's foul memory

<PREV↑>

Used to scroll backwards through a team's roster

<NEXT↓>

Used to scroll forwards through a team's roster

Game Keys

<SET TIME OUT●>

Sets the length of the time out. The time out cannot be set while the clock is running.

<TIME OUT ON/OFF>

Turns the time out clock on and off

<PERIOD●>

Edits the period number

<BLANK PLAYER FOUL●>

Blanks the player digits of the Player-Foul field on the scoreboard

<HOME SUB●>

Substitutes one home player for another. First enter the number of the player to be set out and then enter the player to be set in.

<GUEST SUB●>

Substitutes one guest player for another. First enter the number of the player to be set out and then enter the player to be set in.

<HOME PLAYER FOUL●>

Edits the home Player-Foul digits on the scoreboard

<GUEST PLAYER FOULS●>

Edits the guest Player-Fouls digits on the scoreboard

5.5 LL-1947: Code 10

Team Keys

<SCORE●>

Edits the team score

<SCORE+1>

Increases the team score by one

Game Keys

<PERIOD●>

Edits the period number

<DISPLAY TIME>

Displays the time on the scoreboard

<DISPLAY SCORE>

Displays the score on the scoreboard



Section 6: Football Operation

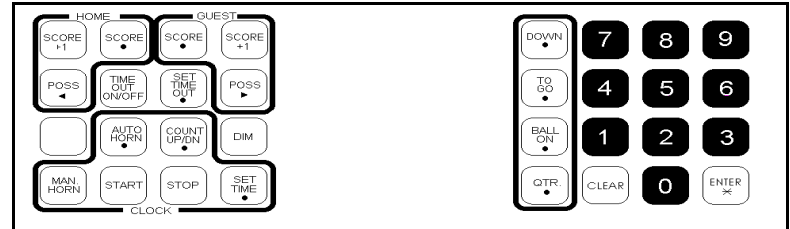
Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

6.1 LL-1894: Codes 20,21,22,23,24,25,26

Note: Not all of these keys will be used for all the codes.

Team Keys

- <POSS>
Indicates which team has the next possession of the ball
- <SCORE>
Edits the team score
- <SCORE+1>
Increases score by one



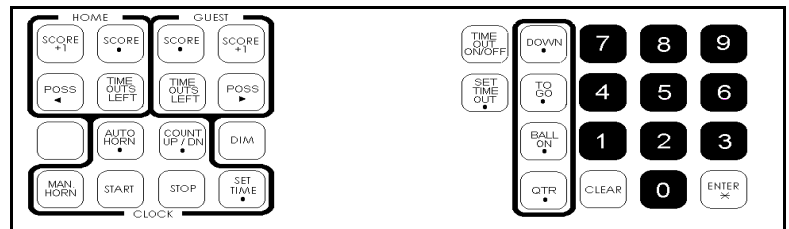
Game Keys

- <SET TIME OUT>
Sets the length of the time out. The time out cannot be set while the clock is running.
- <TIME OUT ON/OFF>
Turns the time out clock on and off
- <DIM>
Dims the scoreboard for night viewing. Press this key again to return the digits to full brightness.
- <DOWN>
Edits the number of downs
- <TO GO>
Edits the number yards to go
- <BALL ON>
Edits the yard line that the ball is on
- <QTR>
Edits the quarter

6.2 LL-1919: Code 27

Team Keys

- <POSS>
Indicates which team has the next possession of the ball
- <TIME OUTS LEFT>
Edits the number of time outs left for the team
- <SCORE>
Edits the team score
- <SCORE+1>
Increases the team score by one



Game Keys

<SET TIME OUT•>

Sets the length of the time out. The time out cannot be set while the clock is running.

<TIME OUT ON/OFF>

Turns the time out clock on and off

<DOWN•>

Edits the number of downs

<TO GO•>

Edits the number yards to go

<BALL ON•>

Edits the yard line that the ball is on

<QTR•>

Edits the quarter

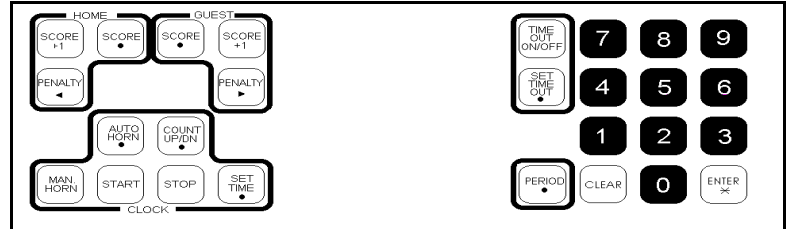
Section 7: Hockey Operation

Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

7.1 LL-1900: Code 61

Team Keys

- <SCORE•>
Edits the team score
- <SCORE+1>
Increases the team score by one
- <PENALTY>
Turns on the team penalty indicator



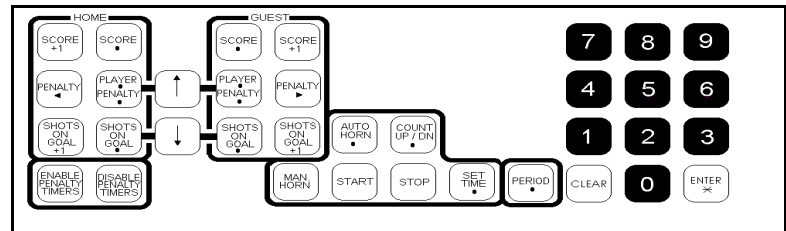
Game Keys

- <SET TIME OUT•>
Sets the length of the time out. The time out cannot be set while the clock is running
- <TIME OUT ON/OFF>
Turns the time out clock on and off
- <PERIOD•>
Edits the period

7.2 LL-1904: Codes 62,63

Team Keys

- <SCORE•>
Edits the team score
- <SCORE+1>
Increases the team score by one
- <PENALTY>
Turns on the team penalty indicator
- <PLAYER• PENALTY•>
Assigns a player penalty time. There are six memory slots for player penalty times. The first available penalty slot will be shown on the LCD. The up/down arrow keys can be used to scroll through the penalty memory. Press <ENTER> to edit the selected player's penalty time. Enter the player number and press <ENTER>, then enter the penalty time and press <ENTER>.
- <SHOTS ON GOAL+1>
Increases the number of shots on goal by one
- <SHOTS ON GOAL•>
Edits the number of shots on goal



Game Keys

- <PERIOD•>
Edits the period
- <ENABLE PENALTY TIMERS>

Start the penalty clocks
<**DISABLE PENALTY TIMERS**>
Stops the penalty clocks

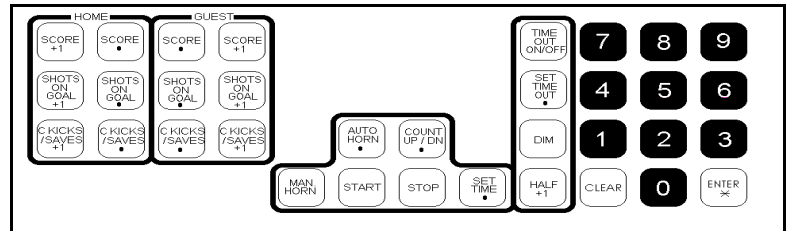
Section 8: Soccer Operation

Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

8.1 LL-2182: Code 64

Team Keys

- <SCORE•>
Edits the team score
- <SCORE+1>
Increases the team score by one
- <SHOTS ON GOAL•>
Edits the shots on goal
- <SHOTS ON GOAL+1>
Increases the shots on goal by one
- <C KICKS/SAVES•>
Edits the corner kicks/saves
- <C KICKS/SAVES+1>
Increases the corner kicks/saves by one



Game Keys

- <SET TIME OUT•>
Sets the length of the time out. The time out cannot be set while the clock is running.
- <TIME OUT ON/OFF>
Turns the time out clock on and off
- <DIM>
Dims the scoreboard for night viewing. Press this key again to return the digits to full brightness.
- <HALF+1>
Increases the half number by one

8.2 LL-2183: Codes 65,66,67,68

Note: Not all of these keys will be used for all the codes.

Team Keys

- <SCORE•>
Edits the team score
- <SCORE+1>
Increases the team score by one
- <SHOTS ON GOAL•>
Edits the shots on goal
- <SHOTS ON GOAL+1>
Increases the shots on goal by one
- <C KICKS/SAVES•>
Edits the corner kicks/saves
- <C KICKS/SAVES+1>



Increases the corner kicks/saves by one
<PENALTY●>
Edits the number of penalties

Game Keys

<SET TIME OUT●>
Sets the length of the time out. The time out cannot be set while the clock is running.

<TIME OUT ON/OFF>
Turns the time out clock on and off

<DIM>
Dims the scoreboard for night viewing. Press this key again to return the digits to full brightness.

<HALF+1>
Increases the half number by one

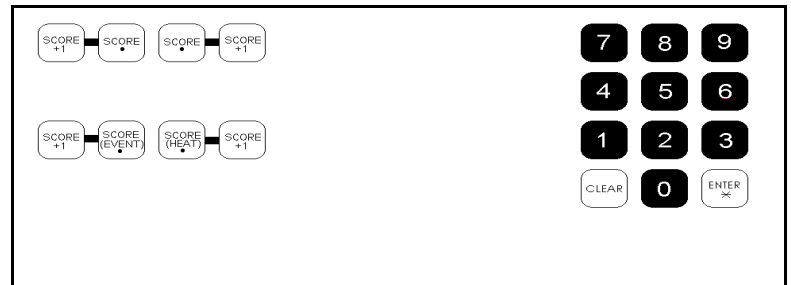
Section 9: Swimming Operation

Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

9.1 LL-1905: Code 81

Team Keys

- <SCORE•>
Edits the team score
- <SCORE+1>
Increases the score by one
- <SCORE (EVENT)•>
Edits the third team score or the event number
- <SCORE (HEAT)•>
Edits the fourth team score or the heat number



9.2 LL-1929: Code 83

Team Keys

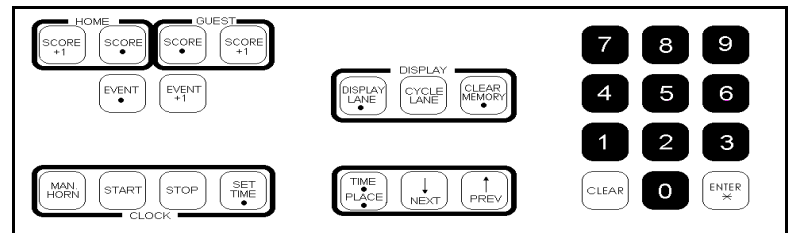
- <SCORE•>
Edits the team score
- <SCORE+1>
Increases the score by one

Display Keys

- <DISPLAY LANE•>
Displays score for lane
- <CYCLE LANES>
Cycles through the individual scores, starting with lane one
- <CLEAR MEMORY•>
Clears the last race's scores

Game Keys

- <EVENT•>
Edits the event number
- <EVENT+1>
Increases the event number by one
- <TIME• PLACE•>
Edits time and place for each lane. The console starts with lane one; to skip or go back to a lane, press <NEXT> or <PREV>. Enter place number for the appropriate lane and press <ENTER>, then enter the time for the lane and press <ENTER>.
- <NEXT↓>
Scroll forward through the time and place rankings
- <PREV.↑>
Scroll backward through the time and place rankings



Section 10: Track Operation

Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

10.1 LL-1898: Codes 41,42,43

Note: Not all of these keys will be used for all the codes.

Team Keys

<HOME SCORE•>

Edits the home team score

<SCORE+1>

Increases the team score by one

<GUEST 1 SCORE•>

Edits the guest team score

<GUEST 2 SCORE (EVENT)>

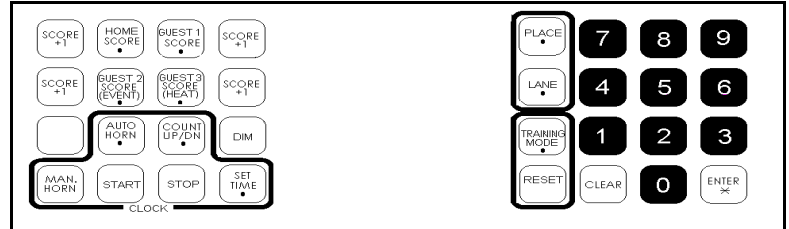
Edits the score for guest 2 or the event number

<GUEST 3 SCORE (HEAT)>

Edits the score for guest 3 or the heat number

<DIM>

Dims the scoreboard for night viewing. Press this key again to return the digits to full brightness.



Game Keys

<PLACE•>

Edits the place number

<LANE•>

Edits the lane number

<TRAINING MODE•>

Enters the training mode. In this mode, a tape switch for start and a photo cell for the finish are brought into the external start/stop input. This allows for automatic timing of runners. Holding the tape switch for two seconds to reset the timer and enable it. When the tape switch is released, the timer starts. The timer is stopped when the photo cell at the finish is activated.

<RESET•>

Resets the training mode

Section 11: Volleyball Operation

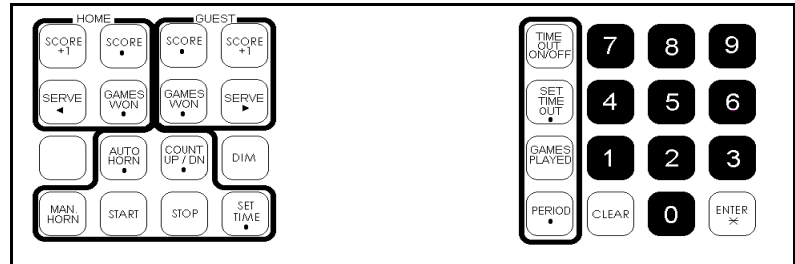
Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

11.1 LL-1901: Codes 71,72,73

Note: Not all of these keys will be used for all the codes.

Team Keys

- <SERVE>
Indicates which team is serving
- <GAMES WON>
Edits the number of games the team has won
- <SCORE>
Edits the team score
- <SCORE+1>
Increases the team score by one



Game Keys

- <SET TIME OUT>
Sets the length of the time out. The time out cannot be set while the clock is running
- <TIME OUT ON/OFF>
Turns the time out clock on and off
- <GAMES PLAYED>
Edits the number of games played
- <PERIOD>
Edits the period number

Section 12: Wrestling Operation

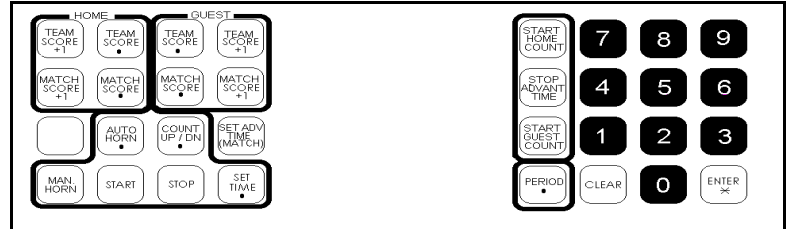
Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

12.1 LL-1899: Codes 51,52,53,54

Note: Not all of these keys will be used for all the codes.

Team Keys

- <TEAM SCORE•>
Edits the team score
- <TEAM SCORE+1>
Increases the team score by one
- <MATCH SCORE•>
Edits the match score for the team
- <MATCH SCORE+1>
Increases the match score for the team by one



Game Keys

- <SET ADV TIME (MATCH)•>
Sets the advantage time
- <START HOME COUNT>
Starts the home team advantage time
- <START GUEST COUNT>
Starts the guest team advantage time
- <STOP ADVANT TIME>
Stops the advantage timer
- <PERIOD•>
Edits the period number

Section 13: Two Digit Timer Operation

Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

13.1 LL-1922: Code 82

<MAN HORN>

Sounds the horn if it is set to manual.
The horn will sound as long as this key is pressed.

<AUTO HORN>

Turns on or off the automatic horn.
If the horn is on, an *h* will appear on the LCD.

<SET TIME>

Sets the time on the main clock

<SET RESET TIME>

Sets the reset time value

<SET OUT OF BOUNDS>

Sets the out of bounds time value

<DIM>

Dims the scoreboard for night viewing. Press this key to return the digits to full brightness.

<START>

Starts the main clock

<STOP>

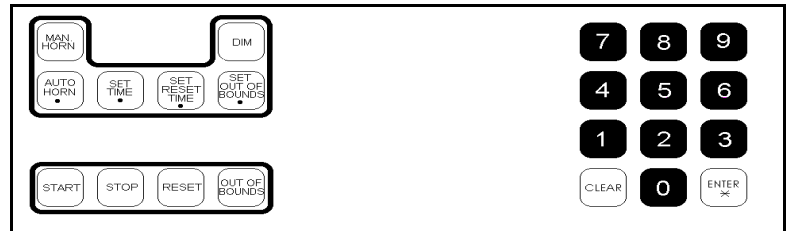
Stops the main clock

<RESET>

Resets the timer to the reset time

<OUT OF BOUNDS>

Resets the timer to the out of bounds

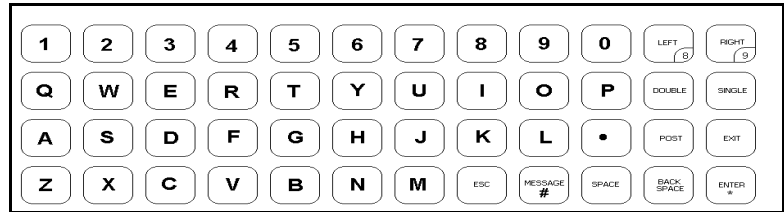


Section 14: Team Name Operation

Refer to the information in **Section 3** to start up the console and use the overlay. It is recommended that **Section 3** be read carefully to fully understand the following operation instructions.

14.1 LL-2094: Code 98

This team name insert allows the console to be used like a keyboard to type in team names that will show up on the team name message centers of the scoreboard. It can also be used to store and display various messages. Be



sure that the team names are not too long for the display. Small 32-column displays are adequate only for a few initials or a short name. Large 48-column displays can hold longer names. The particular combination of letters affects how many characters will fit. For example, the letter “I” is only three columns wide while an “M” or “W” is much wider. **Note:** When operating in the team name mode, commands and prompts will not appear on the LCD. All functions appear on the team name message centers of the scoreboard only.

14.2 Selecting Sign Size

When powered up, the team name message center defaults to a sign size of 48 columns (3 Lamp banks). If this is the correct size, the team names can automatically be entered.

If the sign size needs to be changed, enter one of the following combinations.

Sign Size	Keys
16 columns (1 lampbank)	ESC, 1
32 columns (2 Lamp banks)	ESC, 2
48 columns (3 Lamp banks)	ESC, 3
64 columns (4 Lamp banks)	ESC, 4

Note: The display will blank when the sign size is changed.

14.3 Selection Character Width

The characters in the display may be *single stroke* or *double stroke*. Double stroke characters are wider than single stroke characters since the vertical strokes are two dots wide. Use double stroke characters when entering school initials. Use single stroke characters for longer school or team names. Press <DOUBLE> before entering each name to create double stroke characters. Press <SINGLE> to return to single stroke. If neither key is pressed, the characters will be single stroke.

14.4 Selecting Character Font

There are four character fonts available for the team name message center.

- 7 high single stroke font
- 7 high double stroke font
- 8 high single stroke font
- 8 high single stroke font

To choose a 7 high font, press <ESC><7>. To choose an 8 high font, press <ESC><8>. The fonts will default to single stroke. Refer to **Section 14.3** to choose double stroke.

14.5 Selecting Bright or Dim Mode

The team name message center can be operated in either bright (default) or dim mode. The bright mode should be used for indoor applications or during the day for outdoor applications. The dim mode should be used at night for outdoor applications.

To select the dim mode press <ESC><D>. To select the bright mode press <ESC>.

14.6 Starting the Lamp Test

The team name message centers include a lamp test to assist in finding burnt out lamps. This test alternates between the top four rows and the bottom four rows of the display at six second intervals.

To start the lamp test, press <ESC><T>. Press any key to end the test. **Note:** The lamp test will go through one more complete rotation before exiting.

14.7 Team Name Operation Using Current Loop Boards

These operation instructions are for displays using team name message centers with current loop boards. **Section 14.8** covers team name message centers with a Venus[®] 100 board.

Each team name is entered as a separate message. Either the name for the left side or right side of the scoreboard may be entered first by pressing <LEFT> or <RIGHT> before entering the name. Press <ENTER> after each name. To clear the display, press <ENTER> and then <LEFT> or <RIGHT>.

Example: Enter SDSU in double stroke on the left side of the display and USD in single stroke on the right side.

1. Press <DOUBLE>
2. Press <LEFT>
3. Type "SDSU"
4. Press <ENTER>
5. Press <SINGLE>
6. Press <RIGHT>
7. Type "USD"
8. Press <ENTER>

Note: Post, Esc and Message # are not used.

14.8 Team Name Operation Using a Venus 100 Board

These operation instructions are for displays with team name message centers using a Venus 100 board. **Section 14.7** covers team name message centers with current loop boards.

Each team name is entered as a separate message. Type in the first team name and press <ENTER>. The first team name is entered as message number one. Type the second team name and press <ENTER>. The second team name is entered as message number two. The characters for each name will appear on the left display as they are entered.

To post the name, press <POST>, which side (<LEFT> or <RIGHT>), the number of the message and then <ENTER>. To get out of the post mode and return to the edit mode, press <ESC> (which will also return the operator to message number one). Up to 99 messages can be saved. Any of these messages can be displayed by pressing <POST>,<LEFT> or <RIGHT>, the message number and <ENTER>. To scroll through the messages, from the edit mode press <ENTER> to view the next message or <BACKSPACE> to review the previous message. To verify the message number of the message being viewed on the LCD, press <MESSAGE#> and the message number will be displayed on the left side of the scoreboard.

Note: If there are five messages in the console and a new message is entered while viewing message four on the LCD, the original message four will be overwritten. **Remember:** The message number will always go back to one every time the edit mode is entered.

Example: Enter SDSU in double stroke on the left side of the display and USD in single stroke on the right side.

1. Press <DOUBLE> and type in “SDSU”
2. Press <ENTER>
3. Press <SINGLE> and type in “USD”
4. Press <ENTER>
5. Press <POST>, <LEFT>, <1>,<ENTER>
6. Press <POST>, <RIGHT>, <2>, <ENTER>

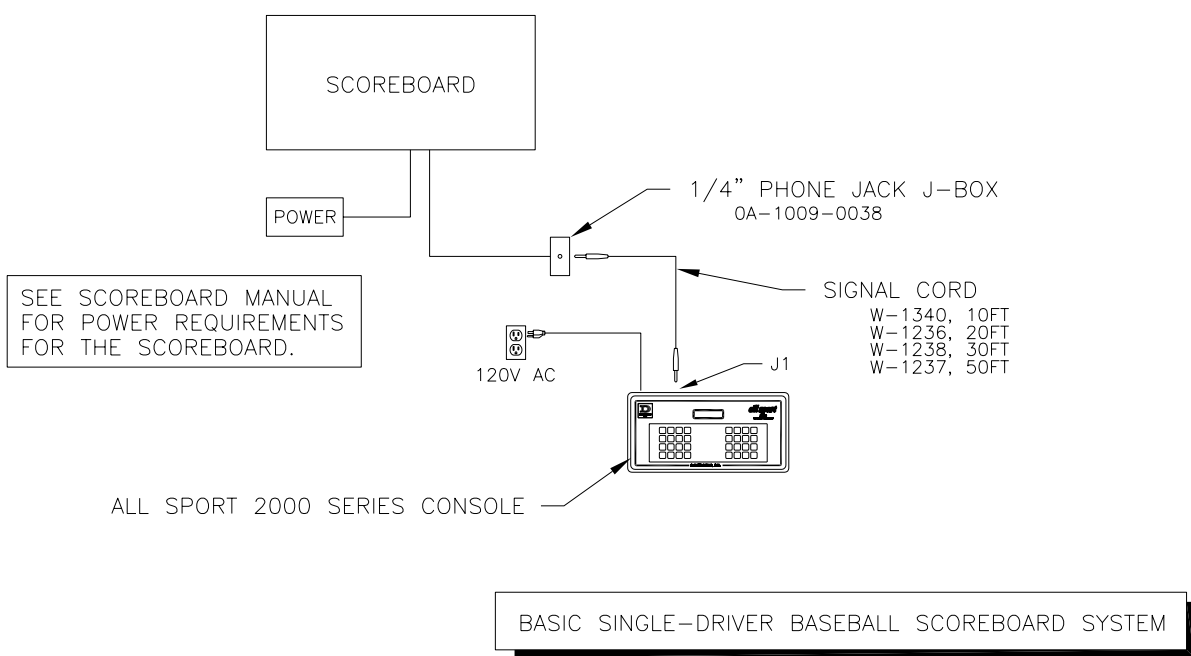
14.9 Exiting the Team Name Mode

Press <EXIT> to leave the team name mode and change to the sport mode for timing and scoring the game. After <EXIT> is pressed, the console’s LCD will read “ENTER CODE.” Enter the desired code.

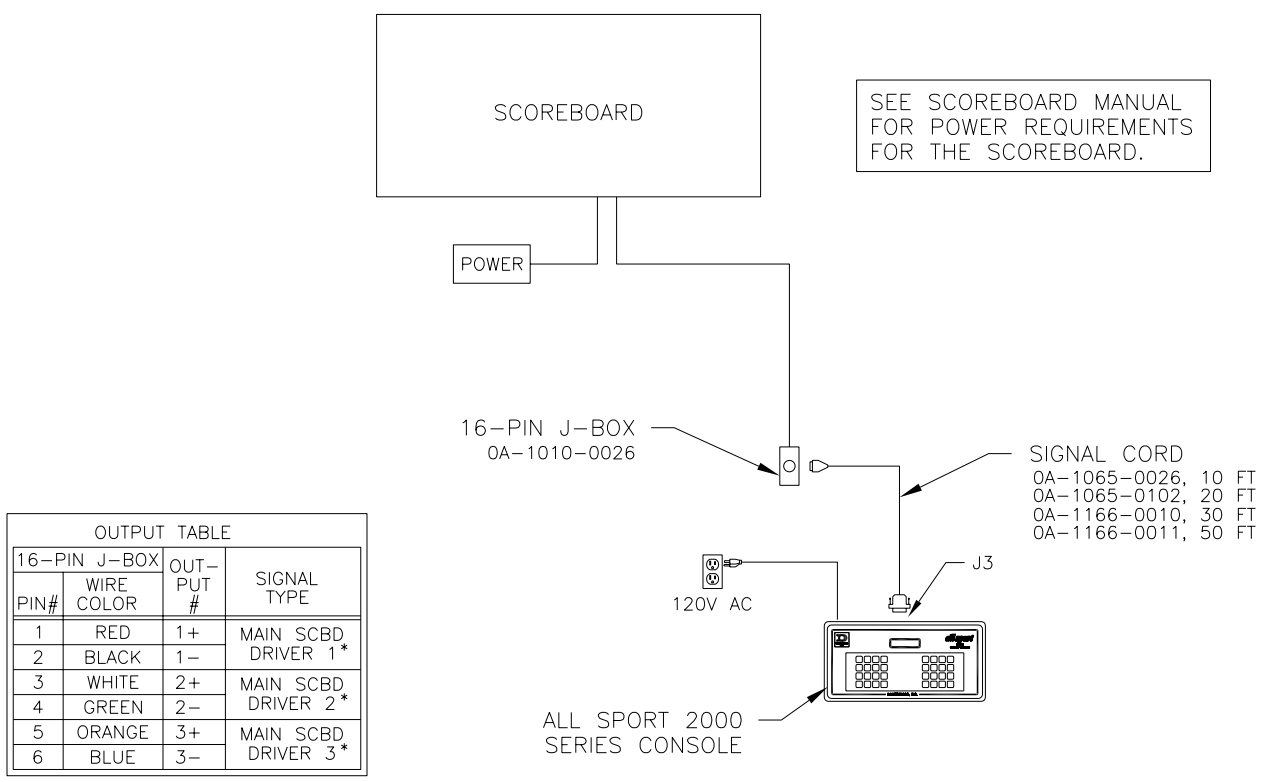
Don’t forget to replace the team name overlay with the appropriate sport overlay.

Appendix A: Block Diagrams

Reference Drawings:	Block Diagrams, Baseball	Drawing A-89118
	Block Diagrams, Basketball.....	Drawing A-89079
	Block Diagrams, Basketball with Stats Panels	Drawing A-89120
	Block Diagrams, Football	Drawing A-89119
	Block Diagram, Hockey	Drawing A-89121



BASIC SINGLE-DRIVER BASEBALL SCOREBOARD SYSTEM



OUTPUT TABLE

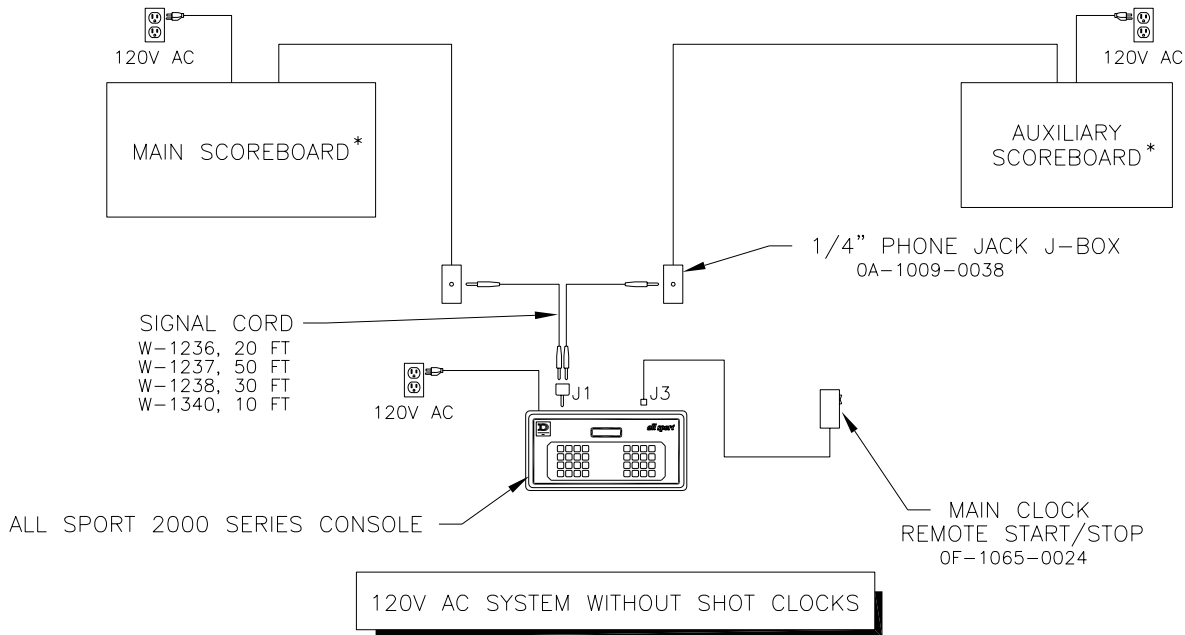
16-PIN J-BOX		OUT-PUT #	SIGNAL TYPE
PIN#	WIRE COLOR		
1	RED	1+	MAIN SCBD DRIVER 1*
2	BLACK	1-	
3	WHITE	2+	MAIN SCBD DRIVER 2*
4	GREEN	2-	
5	ORANGE	3+	MAIN SCBD DRIVER 3*
6	BLUE	3-	

* SEE SCOREBOARD INSTALLATION MANUAL FOR INFORMATION ON THE NUMBER OF DRIVERS IN THE SCOREBOARD.

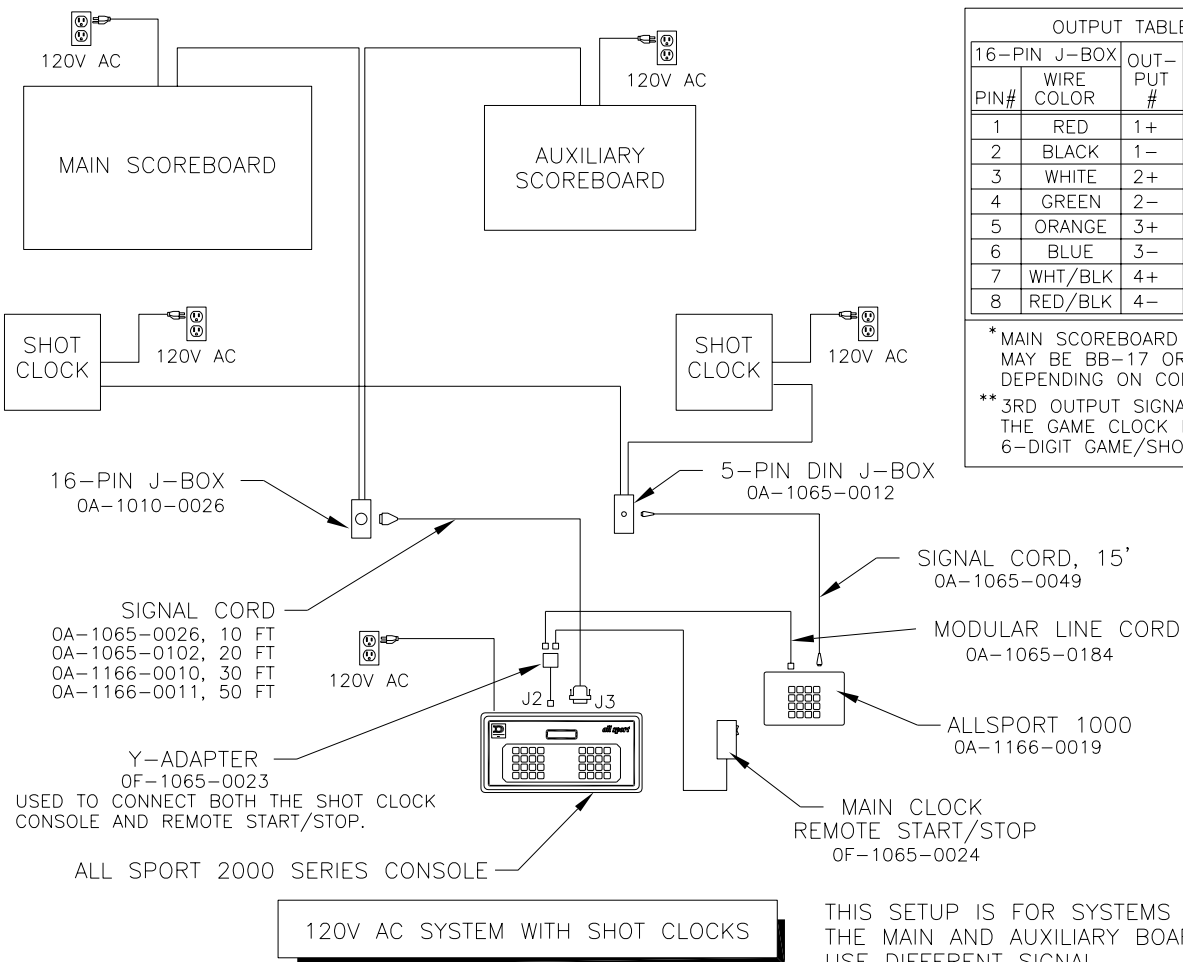
MULTI-DRIVER BASEBALL SCOREBOARD SYSTEM

DAKTRONICS, INC. BROOKINGS, SD 57006			
PROJ: ALL SPORT 2000			
TITLE: BLOCK DIAGRAMS, BASEBALL			
DES. BY:	DRAWN BY: M.MCMASTERS	DATE: 19 DEC 96	
REVISION	APPR. BY:	1065-R04A-89118	
	SCALE: NONE		

REV.	DATE	DESCRIPTION	BY	APPR.
1	16 JUNE 98	ADDED PART NUMBERS	CJB	



* BOTH SCOREBOARDS MUST USE THE SAME SIGNAL TYPE TO USE THE WIRING METHOD SHOWN



OUTPUT TABLE			
16-PIN J-BOX PIN#	WIRE COLOR	OUT-PUT #	SIGNAL TYPE
1	RED	1+	MAIN SCBD*
2	BLACK	1-	
3	WHITE	2+	MAIN SCBD*
4	GREEN	2-	
5	ORANGE	3+	GAME/SHOT CLOCK**
6	BLUE	3-	
7	WHT/BLK	4+	AUX. BB-17
8	RED/BLK	4-	

* MAIN SCOREBOARD SIGNAL MAY BE BB-17 OR BB-18, DEPENDING ON CODE USED.
 ** 3RD OUTPUT SIGNAL OPERATES THE GAME CLOCK PORTION OF 6-DIGIT GAME/SHOT CLOCK

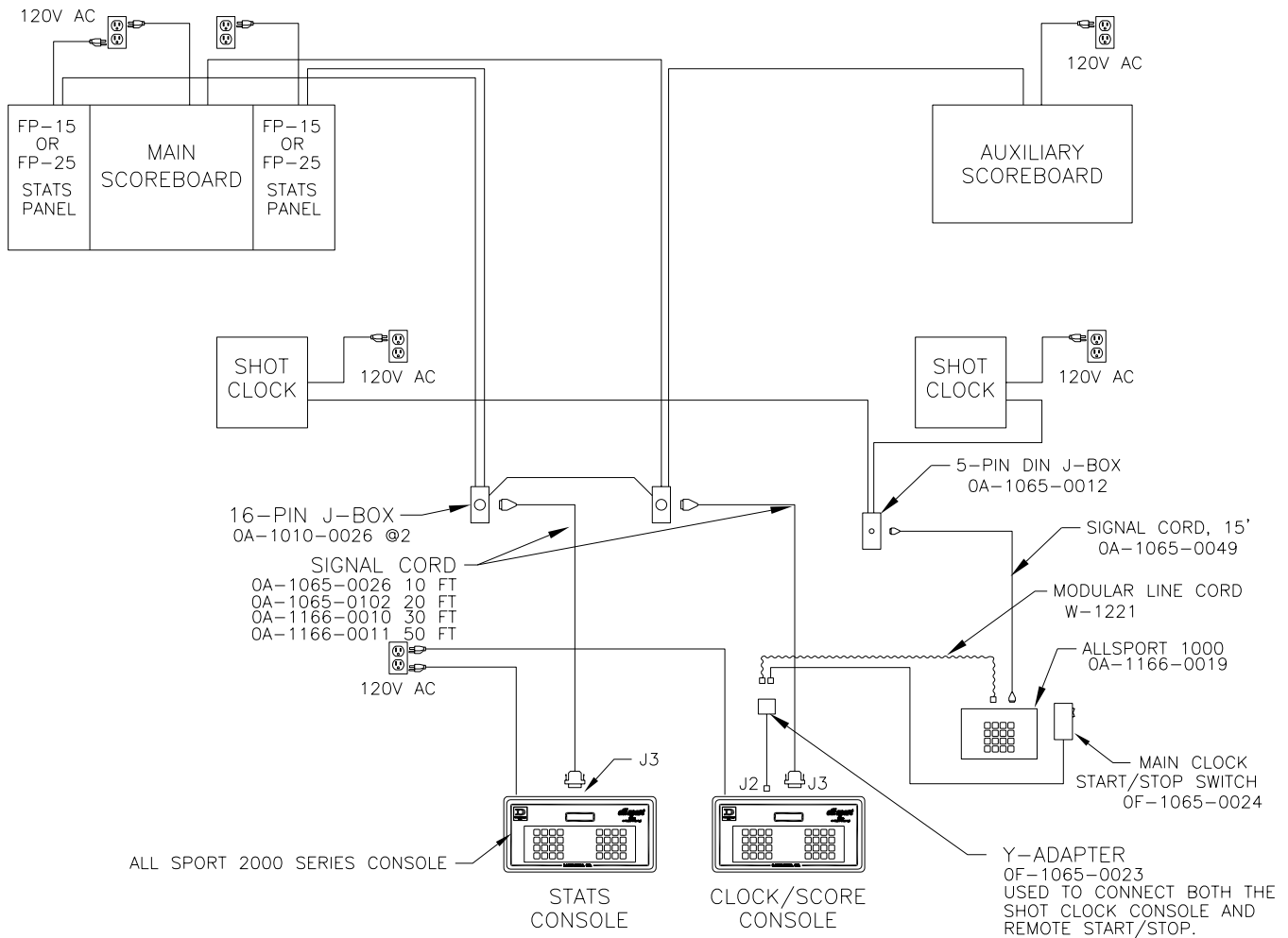
THIS SETUP IS FOR SYSTEMS WHERE THE MAIN AND AUXILIARY BOARDS USE DIFFERENT SIGNAL.

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 2000
 TITLE: BLOCK DIAGRAMS, BASKETBALL
 DES. BY: _____ DRAWN BY: M.MCMASTERS DATE: 19 DEC 96

REVISION	APPR. BY: _____	1065-R04A-89079
	SCALE: NONE	

REV.	DATE	DESCRIPTION	BY	APPR.
2	16 JUNE 98	ADDED PART NUMBERS	CJB	
1	21 JAN 98	CHANGED W-1221 TO 0A-1065-0184	DDL	



SYSTEM WITH STATS PANELS & SHOT CLOCKS

OUTPUT TABLE, CLOCK/SCORE CODE 05, 06, 13, OR 14			
16-PIN J-BOX PIN#	WIRE COLOR	OUT- PUT #	SIGNAL TYPE
1	RED	1+	MAIN SCBD*
2	BLACK	1-	
3	WHITE	2+	MAIN SCBD*
4	GREEN	2-	
5	ORANGE	3+	GAME/SHOT CLOCK**
6	BLUE	3-	
7	WHT/BLK	4+	AUX. BB-17
8	RED/BLK	4-	

* MAIN SCOREBOARD SIGNAL
MAY BE BB-17 OR BB-18,
DEPENDING ON CODE USED.

** 3RD OUTPUT SIGNAL OPERATES
THE GAME CLOCK PORTION OF
6-DIGIT GAME/SHOT CLOCK

OUTPUT TABLE, STATS CODE 15 OR 16			
16-PIN J-BOX PIN#	WIRE COLOR	OUT- PUT #	SIGNAL TYPE
1	RED	1+	STATS DRIVER 1
2	BLACK	1-	
3	WHITE	2+	STATS DRIVER 2
4	GREEN	2-	
5	ORANGE	3+	STATS DRIVER 3
6	BLUE	3-	
7	WHT/BLK	4+	STATS DRIVER 4
8	RED/BLK	4-	

2-WIRE CONNECTION BETWEEN J-BOXES BRINGS DATA FROM STATS CONSOLE TO MAIN.			
STATS J-BOX		MAIN J-BOX	
PIN#	COLOR	PIN#	COLOR
7	WHT/BLK	13	RED/WHT
8	RED/BLK	14	GRN/WHT

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 2000

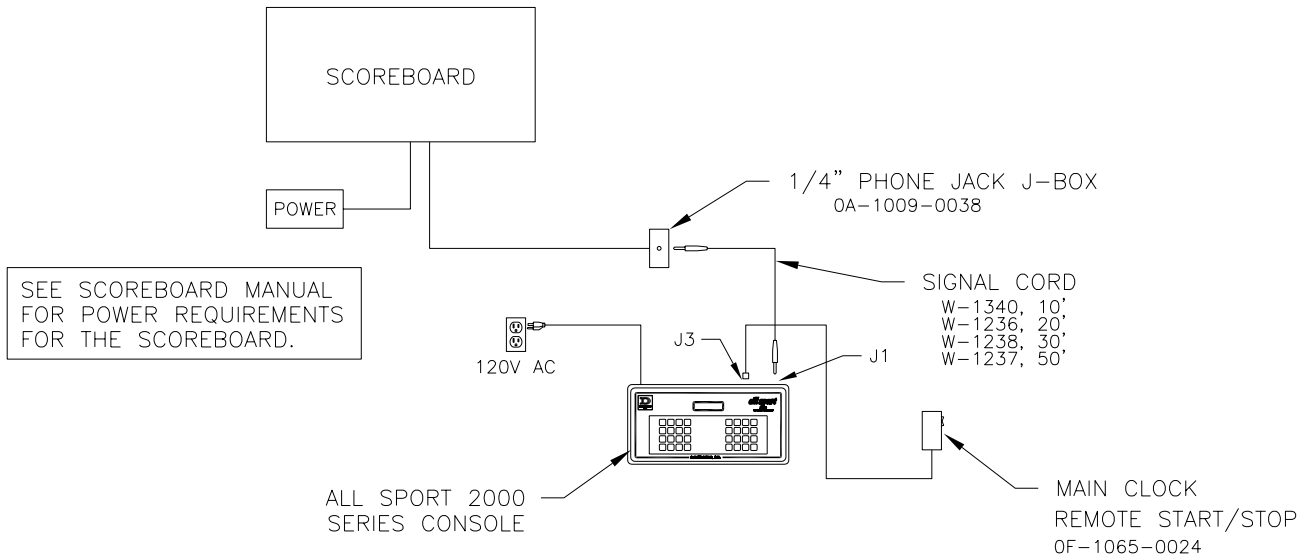
TITLE: BLOCK DIAGRAMS, BASKETBALL WITH STATS PANELS

DES. BY: DRAWN BY: M.MCMASTERS DATE: 19 DEC 96

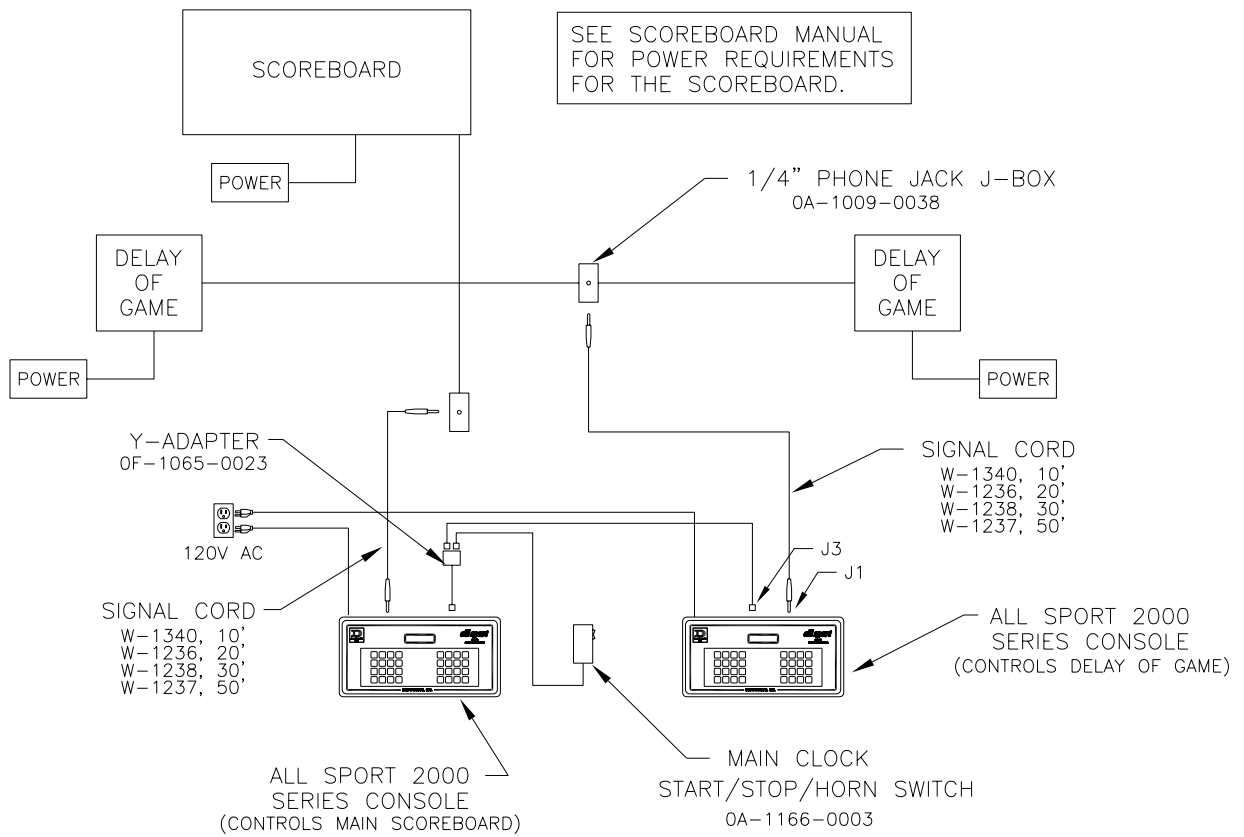
REVISION APPR. BY:
SCALE: NONE

1065-R04A-89120

REV.	DATE	DESCRIPTION	BY	APPR.
1	16 JUNE 98	ADDED PART NUMBERS	CJB	



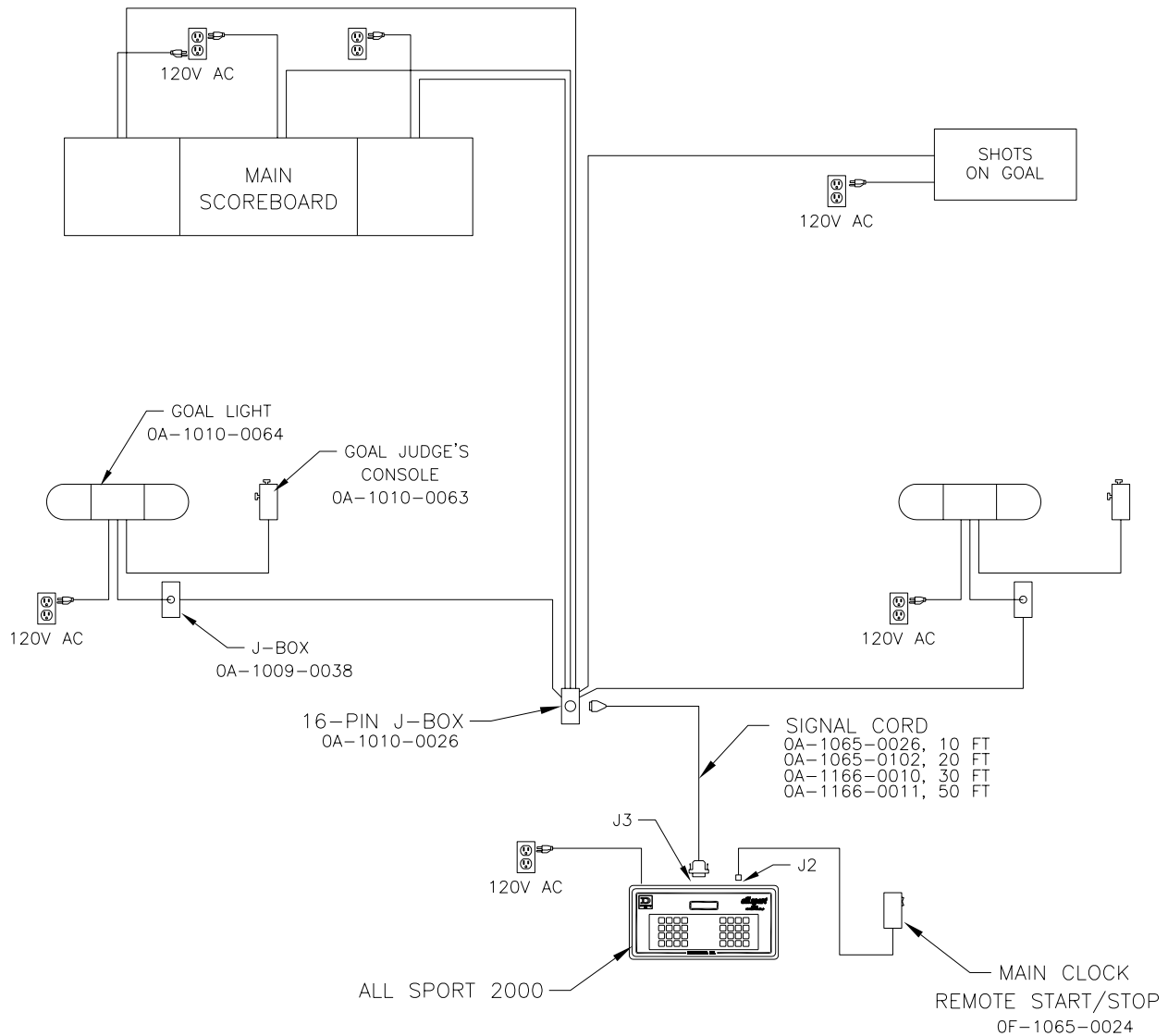
BASIC SINGLE-DRIVER FOOTBALL OR SOCCER SYSTEM



FOOTBALL SYSTEM WITH DELAY OF GAME CLOCKS

DAKTRONICS, INC. BROOKINGS, SD 57006	
PROJ: ALL SPORT 2000	
TITLE: BLOCK DIAGRAMS, FOOTBALL	
DES. BY:	DRAWN BY: M.MCMASTERS DATE: 19 DEC 96
REVISION	APPR. BY: NONE
1065-R04A-89119	

REV.	DATE	DESCRIPTION	BY	APPR.



OUTPUT TABLE			
16-PIN J-BOX		OUT-PUT #	SIGNAL TYPE
PIN#	WIRE COLOR		
1	RED	1+	SCOREBOARD DRIVER 1
2	BLACK	1-	SCOREBOARD DRIVER 1
3	WHITE	2+	SCOREBOARD DRIVER 2
4	GREEN	2-	SCOREBOARD DRIVER 2
5	ORANGE	3+	SCOREBOARD DRIVER 3
6	BLUE	3-	SCOREBOARD DRIVER 3

NOTE:

THE WIRES FROM THE GOAL LIGHTS DO NOT CONNECT TO THE J-BOX OR TO THE CONTROL CONSOLE. THESE WIRES PASS THROUGH THE J-BOX AND ARE ROUTED TO THE SCOREBOARD. THEY ARE CONNECTED TO A RELAY IN THE SCOREBOARD.

DAKTRONICS, INC. BROOKINGS, SD 57006			
PROJ: ALL SPORT 2000			
TITLE: BLOCK DIAGRAM, HOCKEY			
DES. BY:	DRAWN BY: M.MCMASTERS	DATE: 19 DEC 96	
REVISION	APPR. BY:	1065-R04A-89121	
	SCALE: NONE		

1	16 JUNE 98	ADDED PART NUMBERS	CJB	
REV.	DATE	DESCRIPTION	BY	APPR.

Appendix B: Table of Consoles and Codes

A _ under a console model number indicates that the code is included in that model.

Sport or Function	Overlay	Code	2000 2100	2200 2300	2500 2510	2600 2610	Scoreboard Models	
Baseball/Softball Format 1 w/clock	LL-1895	30		-		-	FB-16T, -18TS, -1624, -1630, -1730, -1830	
		31	-	-	-	-	MS-9, -918	
		32	-	-	-	-	FB-14S, -15TS, -1424, -1525, -1430, -1530	
		38	-	-			SO-718	
		44	-	-			BA-718	
Baseball/Softball Format 2 - No Clock	LL-1896	33	-	-	-	-	FB-14S, -15TS, -1424, -1524, -1430, -1530, BA-1018	
		34	-	-			FB/BA-12	
		39		-		-	FB-16T, -18TS, -1630, -1730, -1830	
	LL-1897	35	-	-	-	-	BA-1518, -1524	
	LL-1903	36		-				BA-36, -43, -3624, -4324
		40		-				BA-3718, -3724
	LL-1910	37	-	-	-	-		BA-618, -624, -515, -518
Basketball	LL-1885	03	-	-	-	-		BB-18, -11, -2021, -2025
		04	-	-	-	-		BB-18A
		11	-	-	-	-		BB-87, -10, -17
		12	-	-	-	-		BB-17A
	LL-1930	05		-				BB-18 Score w/15 or 16
		06		-				BB-18A Score w/15 or 16
		13		-				BB-17 Score w/15 or 16
		14		-				BB-17A Score w/15 or 16
	LL-1941	07		-				BB-18 w/FP-15
		08		-				BB-18A w/FP-15
		17		-				BB-17 w/FP -15
		18		-				BB-17A w/FP-15
	LL-1947	10	-	-	-	-		PCS-413S
	LL-1902	15		-				FP-15
		16		-				FP-25
Football	LL-1894	20	-	-	-	-	FB-8S, -824, S-8FB, SO-918	

		21	-	-	-	-	FB-13S, -14TS
		22	-	-	-	-	FB-14S, -15TS, -1424, -1430, -1524, -1530
		23	-	-	-	-	FB-11TS
		24	-	-	-	-	FB-12, FB/BA-12
		25	-	-	-	-	MS-9, -918
		26	-	-	-	-	FB-16T
	LL-1909	27	-	-	-	-	FB-18TS, -1630, -1730, -1830, -1624
Hockey	LL-1900	61	-	-	-	-	H-8
		62	-	-	-	-	H-20, -28, -80, -112
	LL-1904	63	-	-	-	-	H-24, -32, -96, -128
Soccer	LL-2182	64	-	-	-	-	SO-1624
		65	-	-	-	-	FB-824, SO-824, -918
		66	-	-	-	-	MS-918
		67	-	-	-	-	SO-1424, FB-1424, -1524, -1530
	LL-2183	68	-	-	-	-	FB-1624, -1630, -1730, -1830
Team Name	LL-2094	98	-	-	-	-	BB-18 or FB w/TN, Custom
Test Console	LL-1951	01	-	-	-	-	All Models
Time Of Day	None	99	-	-	-	-	All Models w/Clock
Track		41	-	-	-	-	FB-14S, -15TS, -1424, -1524, -1430, -1530
		42	-	-	-	-	FB-14TS
	LL-1898	43	-	-	-	-	FB-16T, -18TS, -1630, -1730, -1830
Two-Digit Timing	LL-1922	82	-	-	-	-	DG-230, -236, TI-213, -218
Volleyball		71	-	-	-	-	BB-10, -17, -17A
		72	-	-	-	-	VB-87
	LL-1901	73	-	-	-	-	BB-11, -18, -18A
Wrestling		51	-	-	-	-	BB-17
		52	-	-	-	-	BB-17A
		53	-	-	-	-	BB-18
	LL-1899	54	-	-	-	-	BB-18A
		55	-	-	-	-	Matside II w/Adv time
	LL-2077	56	-	-	-	-	Matside II w/o Adv Time