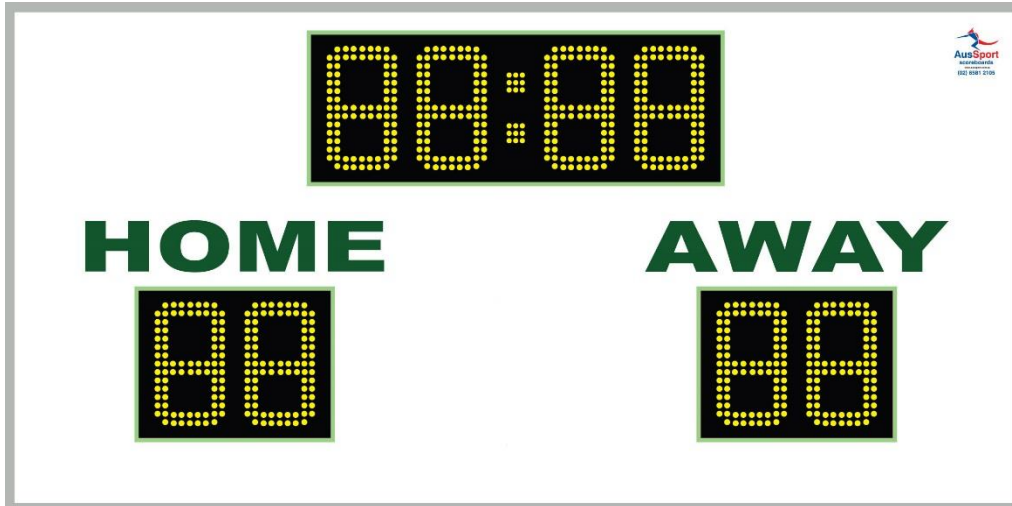# OPERATION INSTRUCTIONS



Image for illustration purposes only

## Model: OM

## POWER REQUIREMENTS

240v power is required at the scoreboard installation position. Power supply to the scoreboard is via a power cord on the right (facing) end of cabinet. If wiring direct to mains power then remove the lead and cable into junction box. Only a licensed electrician should connect power to scoreboard. DO NOT MEGER TEST POWER OR YOU WILL BLOW UP THE SCOREBOARD IC CARD (not covered by warranty).

## TO POWER ON

There is no ON/OFF switch on the scoreboard itself so an isolator switch or dedicated circuit switch is required to power the scoreboard on/off.

### Wireless Model
Before you power the scoreboard on ensure that the antenna is firmly magnetised to the scoreboard frame. When the scoreboard is connected to power the scoreboard will automatically turn on.
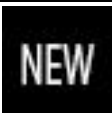
### Hardwired Model
Connect the controller to the scoreboard using the cable provided. The controller will not power on unless connected to the scoreboard and the scoreboard is powered on.

# CONTROLLER OPERATION

The controller has a very simple interface for standard scoring. To turn the controller on, rotate the knurled knob at the bottom of the controller clockwise. This knob also controls screen contrast. Screen contrast is adjusted up or down by rotating the knob clockwise or counter clockwise. To switch the controller off, rotate the knob counter clockwise until a soft click is heard.

The control functions are shown following;

| | | | |
|---|---|---|---|
| HOME +1 | Home button | ⏸ ▶ | Pause/Play button |
| GUEST +1 | Away button | RESET | Reset button |
| ↓ | Down button | NEW | New button |
| SET 4 PREVIOUS | Set Previous button (Not on all models) | 🔊 | Horn button |
| 🕐 | Clock button | ☀ | Brightness button |
| SET | Set button | | |

## Scoreboard

### Scores

- To increment the home score by 1 point press the **HOME** button.
- To decrease the home scores value by 1 point press the **HOME** button followed by the **DOWN** button
- To increment the away score by 1 point press the **AWAY** button.
- To decrease the away scores value by 1 point press the **AWAY** button followed by the **DOWN** button.

### Entering the previous game scores (if applicable)

- At the completion of the game, simply press the **SET PREVIOUS** button.
- This will transfer the final game scores to the previous game score area and zero the current game scores.

### Changing Game Time (Counting Up and Down) and Changing Time of Day

Multiple presses of the **CLOCK** button will cycle through count down timing / count up timing / time of day.

### Count Down Timing

When displaying down timing, the word "down" will be displayed to the left of the game clock. The game clock will display the current game time set which is displayed in MM:SS.

- To change the down timing press the **SET** button and the first digit will flash.
- Enter the required game time using the 0-9 keys.
- For example, if the game time required is 12 minutes and 30 seconds, enter 1230 then press the **SET** button again. The game timer will stop flashing and the game time has been entered.

### Count Up Timing

When displaying up timing, the word "up" will be displayed to the left of the game clock. The game clock will display 00:00 and the current set time will be displayed above the word "up". The up timing is displayed in MM:SS.

- To change the up timing press the **SET** button and the first digit will flash.
- Enter the required game time using the 0-9 keys.
- For example, if the game time required is 12 minutes and 30 seconds, enter 1230 then press the **SET** button again. The game timer will stop flashing and the game time has been set and will be displayed above the word up.

### Time of Day Clock

When displaying time of day, the word "time" is displayed to the left side of the time of day clock. The time of day clock is a 24 hour clock displayed in HH:MM.

- To change the time of day clock, press the **SET** button and the first digit will flash.
- Enter the required time using the 0-9 keys.
- For example, if the time of day required is 1.30pm, enter 1330 then press the **SET** button again. The time of day clock will stop flashing and the time has been set.

### Starting and Stopping the Game Timer

- Select the count up or count down timer and set the required game time as described above.
- When the correct game time is entered and displayed, to start the game clock press the **PAUSE/PLAY** button to pause the game press the **PAUSE/PLAY** button again

### Resetting the Game Timer

- To reset the game timer press the **RESET** button. NB: this will only reset the count up or count down timer to the pre-set values, this will not reset the game scores.

### Resetting the Game Timer and Scores

- To reset the game timer to the pre-set value and reset both scores to 00 press the **NEW** button. This will reset the time to 0:00 and resets both sets of scores to 00.

### Sounding the Siren

The siren will automatically sound at the completion of the pre-set count up or count down game time.

- To sound the siren at any other time, press the **HORN** button, this will sound the siren for a 5 second blast.

### Adjusting the Digit Brightness

To change the brightness of the LEDs on the scoreboard, press the **BRIGHTNESS** button. This will toggle the brightness through a total of 4 levels. Once the brightness has reached the lowest setting, it will start again from maximum brightness.

**All other keys have no function for your application.**

# INSTALLATION

Brackets can be mounted anywhere along the external parameter of your scoreboard. Do not use mounting screws longer than 25mm into the scoreboard framework. Be sure to silicon seal any penetrations.

**NOTE: BEFORE PERMANENT INSTALLATION TO A HARD TO ACCESS AREA BE SURE TO CHECK PROGRAM AND COMMUNICATIONS TO ENSURE NOTHING HAS COME LOOSE DURING TRANSPORT**

# TROUBLESHOOTING

## Any access to the internal electronics should be by a licensed electronics technician only. CONTACT AUSSPORT FOR ASSISTANCE PRIOR TO UNDERTAKING ANY WORK.

## Scoreboard

### All digits show 8's or sporadic data

This indicates that data is not entering the first digit. This could be the following:

- Data cable has come loose. There is no physical data connection from the main control card to the initial digit
- No power to the main control card
- Damage to main IC

Please contact AusSport for instructions on how to access the internals of the scoreboard and for further troubleshooting.

### Some digits show sporadic data

This means that there is a break in communications between digits. The digits run from the IC board to the bottom right hand digit. They connect in a daisy chain in/out running from digit to digit, right to left. The cause can be one of the following:

- Data cable has come loose
- Fault on the data cable connector
- Fault on either the last working digit in the run, of the first non-working digit.

Please contact AusSport for instructions on how to access the internals of the scoreboard and for further troubleshooting.

### Scoreboard doesn't power on

Check power is connected and turned on at supply. The scoreboard should show either a new game, dashes, or the previous scores when powered on. Possible causes are:

- No power from supply
- Fault in internal DC power supply – Contact AusSport
- Damage to main control card or main IC – Contact AusSport

## Orange Handheld Controller (Wireless)

### Controller doesn't power on

- Rotate the knurled knob on the bottom of the controller, this will turn on the power and also adjust the screen contrast
- Check that the batteries are not flat

### No wireless connection

The controllers are set up in the factory to work with only the paired scoreboard, unless specified to control multiple units. In some cases, there may be issues preventing a wireless connection.

- Ensure you are using the paired controller
- Check the condition of the antenna on the scoreboard, and that you have line of sight from the controller to the scoreboard antenna
- Ensure your batteries are fully charged or try controlling the scoreboard from a shorter distance
- Controller set to the incorrect frequency – Contact AusSport

### Wireless connection drops out and won't reconnect

- Low battery. Transmission distance will reduce when the batteries are low. Reduce your distance to the scoreboard or replace the batteries
- Too many obstructions between the controller and scoreboard

## Orange Handheld Controller (Hardwired)

### Controller doesn't power on

- Rotate the knurled knob on the bottom of the controller, this will turn on the power and also adjust the screen contrast
- Check that the cable is plugged into the scoreboard, and into the controller. Make sure the scoreboard power is on.
- Check that there is no visible damage to the control cable.

### No communication

- Check that there is no visible damage to the control cable.

If there are any other problems or questions regarding your scoreboard contact us:
Phone: 02 6581 2105
**email:** admin@aussport.com.au