

1. GENERAL INFORMATION

1.1 Description

The All-American Model MP-2310 Baseball Scoreboard has been carefully inspected and tested before leaving the plant. It is possible, however, that something may be jarred loose during shipping. If the scoreboard does not work, follow the trouble shooting guides found in section IV. If assistance is needed please contact:

Your All-American Scoreboard has been carefully inspected and tested before leaving our plant, it is possible, however, that components may be loosened or forced out of adjustment in transit. If this occurs, follow the Maintenance Check List on Page 6. If equipment then fails to operate, contact immediately:

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ALL-AMERICAN SERVICE DEPARTMENT GENERAL INDICATOR CORPORATION BOX 8959 MADISON, WISCONSIN 53708 Telephona: Area 608/241-7100 Toll Free: 800/356-8146

Parts being returned for repair are to be sent to:

ALL-AMERICAN SERVICE DEPARTMENT GENERAL INDICATOR CORPORATION 413 SOUTH MAIN STREET PARDEEVILLE, WISCONSIN 53954

Damage

Upon receipt, check for visible damage. If this occurs, or if damage is found after shipment has been accepted, follow Damage Claim Procedure (page 2).

1.4 Damage Claim Procedure

An instruction sheet is enclosed with each shipment advising the Consignee (location where board is shipped) what to do in case of damage in transit.

- If damage is noted at time of delivery, <u>Consignee must</u> obtain an inspection of Bad Order from the delivering carrier (truck driver or shipping agent). In order to process your claim, this must be properly filled out with a complete statement of all damage and signed by the carrier.
- (2) If damage is discovered after delivery, you (Consignee) should call the delivery truck company (if truck shipment) and have himmake out a Concealed Damage Report. Fifteen days after delivery are allowed, so this should be done PROMPTLY or it is impossible to process this claim.
- (3) In either case, advise Consignor (All-American) of necessary replacements, parts, or repairs. Consignee will be invoiced and then should file claim with carrier to recover charges.

TO FILE YOUR CLAIM FOLLOW THIS PROCEDURE:

- Cost of replacement parts or repair charges are invoiced to the carrier by the Consignee.
- (2) The following documents, in addition to the invoice are forwarded to the Truck Company in support of your claim:
 - (a) Original bill of lading.
 - (b) Original paid freight bill.
 - (c) Certified copy of original invoice.
 - (d) Standard form for Presentation of Loss and Damage Claim, properly filled out.

OPERATING INSTRUCTIONS FOR

MP-2001 CONTROL CONSOLE

Refer to Figure 1 for descriptions and locations of the keys discussed in the following instructions.

1. SCOREBOARD POWER

Turn on the branch circuit(s) to scoreboard(s). The Home and Guest Scores will show "0", and the timer will show ":00".

2. CONSOLE POWER

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- A. Plug the control console cable into the wall junction box.
- B. Push once to turn the console ON.
- C. Push 🚔 a second time to shut the console OFF.
- D. The console display should show $|\int_{\mathbb{D}} d\xi|^2$

when first turned on.

E. Enter the two digit code found in the lower lefthond corner of the keyboard as in the following example.



F. When the proper code has been entered the display will show:

3. CONSOLE DISPLAY

The 4 digit Liquid Crystal Display shows the game time plus information entered from the keyboard. Refer to Table 2 for the information displayed when keyboard entries are made.

4. TIME SETTING/CONTROL

A. To set an 8 minute period key in the following sequence:



- B. Any time up to 99:59 may be preset in a similar manner.
- C. The $\begin{bmatrix} u_{\frac{n}{2N}} \\ u_{\frac{n}{2N}} \end{bmatrix}$ key determines the timer mode. When the LED indicator glows the timer will count up. The timer will count down when the LED indicator is off.
- D. Push E. Push acset to return the timer to the previously set value.
- 5. TEAM SCORES

The Home and Guest Scores can be changed in four different ways.

- A. To Add 1 to the existing score: Push
- B. To add 2 to the existing score: Push

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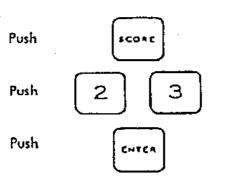
5. TEAM SCORES - Con't.

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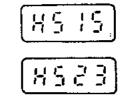
C. To directly enter or correct a score:

Example: Present Home Score is 15. Change the score to 23.



: Display Shows

: Display Shows



: Display shows the time. New Home Score of 23 appears on the scoreboard.

D. To clear the score

Push



6. HORN

A. The horn will blow for 1/2 second each time

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is pressed.

B. The horn will blow automotically at the end of the period for 2 seconds.

7. BALL POSSESSION

Push to illuminate the appropriate possession indicator. The LED indicator will glow when the possession indicator is on.

8. YARDS TO GO, BALLON, DOWN, 'QUARTER, TIMES OUT LEFT Entries are made similarly to the team scores example above.

IMPORTANT

To protect the MP-2001 Control Console Electronics from lightning and other transient voltage spikes, it is advisable to disconnect the Control Console and store in a dry secure area, when not in use.

-5-

TRACK OPERATION

1. Replace the Football Insert with the Track Insert provided.

2. POWER ON/OFF

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A. Refer to Football Instructions.

B. Enter Code 88 in the same manner as football.

3. TIMING AND SCORING

A. All timing and scoring functions operate in a similar manner to football.

"This equipment conplies with the requirements in Part 15 of FCC Rules for a Class A computing device. Operation of this equipment in a residential area may cause unacceptable interference to radio and TV reception requiring the operator to take whatever steps are necessary to correct the interference."

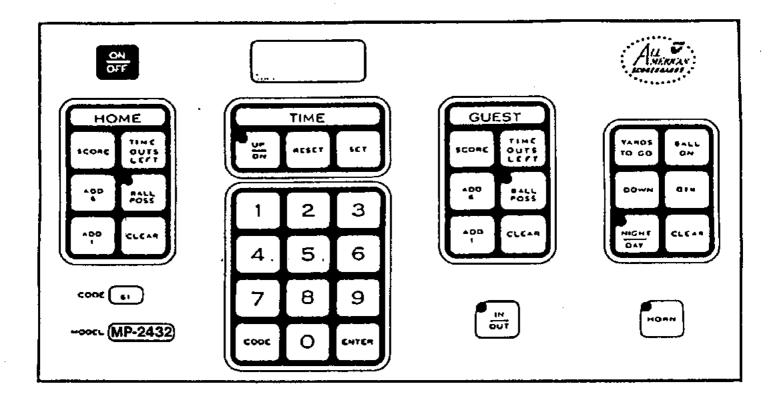


FIGURE 1. CONSOLE KEYBOARD



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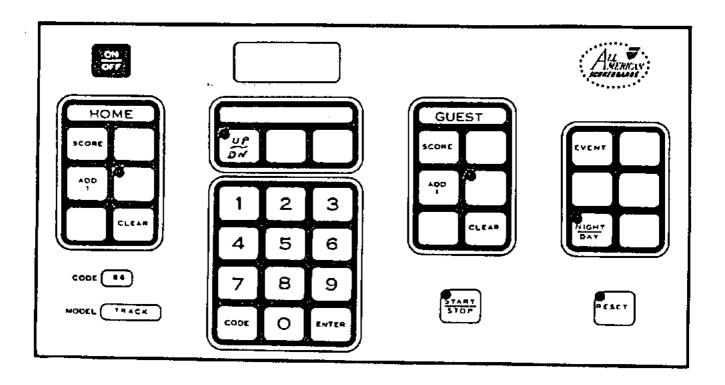


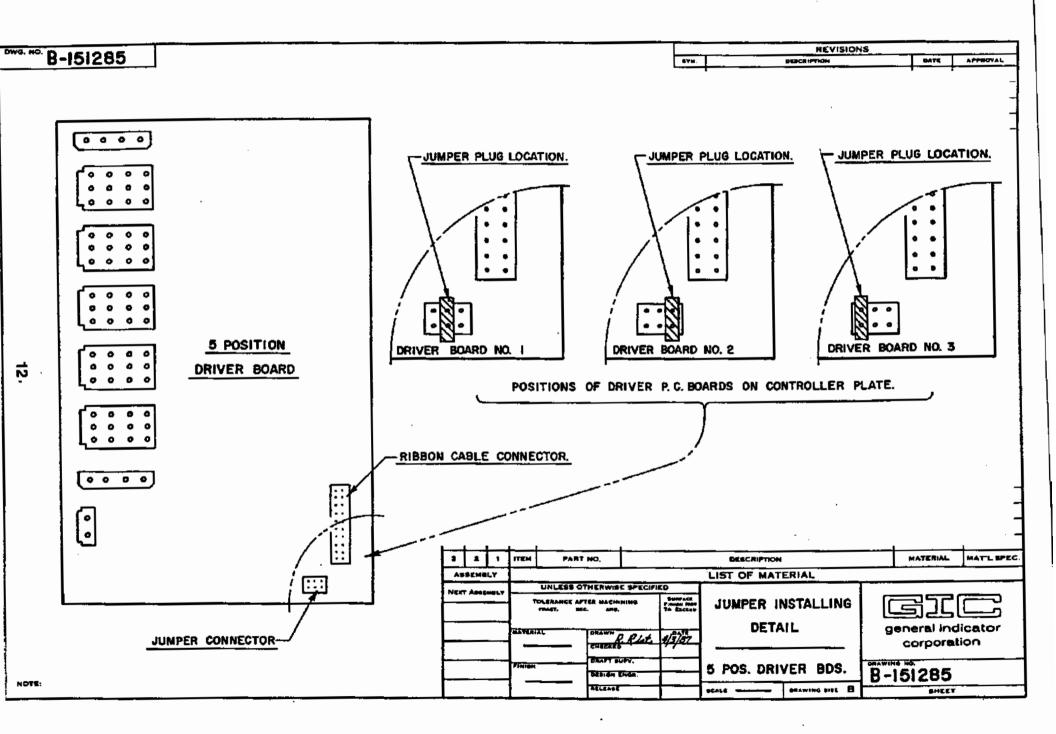
FIGURE 2. TRACK CONSOLE KEYBOARD

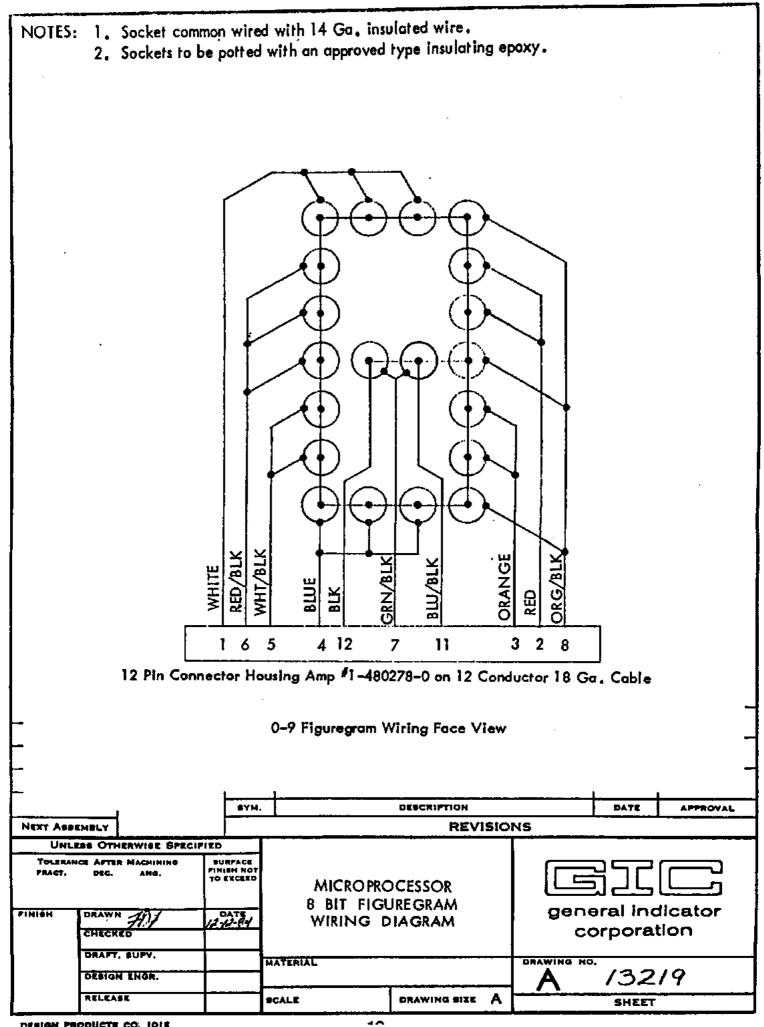


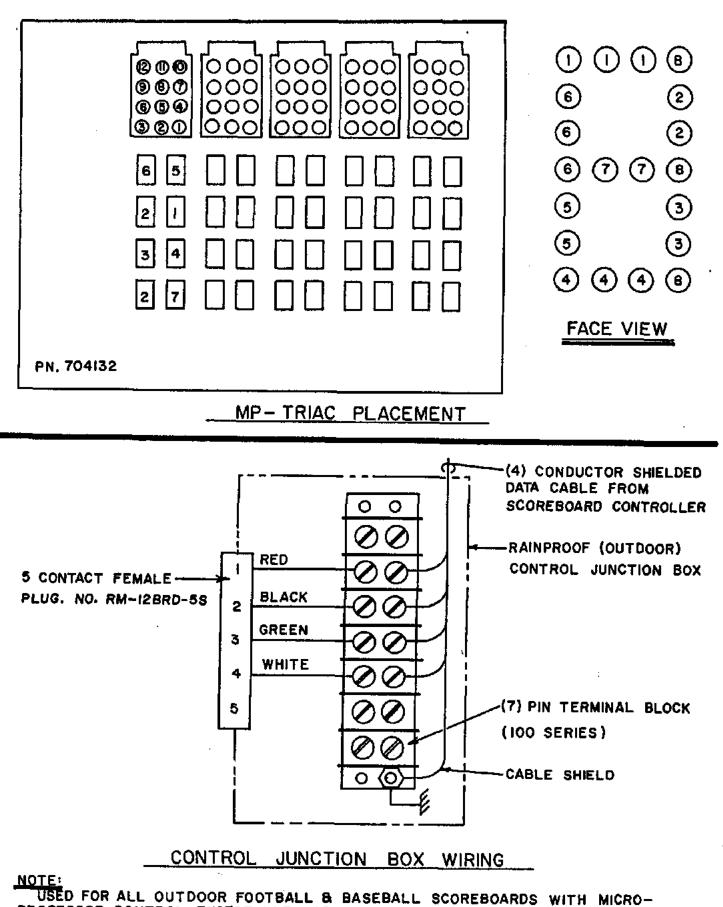
Ares 608/429-2121

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PROCESSOR CONTROL EXCEPT THE MODEL MP-2310 BASEBALL.