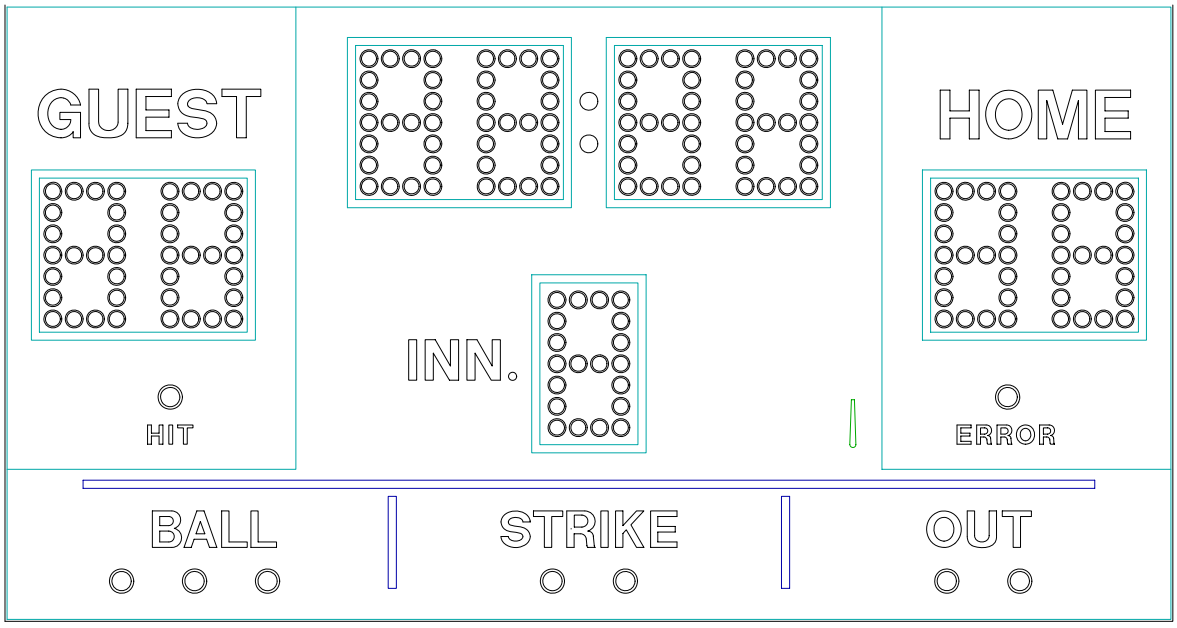
ALL AMERICAN SCOREBOARDS

A Product of Everbrite 401 S. Main St. Pardeeville, WI 53901 (608)429-2121 / (800)356-8146

OPERATING INSTRUCTIONS AND SERVICE MANUAL

BASEBALL SCOREBOARD

MODEL MP-3302R



EFFECTIVE S.N. 18,725, June 2, 2003

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1. GENERAL INFORMATION

1.1 DESCRIPTION

Your All-American scoreboard has been carefully inspected and tested before leaving the factory. It is possible, however, that components may be loosened or forced out of adjustment in transit. If this occurs, follow the troubleshooting guide (section 4). If equipment then fails to operate, contact immediately:

ALL-AMERICAN Service Department
EVERBRITE LLC
P.O. Box 100
Pardeeville, WI 53954
Telephone: (608) 429-2121
Toll Free: 800-356-8146
E-mail score@everbrite.com

Parts being returned for repair are to be sent to:

ALL-AMERICAN Service Department
EVERBRITE LLC
401 S. Main Street
Pardeeville, WI 53954

NOTE
If you need to send parts in for repair, please call the ALL AMERICAN service department for a returned goods authorization (RGA) number.

1.2 Identification

ALL-AMERICAN uses a serial number for scoreboard identification. The serial number tags are located on the back of the control console and the lower right hand corner, on the face of the scoreboard display. When contacting the factory for assistance it is important that the model number and serial numbers are known.

1.3 Damage

Upon receipt, check for visible damage. If this occurs, or if damage is found after shipment has been accepted, follow the damage claim procedure.

1.4 Damage Claim Procedure

An instruction sheet is enclosed advising the consignee in case of damage in transit. If damage is noted at the time of delivery, consignee must obtain an 'Inspection of Bad Order' from the delivering carrier. In order to process your claim, this must be properly filled out with a complete statement of all damage and it must be signed by the carrier.

If damage is discovered after delivery, you should call the delivery company. Have them

make 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.

Advise EVERBRITE corporation of necessary replacement parts, or repairs. Consignee will be invoiced and then should file a claim with the carrier to recover charges. To file your claim, follow this procedure:

(A) Cost of replacement parts or repair charges, are invoiced to the carrier by the consignee.
(B) The following documents, properly filled out, plus invoice, are forwarded to the trucking 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

2. INSTALLATION

2.1 General Information

Shipping papers accompany each scoreboard. Check carefully to see that you receive the following:

1 ea Baseball Display
1 ea Control Console
1 ea Service Manual
1 ea Mounting Hardware Package
1 ea AC Adaptor

2.2 Inspection

Inspect each unit and tighten all screws, lamps, and fittings that may have loosened in shipment.

2.3 Installation

Select the location best suited for visibility by the majority of spectators. Preferred position is facing east or north to avoid direct sunlight on the face of the scoreboard, if day games are played.

Consult section 6 for scoreboard wiring.

2.4 Electrical connections

This scoreboard requires one 120 V. 30 AMP AC circuit, or two 120/240 V. 15 AMP AC circuits, for the exclusive use of the scoreboard.

IMPORTANT !!!
To protect the MP-3000R control from damage, it is advisable to disconnect the Control and store in a dry secure area when not in use.

NOTE
This equipment is **UL** and **NRTL** approved and complies with the requirements in part 15 of the FCC rules for a class A computing device. Operation of this equipment in a residential area may cause unacceptable interference to radio and television reception, requiring the operator to take whatever steps are necessary to correct the interference.

3. CONTROL CONSOLE OPERATION

3.1 Scoreboard Power

Turn on the branch circuit to the scoreboard. The Home and Guest scores will show "0".

3.2 Console Display

The 2 line by 20 character Liquid Crystal Display module displays the scoreboard information entered from the keyboard. The following information is displayed continuously: Time, Home and Guest scores, Inning, Ball, Strike, Out, and Auto Horn Enable.

3.3 Console Power

Plug the AC Adaptor into the control console and into an AC Outlet.

Push **ON/OFF** once to turn the console on.

Push **ON/OFF** a second time to shut the console off.

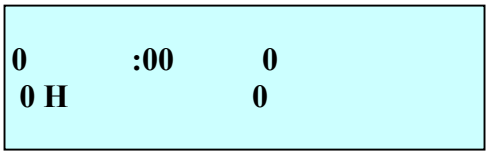
When first turned on; the console display should show as follows:

SCOREBOARD CONTROL
1991 VERSION 3.3

3.4 Initializing Scoreboard

Enter the two digit code (**73**) shown in the lower left corner of the keyboard as in the following example: Push **CODE** **7** **3** **ENTER** .

. When the proper code has been entered, the console display will show as follows.



The scoreboard display will now show :00 in the time section.

3.5 Time Setting and Control

To set an 8 minute period, key in the following: **SET** **8** **0** **0** **ENTER** .

Any time up to 99:59 may be preset in a similar manner.

The **UP/DN** key determines the timer mode. When in the UP mode an arrow up symbol is displayed next to the time on the LCD display. If in the DOWN mode there is no arrow displayed.

Switching the time toggle switch to the IN and OUT position, starts and stops the timer.

Push **RESET** to return the timer to the previously set value.

3.6 Team Scores

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

(A) To add 1 to the existing score: Push **+1** .

(B) To directly enter or correct a score: Push Home or Guest **SCORE** followed by the desired number, then **ENTER** .

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

Push: Home **SCORE** **2** **3** **ENTER** .

(C) To clear the score: Push **SCORE** **CLEAR** .

3.7 Inning

Entry to the above function is made in the same manner as direct entry for Team Scores.

3.8 Ball, Strike, and Out

Push **BALL** , **STRIKE** , or **OUT** , once for each increment of the appropriate indicator.

3.9 Hit & Error

Push **HIT** , or **ERROR** to increment the appropriate indicator.

3.10 Dimmer

Push **DIMMER** to dim the lamps during night use.

> WARNING
>
> 120 VAC wires are exposed whenever the cover over the controller assembly is removed from the scoreboard. Use extreme caution during troubleshooting or repair. To avoid possible damage to equipment or personal injury, always turn off the main power before removing the cover or replacing assemblies, or replacing lamps.

4. MAINTENANCE AND TROUBLESHOOTING

4.1 Introduction

This section gives maintenance and troubleshooting information. Included are troubleshooting guides for typical scoreboard malfunctions. If the cause of a problem cannot be determined, please contact the Customer Service Department.

4.2 Test Equipment

A simple analog or digital voltmeter will be sufficient for all user repairable problems. Printed circuit boards requiring troubleshooting should be returned to the factory.

4.3 Troubleshooting

Whenever possible, follow the troubleshooting guides prior to contacting the Customer Service Department. If a problem not described in the guides exists, contact the customer service department immediately. Refer to the diagrams provided for assistance in troubleshooting scoreboard malfunctions.

4.4 Troubleshooting Guides

(A) Scoreboard doesn't light

(a) Check that the main power switch is turned on.
(b) Replace any defective or blown fuses.
(c) Check the power connections and voltages at the scoreboard.
(d) Contact the Customer Service Department.

(B) Scoreboard digits don't light, but the console works

(a) With the main power switch "off"; remove the cover over the controller assembly.
(b) Check all connections.
(c) Turn the main power "on".
(d) If the scoreboard still doesn't light, check the transformer voltage going to the receiver PCB (printed circuit board) assembly (blue wires) using a voltmeter set on the 12 VAC or higher scale.

If the voltage is less than 8 VAC contact the Customer Service Department.

If the voltage is between 8-12 VAC see the replacement parts list for a receiver PCB assembly, and contact the Customer Service Department.

(C) The scoreboard digits light, the console works, but there is no control of the scoreboard.

(a) Check the voltage between the black and red wires from the transceiver on the controller assembly with a voltmeter set on the 3 VDC or higher scale. The voltage should read somewhere between 2-3 VDC when the console is working properly.
(b) If the voltage is 0 VDC contact the Customer Service Department for assistance, or see the replacement parts list for a receiver PCB assembly.

(E) The scoreboard works, but some lights stay on all the time

(a) With the main power "OFF", switch the plug from the bad digit with the plug for a known good digit.

EXAMPLE: Plug "C" into "D" and "D" into "C" locations.

(b) Turn the power back on. If the same lamps remain lit all the time, the problem is a shorted lamp socket. If the lamps on a different digit now stay lit all the time, the problem is on the driver PCB assembly. See the replacement parts list for the proper replacement part.

(F) The scoreboard works, but some lights do not come on.

IMPORTANT !!!

In this scoreboard the 120 volt line is on the lamp socket all the time, and the common is switched to turn the lamps on and off. For this reason, to avoid damage to the equipment or personal injury, it is important to turn the main power off when changing the lamps.

(a) Check for burned out lamps.
(b) Check for a broken wire or bad connection on the 12 pin connector.
(c) See the replacement parts list for the proper replacement driver board.

5. REPLACEMENT PARTS LIST

5.1 Scoreboard Display Parts

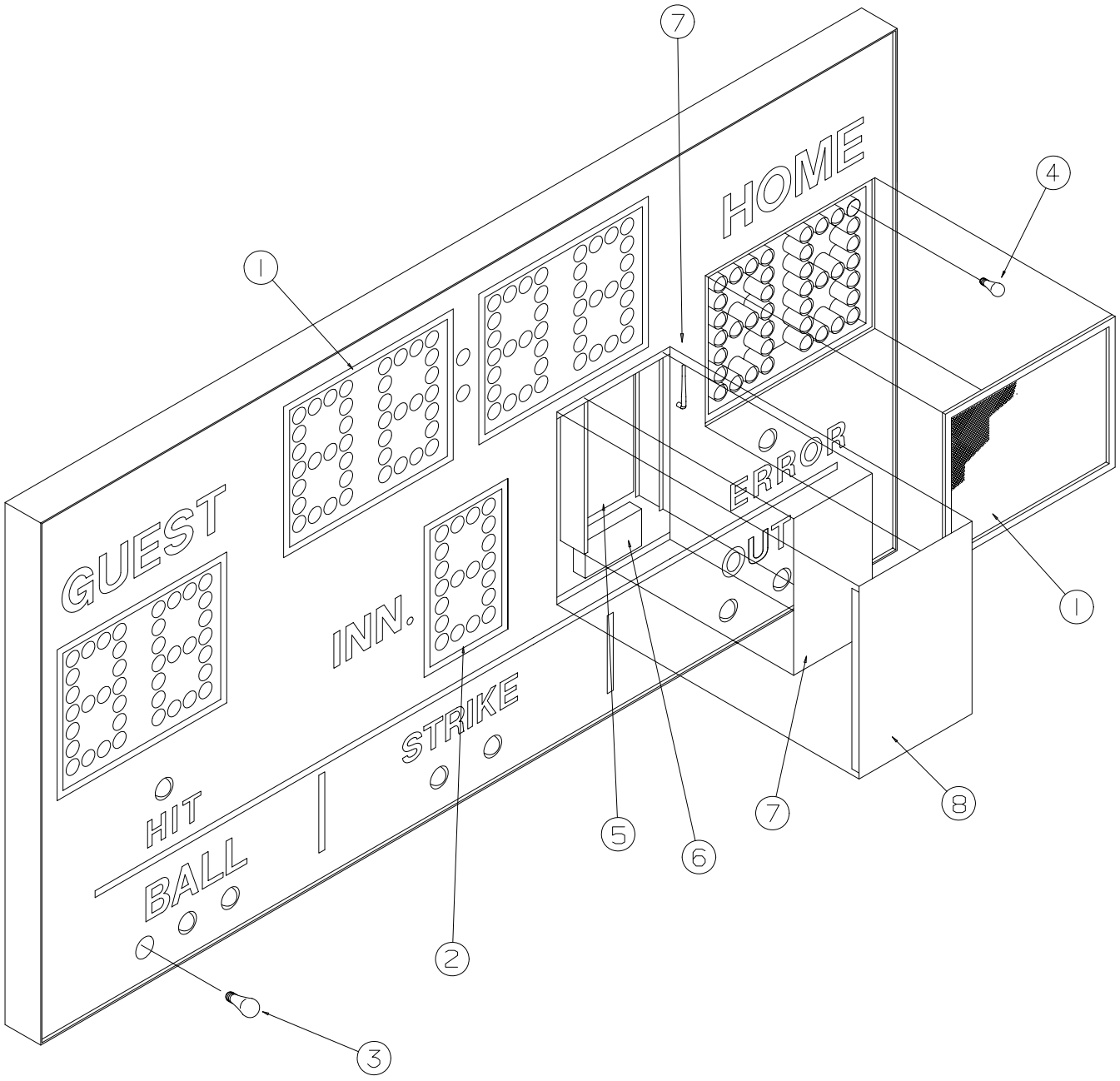


figure 1

DISPLAY ASSEMBLY

REPLACEMENT PARTS LIST (MP-3302R)

fig.& index	MFG PART NUMBER	DESCRIPTION	REF DES	VENDOR PART #
1-	000000	Display,		000000
1-1	705922	Screen, HOME & GUEST SCORES		705922
1-2	705923	Screen, INNING		705923
1-3	850029	Lamp, 25W/130V IF (Ball,Strike,Out)		25A19 IF
1-4	850022	Lamp, 15W/130V Clear (Scores & Inning)		15A15CL
1-5	151208	Controller Assembly, W/4-3P Drivers *****SEE DETAIL FIGURE 2*****	A2	151208
1-6	SU00038	Fuse Box,		SU100038
1-6A	121880	Fuse, 15A. 250V.	F1-F2	ABC-15 (3AG)
1-7	EL00770P	Antenna, External		EL00770P
1-7A	WI00062P	Antennae Cable, 2.4 GHZ		WI00062P
1-8	EL00083	Rain Shield		EL00083
1-9	000000	Service Door		000000
1-10	EL044100	Resistor, 2 OHM 30 WATT Wire Wound		HL-24-09Z
	150021	Control Console, 3000 Radio		150021
	HB005500	Slipsheet Pair		HB005500
	150031	Transmitter PCB Assembly ***** PROGRAM MP3V38W *****	A1	150031
	EL00771P	Transceiver, 2.4 GHZ AeroComm		EL00771P
	EL00769P	Antenna, Internal		EL00769P
	SW005100	Toggle Switch,	S1	SW005100
	EL053000	LCD Display, 2 Line 20 Character		
	HB002400	Keyboard Assembly,		HB002400
	WH009100	Ribbon Cable Assembly, 14C 8"		WH009100
	122763	Enclosure,		
	EL00478P	Power Adaptor, 9 VDC 300 mA		EL00478P

5.2 Scoreboard Controller Assembly Parts

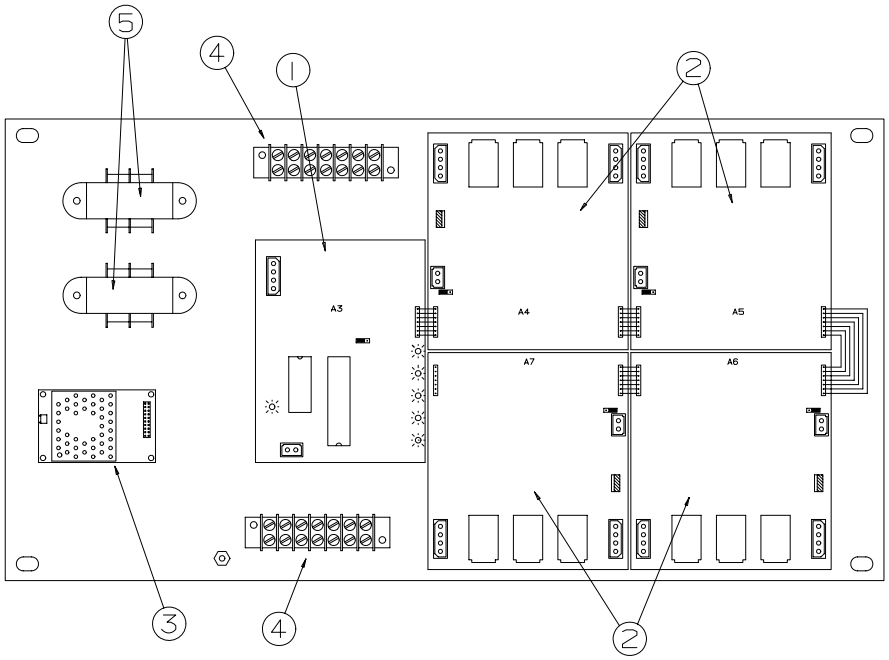


figure 2

CONTROLLER ASSEMBLY

REPLACEMENT PARTS LIST (MP-3302R) Controller Assembly

fig.& index	MFG PART NUMBER	DESCRIPTION	REF DES	VENDOR PART #
2-	151208	Controller Assembly	A2	151208
2-1	150040	Receiver PCB Assembly ***** PROGRAM 3PCNT19W *****	A3	150040
2-2	118922	Driver PCB Assembly, 3 Position	A4-A7	118922
2-3	EL00771P	Transceiver, 2.4 GHZ AeroComm		EL00771P
2-4	701137	Terminal Block, 7C	TB1&2	670-7
2-5	703719	Transformer, 8V/18V	T1/T2	CS-697
2-6	705723	Spacer, P.C. Board		LCBS-6-01

6. DIAGRAMS

6.1 Control Console Keyboard and Slipsheet Layout

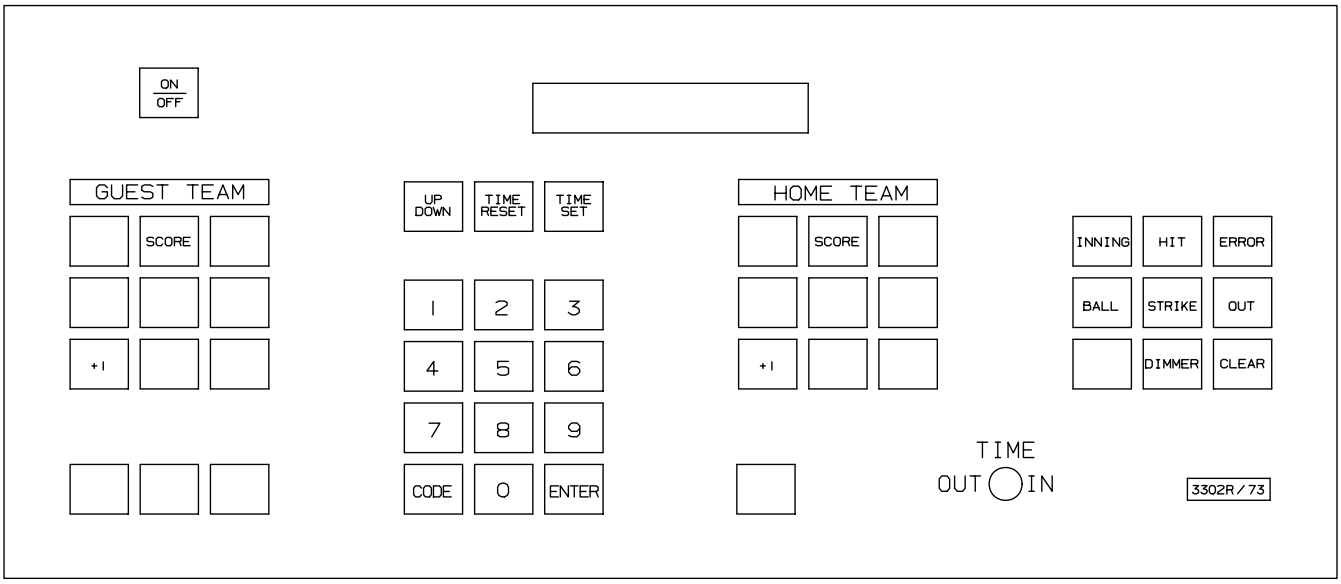


figure 3

CONSOLE KEYBOARD

6.2 Scoreboard System Layout

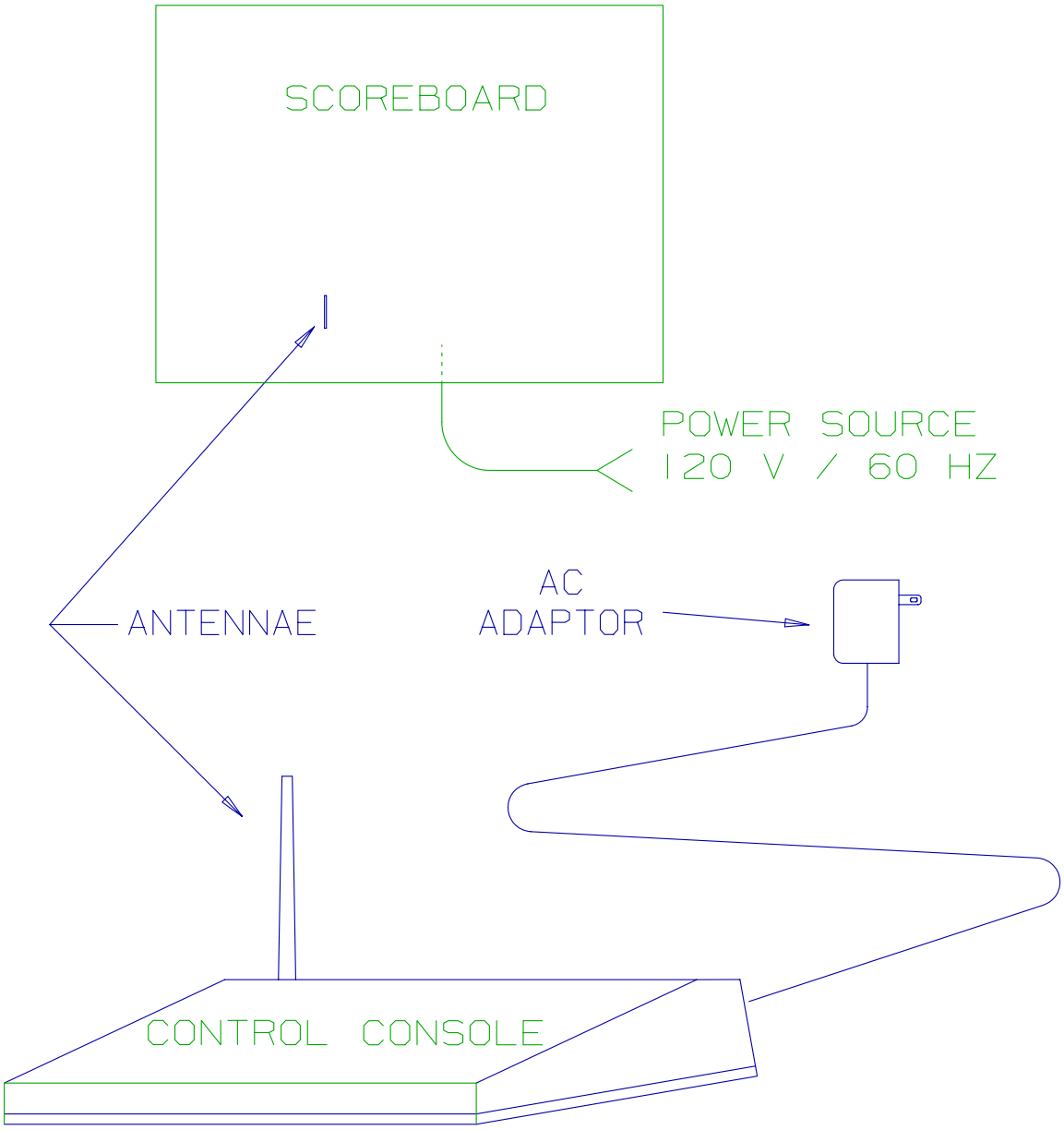
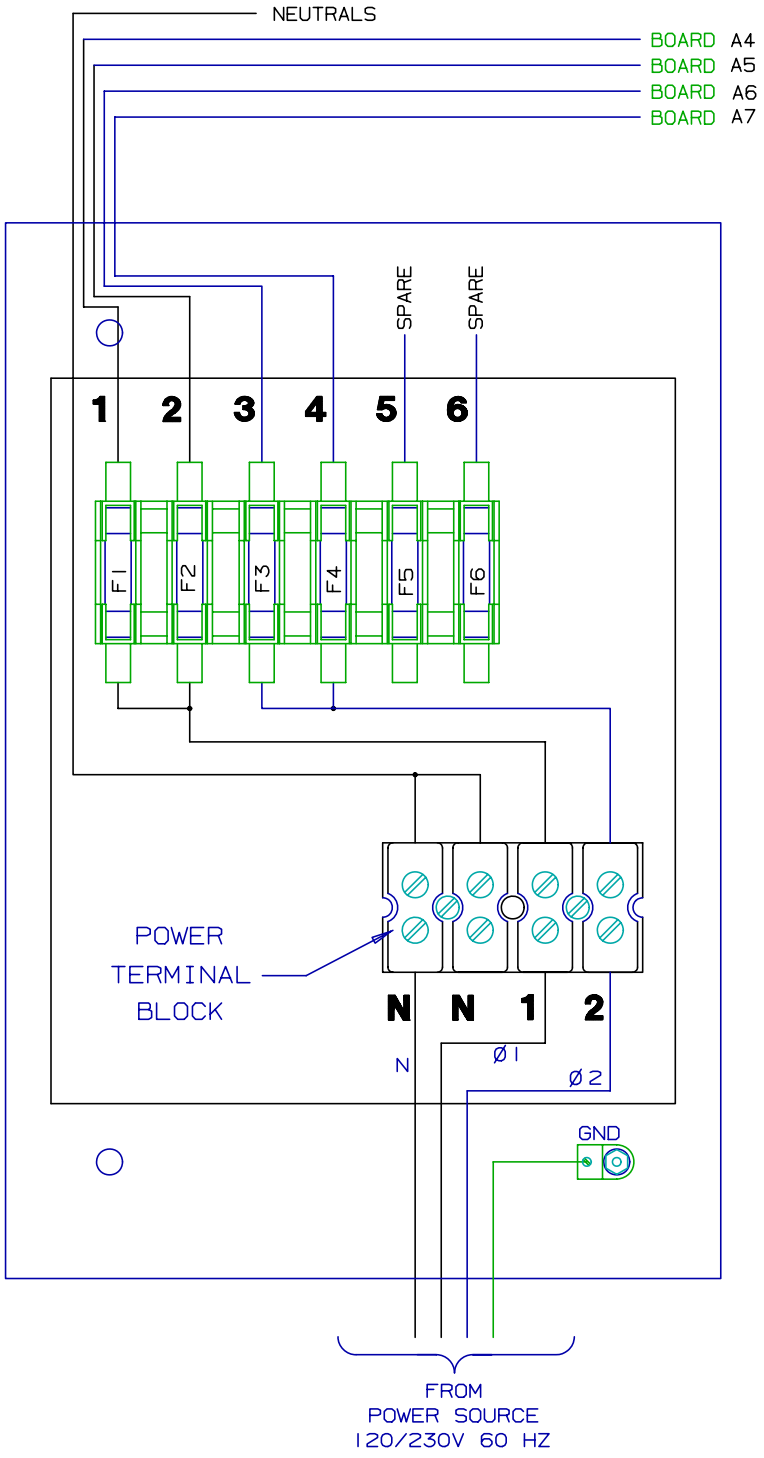


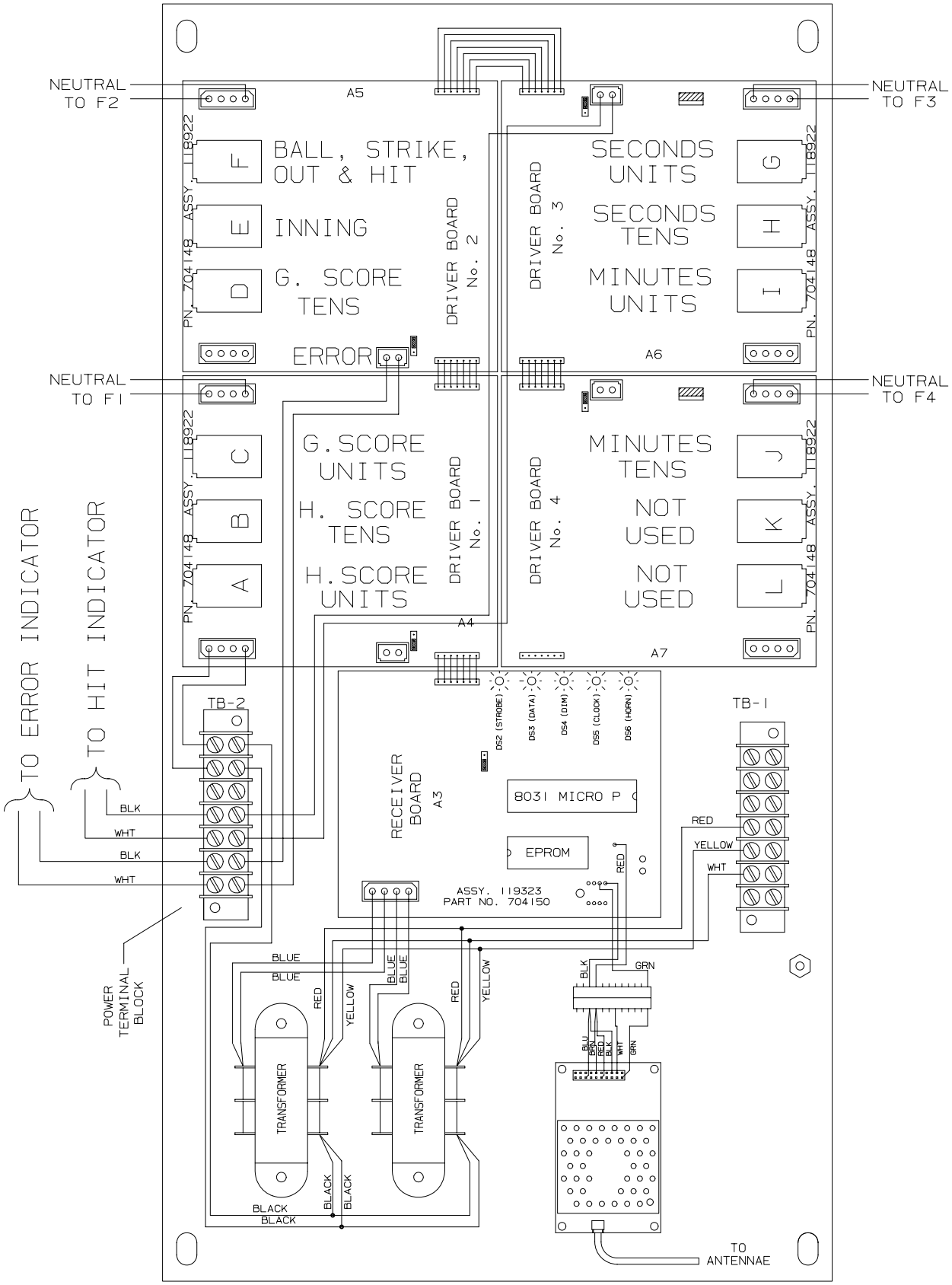
figure 4

6.3 Power Wiring



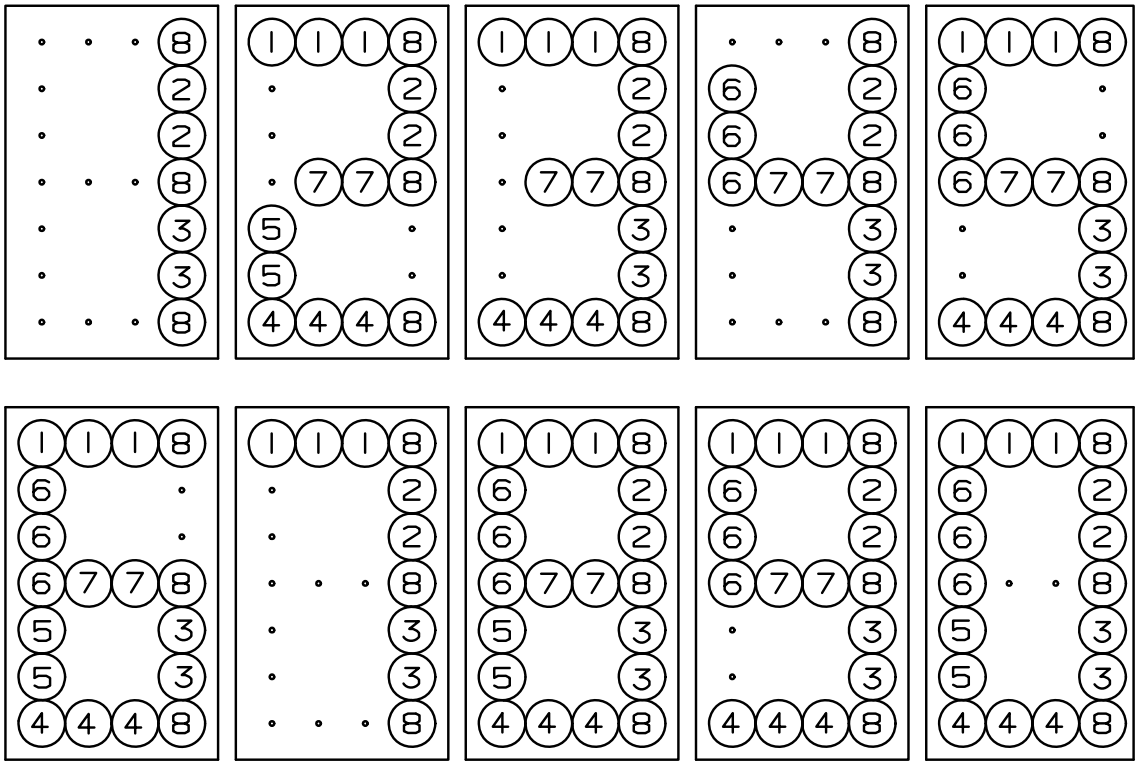
POWER WIRING

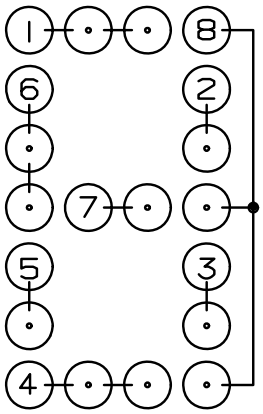
6.4 Controller Assembly Wiring



CONTROLLER ASSEMBLY

6.5 Microprocessor 4 X 7 Lamp Pattern (8 Bit)



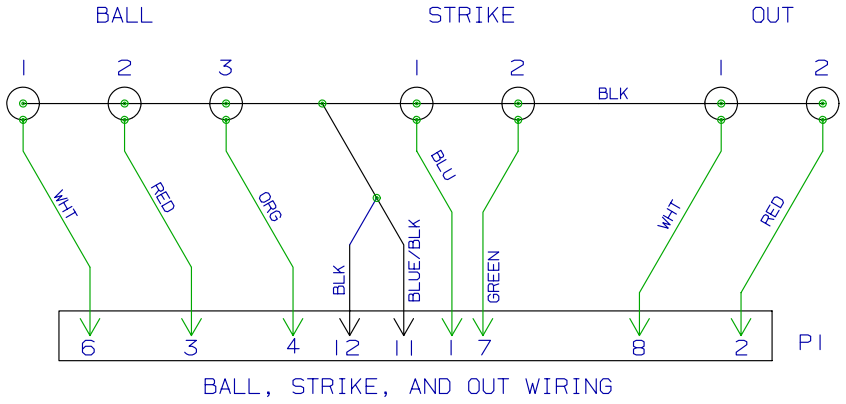


NUMERALS

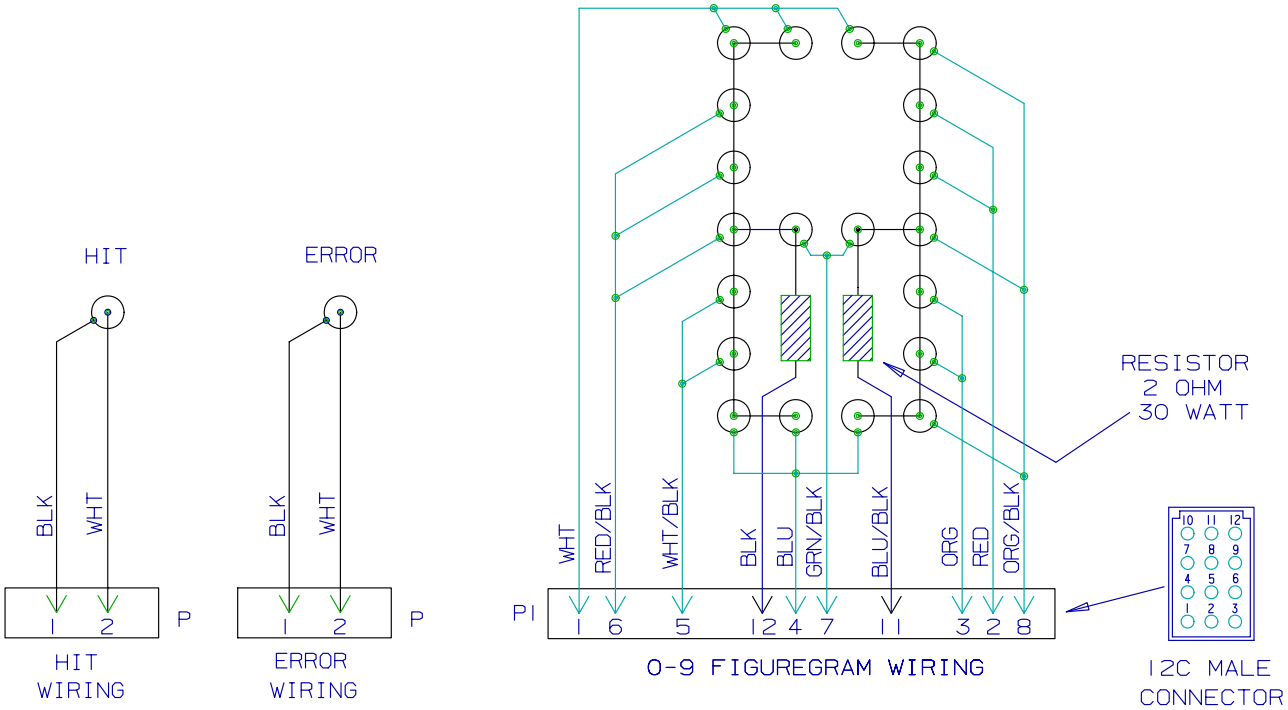
BIT NUMBERS	0	1	2	3	4	5	6	7	8	9
1	0	.	2	3	.	5	6	7	8	9
2	0	1	2	3	4	.	.	7	8	9
3	0	1	.	3	4	5	6	7	8	9
4	0	.	2	3	.	5	6	.	8	9
5	0	.	2	.	.	.	6	.	8	.
6	0	.	.	.	4	5	6	.	8	9
7	.	.	2	3	4	5	6	.	8	9
8	0	1	2	3	4	5	6	7	8	9

MICROPROCESSOR 4 X 7 (8 BIT) LAMP PATTERN

6.6 Figuregram Wiring



BALL, STRIKE, AND OUT WIRING



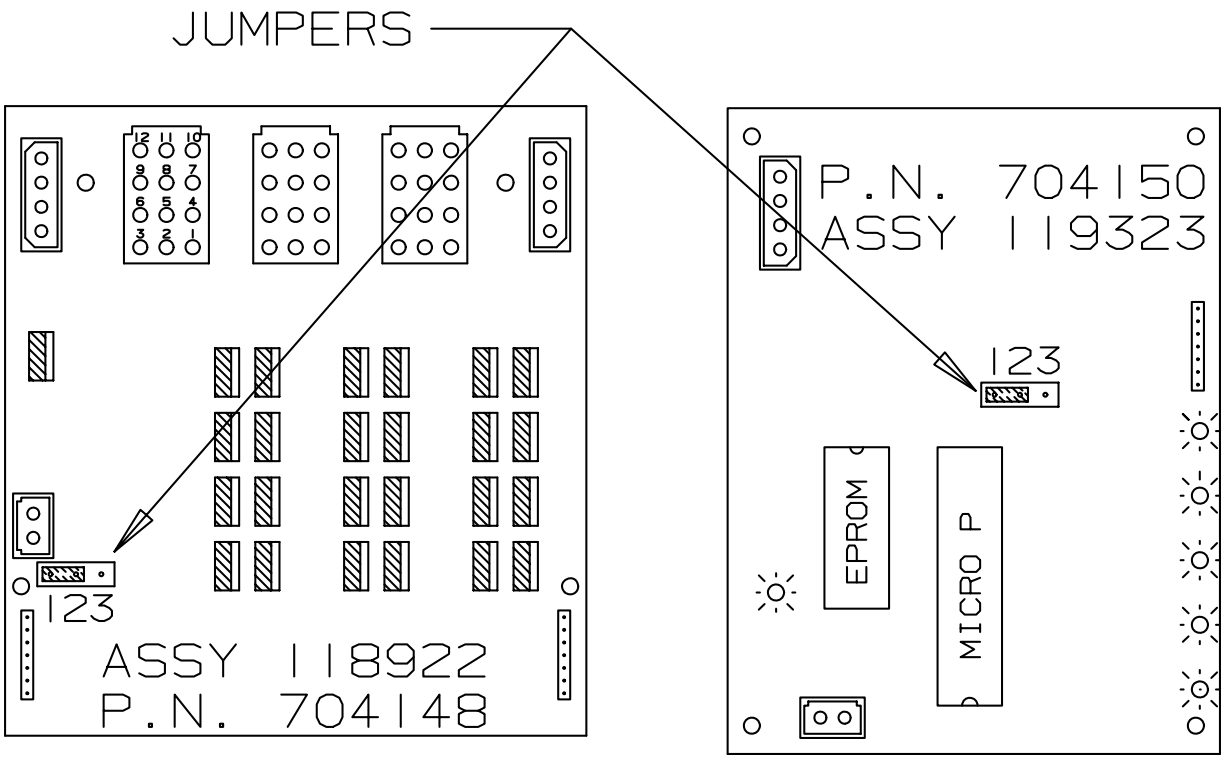
FIGUREGRAM WIRING

6.7 Jumper Location on 3 Position System

All of the 3 position drivers and receivers are identical except for the jumper on each board. Make sure the jumpers are set for the model of scoreboard you are installing them into.

(A) On the receiver board (refer to figure); Jumper pins 2 & 3 for models MP-3385, MP-3312, MP-3529, and MP-3549. Jumper pins 1 & 2 for all other models.

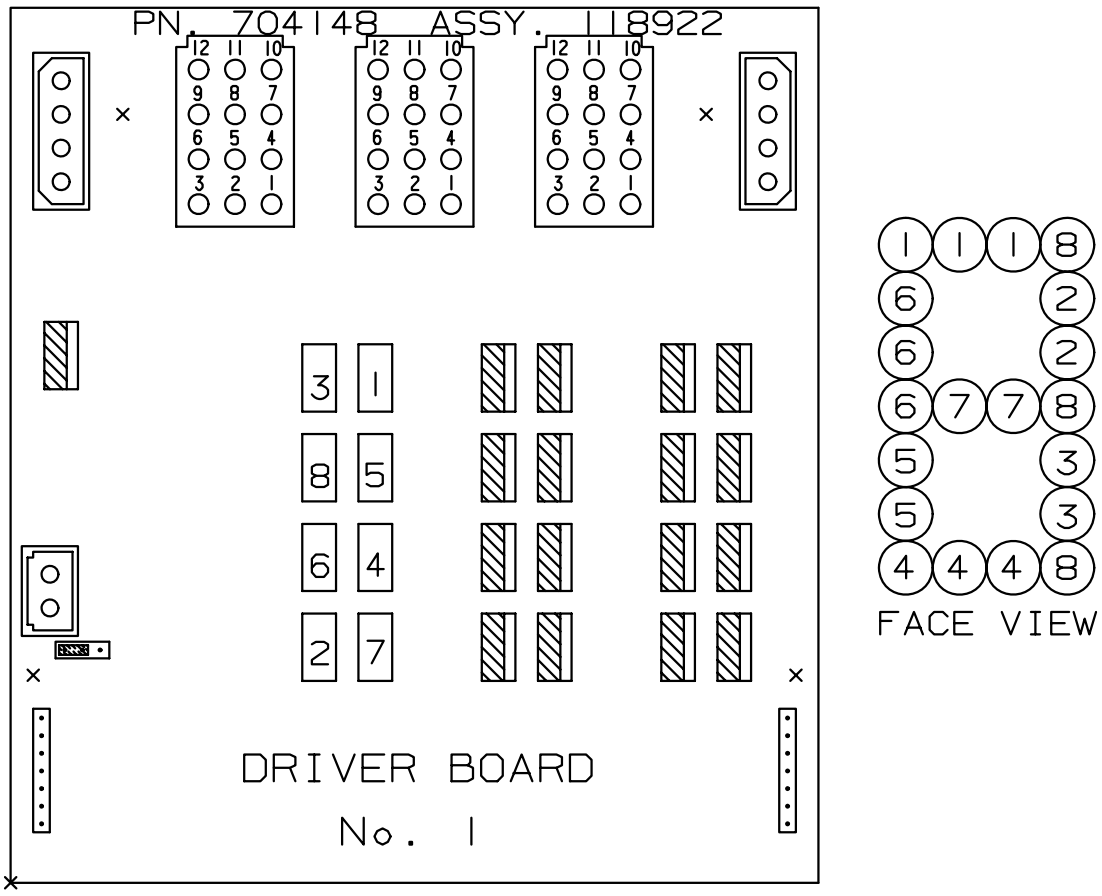
(B) On the driver board (refer to figure); Jumper pins 1 & 2 for use of a horn. Jumper pins 2 & 3 for all others.



JUMPER LOCATION

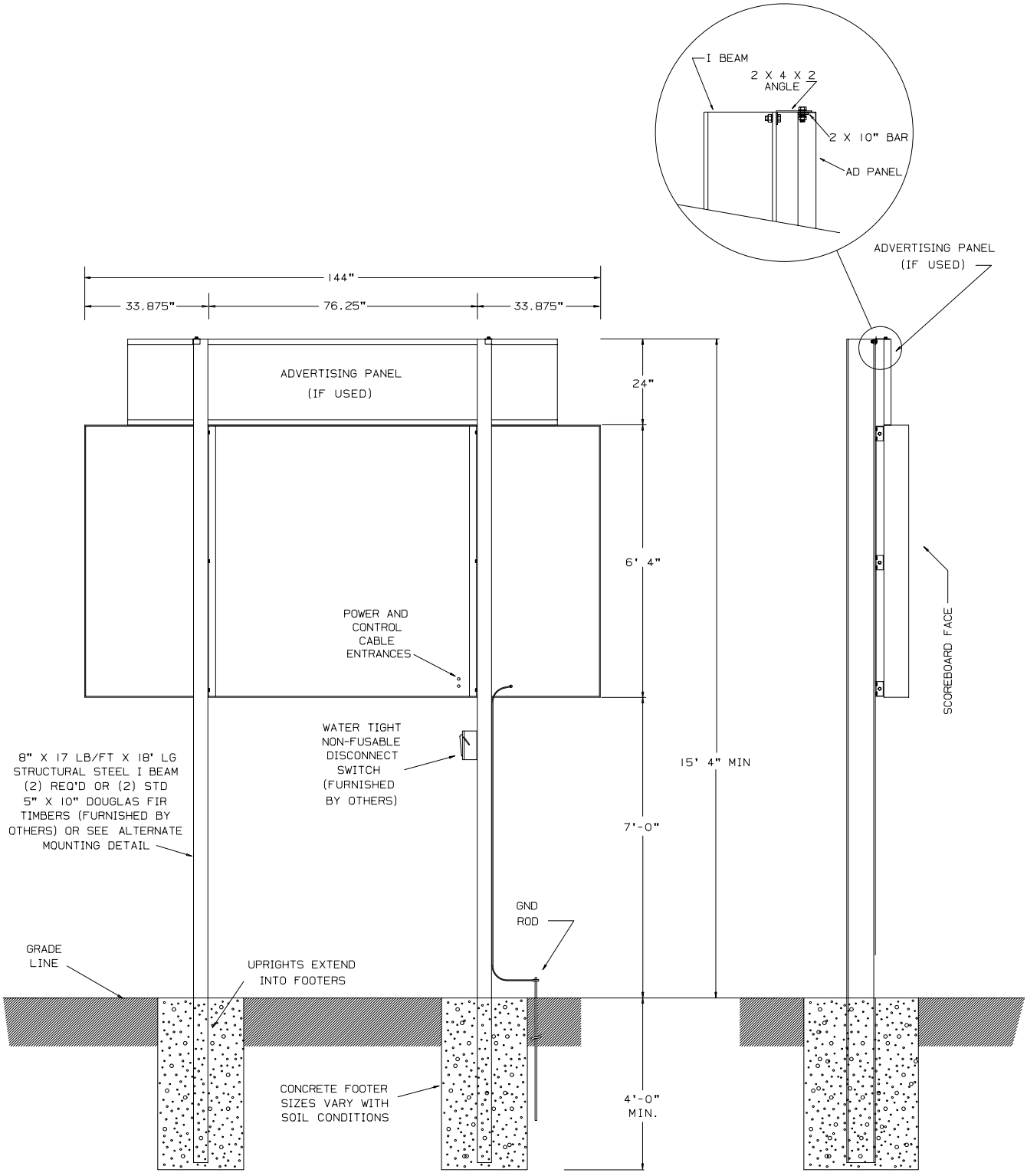
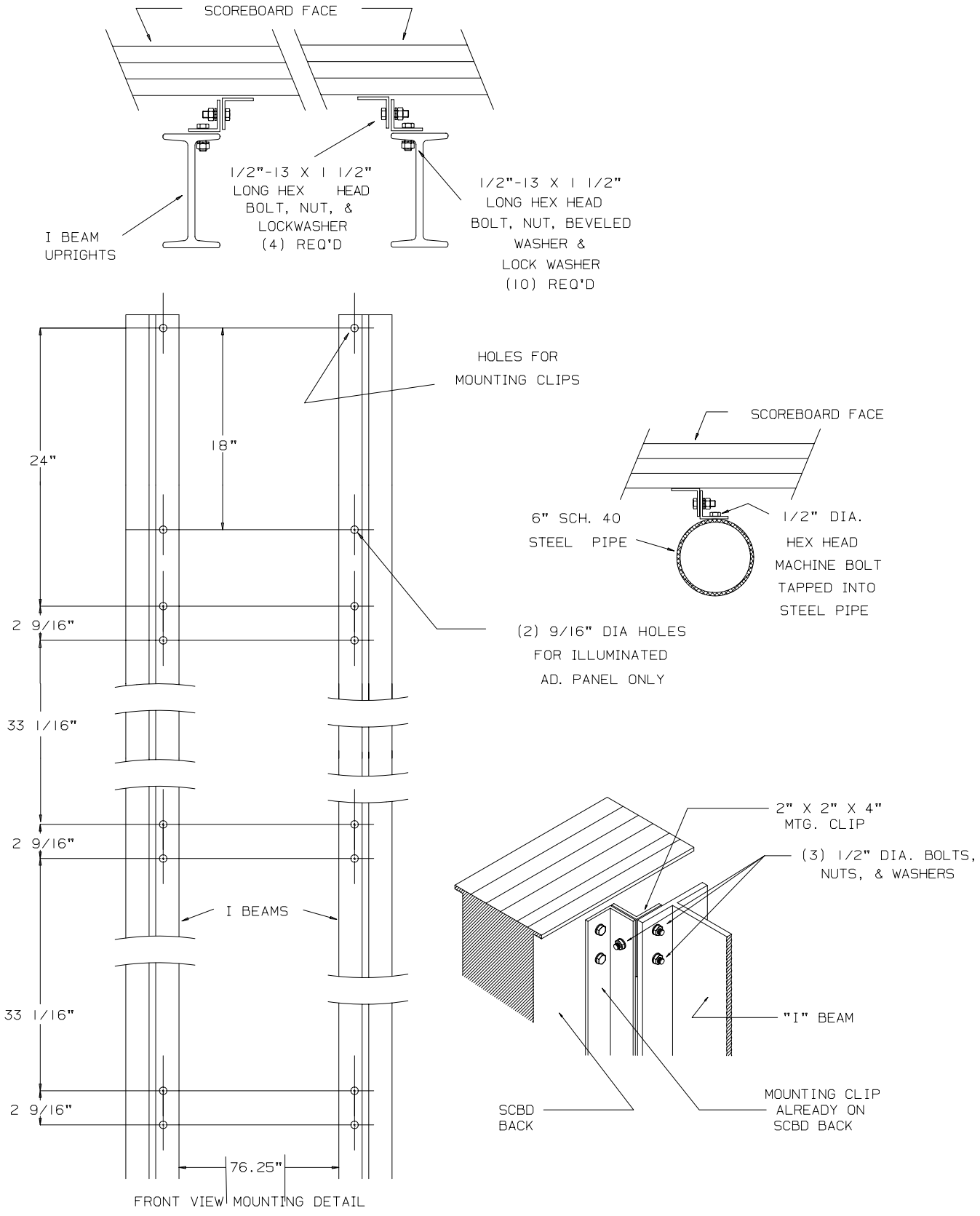
6.8 Triac Placement

The triac is the switch that controls the figuregram lamps. The triacs for any given figuregram are adjacent to the twelve pin connector on the driver board that controls that figuregram. Shown below is the triac placement and bit designation relative to the figuregram bit pattern.



MP TRIAC PLACEMENT

6.9 Installation Drawings



6.9 Installation Drawing Cont.