ALL AMERICAN
SCOREBOARDS ™

emc
everbrite message center

MADE IN THE USA

MULTI-SPORT CONSOLE

WWW.ALLAMERICANSCOREBOARDS.com

ALL AMERICAN
SCOREBOARDS

Controlling your Everbrite Message Center with an All American Scoreboards 8000 Series Console

Table of Contents

Manual Overview

This manual is intended for the use of the All American Scoreboard owners and users. Read this manual carefully before starting the equipment.

This manual contains important information for operation and maintenance of the equipment. It also contains important instructions to prevent accidents, personal injury and/or serious damage prior to or during operation of the equipment.

Familiarize yourself thoroughly with the function and operation of this equipment and strictly observe the directions given. If you have any questions or need further details on specific aspects related to the AAS system, please do not hesitate to contact us.

In this manual you will find three levels of flagged notes or warnings.

WARNING! THE WARNING MESSAGE IS USED WHEN A LIFE THREATENING SITUATION MAY ARISE OR PERSONAL INJURY CAN RESULT.

CAUTION! The caution message is used when there is a danger of damage to the equipment, materials, or other important information; such as Warranty issues.

NOTE: The Note message is used to give operational information and useful tips.

The 8000 Console Backplate.

Adapter LED
Orange = Adapter is good.

Red = Adapter supplies enough power to run, but not enough to charge the battery.

Radio Controlled Units Only

⚠ TRANSMITTER MODULE FCC ID:KQL-2510100 IC:2268C-2510100
WARNING! This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

⚠ **WARNING!** This equipment has been approved for mobile applications where equipment should be used at distances greater than 20cm from the human body (with the exception of hands, wrists, feet and ankles). Operation at distances less than 20cm is strictly prohibited. Excessive RF exposure should be avoided.

Radio Antenna
Radio Antenna screws into the backplate above the Timer Pendant Switch.
For best results, aim antenna straight up to the ceiling or sky - do not aim directly at scoreboard.

Setup Instructions:

Press [ON/OFF] once to turn on.
Follow prompts on screen.

Press [ON/OFF] and hold to turn off.

All American SCOREBOARDS ™
AllAmericanScoreboards.com 800-356-8146

⚠ TRANSMITTER MODULE FCC ID:KQL-PKLR2400-200 IC:22683911808A3 17
WARNING! This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

⚠ **WARNING!** This equipment has been approved for mobile applications where equipment should be used at distances greater than 20cm from the human body (with the exception of hands, wrists, feet and ankles). Operation at distances less than 20cm is strictly prohibited. Excessive RF exposure should be avoided.
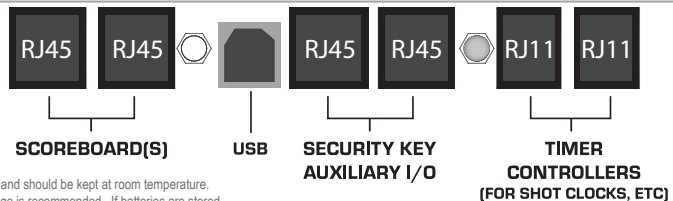
ANTENNA
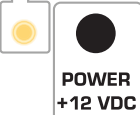
POWER +12 VDC

STORING:
Battery should be fully charged when storing, and should be kept at room temperature. Recharging once every 30 to 45 days of storage is recommended. If batteries are stored longer, it may take two or three cycles before full run time is restored.

RJ45 RJ45 USB RJ45 RJ45 RJ11 RJ11

SCOREBOARD(S) **USB** **SECURITY KEY AUXILIARY I/O** **TIMER CONTROLLERS (FOR SHOT CLOCKS, ETC)**

TIMER PENDANT SWITCH

Pendant Switch
Plug in the pendant switch to bypass the start/stop key for the timer.
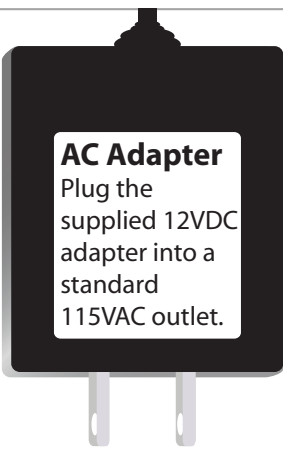
AC Adapter
Plug the supplied 12VDC adapter into a standard 115VAC outlet.

Scoreboards
For hard-wired models only, plug the scoreboard(s) into the console using an RJ45 connector. Plug in all hard-wired scoreboards, shot clocks, delay of game timers, segment timers and stat panels here.

Security Key | Auxiliary I/O
Used to connect consoles together for use with stat panels, etc.

Timer Controllers
Plug in seperate All American consoles that control shot clocks, delay of game timers, etc here using an RJ11 connector.

USB (Console V4.00+ Only)
Connect to a computer to update console version and advanced console setup functionality.

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The 8000 Console.

LCD Window
Displays all information needed to navigate through sign setup, messages and programs.

Typical Gameplay Display

"Play" Program Screen

```
    <-PROGRAMS->
Pgm09   SPONSORS3
```

Program Number   Program Name

Low Battery Display
Low battery message in the lower part of display and all LEDs will flash when battery time is below 15 minutes. Plug the console in using the 12VDC plug as soon as possible.
A low battery may require multiple charges before operating at 100% capacity. The RADIO will be the first component to stop working when battery is low.

```
    <-PROGRAMS->
 * * * LOW BATTERY * * *
```

LED Windows
Displays crucial troubleshooting and functional information at a glance.

Power.

Stars turn **white** when console is turned on.

Clock.

The clock LED is not used in Message Mode, but will flash with all LEDs when the battery is low.

Battery.

Battery symbol displays a constant **red** when charging a battery. Battery symbol turns **green** or turns off when charged for 3 hours.

Wireless.

Wireless symbol will light **blue** when a radio is connected.

Horn (Message Received).

The "Horn" LED will flash twice when it receives confirmation from each EMC.

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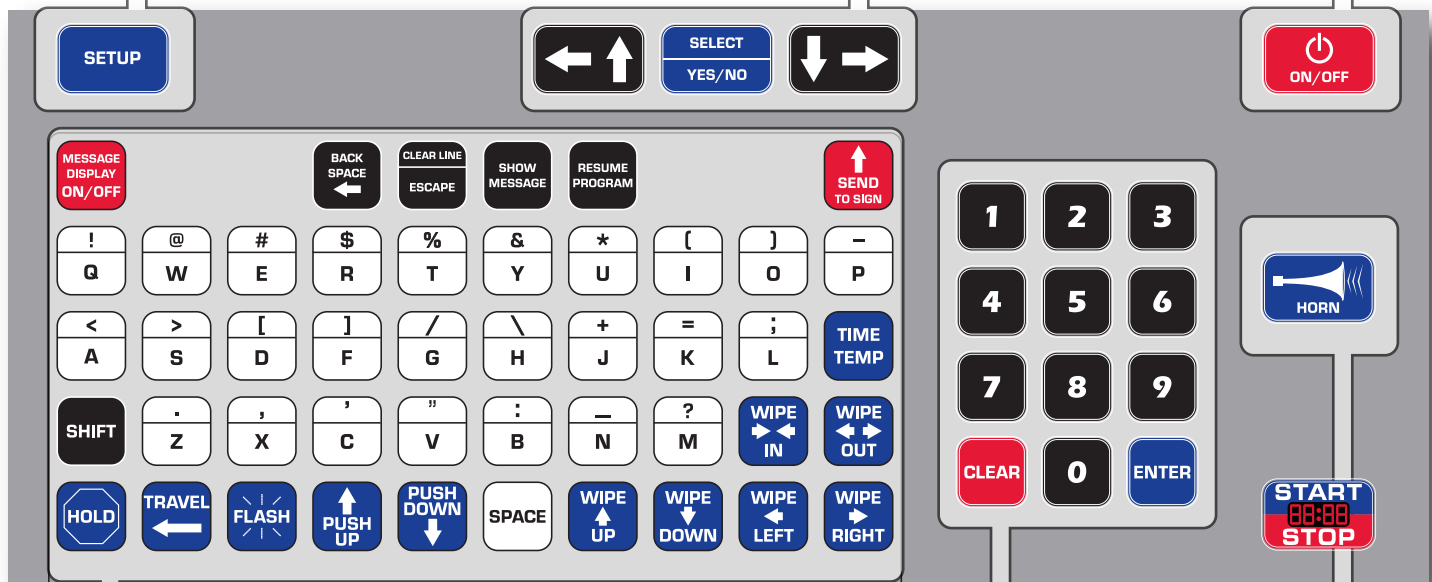# The 8000 Console Keypad when used for an Everbrite Message Center.

Setup.
Toggles between EDIT and PLAY MODE. Password is required for Edit Mode.

Select and Arrow Keys.
Use the arrow keys to select different messages or programs displayed in the LCD. Press YES/NO to toggle answer between Yes and No.

On/Off.
Press once to turn on. **Press and hold** to turn off.

Message Center Keypad
Our console is designed to run any 8000 Series Scoreboard or Everbrite Message Center. Below the slipsheet window is a fully functioning keyboard style keypad, perfect for running a message center or for entering electronic team names (select models only).

To activate the special characters, press and release **shift then press the character.**

The **red keys** send a message or program to the sign or blanks the display at any time.

Blue keys represents text transition modes.

Press **SHIFT + MESSAGE DISPLAY** to test all the LEDs.

Number Keypad.
Used in pregame and gametime operations. Use the keypad to quickly select a message to send to the EMC.

Use the "clear" key to exit out of a function.

Use the "enter" key to finalize a command.

When in "EDIT MODE" press **SHIFT+ CLEAR** to clear all messages.

Horn (Amplified Brightness).
Because this console is made for many uses, and since there are no horns with message centers, the HORN key *amplifies the brightness* of the EMC LEDs.

Auto/Manual Brightness
Press **SHIFT + HORN** to enable the autodimming feature. An Optical Sensor will determine the proper brightness of the message center. Press again for manual controls.

LED

Light-Emitting Diode (LED) is a semiconductor light source which uses electroluminescence to produce color light. LEDs can last up to 100,000+ hours and use less energy than traditional incandescent light sources.

Pixel

A pixel is the smallest amount of LEDs that can be turned on at any given time. The standard EMC panel contains 4 LEDs per pixel.

Panel

A panel is a square board that contains an 8x8 matrix of LED pixels.

EMC

Everbrite Message Center (EMC) is a text based message center available in red or amber LEDs.

Characters

Characters make up a line. The EMC is capable of displaying standard text and special characters (!&%<,. etc). Depending on the height of the sign and the number of lines installed, characters can be displayed as a height of 1 line, 2 lines or 3 lines.

Line

A line is simply a line of text. EMCs are named for the maximum number of lines that can be displayed in a single message frame. For example, a 1 line emc can display a maximum of 1 line. Each line is approximately 9" tall. The maximum height of any EMC is 27" (27" for 3 line character size, each 9" high. The cabinet will be larger than the text area).

Transition

Transition refers to how the line enters the sign.

Message

A message (or frame) is the text that is displayed on the emc at any given time. Depending on the size of EMC, the message may consist of up to 3 lines of text. Messages can be sent directly to the sign or used inside a program. The console can store up to 99 messages.

Delay

Delay refers to the duration that the message will be displayed when used in a program. If only sending a message (not a program), delay will not be accounted for and the message will remain displayed until a new message or program is sent.

Program

A program consists of up to 20 messages and will run in a loop until another program or message is sent. The sign can store one program at a time. The console can store up to 99 different programs.

The radio channels and IDs of the EMC (set at factory, but can be edited).

When the scoreboard and EMC is initially turned on, All LEDs on the scoreboard will run through a series of brightness levels and self tests. The EMC will display the last program sent to the sign. This program will run in a loop until another program or message is sent. Brightness of the sign may be set to max for the first minute of operation before displaying brightness desired.

NOTE: Pressing clear at any time in edit mode will cancel the operation and return to the main edit window (step 5).

1. [⏻ ON/OFF] **Turn on Console. Press and hold until LCD and LEDs light.**

2. [3] **Press 3 to select Message.** Use the arrow keys to view more options.

```
  SCOREBOARD CONTROL        1. SCOREBOARD            3. MESSAGE CENTER <-
 MP8000 V.5.**   2010       2. STAT PANEL  ->        4. TEAM NAMES
```

NOTE: "LOADING PROGRAM" may appear on LCD after choosing Message Center. This happens when switching between sports and message mode.

3. [2] **Press 2 for Edit Mode.**

```
 1. Play Mode
 2. Edit Mode
```

4. Enter Passcode, then enter. ([1] [2] [3] [4] [5] **,** [ENTER] **is default)**

```
 Enter Passcode
          12345
```
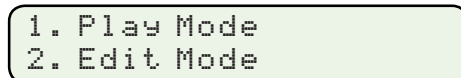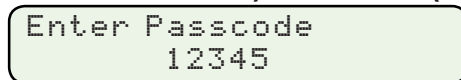
Because the console will likely be operated by students, a passcode is required to edit any message in the console. **The passcode can be changed by pressing both arrow keys (** [←↑] [↓→] **) while in the main menu, entering current passcode and then selecting "Change Passcode."** Passcode must contain only numbers. If a passcode has been changed and forgotten, call the All American Scoreboards technical support team or your sales representative. Once messages are entered, any message can be displayed by either Quick Message or in a Program. This passcode helps prevent unwanted or obscene messages from appearing on the message center.

5. [3] **Press 3 to select Sign Setup**

```
 1. Edit Messages          3. Sign Setup
 2. Edit Programs          4. Exit Edit Mode
```
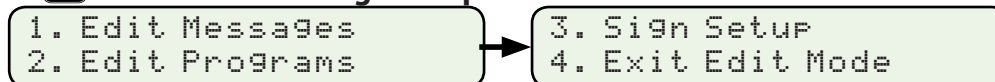
If the consoles and message centers were purchased at the same time, setup will be completed at the factory, although the name, time and date and other options can be changed. **It is recommended that you only change the name and time or date of the signs. Changing the radio and size options in setup will cause the emc to not respond or display incorrectly.**

6. Select the sign to edit.

```
 01 SIGN 1        < SGN      02 SIGN 2        < SGN
 02 SIGN 2                   03 *BLANK*
```
[↓→] [ENTER]
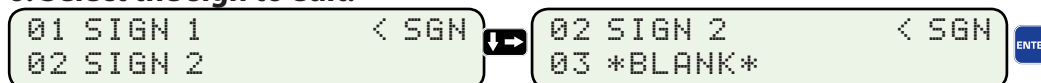
The arrow on the top left line identifies the sign to be selected. If you have more than 1 sign, use the arrow keys([←↑] [↓→]). Press enter to select the EMC that the top line in pointing to.

Arrow down to *BLANK* if you want to add a new sign to your console (not typical).

7. Change Sign Description

```
 SIGN 1_                    North Gym
 Sign Description           Sign Description
```
[ENTER]
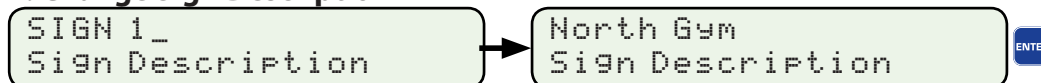
The sign description may contain up to 9 characters, and is used as a simple reference for the user of the scoreboard. We suggest using either the name of the scoreboard that it is by, or geographical references such as North or South. Use the keypad, followed by enter button to change the name. To leave unchanged, just press enter. **Changing the name will not damage the EMC communication.**

8. Number of Lines - Height of Sign (DO NOT CHANGE UNLESS INSTRUCTED)

```
# of Lines (1-3):1
```

The EMC can either be a 1 line, 2 line or 3 line sign and refers to the actual physical size of the sign. A 1 line sign cannot display 3 lines of text, it can only display a maximum of 1. Changing this from a 1 to a 3 will cause the sign to display incorrectly and will also add unnecessary prompts to the program.

9. Number of Panels - Width of Sign (DO NOT CHANGE UNLESS INSTRUCTED)

```
# Panels (5-14)= 11
```

The number of panels refers to the physical width of the sign. Changing this will cause the message to be off center and possibly running off the edge of the sign. An 8214emc and an 8209emc (for example) will have a maximum of 11 panels.

10. Sign Channel (DO NOT CHANGE UNLESS INSTRUCTED)

```
Sign CHAN#=01
```

This is the radio channel that the console will use to send out the information. **If this is changed or incorrect, the message will not get to the message center. The radio (located in the message center or behind the guest scores in an all-in-one scoreboard emc) will have this information printed on a label.**

11. Sign ID (DO NOT CHANGE UNLESS INSTRUCTED)

```
Sign ID#=01
```

This is the identification number that must be correct in order for the message center to listen to the message. **If this is changed or incorrect, the message will not get to the message center. The radio (located in the message center or behind the guest scores in an all-in-one scoreboard emc) will have this information printed on a label.**

12. Set Default Sign

```
Set Default Sign?YES
```

Answering YES to this question will make this sign be the sign that will determine how many lines and characters that your message center can display. **This will greatly improve the editing process.**

13. Auto LED Brightness

```
Use Auto Bright?_No
```

The EMC is equipped with a light sensor that can adjust the brightness level of the LEDs. Auto Brightness will determine how bright the LEDs need to be to account for the value of ambient light. This will be helpful if the message center is left on continuously and will prevent the sign from using the maximum setting during nighttime or when less lights are used in an indoor facility. This can be changed to Manual Brightness while in Play Mode by pressing **SHIFT** then **HORN** .

14. Setting LED Brightness (if Auto Brightness answered YES)

```
MAX BRIGHT (1-8):_
Blank for no change
```

The brightness can be set to limit the sign brightness. Enter a value of 1-8. 1 is the dimmest ; 8 is the brightest.

15. LED Brightness *(Auto Bonus Answered NO)*

```
BRIGHTNESS (1-8):
Blank for no change
```

Enter a manual value for the brightness of the sign. This level can be changed at any time by pressing [HORN] to amplify the brightness and change the value. To enable autodimming at any time, press [SHIFT] then [HORN].

16. Set Date and Time

```
SET DATE/TIME?_YES
```

When time needs to be adjusted (corrections or daylight savings time), it must be done to each sign. Answer yes to change. Answer No to leave the time and date alone. **When changing the time, the date must be entered as well.** Enter the correct information and press enter to get to the next screen. See the following for details:

```
TIME: 12:00A
(HH:mm)(Am/Pm)
```
Enter a 4 digit time (04:05 = 4:05) and an A or a P, press enter.

```
DATE: 03/18/10
(MM/dd/YY)
```
Enter a 2-digit month, 2-digit date and 2-digit year, press enter.

```
MON  <DAY
TUES
```
Use the arrow keys ([←↑] [↓→]) to select a day (top line is select), press enter.

NOTE: Everbrite Message Center MUST be in direct line of site from a radio console in order to receive radio signal.

The message center will be supplied with canned messages to help get things going. These messages can be edited or deleted. Any message can be accessed for a quick message or placed into a program (a series of messages).

NOTE: Pressing clear at any time in edit mode will cancel the operation and return to the main edit window (step 5).

1. **ON/OFF** **Turn on Console. Press and hold until LCD and LEDs light.**

2. **3** **Press 3 to select Message.** Use the arrow keys to view more options.

```
 SCOREBOARD CONTROL        1. SCOREBOARD          3. MESSAGE CENTER <-
 MP8000 V.5.**  2010       2. STAT PANEL  ->      4. TEAM NAMES
```

3. **2** **Press 2 for Edit Mode.**

```
1. Play Mode
2. Edit Mode
```

4. Enter Passcode, then enter. (**1** **2** **3** **4** **5** **,** **ENTER** **is default)**

```
Enter Passcode
         12345
```
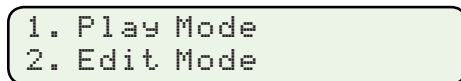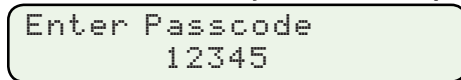
Passcode may be edited and can be different than displayed above. See "Setup" section for more details.

5. **1** **Press 1 to select Edit Messages**

```
1. Edit Messages
2. Edit Programs
```
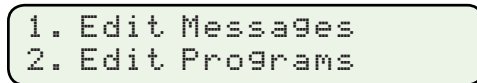
6. Select message to edit or select new message

```
01 DEFENSE!      <MSG        09 *BLANK*        <MSG
02 3 POINTER!
```

The "<MSG" characters on the right side of the LCD indicate the message to be edited (top line of LCD). Use the arrow keys (◄ ►) to navigate to a different message and press **ENTER** **or** **SELECT YES/NO** . Messages will be displayed by the first 9 characters of the message.
Navigate to the last message to add another message (empty message will be labeled as Blank). Follow the same instructions below to add or edit a message.

7. Message Delay

```
00:01 < MSG DELAY
00:02
```
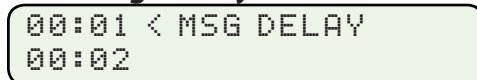
The delay is how long a message will be displayed when used in a program. **Delay does not pertain to quick messages.** Use the arrow keys (◄ ►) to navigate to a different time (from 1 second to five minutes), press **ENTER** or **SELECT YES/NO** .

8. Line Height (will only display for a default sign of 2 or 3 lines)

```
LINE HEIGHT(1-3):
```
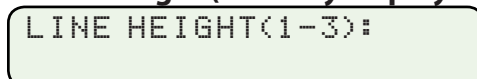
For most combo signs (scoreboard and EMC in same cabinet) this screen will always equal 1 or not be displayed at all. For signs with 2 or 3 lines (message area of approximately 20" to 30" high) this relates to the height of the character, spanning 2 or 3 tiles high. For example, if a 3 line sign is used, 3 single lines may be displayed, a combination of 2 line height and 1 line height may be displayed, or a single 3 line height may be displayed.

## 9. Enter or Edit the Message

```
DEFENSE!
Message Text
```

Using the keypad, enter the message. To use punctuation or special characters, press the SHIFT key (lower left) before pressing the special characters. To clear a line, press CLEAR LINE (upper center). Use the ARROW KEYS to move the cursor. Use BACKSPACE to delete the character before the cursor. **If more characters are entered that can fit on the sign, the Transition will be automatically changed to TRAVEL. To change the mode, the message must be shortened.**
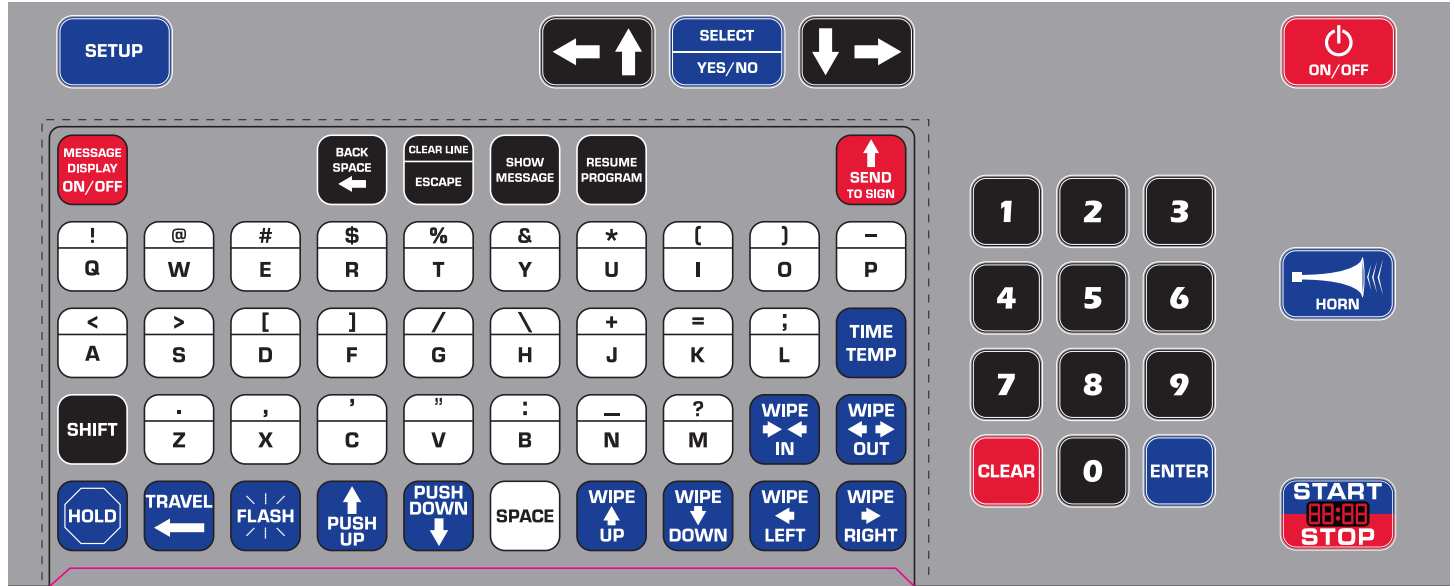
9. Enter the Line Transition

```
LINE TRANSITION: PD
LINE 1 'Blue Keys'
```

NOTE : If more characters are entered that can fit on the sign, the Transition will be automatically changed to TRAVEL (AT = AUTO TRAVEL). To change the mode, the message must be shortened.
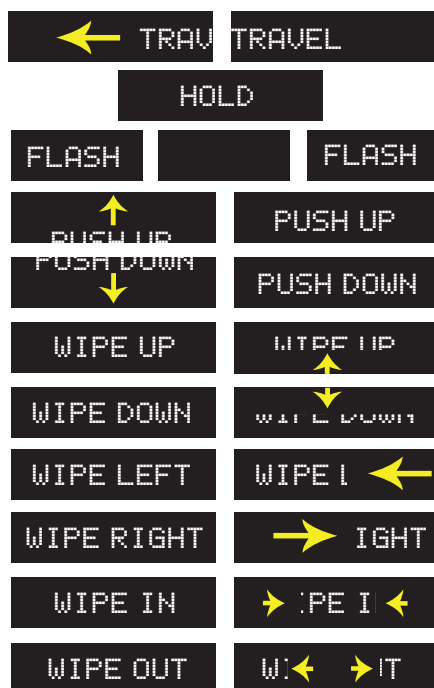
Transitions Defined:

Below is a description of the line transitions. Each line in a message can enter the frame in a unique way (for example, line 1 can flash as line 2 wipes). On the left is a graphical illustration of the transitions. The two letter abbreviation is what will be displayed on the LCD screen once a mode is selected. With the exception of Travel, the amount of characters that can be entered in your text depends on the width of the sign and the height of the characters.

TRAVEL (TR) - Message travels from right to left (50 Characters Max)*.
HOLD (HD) - Message appears and stays on line.
FLASH (FL #) - Message will flash on and off. Once flash is selected, console will ask for a number. This number refers to the amount of times that the message will flash.
PUSH UP (PU) - Message rises from the bottom of the line and stops when centered.
PUSH DOWN (PD) - Message enters from top and stops when centered.
WIPE UP (WU) - Message appears in the center and erases from the bottom.
WIPE DOWN (WD) - Message appears in the center and erases from the top.
WIPE LEFT (WL) - Message appears in the center and erases from the right.
WIPE RIGHT (WR) - Message appears in the center and erases from the left.
WIPE IN (WI) - Message appears in the center and erases from both ends.
WIPE OUT (WO) - Message appears in the center and erases from inside to outside.

*NOTE: Each message can contain a maximum of 67 characters.

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10. Enter the Message Transition Speed

```
MSG Speed (1-3):
ALL LINES
```

Message Speed refers to the speed of the transition of the message. A speed of 1 will enter the display at the slowest speed. A speed of 2 will enter the display at a medium speed. A speed of 3 will enter the display at the fastest speed. **This number will affect all line speeds in a single frame.**

11. Add Another Line (if available)
Repeat Steps 7-9 for Remaining Lines

If sign is a single line, skip to step 12.
If sign is a 2 line sign and the first line's line height was 2 lines high, skip to step 12.
If sign is a 3 line sign and the first line's line height was 3 lines high, skip to step 12.
If lines are remaining on the message frame, answer YES to the prompt shown below and repeat steps 7-9. When all lines are completed, proceed to step 12.

```
Another Line? _Yes
```

12. Enter the Line Transition

```
ATTACH SCHEDULE?_NO
```

Attaching a schedule will result in the message to only appear in a program on a given day. For example, if an EMC was being used as a lunch schedule, a line that shows "TACOS" could be programmed to be displayed every Tuesday. Schedules make it possible to send a program that automatically displays certain messages on certain days. **Schedules do not affect quick messages.**

If answer yes:

```
START TIME: 12:00A
(HH:mm)(Am/Pm)
```

Enter the time (2 digit hour, 2 digit minute, A or P) that the message will start.

```
STOP TIME: 12:00A
(HH:mm)(Am/Pm)
```

Enter the time (2 digit hour, 2 digit minute, A or P) that the message will stop.

```
MON  <DAY
TUES
```

Enter the day or days that the message will appear.

13. Test the Message

Toggle between Play Mode and Edit Mode by pressing [SETUP] .

Toggle between Quick Message and Program by pressing [SHOW MESSAGE] .

Select the message (or program) by using the arrow keys ([←↑] [↓→]), then press [SEND TO SIGN] .

1. [ON/OFF] **Turn on Console. Press and hold until LCD and LEDs light.**

2. [3] **Press 3 to select Message.** Use the arrow keys to view more options.

```
  SCOREBOARD CONTROL        1. SCOREBOARD           3. MESSAGE CENTER  <-
 MP8000 V.5.**  2010        2. STAT PANEL  ->        4. TEAM NAMES
```

3. [2] **Press 2 for Edit Mode.**

```
 1. Play Mode
 2. Edit Mode
```
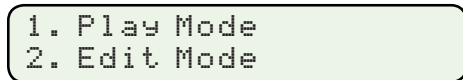
Once in Edit Mode, toggle between Play Mode and Edit Mode by pressing [SETUP] .
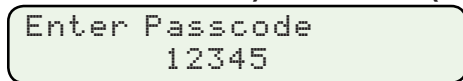
4. Enter Passcode, then enter. ([1] [2] [3] [4] [5] **,** [ENTER] **is default)**

```
 Enter Passcode
          12345
```

Passcode may be edited and can be different than displayed above. See "Setup" section for more details.

5. [2] **Press 2 to select Edit Programs.**

```
 1. Edit Messages
 2. Edit Programs
```
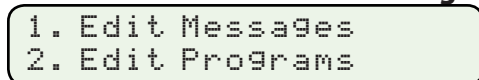
6. Select Program to Edit or Create

```
 1. Test         <PGM
 2. *BLANK*
```
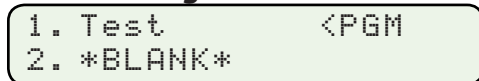
The "<PGM" characters on the right side of the LCD indicate the program to be edited (top line of LCD). Use the arrow keys ([◄▲] [▼►]) to navigate to a different program and press [ENTER] **or** [SELECT YES/NO] . A program cannot be deleted, but all information can be edited.

7. Enter Program Description

```
 Pgm Description           Pgm Description
 TEST                      MY PRGM
```
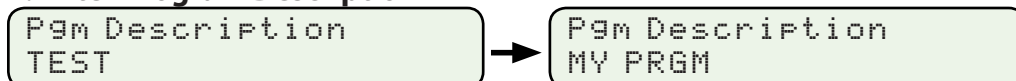
Enter a program description. The name can be a maximum of 9 characters. Use [SHIFT] then [CLEAR LINE ESCAPE] to clear the line or [BACK SPACE] to delete the character before the cursor. Use the arrow keys ([◄▲] [▼►]) to insert text between characters.

8. Select Messages to Display

```
 Use SELECT btn to         02 3 POINTER!    *1*<
 add messages              03 AIR BALL      *7*
```
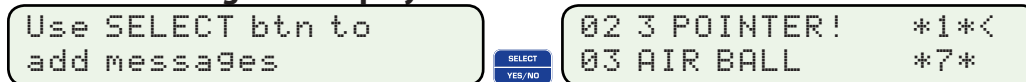
Press Select to bypass the first screen. Use the arrow keys ([◄▲] [▼►]) to navigate through different messages and press [SELECT YES/NO] in the order that the messages will be displayed. The order will be displayed by *order number*. Select up to 20 messages for each program. When finished with selections, press [ENTER] **.**

Deselect a message (pressing [SELECT YES/NO] to a selected message) will move up all messages that follow.

To move a message up or down in a program list, press [PUSH UP] or [PUSH DOWN] .

Pressing [SEND TO SIGN] when a message is highlighted will send the message to the sign as a preview.

To view the program, enter Play Mode ([SETUP] **), press** [SHOW MESSAGE] **to toggle between Programs and Quick Messages, select the program using the arrow keys ([◄▲] [▼►]), then press** [SEND TO SIGN] **.**
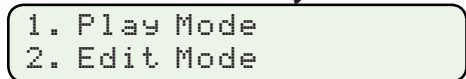
Play mode is designed to only send messages and programs that were previously loaded in edit mode. This was done to prevent unwanted messages from appearing on the message center. Once messages have been entered by an approved person, the message center can be handed off to the operator (student, etc).

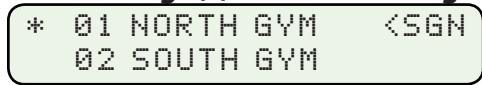1. **[ON/OFF]** **Turn on Console. Press and hold until LCD and LEDs light.**

2. **[3]** **Press 3 to select Message.** Use the arrow keys to view more options.

```
  SCOREBOARD CONTROL       1. SCOREBOARD            3. MESSAGE CENTER  <-
 MP8000 V.5.**   2010      2. STAT PANEL  ->        4. TEAM NAMES
```

3. **[1]** **Press 1 for Play Mode.**

```
 1. Play Mode
 2. Edit Mode
```

4. Select Sign(s) to Send Messages

```
 *  01 NORTH GYM    <SGN
    02 SOUTH GYM
```

The "<SGN" characters on the right side of the LCD indicate the sign to be sent to. Use the arrow keys ([◄] [►]) to navigate to the signs (signs may be entered or edited in Edit Mode) and press **[SELECT YES/NO]**. A " ✳ " will be displayed before each sign, indicating that this sign is selected. When finished selecting signs, press **[ENTER]**.
NOTE: When multiple signs are selected, the messages will be sent to one sign, and then resent to another sign. There will be a slight delay between message centers that will equal the time that is necessary to switch radio channels and send.

5. Toggle between Quick Messages and Programs

```
 SHOW MESSAGE to go
 between Msg and Pgm
```

Press **[SHOW MESSAGE]** to bypass this screen and to toggle between Quick Messages and Programs.

6. Select a Quick Message or Program

```
 <-QUICK MESSAGE ->            <-PROGRAMS ->
 Msg01 DEFENSE!          Pgm01 MY PRGM
```

[SHOW MESSAGE]

Press **[SHOW MESSAGE]** to toggle between Quick Messages and Programs.
Use the arrow keys ([◄] [►]) to navigate to the message or program to send.

A number entered via the number pad followed by **[ENTER]** to quickly get to a specific message.

7. Send to Sign

```
 <-QUICK MESSAGE ->            <-PROGRAMS ->
 Msg01 DEFENSE!          Pgm01 MY PRGM
```

[SEND TO SIGN] [SHOW MESSAGE]   [SEND TO SIGN]

Use the arrow keys ([◄] [►]) to navigate to the message or program to send, then press [►].

8. Toggle to Edit Mode

[SETUP]
```
 Enter Passcode
```
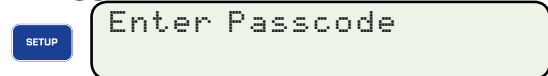
See the edit sections for more details.

Getting into message mode:

[ON/OFF] (press and hold... wait for menu items) then **[3]** then **[1]**

NOTE: "LOADING PROGRAM" may appear on LCD. This happens when switching between sports and message mode.

Play mode

[SELECT YES/NO] When initially going into play mode, selects sign(s) to send messages - press **[ENTER]** to confirm

[SEND TO SIGN] Sends message or program to sign
Quick message will remain until new message or program is sent
Program will run in a continuous loop until new message or program is sent

[SHOW MESSAGE] Toggles between messages and programs

[◄▲] Scrolls left (up numerically) through messages and/or programs before sending to sign

[▼►] Scrolls right (down numerically) through messages and/or programs before sending to sign

[2] [4] (or any message number) then **[ENTER]** Jumps to message number for quick display.

[HORN] Change the brightness of the EMC. Enter values from **[1]** (dimmest) to **[8]** (brightest), press **[ENTER]**

[SHIFT] then **[HORN]** Toggle between auto brightness and manual brightness

[MESSAGE DISPLAY ON/OFF] Blanks display until another message or program is sent or until **[RESUME PROGRAM]** is pressed

[SHIFT] then **[MESSAGE DISPLAY ON/OFF]** Runs through a display test. All LEDs light, then a single row goes through brightnesses

[RESUME PROGRAM] Resumes a program after display blanks (**[MESSAGE DISPLAY ON/OFF]**) or after a quick message is sent
*Tip: To get a program to sync closer between multiple signs, press **[MESSAGE DISPLAY ON/OFF]** then **[RESUME PROGRAM]** .*

[SETUP] Toggles between Edit and Play mode

Edit mode (many keys in play mode operate the same in message mode)

[SELECT YES/NO] When attempting to send a message to a sign(s), use to select EMC(s) - press **[ENTER]** to confirm
Also selects programs or messages to add (*BLANK*) or edit

May also be used as an **[ENTER]** in many functions

[SEND TO SIGN] Sends message to sign for preview when editing messages or programs. This key will not send a program while in edit mode.

[TIME TEMP] Press this to inset time, temperature or date in the LINE TEXT screen when editing a message
Press again to toggle between options. Auto Travel will occur if text is too long
NOTE: Text line must only have time and temp functions (no other text or characters)

[HOLD] [TRAVEL] [FLASH] [PUSH UP] [PUSH DOWN] [WIPE UP] [WIPE DOWN] [WIPE RIGHT] [WIPE UP] [WIPE DOWN] All of these blue keys are transition mode effects. See page 11 for more details.
NOTE: Message will Auto-Travel if text is too long to fit on sign.

[SHIFT] then **[CLEAR]** Will clear all messages. The console will confirm before clearing. All programs will also be cleared.

7.0 8000 Series Updater

Periodically, an update to the console firmware is released from All American Scoreboards. These releases may contain improvements to the existing sport operations, changes in the menu, additional sport programs or other improvements. If satisfied with the operation of your scoreboard, an update may not be necessary. Each firmware release will be explained at AllAmericanScoreboards.com.

> **A console firmware may be updated ONLY if the following conditions apply:**
> **1. The console has firmware version 4.00 or greater.**
> **2. A PC is available with a USB port and an internet connection. Requires Windows XP Home Edition, Windows XP Professional, Windows Server 2003, or Windows Vista with the latest service pack updates.**
> **3. A "USB A" (male) to "USB B" (male) cord is available. Cord is available from many electronics retailers or directly from All American Scoreboards.**

Instructions for Updating the Console Firmware.

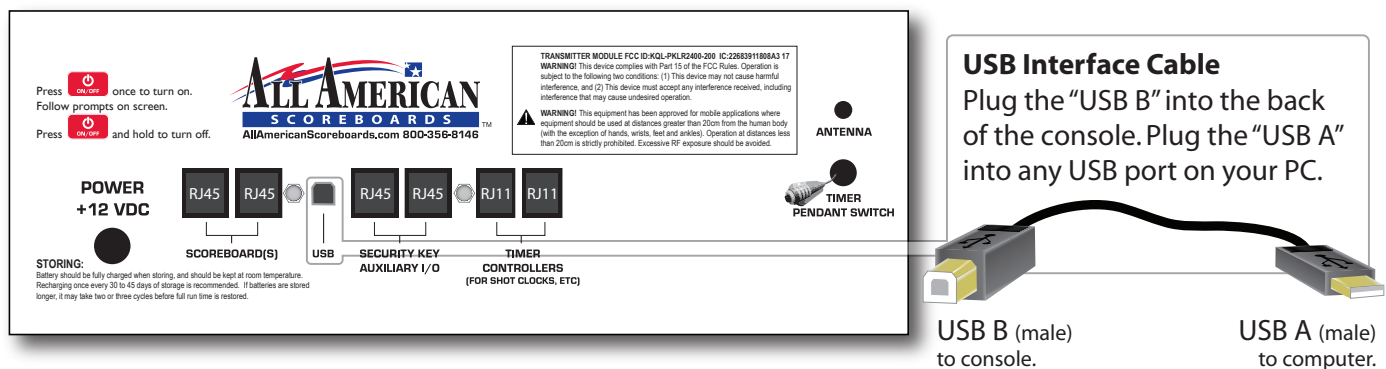**STEP 1:** Download the most recent program from AllAmericanScoreboards.com and follow installation instructions. Launch program - located in Program Files\All American Scoreboard\Update The firmware update program is available by contacting tech support and supplying an email address.

Step 2: On the back of the 8000 Series Console, plug in the USB B into the USB connection.

Step 3: Plug in the USB A into the computer. All American Scoreboards recommends using a USB 2.0 port from the PC. Using a standard USB port will work, however the time to update will be more than doubled.

USB Interface Cable
Plug the "USB B" into the back of the console. Plug the "USB A" into any USB port on your PC.

USB B (male) to console.   USB A (male) to computer.

Step 4: Turn on console by pressing [ON/OFF].

Step 5: When screen displays [1. SCOREBOARD / 2. STAT PANEL ->] , press [←↑] and [↓→] simultaneously.

Step 6: Enter passcode, press [ENTER]. When the console is sent out from All American Scoreboards, the Passcode is 12345. If passcode has been changed, enter new passcode. If passcode is lost or forgotten, contact All American Scoreboards.

Step 7: Arrow ([↓→])over to "PC CONNECTION". Press the appropriate number ([ENTER]).

[1. SCOREBOARD / 2. STAT PANEL ->] [↓→] [3. MESSAGE CENTER / 4. TEAM NAMES ->] [↓→] [5.CHANGE PASSWORD / 6.BOARD IDS ->] [↓→] [7. PC CONNECTION / 8. BOARD TYPE ->] [7] [WAITING TO CONNECT..]
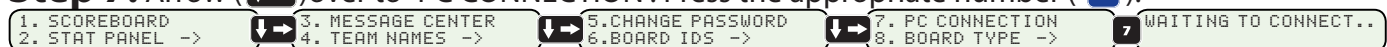
Console will display " WAITING TO CONNECT.."

Step 8: In the computer program, press [UPDATE ★]. The program will run for 2 to 5 minutes (may be longer depending on computer speed and data connection). The console will erase the necessary existing information and load the new information. If an update fails (power outage, cord is pulled, etc), try again by powering off and on and restarting computer program. Do not disconnect until updater says "OK to Unplug USB". Console will automatically restart.

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8000 Series Updater ...continued

UPDATER WINDOW
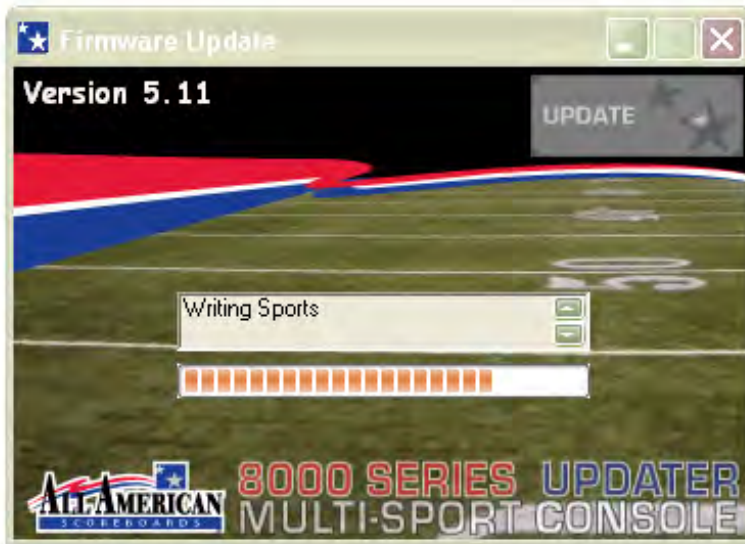
Update Button. When pressed, button will be grayed out.

Information Status Area. Shows what is happening. Turns red if errors occur.

Status Bar.

The Updater Program will report the number of errors that occurred during the update. If the error count is anything but zero, the bootloader MUST be run again. If error count is 0 and console fails to restart (or console displays WAITING TO CONNECT..), turn off console ( ) and then turn on by pressing and SETUP at the same time until console turns on.

NOTE:
After the update is complete, the sports program may be forced to load upon startup by pressing ∫S & ON/OFF at the same time.

After the update is complete, the message program may be forced to load upon startup by pressing ?M & ON/OFF at the same time.

Why update your All American Scoreboards console?

In most cases, your console is doing everything that you want it to do. If you are comfortable with how everything is operating, then you probably don't need to update your console. Here is a sample of some of the improvements that have taken place in the past:

- Improved stat panel control.
- Shot clock light strips and end of game light strips control.
- Ability to find "sweet spot" for radio control (requires V2 Radio).
- Improved functionality in various sports - for example; in baseball added option for "Auto Hit Indicator."
- Ability to control horn length for both end of period and shotclocks.
- Ability to back up console settings and segments.
- Improved Team Names functionality.
- Ability to control Everbrite Message Center and load and backup messages and programs.

Why update your All American Scoreboards console? (...continued)

Updating your console will likely provide better functionality for your console and scoreboard. If your console firmware is 5.05 or lower (see below), then all segment programs and sport settings that have been saved (scoreboard brightness, fouls, period length, etc) will be overwritten with the defaults set in the upgrade package. Version 5.06 and above allows the sport settings, segments and messages to be backed up and loaded into any console.

Updating your console firmware will bring your console to the same version that is being shipped out with a new scoreboard. **All consoles with a firmware version of 4.0 or above are compatible with console upgrades**, however, it is not recommended to load a previous version (downgrade) unless instructed to do so by tech support. For example, a radio component was changed at version 5.0. A console may be upgraded from a version 4.XX to a version 5.XX, but a version 5.XX with the new V2 Radio cannot be downgraded from a version 5.XX to 4.XX.

If your console is v3.24 or lower, a new backplate must be installed in your console to have the ability to upgrade. It is recommended that you understand what improvements have been made before deciding to replace the internal components of your console.

CHANGING THE HORN LENGTH (VERSION 5.01+)
Download and install Console Version 5.01 or greater. Call All American Scoreboards for details. Installing a newer version of All American Software will automatically remove previously installed versions from your computer.
Repeat Steps 1-7 on previous page. Console will read `WAITING TO CONNECT..`.

8. Click on Start Icon on your computer. Hover over "ALL PROGRAMS" and then over "ALL AMERICAN SCOREBOARDS." Select "CONSOLE SETUP OPTIONS."

9. Click on GET SETTINGS. Loaded values from console will display on computer window. Horn lengths are displayed as tenths of a second - the lowest value is 1 (1/10 of a second) and the highest value is 99 (9.9 seconds). The default horn lengths are set to 15 (1.5 seconds). Change the values and click on PRO-GRAM.

BACKING UP CONSOLE TO A COMPUTER (VERSION 5.06+)
Download and install Console Version 5.06 or greater. Installing a newer version of All American Software will automatically remove previously installed versions from your computer.
Repeat Steps 1-7 on previous page. Console will read `WAITING TO CONNECT..`.

8. Click on Start Icon on your computer. Hover over "ALL PROGRAMS" and then over "ALL AMERICAN SCOREBOARDS." Select "CONSOLE SETUP OPTIONS."

9. Click on BACKUP CONSOLE. The computer will store EMC Sign Information, EMC Messages, EMC Programs, Segment Timing and Sport Setup Information. This file can be loaded back into any console with version 5.06+. by clicking on "Restore Console." The file can be named and saved using traditional operating system rules.

⚠ WARNING! OPERATION OF THE UNIT WITH THE ELECTRICAL EXPOSED IS DANGEROUS. BE SURE ALL TOOLS AND ANY OTHER MATERIALS ARE REMOVED FROM THE UNIT, AND ALL ACCESS COVERS ARE REPLACED AND CLOSED BEFORE POWER IS TURNED ON.

NOTE: For Advanced Trouble Shooting, Service Manuals and Replacement Part Information go to www.allamericanscoreboards.

8.0 Safety Information

The owner of the All American Scoreboard (AAS) is responsible for safe operation and repair. He therefore is obliged to familiarize operating personnel with the contents of this manual and make them aware of all possible hazards.

NOTE: When using this equipment, always follow the manufacturer's instructions for safe operation. In case of emergency, please telephone Technical Support or a qualified service technician.

Do not operate the sign until it is completely assembled and installed per the instructions supplied by AAS.

AAS recommends that your main power be installed by a licensed electrician in accordance with the local building and electrical codes.

All equipment must be grounded in accordance with the local building and electrical codes. AAS recommends Earth Link Ground.

If any part of the Scoreboard equipment is malfunctioning or has been damaged, cease operation and consult with AAS Technical Support or qualified service technician before further use.

Use only AAS specified or recommended replacements parts.

⚠ WARNING! USE A LOCK OUT/TAG OUT ON CIRCUIT BREAKERS OR "POWER ON/OFF" SWITCHES WHEN PERFORMING INSTALLATION, REPAIRS OR MAINTENANCE.

When performing repairs be mindful of the weather and work area conditions. Avoid the unit's exposure to the elements, water and debris, or anything that may be dangerous or cause damage to the equipment.

⚠ WARNING! OPERATION OF THE UNIT WITH THE ELECTRICAL CIRCUITRY EXPOSED IS DANGEROUS. BE SURE ALL TOOLS AND ANY OTHER MATERIALS ARE REMOVED FROM THE UNIT, AND ALL ACCESS COVERS ARE REPLACED AND CLOSED BEFORE POWER IS TURNED ON.

! CAUTION: Use of solvent cleaners or a power washer on your Scoreboard may cause permanent damage.

9.0 Warranty

Five Year Limited Warranty

Non-compliance with procedures of Installation, Safety, Operation and/or Maintenance practices defined in this manual may result in a Warranty issue.

This warranty extends to and is enforceable by only the original consumer purchaser and only for the period (during the applicable term) which the product remains in the possession of the original consumer purchaser. "Original consumer purchaser" means the person who first purchased the product covered by this warranty other than for purpose of resale. This warranty does not apply if it is found that at *any time* the equipment has not been used for its intended purpose.

> **NOTE:** Please ask your dealer, distributor or sales representative for details.

> **!** **CAUTION!** Any unauthorized changes or modifications to this unit without our prior written approval will void the user's warranty and will transfer health and safety obligations to the user

> **!** **CAUTION!** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment

NOTE: This equipment has been tested and found to comply with the limits for a class "A" Digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with Owner's Manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area can cause harmful interference in which case the user will be required to correct the interference at their expense.

ALL AMERICAN
SCOREBOARDS ™

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10.0 Technical Support

10.1 Customer Service

Customer satisfaction is the top priority at AAS. Our skilled, experienced Account Management teams are dedicated to providing highly responsive service through all phases of our client's programs.

These teams are computer-linked to each of our manufacturing facilities to provide "on-line" updates on the status of customer orders. Furthermore, AAS's EDI capabilities allow electronic interchange to efficiently process customer orders.

10.2 Contact Information

All American Scoreboards
401 S. Main Street
Pardeeville, WI 53954
PHONE: 1 800-356-8146
FAX: 1 608-429 -9216

www.allamericanscoreboards.com