All Sport® 3000 Series Control Console

Operation Manual

ED-12126 ***Rev 11 – 28 July 2006***

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ED-12126 – Product 1196
All Sport 3000 Operation Manual

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4. The following drawings are to be inserted in the **Appendices** in alphanumeric order:

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Appendix A: Reference Drawings

A-115078	**A-124689**	**A-135163**
A-115079	**A-124690**	**A-135794**
A-123783	**A-125316**	**A-180566**
A-123940	**A-125415**	**A-180922**
A-123941	**A-125417**	**A-180923**
A-124686	**A-126174**	**A-207640**
A-124688	**A-131941**	

Appendix B: Sport Insert Drawings

A-125290	**A-129372**	**A-235056**
A-129364	**A-129374**	
A-129366	**A-129566**	
A-129368	**A-130828**	
A-129370	**A-159649**	

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Section 14:

Section 1: Introduction

This manual is designed to explain the operation of the ***All Sport® 3000 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. To fully understand this manual and the operation of the All Sport 3000 Series console; Daktronics recommends that you read all general sections of the manual *in conjunction* with your specific sport or sports.

1.1 How to Use This Manual

Important Safeguards:

1. Read and understand all instructions before beginning operation.

2. Do not drop the control console or allow it to get wet.

3. Do not let any power cord touch a hot surface or hang over the edge of a table or counter, which could damage or cut the cord.

4. If an extension cord is necessary, use a polarized cord with a three-prong plug. Arrange the cord with care – away from foot traffic – so that athletes or spectators will not trip over it or pull it from its outlet.

5. Always turn off and/or 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 it firmly to disconnect.

6. 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.

The illustration below is an example of a Daktronics drawing label. Drawing labels are located in the lower right corner of drawings. Each drawing bears a label in its lower-right corner, and the drawing number is at the bottom of the label (in the example, *7087-P08A-69945*). This manual refers to drawings by their last set of digits and the letter preceding them. The drawing illustrated would be referred to as **Drawing A-69945**.

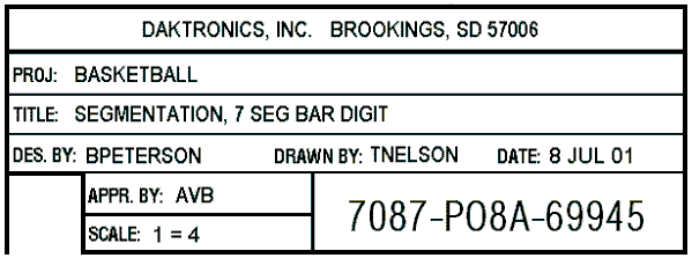

Figure 1: *Daktronics Drawing Label*

All reference drawings and sport insert drawings are grouped in **Appendix A** and listed in alphanumeric order.

1.2 Console Overview

The All Sport 3000 Series Control Console is a state-of-the-art scoring and timing system.

The anodized aluminum console features a sealed, "snap-action" keyboard with changeable keyboard overlays to input event information and/or control the scoreboards. A 32-character, two-line liquid crystal display (LCD) prompts the user through the operation of the controller and provides vital feedback of game or event data.

The LCD screen of the 3000 Series console is backlit to provide optimum viewing of current event information, even in low-light areas, and an audible beep sounds to indicate when a command has been received.

The controller features tenth-of-a-second timing, and a time of day display permits scoreboards to display current time when not used for sporting events.

The console case is approximately 8.5" (216 mm) wide by 9" (229 mm deep). Its maximum top height is 4.25" (114 mm). The controller weighs 7 pounds.

Figure 2: All Sport 3000 with Antenna

The console operates on 120 V AC power (60 Hz, 6 watts maximum). Options include an external battery that permits scoreboard control for up to 30 hours, and wireless remote control. A 230 V, 50 Hz model is also available.

Console event data may be transmitted through standard wire signal cabling or fiber-optic cable. With the radio-control model, transmission is wireless remote via FM radio signal.

As a safety feature, this product has a three-wire, ground-type plug equipped with a third (grounding) pin. This plug only fits into a grounding-type power outlet. (If you are unable to insert the plug into the outlet, contact a qualified electrician to replace the obsolete outlet.)

The All Sport 3000 is ETL-listed to UL® standards, CSA-tested and FCC-certified.

Inspect for Damage

When you open your console packages, inspect for shipping damage, such as dents or rattles. Verify that all equipment is included as itemized on the packing slip, and immediately report any deficiencies to Daktronics. Save all packing materials for shipping in case warranty repair or exchange becomes necessary.

1.3 Revision History

Version 1.0
Release Date: 9 May 2000

- Initial software release.

Version 1.0.1
Release Date: 14 Aug 2000

- Added an indicator to show the status of **Auto Horn**, a small "h" that will display with the clock direction arrow when **Auto Horn** is enabled.
- Added score x100 for home and guest to football FB8 boards and to soccer for SO8 boards. This change was made for a new rugby scoreboard, MS-2007.
- Changed the **Set Time of Day** (**TOD)** function so it would not allow a time of 0 hours.
- Changed **New Game** so it would not reset **TOD** to 12:00:00.
- Added Multipurpose Timer **Code 90** for two-, four- and six-digit time displays.
- Added **Code 91** for dedicated Segment Timer displays.

Version 1.0.2
Release Date: 28 Nov 2000

- Added **Manual Horn** button and **Reset** button to remote switches on the Multipurpose Timer. The **Reset** function is only available on shot clock jack J7. **Reset** will reset the clock to the period time when in **Count Down** mode and reset to 0:00 when in **Count Up** mode.
- Corrected the problem of the **Remote Manual Horn** switch not working in some sports.
- Corrected a problem with the clock stopping at the period time when in **Count Up** mode. It would not stop at the period end if there were a value in min x10 or hour x10.
- Added **Home** and **Guest Penalty** keys for soccer used on the SO-1424 display.

Version 1.0.3
Release Date: 17 Jan 2001

- Added output for TI-218 in baseball at Address 2.
- Made the dimming select three levels of dimming.

- Corrected the problem of the period end time not being saved, after a loss of power, for a resume game.

- Corrected the problem in wrestling of the match number edit showing two digits instead of three digits.

- Reconfigured the Segment Timer so it could exit with the **New Code** key.

Version 1.0.4
Release Date: 21 Dec 2001

- Added SO-2008 address 17 to soccer and football.

- Added radio channels up to 75.

- Made segment timer capable of counting up.

- Added FB-2005 to address 11 in football.

- Added BA-2010 to address 61 in baseball.

- Changed basketball to keep stats on player/fouls and added timeouts for Tuff Sport™ displays. Tuff Sport display address 17 was added to basketball, volleyball, hockey, and wrestling.

Version 2.0.0
Release Date: 15 Jan 2003

- Fixed the reset in wrestling to handle tenths of second mode.

- Fixed the segment timer code so it will retain segment memory. Set the default time to 5:00 for segments.

- Added code number and version to output to address 254 for True Time.

- Fixed the Time Out On/Off key in basketball to turn off the timer.

- Added address 22 to the multi-purpose timer.

Version 2.1.0
Release Date: 30 Apr 2003

- Made All Sport codes power up in game time display, not TOD.

- Changed basketball so the Blank Player Foul key can post a player foul if the Foul Update setting is turned off.

- Added two-digit time to address 61 in code 5 for baseball for the model BA-2012.

- Fixed the radio channel select to work for Gen IV radios after exit from the production test.

- Added codes for support of 12.8k protocol on the AS2510 codes.

Version 2.1.1
Release Date: 30 Mar 2004

- Changed volleyball to blank game scores when game +1 is pressed.

- Added a mode for baseball on the SO-2008.

- Added the setting of default # of timeouts on the Time Out On/Off key in basketball, volleyball, football, soccer and hockey.

- Added clear of team fouls to basketball, by using the alternate function on team fouls +1 key.

- Added gymnastics mode to the matside junior with code 015.

- Added volleyball mode to the matside junior.

- Added basketball mode to the matside junior.

Version 2.1.2
Release Date: 22 July 2004

- Added a code for test console in 12.8k protocol (code 100).
- Fixed a problem with segment timer that was introduced in version 2.1.1

Version 2.1.3
Release Date: 7 Feb 2005

- Added 24 hour time selection for time of day setting.
- Removed the MDP blank on power up and added to when code is selected for MDP codes (those under 100).

Version 2.1.4
Release Date: 23 June 2005

- Added address 14 to basketball for All Sport CG.
- Added a new Cricket code for small and medium size boards.

Section 2: Basic Operation

The console face consists of a two-line by 16-character liquid crystal display (LCD) and sport-specific inserts. In most cases, the top line of the LCD shows the main clock time, the direction the clock is counting, and when the main horn is sounding. Generally, the bottom line of the LCD shows the home and guest team scores.

2.1 Console Operation

Throughout the manual the names or letters of keys on the keyboard are enclosed in angle brackets, for example, <**ENTER**>. Screen prompts and scoreboard instructions typically appear in **boldface** type. Keys and functions common to all sports are explained in **Section 2.5**. All of the keys that pertain to a specific sport code insert are explained in detail in the section of the manual describing console operation for that specific sport.

2.2 Sport Inserts

The All Sport 3000 Series uses sport inserts to allow a single console to control multiple sports. Select the proper insert (refer to the chart below) and slide it into the insert opening on the left side of the console until it stops. To remove a sport insert, pull on the tab that extends from the left side of the console. The insert will slide out easily.

If you lose or damage an insert, you can use a photocopy of the insert drawing (located in the **Appendix**) until you can order a replacement.

Sport	Insert Number	Number Code
Baseball	LL-2469	05
Basketball	LL-2465	01
Football	LL-2470	06
Hockey	LL-2468	04
Soccer	LL-2471	07
Tennis	LL-2481	08
Volleyball	LL-2466	02
Wrestling	LL-2467	03
Segment Timer	LL-2472	Alt Function Key
Basketball Tuff Sport	LL-2539	01 After v.1.0.4

2.3 Sport Insert Operation Concepts

A sport insert identifies the action keys required in the normal course of operation for a specific sport. In most cases, pressing a key immediately changes the scoreboard. Sometimes the operator must press a sequence of keys before a change displays on the scoreboard. Keys that require entry of additional information are marked by a dot, for example, <**SET TIME ●**>. The additional information required usually is a number followed by the <**ENTER**> key.

Keys with arrows activate an indicator (possession, bonus, etc.) on the scoreboard. The direction of the arrow selects the appropriate team (home or guest).

Some keys have a **+1, +2, or +3** symbol. Pressing one of these keys once increments, or increases, the corresponding field on the scoreboard (such as team score or period) by the value printed on the key. A key with a **-1** decrements (decreases) by one.

On most inserts, 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 particular team. Keys not under one of these two headings are game keys, general keys that control the progress of the game (such as period or quarter).

Other keys have been grouped into blocks to emphasize that these keys work together.

2.4 Startup

LCD Display	Action
AS-3100 v1.0.0 ED-12107	The console performs a self-test when it is powered on. During the self-test, a message displays the version of the standard software loaded in the console. V = version number and revision number ED = standard software number
PREV CODE nn ENTER TO RESUME nn = last code selected	When the self-test completes, a prompt displays the code number for the last game played. This is useful during a game when power to the console may be lost or interrupted. Press <**ENTER**> to resume the last game stored in memory. The console is now ready for game operation. Press <**CLEAR**> to start a new game or change to a different sport. The console will prompt for a new code number as shown below.

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LCD Display	Action
SELECT CODE CODE nn nn = last code selected	The **Select Code** prompt allows the operator to accept the last code selected (displayed on the second line) or enter a new code. To accept the code shown, press <**ENTER**>. To select a new sport code: **1.**Get the code number from the sport insert or the section of the manual for that sport. **2.**Use the number keys to enter the new two-digit code. Press <**ENTER**>.
RADIO SETTINGS BCAST Y CHAN XX The LCD will toggle these screens Enter to accept clear to modify	The LCD shows the current radio settings along with a prompt to accept or modify these values. If the radio settings are correct, press <**ENTER**> If these values are incorrect, press <**CLEAR**>

2.5 Setting Radio Channels

Reference Drawings:

Channel Selection;
Single Control Console, Gen IV ..... **Drawing A-180566**
Channel Selection;
Single Broadcast Group; Gen IV ..... **Drawing A-180922**
Channel Selection;
Multiple Broadcast Group, Gen IV..... **Drawing A-180923**

The radio receiver units used in the scoreboards have a channel-setting switch that can be set from 1 through 8 (channels 0, and 9-15 are not used). A radio receiver will accept data from a console transmitter with the same channel (and broadcast group) setting. The drawings, listed above show how to install the All Sport console in order to operate one scoreboard or multiple scoreboards at a time.

The receivers also have a jumper that can be used to select broadcast group 1, 2, 3, or 4. A "Broadcast Group" defines a group of radio receivers that in addition to "listening" to the channel selected on the channel switch will also "listen" for data broadcast on their broadcast channel. There are a total of four broadcast groups available.

In this type of system, the receiver unit at the scoreboard must have the channel switch set to a specific channel. The operator must know which channel the board is set on. The operator must then enter the specific channel during console startup when prompted to do so.

Each radio receiver will accept data sent from the broadcast channel of its respective broadcast group. This is selected by setting the transmitter radio (from the console) to the respective broadcast group (either 1, 2, 3, or 4). Every radio receiver will also accept data sent from the "Master Broadcast" channel. This is selected when a transmitter (console) radio is set to Broadcast Group 0 (BCAST 0) and Channel 0. The channel number and broadcast group set on the radio installed in each scoreboard can be verified by cycling power to the scoreboard. Approximately seven seconds after power up, the scoreboard will show the current channel in the scoreboard clock digits. A CXX will first be shown where XX is the current radio channel number. This will be followed by BXCY where X is the current broadcast group and Y is the current channel number within this broadcast group.
There are three different radio scenarios that can be accommodated.

1. **Single Controller System:**

   In a Single Controller system, all radio receivers and all scoreboards receive signal from the same All Sport console at all times. The default channel and broadcast group settings on the receiver are not typically modified. An example of this type of system is a typical high school football installation.

2. **Multiple Controller System With a Single Broadcast Group:**

   In a Multiple Controller system with a single broadcast group, there are additional All Sport Controllers for controlling multiple scoreboards. There is never a scenario where groups of scoreboards that were run by individual controllers need to be run by a single controller. An example of this type of system is a softball complex with multiple fields and a scoreboard on each field.

3. **Multiple Controller with Multiple Broadcast Groups:**

   In a Multiple Controller with Multiple Broadcast (Split Court Operation) system, there are additional All Sport Controllers that can control multiple scoreboards. The broadcast group jumper is used to select broadcast group 1, 2, 3, or 4. By changing All Sport settings to a Broadcast address, a single All Sport Controller can control all scoreboards or specific groups of scoreboards (defined by the broadcast group). One example of this scenario is split court operation in Basketball installations, where scoreboards are used to score multiple games at once, but can be grouped together to show one game if necessary. Refer to the drawings listed on the previous page for more information.

The All Sport Console will automatically detect when a radio transmitter is installed and will prompt the user for transmitter settings.

The All Sport Console will show the current transmitter radio status on the LCD when a code is entered. The table on the next page describes the broadcast groups and channel settings.

LCD Display	Action
RADIO SETTINGS BCAST Y CHAN XX The LCD will toggle these screens	The LCD shows the current radio settings along with a prompt to accept or modify these values. If the radio settings are correct, press <**ENTER**> If these values are incorrect, press <**CLEAR**> If <**CLEAR**> is pressed to modify the radio settings, the LCD at the left is shown, allowing edit of the Channel or Broadcast group setting.

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LCD Display	Action

Enter to accept
Clear to modify

The bottom line shows the current setting

Bcast group 1
Radio chan 01

The default setting is
Broadcast 1
Channel 1

Edit the Broadcast Setting. Use the number keys to enter the desired broadcast group and press <**ENTER**> to accept.

The asterisk will move to the channel setting. Use the number keys to edit this value and press <**ENTER**> to accept. Edit the channel number to the desired value and press <**ENTER**> to accept.

Broadcast Group	Channel Setting	Control Scoreboards
0	0	All Scoreboards
1	0	All in BCAST Group 1
	1-8	Set to corresponding BCAST 1 Channel
2	0	All in BCAST Group 2
	1-4	Set to Corresponding BCAST 2 Channel
3	0	All in BCAST Group 3
	1-8	Set to corresponding BCAST 3 Channel
4	0	All in BCAST Group 4
	1-4	Set to corresponding BCAST 4 Channel

Single Controller Systems Channel Setting

Typically all Single Controller systems will use the default setting BCAST = 1, CHAN = 1. All radio receivers must be set with a switch setting of 1 with the Broadcast 1 (BCAST 1) jumper set.

If you suspect interference from a nearby Daktronics system, press <**CLEAR**> at the "RADIO SETTINGS" prompt to change the channel number.

Typically all Multiple Controller systems will use channel 1 for the first controller. All other controllers will use sequential channel settings (2-8). The table below describes broadcast channel and channel settings.

LCD Display	Action
RADIO SETTINGS BCAST Y CHAN XX The LCD will toggle these screens. Enter to accept Clear to modify bcast group 1 Radio Chan 01 The bottom line shows default settings.	The LCD shows the current radio settings along with a prompt to accept or modify these values. If the radio settings are correct, press <**ENTER**> If these values are incorrect, press <**CLEAR**> If <**CLEAR**> is pressed to modify the radio settings, the LCD at the left is shown, allowing edit of the Channel or Broadcast group setting. Edit the Broadcast Setting. Use the number keys to enter the desired broadcast group and press <**ENTER**> to accept. **Broadcast Group Setting** Use this setting for all single controller systems The asterisk will move to the channel setting. Use the number keys to edit this value and press <**ENTER**> to accept. Edit the channel number to the desired value and press <**ENTER**> to accept. **Channel Setting** Channels that may be used with broadcast channel 1. The channel switch on the receiver must match this value and only the Broadcast 1 (BCAST1) jumper must be installed.

Multiple Controller with Single Broadcast Group Channel Setting

Typically all Single Controller systems will use Broadcast 1 and Channel 1 for the first controller and Channels 2-8 for all remaining controllers. All radio receivers must be set with a switch setting corresponding to the console controlling the scoreboard and a Broadcast 1 (BCAST 1) jumper set.

If you suspect interference from a nearby Daktronics system, press <**CLEAR**> at the "RADIO SETTINGS" prompt to change the channel number.

Typically all Multiple Controller systems will use channel 1 for the first controller. All other controllers will use sequential channel settings (2-8). The table on the following page describes broadcast group and channel settings.

LCD Display	Action
RADIO SETTINGS BCAST Y CHAN XX The LCD will toggle these screens Enter to accept Clear to modify bcast group 1 Radio chan 01 The bottom line shows default settings.	The LCD shows the current radio settings along with a prompt to accept or modify these values. If the radio settings are correct, press <**ENTER**>. If these values are incorrect, press <**CLEAR**> If <**CLEAR**> is pressed to modify the radio settings, the LCD at the left is shown, allowing edit of the Channel or Broadcast group setting. Edit the Broadcast Setting. Use the number keys to enter the desired broadcast group and press <**ENTER**> to accept. **Broadcast Group Setting** 1- Use this setting for all multiple controller with single broadcast group setups. The asterisk will move to the channel setting. Use the number keys to edit this value and press <**ENTER**> to accept. Edit the channel number to the desired value and press <**ENTER**> to accept. **Channel Setting** 1-8 Channels that may be used with broadcast channel 1. The channel switch on the receiver must match this value and only the Broadcast 1 (BCAST1) jumper must be installed.

Multiple Controller with Multiple Broadcast Systems Channel Setting

Typically all multiple controller systems will use Broadcast Group 1 Channel 1 for the first controller in Broadcast Group 1 and Broadcast Group 2 Channel 1 for the first controller in Broadcast Group 2. All other consoles in each group are added sequentially, using channels 2-4.

LCD Display	Action
RADIO SETTINGS BCAST Y CHAN XX The LCD will toggle these screens Enter to accept Clear to modify bcast group 1 Radio chan 01 The bottom line shows default settings.	The LCD shows the current radio settings along with a prompt to accept or modify these values. If the radio settings are correct, press <**ENTER**>. If these values are incorrect, press <**CLEAR**> If <**CLEAR**> is pressed to modify the radio settings, the LCD at the left is shown, allowing edit of the Channel or Broadcast group setting. Edit the Broadcast Setting. Use the number keys to enter the desired broadcast group and press <**ENTER**> to accept. The asterisk will move to the channel setting. Use the number keys to edit this value and press <**ENTER**> to accept. Edit the channel number to the desired value and press <**ENTER**> to accept.

(Continued on next page)

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LCD Display	Action
bcast group 1 Radio Chan 01 The bottom line shows default settings.	

Broadcast Group	Channel Setting	Control Scoreboards
0	0	All Scoreboards
1	0	All in BCAST Group 1
	1-8	Set to corresponding BCAST 1 Channel
2	0	All in BCAST Group 2
	1-4	Set to Corresponding BCAST 2 Channel
3	0	All in BCAST Group 3
	1-8	Set to corresponding BCAST 3 Channel
4	0	All in BCAST Group 4
	1-4	Set to corresponding BCAST 4 Channel

IMPORTANT Because the 1600 series controller does not have "**Resume Game**"; memory for game, there will be a longer delay when linking to the SCBD.

2.6 Common Sport Keys

Start

<**START**> is used to start the main clock.

Stop

<**STOP**> is used to stop the main clock.

Enter/Edit Key

The <**ENTER/EDIT**> key has two functions. The key functions as the <**ENTER**> key when editing game data. Pressing the key will accept the new data and end the edit. If not in edit, the <**ENTER/EDIT**>key allows the user to select which item is to be edited (such as team score). After pressing the <**ENTER/EDIT**>key, press one of the increment or decrement keys for the desired field on the scoreboard. Then simply enter the value you wish to display and press <**ENTER/EDIT**>to accept.

Clear/Alt Key

The <**CLEAR/ALT**> key has two functions. The key functions as the <**CLEAR**> key when editing game data. Pressing the key will clear the data being edited or, if pressed twice, will exit the edit. When not in **Edit** mode the <**CLEAR/ALT**> key allows the user to access the special function keys: <**NEW GAME**>, <**DIM**>, <**TOD/GAME**>, <**SEGMENT**>, <**LAMP TEST**>, <**1/10 SEC**>, and <**FOUL ON/OFF**>. Pressing <**CLEAR/ALT**> and then one of the special function keys will initiate the desired function.

Set Time

LCD Display	Action
MAIN CLOCK -SET CURR mm:ss.t* mm:ss.t = minutes, seconds, tenths of a second	After the main clock has been stopped, press <**SET TIME •**> to display the current time of the main clock. To change the time, enter the desired time on the number pad and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.
MAIN CLOCK -EDIT PERIOD mm:ss** mm:ss = minutes, seconds	Press <**SET TIME •**> a second time to display the configured time for the main clock period length. To accept the displayed period length, press <**ENTER**>.

LCD Display	Action
	To decline the selection of the period length, press <**CLEAR**>. To change the period length and set the main clock, enter the new time in minutes and seconds on the number pad and press <**ENTER**>. **Note:** Pressing <**ENTER**> to select the period time as the main clock setting will increment the current period number if the clock value was previously zero. Press <**CLEAR**> twice to clear changes and return to the game.
MAIN CLOCK -EDIT BREAK mm:ss * mm:ss = minutes, seconds	Press <**SET TIME •**> a third time to display the configured time for break length. To accept the break length, press <**ENTER**>. To decline the selection of the break length, press <**CLEAR**>. To change the break length and set the main clock, enter the new time in minutes and seconds on the number pad and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.
MAIN CLOCK -EDIT OT mm:ss * mm:ss = minutes, seconds	Press <**SET TIME •**> a fourth time to display the configured time for overtime length. To accept the overtime length, press <**ENTER**>. To decline the selection of the overtime length, press <**CLEAR**>. To change the overtime length and set the main clock, enter the new time in minutes and seconds on the number pad and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.

Count Up/Down

LCD Display	Action
MAIN CLOCK-DOWN 1-UP, 2-DOWN Up/down = current direction	After the main clock has been stopped, the direction of the clock can be set. Press <**1**> or <**2**> to select **Up** or **Down** (default). **Notes:** The current direction of the main clock is shown on the top line of the LCD. The <**COUNT UP/DOWN**> function is disabled while the clock is running.

Auto Horn

LCD Display	Action
AUTO HORN-ON 1-ON, 2-OFF On/off = current setting	Press <**1**> or <**2**> to select **On** (default) or **Off**.

Manual Horn

Press <**MANUAL HORN**> to sound the main horn. The horn sounds as long as the key is pressed. The horn stops sounding when the key is released.

Time Out On/Off

<**TIME OUT ON/OFF**> stops and starts the time out clock. The length of both the full and partial time outs can also be changed when the time out clock is stopped by using the <**EDIT**> key.

LCD Display	Action
TIME OUTs-SELECT FULL MM:SS mm:ss = minutes, seconds	Press <**TIME OUT ON/OFF**> to display the configured time for full time out length. To accept the full time out length, press <**ENTER**>. To decline the selection of the full time out length, press <**CLEAR**>.

Score +1, +2, +3, +6, -1

The **Home** and **Guest** <**SCORE +1**>, <**SCORE +2**>, <**SCORE +3**> and <**SCORE +6**> keys are used to increment the team score, and the <**SCORE -1**> key is used to decrement the team score.

LCD Display	Action
TEAM SCORE-+1 HOME nnn nnn = current setting	Press the appropriate score key to increment or decrement the score for the home or guest team. The LCD shows which key was pressed and the new value for the team score of the corresponding team.

2.7 Alt Key Functions

The <**ALT**> key allows the user to access the following function keys. First, press <**ALT**>**,** and then press the key for the function that you want to perform.

New Game

Press <**ALT**> and <**NEW GAME**> to display the **New Game** prompt.

LCD Display	Action
NEW GAME? ENTER TO ACCEPT	Press <**ENTER**> to start a new game. Press <**CLEAR**> to enter a new sport code. Press any other key to return to the current game. **Note:** If **New Game** is not selected, the console will prompt for the **New Code**.
NEW CODE? ENTER TO ACCEPT	Press <**ENTER**> to enter a new sport code. Press <**CLEAR**> or any other key to return to the current game.

Dim

LCD Display	Action
DIMMING LEVEL (0-9): NN% NM = current level NONE = bright <0> 90% = <1> 80% = <2> 70% = <3> 60% = <4> 50% = <5> 40% = <6> 30% = <7> 20% = <8> 10% = <9>	Press <**0**> through <**9**> or use the arrow keys <←> <→>, to select the intensity for the digits on the scoreboard. Press <**NO**> to resume the game in progress using the current data, and exit the Menu Press the down arrow key <↓> to scroll to the next selection. **Note:** Dim levels pertain to outdoor LED products only. Incandescent and indoor LED products only support one level of dimming at 50%.
MENU-TIME OF DAY TOD hh:mm:ss* hh:mm:ss = current setting	Enter the time of day in hours, minutes, and seconds using the selected format on the number pad and press <**ENTER**>. The time of day clock is now displayed on the console.

Segment Timer

Press <**ALT**> and <**SEGMENT**> to display the **Segment Timer** prompt.

LCD Display	Action
SEGMENT TIMER? ENTER TO ACCEPT	Press <**ENTER**> to start the **Segment Timer** function. The **Segment Timer** (LL-2472) insert must be installed to operate the **Segment Timer**. Refer to **Section 3: Segment Timer.** Press any other key to return to the current sport.

Lamp Test

Press <**ALT**> and <**LAMP TEST**> to display the **Lamp Test** prompt.

LCD Display	Action
Lamp test mode Enter to accept	Press <**ENTER**>to start the basic **Lamp Test** mode Press any other key to return to the current sport.
Lamp test mode Any key to exit	This prompt will display while in the lamp test. Press any key to return to the current sport.

1/10 Second

Notes: this key functions only when the clock is stopped.

The <**1/10 SEC**> key toggles the scoreboard between displaying full seconds or tenths of a second in the main scoreboard clock.

Press <**ALT**> and <**1/10 SEC**> to change the main clock between full seconds and tenths of a second.

2.8 Remote Start/Stop Controls

Main Clock Control

The remote start/stop control box plugs into J4 on the back of the All Sport 3000 console. This unit has a rocker switch for **Start/Stop** and a momentary button for **Horn**. The **Start/Stop** switch starts and stops the main timer. The **Horn** button sounds the horn as long as the button is pressed.

Shot Clock Control

The remote shot clock control box plugs into J7 on the back of the All Sport 3000 console. This unit has a rocker switch for **Start/Stop** and a momentary button for **Reset**. When the **Reset** button is pressed, the shot clock timer is changed to the reset value and stops the timer from decrementing. The shot clock timer restarts when the **Reset** button is released. The shot clock timer will not run unless the main clock is running.

Play Clock Control

The remote play clock control box plugs into J7 on the back of the All Sport 3000 console. This unit has a rocker switch for **Start/Stop** and a momentary button for **Reset**. When the **Reset** button is pressed, the play clock timer is changed to the reset value and stops the timer from decrementing. The play clock timer restarts when the **Reset** button is released. The **Start/Stop** switch always starts and stops the play clock.

2.9 General Multipurpose Timer Information

The sport insert for the timer is **LL-2472** and **Code 90** is used to run the timer. The Multipurpose Timer is a general timer used for two-, four- and six-digit time displays. The timer will count up or down through hours, minutes and seconds. The information will shift on the two- and four-digit displays to show the most significant time values as the time changes.

Standard Keys

Keys used by the Multipurpose Timer are <**START**>, <**STOP**>, <**SET MAIN CLOCK**>, <**COUNT UP/DOWN**>, <**AUTO HORN**>, <**MANUAL HORN**>, <**DIM**>, and <**TOD**>. Key functions are explained in detail in **Section 2.6.**

Accessing Time of Day

To access and display **Time of Day**, press the **<ALT>** key and then the <**TOD**> key. Enter the correct time of day and press <**ENTER**>. To return to the timer display, press the <**ALT**> key and then the <**TOD**> key again.

Section 3: Segment Timer

Sport Insert LL-2472 (Code 91 used for the Dedicated Segment Timer)

Reference Drawing:

Insert, Segment Timer, A/S 3000 Series ..... **Drawing A-129566**

The sport insert drawing is located in **Appendix A**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. The insert drawing, **A-129566** shows the function for each button for the segment timer portion of the All Sport 3000 control console. Read **Basic Operation** carefully to fully understand the following operation instructions.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

3.1 Segment Timer Information

The Segment Timer is used to time events such as practice sessions. The operation of the segment timer is determined by 99 segments of preprogrammed length. The Segment Timer will count down starting at the segment number that is set as **First Segment**. When the **First Segment** is completed, the timer will count the **Interval Time** and proceed with the next segment. The timer will continue counting segments until it counts down to the segment number set as **Last Segment**. It then will reset to the segment saved as **First Segment** and, depending on the **Auto Stop At Last Seg** setting, will either begin counting down or wait for the operator to press the <**START**> key. To stop the timer after each segment is completed, use the **Auto Stop** feature.

The **First** and **Last Segment** values can be used to set up specific practice sessions. For example, the practice session for one sport could be programmed to use Segments 1-10 while another might use Segments 11-20. Set the **First Segment** and **Last Segment** values to the desired segment numbers for the session, and the console will count down each of the segments in order, either stopping on the last segment or looping through included segments again, based on the **Auto Stop At Last Seg** setting.

The segment values will be saved when the console is turned off and will be the same values regardless of the sport that was used to access the Segment Timer.

3.2 Accessing the Segment Timer

To run the **Segment Timer** for the dedicated segment timer display, enter **Code 91** at the **Enter Code** command.

To run the **Segment Timer** for a specific scoreboard, enter the sport code used for the scoreboard with which you would like to run the **Segment Timer** and press <**ENTER**>**.**

For some specific scoreboards, the Segment Timer program in the All Sport 3100 may be accessed through the **Alternate Function Segment** of each individual sport. Press the **<ALT>** and **** keys to get the LCD prompt for the Segment Timer.

LCD Display	Action
Segment Timer Enter to accept	The **Segment Timer** function is disabled while the clock is running. Press <**ENTER**> to exit the sport code and run the segment timer program.

3.3 Segment Timer Keys

First Segment

LCD Screen	Action
FIRST SEGMENT NN nn = current first segment	This setting determines the first segment in a range of segments to run when <**START**> is pressed. The console will be reset to the segment saved as **First Segment** when the <**RESET TO FIRST**> key is pressed. Enter the number desired for the first segment and press <**ENTER**>.

Last Segment

LCD Screen	Action
LAST SEGMENT NN nn = current last segment	This setting determines the **Last Segment** in a range of segments to run when <**START**> is pressed. The console will automatically reset to the segment saved as **First Segment** after the segment saved as **Last Segment** is completed. Enter the number desired for the last segment and press <**ENTER**>.

Interval Time

LCD Screen	Action
INTERVAL TIME: nn:nn nn = current setting	**Interval Time** is the time between each segment. **Interval Time** can be displayed on the guest scoreboard digits using the <**DISPLAY INTERVAL**> key. Press <**INTERVAL TIME**> to display the current value of **Interval Time** on the bottom line of the LCD. Edit the value of the **Interval Time** and press <**ENTER**>.

Display Interval

LCD Screen	Action
DISPLAY INTERVAL CLEAR=n*ENTER=y * = current setting	This setting determines whether the interval count will be displayed on the scoreboard. Press <**ENTER**> to display the **Interval Time** on the scoreboard. Press <**CLEAR**> to disable **Interval Time** display. The **Interval Time** will be displayed only on the console. **Notes:** Regardless of the **Display Interval** setting, the value saved in **Interval Time** will be counted down between segments. Set the **Interval Time** to zero if you desire no interval between segments. When the **Interval Time** is being displayed, the segment number on the scoreboard flashes to indicate that the time displayed is **Interval Time**. To disable the segment number flash, set **Display Interval** to <**CLEAR**>.

Segment Time

LCD Screen	Action
SEGMENT: xx TIME EDIT xx = segment number SEGMENT: xx TIME EDIT nn:nn xx = segment number nn:nn = segment time	Press <**SEGMENT TIME**> to set an individual segment time. Enter the segment to be edited and press <**ENTER**>. Enter the time for the segment and press <**ENTER**> to accept and move to the next segment time. Press <**ENTER**> again to exit the function. Press the **Up** or **Down Arrow** keys, <↑↓>, to move to the previous or next segment.

Copy Range

LCD Screen	Action
COPY: nn:nn* SEG xx to yy nn:nn = segment value to be copied xx = starting segment value yy = ending segment value	Press <**COPY RANGE**> to set a range of segments to a specific value. All segments from XX to YY (inclusive) will be set to the value specified by NN:NN. Enter the value specified by the asterisk and press **<ENTER>** to move to the next field.

Auto Stop

LCD Screen	Action
EACH SEG Y/N* CLEAR=n*ENTER=y * = current setting Last seg *y/n CLEAR=n*ENTER=y * = current setting	This setting determines the operation of the console when each segment is completed. Press <**ENTER**> to set the console to stop after each segment is completed, and wait for the <**START**> key to proceed with the next segment. Press <**CLEAR**> to set the console to automatically begin the next segment when each segment is completed. If the setting of **Auto Stop At Each Seg** is **No**, the console will prompt for the **Auto Stop At Last Seg** setting. Press <**ENTER**> to set the console to stop when the **Last Segment** has been completed. Press <**CLEAR**> to set the console to start over at the **First Segment** when the **Last Segment** is completed

Warning Time

LCD Screen	Action
Warning time 00:00 00:00 = default	Enter the **Warning Time** in minutes and seconds and press <**ENTER**>. Enter 00:00 for no **Warning Time**. When **Warning Time** is reached, the segment number flashes until the main clock reaches zero.

Current Segment

Press <**CURRENT SEGMENT +1**> to increment the segment number.

Reset Current Segment

Press <**RESET CURRENT SEGMENT**> to reset the segment time to the value specified by the current segment. The segment number will remain at the current value.

Reset to First

Note: The **Reset to First** function is disabled while the clock is running.

Press <**RESET TO FIRST**> to reset the segment number and segment time to the values saved as the **First Segment**.

3.4 Edit

Current Segment

LCD Screen	Action
CURRENT SEGMENT: EDIT nn nn = current setting	Press <**EDIT**> <**CURRENT SEGMENT + 1**> to display the **Current Segment** for editing. Enter the new value for the **Current Segment** number and press <**ENTER**>.

Section 4: Baseball Operations

Sport Insert LL-2469 (Code 05)

Codes used by the All Sport 3000 console to replace the All Sport 2500 console are as follows:

531; **532**; **533**; **535**; **537**; **544**

Refer to **Appendix C.5** for a list of the codes of the All Sport 2500 console and which code for the 3000 system takes its place.

Reference Drawings:

Insert, Baseball ..... **Drawing A-129370**
Block Diagrams,
A/S5000/3000, Outdoor Sports ..... **Drawing A-124690**

The sport insert and block diagram drawings are located in **Appendix B**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

4.1 Baseball Keys

Out +1, Inning +1

The <**OUT +1**> and <**INNING +1**> keys are used to increment their respective totals.

LCD Screen	Action
Out-+1 n n = current setting	Press <**OUT +1**> or <**INNING +1**> to increment their respective totals. The LCD shows which key was pressed and the new value.

Batter

The **<BATTER>** key is used to display the uniform number and batting average of the player currently at bat.

LCD Screen	Action
At bat nn*	When the **<BATTER>** key is pressed, enter the number of the player and press <**ENTER**>.
nn = current setting	

Ball, Strike, Clear Ball/Strike

The <**BALL+1**> and <**STRIKE+1**> keys increment the Ball and Strike digits. Pressing the <**CLEAR BALL AND STRIKE**> key clears the digits. (In the following illustration, <**BALL+1**> is used as an example.)

If the ball count value is 4 when <**BALL+1**> is pressed, the value is blanked out**.**

If the strike count value is 3 when <**STRIKE+1**> is pressed, the value is blanked out.

LCD Screen	Action
Ball: +1 n	Press the <**BALL+1**> or <**STRIKE+1**> to increment the Ball and Strike digits. Press the <**CLEAR BALL AND STRIKE**> key to clear the digits.
nn = current setting	

Hit, Error, Clear Hit/Error

The <**HIT**> and <**ERROR**> keys are used to turn on the Hit and Error indicator or digits. Pressing the **<CLEAR HIT/ERROR>** key turns off the Hit and Error indicators and clears the digits.

<**ERROR**> is used as an example below.

LCD Screen	Action
Error: ON	Press the <**HIT**> or <**ERROR**> key to turn on the Hit or Error indicator or digits. This display appears briefly.

HIT: OFF Error: OFF	Press the <**CLEAR HIT/ERROR**> key to turn off the Hit and Error indicators and clear the digits. This display appears briefly.

At Bat

The <**AT BAT**> keys turn the Home and Guest At Bat indicators on and off.

LCD Screen	Action
HOME at bat ON	Press the **Home** or **Guest** <**AT BAT**> key, to turn on the at bat indicator for that team. This display appears briefly. Press the <**CLEAR BALL AND STRIKE**> key to clear the digits.
HOME at bat off	To turn off the Possession indicator, press the same <**AT BAT**> key a second time or press the opposite <**AT BAT**> key. This display appears briefly.

Runs +1

LCD Screen	Action
Team RUNS: +1 HOME nn nn = current setting	Press the appropriate <**RUNS +1**> key to increment the total number of runs for the home or guest team. The LCD shows which key was pressed and the new value for the corresponding team.

Hits, Errors

The **Home** and **Guest** <**HITS +1**> and <**ERRORS +1**> keys are used to increment their respective totals.

<**HITS +1**> is used as an example.

LCD Screen	Action
Hits: +1 HOME nn nn = current setting	Press the appropriate key to increment statistics for the home or guest team. The LCD shows which key was pressed and the new value for the corresponding team.

4.2 Edit

The <**EDIT**> key allows the user to select and edit the following scoreboard fields. Press <**EDIT**> and the key for the **Home** or **Guest** field to be edited.

Inning +1

LCD Screen	Action
Inning edit nn nn = current setting	Press <**EDIT**> <**INNING +1**> to display the current setting. Enter the correct inning number on the number pad and press <**ENTER**>.

Runs +1

LCD Screen	Action
Team RUNS: edit nn nn = current setting	Press <**EDIT**> and the appropriate <**RUNS +1**> key to display the current setting for the home or guest team. Enter the correct number on the number pad and press <**ENTER**>.

Hits +1, Errors +1

The **Home** and **Guest** <**HITS +1**> and <**ERRORS +1**> keys are edited in the same way. <**HITS +1**> is used as an example.

LCD Screen	Action
TEAM hits: edit HOME nn nn = current setting	Press <**EDIT**> and the appropriate statistic key to display the current value. Enter the correct number on the number pad and press <**ENTER**>.

Section 5: Basketball Operations

Sport Insert LL-2539 (Code 01)

Tuff Sport™ model scoreboards are included on software version 1.0.4 and higher

Codes used by the All Sport 3000 console to replace the All Sport 2500 console are as follows:

103; **104**; **111**; **112**

Refer to **Appendix C.5** for a list of the codes of the All Sport 2500 console and which All Sport 3000 code takes its place.

Reference Drawings:

Insert, Basketball, A/S3000 Series
(Valid Through Version 1.0.3)..... **Drawing A-129362**
Block Diagrams,
A/S5000/3000, BB, VB & WR #1..... **Drawing A-124686**
Block Diagrams,
A/S5000/3000, BB, VB & WR #2..... **Drawing A-125415**
Block Diagram;
A/S 3000 or 5000 BB, VB & WR #4 ..... **Drawing A-125417**
Insert, Basketball,
A/S3000, Tuff Sport Basketball ..... **Drawing A-159649**

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

Note: Replacement insert for software version prior to 1.0.4, use Sports Insert LL-2465.

Refer to the block diagram drawings are located in **Appendix A** and the sport insert drawings in **Appendix B** for more information.

5.1 Basketball Keys

Set Shot Time

LCD Screen	Action
SHOT CLOCK-EDIT CURRENT mm:ss mm:ss = minutes, seconds	Press <**SET SHOT TIME**> to display the configured shot clock time length. To accept the shot clock time length, press <**ENTER**>. To decline the selection of the shot clock time length, press <**CLEAR**>. To change the shot clock time length and set the shot clock, enter the new time in minutes and seconds on the number pad and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.
* SHOT CLOCK-EDIT RESET mm:ss mm:ss = minutes, seconds	Press <**SET SHOT TIME**> a second time to display the configured time for shot clock reset length. To accept the shot clock reset length, press <**ENTER**>. To decline the selection of the shot clock reset length, press <**CLEAR**>. To change the shot clock reset length and set the shot clock, enter the new time in minutes and seconds on the number pad and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.

Time Out On/Off

<**TIME OUT ON/OFF**> stops and starts the time out clock. By using the <**EDIT**> key, the operator can change the length of both the full and partial time outs when the time out clock is stopped.

LCD Screen	Action
TIME OUTs-SELECT FULL MM:SS mm:ss = minutes, seconds	Press <**TIME OUT ON/OFF**> to display the configured time for full time out length. To accept the full time out length, press <**ENTER**>. To decline the selection of the full time out length, press <**CLEAR**>.
TIME OUT-SELECT PARTIAL MM:SS mm:ss = minutes, seconds	Press <**TIME OUT ON/OFF**> a second time to display the configured time for partial time out length. To accept the partial time out length, press <**ENTER**>. To decline the selection of the partial time out length, press <**CLEAR**>.

Time Out

<**TIME OUT ◄**> selects full or partial time outs. By using the <**EDIT**> key, the operator can change the number of full and partial time outs for each team.

LCD Screen	Action
TIME Outs - home FULL 3	Press <**TIME OUT ◄**> to display the number of full time outs remaining. If the time out is on, pressing this key will turn the time out off. To start a full time out, press <**ENTER**>. To decline the selection of a full time out, press <**CLEAR**>.
TIME OUTs - home Partial 2	Press <**TIME OUT ◄**> to display the number of partial time outs remaining. If the time out is on, pressing this key will turn the time out off. To start a partial time out, press <**ENTER**>. To decline the selection of a partial time out, press <**CLEAR**>.

Period +1

LCD Screen	Action
PERIOD-+1 n nn = current setting	Press <**PERIOD +1**> to increment the period number. The full and partial time outs and team fouls are automatically reset at halftime.

Team Fouls +1

LCD Screen	Action
TEAM FOULS-+1 HOME nn nn = current setting	Press the **Home** or **Guest** <**TEAM FOULS +1**> key to increment the number of team fouls for the corresponding team.
TEAM FOULS-+1 Home Player nn * nn = Player Number	If Update Player Fouls is ON, the console will ask for a player number when this key is pressed. Enter the player number and press <**ENTER**>.

Update Player Fouls

LCD Display	Action
Fouls Update player? Y	Press <**ALT**> and then <**FOUL ON/OFF**> and the LCD will show current status of the update player fouls mode. Press <**ENTER**> to turn it on or <**CLEAR**> to turn it off.
Team fouls - mode 1-on-1 bonus N * N = Number Fouls to initiate this bonus mode	If the update player foul mode is ON, the 1-on-1-bonus level can be viewed and changed. Enter the desired foul level and press <**ENTER**>. When the number of fouls for a team reaches this number, the Bonus indicator on the display will turn on.

LCD Display	Action
Team fouls - Mode 2 shot bonus N * N = Number Fouls to initiate this bonus mode	If the update player foul mode is ON, the 2-shot bonus level can also be viewed and changed. Enter the desired foul level and press <**ENTER**>. When the number of fouls for a team reaches this number, the Bonus indicator on the display will turn on.

Bonus

LCD Screen	Action
HOME BONUS ON	Press the **Home** or **Guest** <**BONUS**> key, to turn on the Bonus indicator for that team.
HOME BONUS OFF	Press the <**BONUS**> key a second time to turn off the indicator.

Possession

LCD Screen	Action
HOME POSSESSION ON	Press the **Home** or **Guest** <**POSS**> key, to turn on the Possession indicator for that team.
HOME POSSESSION OFF	To turn off the Possession indicator, press the same <**POSS**> key a second time or press the opposite <**POSS**> key.

Blank Player Foul (Update Player Foul is Set to ON)

Press <**BLANK PLAYER FOUL**> to blank player foul data on the scoreboard.

Blank Player Foul (Update Player Foul is Set to OFF)

LCD Screen	Action
Edit Player/Foul pp f* PP = player number F = fouls	This key will allow editing the Player/Fouls if the console is not set for **Update Player Foul**. Enter the player number and the fouls and press <**ENTER**>.

Player

LCD Display	Action
HOME PLAYER nn* nn = Player Number	When the home or guest <**PLAYER**> key is pressed, this prompt asks for the jersey number of the player to edit. Enter the jersey number on the number pad and press <**ENTER**>.
HOME PLAYER nn NOT FOUND, add? nn = Player number	If the player is not in the roster, this prompt asks if the player should be added. Press <**ENTER**> to add the player to the roster. Press <**CLEAR**> to decline the entry of the player number.
HOME PLAYER nn ROSTER FULL nn = Player Number	This message displays when the answer to the previous prompt is **YES** and the roster is full.

LCD Display	Action
HOME PLAYER nn f - 0 nn = Player Number	If the player is found or added, the player's number of fouls is displayed and can be changed. Enter the number of fouls the player has and press <**ENTER**>. Press <**CLEAR**> or <**ENTER**> to exit.

5.2 Edit

The <**EDIT**> key allows the user to select and edit the following scoreboard fields. Press <**EDIT**> and the key for the **Home** or **Guest** field to be edited.

Score +1, +2, +3, -1

LCD Screen	Action
TEAM SCORE-EDIT HOME nnn** nn = current setting	Press <**EDIT**> and any of the <**SCORE**> keys for the home or guest team to display the current team score setting. Enter the correct team score on the number pad and press <**ENTER**>.

Team Fouls +1

LCD Screen	Action
TEAM FOULS-EDIT HOME nn* nn = current setting	Press <**EDIT**> <**TEAM FOULS**> for the home or guest team to display the current team foul setting. Enter the correct number of team fouls on the number pad and press <**ENTER**>.

Player

LCD Screen	Action
HOME Player NN* NN = Player number	Press <**EDIT**> <**PLAYER**> for the home or guest team to edit a player number. Enter the player's number that is to be changed.
HOME Player NN* Edit Player NN* NN = Player number	If the player is found, the LCD screen to the left will display and the new number can be entered. Press <**ENTER**> to accept the new number. Press <**CLEAR**> twice to abort the operation.

Period +1

LCD Screen	Action
PERIOD-EDIT n* n = current setting	Press <**EDIT**> <**PERIOD+1**> for the home or guest team to display the period setting. Enter the correct period number on the number pad and press <**ENTER**>.

Time Out On/Off

LCD Screen	Action
TIME OUTs-edit FULL MM:SS mm:ss = minutes, seconds	Press <**EDIT**> <**TIME OUT ON/OFF**> to display the current time setting for full time outs. Enter the correct time on the number pad and press <**ENTER**>.
TIME OUT- edit PARTIAL MM:SS mm:ss = minutes, seconds	Press the <**ENTER**> key to display the configured time for partial time out length. Enter the correct time on the number pad and press <**ENTER**>.

Time Out ◄, Time Out ►

LCD Screen	Action
TIME OUTs - Home FULL 3	Press <**EDIT**> <**TIME OUT ◄**> to display the number of time outs for the home team. Enter a new number for full time outs and press <**ENTER**>.
TIME OUTs - Home Partial 2	Enter a new number for partial time outs and press <**ENTER**>.

Section 6: Football Operations

Sport Insert LL-2470 (Code 06)

Codes used by the All Sport 3000 console to replace the All Sport 2500 console are as follows:

620; **622**; **625**

Refer to **Appendix C.5** for a list of the codes of the All Sport 2500 console and which code for the 3000 system takes its place.

Section 15:

Reference Drawings:

Insert, Football, A/S3000 Series ..... **Drawing A-129372**
Block Diagrams,
A/S5000/3000, Outdoor Sports ..... **Drawing A-124690**

The sport insert drawing is located in **Appendix B** and the block diagram drawing is located in **Appendix A**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions. The football insert drawing, **A-129372** displays the function for each key on the All Sport 3000 series consoles while in football mode. The block diagram drawing, **A-124690** displays how to correctly set up the All Sport 3000 control console(s) to its proper scoreboard and proper plug-ins.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

6.1 Football Keys

Set Play Clock

The remote play clock console uses the **Play Clock** setting. The configured play clock times are set using the **Edit Settings** function when a new code is selected.

LCD Screen	Action
PLAY CLOCK-EDIT CURR mm:ss mm:ss = minutes, seconds	Press <**SET PLAY CLOCK**> to display the current time for the play clock length. To accept the play clock time length, press <**ENTER**>.
	To decline the selection of the play clock time length, press <**CLEAR**>. To change the play clock time length and set the play clock, enter the new time in minutes and seconds on the number pad and press <**ENTER**>.
PLAY CLOCK-EDIT RESET 1 mm:ss mm:ss = minutes, seconds	Press <**SET PLAY CLOCK**> a second time to display the configured time for **Reset 1** length. To accept the play clock **Reset 1** length, press <**ENTER**>. To decline the selection of the play clock **Reset 1** length, press <**CLEAR**>. To change the play clock **Reset 1** length and set the play clock, enter the new time in minutes and seconds on the number pad and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.
PLAY CLOCK-EDIT RESET 2 mm:ss mm:ss = minutes, seconds	Press <**SET PLAY CLOCK**> a third time to display the configured time for **Reset 2** length. To accept the play clock **Reset 2** length, press <**ENTER**>. To decline the selection of the play clock **Reset 2** length, press <**CLEAR**>. To change the play clock **Reset 2** length and set the play clock, enter the new time in minutes and seconds on the number pad and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.

Quarter +1

LCD Screen	Action
quarter-+1 n n = current setting	Press <**QUARTER +1**> to increment the quarter number. The full time outs are automatically reset at halftime.

Yards To Go

LCD Screen	Action
to go edit nn* nn = current setting	Enter the number of yards to go for a first down and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.

Down +1

LCD Screen	Action
down +1 n n = current setting	Press <**DOWN +1**> to manually increment the down number. A prompt showing down number displays briefly.

Ball On

The **<BALL ON>** key is used to manually enter the field position (yard line) of the ball.

LCD Screen	Action
BALL ON nn* nn = current setting	Enter the field position (yard line) of the ball and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game. Press <**CLEAR**> and <**ENTER**> to blank the Ball On, Down, and To Go sections of the scoreboard.

First & 10

The <**FIRST & 10**> key is used to set the Down to 1 and Yards To Go to 10.

Possession

The <**POSS**> keys turn the Home and Guest Possession indicators on and off.

LCD Screen	Action
HOME POSSESSION ON	Press the **Home** or **Guest** <**POSS**> key, to turn on the Possession indicator for that team.
HOME POSSESSION Off	To turn off the Possession indicator, press the same <**POSS**> key a second time or press the opposite <**POSS**> key.

6.2 Edit

The <**EDIT**> key allows the user to select and edit the following scoreboard fields. Press <**EDIT**> and the key for the **Home** or **Guest** field to be edited.

Score +1, +2, +3, +6, -1

LCD Screen	Action
TEAM SCORE-EDIT HOME nnn* nnn = current setting	Press <**EDIT**> and any of the <**SCORE**> keys for the home or guest team to display the current team score setting. Enter the correct team score on the number pad and press <**ENTER**>.

Quarter +1

LCD Screen	Action
Quarter-EDIT n* n = current setting	Press <**EDIT**> <**QUARTER +1**> to display the current quarter setting. Enter the correct quarter number on the number pad and press <**ENTER**>. The full outs may be reset.

Time Out On/Off

LCD Screen	Action
TIME Outs-edit FULL MM:SS mm:ss = minutes, seconds	Press <**EDIT**> <**TIME OUT ON/OFF**> to display the current time setting for full time outs. Enter the correct time on the number pad and press <**ENTER**>.
TIME OUT- edit PARTIAL MM:SS mm:ss = minutes, seconds	Press the <**ENTER**> key a second time to display the configured time for partial time out length. Enter the correct time on the number pad and press <**ENTER**>.

Section 7: Gymnastics Operations

Sport Insert OG-207640 (Code 04)

Reference Drawings:

Block Diagram; A/S 5000 BB, VB, & WR #1..... **A-124686**
Block Diagram; A/S 3000 or 5000 BB, VB, & WR #2 ..... **A-125415**
Block Diagram; A/S 5000 BB, VB, & WR #4..... **A-125417**
Insert; 0G-207640, A/S 3100 Gymnastics **A-207640**

Refer to **Appendix C** for a list of the codes of the All Sport 2500 console and which code for the 3000 system takes its place.

The sport insert and block diagram drawings are located in **Appendix A**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions. The gymnastics insert drawing, **A-207640**, displays the function for each key on the All Sport 3000 series consoles during gymnastics mode. The block diagram drawing, **A-124686**, displays the installation of the All Sport 3000 series control consoles to the main scoreboard and other Daktronics products.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

7.1 Gymnastics

Competitor

The <**COMPETITOR·**> key is used to enter the competitor number.

LCD Display	Action
Competitor nnn n = current setting	Press the <**COMPETITOR·**> key to display the current competitor number. Enter the desired number on the number pad and press <**ENTER***>.

Score

LCD Display	Action
Score nn.nnn n = current setting	Press the <**SCORE•**> key to edit the score for the current competitor. Enter the score using the number keys and press **<ENTER*>**.

Blank Display

Press the <**BLANK DISPLAY**> key to blank the competitor number and score information. This key will blank the information on the scoreboard and in the console.

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Section 8: Hockey Operations

Sport Insert LL-2468 (Code 04)

Codes used by the All Sport 3000 console to replace the All Sport 2500 console are as follows:

461

Refer to **Appendix C.5** for a list of the codes of the All Sport 2500 console and which code for the 3000 system takes its place.

Section 16:

Reference Drawings:

Insert, Hockey/Lacrosse A/S3000 Series ..... **Drawing A-129368**
Block Diagrams, A/S5000/3000 Hockey ..... **Drawing A-124689**

The sport insert and block diagram drawings are located in **Appendix A**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions. The hockey insert drawing, **A-129368**, displays the function for each key on the All Sport 3000 series consoles during hockey and lacrosse mode. The block diagram drawing, **A-124689**, displays the installation of the All Sport 3000 series control consoles to the main scoreboard and other Daktronics products.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

8.1 Hockey Keys

Enable Penalty Clocks

Press <**ENABLE PENALTY CLOCKS**> to allow the penalty clocks to count when the main clock is on.

Disable Penalty Clocks

Press <**DISABLE PENALTY CLOCKS**> to disable the penalty clocks from counting when the main clock is on.

Minor/Major Penalty

Use <**MINOR PENALTY**> and <**MAJOR PENALTY**> to enter the penalty time when you select <**PLAYER PENALTY**>. (Refer to the **Player Penalty** subsection that follows.)

Period +1

LCD Screen	Action
Period +1 N n = current setting	Press <**PERIOD +1**> to increment the period number. A prompt showing period number displays briefly.

Penalty

LCD Screen	Action
HOME penalty ON	Press the **Home** or **Guest** <**PENALTY**>key to turn on the Penalty indicator for that team.
HOME penalty OFF	To turn off the Penalty indicator, press the same <**PENALTY**> key a second time or press the opposite <**PENALTY**> key.

Player Penalty

LCD Screen	Action
Home plyr/pen 1 pnn pn nn:nn nn = current setting	Press <**PLAYER PENALTY**> to add a new penalty or edit an existing penalty for the home or guest team. To edit an existing penalty, use the **Up** or **Down Arrow** keys, <↑↓>, to scroll to the desired penalty and press <**ENTER**>. Enter the jersey number of the player with the penalty on the number pad and press <**ENTER**>. Press <**CLEAR**> twice to clear changes and return to the game.

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LCD Screen	Action
Home plyr/pen 1 pnn pn mm:ss nn = player number mm:ss = penalty time	The default penalty time initially displayed is the minor penalty value that was entered in **Settings**. Enter the penalty time by pressing the <**MINOR PENALTY**> or <**MAJOR PENALTY**> key, or use the number pad to enter the correct penalty time and then press <**ENTER**>.

Delete Penalty

Press <**DELETE PENALTY**> to delete a single penalty for the home or guest team.

LCD Screen	Action
home del pen? 1 pnn pn nn:nn nn = current setting	Use the **Up** or **Down Arrow** keys, <↑↓>, to scroll to the correct penalty and press <**ENTER**>. Press <**CLEAR**> to decline the selection and return to the game.

8.2 Edit

The <**EDIT**> key allows the user to select and edit the following scoreboard fields. Press <**EDIT**> and the key for the **Home** or **Guest** field to be edited.

Score

LCD Screen	Action
TEAM score-edit HOME nnn nnn = current setting	Press <**EDIT**> and the appropriate statistic key to display the current setting. For example, <**SCORE +1, -1**>. Enter the correct number on the number pad and press <**ENTER**>.

Period +1

LCD Screen	Action
Period-EDIT N*	Press <**EDIT**> <**PERIOD +1**> to display the current quarter setting.
n = current setting	Enter the correct quarter number on the number pad and press <**ENTER**>. The full time outs are reset.

Time Out On/Off

LCD Screen	Action
TIME Outs-edit FULL MM:SS	Press <**EDIT**> <**TIME OUT ON/OFF**> to display the current time setting for full time outs.
mm:ss = minutes, seconds	Enter the correct time on the number pad and press <**ENTER**>.
TIME OUT- edit PARTIAL MM:SS	Press <**TIME OUT ON/OFF**> a second time to display the configured time for partial time out length.
mm:ss = minutes, seconds	Enter the correct time on the number pad and press <**ENTER**>.

Section 9: Soccer Operations

Sport Insert LL-2471 (Code 07)

Codes used by the All Sport 3000 console to replace the All Sport 2500 console are as follows:

765; **766**; **767**

Refer to **Appendix C.5** for a list of the codes of the All Sport 2500 console and which code for the 3000 system takes its place.

Reference Drawings:

Insert, Soccer, A/S3000 Series.....**Drawing A-129374**
Block Diagrams, A/S5000/3000, Outdoor Sports .....**Drawing A-124690**

The sport insert and block diagram drawings are located in **Appendix A**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions. The soccer insert drawing, **A-129374**, displays the function for each key on the All Sport 3000 series control consoles during soccer mode. The block diagrams drawing, **A-124690**, displays the installation of your All Sport 3000 series control consoles to the main scoreboard and other Daktronics products that require the All Sport 3000.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

9.1 Soccer Keys

Half +1

LCD Screen	Action
Half; +1 n n = current setting	Press <**HALF +1**> to increment the half number. A prompt showing period number displays briefly.

Shots on Goal +1, -1

The **Home** and **Guest** <**SHOTS ON GOAL +1, -1**> key are used to increment or decrement their respective statistics.

LCD Screen	Action
SHOTS: +1 HOME nn nnn = current setting	Press the <**SHOTS +1, -1**> key to increment or decrement the statistics for the home or guest team. The LCD shows which key was pressed and the new value for the corresponding team.

9.2 Edit

The <**EDIT**> key allows the user to select and edit the following scoreboard fields. Press <**EDIT**> and the key for the **Home** or **Guest** field to be edited.

Half +1

LCD Screen	Action
Half: EDIT n* n = current setting	Press <**EDIT**> <**HALF +1**> to display the current half setting. Enter the correct half number on the number pad and press <**ENTER**>. The full outs are reset.

9.3 Time Out On/Off

LCD Screen	Action
TIME Outs-edit FULL MM:SS mm:ss = minutes, seconds	Press <**EDIT**> <**TIME OUT ON/OFF**> to display the current time setting for full time outs. Enter the correct time on the number pad and press <**ENTER**>.
TIME Outs-edit PARTIAL MM:SS mm:ss = minutes, seconds	Press the <**ENTER**> key to display the configured time for partial time out length. Enter the correct time on the number pad and press <**ENTER**>.

Score +1, -1

LCD Screen	Action
TEAM SCORE: EDIT HOME nnn* nnn = current setting	Press <**EDIT**> and any of the **<SCORE**> keys for the home or guest team to display the current team score setting. Enter the correct team score on the number pad and press <**ENTER**>.

Shots on Goal +1, -1

The **Home** and **Guest** <**SHOTS ON GOAL +1, -1**> are edited in the same way.

LCD Screen	Action
SHOTS: edit HOME nn nnn = current setting	Press <**EDIT**> and the <**SHOTS ON GOAL +1**> or <**SHOTS ON GOAL -1**> key to display the current setting. Enter the correct number on the number pad and press <**ENTER**>.

Section 10: Tennis Operations

Sport Insert LL-2481 (Code 08)

Reference Drawings:

Insert, A/S3000 Tennis ..... **Drawing A-130828**
Block Diagrams, A/S 5000/3000 Outdoor Sports ..... **Drawing A-124690**

The sport insert and block diagram drawings are located in **Appendix A**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions. The tennis insert drawing, **A-130828**, displays the function for each key on the All Sport 3000 series control consoles during tennis mode. The block diagrams drawing, **A-124690**, displays the installation of your All Sport 3000 series control consoles to the main scoreboard and other Daktronics products that require the All Sport 3000.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

10.1 Tennis Keys

Serve

LCD Screen	Action
TOP SERVE ON	<**SERVE**> turns the Serve indicators on or off for the respective player.

Games Won

LCD Screen	Action
GAMES WON +1 TOP N	Press <**GAMES WON +1**> to increment the number of games won in the current set for the respective player.

Point

The <**POINT**> key increments the point value for the respective player. If **Tie Break** scoring mode is selected, the points will increment by 1. Otherwise, the points

will increment as 15, 30, 40 AD or GM. The current point values will be shown on the LCD.

Advantage

The <**ADVANTAGE**> key sets an advantage score for the chosen player. The score digits for this player will display AD**.** The opposite player score will display **- -** (dashes).

> **Note:** The <**ADVANTAGE**> key is disabled when **Tie Break** scoring mode is selected.

Deuce

The <**DEUCE**> key sets both scores to 40.

> **Note:** The <**DEUCE**> key is disabled when **Tie Break** scoring mode is selected.

Tie Break

The <**TIE BREAK**> key sets the mode of scoring to **Tie Break** mode. In **Tie Break** scoring mode, points for each player are incremented by one when the **<POINTS>** key is pressed.

> **Notes:**
> - **Tie Break** scoring mode may only be selected when both player point values are 0.
> - To change scoring mode back to normal, use the <**RESET GAME SCORE>** key.

Reset Match

LCD Screen	Action
TOP=nn BOT=nn RESET MATCH? nnn = current setting	Press <**ENTER**> to reset the current match. All set scores and current game score will be cleared and the set number will be set to 1.

Reset Game Score

Press <**RESET GAME SCORE**> to reset the player points values for the current game.

Set +1

Press <**SET**> to increment the current set number. The new set number and new set games won values will be displayed on the LCD.

10.2 Edit

The **<EDIT>** key allows the user to select and edit the following scoreboard fields. Press **<EDIT>** and the key for the **Home** or **Guest** field to be edited.

Games Won

LCD Screen	Action
GAMES WON EDIT SET 1 TOP N Nn = current setting	Press <**EDIT**> <**GAMES WON +1**> to edit the number of games won in the current set for the respective player. Press the number keys to edit any of these games won values. Press <**ENTER**> to accept.

Points

LCD Screen	Action
TOP=nn BOT=nn EDIT TOP nn = current setting	Press <**EDIT**> <**POINT**> to set the point value for the respective player. The current editing score is shown by the bottom line on the LCD. Use keypad to enter the correct value. Press <**ENTER**> to accept.

Set +1

LCD Screen	Action
SET: EDIT n n = current setting	Press <**EDIT**> <**SET**> to edit the current set number. Use keypad to enter the correct set number. Press <**ENTER**> to accept.

Section 11: Volleyball Operations

Sport Insert LL-2466 (Code 02)

Codes used by the All Sport 3000 console to replace the All Sport 2500 console are as follows:

271; **273**

Refer to **Appendix C.5** for a list of the codes of the All Sport 2500 console and which code for the 3000 system takes its place.

Reference Drawings:

Insert, Volleyball ..... **Drawing A-129364**
Block Diagrams,
A/S5000/3000, BB, VB & WR #1 ..... **Drawing A-124686**
Block Diagrams,
A/S5000/3000, BB, VB & WR #2 ..... **Drawing A-125415**
Block Diagram;
A/S 3000 or 5000 BB, VB & WR #4 ..... **Drawing A-125417**

The sport insert drawings are located in **Appendix B** and the block diagram drawings are located in **Appendix A**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

11.1 Volleyball Keys

Match Number +1, Games +1

The <**MATCH NUMBER +1**> and <**GAMES +1**> keys are both used to increment their respective totals. <**GAME +1**> is used as an example in the table below.

LCD Screen	Action
game no.: -+1 n n = current setting	Press the appropriate key to increment statistics for the home or guest team. The LCD shows which key was pressed and the new value.

Games Won +1

The **Home** and **Guest** keys are used to increment their respective totals.

LCD Screen	Action
GAMES WON: +1 HOME nn nn = current setting	Press the <**GAMES WON +1**> key to increment the number of games won by the home or guest team. The LCD shows which key was pressed and the new value for the corresponding team.

Serve

LCD Screen	Action
HOME serve ON	Press the **Home** or **Guest** <**SERVE**> key to turn on the Possession indicator for that team.
HOME serve off	To turn off the Possession indicator, press the same <**SERVE**> key a second time or press the opposite <**SERVE**> key.

11.2 Edit

The <**EDIT**> key allows the user to select and edit the following scoreboard fields. Press <**EDIT**> and the key for the field to be edited.

Match Number +1, Games +1

The <**MATCH NUMBER +1**>and <**GAMES +1**> keys are edited in the same way. <**GAME +1**> is used as an example on the table below.

LCD Screen	Action
game no: edit n* n = current setting	Press <**EDIT**> and the appropriate statistic key to display the current setting. Enter the correct number on the number pad and press <**ENTER**>.

Score +1, -1

LCD Screen	Action
TEAM SCORE: EDIT HOME nnn* nnn = current setting	Press <**EDIT**> and either of the <**SCORE**> keys for the home or guest team to display the current team score setting. Enter the correct team score on the number pad and press <**ENTER**>.

Games Won +1

LCD Screen	Action
GAMES WON: edit HOME nn* n = current setting	Press <**EDIT**> <**GAMES WON +1**> for the home or guest team to display the current setting of games won. Enter the correct number of games won on the number pad and press <**ENTER**>.

Time Out On/Off

LCD Screen	Action
TIME OUTs-edit FULL MM:SS mm:ss = minutes, seconds	Press <**EDIT**> <**TIME OUT ON/OFF**> to display the current time setting for full time outs. Enter the correct time on the number pad and press <**ENTER**>.
TIME OUT- edit PARTIAL MM:SS mm:ss = minutes, seconds	The LCD will now display the configured time for partial time out length. Enter the correct time on the number pad and press <**ENTER**>.

Section 12: Wrestling Operations

Sport Insert LL-2467 (Code 03)

Codes used by the All Sport 3000 console to replace the All Sport 2500 console are as follows:

351; **352**; **353**; **354**

Refer to **Appendix C.5** for a list of the codes of the All Sport 2500 console and which code for the 3000 system takes its place.

Reference Drawings:

Insert, Wrestling ..... **Drawing A-129366**
Block Diagrams,
A/S5000/3000, BB, VB & WR #1 ..... **Drawing A-124686**
Block Diagrams,
A/S5000/3000, BB, VB & WR #2 ..... **Drawing A-125415**
Block Diagrams,
A/S 3000 or 5000 BB, VB & WR #4 ..... **Drawing A-125417**

The sport insert drawings are located in **Appendix B** and the block diagram drawings are located in **Appendix A**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

12.1 Wrestling Keys

Match Number +1

LCD Screen	Action
match- +1 n n = current setting	Press <**MATCH +1**> to increment the match number. A prompt showing match number displays briefly.

Period +1

LCD Screen	Action
period +1 n n = current setting	Press <**PERIOD +1**> to increment the quarter number. A prompt showing period number displays briefly.

Reset Match

LCD Screen	Action
reset match? ENTER TO ACCEPT	Press <**RESET MATCH**> to select the operation that will clear all of the data for the last match or the match in progress and begin a new individual match. Press <**ENTER**> to accept or <**CLEAR**> to resume the match in progress using the current data and exit the menu.

Match Score +1, +2, +3, -1

The **Home** and **Guest** <**MATCH SCORE +1**>, <**MATCH SCORE +2**>, and <**MATCH SCORE +3**> keys are used to increment the match score, and the <**MATCH SCORE -1**> key is used to decrement the match score.

LCD Screen	Action
match SCORE-+1 HOME nnn nnn = current setting	Press the appropriate <**SCORE**> key to increment or decrement the match score for the home or guest team. The LCD shows which key was pressed and the new value for the match score of the corresponding team. Pressing a <**MATCH SCORE**> key will cause the match scores to show on the LCD (MAT will show up on the LCD to indicate this). Pressing a <**TEAM SCORE**> key will cause the team scores to show up on the LCD (TM will show on the LCD to indicate this).

Start Injury Time

LCD Screen	Action
g injury n:nn H = 2 G = 0 n:nn = injury timer g or h = guest or home	The maximum allowed injury time is set for each competitor at the beginning of a match and reset to this time when the **Reset Match** function is performed. When enabled, the injury times are displayed in the main clock digits and the appropriate (Home or Guest) match score digits flash. The main clock must be stopped to use the injury timer. Press <**START INJURY TIME**> to start the injury timer for the home or guest competitor. The injury timer counts down from the maximum allowed time until **<STOP>** is pressed or 0:00 is reached. The injury time is shown on the LCD display with H for Home or G for Guest. Press the <**STOP**> key to stop the injury timer and return the period time to the main clock digits.

Start Blood Time

LCD Screen	Action
g blood n:nn h = 2 g = 0 n:nn = injury timer g or h = guest or home	Maximum allowed blood time is set for each competitor at the beginning of a match and reset to this time when the **Reset Match** function is performed. When enabled, the blood times are displayed in the main clock digits and the appropriate (Home or Guest) match score digits flash. The main clock must be stopped to use the blood timer. Press <**START BLOOD TIME**> to start the blood timer for the home or guest competitor. The injury/blood timer counts down from the maximum allowed time until the timer reaches 0:00 or the operator presses <**STOP**>. The LCD screen shows blood time with H for Home or G for Guest. Press the <**STOP**> key to stop the blood timer and return the period time to the main clock digits.

12.2 Edit

The <**EDIT**> key allows the user to select and edit the following scoreboard fields. Press <**EDIT**> and the key for the **Home** or **Guest** field to be edited.

Blood Time

LCD Screen	Action
blood time-EDIT HOME mm:ss mm:ss = current setting	Press <**EDIT**> and either of the <**BLOOD TIME**> keys for the home or guest team to display the current blood time setting. Enter the new blood time in minutes and seconds on the number pad and press the <**ENTER**> key. For example, 5:00.
Set as a default Enter to accept	After the blood time is set, the prompt to accept as default will be displayed. Press <**ENTER**> if this is to be the new default time for blood time.

Injury Time

LCD Screen	Action
injury time-EDIT HOME mm:ss* mm:ss = current setting	To display the current injury time setting, press <**EDIT**> and either of the <**INJURY TIME**> keys for the home or guest team. Enter the maximum allowed injury time in minutes and seconds on the number pad and press the <**ENTER**> key. For example, 5:00.
Set as default Enter to accept	After the injury time is set, the prompt to accept as default will be displayed. Press <**ENTER**> if this is to be the new default time for injury time.

Match Number, Period, Team Score and Match Score

The **Home** a nd **Guest** <**MATCH NUMBER +1**>, <**PERIOD +1**>, <**TEAM SCORE+1, -1**> and <**MATCH SCORE +1, +2, +3, -1**> keys are all edited in the same way. **Team Score** is used as an example in the table below.

LCD Screen	Action
TEAM score-edit HOME nnn nnn = current setting	Press <**EDIT**> and the appropriate statistic key to display the current setting. For example, <**TEAM SCORE +1, -1**>. Enter the correct number on the number pad and press <**ENTER**>.

Section 13: Cricket Operations

Sport Insert OG-235056 (Code 16)

Reference Drawings:

Insert, Cricket ..... **Drawing A-235056**
Block Diagrams,
A/S5000/3000, Outdoor Sports ..... **Drawing A-124690**

The sport insert and block diagram drawings are located in **Appendix B**.

Refer to the information in **Section 2**: **Basic Operation** to start the console and use the sport insert. Read **Basic Operation** carefully to fully understand the following operation instructions.

If you lose or damage an insert, use a photocopy of the insert until you can order a replacement.

If you do not know the code number to enter for your scoreboard, refer to **Appendix B** in this manual. If you do not know the model number of your scoreboard, refer to the installation and maintenance manual provided with the scoreboard.

13.1 Cricket Keys

Extras (+1,-1), Overs (+1,-1), Wickets (+1,-1)

The <**EXTRAS +1**>, <**OVERS +1**> and <**WICKETS +1**> keys are used to increment their respective totals. The **–1** keys are used for correcting a wrong value.

LCD Screen	Action
EXTRA RUNS: +1 nN nN = current setting	Press <**EXTRAS +1**>, <**OVERS +1**> or <**WICKETS +1**> to increment their respective totals. The LCD shows which key was pressed and the new value. The Extras +1,-1 keys will also increment and decrement from the total score When the <**WICKETS +1**> key is pressed it will transfer the total score to the Last Wicket and also transfer the Batsman score of the Batsman selected as facing to the Last Man. Make sure the facing selection is set for the Batsman that is to be out.

Batsman Number (Alternative Function)

The **< BATSMAN NUMBER >** key is used to display the uniform number of Batsman A and B currently in the game.

LCD Screen	Action
Batsman A nn*	First press the **< ALT >** key and then the **< BATSMAN NUMBER >** key. Enter the number of the player and press <**ENTER**>.
nn = current setting	

Batsman Facing

The <**BATSMAN FACING**> keys turn the batsman A and batsman B indicators on.

LCD Screen	Action
BATSMAN A FACING ON	Press the **<BATSMAN FACING>** key, to turn on the facing indicator for that batsman. This display appears briefly.

Score +1, +4, +6, -1

LCD Screen	Action
Bat a RUNS: +1 nn	Press the appropriate <**SCORE +1**>, <**SCORE +4**>, or <**SCORE +6**> key to increment the total number of runs for the batsman A or batsman B. Press the <**SCORE -1**> to decrement the batsman score. The LCD shows which key was pressed and the new value for the corresponding player. These keys will also increment and decrement from the total score.
nn = current setting	

Bowler A Info, Bowler B Info

The <**BOWLER INFO**> keys are used to enter information about the bowlers.

LCD Screen	Action
Bowler A nn* nn = current value	Press the appropriate <**BOWLER INFO**> key and enter the desired value and press <**ENTER**>.

Last Man

The <**LAST MAN**> key is used to enter or edit score for the last man that was out.

LCD Screen	Action
Last man nnn* nn = current value	Press the <**LAST MAN**> key and enter the desired value and press <**ENTER**>.

Last Wicket

The <**LAST WICKET**> key is used to enter or edit score that was shown at the last wicket.

LCD Screen	Action
Last wicket nnn* nnn = current value	Press the <**LAST WICKET** > key and enter the desired value and press <**ENTER**>.

Runs Reqd

The <**RUNS REQD**> key is used to enter or edit the value for runs required to win.

LCD Screen	Action
Runs reqd nnn* nnn = current value	Press the <**RUNS REQD**> key and enter the desired value and press <**ENTER**>.

1st Inns

The <**1ST INNS**> key is used to enter or edit the value for the number of 1st inning runs.

LCD Screen	Action
1st inns nnn* nnn = current value	Press the <**1ST INNS**> key and enter the desired value and press <**ENTER**>.

Total

The <**TOTAL**> key is used to enter or edit the value for the total team runs.

LCD Screen	Action
Total score nnn* nnn = current value	Press the <**TOTAL**> key and enter the desired value and press <**ENTER**>. The Batsman Score keys (+1, +4, +6,-1) and the Extra keys (+1,-1) will also increment/decrement to the total score.

Team Out/ Declare

The <**TEAM OUT/DECLARE**> key is used when the team is out or if they want to declare the end of their inning.

LCD Screen	Action
Out/declare Y/n? nnn = current value	Press the <**TEAM OUT/DECLARE**> and the prompt shown at the left will appear. Press <**CLEAR**> if you do not want to set the team out. Press <**ENTER**> if you want to set the team out.

If the team is set out the total score will be copied to the 1st Inns value, and the Runs required will be set to the current total Score +1. The Wickets will be set to 0 and all other scores will be set to blank.

Umpire Light

When this <**UMPIRE LIGHT**> key is pressed the umpire light will come on and stay on until the key is released.

13.2 Edit

The <**EDIT**> key allows the user to select and edit the following scoreboard fields. Press <**EDIT**> and the key for the field to be edited.

Wickets +1, -1

LCD Screen	Action
Wickets: edit nn nn = current setting	Press <**EDIT**> <**WICKETS +1**> to display the current setting. Enter the correct inning number on the number pad and press <**ENTER**>.

Score +1, +4, +6

LCD Screen	Action
Bat a runs: edit nn nn = current setting	Press <**EDIT**> and the appropriate <**SCORE +1**> key to display the current setting for the batsman A or B. Enter the correct number on the number pad and press <**ENTER**>.

Overs +1, Extras +1

The <**OVERS +1**> and <**EXTRAS +1**> keys are edited in the same way. <**OVERS +1**> is used as an example.

LCD Screen	Action
OVERS: edit nn nn = current setting	Press <**EDIT**> and the appropriate statistic key to display the current value. Enter the correct number on the number pad and press <**ENTER**>.

Appendix A: Reference Drawings

Address Table, 1 Through 128 ..... **Drawing A-115078**
Address Table, 129 through 256 ..... **Drawing A-115079**
4 Column LED Driver II ..... **Drawing A-123783**
16 Column Driver III ..... **Drawing A-123940**
8 Column Driver III ..... **Drawing A-123941**
Block Diagram, A/S 5000/3000 BB, VB & WR #1 ..... **Drawing A-124686**
Block Diagram, A/S 5000/3000 BB, VB & WR #3 ..... **Drawing A-124688**
Block Diagram, A/S 5000/3000 Hockey ..... **Drawing A-124689**
Block Diagram, A/S 5000/3000 Outdoor Sports ..... **Drawing A-124690**
Schematic,
Dual ¼" Phone J-Box w/Shunt Jack ..... **Drawing A-125316**
Block Diagram,
A/S 5000/3000 BB, VB & WR #2 ..... **Drawing A-125415**
Block Diagram,
A/S 3000 or 5000 BB, VB & WR #4 ..... **Drawing A-125417**
16 Column LED Driver II ..... **Drawing A-126174**
Rear View, A/S 3000 Connector Assignments ..... **Drawing A-131941**
Indoor Shot Clock Scbds
Radio Receiver Installation ..... **Drawing A-135163**
A/S 3110R Battery Option ..... **Drawing A-135794**
Channel Selection
Single Control Console, Gen IV ..... **Drawing A-180566**
Channel Selection
Single Broadcast Group, Gen IV ..... **Drawing A-180922**
Channel Selection
Multiple Broadcast Group, Gen IV ..... **Drawing A-180923**

KEY: 0 = WIRE NOT CONNECTED 1 = WIRE IS CONNECTED

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
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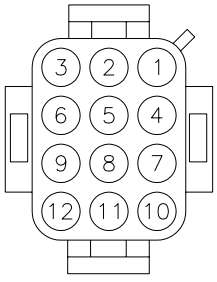
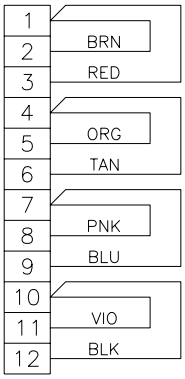
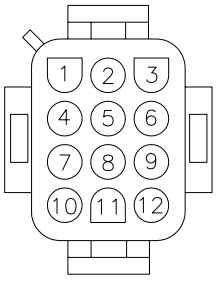


ADDRESS PLUG
WIRE SIDE

WIRING DIAGRAM

ADDRESS PLUG
WITH ALL WIRES
CONNECTED





BOTTOM VIEW

REV.	DATE	DESCRIPTION	BY	APPR.
01	08 MAR 05	ADDED BOTTOM VIEW	KQB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: ADDRESS TABLE, 1 THROUGH 128

DES. BY: AVB DRAWN BY: A VANBEMMEL DATE: 28 APR 99

REVISION 01 APPR. BY:

SCALE: NONE

1150-R04A-115078

KEY: 0 = WIRE NOT CONNECTED 1 = WIRE IS CONNECTED

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
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DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
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DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
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DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
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DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
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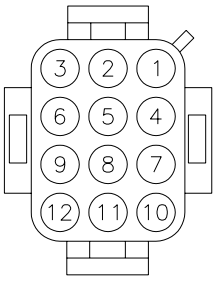
208	1	1	0	1	0	0	0	0

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
209	1	1	0	1	0	0	0	1
210	1	1	0	1	0	0	1	0
211	1	1	0	1	0	0	1	1
212	1	1	0	1	0	1	0	0
213	1	1	0	1	0	1	0	1
214	1	1	0	1	0	1	1	0
215	1	1	0	1	0	1	1	1
216	1	1	0	1	1	0	0	0
217	1	1	0	1	1	0	0	1
218	1	1	0	1	1	0	1	0
219	1	1	0	1	1	0	1	1
220	1	1	0	1	1	1	0	0
221	1	1	0	1	1	1	0	1
222	1	1	0	1	1	1	1	0
223	1	1	0	1	1	1	1	1
224	1	1	1	0	0	0	0	0

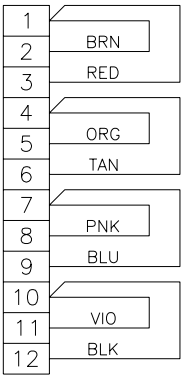
DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
225	1	1	1	0	0	0	0	1
226	1	1	1	0	0	0	1	0
227	1	1	1	0	0	0	1	1
228	1	1	1	0	0	1	0	0
229	1	1	1	0	0	1	0	1
230	1	1	1	0	0	1	1	0
231	1	1	1	0	0	1	1	1
232	1	1	1	0	1	0	0	0
233	1	1	1	0	1	0	0	1
234	1	1	1	0	1	0	1	0
235	1	1	1	0	1	0	1	1
236	1	1	1	0	1	1	0	0
237	1	1	1	0	1	1	0	1
238	1	1	1	0	1	1	1	0
239	1	1	1	0	1	1	1	1
240	1	1	1	1	0	0	0	0

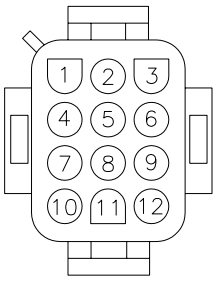
DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
241	1	1	1	1	0	0	0	1
242	1	1	1	1	0	0	1	0
243	1	1	1	1	0	0	1	1
244	1	1	1	1	0	1	0	0
245	1	1	1	1	0	1	0	1
246	1	1	1	1	0	1	1	0
247	1	1	1	1	0	1	1	1
248	1	1	1	1	1	0	0	0
249	1	1	1	1	1	0	0	1
250	1	1	1	1	1	0	1	0
251	1	1	1	1	1	0	1	1
252	1	1	1	1	1	1	0	0
253	1	1	1	1	1	1	0	1
254	1	1	1	1	1	1	1	0
255	1	1	1	1	1	1	1	1



ADDRESS PLUG
WIRE SIDE

WIRING DIAGRAM
ADDRESS PLUG
WITH ALL WIRES
CONNECTED





BOTTOM VIEW

REV.	DATE	DESCRIPTION	BY	APPR.
01	08 MAR 05	ADDED BOTTOM VIEW	KQB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: ADDRESS TABLE, 129 THROUGH 255

DES. BY: AVB DRAWN BY: A VANBEMMEL DATE: 28 APR 99

REVISION 01 APPR. BY:

SCALE: NONE

1150-R04A-115079

KEY: 0 = WIRE NOT CONNECTED 1 = WIRE IS CONNECTED TO ANY GROUND PIN (1,4,7,10)

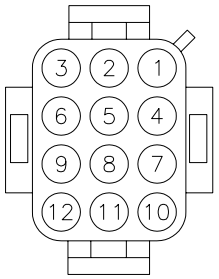
J19 ADDRESS AND COLUMN SELECT JACK

DECIMAL ADDRESS	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
1	0	0	0	0	1
2	0	0	0	1	0
3	0	0	0	1	1
4	0	0	1	0	0
5	0	0	1	0	1
6	0	0	1	1	0
7	0	0	1	1	1
8	0	1	0	0	0
9	0	1	0	0	1
10	0	1	0	1	0
11	0	1	0	1	1
12	0	1	1	0	0
13	0	1	1	0	1
14	0	1	1	1	0
15	0	1	1	1	1
16	1	0	0	0	0

DECIMAL ADDRESS	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
17	1	0	0	0	1
18	1	0	0	1	0
19	1	0	0	1	1
20	1	0	1	0	0
21	1	0	1	0	1
22	1	0	1	1	0
23	1	0	1	1	1
24	1	1	0	0	0
25	1	1	0	0	1
26	1	1	0	1	0
27	1	1	0	1	1
28	1	1	1	0	0
29	1	1	1	0	1
30	1	1	1	1	0
31	1	1	1	1	1

TIME OF DAY SELECT	PIN 9
DISABLE	0
ENABLE	1

COLUMN SELECT	PIN 12	PIN 11
COLUMNS 5-8	0	0
COLUMNS 1-4	0	1
COLUMNS 9-12	1	0
COLUMNS 13-16	1	1



ADDRESS PLUG
WIRE SIDE

WIRING DIAGRAM
ADDRESS PLUG
WITH ALL WIRES
CONNECTED

J17 MAIN	
PIN	FUNCTION
1	SIG-P
2	SIG-N
3	GND-N
4	CLOUT-P
5	CLOUT-N
6	16VAC-N
7	GND-N
8	EARTH-N
9	16VAC-P
10	GND-N
11	SWIN-P
12	SWIN-N

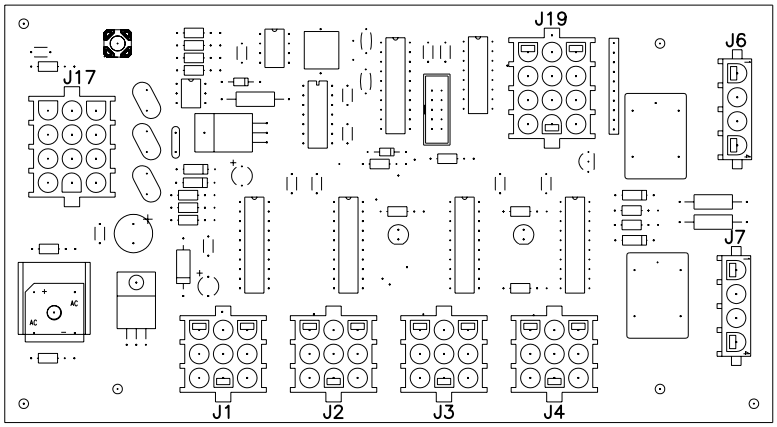
J1-4 DIGIT	
PIN	FUNCTION
1	SEGC-N
2	SEGB-N
3	SEGA-N
4	SEGF-N
5	SEGE-N
6	SEGD-N
7	+VCC-P
8	SEGH-N
9	SEGG-N

J19 ADDRESS	
PIN	FUNCTION
1	GND-N
2	ADD0-N
3	ADD1-N
4	GND-N
5	ADD2-N
6	ADD3-N
7	GND-N
8	ADD4-N
9	ADD5-N
10	GND-N
11	COLS1-N
12	COLS2-N

J6 RELAY	
PIN	FUNCTION
1	HORNOUT-N
2	AUXOUT-N
3	120SW-P
4	120SW-N

J7 RELAY	
PIN	FUNCTION
1	N/C
2	AUXOUT-N
3	120SW-P
4	120SW-N

0P-1150-0130 UNCOATED OR 0P-1150-0131
COATED 4 COLUMN LED DRIVER II



NOTE
-WITH NO ADDRESS PINS SELECTED THE DRIVER WILL DEFAULT TO A/S 4000 PROTOCOL

-COLUMN SELECT PINS WORK FOR EITHER A/S 4000 OR A/S 5000 PROTOCOL

-DRIVER WILL DEFAULT TO COLUMNS 5-8

-GREEN LED INDICATES THE DRIVER HAS POWER

-RED LED WILL BE ON OR BLINKING WHEN THE DRIVER IS RECEIVING SIGNAL

-REDRIVE CIRCUIT IS PROCESSOR REFRESHED (REFER TO DWG A-128429 FOR FURTHER INFORMATION ON THE CURRENT LOOP REDRIVE CIRCUIT SPECIFICATIONS)

	COLUMN SELECT 0 NO JUMPER CONNECTIONS				COLUMN SELECT 1 CONNECT J19 PIN 10 TO 11				COLUMN SELECT 2 CONNECT J19 PIN 10 TO 12				COLUMN SELECT 3 CONNECT J19 10 TO 11&12			
DATA INPUT DIGIT NUMBER	5	6	7	8	1	2	3	4	9	10	11	12	13	14	15	16
DIGIT OUTPUT CONNECTOR	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4

ALSO, COLUMN SELECT #1 MAKES THESE CHANGES:
INPUT DATA DIGIT 5, SEGMENT H
IS SENT TO DIGIT OUTPUT NO. 1, SEGMENT H.
INPUT DATA DIGIT 9, SEGMENT H
IS SENT TO DIGIT OUTPUT NO. 2, SEGMENT H.

REV.	DATE	DESCRIPTION	BY	APPR.
3	21 DEC 00	ADDED HORN SEGMENT INFORMATION	EB	
2	2 OCT 00	CHANGED TIME OF DAY ENABLE TO DISABLE (0) AND ENABLE (1)	NSW	
1	29 SEP 00	REMOVED "STAND ALONE" FROM WORDING FOR TIME OF DAY ENABLE.	AVB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

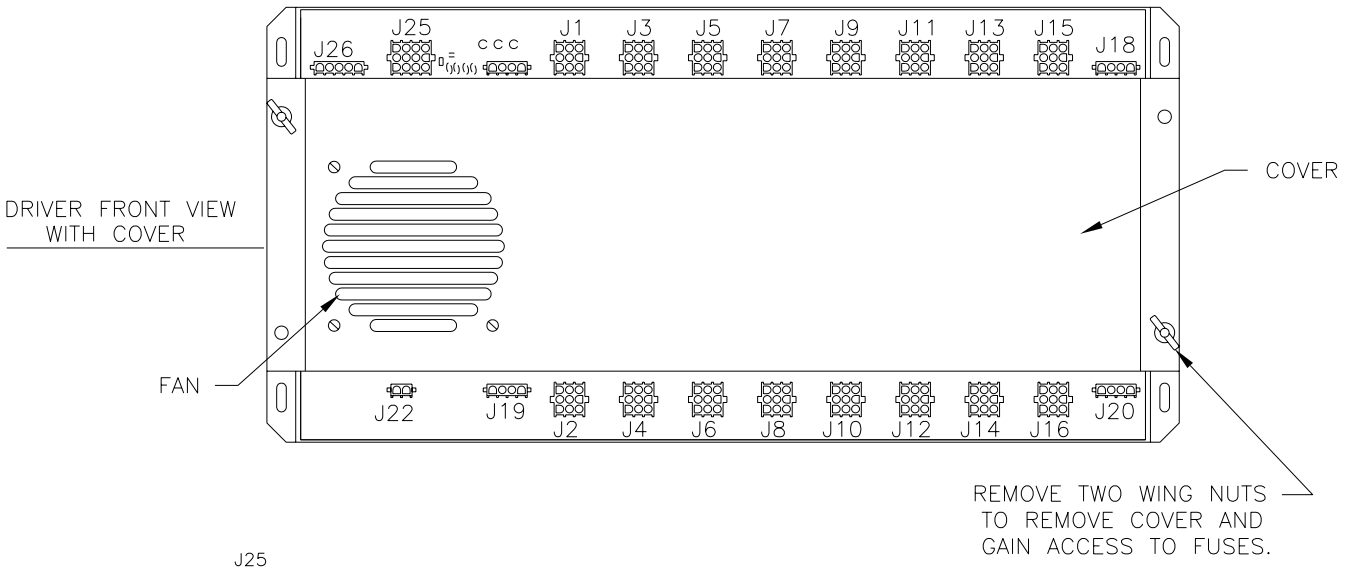
TITLE: 4 COLUMN LED DRIVER II; SPECIFICATIONS

DES. BY: EB DRAWN BY: E BRAVEK DATE: 08 NOV 99

REVISION 03 APPR. BY:

SCALE: NONE

1150-R04A-123783



J25

PIN	FUNCTION	PIN	FUNCTION
1	GND	7	GND
2	ADDR 0 –	8	ADDR 4 –
3	ADDR 1 –	9	ADDR 5 –
4	GND	10	GND
5	ADDR 2 –	11	ADDR 6 –
6	ADDR 3 –	12	CLMN SWAP

DS1–RX
DS2–PWR
DS3–STATUS

J1 – J16

PIN	FUNCTION
1	SEG C
2	SEG B
3	SEG A
4	SEG F
5	SEG E
6	SEG D
7	COMMON
8	SEG H
9	SEG G

J17

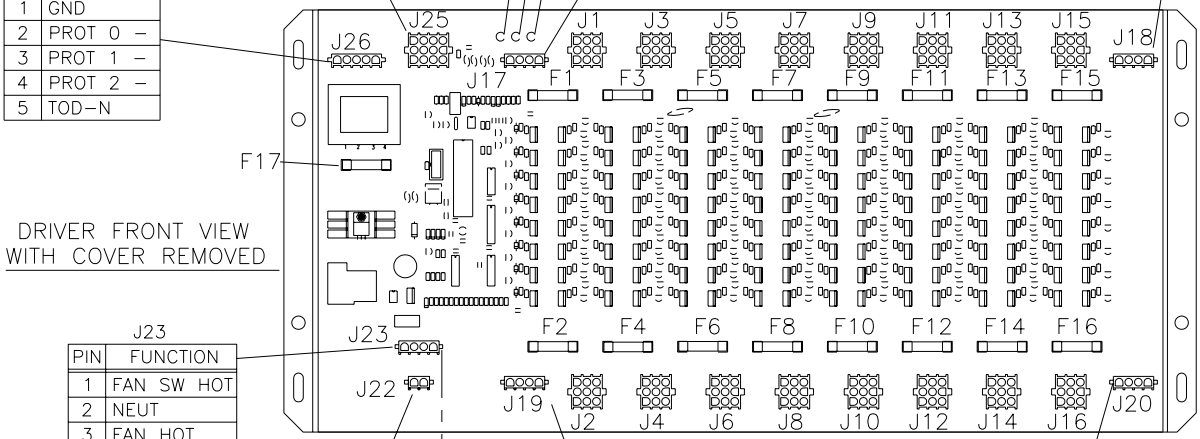
PIN	FUNCTION
1	SIG IN +
2	SIG IN –
3	SIG OUT +
4	SIG OUT –

J18

PIN	FUNCTION
1	LAMP NEUT
2	LAMP NEUT
3	LAMP HOT 1, 3, 5, 7
4	LAMP HOT 2, 4, 6, 8

J26

PIN	FUNCTION
1	GND
2	PROT 0 –
3	PROT 1 –
4	PROT 2 –
5	TOD–N



J23

PIN	FUNCTION
1	FAN SW HOT
2	NEUT
3	FAN HOT
4	NEUT

J22

PIN	FUNCTION
1	NORM OPEN
2	COMMON

PLUG FROM FAN IN COVER
CONNECTS TO J23

J19

PIN	FUNCTION
1	NEUTRAL
2	NEUTRAL
3	120V HOT
4	120V HOT

J20

PIN	FUNCTION
1	LAMP NEUT
2	LAMP NEUT
3	LAMP HOT 9,11,13,15
4	LAMP HOT 10,12,14,16

F1 THRU F16 ARE TYPE AGC–10, DAKTRONICS PART NUMBER F–1006.
F17 ARE TYPE AGC–1/2, DAKTRONICS PART NUMBER F–1000

REV.	DATE	DESCRIPTION	BY	APPR.
5	17 JAN 02	CHANGED ADD 7 TO CLMN SWAP ON J25	JJS	
4	2 OCT 00	CHANGED J25 & J26 TEXT –5 V TO GND	NSW	
3	29 SEP 00	CORRECTED J25 TABLE. CHANGED J26 TABLE PIN 5 FROM PROT 3 TO T.O.D.	AVB	
2	2 JUNE 00	CORRECTED J26 PINOUT TABLE	EB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

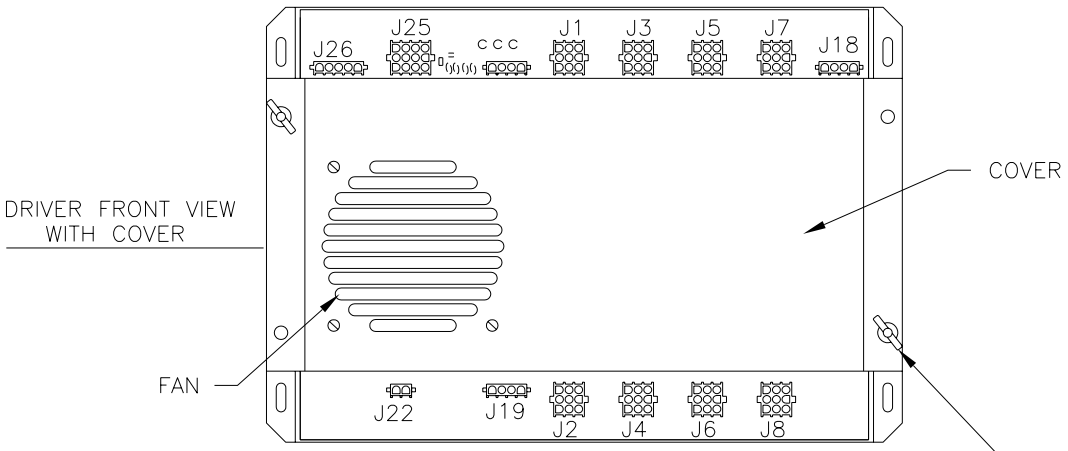
TITLE: LAYOUT; 16 COLUMN DRIVER III

DES. BY: EB DRAWN BY: EB DATE: 11 NOV 99

REVISION APPR. BY:

SCALE: 1=5

1033-R04A-123940



J25

PIN	FUNCTION	PIN	FUNCTION
1	GND	7	GND
2	ADDR 0 –	8	ADDR 4 –
3	ADDR 1 –	9	ADDR 5 –
4	GND	10	GND
5	ADDR 2 –	11	ADDR 6 –
6	ADDR 3 –	12	CLMN SWAP

DS1–RX
DS2–PWR
DS3–STATUS

J1 – J8

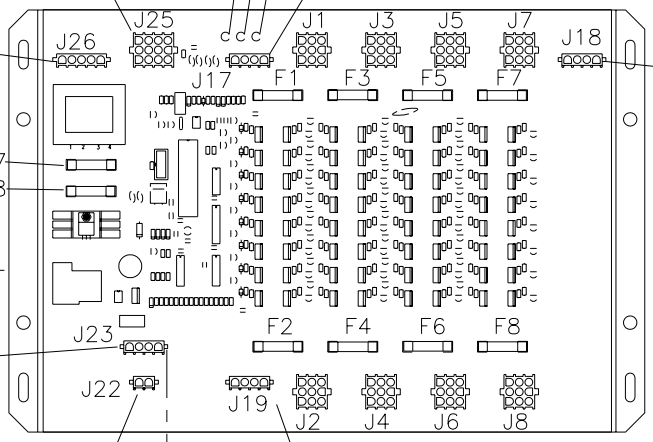
PIN	FUNCTION
1	SEG C
2	SEG B
3	SEG A
4	SEG F
5	SEG E
6	SEG D
7	COMMON
8	SEG H
9	SEG G

J17

PIN	FUNCTION
1	SIG IN +
2	SIG IN –
3	SIG OUT +
4	SIG OUT –

J26

PIN	FUNCTION
1	GND
2	PROT 0 –
3	PROT 1 –
4	PROT 2 –
5	TOD–N



DRIVER FRONT VIEW
WITH COVER REMOVED

J18

PIN	FUNCTION
1	LAMP NEUT
2	LAMP NEUT
3	LAMP HOT 1, 3, 5, 7
4	LAMP HOT 2, 4, 6, 8

J23

PIN	FUNCTION
1	FAN SW HOT
2	NEUT
3	FAN HOT
4	NEUT

J22

PIN	FUNCTION
1	NORM OPEN
2	COMMON

PLUG FROM FAN IN COVER
CONNECTS TO J23

J19

PIN	FUNCTION
1	NEUTRAL
2	NEUTRAL
3	120V HOT
4	120V HOT

F1 THRU F8 ARE TYPE AGC–10, DAKTRONICS PART NUMBER F–1006.
F17 THRU F18 ARE TYPE AGC–1/2, DAKTRONICS PART NUMBER F–1000

REV.	DATE	DESCRIPTION	BY	APPR.
4	2 OCT 00	CHANGED J25 & J26 TEXT –5 V TO GND	NSW	
3	29 SEP 00	CORRECTED J25 TABLE. CHANGED J26 TABLE PIN 5 FROM PROT 3 TO T.O.D.	AVB	
2	2 JUNE 00	CORRECTED J26 PINOUT TABLE	EB	
1	30 NOV 99	REMOVED DIMMING HEADER AND TABLE	EB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: LAYOUT; 8 COLUMN DRIVER III

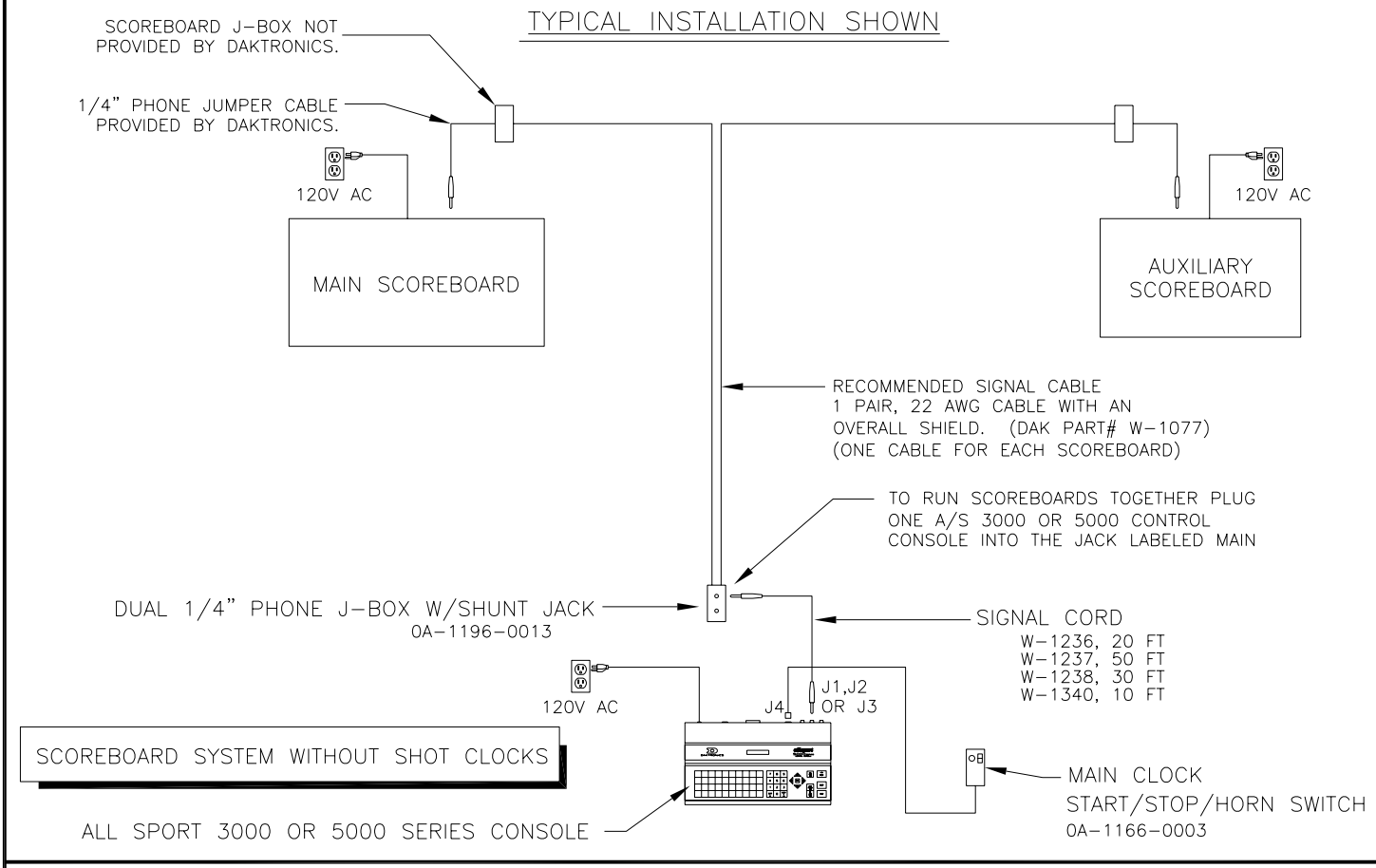
DES. BY: EB DRAWN BY: EB DATE: 11 NOV 99

REVISION APPR. BY:

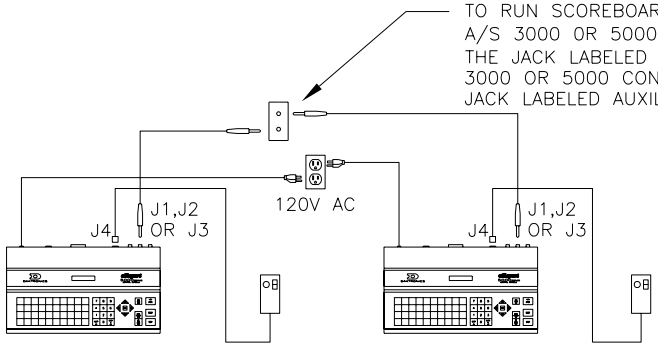
SCALE: 1=5

1033-R04A-123941

TYPICAL INSTALLATION SHOWN

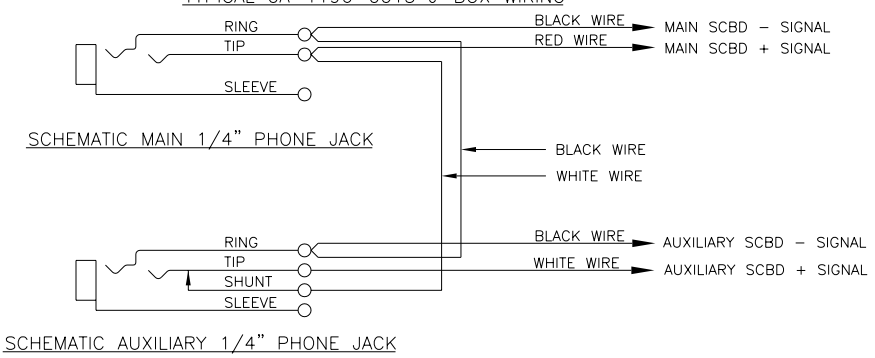


SEPARATE SCOREBOARD CONTROL



0A-1196-0013 J-BOX

TYPICAL 0A-1196-0013 J-BOX WIRING



SCHEMATIC MAIN 1/4" PHONE JACK

SCHEMATIC AUXILIARY 1/4" PHONE JACK

REV.	DATE	DESCRIPTION	BY	APPR.
01	26 APR 00	ADDED A/S 3000	DKD	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 5000

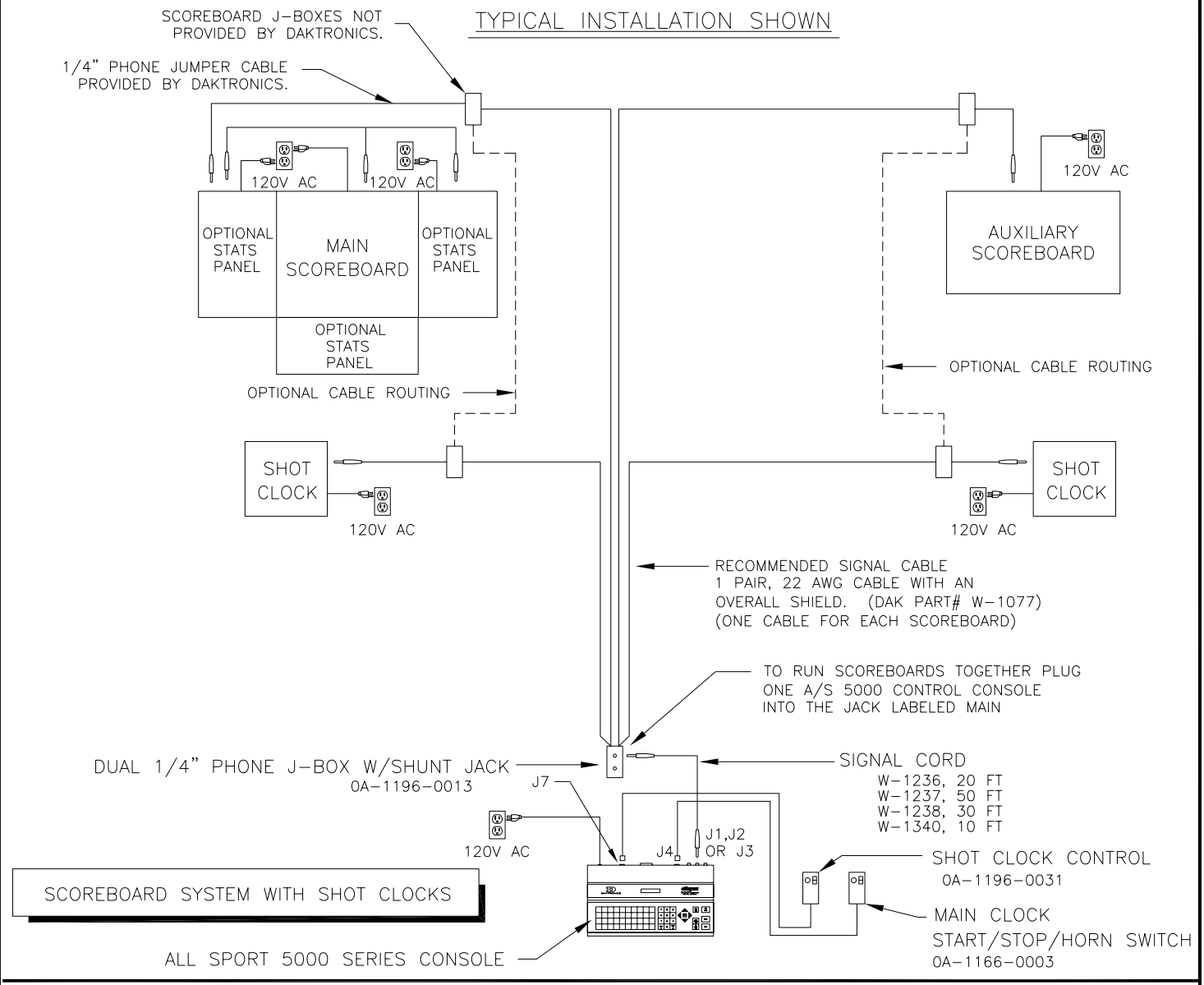
TITLE: BLOCK DIAGRAM, A/S 3000 OR 5000 BB, VB & WR #1

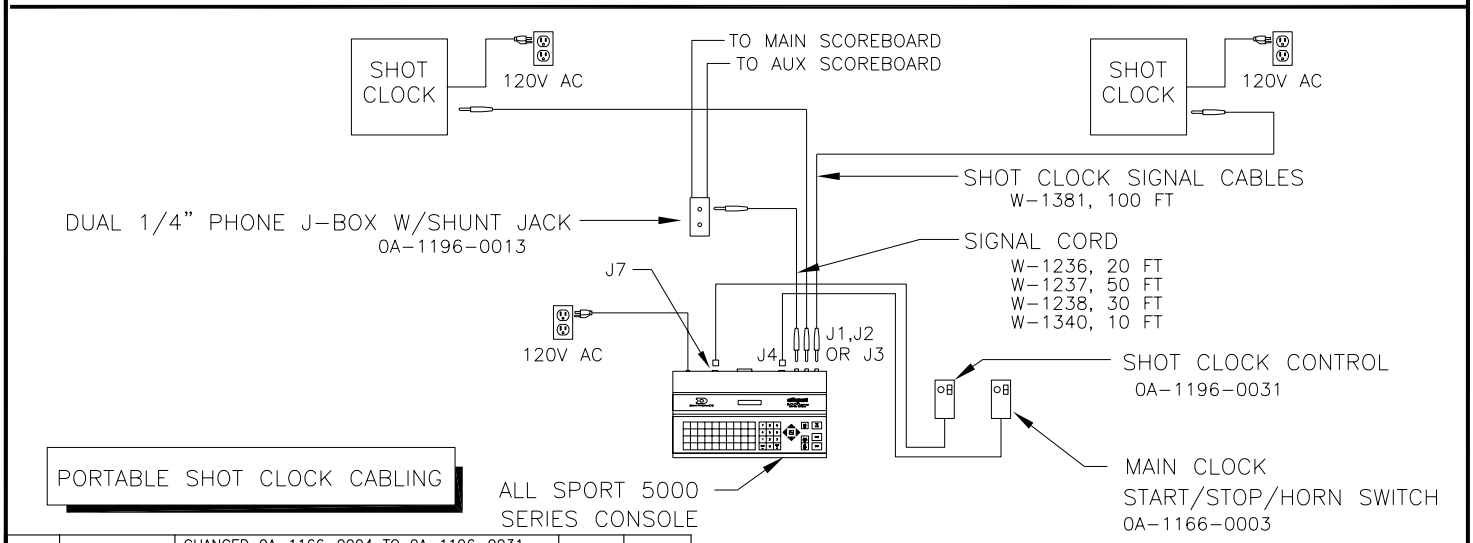
DES. BY: DRAWN BY: E BRAVEK DATE: 29 NOV 99

REVISION APPR. BY:

SCALE: NONE

1196-R04A-124686





REV.	DATE	DESCRIPTION	BY	APPR.
4	17 JAN 02	CHANGED 0A-1166-0004 TO 0A-1196-0031	JJS	
3	06 SEP 01	ADDED BOTTOM OPTIONAL STATS PANEL TO MAIN BOARD, AND ADDED SIGNAL CABLES TO AND FROM OPTIONAL STATS PANELS.	NW	
2	14 DEC 00	ADDED 120VAC TO SIDE BOARDS OF MAIN SCOREBOARD	NSW	
1	29 DEC 99	ADDED SHOT CLOCK REMOTE START/STOP TO TOP A/S5000 CONTROLLER	EB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 5000

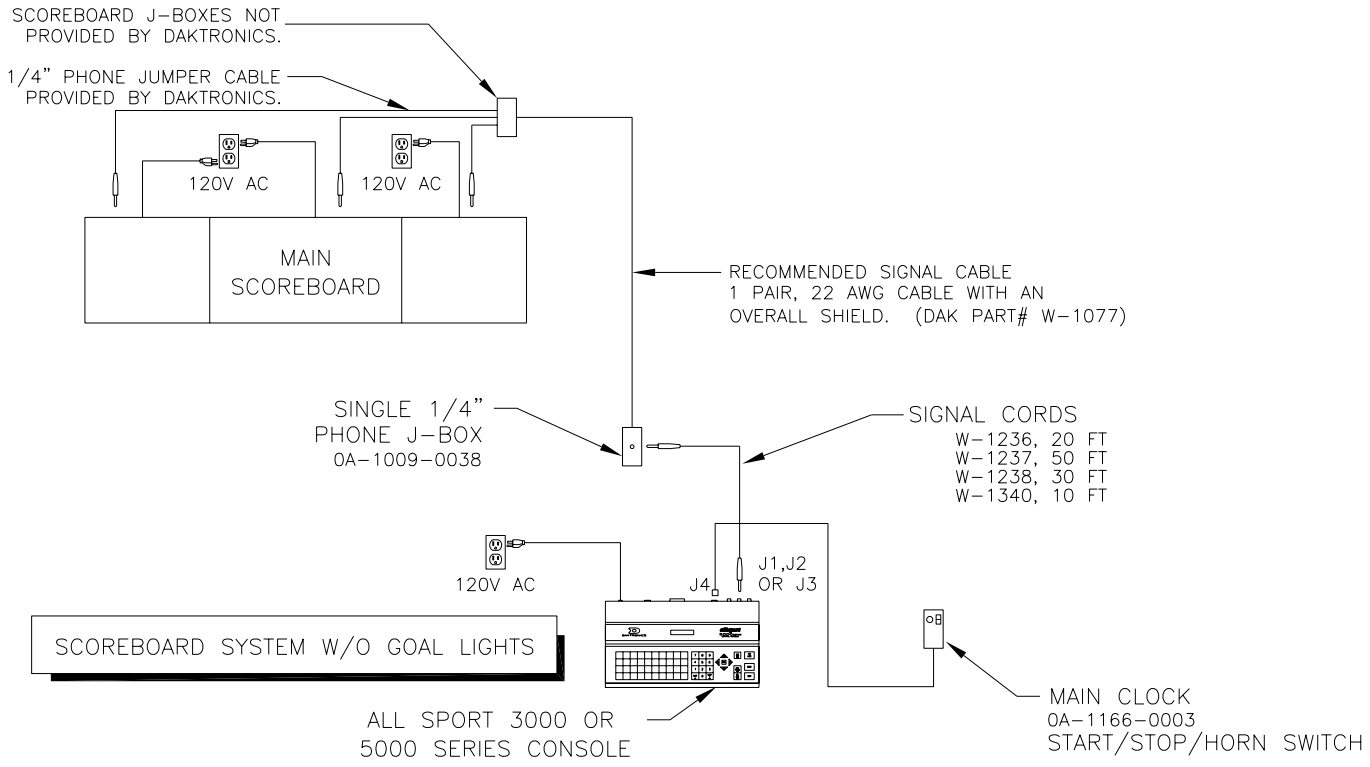
TITLE: BLOCK DIAGRAMS, A/S5000 BB, VB & WR #3

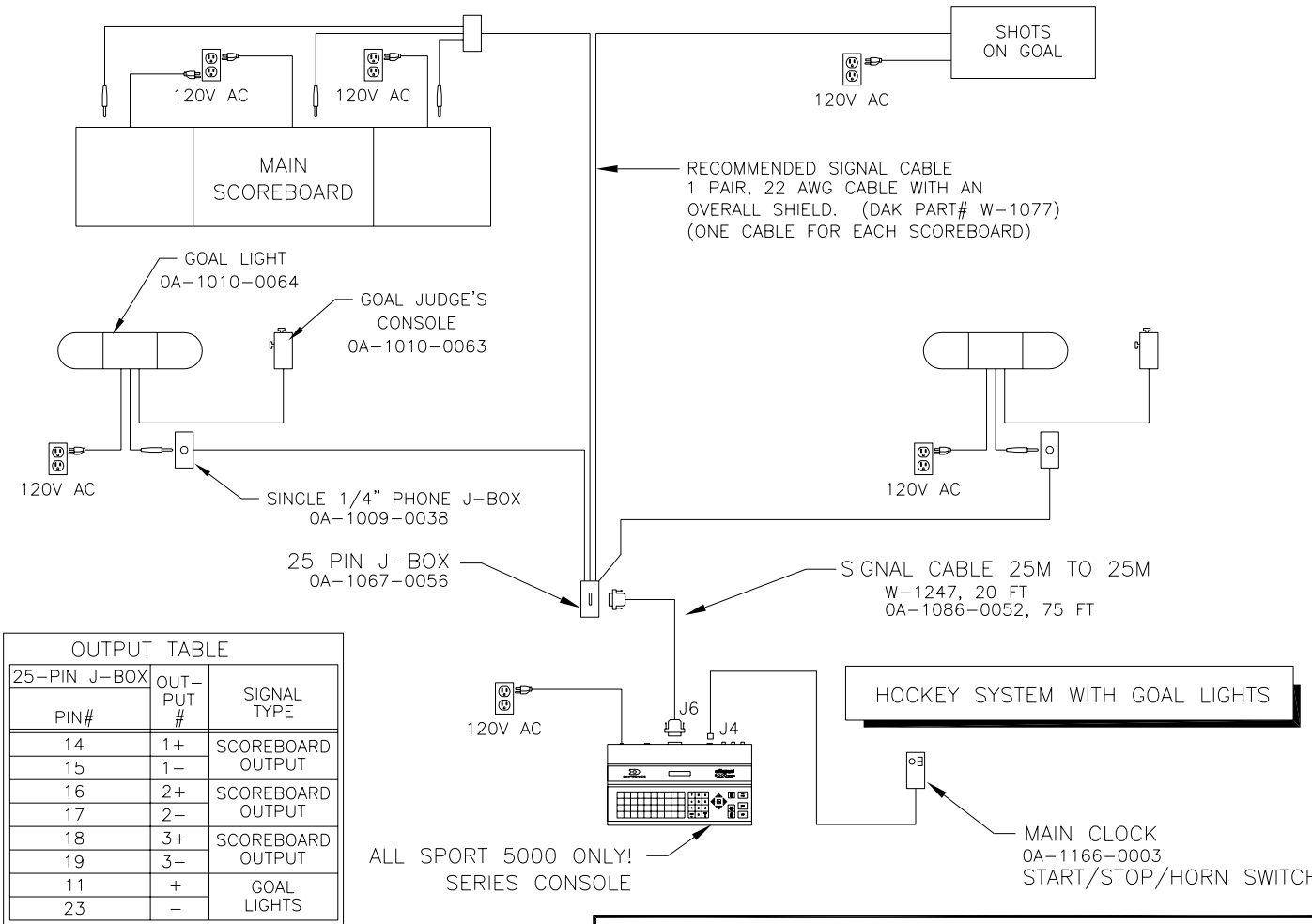
DES. BY: DRAWN BY: E BRAVEK DATE: 29 NOV 99

REVISION APPR. BY:

SCALE: NONE

1196-R04A-124688





OUTPUT TABLE

25-PIN J-BOX PIN#	OUTPUT #	SIGNAL TYPE
14	1+	SCOREBOARD OUTPUT
15	1-	
16	2+	SCOREBOARD OUTPUT
17	2-	
18	3+	SCOREBOARD OUTPUT
19	3-	
11	+	GOAL LIGHTS
23	-	

REV.	DATE	DESCRIPTION	BY	APPR.
01	26 APR 00	ADDED A/S 3000	DKD	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 5000

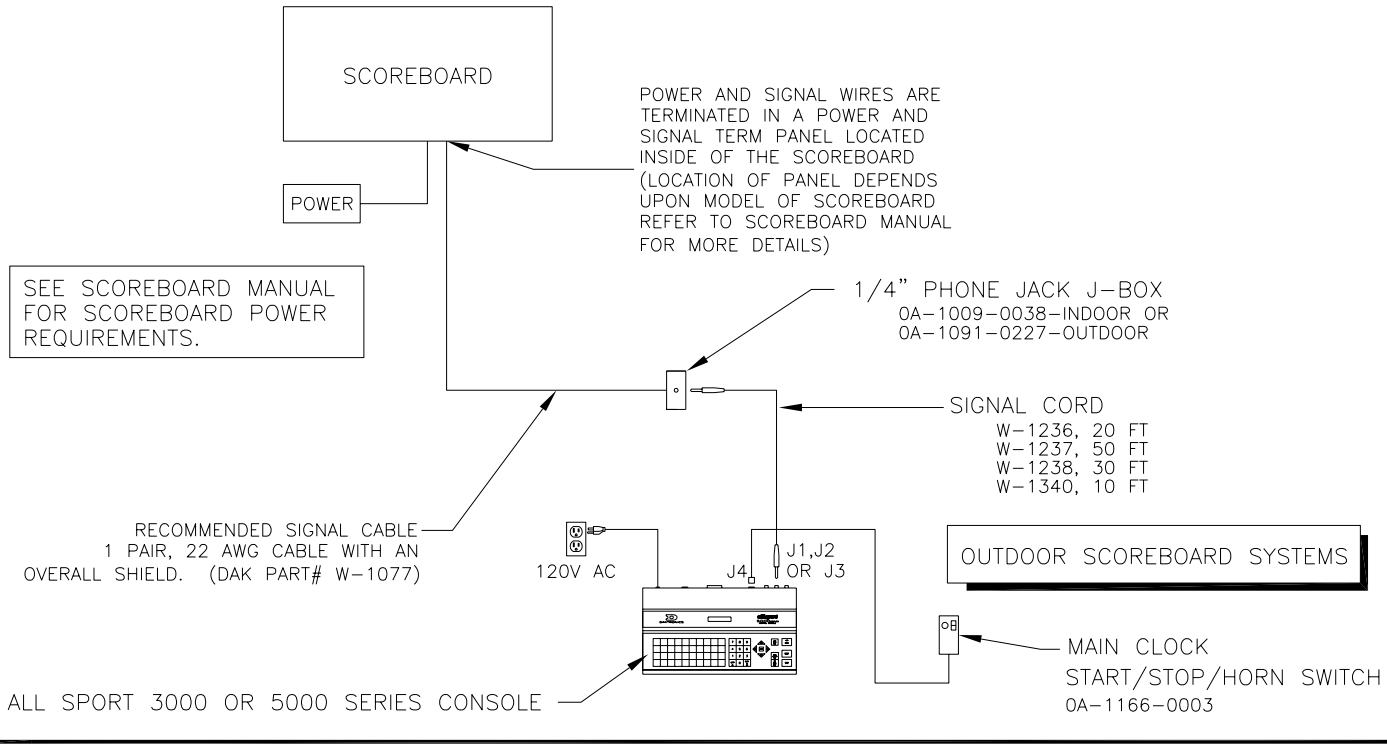
TITLE: BLOCK DIAGRAM, A/S 3000 OR 5000 HOCKEY

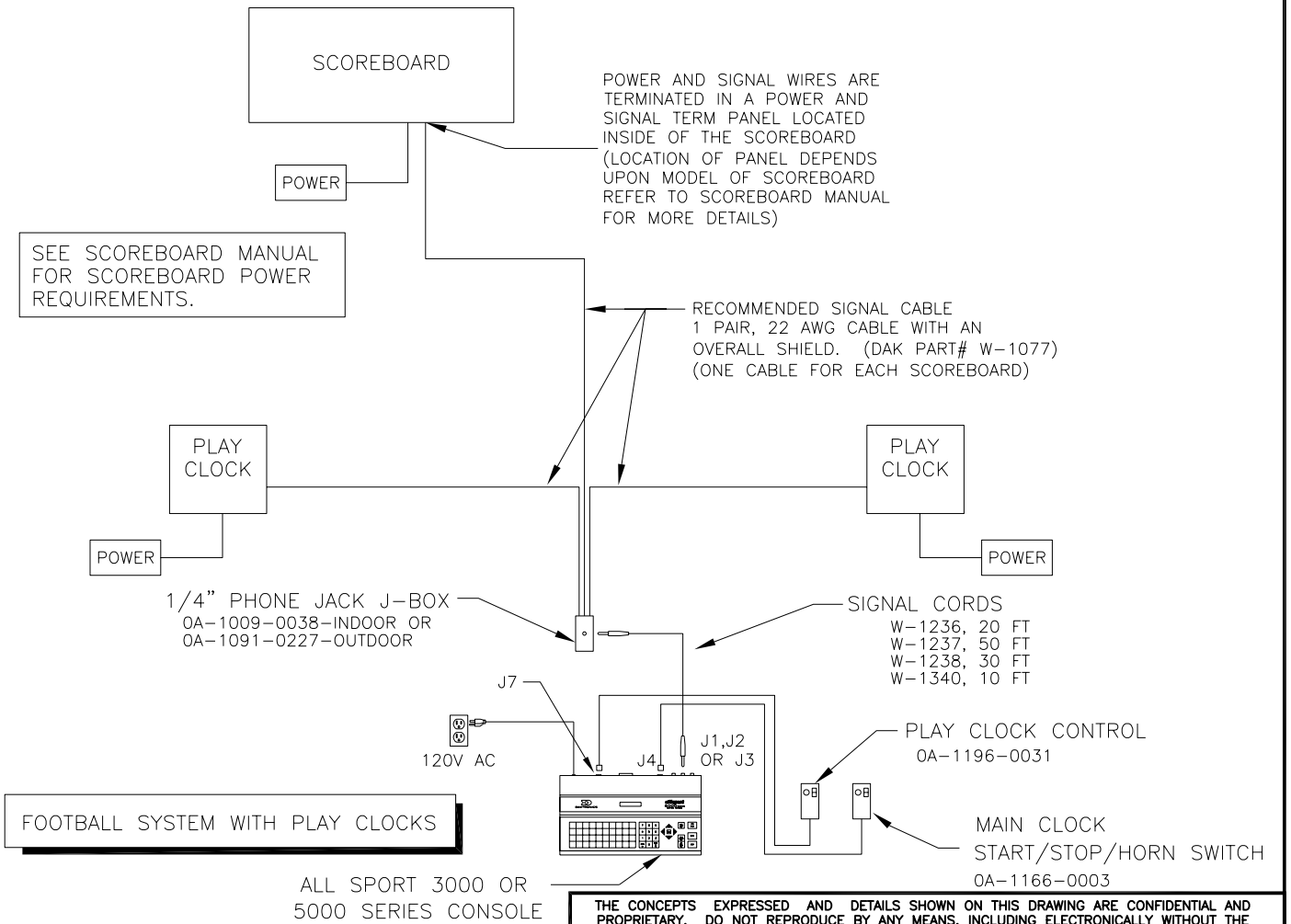
DES. BY: DRAWN BY: E BRAVEK DATE: 29 NOV 99

REVISION APPR. BY:

SCALE: NONE

1196-R04A-124689





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REV.	DATE	DESCRIPTION	BY	APPR.
03	17 JAN 02	CHANGED 0A-1166-4 TO 0A-1196-31	JJS	
02	11 MAY 00	CHANGED TO REPRESENT ALL OUTDOOR SPORTS	EB	
01	26 APR 00	ADDED A/S 3000	DKD	

DAKTRONICS, INC. BROOKINGS, SD 57006

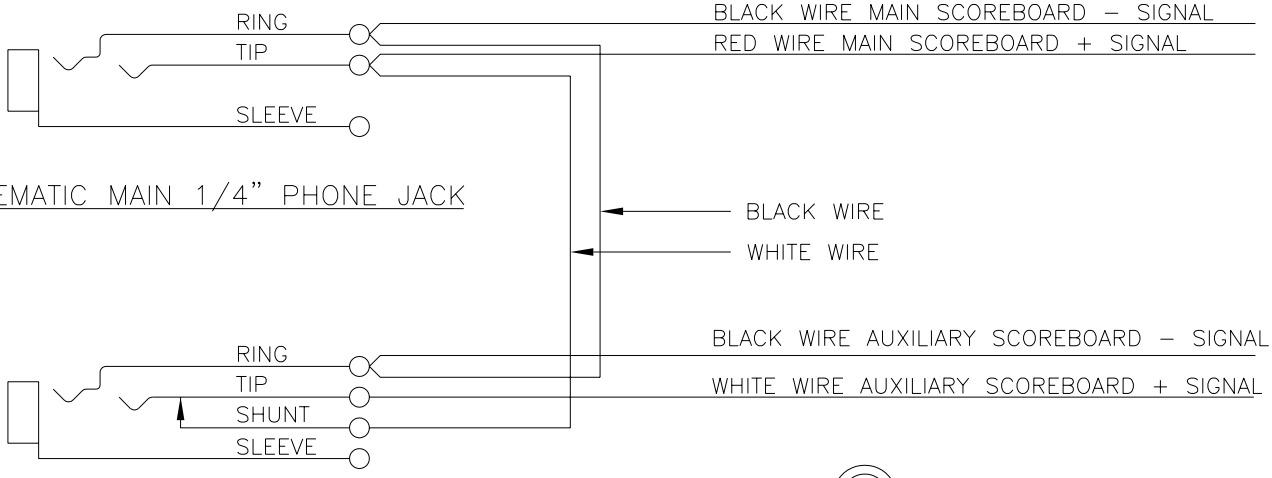
PROJ: ALL SPORT 5000

TITLE: BLOCK DIAGRAMS, A/S 3000 OR 5000 OUTDOOR SPORTS

DES. BY: DRAWN BY: E BRAVEK DATE: 30 NOV 99

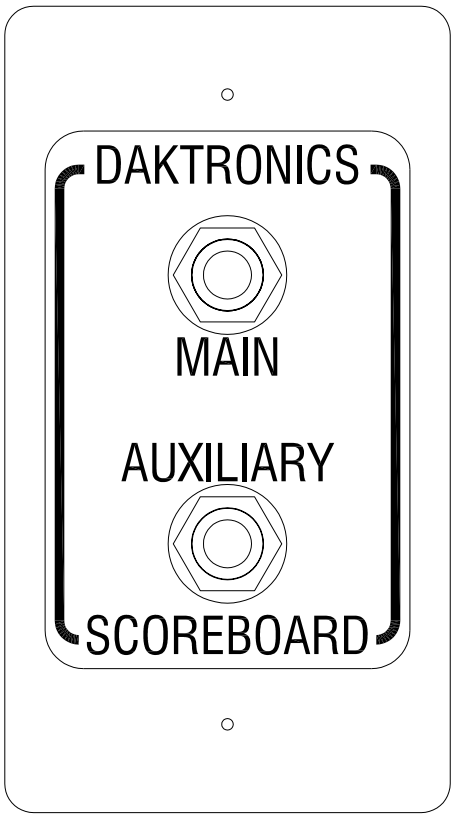
REVISION 03 | APPR. BY: | SCALE: NONE

1196-R04A-124690

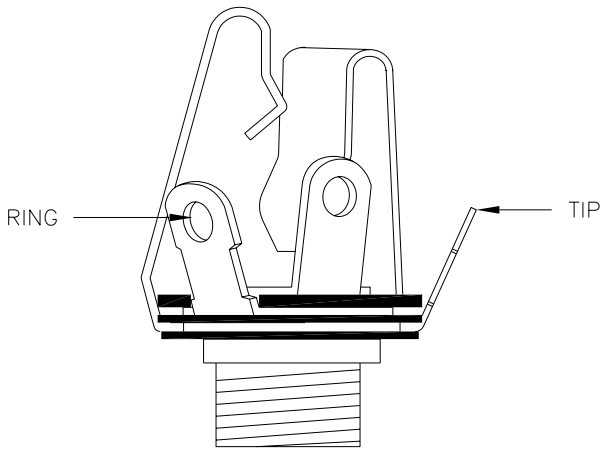


SCHEMATIC MAIN 1/4" PHONE JACK

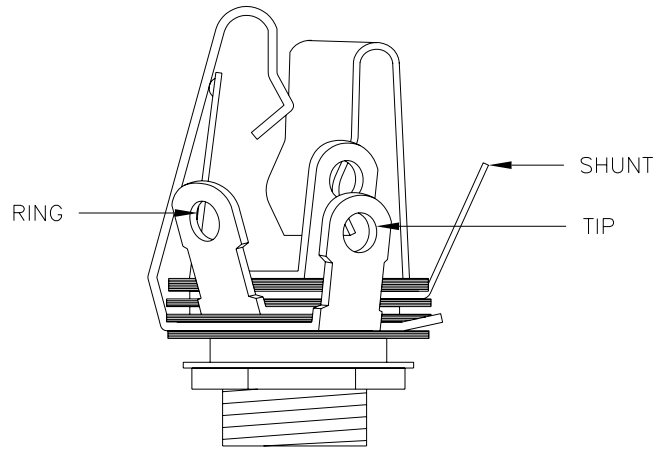
SCHEMATIC AUXILIARY 1/4" PHONE JACK



0A–1196–0013



MAIN
PHONE JACK
J–1003



AUXILIARY
PHONE JACK
J–1131

REV.	DATE	DESCRIPTION	BY	APPR.

DAKTRONICS, INC. BROOKINGS, SD 57006

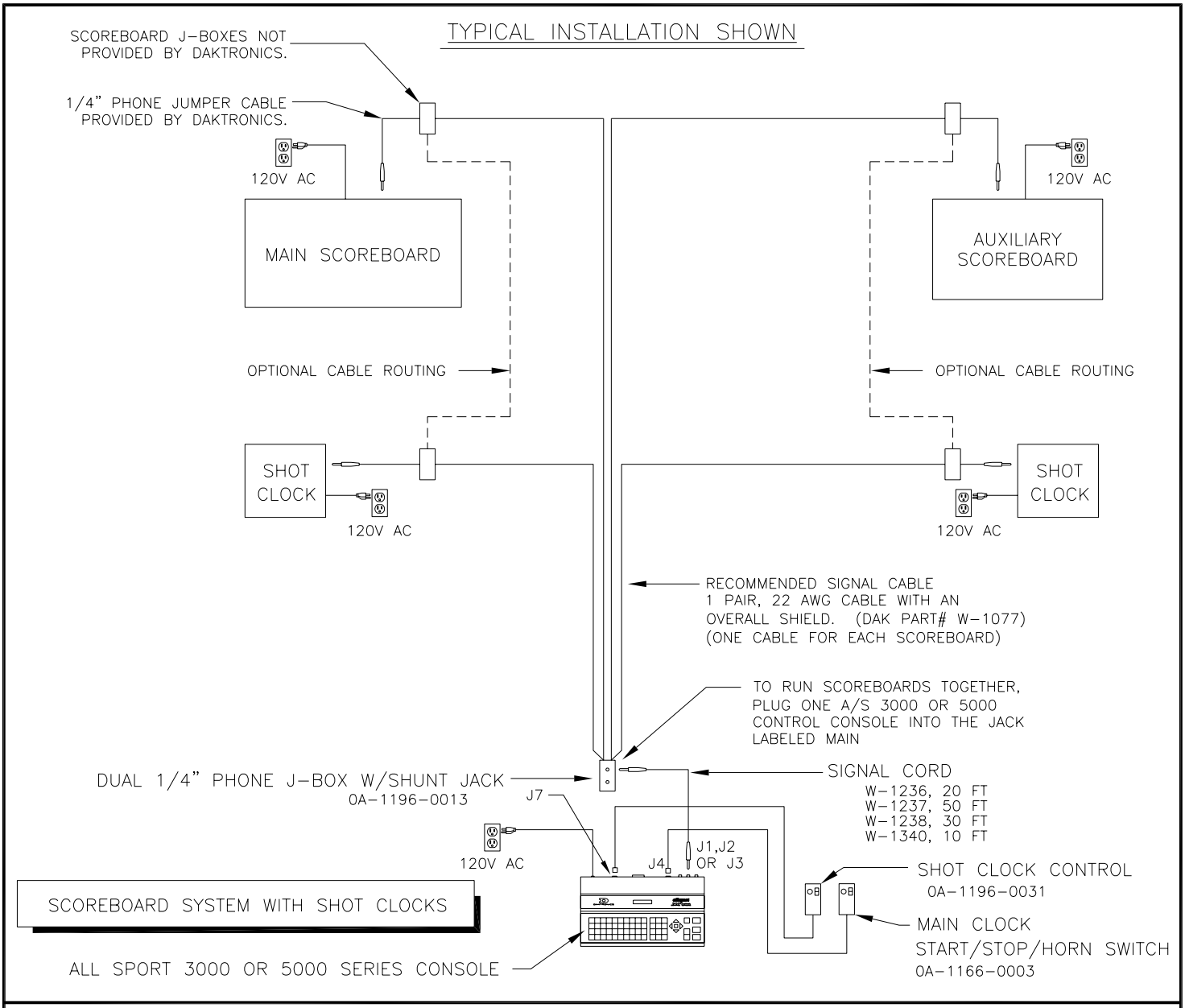
PROJ:

TITLE: SCHEMATIC; DUAL 1/4" PHONE J–BOX W/SHUNT JACK

DES. BY: E BRAVEK DRAWN BY: E BRAVEK DATE: 15 DEC 99

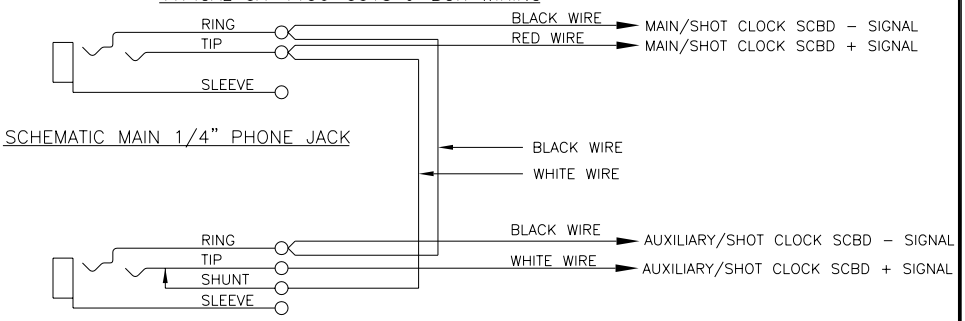
REVISION 00 | APPR. BY: | SCALE: NONE

1196-R03A-125316



0A-1196-0013 J-BOX

TYPICAL 0A-1196-0013 J-BOX WIRING



REV.	DATE	DESCRIPTION	BY	APPR.
3	17 JAN 02	CHANGED 0A-1166-4 TO 0A-1196-31	JJS	
02	26 APR 00	ADDED A/S 3000	DKD	
1	29 DEC 99	ADDED SHOT CLOCK REMOTE START STOP TO A/S 5000 CONTROLLER	EB	

DAKTRONICS, INC. BROOKINGS, SD 57006

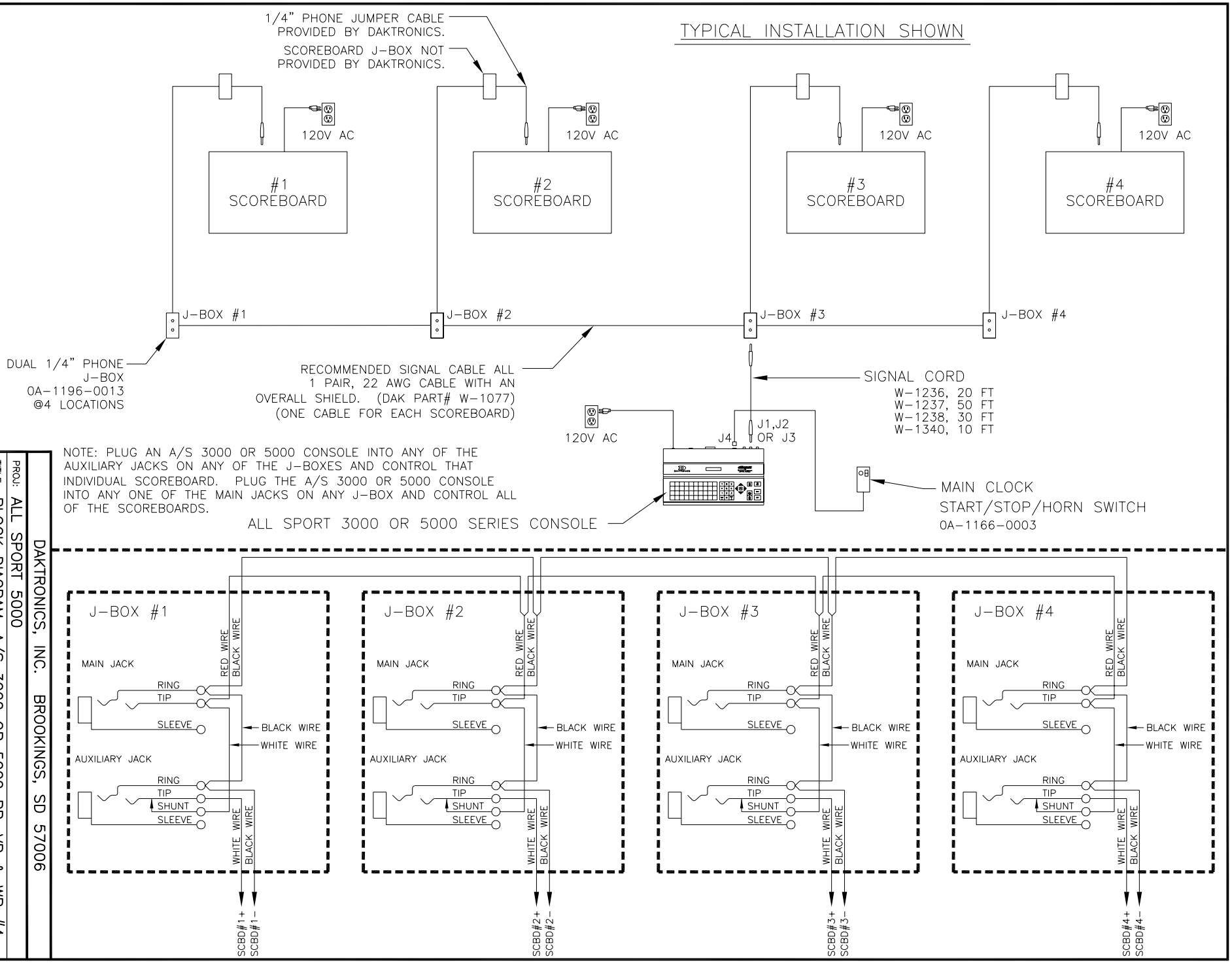
PROJ: ALL SPORT 5000

TITLE: BLOCK DIAGRAM, A/S 3000 OR 5000 BB, VB & WR #2

DES. BY: DRAWN BY: E BRAVEK DATE: 15 DEC 99

REVISION 03 | APPR. BY: | SCALE: NONE

1196-R04A-125415



REV.	DATE	DESCRIPTION	BY	APPR.
01	26 APR 00	ADDED A/S 3000	DKD	

REVISION

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 5000

TITLE: BLOCK DIAGRAM; A/S 3000 OR 5000 BB, VB & WR #4

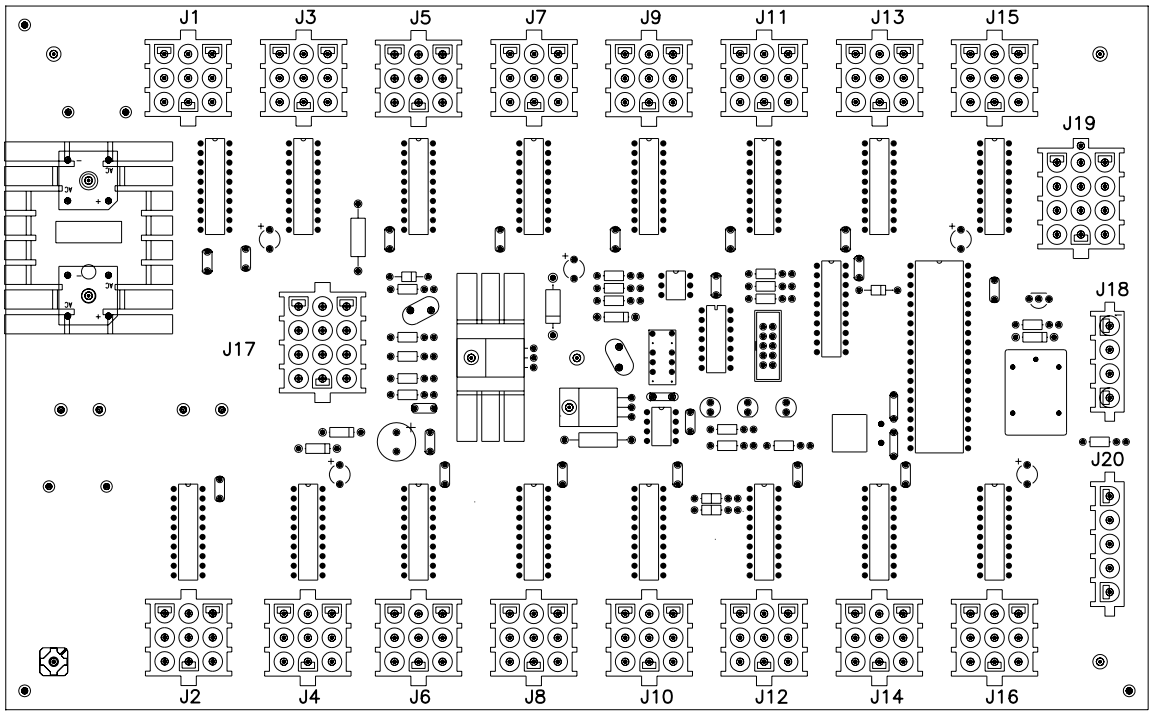
DES. BY: EBRAVEK DRAWN BY: EBRAVEK DATE: 24 JAN 00

APPR. BY:

SCALE: NONE

1196-R01A-12541 7

OP-1150-0126 UNCOATED OR 0P-1150-0127 COATED
16 COLUMN LED DRIVER II



J17 MAIN	
PIN	FUNCTION
1	SIG-P
2	SIG-N
3	SIG2-P
4	CLOUT-P
5	CLOUT-N
6	16VAC-N
7	GND-N
8	EARTH-N
9	16VAC-P
10	GND-N
11	+VDD-P
12	+VBB-P

J1-16 DIGIT	
PIN	FUNCTION
1	SEGC-N
2	SEGB-N
3	SEGA-N
4	SEGF-N
5	SEGE-N
6	SEGD-N
7	+VCC-P
8	SEGH-N
9	SEGG-N

J19 ADDRESS	
PIN	FUNCTION
1	GND-N
2	ADD0-N
3	ADD1-N
4	GND-N
5	ADD2-N
6	ADD3-N
7	GND-N
8	ADD4-N
9	ADD5-N
10	GND-N
11	ADD6-N
12	ADD7-N

J18 RELAY	
PIN	FUNCTION
1	HORNOUT-N
2	AUXOUT-N
3	120SW-P
4	120SW-N

J20 PROTOCOL	
PIN	FUNCTION
1	GND-N
2	PR0-N
3	PR1-N
4	PR2-N
5	TOD-N

NOTE
-WITH NO ADDRESS PINS SELECTED THE DRIVER WILL DEFAULT TO A/S 4000 PROTOCOL

-GREEN LED INDICATES THE DRIVER HAS POWER

-RED LED WILL BE ON OR BLINKING WHEN THE DRIVER IS RECEIVING SIGNAL

-AMBER LED INDICATES LED DRIVER STATUS, LED WILL BE BLINKING TO INDICATE THAT THE DRIVER IS RUNNING, IF THE LED IS OFF OR ON SOLID ALL OF THE TIME, THEN THE DRIVERS CPU IS NOT FUNCTIONING AND MAY NEED TO BE RESET OR REPLACED.

-REFER TO DRAWINGS A-115078 & A-115079 FOR J19 ADDRESS SETTINGS FOR THIS DRIVER.

-REFER TO DRAWING A-115081 FOR J20 PROTOCOL SETTINGS FOR THIS DRIVER.

-REDRIVE CIRCUIT IS PROCESSOR REFRESHED (REFER TO DWG A-128429 FOR FURTHER INFORMATION ON THE CURRENT LOOP REDRIVE CIRCUIT SPECIFICATIONS)

REV.	DATE	DESCRIPTION	BY	APPR.
01	2 OCT 00	UPDATED NOTES SECTION	NSW	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

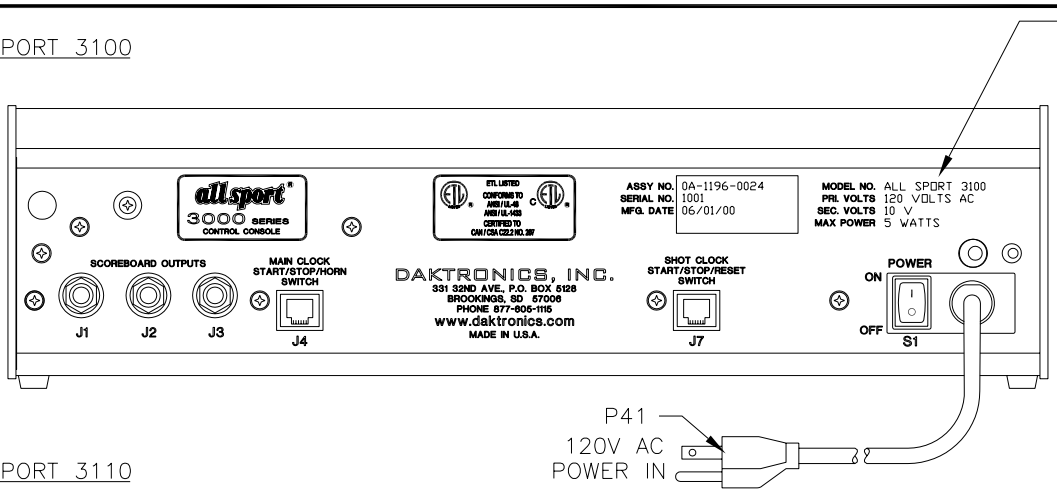
TITLE: 16 COLUMN LED DRIVER II SPECIFICATIONS

DES. BY: EB DRAWN BY: EBRAVEK DATE: 11 JAN 00

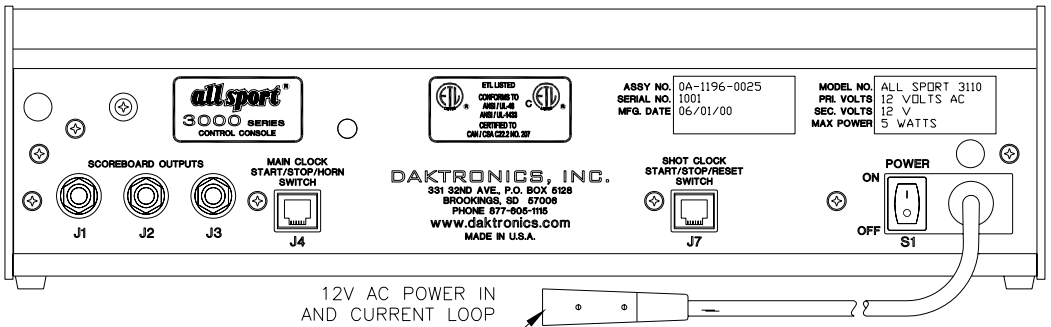
REVISION 01 APPR. BY: SCALE: 1=2

1150-R07A-126174

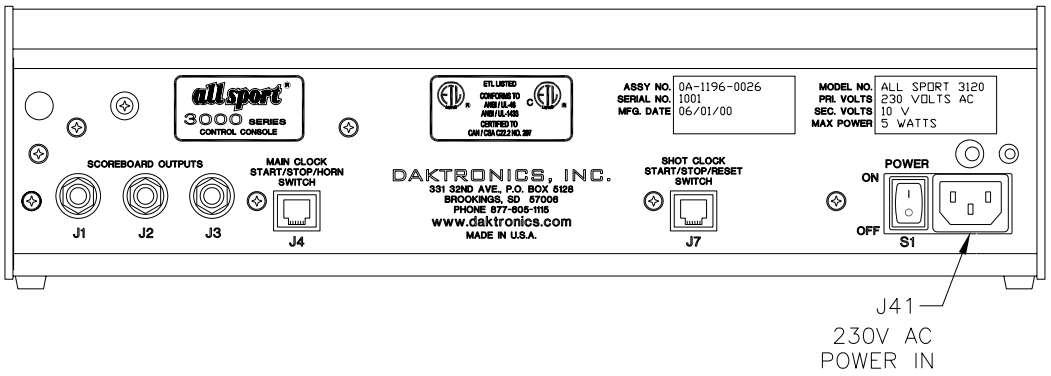
ALL SPORT 3100



ALL SPORT 3110



ALL SPORT 3120



J1–J3 – OUTPUT #1–#3

CONTACT	FUNCTION
TIP	CURRENT LOOP OUTPUT 1 +
RING	CURRENT LOOP OUTPUT 1 –
SHAFT	GND

J4 – START/STOP/HORN

PIN #	FUNCTION
1	SWITCH INPUT 2 –
2	SWITCH INPUT 1 –
3	NOT USED
4	NOT USED
5	SWITCH INPUT 1 +
6	SWITCH INPUT 2 +

FOR STANDARD CODES, THESE FUNCTIONS ARE USUALLY ASSIGNED TO THE FOLLOWING TASKS:

FUNCTION	USUAL TASK
SW IN 1	MAIN CLOCK STOP/START
SW IN 2	MAIN CLOCK HORN
SW IN 3	SHOT PLAY CLOCK RESET 2
SW IN 4	SHOT/PLAY CLOCK STOP
SW IN 5	SHOT/PLAY CLOCK RESET 1
SW OUT	NOT USED
CL OUT 1	SCOREBOARD OUTPUT
CL OUT 2	SCOREBOARD OUTPUT
CL OUT 3	SCOREBOARD OUTPUT

ALL SPORT 3000 SERIES MODELS

MODEL #	FUNCTION
3100	120V, STANDARD PROGRAMMING
3110	12V, STANDARD PROGRAMMING
3120	230V, STANDARD PROGRAMMING

J7 – SHOT/PLAY CLOCK

PIN #	FUNCTION
1	SWITCH INPUT 5 –
2	SWITCH INPUT 4 –
3	SWITCH INPUT 3 –
4	SWITCH INPUT 3 +
5	SWITCH INPUT 4 +
6	SWITCH INPUT 5 +

REV.	DATE	DESCRIPTION	BY	APPR.

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 5000 SERIES CONSOLES

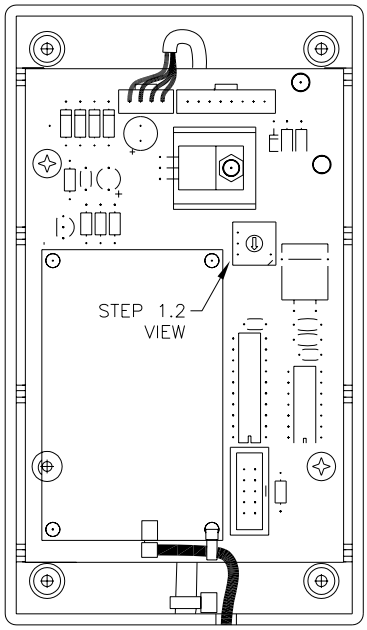
TITLE: REAR VIEW, A/S 3000 CONNECTOR ASSIGNMENTS

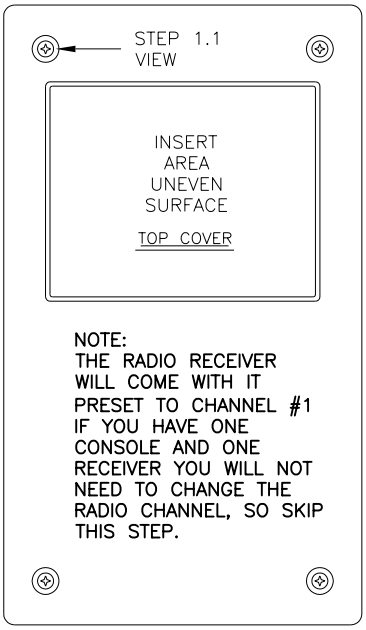
DES. BY: EBRAVEK DRAWN BY: EBRAVEK DATE: 11 MAY 00

REVISION APPR. BY:

SCALE: 1=3

1196-R04A-131941





NOTE:
THE RADIO RECEIVER WILL COME WITH IT PRESET TO CHANNEL #1 IF YOU HAVE ONE CONSOLE AND ONE RECEIVER YOU WILL NOT NEED TO CHANGE THE RADIO CHANNEL, SO SKIP THIS STEP.

STEP 1.1
USING A SMALL PHILLIPS HEAD SCREW DRIVER REMOVE THE 4 SCREWS ON THE TOP OF THE RADIO ENCLOSURE. (REFER TO STEP 1.1 VIEW) REMOVE THE COVER FROM THE ENCLOSURE.

STEP 1.2
USING A SMALL FLAT HEAD SCREW DRIVER OR YOUR FINGERS CHANGE THE SWITCH TO THE DESIRED CHANNEL NUMBER. (REFER TO STEP 1.2 VIEW, ALSO REFER TO THE ATTACHED DOCUMENTATION TO DETERMINE THE BEST CHANNEL NUMBER TO SELECT.)

STEP 1.3
NOTE THE CHANNEL NUMBER SET FOR THIS UNIT AND REATTACH THE COVER ON THE ENCLOSURE USING THE SCREWS REMOVED IN STEP 1.1. BE SURE TO REINSTALL THE ANTENNA CABLE AND COVER AS THEY WHERE.

NOTE:
BE SURE TO CHOOSE A LOCATION ON THE INSIDE OF THE SCOREBOARD THAT WHEN THE RADIO IS MOUNTED INTERNALLY IT WILL NOT INTERFERE WITH THE ADDITION OF A VISUAL HORN INDICATOR.

STEP 2.1
FIND A LOCATION ON THE INSIDE TOP EDGE OF THE SCOREBOARD, THAT THE RADIO ENCLOSURE ONCE MOUNTED WILL NOT INTERFERE WITH THE ADDITION OF A VISUAL HORN INDICATOR LATER.

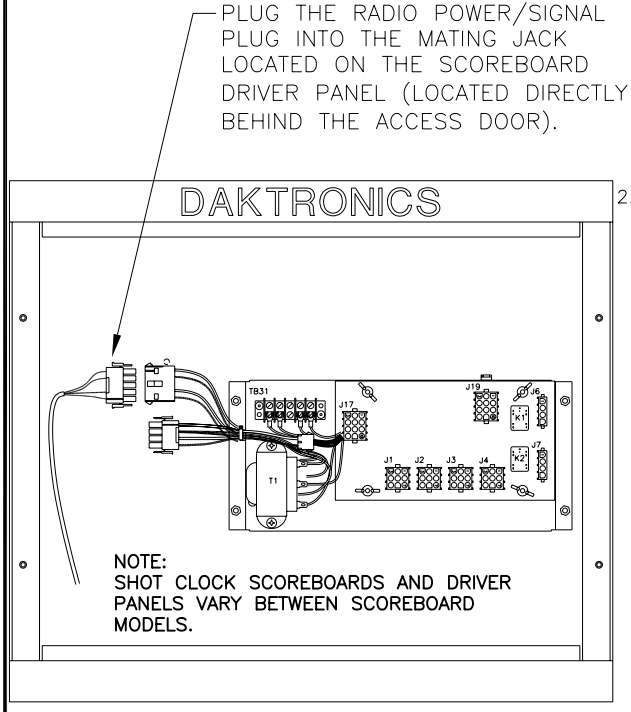
STEP 2.2
CHECK FOR A PREDILLED 9/32" HOLE IN TOP OF THE SCOREBOARD. IF THERE IS NO HOLE, DRILL A 9/32" HOLE THROUGH THE TOP EDGE OF THE SCOREBOARD. AS SHOWN BELOW.

STEP 2.3
ATTACH THE 2, 5" VELCRO STRIPS TO THE VELCRO ON THE BACKSIDE OF THE RADIO RECEIVER ENCLOSURE. REMOVE THE STICKY BACKING FROM THE VELCRO STRIPS AND PRESS THEM INTO PLACE ON THE SCOREBOARD TOP INSIDE EDGE DIRECTLY TO THE SIDE OF THE HOLE YOU DRILLED EARLIER.

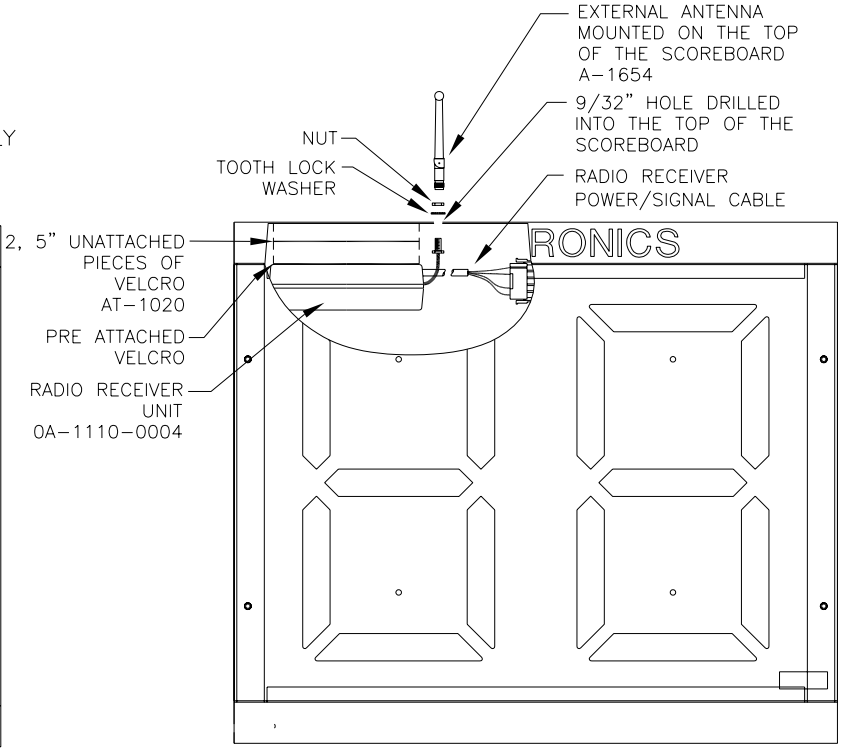
STEP 2.4
FEED THE ANTENNA CABLE FROM THE RADIO RECEIVER THROUGH THE 9/32"" HOLE AND ATTACH IT TO THE TOP OF THE SCOREBOARD WITH THE SUPPLIED LOCK WASHER AND NUT.

STEP 2.5
ATTACH THE PROVIDED ANTENNA TO THE PREVIOUSLY MOUNTED ANTENNA CABLE AND TIGHTEN. BE SURE TO HAVE THE ANTENNA POINTING UP AS SHOWN BELOW.

STEP 2.6
PLUG THE 5 PIN MALE PLUG FROM THE RADIO RECEIVER INTO THE MATING 5 PIN JACK (J45) ON THE DRIVER PANEL AS SHOWN BELOW.



NOTE:
SHOT CLOCK SCOREBOARDS AND DRIVER PANELS VARY BETWEEN SCOREBOARD MODELS.



REV.	DATE	DESCRIPTION	BY	APPR.
01	11APR02	CHANGED J43 TO J45 FOR THE RADIO RECIEVER.	NMB	

DAKTRONICS, INC. BROOKINGS, SD 57006

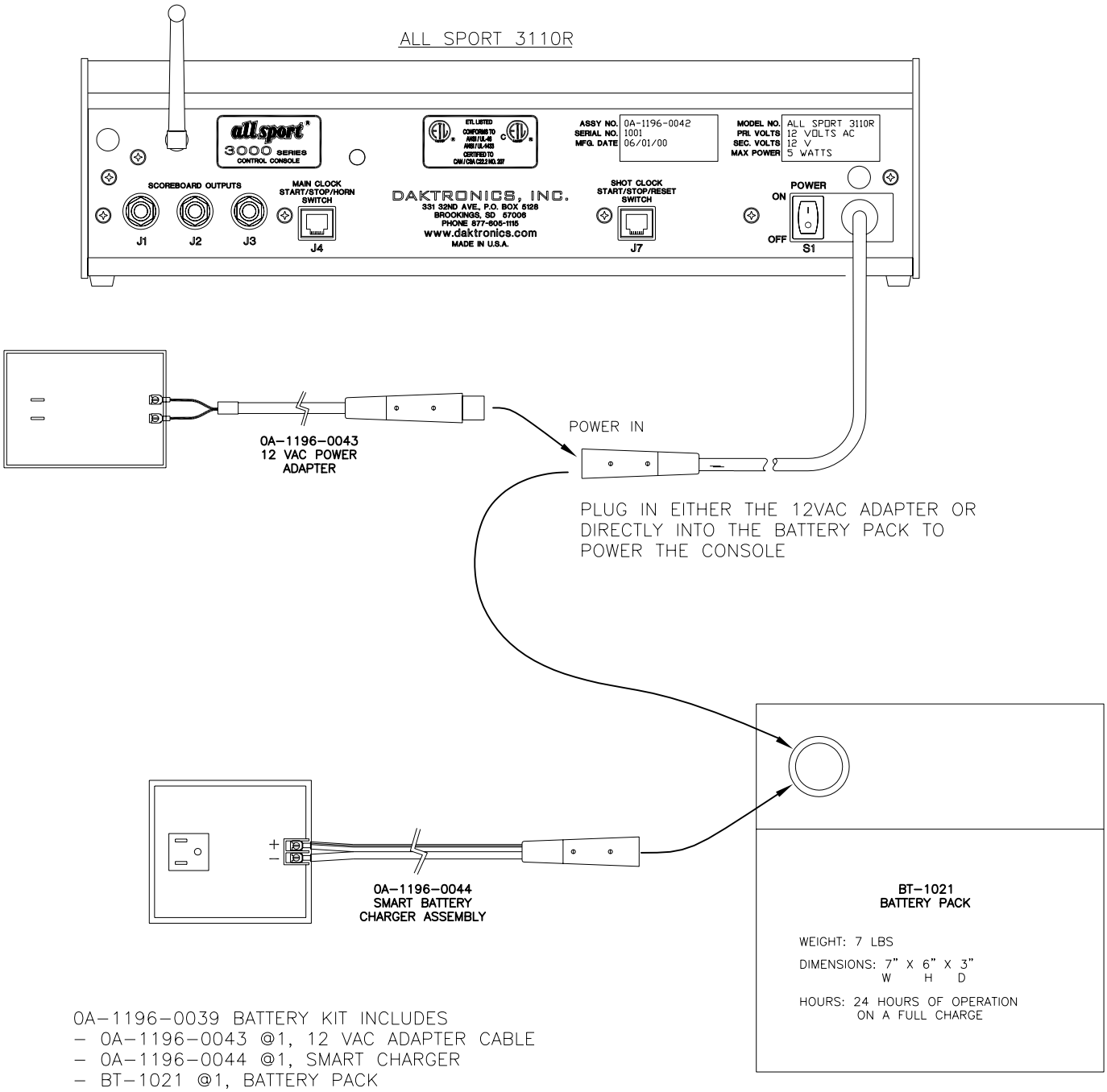
PROJ:

TITLE: INDOOR SHOT CLOCK SCBDS RADIO RECEIVER INSTALLATION

DES. BY: EBRAVEK DRAWN BY: EBRAVEK DATE: 16 JULY 00

REVISION 01 | APPR. BY: | SCALE: 1=7

1110-E07A-135163



0A-1196-0039 BATTERY KIT INCLUDES
- 0A-1196-0043 @1, 12 VAC ADAPTER CABLE
- 0A-1196-0044 @1, SMART CHARGER
- BT-1021 @1, BATTERY PACK

REV.	DATE	DESCRIPTION	BY	APPR.
03	03 JUN 03	UPDATED DRAWING TO ILLUSTRATE THE XLR ONLY CONNECTIONS.	CJB	
2	10 MAY 01	CHANGED BATTERY SPECS	EB	
1	17 OCT 00	ADDED BATTERY PACK SPECS	NSW	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 5000/3000 SERIES CONSOLES

TITLE: A/S3110R BATTERY KIT OPTION

DES. BY: EBRAVEK DRAWN BY: EBRAVEK DATE: 25 AUG 00

REVISION APPR. BY:

SCALE: 1=3

1196-R04A-135794

SCOREBOARD WITH RADIO SET TO J5 = BCAST1, CHANNEL #1

SCOREBOARD #1

ONE CONSOLE WITH RADIO SET TO BCAST = 1 CHANNEL 01 CONTROLLING ONE SCOREBOARD ONLY

MOST BASIC SETUP: ONE SCOREBOARD AND ONE CONTROLLER AT ALL TIMES.

SCOREBOARD RADIO RECEIVER WILL COME FACTORY SET CORRECTLY; J5 = BCAST1, CHANNEL = 1 (S1 = 1).

SET CONTROL CONSOLE TO BCAST = 1, CHANNEL = 01.

IF SCOREBOARD FAILS TO OPERATE OPEN SCOREBARD RADIO RECEIVER AND VERIFY THAT J5 = BCAST1 AND CHANNEL = 1 (S1 = 1).

SCOREBOARD WITH RADIO SET TO J5 = BCAST1, CHANNEL #1

SCOREBOARD #1

SCOREBOARD WITH RADIO SET TO J5 = BCAST1, CHANNEL #1

SCOREBOARD #2

ONE CONSOLE WITH RADIO SET TO BCAST = 1 CHANNEL 01 CONTROLLING ALL SCOREBOARDS AT ONCE

BASIC SETUP: MULTIPLE SCOREBOARDS WITH ONE CONTROLLER AT ALL TIMES.

SCOREBOARD RADIO RECEIVERS WILL COME FACTORY SET CORRECTLY; J5 = BCAST1, CHANNEL = 1 (S1 = 1). ALL SCOREBOARD RADIO RECEIVERS SHOULD BE SET THE SAME.

SET CONTROL CONSOLE TO BCAST = 1, CHANNEL = 01.

IF ANY SCOREBOARD FAILS TO OPERATE PROPERLY OPEN SCOREBARD RADIO RECEIVER IN FAULTY SCOREBOARD(S) AND VERIFY THAT J5 = BCAST1, AND CHANNEL = 1 (S1 = 1).

REV.	DATE	DESCRIPTION	BY	APPR.
00				

THE CONCEPTS EXPRESSED AND DETAILS SHOWN ON THIS DRAWING ARE CONFIDENTIAL AND PROPRIETARY. DO NOT REPRODUCE BY ANY MEANS, INCLUDING ELECTRONICALLY WITHOUT THE EXPRESSED WRITTEN CONSENT OF DAKTRONICS, INC.
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DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

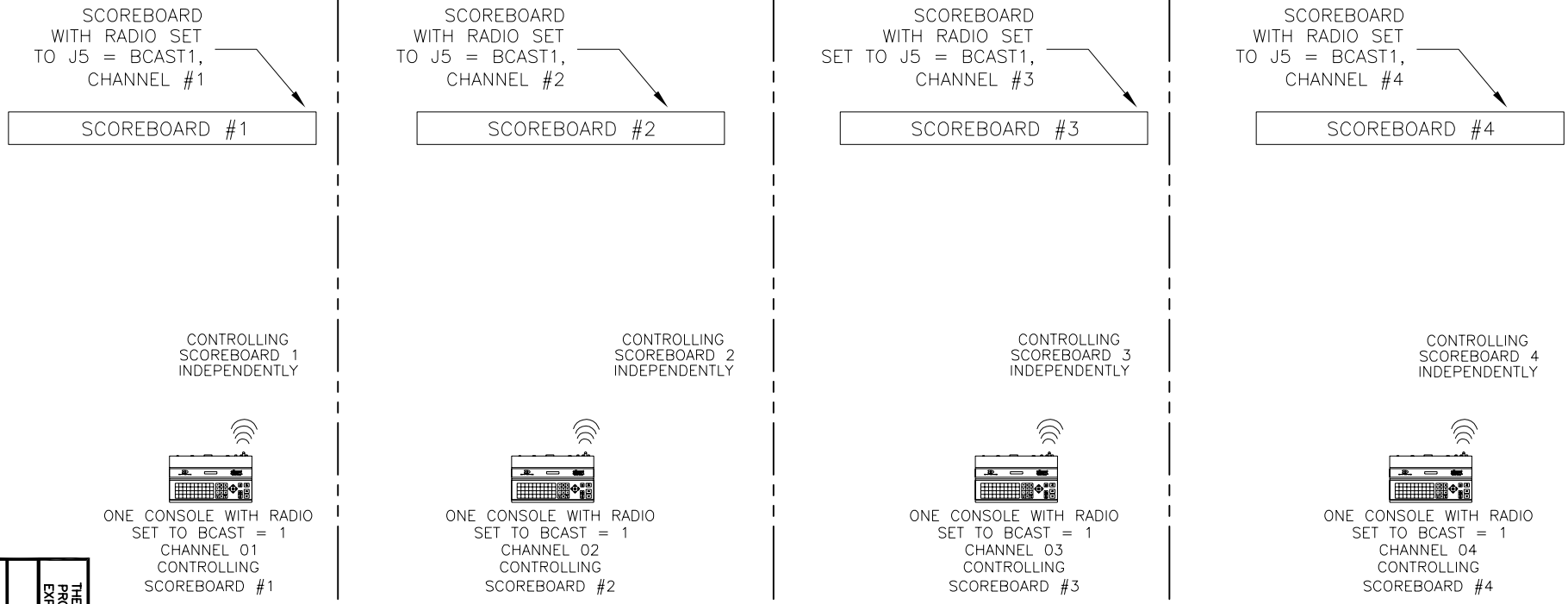
TITLE: CHANNEL SELECTION; SINGLE CONTROL CONSOLE, GEN IV

DES. BY: CBRECZI DRAWN BY: CBRECZI DATE: 06 JAN 03

APPR. BY:

SCALE: 1=1

1110-R01A-180566



INTERMEDIATE SETUP: MULTIPLE SCOREBOARDS EACH RUN INDEPENDENTLY OR ALL RUN FROM ONE CONTROLLER.

EACH SCOREBOARD RADIO RECEIVER WILL NEED TO BE SETUP:
SCOREBOARD #1; J5 = BCAST1, CHANNEL = 1 (S1 = 1).
SCOREBOARD #2; J5 = BCAST1, CHANNEL = 2 (S1 = 2).
SCOREBOARD #3; J5 = BCAST1, CHANNEL = 3 (S1 = 3)
UP TO 8 SCOREBOARDS CAN BE SETUP IN THIS METHOD; S1 ON THE SCOREBOARD RADIO RECEIVER CAN BE SET TO 1 THRU 8.

FOR INDIVIDUAL CONTROL SET THE CONTROL CONSOLE TO BCAST = 1, AND THE CHANNEL TO THE CHANNEL NUMBER OF THE SCOREBOARD YOU WOULD LIKE TO CONTROL. EX. TO CONTROL JUST SCOREBOARD #3 SET THE CONSOLE TO BCAST = 1, CHANNEL = 03.

FOR CONTROL OF ALL SCOREBOARDS AT ONCE SET THE CONTROL CONSOLE TO BCAST = 0, CHANNEL = 00.

REV.	DATE	DESCRIPTION	BY	APPR.
00				

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DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

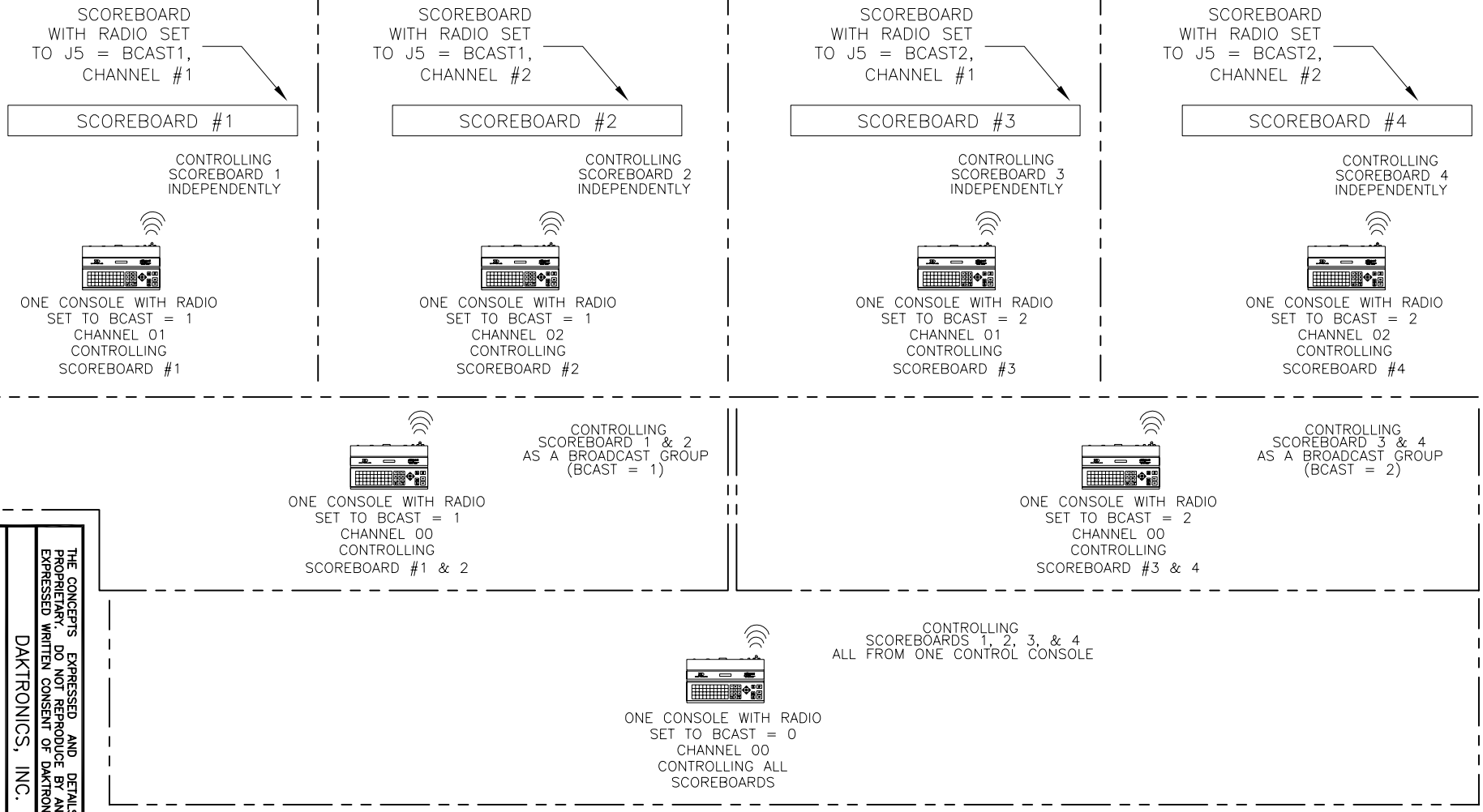
TITLE: CHANNEL SELECTION; SINGLE BROADCAST GROUP, GEN IV

DES. BY: CBRECZI DRAWN BY: CBRECZI DATE: 06 JAN 03

APPR. BY:

SCALE: 1=1

1110-R01A-180922



ADVANCED SETUP: MULTIPLE SCOREBOARDS EACH RUN INDEPENDENTLY, OR SPLIT INTO GROUPS, OR ALL RUN FROM ONE CONTROLLER.

A TYPICAL SCENARIO FOR THIS SETUP IS A BASKETBALL COURT THAT CAN BE RUN IN FULL COURT, HALF COURT, OR QUARTER COURT SETUP. THE INFORMATION BELOW WILL APPLY TO ANY SPORT OR SET OF SCOREBOARDS THAT NEED TO HAVE MULTIPLE CONTROL OPTIONS.

EACH SCOREBOARD RADIO RECEIVER WILL NEED TO BE SETUP; YOU CAN HAVE UP TO 4 CHANNELS IN EACH BCAST GROUP; CHANNEL 1 THRU 4. REFER TO DRAWING 1110-R01A-180514 OR 1110-R01A-180521 FOR CHANNEL SETTING INSTRUCTIONS.

FOR ALL SCOREBOARDS IN ONE GROUP, SET J5 = BCAST1. THEN SET THE CHANNEL # OF EACH SCOREBOARD TO A DIFFERENT CHANNEL NUMBER FROM 1 THRU 4. THIS WILL BE BROADCAST GROUP 1 (BCAST = 1).

FOR ALL SCOREBOARD IN THE OTHER GROUP SET J5 = BCAST2. THEN SET THE CHANNEL # OF EACH SCOREBOARD TO A DIFFERENT CHANNEL NUMBER FROM 1 UP TO 4. THIS WILL BE BROADCAST GROUP 2 (BCAST = 2).

TO RUN ALL SCOREBOARDS AT ONCE; SET THE CONTROL CONSOLE TO BCAST = 0, CHANNEL = 00.

TO RUN ALL SCOREBOARDS IN BROADCAST GROUP 1 AT ONCE SET THE CONTROL CONSOLE TO BCAST = 1, CHANNEL = 00
TO RUN ALL SCOREBOARD IN BROADCAST GROUP 2 AT ONCE SET THE CONTROL CONSOLE TO BCAST = 2, CHANNEL = 00

TO RUN EACH SCOREBOARD INDEPENDENTLY SET THE CONTROL CONSOLE TO THE APPROPRIATE BROADCAST GROUP (BCAST = 1 OR 2), AND THEN SET THE CHANNEL TO THE SCOREBOARD CHANNEL. EX. TO RUN SCOREBOARD #3 IN THE SETUP ILLUSTRATED ABOVE, SET THE CONTROL CONSOLE TO BCAST = 2, CHANNEL = 01.

REV.	DATE	DESCRIPTION	BY	APPR.
00		REVISION		

SCALE: 1=1
APPR. BY:
DES. BY: CBRECZI
DRAWN BY: CBRECZI
DATE: 06 JAN 03
PROJ:
TITLE: CHANNEL SELECTION; MULTIPLE BROADCAST GROUP, GEN IV

1110-R01A-180923

DAKTRONICS, INC. BROOKINGS, SD 57006

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Appendix B: Sport Insert Drawings

Insert; A/S 5000, Team Name ..... **Drawing A-125290**
Insert (LL-2466) Volleyball, A/S3000 Series ..... **Drawing A-129364**
Insert; (LL-2467) Wrestling, A/S3000 Series ..... **Drawing A-129366**
Insert; (LL-2468) Hockey/Lacrosse, A/S3000 Series ..... **Drawing A-129368**
Insert; (LL-2469) Baseball, A/S3000 Series ..... **Drawing A-129370**
Insert; (LL-2470) Football, A/S3000 Series ..... **Drawing A-129372**
Insert; (LL-2471) Soccer, A/S3000 Series ..... **Drawing A-129374**
Insert; (LL-2472) Segment Timer, A/S3000 Series ..... **Drawing A-129566**
Insert; (LL-2481) Tennis, A/S3000 Series ..... **Drawing A-130828**
Insert; (LL-2539) A/S3000, Tuff Sport Basketball ..... **Drawing A-159649**
Insert;(0G-207640) A/S 3100 Gymnastics ..... **Drawing A-207640**
Insert; (0G-235056) Cricket, A/S3000 Series ..... **Drawing A-235056**

REV.	DATE	DESCRIPTION	BY	APPR.

DAKTRONICS, INC. BROOKINGS, SD 57006		
PROJ: ALL SPORT 5000 SERIES CONSOLE		
TITLE: INSERT; TEAM NAME		
DES. BY: EB	DRAWN BY: E BRAVEK	DATE: 13 DEC 99
REVISION	APPR. BY:	1196-E07A-125290
	SCALE: 1=1	

REV.	DATE	DESCRIPTION	BY	APPR.
1	26 DEC 01	ADDED TIME OUT KEYS	EB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 3000 SERIES CONSOLE

TITLE: INSERT; VOLLEYBALL, A/S3000 SERIES

DES. BY: EB DRAWN BY: EBRAVEK DATE: 16 MAR 00

REVISION APPR. BY:

SCALE: 1=1

1196-R08A-129364

REV.	DATE	DESCRIPTION	BY	APPR.

DAKTRONICS, INC. BROOKINGS, SD 57006	
PROJ: ALL SPORT 3000 SERIES CONSOLE	
TITLE: INSERT; WRESTLING, A/S3000 SERIES	
DES. BY: EB	DRAWN BY: EBRAVEK DATE: 16 MAR 00
REVISION	APPR. BY:
SCALE: 1=1	1196-R08A-129366

REV.	DATE	DESCRIPTION	BY	APPR.

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 3000 SERIES CONSOLE

TITLE: INSERT; HOCKEY/LACROSSE, A/S3000 SERIES

DES. BY: EB DRAWN BY: EBRAVEK DATE: 16 MAR 00

REVISION APPR. BY:

SCALE: 1=1

1196-R08A-129368

REV.	DATE	DESCRIPTION	BY	APPR.

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 3000 SERIES CONSOLE

TITLE: INSERT; BASEBALL, A/S3000 SERIES

DES. BY: EB DRAWN BY: EBRAVEK DATE: 16 MAR 00

REVISION

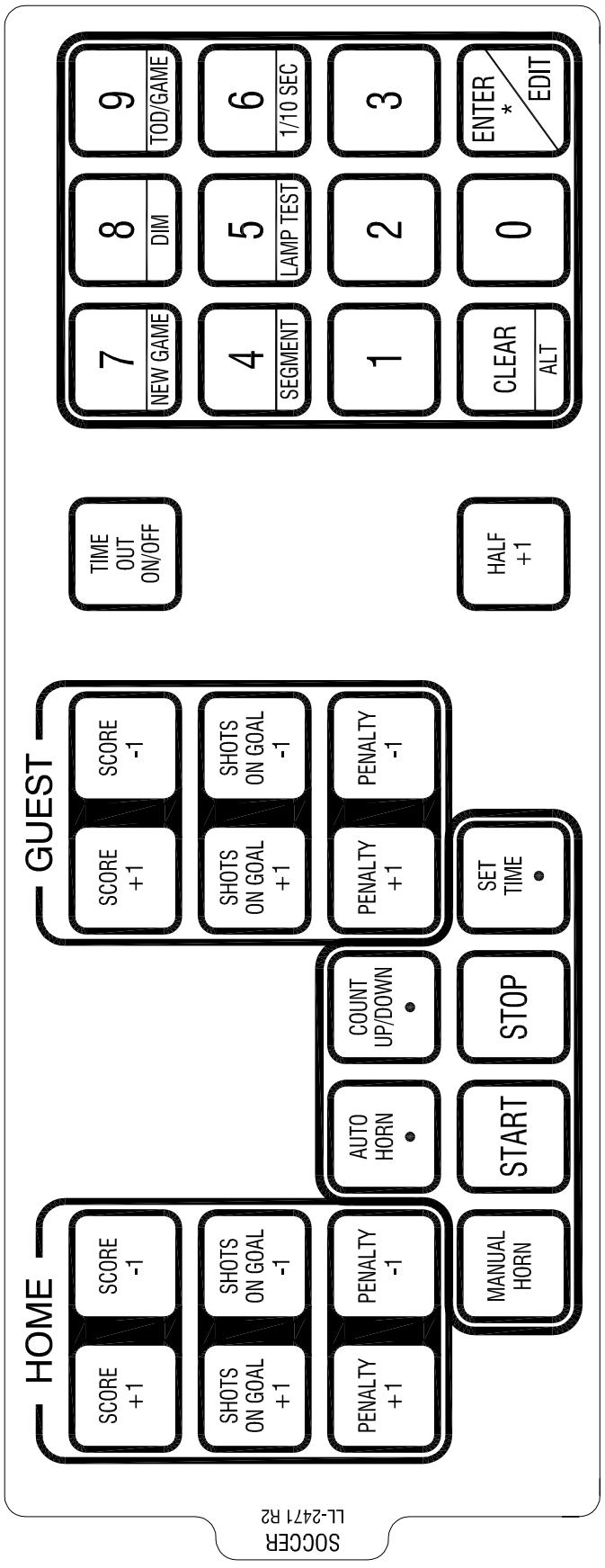
APPR. BY:

SCALE: 1=1

1196-R08A-129370

REV.	DATE	DESCRIPTION	BY	APPR.

DAKTRONICS, INC. BROOKINGS, SD 57006	
PROJ: ALL SPORT 3000 SERIES CONSOLE	
TITLE: INSERT; FOOTBALL, A/S3000 SERIES	
DES. BY: EB	DRAWN BY: EBRAVEK DATE: 16 MAR 00
REVISION	APPR. BY:
SCALE: 1=1	1196-R08A-129372



REV.	DATE	DESCRIPTION	BY	APPR.
2	05 OCT 01	CHANGED "SAVES" BUTTONS TO "PENALTY"	NW	
1	28 MAR 01	ADDED KEYS "SAVES +1" AND "SAVES −1" TO BOTH HOME AND GUEST TEAM SECTIONS	NW	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 3000 SERIES CONSOLE

TITLE: INSERT; SOCCER, A/S3000 SERIES

DES. BY: EB DRAWN BY: EBRAVEK DATE: 16 MAR 00

REVISION APPR. BY:

SCALE: 1=1

1196-R08A-129374

REV.	DATE	DESCRIPTION	BY	APPR.
1	21 AUG 00	ADDED DEDICATED SEGMENT TIMER CODE 91 ADDED MULTIPURPOSE TIMER CODE 90	EB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 3000 SERIES CONSOLE

TITLE: INSERT; SEGMENT TIMER, A/S3000 SERIES

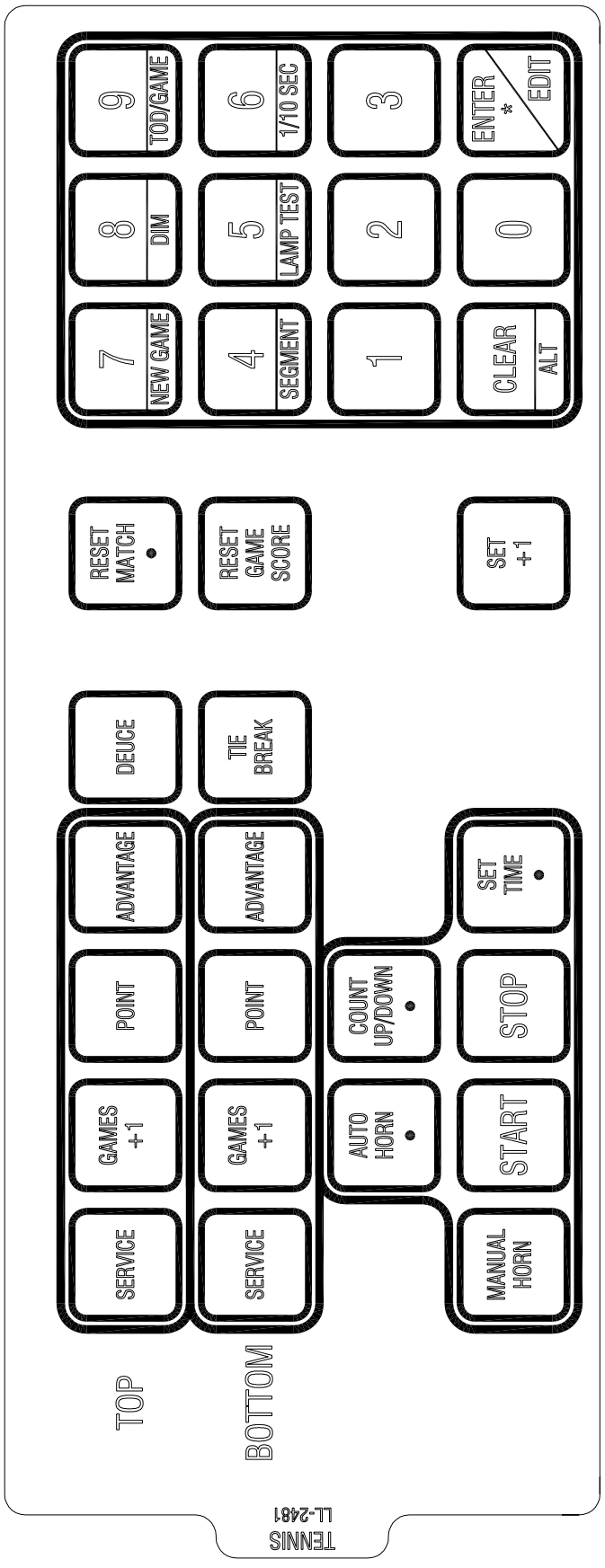
DES. BY: EB DRAWN BY: EBRAVEK DATE: 13 APR 00

REVISION

APPR. BY:

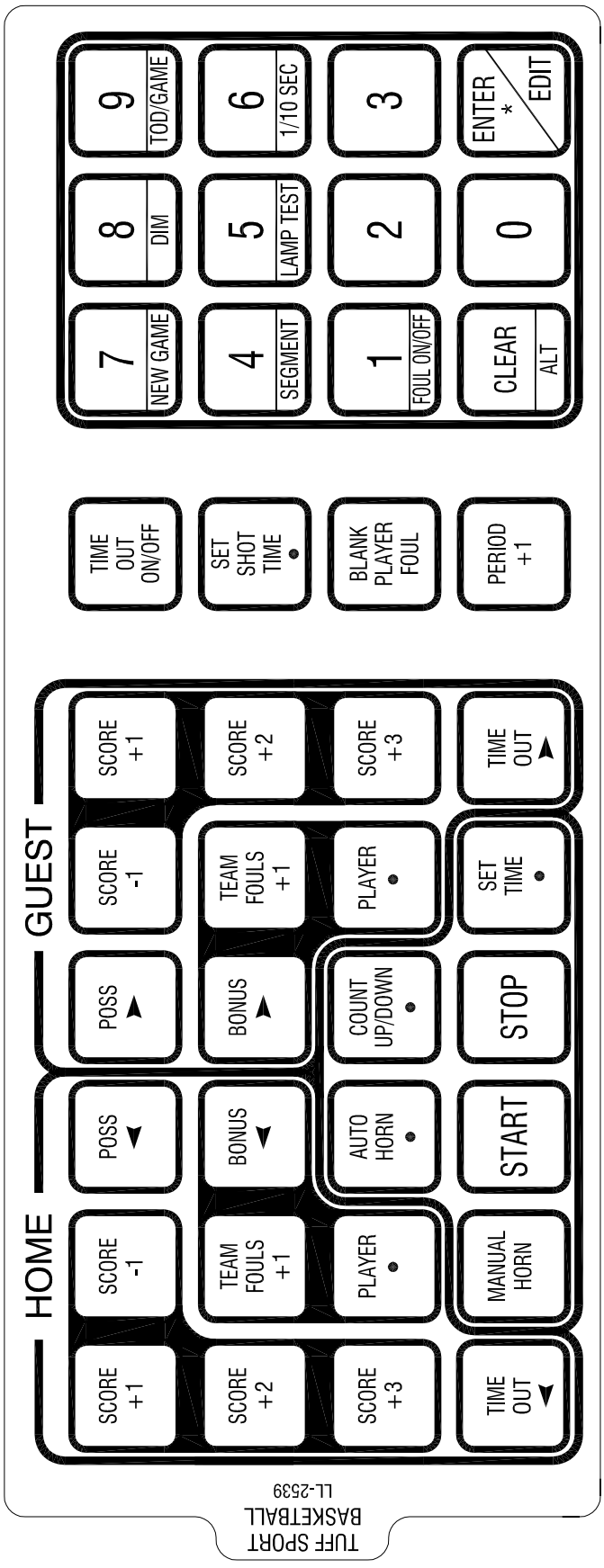
SCALE: 1=1

1196-E07A-129566



DAKTRONICS, INC. BROOKINGS, SD 57006			
PROJ: ALL SPORT 3000 SERIES CONSOLE			
TITLE: INSERT; TENNIS, A/S3000 SERIES			
DES. BY: EB	DRAWN BY: EBRAVEK	DATE: 12 APR 00	
REVISION	APPR. BY:	SCALE: 1=1	1196-R08A-130828

REV.	DATE	DESCRIPTION	BY	APPR.



REV.	DATE	DESCRIPTION	BY	APPR.
01	04 OCT 05	UPDATED TITLE BLOCK	DMD	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 3000 SERIES CONSOLE

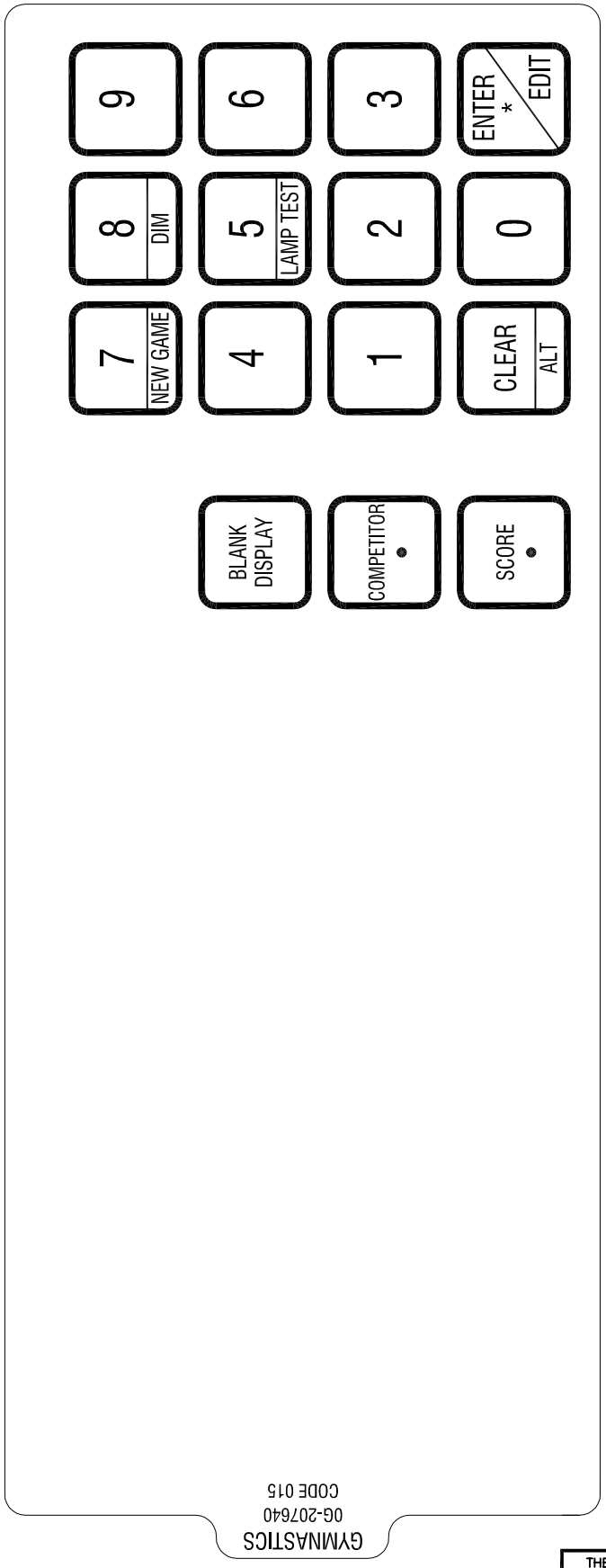
TITLE: INSERT; A/S 3000, TUFF SPORT BASKETBALL

DES. BY: EB DRAWN BY: EBRAVEK DATE: 4 DEC 01

REVISION 01 APPR. BY:

SCALE: 1=1

1196-R08A-159649



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DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 5000

TITLE: INSERT; ALL SPORT 3100 GYMNASTICS

DES. BY: RSOPER DRAWN BY: RSOPER DATE: 10 MAY 04

REVISION 00

APPR. BY:

SCALE: NONE

1196-R01A-207640

REV.	DATE	DESCRIPTION	BY	APPR.

REV.	DATE	DESCRIPTION	BY	APPR.
01	28 JUN 05	REMOVED LL TEXT	GSW	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ: ALL SPORT 3000 SERIES CONSOLE

TITLE: INSERT; OG-235056, CRICKET, A/S3000 SERIES

DES. BY: EB DRAWN BY: KBIERBA DATE: 13 APR 00

REVISION 01 APPR. BY:

SCALE: 1=1

1196-E07A-235056

Appendix C: Sport Code Numbers

Reference Drawings:

Address Table, 1 through 128 ..... **Drawing A-115078**
Address Table, 129 through 256 ..... **Drawing A-115079**
16 Column LED Driver II ..... **Drawing A-126174**
4 Column LED Driver II ..... **Drawing A-123783**
16 Column Driver III ..... **Drawing A-123940**
8 Column Driver III ..... **Drawing A-123941**

The drawings listed above are located in **Appendix A**.

Except where noted, 16-column LED or incandescent drivers control all scoreboards. The notations next to some address numbers below indicate those scoreboards should be configured for 4-column LED or 8-column incandescent drivers. Use **Drawings A-115078** and **A-115079** when setting the address for a 16-column LED or incandescent driver. Use **Drawing A-123783** for a 4-column LED driver and **Drawing A-123941** for an 8-column incandescent driver when setting the address and column numbers.

C.1 Indoor Model Numbers

Model	Address	2-Sided	3-Sided	4-Sided	Notes
BB-114	17				
BB-1113-9	12			BB-4413-9	
BB-1813-9	12			BB-7213-9	
BB-2014-9	1 + Columns 5-8		BB-2026-9		
BB-2015-9	1	BB-2029-9	BB-2023-9 BB-2033-9		
BB-2114	1 + Columns 5-8				
BB-2115	1	BB-2109	BB-2111		
BB-2021-9	12			BB-2027-9	
BB-2025-9	12			BB-2028-9	
BB-2039-9	12				
BB-2101	17			BB-2102	
BB-2103	17			BB-2104	
BB-2105	17			BB-2106	
BB-2107	17			BB-2108	
BB-2112	17				
BB-2116	17				
BB-2119	17				
BB-2121	17				

(Continued on next page)

(Continued from preceding page)

Model	Address	2-Sided	3-Sided	4-Sided	Notes
BB-2122	17				
BB-2125	17			BB-2126	
BB-2130	1	BB-2131	BB-2132	BB-2128, BB-2129	
H-613-9	72,73				
H-1013-9	72,73				
H-2020-9	71				
H-2021-9	71,72,73				H-2020, H-613 (2)
H-2022-9	71,72,73				H-2020, H-1013 (2)
H-2025-9	71,72			H-2026-9	
H-2030-9	71,72,73			H-2031-9	
H-2101	71				
H-2102	72 or 73				
H-2108	71 or 72			H-2109	
H-2111	71			H-2112	
H-2115	72 or 73				
TI-413-9	1 + Columns 1-4				
TI-2002-9	1 + Columns 1-4				
TI-2003	2				
TI-2007-9	1 + Columns 1-4				
TI-2011-9	1 + Columns 1-4				
TI-2013-9	1 + Columns 1-4				
TI-2014-9	2 + Columns 1-4				

(Continued on next page)

(Continued from preceding page)

Model	Address	2-Sided	3-Sided	4-Sided	Notes
TI-2101	1				
TN-2007-9	11				
TN-2008-9	11				
VB-2001	12				
VB-2101	17				
WR-2024-9	104	WR-2025-9	WR-2026-9		
WR-2027-9	n/a	WR-2028-9	WR-2029-9		Team Score Only

C.2 Indoor Sport Output Table

Sport (Code Number)	Models	Address Sent
Basketball (01)	BB-2014-9, BB-2015-9, BB-2109, BB-2111, BB-2114, BB-2115, BB-2130, BB-2131, BB-2132, BB-2128, BB-2129 TI-2002-9, TI-2007-9, TI-2011-9, TI-2013-9 TI-413-9	1
	TI-2003 TI-2014-9	2
	BB-1113-9, BB-1813-9 BB-2021-9, BB-2025-9 BB-2039-9	12
	BB-2101, BB-2102, BB-2103, BB-2104, BB-2105, BB-2106, BB-2107, BB-2108, BB-2112, BB-2116, BB-2119, BB-2121, BB-2122, BB-2126	17
Volleyball (02)	BB-2015-9 TI-2002-9, TI-2007-9, TI-2011-9, TI-2013-9 TI-413-9	1
	BB-1113-9, BB-1813-9 BB-2021-9, BB-2025-9, BB-2039-9 VB-2001	12
Hockey (04)	BB-2015-9 TI-2002-9, TI-2007-9, TI-2011-9, TI-2013-9 TI-413-9, TI-2101	1

(Continued on next page)

(Continued from preceding page)

Sport (Code Number)	Models	Address Sent
	BB-2101, BB-2102, BB-2103, BB-2104, BB-2105, BB-2106, BB-2107, BB-2108 VB-2101	17
	BB-2101, BB-2102, BB-2103, BB-2104, BB-2105, BB-2106, BB-2107, BB-2108	17
	H-2020-9, H-2101, H-2111	71
	H-2021-9, H-2022-9, H-2030-9	71, 72, 73
	H-2025-9, H-2108	71, 72
	H-2102, H-2115	72, 73
Tennis (08)	TN-2007-9, TN-2008-9	11

C.3 Outdoor Model Numbers

Model	Address
BA-515	61 + Columns 1-8
BA-515	61 + Columns 1-8
BA-518	61 + Columns 1-8
BA-618	61 + Columns 1-8
BA-624	61 + Columns 1-8
BA-718	62 + Columns 1-8
BA-1018	12
BA-1518	63
BA-1524	63
BA-2010	61 + Columns 1-8
BA-2012	61
FB-824	11
FB-1424	12
FB-1524	12
FB-1430	12
FB-1530	12
FB-2005	11
FB-2340	1

(Continued on next page)

(Continued from preceding page)

Model	Address
SO-824	11
SO-918	11
SO-1424	12
SO- 2008	17
SO-2009	11
SO-2010	11
MS-915	11
MS-918	11
MS-2002	11
MS-2004	74, 75
MS-2006	11
MS-2009	71, 72
MS-2011	11
MS-2012	74, 75
MS-2015	71
MS-2018	71, 72
MS-2118	71, 72
MS-2918	71, 72
TN-2007-11	11
TN-2008-11	11
TI-218	2
TI-418	1
TI-2002-9	1 + Columns 1-4
TI-2003	2
TI-2007-9	1 + Columns 1-4
TI-2010-11	2 + Columns 1-4
TI-2011-9	1 + Columns 1-4
TI-2012-11	1
TI-2013-9	1 + Columns 1-4
TI-2015-11	2 + Columns 1-4
TI-2019	1

C.4 Outdoor Sport Output Table

Sport (Code Number)	Models	Address Sent
Baseball / Softball (05)	TI-2002-9, TI-2007-9, TI-2011-9, TI-2013-9 TI-418	1
	FB-824 MS-915, MS-918, MS-2002, MS-2006, MS-2011 SO-824, SO-918, FB-2005	11 [1]
	BA-1018 FB-1424, FB-1524, FB-1430, FB-1530 SO-1424	12 [2]
	BA-515, BA-518, BA-618, BA-624, BA-2010, BA-2012	61
	BA-718	62
	BA-1518, BA-1524	63
Football (06)	TI-2002-9, TI-2007-9, TI-2011-9, TI-2013-9 TI-418	1
	TI-2003 TI-218	2
	FB-824 MS-915, MS-918, MS-2002, MS-2006, MS-2011 SO-824, SO-918	11
	FB-1424, FB-1524, FB-1430, FB-1530 SO-1424	12
	SO-2008	17
Lacrosse (04)	TI-2002-9, TI-2007-9, TI-2011-9, TI-2013-9 TI-418	1
	FB-824 MS-915, MS-918, MS-2002, MS-2006, MS-2011 SO-824, SO-918	11
	FB-1424, FB-1524, FB-1430, FB-1530 SO-1424	12
	MS-2015	71
	MS-2118, MS-2009, MS-2018	71,72
	MS-2004, MS-2012	74,75

(Continued on next page)

(Continued from preceding page)

Sport (Code Number)	Models	Address Sent
Soccer (07)	TI-2002-9, TI-2007-9, TI-2011-9, TI-2013-9, TI-418, TI 2019	1
	FB-824 MS-915, MS-918, MS-2002, MS-2006, MS-2011 SO-824, SO-918, SO-2009, SO-2010	11
	FB-1424, FB-1524, FB-1430, FB-1530 SO-1424	12
	SO-2008	17
Segment Timer (91)	FB-2340 TI-2012-11	1
	TI-2010-11, TI-2015-11	2
Tennis (08)	TN-2007-11, TN-2008-11	11

Notes: 1) Address 11 will show the game clock on the clock digits. 2) Address 12 will show the inning number on the clock digits.

C.5 All Sport 3000 Codes used for All Sport 2500 Codes

Sport	2500 Code	Models	3100 Code
Baseball/ Softball	31 w/clk	MS-9, MS-918	531
	32 w/clk	FB-1424, FB-1524, FB-1430, FB-1530	532
	33 wo/clk	FB-1424, FB-1524, FB-1430, FB-1530	533
	35 wo/clk	BA-15	535
	37 wo/clk	BA-5, BA-6	537
	44 w/clk	BA-718	544
Basketball	03	BB-18, BB-11, BB-2021, BB-2025	103
	04	BB-18A	104
	10	PCS4	----
	11	BB-87, BB-10, BB-17	111
	12	BB-17A	112
Football	20	FB-8	620
	22	FB-14, FB-15	622
	25	MS-9, MS-918	625
Hockey	61	H-8	461
Soccer	65	FB-8, SO-8	765
	66	MS-918	766
	67	SO-1424, FB-1424	767
Time of Day	99	All boards with clock on 1-4	199
Volleyball	71	BB-17, B17A	271
	72	VB-87	----
	73	BB-18, BB18A, BB-2021. BB-2025	273
Wrestling	51	BB-17	351
	52	BB-17A	352
	53	BB-18, BB-2021, BB-2025	353
	54	BB-18A	354

KEY: 0 = WIRE NOT CONNECTED 1 = WIRE IS CONNECTED

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
1	0	0	0	0	0	0	0	1
2	0	0	0	0	0	0	1	0
3	0	0	0	0	0	0	1	1
4	0	0	0	0	0	1	0	0
5	0	0	0	0	0	1	0	1
6	0	0	0	0	0	1	1	0
7	0	0	0	0	0	1	1	1
8	0	0	0	0	1	0	0	0
9	0	0	0	0	1	0	0	1
10	0	0	0	0	1	0	1	0
11	0	0	0	0	1	0	1	1
12	0	0	0	0	1	1	0	0
13	0	0	0	0	1	1	0	1
14	0	0	0	0	1	1	1	0
15	0	0	0	0	1	1	1	1
16	0	0	0	1	0	0	0	0
17	0	0	0	1	0	0	0	1
18	0	0	0	1	0	0	1	0
19	0	0	0	1	0	0	1	1
20	0	0	0	1	0	1	0	0
21	0	0	0	1	0	1	0	1
22	0	0	0	1	0	1	1	0
23	0	0	0	1	0	1	1	1
24	0	0	0	1	1	0	0	0
25	0	0	0	1	1	0	0	1
26	0	0	0	1	1	0	1	0
27	0	0	0	1	1	0	1	1
28	0	0	0	1	1	1	0	0
29	0	0	0	1	1	1	0	1
30	0	0	0	1	1	1	1	0
31	0	0	0	1	1	1	1	1
32	0	0	1	0	0	0	0	0
33	0	0	1	0	0	0	0	1
34	0	0	1	0	0	0	1	0
35	0	0	1	0	0	0	1	1
36	0	0	1	0	0	1	0	0
37	0	0	1	0	0	1	0	1
38	0	0	1	0	0	1	1	0
39	0	0	1	0	0	1	1	1
40	0	0	1	0	1	0	0	0
41	0	0	1	0	1	0	0	1
42	0	0	1	0	1	0	1	0
43	0	0	1	0	1	0	1	1
44	0	0	1	0	1	1	0	0
45	0	0	1	0	1	1	0	1
46	0	0	1	0	1	1	1	0
47	0	0	1	0	1	1	1	1
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50	0	0	1	1	0	0	1	0
51	0	0	1	1	0	0	1	1
52	0	0	1	1	0	1	0	0
53	0	0	1	1	0	1	0	1
54	0	0	1	1	0	1	1	0
55	0	0	1	1	0	1	1	1
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57	0	0	1	1	1	0	0	1
58	0	0	1	1	1	0	1	0
59	0	0	1	1	1	0	1	1
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61	0	0	1	1	1	1	0	1
62	0	0	1	1	1	1	1	0
63	0	0	1	1	1	1	1	1
64	0	1	0	0	0	0	0	0
65	0	1	0	0	0	0	0	1
66	0	1	0	0	0	0	1	0
67	0	1	0	0	0	0	1	1
68	0	1	0	0	0	1	0	0
69	0	1	0	0	0	1	0	1
70	0	1	0	0	0	1	1	0
71	0	1	0	0	0	1	1	1
72	0	1	0	0	1	0	0	0
73	0	1	0	0	1	0	0	1
74	0	1	0	0	1	0	1	0
75	0	1	0	0	1	0	1	1
76	0	1	0	0	1	1	0	0
77	0	1	0	0	1	1	0	1
78	0	1	0	0	1	1	1	0
79	0	1	0	0	1	1	1	1
80	0	1	0	1	0	0	0	0
81	0	1	0	1	0	0	0	1
82	0	1	0	1	0	0	1	0
83	0	1	0	1	0	0	1	1
84	0	1	0	1	0	1	0	0
85	0	1	0	1	0	1	0	1
86	0	1	0	1	0	1	1	0
87	0	1	0	1	0	1	1	1
88	0	1	0	1	1	0	0	0
89	0	1	0	1	1	0	0	1
90	0	1	0	1	1	0	1	0
91	0	1	0	1	1	0	1	1
92	0	1	0	1	1	1	0	0
93	0	1	0	1	1	1	0	1
94	0	1	0	1	1	1	1	0
95	0	1	0	1	1	1	1	1
96	0	1	1	0	0	0	0	0
97	0	1	1	0	0	0	0	1
98	0	1	1	0	0	0	1	0
99	0	1	1	0	0	0	1	1
100	0	1	1	0	0	1	0	0
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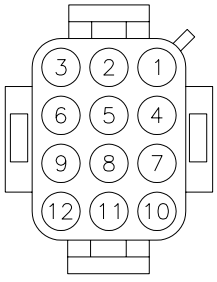
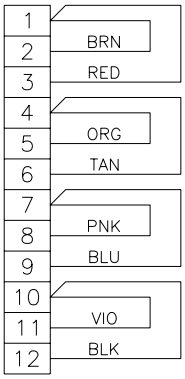
102	0	1	1	0	0	1	1	0
103	0	1	1	0	0	1	1	1
104	0	1	1	0	1	0	0	0
105	0	1	1	0	1	0	0	1
106	0	1	1	0	1	0	1	0
107	0	1	1	0	1	0	1	1
108	0	1	1	0	1	1	0	0
109	0	1	1	0	1	1	0	1
110	0	1	1	0	1	1	1	0
111	0	1	1	0	1	1	1	1
112	0	1	1	1	0	0	0	0
113	0	1	1	1	0	0	0	1
114	0	1	1	1	0	0	1	0
115	0	1	1	1	0	0	1	1
116	0	1	1	1	0	1	0	0
117	0	1	1	1	0	1	0	1
118	0	1	1	1	0	1	1	0
119	0	1	1	1	0	1	1	1
120	0	1	1	1	1	0	0	0
121	0	1	1	1	1	0	0	1
122	0	1	1	1	1	0	1	0
123	0	1	1	1	1	0	1	1
124	0	1	1	1	1	1	0	0
125	0	1	1	1	1	1	0	1
126	0	1	1	1	1	1	1	0
127	0	1	1	1	1	1	1	1
128	1	0	0	0	0	0	0	0

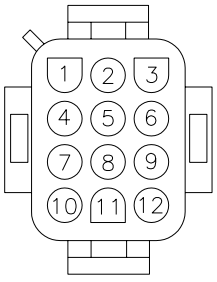


ADDRESS PLUG
WIRE SIDE

WIRING DIAGRAM

ADDRESS PLUG
WITH ALL WIRES
CONNECTED





BOTTOM VIEW

REV.	DATE	DESCRIPTION	BY	APPR.
01	08 MAR 05	ADDED BOTTOM VIEW	KQB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: ADDRESS TABLE, 1 THROUGH 128

DES. BY: AVB DRAWN BY: A VANBEMMEL DATE: 28 APR 99

REVISION 01 APPR. BY:

SCALE: NONE

1150-R04A-115078

KEY: 0 = WIRE NOT CONNECTED 1 = WIRE IS CONNECTED

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
129	1	0	0	0	0	0	0	1
130	1	0	0	0	0	0	1	0
131	1	0	0	0	0	0	1	1
132	1	0	0	0	0	1	0	0
133	1	0	0	0	0	1	0	1
134	1	0	0	0	0	1	1	0
135	1	0	0	0	0	1	1	1
136	1	0	0	0	1	0	0	0
137	1	0	0	0	1	0	0	1
138	1	0	0	0	1	0	1	0
139	1	0	0	0	1	0	1	1
140	1	0	0	0	1	1	0	0
141	1	0	0	0	1	1	0	1
142	1	0	0	0	1	1	1	0
143	1	0	0	0	1	1	1	1
144	1	0	0	1	0	0	0	0

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
145	1	0	0	1	0	0	0	1
146	1	0	0	1	0	0	1	0
147	1	0	0	1	0	0	1	1
148	1	0	0	1	0	1	0	0
149	1	0	0	1	0	1	0	1
150	1	0	0	1	0	1	1	0
151	1	0	0	1	0	1	1	1
152	1	0	0	1	1	0	0	0
153	1	0	0	1	1	0	0	1
154	1	0	0	1	1	0	1	0
155	1	0	0	1	1	0	1	1
156	1	0	0	1	1	1	0	0
157	1	0	0	1	1	1	0	1
158	1	0	0	1	1	1	1	0
159	1	0	0	1	1	1	1	1
160	1	0	1	0	0	0	0	0

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
161	1	0	1	0	0	0	0	1
162	1	0	1	0	0	0	1	0
163	1	0	1	0	0	0	1	1
164	1	0	1	0	0	1	0	0
165	1	0	1	0	0	1	0	1
166	1	0	1	0	0	1	1	0
167	1	0	1	0	0	1	1	1
168	1	0	1	0	1	0	0	0
169	1	0	1	0	1	0	0	1
170	1	0	1	0	1	0	1	0
171	1	0	1	0	1	0	1	1
172	1	0	1	0	1	1	0	0
173	1	0	1	0	1	1	0	1
174	1	0	1	0	1	1	1	0
175	1	0	1	0	1	1	1	1
176	1	0	1	1	0	0	0	0

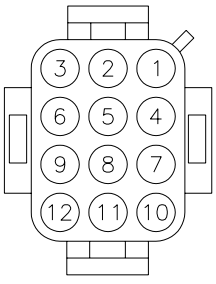
DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
177	1	0	1	1	0	0	0	1
178	1	0	1	1	0	0	1	0
179	1	0	1	1	0	0	1	1
180	1	0	1	1	0	1	0	0
181	1	0	1	1	0	1	0	1
182	1	0	1	1	0	1	1	0
183	1	0	1	1	0	1	1	1
184	1	0	1	1	1	0	0	0
185	1	0	1	1	1	0	0	1
186	1	0	1	1	1	0	1	0
187	1	0	1	1	1	0	1	1
188	1	0	1	1	1	1	0	0
189	1	0	1	1	1	1	0	1
190	1	0	1	1	1	1	1	0
191	1	0	1	1	1	1	1	1
192	1	1	0	0	0	0	0	0

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
193	1	1	0	0	0	0	0	1
194	1	1	0	0	0	0	1	0
195	1	1	0	0	0	0	1	1
196	1	1	0	0	0	1	0	0
197	1	1	0	0	0	1	0	1
198	1	1	0	0	0	1	1	0
199	1	1	0	0	0	1	1	1
200	1	1	0	0	1	0	0	0
201	1	1	0	0	1	0	0	1
202	1	1	0	0	1	0	1	0
203	1	1	0	0	1	0	1	1
204	1	1	0	0	1	1	0	0
205	1	1	0	0	1	1	0	1
206	1	1	0	0	1	1	1	0
207	1	1	0	0	1	1	1	1
208	1	1	0	1	0	0	0	0

DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
209	1	1	0	1	0	0	0	1
210	1	1	0	1	0	0	1	0
211	1	1	0	1	0	0	1	1
212	1	1	0	1	0	1	0	0
213	1	1	0	1	0	1	0	1
214	1	1	0	1	0	1	1	0
215	1	1	0	1	0	1	1	1
216	1	1	0	1	1	0	0	0
217	1	1	0	1	1	0	0	1
218	1	1	0	1	1	0	1	0
219	1	1	0	1	1	0	1	1
220	1	1	0	1	1	1	0	0
221	1	1	0	1	1	1	0	1
222	1	1	0	1	1	1	1	0
223	1	1	0	1	1	1	1	1
224	1	1	1	0	0	0	0	0

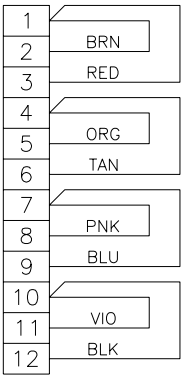
DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
225	1	1	1	0	0	0	0	1
226	1	1	1	0	0	0	1	0
227	1	1	1	0	0	0	1	1
228	1	1	1	0	0	1	0	0
229	1	1	1	0	0	1	0	1
230	1	1	1	0	0	1	1	0
231	1	1	1	0	0	1	1	1
232	1	1	1	0	1	0	0	0
233	1	1	1	0	1	0	0	1
234	1	1	1	0	1	0	1	0
235	1	1	1	0	1	0	1	1
236	1	1	1	0	1	1	0	0
237	1	1	1	0	1	1	0	1
238	1	1	1	0	1	1	1	0
239	1	1	1	0	1	1	1	1
240	1	1	1	1	0	0	0	0

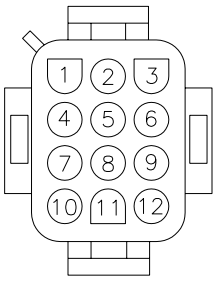
DECIMAL ADDRESS	PIN 12	PIN 11	PIN 9	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
241	1	1	1	1	0	0	0	1
242	1	1	1	1	0	0	1	0
243	1	1	1	1	0	0	1	1
244	1	1	1	1	0	1	0	0
245	1	1	1	1	0	1	0	1
246	1	1	1	1	0	1	1	0
247	1	1	1	1	0	1	1	1
248	1	1	1	1	1	0	0	0
249	1	1	1	1	1	0	0	1
250	1	1	1	1	1	0	1	0
251	1	1	1	1	1	0	1	1
252	1	1	1	1	1	1	0	0
253	1	1	1	1	1	1	0	1
254	1	1	1	1	1	1	1	0
255	1	1	1	1	1	1	1	1



ADDRESS PLUG
WIRE SIDE

WIRING DIAGRAM
ADDRESS PLUG
WITH ALL WIRES
CONNECTED





BOTTOM VIEW

REV.	DATE	DESCRIPTION	BY	APPR.
01	08 MAR 05	ADDED BOTTOM VIEW	KQB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: ADDRESS TABLE, 129 THROUGH 255

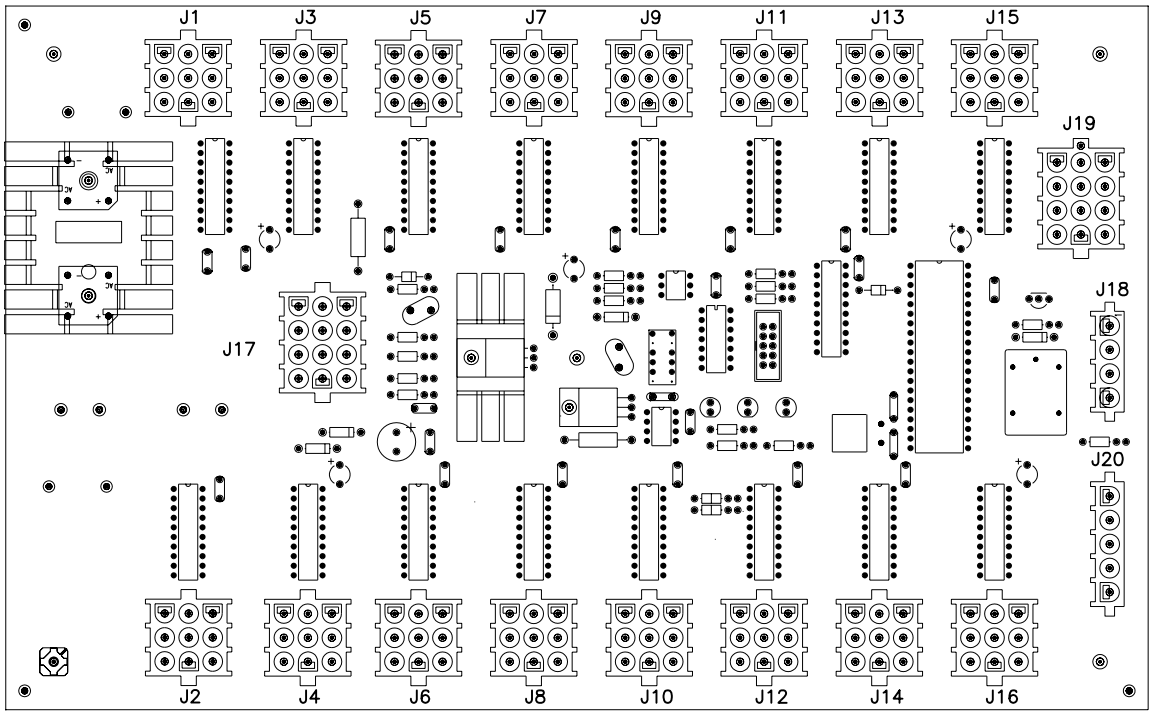
DES. BY: AVB DRAWN BY: A VANBEMMEL DATE: 28 APR 99

REVISION 01 APPR. BY:

SCALE: NONE

1150-R04A-115079

OP-1150-0126 UNCOATED OR 0P-1150-0127 COATED
16 COLUMN LED DRIVER II



J17 MAIN	
PIN	FUNCTION
1	SIG-P
2	SIG-N
3	SIG2-P
4	CLOUT-P
5	CLOUT-N
6	16VAC-N
7	GND-N
8	EARTH-N
9	16VAC-P
10	GND-N
11	+VDD-P
12	+VBB-P

J1-16 DIGIT	
PIN	FUNCTION
1	SEGC-N
2	SEGB-N
3	SEGA-N
4	SEGF-N
5	SEGE-N
6	SEGD-N
7	+VCC-P
8	SEGH-N
9	SEGG-N

J19 ADDRESS	
PIN	FUNCTION
1	GND-N
2	ADD0-N
3	ADD1-N
4	GND-N
5	ADD2-N
6	ADD3-N
7	GND-N
8	ADD4-N
9	ADD5-N
10	GND-N
11	ADD6-N
12	ADD7-N

J18 RELAY	
PIN	FUNCTION
1	HORNOUT-N
2	AUXOUT-N
3	120SW-P
4	120SW-N

J20 PROTOCOL	
PIN	FUNCTION
1	GND-N
2	PR0-N
3	PR1-N
4	PR2-N
5	TOD-N

NOTE
-WITH NO ADDRESS PINS SELECTED THE DRIVER WILL DEFAULT TO A/S 4000 PROTOCOL

-GREEN LED INDICATES THE DRIVER HAS POWER

-RED LED WILL BE ON OR BLINKING WHEN THE DRIVER IS RECEIVING SIGNAL

-AMBER LED INDICATES LED DRIVER STATUS, LED WILL BE BLINKING TO INDICATE THAT THE DRIVER IS RUNNING, IF THE LED IS OFF OR ON SOLID ALL OF THE TIME, THEN THE DRIVERS CPU IS NOT FUNCTIONING AND MAY NEED TO BE RESET OR REPLACED.

-REFER TO DRAWINGS A-115078 & A-115079 FOR J19 ADDRESS SETTINGS FOR THIS DRIVER.

-REFER TO DRAWING A-115081 FOR J20 PROTOCOL SETTINGS FOR THIS DRIVER.

-REDRIVE CIRCUIT IS PROCESSOR REFRESHED (REFER TO DWG A-128429 FOR FURTHER INFORMATION ON THE CURRENT LOOP REDRIVE CIRCUIT SPECIFICATIONS)

REV.	DATE	DESCRIPTION	BY	APPR.
01	2 OCT 00	UPDATED NOTES SECTION	NSW	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: 16 COLUMN LED DRIVER II SPECIFICATIONS

DES. BY: EB DRAWN BY: EBRAVEK DATE: 11 JAN 00

REVISION 01 APPR. BY: SCALE: 1=2

1150-R07A-126174

KEY: 0 = WIRE NOT CONNECTED 1 = WIRE IS CONNECTED TO ANY GROUND PIN (1,4,7,10)

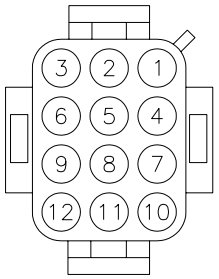
J19 ADDRESS AND COLUMN SELECT JACK

DECIMAL ADDRESS	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
1	0	0	0	0	1
2	0	0	0	1	0
3	0	0	0	1	1
4	0	0	1	0	0
5	0	0	1	0	1
6	0	0	1	1	0
7	0	0	1	1	1
8	0	1	0	0	0
9	0	1	0	0	1
10	0	1	0	1	0
11	0	1	0	1	1
12	0	1	1	0	0
13	0	1	1	0	1
14	0	1	1	1	0
15	0	1	1	1	1
16	1	0	0	0	0

DECIMAL ADDRESS	PIN 8	PIN 6	PIN 5	PIN 3	PIN 2
17	1	0	0	0	1
18	1	0	0	1	0
19	1	0	0	1	1
20	1	0	1	0	0
21	1	0	1	0	1
22	1	0	1	1	0
23	1	0	1	1	1
24	1	1	0	0	0
25	1	1	0	0	1
26	1	1	0	1	0
27	1	1	0	1	1
28	1	1	1	0	0
29	1	1	1	0	1
30	1	1	1	1	0
31	1	1	1	1	1

TIME OF DAY SELECT	PIN 9
DISABLE	0
ENABLE	1

COLUMN SELECT	PIN 12	PIN 11
COLUMNS 5-8	0	0
COLUMNS 1-4	0	1
COLUMNS 9-12	1	0
COLUMNS 13-16	1	1



ADDRESS PLUG
WIRE SIDE

WIRING DIAGRAM
ADDRESS PLUG
WITH ALL WIRES
CONNECTED

J17 MAIN	
PIN	FUNCTION
1	SIG-P
2	SIG-N
3	GND-N
4	CLOUT-P
5	CLOUT-N
6	16VAC-N
7	GND-N
8	EARTH-N
9	16VAC-P
10	GND-N
11	SWIN-P
12	SWIN-N

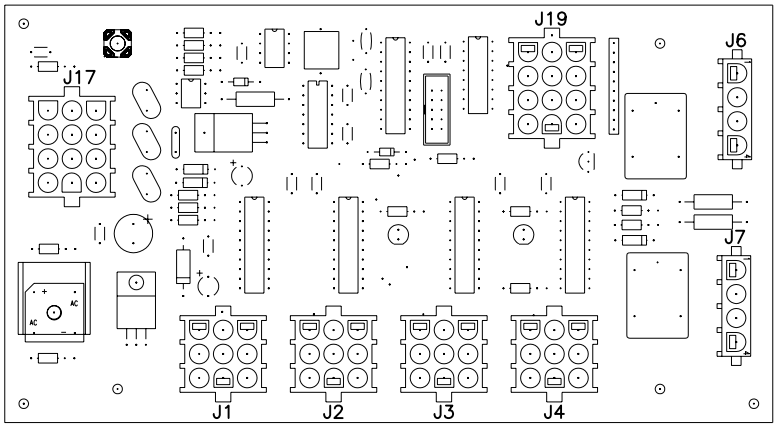
J1-4 DIGIT	
PIN	FUNCTION
1	SEGC-N
2	SEGB-N
3	SEGA-N
4	SEGF-N
5	SEGE-N
6	SEGD-N
7	+VCC-P
8	SEGH-N
9	SEGG-N

J19 ADDRESS	
PIN	FUNCTION
1	GND-N
2	ADD0-N
3	ADD1-N
4	GND-N
5	ADD2-N
6	ADD3-N
7	GND-N
8	ADD4-N
9	ADD5-N
10	GND-N
11	COLS1-N
12	COLS2-N

J6 RELAY	
PIN	FUNCTION
1	HORNOUT-N
2	AUXOUT-N
3	120SW-P
4	120SW-N

J7 RELAY	
PIN	FUNCTION
1	N/C
2	AUXOUT-N
3	120SW-P
4	120SW-N

0P-1150-0130 UNCOATED OR 0P-1150-0131
COATED 4 COLUMN LED DRIVER II



NOTE
-WITH NO ADDRESS PINS SELECTED THE DRIVER WILL DEFAULT TO A/S 4000 PROTOCOL

-COLUMN SELECT PINS WORK FOR EITHER A/S 4000 OR A/S 5000 PROTOCOL

-DRIVER WILL DEFAULT TO COLUMNS 5-8

-GREEN LED INDICATES THE DRIVER HAS POWER

-RED LED WILL BE ON OR BLINKING WHEN THE DRIVER IS RECEIVING SIGNAL

-REDRIVE CIRCUIT IS PROCESSOR REFRESHED (REFER TO DWG A-128429 FOR FURTHER INFORMATION ON THE CURRENT LOOP REDRIVE CIRCUIT SPECIFICATIONS)

	COLUMN SELECT 0 NO JUMPER CONNECTIONS				COLUMN SELECT 1 CONNECT J19 PIN 10 TO 11				COLUMN SELECT 2 CONNECT J19 PIN 10 TO 12				COLUMN SELECT 3 CONNECT J19 10 TO 11&12			
DATA INPUT DIGIT NUMBER	5	6	7	8	1	2	3	4	9	10	11	12	13	14	15	16
DIGIT OUTPUT CONNECTOR	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4

ALSO, COLUMN SELECT #1 MAKES THESE CHANGES:
INPUT DATA DIGIT 5, SEGMENT H
IS SENT TO DIGIT OUTPUT NO. 1, SEGMENT H.
INPUT DATA DIGIT 9, SEGMENT H
IS SENT TO DIGIT OUTPUT NO. 2, SEGMENT H.

REV.	DATE	DESCRIPTION	BY	APPR.
3	21 DEC 00	ADDED HORN SEGMENT INFORMATION	EB	
2	2 OCT 00	CHANGED TIME OF DAY ENABLE TO DISABLE (0) AND ENABLE (1)	NSW	
1	29 SEP 00	REMOVED "STAND ALONE" FROM WORDING FOR TIME OF DAY ENABLE.	AVB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

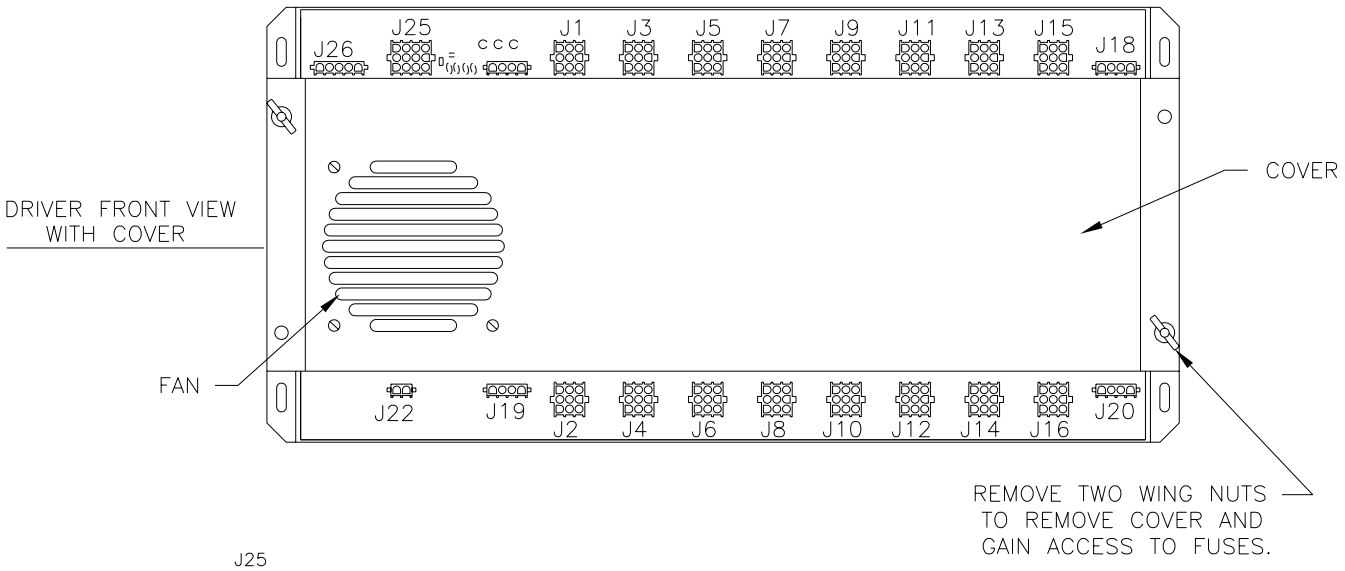
TITLE: 4 COLUMN LED DRIVER II; SPECIFICATIONS

DES. BY: EB DRAWN BY: E BRAVEK DATE: 08 NOV 99

REVISION 03 APPR. BY:

SCALE: NONE

1150-R04A-123783



J25

PIN	FUNCTION	PIN	FUNCTION
1	GND	7	GND
2	ADDR 0 –	8	ADDR 4 –
3	ADDR 1 –	9	ADDR 5 –
4	GND	10	GND
5	ADDR 2 –	11	ADDR 6 –
6	ADDR 3 –	12	CLMN SWAP

DS1–RX
DS2–PWR
DS3–STATUS

J1 – J16

PIN	FUNCTION
1	SEG C
2	SEG B
3	SEG A
4	SEG F
5	SEG E
6	SEG D
7	COMMON
8	SEG H
9	SEG G

J17

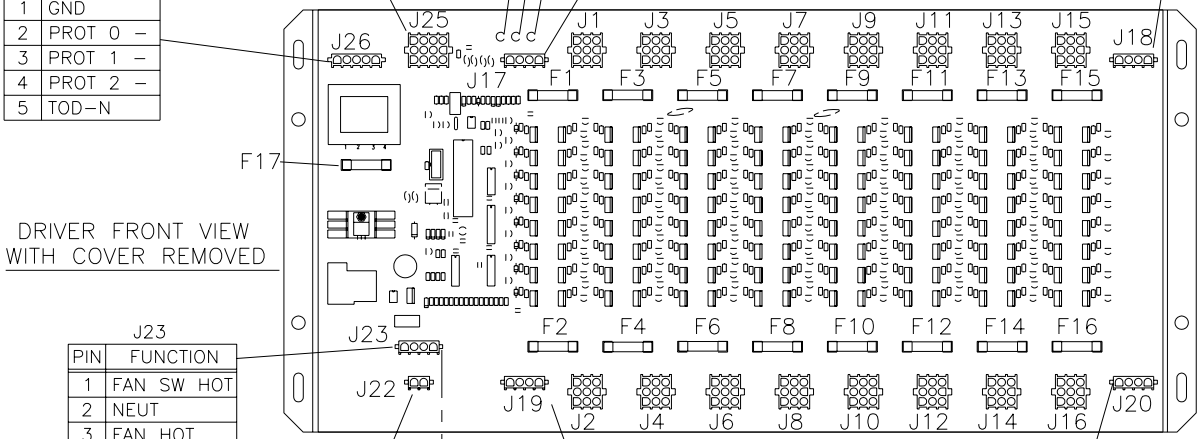
PIN	FUNCTION
1	SIG IN +
2	SIG IN –
3	SIG OUT +
4	SIG OUT –

J18

PIN	FUNCTION
1	LAMP NEUT
2	LAMP NEUT
3	LAMP HOT 1, 3, 5, 7
4	LAMP HOT 2, 4, 6, 8

J26

PIN	FUNCTION
1	GND
2	PROT 0 –
3	PROT 1 –
4	PROT 2 –
5	TOD–N



J23

PIN	FUNCTION
1	FAN SW HOT
2	NEUT
3	FAN HOT
4	NEUT

J22

PIN	FUNCTION
1	NORM OPEN
2	COMMON

PLUG FROM FAN IN COVER
CONNECTS TO J23

J19

PIN	FUNCTION
1	NEUTRAL
2	NEUTRAL
3	120V HOT
4	120V HOT

J20

PIN	FUNCTION
1	LAMP NEUT
2	LAMP NEUT
3	LAMP HOT 9,11,13,15
4	LAMP HOT 10,12,14,16

F1 THRU F16 ARE TYPE AGC–10, DAKTRONICS PART NUMBER F–1006.
F17 ARE TYPE AGC–1/2, DAKTRONICS PART NUMBER F–1000

REV.	DATE	DESCRIPTION	BY	APPR.
5	17 JAN 02	CHANGED ADD 7 TO CLMN SWAP ON J25	JJS	
4	2 OCT 00	CHANGED J25 & J26 TEXT –5 V TO GND	NSW	
3	29 SEP 00	CORRECTED J25 TABLE. CHANGED J26 TABLE PIN 5 FROM PROT 3 TO T.O.D.	AVB	
2	2 JUNE 00	CORRECTED J26 PINOUT TABLE	EB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

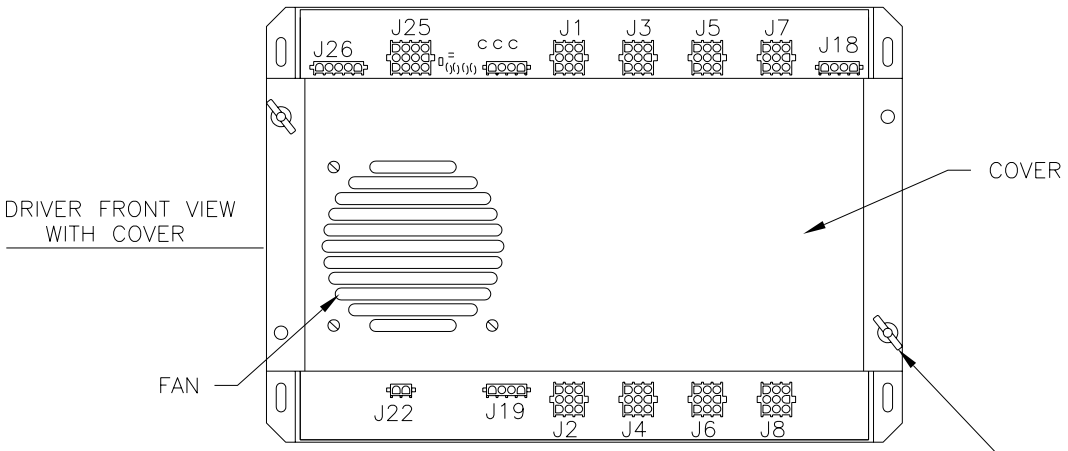
TITLE: LAYOUT; 16 COLUMN DRIVER III

DES. BY: EB DRAWN BY: EB DATE: 11 NOV 99

REVISION APPR. BY:

SCALE: 1=5

1033-R04A-123940



J25

PIN	FUNCTION	PIN	FUNCTION
1	GND	7	GND
2	ADDR 0 –	8	ADDR 4 –
3	ADDR 1 –	9	ADDR 5 –
4	GND	10	GND
5	ADDR 2 –	11	ADDR 6 –
6	ADDR 3 –	12	CLMN SWAP

DS1–RX
DS2–PWR
DS3–STATUS

J1 – J8

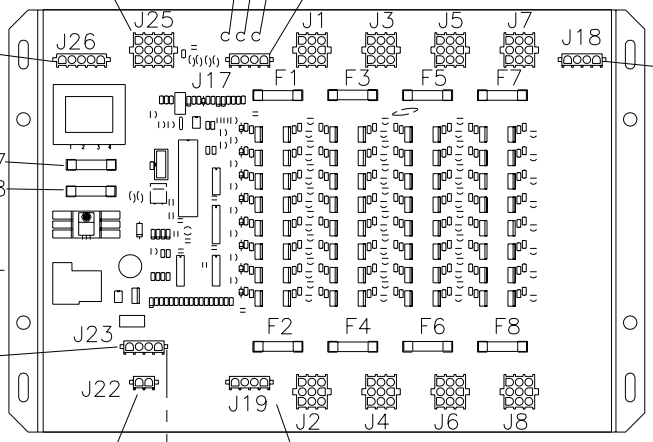
PIN	FUNCTION
1	SEG C
2	SEG B
3	SEG A
4	SEG F
5	SEG E
6	SEG D
7	COMMON
8	SEG H
9	SEG G

J17

PIN	FUNCTION
1	SIG IN +
2	SIG IN –
3	SIG OUT +
4	SIG OUT –

J26

PIN	FUNCTION
1	GND
2	PROT 0 –
3	PROT 1 –
4	PROT 2 –
5	TOD–N



DRIVER FRONT VIEW
WITH COVER REMOVED

J18

PIN	FUNCTION
1	LAMP NEUT
2	LAMP NEUT
3	LAMP HOT 1, 3, 5, 7
4	LAMP HOT 2, 4, 6, 8

J23

PIN	FUNCTION
1	FAN SW HOT
2	NEUT
3	FAN HOT
4	NEUT

J22

PIN	FUNCTION
1	NORM OPEN
2	COMMON

PLUG FROM FAN IN COVER
CONNECTS TO J23

J19

PIN	FUNCTION
1	NEUTRAL
2	NEUTRAL
3	120V HOT
4	120V HOT

F1 THRU F8 ARE TYPE AGC–10, DAKTRONICS PART NUMBER F–1006.
F17 THRU F18 ARE TYPE AGC–1/2, DAKTRONICS PART NUMBER F–1000

REV.	DATE	DESCRIPTION	BY	APPR.
4	2 OCT 00	CHANGED J25 & J26 TEXT –5 V TO GND	NSW	
3	29 SEP 00	CORRECTED J25 TABLE. CHANGED J26 TABLE PIN 5 FROM PROT 3 TO T.O.D.	AVB	
2	2 JUNE 00	CORRECTED J26 PINOUT TABLE	EB	
1	30 NOV 99	REMOVED DIMMING HEADER AND TABLE	EB	

DAKTRONICS, INC. BROOKINGS, SD 57006

PROJ:

TITLE: LAYOUT; 8 COLUMN DRIVER III

DES. BY: EB DRAWN BY: EB DATE: 11 NOV 99

REVISION APPR. BY:

SCALE: 1=5

1033-R04A-123941