RCS-7 Reset Clock Switch for MPC Control

(MPC-5, MPCW-5, MPC-6, and MPCW-6)

Getting Started

After the control has been started and has displayed the main time, plug in the RCS-6 hand held reset clock switch.

Basketball

The control's display will ask: DO YOU WANT TO USE SHOT CLOCKS? 'YES' OR 'NO'. Answer YES to activate the shot clock control system.

The three position rocker switch on the RCS-6 will be used to reset the shot/delay clocks to a preset shot time or to a preset out of bounds time.

Note: If you answer NO, the RCS-6 is ignored until it is unplugged and then reconnected.

Setting the Shot Time and Out of Bounds Reset Values

The control will prompt you to enter the shot time that will be set on the shot clocks when the RCS-6 switch is pushed to the right. The display now shows: SHOT TIME   SS   (Enter any 2-digit number up to 69.)

Enter the shot time (i.e. 30). The display now shows: Y/N   30. (Press NO if you need to correct the time, or press YES to confirm).

The display now shows: OB TIME   SS and allows you to set the value used when the switch is pressed to the left. (Enter any 2-digit number up to 69.)

If you are complying with the Kicked Ball rule, enter 15. The display now shows: Y/N   15 . (Press NO if you need to correct the time, or press YES to confirm).

The display on the control now shows the main time and the shot time.

Note: If you do not need a special Out of Bounds reset time, enter the shot time here also. (Moving the switch either direction will reset the shot time to the same value.)

Shot Clock Operation

If you set 20 minutes on the main clock, the MPC control will display: 20:00.0   30   DN

The shot clock will count down when the game time is running. Pressing the rocker switch on the RCS-6 to the right will reset the shot clock to the preset shot time; pressing the switch to the left will reset the shot clock to the preset out of bounds time.

 The shot time will begin counting down when the switch is released.

The pushbutton (Hold) switch allows the operator to stop (hold) the shot time while allowing the main time to continue to count. Releasing the Hold switch allows the shot time to resume counting if the main time is running.

Shot Clock Horn

When the shot time reaches zero, the shot clock horn sounds. Resetting the shot clock stops the horn immediately.

Correcting the Shot Time

To correct the shot time, press SET then MISC.SHOT TIME

The display will show: SHOT TIME   SS. Enter any 2-digit number up to 69 and answer YES.

Note: This does not change either of the preset times.

Blanking the Shot Time

To blank the Shot Clock, press SET, MISC. SHOT TIME and then BLANK and answer YES.   The shot clock will blank and the shot time display on the control will disappear.

Note: Pressing the rocker switch on the RCS-6 in either direction returns the shot clocks to normal operation.

Football

The control's display will ask: DO YOU WANT TO USE DELAY OF GAME TIMER? 'YES' OR 'NO'. Answer YES to activate the reset clock control system.

The three position rocker switch on the RCS-6 will be used to reset the delay clocks to two different delay times.

Note: If you answer NO, the RCS-6 is ignored until it is unplugged and then reconnected.

Setting the Shot Time and Out of Bounds Reset Values

The control will prompt you to enter the shot time that will be set on the shot clocks when the RCS-6 switch is pushed to the right. The display now shows: DGT RST1   SS   (Enter any 2-digit number up to 69.)

Enter the shot time (i.e. 30). The display now shows: Y/N   30. (Press NO if you need to correct the time, or press YES to confirm).

The display now shows: DGT RST2   SS and allows you to set the value used when the switch is pressed to the left. (Enter any 2-digit number up to 69.)

Delay of Game Timer Operation

If you set 20 minutes on the main clock, the MPC control will display: 20:00.0   40   DN

Pressing the rocker switch on the RCS-6 to the right will reset the delay of game timer to DGT RST1; pressing the switch to the left will reset the delay of game timer to DGT RST2. (**NOTE:** The delay of game timer is independent of the main time).

When the delay of game time reaches 00 it stops counting.

To start and stop the delay of game timer press the Time button on the RCS-6.

Correcting the Delay of Game Time

To correct the delay of game time, press SET then MISC.DELAY TIME

The display will show: D.G. TIME   SS. Enter any 2-digit number up to 69 and answer YES.

Note: This does not change the preset time.

Blanking the Delay of Game Clocks

To blank the Delay of Game Clocks, press SET, MISC. DELAY TIME and then BLANK and answer YES. The delay of game clocks will blank and the delay of game time display on the control will disappear.

Note: Pressing the reset switch on the DGS-5 returns the delay of game clocks to normal operation.

Other Operating Considerations

Restarting the MPC Control
Once the shot clock system is activated and the shot time entered, it will remain active even if the RCS-6 is disconnected. It will also remain active if the control is turned off and restarted "WHERE TURNED OFF LAST" even if the RCS-6 is disconnected.

Changing the RCS-6 Settings
To deactivate the shot clock system or to change the shot time or out of bounds reset time, the control must be turned off and back on and the model code entered anew. (See: "**Getting Started**")

Trouble Shooting
o The green LED on the RCS-6 will blink once per second if the system is operating correctly. If it stays on constantly or does not flash there is a problem with the system. Refer to the Trouble Shooting Guide located in the scoreboard Installation and Service Manual.

o If the control is not recognizing the RCS-6, try unplugging the RCS-6 and then plug it in again.

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