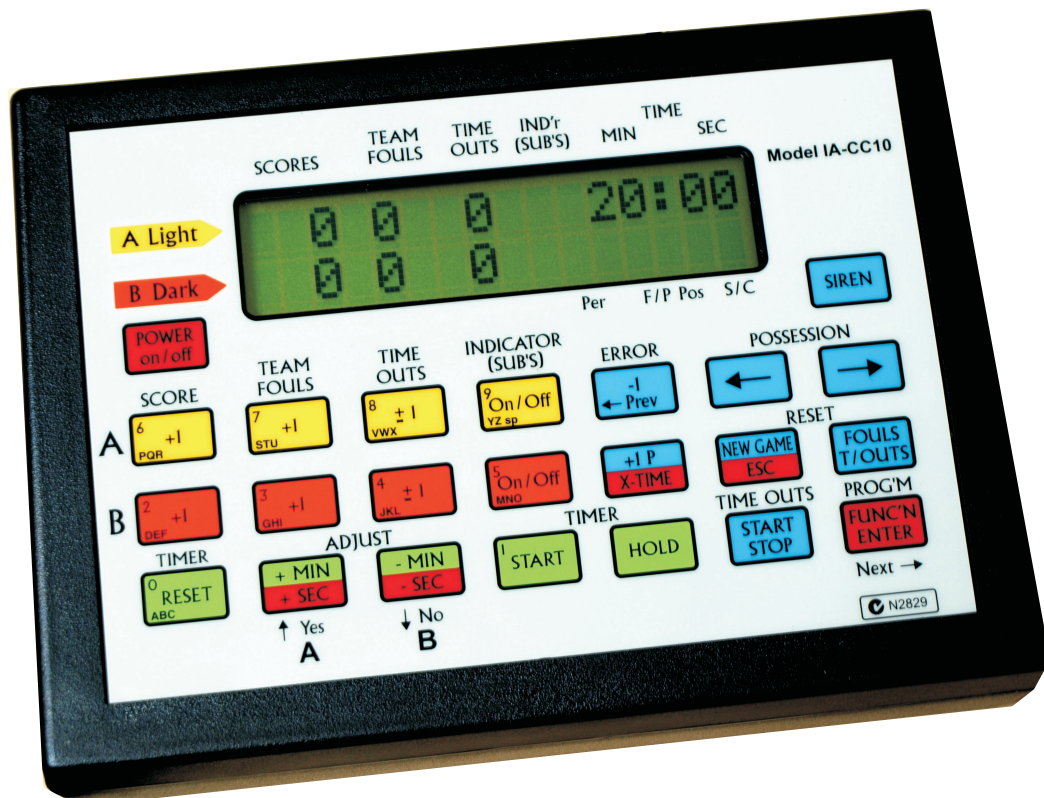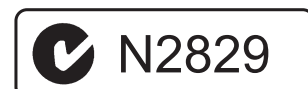# SCOREBOARD CONTROL CONSOLE
Model: CC6 & IA-CC10
OPERATORS INSTRUCTIONS

NB, This controlconsole hase envplved over many years and has had several name changes along with loads of new features. The Name LGE, LedtroniX and IA Electronics are used and the model "CC6" is now called "IA-CC10", They are exactly the same product. therefore throughout this document the "CC6 is often referenced along with "CC10".
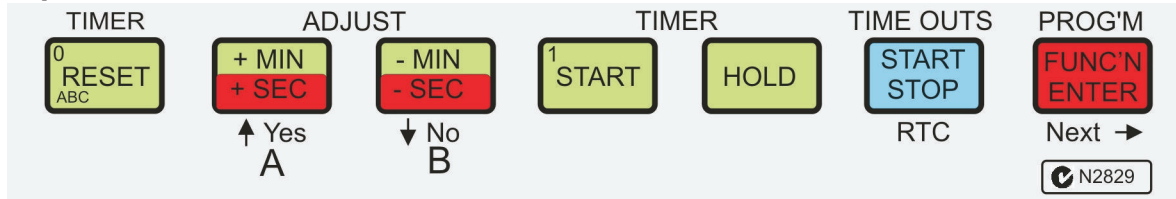
100 %

Score Board Operation - #1

Set Up Game Time :-

TIMER	ADJUST		TIMER		TIME OUTS	PROG'M
0 RESET ABC	+ MIN + SEC	- MIN - SEC	1 START	HOLD	START STOP	FUNC'N ENTER
	↑ Yes	↓ No				Next →
	A	B			RTC	N2829

Press the "FUNC'N" button once. [#1]
Press Timer "RESET"
Type in the game time required. eg 20[#2] then press ENTER.

F+ TIMER 0 RESET ABC

Start Timer :-
Press Timer "START"
Hold Time :-
Press Timer "HOLD"
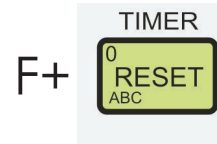
Adjust Timer :-
MINUTES
If a timer adjustment is required then press the ADJUST +MIN or -MIN[#3] to add or subtract one minute from the game time.
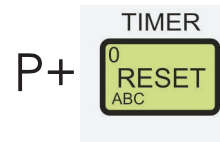
SECONDS
Press the "FUNC'N" button once then press the ADJUST +sec or -SEC [#3] button to add or subtract one second from the game time. When done press ESC
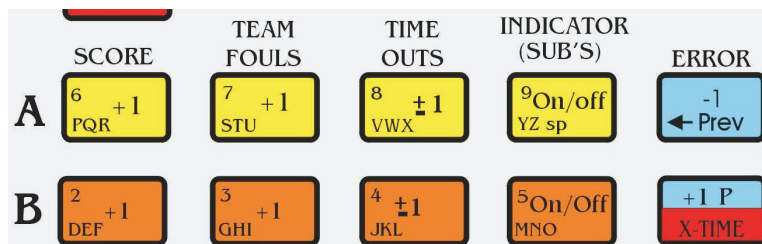
Continuiously repeating timer :-

The timer can be set up to time in MINUTES and SECONDS and to continuously repeat its self over and over. Programme the timer (P + RESET) to minutes and seconds and then enable the repeating timer if desired.

If the repeating timer is activated then the letter "r" will be placed in front of the remaining time on the console.

P+ TIMER 0 RESET ABC

Add to Scores :-

Press TEAM A or TEAM B SCORES +1 button to add one to the score.

	SCORE	TEAM FOULS	TIME OUTS	INDICATOR (SUB'S)	ERROR
A	6 +1 PQR	7 +1 STU	8 ±1 VWX	9 On/off YZ sp	-1 ← Prev
B	2 +1 DEF	3 +1 GHI	4 ±1 JKL	5 On/Off MNO	+1 P X-TIME

Add to Team Fouls :-

Press the +1 button for either team to add 1 to team fouls.

The Score Bench has an indicator for each team, team fouls. This illuminates when the button is pressed one before the maximum number of allowed team fouls. eg. The set number for team fouls is 5, The team has just taken it's 4th team foul, and the button is pressed for that team and 4 is displayed on the scoreboard and LCD. When the ball goes back into play the team foul button for that team is pressed again, this turn's ON the indicator. The indicator is also displayed on the LCD. If this feature is not required then set the max number of team fouls greater than the maximum that will be used. eg 9
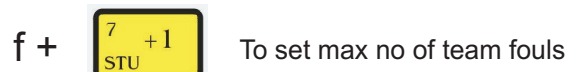
f +   7 +1 STU   To set max no of team fouls

#1 :- see FUNCTION and PROGRAMMING features on pages 9,10. #2:- See ENTER a two digit NUMBER page 5
#3 :- The Timer must be in HOLD mode.

Score Board Operation -#2

Add to Time Outs :-
Press the TIME OUTS button, first time for a time outs request (will illuminate arrow on scoreboard) then a second time to add a time out

TIME OUTS

8 ±1 VWX

4 ±1 JKL

Add to Period :-
Press the +1P button to add one to PERIODS.

+1 P
X-TIME

Error :-
When any of the above buttons is pressed in error then press the ERROR -1 button to subtract from the previously added to.

ERROR
-1
← Prev

Reset :-
Team Fouls - Press RESET "Fouls T/outs"[#3] button once to reset TEAM FOULS.
Time Outs -.Press twice
New Game - Press RESET "NEW GAME". this will reset TIME, T/OUTS, TEAM FOULS and SCORES.

RESET
NEW GAME
ESC

FOULS
T/OUTS

Timer Reset :-
Timer Reset - press timer reset will reset the time to its previously SET time.

When the time = 00:00 more time can be placed by pressing the "ADJUST" buttons.
Eg, press the +MIN twice to add two minutes, then press the "START" button to count down this time. (¼ time etc)

TIMER
0
RESET
ABC

ADJUST
+ MIN
+ SEC
↑ Yes
A

- MIN
- SEC
↓ No
B

Shot Clock Operation :-
NB. The shot clock displays will remain blank until the shot clock control console is plugged in and the reset button is pressed.

START :-
Press START button.

STOP :-
Press STOP button.

RESET :-
Press RESET button.

When a shot is in progress, press and hold down the RESET button. This will blank the shot clock displays and will reset the timer. When the RESET button is released the shot clocks will start counting down from the SET time (Default 24 seconds)

Shot TIME Adjust:- (Firmware V6.16m and later)
Hold the STOP button and press the Start (+ 1 second) or Reset button (-1 Second).

Once the Game Clock is Below the set time (default 24 seconds), pressing the RESET button will clear the shot clock display. n.b. the Start and Stop functions will still operate normally.

If the shot clock counts down to 00 it will sound the siren.

Non Standard SHOT Clock Time :-
To programme the shot clock for any other time other than the default 24 seconds press,
F+time/outs, Then type in a two digit number (seconds), press enter. This new shot clock time will remain until this it in programmed to another time.
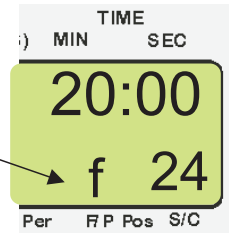
TIME OUTS
F+
START
STOP
RTC

Functions

PROG'M
FUNC'N
ENTER
Next →

To enter Function mode press the "FUNC'N" [#3] button once, the letter "f" will be displayed on the LCD screen.

NEW GAME
ESC

When entered into any of the function modes listed below, press the ESC button at any time to abort changes and return to the previous display.

Functions :-

TIMER
0 RESET ABC

Timer Set :- Enter a 2 digit number for new time in minutes. Press ENTER and this time is saved to E-prom and will remain the game time until this function is selected again.

ADJUST
+ MIN + SEC   **- MIN - SEC**
↑ Yes A   **↓ No B**

The timer can be adjusted up or down by one second.
When the time has been adjusted press the ESC key
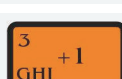
SCORE
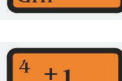**6 +1 PQR**
2 +1 DEF

When scoreboards are fitted with alpha-numeric team names, button 6 will enable a team name for TEAM A to be selected and placed on the score board.
Button 2 for TEAM B (See Team Names)

3 +1 GHI

Select CARNIVAL Mode On/ Off, Auto Detect, SLAVE or MASTER (see Carnival Control)

4 ±1 JKL

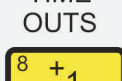Select Game TYPE, eg Basketball, Netball etc (See Select Game Pg 11)

TEAM FOULS
7 +1 STU

Set the Maximum number of team fouls (1 - 9). This will enable the Team Foul bench indicator to operate
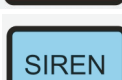
3 +1 GHI

Select carnival mode sequences (See Carnival)

TIME OUTS
8 +−1 VWX

Time outs can count Up or Down. The number of time outs is set to 3.
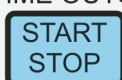
+1 P X-TIME

Select a time to be displayed (1-9) Press START. will automaticlly clear when finished. (see X-Times)

SIREN

Sound the End Of Game siren

TIME OUTS
START STOP

Set the SHOT CLOCK time.

LGE LEDtronix
MODEL IA-CC10

The LGE or LEDtronix or IA-CC10 Logo is a button,
1:- Set a Real Time Clock on a scoreboard. (when fitted)
2:- Set the Brightness level on a scoreboard (when fitted)
3:- Set Keyboard Beeper Duration (0-9) 0 = off, 9 = max duration.