

ALL AMERICAN

SCOREBOARDS

TM



8000 SERIES
SCOREBOARDS

www.AllAmericanScoreboards.com

FOOTBALL

SCOREBOARDS



Remote and Remote Receiver Instructions

Requires Firmware Version 5.11+ Greater
rev. 12/27/2010

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NOTE: This manual is intended to be used as a companion to the 8000 Console Operations Manual. For more information regarding scoreboard operations, refer to the Console Operations Manual.

Manual Overview

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

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

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

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



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




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

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

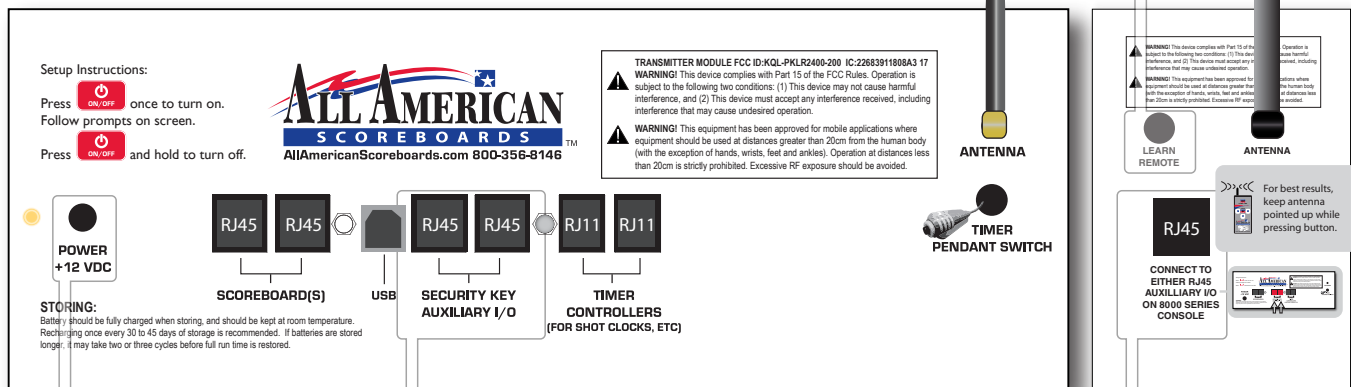
Connecting the Receiver to the 8000 Console



Learn Remote Button

After connecting to and turning on the console, press the LEARN REMOTE button and press the  key on the remote 3 times. Release the LEARN REMOTE button.

NOTE: To learn a remote, the remote must be within 5 feet of receiver. Once a remote is learned, the learn remote function will not need to be repeated for future games. If a remote and receiver were ordered and shipped together, the remote will likely not need to be learned with the receiver.



Connect Remote Receiver








Connect Remote Receiver to either Auxiliary I/O connectors on the 8000 console. For best results, do not exceed 3' of CAT5 cable (supplied) between console and Receiver.

Receiver will get power from the console.

Note: Although it is not necessary for the 8000 console to be plugged in, All American recommends charging the console while the receiver is in use. The receiver will cause the battery inside the console to drain more rapidly.

AC Adapter
 Plug the supplied 12VDC adapter into a standard 115VAC outlet.

Quick Overview

The Remote Radio Control emulates key presses on the 8000 console. **All keys on the 8000 Console will still be active.** Some keys have multiple functionality. When a red and white key (     ) is initially pressed, the remote will go into Numeric Keypad Mode and will remain in Numeric Keypad Mode until  is pressed. This allows for 30 different functions to be available with only 20 keys.

TIP: Always keep antenna pointed up while pressing a key.

Game Timer





Press this key to start and/or stop the Game Timer.

Note: Some keys on the 8000 Console will not respond when the timer is running.



Press to turn remote into Numeric Keypad Mode and edit the game timer.

Example: To change the timer to 7:45, press     .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, a new time to display. After pressing the edit key, enter the number (in this example, enter a time of 745) and then ENTER. **The timer will not change until  is pressed.** To cancel editing the timer, press the clear key or any other non-multi-function key.*

Note: Game timer cannot be edited while game time is running.

Scoring





Press to increment the home score by 6 (when the home team scores a touchdown).




Press to increment the home score by 1.



Press to turn remote into Numeric Keypad Mode and change the home score.

Example: To change the home score to 24, press    .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, a new score to display. After pressing the edit key, enter the number (in this example, enter a score of 24) and then ENTER. **The score will not change until  is pressed.** To cancel editing the score, press the clear key or any other non-multi-function key.*

TIP: For Field Goals, press   .



Press to increment the guest score by 6 (when the guest team scores a touchdown).



Press to increment the guest score by 1.



Press to turn remote into Numeric Keypad Mode and change the guest score.

Example: To change the home score to 7, press   .

Gameplay

LED Brightness on Scoreboard



Press this key toggle between the 8 available brightness levels for the scoreboard(s).

Note: After the brightest setting (8), the scoreboard will display the lowest setting (a brightness of 1).

Down



Press this key to toggle through downs 1,2,3,4 and blank.

Yards To Go



Press to turn remote into Numeric Keypad Mode to edit the yards to go.

Example: To change the yards to go to 10, press .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, how many yards to go to display. After pressing the edit key, enter the number (in this example, enter a value of 10) and then ENTER. **The yards to go will not change until is pressed.** To cancel editing the yards to go, press the clear key or any other non-multi-function key.*

Ball On



Press to turn remote into Numeric Keypad Mode and to edit the yardline that the ball is on.

Example: To change the ball on to 20, press .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, what yardline the ball is on. After pressing the edit key, enter the number (in this example, enter a value of 20) and then ENTER. **The scoreboard will not change until is pressed.** To cancel editing the yards to go, press the clear key or any other non-multi-function key.*

Quarter



Press this key to toggle through the quarters as defined in SETUP, usually 1,2,3,4 and 0 for overtime.

Possession



Press this key to toggle the possession between home and guest.

Horn



Press this key to activate the horn (if installed).

Delay of Game Timer



Press this key to start and/or stop the Delay of Game (DOG) Timer.



Press to turn remote into Numeric Keypad Mode to edit the DOG timer.

Example: To change the DOG timer to 25, press .

*TIP: Once an edit button is pressed, the remote will go into Numeric Keypad Mode. The remote is waiting for further instructions - in this case, a time for the DOG timer to display. After pressing the edit key, enter the number (in this example, enter a value of 25) and then ENTER. **The DOG timer will not change until is pressed.** To cancel editing the yards to go, press the clear key or any other non-multi-function key.*



Press this key to reset the DOG timer to the first reset as defined in Setup.



Press this key to reset the DOG timer to the second reset as defined in Setup.



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

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

4.0 Safety Information

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

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

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

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

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

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

Use only AAS specified or recommended replacements parts.



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

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



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



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

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5.0 Technical Support

5.1 Customer Service

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

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

5.2 Contact Information

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