



All American 8000 Controller and ProPresenter Scoreboard software

To all scoreboard operators; Please read and understand these instructions prior to operating the scoreboard.

The All American Controller is directly connected to the north scoreboard (gym main entrance) and the basketball shot clocks via internal wi-fi connections. Even if the main scoreboard goes down, the north board should remain functional with the correct information. The controller is also connected to the main scoreboard via a hard-wired mixer box on the scorer's table that controls a Mac Mini computer located near the scoreboard. That computer uses ProPresenter Scoreboard software to project the image to the board. The black box on the table is used to send the information to the main board as well as allow you to remotely use the keyboard and mouse to control the Mac Mini and send audio to the main speakers in the gym.

The first 3 pages are setup and general use instructions. Reading and understanding these instructions will help you operate the scoreboard with confidence. The All American tab has more detailed instructions for operating the scoreboard during games. The ProPresenter tab is only for those that have expressed an interest in learning how to program the main board. We hope to have student groups get involved in the programming either later this school year or early next year. Some Block CP students have been learning basic scoreboard operations this year and may be able to help as well.

Please take care of the equipment and cables. We currently do not have spares of some components.

If you have questions, comments or scoreboard change requests, please email Jeff Eide at jeffaeide@gmail.com.

- 1) Turn power on to the sound and video racks. Turn clockwise to maximum. (located in the grey box under scoreboard) Verify the Mac Mini is powered up by confirming the power light on the lower right is on.
- 2) Setup scorer's table with the power strip and ethernet cable plugged into the bleachers. Bring the ethernet cable (RJ45 connectors) to the KVM extender and plug it into the HDBT port. At this time, you should have a solid green and red lights with a flashing blue one. If not, recheck that you have power to the sound and video rack and that the ethernet cable is properly connected. Note there is only one open RJ45 outlet in the bleachers.
- 3) Place all the equipment on the table and make the remaining connections as noted on the Connections page. The keyboard and mouse will be connected automatically when the KVM extender is on.



- 4) Turn on the All American Controller. Choose option 1 for scoreboard. The controller will display the previous setup. If this is correct you should say yes to using the last setup. If you need to change the sport from the previous one, select no and proceed with the instructions. The scoreboard Id's are 3 (main board), 6 and 7 (Shot Clocks). All of this is covered in the scoreboard binder.
- 5) On the monitor you should see the ProPresenter login. If not, click on the ProPresenter Icon.  The **password is Pro123**. If you get a pop-up box warning of files sizes say OK. This should take you to the scoreboard screen. If the sport has changed, choose Actions and Change Sport to the current sport. There should be a green box near the top middle of the screen noting Controlled by All American 8000. If not, or the scoreboard is not reflecting changes to the controller, click the ProPresenter-Scoreboard tab on the upper left. Go to settings and communications. If the All American is showing as connected, disconnect and reconnect the controller. If no controller is showing, use Add Device to connect the All American 8000. Make sure the interface is set to USB. All other settings should be good. Reconnect the controller.
- 6) Open the Mac settings icon/Sound to verify the volume is set to full and the output is to headphones. Volume can be adjusted from the software on the upper right of the screen. Start with volume reduced with the software and increase as needed. Software volume only controls audio from the software, not the music source or the microphone if used.
- 7) **Refer to the Basketball or Volleyball Scoreboard binders for operational instructions** as well as troubleshooting tips.
- 8) **At the end of the event** Click the ProPresenter-Scoreboard tab on the upper left-hand side of the monitor. Click Quit ProPresenter-Scoreboard. Do not use the Apple/Shut Down to close out the computer. It will shut down when power is off. The computer is set to restart when it receives power again. Place all the cables in the zippered portion of the bag and place the KVM Extender, Mouse, Keyboard and Monitor in the padded portion.



Scoreboard Table Connections



White or Black Cat6 cable
Power and Data from Bleachers

Music source to Audio In

XX
Controller adapter to USB

Extension Cord

HDMI to HDMI Mini Cable



RJ45 to USB Adapter



Power for Monitor

Power for Controller

Controller adaptor to either Scoreboard port



Volleyball Controller Instructions

If ProPresenter has not started in the Volleyball mode, click the Actions tab on the top of the screen and choose Change Sport/ Volleyball.

With the ProPresenter software (software) open to the volleyball control panel you can **set the visiting team name**. Hit ENTER after changing the name or it will not register on the board.

The software operates in conjunction with the All American scoreboard controller (controller). The software is used primarily to control graphics. The controller is where score, timeouts, games won and the timer are controlled.

Prior to the match starting the referee will ask for the clock to be set for 20 minutes for warm ups. Whenever the referee asks for a clock to be set make sure the clock is currently off, use Edit Time and set the time to the desired length. 1000 will be 10:00 minutes, 500 is 5:00 minutes, 350 is 3:50 minutes etc. and press Enter then Start/Stop. Occasionally the referee will ask for the clock to be stopped and play to resume early. In this case stop the clock and press Reset Time. **Between sets** there is usually a 3-minute break. The referee will tell you what they want on the clock. Get the clock started prior to resetting scores, time outs and games won.

When a timeout is called select Time Out -1 for the Home or Visitor. Use Start/Stop on the keypad immediately to start the 1-minute countdown. If the Start/Stop button is pressed prior to the Time Out -1 you will have to wait until the end of the time out and then press the Time Out -1 and reset the clock. Some referees will give you a signal with a few seconds left to hit the Horn. After the timeout is over press Reset Time. This should put 1:00 back on the controller.

At the end of a set press Game +1 first (do not confuse it with Games Won +1) and the current score will be displayed in the scoreboard below the team scores. After starting the 3-minute clock clear scores with Edit Team Score and pressing 0 and enter. Press Games Won +1 on the Home or Visitor side. Also Use Edit Time Outs to reset values to 2. Do not use RESET. The scoreboard should be set for the next set. **If you forget to press Games +1 first you will remain in set 1.** To correct, add back the score of game 1 then use Games +1 to move to the next set. Now reset the scores and start the next game.

At the end of a match (between frosh/jv/var) Use Setup to start a new game. You might have to reset games won values. Do not change the default values.

At the end of the event Click the "ProPresenter-Scoreboard" near the apple logo on the top left of the screen and Quit to shut down the scoreboard **before disconnecting the cables.**

Troubleshooting

No lights on the KVM switch and nothing on the scoreboard (1) Power timer switch has not been turned on or has expired (2) the RJ45 cable between the bleachers and KVM switch is not connected or (3) the computer is off.

No HDMI signal or black screen on monitor – Check the power and HDMI cable connections.

Controller and Computer are not connected (displaying different information). Refer to setup instructions section 5

These open (right) and close (left) the functions
Scoreboard operators would not have to use them.

This is what is showing on the scoreboard

These are macros that run with a single click. They are set to blank the scoreboard, run full screen for 5 seconds (or more for anthem and intro) and then restart the scoreboard.

This is the main screen on the monitor. From here you can control the team names and macros. All other scoring functions are controlled by the All American 8000 controller provided it is hooked up correctly.

Volume only controls the graphics audio, not the music or microphone

COLLEGE PARK

FALCONS	0.5	MATADORS
Time Out		
5	2	2
Games Won		
2	2	2
Time Outs Left		
1 25 - 21	2 20 - 25	3 25 - 22
		4 22 - 25

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www.AllAmericanScoreboards.com

VOLLEYBALL

SCOREBOARDS



Including Basketball & Segment Timers

Firmware Version 2.**
rev. 10/23/09

The 8000 Console Backplate.



Adapter LED

Orange = Adapter is good.

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

Radio Controlled Units Only

TRANSMITTER MODULE FCC ID:KQL-PKLR2400-200 IC:22683911808A3 17
WARNING! This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.
WARNING! This equipment has been approved for mobile applications where equipment should be used at distances greater than 20cm from the human body (with the exception of hands, wrists, feet and ankles). Operation at distances less than 20cm is strictly prohibited. Excessive RF exposure should be avoided.

Radio Antenna

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

Setup Instructions:

Press  once to turn on. Follow prompts on screen.

Press  and hold to turn off.



TRANSMITTER MODULE FCC ID:KQL-PKLR2400-200 IC:22683911808A3 17
WARNING! This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.
WARNING! This equipment has been approved for mobile applications where equipment should be used at distances greater than 20cm from the human body (with the exception of hands, wrists, feet and ankles). Operation at distances less than 20cm is strictly prohibited. Excessive RF exposure should be avoided.



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



SCOREBOARD(S)



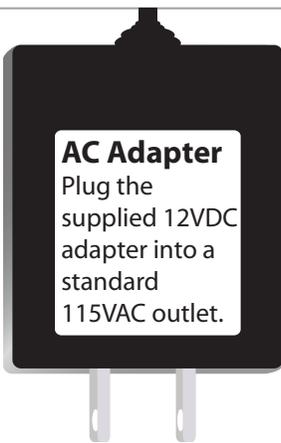
SECURITY KEY
 AUXILIARY I/O

TIMER
 CONTROLLERS
 (FOR SHOT CLOCKS, ETC)



Pendant Switch

Plug in the pendant switch to bypass the start/stop key for the timer.



Scoreboards

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

Security Key | Auxiliary I/O

The security key (used for advanced setup and message center functions) and message centers controlled by the 8000 Console plug in here via an RJ45 connector.

Timer Controllers

Plug in separate All American consoles that control shot clocks, etc here using an RJ11 connector.

The 8000 Console.



LCD Window

Displays game information in a convenient and easy to read 2x20 character matrix.

Also displays game stats and setup information.

Typical Gameplay Display

HOME SCORE	DOUBLE BONUS	GAME TIME (t= tenths enabled)	GUEST BONUS	GUEST SCORE
56	<B	5:17 t	b>	51
<P	6	2	12	11
HOME TEAM POSS.	TEAM FOULS	PERIOD	SHOT CLOCK	TEAM FOULS

Low Battery Display

Low battery message will flash in the lower part of display when battery time is below 15 minutes. Plug the console in using the 12VDC plug as soon as possible.

A low battery may require multiple charges before operating at 100% capacity.

The RADIO will be the first component to stop working when battery is low.

56	<B	5:17	b>	51
* * * LOW BATTERY * * *				

LED Windows

Displays crucial troubleshooting and functional information at a glance.

 Power.

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

 Clock.

Clock symbol lights up **green** when clock timer is running. Turns off when clock is stopped.

 Battery.

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

 Wireless.

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

 Horn.

If autohorn is selected in setup, the horn symbol will light up in an **amber** color. If autohorn is not activated, the symbol will only light when horn is pressed.

The 8000 Console Keypad.

Setup.

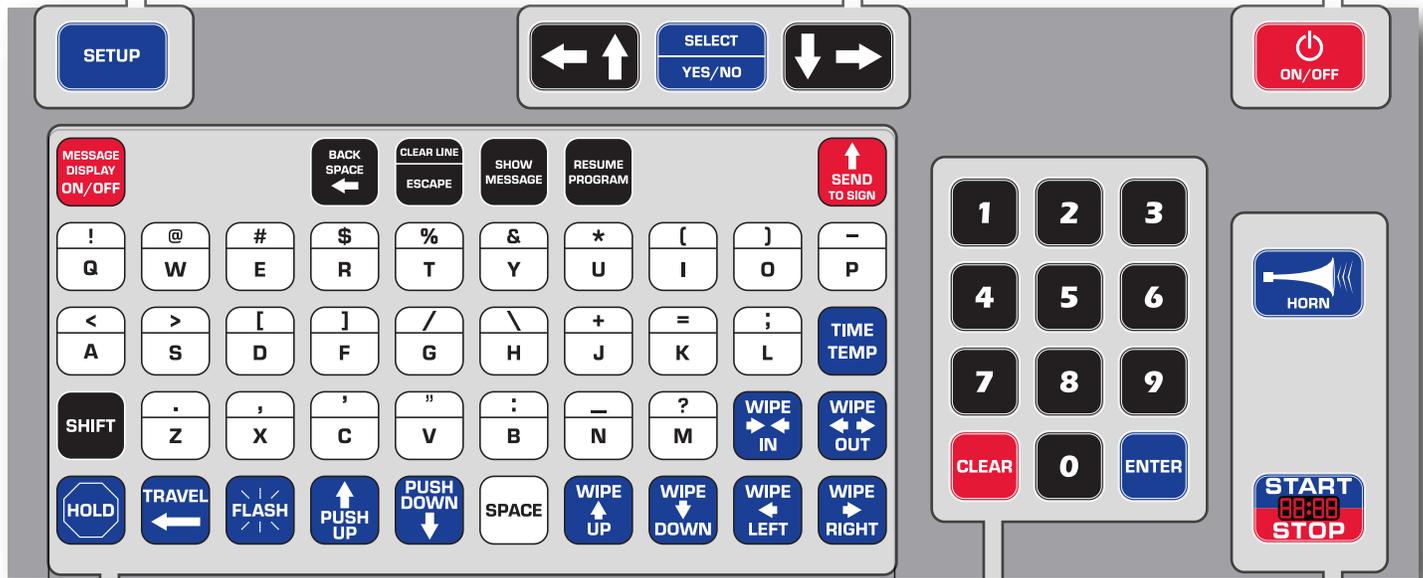
Used in pregame and gametime operations. Set brightness of scoreboard, length of time-out, etc. Press to enter setup mode at any time when clock is stopped.

Select and Arrow Keys.

Use the arrow keys to select different options or answers displayed in the LCD. Press YES/NO to toggle answer between Yes and No.

On/Off.

Press once to turn on.
Press and hold to turn off.



Slipsheet Window and Message Center Keys

Our console is designed to run any 8000 Series Scoreboard. Simply insert the correct slipsheet under the window and tell the console what sport you are scoring and what scoreboard you are using.

Each slipsheet also has an instruction sheet to help get you started; simply pull out the slipsheet, unfold and insert with the instructions hanging from the bottom. Tactile keys give instant feedback and help eliminate double presses.

Below the slipsheet window is a fully functioning standard keyboard style keypad, perfect for running a message center or for entering electronic team names to display on your scoreboard (select models only).

Number Keypad.

Used in pregame and gametime operations. Use these to enter in player jersey numbers, change scoreboard information, and to edit scores, time, etc.

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

Use the "enter" key to finalize a command.



Horn.

Press this button to sound the horn (if scoreboard is equipped with a horn). The horn will sound, the console will beep, and the LED symbol will light (see previous page).



Timer Start/Stop (*embossed*).

Press this once to start the clock and again to stop the clock. If a pendant switch is used, the clock can be started and stopped by pressing the button on the pendant switch.



Selecting Scoreboards (Radio Units Only). FIRMWARE VERSION 2.00 AND ABOVE.

The 8000 Series Console is a powerful and intelligent scoring machine. A single console, for example, can keep score for football in the fall, basketball in the winter and baseball in the spring. This machine can also select any 8000 scoreboard or message center you have in your facility.

Each time you order a scoreboard, it will be issued an identification number. If you have multiple 8000 series scoreboards, the ID number will be an important part of your scoring system.

STEP 1: Turn on Scoreboard(s).

Turn on your scoreboard(s) by simply supplying power.

For most facilities, this will simply be a switch or multiple switches in a circuit breaker box.

Step 2: Turn on your console.

```
1. SCOREBOARD  
2. STATPANEL ->
```

Step 3: Press 1 for scoreboard operation.

```
Use Last setup? _Yes  
Bask 1 Board
```

SELECT
YES/NO

```
Use Last setup? _No  
Bask 1 Board
```

Step 4: Press to change the answer from "Yes" to "No," and then press .

```
Enter Scoreboard IDs  
ENTER when done _
```

```
ID=1,  
ENTER when done
```

Step 5: Enter Scoreboard IDs (read below).

The screen above will appear when "Use last setup?" is answered "No." Every 8000 Scoreboard that was turned on and **not currently in use** will display the scoreboard ID in the seconds place and/or the guest score of the scoreboard (home score for baseball). **If your scoreboard displays both time and scores, the ID will be displayed in both locations.** Any other information displayed can be ignored.

Enter the ID code displayed on the desired scoreboard and press . If selecting more than one scoreboard, enter the next ID followed again by . When finished selecting boards, press . Next, select the sport to be played (see setup).

ADDITIONAL INFORMATION:

Once the boards have been selected, the console and all selected scoreboards will switch from their default channel to another channel. The ability to switch channels allows the unselected scoreboards to be selected by another console - making it easy to run multiple sporting events at the same time. If a scoreboard is not chosen, it will either display time of day or appear to be off (see setup).

IMPORTANT: SELECT BOARDS WITH ONLY ONE CONSOLE AT A TIME.

If multiple consoles will be used, select boards with one console before turning on second (third, fourth, etc.) console. Since each console will start on the same default channel, the signal from the consoles will fight each other, and will likely result in failure and interference. Once the selection process is completed and a sport is selected, another console can be turned on. Scoreboards that are in use will not display their IDs and will not respond to any requests by other consoles.

For detailed examples and information regarding changing IDs, see next page.



1. Turn on scoreboard.

When the scoreboard is initially turned on, All LEDs will run through a series of brightness levels and self tests.

When a sport is selected, your scoreboard should reflect what the console screen displays after setup.

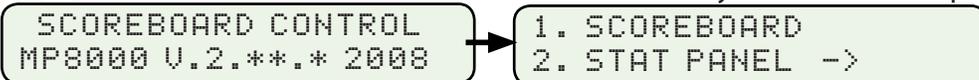
After console is turned on.

Possible display after Voll is selected.

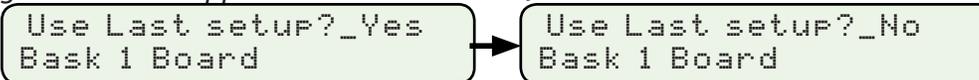


2. Turn on Console. Press and hold until LCD and LEDs light.

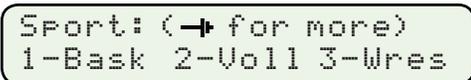
3. Press 1 to select Scoreboard. Use the arrow keys to view more options.



4. For the initial use, press Yes/No to change the answer to no. This will walk you through the set-up process. Failure to do this will cause the default answers to be chosen that were used during the testing process at the All American Scoreboards facility. Defaults may be changed at any time by going into the setup mode when game time is stopped. **RADIO CONSOLES, PLEASE SEE PREVIOUS SECTION "SCOREBOARD IDENTIFICATION"**



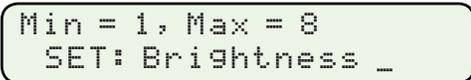
 After initial use, press Enter to accept the answer. This answer will bypass setup and take you straight into game mode with all of your defaults set - skip to Gameplay instructions. Defaults may be changed at any time by going into the setup mode when game time is stopped.



5. Press appropriate number to select Volleyball. (1 will equal last sport played. If Volleyball ("Voll") does not show on screen, use the arrow keys to see additional sports.



6. Select Yes to go into setup. Tip: Use arrow keys to go back to previous questions.



7. Enter the desired brightness and press Enter. Example: . Brightness determines the brightness of the LEDs on the scoreboard. Brightness levels will vary greatly depending on situation and facility. Typically, a night game will require a lower brightness level. A day game in bright sunlight will require a higher brightness level. A game taking place during sunset may require the brightness to change from a max level to a lower level.

PERIOD TIME = _

8. Enter Period Time. Example: **1** **2** **0** **0** **ENTER** for 12:00 Periods. This will be the time displayed on the clock when the game is started and when **RESET TIME** is pressed.

USE STAT PANEL?_Yes

9. If using a STAT PANEL, answer "YES". Toggle between Yes and No by pressing **SELECT YES/NO**; select the answer by pressing **ENTER**. Answering YES will change some operations in the console and allow the stat panel to be communicated to while communicating with the scoreboard. Answering NO will blank the stat panel.

GAMES PER MATCH = 5

10. Enter the maximum number of games in a match. Example: **5** **ENTER** for 5 games in a match.

TIMEOUT LENGTH = 200

11. Enter the default Time out Length. Example: **2** **0** **0** **ENTER** for 2:00 Time outs. This will be the time displayed on the console when **TIME OUT -1** is pressed.

TIMEOUTS ALLOWED = 3

12. Enter the default for Time outs Allowed. Example **3** **ENTER** for 3 Time outs. Time outs will apply to both Home and Guest teams.

USE AUTOMATIC HORN?
YES

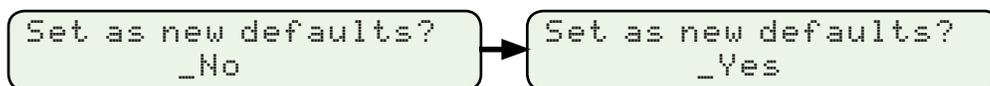
13. Press **SELECT YES/NO** to toggle between Yes and No. This feature will sound a horn (if installed) automatically once the clock reaches zero. In sports such as Football, it is recommended not to use autohorn because play can continue after the clock reaches zero.

Time of Day =_

14. Enter the time of day. Example: **1** **0** **3** **0** **ENTER** for 10:30. The time of day will be displayed on the scoreboard approximately 40 seconds after power is turned off on the console. Time of Day is stored in the scoreboard and will remain in the scoreboard memory for up to 30 days without power. **Press enter to leave time of day unchanged on the scoreboard.**

If you wish to leave on the power to the scoreboard without showing time of day, set the time of day to 00:00.

Time of day may be displayed during a Volleyball match. Press **Time of Day**. Time of day will display within 10 seconds.



21. Press  to toggle between Yes and No. To save the settings as defaults, select Yes, then Enter. Settings chosen will be saved. If the console is being used for similar events with the same scoreboard and sport, Setup can be bypassed. Defaults may be changed at any time by going into the setup mode when game time is stopped.

Pressing  at any time in Setup will exit to game mode. All selections made prior to pressing clear will be stored, however defaults will not be saved or changed.

Resetting a Game



To Reset a Game (tournament play, etc):

Press  twice (when in setup, press SETUP again). Press  to change prompt to YES, then . All player, team information and default settings will be reset and scoreboard will display the same information as it did upon startup.

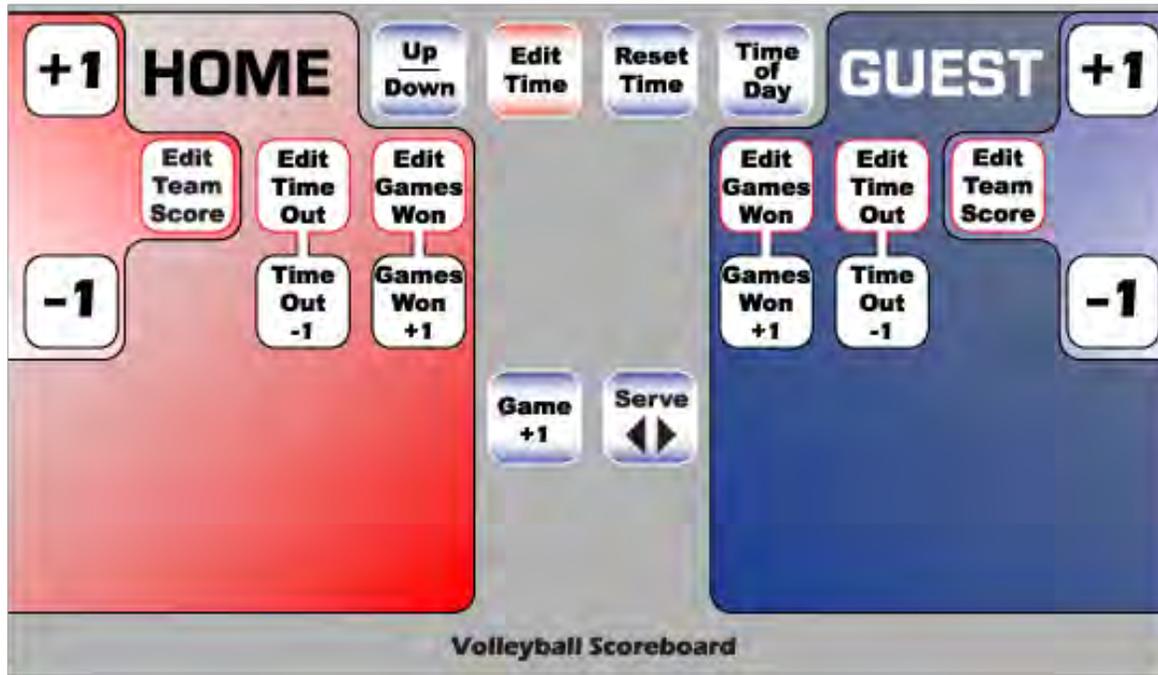
If resetting a game while using 2 consoles and stat panels, reset the game by pressing setup twice on the main console. Setup is disabled on an assisting console.



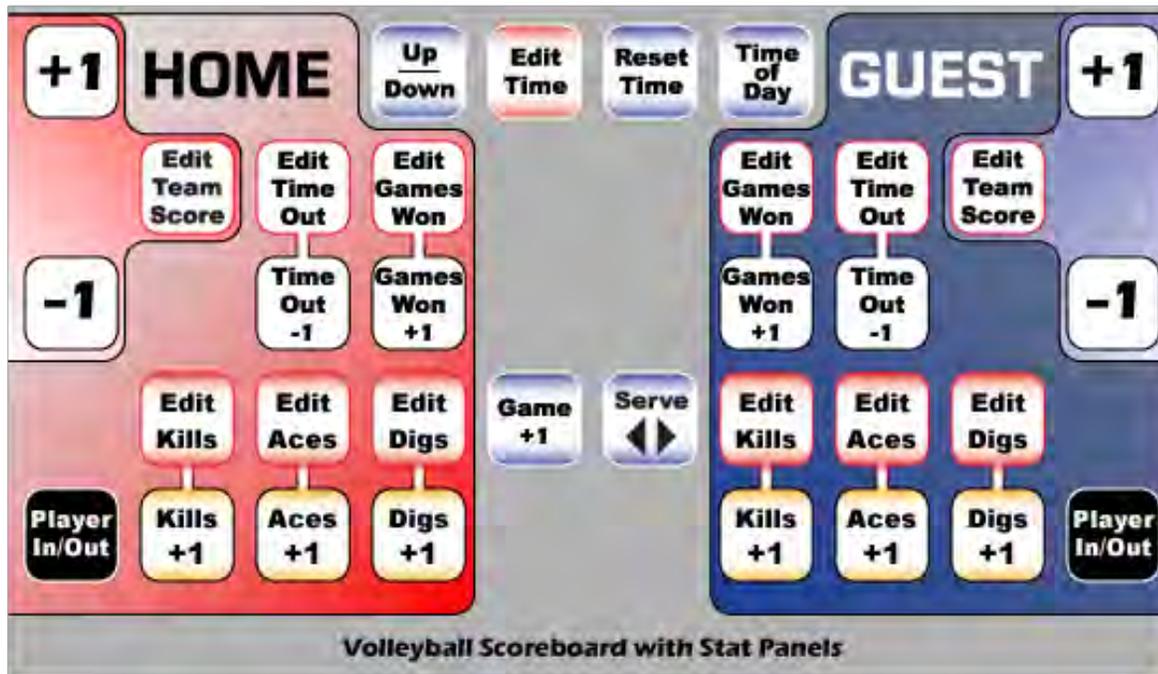
Anytime the clock is stopped, press  to safely change any item in the setup mode (Brightness, etc). Once a sport is selected after the console is initialized, pressing setup will only allow changes to the sport settings.

If a different sport or scoreboard control is desired, the console must be powered down and restarted. Wait until the scoreboard blanks or time of day is displayed on the scoreboard (approximately 30 seconds - after the radio resets) before reconnecting to the scoreboard.

Volleyball Slipsheets



Volleyball Scoreboard Slipsheet. This slipsheet can control all Basketball/Volleyball scoreboards.



Volleyball Scoreboard with Stats Slipsheet (Reverse side of Volleyball Scoreboard Slipsheet). This slipsheet can control all basketball/volleyball scoreboards and can also send stat info to the stat panels (or store the info in the console).

All slipsheets can be downloaded from AllAmericanScoreboards.com

3.2

Timer



Press this key to start and stop the Timer. Note: Some keys will not respond when the timer is running.



When clock is stopped press this to reverse direction (count down or count up). An up arrow will appear on the LCD display to the left of the clock when clock is counting up.



To edit the timer, press this key followed by the correct time to be displayed, then enter. Press or to leave the time unchanged.

Note: If Last Minute Tenths is enabled, once time is under a minute, keys entered will represent tenths of a second. Example: would display 12.3 seconds when under a minute. To display a 1:23, reset time before editing.



Press this to reset the time to the time that was set in the default.



Time of Day can be displayed while in a match. Press this key to display the current time. Time may be set and adjusted in setup. The console does not display the time of day, but will display a ":". To go back to game time, press again. Time of day is saved in the scoreboard. There may be up to a 10 second delay from when is pressed and time of day is displayed. Time may be blanked by setting a time of "0000."

Serving



Press this key to toggle between which team is serving. On a Basketball board, this will be displayed as the possession indicator.

Games Won



Press "Games Won +1" to increase the number of games won by 1. On a Basketball board, games won will be displayed as player fouls.



Press "Edit Games Won" to edit the number of games won.

Time Outs



Pressing this when the clock is stopped will call a time out for the appropriate team and subtract 1 time out from the TOL. The console will display the default time. Press to begin the clock on the console or enter a new time and press . Time will begin counting down on the console for the length of time designated in Setup. If play resumes before the time out expires, pressing will start the game clock and override the time-out timer. Horn will not sound and must be blown manually.

The time out timer may be cleared by pressing or by starting the game clock .



Press this key to change the number of time outs left on the scoreboard. Example:



Officials Time Out. This key operates like a team time-out, but does not subtract a time-out from either team.

Time-out Example: One minute is set in Setup as default time. Press to use default, press [new time using numeral keypad] to change to a different time.

HOME TIMEOUT= 100
PRESS ENTER/NEW TIME



2H Timeouts Left G3
TIME OUT = 0:59

Scoring

Home (Red Background) - Guest (Blue Background)

+1 Used when a team scores a point.

-1 Press this to quickly remove an accidental point.

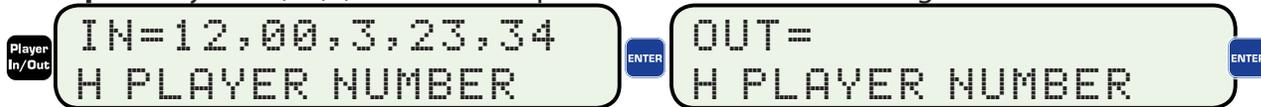
EDIT SCORE Press this key followed by the correct score, then enter. Example: **EDIT SCORE** **2** **4** **ENTER**.

Stat Panel Scoring

Putting players in and Taking Players Out (Use stat panel must be selected to activate keys)

Before the start of a game, players must be put in the game. Press **Player In/Out for both HOME and GUEST and enter the starting lineup.** When a player(s) subs in, the console will ask first for the players to put in and then for the players to take out. Pressing **ENTER** after a number is entered adds a comma to allow more player numbers. Pressing **ENTER** again will finish the statement.

Example: Players 12,00,3,23 and 34 are put in before the start of the game.



Note: 00,01,02 (etc) are considered different numbers than 0,1,2 (etc).

Viewing and Editing Player Scoring Stats

Player Scoring Stats will be displayed on the 8000 Series Console LCD Screen. The LCD can display up to 20 players for each team, showing 5 players at a time.

Edit Kills or **Edit Aces** or **Edit Digs** Press any of these keys to display or edit the player number and each player's stat. The LCD will display 5 players at a time; press again to display the next 5 players.

Editing Stats

After pressing **Edit Kills** or **Edit Aces** or **Edit Digs**, stats may be edited by using the arrow keys (**←↑** or **↓→**) to move the selection over the player stat to be edited and pressing **SELECT YES/NO**. Pressing **CLEAR** when over a player stat will give you the option to delete a player.



The "*" "*" refers to a player that is currently in the game, and/or currently displayed on the stat panel.
The "> <" refers to a player that is currently on the bench.