

PEHC2

General Purpose NET-SPORT Scoreboard Hand Control

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	SCORES	TEAM FOULS	TIME OUTS	TIME MIN	TIME SEC
TEAM A	103	5	3	20	:00
TEAM B	98	4	2	30	0

S/C 10THS

	SCORE	TEAM FOULS	TIME OUTS	ERROR	POWER
TEAM A	⁶ +1	⁷ +1	⁸ +1 -	⁹ -1	OFF ON SIREN
TEAM B	² +1	³ +1	⁴ +1 -	⁵ FUNC	RESET SCORES ESC FOULS T/OUTS
TIMER	RESET	⁰ START STOP	¹ START	ENTER HOLD	ADJUST + SEC + MIN - SEC - MIN

MODEL PEHC2

Operators Handbook



Designed & Programmed by Payne Electronics

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OPERATORS.CDR

PEHC2

This manual is for software version 3.x



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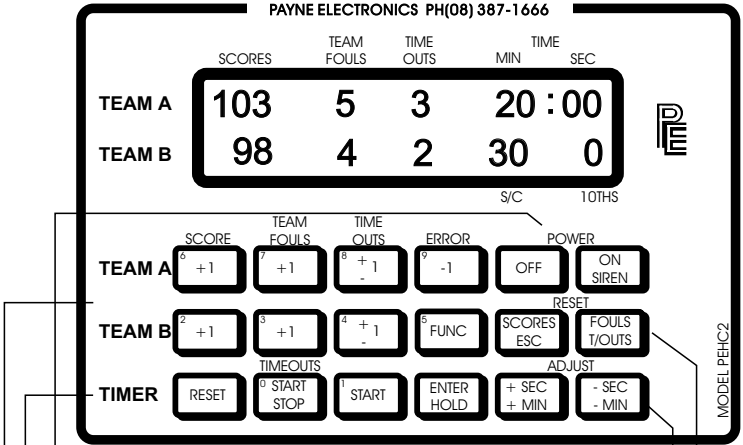
The operation of this hand control is straight forward. Take some time to familiarise yourself with its operation. No damage can be done if you press the wrong buttons.

POWER OFF

Press POWER OFF button twice consecutively to turn the power off
This will avoid accidental turn off.

Note #3.

The PEHC2 Hand Controller is the heart of the electronic scoreboard system. It contains a Microprocessor and a RE-PROGRAMMABLE permanent memory known as EEPROM. The new values entered during PROGRAMME Mode are saved in this device and are then used every time the handset is turned on. This system can be Reprogrammed at any time.



POWER

Turns the power ON or OFF

RESET

Clear the SCORES or TEAM FOULS and TIME OUTS

ADJUST

Add or subtract 1 to Minutes or Seconds.

TIMER

Timer buttons

TEAM A or B

Top row of buttons are for Team A
Second row of button are for Team B

OPERATIONS



START :- Press the timer START button.

the timer will not start if the time/outs timer is running

STOP :- Press the timer HOLD (Enter) button.

RESET :- TIMER RESET, will reset the time to the previously programmed time.

ADJUST :-

Minutes - Press the ADJUST + or - MIN button, the time will be adjusted by one minute but will not change the programmed time.

Seconds - Press and hold down the FUNC button and then press + or - SEC .

SET :- #2

Press the FUNC button then the TIMER RESET button, enter a two digit time (01 - 99 Minutes) then press ENTER.

TIMEOUTS :-

Press the button to start or stop the time outs timer.

The remaining time will be visible on the handset labelled S/C, and if enabled, visible on the shot clock displays.

The timer will not start if the main timer is running.



Press the +1 button for the team to add one POINT.



Press the +1 button for the team to add one FOUL.

STOP

Press the STOP button. The shot clock will remain at this time regardless of the main timer.

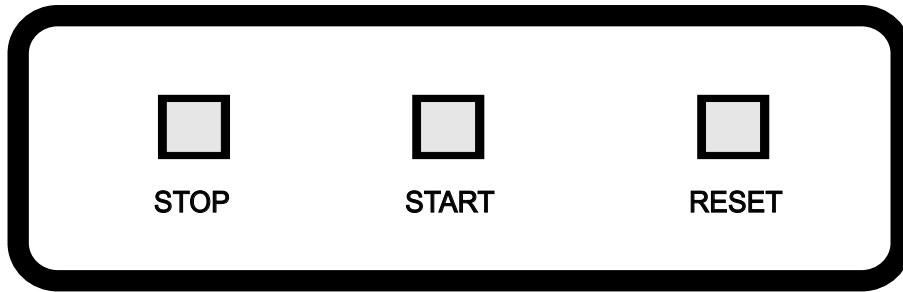
If the TIME OUTS timer uses the displays, it will automatically return to it's current time.

RESET

Press the RESET button to return the time to its preset time. (Nomally 30 Seconds)

- 1:- If the RESET button is pressed while the shot clock is running, it will return to its preset time, then when the reset button is released the shot clock will recommence running down.
- 2:- If the RESET button is pressed while the shot clocks are stopped, they will return to the preset time and remain stopped.
- 3:- If the RESET button is pressed while the timer is running, and the RESET button is held down, the displays will BLANK while the shot is in progress.
When the game resumes, release the button, the timer will be reset to its preset time and then recommence.

SHOT CLOCK TIMER



Plug the SHOT CLOCK hand controller into the back of the PEHC2 Hand set.
Press the RESET Button to activate the shot clock system
The Shot Clock parameters can be programmed with FUNC 4
(Refer to previous page)

START

Press the START Button. The shot clocks will run down. When the time reaches 10 seconds remaining, the siren will sound the 10 second warning, (If enabled - see FUNC4).

When the time reaches 00 seconds, the siren will sound 4 short beeps to indicate time expired. At the same time the MAIN Timer will be stopped, (If Enabled - see FUNC 4).

After the start button is pressed, start and stop of the shot clocks can be linked to the MAIN timer (see FUNC 4).



TIME OUTS

Press the ± 1 button for the team to add or subtract one TIME OUT. ^{#1}



ERROR

If a mistake is made while adding to a SCORE, FOULS, or TIME OUT, then press the ERROR button to subtract 1 or more.
(acts on the the last button pressed)



RESET

RESET the FOULS / TIME OUTS or SCORES.



FUNCTION

Programme mode. (See next Page)



SIREN

Press the siren button at any time to sound the siren.
The siren will sound automatically when the time gets to 0:00

FUNCTIONS

To enter programme mode press the FUNC button and then select the required programme number.(List below). Enter the one or two digit values required for the function selected, then press ENTER.

The new Value will be saved.#3

To exit FUNC without saving changes press the ESC button

NOTE :-

All FUNCTIONS (Except Timer Reset) Can be disabled after programming. To Disable / Enable the FUNCTION Key, please refer to the MASTER PROGRAMMING MANUAL

0 TIME OUTS TIMER

Set the TIME OUTS timer SECONDS required.
Enable / Disable the time outs timer to display on the Shot Clock Displays.

1 Not Used

2 TEST MODE

Test Main display. Cycles all digits on the scoreboard,

Press FUNC then 2 then POWER ON Buttons.

To EXIT test mode press any button.

3 SCOREBOARD MODEL NUMBER

Sets the PEHC2 Hand set to operate the particular scoreboard MODEL.

4 SHOT CLOCK SETUP

Set the required number of seconds (Default = 30)

Set the 10 Second warning ON or OFF.

Stop the main timer if shot clock gets to 00, ON or OFF.

Synchronise the shot clock run/hold with the main timer, ON or OFF

5 Not Used

6 TIMER 1/10 th of SECONDS DISPLAY

The last 60 seconds of the remaining time, the main display can display the time in SECONDS and 1/10 th's of seconds.

#1 7 TIME OUTS

Set The Maximum number of TEAM FOULS permitted.

(Normally set to 9)

8 SET MAXIMUM NUMBER OF TEAM FOULS

Time outs can count UP or DOWN. Enter 1 for Down, 0 for Up.

Set The Maximum number of time outs permitted. (1 to 9)

(Normally set to 3)

9 Not Used

RESET #2

Set the TIMER to a NEW value.