

ALL SPORT® 5000 PITCH TIMER

OPERATION MANUAL

P1196

DD3011520
Rev 05
02 March 2022



DAKTRONICS

Copyright © 2015-2022

All rights reserved. While every precaution has been taken in the preparation of this manual, the publisher assumes no responsibility for errors or omissions. No part of this book covered by the copyrights hereon may be reproduced or copied in any form or by any means—graphic, electronic, or mechanical, including photocopying, taping, or information storage and retrieval systems—without written permission of the publisher.

Daktronics trademarks are property of Daktronics, Inc. All other trademarks are property of their respective companies.

Table of Contents

1	Basic Operation	1
	Console Operation.....	1
	Sport Inserts.....	2
	Start Up	2
	Standard Keys.....	2
	Start	2
	Stop	2
	Enter/Yes	3
	Clear/No	3
	Edit	3
	Menu	3
	Set Main Clock	3
	Count Up/Down	3
2	Pitch Timing Operation	4
	Preset Keys (1-10).....	4
	Configuration	4
	Operation	4
	Default Settings	5
	Program Keys (1-10)	5
	Configuration	5
	Operation	6
	Default Settings	6
	Dimming Keys.....	7
	Configuration	7
	Operation	7
	Default Settings	7
	Timer Adjust Keys (Code 5002 Only).....	7
	Handheld Switch	8
	Menu	8
	New Game	8
	New Code	8
	Dimming Menu	9
	Display Menu	9
	Timer Mode	9
	Switch Output	10
A	Quick Reference	13
	All Sport 5000 Standard Keys	13
	Pitch Timer	14
B	Sport Inserts	15

This page intentionally left blank.

1 Basic Operation

This manual explains the operation of All Sport® 5000 series control consoles for pitch timing. For additional information, refer to the **All Sport 5000 Series Control Console Operation Manual (ED-11976)** located online at www.daktronics.com/manuals.

Console Operation

The console face consists of a 2-line by 16-character liquid crystal display (LCD), number/menu keypads, horn/clock controls with LED status indicators, and an area for a sport-specific insert. Refer to **Figure 1** to locate these components on the control console face.

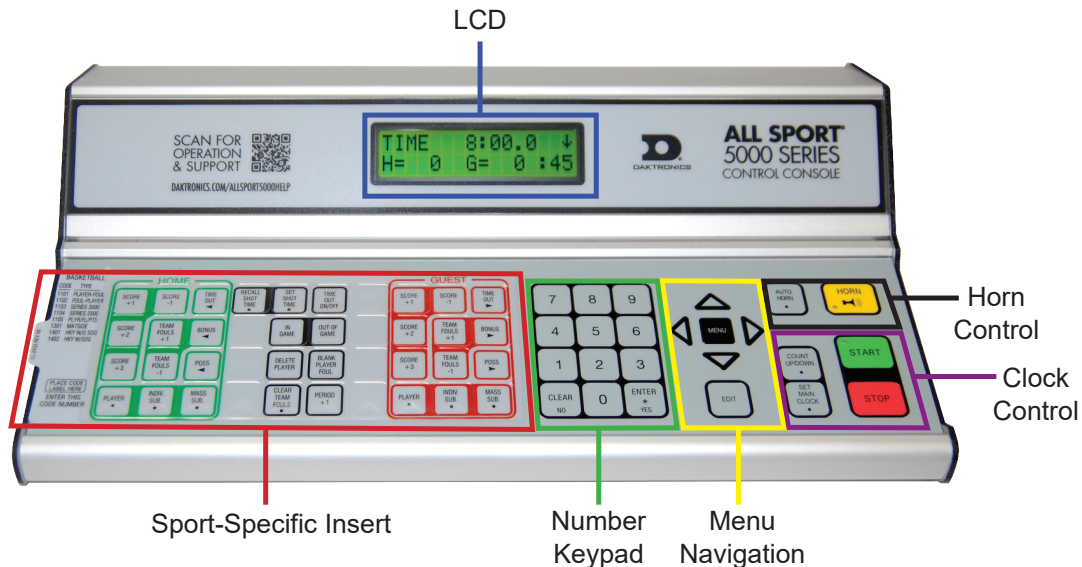


Figure 1: All Sport 5000 Layout

In most cases, the top line of the LCD shows the main clock time, direction the clock is counting, and when the main horn is sounding, while the bottom line typically shows the HOME and GUEST team scores.

The standard fixed keys and functions on the right side of the console are explained in **Standard Keys (p.2)**. All of the keys that pertain to a specific sport code insert are explained in detail in their respective sport section.

In addition, Quick References and Menu Flowcharts for the Standard Keys and many of the more common individual sports are provided in **Appendix B**.

Throughout this manual, the names or letters of keys on the keypad are enclosed in angle brackets (such as <ENTER>).

Sport Inserts




A sport insert identifies the keys required for normal operation of a specific sport. In most cases, pressing a key immediately changes the scoreboard. Keys that require entry of additional information are marked by a dot. This additional information is usually a number followed by the **<ENTER>** key.

To use an insert, slide it into the opening on the left side of the console until it stops. To remove a sport insert, pull on the tab that extends from the left side of the console.

If an insert is lost or damaged, a printed copy of the insert drawing from **Appendix A** may be used until a replacement can be ordered.

Start Up

Use the switch on the back of the console to turn it on, then follow the LCD screens:

Display	Action
	<p>The console performs a self-test when it is powered on. During the self-test, a message displays the version of the standard software loaded in the console.</p> <p>V = version number and revision number ED = standard software number</p>
 <p>NNNN = last code selected</p>	<p>When the self-test completes, a prompt displays the code number for the last game played. This is useful when power to the console is lost during a game.</p> <p>Press <YES> to resume the last game stored in memory. The console is now ready for game operation.</p> <p>Press <NO> to start a new game or change to a different sport. The console will prompt for a new code number.</p>
 <p>NNNN = current code</p>	<p>The SELECT CODE prompt lets the operator accept the last code selected (shown on the second line) or enter a new code.</p> <p>To accept the code shown, press <ENTER>.</p> <p>To select a new sport code:</p> <ol style="list-style-type: none"> 1. Get the code number from the sport insert or the section of the manual for that sport. 2. Use the number keys to enter the new four-digit code. 3. Press <ENTER>.

Standard Keys

Start

<START> is used to start the main clock. The green LED on the **<START>** key is on while the main clock is running.

Stop

<STOP> is used to stop the main clock. The green LED on the **<START>** key is off while the main clock is stopped.

Enter/Yes

The **<ENTER/YES*>** key has two functions:

- Completes an action. As a reminder to press this key, an asterisk appears on the LCD.
- Serves as **<YES>** for input prompts (**Y**).

Clear/No

The **<CLEAR/NO>** key has two functions:

- Clears the LCD of numerical information.
- Serves as **<NO>** for input prompts (**N**).

The **<CLEAR/NO>** key also acts as an escape during data entry. The number of key presses to escape depends on the step in the entry process (flashing asterisk or not).

Example 1: The operator presses the **<SET MAIN CLOCK>** key to adjust the game time.

- If no number key has been pressed yet, press the **<CLEAR/NO>** key once to escape.
- If any number key has been pressed, the **<CLEAR/NO>** key must be pressed twice to escape; the first press blanks the data on the LCD, and the second press escapes.

Example 2: The operator presses **<EDIT>** followed by a **<SCORE>** key to change the score.

- The **<CLEAR/NO>** key must always be pressed twice to escape.


Edit

Press the **<EDIT>** key followed by one of the increment or decrement keys for the desired field on the scoreboard to modify. Then simply enter the new value to display and press **<ENTER>** to accept.


Menu

Press **<MENU>** to access general and sport-specific options. Use the up and down arrow keys to scroll through the menu list. Press **<MENU>** again at any time to return to the game in progress.

Set Main Clock

Display	Action
 MM:SS = minutes, seconds	After the main clock has been stopped, press <SET MAIN CLOCK> to display the current time of the main clock. To change the time, enter the desired value using the number pad, and then press <ENTER> . Press <CLEAR> twice to clear changes and return to the game.

Count Up/Down

Display	Action
	After the main clock has been stopped, the direction of the clock can be set. Press <1> or <2> to select UP or DOWN (default). Note: The current direction of the main clock is shown on the top line of the LCD.

2 Pitch Timing Operation

Sport Insert: 0G-3000619 Pitch Timing Code: 5001 (or 5002)

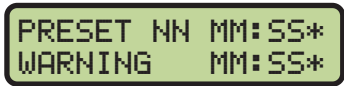
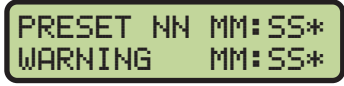
Refer to **Section 1: Basic Operation (p.1)** for information on how to start up the console and use the sport insert. The Quick Reference is located in **Appendix A**. The Sport Insert drawing is located in **Appendix B**. If an insert is lost/damaged, use a copy of the insert drawing until a replacement arrives.

Reference Drawings:


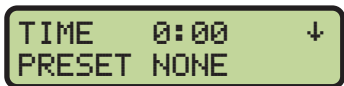
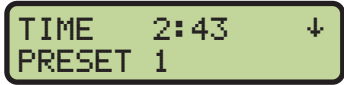
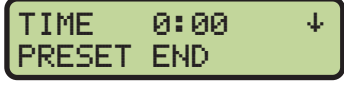
Insert; LL-2438 A/S 5000, Baseball..... **DWG-125061**

Preset Keys (1-10)

Configuration

Display	Action
 <p>NN = preset number MM:SS = minutes, seconds</p>	<p>Press <EDIT> followed by one of the <PRESET> keys to set the value of the PRESET and WARNING times.</p> <ul style="list-style-type: none"> To keep the current time, press <ENTER>. To change the PRESET time, enter the new value using the number keypad, and then press <ENTER>. <p>To disable a PRESET, enter a time of 0:00.</p>
 <p>MM:SS = current time</p>	<p>The WARNING time is a specific value at which the digits will start flashing when counting down.</p> <ul style="list-style-type: none"> To keep the current time, press <ENTER>. To change the WARNING time, enter the new value using the number keypad, and then press <ENTER>. <p>To disable flashing, enter a time of 0:00.</p>

Operation

Display	Action
 <p>MM:SS = current time NN = preset number</p>	<p>To view the details of a preset, press the appropriate <PRESET> key.</p> <p>Note: The Main Clock must be stopped before selecting a <PRESET> key.</p>
	<p>If no preset is configured for a chosen key, "PRESET NONE" will display on the LCD when pressed.</p>
	<p>To begin a countdown, press <START>.</p>
	<p>When the clock reaches 0:00, "PRESET END" displays on the LCD, and the time is cleared from the scoreboard.</p>

Default Settings

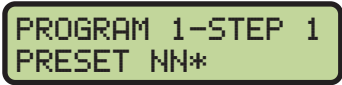
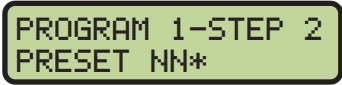
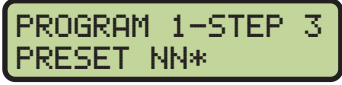
Preset #	MLB		MiLB	
	Time	Warning	Time	Warning
1	2:45	0:00	2:45	0:00
2	2:25	0:00	2:25	0:00
3	0:20	0:00	0:20	0:00
4	0:00	0:00	0:00	0:00
5	0:00	0:00	0:00	0:00
6	0:00	0:00	0:00	0:00
7	0:00	0:00	0:00	0:00
8	0:00	0:00	0:00	0:00
9	0:00	0:00	0:00	0:00
10	0:00	0:00	0:00	0:00

Note: The MLB settings are the factory default for new consoles. The console will save any changes made to these settings.


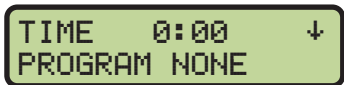
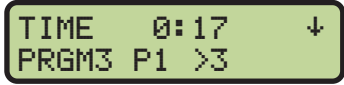
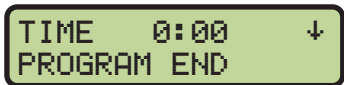
Program Keys (1-10)

Each program key allows up to three separate presets to run sequentially.

Configuration

Display	Action
 <p>NN = preset number</p>	<p>Press <EDIT> followed by one of the <PROGRAM> keys to enter the PRESET number of each step.</p> <ul style="list-style-type: none"> To keep the current PRESET, press <ENTER>. To change the PRESET for the first step, enter the new value using the number keypad, and then press <ENTER>.
 <p>NN = preset number</p>	<ul style="list-style-type: none"> To keep the current PRESET, press <ENTER>. To change the PRESET for the second step, enter the new value using the number keypad, and then press <ENTER>.
 <p>NN = preset number</p>	<ul style="list-style-type: none"> To keep the current PRESET, press <ENTER>. To change the PRESET for the third step, enter the new value using the number keypad, and then press <ENTER>.
	<p>Notes:</p> <ul style="list-style-type: none"> To disable a PROGRAM, enter a value of 0 for the first step. To set the end of a PROGRAM, enter a value of 0 for the second or third step.

Operation

Display	Action
 <p>MM:SS = current time XX = program number NN = preset number</p>	<p>To view the details of a program, press the appropriate <PROGRAM> key. Up to three steps may be displayed in the bottom row of the LCD.</p> <p>Note: The Main Clock must be stopped before selecting a <PROGRAM> key.</p>
	<p>If no program is configured for a chosen key, "PROGRAM NONE" will display on the LCD when pressed.</p>
	<p>To begin a countdown, press <START>. While the clock is counting down, the preset (P) will alternately change to an arrow (>) to indicate the current program step. In the example at left, the second step (Preset 3) of the third program is running.</p> <p>The countdown will continue automatically through each valid step of the selected program.</p>
	<p>When the clock reaches 0:00 of the last step in a program, "PROGRAM END" displays on the LCD, and the time is cleared from the scoreboard.</p>

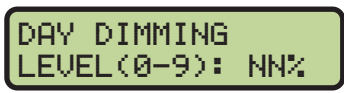
Default Settings

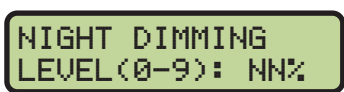
Program #	MLB			MiLB		
	1st Step	2nd Step	3rd Step	1st Step	2nd Step	3rd Step
1	Preset 1	0		Preset 1	0	
2	Preset 2	0		Preset 2	0	
3	Preset 1	Preset 3	0	Preset 3	0	
4	0			Preset 1	Preset 3	0
5	0			0		
6	0			0		
7	0			0		
8	0			0		
9	0			0		
10	0			0		

Note: The MLB settings are the factory default for new consoles. The console will save any changes made to these settings.

Dimming Keys

Configuration

Display	Action
 <p>NN = current setting</p> <p>NONE = <0> 50% = <5> 90% = <1> 40% = <6> 80% = <2> 30% = <7> 70% = <3> 20% = <8> 60% = <4> 10% = <9></p>	<p>Press <EDIT> followed by the <DAY DIM LEVEL> key to set the dimming level for daytime operation.</p> <p>Press <0> (brightest) through <9> (dimpest) or use the left/right arrow keys to set the scoreboard digit dimming level.</p> <p>Press <ENTER> to accept the new value and update the intensity of the scoreboard digits.</p> <p>Press <CLEAR> to restore the previous value and abort entry.</p>

Display	Action
 <p>NN = current setting</p> <p>NONE = <0> 50% = <5> 90% = <1> 40% = <6> 80% = <2> 30% = <7> 70% = <3> 20% = <8> 60% = <4> 10% = <9></p>	<p>Press <EDIT> followed by the <NIGHT DIM LEVEL> key to set the dimming level for nighttime operation.</p> <p>Press <0> (brightest) through <9> (dimpest) or use the left/right arrow keys to set the scoreboard digit dimming level.</p> <p>Press <ENTER> to accept the new value and update the intensity of the scoreboard digits.</p> <p>Press <CLEAR> to restore the previous value and abort entry.</p>

Operation

To change the intensity of the scoreboard digits to match the ambient lighting conditions, press the <DAY DIM LEVEL> key or the <NIGHT DIM LEVEL> key. The bottom line of the LCD will briefly display the selected dimming level.

Default Settings

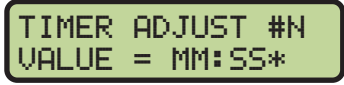
- Day Dimming Level = NONE (0%)
- Night Dimming Level = 50%

Timer Adjust Keys (Code 5002 Only)

These keys are used to add time to the current program time that is counting. The default values for each key are shown below:

Key	Default Value
TIMER ADJUST 1	0:30
TIMER ADJUST 2	1:00
TIMER ADJUST 3	1:30

When a key is pressed, the amount of time assigned to the key is added to the current time, and it will be added whether the timer is counting or stopped. If the timer has counted down and reached the end of the program, pressing the Timer Adjust keys will not add any more time.

Display	Action
 <p>N = Timer Adjust key number MM:SS = current time</p>	To edit the default time values, press <EDIT> followed by the appropriate <TIMER ADJUST #> key, and then enter the desired value using the number keypad.

Handheld Switch

The 3-button pitch timer handheld switch (**Figure 2**) will be connected directly to the back of the All Sport 5100 console or to a 9-pin junction box on the field or in the control room.

To select a program from the handheld remote, press **<P1>**, **<P2>**, or **<P3>**. The console will be set to the first step of the selected program, and this time will display on the scoreboard.

Note: The Main Clock must be stopped before pressing the **<P1>**, **<P2>**, or **<P3>** buttons on the handheld.

To begin the countdown, toggle the **<START/STOP>** switch.

The countdown will continue automatically through each valid step of the selected program. Upon reaching 0:00 of the last step, the scoreboard will blank by default to help ensure that the players are not distracted. Refer to **Timer Mode (p.9)** to change this setting.

Note: The three (3) program buttons on the handheld remote correspond to the first three (3) programs on the console keypad insert.

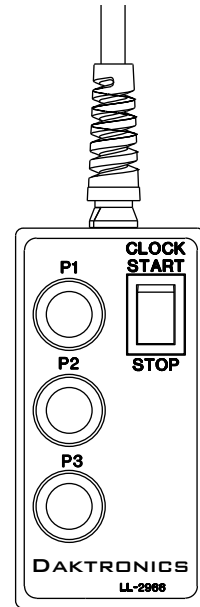
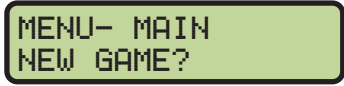


Figure 2: 3-Button Handheld Switch

Menu

Press **<MENU>** to access general and sport-specific options. Use the up and down arrow keys to scroll through the menu list. Press **<MENU>** again at any time to return to the game in progress.

New Game

Display	Action
	Press <ENTER> to clear all data for the current game in progress and begin a new game.

New Code

Display	Action
	Press <ENTER> to switch to a different sport code through the SELECT CODE prompt. Refer to Start Up (p.2) for more information on sport codes.

Dimming Menu

The **Dimming Menu** changes the brightness of the scoreboard.

Note: If this value is set differently from the values assigned to either **<DIM LEVEL>** key, the dimming menu setting will be overwritten when those keys are pressed.

Display	Action
<p> MENU-DIMMING LEVEL(0-9): NN% </p> <p>NN = current setting</p> <p> NONE = <0> 50% = <5> 90% = <1> 40% = <6> 80% = <2> 30% = <7> 70% = <3> 20% = <8> 60% = <4> 10% = <9> </p>	<p>Press <0> (brightest) through <9> (dimpest) or use the left/right arrow keys to set the scoreboard digit dimming level.</p>

Display Menu

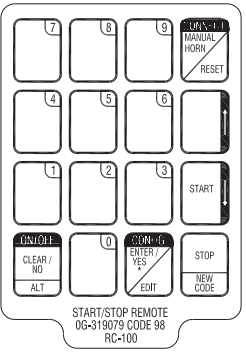
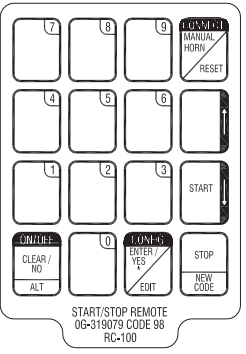
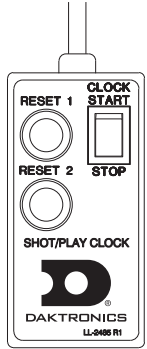
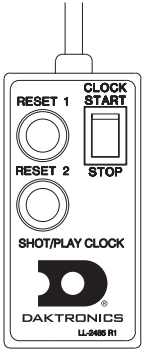
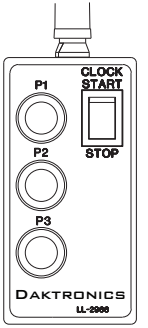
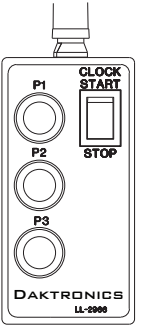
The items in this menu will not typically be needed for pitch timing functions.

Timer Mode

Display	Action
<p> MENU-DISPLAY BLANK AT ZERO? Y </p>	<p>Press <YES> to make the display go blank when a countdown is complete. This is the default setting.</p> <p>Press <NO> to leave "0:00" on the display when a countdown is complete.</p>
<p> MENU-DISPLAY BLANK TIME S </p> <p>S = seconds</p>	<p>If YES is selected, enter the amount of time (in seconds) before the display goes blank. Use the arrow keys to select a value from 1 second (default) to 5 seconds.</p>

Display	Action
<p> MENU-DISPLAY BLANK ON STOP? N </p>	<p>Press <YES> to make the display go blank when the countdown of the selected PRESET or PROGRAM is stopped by the operator. This is the default setting.</p> <p>Press <NO> to leave information on the display when a countdown is stopped.</p>

Display	Action
<p> TIMER RESET ON STOP? N </p>	<p>Press <YES> to make the timer reset to the Reset 1 value when the clock is stopped. This allows a third reset value for two-button handheld pendants and a second reset value for the RC-100/RC-200 Start/Stop Remote function.</p> <p>Press <NO> to not reset the time when a countdown is stopped. This is the default setting.</p>

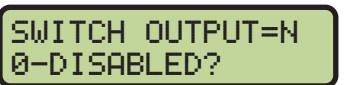
	Timer Reset on Stop DISABLED	Timer Reset on Stop ENABLED
RC-100/ RC-200 Operation	 <p>3) Press RESET to reset the clock to Reset 1 value.</p> <p>1) START timer.</p> <p>2) STOP timer.</p>	 <p>3) Press RESET to select Reset 2 value.</p> <p>1) START timer.</p> <p>2) STOP timer to reset the clock to Reset 1 value.</p>
2-Button Handheld Pendant Operation	 <p>3) Press RESET 1 to select Reset 1 value.</p> <p>4) Press RESET 2 to select Reset 2 value.</p> <p>1) START timer.</p> <p>2) STOP timer.</p>	 <p>3) Press RESET 1 to select Reset 2 value.</p> <p>4) Press RESET 2 to select Reset 3 value.</p> <p>1) START timer.</p> <p>2) STOP timer to reset the clock to Reset 1 value.</p>
3-Button Handheld Pendant Operation (All Sport 5100 Only)	 <p>3) Press P1 to select Reset 1 value.</p> <p>4) Press P2 to select Reset 2 value.</p> <p>5) Press P3 to select Reset 3 value.</p> <p>1) START timer.</p> <p>2) STOP timer.</p>	 <p>3) Press P1 to select Reset 2 value.</p> <p>4) Press P2 to select Reset 3 value.</p> <p>5) Press P3 to select Reset 4 value.</p> <p>1) START timer.</p> <p>2) STOP timer to reset the clock to Reset 1 value.</p>

Switch Output

The All Sport 5000 console has a relay switch that can be used to control external devices. The switch can be configured to operate under different clock or horn conditions. The default setting is **1-CLOCK= 0**.

1. Press the number key (**<0>**, **<1>**, **<2>**, **<3>**) as a shortcut or use the left and right arrow keys to select the desired setting.
2. Press **<YES>** to select the new setting, or press **<NO>** to leave the switch setting as is.

The possible settings for the switch output are displayed below:

Display	Action
 <p>N = current setting</p>	<p>The switch remains open at all times and any external devices are disabled.</p>

Pitch Timing Operation

Display	Action
<div data-bbox="297 212 634 296" style="border: 1px solid black; padding: 5px; background-color: #d9ead3;"> SWITCH OUTPUT=N 1-CLOCK =0? </div> <p data-bbox="297 302 508 331">N = current setting</p>	<p data-bbox="673 207 1403 264">In count down mode, the switch closes when the main clock reaches zero and stays closed until a nonzero value is entered.</p> <p data-bbox="673 296 1424 384">In count up mode, the switch closes when the main clock reaches the proper period, break, or overtime length and opens when any other value is entered.</p>
<div data-bbox="297 417 634 501" style="border: 1px solid black; padding: 5px; background-color: #d9ead3;"> SWITCH OUTPUT=N 2-CLOCK =STOP? </div> <p data-bbox="297 508 508 537">N = current setting</p>	<p data-bbox="673 413 1390 501">The switch closes when the main clock is stopped and opens when the main clock is running. External devices are disabled when the main clock is running.</p>
<div data-bbox="297 569 634 653" style="border: 1px solid black; padding: 5px; background-color: #d9ead3;"> SWITCH OUTPUT=N 3-MAIN HORN? </div> <p data-bbox="297 659 508 688">N = current setting</p>	<p data-bbox="673 564 1263 594">The switch closes when the <HORN> key is pressed.</p>

This page intentionally left blank.

A Quick Reference

All Sport 5000 Standard Keys

Refer to **Standard Keys (p.2)** for detailed operating instructions.

Start/Stop Clock

- **<START>** and **<STOP>** control the function of the main clock.
- The green LED on the **<START>** button is illuminated when the clock is running.

Clock Direction

- **<COUNT UP/DOWN>** sets the direction of the main clock. The clock direction is shown in the upper-right corner of the LCD.
- This key is disabled while the clock is running.

Set Main Clock

- Press **<SET MAIN CLOCK>** to edit the current main clock value.
- Enter the desired clock value on the number pad and then press **<ENTER>**.
- This key is disabled while the clock is running.

Edit Key

- **<EDIT>** is used to edit score or statistic values. Press **<EDIT>** followed by the desired button to be edited. Refer to the specific sport section for all edit key functions.

Pitch Timer

Refer to **Section 2: Pitch Timing Operation (p.4)** for detailed operating instructions.

Start-Up

- Turn the Power Switch **ON**.
- At the **Resume Game? Y/N** prompt, press **<ENTER/YES>** to resume the game where last shut off, or press **<CLEAR/NO>** to enter a new sport code number.

Day Dim Level

- **<DAY DIM LEVEL>** sets the intensity of the scoreboard for daytime operation.

Night Dim Level

- **<NIGHT DIM LEVEL>** sets the intensity of the scoreboard for nighttime operation.

Preset 1-10

- **<PRESET 1>** to **<PRESET 10>** sets the timer to the selected PRESET.

Program 1-10

- **<PROGRAM 1>** to **<PROGRAM 10>** sets the timer to the first step of the selected PROGRAM.

Timer Adjust 1-3 (Code 5002 Only)

- **<TIMER ADJUST 1>** to **<TIMER ADJUST 3>** adds extra time to the current timer.

Start

- **<START>** begins the countdown of the selected PRESET or PROGRAM.

Stop

- **<STOP>** will suspend the countdown.

Edit Key Function

- Press **<EDIT>** followed by any of the following keys to edit their respective values:
<DAY DIM LEVEL>, **<NIGHT DIM LEVEL>**, **<PRESET>**, **<PROGRAM>**

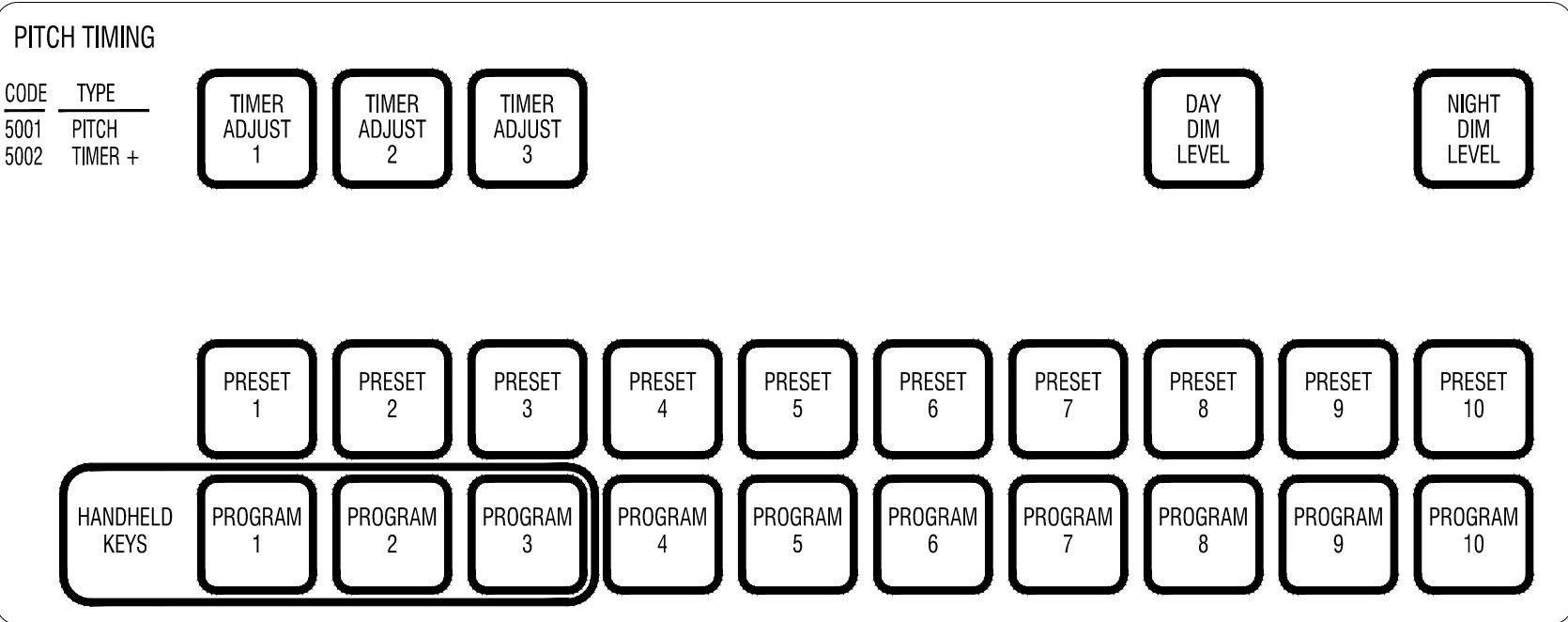
B Sport Inserts

Reference Drawings:

Insert; A/S 5000, Pitch Timing DWG-3000619

This page intentionally left blank.

REV 01 DATE: 15 JUN 15 ADDED CODE 5002 AND TIMER ADJUSTS BY: KDD



101 19 90006-90

DAKTRONICS, INC.
 BROOKINGS, SD 57006
 DO NOT SCALE DRAWING
 THE CONCEPTS EXPRESSED AND DETAILS SHOWN ON THIS DRAWING ARE CONFIDENTIAL AND PROPRIETARY. DO NOT REPRODUCE BY ANY MEANS WITHOUT THE EXPRESS WRITTEN CONSENT OF DAKTRONICS, INC. COPYRIGHT 2015 DAKTRONICS, INC.

PROJ: ALL SPORT 5000 SERIES CONSOLE
 TITLE: INSERT: AS 5000, PITCH TIMING
 DESIGN: KDRAGT
 DRAWING: KDRAGT
 SCALE: 1=1
 DATE: 05 FEB 15

SHEET 01 REV 01 JOB NO. P 196 FUNC-TYPE-SIZE E-07-A 3000619

This page intentionally left blank.