

Multisport 452

OPERATING INSTRUCTIONS

"24 SECONDS" CONTROL CONSOLE



Non-binding pictures

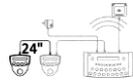
● GENERALITIES

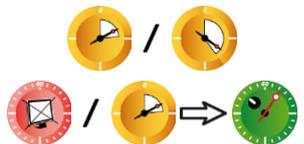
| Scope of delivery | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| <p>"24 seconds" control console</p> <ul style="list-style-type: none"> ✓ This console enables to control the ball possession time in basketball. ✓ This console is powered by the main control console or by the scoreboard. It should only be connected to the STRAMATEL system supplied. |  |
| <p>2-meter flexible cable</p> <ul style="list-style-type: none"> ✓ This cable enables to connect the "24 seconds" control console to the other control consoles (5 pin-sockets on the control consoles). ✓ Use only the cable supplied by STRAMATEL. |  |

| Functions of the control console | |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
|  | |
| <i>Keys are numbered from 1 to 4</i> | |
|  | <p>ON Start / stop of the timer Programming of the time lengths (long key pressing > 2 seconds when starting the console)</p> |
|  | <p>OFF (long key pressing > 1 second) Stop / erasing of the timer</p> |
|  | <p>Re-loading of the timer with 14 seconds Correction mode (timer) (long key pressing > 1 second)</p> |
|  | <p>Re-loading of the timer with 24 seconds Correction mode (timer) (long key pressing > 1 second)</p> |

| Programming and backup of the time lengths | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| <p>The time lengths (24 and 14 seconds) can be modified. These data are saved in memory in case the control console is switched off.</p> |  |
| <p>Make sure the scoreboard is powered. Connect the "24 seconds" control console to the other control consoles (the control consoles can be connected in any order).</p> |  |
| <p>Turn the control console on and enter in "24 seconds" programming mode by keeping key 1 pressed during 2 seconds.</p> |  |
| <p>Shorten the time with key 2 or increase it with key 3. Enter with key 1: the control console enters in "14 seconds" programming mode.</p> |  |
| <p>Shorten the time with key 2 or increase it with key 3. Enter with key 1: the time lengths programmed are saved in memory in the control console.</p> |  |

● DURING THE MATCH

| Set-up | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| Make sure the scoreboard is powered. Connect the "24 seconds" control console to the other control consoles (the control consoles can be connected in any order). |  |
| Turn the main control console on and programme it in "basketball" mode. |  |
| Press key 1 of the "24 seconds" control console until the console displays the welcome screen. |  |

| Timing | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| Start or stop the timer with key 1. <i>This timer stops automatically when the game timer stops.</i> |  |
| Stop the timer and erase the time on the display units with key 2. |  |
| Load the timer with 14 seconds with key 3. |  |
| If the timer has been loaded to 14 seconds by mistake: come back to the previous time by pressing key 3 again (this function is available as long as the control console displays 14 seconds). |  |
| Load the timer to 24 seconds with key 4. |  |
| If the timer has been loaded to 24 seconds by mistake: come back to the previous time by pressing key 4 again (this function is available as long as the control console displays 24 seconds). |  |
| Correction of the time length: <ul style="list-style-type: none"> ✓ Enter in correction mode by keeping key 3 or key 4 pressed during 1 second. ✓ Shorten the time with key 2 or increase it with key 3. Enter with key 1. |  |

| Horn | |
|-------------------------------------------------------------------------------------------------------------------------------|--|
| The horn sounds automatically: <ul style="list-style-type: none"> ✓ at the end of the ball possession time. | |

| Warning light (red light) | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| The red light of each display unit lights up automatically: <ul style="list-style-type: none"> ✓ at the end of the ball possession time. ✓ at the end of the game time. | |

| End of the match | |
|--------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| Switch off the control console by keeping key 2 pressed during 1 second. |  |

STRAMATEL

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