

INSTALLATION AND OPERATING INSTRUCTIONS

BT 5001 CLUB

Model :

Serie N°: :

EPROM n°: 5001

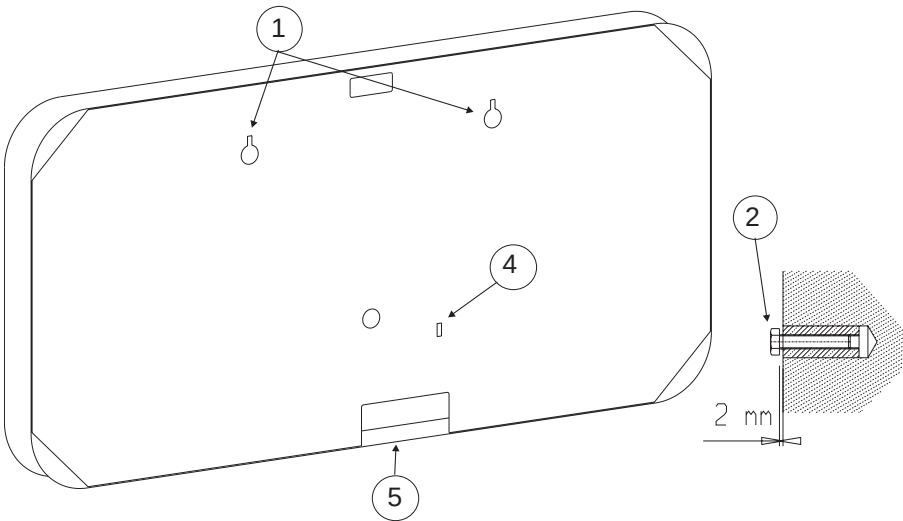
The logo for Bodet, featuring the word "Bodet" in a bold, italicized, sans-serif font. The letters are black with a white outline, giving it a three-dimensional appearance.

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When unpacking the material please check nothing is broken otherwise make a claim near shipping company

INSTALLATION INSTRUCTIONS

1 - MECHANICAL INSTALLATION:

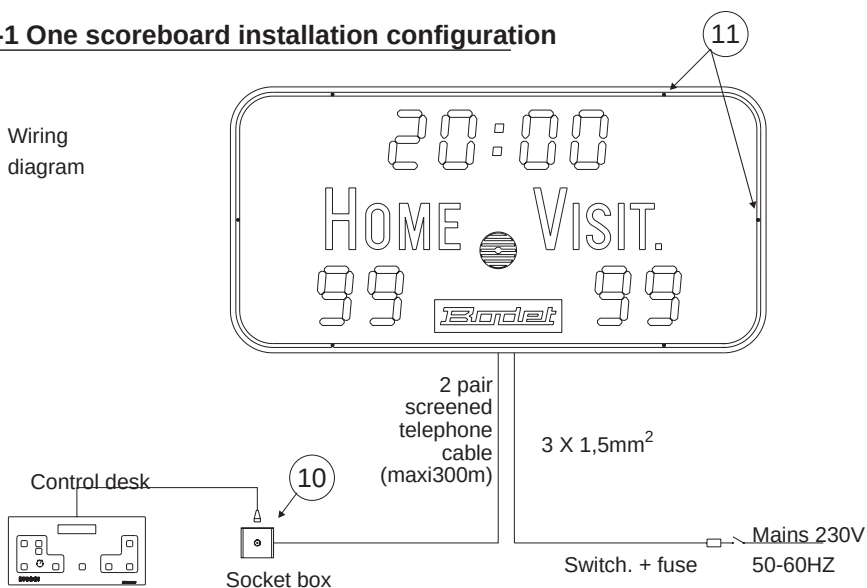


- Remove the scoreboard front glass.
- Set the 2 screws 8 in the wall and leave 2 mm between the screw head and the wall.
- Insert the scoreboard from backside holes (1) on the screw heads (2).
- Fix the security screw (4).
- Fix the socket box (10) on the wall (stoppers + 2 screws diameter 4mm) close to the control desk table (10m cable is supplied with the control desk).

2) ELECTRICAL INSTALLATION

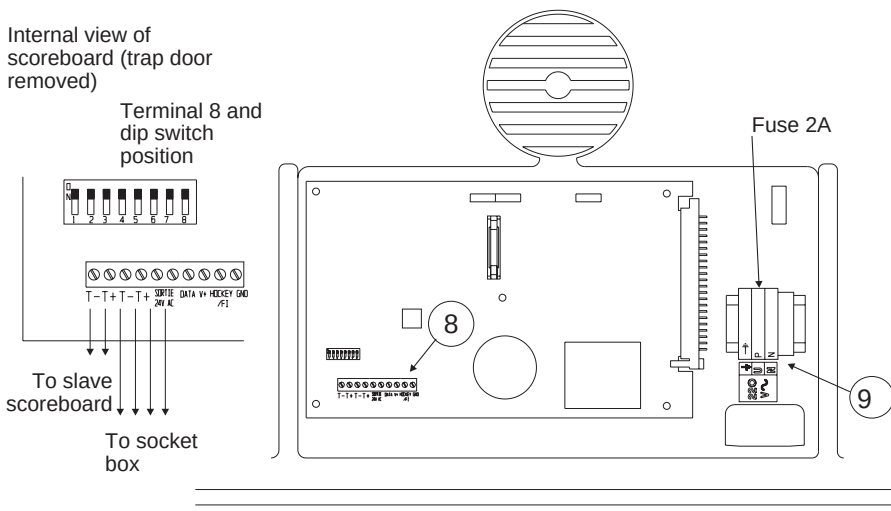
2-1 One scoreboard installation configuration

Wiring
diagram



- Unscrew the 6 screws (11) and remove the scoreboard front glass.

Internal view of
scoreboard (trap door
removed)



- connect the scoreboard card to the connection box as follows :

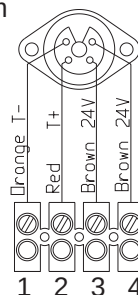
. connect a 2 pair screened telephone cable (maximum length 300 metres) to the connector of the socket box as per the diagram

. connect the other cable extremity to the card connector (8), TAKE CARE OF THE WIRING ORDER

* terminals 3 and 4 of Din plug (brown wire): 24VAC Power Supply

* terminal 2 (red wire): T + (+ RS 422)

* terminal 1 (orange wire): T - (- RS 422)



- Connect the 230VAC Power Supply to the connector (9) : live and neutral as marked.

ATTENTION: DO NOT FORGET TO CONNECT THE EARTH AT THE 2 CABLE EXTREMITIES.

- Check the dips 1 to 8 (13) are in position On.

- Put back the front glass.

2-2 INSTALLATION OF SEVERAL SCOREBOARDS

.A maximum of 4 scoreboards can be connected to ONE control desk.

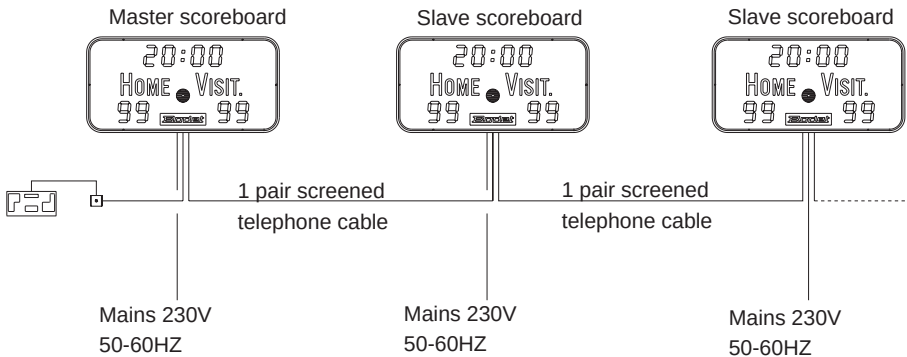
- Connect the scoreboard master card to the socket box as for a single scoreboard installation.

- Connect in parallel the terminals T+ and T- (8) of each scoreboard card with a one pair screened cable.

ATTENTION: THE TOTAL LENGTH OF THE CABLE BETWEEN THE SCOREBOARD AND THE CONTROL DESK CAN NOT EXCEED 300 METRES.

- It is impossible to connect a BT5001 scoreboard as a slave scoreboard of a BT5010 or 5100-200-300-400.

- Connect the 230VAC Power Supply with earth to the connector (9) of each scoreboard.



ATTENTION :

- Check the dips 1 to 8 of the MASTER scoreboard are set to On.
- For SLAVE scoreboards set dip (1) to Off & dips 2 to 8 to On.

3) SETTING IN OPERATION

Connect the main control keyboard BT 5001 plug to the wall connection socket.

Take care to insert the plug easily, then lock it by turning the locking ring.

- Switch on the mains
- The keyboard transmits a “BIP” then displays the displayed data before the last switch off of mains.

4) KEYS FUNCTIONS

See page 8 for keyboard frontview

4-1) START / STOP (1) KEY :

- An indicator “☐ ” on the right of the keyboard and scoreboard signals the timer stop.

To differentiate the controls of Start and Stop, the sound transmitted by the BIP changes:

- Start : bip bip!
- Stop : biiiiip!

4-2) RESET (2) KEY:

- To reset the timer press the reset key for 3 seconds. (the action triggers a Bip sound and the upper line of keyboard visual display will start flashing).
Effects on the timer :

- in count up mode, the timer indicates 0:00
- in count down mode, the timer indicates the preset game time.

4-3) PRESETTING “±” (3)) KEY :

- Presetting key for the game time: increases or decreases the game time value depending on either it operates in count up or count down mode. It can be + or - 1 Min for each press or fast incrementation with a continuous pressing action.

This key is inhibited during the preset game timing.

The game time can be modified see CORRECTION chapter 4-5

4-4) PRESETTING “ ” (4) KEY:

Presetting key for count up or countdown mode. After pressing this key for 3 seconds, a Bip will sound, and an arrow on the right of the keyboard visual display indicates the mode.

This key has several possible functions :

* Outside the game timing:

- allows you to select count up or count down mode for game time modifications
- allows you to choose the operating mode of the timer (count up or count down)
- shifting from count up to count down mode, will display the preset time
- the opposite operation will display 0:00

* During the game timing if the timer is stopped:

- allows you to toggle between the timer modes without modifying the value.

4-5) CORRECTION C (5) KEY :

. 1st press : the keyboard shifts into the correction mode and the keyboard visual display will flash.

. 2nd press : the keyboard is back to normal mode and the keyboard visual display is steady.

Timer correction :

- in correction mode use timer presetting key “±”
 - When counting up or down is not started: no effect.
 - during period : timer value come back by second step at each press.
 - Between 2 periods : come back to last but one second of the previous period.

Correction is possible during counting up or down mode.

4-6) HORN (6) KEY:

- manual start of horn
- stop before end of automatic horn
- enable / disable automatic horn
 - Select Correction mode, “C” (2) key: the visual display will flash
 - Each press on the “Horn” key (9) enables or disable the automatic horn mode

4-8) SCORES HOME and VISITORS (8) KEYS

Points incrementation from 0 to 999 per team is controlled by the “Home” or “Visitors” (8) score keys:

- press the score key of the concerned team
- by continuous pressing on the score key leads to an automatic fast incrementation

To subtract a point :

- select correction mode, “C”(5) key
- press the score key of the concerned team.

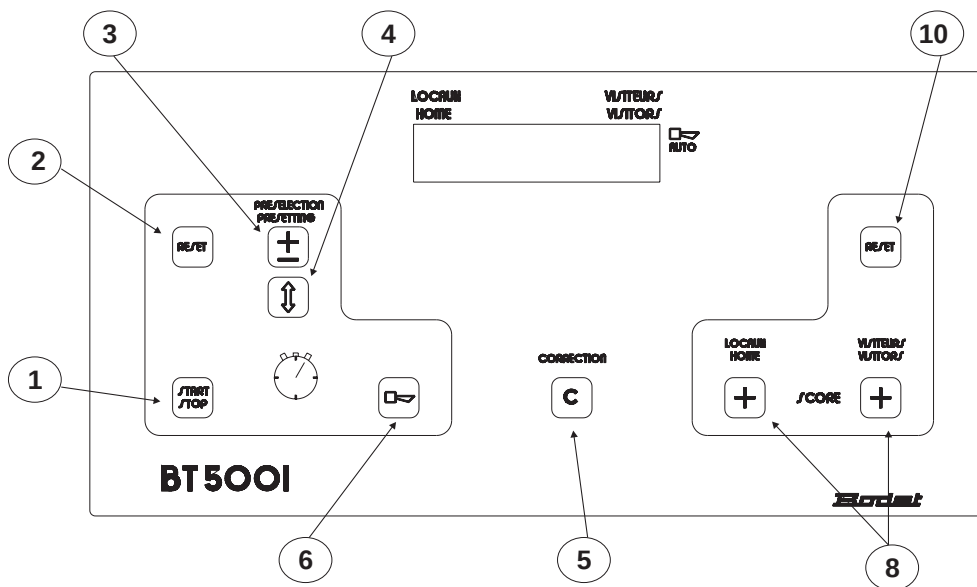
4-10) RESET SCORES (10) KEY

To reset the SCORES press the reset key for 3 seconds. (the action triggers a Bip sound and the lower line of keyboard visual display will start flashing).

5) TIMING PROCESS

- In count up mode, the timer operates from 0:00 to 59:59 then is reset to 0:00 (no automatic stop).
- In count down mode, the timer automatically stops when displays 0:00. The preset time value is displayed again, 10 seconds after the timer has stopped.

BT5001 KEYBOARD



6) DATA SECURITY :

The scoreboard data is protected from general mains cut off without limitation in time thanks to a battery.

7) OPERATION TEST :

To start the test :

- by pressing for 5 seconds on the timer "Reset" (2) key starts simultaneously the tests of the scoreboard and keyboard.

Scoreboard test :

Consists of:

- . the horn will sound for 1 second
- . EPROM date display
- . the positioning in black then white of all segments
- . the return to normal display mode.

Keyboard test

This sequence starts by the test of the keyboard visual display and buzzer then ends with a keys test.

Keys test:

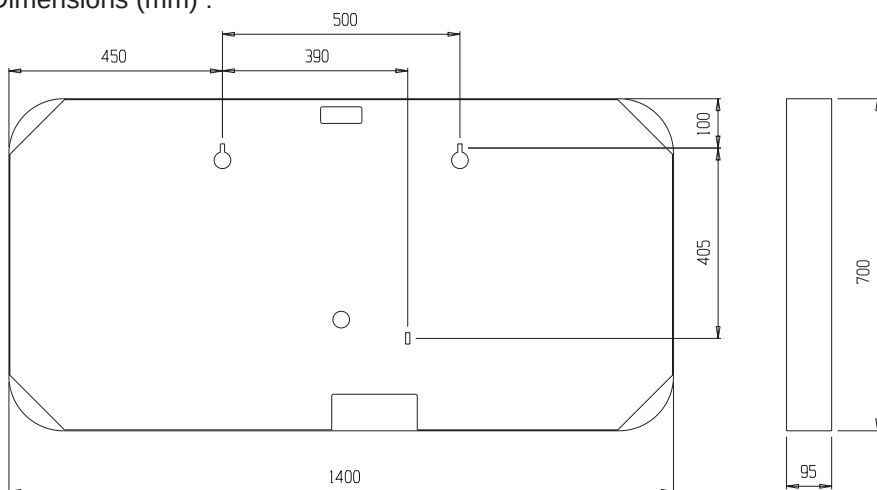
The name of each key appears on the keyboard. Press on the displayed key to continue the test. (OK appears on the display).

- To interrupt the test sequence of the keyboard, press the "Start/Stop" (1) key.
- To interrupt the test sequence of the scoreboard and secondary keyboard, stop the main keyboard test sequence as before then send information to the scoreboard (scoring or horn for example).

8) TECHNICAL CHARACTERISTICS

Power Supply :	230 V, 50 / 60 Hz
Operating temperature range	-5 à +50°C
Scoreboard weight :	13 Kg
Control desk weight :	1,3 Kg
Power consumption :	35 VA
Digits height :	15 cm
Readability :	60m
Indoor installation	

Dimensions (mm) :



Keyboard maintenance

Use only water and antistatic cleanset to clean the keyboard and scoreboard front glass.

