

Wireless Handheld Baseball Controller



User Guide



Colorado
TIME SYSTEMS

A **PLAYCORE** Company
F971 Rev. 202103

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Product Identification

Product: Handheld Controller for Multisport Scoreboards
Model Number: WHC-1

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Part Number F971, Rev. 202103
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Product Description

The handheld scoreboard controller for baseball comes in the basic configuration with a home score, a guest score, an inning display, a hit indicator, an error indicator, and individual displays for balls, strikes and outs.

Quick Start

Power On and Off

Power the controller on by pressing and holding the orange “-” key  for one second. The unit will show an animated sweep logo of CTS and then display the main screen for controlling baseball scoreboards. When the “MENU” is highlighted in the display you can power the unit off by holding the “-” key for about 5 seconds.

Navigation, Arrow Keys and Enter Key

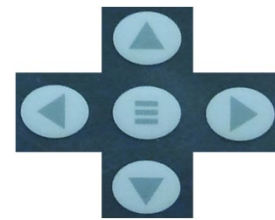
To navigate on the screen use the gray arrow keys



and the gray Enter key





in the middle of the arrow keys.





Home Score and Guest Score

When the pitch count and clock options are NOT displayed:

To increment the home score press the green key . To increment the guest score press the red key . Pressing and holding these keys for one second will decrement the corresponding score by one.

Note – You can turn the clock and pitch count on or off in Menu->Default Time, see page 3.

When the pitch count and clock options ARE displayed:

Use the arrow keys to highlight the score you wish to change and then use the orange “+” and “-” keys   to adjust up and down.

Note – You can edit the pitch count by a large amount in the Menu, see page 3.




Inning

To change the inning, first use the down and up arrow keys to highlight the inning field and then use the orange “+” and “-” keys to adjust the number up or down. The inning indicator can display the numbers 1 through 9.

Hit and Error Indicators (H, E)

You can toggle the hit and error indicators on and off by first highlighting the desired indicator with the arrow keys and then pressing the enter key. To highlight the hit and error indicators, use the arrow keys to navigate to the guest score and then press the down arrow. This will highlight the error indicator. To highlight the hit indicator, press the left arrow.



Balls, Strikes and Outs

These indicators cannot be highlighted. To change these, press blue  for balls, purple  for strikes and yellow  for outs to toggle through the different possible values.

Time (Clock)

You can start or stop the clock by first highlighting it using the arrow keys and then pressing either the orange “+” or “-” keys. Either of these keys will work for toggling the clock between running and not running. An animated clock icon will appear next to the time when the clock is running.

Pitch Counts

Pitch counts can be incremented at any time by pressing the green (home)  or red (guest)  keys. Holding one of these keys down for one second will decrement the corresponding pitch count. Pitch counts can also be changed by highlighting the pitch count using the arrow keys and then using the orange “+” and “-” keys to adjust.

Note –You can edit the time of the clock and the pitch count in the menu, see page 3.

Note –If the scoreboard you control is equipped with an add-on module for the time and pitch counts, be sure to go to the menu and activate these functions, see page 3.

Menu Description

Edit Clock

To edit the time on the clock, use the arrow keys to highlight the clock and then press the enter key. Then use the left and right arrow keys to highlight the digit you wish to change. Once the correct digit is highlighted, use the orange “+” and “-” keys to adjust the digit. Exit the edit mode at any time by pressing the enter key.

Note – You cannot enter the menu screen while the clock is running. Stop the clock with the orange “+” or “-” keys if you want to enter the menu.

Pitch count

When the pitch counts needs to change by a large amount, you can put either the home pitch count or the guest pitch count in edit mode by first highlighting it with the arrow keys and then pressing the enter key. Once in edit mode, use the arrow keys to highlight the desired digit and use the orange “+” and “-” keys to adjust the digit. Then simply press the enter key again to exit the edit mode.

MENU

At the top of the screen is the word “MENU”. You can display the menu screen by using the arrow buttons to highlight the word MENU (if it is not already highlighted) and then pressing the enter key.

Note – You cannot enter the menu screen while the clock is running. Stop the clock with the green key if you want to enter the menu.

The main menu consists of several different items. Some perform a simple function while others take you to another sub-screen where you can perform additional tasks. Use the arrow keys to highlight the preferred function and press the gray enter key in the middle.

Reset Time – This function resets the game time to the default time setting. Selecting this function will also switch control immediately to the main baseball screen.

Reset Game – This function resets all game items to their default states. Scores are reset to zero. The period or inning is reset to one and all clocks are reset to their default times. Selecting this function will also switch control immediately to the main baseball screen.

Default Time – This function takes you to a sub-screen where you can change the default time. To change the default time, use the arrow keys to highlight the digit you wish to change and use the orange “+” and “-” keys to adjust the digit.

Clock Dir Clock Direction – This function allows you to set whether the game clock starts at zero and runs up to the default time or if the game clock starts at the default time and runs down to zero. This can be changed by using the arrow keys to highlight the function and then pressing the enter key to toggle.

Time/Pitch – this function allows you to enable or disable the **clock** and the **pitch count** being displayed. The basic scoreboard configuration does not come with time/pitch modules. Use the arrow keys to highlight this setting and press the enter key to toggle the setting to on or off.

Highlighting "SAVE" and pressing enter will save any changes and return you to the main scoreboard screen. Highlighting "CANCEL" and pressing enter will return you to the main scoreboard screen while ignoring any changes made on this screen.

Connection - This function takes you to another sub-screen where you can modify the wireless connection parameters. The handheld controller must match the channel, PAN ID and module of the scoreboard it is controlling, as displayed on the scoreboard at power on.

The scoreboard will test the LED segments, and then cycle through a display of Channel (indicated with "C"), PAN (indicated with "P") and Module Address (indicated with "A").

If it is necessary to change these settings, use the arrow keys to highlight the desired parameter and then press enter to scroll through the different options.

You can set the following items by highlighting the item with the arrow keys and changing the values with the enter key:

- PAN ID: From 0 to 15
- Channel: From 0 to 11
- Module: From 1 to 6

CAUTION: If the handheld controller is set to different settings than the scoreboard, the board won't receive any data.

RSSI – Entering the **Connection** sub-screen will automatically turn on the RSSI feature. When On, the "received signal strength" is displayed on the scoreboard. The number will be between 24 and 64 hexadecimal, so you may see both numbers and the letters A through F. The lower the number, the stronger the signal. If no number check the channel and PAN on both the WHC and the receiving device. If the number is high refer to Signal Loss Troubleshooting on page 6.

T-Level – Indicates the version of radio installed in the system

Version – Shows the firmware version

Program mode – puts the device into a mode to wirelessly update the firmware (**Use only if directed to by a CTS technician.**)

Time of Day – This function lets you set the time of day on the controlled scoreboard, if the scoreboard displays time. When a scoreboard is on while its controller is turned off, the scoreboard will display time of day. To set, simply highlight this function with the arrow keys. Next, use the arrow keys to highlight

Mode – Pressing enter alternates between 12-hour mode and 24-hour mode.

Time – To change the time of day, use the arrow keys to highlight the time and use the orange "+" and "-" keys to adjust the hours or minutes.

SET/CANCEL – Highlighting "SET" and pressing enter will save any changes. Highlight Exit at the top of the screen and press enter to return to the main scoreboard screen. Highlighting "CANCEL" and pressing enter will return you to the main menu while ignoring any changes made on the Time of Day screen.

Backlight – This function allows you to set the intensity and duration of the backlight. To change, simply highlight this function with the arrow keys and then press enter to toggle through the different selections.

- OFF** Backlight is disabled
- LO** Backlight is on low intensity always
- 3 LO** Backlight is on low intensity for 3 seconds
- 5 LO** Backlight is on low intensity for 5 seconds
- 10 LO** Backlight is on low intensity for 10 seconds
- 15 LO** Backlight is on low intensity for 15 seconds
- 3 HI** Backlight is on high intensity for 3 seconds
- 5 HI** Backlight is on high intensity for 5 seconds
- 10 HI** Backlight is on high intensity for 10 seconds
- 15 HI** Backlight is on high intensity for 15 seconds

To return to the main scoreboard screen, use the arrow keys to highlight “EXIT” at the top of the screen and then press the enter key.

Off – Highlight “OFF” using the arrow keys and then press the enter key to power the unit off.

Signal Loss Troubleshooting

Symptom	Possible Cause	Solution
No RSSI Value shown on Scoreboard	<ul style="list-style-type: none"> • Scoreboard not powered on • Mismatched Channel • Mismatched PAN • Mismatched Address • Distance too Great 	<ul style="list-style-type: none"> • Turn Scoreboard On • Make sure channel on transmitting and receiving devices are the same • Make sure PAN on transmitting and receiving devices are the same • Make sure Address on transmitting and receiving devices are the same • Move the devices closer together
High RSSI values or value does not update regularly	<ul style="list-style-type: none"> • Distance too Great • Radio Interference • Damaged Antenna on Scoreboard • Off angle reception 	<ul style="list-style-type: none"> • Move the devices closer together • Select another channel on both transmitting and receiving devices. Suggest moving to one of the ends of the channel spectrum to see if the signal improves. • Check to make sure the Antenna on the receiving device is intact. • Change the orientation to the receiving device or transmitting device to see if the signal improves

Conformity

North America



FCC Compliance Statement:

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.

Contains: FCC ID OUR-XBEEPRO or MCQ-XBEE3, 2.4GHz transmitter

Contains: Model xBeePRO Radio, IC: 4214-XBEEPRO or xBee3 Radio, IC: 1846A-XBEE3

European Declaration of Conformity

We,

Everlast Climbing Industries, Inc.
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declare under our sole responsibility that the

Product: Wireless Handheld Controller
Model numbers: WHC-X

to which this declaration relates is in conformity with the following European Directives:

European Council Directive 2014/35/EU (February 26th 2014) on Low Voltage Equipment Safety
CENELEC EN 60950-1 *Issue:2006/04/01*, CENELEC EN 60950-22 *Issued:2006/04/01*

European Council Directive 2014/30/EU (February 26th 2014) on Electromagnetic Compatibility
CISPR 22 *Issue:2008/09/24*, CISPR 24 *Issue:2010/08/24*

European Council Directive 2011/65/EU (July 21, 2011) on the Reduction of Hazardous Substances (RoHS).

European Council Directive 2012/19/EU (July 4th 2012) on waste electrical and electronic equipment (WEEE)

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