

HCW-MP-1

Wireless Sideline Handswitch

Manual



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Clock

By putting the Wireless Sideline Handswitch into “Clock” mode, the user is able to start and stop the game clock that the MP-80/60 controller is running.

Note: *Please refer to the original release of this manual for custom MP-70 instructions.*

Set to “Clock” mode:

To set the Wireless Sideline Handswitch to the “Clock” mode, with the unit off, press and hold the “Clock” button (approximately 5 seconds) until only the LED below the “Clock” button lights up.

Functions:

Start the clock – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Stop the clock – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Clock 1

By putting the Wireless Sideline Handswitch into “Clock 1” mode, the user is able to run a game clock on a scoreboard without the use of an MP-80/60 controller. (The MP-80/60 must be turned off and all other information on the scoreboard cannot be displayed.)

Set to “Clock 1” mode:

To set the Wireless Sideline Handswitch to the “Clock 1” mode, with the unit off, press and hold the “Clock” button then press and hold the “1” button (approximately 5 seconds) until only the LED below the “Clock” button and the LED below the “Segment” button lights up. These LED’s will now stay on.

Functions:

Start the clock – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Stop the clock – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Reset the clock – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Set the clock – press and hold the “1” button for 10 seconds until the clock on the scoreboard flashes once. Then press the “START” button to increase the minutes, or the “STOP” button to decrease the minutes, or the “NEXT SEG.” button to increase the seconds, or the “SPLIT TIME” button to decrease the seconds, until the desired time is displayed on the clock. Then press the “1” button to save the time.

Timer

By putting the Wireless Sideline Handswitch into “Timer” mode, the user is able start, stop, and reset the timer clock that the MP-80/60 controller is running.

Set to “Timer” mode:

To set the Wireless Sideline Handswitch to the “Timer” mode, with the unit off, press and hold the “Timer” button (approximately 5 seconds) until only the LED below the “Timer” button lights up.

Functions:

Start the timer – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Stop the timer – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Reset the timer for timer #1 – press the “1” button to reset the timer to the first timer time. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Reset the timer for timer #2 – press the “2” button to reset the timer to the second timer time. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Timer 1

By putting the Wireless Sideline Handswitch into “Timer 1” mode, the user is able to run a timer clock on a scoreboard without the use of an MP-80/60 controller. (The MP-80/60 must be turned off and all other information on the scoreboard cannot be displayed.)

Set to “Timer 1” mode:

To set the Wireless Sideline Handswitch to the “Timer 1” mode, with the unit off, press and hold the “Timer” button then press and hold the “1” button (approximately 5 seconds) until only the LED below the “Timer” button and the LED below the “Segment” button lights up. These LED’s will now stay on.

Functions:

Start the timer – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Stop the timer – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Reset to timer #1 – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Reset to timer #2 – press the “2” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Set the #1 timer – press and hold the “1” button for 10 seconds until the clock on the scoreboard flashes once. Then press the “START” button to increase the seconds, or the “STOP” button to decrease the seconds, until the desired time is displayed on the clock. Then press the “1” button to save the time.

Set the #2 timer – press and hold the “2” button for 10 seconds until the clock on the scoreboard flashes once. Then press the “START” button to increase the seconds, or the “STOP” button to decrease the seconds, until the desired time is displayed on the clock. Then press the “2” button to save the time.

Track

By putting the Wireless Sideline Handswitch into “Track” mode, the user is able start and stop the track clock that the MP-70 controller is running.

Set to “Track” mode:

To set the Wireless Sideline Handswitch to the “Track” mode, with the unit off, press and hold the “Track” button (approximately 5 seconds) until only the LED below the “Track” button lights up.

Functions:

Start the clock – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Stop the clock – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Reset the clock – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Display the split time – press the “SPLIT TIME” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Stop displaying the split time – press the “SPLIT TIME” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-80/60 controller, it will vibrate a second time indicating to the user that the signal was received.

Track 1

By putting the Wireless Sideline Handswitch into “Track 1” mode, the user is able to run a track clock on a scoreboard without the use of an MP-80/60 controller. (The MP-80/60 must be turned off and all other information on the scoreboard cannot be displayed.)

Set to “Track 1” mode:

To set the Wireless Sideline Handswitch to the “Track 1” mode, with the unit off, press and hold the “Track” button then press and hold the “1” button (approximately 5 seconds) until only the LED below the “Track” button and the LED below the “Segment” button lights up. These LED’s will now stay on.

Functions:

Start the clock – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Stop the clock – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Reset the clock – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Display the split time – press the “SPLIT TIME” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. The split time will be displayed for eight seconds, and then the running track clock will go back to being displayed on the scoreboard. If the “NEXT SEG.” button is pressed before the eight seconds is up, the current time will be displayed and the eight seconds will start over. To get out of the split time function without waiting eight seconds, press the “SPLIT TIME” button and the scoreboard will go back to displaying the running track clock.

Segment Timer

By putting the Wireless Sideline Handswitch into “Segment Timer” mode, the user is able to run a segment timer on a scoreboard without the use of an MP-80/60 controller. (The MP-80/60 must be turned off and all other information on the scoreboard cannot be displayed.) When the segment timer is turned on, it will start in segment one. The next timer is for break one. Then it will go to the second segment and so on through 99 segments and breaks. The time can be displayed on the game clock of a scoreboard or a two digit timer. When displayed on a scoreboard, the period will display “5” when in a segment, and will display an “8” when in a break. When the time is being displayed on a timer, the time will be steady during a segment time and will blink when in a break time. The horn can be configured to be off, sound for a segment, or sound for a segment and a break. Also, an advanced warning horn can be set to sound at the user’s defined time before the end of the segment or break. For example, the user can configure the horn to sound 10 seconds before the end of the segment as a warning.

Set to “Segment Timer” mode:

To set the Wireless Sideline Handswitch to the “Segment Timer” mode, with the unit off, press and hold the “Segment” button (approximately 5 seconds) until only the LED below the “Segment” button lights up.

Functions:

Start the segment /break– press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. This will start the segment and continue through each segment and break until the “Stop” button is pressed.

Stop the segment/break – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. This will stop the time for the segment or break that is running.

Reset the segment /break – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. This will reset the time for the segment or break that the user is in.

Increment to the next segment /break – press the “NEXT SEG.” button. (On the two digit timer, the break times are indicated by the blinking time.)

Decrement to the previous segment/break – press the “SPLIT TIME” button.

Set the segment/break time – move to the segment or break that needs the time set and press and hold the “1” button until the clock on the scoreboard flashes once. Then press the “START” button to increase the minutes, or the “STOP” button to decrease the

minutes, or the “NEXT SEG.” button to increase the seconds, or the “SPLIT TIME” button to decrease the seconds, until the desired time is displayed on the clock. Then press the “1” button to save the time.

Configure the horn – to configure the horn the user must navigate to break “0” and press the “2” button. The horn mode will be displayed in the period lamp bank if on a scoreboard or it will display in the units lamp bank if on a timer. The modes are:

- 1 – No horn.
- 2 – Horn sounds at the end of a segment and at the warning time if a warning time has been defined.
- 3 – Horn sounds at the end of a segment and break and at the warning times if warning times have been defined.

The warning horn time for a segment is set when the horn mode is set to two. The warning horn time for a break is set when the horn mode is set to three.

To navigate through the horn modes, press the “1” button and the new horn mode will be displayed. If “1” is defined for the horn mode, no time will be displayed because the horn is set to off in this mode. If “2” is defined for the horn mode, the time displayed is the time that the warning horn will sound before the end of a segment. If the time is set to “0”, then there will be no warning horn. If “3” is defined for the horn mode the time displayed is the time that the warning horn will sound before the end of a break. If the time is set to “0”, then there will be no warning horn. Press the “START” button to increase the minutes, or the “STOP” button to decrease the minutes, or the “NEXT SEG.” button to increase the seconds, or the “SPLIT TIME” button to decrease the seconds, until the desired time is displayed on the clock. Once all the settings are set, make sure the horn mode is in the desired mode and then press the “2” button and the settings will be saved.

Global configurations – The user has the ability to set all of the segments to a specified time and all the breaks to specified time, all at once. To do so, navigate to segment “0” and set the desired time. This will set segments 1-99 to the desired time that was entered. Then navigate to break “0” and set the desired time. This will set breaks 1-99 to the desired time that was entered.

Turn off the unit

When the unit is in a mode that keeps it on all of the time (Clock 1, Timer 1, Track 1, or Segment Timer modes), the user must turn it off when they are finished using the unit. If the unit is left on in one of these modes, the batteries will eventually go dead.

Turn off unit:

To turn off the unit, press and hold the “BATT” button and press and hold the “STOP” button. When both buttons are released all of the LED’s will turn off and the unit will turn off.

Turn on unit:

Press any key to turn on the unit. The unit will turn on in the same mode that it was in when it was turned off.

Lock keys

Locking the keys of the Wireless Sideline Handswitch will keep someone from accidentally pushing a button, and having the Wireless Sideline Handswitch interfere with any other wireless devices that may be in operation.

Set to “Lock keys” mode:

To lock the keys, press and hold the “BATT” button and press and hold the “STOP” button until the Timer, Track, and the Segment LED’s light up. This will lock the keys. When locked and any button is pressed, the Timer, Track, and the Segment LED’s will light to indicated the unit is in the locked mode.

Unlock the keys:

To unlock the keys, set the Wireless Sideline Handswitch to the desired mode as described above in the mode section you are using.

Link

The Wireless Sideline Handswitch has to be linked to the MP-80/60 to work in the same group as the MP-80/60.

Set to “Link” mode:

To enter the link mode, press and hold the “BATT” button and press and hold the “START” button until all four LED’s light up. This will put the Wireless Sideline Handswitch in link mode. In link mode, the LED’s will scan on and off from left to right while it is searching for a signal from a MP-80/60 controller. The MP-80/60 has to then be put into link mode also. This is done by pressing MENU>MORE>MORE>EQUIPMENT SETUP>WIRELESS>HANDHELD CONTROL>MULTIPURPOSE>SET on the MP-80/60. This will cause the MP-80/60 to broadcast a signal to the Wireless Sideline Handswitch telling it the group to be on. Once the Wireless Sideline Handswitch receives the signal, all four LED’s will light up and the Wireless Sideline Handswitch will turn off. Now when the Wireless Sideline Handswitch is turned back on, no matter the sport mode of the MP-80/60, it will be set up on the same group as the MP-80/60 that it linked with.

If the Wireless Sideline Handswitch is in link mode and there is not an MP-80/60 to link with, press the “STOP” button and the Wireless Sideline Handswitch will turn itself off.

Initialize Radio

When a new radio is installed in the unit, the settings of the radio may not be correct for the Wireless Sideline Handswitch. To set the radio up as needed, the initialization mode needs to be run. This only needs to be done one time when a new radio is installed in the unit.

Set to "Initialize Radio" mode:

To initialize the radio for the Wireless Sideline Handswitch, press and hold the "BATT" button and press the "1" button. All four LED's will light up and the radio will be initialized. When the LED's go off, the radio is initialized and the Wireless Sideline Handswitch turns itself off. As long as this radio is in the unit, the initialization process will not be required again.

Reset factory defaults

The Wireless Sideline Handswitch can have its mode and group setting reset to default settings.

Resetting to factory defaults:

To reset the settings of the Wireless Sideline Handswitch back to factory settings, press and hold the “BATT” button and press and hold the “START” button (approximately 10 seconds) until all four LED’s light up. Then the LED’s will turn off one at a time until they are all off, indicating that the Wireless Sideline Handswitch has been reset.

Battery info

The Wireless Sideline Handswitch uses a 3.7 Lithium Ion battery. To check the battery level, press and hold the “BATT” button until the LED’s light up. The LED’s indicate the power of the battery; four LED’s means full battery, down to 1 LED means the battery needs to be charged.

To charge the battery, connect the USB cable from the Wireless Sideline Handswitch to either the wall charger or into a computer’s USB port. For best results allow the unit to charge at least 8 hours before using again. The charger will automatically stop charging when the battery is fully charged.