



Summary

The Electro-Mech Wired Handheld Play Clock Switch Assembly is an accessory that allows the clock official to operate the Play Clock without touching the main Control Console. The device plugs into the back of any compatible Electro-Mech scoreboard Control Console.

Buttons and Indicator

Running Indicator Light = Illuminates solid green when the Play Clock is counting down. Note: this LED may not function consistently when the device is attached to an older Control Console.



Reset 1 = Put 40 seconds on the Play Clock display.
Assign any number from 1 to 99 to this button through the main console.

Reset 2 = Put 25 seconds on the Play Clock display.
Assign any number from 1 to 99 to this button through the main console.

Run / Stop = Start the Play Clock countdown or stop it.
To blank the Play Clock display, press and hold this button for a few seconds.

Power and Connections

Electro-Mech Wired Handheld Switch Assemblies share the same basic design with our Wireless models. This design includes a battery compartment on the back of the Switch Assembly to facilitate remote operation of wireless units. Wired units do not require batteries, as power is supplied from the console through the wire.

Do not install batteries in wired Switch Assemblies. Batteries serve no purpose, but may leak and corrode.



Electro-Mech Wired Handheld Switch Assemblies ship with an Ethernet cord (Cat5), commonly used with networks or personal computers. In this case, the Cat5 cord serves only to connect the wired Switch Assembly to your Control Console.

Do not attempt to connect either the Switch Assembly or the Control Console to a network or PC using this cord or the RJ-45 sockets.



Connect the Switch Assembly to the back of the Control Console using either of the **“H” labeled Switch Inputs**. Note: Older back plates specify a particular handheld unit for each input. However, these older inputs are also interchangeable.