



Summary

The Electro-Mech Wired v276 Handheld Shot Clock Switch Assembly is an accessory that allows the clock official to start, stop, and reset the Shot Clock without touching the main Control Console. The device plugs into the back of any compatible Electro-Mech scoreboard Control Console, but is specifically designed for use with consoles running software version 276 and earlier.

Buttons and Indicator

Running Indicator Light = Illuminates solid green when the Shot Clock displays any time other than 0.



Reset = Put 30 seconds on the Shot Clock display. Assign any number from 1 to 99 to this button through the main console. If the main scoreboard clock is running, the Shot Clock will begin counting down from the number being displayed.

Reset OB = Set the Shot Clock display to 5 seconds, or any OB (out of bounds) reset value 1-99 selected through the main console.

On / Off = Blank or unblank the display.

Power and Connections

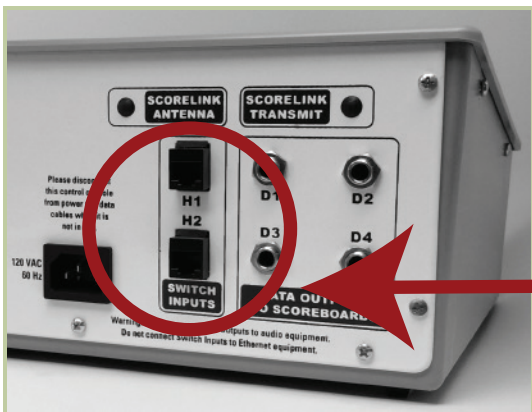
Electro-Mech Wired Handheld Switch Assemblies share the same basic design with our Wireless models. This design includes a battery compartment on the back of the Switch Assembly to facilitate remote operation of wireless units. Wired units do not require batteries, as power is supplied from the console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