ISC EDGE Manual

Choice of the Pros

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INTRODUCTION

MODELS

ISC-EDGE-PR – Hardwired Version
ISC-EDGE-X9 – 900MHz Version
ISC-EDGE-X2 – 2.4GHz Version

FEATURES

- 1.8 GHz Quad ARM Cortex, 4 GB RAM, 128 GB eMMC Microprocessor
- 32kHz Crystal, providing precise timing accuracy
- Battery backed memory
- 10" LCD display equipped with capacitive touch
- One RS485 2-wire communication port for game data
- One RS232 communication port for game data
- One remote port for legacy OES remotes
- Two remote ports for new OES intelligent remotes
- Two USB communication ports for diagnostics and Upgrades

HARDWARE

ISC EDGE

The **ISC EDGE** is an intelligent touchscreen controller used to control OES scoreboards, and timing products.

GAME REMOTE

The **GAME REMOTE** connects to the remote ports 2 or 3 on the back of the ISC Edge, using a cable. The remote ports are located at the back of the ISC Edge in the section labelled **REMOTE**.

- A rectangular toggle switch is used to **start/stop** the current **game time**
- A round **horn** button is located at the bottom to use the scoreboard horn

- The **SHOT CLOCK REMOTE** connects to the remote ports 2 or 3 on the back of the ISC Edge, using a cable. The remote ports are located at the back of the ISC Edge in the section labelled **REMOTE**. A rectangular toggle switch is used to **start**/**stop** the current **play/pitch/shot** clock timer
- The preset values for the play timer can be **reset** when using buttons, **A & B** in the middle of the remote
- The **recall** button at the bottom of the remote will reset the play timer to the previous value

SOFTWARE

HOME SCREEN
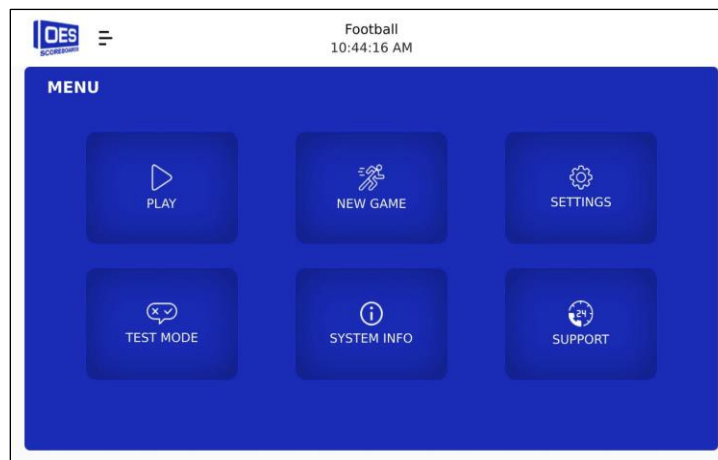
Touch the intended button on the **HOME SCREEN** to enter the following menus/screens:

- **Play:** Return to the current game.
- **New Game:** Select a sport and set up a new game.
- **Settings:** Configure system settings
- **Test Mode:** Test game remotes, outputs, and scoreboard functions
- **System Info:** Display system information.
- **Support:** Contact information for OES support.

Return to the HOME SCREEN from any screen by pressing the top left symbol.

SETTINGS SCREEN

Touch the intended button on the **SETTINGS SCREEN** to adjust settings. The password for the SETTINGS SCREEN is **5833**.
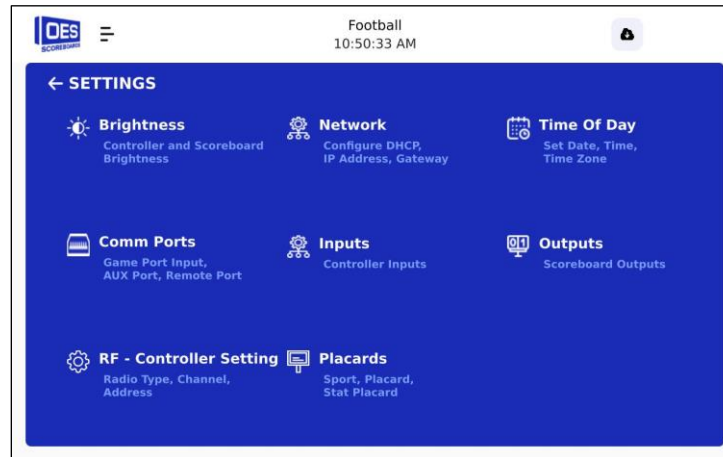
Brightness

Use the slider to control screen and scoreboard brightness. Day and night brightnesses may be adjusted separately. Press the Save button to keep changes.

Network

Enter the following network information:

- DHCP Toggle
- IP Address
- Subnet Mask
- Gateway

Press the Save button to keep changes.

Time of Day

Enter the following fields to set **TIME OF DAY**:
- **DAY:** Click on the calendar icon to the right of the day and use the popup to scroll and set the date.
- **TIME:** Click on the clock icon to the right of the time and use the popup to scroll and set the time.

Press the Set button beside the date and time to set the current date and time on the controller and connected scoreboard.
- **ENABLE TOD:** Set scoreboard to display the time when not in use.
  - **LIMIT TOD:** Limit the time the scoreboard stays on and shows the time.

Press the Set button beside the TOD setting to set the TOD settings on connected scoreboards.
- **TIME SERVER ADDRESS:** The Time Server Address that the device is currently connected to for automatic time.

TIME ZONE: Use the dropdown to select the time zone.

Press the Save button to save the Time Server and Time Zone settings for the controller.

Manually Set Time of Day

To manually set the time on the device, the ISC Edge must be disconnected from the internet and set **Manual TOD and Date** to **ENABLED.**

Otherwise, the device will use the internet to automatically update the time to the network's time zone.

Communication Ports

Configure I/O ports on the device.

- **GAME PORT INPUT:**
  - **RS485:** For use with hardwired devices with RS485 connection.

  - **RS232:** For use with hardwired devices with RS232 connection.

  - **RF:** For use with wireless devices with 2.4Ghz or 900Mhz connection.

  - **AUX PORT:** Allows you to change the function and settings for the auxiliary port.

    - **FUNCTION:**
      - **Pitch speed:** Used for radar guns to measure pitch speed.
    - **BAUD RATE:** 4800, 9600, 19200, 38400, 57600, or 115200.
    - **DATA BITS:** 8 bits (fixed).
    - **PARITY:** Even or Odd Parity.
    - **STOP BIT:** 1 (fixed).

    Click on any value to change it using a dropdown menu.

Inputs

Configure any input devices connected to the ISC Edge. The ports for Remote 2 and 3 are auto detected. Use the drop-down menu to specify **REMOTE 1** and the **ISC-HH** the port must be specified.

Press Save to keep the changes.

Outputs

Configure the following functions:

- **GAME HORN:** Output port (usually 1) and duration of the horn when the horn button is pressed (0 – 9 seconds)
- **SHORT CLOCK HORN:** Output port (usually 2) and duration of the horn when the shot clock reaches 0.0s (0 – 9 seconds)
- **END OF PERIOD:** Output port (usually 3) and duration of the horn when the period ends (0 – 9 seconds)

- **SYSTEM:** Output port (usually 4). Set when there is communication between ISC Edge and scoreboard
- **TIME ON:** Output port (usually none). Enable output when the game time is actively counting.
- **TIME OFF:** Output port (usually none). Enable output when game time is stopped.
- **GOAL LIGHT LEFT:** Output port (requires external hardware not yet available). Set the output for the left-side goal light.
- **GOAL LIGHT RIGHT:** Output port (requires external hardware not yet available). Set the output for the right-side goal light.

Press Save to keep the changes

RF Controller Settings

Configure wireless controller settings:

- **RADIO TYPE:** Show the type of radio inside the controller.
    - **XB24:** 2.4Ghz radio.
    - **XB9:** 900Mhz radio.
- **CHANNEL:** Set/change the radio channel of the controller. Press **SET** to save the selected channel.
- **SCOREBOARD:** Settings to configure the scoreboards radio frequency
    - **SCAN LIST:** Provides the scoreboard with a list of frequencies that it will connect and communicate when the scoreboard is configured of Scanning.

Press Set to keep the changes. Press Read to read the settings again (the read or set might fail if there are communications over the RF channel**.**

Time Outs

Configure the Timeout related settings:
- Separate Clock Message
- Table (for timeouts)
- Waringing Horn
- Add On Time

Warning Horn and Add on Time only function when a Time-out Table is selected.
Press Save to keep changes

Placards

The **PLACARD** section of the scoreboards displays custom text. Placards usually replace specific stat headers for different sports.
Configurate Main Scoreboard Placard message and the Stat Panel Placard message settings:

- **SPORT**: Select the placard display sport.
- **SCOREBOARD PLACARD**: Enter the message to display on the scoreboard placard.
- **STAT PLACARD:** Enter the message to display on the scoreboard placard.

Press the write just below the entry to send that entry.
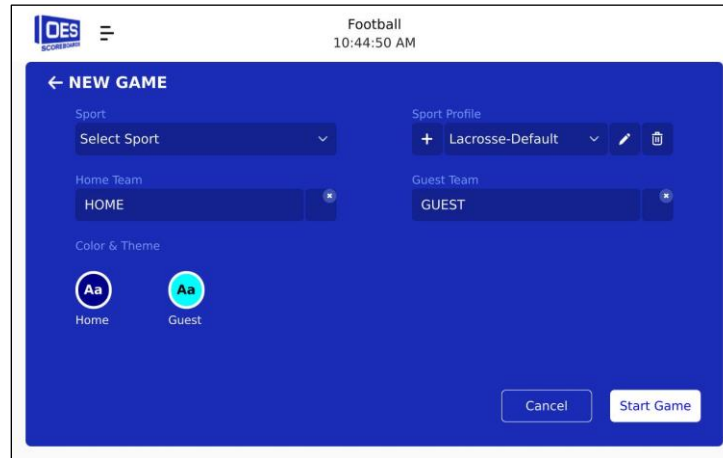
Touch the boxes to set-up the following:

- **Sport:** Select the sport from the drop-down menu.
- **Sport Profile:** Select a Profile, a default profile that can't be edited is provided for each sport, but more profiles can be created and edited.

    Enter a name to save the sport configuration as a profile. Multiple profiles can be created for each sport to allow for different league specific rules (see *Sport Profile* below).

- **Home Team:** Enter/change the name of the Home Team
- **Guest Team:** Enter/change the name of the Guest Team
- **Color & Theme:** Click circle to set the background color on the **GAME SCREEN** for each team (see *Team Color* below.

Team Color
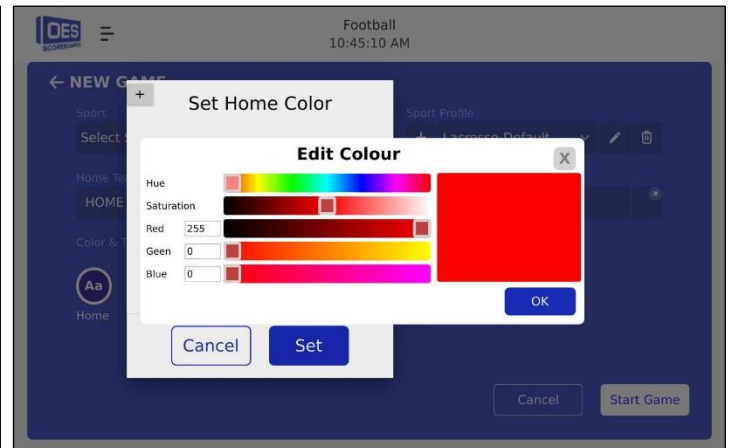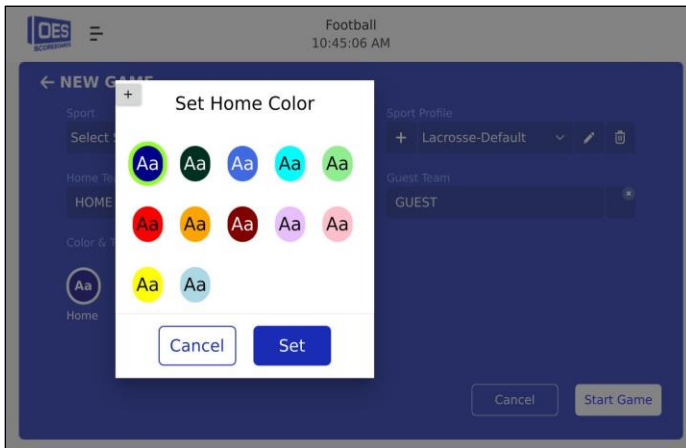
Select a color from the default color list or create a custom color by pressing the + button on the top left.

The **Edit Color** screen will have five settings to adjust:

- **Hue:** The base color.
- **Saturation:** Intensity of color.
- **Red:** The red value of the color.
- **Green:** The green value of the color.
- **Blue:** The blue value of the color.

Custom colors will be added to the default color list for later use.

Sport Profiles

- To **CREATE** a new Sport Profile, click on the + icon to the left of the dropdown box.

- To **EDIT** the current Sport Profile chosen, click on the ✎ icon to the right of the dropdown box.

- To **DELETE** the current Sport Profile chosen, click on the 🗑 icon to the right of the dropdown box and confirm.

When creating a Sport Profile, some configuration options will change based on the sport. Sport specific options are outlined in the sport section of this manual.

Test ISC Edge inputs/outputs, scoreboard, and peripherals (goal lights, horns).

Inputs

Each row maps to a remote plugging into the back of the ISC Edge. If a remote is plugged into that input, the square will show up as **green**. Each numbered square will correspond with a button on the remote. Those squares will turn **white** when the corresponding buttons are pushed. **Remote 1** and **ISC-HH** are legacy remotes and will need to be enabled from the **INPUTS** menu to be recognized by the **ISC-EDGE**.

Outputs

Push the desired button on the screen to test the output:
- **GAME HORN:** Sound the scoreboard horn.
- **GOAL LIGHT LEFT:** Turn on the left goal light.
- **GOAL LIGHT RIGHT:** Turn on the right goal light.
- **END OF PERIOD:** Plays the sound that would play at the end of a period/quarter/half.
- **SYSTEM:** Checks communication between ISC Edge and scoreboard.

Digits

Push the desired button on the screen to set the scoreboard digit:
- **ALL ON:** Turn all LEDs on for all digits.
- **ROTATE:** Cycle through numbers 0 – 9 on all digits.
- **LOCATION:** Displays the address of every digit on the scoreboard in a repeating sequence.
- **DIMMING:** Cycle through and display eight different brightness levels continuously
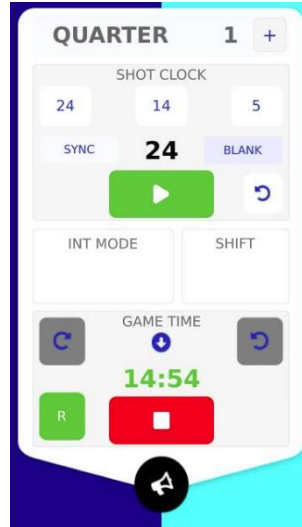
SYSTEM INFO

Display the following version information:
- O/S
- SOFTWARE VERSION
- FIRMWARE VERSION
- PROTOCOL

The following operations are similar for most sports:

Sample of the section where Regular Game Options can be found in most sports.

Game Time

Press and hold on Game Time, to display the Game Time entry window. Use the + and – buttons to adjust time or press and hold each number to update using the number pad. Press ok to save the time. You can't exit the Game screen when the game clock is running.
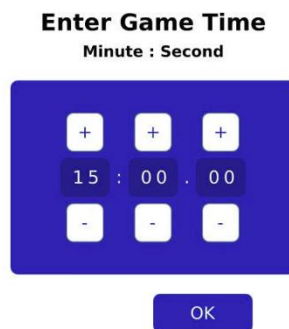
- Start the Game Time by pressing the play button (▶). Press the (■) button to stop the time. Game Time must be stopped to edit it (these buttons will not work when the game remote is installed).
- To start/stop time with the **GAME REMOTE**:
  - Plug in the **GAME REMOTE** (the R will appear in the Game Time section)
  - Change the rectangular switch to **BEGIN** to start the game timer
- To **RESET** the time to the default game time (edit in sport profile), stop the timer and PRESS AND HOLD the RESET button (↻) (circular arrow to the LEFT of the Game Timer). The game time can only be reset once the timer has reached 0s.
- To return the timer to the value it was last at before being resumed, **PRESS AND HOLD** the **UNDO** button (↺) (circular arrow to the RIGHT of the Game Timer). The timer must be stopped to complete this action.

Intermission Mode

Hold the **INT MODE** button to configure the Intermission Time. When in Table mode, a table of times will appear if the system is not in intermission mode and a list of add on time will appear if intermission mode is already started. When not in Table mode, you can enter an Intermission Time. Once the **INT MODE** time is set, press the button to begin the Intermission Time countdown.

To return to **Game Time**, click on the **X** above the **INT MODE** timer.

Shot/Pitch Clock (Play Timer)

Set the time displayed on the Shot/Play/Pitch clock. Depending on the sport or league specific rules, up to three different timer resets can be set to allow quick resets.

- To change the value of the Play Clock, press one of the three pre-set values given at the top of the screen.
- Hold the pitch clock text, to enter a customer value.
- The Recall button (right of the play/stop button) will reset the timer back to the value at which it was last stopped.
- Using the Shot Time remote, you will have preset buttons for the first two reset values. There is a toggle switch to start/stop the time, and a recall button. When the shot remote is connected, the start/stop button on screen will not function
- The Blank button will turn the digits on the shot/play/pitch clock off.

Shift

The Shift section will display the time left on a shift. Primarily used for sports or leagues that have set shift times. Set the default shift time in the sport profile screen.

Horn

To sound the scoreboard horn, press the horn button on the **GAME REMOTE** or press and hold the black horn icon below the GAME TIME.

Score

Edit the score using the preset increments to the right of the score. Preset increments are set based on sport and league rules. Alternatively, edit the score by pressing and holding the score digits. Use the number pad to enter scope.

Timeouts

Sports that have timeouts will have a TOL (Time Outs Left) section which tracks the remaining timeouts in a game/period. Pressing the **-** button next to the **TOL** will decrease the remaining timeouts by one and begin the timer. The default timeout length and quantity can be set in the sport profile screen.

Possession
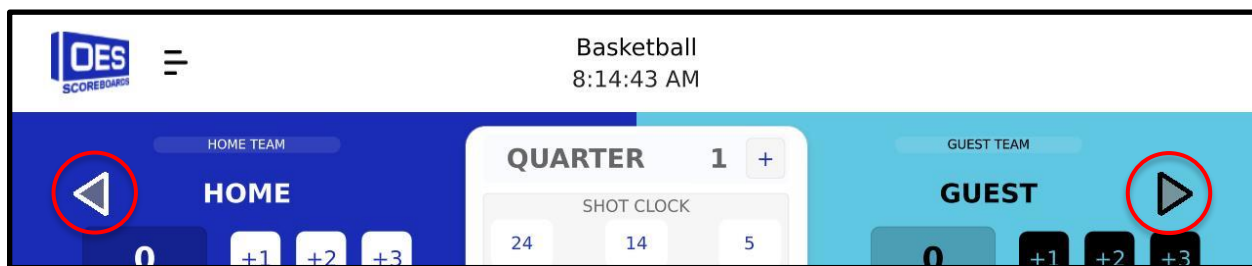
For sports that require possession (i.e., football or basketball), an arrow will be shown on the top right of the screen. Press the appropriate arrow to change possession.

Regular Game Profile Settings

- **TIMER DIRECTION:** Set if Game Time is descending (counting down) or ascending (counting up).
- **DEFAULT GAME TIME:** The default length of each period/quarter/half.
- **DEFAULT INT MODE TIME:** The default length of intermissions.
- **SHIFT TIME LENGTH:** Set if the Shift Time is being used and to specify how long each shift will be in the value box. The **Shift Time Length** timer counts down from the set time, sounds the game horn, then repeats.

SPORT INSTRUCTIONS AND GUIDELINES

Each sport has instructions that are specific to that sport. For a quick reference, refer to the Quick Start Guide for each sport. The following sections should be used to complement the quick start guides.

BASEBALL

Profile Settings

- **PITCH SPEED DISPLAY TIME:** Number of seconds since the last pitch speed displayed.
- **PITCH SPEED OFFSET:** Adjust the value of the speed received from the radar gun.
- **INNINGS ON SCOREBOARD:** The number of innings to display on the scoreboard.
- **PITCH CLOCK RESET:** The preset time value for the Pitch/Play Timer.

Game Screen
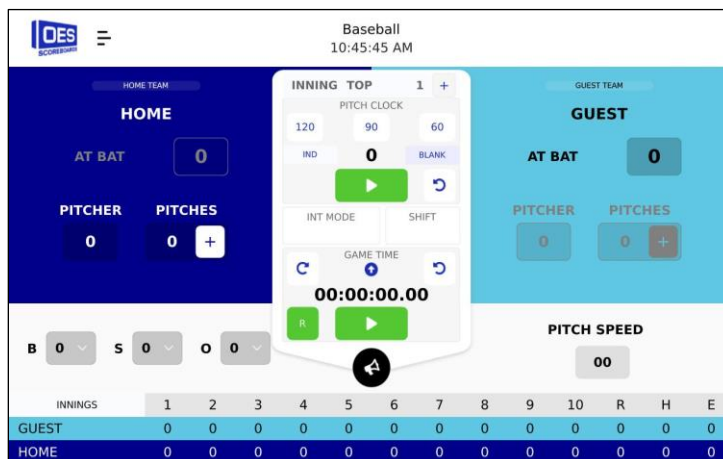
Pitches

Once the pitcher has thrown a pitch, click on the **PLUS** button under **PITCH** for that team. A popup will appear asking for details of the play. For a **new pitch**, where the ball is not hit in play, choose ONE:

- ○ **STRIKE**
- ○ **FOUL**
- ○ **BALL**

- For any **interferences**
  - ○ Under **Walk**, choose the appropriate interference
    - ■ **HBP**: Hit-by-pitcher
    - ■ **CI**: Catcher's Interference
    - ■ **INT:** General Interference
  - ○ If this action results in a run scored, press **RUNS** to increase runs for each run scored.
  - ○ Press **COMPLETE** to record the stats of the play.

- For a **ball in play**:
  - ○ Choose between a **HIT, ERROR, or OUT**
    - ■ If **ERROR** is chosen, a pop-up will appear of the baseball field. Select which position made the error.
  - ○ If the ball is hit, click **HIT.**
    - ■ If this hit results in any runs, press **RUNS** for each run scored.
  - ○ If there were any outs scored on the play, click the **OUTS** button once for each out (max three outs)
    - ■ If the **total amount** of outs in the inning is **three**, the inning increments to the bottom of the inning or the next inning. Then the other team is up to bat.
- To complete the pitch, under **Scoring**
  - ○ For any runs, click the **RUNS** button once for each run (max four runs)
  - ○ Press **COMPLETE** to confirm the pitch.

If required, press, and hold the pitch number to manually change the number of pitches using the number pad.

Pitch Speed

This will display pitch speed received from any supported radar gun that is connected to the ISC Edge.
- Press and hold on the pitch speed number to edit using the number pad.

Innings

At the top of the Pitch Clock, press the + button to increase the current inning. This will increment from **top innings** to **bottom inning**, automatically switching which team is at bat and which team is pitching.

Balls, Strikes, and Outs

To edit the **Balls**, **Strikes** and **Outs** for the current pitch, refer to the three dropdowns on the bottom left half of the screen. Click on each to change their values.
- B is the number of **BALLS**
- S is the number of **STRIKES**
- O is the number of **OUTS**

At Bat

Display the jersey number of the batter.

- Press and hold on the number to edit the number using the number pad.

Innings

At the bottom of the screen is an Innings scoreboard showcasing the runs for each team per inning, total runs, and hits and errors.

- To change a run value, press and hold the Innings scorecard. Press the respective team's inning value to edit using the number pad.
- To change the total hits or errors, press and hold on to the total runs, hits and errors, then edit using the number pad.
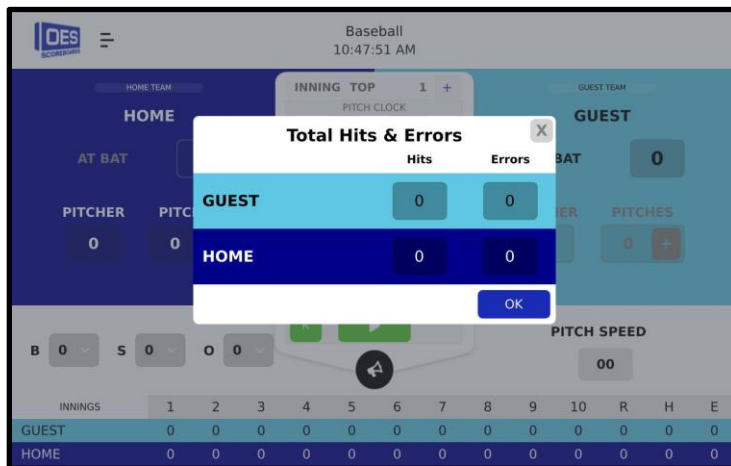
BASKETBALL

Profile Settings

- **TIME OUTS LEFT 1 QUANTITY:** The number of Time Outs the first TOL will have
  - **TIME (SECONDS):** The length of the time outs
- **TIME OUTS LEFT 2 QUANTITY:** The number of Time Outs the second TOL will have
  - **TIME (SECONDS):** The length of the time outs
- **SINGLE BONUS:** The number of fouls required to award the first bonus free throw.
- **DOUBLE BONUS:** The number of fouls required to award the second bonus free throw.
- **SHOT CLOCK TYPE:** Choose whether the shot clock is synchronized or independent from the game time.
- **SHOT CLOCK RESET:** The preset values for the shot clock.
- **SHOT CLOCK BLANK IF >GT:** If the shot clock time is greater than the game time, choose whether the shot clock digits will turn off.
- **SHOT CLOCK TENTH'S TIME:** Choose whether the shot clock displays tenths of seconds (only for see through shot clocks, SHOTS14N7 models, and video boards).
  - Value: The time at which tenths of seconds will start to display during the countdown.

Game Screen

Scoring

Update the score using the preset increments to the right of the score. Alternatively, edit the score by holding the score digits. Use the number pad to enter scope.

- If players exist in the **PLAYER STATS** list, pressing any of the "**+**" buttons to increase score, a pop up will appear to request the number of the player who scored. If the player's numbers do not match, press escape and the points will still be added, but will not be assigned to a player.
- Press and hold the score to edit its value.

Bonus

The two squares under the team's score indicate **Bonus Fouls** are active. When a Bonus Foul is active, the squares will light **RED,** and once both squares are red, both **Bonus Fouls** have been activated. These will **automatically update** whenever the Team Fouls reach beyond the point specified point profile settings.

Fouls

Click on the **+** to the right of the fouls to add a foul.

- If players exist in the **PLAYER STATS** list, pressing **+**, will display a pop-up to select which player committed the foul. If the player's numbers do not match, press escape and the foul will still be added, but not assigned to a player.
- Press and hold the Fouls number to edit using the number pad.

Time Outs Left (TOL)

There are two Time Out Left values for basketball.

Player Stats

The **Player Stats** screen showcases each player's stats, both on court and off court. To open the player stats fully, click on the panel.

Each row corresponds to a player and their stats. Click on a field to change its value. Once a **Jersey Number** is set, the stats will follow that number.

To rearrange the player list,
● Click the checkmark next to the rows of the players to swap
● Press the **SWAP** button in the top right to swap their positions

To move a player to off the court,

● Click the checkmark for the players that are swapping
● Press the **SWAP** button to swap their positions

To activate incremental mode on the stats list,

● Click on either team's **EDIT/INC** button next to the player stats to swap between default player stats and incremental stat mode.
● In incremental stat mode, increase the player stats by pressing the actual number on the stats list (i.e., Kills or Digs).
● In default stats mode, pressing the stats list will bring up a popup that allows you to edit all the values by typing them in with the number pad.
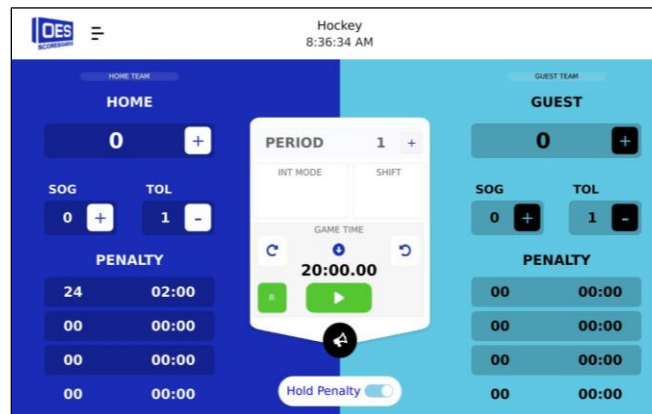
HOCKEY

Profile Settings

● **TIME OUTS LEFT QUANTITY:** The number of time outs.
  ○ **TIME (SECONDS):** The length of the time outs.
● **HOLD PENALTIES TOGGLE:** Start penalties separately from game time.
● **SORT PENALTIES TOGGLE:** Sort penalty list by time from quickest to longest.

Game Screen

Scoring

Press the **+** button (to the right of the score) to increase that score by 1. Alternatively, you can edit the score by holding the score digit. Use the number pad to enter the score.

SOG (Shots on Goal)

Press the **+** button next to the score to increase that **Shots on Goal**. Alternatively edit the SOG by holding the digit. Use the number pad to enter SOG.

TOL (Time Outs Left)

Press the **-** button next to the number to reduce the timeouts left. Alternatively edit the TOL by holding the digit. Use the number pad to enter TOL.

Penalties

A penalty list shows a list of active and queued penalties. These timers will automatically begin counting down while game time begins counting down.

To add a player and their penalty time to the list:

- Press on the penalty section to add the player penalty
- Enter the following information in the pop-up screen
  - **JERSEY NUMBER** – First box
  - **MINUTE(s) NUMBER** – Second box
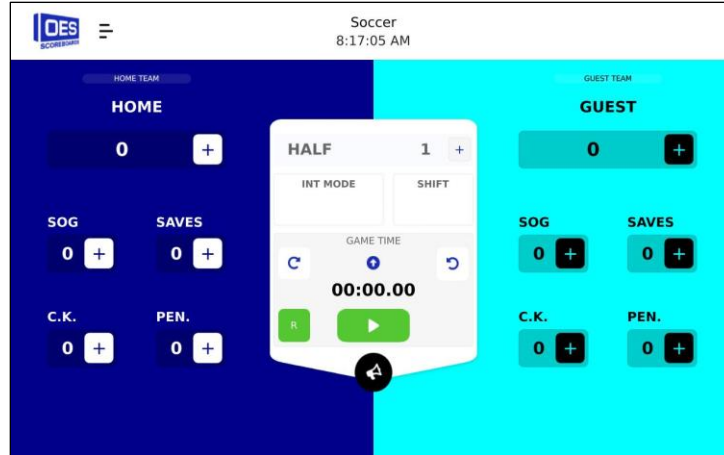 - **SECOND(s) NUMBER** – Third box

    *Note: Use the buttons on the bottom left of the pop-up to use a preset penalty time

- Press the **RED CIRCLE** to remove the penalty timer
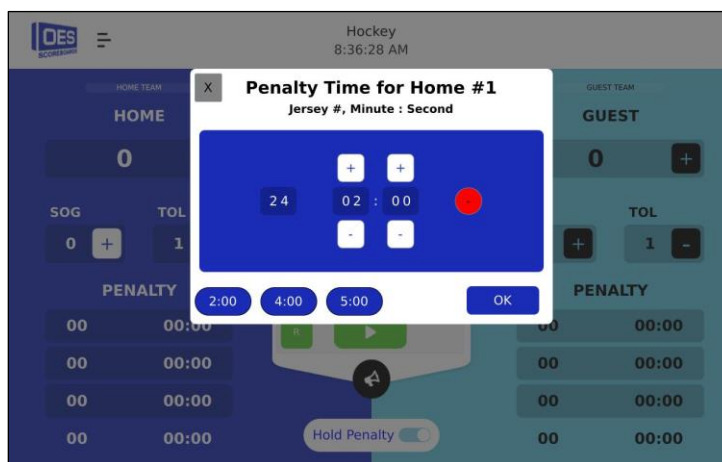
LACROSSE

Lacrosse functions like hockey but includes a Shot Clock.
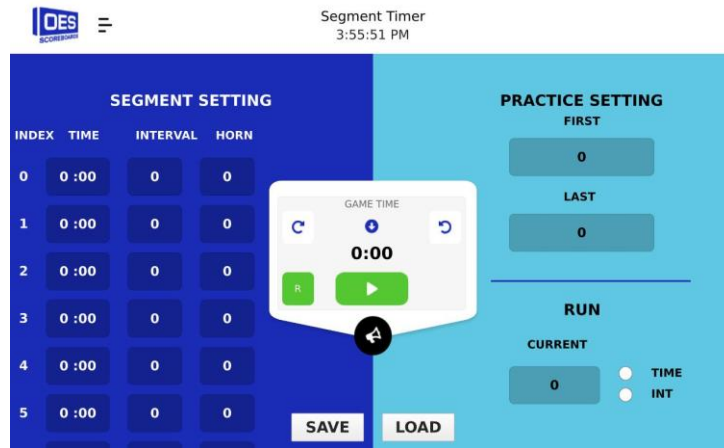
Game Screen

Scoring

Press the **+** button to the right of the score to increase that score. Alternatively edit the score by holding the score digit. Use the number pad to enter the score.

Half/Saves/C.K. (Corner Kicks)/Pen (Penalty Kick)

Press the **+ button** to increase the value of choice. Alternatively, press and hold the number to edit the value.
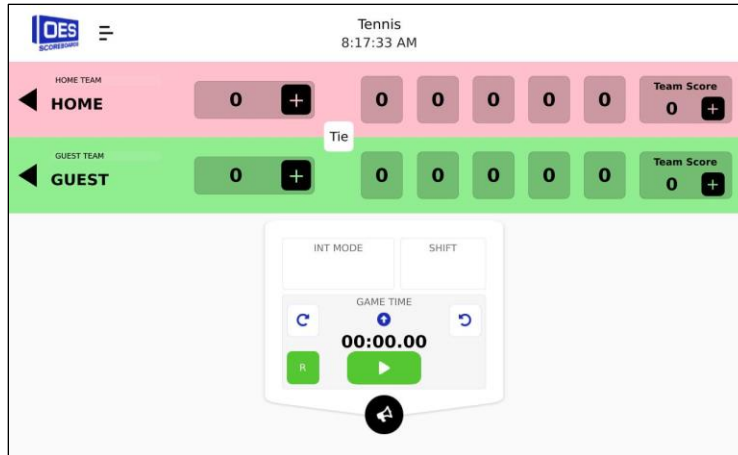
Enter the Segment time (and interval and horn time) in the column on the left. Segment Timers can be saved. Enter the first and last segment number on the right and press start or use the game remote to start the segment timer running.

Game Screen

Scoring/Team Scoring

Press the **+** button to the right of the score, or team score to add points. Alternatively edit the score by holding the score digit.

Tie Mode

If the match comes to a **TIE,** click on the Tie button next to the scoring to activate **TIEBREAK MODE**.

In **TIEBREAK MODE**, the score increases by one. At the end of TIEBREAK MODE, whichever team has the most points will win that match for the set.

To **END TIEBREAK MODE,** re-click the tie button when it is red and active.

Game Screen

Profile Settings

- **TIME OUTS LEFT QUANTITY:** The number of time outs.
  - **TIME (SECOND):** The length of the timeouts.

Scoring

Press the **+** button to the right of the score to add points. Alternatively edit the score by holding the score digit.
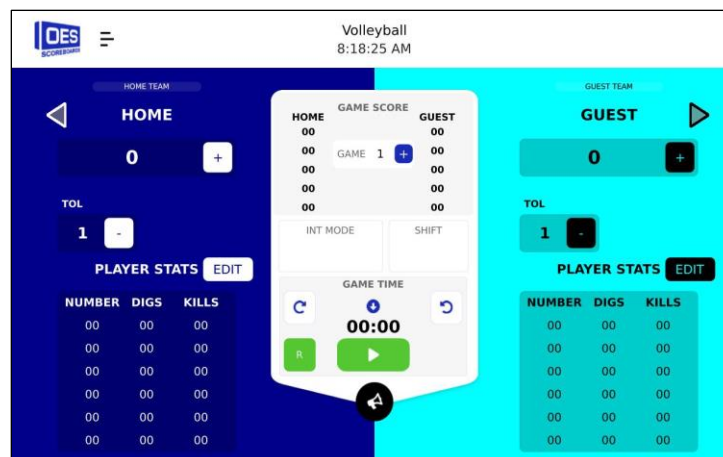
Game Score

The total game score and results across a best of five series is shown in the center of the screen.

To **INCREMENT/CONTINUE** to the next match, press the **+ button** under **GAME SCORE**. Incrementing the game will **RESET** the current scores/points for each team and save the game score section in the center.

TOL (Time Outs Left)

Press the **-** button next to the number to decrease the timeouts left. Alternatively edit the score by holding the TOL digit.

Player Stats

The player stat screen displays each player's Jersey Number, Digs and Kills for players on and off the court. Pressing anywhere on the stat table will display the stats window.

Each row corresponds to a player and their stats. Click on a field to change its value. Once a **Jersey Number** is set, the stats will follow that number, even if the player is moved to a different line of the stat table.

To rearrange the player list:
- Click the checkmark next to the players to swap
- Press the **SWAP** button in the top right

To move a player to off the court:
- Click the checkmark next to the player who is on the court
- Click the checkmark next to the player who is coming on the court
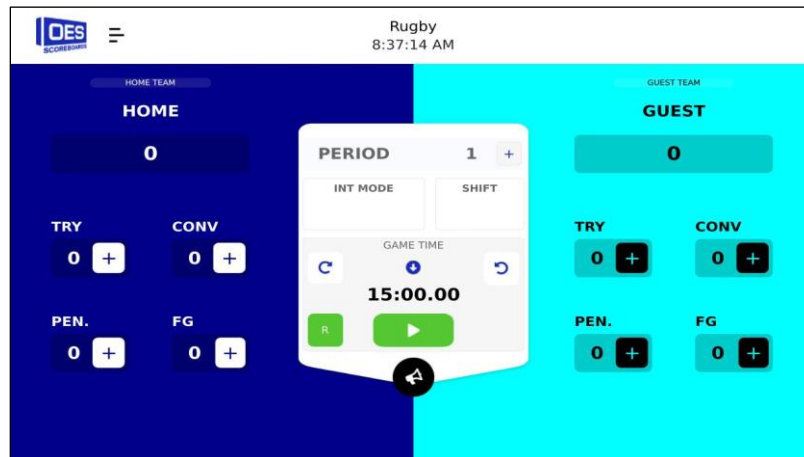- Press the **SWAP** button in the top right

To activate incremental mode on the stats list:
- Click on either team's **EDIT** button next to the player stats.
- Increment the stat by pressing the number on the table.
- To return to editing mode, click on the **INC** button next to player stats.
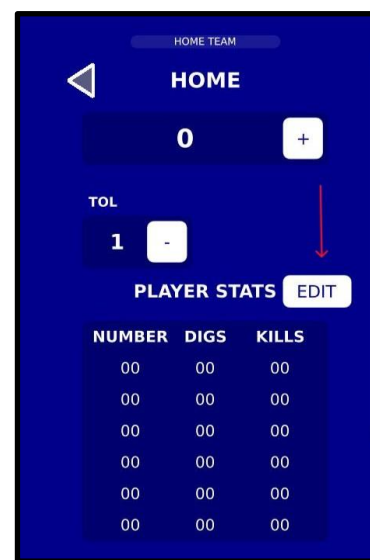
Game Screen

Profile Settings

- **TRY POINTS:** The amount of points a try will give.
- **CONVERT POINTS:** The amount of points a conversion will give.
- **PENALTY POINTS:** The amount of points a penalty will give.
- **FIELD GOAL POINTS:** The amount of points a field goal will give.

Scoring

Press the **+ button** to increase the points of choice (tries, conversion, penalties, and field goals). Alternatively, press and hold the number to edit the value.

Game Screen
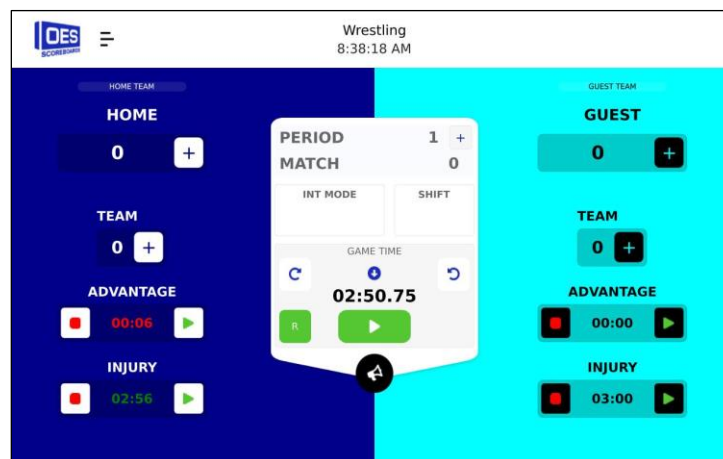
Scoring/Team Scoring

Press the **+ button** to increase the points for the wrestler or the TEAM. Alternatively, press and hold the number to edit the value.

Period

Press the **+ button** to increase the **PERIOD.**

Advantage and Injury

To put a wrestler into **advantage** and start counting the advantage time, press the **GREEN PLAY BUTTON** in the advantage bar. The game time must be active and running to start advantage time.

To stop the timer, press the **RED SQUARE BUTTON** inside the same advantage bar.

To start counting the **injury** timer for a wrestler, press the **GREEN PLAY BUTTON** in the injury bar. The injury timer operates independent of the game time and advantage timers, and the game time must be **OFF** to start.

To stop the timer, press the **RED SQUARE BUTTON** inside the same injury bar.

FOOTBALL

Game Screen
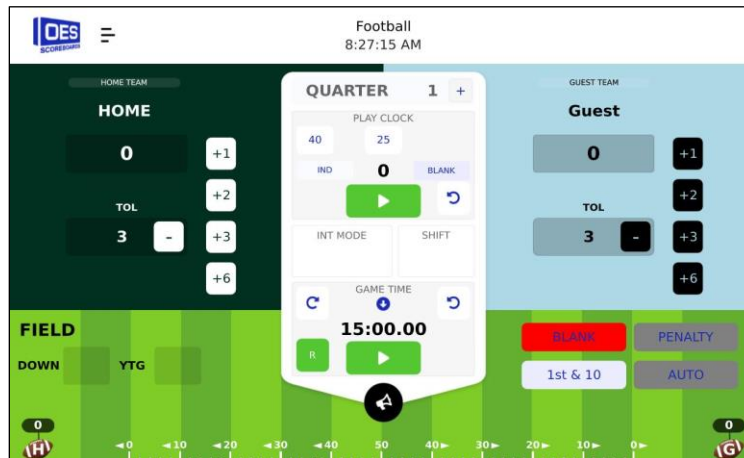
Profile Settings

- **TIME OUTS LEFT QUANTITY:** The number of time outs.
  - **TIME (SECOND):** The length of the timeouts.
- **PLAY CLOCK BLANK IF >GT:** If selected, the play clock will turn off if the play clock time is greater than the game time.
- **MAX DOWNS:** Max number of downs per possession.
- **CENTER FIELD:** Center field in yards.
- **PLAY CLOCK TYPE:** Choose whether the play clock is synchronized or independent of the game time.
  - Synchronized: Play clock will only count when the game time is running.
  - Independent: Play clock can run independently of game time.
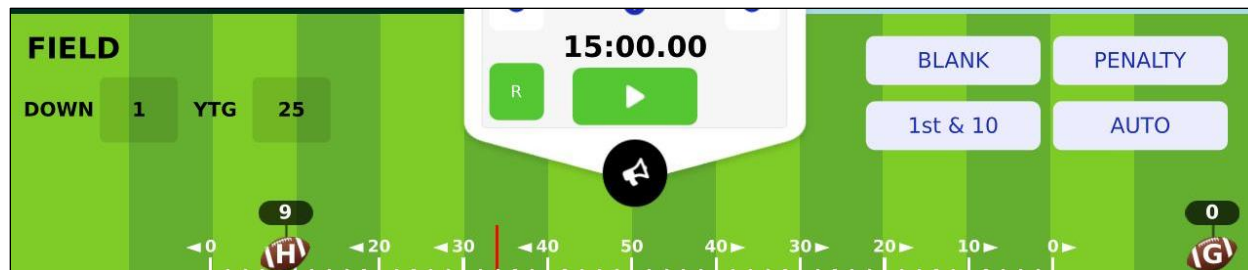- **PLAY CLOCK RESET:** The preset values for the play clock.

Scoring

Press the appropriate **+ button** to increase the points of choice (1, 2, 3, or 6). Alternatively, press and hold the number to edit the value.

Time Outs Left (TOL)

Press the **-** button next to the number to reduce the timeouts left. Alternatively edit the TOL by holding the digit. Use the number pad to enter TOL.

Field

After a play, the home or guest ball can be moved along the lower bar (field). **HOLD and DRAG** the football on the bar to the desired yard marker. The football with the **H** on it is for the Home Team, while the football with the **G** on it is for the Guest Team.

The **red bar** shows how far the ball must go to achieve 1st down. There are four play options on the bottom right of the screen:

- **BLANK**
  - Resets the **down counter**, the **Yards To Go** (**YTG**), and the **ball** to **zero** yards. The ball can then drag to the desired distance and declare another play from the options below.
  - Used at the beginning of a new half, or after a touchdown/FG.
- **1st & 10**
  - Sets the current down to **1** at the current yard-line and resets the **Yards To Go** to **10** and will move the 1st down marker 10 yards ahead of the current yard line.
- **AUTO**

  - Press **AUTO** after a play is completed to bring up the pop-up above. Use the pop-up above to move the ball to its new position on the field.
  - Use the **left** and **right** arrows to move the ball **one** yard in either direction. Pressing the arrows will update the **YTG** and **down counter** accordingly.
- **PENALTY**
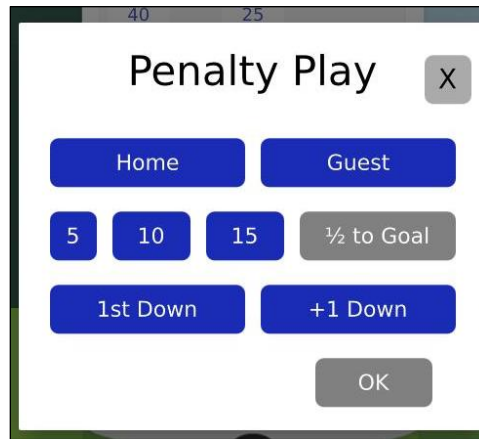
- ○ Use when a penalty is been committed.
- ○ Choose the:
  - ■ Team the penalty is for
  - ■ Yards
  - ■ Down increase or first down

APPENDIX A: SPECIFICATIONS

Electrical	
Voltage supply	100-240VAC, 50-60Hz, 1A
Physical	
Dimensions – W x D x H	289mm x 178mm x 147mm (11.375" x 7.00" x 5.75")
Weight	2kg (4.4lb)
Operating Temperature	0 to 50°C (32 to 122°F)
Wireless (ISC-EDGE-X9 & ISC-EDGE-X2)	
Frequency	ISC-EDGE-X9 – 902-928MHz ISC-EDGE-X2 – 2.4000 - 2.4835 GHz
Technology	Spread Spectrum (Standard)
Power Output	ISC-EDGE-X9 – 250mW ISC-EDGE-X2 – 63mW
Range	ISC-EDGE-X9 – 300' Indoor, 1000' Outdoor ISC-EDGE-X2 – Up to 300'
Certification	Radio OEM Module approved under FCC Part 15.247 and Industry Canada. Contact factory for more details.

PRODUCT INFORMATION

Scoreboard Model: _____

Scoreboard Serial Number: _____

Controller Serial Number: _____

Channel: _____

OES Technical Support: 519-652-5833

Toll Free: 1-877-652-5833

After Hours Support (OUTSIDE OF 8AM to 5PM EST): 519-317-2661

NOTES:
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