

BTX 6120 WP



Installation and User Manual



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Ref. 607469D

Upon receipt, always check the product for damage during shipment. If any is found, you may file a damage claim with the carrier.

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Electrical and mechanical safety standards

- *Installation and maintenance of this equipment should only be carried out by qualified and authorized personnel.*
- *Since BT6000 scoreboards are connected to a 110/240VAC supply, they must be installed in compliance with standard IEC 364.*
- *Indoor use (protected against mechanical shocks according to DIN18032.3 Standard).*
- *The 110/240VAC supply line for the shot clock panel must include a neutral/phase circuit breaker, rapidly accessible. This circuit breaker must be switched off during maintenance operations.*
- *The installation must be completed before the equipment can be powered up.*
- *It is prohibited and dangerous to immerse the scoreboard in to water or clean it with a water jet.*
- *Installation ground connection as per EE or EN (earth/earth or earth/neutral) power supply diagram.*
- *Bodet shall not be held responsible for any use not in compliance with these instructions.*
- *Any modification to the product shall void the warranty.*

I - Checking the supplied equipment

The kit is made of the BTX6120 WP scoreboard.

The keyboards are not included in the commercial reference of the scoreboard. They have their own references.

The keyboards are delivered in a storage case.

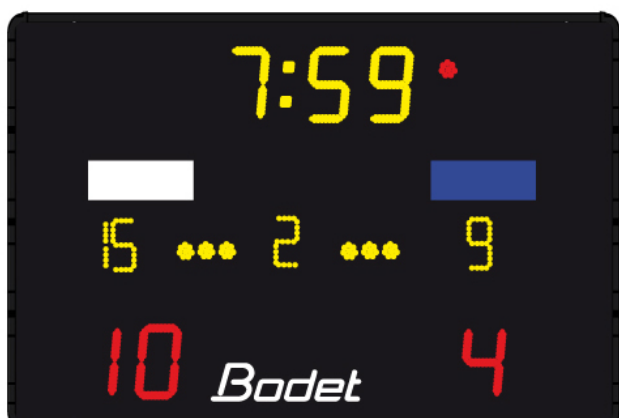
- BT6000 main keyboard:

Delivered with a power adapter.

A secondary keyboard can be connected to this keyboard along with a start/stop hand-switch and a shot clock keyboard.

- Secondary keyboard fouls/points:

Powered by the main keyboard BT6000.



BTX6120 WP



Main keyboard



Secondary keyboard

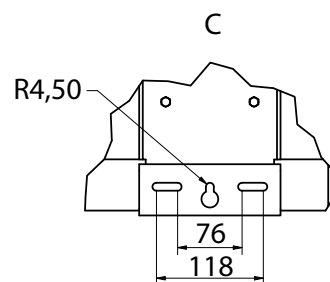
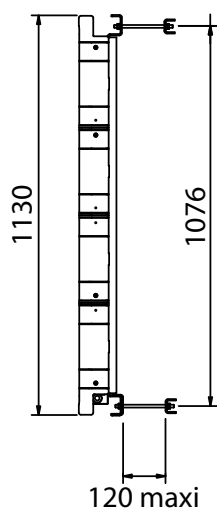
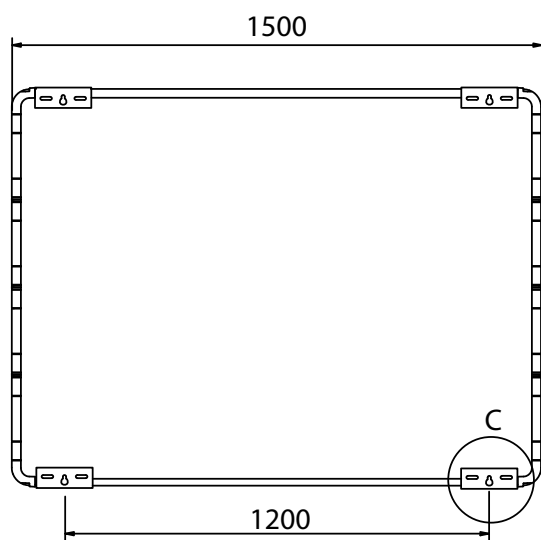
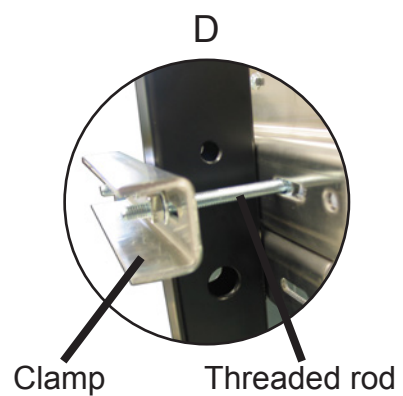
Maximum distance for HF communication between the keyboard and the shot clock panels is 100 metres.

Make a provision for an electric outlet or an extension cord to allow for the recharging of the keyboard battery if its level were to become insufficient (full charge autonomy > 8 hours).

II - Mechanical installation of the BTX6120 WP

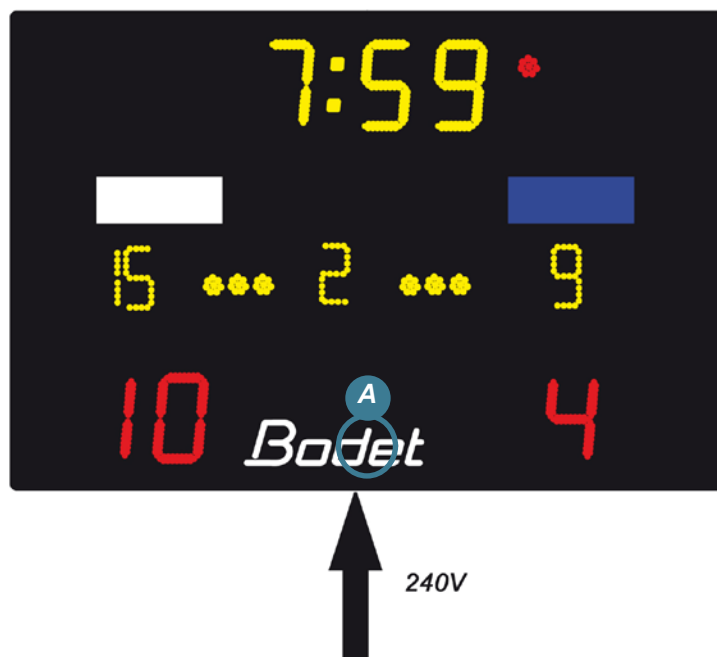
1/ Mount the casing on 2 posts using the 4 clamps and the threaded rods (D).

2/ Proceed to the wiring of the panel.



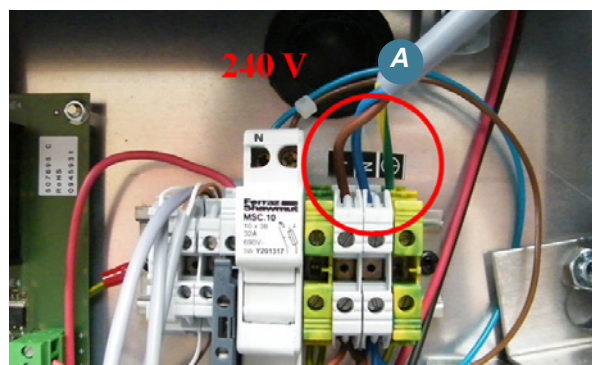
Tear dop shaped holes for wall mounting
with Ø8 screws and wall anchors

III - Electric connection of the BTX6120 WP



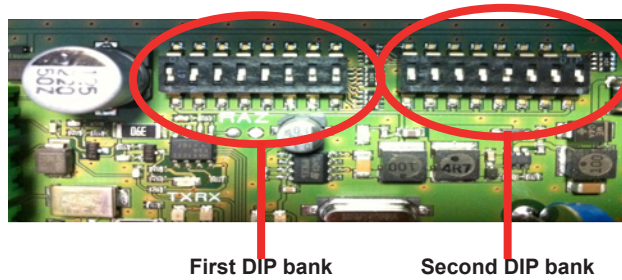
Most of the BTX6120 WP cabling is done at the factory. These instructions deal with the cabling to be done during the installation at the customer site.

- 1/Open all the access doors.
- 2/Connect the 240V + earth power cable to the terminal block of the BTX6120 WP(A). (the power cable (3x1,5²) is not supplied by BODET).
- 3/The Dip switches are configured at the factory. Check that they are correctly set.







IV - DIPs Stetting

1/ Display panel electronic card





















1.1/ On the first DIP bank:

- Dips 1 to 4 are used for the factory setting of the panel.



















Dip 1	Dip 2	Dip 3	Dip 4
off ↓ 	on ↑ 	on ↑ 	on ↑ 

- Dips 5 to 7 are used to set the panel number (if several panels are to be controlled on the same site, each panel needs to have its own number).
- Dip 8 is in the position ON.

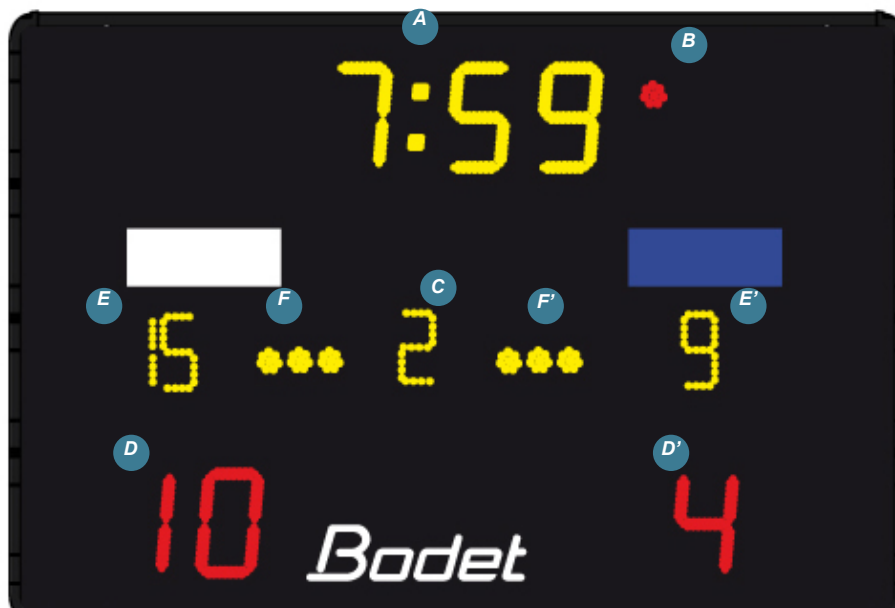
Pannel number	Dip 5	Dip 6	Dip 7
1	off ↓ 	on ↑ 	on ↑ 
2	on ↑ 	off ↓ 	on ↑ 
3	off ↓ 	off ↓ 	on ↑ 
4	on ↑ 	on ↑ 	off ↓ 
5	off ↓ 	on ↑ 	off ↓ 
6	on ↑ 	off ↓ 	off ↓ 

1.2/ On the second DIP bank :

- Dips 1 to 3 are used to specify the installation number.
- Dips 4 to 8 are not used.

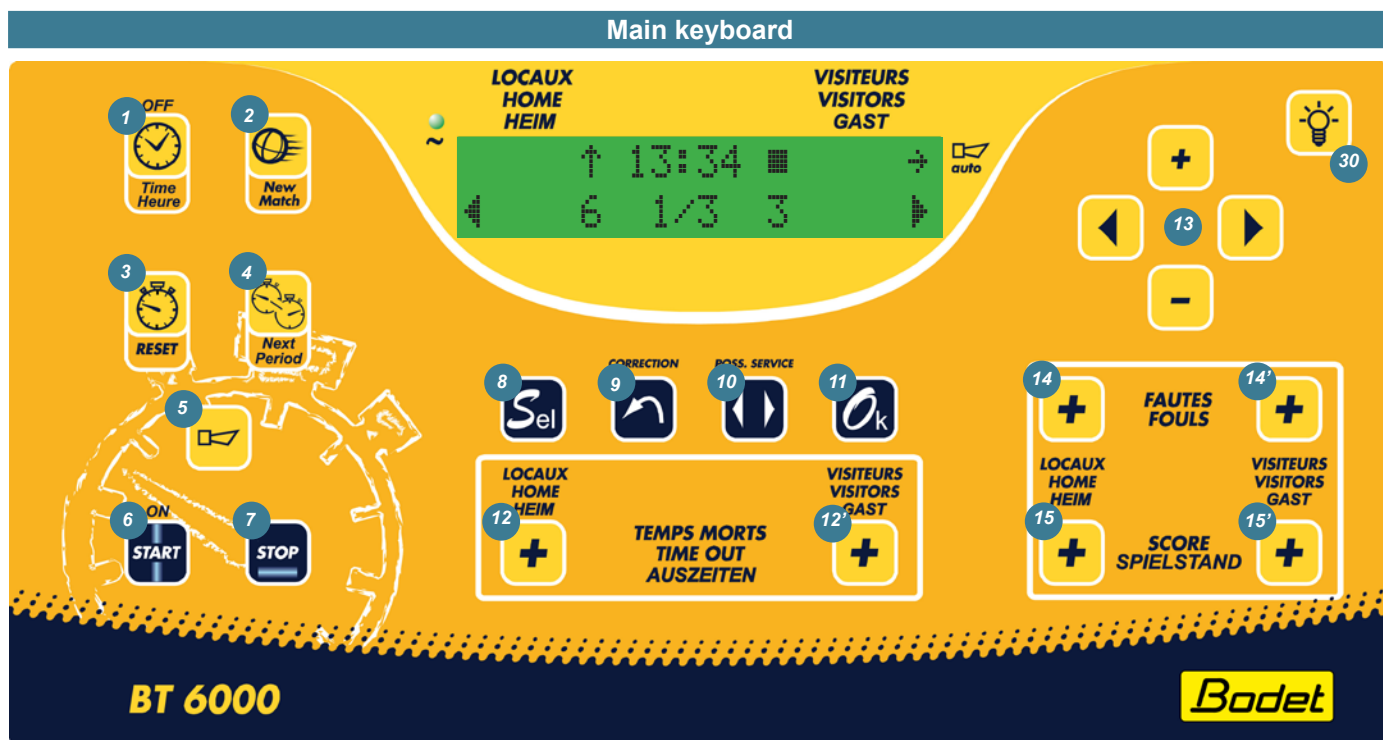
Installation number	Dip 1	Dip 2	Dip 3
1	off ↓ 	on ↑ 	on ↑ 
2	on ↑ 	off ↓ 	on ↑ 
3	off ↓ 	off ↓ 	on ↑ 
4	on ↑ 	on ↑ 	off ↓ 
5	off ↓ 	on ↑ 	off ↓ 
6	on ↑ 	off ↓ 	off ↓ 

V - Description of the BTX6120 WP



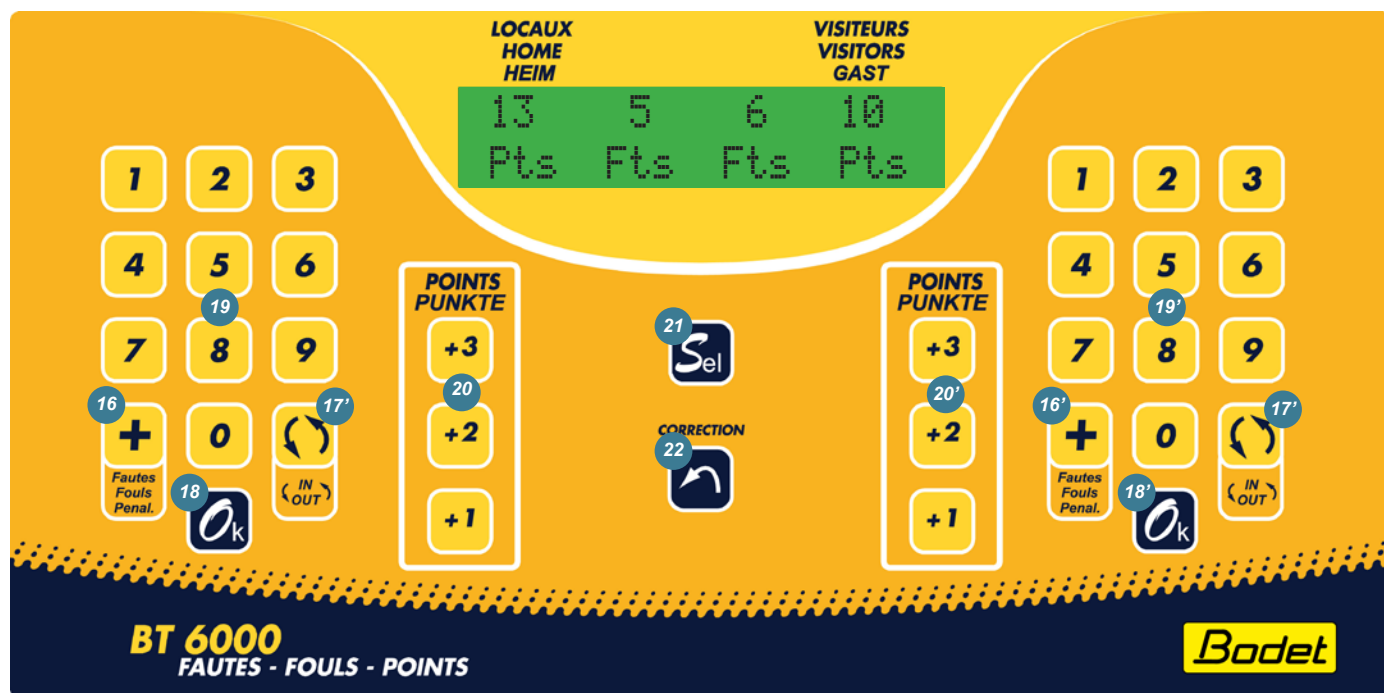
Désignation	Label
Game clock - minutes-seconds (1/10 of second display during the last minute of the game). Countdown timer between periods.	A
Game clock stopped indicator. Lit when the game clock is stopped and at the end of the periods.	B
Current period number (E during Extra time).	C
Scores (0 à 999) LOC/VISIT.	D & D'
Penalty indicators	E & E'
3 time-out indicators LOC/VISIT (blinking when timer is on). The indicators are reset (turned off) at the end of each period.	F & F'

VI - Use of the main keyboard



Designation	Label
Pressing this key toggles between Game clock display or Time of Day clock display	1
Starts a new match when pressed for more than 3 sec.	2
Game clock reset: reloads the values programmed for the beginning of the match (the clock must be stopped) without resetting the scores and fouls..	3
Go to next period..	4
Turn ON or OFF the horn. The horn will sounds as long as this key is pressed.	5
Starts the game clock	6
Stops the game clock.	7
Gives acces to the settings menu.	8
Correction mode: Pressing this key once causes the display to blink. After the corrections have been made, press the key once to return to the normal mode.	9
Unused.	10
While in match mode: starts a new match if pressed formore than 3 sec. Stettings menu: validates the settings and exit this menu and return to the match mode.	11
Assign the Home/Visit. time-outs. The time-out timers stop automatically when reaching 0 or when these keys are pressed.	12 & 12'
Menus browsing keys. At the start of a sport: pressing the + and - modifies of the game time (in minutes).	13
Assign Home/Visit. 20 sec. penalties.	14 & 14'
Add one point to the Home/Visit. teams' Score (these keys are inactive when a secondary keyboard is connected).	15 & 15'
Adjustment of the scoreboards luminosity.	30

VII - Use of the secondary keyboard



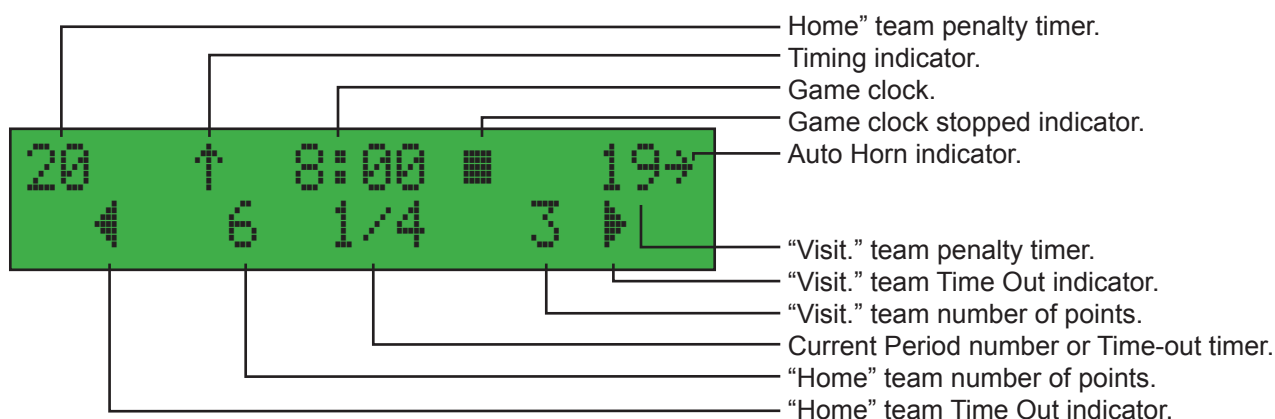
Designation	Label
Assignment of a personal foul Home/Visit.	16 & 16'
Unused.	17 & 17'
Validation of a penalty.	18 & 18'
Numerical keypad to enter the player's number.	19 & 19'
Unused.	20 & 20'
Unused.	21
Correction mode: Pressing this key once causes the display to blink. After the corrections have been made, press the key once to return to the normal mode.	22

VIII - Fonctionnement

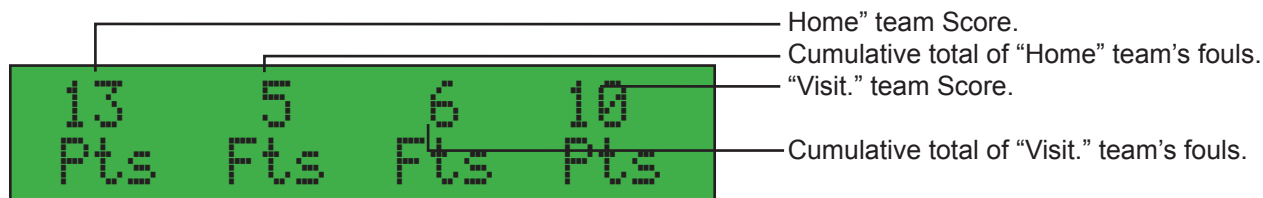
Sport Type	Designation
Water-Polo 1:4 x 8min+Tps	4 periods of 8 mn game - RESET of gma clock at the end of each period - 2 mn Rest Time - 60 secondes Time Out per période - Automatic horn.
Water-Polo 2:4 x 8min	4 periods of 8 mn game - RESET of gma clock at the end of each period - 2 mn Rest Time - 60 secondes Time Out per période - Automatic horn.

All these parameters can be modified with the specific program for each type of configuration.

Main keyboard display



Secondary keyboard display



Between periods

- The Time-out indicators are reset.
- If programmed, count-down of the Rest Time (displayed instead of game clock). The game clock stopped indicator is ON.

Note: Rest Times timer can be stopped during the count-down by pressing on the "Start/Stop" key and Time Outs by using the corresponding "Time Out" key. At the end of the the countdown the game clock does not restart automatically, it must be restarted with the "Start/Stop" key.

Sport paramaters menu

The pre-recorded basic configuration of each sport can be modified. Select and validate a sport and a rule type. To enter the setting menu of the sport press the SEL (8) for 3 sec.:

- Modify the value of each parameter with the + and - keys (13) .
- To go to the next parameter press the ► key (13).
- To go back to the previous parameter press the ◀ key (13).
- Press the OK key (11).

Type 1	Type 2	Parameters	Description
Shot timer duration : 30 sec	30 sec	1 to 99 sec.	Time left for a team having the possession of the ball to attempt a goal
Period number / Game : 4	4	1 to 9	Selection of the number of periods
Period duration / Game : 8 min	8 min	1 to 90 min.	Selection of the duration of the periods.
Half time duration : 5 min	5 min	0 to 90 min.	Selection of the duration of the Half Time Break if different from 5. If = 0, no automatic Half Time.
Auto time break duration : 2 min	2 min	0 to 90 min.	If = 0, no automatic timing. If > 0, the scoreboard will automatically countdown the programmed duration at the end of the period. Press "Stop" to stop the countdown.
Horn before time brk end : 5 sec	5 sec	0 to 999 sec.	If = 0, Auto horn disabled If > 0, a brief honking of the horn to signals that the end of a rest time is near. (between periods or half time).
Extra time duration : 3 min	3 min	0 to 90 min.	Selection of duration of the Extra time periods. If = 0, no Extra time.
Individual foul number : 3	3	1 to 3	Selection of the maximum number of personal fouls before exclusion.
Penalty duration : 20 sec	20 sec	0 to 60 sec.	Selection of the duration of the penalties (in sec/player).
Time out duration : 60 sec	60 sec	0 to 99 sec.	Selection of the duration of the Time Outs
Auto horn time out end : Yes	Yes	Yes or No	If Yes, horn starts automatically at the end of each timeout.
Horn before time out end : 10 sec	0 sec	0 to 99 sec.	If = 0, auto horn disabled. Si > 0, a brief honking of the horn to signals that the end of a time out is near.
Keep display result : 30sec	+30 sec	10 to 60 sec. by steps of 10 sec.	Selection of the time during which the last period data will stay displayed if the automatic rest time is not programmed.
Horn duration : 5 sec	5 sec	0 to 5 sec	If = 0, auto horn disabled. If > 0, limits the duration of the horn blowing to reduce the noise level.
Factory data load : No	No	Yes or No	If Yes, reloads the values of the parameters as they were at the time of the commisionning of the scoreboard.