



FUNTRONIX®

SCORE-N-TIME™

**ULTRA-LARGE PORTABLE
MULTISPORT
ELECTRONIC SCOREBOARD**

Model SNT-800M

OPERATING MANUAL

Revised September 12, 2015

 **WARNING:**
CHOKING HAZARD - Small Parts.
Not for children under 3 years.

The contents of the package may contain parts and packing materials that can be hazardous to children under 3 years old. These components must be handled with adult supervision.



While the optional wall-mount power supply is UL approved, care must be taken when plugging the power supply into a standard wall outlet, as this is a source of dangerous high voltage.

ADDITIONAL WARNINGS:

1. Staring directly at the scoreboard display at close range for long periods of time may cause eye strain or eye damage.
2. Close proximity to the horn while it is sounding may cause hearing loss or damage. Make certain everyone maintains a safe distance whenever the horn is sounded.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- * Reorient or relocate the receiving antenna.
- * Increase the separation between the equipment and receiver.
- * Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- * Consult the dealer or an experienced radio/TV technician for help.

Thank you for purchasing a Funtronix Score-N-Time™ Portable Electronic Scoreboard. At Funtronix, our motto is "Electronic Fun for Everyone". By offering a line of affordable electronic scoreboards, our goal is to add a little fun to your sports and leisure activities.

Before using your new scoreboard, please read the following precautions. Doing so will reward you with many years of enjoyment with your new scoreboard. Failure to follow them may cause bodily harm or may damage the scoreboard beyond the terms of the warranty.

1. *DO NOT* expose the scoreboard or keypad to rain or other condensed moisture.
2. *DO NOT* store the scoreboard or keypad in direct sunlight for extended periods of time.
3. *DO NOT* drop or hit the scoreboard, as this may result in injury and/or void the warranty.
4. *DO NOT* use abrasives or spray cleaning solutions onto the scoreboard or keypad. See **Section 14** for care and maintenance.
5. *DO* read the entire owner's manual so that you will utilize the full potential and versatility of your new scoreboard.

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Features of the SNT-800M Multisport Scoreboard

- 8-inch clock and score digits
- 6-inch period and multi-function digits
- Wireless keypad with built-in rechargeable battery
- Compatible with our WK-100RM wireless wrist-mounted remote control
- Loud 110 dB internal horn* for end-of-period and other alerts
- Long-life LED display with multiple brightness settings
- Game clock adjustable from 5 seconds to 99 minutes.
- Up to 9 periods plus adjustable halftime and overtime
- Adjustable Short and Long Timeouts
- Team possession arrows and bonus indicators can be disabled if not used
- Displays team scores up to 199 points
- Game clock can be configured to count up or down
- Save-game feature allows current game data to be saved and recalled at a later time
- Tenth-second game clock resolution when remaining time is less than 1 minute
- Fold-out support legs
- Power save feature turns display off when game has been idle for an extended period of time
- Powered by a rechargeable battery** for portability or optional AC adapter (purchased separately)
- Black powder-coated aluminum frame construction

The SNT-800M includes modes for the following sports and activities:

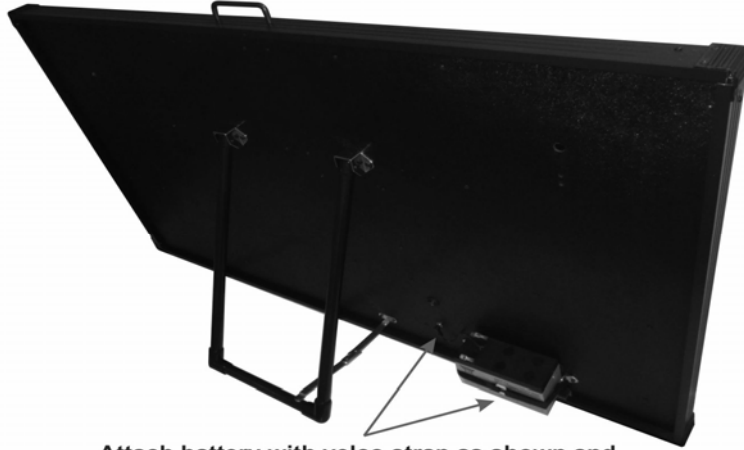
- Scoring mode with game clock, scores, period, and possession and bonus indicators.
- Scoring mode with game clock, scores, period, possession and bonus indicators, plus team fouls.
- Scoring mode with game clock, scores, period, possession and bonus indicators, plus a programmable penalty clock.
- Timed tournament mode with sudden-death round and penalty/foul display.
- Volleyball mode.
- Scores-only mode.
- Basketball mode with choice of two programmable shot clock configurations.
- Football mode with downs and yards-to-gain display.
- Timed and untimed baseball modes with balls, strikes, and outs display.
- Timed scoring mode with games-played and games-won displays

* *Horn loudness will vary as the battery is discharged.*

** *Includes one rechargeable sealed lead-acid battery and slow charger.*

SECTION 1: SCOREBOARD SETUP

1. Make sure the keypad is fully charge before using your scoreboard. Refer to **Section 12** for charging instructions.
2. Attach the battery to the back of the scoreboard as shown below. Charge the battery prior to each use. Refer to **Section 11** for charging instructions.



Attach battery with velcro strap as shown and plug battery cable into power connector of scoreboard


3. Extend the support leg as shown above:
4. Use the optional AC adapter if operating the scoreboard near an electrical outlet to conserve your battery.

NOTE: *If you are using the scoreboard outdoors, aim the display away from the sun for best visibility.*

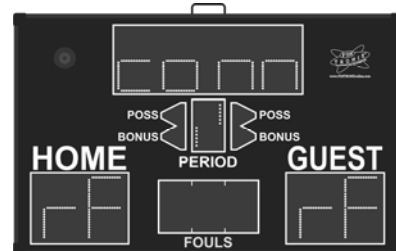
5. Place the scoreboard in a desired location near your playing field. The best location is mid-court on the sidelines. This will provide the best view of the display. It can also be placed in the corner of the playing field, as long as everyone in the opposite corner of the field can view it and is within radio range of the keypad.
6. Follow the next steps when connecting your keypad to the scoreboard:

- Turn the scoreboard on using the power switch located on the back of the scoreboard.


If the scoreboard is displaying the message shown at

right, press and hold the  button on the wireless keypad for up to 10 seconds to establish communications between the scoreboard and keypad.

The keypad will beep twice if the connection is good, or 3 times if the connection failed. Repeat this step if necessary to establish a connection.



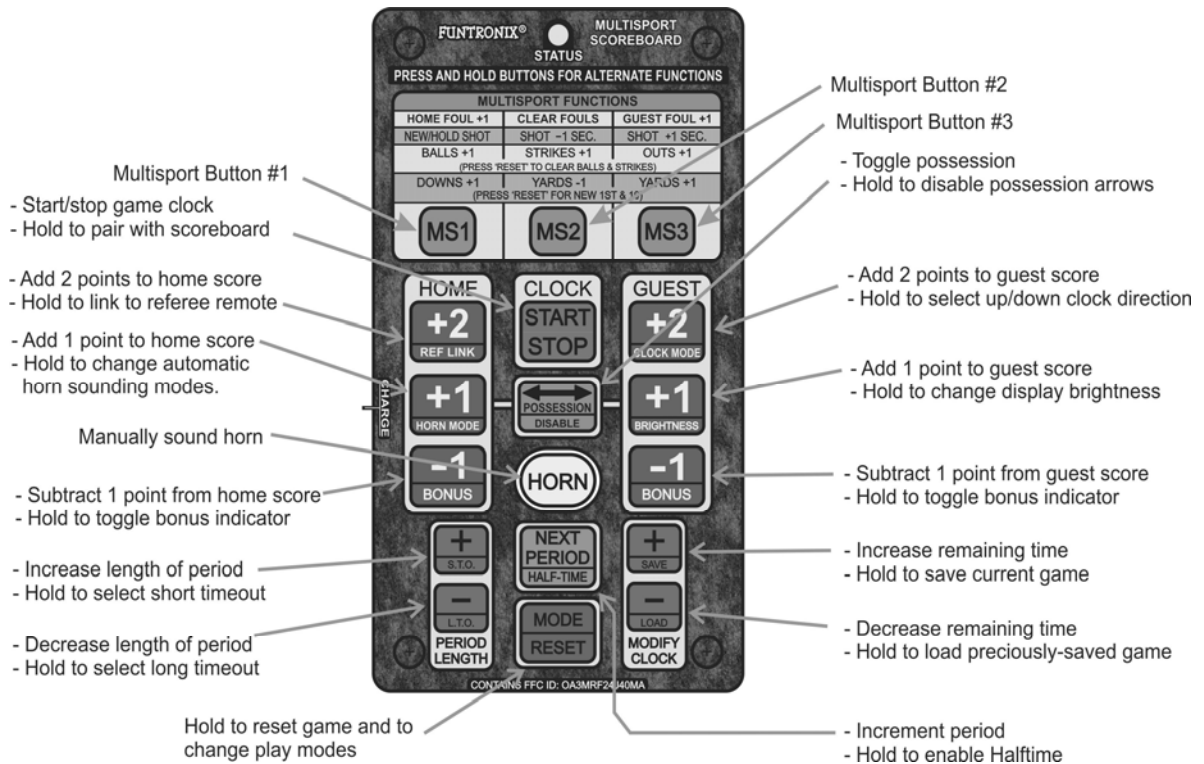
- Test the operation of your scoreboard to verify performance over the distance between the keypad and scoreboard prior to the start of your game. Move the scoreboard closer to the keypad if it does not respond as expected.

7. Select the display brightness by pressing and holding the GUEST  button for approximately 3 seconds. Each press and hold of this button will toggle between the low, mid, and high brightness levels.

8. You are now ready to use your scoreboard. Proceed to **Section 2** for details regarding the use of your scoreboard.

SECTION 2: KEYPAD LAYOUT

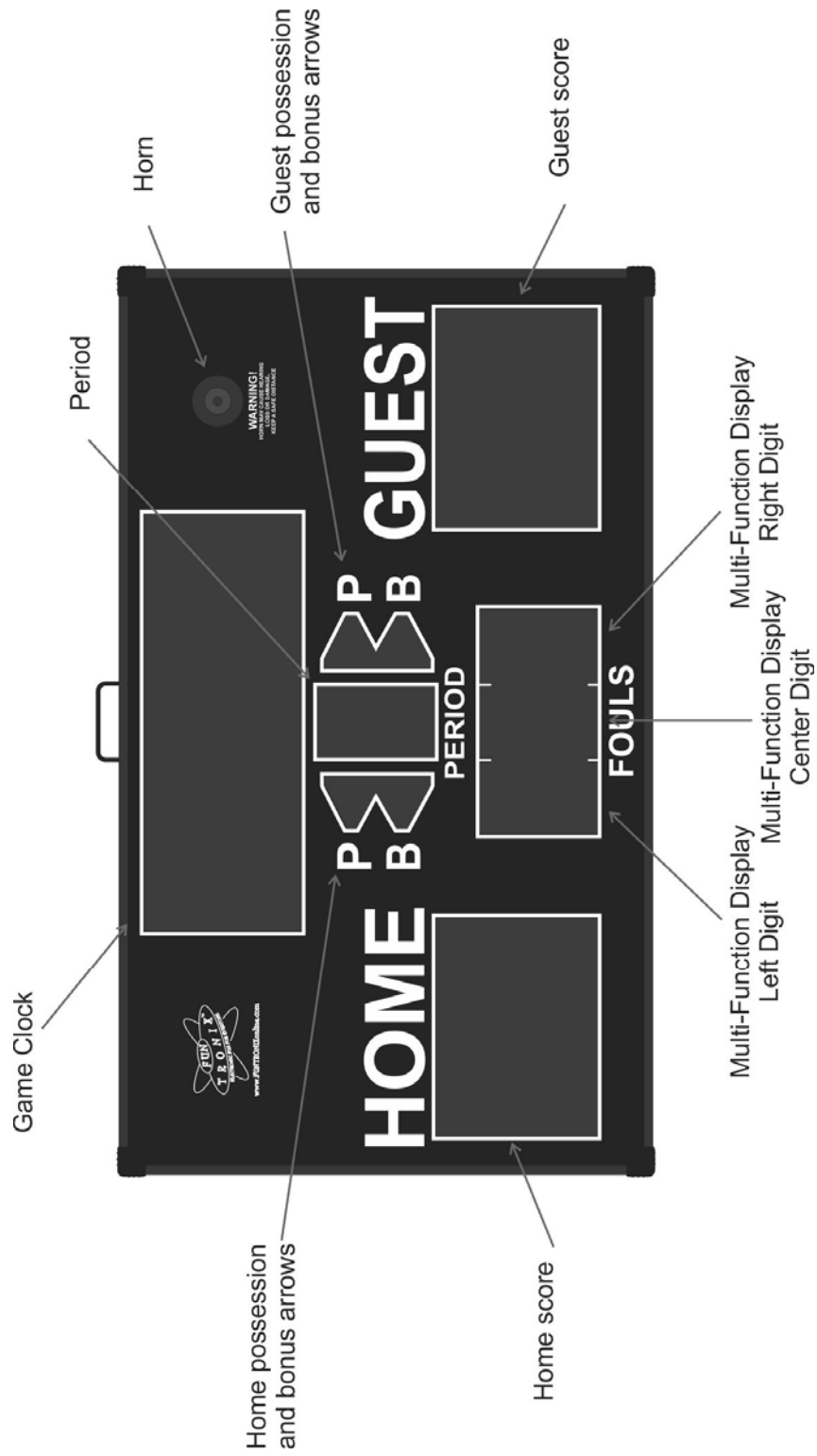
Shown below is a layout of all the buttons on the keypad and a brief description of their functions. Refer to **Section 4** for more details regarding the use of each button.



Layout of the SNT-800M Keypad


SECTION 3: SCOREBOARD DISPLAY LAYOUT


Refer to the illustration below for a description of the various displays on the SNT-800M scoreboard.



SECTION 4: CONFIGURING THE SCOREBOARD

The SNT-800M has twelve different operating modes to suite a variety of sporting activities. Within several of these modes you can also select whether the game clock counts up or down, and disable the possession arrows if not needed.




Prior to the start of a game, press and hold the  button until the scoreboard clock flashes a "PL X" message. The "PL" is short for "Play Mode" and the "X" is a number from 1 to 11 indicating the current mode.


- While the "PL" message is flashing, you will be able to change the play mode with each press of the  button. Once you have selected the play mode you want, simply wait until the "PL" message disappears to begin playing your game.

NOTE: The game clock must be stopped prior to changing play modes.

List of available play modes in the SNT-800M






















PLAY MODE	NAME	USES - /FEATURES
1	Basic Scoreboard	Any sport using a game clock, scores, period, and optional possession/bonus indicators
2	Team Fouls	Same as mode #1 plus team fouls display
3	Volleyball	Scores with period/matches and optional possession arrows.
4	Tournament with Sudden Death	2 or more timed rounds plus an untimed sudden death round
5	Scores-Only	Score-digits only
6	Clock/Timer Only	Count up or countdown timer
7	Basketball - Version 1	Same as mode #1 plus programmable shot clock – stops game clock when expired. Refer to Section 8 for more details.
8	Basketball – Version 2	Same as mode #7 but game clock is stopped only if remaining period time is less than 2 minutes. Refer to Section 8 for more details.
9	Football	Same as mode #1 plus downs and yards-to-gain display
10	Untimed Baseball	Includes balls, strikes, and outs display
11	Timed Baseball	Save as mode #10 with game clock programmable from 5 minutes to 99 hours.
12	Games-Played/Won	Timed sports mode where the period digit tracks number of games played and the multisport digits show games won

- If the game clock is being used, set the desired length of each period with the  and  buttons. The period length can be preset in 5 second intervals up to 1 minute, then 1 minute 30 seconds, and then in 1-minute increments from 2 to 99 minutes. All periods (except overtime and halftime) will start with this time and will be stored in the scoreboard even after power is turned off. **The ability to set the length of the current period is disabled once the period has started.**
- The possession arrows can be enabled or disabled at any time before or during a game. Hold the  button for approximately 3 seconds to disable the possession arrows. Press this button any time to re-enable them. With the arrows enabled, each press of this button will toggle the possession arrows.
- The scoreboard horn can be configured to automatically sound for different conditions (aside from manually sounding it with the 'HORN' button). **The game clock must be enabled for the automatic horn sounding to be enabled:**

Press and hold the HOME  button for 3 seconds to cycle through each of the four modes described below.

HORN MODE	DESCRIPTION OF HORN MODE	
1	Automatic horn sound disabled – no horn when period expires or when clock started/stopped	No beep
2	Horn sounds when period ends and shot clock expires (default setting)	Horn beeps once
3	Horn sounds when clock starts and stops, when the shot clock expires, and when period ends	Horn beeps twice
4	Horn sounds when clock starts and stops, when the period ends, and when the penalty clock expires	Horn beeps 3 times

NOTE: *The display may dim or go off while the horn is sounding when the scoreboard is powered with batteries. This is a sign that the batteries are near the end of their life.*

- Each press of the  button will start and stop the game clock.
- Use the HOME , , , and GUEST , , and  buttons to control the team scores.
- Hold the HOME or GUEST  buttons down for 3 seconds to toggle the team bonus indicators.
- In play mode 2 and 4, team fouls are shown on the left and right multi-function display digits. Simply press the  and  buttons to increment the Home and Guest team's fouls, respectively. Press the  button to clear the team fouls. In play mode 12 the  and  buttons are used to increment the games won for each team.
- Advance to the next period using the  button. In play mode 12 this button (and the period display) are used to show games played, where the scores are reset automatically.
- After approximately 10 minutes of non-use (game clock stopped, no buttons pressed), the scoreboard display will shut off and the game clock decimal point will blink to indicate the scoreboard is still on and in power save mode. Pressing any button on the remote will re-awaken the scoreboard with the previous status of the game play information intact.
- To adjust the remaining time in a period during game play (*i.e.*, disputed call requiring adding time back onto the game clock): stop the game clock using the  button and then press the  and  buttons to add or subtract time from the game clock, respectively. Game play can resume by pressing the  button again. This time adjustment will not affect the length of the remaining periods.
- If your game goes into overtime, set the period digit to '0' by repeated presses of the  button and then set the length of the overtime period time using the  and  buttons. See **Section 9** for details on using the halftime and overtime periods.
- Your scoreboard features a short and long timeout function when using several play modes. Refer to **Section 10** for details on using the short and long timeout feature.

SECTION 5: USING THE MULTI-FUNCTION DISPLAY

In several play modes the multi-function display is used for specific sporting event information. Refer to the instructions below on using the added functions of this display.

Play Mode #	Multi-Function Display Usage
2 and 4	The left digit is home team fouls and the right digit is guest team fouls
7 and 8	Provides a secondary clock for shot clock and penalty clock. <ul style="list-style-type: none"> • When set to less than one minute the display operates as a shot clock. • When set to one minute or greater this display functions as a penalty clock.
9	Football: The left digit displays Downs, while the center and right digit displays Yards to Gain
10 and 11	For timed and untimed baseball: The left digit displays Balls, the center digit displays Strikes, and the right digit displays Outs
12	The left digit is home games won and the right digit is guest games won

The **MS1**, **MS2**, and **MS3** buttons are used to control the multi-function display as described in the table below.

TABLE 1: MULTI-FUNCTION DISPLAY KEYPAD BUTTON FUNCTIONS

	MS1	MS2	MS3
Play mode #2 and #4 Team fouls	Increment Home Team Fouls	Clear Fouls	Increment Guest Team Fouls
Play mode #7 and #8 Shot clock/Penalty clock Resetting this clock prior to adjusting it will cause the adjustment to be saved as the new time for the clock. Adjusting this clock without first resetting it will change the time without saving it.	Reset Shot Clock HOLDING THIS BUTTON DOWN WILL KEEP THE SHOT CLOCK AT RESET.	Decrement Shot/Penalty Clock	Increment Shot/Penalty Clock
Play mode #9 Football Downs and Yards-To-Gain Pressing the MODE RESET button (without holding it down) will reset this display to new first down	Increment Downs	Decrement Yards-to-Gain	Increment Yards-to-Gain
Play mode #10 and #11 Untimed and Timed Baseball Pressing the MODE RESET button (without holding it down) will reset the Balls and Strikes display	Increment Balls	Increment Strikes	Increment Outs
Play mode #12	Home Games Won	Not Used	Guest Games Won

SECTION 6: USING THE TOURNAMENT MODE

Tournament Mode is great for events where multiple rounds of timed play occur, and a final round is set up as a sudden-death round. The SNT-800M can be set up to have any number of timed rounds (up to 9 total) and one sudden-death round. The timed rounds can be set up in two different ways:

Option 1: The first round has a different time than all remaining rounds.



Option 2: All rounds have the same time


The default configuration of the Tournament Mode is as follows:



- Round 1 is a 3-minute timed round
- Round 2 is a 2-minute timed round
- Round 3 is a sudden-death round


To select the Tournament Mode (Mode 3) and to set up the times of the rounds, simply follow these steps:

1. Select play mode 3 of the scoreboard as described in **Section 2**.

2. Set the length of the first round using the  and  buttons.







3. Press the  button to select the second round.

4. Set the length of the second (and all remaining) rounds using the  and  buttons.

5. Press and hold the  button to reset the Tournament Mode to the first round. Setup is complete.


Using The Tournament Mode:




1. Each press of the  button will start and stop the game clock.

2. Use the HOME , , , and GUEST , , and  buttons to control the team scores.

3. When each round has expired, press the  button to advance to the next round.




4. Each round following round 2 defaults to a sudden death round, but can be changed to a timed round

by simply pressing the  button (and then pressing this button again to start the clock). This allows you to have a different number of timed rounds following a sudden death round for greatest flexibility.

5. The multi-function display can be used to display team fouls/penalties if required. Simply pressing the  and  buttons to enable this display and to add a foul/penalty as required. Press the  button to clear the fouls/penalties.

SECTION 7: USING THE CLOCK/TIMER-ONLY FUNCTION

In several play modes, the game clock can be configured as a count-down timer or count-up clock. Follow the next few steps to configure the game clock.

1. Select one of the following play modes that support the count up/down clock mode function:
 - Play mode 1 – soccer/hockey/basketball
 - Play mode 2 – soccer/hockey/basketball with team fouls/penalties
 - Play mode 6 – clock/timer only
 - Play mode 7 – basketball with shot clock – mode 1
 - Play mode 8 – basketball with shot clock – mode 2
 - Play mode 9 – Football mode
2. The clock/timer defaults to a count-down clock. To select the count-up timer function, press and hold the  button for approximately 3 seconds. The display will show “.0” indicating a start time of zero seconds.
3. Use the  button to start and stop the clock/timer. The first minute of the count-up timer or remaining minute of the count-down clock will display seconds and tenth-second time.
4. To reset the clock/timer, press and hold the  button for approximately 3 seconds. The clock/timer must be stopped prior to this action.

SECTION 8: USING THE SHOT CLOCK/PENALTY CLOCK

In play mode 7 and play mode 8, the multi-function display functions as either a shot clock or a penalty clock, depending on the time programmed into this clock.

SHOT CLOCK FUNCTION:

If the time programmed into this clock is less than one minute, it will function as a true shot clock. The shot clock will behave as described below:

Play mode 7: When the shot clock expires, the game clock will stop, regardless of the time remaining in the period.

Play mode 8: When the shot clock expires, the game clock will continue running unless there is two minutes or less remaining in the period, in which case the game clock will automatically stop.

The shot clock will automatically turn off if the remaining time in the period is greater than the time on the shot clock.

PENALTY CLOCK FUNCTION:

If the time programmed into this clock is one minute or greater, it will function as a penalty clock. It will behave the same in both play mode 7 and play mode 8. The difference in function of the penalty clock from the shot clock is as follows:

- The penalty clock will remain on until it expires, regardless of whether it has more or less time on it than the game clock. It will sound the horn when it reaches 0:00 (if the horn mode is set to 4 – see **Section 4 Step 4** for details). Several seconds after it expires it will automatically shut off.
- The game clock is unaffected by the penalty clock, meaning the game clock will continue to run when the penalty clock expires.

Programming the Shot Clock/Penalty Clock:

The shot clock/penalty clock is programmed as follows:

- The game clock must be stopped.
- Press the **MS1** button to make sure the shot/penalty clock is reset.
- Adjust the clock using the **MS2** and **MS3** buttons. The time will be saved in memory.
- Starting the game clock will also start the penalty clock.
- Pressing the **MS1** button while the game clock is running will reset the shot/penalty clock to the time you programmed it for in the step above.
- If an adjustment needs to be made to the shot/penalty clock without changing its “reset” time, first stop the game clock and only press the **MS2** and **MS3** buttons to make adjustments.

NOTE:






Pressing the **MS1** button just prior to any adjustments made using the **MS2** and **MS3** buttons will overwrite the previous “reset time” of this clock.

SECTION 9: HALFTIME AND OVERTIME PERIODS





The SNT-800M scoreboard features an adjustable halftime period and overtime period. The halftime period can be inserted between any of the regular periods 1 through 9. It can be adjusted from 5 seconds to 99 minutes, and is independent of regulation period times. The overtime period can be called up when regulation play time has ended and an overtime period is required. It can be set for 5 seconds to 99 minutes and is independent of regulation period times.

NOTE: *The halftime function is not available in play modes where the game clock is configured as a count-up timer.*

To initiate a halftime period, follow these steps:

1. You must be in a play mode that uses the period digit and game clock to enable the halftime period.
2. Wait until the current period of play comes to an end.
3. Press and hold the  button for 3 seconds. The period digit will change to an 'H'.
4. Use the  and  buttons to adjust the length of the halftime period.
5. Press the  button to start the halftime clock.
6. When halftime is over, press and release the  button to advance to the next regular period.

To initiate an overtime period, follow these steps:

1. You must be in a play mode that uses the period digit and game clock to enable the overtime period.
2. Wait until the current period of play comes to an end and the end-of-period horn has sounded.
3. Press the  button repeatedly until the period digit shows a 'O'.
4. Use the  and  buttons to adjust the length of the overtime period.
5. Press the  button to start the overtime clock.
6. When the overtime period ends and another overtime period is required, simply repeat Steps 4 and 5 to add time back to the clock and restart it. The game clock must be stopped in order to set the time.



SECTION 10: SHORT AND LONG TIMEOUTS


Your scoreboard features an adjustable short timeout and long timeout function. The timeout feature is available in play mode 1, 2, 7, 8, and 9.



Follow the steps below to initiate a timeout.

1. Make sure the game clock has been stopped.

2. Press and hold either the  or  button for approximately 3 seconds to initiate a short timeout or a long timeout, respectively. The period digit will blink to indicate you are in a timeout.

3. Adjust the length of your timeout using the same  or  buttons (without holding them down).

4. Press the  to start or stop the timeout clock.

5. You can cancel your timeout by first stopping the timeout clock and then pressing either the  or  button. Pressing either of these buttons during a timeout will not reset your game or change the period.

Note: Your timeout settings will be saved in memory for the next time you use them.

SECTION 11: CHARGING THE SCOREBOARD BATTERY

Your scoreboard includes a sealed rechargeable lead-acid battery and charger. Follow these safety warnings before proceeding:

WARNING: Pursuant to California Proposition 65, the battery contains chemicals known to the State of California to cause cancer and birth defects or other reproductive harm. Wash hands after handling.

1. Only charge the battery in a well-ventilated area.
2. Only use the charger with the battery that was included with your scoreboard.
3. Do NOT charge the battery if it has any physical damage to its casing, such as cracks or punctures, or other visible damage.
4. Do NOT use the charger if it has received a sharp blow, been dropped, or is otherwise damaged in any way.
5. Do NOT use an extension cord with the charger.
6. Operate the charger as far away from the battery as the charger's cable length permits.
7. Do NOT charge the battery near any flammable materials, such as carpets, upholstery, paper, cardboard, etc.
8. Do NOT smoke or allow sparks or flames in the vicinity of the battery.
9. Never charge a frozen battery.
10. Never set a battery on top of the charger.
11. Never place the charger above a battery being charged – gases from the battery may corrode and damage the charger.
12. Never short the battery contacts together.
13. Do NOT operate the charger with damaged cord or plug.
14. Keep out of reach of children.

Follow the steps below to charge your battery.

1. Do NOT plug the charger into the AC outlet just yet – leave it unplugged until step 4.
2. Disconnect the battery's power cable from the scoreboard.
3. Plug the battery's power cable into the charger's mating power connector.
4. Plug the charger's power cable into a standard 120VAC wall outlet.
5. When charging is complete, first unplug the charger from the wall outlet before unplugging the charger from the battery.

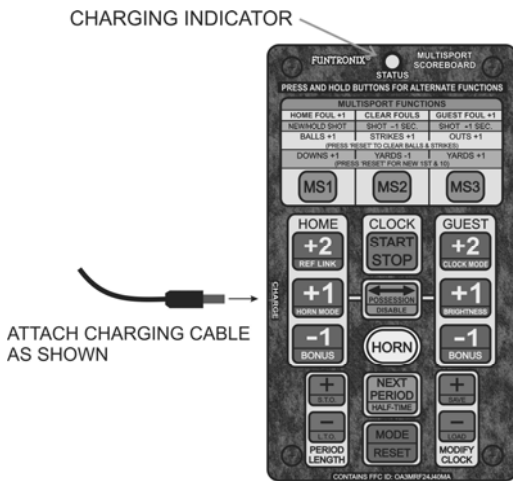
The charger's status lights will light up depending on various conditions. See details below:

Red light is flashing	Battery cable polarity is reversed. Correct the connection before continuing
Yellow/Orange light is lit	The battery is charging
Yellow/Orange light is flashing	The charging process has been aborted
Green light is lit/pulsing	The battery is fully charged and the charger is in 'maintain' mode to keep the battery fully charged until it is used.

SECTION 12: CHARGING THE WIRELESS KEYPAD

The wireless keypad contains a rechargeable battery. We recommend charging your keypad the night before each use of the scoreboard.

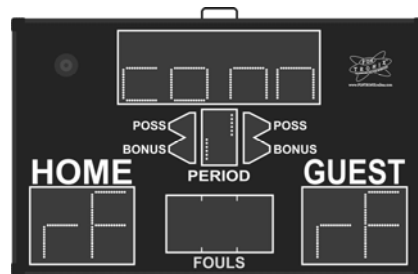
The charging indicator will light up orange to indicate the keypad is charging, and will turn green when fully charged.



Plug keypad charger into 120VAC wall outlet after plugging charger into keypad

SECTION 13: PAIRING THE WIRELESS KEYPAD AND SCOREBOARD

1. Cycle the scoreboard power off and on (waiting 3 seconds before each turn-on) until the scoreboard is displaying the keypad connection screen shown at right. Make certain only one scoreboard in the vicinity is showing this display at any given time, otherwise the pairing process will fail.



2. Press and hold the **START STOP** button on the keypad for up to 10 seconds (until the keypad emits a beep). The scoreboard will go through a process of reconnecting to the keypad and will respond after a few seconds by displaying the radio channel number. The keypad will beep twice if the connection is good, or 3 times if the connection failed. Repeat this step if necessary to establish a connection.
3. After a few seconds the scoreboard will show a normal display.
4. Refer to the wrist remote instruction manual for re-pairing the wrist remote to your scoreboard (if applicable).

SECTION 14: CARE AND MAINTENANCE

Keep your scoreboard clean for optimum viewing of the display.

- Never spray cleaning solutions directly onto the scoreboard or keypad.
- Use only ammonia-free window cleaning solution.

To clean your scoreboard, spray the cleaner onto a clean cloth. Lightly wipe the scoreboard or keypad with the damp cloth until clean. To eliminate fine scratches on the front panel – apply a small amount of carnauba car wax on a terry cloth and lightly wipe the front panel.

SECTION 15: TROUBLESHOOTING GUIDE


Symptom: Wireless keypad remote doesn't appear to work or scoreboard fails to connect to keypad.

- Solutions:**
1. Keypad-scoreboard range may be too far. Move the scoreboard closer to the keypad.
 2. Recharge the battery in the keypad remote. See **Section 12** for details.
 3. Re-establish radio connection between scoreboard and keypad as described in **Section 13**.

Symptom: Game clock is not displayed.

Solution: Follow instructions in **Section 2** to select a play mode that uses the game clock.

Symptom: Scoreboard won't turn on or display is dim.

- Solutions:**
1. Screen brightness is on low setting: Press and hold the  button for 3 seconds to change the display brightness.
 2. Replace the batteries in the scoreboard.

Symptom: Display 'blinks' when a button is pressed on the keypad.

Solution: This is normal.

Symptom: Scoreboard won't turn on

Solution: Check/replace the fuse located on the battery power cable

SECTION 16: PRODUCT SPECIFICATIONS

(Product specifications subject to change without notice)

FUNCTIONAL SPECIFICATIONS:

Score Digit Range:	0 to 199 points
Game Clock Range:	5 seconds to 99 minutes 55 seconds
Shot Clock Range:	5 seconds to 55 seconds
Penalty Clock Range:	1 minute to 9 minutes 55 seconds
Total Number of Periods:	1 to 9, plus halftime and overtime
Timeout Settings:	Short: 5 to 55 seconds, in 5-second increments Long: 1 to 99 minutes
Wireless Keypad Operating Range:	up to 300 feet

ELECTRICAL SPECIFICATIONS:

Operating Voltage:	12 Volts DC
Operating Current/Battery Life*:	
Low Brightness:	225 mA/33 hours
Mid Brightness:	470 mA/16 hours
High Brightness:	950 mA/7.9 hours
Power Cable Fuse rating:	250V 8Amp Fast-Blo Type

* As measured with included 12V 7000mA hour rechargeable battery

POWER ADAPTER SPECIFICATION:

Output Connector:	2.1mm x 5.5mm barrel, center-positive
Compatible AC Adapters:	Funtronix PN PS-12V-3000

MECHANICAL SPECIFICATIONS:

Approximate Dimensions:	49 inches wide, 30 inches tall, 2.5 inches deep
Weight:	28 pounds

ENVIRONMENTAL SPECIFICATIONS:

Operating Temperature:	0 C to 50 C
Storage Temperature:	-10 C to +55 C
Humidity:	0 to 95% non-condensing

Write down your product serial number for your records.

SN: _____

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