

# Getting Started

## Initializing New Player Units

- The coaching unit comes with a unique coaching key (pin number)
- Send the key by pressing **\*\*\*\*\*#** (10 \*s) while the player unit is within 1 foot
- Example: **\*\*\*\*\*#**

## Create New Coaching Key (optional)

- This changes the coaching key that links player units to the coaching unit
- You must be within 1 foot of the player unit to link
- The command is **\*\*\* {7 digits} #**
- Example: **\*\*\*1234567#**

## Charging

- About 1 hour is required to fully charge the battery
- The battery lasts about 8 hours
- A red or blue light indicates the battery is charging

## Sleep Mode

- The coaching and player units go into sleep mode after being idle for 10 minutes
- The coaching unit can be activated by pressing any key
- The player units can be activated by flipping them upside down

# Commands

## Sending Signals

- Signals are digits sent to players communicating activities for the upcoming play
- You can enter up to 6 digits and submit the information by pressing **#**
- Example: to send 123456, you would type **123456#**

## Clear Display

- This will clear the last signal on the player unit
- Example: **\*#**

## Set Auto Send Sign Length

- If your signs are always the same length, use this feature instead of the **#** to send
- The command is **\*\*0 {digits}**
- Example: **\*\*02#** (This will cause the sign to send when the second digit is entered)
- **Example: \*\*00#** (Disables feature, now **#** is required to send signs)

## Toggle Vibration Mode

- This will toggle the vibration setting for player units
- If the toggle is on, a vibration will be sent to the player units for each signal
- Example: **\*\*1#**

## Show Current Coaching Key

- This will show you the active coaching key identifier
- Example: **\*\*2#**

## Show Radio Strength

- This will display a number that reflects the radio strength of player units
- Example: **\*\*3#**

## Show Unit Information

- This will display the serial number and version of the unit
- Example: **\*\*9#**

## Resend Coaching Key

- This will resend the last coaching key to a player unit
- The coaching unit must be within 1 foot of a player unit to link
- Example: **\*\*\*\*\*#**

## Signal Timeout

- This will set a timer for how long a play call remains on the player unit
- This setting can be activated by sending **\*{digit}#**
- You can set the timeout to be 1 to 9 seconds.
- Example: **\*5#** (this will set the timer to 5 seconds)
- Example: **\*0#** (this deactivates the timeout feature)

## Clearing Errors

- If you make a mistake or change your mind, you can clear a call before sending it
- By entering over 6 digits, you will see **##-##-##**
- Once you see this, press the **#** key and the display will clear for new signs