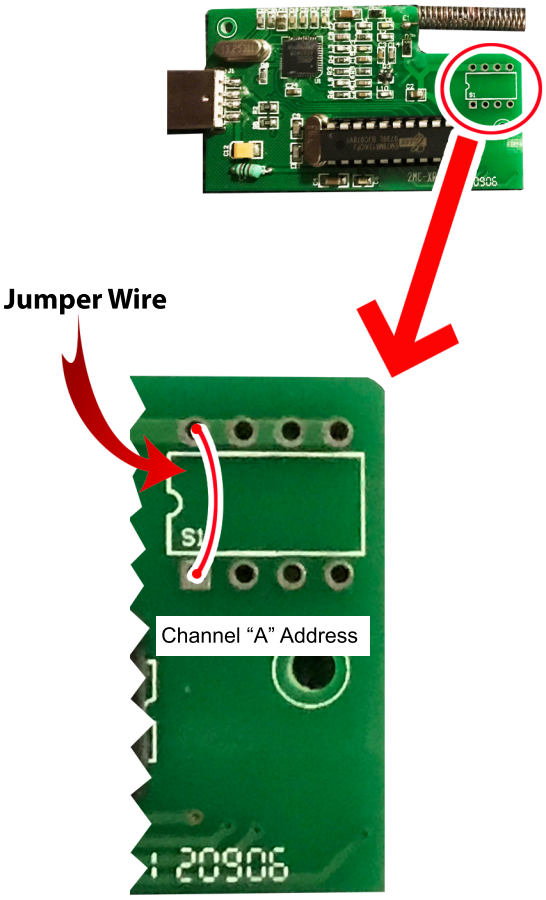
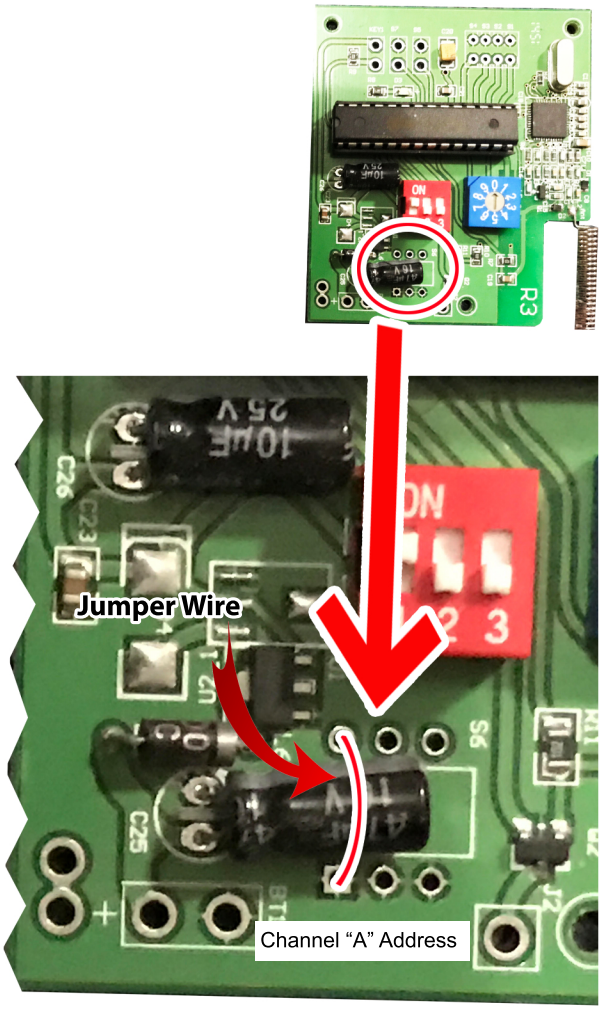
Changing the frequency of R3 devices

USB Device



Player Transmitter



When a buzzer is pressed, the transmitter sends a signal.The USB device picks up the signal and forwards the signal to the software. If there are multiple games occuring in close proximity, the multiple receivers will pick up the signal from the other player transmitters. This may be disadvantageous.
The solution is to solder a wire to change the frequency that the transmitter operates under. The same wire must be applied also to the USB device.
To keep multiple systems in the same room from conflicting with each other:

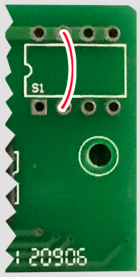
1. Solder a Jumper Wire across the 2 points on the USB device.
2. Solder a Jumper Wire across the 2 points on any transmitters you wish to be on the second channel.

It is important that you put a sticky note on each buzzer and it’s corresponding USB receiver so that you do not mix and match buzzers and receivers. Once the above modifications are completed the devices are paired with each other, which means that they will not be compatible with any other buzzers or receivers that are not paired.Therefore, it is imperative you ‘tag’ the modified units to avoid mismatching devices.

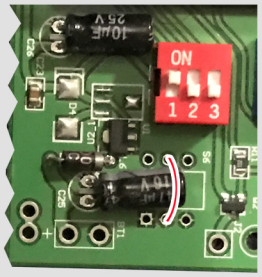
More Channels:

Addionally, you can create more channels by using the configurations specified in the below examples. Combinations of jumpers can create additoinal channels. A total of 8 unique channels can be created with the R3 devices.

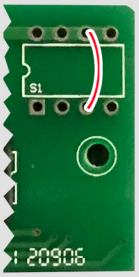
Channel “B” Address For USB Device



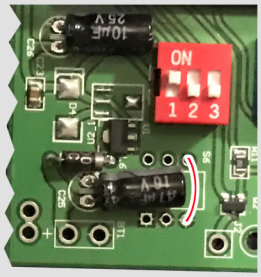
Channel “B” Address For Transmitter Device



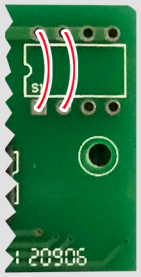
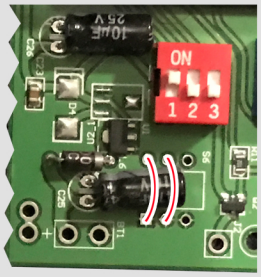
Channel “C” Address For USB Device



Channel “C” Address For Transmitter Device



Channel “D” Address For USB Device



Channel “D” Address For Transmitter Device