Using Your PRS Transmitter (aka Clicker)

1. Transmitters can be checked out from Seeley Mudd 110. Please avoid coming immediately before or after your class, as these are very busy times. *Transmitters must be returned by the end of the semester*.

Seeley Mudd 110 Hours (Fall '10)

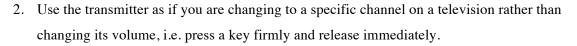
Monday – Thursday: 8:00 AM – 6:30 PM

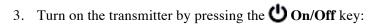
Friday: 8:00 AM – 4:30 PM

All Weekends:

and Holidays: Closed

Important: To use PRS you must have an Amherst College computer account, and be registered for/have temporary access to the course. If not, you must go to the course web page from http://www.amherst.edu/academiclife/departments and click on the link "get temporary access to course materials". Don't delay as this could take a day to process!





Battery light will briefly turn solid green

Connection light should flash green rapidly.

4. Initially you must establish a **connection** to the **receiver** attached to the computer.

On the projection screen, you should see a yellow banner that looks like:

The number between the <...> is the **channel** for your classroom; punch in that number and watch for:

✔ Received light turns solid green, and then turns off

Connection light turns solid green, and then switches to a slow flash,

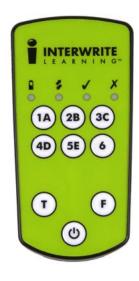
which means you are connected. If, instead, you see:

X Not Received light turns solid *red*, and then turns off

Connection light turns solid green, and then switches back to a *rapid* flash,

this means that a connection was *not* established and you should try again.

- 5. When you are asked to answer a question, choose your answer from the possibilities displayed on the projection screen, and then press the corresponding key: 1A, 2B, 3C, 4D, 5E, 6, T, or F. Again, watch if:
 - ✓ Received light turns solid green; this means your answer was received; or
 - **✗** Not Received light turns solid red; your answer wasn't received and you should try again.
- 6. Usually you can change your answer simply by pressing a different key; the computer only remembers the last one. *However*, your professor may limit the number of **chances** allowed.
- 7. Your transmitter will eventually turn off by itself if it's not used for a while. You can turn it off immediately and save some battery charge by pressing and *holding* the **On/Off** key until:
 - **Battery** light flashes.



RF Class: ECON55 <15>