Using Your PRS Transmitter (aka Clicker)

1. Transmitters can be checked out from Seeley Mudd 110. Transmitters must be returned by the end of the semester.

   Important: If you don’t have an Amherst College computer account or you aren’t registered for the class yet, you must go to your course web page from www.amherst.edu/academiclife/departments and click on “get temporary access to course materials”. Don’t delay as this could take a day to process!

2. Use the transmitter as if you are changing to a specific channel on a television rather than changing its volume, i.e. press a key firmly and release immediately.

3. Turn on the transmitter by pressing the On/Off key:

   - 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 computer projection screen, you should see a yellow banner that looks something like this:

   ![](RF Class: ECON55 <15>)

   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:

   ✗ 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.