

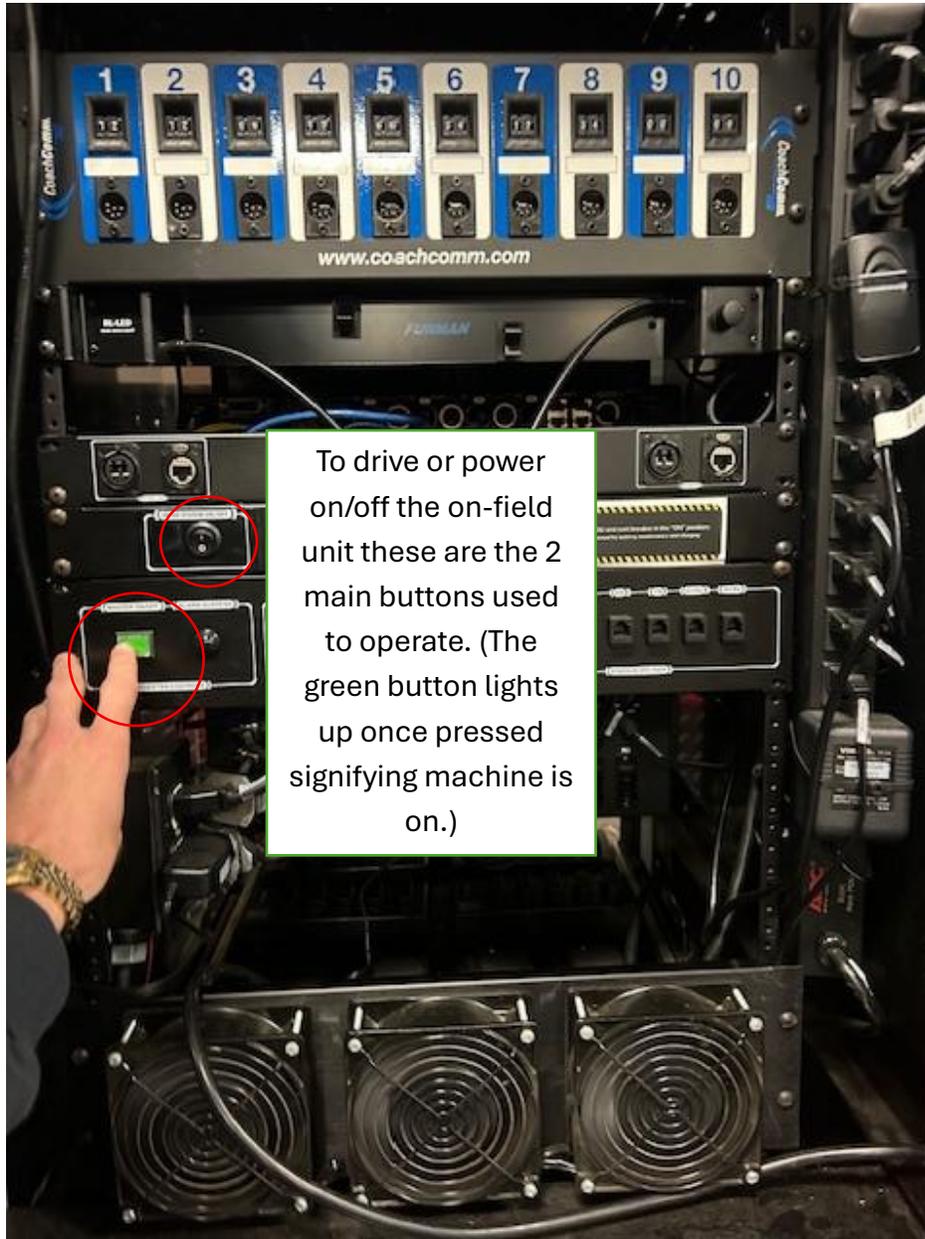


INFORMATIONAL PACKET

Campbell Football

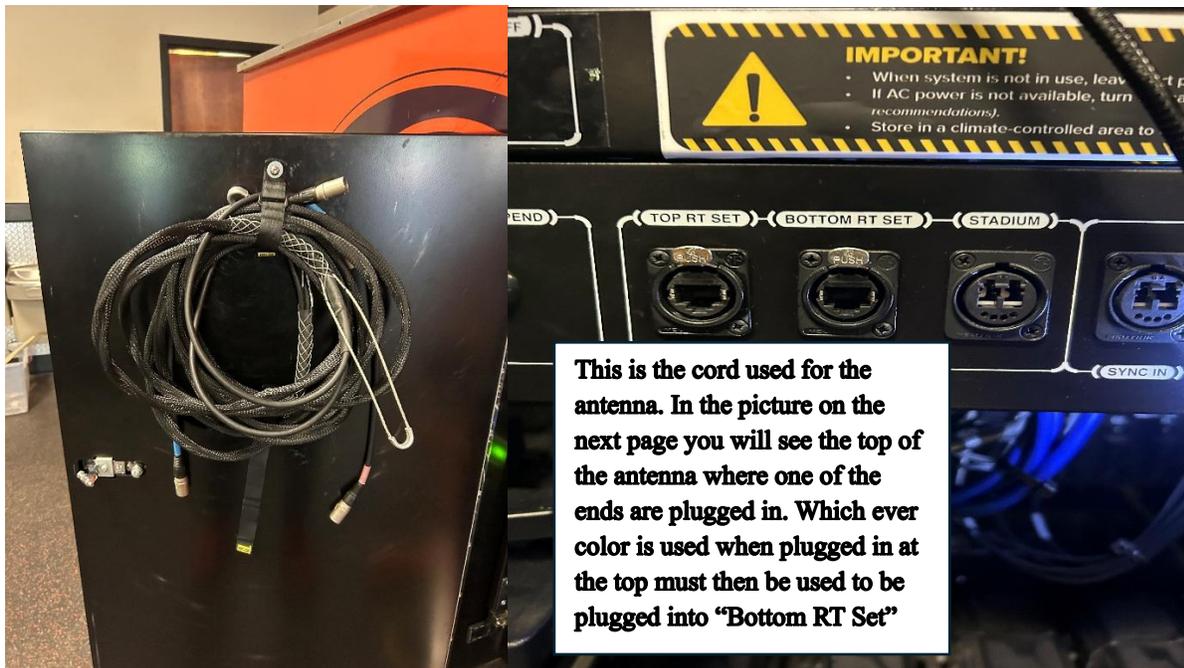
Bryce Roux

CoachComm On-Field Unit



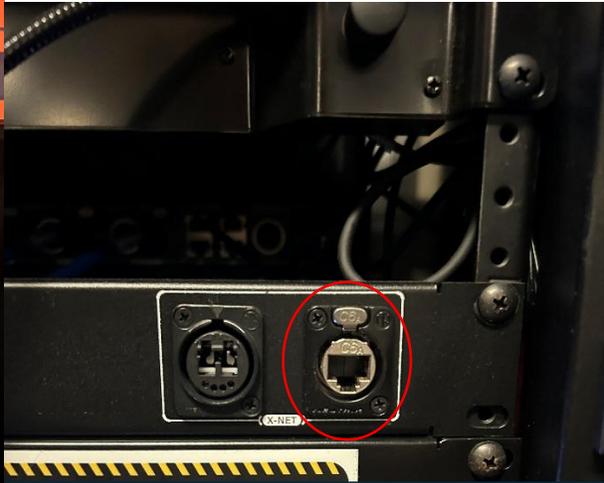


- If “Master On/Off” switch is turned on without the machine being plugged in/not charging an alarm will sound. Press the “Alarm Suspend” button then continue to set up and operate the machine as normal.

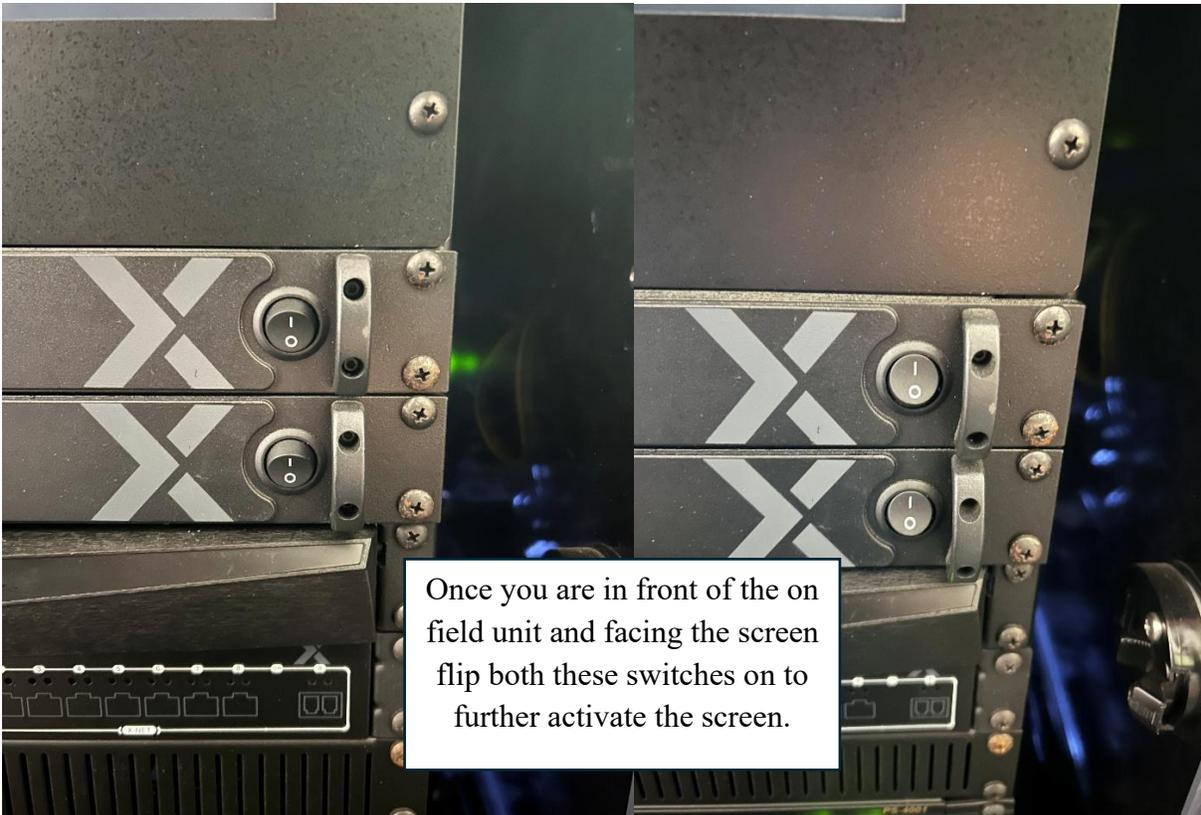




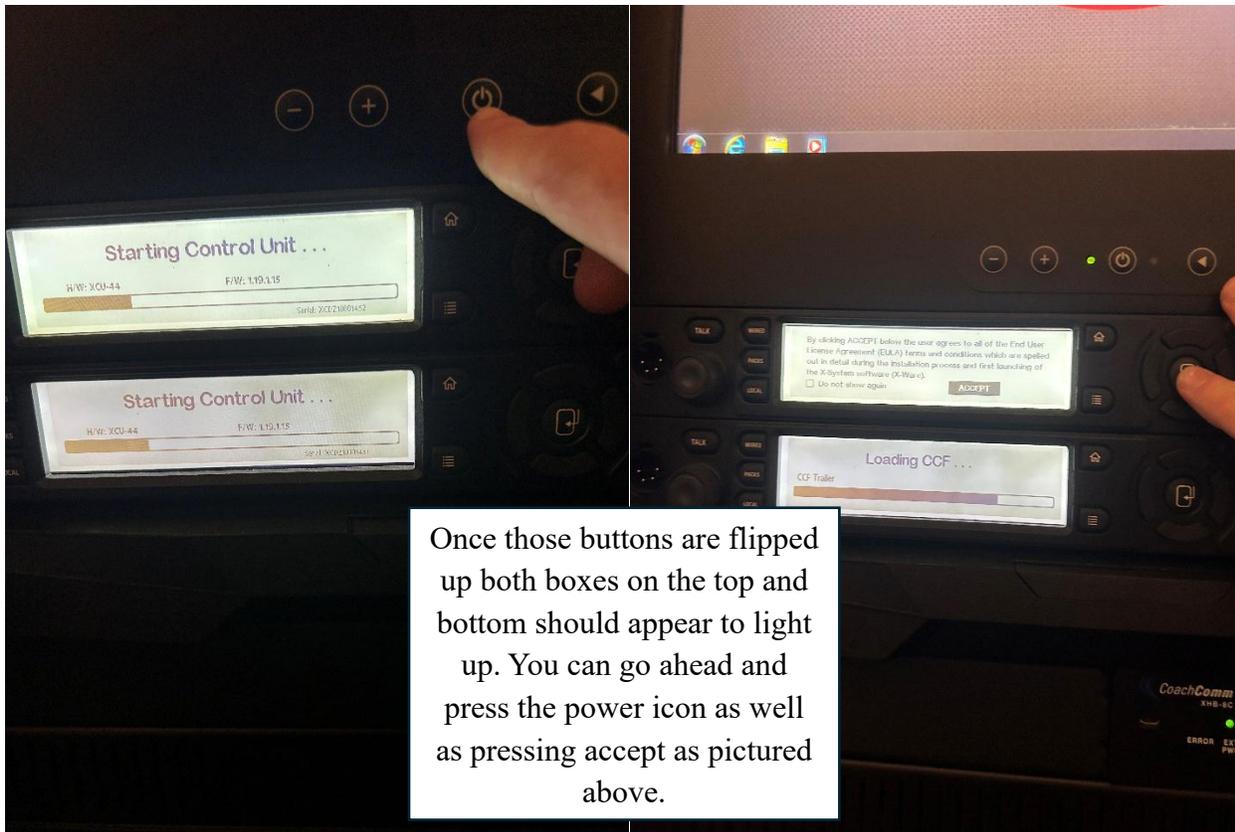
This is the antenna used on the on-field unit. There is only one open slot where you plug in the cord. As you are placing the antenna in the sky make sure to point each of the prongs in different areas of the field respectfully.



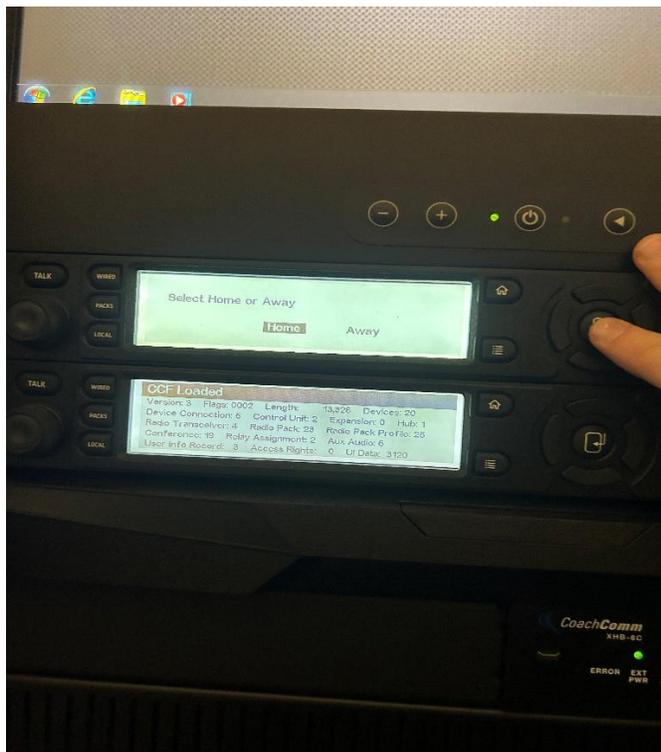
In the front of the unit there is a spool of black cord. That is used as an extension onto the CoachComm unit for C2P. This cord will be plugged in and placed alongside the tripod and C2P Power Unit Box on the 25 Yard Line. That cord will then be plugged into the silver insert.



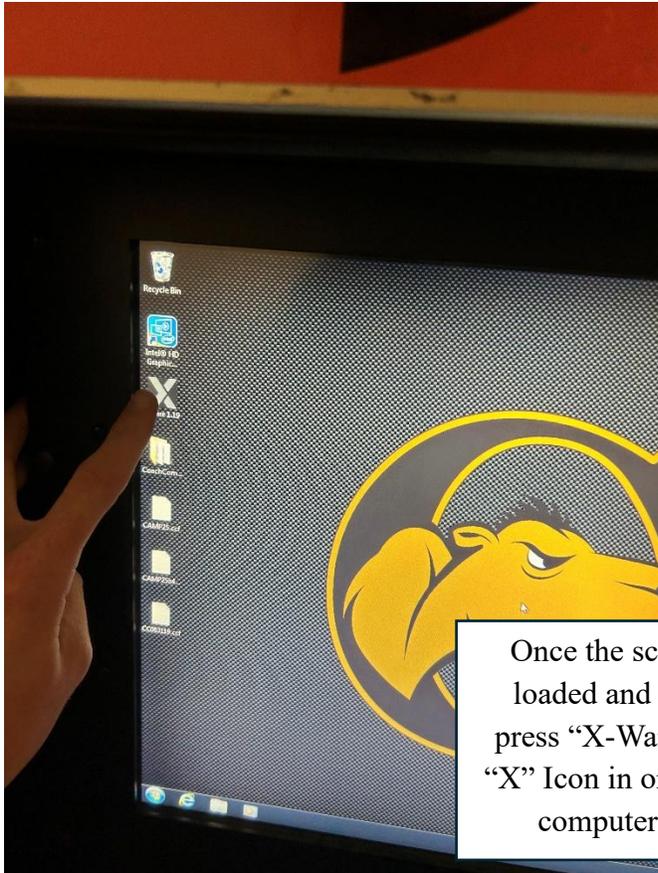
Once you are in front of the on field unit and facing the screen flip both these switches on to further activate the screen.



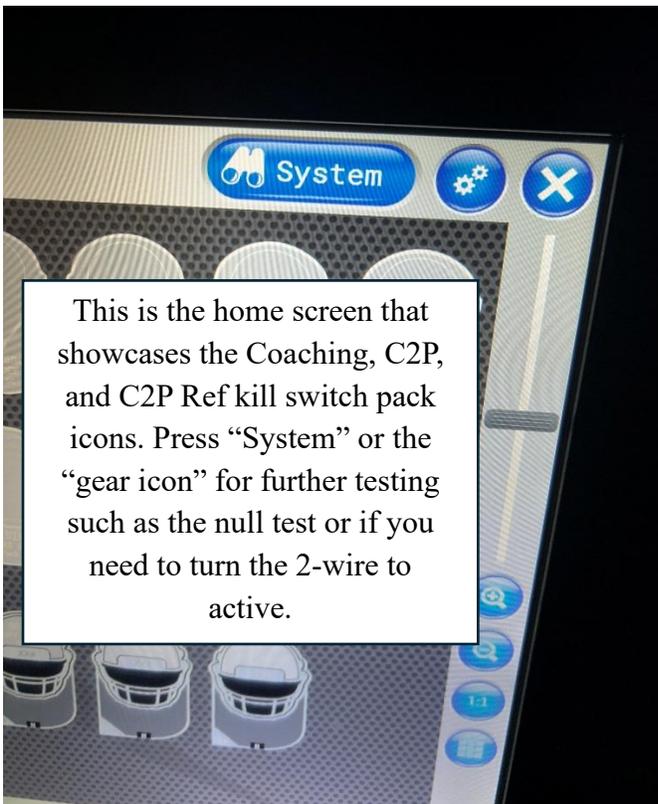
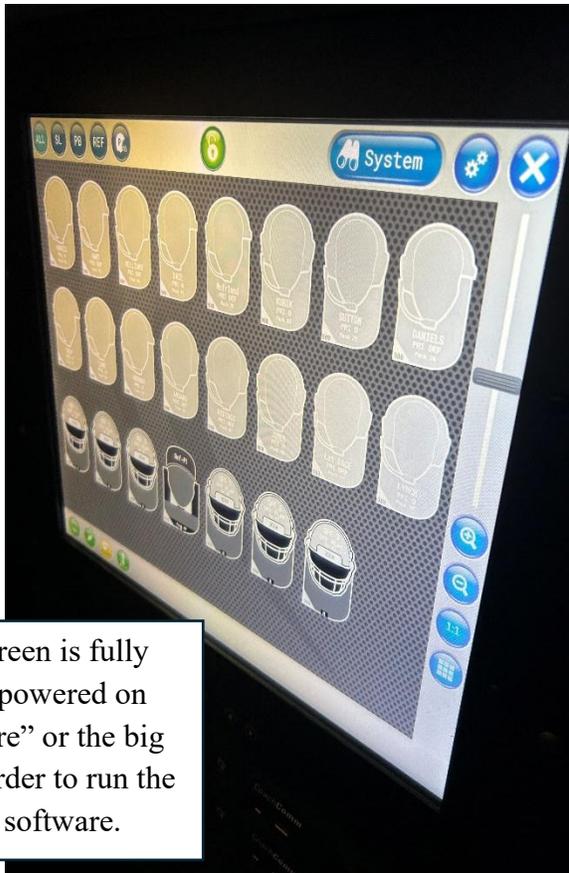
Once those buttons are flipped up both boxes on the top and bottom should appear to light up. You can go ahead and press the power icon as well as pressing accept as pictured above.



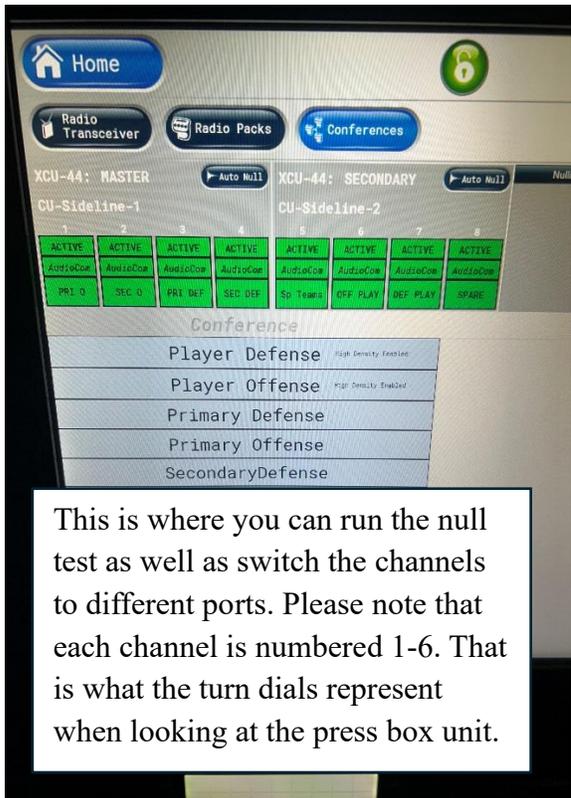
Home or Away only truly matters when wired in with the “Rainbow Cord.” Press home for any and all wireless/non-game like setting communication.



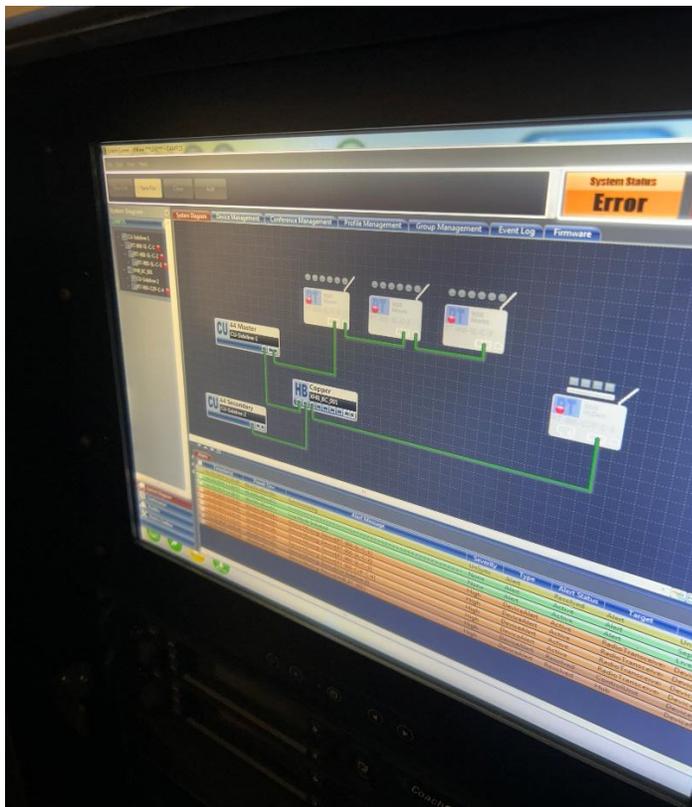
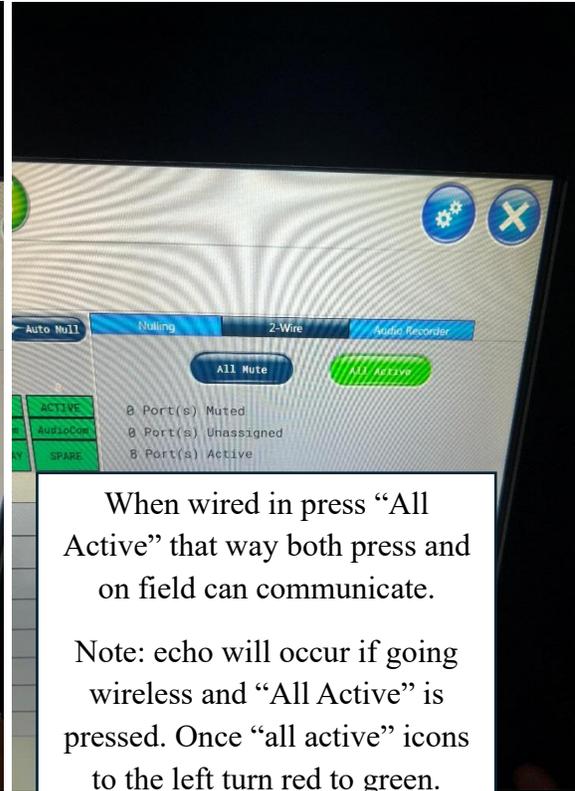
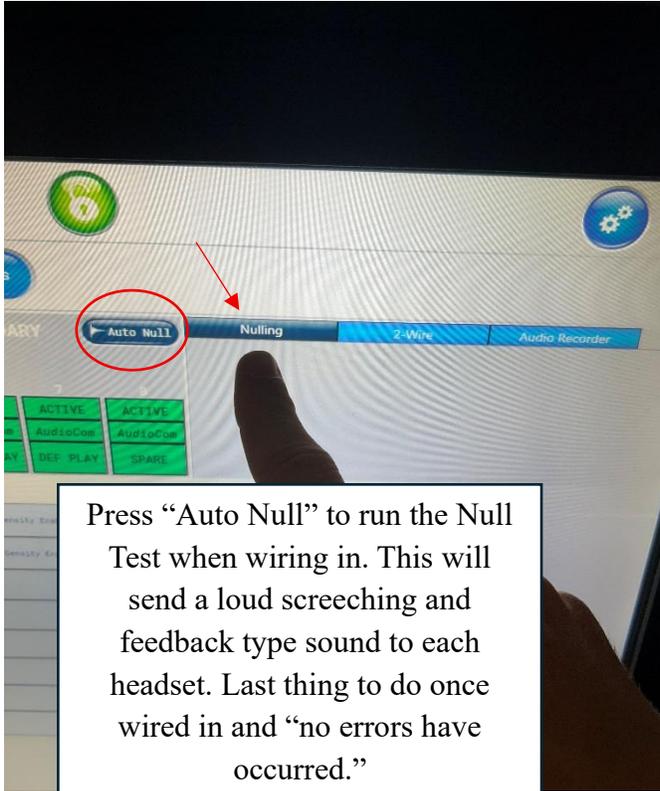
Once the screen is fully loaded and powered on press “X-Ware” or the big “X” Icon in order to run the computer software.



This is the home screen that showcases the Coaching, C2P, and C2P Ref kill switch pack icons. Press “System” or the “gear icon” for further testing such as the null test or if you need to turn the 2-wire to active.



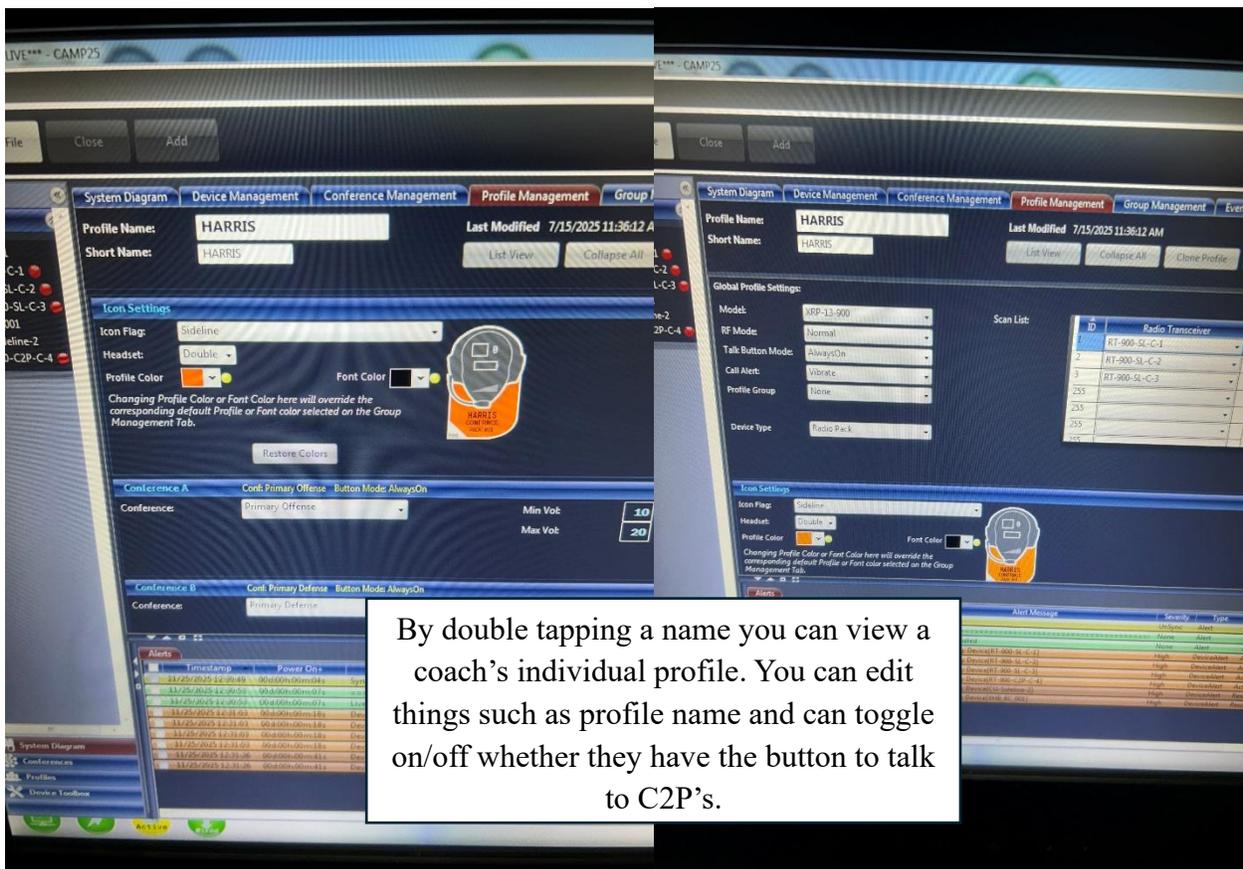
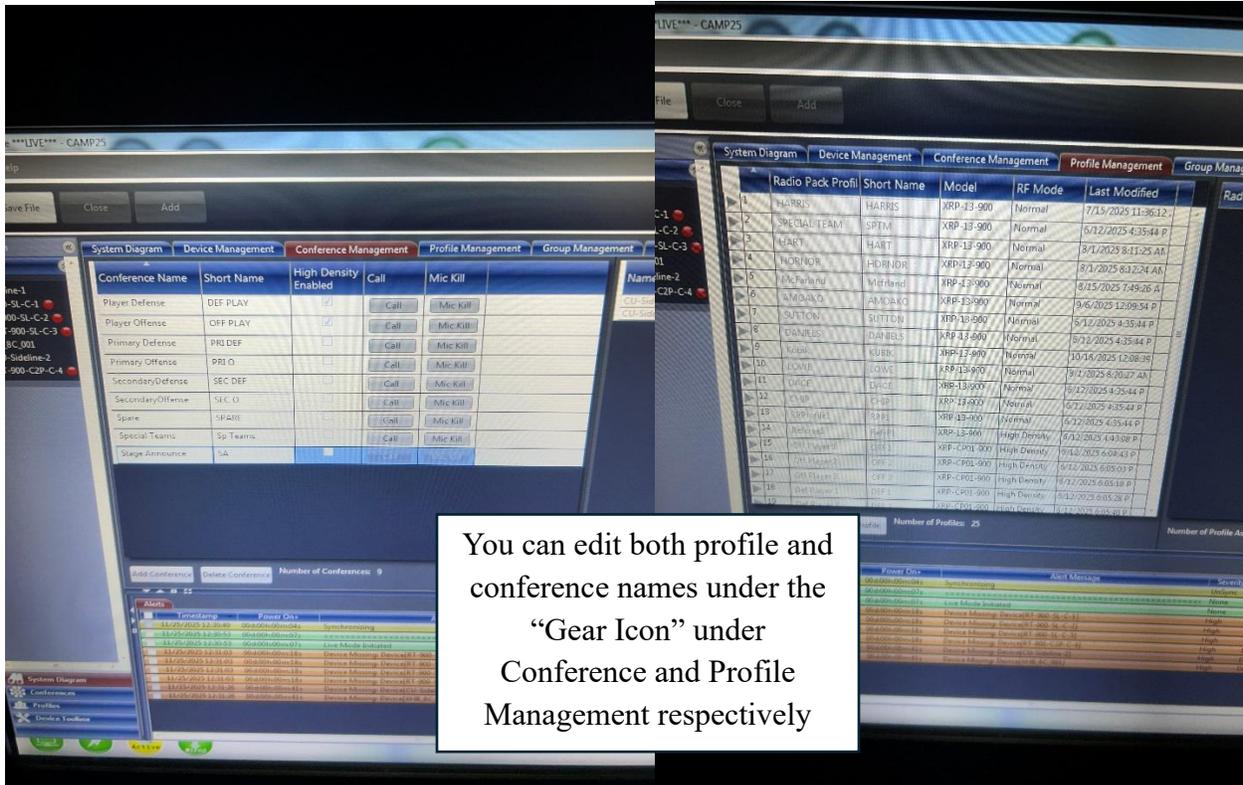
This is where you can run the null test as well as switch the channels to different ports. Please note that each channel is numbered 1-6. That is what the turn dials represent when looking at the press box unit.

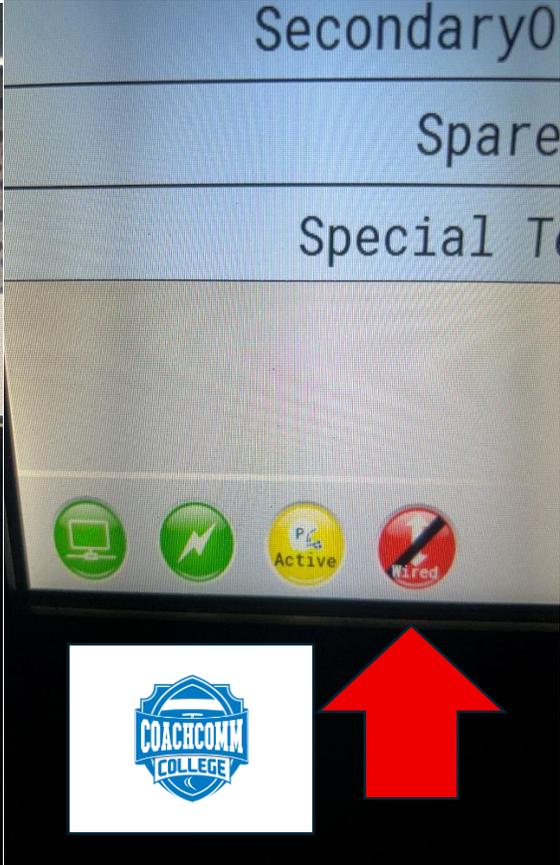
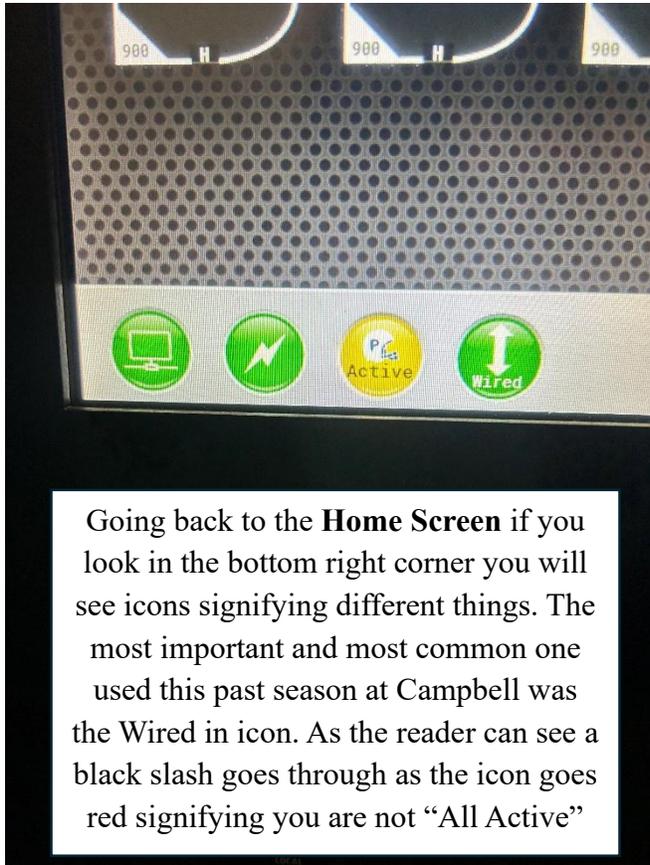


As seen before earlier in the CoachComm Informative Packet this is what appears once the "gear icon" is pressed. This icon can be found on the top right of the screen on the home page.

The picture to the left displays the CoachComm software at a much deeper level. This is where the coach's packs can be manually changed and customized to the liking of the reader.

This screen is mainly used when troubleshooting issues with a CoachComm Tech.

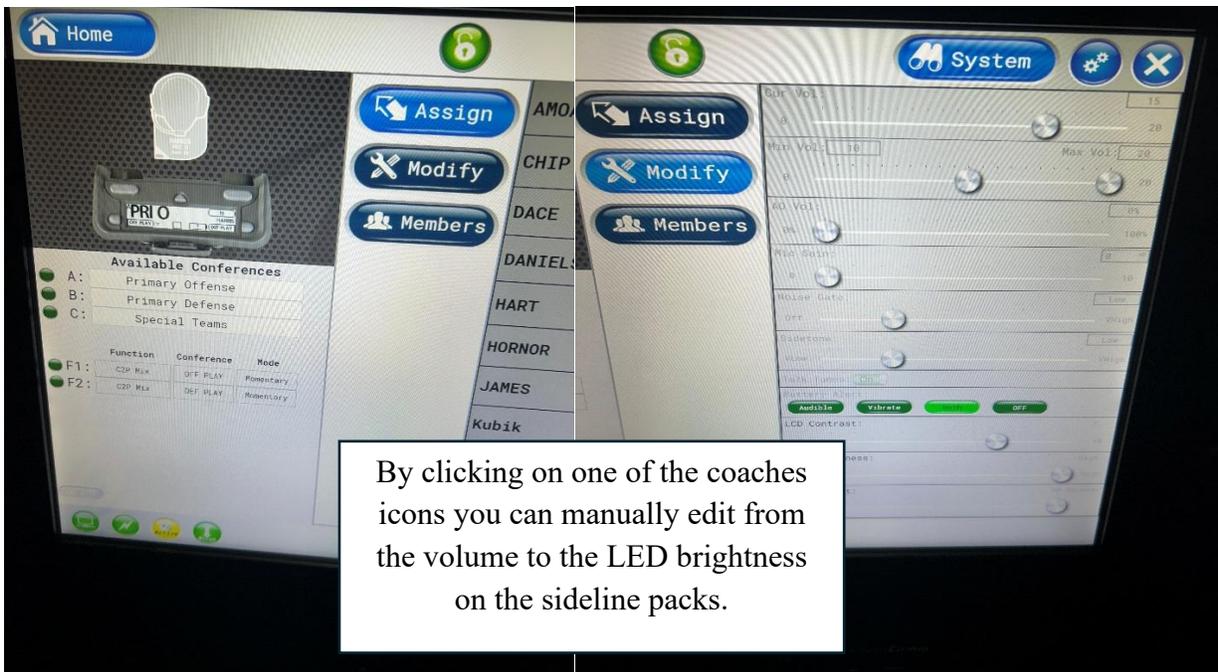
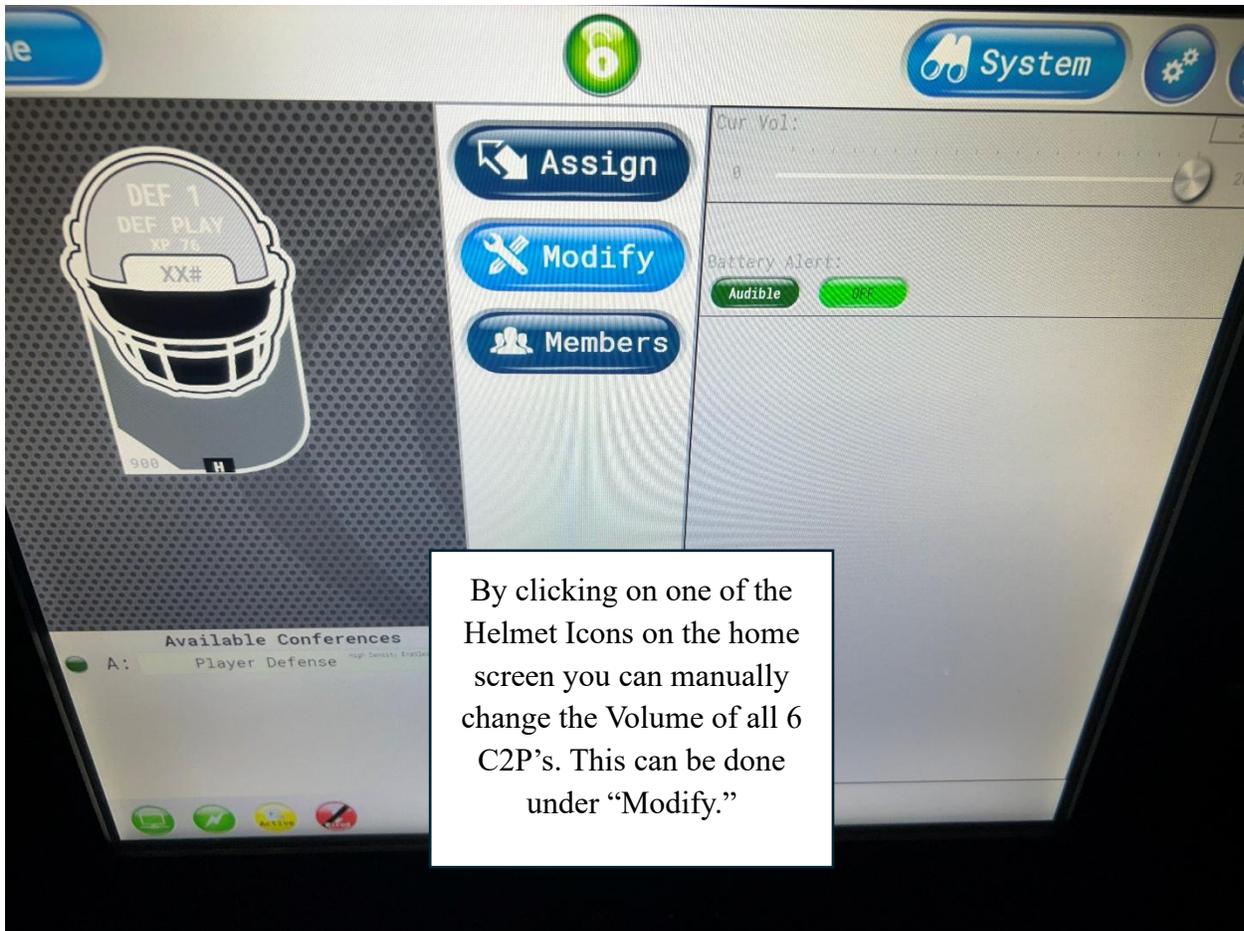




X

SYSTEM

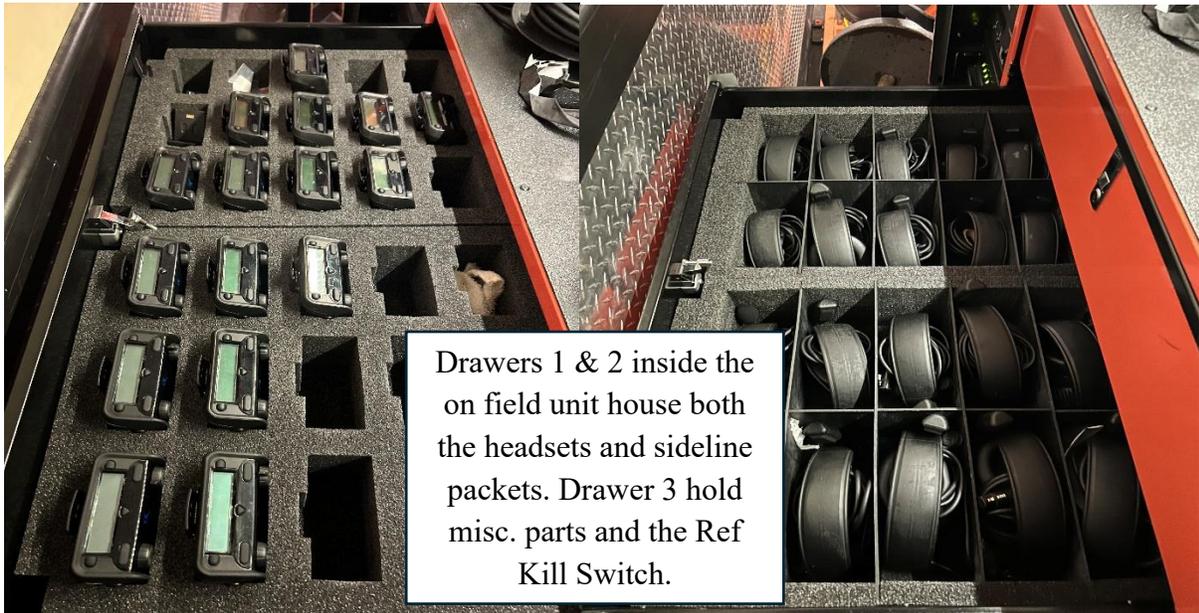
COACHCOMM





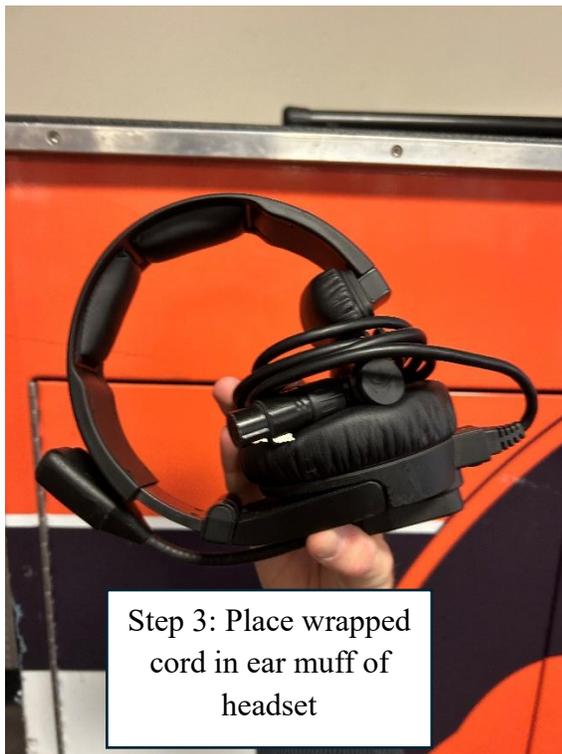
The charging rack can slide out and displays both charged (GREEN) and not charged (RED) batteries

CAMELS



Drawers 1 & 2 inside the on field unit house both the headsets and sideline packets. Drawer 3 hold misc. parts and the Ref Kill Switch.

WRAPPING A HEADSET



PLACING BATTERY IN BATTERY PACK

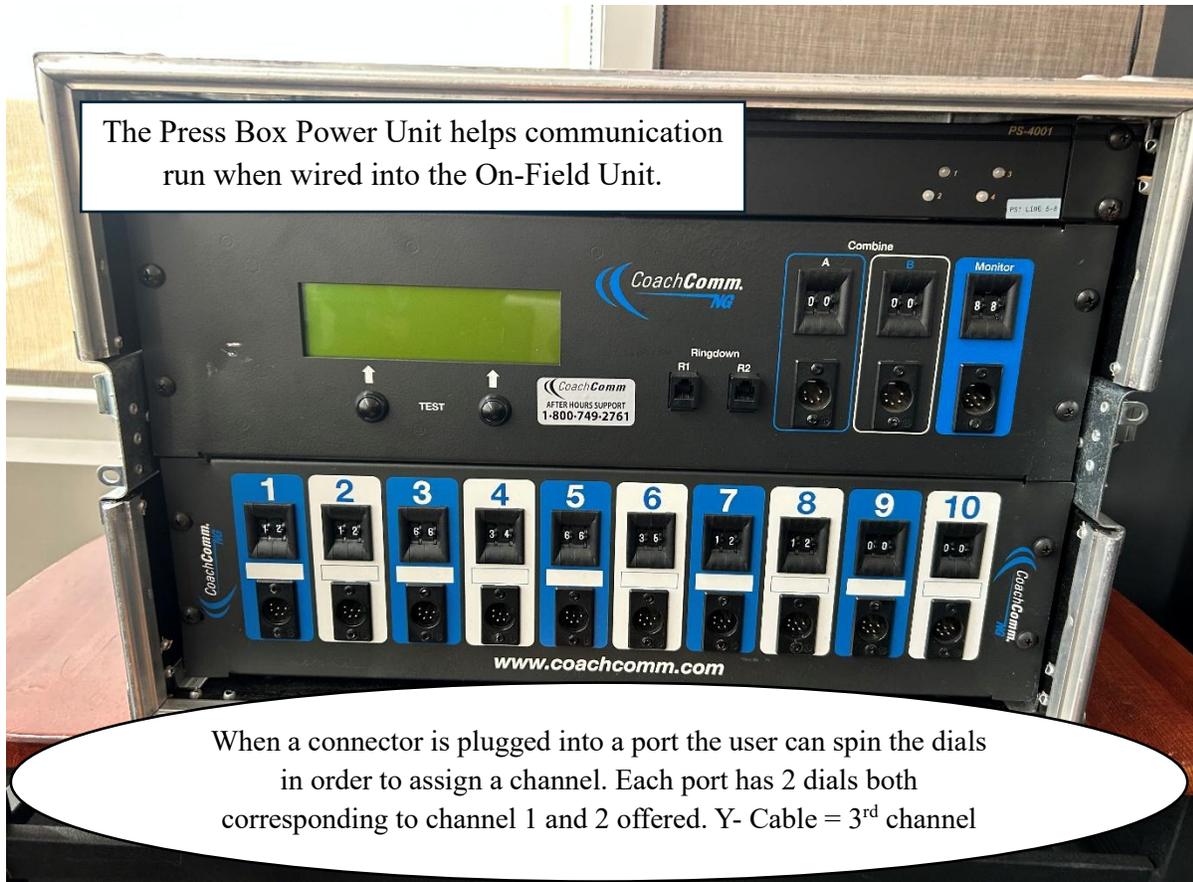


CAMPBELL

PRESS BOX UNIT



Once opening and or closing the Press Box Unit Trunk you will find/store the cords on the left-hand side while the Press Box Packs are stored seated on top of the cords (This is also where the Y-Cables are currently being stored.) The Press Box Unit will be stored on the right-hand side.



When a connector is plugged into a port the user can spin the dials in order to assign a channel. Each port has 2 dials both corresponding to channel 1 and 2 offered. Y- Cable = 3rd channel



The back of the Press Box Power Unit. Custom rainbow cord plugs in here. Box can be run with or without being plugged into wall. Black cord plugs into 2 separate slots in the back of the unit.



Running a test. Can be done on both the On-Field Unit and Press Box Power Unit.





Plugging in Press Box Headset Pack



PRESS BOX COMPLETE

