



Thank you for purchasing a Digital Referee Lighting system! This system has been the culmination of countless hours researching, developing, and constructing a quality product that will last. This manual will outline the functions of your new DRL system, and how to control it.

-Scott

What's in the box?

Depending on your trim level, your box should contain one DRL Computing module (1), three wireless DRL referee remotes (2), one micro USB power supply (3), one 2.1mm barrel jack power supply (4), one 6ft HDMI cable (5), and one G-Cord Bluetooth keypad (6).



How to setup?

The DRL system was developed so that anybody can set it up! The entire system is plug and play. To start your system, attach your HDMI cable to the computing module and a TV/Monitor, then power the module via the micro usb cable. You should start to see a multicolored square appear on your screen, the module will then run its boot up sequence.

On the front end of each remote there is a colored LED and a slide switch. Slide the switch to power on the remote. The LED on the front of the remote should start to blink yellow. This indicates the remote is on, and is trying to connect to the computing module.

Once the main DRL program starts you should start to see the LEDs on your remotes turn off. This indicates the remotes are now paired via Bluetooth to the computing module.

Once all 3 remotes are successful paired, you are ready to run your meet! If the LED is continuing to blink yellow, then simply turn the remote off, and back on again to initiate the connection sequence.

How to use it?

Remotes

The DRL system is quite easy to use! For the referees it is quite simple, depending on your trim level you either press a white/red button to indicate a good lift/nolift. If you have any of the IPF versions, then you simply press the white button for a good lift, but if it is a nolift you press the color of the button which justifies the no lift (infraction card color). On some models the chief referee has a green button, this is so that he/she may control the timer. Once a decision is shown, the timer will automatically reset to 1 minute, so the chief does not have to do that. One press of the green button will start the timer, another will pause, another will start it again.

Charging Remotes

The 2nd generation DRL system comes with rechargeable remotes. The remotes have a battery life of approximately 75 continuous hours on a full charge. In order to charge the remotes simply use the provided 2.1mm barrel jack charger and insert one of the 3 cables into the front face of the remote. If the remotes are turned on the LED will either be RED, indicating the remote is charging and has a battery % less than 100%. Once the battery reaches 100% the led will turn GREEN.

NOTE: The batteries contained in the remotes are large, charging can take up to 8 hours.

Score Table Remote/Keypad

If your DRL system includes a keypad, this section is for you. The keypad allows the scoring tablet to do many things. This keypad allows the table to change the main timer duration. By pressing the plus (+) button, this puts the system into “TIMER EDIT MODE” once in the mode, the user enters the desired duration of the timer IN MINUTES. Once the value has been inputted, pressing the ENTER button will load in this new value, and exit TIMER EDIT MODE. If you press the wrong time, no worries, simply press the enter button to enter TIMER EDIT MODE once more and try again.

EX: Setting the clock to 5 minutes. +, 5, ENTER.

The Backspace button on the keypad behaves exactly like the green button on the chief referees remote. This allows the scoring table to run the clock in a conventional manner. The MINUS (-) button will automatically reset the clock to 1 minute. The system will automatically reset the clock after each decision, but if for some reason the clock needs to be started quickly, before the decision disappears, the scoring table can do that.

The NUM LOCK button places the system into “ATTEMPT CHANGE” mode. This displays a warning message to the platform workers, indicating a change has been submitted, and that they need to wait until the scoring table gets organized to make sure the proper weight is on the bar for the proper lifter.

The table also has the ability to hide the attempt selection timers if they desire. The DIVIDE (/) key will HIDE/SHOW the main timer, while the MULTIPLY (*) key will SHOW/HIDE the attempt selection timers.

The DRL system is equipped with audio output, the main timer will beep at 30 seconds, and every second 10, or less, then once at 0:00 a buzzer will sound. To configure the output device, the decimal (.) button is used. The audio can either be exported through the HDMI cable to a TV, or through the 3.5mm audio “headphone” jack on the side.

The final feature is to integrate the DRL system in to a laptop screen. When the Computing Module is connected to a network (via Ethernet or wifi) its IP address can be displayed by pressing the 0 key. The IP address will display itself for 10 seconds, freezing all other functionality until the 10 seconds is up.

NOTE: There is a figure on the next page indicating the keypad functionality.

Keypad Commands



Chie Referee Overrides (IPF ONLY):

