

# QUICK START GUIDE



## Audience Response System

### QRF999

#### Student Remote

LED Lights

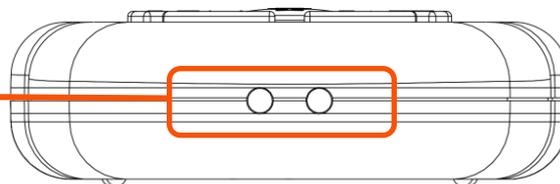
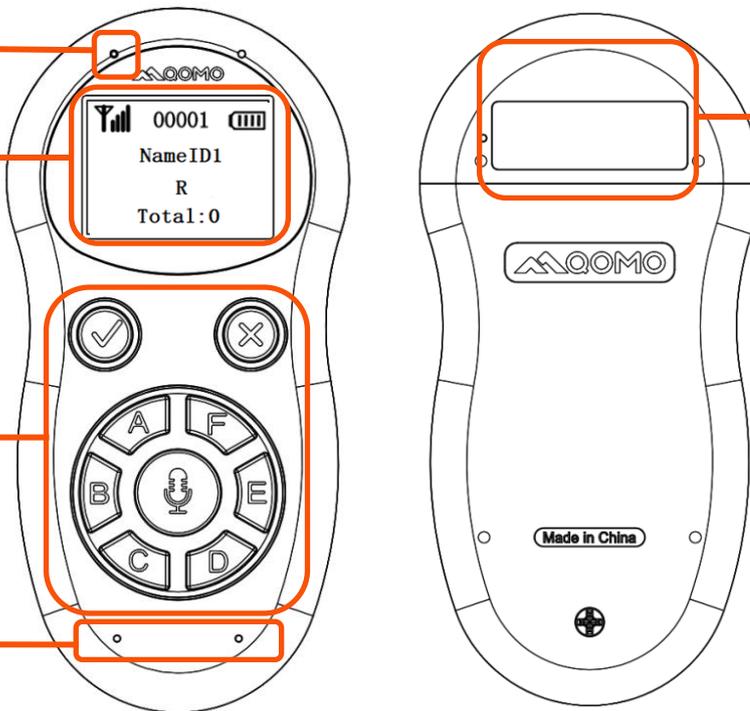
INFO Display

Function Buttons

Microphone

Charging Contacts

Match Area



#### Button Functions

True or False

Single choice: Directly press “A”, “B”, “C”, “D”, “E” and “F”

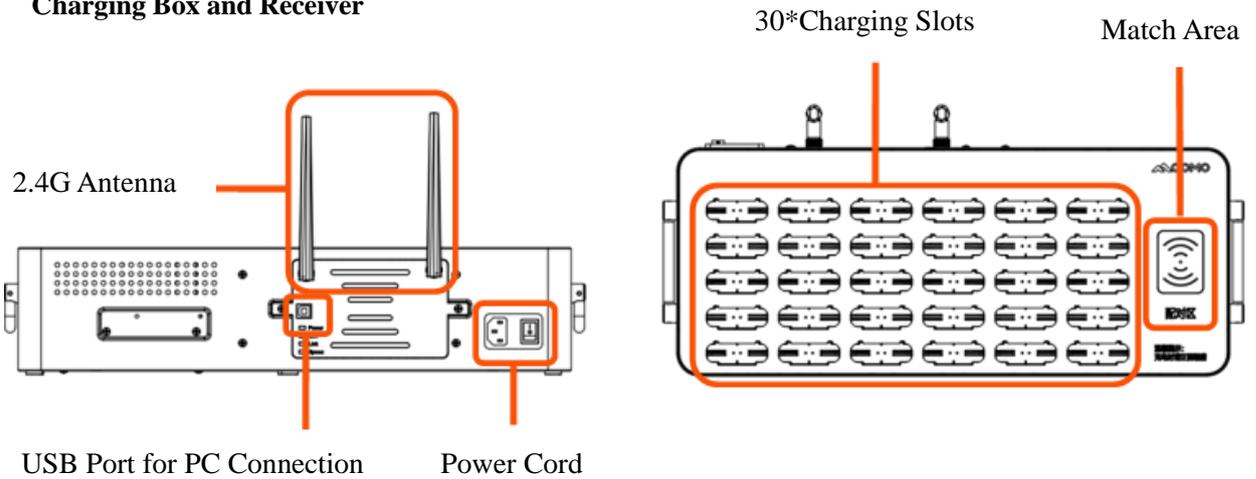
Multiple choices: Directly press “A”, “B”, “C”, “D”, “E” and “F” then press “True” to submit

Audio button for roll call, red packet rush and audio transmission

Press “D” + “A” then release them simultaneously to show version and enter Match mode

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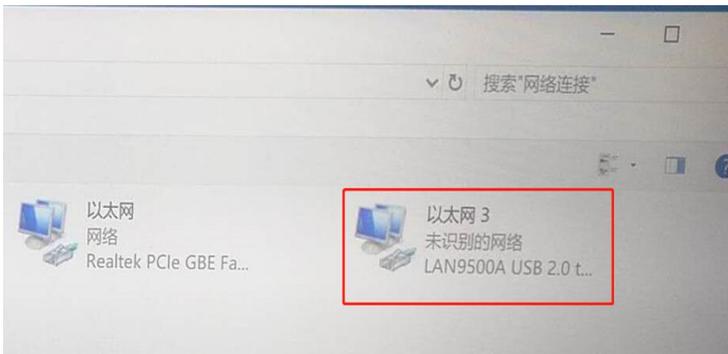
### Charging Box and Receiver



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### Receiver and Student Remotes Connection

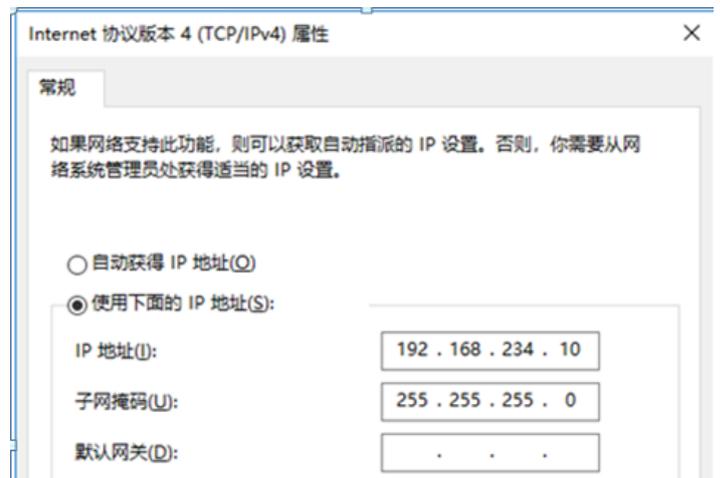
1. **Power up the charging box** and turn it on then the power indicator lights up. It will enter working mode after 3 minutes



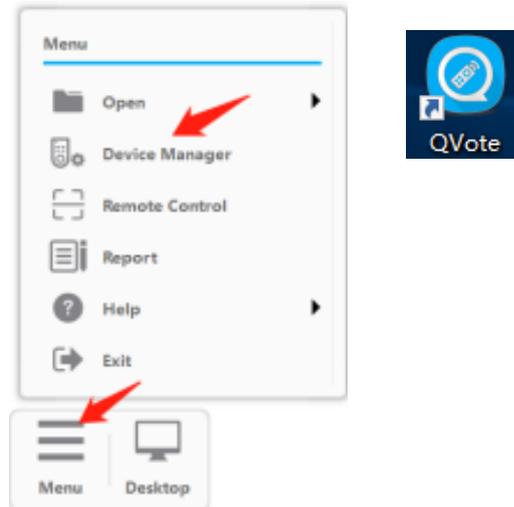
2. **Receiver connection:** Connect Receiver with USB3.0 cable then “LAN9500A” network will appear on the network interface. (Note: Please download LAN9500A driver from QOMO Website if you fail to install it automatically.)

3. **“LAN9500A” Network Configuration:** Set LAN9500A IP Address to be: 192.168.234.10. (Note: You only need to set the IP address the very first time to use the ARS.)

4. Close the firewall after IP setting.



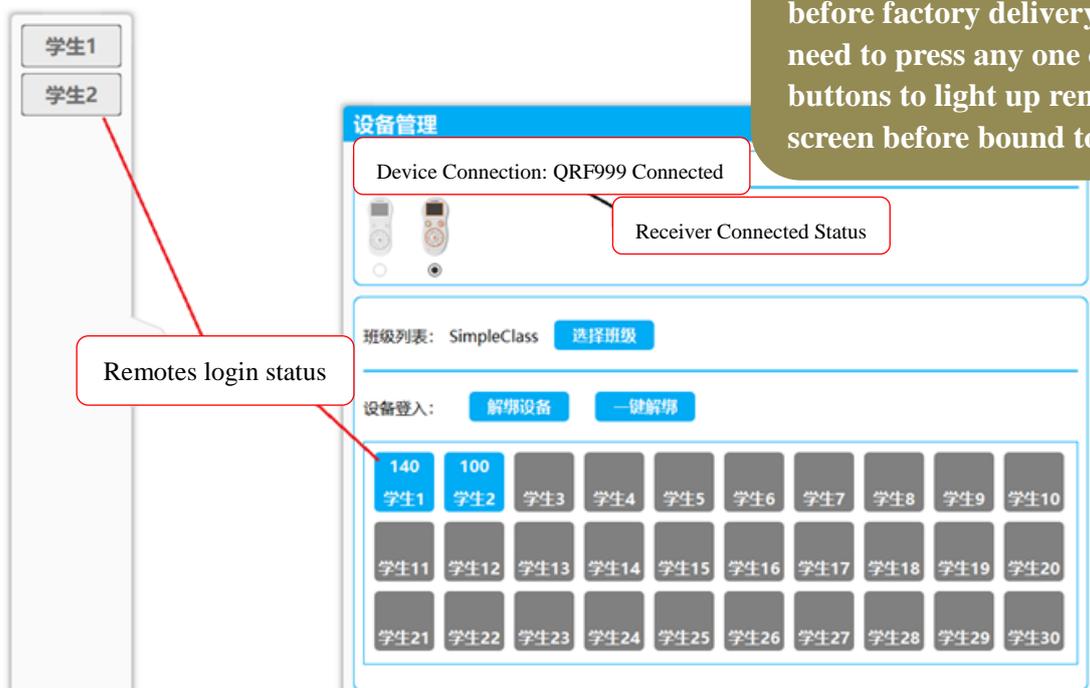
5. Install QVote Software and run QVote. Open the menu and select "Device Manager";



6. Receiver and remotes login status as follows:

Note: Student Remotes have been matched with receiver before factory delivery. You only need to press any one of the buttons to light up remote screen before bound to QVote.

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## Match Student Remotes

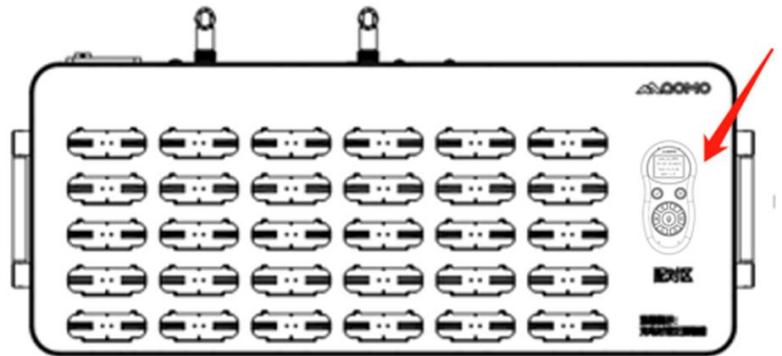


Match Area

1. Press “D” +”A” then release them, version info will be displayed and it will enter match mode as well.

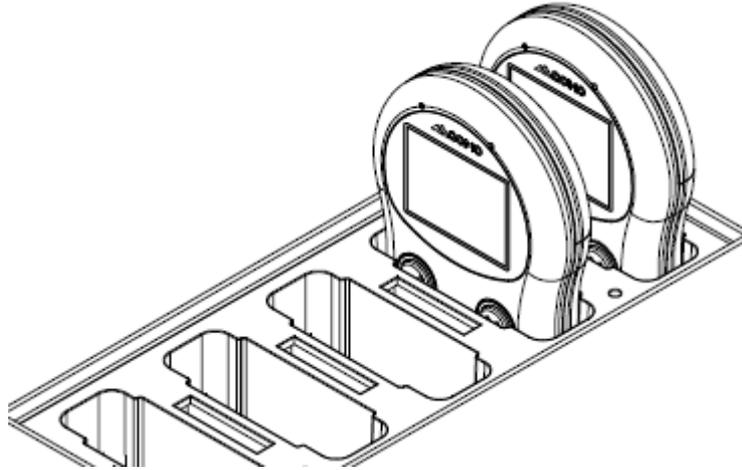
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2. When student remotes enter into matching interface, face button- area down on receiver match area. It matches successfully if there’s a beep sound.



3. Newly matched student remote ID will show on the “Device Manager” interface.

## Remotes Charging



Place remotes into charging slot. Its top red light indicates charging while green light indicates full charge.