

FAQ's

Can signs be intercepted?

No, signs are completely secure! The information is encrypted to ensure communication only goes to your team.

How far can they transmit?

Let's just say a great deal farther than the size of a baseball or softball field! We'll let you have fun trying that out if interested.

Does the device send letters?

Yes. While the earlier versions of the product used numbers only, you can now send signs utilizing letters or numbers. For more information, visit our website.

How long does a fully charged battery last?

A charged device lasts about 5-6 hours. You can charge a dead battery in about 1 hour. Charging is done via a micro-usb charging cable.

Can the receivers transmit back to the coach?

No, the communication is one way. Keypads send digits to the receivers, and there is no communication in the other direction.

How do I get Game Day Signals?

Visit our website at <https://GameDaySignals.com> to view and purchase our products.

How do you turn the units off when not in use?

The units are designed to run continuously and will shut down automatically when the battery gets low. They can be placed on charge at any time during the charge cycle without harming the battery.

Contact Us

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Customer agreement, privacy policy, and limited warranty can be found at gamedaysignals.com

or by calling the number above.

Product contains FCC ID: 2AD66-1276C1



Simple. Fast. Secure.

Quick Start Guide

GameDaySignals.com

Getting Started

When Your Units Arrive

- If you ordered coach and player units, they will already be paired for you when they arrive.
- Charge all units for approximately 1 hour.

Initializing New Player Units

- This typically only applies if adding/replacing units or if you have reset your player units.
- Prior to being paired, each player unit will display a unique ID on the screen
- To pair a player unit to a coaching unit, press ******* plus the 5-digit PanID displayed on the player unit, followed by **#**
- Example: *****21473#**

Pairing a Secondary Coaching Unit

- This allows you to pair another coaching unit to the network
- On the new coaching unit that you want to pair, press ****401#** (this will show the PanID on the display)
- On the master coaching unit, press ******* plus the 5-digit PanID displayed on the secondary coaching unit that you are trying to pair, followed by **#**
- Example (on new coaching unit): ****401#**
- Example (on master coach unit): *****17439#**

Resetting a Player Unit

- If you experience any issues with a player unit, there is a pinhole reset button on the front. A short press will perform a software reset. A long press (10 seconds) will unpair the device and reset it to the factory settings.

Basic Commands

Sending Signals

- Signals are digits sent to players communicating activities for the upcoming play
- You can enter up to 6 digits and submit the information by pressing **#**
- Example: to send 123456, you would type **123456#**

Clear Display

- This will clear the last signal on the player unit and the display on the coach unit
- Example: ***#**

Vibration Mode

- This allows you to turn vibration mode on for the player units
- The command is ****1x#** (*options for x are: 0 = Off, 1-9 = Number of Vibrations, Defaults to 2 if no value entered for x*)
- Example: ****1#** (*turns vibration on and defaults to 2 vibrations*)
- When toggling vibration mode on, you can customize the length of the vibration.
- Example to customize length: ****14#** (*the 4 indicates the customized vibration length*)
- Example: ****10#** (*turns vibration off*)

Sign Translation Mode (Text Display)

- This allows you to display custom defined signs such as "Fastball Middle".
- Refer to the "How To" videos on our YouTube Channel for help in setting up your custom sign list: www.youtube.com/@GameDaySignalsSimpleFastSecure

Show Unit Number

- This will display the Unit Number of the device on the display screen
- This can be helpful when checking to see which coach unit is set up as the Master Unit (C1).
- Example: ****50#**

Signal Timeout

- This will set a timer for how long a play call remains on the player unit
- This setting can be activated by sending ****2x#** (*options for x are: 0 = Off, 1-9 = Number of Seconds*)
- You can set the timeout to be 1 to 9 seconds. The default time is set to 5 seconds when the units are initially set up.
- Example: ****24#** (*this will set the timer to 4 seconds*)
- Example: ****20#** (*this deactivates the timeout feature*)

Coach Keypad Sync

- This will allow you to synchronize the settings of the master coach unit to any secondary coaching units (this should be done after making any changes to the settings if you are using multiple coach units)
- On the secondary coaching unit, enter ****420#**
- Then, on the master coaching unit, enter ****421#** to send the settings