This guide will assist with starting up and operating a Sportsound® SSR-300 audio rack. For detailed operation, configuration, and troubleshooting, refer to the **Sportsound Rack SSR-300 Operation Manual (DD2324779)**. Note that every project is unique, so be sure to follow any site-specific riser drawings and documentation for the facility.

Setup

The Announcer's Interface equipment is typically kept in the bottom storage drawers along with other accessories. Follow the steps below to properly reconnect it to the rack. For more information, refer also to the quick guide (**DD3083838**) shipped with the device.

1. Connect the 2' (610 mm) XLR cable between the microphone and the MIC 1 INPUT jack, and then connect headphones to the 1/4" or 1/8" jack.

Note: The headset microphone may be connected to the announcer's interface via the **MIC 1 INPUT** and HEADPHONES jacks.

- **2.** Connect the provided 12 VAC wallpack transformer to the power input jack, and then plug the other end into a standard 120 VAC outlet. Use the tab above the power jack as a strain relief for the power cord.
- **3.** Connect the 15' (4.6 m) XLR cable from **MIC 1** & **AUX 1** on the announcer's interface to **Mic 1** & **Aux 1** on the announcer's plate.

24 RU Rack Only

For the 24 RU rack, there will be a 25' (7.6 m) or 50' (15.2 m) cable harness factory wired to the rack. Route this cable to the desired mixer location and connect each plug to the appropriate jack on the mixer according to the wire labels. Plug the mixer into a standard power outlet.

Powering On

Unlock the door of the rack, and turn the **SOUND SYSTEM** key switch to the **ON** (vertical) position.

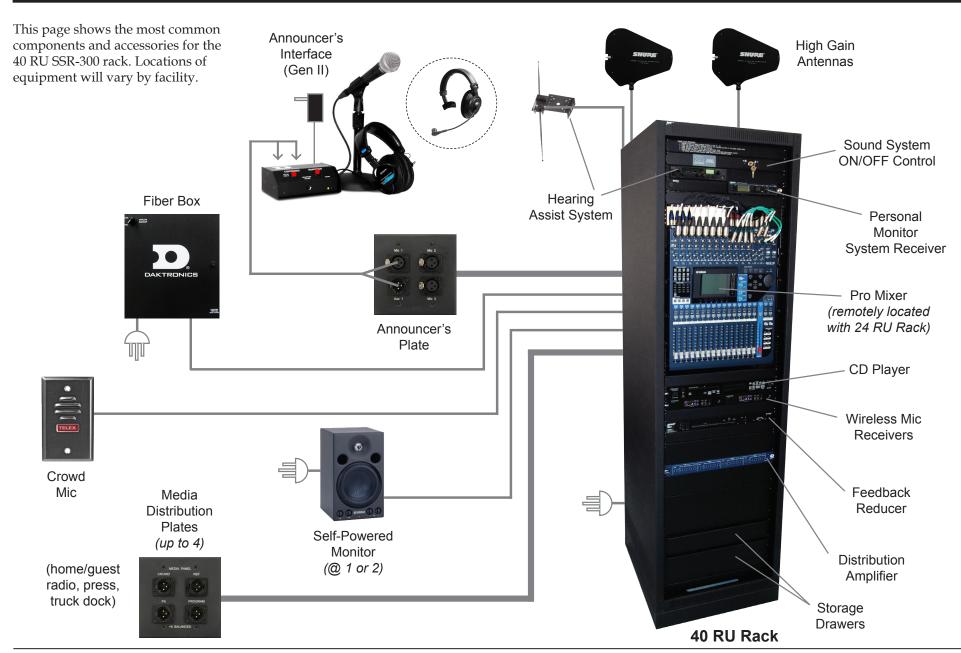
Note: Keep both sets of keys in a safe location to prevent theft/tampering of rack equipment!



Powering Down

- 1. Press the **USER DEFINED KEY** on mixer labeled **OFF**.
- **2.** Turn the **SOUND SYSTEM** key switch to the **OFF** (horizontal) position.
- **3.** If the system will not be used for some time, unplug the power cord.
- **4.** Place all accessories back in the appropriate slots of the storage drawers to keep them safe and organized.
- 5. Close and lock the rack door.







Audio Mixer Operation

With the **SOUND SYSTEM** key switch in the **ON** position:

1. Press the USER DEFINED KEY labeled GAME.

Custom keys may have been set up during training. Press the desired key as needed for a specific application.



2. Ensure all source equipment is turned on and operational (refer to the appropriate pages of this guide.



3. Verify gain knobs for the channels in use are adjusted so the SIGNAL light is green and the PEAK light is not lit.





- I. Ensure the ON buttons for the channels in use and for the STEREO slider are illuminated. Also verify no SOLO buttons are illuminated
- 5. Bring sliders up slowly and listen for your signal.



- **6.** The signal should be visible on the **STEREO** output meter:
 - The amber LEDs indicate that the level is near clip.
 - The red LEDs indicate that the signal has reached the digital limit.

REMEMBER: Bad input = bad output. No adjustment on the mixer can make a poor source sound better. For best results, be sure to use high-quality audio files from your MP3 player or laptop, and set the device to near full volume.

Wireless Receiver System Operation



The unit displays the following information:

- a) Transmitter Battery Life
- b) TV Channel
- **c)** Frequency
- d) Group Number
- e) Channel Number
- f) RF Signal Strength
- g) Transmitted Audio Level
- h) Gain Level

Single Receiver

- **1.** *Ensure all transmitters are powered off.* Press the power button to turn on the receiver if it is not already on.
- **2.** Press **menu** until "scan" displays on the LCD.
- **3.** Press **enter** to start frequency scan. When scan is complete, Group and Channel will display on the LCD.

Network Receivers

- **1.** *Ensure all transmitters are powered off.* Turn on all receivers and wait one minute to allow time to connect to the network.
- **2.** Press **menu** on one receiver until group number flashes.
- **3.** Use the arrow buttons to select a group to scan.
- **4.** Press **enter**, wait for channel, and then press **enter** again.
- **5.** Press **menu** until "network scan" displays on the LCD.
- 6. Press enter twice to deploy channels to other receivers.

Note: Perform a scan on all of the wireless units *just minutes* before the game! If a scan is performed too far ahead of time, frequencies set up by the media later on may interfere with previously configured settings.

Wireless Microphone & Bodypack Operation



- 1. Open the battery cover. Insert new or fully-charged AA batteries prior to each use, and always have spares on hand.
- 2. Power on the transmitter device.
- **3.** Hold the transmitter device up close to one receiver in the rack, ensuring the infrared (IR) windows are aligned.
- **4.** Press **sync** on the receiver; "good" will display if sync was successful.
- **5.** Repeat steps 1-4 to pair another transmitter device with an additional receiver (if present).

Note: Plug the referee mute switch into the jack on top of the bodypack unit and plug headphones/lapel mic into the referee mute switch.

Verify Reception: With a transmitter and the receiver both turned on and having matching GROUP and CHANNEL numbers, the RF meter on the receiver should be indicating signal. Speak into the microphone and the audio meter should indicate signal presence.



Personal Monitor System Operation

Transmitter



- **1.** Flip the transmitter **power** switch to ON if it is not already on; ensure the RF switch to the left of it is OFF at this time.
- 2. Power on the handheld receiver using the volume knob.
- 3. Attach the antenna and earphones to the top of the handheld receiver.
- **4.** Flip open the battery cover to expose the control buttons. Press **scan** and the display will show "SYNC NOW".

Note: Insert new or fully-charged batteries prior to each use, and always have spares on hand.

- **5.** Hold the bodypack up to the transmitter with the sync IR windows facing each other, and press **sync** on the transmitter. The display will show "SYNC SUCCESS" when finished.
- **6.** Flip the transmitter RF switch to ON. The blue LED on the receiver should illuminate to indicate that it is detecting the transmitter.





Hearing Assist System Operation

Transmitter



- 1. Press **POWER** to turn on the transmitter if it is not already on.
- 2. Use the CHANNEL SELECT buttons to select a channel.
- **3.** Plug the Ear Phone/Neck Loop lanyard into the 2 jacks on top of the receiver, and then connect the Ear Speaker into the jack on the lanyard.
- **4.** Press and hold the power button for 1 second to turn on the receiver. (To turn off the receiver, press and hold the power button for 3 seconds.)
- 5. Verify the channel number matches on both the receiver and the transmitter. To change the channel, press and hold the up and down buttons at the same time for 5 seconds, and then use the up and down buttons to select the channel. Press the power button to save.

Note: Receivers use rechargeable Lithium-ion batteries. Always charge receivers at least 2.5 hours before the event.

6. Repeat steps 3-5 for any additional receivers.

Receiver



