Producer:

Referee Recorder spol. s r. o.

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Made in EU

REF REC

REFEREE RECORDER

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Instructions for use

RECORDER



Thank you for purchasing our product!

Please read this manual to ensure that the product serves you perfectly and for as long as possible.

EN

1) Switching on/off

- **Press and hold** the **Power button** for 1 second to **turn on** the RECORDER. After turning on the RECORDER the logo will appear on the display for a short moment.
- **Press and hold** the **Power button** for at least 3 seconds to **turn off** the RECORDER.
  - While holding the button, you will feel a vibration every second to warn you against unintentional shutdown.

2) Recording & Saving moments

- When the RECORDER is turned on, you will find the **Stopwatch** value in the top left corner, battery charge level in the top right corner and the **Number of recordings** in the middle of the display.
- When the memory is empty and the RECORDER is ready for a new match, the **Stopwatch** shows "0:00:00" and the **Number of recordings** shows "–"
  - If there are already some saved recordings, delete the memory.
- **Starting recording** – Just before the match begins, press the **Record button** to start recording. At this moment the **Stopwatch** starts to run and the **Number of recordings** displays "0". This means that the RECORDER is ready to save the following recordings and now just before the game you have zero recordings saved.
  - **IMPORTANT: This moment,** when you started recording, **will be used for synchronization later in the Application!**
  - **Tip**: Recording should begin right before the start of your match, when the camera starts capturing video. Start recording shortly before the start of your match (kick off in soccer / jump ball in basketball / face off in hockey).
- **Saving situations from the match** - Press the **Record button** again to save a situation and tag this moment, so that you will have a videoclip of it in the Application later.
  - **Tip:** At the beginning of each period (e.g. 2nd half, 2nd and 3rd period) save a backup situation. If the break(s) are cut from the video of the match, you will be able to use this backup moment to resynchronize.
- **IMPORTANT: Do not turn off the RECORDER during breaks!** The Application will synchronize the entire video captured with your recording; it is essential to record your entire match without any breaks.
- **Stop recording** - Once the match has finished, turn the RECORDER off
  - Note: Maximum values are 400 recordings and 9:59:59 time.

3) Transferring recordings to the Application

- **Turn on** the RECORDER and **put your mobile phone** (or any other device with an NFC chip) close to the front side of the RECORDER.
  - The **NFC transmitter** is indicated by the white icon on the front side of the RECORDER – here the mobile phone must be placed in order to transfer data.
  - **Tip:** Finding a suitable relative position of the devices requires some experience and knowledge of where your mobile phone has an NFC chip. See the manual of your mobile device for where exactly the NFC chip is located.
  - Remove a cover/case from the phone if necessary.
- The RECORDER is capable of transmitting data at a maximum distance of 1 cm.
- Once you have transferred data from the RECORDER to the Application (and you tapped Save), you can then delete the memory.

4) Deleting the memory

- The RECORDER contains memory that is able to store situations from one match.
- Press and hold the **Delete button** for at least 3 seconds to delete the memory
  - Make sure that you have already transferred and saved your recordings in the Application!
  - While holding the button, you will feel a vibration every second to warn you against unintentional memory deletion.
- Once you delete the memory, the RECORDER is ready to start a new recording.
  - In this case the **Number of recordings** shows "–" and the **Stopwatch** shows "0:00:00".
- When you turn off the RECORDER and then turn it on, it is impossible to continue with recording. In this case the **Stopwatch** will show time measured during the previous match. When you try to push the **Record button,** a trash-symbol will appear to indicate that the memory needs to be deleted.

5) Charging battery and its capacity

- The **Battery capacity** is indicated by 4 battery cells. All 4 cells for 75-100%, 3 cells for 50-75%, 2 cells for 25-50%, 1 cell for 0-25% of battery capacity.
  - **Tip:** Although the RECORDER is able to record several hours with 1 battery cell displayed, charge the battery to be sure that you will be able to record the entire match.
- Plug a charging cable into the **Charging connector** to charge the battery.
  - If the RECORDER is off, it will turn on automatically and show charging progress and increasing battery level. You can turn the RECORDER off during charging and charging will continue.
  - Note: Charging cable (micro-USB) is an optional accessory.
- Full charging (from 0% to 100%) takes about 5 hours. Charging is indicated by blinking battery cells, increasing according to capacity level charged. A fully charged battery is indicated by 4 non-blinking cells.

Use the product only for its intended purpose. Protect it from heavy rain, water, mechanical, thermal, electrical and electromagnetic stress and radiation; misuse may void the warranty. Do not dispose of it with household waste – use a designated collection point.