

Add RF Remotes

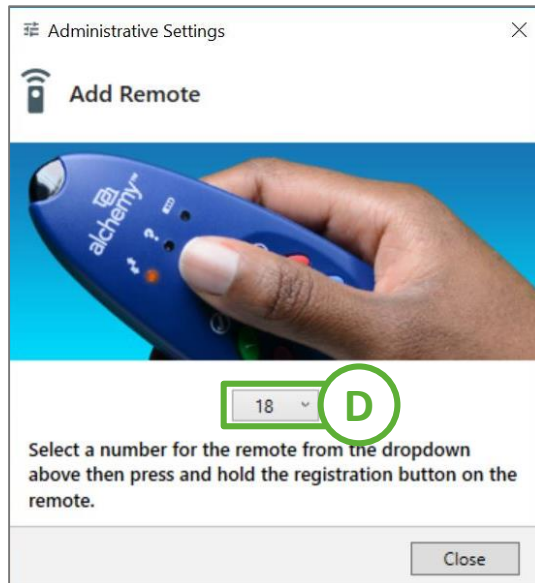
Add Remote to Training Computer

- A. From the Player Admin ribbon, select **Input Devices**
- B. Select the **Add/Remove** button
- C. Select the **Add** button

The screenshot shows the Alchemy Player interface with the 'Play' tab selected. The 'Input Devices' button is highlighted with a green circle labeled 'A'. Below it, the 'Input Devices' settings dialog is open, with the 'Add/Remove' button highlighted with a green circle labeled 'B'. At the bottom, the 'Add and Remove Remotes' dialog is open, showing a table of remotes and the 'Add' button highlighted with a green circle labeled 'C'.

Remote	Unique ID
1	1002AFEF
2	10029D8B
3	1002F92A
4	10029BF9
5	10029056
6	1002E18E
7	1002F82A
8	10029F9B

- D. Identify the remote number (on the back of the remote) and choose the matching number in the drop-down box. *Note: In the event there are multiple remotes with the same number, the best practice is to re-label the back of the remotes with different numbers.*



- E. **Press and hold** the registration button on the remote until the **remote lights blink**



- F. Continue process with the next remote, and close the window when done

Remove Remote from Training Computer

- A. From the Player Admin ribbon, select **Input Devices**
- B. Select the **Add/Remove** button
- C. Select the **remote number** and then click **Remove**
- D. Repeat step C for each remote to be removed; click cancel or close window when done

