

## **BRGQWR Wireless Remote**

The BRGQWR Wireless Remote Control is a designed for any of the BRG Take-a-Number Systems. You can add up to 64 wireless remote controls to any of the BRG Take-A-Number systems. If you are using Configuration 4, 5, 7, 8, 9 or 10, each remote can be programmed in seconds to reflect a specific service window number for customers to go to with the newly announced ticket number. These service windows will be announced with the new ticket number.

This wireless remote control can be used to:

- · Adjust the ticket number either up or down
- Advance and announce the next ticket/service window number
- Go back and announce the previous ticket/service window number
- Repeat the audio for the current ticket/service window
- Change the configuration of the LED wall display
- Program service window numbers to each remote control
- · Change the LED intensity
- Adjust the volume of the audio tone & audio announcement

Each remote control comes with Energizer lithium Ion batteries that will last up to 10 years between battery changes. If two remotes are activated at the same time, the wall display will increment the ticket count and make announcements in the order received. The long range FCC approved remote control does not require a license.

## **Operation:**

Pressing the remote's "Next" button increments the ticket count, and sounds an alert tone and/or voice announcement. Pressing the Back button decrements the count without an alert sound. Pressing the Repeat button repeats the announcement for the remote control pressed. The take-a-number display may be reconfigured at any time to one of eight standard configurations. Pressing and holding the "Next" or "Back" buttons rapidly changes the ticket count without making an audio announcement.



Operating instructions are included on the back of each remote control



The remote can be reconfigured for different window numbers at any time











600 N River St Derby, KS 67037 800-295-0220 sales@brgproducts.com www.BRGPrecision.com