

QUICK START GUIDE

The Hermes Reoff Switch is a set of four modules that are inserted between the robot's batteries and the robot itself. The Hermes unit receives signals from the referee and proceeds to enforce a fair match by allowing and removing power from the robot. Every team that competes at an Open Program event is required to have a Hermes installed on their robot.





EACH HERMES REOFF SWITCH KIT CONTAINS:

- one Hermes Base Unit with two Hermes Light Bars
- one Hermes Practice Module
- two 500 mm three-wire extension cables and one 300 mm ethernet cable

STEPS FOR PRACTICE MODE:

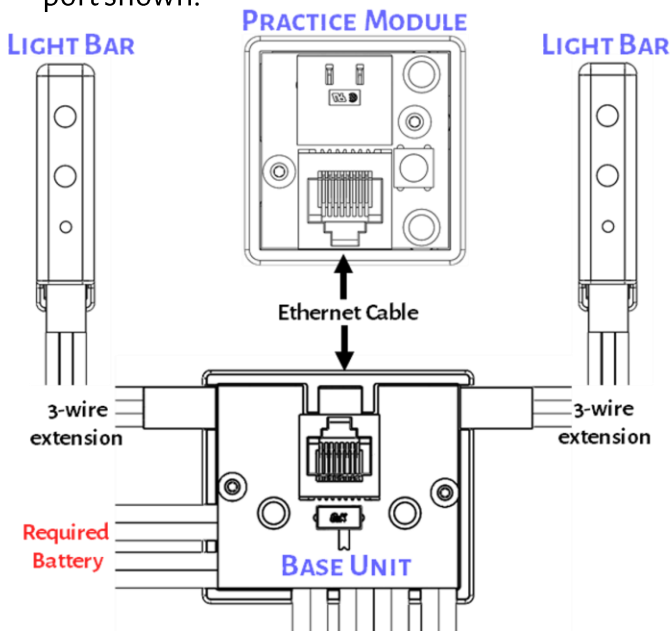
1. Install the Practice Module on the Base Unit using included ethernet cable.
2. Connect a battery on Power Channel A of the Base Unit
3. Connect at least one Light Bar to the Base Unit.
4. Power the Base Unit ON by using the Power Switch.
5. Press and hold the Practice Button until the appropriate color is shown on the Light Bar(s) and release it.
6. Press and release the Practice Button to select. The center LED will glow yellow and the end LEDs will glow with the appropriate color.
7. Press and release once more to begin.
8. Practice!

**PRACTICE MODE LIGHT BAR
COLOR DESCRIPTIONS**

 BLUE Match Alliance	 RED Match Alliance
 CYAN Skills Attempt	 YELLOW Cancel Selection




HERMES BASIC WIRING:

The Base Unit controls when power is given and taken away from the robot. The two Light Bars serve to inform the driver and audience about the state of the robot. The Practice Module allows you to launch practice match and skills events. To operate correctly, a battery must be plugged into the port shown.









LIGHT BAR IN-EVENT COLOR DESCRIPTIONS

SKILLS ATTEMPT

Color	State	Description
	Solid	Skills Attempt
	Single short flash	30 seconds left in Skills Attempt
	Fast blinking	Last 10 seconds of Skills Attempt

MATCH ALLIANCE

 = Alliance color (Blue or Red)

Color	State	Description
	Slow blinking	Autonomous Period
	Fast blinking	Last 10 seconds Auto Period
	Slow blinking	Pause between Auto and Driver
	Solid	Driver Period is ongoing
	Fast blinking	Last 10 seconds of Driver Period
	Single short flash	Beginning of Auto OR Beginning of Driver OR 30 seconds left in Match

