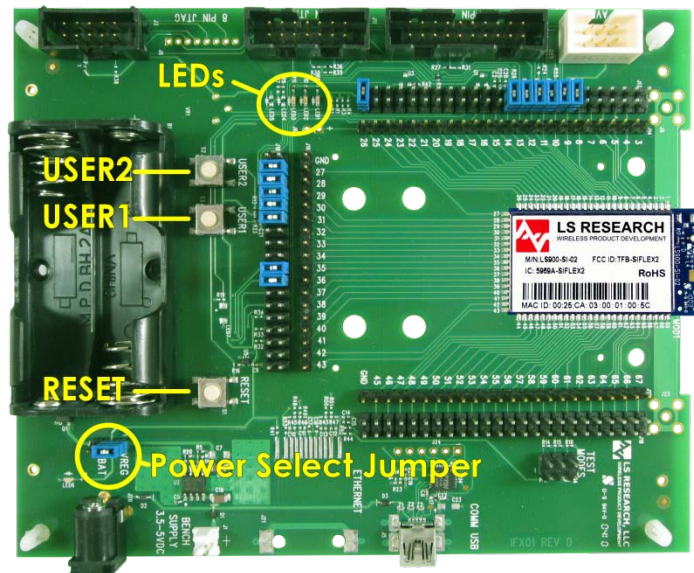


The quick start demonstration presented here is referred to as the Ping Pong Range Test. The Ping Pong Range Test allows a user to easily verify range between two modules via feedback from three flashing LEDs.

Running the Ping Pong Range Test requires the use of two development boards. One board will be the master, and the other board will be the slave. The master periodically transmits packets to the slave. If the slave receives a packet, it will flash its LEDs and transmit a packet back to the master. If the master receives a packet from the slave, it will flash its LEDs.

Install batteries and make sure a jumper is installed on J2 “Power Select Jumper” between pins 2-3 “BAT”.



## Enabling Ping Pong Range Test

One board needs to be configured as a master, the other as a slave.

### As Master

1. Press the RESET button and the USER1 button simultaneously.
2. Release the RESET button.
3. Wait until green LED1 is lit, then release the USER1 button.

### As Slave

1. Press the RESET button and the USER2 button simultaneously.
2. Release the RESET button.
3. Wait until red LED3 is lit, then release the USER2 button.

## Evaluating Range

During the Ping Pong Range Test the boards will flash their LEDs based on received packet signal strength. Further data to evaluate range can be obtained using the LSR ModFLEX™ Test Tool Suite.

LED	Signal Strength
Green	Excellent
Yellow	Good
Red	Marginal
OFF	None

**Table 1 LED Signal Strength Definitions**

The information in this document is subject to change without notice.

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