



SimplyWorks® INSTRUCTIONS

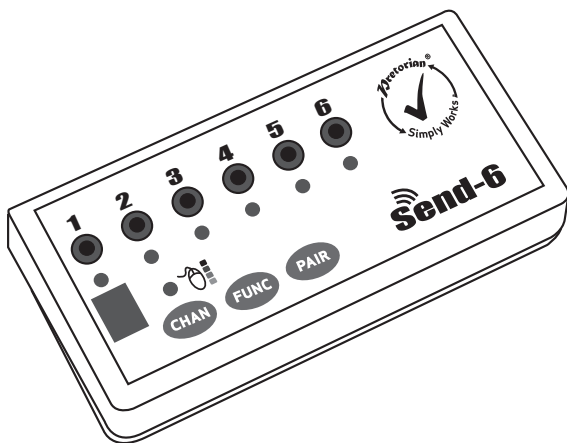
SEND-6

Pack Contents

Carefully check the contents of the box, which are:

SEND-6

This manual



Product Description

SimplyWorks® is the world's first fully integrated wireless system specifically for users with motor skills difficulties.

SimplyWorks® allows you the freedom to create wire-free, single or multi-user learning environments, reducing set up time and allowing you to concentrate on the learning tasks themselves.

SEND-6 may be used with any of the SimplyWorks® receivers to give multiple switch access using any of the various switches that are available, provided they are fitted with a standard 3.5mm jack plug.

SEND-6 is simple to operate but to ensure you get the most from your purchase, please take time to read this instruction booklet.

Features

- Works with any SimplyWorks® receiver for computer or stand-alone switch access.
- Six 3.5mm jack socket inputs from any switches
- Identical functions to SimplyWorks® SWITCH 125 with the addition of mouse emulator functions'
- Mouse emulator functions
- 10 metre (32') operating range.
- Integrated LED display to allow switch function to be selected when used for computer access.
- Automatic power saving mode- no on/off switch.
- Long battery life.

Compatibility

SEND-6 is compatible with any SimplyWorks[®] receiver unit, whether for computer switch access or for controlling toys, games, or mains powered equipment.

Fitting the Batteries

First remove the battery cover on the underside of the unit. Fit two AAA style batteries, paying particular attention to ensure correct orientation (a moulded '+' symbol indicates the positive terminal location), then replace the cover. As with all battery-powered products, using good quality batteries such as

Duracell or Energiser is recommended.

If you are not intending to use **SEND-6** for an extended period of time, it is advisable to remove the batteries to prevent leakage, which may damage the product.

Pairing with a USB Receiver

Before your **SEND-6** can be used it must be paired with the SimplyWorks[®] receiver you require it to work with. If the receiver is a computer access type such as **RECEIVE**, follow the instructions in this section. If, alternatively, the receiver is a stand-alone type (e.g. **CONTROL LITE**, **CONTROL** or **CONTROL PRO**) then refer to the next section.

- 1 Place **SEND-6** close to your **RECEIVE**.
- 2 Briefly press the Pair button on the front panel of **RECEIVE**. The Pair LED will begin to flash slowly.
- 3 Within 10 seconds, press the Pair button on **SEND-6** [C].
- 4 The Pair LED on **RECEIVE** will continue to

flash for a short time while it negotiates with **SEND-6**. Once complete, the Pair LED will light steadily for 5 seconds to indicate success, and display 'P' in the LED display (D). **SEND-6** is ready to use. Whenever data is successfully sent to **RECEIVE** its Pair LED flashes briefly to give a visual indication that the wireless link is operational.

- 5 If the Pair LED stops flashing after 30 seconds and does not light steadily, repeat the process from (2). If it is still not successful, please refer to the Troubleshooting section.

Pairing information is retained in **SEND-6**'s internal memory even after changing the battery.

Operating with a USB Receiver (e.g. RECEIVE)

The function of each channel of **SEND-6** can be selected using the Channel button (A) and the Function button (B). First, press the Channel button repeatedly until the LED associated with the required channel is lit (G).

The LED display (D) will then show the current function of that particular channel. If no changes are made the LED display function is extinguished after approximately 4 seconds.

If a change is required, press the Function button repeatedly until the required function is displayed in the LED display. Changes to other channels can

be made by repeating the above procedure. Once all changes have been made, and the LED display is extinguished, all the changes are saved in memory.

For example, if you are using **SEND-6** with a computer programme requiring Space, Enter and Tab, set channel 1 to function 7 (Space), channel 2 to function 8 (Enter) and channel 3 to function 9 (Tab)

Alternatively, if you need left click, right click and drag set channel 1 to 3 to functions 4, 5 and 6 respectively.

Mode Setting	Class	Function	Explanation
0	Switch	Switch 1	Gamepad functions - used with various software including Inclusive Technology and Crick [‡]
1	Switch	Switch 2	
2	Switch	Switch 3	
3	Switch	Switch 4	
4	Mouse	Left Click	Mouse Functions
5	Mouse	Right Click	Mouse Functions
6	Mouse	Drag Lock	

7	Keyboard	Space	General purpose keyboard functions used widely for computer access
8	Keyboard	Enter	
9	Keyboard	Tab	General purpose keyboard functions used widely for computer access
A	Keyboard	↵1	Tilda* functions used on new tablet computer apps
B	Keyboard	↵3	
C	Keyboard	F7	Functions 7 and 8- used with Clicker*, for example
D	Keyboard	F8	
E	Keyboard	Numeral 2	Used with Intellitools* and other US software
F	Keyboard	Numeral 3	
G	Keyboard	Up Arrow	General purpose keyboard functions used mainly for navigation
H	Keyboard	Down Arrow	
J	Keyboard	Left Arrow	
L	Keyboard	Right Arrow	
P	Mouse	Cursor Up	Mouse emulation
R	Mouse	Cursor Down	
T	Mouse	Cursor Left	
U	Mouse	Cursor Right	

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* Do not use the Tilda functions when controlling toys or mains appliances (e.g. with CONTROL, CONTROL PRO or ENERGISE)

Using as a Mouse Emulator.

The combination of left click, right click, drag lock and cursor movement functions allows SEND-6 to be operated as a mouse emulator using only switches. For example, if the six channels are set as Mouse Left, Mouse Right, Mouse Up, Mouse Down, Left Click and Right Click all the functions of a 2-button mouse can be implemented.

Changing Cursor Speed.

When Mouse Left, Mouse Right, Mouse Up and Mouse Down functions are selected the cursor speed may be changed to suit individual requirements. Press the Channel button (A) until the Mouse Speed LED (E) lights. The LED display (D) will then show the cursor speed setting between 1 and 9 (with 5 being the default setting). Setting 1 is the slowest cursor speed. To make changes, press the Function (B) repeatedly until the required number is shown. When the LED display is extinguished after approximately 4 seconds, the settings are saved in memory and will be retained even if the batteries are changed.

Pairing with Toy Controllers and other stand-alone Receivers

If the receiver you are Pairing SEND-6 with is a stand-alone type (for example a CONTROL LITE, CONTROL or CONTROL PRO) then follow these instructions:

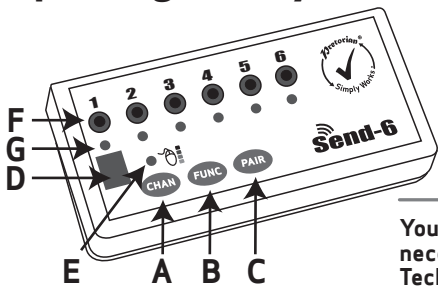
- 1 Place SEND-6 close to your receiver unit.
- 2 Briefly press the Pair button on the front panel of the receiver. The Pair LED will begin to flash slowly. Note that some receivers have more than one Pair button - one for each channel. Make sure you press the one you need.
- 3 Within 10 seconds, press the Pair button on SEND-6 [C].
- 4 The Pair LED on the receiver will continue to

flash for a short time while it negotiates with SEND-6. Once complete the Pair LED will light steadily for 5 seconds to indicate success, and will display 'P' on the LED display (D). SEND-6 is ready to use. Whenever data is successfully sent to the receiver its Pair LED flashes briefly to give a visual indication that the wireless link is operational.

- 5 If the Pair LED stops flashing after 30 seconds and does not light steadily, repeat the process from (2). If it is still not successful, please refer to the Troubleshooting section.

Pairing information is retained in SEND-6's internal memory even after changing the battery.

Operating with Toy Controllers and other stand-alone Receivers



The function of a switch paired with a stand-alone receiver is implicit and does not need to be programmed. All six channels of **SEND-6** will operate the receiver, irrespective of their function settings. This allows a number of co-operative exercises to be devised.

Maintenance

Your **SEND-6** has no user serviceable parts. If repair is necessary the unit should be returned to Pretorian Technologies or an authorised Distributor.

Troubleshooting

If your **SEND-6** does not operate correctly, please use the following guide to determine the cause. If, after following this guide, your unit still does not operate, please contact your supplier before returning it.

Symptom	Possible Cause / Remedy
Unit not functioning when used with USB receiver.	<ul style="list-style-type: none">• Units are not Paired - follow procedure in Pairing section.• Batteries flat - replace
Unit not functioning when used with stand-alone receiver.	<ul style="list-style-type: none">• Units are not Paired - follow procedure in Pairing section.• Batteries flat - replace.
Unit works erratically or intermittently.	<ul style="list-style-type: none">• Batteries flat - replace.• Out of range - move SEND-6 closer to receiver.• Interference- place both SEND-6 and receiver unit away from sources of interference.
Units will not Pair- LED is extinguished after 30 seconds.	<ul style="list-style-type: none">• Batteries flat - replace.• Ensure SEND-6 is close to receiver (e.g. 1 metre/ 1 yard) while pairing.

Warranty

Your **SEND-6** is warranted against defects in manufacture or component failure. The unit is designed for domestic and educational applications. Use outside these areas will invalidate the warranty. Unauthorised repair or modification, mechanical abuse, immersion in any liquid or connection to incompatible equipment will also invalidate the warranty.



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