



SimplyWorks®

INSTRUCTIONS

JOYSTICK

with Gaming Features



Pack Contents

Carefully check the contents of the box, which are:

SimplyWorks® JOYSTICK

USB Charging Cable

**T-Bar and
Soft Ball handles**

This manual

Product Description

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

The SimplyWorks® JOYSTICK can be used with any SimplyWorks® receivers for computer input, or to control toys and other battery operated appliances.

With movement responding to the lightest touch of the joystick, this is the only wireless

joystick specifically designed for users with motor skill difficulties.

The unit can operate either as a mouse equivalent to move a cursor or can be switched to work as a gaming joystick, where it may be set to operate as a left or right joystick, enabling complete wireless, disabled gaming access.

SimplyWorks® JOYSTICK also benefits from a built-in lithium ion battery and advanced charging system, making single-use batteries a thing of the past and reducing the total cost of ownership. The unit is charged from any USB socket using the supplied cable and goes many months between charges.

Features

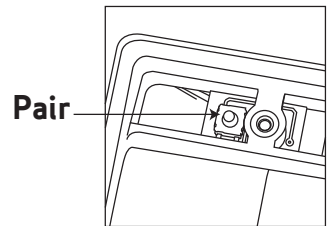
- Works with any SimplyWorks® receiver for computer input or toy control.
- State of the art radio link with an interference free operating range exceeding 10 metres.
- Built-in lithium battery and charger.
- Light touch joystick movement (0.5 Newtons).
- Mouse equivalent or wireless gaming device (switchable between left stick and right stick).
- Four cursor speed settings.
- Low profile providing a natural hand-rest for comfortable operation.
- Left/Right and Drag Lock buttons plus optional Double-Click.
- Colour coded buttons mounted slightly below flush to prevent accidental operation.
- Mountable using industry standard mounting plates.

Compatibility

SimplyWorks® JOYSTICK works with USB compatible computers including PCs, Macs, Chromebooks, Apple phones/tablets (via an adapter cable) and some Android phones/tablets (also via an adapter cable). In gaming mode it can work on PCs and with the Xbox Adaptive Controller.

Pairing

Before you can use your SimplyWorks® JOYSTICK it must be paired with one of the SimplyWorks® receivers (**RECEIVE, CONTROL LITE, CONTROL, CONTROL PRO, SMOOTH TALKER, ENERGISE, iCLICK**). To pair the units use the following procedure:



- 1 Remove the cover on the underside of the unit with a screwdriver.
- 2 Place the receiver within 1 metre of your SimplyWorks® JOYSTICK.
- 3 Briefly press the Pair Button on the receiver unit. The Pair LED on the receiver will begin to flash slowly.
- 4 Within 10 seconds briefly press the Pair Button inside the SimplyWorks® JOYSTICK battery compartment.
- 5 After a short period the Pair LED on the receiver unit will light steadily for 5 seconds indicating pairing is complete. Replace the cover on the underside and secure in place with a screwdriver.
- 6 If the Pair LED stops flashing, and does not light steadily, repeat the procedure from (3). If it is unsuccessful, please refer to the Troubleshooting section.

Battery Charging

Your SimplyWorks® JOYSTICK is fitted with a state-of-the-art lithium ion battery and charger. The unit will operate for several months with a single charge. When the battery charge is getting low, the LED on the Joystick unit will flash red every few seconds. This is an indication that it's time to charge the battery soon. Locate the supplied charging cable and plug it into the charging port on the rear of the SimplyWorks Joystick and then into a USB socket on a computer or charging plug. The LED lights green to show that charging has started and will be extinguished once fully charged.

Charging a battery that is completely flat takes about four hours and you can continue using the SimplyWorks Joystick throughout the charging period, even from completely flat. Once fully charged, you may unplug the charging cable.

Should you mislay the charging cable, replacements can be purchased by asking your local electrical retailer for a camera connection lead. It has a USB type A plug at one end and a mini-USB plug at the other.

Note that SimplyWorks Joystick plugs into a computer USB port for charging purposes only and no functional connection is made between the two devices.

Switching between Mouse and Gaming modes

Your SimplyWorks[®] JOYSTICK is supplied in Mouse equivalent mode. In this mode, it will function like a mouse, i.e. moving the joystick will move the cursor on the screen of the computer it is connected to. If the unit is instead required to work as a gaming joystick, press and hold both red and yellow buttons continuously for around 10 seconds until you hear a beep. The unit has now switched to Gaming mode and will remain in this mode even if the battery becomes flat or it is moved to another computer.

To switch the unit back to Mouse operation, press and hold both the red and yellow buttons again for around 10 seconds until you hear a beep.

In Gaming mode, the unit may be switched between left stick or right stick operation using a switch plugged into the right socket on the Joystick unit* (by reference to the layout of a standard gamepad). Depending on the user's specific requirements, a single unit may be switched between left stick and right stick operation 'on the fly' using a switch permanently plugged into the right socket, or it may be switched permanently into either left or right stick mode when two Joysticks are available to the user, in which case the switch may be unplugged from the right socket once the correct setting has been made.

Note that switching between left and right stick is only relevant to PC gaming. Conversely, when used with Xbox Adaptive Controller, the unit must be configured as left stick no matter which USB socket it is plugged into, since mapping to left or right stick functions takes place inside the Adaptive Controller.

**Therefore, in gaming mode, the right socket does not function in the same way as the right button.*

Note that the cursor speed, double click and left-handed settings described below may only be changed while in Mouse mode and have no influence on gaming operation.

Learn Mode

There are a number of settings to allow you to configure SimplyWorks[®] JOYSTICK to your exact requirements. These are all programmed using Learn Mode and are stored in an internal memory so they are automatically recalled each time you use the unit, even if you swap computers or if the battery goes flat. To make changes to the settings, you must first go into Learn Mode. With the Joystick in Mouse mode, press and hold the middle button until a beep is heard. The unit is now in Learn Mode and is able to accept changes to the settings, as follows:

Cursor Speed

To change the speed setting while in Learn Mode, press the middle button briefly. Each time you do so, the unit emits a beep and the speed changes immediately, allowing you to experiment until the best setting is found. There are 4 speed settings and pressing the middle button once the highest speed has been reached makes the unit begin again at the lowest speed.

Left-Handed Operation

The left and right buttons may be swapped around, which is particularly useful for left-handed users. To change this setting, press the left button while in Learn Mode. One beep indicates the unit is set to standard 'right-handed' mode, whereas two beeps indicates 'left-handed' operation.

Double Click

Right-click may be substituted with Double-Click, which is useful for users who have difficulty in double-clicking quickly enough for the computer to recognise. To change this setting, press the right button briefly while in Learn Mode. One beep indicates the unit is set to standard 'right-click' mode, whereas two beeps indicates 'Double-Click' operation.

All of the above settings may be changed as often as required while in Learn Mode, allowing you to experiment with the settings until the best configuration is found. Once you are happy with the settings, they may be stored in the unit's memory by pressing and holding the middle button once again, until a beep is heard. Normal operation then resumes.

Note that if both left-handed operation and Double-Click are selected, the buttons will function as Double-Click, Drag and Left Click, reading from left to right.

Also note that the function of the sockets for external switches reproduces the function of the internal buttons, according to the above settings. None of these settings have any influence on gaming operation.

Maintenance

Your SimplyWorks® JOYSTICK has no user serviceable parts. If repair is necessary the unit should be returned to Pretorian Technologies or an authorised distributor.

Troubleshooting

If your SimplyWorks® JOYSTICK 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
No cursor movement	<ul style="list-style-type: none">• Units are not Paired. Follow Pairing procedure.• Battery is flat. Follow charging procedure.• Check USB connection to computer.• Check Joystick unit is not in Gaming mode.
Cursor movement is erratic or sporadic.	<ul style="list-style-type: none">• Battery may be flat. Follow charging procedure.• Out of range - move receiver unit closer to SimplyWorks, JOYSTICK.• Interference - place receiver and SimplyWorks, JOYSTICK away from sources of interference.
Units will not Pair- LED on Receiver unit is extinguished after 15 seconds and cursor does not move.	<ul style="list-style-type: none">• Ensure that Joystick is held within one metre (one yard) of Receiver while Pairing.• Check battery- charge if flat.

Warranty

Your SimplyWorks® JOYSTICK is warranted for 24 months against defects in manufacture or component failure. The unit is designed for domestic, educational, commercial and light industrial 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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