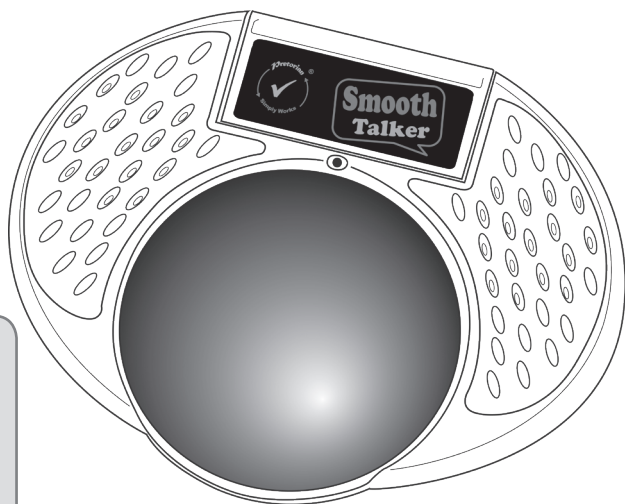


SPECIAL NEEDS
COMPUTERS 
1-877-724-4922

Pretorian
TECHNOLOGIES

INSTRUCTIONS

Smooth Talker II



Pack Contents

Carefully check the contents of the box, which are:

SMOOTH TALKER unit.

Charging cable

Toy cable

These instructions

Product Description

With a modern and stylish design, **SMOOTH TALKER** is the most versatile multi-message communicator on the market. **SMOOTH TALKER** has a huge 8 minutes of recording time, superior digital sound quality from twin speakers and a low switch profile angled towards the user for easy activation. **SMOOTH TALKER** is unique in providing Random, Random (No Repeats), Choice, Choice

Progression, Auditory Prompt, Converse and Q&A messaging modes in a single unit, avoiding the need for multiple AAC devices and saving you money. The unit comes fitted with a rechargeable lithium battery which gives hours of use between charges and saves you even more money. It may be charged from any USB port and the unit can still be used while charging.



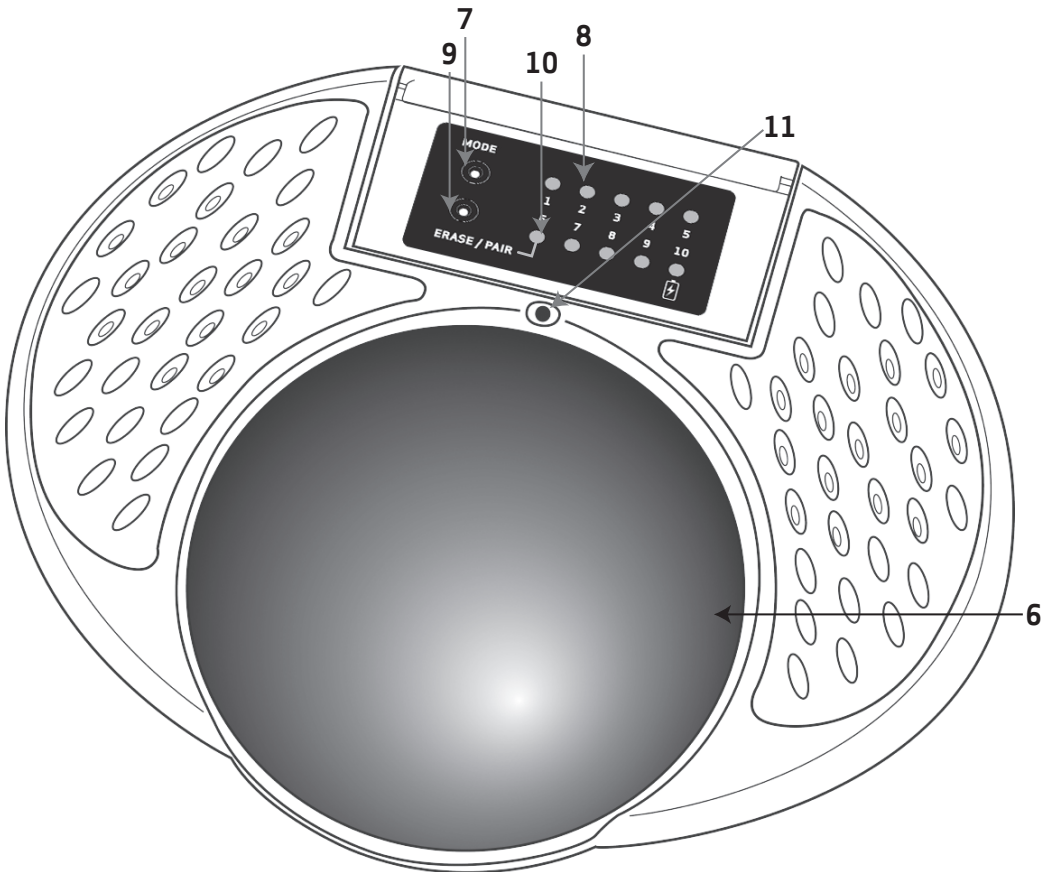
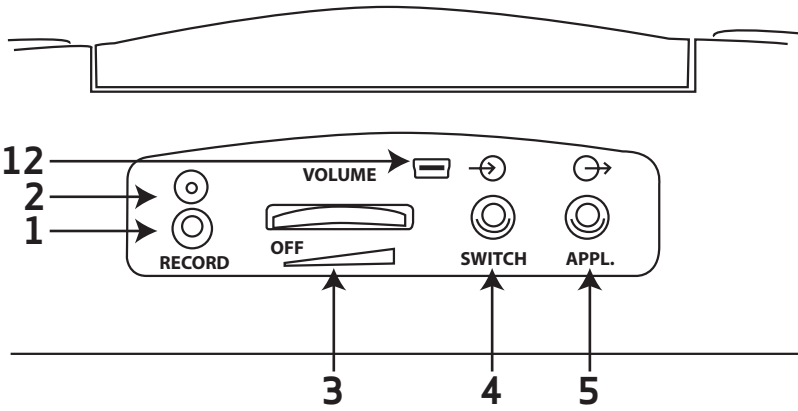
Smooth Talker

Features

- A huge eight minutes of recording and playback time.
- Digital amplifier with twin speakers for superior sound quality.
- Built in rechargeable lithium battery- charge from a USB socket.
Can be used while charging.
- Sequential, Random, Random (no Repeats), Choice, Choice Progression, Converse, Auditory Prompt and Question/Answer modes.
- Input socket for attaching a wired, external switch, or alternatively use a SimplyWorks wireless switch.
- Wireless toy activation using SimplyWorks toy controllers, or use the 3.5mm toy jack.
- Configurable to activate a mains-powered appliance in conjunction with Energise or iClick mains controllers.
- Built-in symbol holder.
- Large (125mm), low profile switch activation area.
- Switch top cannot be removed by user - prevents distraction (coloured tops can be changed only with tools).

Charging the Battery

To charge the battery, plug the supplied charging cable into the USB-mini socket [12] on the rear of the unit and then plug into any full-sized USB socket, for example on a computer or phone charger. Whilst charging, LED number 10 lights green and once fully charged, the LED is extinguished. Charging takes approximately 3 hours if the battery is completely flat and the unit may be used as normal while charging. If the charging LED should flash red, it's time to recharge.



Choosing the Playback Mode

SMOOTH TALKER has eight playback modes to give maximum flexibility. For example, if the unit is to be used as a speaking dice, record messages '1' to '6' and then set the playback mode to Random. Alternatively, if the recordings form a two-way conversation, set the playback mode to Converse.

To change the playback mode, press Mode [7] briefly and one of LEDs 1-8 will light to show the current setting. To make a change to the setting, press Mode again repeatedly while the LEDs are lit until the chosen mode LED is lit, by reference to the list on the inside of the flap.

After a few seconds the LEDs will be extinguished, the settings saved and the unit will play a confirmation message, stating the new playback mode. The setting is stored in non-volatile memory and is retained even if the battery becomes flat.

Recording Messages

1. Press and hold the Record button [1] until the Record LED [2] illuminates.
2. Next decide whether you would like to append more messages to the ones that are already recorded, or start afresh. If you want to re-record from scratch, you will first need to Erase any existing messages. With the Record LED lit, press Erase/Pair [9] briefly. The unit plays a message telling you that it is erasing and will confirm when it has completed. If, on the other hand, you wish to append more messages, simply proceed to the next step.
3. Press and hold down the main switch [6]. Begin recording the first message after you hear a beep by speaking clearly into the microphone [11]. Release the switch when you have finished recording the message. Repeat the procedure for additional messages in the sequence.

Note that it is best to hold down the switch for at least half a second after you have finished speaking to ensure that the message is not cut short*.

4. When you have finished recording all the messages press the Record button briefly to exit recording mode. **SMOOTH TALKER** is now back in playback mode.

During recording the Record LED flashes slowly. When only 20 seconds of recording time remains the Record LED will flash rapidly.

If all the recording time is consumed, **SMOOTH TALKER** automatically drops out of recording mode and a message is played stating that the unit's memory is full.

The maximum number of messages is 64. An attempt to record a 65th message results in the unit dropping out of Record mode with a message stating that the message limit has been reached.

**SMOOTH TALKER deliberately cuts about 0.5 seconds off the end of each recording to prevent the mechanical noise of switch release being picked up by the microphone, so please ensure that a gap of at least this amount is allowed at the end of each message before the switch is released.*

Message Playback

Unless in Record mode, the unit plays back messages whenever the main switch [6] is pressed. Precisely which message is played is dictated by the playback mode. The next section of these instructions provides more details on the various playback modes.

You may change the playback mode at any time and settings are saved in non-volatile memory whenever changes are made. Some playback modes require the use of two switches, the second switch being either a wired switch plugged into the external switch socket [4], a wireless switch paired as described opposite, or even both if you need multiple users to be able to instigate messages.

Playback volume may be adjusted at any time using the volume control [3].

Using Messaging Modes

SMOOTH TALKER has 8 playback modes which have been carefully designed to achieve the best possible development of the users. To view the current mode setting, press the Mode button briefly [7]. The adjacent LEDs 1-8 illuminate to show the current Mode setting, without any changes being made. If you wish to change to a different mode, press the Mode button repeatedly until the appropriate LED lights, by reference to the list on the inside of the flap. The Mode LEDs are extinguished after a few seconds and the unit announces the playback mode.

The following sections describe the messaging modes:

SEQUENTIAL

Plays the messages in the same order they were recorded, beginning with the first. Once the last message is reached, the sequence starts again from the first message.

RANDOM

Randomly plays a message from any of the recorded sequence of messages. For example, record the numbers one to six and **SMOOTH TALKER** becomes a speaking dice. Or record messages appropriate to a selection of items and then use **SMOOTH TALKER** for 'show and tell'.

RANDOM (NO REPEATS)

Similar to Random mode but each time a message is played, it is eliminated from the list of potential messages, ensuring that they cannot be repeated. This continues until every message has been played once, after which the process starts again with different randomisation. This mode is ideal for choosing who goes next in a group activity. Simply record the names of each child and use **SMOOTH TALKER** to choose who goes next. Nobody gets two goes and nobody is left out!

A sequence may be re-started at any time by briefly pressing the Record button [1]. All messages are re-engaged and elimination begins again.

CHOICE

Choice mode allows users to exercise a choice between two messages. The main switch always plays message 1 and the external switch (whether wired or wireless) plays message 2. If more than two messages are recorded, the third and any subsequent ones are ignored. For example, you could record 'Yes' as the first message and 'No' as the second. Or try 'Please' and 'Thank you'.

CHOICE PROGRESSION

Similar to Choice mode but allows a progression through several choices. Record messages as pairs and then for each pair, the main switch plays choice 1 (the first message) and the external one plays choice 2 (the second message). This mode is ideal for choosing menu items- for example if you were to record the following:

Messages 1/2	Pizza	Hamburger
Messages 3/4	Ice Cream	Doughnut
Messages 5/6	Lemonade	Juice

This example allows the user to choose between pizza and burger, then ice cream or a doughnut and finally lemonade or juice.

The exercise may be augmented with the provision of paired images, perhaps as a flip chart.

A progression sequence may be re-started from messages 1 and 2 by briefly pressing the Record button [1] at any time.

CONVERSE (TURN-TAKING)

This unique mode allows a conversation to take place between two users in a strict back-and-forth order no matter how the buttons are pressed. It is very useful in teaching turn-taking and in teaching the users the skill of conversation. There is no possibility of the conversation getting out of sequence. First, record a number of messages in the normal way. Odd messages form one half of the conversation and even messages form the other half. For example:

Message 1 (James) "Hello, my name is James"
Message 2 (Catherine) "Hi James, I'm Catherine"
Message 3 (James) "What is your favourite food?"
Message 4 (Catherine) "I like pizza".

For added realism you could use different voices for each half of the conversation.

Once recording is complete, the main switch [6] plays odd messages and the external switch (wired or wireless) plays even messages. In other words James, in the example above, uses the main switch and Catherine uses the external switch

Because James has the main switch, he must initiate the conversation by pressing his switch. Catherine's switch does nothing until the first message is complete. Once the first message has ended Catherine may press her switch and play the second message, meanwhile James's switch does nothing, so he can't interrupt, and so on.

Once all the messages have been played through, James can start the conversation again. There is no requirement for there to be an even number of messages. The only requirement is that the main switch initiates the conversation. To re-start the conversation from the beginning, press the record button [1] briefly at any time.

AUDITORY PROMPT

This mode is used to allow a teacher/care giver/ therapist to discreetly set up the correct message more easily for a particular situation, while still allowing the user to communicate.

To select the particular message to be played, the carer repeatedly presses either an external switch, or the Record button, to step through the messages. These are played back at reduced volume. There is no need to listen to each message in full- you can step on to the next message at any time. Note that the toy outputs are disabled while stepping through messages

Once the required message is arrived at, **SMOOTH TALKER** plays the message at normal volume whenever the main switch is pressed. Repeated presses of the main switch repeat the same message.

For example, the carer and user are making an excursion to a fast food restaurant. The carer pre-records the following messages:

Message 1: "Hamburger"

Message 2: "Pizza"

Message 3: "Ice Cream"

Message 4: "Hot dog"

On arrival at the restaurant, the user decides she would like a hot dog. The carer discreetly steps through to message 4 and then the user approaches the cashier and presses the main switch. The message "Hot dog" is played back at normal volume levels.

QUESTION & ANSWER

Record your messages as Question and Answer pairs and then this mode allows the question and answer to be repeated multiple times before moving on, allowing reiteration and reinforcement. For example, suppose the following messages are recorded:

Messages 1/2:

What is your favourite colour?

Blue

Messages 3/4:

Do you have a pet?

Yes, I have a dog

Messages 5/6:

Do you have any brothers or sisters?

Yes, I have a sister.

Press the external switch to hear message 1 (the first question) and in case it needs reiteration, it may be repeated any number of times. Pressing the main switch will then play the second message (the corresponding answer) and in case it needs reinforcement, it may be repeated any number of times. To move on to the next question and answer pair once the first question and answer have been heard, press the external switch to hear the second question. Once all the question and answer pairs have been played, the sequence starts again from the beginning.

To re-start the question and answer sequence from the beginning, press the record button [1] briefly at any time.

Stopping a Message

Other than in Prompt mode, playback of a message may be ended early by briefly pressing the Record button [1]. Playback continues with the next message when the relevant switch is next pressed.

Re-starting a sequence

Other than in Prompt mode, the unit may be made to start the playback sequence over again by briefly pressing the Record button [1]. The outcomes in each playback mode are as follows:

Sequential:	Sequence begins again starting at message 1.
Random:	No effect
Random (no Repeats):	All messages are re-engaged and elimination begins again.
Choice:	No effect
Choice Progression:	Sequence begins again with messages 1/2.
Converse:	Sequence begins again with message 1 (1st user).
Q & A:	Sequence begins again with messages 1/2.

Playing Messages from an External Wired Switch

Attach any wired switch with a 3.5mm plug into the switch input socket [4]. For sequential, random and random (no repeats) modes, the external switch behaves in the same way as the main switch. In all other modes, the external switch is required as a second switch.

Playing Messages from a SimplyWorks Switch

1. Place a SimplyWorks wireless switch close to **SMOOTH TALKER**.
2. Ensure the **SMOOTH TALKER** is not in Record Mode.
3. Press and hold the Pair Button [9] on **SMOOTH TALKER** until LED 6 flashes slowly.
4. Immediately press the Pair Button on the SimplyWorks switch. The Pair LED on **SMOOTH TALKER** continues to flash slowly until pairing is complete, at which point the Pair LED lights steadily for 5 seconds.

The SimplyWorks wireless switch can be almost any SimplyWorks transmitter. As well as SWITCH 125 and SWITCH 75, SimplyWorks SEND can be used to make any switch wireless. Even SimplyWorks JOYSTICK can be used - as a wobble switch!

Note that wired and wireless switches can co-exist and perform the same function.

Controlling Battery Operated Toys/Appliances

To enhance the user experience and provide positive reinforcement, **SMOOTH TALKER** can activate battery operated toys and appliances. Plug any switch adapted toy or appliance into the toy/appliance socket [5]. To assign a message to the toy/appliance press the Record Button [1] briefly during message recording. Every time this message is played the toy/appliance will activate for the duration of the message. If the message is brief, consider adding a period of silence or even add some music so the toy or appliance can perform for the required period. Any (or all) messages may have toy output assigned.

Alternatively, for wireless activation of the toy/appliance, **SMOOTH TALKER** must be paired with a SimplyWorks toy controller:

1. Connect the toy/appliance to any toy controller e.g. CONTROL LITE, CONTROL or CONTROL PRO.
2. Press the Pair Button on the toy controller and the Pair LED will begin to flash slowly.
3. Now press the Pair Button [9] briefly on **SMOOTH TALKER**. The Pair LED on the toy controller will continue to flash slowly until pairing is complete at which point the Pair LED will light steadily for 5 seconds.
4. Assign a message following the above procedure.

Note that wired and wireless toys can co-exist and will be turned on and off simultaneously.

Controlling Software During Message Playback

SMOOTH TALKER may also be paired with SimplyWorks RECEIVE to allow software to be controlled by messages which are assigned to toy/appliance control.

1. Briefly press the Pair Button on RECEIVE and the Pair LED will begin to flash slowly.
2. Now press the Pair Button [9] briefly on SMOOTH TALKER. The Pair LED on RECEIVE will continue to flash slowly until pairing is complete at which point the Pair LED will light steadily for 5 seconds.

Whenever a message is played which has toy/appliance control assigned, RECEIVE sends the Enter character to the computer via the USB lead for the duration of the message. This allows software which uses Enter to be used alongside SMOOTH TALKER.

Controlling Mains Powered Devices During Message Playback

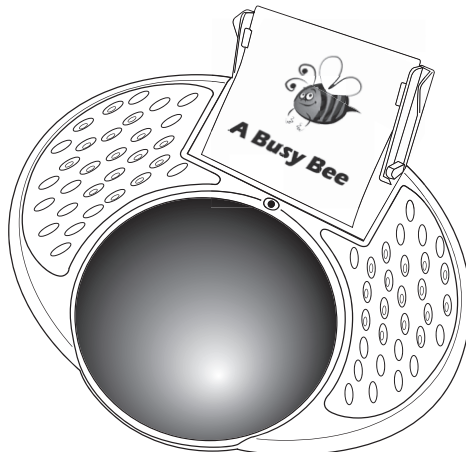
Electrical appliances can also be controlled wirelessly using an ENERGISE or iCLICK mains appliance controller. Plug the ENERGISE/iCLICK power cable into an electrical socket and the electrical appliance into socket number one. Briefly press Pair Button 1 on ENERGISE/iCLICK and the Pair LED will begin to flash slowly. Briefly press the Pair Button [9] on SMOOTH TALKER. The Pair LED on ENERGISE/iCLICK will continue to flash slowly until pairing is complete at which point the Pair LED will light steadily for 5 seconds. Assign a message using the above procedure.

Optimising the Battery Life

To conserve battery life SMOOTH TALKER automatically enters a power saving mode after 20 minutes without use. The Simply Works wireless transmitter/receiver is shut down, which saves power but also prevents reception of switch activation information from external wireless switches. To wake up SMOOTH TALKER from power saving, simply press any button or the main switch. If you are not going to use SMOOTH TALKER for more than a few minutes it is best to turn it off completely using the volume control [3]. This also prevents accidental presses of the main switch from playing messages during transportation.

Inserting Prompt Cards

A picture card may be inserted into the open lid of SMOOTH TALKER to act as a visual prompt. The card should be 75mm wide, and 35mm or more in height. Should the array of LEDs and buttons distract users when the lid is open, the Card may be made around 75mm high to obscure the LEDs and buttons, as shown here:



Low Battery Warning

If a message is cut short during playback and/or LED 10 flashes red, this is an indication that the battery is exhausted and should be recharged. Turning the volume down will prevent messages being cut short and extend battery life a little. Please note that the unit can continue to be used normally while charging.

Low Level Erase

It is possible to perform a low-level erase of the whole memory space, including setting the mode back to Sequential. This returns the unit to the same state as it ships from the factory. To perform a Low Level Erase, first put the unit into Record Mode by pressing and holding the Record button [1]. Once the Record LED [2] is lit, *press and hold* the Erase/Pair button [9] until you hear the 'Press again to confirm' announcement. If you wish to proceed, release the button and press it briefly once again. All messages and settings will then be erased and a further announcement will advise when it is complete. Erasing a full memory can take several seconds.

Maintenance

SMOOTH TALKER has no user serviceable parts. If repair is necessary the unit should be returned to Pretorian Technologies or an authorised Distributor.

Replacement Charging Cable

If you should misplace the charging cable which is shipped with your **SMOOTH TALKER**, replacements can be purchased from most technology retailers. The cable is the same as a camera cable and may, in most cases, be ordered as such. An alternative description is: USB type A plug to mini-USB plug cable.

Warranty

SMOOTH TALKER is warranted against defects in manufacture or component failure for a period of 24 months. The unit is designed for use in 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 invalidate the warranty.

Troubleshooting

Symptom	Possible Cause	Remedy
No playback.	<ul style="list-style-type: none">• No messages recorded!• Volume control turned right down.• Battery flat.• In Q&A mode, first question must be played using external switch before answer can be played on main switch.	<ul style="list-style-type: none">• Record some messages!• Turn volume up.• Recharge battery.• Play first question using external switch before answer may be heard on main switch.
Old messages still present after re-recording.	<ul style="list-style-type: none">• Erase not pressed prior to recording.	<ul style="list-style-type: none">• Press Erase before recording if you want to remove old messages.
Playback stops part way through a message.	<ul style="list-style-type: none">• Battery flat.	<ul style="list-style-type: none">• Recharge battery (short term fix- turn volume down)
Toy doesn't turn on with message	<ul style="list-style-type: none">• Toy not assigned to this message• Toy lead broken• SimplyWorks receiver not paired	<ul style="list-style-type: none">• Re-record and press Record to assign• Test and replace if necessary• Pair up receiver
External switch does not play message	<ul style="list-style-type: none">• Wired switch broken• SimplyWorks switch not paired• Not your turn in Converse mode	<ul style="list-style-type: none">• Test with Pretorian Test-IT and replace if necessary• Pair up transmitter• Wait until it's your turn
Mechanical noises on recording	<ul style="list-style-type: none">• Unit was held in hand whilst recording	<ul style="list-style-type: none">• Place on a firm surface when recording



S040006 Rev 1.

Pretorian

TECHNOLOGIES LTD.

Unit 37 Corringham Road Industrial Estate
Gainsborough Lincolnshire DN21 1QB UK
Tel +44 (0) 1427 678990 Fax +44 (0) 1427 678992

SimplyWorks® is a registered
trademark of Pretorian Technologies Ltd

www.pretorianuk.com
