SimplyWorks®
INSTRUCTIONS

SWITCH 75

Pack Contents

Carefully check the contents of the box, which are:

SWITCH 75

Battery

This manual

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.

Product Description

SWITCH 75 may be used with any of the SimplyWorks® receivers to give switch, mouse or keyboard functions.

SWITCH 75 is simple to operate but to ensure you get the most from your purchase, please take time to read this instruction booklet.
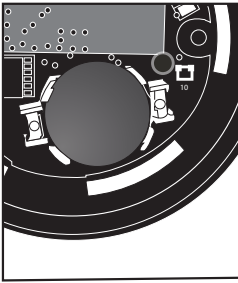
Features

- Works with any SimplyWorks® receiver for computer or stand-alone switch access.
- Extremely low-profile (22mm max height).
- Choice of colours.
- 76mm operating area.
- Low operating force (50-115 gms).
- 10 metre (32') operating range.

- Mouse Emulation capability
- Integrated LED display to allow switch function to be selected when used for computer access.
- Automatic power saving, or Manual Power-Off.
- Easily mounted via industry standard fixing holes.
- Long battery life.

Compatibility

SWITCH 75 is compatible with any SimplyWorks® receiver unit, whether for computer switch access or for controlling toys, games, or mains powered equipment.

Fitting the Battery

Remove the 3 screws from the underside of the unit and remove the base cover. Fit one 3V Coin Cell CR2032 battery, noting that the '+' terminal goes uppermost (i.e. '+' sign visible once installed). Replace the base cover and fix with the screws.

If you are not intending to use your **SWITCH 75** for an extended period of time, it is advisable to remove the battery to prevent leakage, which may damage the product.

Low Battery Indication

Your **SWITCH 75** unit automatically checks the battery voltage each time it transmits data to the SimplyWorks® receiver. If the battery voltage is found to be low, the middle segment of the LED display [A] flashes briefly. This is an indication that the battery should be changed soon, using the procedure described above.

Pairing with a USB Receiver

Before your **SWITCH 75** can be used it must be paired with the SimplyWorks® receiver that you require it to work with. If the receiver is a computer access such as **RECEIVE**, follow the instructions in this section. If, alternatively, the receiver is a stand-alone type (e.g. **CONTROL** or **CONTROL PRO**) then refer to the next section.

1 Place **SWITCH 75** 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 **SWITCH 75 [P]**.

4 The Pair LED on **RECEIVE** will continue to flash for a short time while it negotiates with **SWITCH 75**. Once complete, the Pair LED will light steadily for 5 seconds to indicate success. The **SWITCH 75** is then 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 **SWITCH 75** internal memory even after changing the battery.

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

The function of each **SWITCH 75** that you pair with a USB receiver can be selected using the Mode button and associated LED display on the underside of the unit. Press the Mode button (M) once and the LED display (A) will show the mode that is currently selected. Use Table 1 to look up the function from the number/letter displayed. The default Mode is 7 (Space). The modes that can be selected are a mix of button, mouse and keyboard functions. Simply select the mode according to your requirements. To change the mode press the Mode button repeatedly (or press and hold) while the display is lit. It first scrolls through 0-9 and then A-U and then back to 0.

The LED display is extinguished 4 seconds after the last press of the Mode button to conserve power and the unit begins sending data again.

For example, if you are using a computer program that requires Space and Enter as access switches, pair two **SWITCH 75**'s with your **RECEIVE**, setting one to mode 7 (Space) and the other to mode 8 (Enter).

Alternatively, if you need Left and Right Click, pair two **SWITCH 75**'s with your **RECEIVE**, setting one to mode 4 (Left Click) and the other to mode 5 (Right Click).

Note: If the unit is set to Drag Lock (function 6), ensure the drag lock is off before moving to a different mode. The drag lock status is indicated by an LED on the receiver unit to which it is paired.

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	Tilde* 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	

† All trademarks are the property of their respective owners and are acknowledged.

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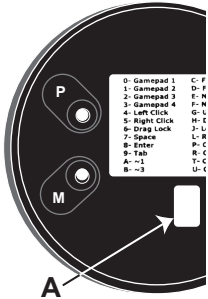 (e.g. with CONTROL, CONTROL PRO or ENERGISE)

Pairing with a stand-alone Receiver

If the receiver you are Pairing **SWITCH 75** with is a stand-alone type (for example a **CONTROL LITE**, **CONTROL** or **CONTROL PRO**) then follow these instructions:
1   Place **SWITCH 75** 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 Switch 75 (P)
4   The Pair LED on the receiver will continue to flash for a short time while it negotiates with **SWITCH 75**. Once complete, the Pair LED will light steadily for 5 seconds to indicate success. **SWITCH 75** is then 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 theTroubleshooting section.
Pairing information is retained in **SWITCH 75** internal memory even after changing the battery.

Manual Power-Off

Your **SWITCH 125** automatically goes to sleep when not transmitting and wakes up whenever the switch is pressed. When being transported, this can lead to the switch being active when not intended. To avoid this situation, it may be powered down manually by pressing and holding the Pair button until all segments are lit on the display. When the Pair button is released the unit goes to sleep and will not wake up when the switch is pressed. To awaken it, press either of the Pair or Mode buttons. Normal operation then resumes.

0- Gamepad 1	C- F
1- Gamepad 2	D- F
2- Gamepad 3	E- N
3- Gamepad 4	F- N
4- Left Click	G- L
5- Right Click	H- L
6- Drag Lock	J- L
7- Space	J- L
8- Enter	P- C
9- Tab	R- C
A- ~1	S- C
B- ~3	U- C

A

Operating with a stand-alone Receiver

The function of a switch paired with a stand alone receiver is implicit and does not need to be programmed. It does not matter which Mode **SWITCH 125** is set to, it will Simply Work!

Maintenance

Your **SWITCH 125** has no user serviceable parts. If repair is necessary the unit should be returned to Pretorian Technologies or an authorised Distributor.

Troubleshooting

If your **SWITCH 125** unit 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.	• Units are not Paired- follow procedure in Pairing section. • Battery flat - replace
Unit not functioning when used with stand-alone receiver.	• Units are not Paired- follow procedure in Pairing section. • Battery flat - replace.
Unit works erratically or intermittently.	• Battery flat - replace. • Out of range - move **SWITCH 75** closer to receiver. • Interference- place both **SWITCH 75** and receiver unit away from sources of interference.
Units will not Pair- LED is extinguished after 30 seconds.	• Battery flat - replace. • Ensure **SWITCH 75** is close to receiver (e.g. 1 metre/ 1 yard) while pairing.

Warranty

Your **SWITCH 75** 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.