



SimplyWorks® INSTRUCTIONS

SWITCH 75

Pack Contents

Carefully check the contents of the box, which are:

SWITCH 75

Battery

Rubber feet (optional fitting)

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.

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.

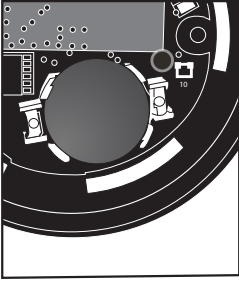
Features

- 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 mode- no on/off switch.
- 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
- 5 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). Note: Information is retained in SWITCH 75's internal memory even after changing the battery.

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. 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).

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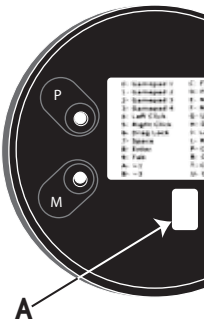
*Do not use the Tilda functions when controlling toys or mains appliances (e.g. with CONTROL, CONTROL PRO or ENERGISE)

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 the Troubleshooting section.

Pairing information is retained in **SWITCH 75** internal memory even after changing the battery.



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 75** is set to, it will Simply Work!

Maintenance

Your **SWITCH 75** 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 75** 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.



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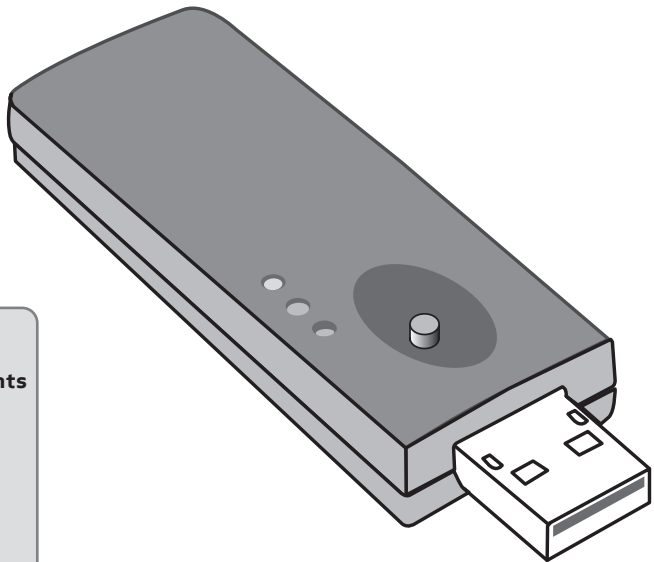
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www.pretorianuk.com



SimplyWorks® INSTRUCTIONS

RECEIVE:2



Pack Contents

Carefully check the contents of the box, which are:

RECEIVE:2

This manual

Product Description

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

RECEIVE:2 forms the hub of the system when used for computer access and works with up to six SimplyWorks® transmitters of any kind. It supports **TRACKBALL**, **JOYSTICK**, **SWITCH 125**, **SWITCH 75**, **SEND**, **SEND-6**, **KEYBOARD** and **SMOOTH TALKER** functions all via a single USB connection to the host computer and without dedicated driver software.

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.

RECEIVE:2 is simple to operate but to ensure you get the most from your purchase, please take time to read this instruction booklet.

Features

- State of the art multi-channel wireless receiver with a range in excess of 10m, making it ideal for classroom environments.
- Supports up to six transmitters simultaneously.
- No restriction on the mix of transmitters.
- Caps Lock and Drag Lock LEDs.
- USB connectivity.
- No additional drivers required.
- PC and Mac compatibility.
- Compact design.

Compatibility

RECEIVE:2 is compatible with all PC and Mac platforms that are fitted with a USB socket and makes use of advanced features that are not available on the PS/2 style connectors; so the unit cannot be used in the PS/2 socket of your computer even via an adaptor plug.

RECEIVE:2 is also compatible with some tablet computers via a cable adaptor. Most Android based tablets may be used, but not Apple iPad, iPod or iPhone.

Installation

Ensure your computer is fully turned on and booted up. Locate a spare USB socket on your computer and plug in your **RECEIVE:2**. The unit will automatically be recognised by the computer and the relevant drivers loaded. The Pair LED will light for 5 seconds. Because **RECEIVE:2** supports many different functions, the computer will load several drivers, so the process may take up to a minute.

Once completed, the operating system will usually inform you the process has finished.

To optimise the range of the wireless link, it is recommended that you do not place the unit behind your computer, close to large metal objects or sources of interference such as wireless network hubs, cellular telephones etc.

Pairing

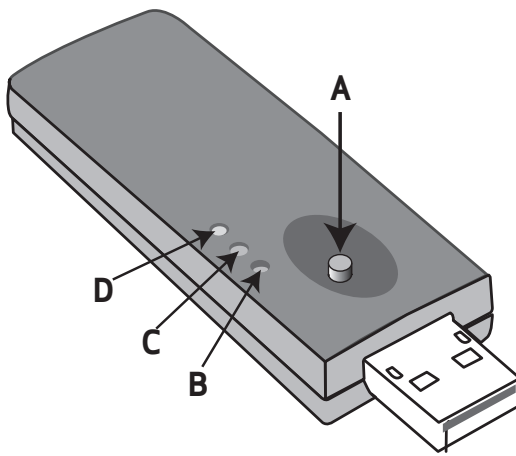
Before **RECEIVE:2** can be used it must be paired with the SimplyWorks® transmitters that you require it to work with. Irrespective of the specific product, the procedure is the same:

- 1 Place the transmitter unit it is to be paired with close to your **RECEIVE:2**.
- 2 Briefly press the Pair button (A) on **RECEIVE:2**. The pair LED (B) will begin to flash slowly.
- 3 Within 10 seconds, press the Pair button on the transmitter.
- 4 The Pair LED on **RECEIVE:2** will continue to flash for a short time while it negotiates with the transmitter. Once complete, the Pair LED will light steadily for 5 seconds

to indicate success. The transmitter is then ready to use. Whenever data is successfully received from a transmitter device, the Pair LED will flash briefly to give visual indication that the radio 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 for all six channels is retained in **RECEIVE:2**'s internal memory even after powering down your computer.



Multiple Transmitters on one RECEIVE:2

Your RECEIVE:2 can support up to six transmitter units simultaneously. Pairing the second and subsequent transmitters is just like pairing the first.

If you should attempt to pair a seventh transmitter unit, the transmitter unit that has been used least recently will be replaced by the new one. The other five transmitters are unaffected. This way, transmitters that are no

longer being used with this RECEIVE:2 are the first to be replaced.

If at any stage you would like to start the pairing procedure over again, first press and hold the Pair button [A] for around 3 seconds. The Pair LED [B] will flash quickly and the pairing information for all 6 channels will be erased, allowing you to start over.

Caps Lock and Drag Lock LEDs

An LED is provided on your RECEIVE:2 for both Drag Lock [C] (mouse latching left click) and Caps Lock [D] (keyboard capitals). This is useful where multiple users are each using mouse and keyboard functions.

Learning Scenarios

The SimplyWorks® concept opens up a wealth of new learning scenarios that you can devise as your experience grows. Because the six channels may be occupied by any mix of SimplyWorks® transmitters, the possibilities are virtually endless.

For example, you may choose to have a single-user scenario where a TRACKBALL, keyboard and a number of switches are paired

with a RECEIVE:2. Equally, both a TRACKBALL and a JOYSTICK may be used simultaneously to allow users with different abilities to access the same computer.

Alternatively, a multi-user scenario may comprise six keyboards or six TRACKBALLs, for example, allowing several workgroups to access an interactive whiteboard.

Maintenance

Your RECEIVE:2 has no user serviceable parts. If repair is necessary the unit should be returned to Pretorian Technologies or an authorised distributor.

Troubleshooting

If your **RECEIVE:2** 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 |
|--|---|
| Transmitter unit not functioning | <ul style="list-style-type: none">• Units are not Paired - follow procedure in Pairing section.• Batteries in transmitter unit flat - replace. |
| Transmitter works erratically or intermittently. | <ul style="list-style-type: none">• Batteries in transmitter unit flat - replace.• Out of range - move transmitter unit closer to RECEIVE:2.• Interference - place both transmitter and RECEIVE:2 unit away from sources of interference. Also try re-booting from cold to change radio channels. |
| Units will not Pair - LED is extinguished after 30 seconds | <ul style="list-style-type: none">• Batteries in transmitter unit flat - replace.• Ensure transmitter unit is close to RECEIVE:2 (e.g. 1 metre/ 1 yard) while pairing. |

Warranty

Your **RECEIVE:2** 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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