



SimplyWorks®

INSTRUCTIONS

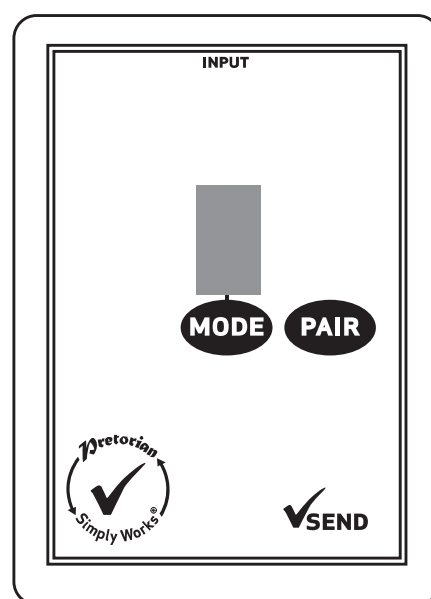
SEND

Pack Contents

Carefully check the contents of the box, which are:

SEND

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

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

SEND 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.
- Single 3.5mm jack socket input from any switch.
- Identical functions to SimplyWorks® SWITCH 125 but allowing other types of switch to be used such as foot switches, sip/puff switches etc.
- Mouse Emulation capability
- 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 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** 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** 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** 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** [C].
- 4 The Pair LED on **RECEIVE** will continue to

flash for a short time while it negotiates with **SEND**. Once complete, the Pair LED will light steadily for 5 seconds to indicate success. **SEND** 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 **SEND**'s internal memory even after changing the battery.

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

The function of each **SEND** that you pair with a USB receiver can be selected using the Mode button [A] and associated LED display [B]. Press the Mode button once and the LED display 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 scrolls through 0-9 and then A-H 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 **SEND**'s with your USB receiver, setting one to mode 7 (Space) and the other to mode 8 (Enter).

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

In the examples above, **SEND**'s can equally be substituted for **SWITCH 125**.

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	

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	

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

* 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 SEND with is a stand-alone type (for example a CONTROL LITE, CONTROL or CONTROL PRO) then follow these instructions:

- 1 Place SEND 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 [C].
- 4 The Pair LED on the receiver will continue to

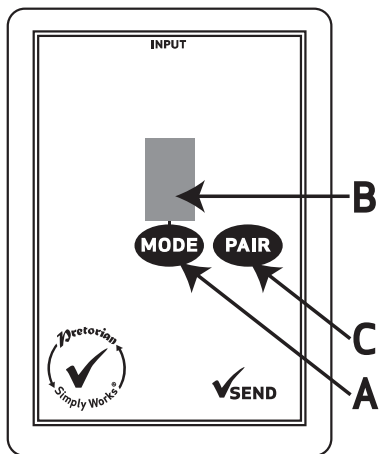
flash for a short time while it negotiates with SEND. Once complete, the Pair LED will light steadily for 5 seconds to indicate success. SEND is then ready to use. Whenever data is successfully sent to the receiver its Pair LED flashes briefly to give a visual indication that the wireless link is operational.

- 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 SEND's 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 SEND is set to, it will Simply Work!



Maintenance

Your SEND 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 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

Unit not functioning when used with USB receiver.

Unit not functioning when used with stand-alone receiver.

Unit works erratically or intermittently.

Units will not Pair- LED is extinguished after 30 seconds.

Possible Cause / Remedy

- Units are not Paired - follow procedure in Pairing section.
- Batteries flat - replace

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- Out of range - move SEND closer to receiver.
- Interference- place both SEND and receiver unit away from sources of interference.

- Batteries flat - replace.
- Ensure SEND is close to receiver (e.g. 1 metre/ 1 yard) while pairing.

Warranty

Your SEND 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.



Pretorian
TECHNOLOGIES LTD.

Unit 37 Corringham Road Industrial Estate
Gainsborough Lincolnshire DN21 1QB United Kingdom

Tel +44 (0) 1427 678990 **Fax** +44 (0) 1427 678992

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