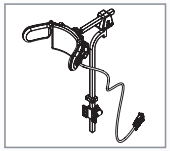
CONNECTION TO ATOM 104 HEAD ARRAY

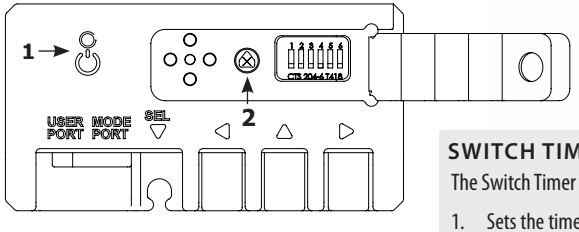
ACCESSING THE ECU MODE

There is one wireless ECU output on the ATOM Electronic Head Array. You can access this wireless output with a "press and hold" of the User Switch or the Attendant On/ Off Switch.



ASL 104 ATOM ELECTRONIC HEAD ARRAY

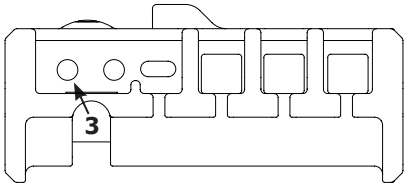
ASL 104 ATOM HEAD ARRAY INTERFACE - FRONT VIEW



2. Adjustable Switch Timer for Mode and User Port

1. On/Off Attendant Switch

ATOM INTERFACE - SIDE VIEW



3. User Switch Mono Port

SWITCH TIMER

The Switch Timer sets two functions:

1. Sets the time on the reset port to give an option other than double tap of the reset switch to change modes in the R-Net and Q-Logic programming. The reset switch can be pressed and held to achieve the same result as the double tap. The reset port will only work when the ATOM is ON and not in ECU mode.
2. Sets the time of the press and hold of the user switch to get into ECU mode.

The time that is set is the same for the reset activation and the user switch activation for ECU. The range of the time is from OFF to about 6 seconds.

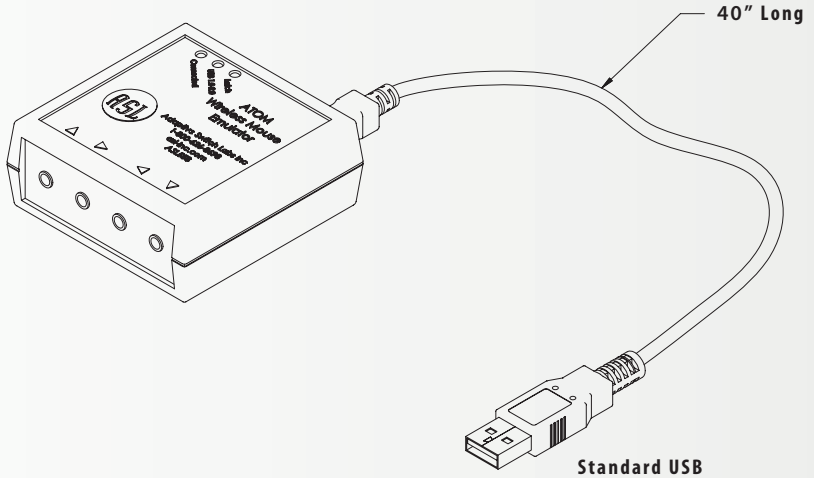
WARRANTY

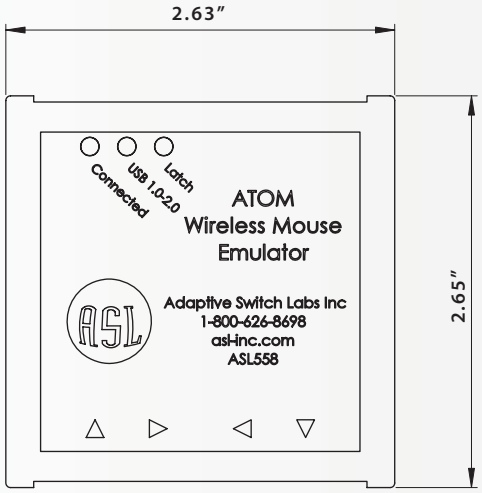
The ASL 558 ATOM Wireless Mouse Emulator is warranted to be free from manufacturing defects for one year from date of purchase.

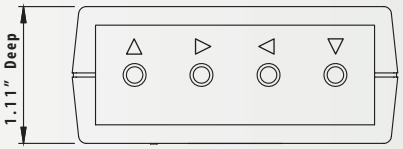
ASL guarantees that the sold products are suitable for the use for which they are intended and comply with the mandatory standard manufacturing practices and will be warranted for this use only. This warranty shall not cover equipment modified or repaired by unauthorized personal. ASL cannot be held responsible for damage caused by incorrect installation or incorrect use of the product. Misuse, mishandling, or storage is not covered by this warranty. The health care professional is responsible for understanding the intended use of the ASL equipment and the specification and safe programming parameters of the chair it is going on. Route and secure all cables in such a way in order to prevent damage by crushing, cutting or snagging. Incorrect installation, configuration, or programming could result in unsafe set up of the wheelchair for the user. ASL accepts no liability for losses of any kind which result from such conditions.

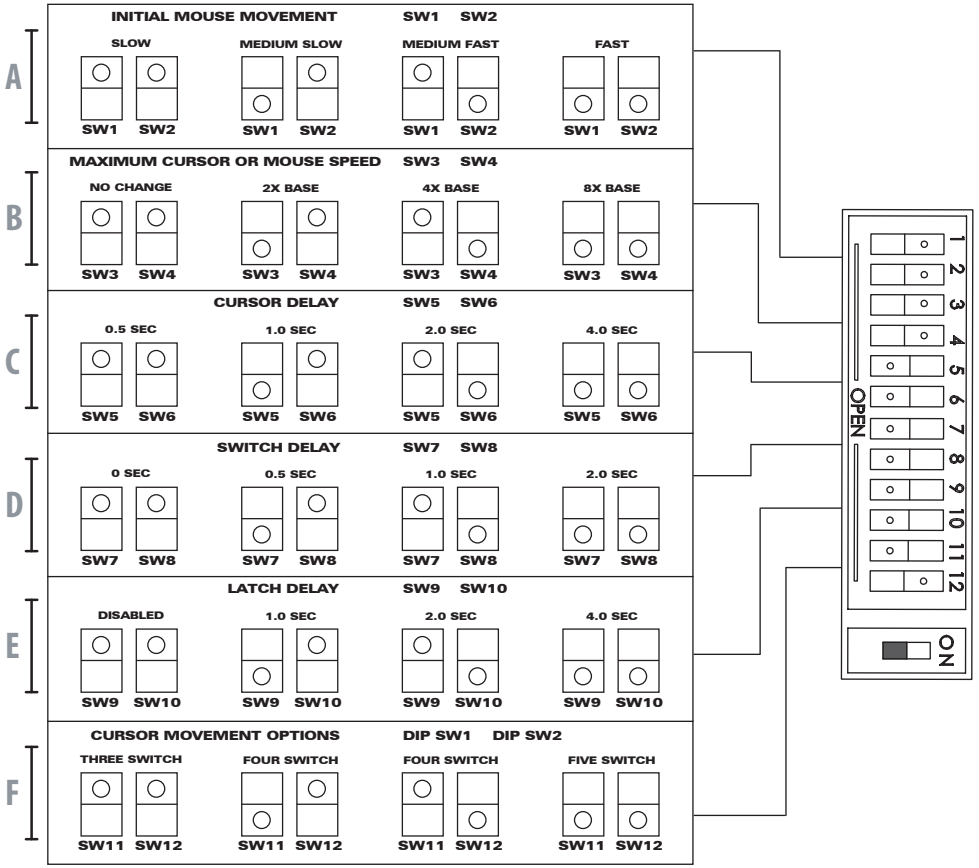
ASL 558 ATOM Wireless Mouse Emulator

DIMENSIONS









A **Initial Mouse Movement**

This is the initial speed of the mouse movement and it is normally set relatively slow for precision placement. After a delay, the cursor will speed up.

B **Maximum Cursor or Mouse Speed**

This setting controls the maximum speed of the cursor using the USB Mouse Emulator and is the speed that the mouse will obtain after the initial speed.

C **Cursor Delay**

This is the initial amount of time for which the switch must be pressed before the cursor speeds up.

D **Switch Delay**

This setting controls the amount of time the direction switches must be closed before the cursor will move. This is to allow for inadvertent switch closures. Note: this applies to directional switches only.

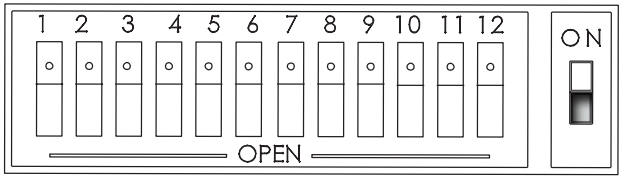
E **Latch Delay**

This setting controls the amount of time the Left and Right Click Button must be held closed before it will latch. Once the latch is no longer required, press the Right Click or Left Click Switch for the same length of time as was done to activate it.

F **Cursor Movement Options**

Switch 11 and 12 should be in the UP position when using with the ATOM Electronic Head Array for 3 switch mouse emulation.

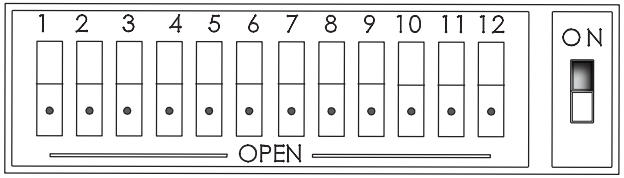
Press on the exposed divot on the flat side of switch to change direction to ON/OFF



ON: Increases Mouse Speed by 1/3

BETTER FOR MAC

On Position of Dip Switches on ASL 558



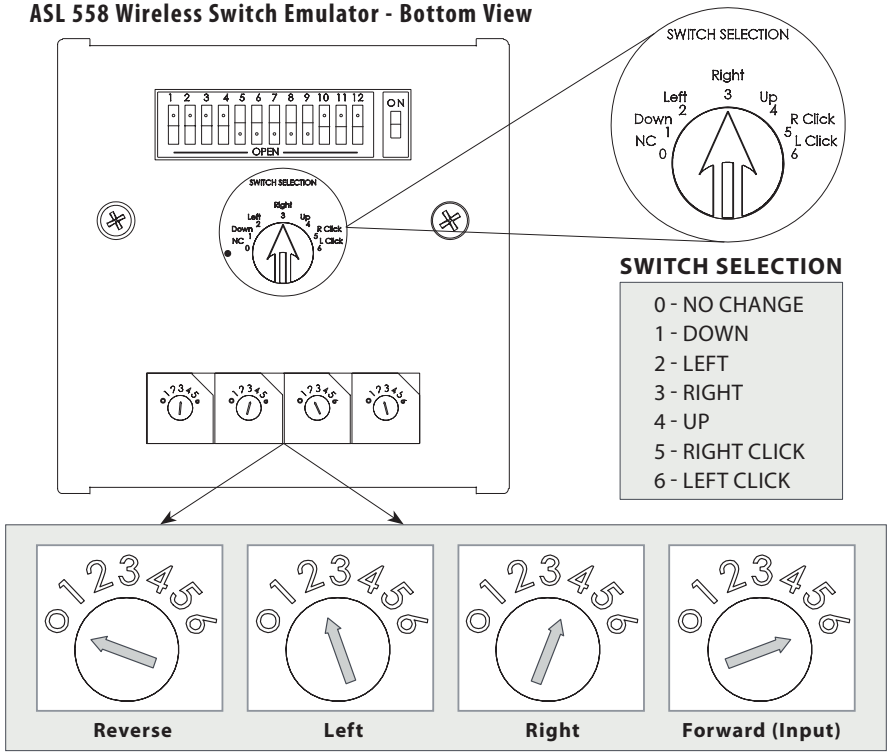
OFF: Original Mouse Speed

BETTER FOR PC

Off Position of Dip Switches on ASL 558

SWITCH SELECTION

ASL 558 Wireless Switch Emulator - Bottom View



SWITCH SELECTION

0 - NO CHANGE
1 - DOWN
2 - LEFT
3 - RIGHT
4 - UP
5 - RIGHT CLICK
6 - LEFT CLICK

CURRENT VIEW

Reverse = *No Change*

Left = *Left Mouse Direction*

Right = *Up and Down Mouse Direction*

Forward = *Left Click*

NOTE:
Mouse direction/action (0-6) cannot be duplicated in any two inputs.