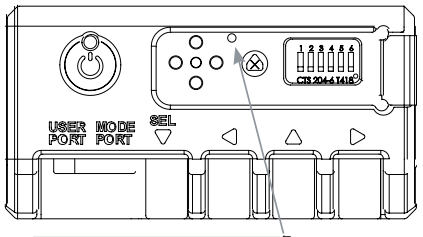
BLUETOOTH INTERFACE BOX EXPLANATION

CONNECTION TO ASL 104 ATOM BT HEAD ARRAY

ASL 104 ATOM BT HEAD ARRAY INTERFACE



PAIRING THE 558 ATOM MOUSE EMULATOR BT TO THE 104 ATOM BLUETOOTH HEAD ARRAY

1. Slide Dip Switch 2 to the UP position.

2. Put ATOM into Wireless Mode by holding the User Switch or ON/OFF Attendant Switch until you hear a long beep.

3. Press BT Pairing Button on Mouse Emulator. The blue light will begin flashing with 2 quick flashes followed by a pause. This will repeat to indicate it is 'discoverable'.

4. Press the BT Pairing Button on ATOM and the connection will be made. This is indicated by a solid blue light along the top edge of the Mouse Emulator next to the BT Pairing Button.

5. Blue lights will flash on Mouse Emulator when it receives directional input from the ATOM.

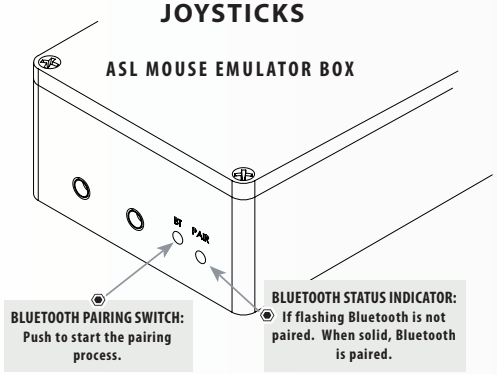
** NOTE: Pairing may happen automatically without a need to press any buttons. Follow this procedure if the pairing does not happen automatically.*

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.

CONNECTION TO ASL BLUTOOTH JOYSTICKS

ASL MOUSE EMULATOR BOX



BLUETOOTH PAIRING SWITCH: Push to start the pairing process.

BLUETOOTH STATUS INDICATOR: If flashing Bluetooth is not paired. When solid, Bluetooth is paired.

PAIRING THE 558 ATOM MOUSE EMULATOR BT TO THE ASL BT JOYSTICKS

1. Plug a switch into the user port on the Joystick Interface Box. Activate switch until you hear a long beep, approximately 2 seconds. If the Joystick has not been paired previously the Bluetooth Status Indicator Light on the Interface Box will be flashing.

2. Press BT Pairing Button on Mouse Emulator. The blue light will begin flashing with 2 quick flashes followed by a pause. This will repeat to indicate it is 'discoverable'.

3. If Bluetooth Status Indicator Light is still flashing on the Joystick Interface Box, press the Pairing Switch next to the Status Indicator Light. It may take 8 to 10 seconds for it to connect on the initial pairing process. Once they are paired, they will automatically pair from then on.

4. Blue lights will flash on top of the Mouse Emulator when it receives directional input from the Joystick to confirm the signal was received.

** NOTE: Pairing may happen automatically without a need to press any buttons. Follow this procedure if the pairing does not happen automatically.*

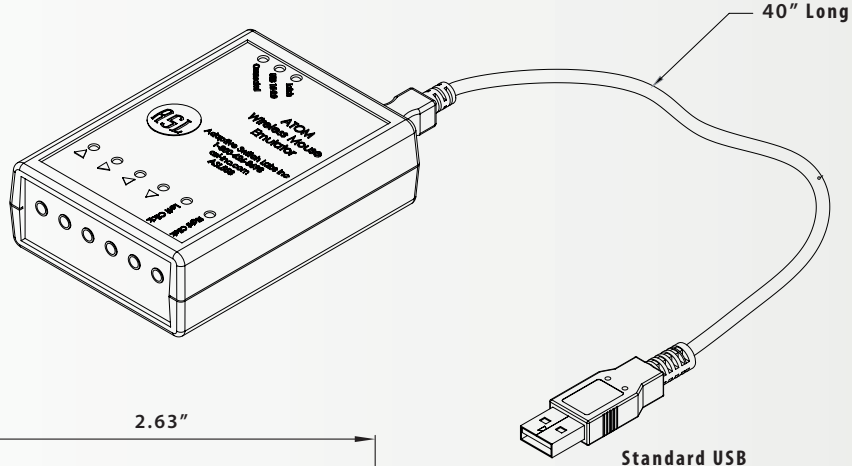
WARRANTY

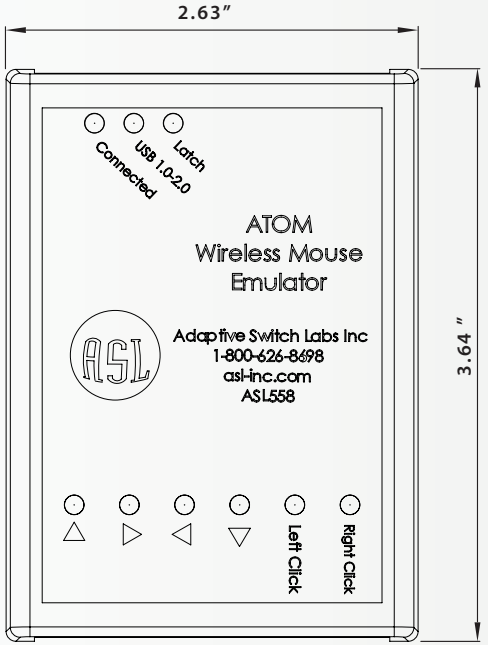
The ASL 558 ATOM Bluetooth Wireless Mouse Emulator is warranted to be free from manufacturing defects for one year from date of purchase.

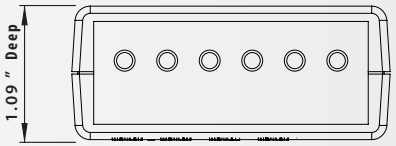
ASL guarantees that the sold products are suitable for the use for which they are intended and comply with the mandatory standard manufacturing practices and will be warranted for this use only. This warranty shall not cover equipment modified or repaired by unauthorized personnel. ASL cannot be held 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 Bluetooth Wireless Mouse Emulator

DIMENSIONS







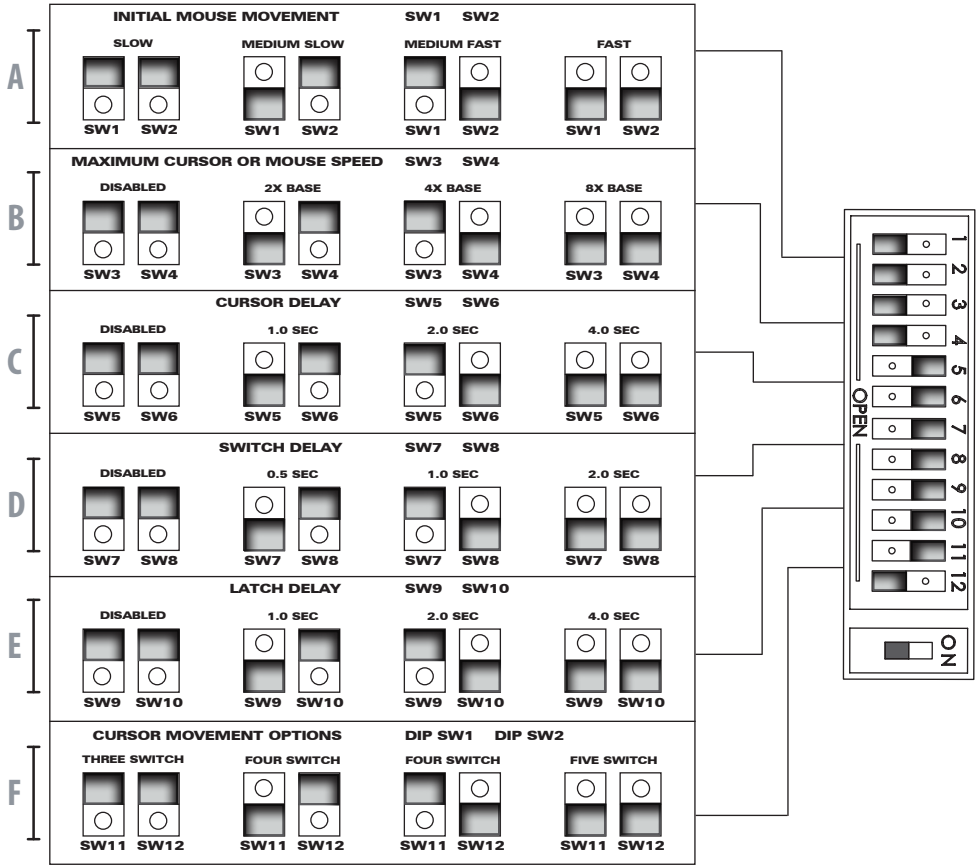
Powered by ATOM Technology

SCAN FOR PROGRAMMING INFORMATION

Adaptive Switch Laboratories, Inc.

www.asl-inc.com

EXPLANATION OF PARTS - ASL 558 SWITCH DIAGRAM



A **Initial Mouse Movement**

This is a slower speed initially for precise targeting. It is set and used in conjunction with Cursor Delay to give the user the ability to move the mouse slowly at first and then speed up after a set amount of time to move across the screen efficiently.

B **Maximum Cursor or Mouse Speed**

This setting controls the maximum speed of the cursor and is the speed that the mouse will obtain after the initial speed. *Note: The "Base Speed" is set in the control panel of the computer's mouse settings.

C **Cursor Delay**

This is the initial amount of time the switch must be pressed and held before the mouse speeds up. This setting is used in conjunction with Initial Mouse Movement and Maximum Cursor settings.

D **Switch Delay**

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

E **Latch Delay (Used for Click and Drag Functions)**

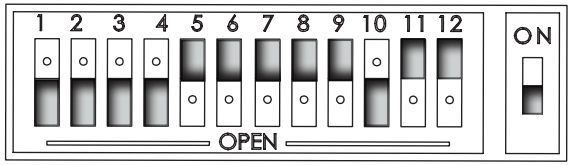
This setting controls the amount of time the Left and Right Click Button must be held before it will "latch". Once the latch is no longer required, press the Right Click or Left Click Switch for the same length of time to deactivate latch.

F **Cursor Movement Options**

Dip SW11 and Dip SW12 should be in the DOWN position when using with the ATOM Electronic Head Array for 3 switch mouse emulation.

EXPLANATION OF PARTS

G **ON Switch**



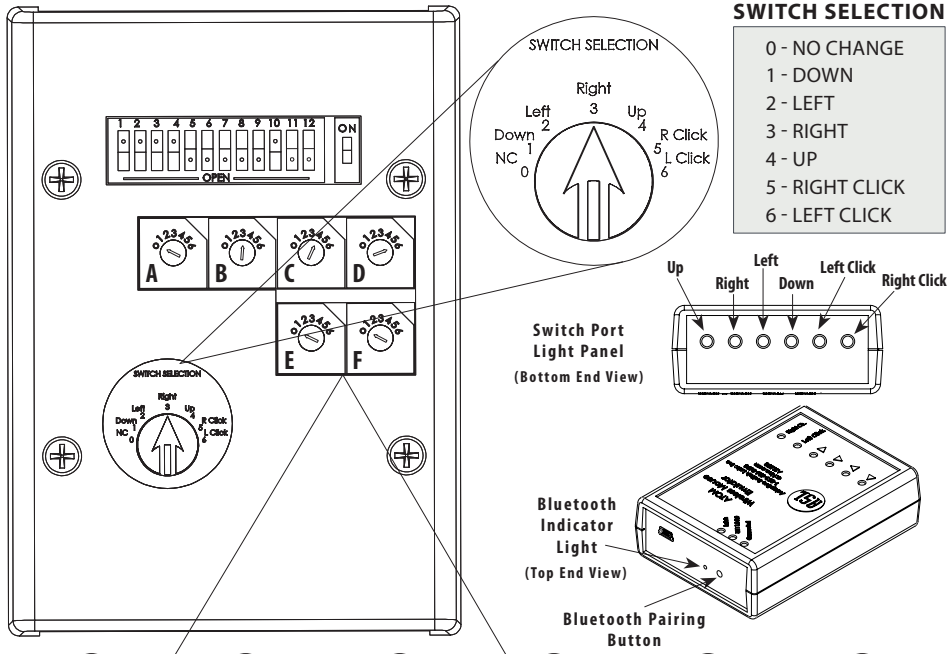
G

UP = Increases the Mouse Speed Set in the Computer by 1/3
BETTER FOR USE WITH A MAC

DOWN = Maintains the Original Base Mouse Speed Set in the Computer
BETTER FOR USE WITH A PC

SWITCH SELECTION

ASL 558 Wireless Switch Emulator (Bluetooth) - Bottom View



MOUSE MOVEMENT SWITCH SELECTION

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

CURRENT VIEW

**Set for 3 Switch Use*

Forward = *Left Click*
Left = *Left and Right Direction*
Right = *Up and Down Direction*
Reverse = *No Change*
Left Click = *No Change*
Right Click = *No Change*

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