Point-It!
wireless

Wireless USB Compatible Pointing Device
Type-Matic On Screen Keyboard software

Features:-

- A compact Wireless USB compatible joystick which gives accurate proportional control of the windows mouse pointer.
- 6 pin mini DIN input connector for connecting 5 switch input devices such as a TASH mini joystick or Star switch (Optional).
- 6 pin mini DIN output connector for interfacing to an environmental control or communication aid (Optional).
- Supports standard mouse button functions plus DoubleClick, DragLock and MouseSpeed.
- 3.5mm jack sockets for connection of external switches for left/right button control.
- Different knob options available. Standard unit has a switch on top for left button activation.
- Can be located close to a user or fitted to standard mounting systems.
- Internal NiMH rechargeable battery.
- On Screen keyboard with word prediction is included

Important Notes:

1. Read this manual carefully before installing or operating your Point-It! *Wireless*.
2. Due to continuos product improvement Unique Perspectives reserves the right to update this Manual. This Manual supersedes all previous issues which must not continue to be used.
3. Any attempt to gain access to or in any way abuse the electronic components of the Point-It! *Wireless* renders the manufacturer's warranty void and the Manufacturer free from liability.

Contents

		Page
1.	Introduction	3
2.	Specifications	6
3.	Installation, Battery Charging + Test	7
4.	Operation	9
5.	Type-Matic Software	15
	Installing the software	15
	Running the program	15
	Editing the layout	17
6.	Connections	23
7.	Maintenance	27
8.	Safety and Misuse warnings	28
9.	Warranty	29
10.	Sales and Service Information	30

1 Introduction

Point-It! *Wireless*

Point-It! *Wireless* is a compact battery powered wireless USB compatible joystick for use as an alternative to a mouse input. It gives smooth accurate proportional control of a Windows mouse pointer. This small unobtrusive unit can be located close to a user or mounted on their wheelchair. In addition it has fixings in its base so that it can be attached to a Universal Mounting System and positioned effectively for chin control. The joystick is a professional non-contacting type as found on powered wheelchairs and is available with different knob options including ball, chin, T-bar and sponge.

Three buttons are used to operate mouse functions left click, right click and mouse speed. The function of the right button can be set to be either right click, double click, drag lock or it can be used to switch between operating the mouse and operating an external device (read below). A fifth switch located in the top of the standard knob also operates the left button.

Advanced Modes *(NEW)*

The Point-It! can also be operated in two advanced modes: “Joystick+Switch” and “Joystick Only” modes.

In **“Joystick+Switch”** mode pressing the left button begins selection of a mouse button action. Then, rather than moving the mouse pointer, the next movement of the joystick makes a mouse button action. A left movement for left click, a right movement for right click , a forward movement for a double click and a backwards movement for a left drag lock. This mode is a good solution for a person who can activate only one button but who requires all mouse functions.

In **“Joystick Only”** mode all mouse button actions can be selected without ever pressing a button. For a left click the joystick is “flicked” to the left. For a right click the joystick is “flicked” to the right. For a double click the joystick is “flicked” forward and for a drag lock the joystick is “flicked” backwards (chooses external device when option fitted).

See chapter 4 for a complete description of these advanced modes.

Using external switches and switch joysticks

For those who find it difficult to operate the buttons on the unit itself 3.5mm jack sockets allow connection of standard switches

For those who prefer to use a switched joystick such as a TASH mini joystick, Star switch or equivalent a special version of the unit is available. This unit has a 6 pin mini DIN switch input socket and no joystick. This enables a user to have wireless control of a computer mouse from any 5 switch device.

Interfacing to communication aids and environmental controls (optional)

The Point-It! *Wireless* can be interfaced to any device that can already be controlled by one or more switches. The joystick movements simply replace the action of pressing switches. This enables a user to have integrated control over both their computer mouse and an external device such as a communication aid or environmental control from the same joystick. If the external device presents a grid of options to the user, such as a symbol based communication aid, then forward/back and left/right movements can be used to highlight an individual cell in the grid whilst pressing the left button will select and activate the cell.

Switching between devices is achieved by one of three methods. By pressing and holding the left switch for 4 seconds or by “flicking” the joystick backwards or by pressing the right switch (refer to text later in this manual).

Interface cables are available for popular environmental control and communication aid devices.

USB Mouse Emulator

The Point-It! *Wireless* is supplied with a mouse emulator. This plugs into the USB port of your computer. When the Point-It! *Wireless* is positioned close to the emulator an invisible link is made between the joystick and the computer.

The link is IrDA InfraRed with a range of up to 3 metres and a spread of ±45°. The benefits of InfraRed are that more than one unit can be used in the same room with no interference or compatibility problems and that the joystick is not restricted to working with just one computer. In addition the mouse emulator is available separately so that you can have wireless control of a computer at home and in the workplace.

A PS2 version is available for older computers.

Type-Matic

Type-Matic is the On-Screen Keyboard software designed to be used in conjunction with Point-It! *Wireless* PC Joystick. It enables people who cannot use an ordinary computer keyboard to input text into any Windows® program!

A layout of cells represents the keys of a keyboard. When the mouse pointer is positioned over a cell and the left button is clicked the key the cell contains is sent to the active program.

Advanced word prediction features speed up the typing process. As you type Type-Matic predicts not only the word you are typing but also the next word! Abbreviations are also used so that commonly used phrases can be typed quickly, for example, type “hau” and get “How are you”.

The Type-Matic layout is completely configurable. Colours, fonts, grid size etc. can all be easily edited. Each cell can have its own key, colour, picture and help text. Type-Matic can be fully customized to suit different users and comes with a number of practical layouts to get you started straight away.

Windows® 98, ME, NT, 2000 & XP

2 Specifications

Electrical

Power Supply	170mAH 9V Nickel Metal Hydride rechargeable internal battery
Quiescent Current	<20mA
Charger	External 60mA wall cube

Mechanical

Weight	Approx. 500grams
Case material	Extruded aluminum, painted black.

Environmental

	Min	Max	Units
Operating ambient temperature range	-25	50	ºC
Storage temperature range	-25	70	ºC
Operating and storage humidity	0	90	%RH

The Point-It! *Wireless* is not designed for outdoor use.

Intended Use

The Point-It! *Wireless* is a USB compatible pointing device designed to enable those individuals who cannot use a standard computer mouse the ability to manipulate the windows mouse pointer.

The Point-It! *Wireless* is for indoor use only.

The Point-It! *Wireless* in conjunction with the mouse emulator can only be connected to a PC with a USB port.

3 Installation, Battery fitting + Test

Mounting

Most users will not need a mount at all and be able to operate the joystick on a tray or in their lap. However for some users a mount will be required, for example a chin joystick user or those with gross motor movements.

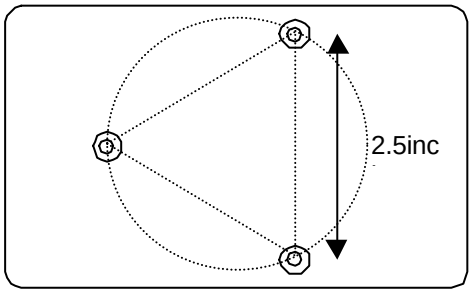
NOTE: The Point-It! is available in 2 styles: standard and ball. The ball knob on can be interchanged with various other knobs. See page 10. The knob on the standard version cannot be changed because of the wiring to the switch.

The Point-It! *Wireless* can be mounted on a goose neck arm or suitable mounting kit using M4 screws. The choice and construction of the mount will depend upon the user's needs.

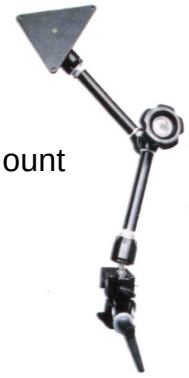
Warning !! For safe installation, select a screw length between 6mm and 10mm.

Dimensions of the mounting Position is shown below:-

AbleNet Jellybean switch mounting plate



Super Mount



Charging the internal battery

When the battery is low the unit will beep twice every 15 seconds when it is on and unattended. As a rule of thumb it is advised to **give the battery a full charge once a week**. The Point-It! Wireless is supplied with the internal battery fully discharged

To charge the battery

1. Plug the charger supplied into a mains socket
2. Connect the charger to the Point-It! *Wireless*.
3. Confirm that the red light on the charger is illuminated

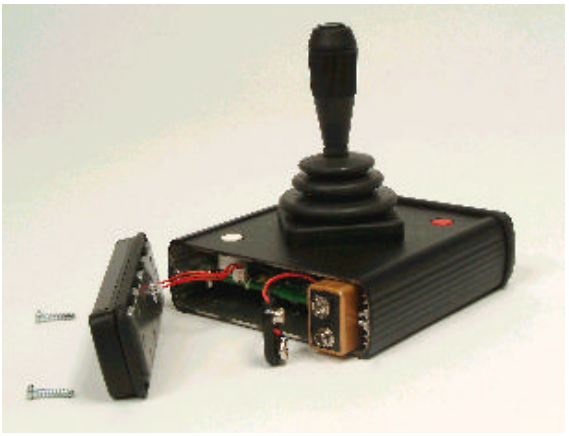
The battery is a Nickel Metal Hydride type and does not suffer from memory effect. This means that it can be "topped up" rather than waiting for the battery to

be completely flat before recharging. The battery should become fully charged after 10hours.

NOTE: It is not possible to use the Point-It! *Wireless* when it is on charge (plugging in the charger turns the Point-It! *Wireless* off).

Replacing the rechargeable battery

With normal use the battery should never need to be changed and is rated for 800 charge cycles. However if the battery becomes faulty or fails to retain its charge it may need to be replaced (contact your supplier for the correct type).



1. Remove the 2 plastic screw caps at the front of the Point-It! *Wireless* with the flat end of the screw driver supplied or with a finger nail or pin (note the back of the unit is the connector panel, the front has a shiny black surface).
2. Remove the 2 screws and gently remove the InfraRed module taking care not to put any strain on the cable linking the module to the internal circuit board. Under no condition should you attempt to disconnect it.
3. Slid the battery into the unit with the battery connections facing outwards and then press the battery clip into position.
4. Confirm that the unit is working by pressing the left button. The unit should beep.
5. Finally put the InfraRed module back into position taking care not to get any wires caught in the casing and replace the screws and screw caps.

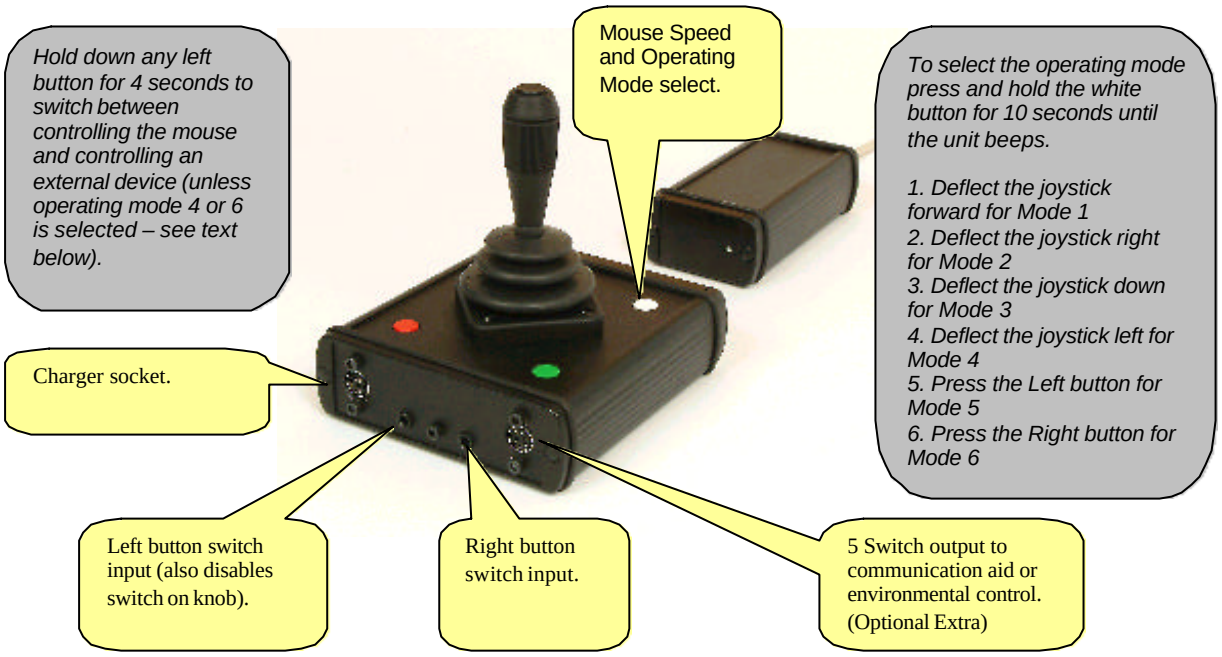
Testing - Power On check sequence

1. Make sure your computer is off.
2. Connect the mouse emulator to the USB port of your computer.
3. Switch on your computer.
4. When Windows® is running confirm that green LED at the front of the emulator is blinking.
5. Press the Left button on the Point-It! *Wireless* to turn it on. The unit should beep once (see note below).
6. Position the Point-It! *Wireless* in front of the emulator and confirm that the green LED stops blinking and that the joystick is moving the mouse.

NOTE: If the green LED does not stop blinking the Point-It! *Wireless* may be in external mode. Press the right button to return to mouse mode and try again.

4 Operation

Refer to the following diagram when reading the operating instructions:-



Turning on the Point-It! *Wireless*

To turn on the Point-It! *Wireless* press the Left Button. The unit will beep once if in mouse mode or twice if in external mode.

Setting the Operating Mode

There are six modes. Four standard modes and two advanced modes.

To set the Operating Mode:

1. Press and hold the white speed button for ten seconds until the unit beeps
2. Deflect the joystick forward to select Mode 1
3. Deflect the joystick right to select Mode 2
4. Deflect the joystick back to select Mode 3
5. Deflect the joystick left to use the Mode 4
6. Press the Left button to select Mode 5
7. Press the Right button to select Mode 6
8. The Point-It! *Wireless* will emit 1 or more beeps indicating the mode you have chosen.

NOTE: It is not intended that the user will set the Operating Mode during normal use. Typically this will be set just once when the joystick is first installed. The selection will depend on the user's needs and abilities.

Operating the Point-It! *wireless*

Standard Modes (1 – 4)

- To move the mouse pointer up the screen deflect the joystick knob forward.
- To move the mouse pointer down the screen deflect the joystick knob back.
- To move the mouse pointer to the left, deflect the joystick knob to the left.
- To move the mouse pointer to the right, deflect the joystick knob to the right.
- To generate a left click, click the left button.
- Depending on the operating mode the right button can be used to generate one of the following mouse functions:

  In mode 1 Right Click
  In mode 2 Left Double Click
  In mode 3 Left Drag Lock
  In mode 4 Direct switch between mouse control and external device

Mode 5 - "Joystick+Switch"

In "Joystick+Switch" mode pressing the left button begins selection of a mouse button action. Then, rather than moving the mouse pointer, the next movement of the joystick makes a mouse button action. This mode is a good solution for a person who can activate only one button but who requires all mouse functions.

- To move the mouse pointer up the screen deflect the joystick knob forward.
- To move the mouse pointer down the screen deflect the joystick knob back.
- To move the mouse pointer to the left, deflect the joystick knob to the left.
- To move the mouse pointer to the right, deflect the joystick knob to the right.
- To generate a left click, click the left button (the unit will beep) and then deflect the joystick to the left.
- To generate a right click, click the left button (the unit will beep) and then deflect the joystick to the right.
- To generate a left double click, click the left button (the unit will beep) and then deflect the joystick forward.
- To generate a left drag lock, click the left button (the unit will beep) and then deflect the joystick backwards.

Mode 6 - "Joystick Only"

In "Joystick Only" mode all mouse button actions can be selected without ever pressing a button. This is achieved by flicking the joystick in a particular direction to generate the desired mouse button function. This mode is a good solution for a person who can only move the joystick.

- To move the mouse pointer up the screen deflect the joystick knob forward.
- To move the mouse pointer down the screen deflect the joystick knob back.
- To move the mouse pointer to the left, deflect the joystick knob to the left.

- To move the mouse pointer to the right, deflect the joystick knob to the right.
- To generate a left click, flick the joystick to the left.
- To generate a right click, flick the joystick to the right.
- To generate a left double click, flick the joystick forward.
- To generate a left drag lock, flick the joystick backward (See note 2 below).

Note 1: When you move the joystick, there will be a short delay before the mouse pointer begins to move on the screen. This is because the Point-It! is trying to determine if you are making a flick of the joystick or whether you really want to move the mouse pointer. It you do make a flick the Point-It! will beep and then generate the chosen mouse button function (see list above).

Note 2: If your Point-It! is fitted with the external device option then the backwards flick is used to switch between operating the mouse and operating the external device. In this case a left drag lock function can still be achieved by pressing the left button.

Operating an external device (Optional)

The Point-It! *Wireless* can be interfaced to any external device that can already be controlled by one or more switches. The joystick movements simply replace the action of pressing switches. This enables a user to have integrated control over both their computer mouse and an external device such as a communication aid or environmental control from the same joystick. The Point-It! is shown interfaced to a GEWA environmental control in the picture opposite.

If the external device presents a grid of options to the user, such as a symbol based communication aid, then forward/back and left/right movements can be used to highlight an individual cell in the grid whilst pressing the left button will select and activate the cell.

Standard Modes (1 – 4)

To switch from mouse control to controlling an external device…

1. With the exception of mode 4 press and hold the left button for four seconds, whilst not moving the joystick, until the unit beeps. The joystick will switch to controlling the external device.

   In mode 4 press the right button. The unit will beep and the joystick will switch to controlling the external device.

2. Use left/right and up/down deflections to highlight cells on the external device. To make a selection press the left button.

To switch back to mouse control…

1. With the exception of mode 4 press and hold the left button for four seconds until the unit beeps. The joystick will switch to controlling the mouse.

   OR

   Press the right button. The unit will beep and the joystick will switch to controlling the mouse (note that in mode 4 the only way to switch back to mouse control is by pressing the right button).

Mode 5 – "Joystick+Switch"

To switch from mouse control to controlling an external device…

1. Press and hold the left button for four seconds, whilst not moving the joystick, until the unit beeps. The joystick will switch to controlling the external device.

   OR

   Press the right button. The unit will beep and the joystick will switch to controlling the external device.

2. Use left/right and up/down deflections to highlight cells on the external device. To make a selection press the left button.

To switch back to mouse control…

1. Press and hold the left button for four seconds until the unit beeps. The joystick will switch to controlling the mouse.

   OR

   Press the right button. The unit will beep and the joystick will switch to controlling the mouse.

Mode 6 – "Joystick Only"

To switch from mouse control to controlling an external device…

1. Make a backwards flick of the joystick OR press the right button. The unit will beep and the joystick will switch to controlling the external device.

2. Use left/right and up/down deflections to highlight cells on the external device. To make a selection flick the joystick to the left.

To switch back to mouse control…

1. Make a backwards flick of the joystick. The unit will beep and the joystick will switch to controlling the mouse.

   OR

   Press the right button. The unit will beep and the joystick will switch to controlling the mouse.

NOTE 1: When the unit switches itself off it will remember which mode it was in, i.e. mouse mode or external device mode. When the unit is switched on again it will beep once if in mouse mode or twice if in external access mode.

NOTE 2: If the Point-It! *Wireless* is not supplied with a Switch output connector it will not switch into external device mode.

NOTE 3: In external device mode the link to the mouse emulator is disabled and the green light will start blinking. DO NOT CONFUSE THIS WITH THE JOYSTICK BEING OUT OF RANGE, IN STANDYBY OR SWITCHED OFF.

Mouse Speed

The mouse speed can be set to one of three values. Slow, Medium and Fast. When the Point-It! *Wireless* is turned on for the first time it is set to Medium speed. To change the mouse speed press the white button once. Point-It! *Wireless* will change speed to the next setting and beep once to indicate slow speed, twice to indicate medium speed or three times to indicate fast speed.

TIP: For users with gross motor movements set the Point-It! to the slowest speed and allow the user to use the full deflection of the Joystick. The joystick contains a diamond shaped restrictor plate that helps a user locate the stick in one of four directions and hold it there.

Turning off the Point-It! *Wireless*

The Point-It! *Wireless* goes into a power saving mode after 1 minute if it is not being used. In this mode the link to the mouse emulator is disabled and the green light on the emulator will start blinking. To re-enable the Point-It! *Wireless* simply move the joystick.

The Point-It! *Wireless* automatically turns itself off after a further 4 minutes if it is not being used. To switch on the Point-It! *Wireless* again press the Left Button. The unit will beep once if in mouse mode or twice if in external device mode.

Knob Options

A range of knob alternatives are now available for the Point-It! joystick including Chin, Sponge, Carrot, DX, Wrist plate, T-Bar and more.

These knobs are only inter-changeable with the Ball Knob version of the Point-It! joystick.

5 TypeMatic Software

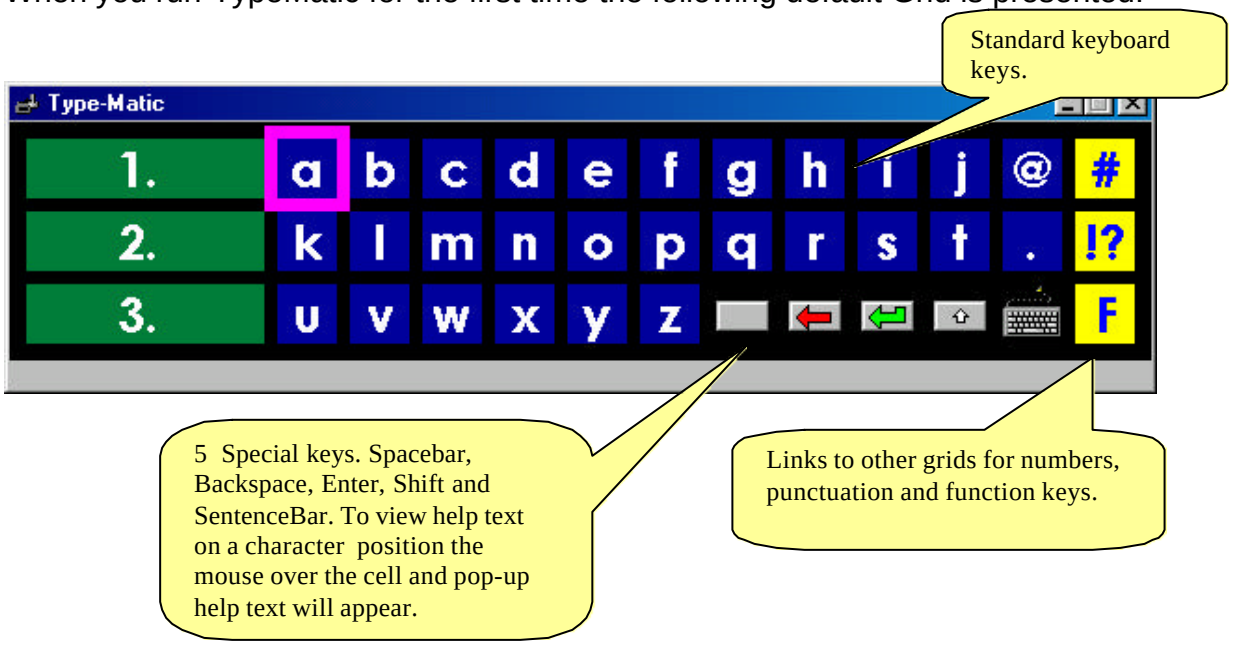
Installing the Software

1. Insert the CDROM into your CD-ROM drive
2. If the installation program does not “autorun” then choose ‘Run’ from the Windows Start menu and continue with step 3, otherwise jump to step 5.
3. Type d:\setup.exe. (if your CD-ROM drive is not drive D, type the appropriate letter instead.)
4. Choose OK.
5. Follow the instructions on the screen.

Running the Program

Run TypeMatic by choosing Programs from the Start menu and clicking on the  TypeMatic icon.

When you run TypeMatic for the first time the following default Grid is presented:-



Now launch a word processing program such as WordPad and open a new document. To type, position the mouse pointer over the desired character and click. The character should appear in your new document.

Typematic's word prediction displays a list of words beginning with the characters you have typed. In the example below the 'h' character has been typed.

To choose one of the predictions simply click on it and watch it appear in your word document.

As you type TypeMatic will remember any new words you create.

When you type a space, TypeMatic tries to predict the next word in the sentence you are typing. Because this prediction is based on previous sentences you have written this prediction will not begin right away. The more you repeat certain sentences the more TypeMatic will learn to predict the next word in the sentence.

TypeMatic's abbreviation file, 'shorthand.txt', contains a list of abbreviations. Initially it contains only one abbreviation, 'hau'. Type 'hau', then enter  and watch 'How are you' appear in your document. You can edit shorthand.txt located in the application directory and create your own abbreviations. Be careful to only use character groupings which do not constitute a word in themselves.

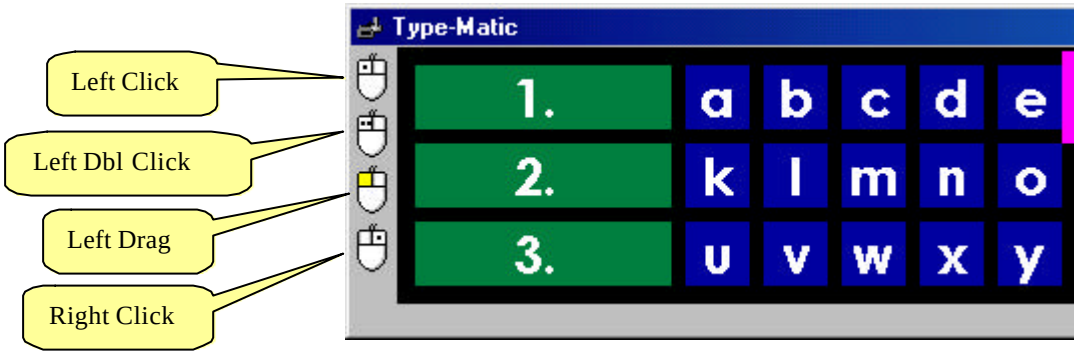
To quit the program right click on the window and choose 'Exit' from the Pop-Up menu. If the 'UpdateFile' property is set to 'Prompt' you will be asked whether or not you want to save any new words you have written. Choose Yes or No as required.

Setting the Dwell time

For users who are unable to use Left or Right click buttons a Dwell feature is provided whereby a cell is automatically selected by keeping the mouse pointer still for a certain length of time over the desired cell. This time is called the dwell time and can be set between 1 and 5 seconds. Right click on any cell in the grid and select Dwell time from the PopUp menu.

Now when you position the mouse pointer over a cell and keep it still for dwell time the contents of the cell will be typed into the active application, i.e. the cell is automatically selected without having to make a click.

Furthermore when you select a Dwell time a set of buttons representing Left click, Left Drag and Right click appear in the left hand side of the TypeMatic window. These allow you to generate mouse clicks in other applications by keeping the mouse pointer still for the dwell time over the control you want to click.



First select the mouse click you want to generate by keeping the mouse pointer still over the button representing the desired mouse click. After the button is selected (down position) move the mouse pointer over the control you want to click in the other application and keep it still for the dwell time.

Using the Sentence Bar

The Sentence Bar feature allows a user you to pre-prepare a sentence or word before sending it to the active application. To activate the sentence bar Right Click on any cell in the grid and click on Sentence Bar in the pop-up menu.

The Sentence bar will appear at the top of the TypeMatic window.

When you have finished typing your word or sentence click on the Enter cell  to send the text in the sentence bar to the active application.

To de-activate the sentence bar Right Click on any cell in the Grid and click on Sentence Bar in the pop-up menu.

The Sentence bar can also be activated from a cell in the Grid identified by the following icon:

You would use this method if a person is unable to perform a Right Click.

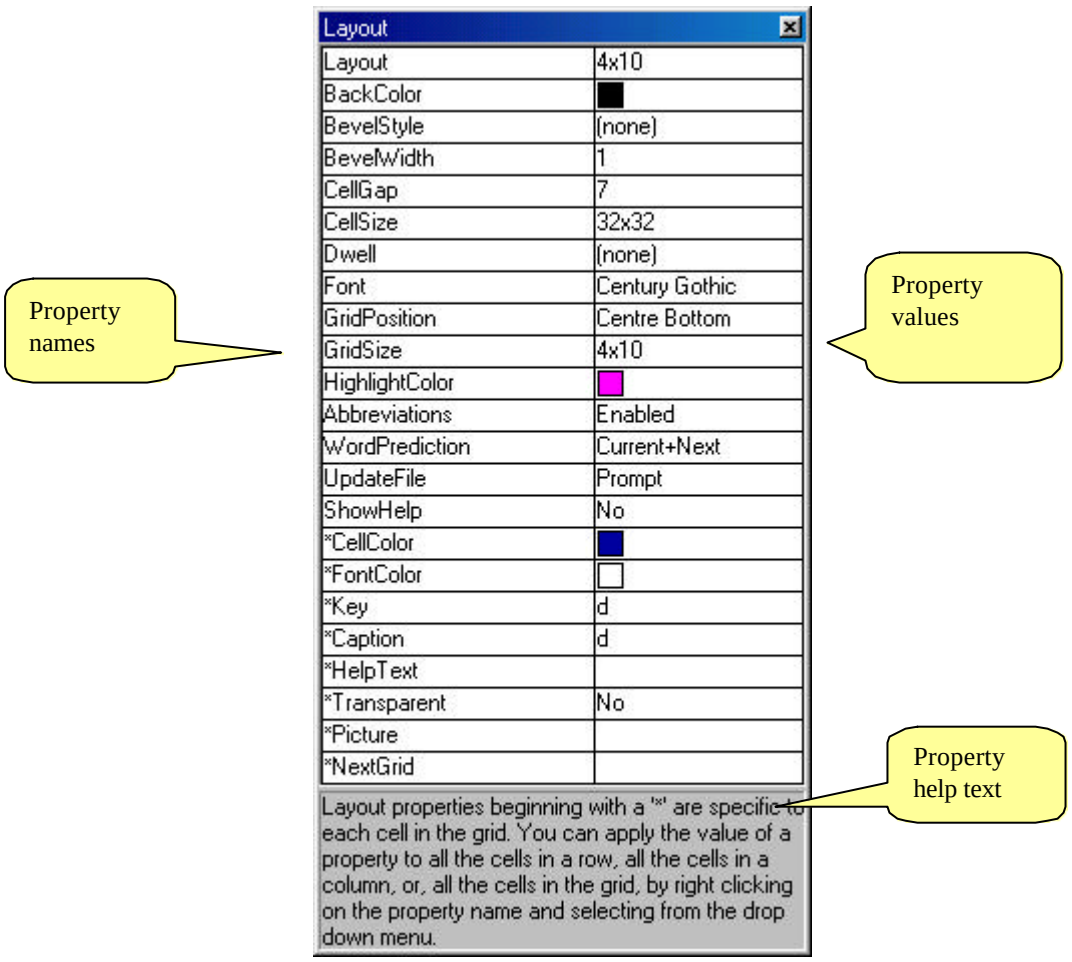
Note: If this cell does not appear in the Grid you are using, but you require it, then you must edit the Grid and create a cell with the “Key” property set to “SENTENCE_BAR”. This is one of the special keys selected from the drop down list. See the following page on how to edit the cells in the Grid.

In Windows 2000 and Windows XP it is not possible to input text letter by letter into certain text boxes. Examples of these text boxes include the FileName text box in WordPad® and the URL text box in Internet Explorer®. You will know when this happens because as you type each letter it overwrites any text that was previously in the text box. The result is that you can only type one letter. To overcome this limitation use the Sentence Bar.

Note: When you close TypeMatic it will remember if the Sentence Bar was activated or not. If you always use the Sentence Bar you will only have to activate it once.

Editing the Grid

To edit a Grid right click on any cell and choose ‘Edit Grid…’ from the pop-up menu. The Layout properties window is presented.



The left hand column displays the property names. The right hand column displays the property values. The panel at the bottom of the window displays the properties help text.

To view the help text of a property click on the property name. The help text for the property appears in the panel at the bottom of the window.

When you click on the property name a control appears in the property value field. The type of control depends on the property type, for example a drop down list for Grid Size, a file open button for Picture, a text entry control for Caption. Use the control to edit the property value.

Properties

Layout	You can have any number of grids with TypeMatic. Click the FileSave button to save the current Grid or click the FileOpen button to open another.
BackColor	The color of the background.
BevelStyle	The bevel style of cells in the grid. Can be set to none, Inset or Raised.
BevelWidth	The width of a cell bevel. Can be set between 1 and 8.
CellGap	The gap between cells. Can be set between 0 and 8.
CellSize	The size of the cells in the grid. Can be set to 16x16, 32x32 or 64x64.
Font	The font used throughout the grid.
GridPosition	The start-up position of the grid on the screen.
GridSize	The size of the grid. The smallest size is 4x4 cells, the largest is 8x10 cells.
HighlightColor	The color used to highlight cells.
Abbreviations	Specifies whether or not the abbreviation feature is enabled. The abbreviation list is stored in the file 'shorthand.txt' in the application directory. You can edit it to add more abbreviations using notepad.
WordPrediction	The type of word prediction used. Can be set to none, current word or current plus next word. When set to none the word prediction column is hidden.
UpdateFile	Specifies how the word prediction file 'typematic.dic' is updated with the words written and chosen by a user. Can be set to Always, Never or Prompt. If set to prompt the user is asked whether or not they wish to save any new words when they quit the program.
*CellColor	The color of a cell. If the cell is transparent this property has no effect.
*FontColor	The color of the font in the cell.
*Key	The key(s) to be pressed (simulated) when the cell is selected. Use '+' for SHIFT, '%' for ALT and '^' for CTRL. These special keys have a toggle function. To specify an actual plus sign use '{+}'. For '^' use '{^}', for '%' use '{%}'. You can select other special keys from the listbox. Note than when you select a key the text is automatically assigned to the caption. You can have the caption text different from the key text but always set the key text first, then the caption text.
*Caption	The text that appears in the cell.
*HelpText	The help text for the cell which will be displayed when the mouse is paused over the cell.

*Transparent	Specifies whether or not a cell is transparent. A transparent cell takes on the color of the background when not selected and the color of the highlight when selected.
*Picture	Each cell can contain a picture (bitmap or icon only).
*NextGrid	You can link a cell to another grid by specifying the file here. In this way you can have links to grids of numbers and punctuation. Always remember to have a link back to the main grid!

Editing the properties of a cell

Properties beginning with an '*' are specific to an individual cell and only effect the selected cell. To edit the property of a cell, for example it's key, click on the cell in the main window, then click the property name called 'key' and edit it's content.

A special case is the column of word predictions. These cells have the same properties. In other-words if you set the cell color for a word prediction cell it effects all word prediction cells.

Editing the 'general' properties of the Grid

Properties which do not begin with a '*' effect the general look and functionality of the Grid. For example the GridSize is a general property.

Saving and Opening layout files

When you have finished editing properties you can save the Grid as a file on your hard disk. The files are called 'tlf' files: 'Typematic Layout File'. To save a Grid click on the first property called 'layout'. A File Open and File Save button appear in the property value field. Click the File Save button to save your newly edited Grid.

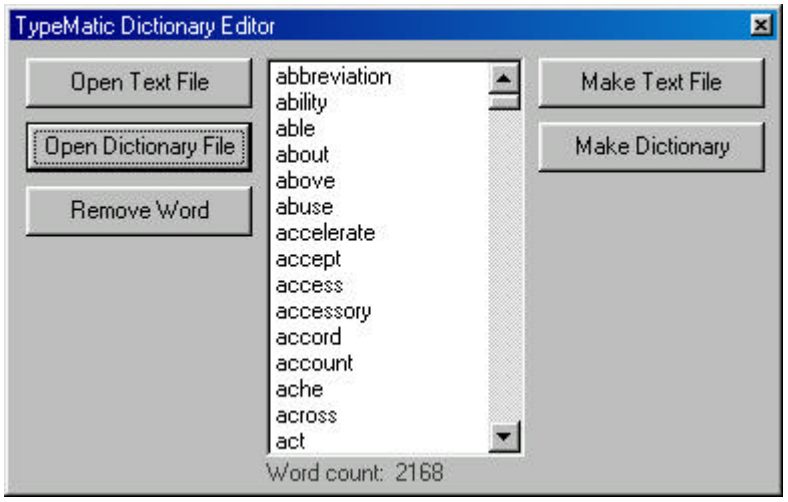
Typematic comes with a selection of files to illustrate different Grids. These files are called small.tlf, standard.tlf and colorful.tlf and are located in the application directory. To load a Grid click on the first property called 'layout' then click on the File Open button, locate the desired file and choose OK.

Note: When you close the Layout properties window TypeMatic will remember which Grid is in use and will load this Grid the next time it is run.

You can also open grids directly from the main TypeMatic window by right clicking on any cell and choosing Open Grid from the popup menu.

Editing the Dictionary

Included with the TypeMatic installation is a utility program called MakeDictionary.exe which can be found in the program directory. This program allows you to edit the dictionary or create a new one from a text file.

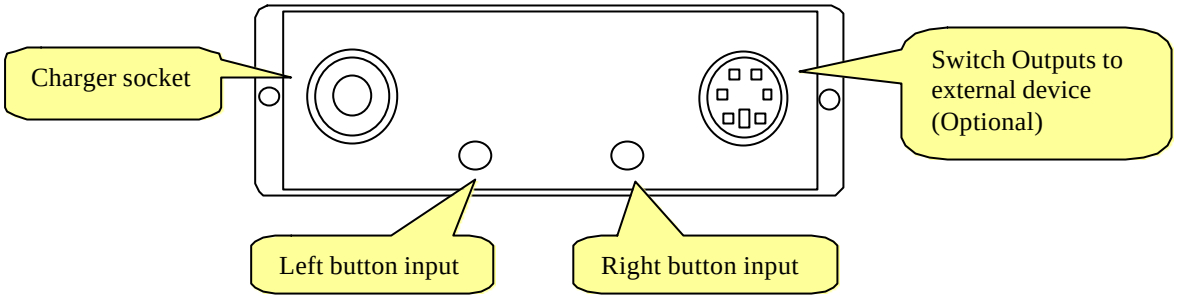


Tip: If you wish to merge a text file with the existing dictionary, for example to add a vocabulary set to a user's dictionary, first open the dictionary file and then open the text file. You will be prompted as to whether you wish to discard the exiting words. Choose No. Once the new words are loaded choose Make Dictionary.

6 Connections

The connection panel is located at the back of the unit and is illustrated below.

Standard unit with external device option



Switch Inputs

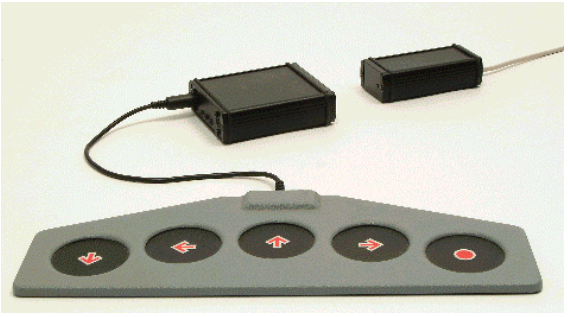
For users who cannot operate the buttons on the joystick itself 2x3.5mm jack sockets are provided on the connection panel. You can connect any non-latching switch to these sockets provided they are fitted with 3.5mm jack plugs.

Connector	Pin	Signal
Standard 3.5mm jack plug	Tip	Switch
	Sleeve	Switch common

Note: When you insert a switch into the left socket the button at the top of the joystick is disabled. This is a feature to enable people to use the standard joystick knob but not the button at the top.

Fitting a 5 switch input device

For users who prefer to use a 5 switch device such as a TASH mini joystick, Star switch or equivalent a special version of the unit is available with the 6 pin mini DIN switch input cable and no joystick.

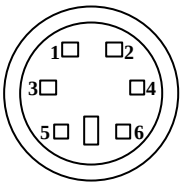


This unit is provided with a 6 pin mini DIN to 9pin D interface cable. Plug the 5 switch device into the 9 pin D and then plug the 6 pin mini DIN into the left hand side socket of the Point-It! *Wireless*.

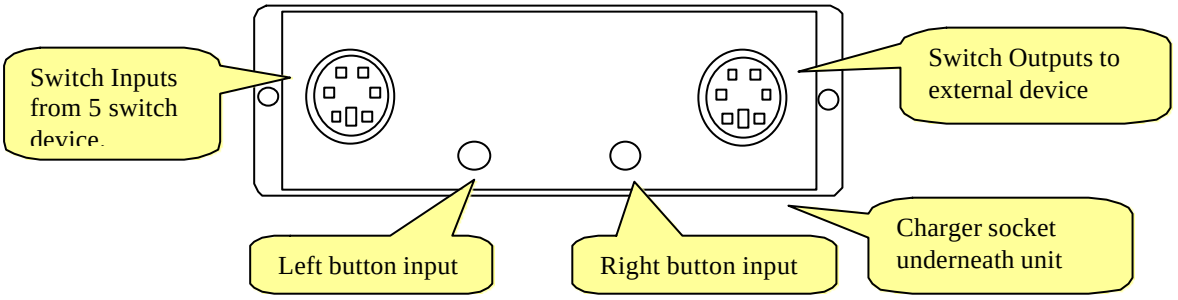
NOTE: In this mode it is not possible to access the right button or the mouse

speed button from the five switch device.

The pin-out of the 6 pin mini DIN socket is shown below for those who wish to make a special interface to the wireless joystick, for example a set of 5 discrete switches set into a person's tray.

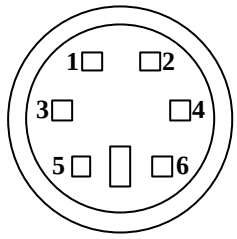
6 pin Mini DIN. Connector	Pin	Signal
	1	Switch common
	2	Mouse Left
	3	Mouse Right
	4	Mouse Down
	5	Mouse Up
	6	Left Button

NOTE: When you order this version of the Point-It! Wireless the 5 switch input connector takes the place of the charger socket and the charger socket is fitted to the underneath of the unit.



Switch Outputs & Interfacing to other devices.

To connect the Joystick to an external device such as a communication aid or environmental control device five solid state relay contacts are provided on a 6 pin Mini DIN connector. These contacts reflect the state of the joystick position and the Left Button when external access mode has been selected by the user.

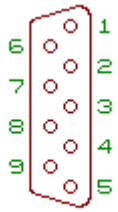
6 pin Mini DIN. Connector	Pin	Signal
	1	Switch common
	2	Joystick Left
	3	Joystick Right
	4	Joystick Down
	5	Joystick Up
	6	Left Button

- *relays are current rated to 250ma*
- *contacts are isolated from wheelchair electronics*

The interface to the external device will depend upon the number of switch inputs and connector type available on the external device. Several different interface options are described below:-

Devices with a 9 pin D switch input

If the external device is capable of being controlled by a five switch device such as a TASH mini joystick, wafer pad or star switch then the device will have a 9 pin D switch input. With a 6 pin Mini DIN to 9 pin D cable the Genie joystick can be connected to such devices and operated in exactly the same way as if the five switch device were connected to it. The pinout of the 9pin D is shown below:

Connector	Pin	Signal
9 Pin Male D  Male D Front View	1	Forward (Switch 2)
	2	Backwards (Switch 3)
	3	Left (Switch 4)
	4	Right (Switch 5)
	5	
	6	Select (Switch 1)
	7	
	8	Switch common
	9	

A 6 pin Mini DIN to 9 pin D cable is available for connection to devices with this type of switch input.

Devices with 3.5mm jack switch inputs

Unfortunately most communication aid devices have only 2x3.5mm switch inputs. In this case the joystick can be wired to the device so that a forward deflection of the joystick activates the switch 1 input of the external device (normally the

"select") and a backwards deflection of the joystick activates the switch 2 input of the external device (normally the "advance" or "step").

A 6 pin Mini DIN to 2x3.5mm jack plug cable is available for connection to such devices.

The GEWA PROG environmental control interface

The switch input of the GEWA PROG III is also a 6 pin Mini DIN connector whose pin-out matches that of the Point-It! *Wireless* joystick. To operate the PROG from the joystick it is necessary to put the PROG in joystick input mode. You can do this by pressing "**P+5"**, followed by "**1"** on the PROG. Consult the PROG manual for further details.

A pin-to-pin Mini DIN cable is available for connection to this device

Interfacing to an environmental control unit and a communication aid.

To interface to more than 2 external devices it is necessary to operate both of them in a 1 or 2 switch mode as per "Devices with 3.5mm jack switch inputs" described above. Use forward/back deflections of the joystick for one device and left/right deflections for the other. An interface cable for this kind of setup is available on request. It is important to note however that as most modern communication aids have a built in environmental control unit, or the option of it, this type of setup is rarely required.

NOTE: The 5 switch output connector is not fitted as standard. You must specify that you want this feature when ordering.

USB Cable (on the Mouse Emulator)

The USB Cable is a standard cable that is connected to the USB port of your computer. If your computer supports the older PS2 mouse connector contact your supplier for a PS2 version.

7 Maintenance

The Point-It! *Wireless* should be regularly checked for integrity. Loose, damaged or corroded connectors or terminals, or damaged cabling should be reported to your Service Centre and be replaced immediately.

The Battery within the Point-It! *Wireless* should be regularly checked for chemical leakage and/or corrosion. Only 9v NiMH 170mAH batteries should be used (contact your supplier for a replacement if required).

The USB cable of Mouse Emulator should be regularly checked for integrity.

All switches connected to the Point-It! *Wireless* should be regularly tested to ensure that they function correctly.

The Point-It! *Wireless* should be kept free of dust, dirt and liquids. If necessary wipe with a cloth dampened with warm water or alcohol. **Do not** use solvents or abrasive cleaners.

Where any doubt exists, consult your nearest Service Centre or Agent.

There are no user-serviceable parts within the Point-It! Wireless. Do not attempt to open the case except for changing the battery.

In accordance with the requirements of CE marking of this device and the Company's policy, it is requested that re-occurring faults or defects be reported back to Unique Perspectives Ltd.

Warning !! If the Point-It! *Wireless* is damaged in any way, or if internal damage may have occurred (for example by being dropped), have it checked by qualified personnel before operating.

8 Safety and Misuse Warnings

Do not install, maintain or operate the Point-It! *Wireless* without reading and understanding the user manual and that of the computer to which you are connecting to, otherwise injury or damage may result.

Do not operate the Point-It! *Wireless* if it behaves erratically, or shows abnormal response, heating, smoke or arcing. Remove the battery, disconnect all cables, and consult your service agent.

Ensure that your PC is turned off when not in use and never leave the Mouse emulator and associated PC on or plugged into the mains unattended or overnight.

No connector pins should be touched, as contamination or damage due to electrostatic discharge may result.

Point-It! *Wireless* is not designed to resist water penetration. If a spillage occurs remove the battery, disconnect all cables, and consult your service agent. Any spillage over the Point-It! *Wireless* should be wiped dry without delay. The Point-It! *Wireless* may not be used outdoors.

Most electronic equipment is influenced by Radio Frequency Interference (RFI). Caution should be exercised with regard to the use of portable communications equipment in the area around such equipment. While the manufacturer has made every effort to ensure that RFI does not cause problems, very strong signals could still cause a problem.

Report any malfunctions immediately to your Service Agent.

9 Warranty

All equipment supplied by Unique Perspectives Ltd. is warranted by the company to be free from faulty materials or workmanship. If any defect is found within the warranty period of 12 months, the company will repair the equipment, or at its discretion, replace the equipment without charge for materials and labor.

The warranty is subject to the conditions that the equipment:

- Has been used solely in accordance with this manual.
- Has not been subjected to misuse or accident, or been modified or repaired by any person other than someone authorised by Unique Perspectives Ltd.
- Has been used solely for the use of alternative mouse input.

10 Sales and Service Information

For Sales and Service advice, or in case of any difficulty, please contact:

Unique Perspectives Ltd.
Ballyclovan
Callan
Kilkenny
Ireland

Telephone: +353 56 7725913
Fax: +353 56 7725936

WEB: www.click2go.ie
EMAIL: info@click2go.ie

NOTE: The Point-It! *Wireless* should be clearly labeled with the manufacturer's service agent's telephone number.