



ditto™ V2 User Manual
English

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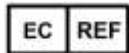
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Model: Kit DIT-102-106

Comprising ditto™ V2 Portable Console DIT-102

ditto™ V2 Charging Cradle DIT-106



Authorised Representatives:

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Contents

<u>Introduction</u>	4
<u>ditto™ V2 System</u>	6
<u>ditto™ V2 Components</u>	7
<u>Intended Purpose of the ditto™ V2 system</u>	11
<u>Warning</u>	11
<u>Health and Safety</u>	13
<u>Instructions for Use</u>	14
<u>Preparing ditto™ V2 for Use</u>	14
<u>Turning Off the ditto™ V2 Portable Console</u>	23
<u>Charging</u>	24
<u>Wi-Fi Updating</u>	27
<u>File Updating</u>	32
<u>Cleaning and Maintenance</u>	41
<u>On Screen warnings</u>	42
<u>TroubleShooting</u>	42
<u>Techical</u>	44
<u>Appendices</u>	50

Introduction

Thank you for choosing the ditto™ V2 diversionary therapy device. ditto™ V2 is a custom, battery powered hand held device designed to relax and reduce anxiety and stress perception in children that are undergoing medical procedures.

This user manual contains the information required to correctly operate and maintain the ditto™ V2 system. It contains an explanation of all symbols used and highlights potential warnings which should be considered before using this product.

Please read this user manual in its entirety before use.

This manual includes special terms and icons to alert you to specific and important information:



Warnings - alert you to possible injury



Notes - is an informative piece of information

As the owner of this device you have the sole responsibility and liability for any injury to persons or damage to property resulting from:

- Any operation or use of ditto™ V2 which does not accord with the instructions supplied; and
- Any unauthorised maintenance performed

The ditto™ V2 device and its accessories come with guarantees that cannot be excluded under the Australian Consumers Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and a failure does not amount to a major failure.

Goods will not be of acceptable quality if such goods:

- a) are not fit for all the purposes for which goods of that kind are commonly supplied;
- b) are not acceptable in appearance and finish;
- c) have defects;
- d) are unsafe; or
- e) are not durable.

If you consider that the goods are not of an acceptable quality you should contact your supplier as soon as possible.

The manufacturer of the device does not give any warranty nor accept any liability in relation to performance or non-performance of the ditto™ V2 device and its accessories except to the extent, if any, required by law and as set out above.

Without limitation to your rights under the Australian Consumer Law, you acknowledge that:

- a) The manufacturer has not made any representations or warranties in relation to the ditto™ V2 device and its accessories.
- b) It is your responsibility to satisfy yourself in relation to the price, quality or otherwise of the ditto™ V2 device and its accessories prior to delivery by the distributor; and
- c) The manufacturer shall not be liable for an loss or damage to the products or any loss or damages caused, directly or indirectly, in relation to the ditto™ V2 device and its accessories.

All limitations of liability stated in this document shall apply for the benefit of the employees and agents of the manufacturer to the same extent as they apply for the benefit of the manufacturer against you or anyone claiming through or under you.

ditto™ V2 System

The ditto™ V2 system Part #
DIT-102 -106

Is comprised of;

STANDARD COMPONENTS

ditto™ V2 Portable Console	DIT-102
ditto™ V2 Waterproof Headphones	DIT-A002-005 WP
ditto™ V2 Headphone Adaptor	DIT-102-105
ditto™ V2 Charging Cradle (including power supply)	DIT-106
ditto™ V2 Back plates	
ditto™ V2 USB Cable - AA	

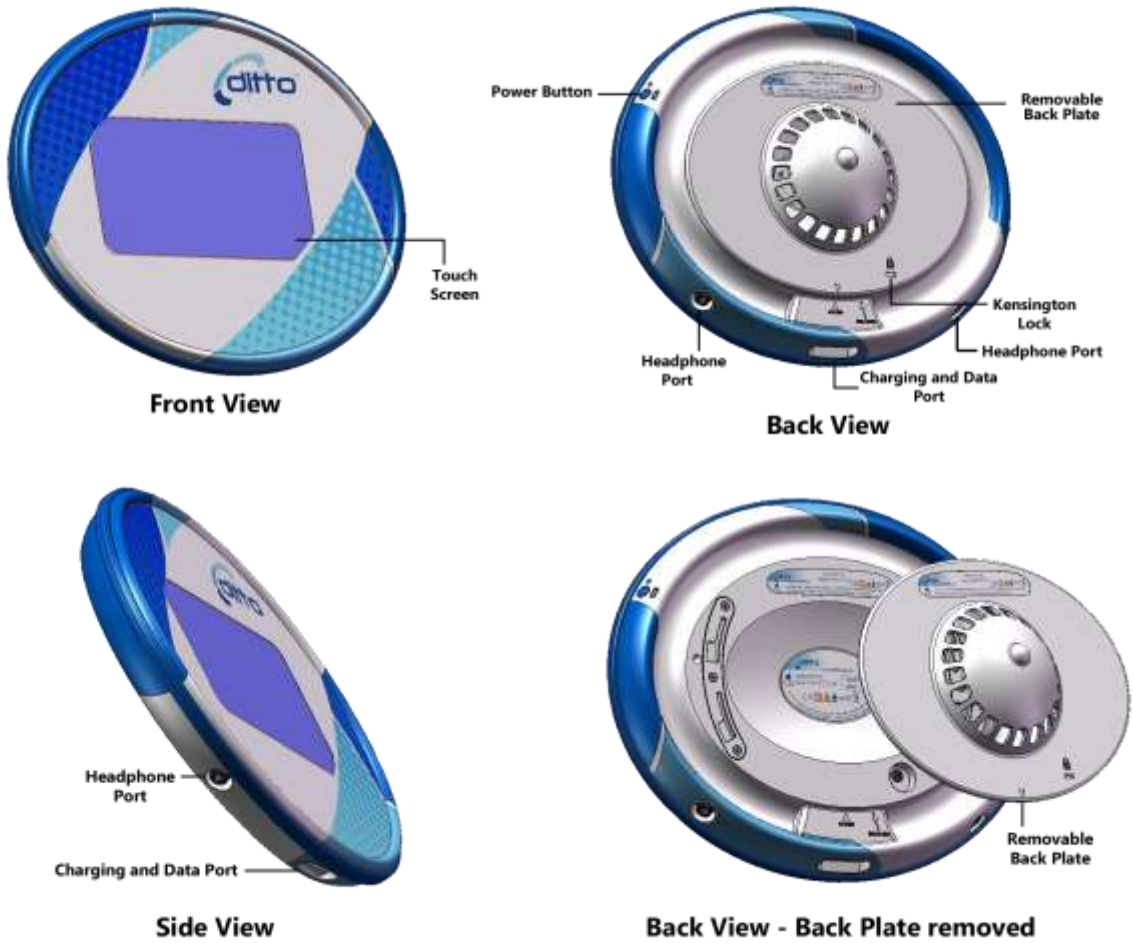


Note: Use only DTT supplied accessories to prevent injury or damage.

These components are illustrated next in this user manual with a general description of each item.

ditto™ V2 Components

Figure 1 : ditto™ V2 Portable Console



Removable Back Plate Options



The ditto™ V2 Portable Console (Figure 1) is the core of the ditto™ V2 system. This component is provided to the child during a medical procedure to allow them to explore 3D virtual content which is stored on the device, by physically rotating and manipulating the device.

As illustrated in Figure 1 the ditto™ V2 Portable Console has the following features:

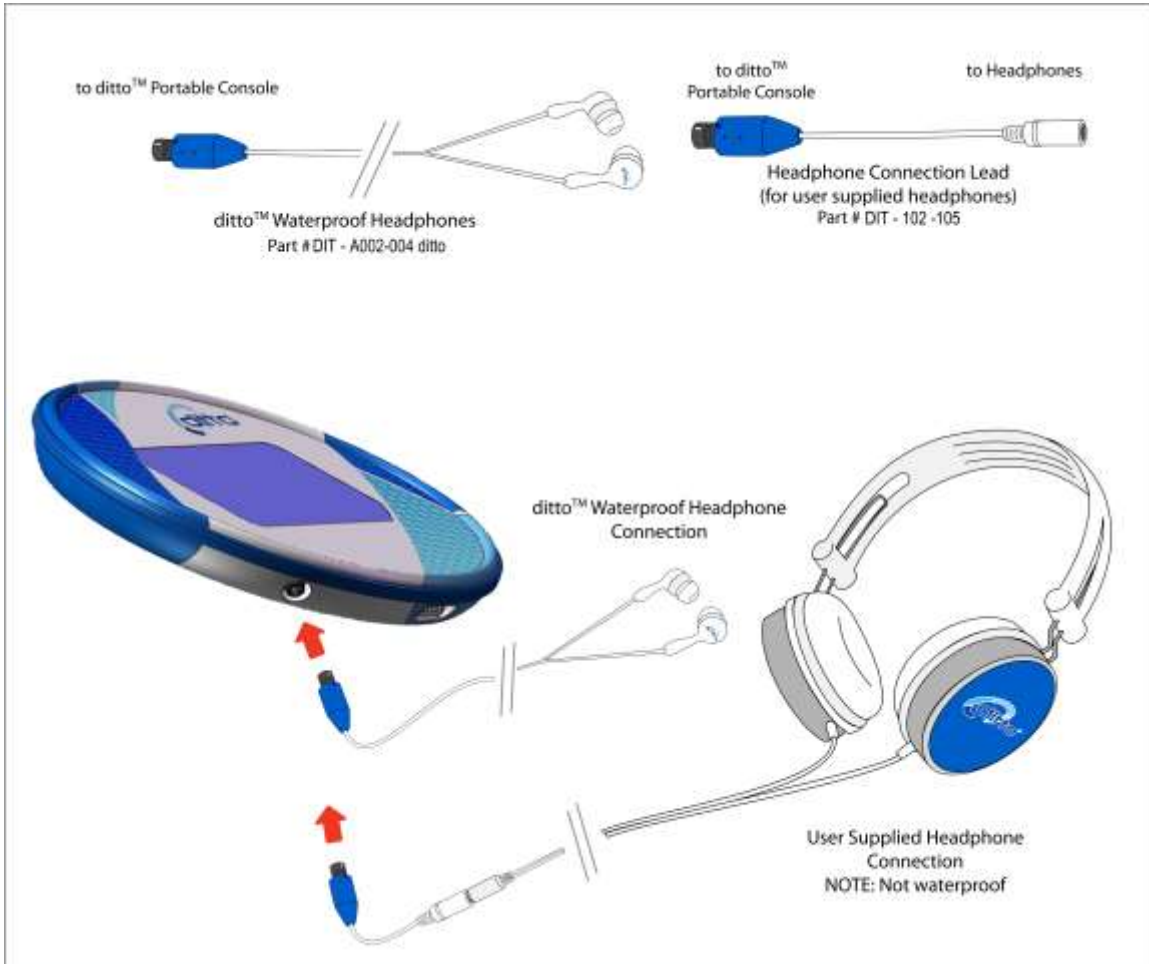
- *Power Button* to turn the device on or off
- *Touch Screen* for content selection, navigation and interaction
- *2 ditto™ V2 Waterproof Headphone connections*
- *Headphone Interface Cable* to allow for connection of ditto™ V2 waterproof headphones.
- *Kensington Security Slot* to securely connect the unit using a Kensington lock and cable (not supplied)
- *1 Backing Plate that adds a handle to the ditto™ V2*
- *1 Backing Plate to allow tilt function for one handed use*
- *1 Backing Plate for standard use*
- *All protection domes are easily removable for cleaning*
- *Proprietary charging and data transfer connection*

The ditto™ V2 Portable Console is also waterproof allowing it to be used in a bath or tub during a medical procedure.

Figure 2 – Headphones & Headphone Connection



Note: Use only DTT supplied accessories to prevent injury or damage.



The ditto™ V2 system comes with one set of ditto™ V2 Waterproof Headphones, which connect directly to the ditto™ V2 and one set of Standard Headphones, which connect via the headphone connection lead



WARNING – ditto™ V2 accessories contains magnets

The waterproof headphones and waterproof adaptor contain N50 magnets with a magnetic strength of 2.9 Kilogauss. Parts # DIT-A002-004 # DIT-102-105



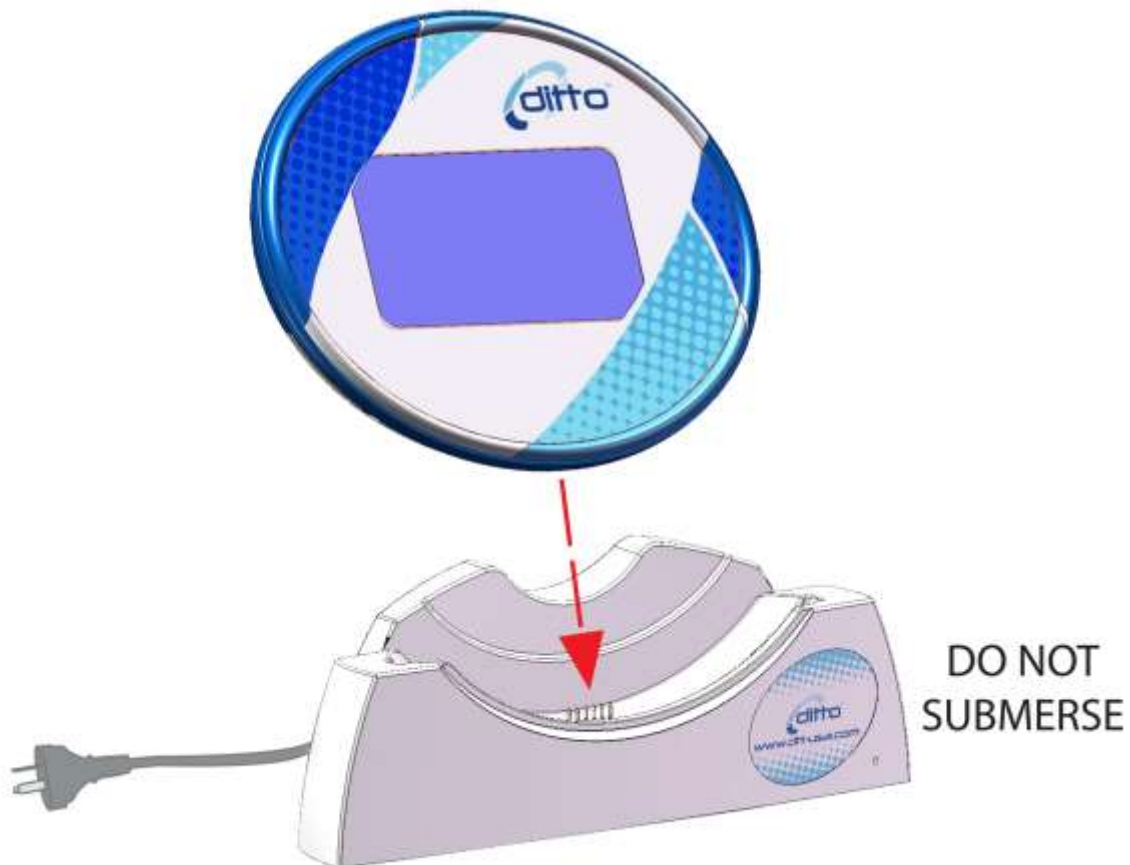
WARNING – User Supplied Waterproof Headphones

Headphones other than those supplied with ditto™ V2 can be used with the device. Most standard headphones are not waterproof. Using non waterproof headphones could cause damage to the device or injury to the user.

Figure 3 – ditto™ V2 Charging and Data Upload Cradle



Note: Use only DTT supplied accessories to prevent injury or damage.



The ditto™ V2 charging Cradle has the following features;

- *Recharging and Data Connector*
- *USB Connector*
- *Power cord*
- *Kensington Lock* for secure locking
- *Headphone holder tray*

Figure 4 – ditto™ V2 Custom Programs and Content



Note: Use only DTT supplied accessories to prevent injury or damage.

The ditto™ V2 Portable Console comes with custom programs, content and licence for use pre-loaded on the device or supplied by a ditto™ V2 representative or added through WiFi updating. Content on your ditto™ V2 cannot be changed, added, copied or deleted without custom software supplied by DTT.

Intended Purpose of the ditto™ V2 system

The ditto™ V2 system has been designed to relax and reduce anxiety and stress in relation to medical procedures, including procedures which are performed in a bath or tub. It has been designed specifically for children aged between 3 -10 years of age.

Ditto™ V2 should not be considered a replacement for any other stress relief therapy. Further, it has been designed to be used within a clinical environment under the direction of medical, hospital or clinical staff.

Warnings



WARNING – ditto™ V2 accessories contains magnets

The waterproof headphones and waterproof adaptor contain N50 magnets with a magnetic strength of 2.9 Kilogauss. Parts # DIT-A002-004 # DIT-102-105



Warning - Medical Electrical Equipment requires special precautions regarding EMC.

Only use the ditto™ V2 System in accordance with information provided in this instruction manual.

Only use original accessories supplied or genuine replacement parts from the manufacturer. Failure to do so may result in increase emissions or decreased immunity of the system.

Do not use adjacent to or stacked with other equipment.



Warning- Do not Immerse the ditto™ V2 Portable Console when connected to Charging Cradle

Only the ditto™ V2 Portable Console and supplied Headphones (Figure 4) are waterproof and can be immersed in water.

Never immerse the ditto™ V2 whilst connected to the charging cradle.

Never immerse any part of the charging cradle.



WARNING - Charge only with supplied Charging Cradle

The ditto™ V2 Portable Console must only be recharged using the supplied Charging Cradle (Figure 3). Connecting any other power supply to the ditto™ V2 Portable Console may cause serious harm or injury and damage the unit.



WARNING - Ensure the ditto™ V2 Portable Console is Dry before Charging

Before charging the ditto™ V2 Portable Console with the supplied Power Supply and Connector or Charging Cradle, ensure all components (Figure 1) are completely dry and not in close proximity to a wet environment or water. Failure to do so may result in electric shock.

**WARNING – Internal Servicing**

There are no user serviceable parts in the ditto™ V2 device. Do not attempt to access the internal components of the ditto™ V2 system. Repairs and internal servicing must only be performed by an authorised repairer or the manufacturer.

**WARNING – Materials Irritation**

The ditto™ V2 device exterior is made of plastic and silicon. Persons with allergies to these materials should avoid use. If irritation occurs, discontinue use of ditto™ V2 and consult your doctor or clinician.

**WARNING – Throwing or Dropping Device**

The ditto™ V2 must not be thrown or dropped. Throwing or dropping the device is a hazard to others and may damage the sealing of the unit. If thrown or dropped the device must be returned to the manufacturer or authorized distributor for inspection.

**WARNING – Choking Hazard**

The ditto™ V2 system has been designed for children older than 3 years of age. Some of the accessories contain small parts and may be considered a choking hazard for children less than 3 years of age.



Note: The above are general warnings about the correct use of the ditto™ V2 system. Specific warnings are contained throughout the user manual.

Health and Safety

PLEASE READ THE HEALTH AND SAFETY INSTRUCTIONS BEFORE USE.

AS THE PRODUCT IS INTENDED FOR USE BY YOUNG CHILDREN, THESE INSTRUCTIONS NEED TO BE EXPLAINED BY AN ADULT AND SUPERVISION IS REQUIRED TO ENSURE THE CORRECT USE OF THE ditto™ V2, AS EXPLAINED IN THIS BOOKLET.

FAILING TO DO SO MAY CAUSE HARM OR INJURY.

ADULT SUPERVISION

It is recommended ditto™ V2 be used under the direction of medical / clinical staff and with competent adult supervision to prevent misuse. Users must remain in a stable position and not be allowed to stand when using ditto™ V2.

HEADPHONES

An adult should check to ensure that the headphone volume is within a safe range before providing the child with the headphones. Loud volume may damage the child's hearing.

MOTION SICKNESS

Those who suffer from motion sickness may feel nauseous or dizzy while using ditto™ V2. If these symptoms are felt, the user should cease playing with ditto™ V2 and rest. Do not drive or engage in activity that requires similar demands until recovered from these symptoms.

INJURIES FROM EXCESSIVE USE

Repetitive stress or motion injuries such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain may occur from excessive use of ditto™ V2. It is recommended that patients' use of ditto™ V2 be monitored closely. If any discomfort is experienced in hands, arms, wrists or eyes as a result of using ditto™ V2 discontinue use and consult a doctor.

Instructions for Use

The following section outlines the instructions for safe operation of the ditto™ V2 system. Please read and understand all instructions before operating or allowing use of ditto™ V2.

Preparing ditto™ V2 for Use

Remove all the ditto™ V2 components from their packaging and storage container and ensure they are in good condition and not damaged. Ensure the components are placed where they cannot be bumped or dropped.

If the components require cleaning, please follow the cleaning instructions provided in this instruction manual.



Note: If this is the first use of the ditto™ V2 system, the components will require cleaning. Please refer to the Cleaning section in this instruction manual for directions on how to clean the components.

Ensure that the ditto™ V2 Charging Cradle is NOT connected to the ditto™ V2 Portable Console.



Note: If this is the first use of ditto™ V2, it will be required to be fully charged before it can be used. Please refer to the Charging section in this instruction manual on how to charge the system.



Note: Only adults should prepare the ditto™ V2 system for Use. Children should only be given the device once it has entered Play Mode.

Turn on the ditto™ V2 Portable Console by pressing the power button for one second.

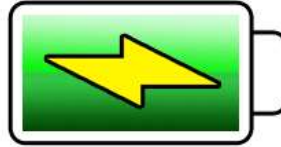


On Screen Display – Initial Load Screen

Once the ditto™ V2 has loaded there will be an icon in the top right hand corner that indicates the battery charge,

With the ditto™ V2 in the cradle on charge the icon will change as shown here.

Charging

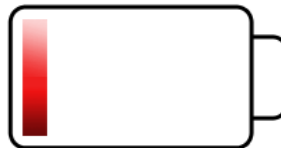


When the ditto™ V2 is in use and the battery isn't being charge the icon will appear as so.

Full



When the ditto V2 is low on battery the icon will change to red as shown. Please refer to the Charging section in this instruction manual for instructions on how to correctly charge the unit.





Note: The ditto™ V2 system is a diversionary therapy tool. If the ditto™ V2 battery runs out during a session, the user will lose the support of the distraction device which may cause an increase in anxiety. To ensure this does not occur, the ditto™ V2 Portable Console should be fully charged. Do not supply it to a child for a procedure which will last longer than the remaining battery capacity of the unit.

If additional charging is required, please consult the Charging Section in the manual on how to correctly charge the unit.



WARNING – Do Not attempt to Use ditto™ V2 while Charging

The ditto™ V2 Portable Console cannot be used when connected to the Charge Cradle.

In Use

When the ditto™ V2 has been turned on, the first thing that you will see will be the *Boot Screen*. This screen will be an indicator that you have successfully turned the device on. Following this screen there will be a short animation that will lead into the main menu screen as shown below.



The menu will open on the Home tab first. From here you have access to five tabs running along the top of the screen.

- Home
- Hospital
- Stories
- Games
- Settings

From each of these five tabs, each page will be laid out in the same fashion, with a list of sub categories listed down the left side of the screen. The arrow buttons cycle through the available categories. In the main part of the page will be the content that relates to the sub categories selected. The ditto™ V2 uses touch screen technology to make it easy to select the desired bit of information.

Hospital tab is the first tab that will be active, giving the user access to all hospital content. There are a total of six sub categories to choose from General, Burns, Casting, Operating Room/Theatre, Radiology and Wound Closure. Pressing the arrows above and below allow for navigation to the categories that aren't on screen.



The Stories tab contains fictional stories that the child can view and interact with while waiting for or during procedures.



The Games tab contains short fun games that the child can play while waiting for or during procedures.



The last tab on the right is Settings. This tab contains control for the volume, system and content updates and language settings. As shown below.



The update page will show the version number of the current firmware running on the device, the serial Number and the update button that will be shown in the update section of this document.



The Language button shows the selection of language content that is installed on the ditto™ V2. Press on the available language for it to become active.

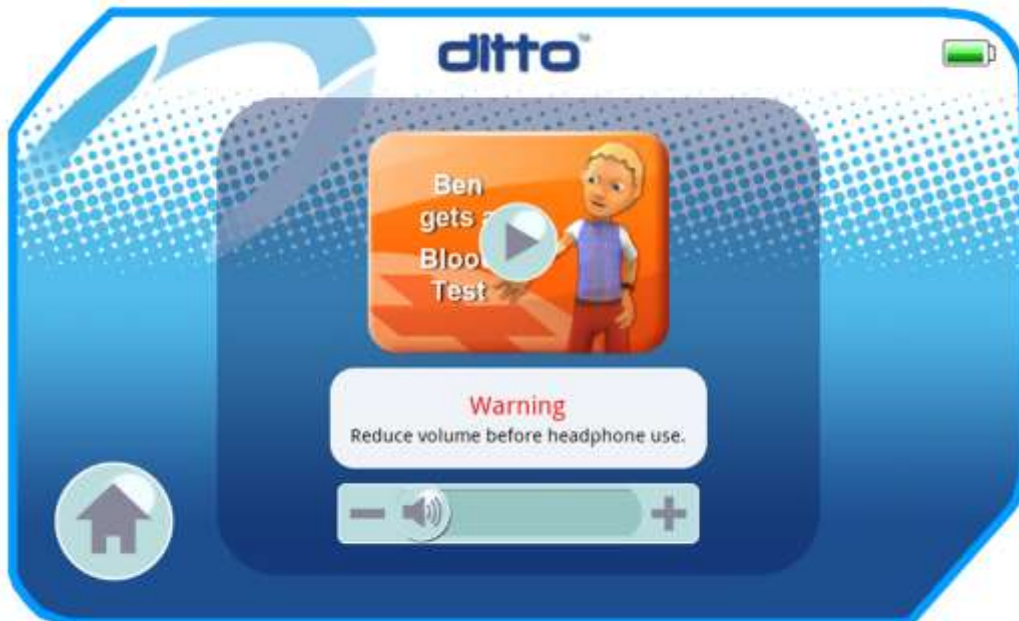


The Help button shows information and training videos for the use of the ditto™ V2



Note: Children should be discouraged from entering the Settings menu during use.

Once a piece of content is selected from either of the Hospital, Stories or Games sections of the menu the user will be shown the Pre Play Screen. The Pre play screen is used to allow the child to adjust the volume of the headphones before beginning the story.





WARNING – User Supplied Headphones

DTT will not accept any responsibility relating to the use of user supplied headphones. Users use their own headphones at their own risk.



WARNING –Headphones

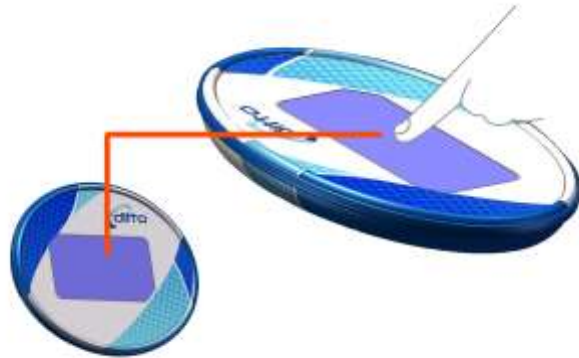
Due to the importance of setting correct volume and ensuring only waterproof headphones are used in wet environments, it is recommended that headphones are inserted and volume adjusted by a competent adult before use by a child.



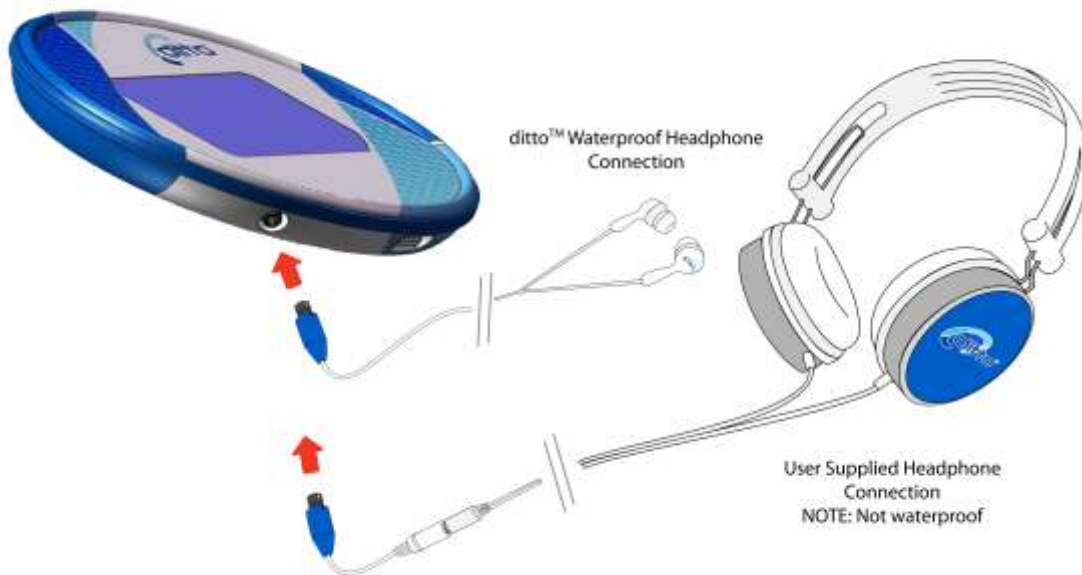
Warning – Ensure that the child is aware that using the headphones at high volumes may cause hearing damage. Prevent the use of headphones with loud volumes for extended periods. If the child experiences discomfort from using the headphones discontinue their use.

Activity Selection Screen - Selecting Content

Content on the device can be selected by pressing on the screen of the ditto™ V2 Portable Console. By pressing on the desired button the content will become active.



The connected headphone and lead then need to be connected to the ditto™ V2 Portable Console as shown.



Note: Adults should ensure that a safe and comfortable volume has been selected before presenting the ditto™ V2 Portable Console to the child. The volume can be adjusted before each piece of content begins by using the Pre Play Screen.

Turning Off the ditto™ V2 Portable Console

At the completion of a session or when the system will not be used for extended periods, the ditto™ V2 Portable Console should be stored in its cradle, charging ready for next use.

To turn off the ditto™ V2 Portable Console press the on/off power button on the side of the ditto™ V2. There will then be an on screen prompt that would ask if you want to continue with turning off the ditto™ V2.



Before the components are stored, ensure that all components are cleaned according to the Cleaning Schedule contained with this instruction manual and allowed to fully dry if wet.

The components should be returned to their original packaging and stored in an appropriate and secure location.

Charging

The ditto™ V2 Portable Console contains a lithium ion battery to allow it to be operated without the need for an AC power supply. To charge the ditto™ V2 Portable Console correctly, ensure the following instructions are understood and followed.



Warning- Do not Immerse the ditto™ V2 Charge Cradle.

Only the ditto™ V2 Portable Console and supplied Headphones (Figure 4) are waterproof and can be immersed in water.

DO NOT attempt to immerse the ditto™ V2 Portable Console if connected to the ditto™ V2 Charging Cradle.

The ditto™ V2 Charge Cradle contains a 110/240V power supply and is NOT waterproof

Never immerse any part of the ditto™ V2 Charging Cradle.



WARNING - Charge only with supplied Charging Cradle

The ditto™ V2 Portable Console must only be recharged using the supplied Charging Cradle (Figure 4). Connecting any other power supply to the ditto™ V2 Portable Console may cause serious harm or injury and damage the unit.



WARNING - Ensure the ditto™ V2 Portable Console is Dry before Charging

Before charging the ditto™ V2 Portable Console with the Charging Cradle, ensure all components (Figure 1) are completely dry and not in close proximity to a wet environment. Failure to do so may result in electric shock.



WARNING - Do not dispose of the ditto™ V2 Portable Console

Do not throw away or dispose of your ditto™ V2 Portable Console or any of its component accessories. Return to the manufacturer or authorized distributor for correct disposal.



WARNING - Battery Leakage

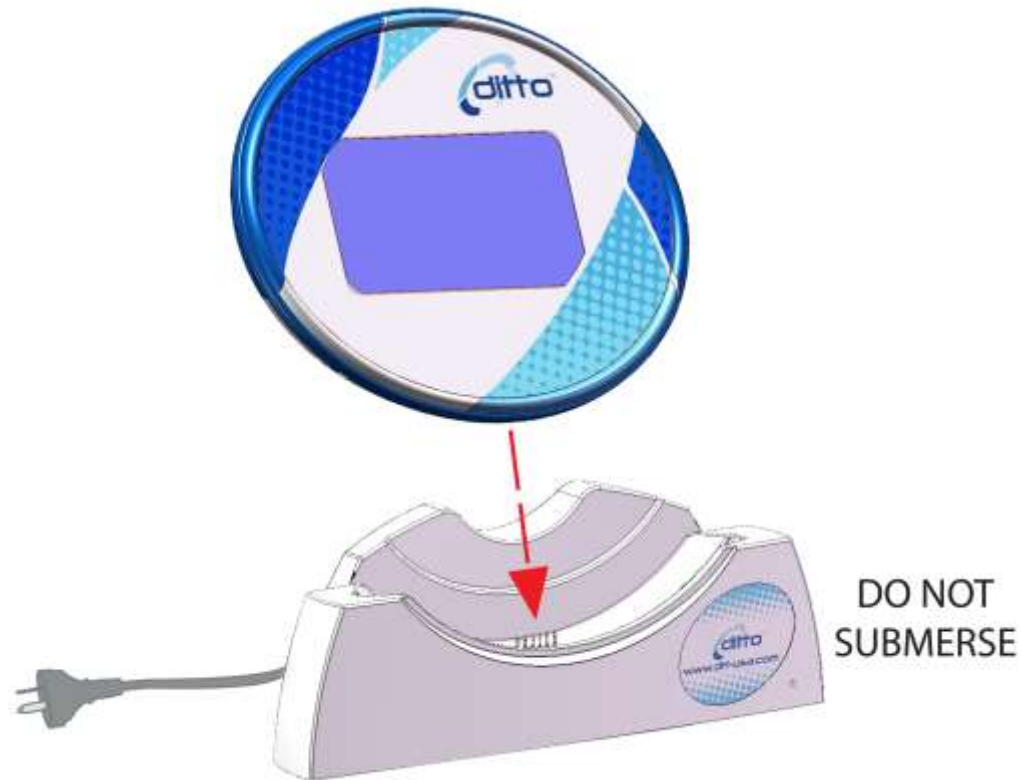
If battery leakage occurs due to damage, misuse or other reasons, do not touch or come into contact with the leak. Battery leakage can cause damage to skin, eyes and mouth. If hands or skin have come into contact with the leakage, wash immediately with running water and seek immediate medical attention.

If your device is leaking, immediately return it to the manufacturer or authorized distributor for repair.

The ditto™ V2 Portable Console should be charged before initial use and at regular intervals.

Plug the Power Cord of the Charging Cradle into a readily accessible approved AC outlet and switch ON.

Place the ditto™ V2 Portable Console into the Cradle. The charge connector on the Cradle will engage with the connection on the bottom edge of the ditto™ V2. The light at the bottom of the cradle indicates that the device is on the cradle and charging has begun.



Note: Ensure a readily available socket outlet is used.

Note: Be careful not to place the ditto™ V2 Portable Console where it can be bumped or where someone is likely to trip over the power cord.


The light on the ditto™ V2 cradle will flash yellow to indicate that the device is charging. Leave the ditto™ V2 Portable Console charging until the power indicator light turns solid green. This indicates that the unit has been fully charged.

Remove the ditto™ V2 Portable Console from the Charging Cradle by sliding it upwards to free it from the cradle.



The cradle can now be disconnected from power by switching off the socket outlet and removing the plug from the socket.

Charging Modes

ditto™ console not in charging cradle

-  Power supplied to cradle. (Solid green LED)

ditto™ console sitting in charging cradle

-  **ditto™ console charging.** (Flashing yellow LED)
-  **ditto™ console fully charged.** (Solid green LED)

WIFI Update

The following process goes over the steps needed to update ditto™ V2 with system updates and adding new content via WIFI. Wi-Fi updating ditto™ V2 is the recommended method updating, but if Wi-Fi is not available then ditto™ V2 can be updated by a file update.

Step 01

Make sure that ditto™ V2 is placed correctly into its charging cradle. It is recommended that ditto™ V2 is charging the whole time that an update is performed.



Step 02

On the ditto™ V2 go to the “Settings”, “update” page. This page shows what version of the system the ditto™ V2 is running, the serial number for the ditto™ V2 and the update button itself.



Step 03

Press the “Update” icon to go to the update page. This page will display all the options for updating the Ditto. If you haven't setup the Wi-Fi Connection for the device then the Wi-Fi Update button will be grayed out.



Step 04

Press “Wi-Fi Setup” to connect the ditto™ V2 to Wi-Fi Hotspot. From this page you can select a hotspot to connect to by pressing on the desired hotspot.



Note: if you don't see the Wi-Fi hotspot that you want to connect to you can use the arrows to look through the list of available hotspots or press the bottom right hand side button to manually setup a Wi-Fi connection



Step 05

Once you have selected your Hotspot you will be asked for a password. The password will be provided by the owner of the Wi-Fi hotspot.



Step 06

With the password correctly entered you will return the “Connect to a Wifi Network” screen where you will see your successful connection to a Wi-Fi hotspot highlighted in green



Step 07

With a Wi-Fi signal connected press the back button located at the bottom left of the screen to return to the main update page and the “Wifi Update” button will now be active.



Step 08

Press the “WiFi Update” and the update process will begin. This may take a while based on the size of the update, once finished you will be prompted to return to the main menu.

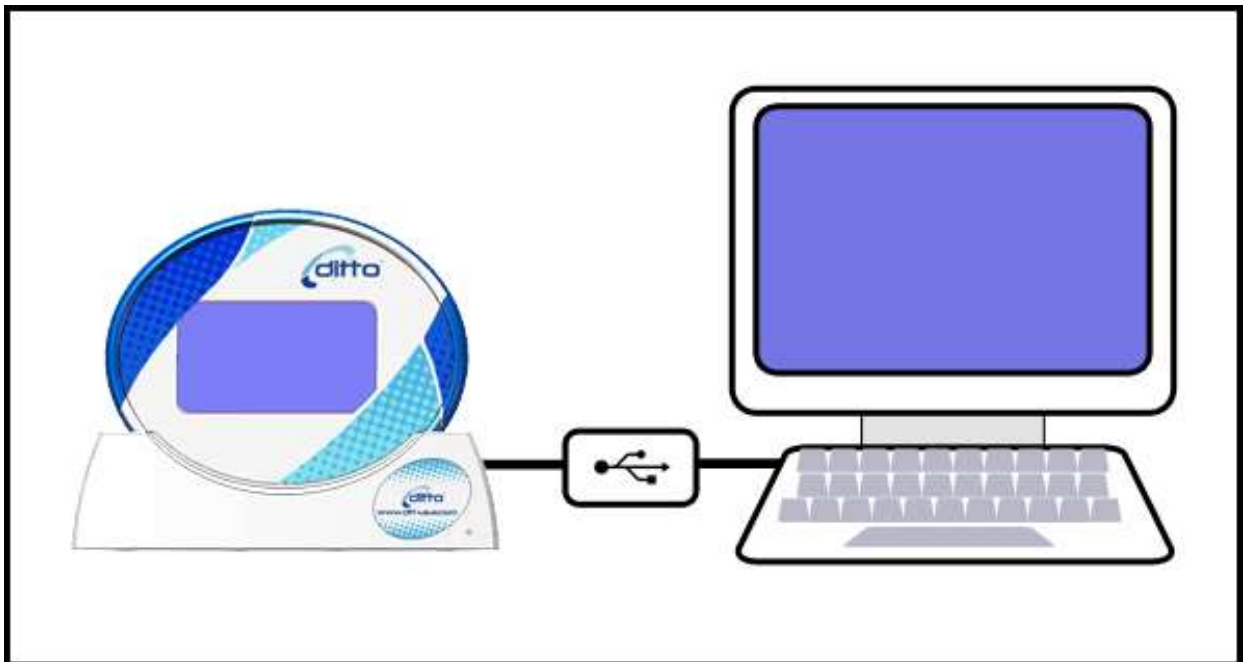


File Updating ditto

The following process goes over the steps needed to update ditto™ V2 with system updates and adding new content. When adding new content to the ditto™ V2 a DTT representative will provide an update file with the new content. This file will be received from either a USB stick or an internet link for download.

Step 01

Connect ditto™ V2 cradle to a PC or MAC, using the provided USB cable. Place the ditto™ V2 into the cradle and make sure that the ditto™ V2 is charging in the cradle.



Step 02

On the ditto™ V2 go to the “Settings”, “update” page. This page shows what version of the system the ditto™ V2 is running, the serial number for the ditto™ V2 and the update button itself.



Step 03

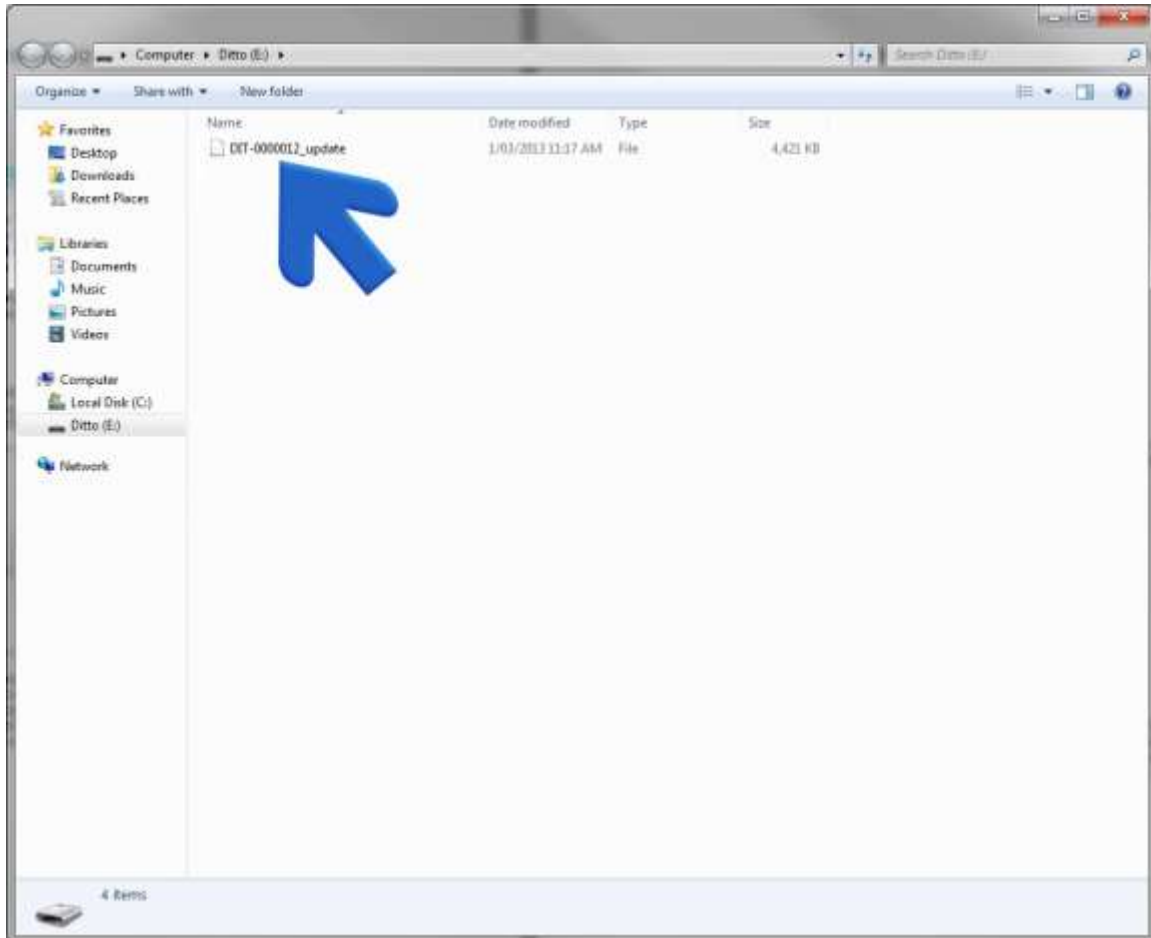
Press the “Update” icon to go to the update page. This page will display all the options for updating the Ditto.



Step 04

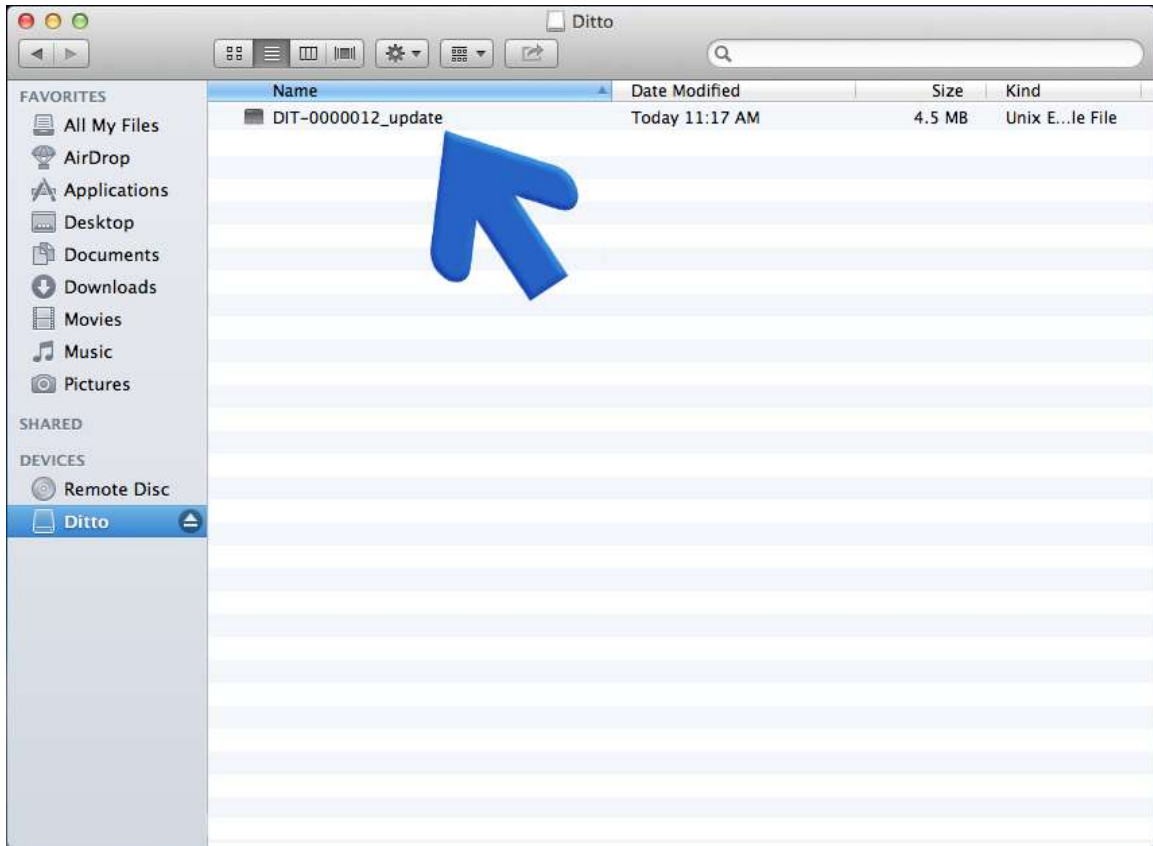
On the PC or Mac you will now see the ditto as a drive called “Ditto”. Once connected the “Ditto” drive will have nothing on it. Copy the file you have received from DTT and paste it onto the “Ditto” drive. Once done the drive will look like the image below.

What the ditto drive looks like on a PC (Windows)



Copy update file from your computer (CTRL + C) and paste the update file to the ditto drive (CTRL + V). Making sure only one ditto update file is on the drive at a time.

What the ditto drive looks like on a MAC

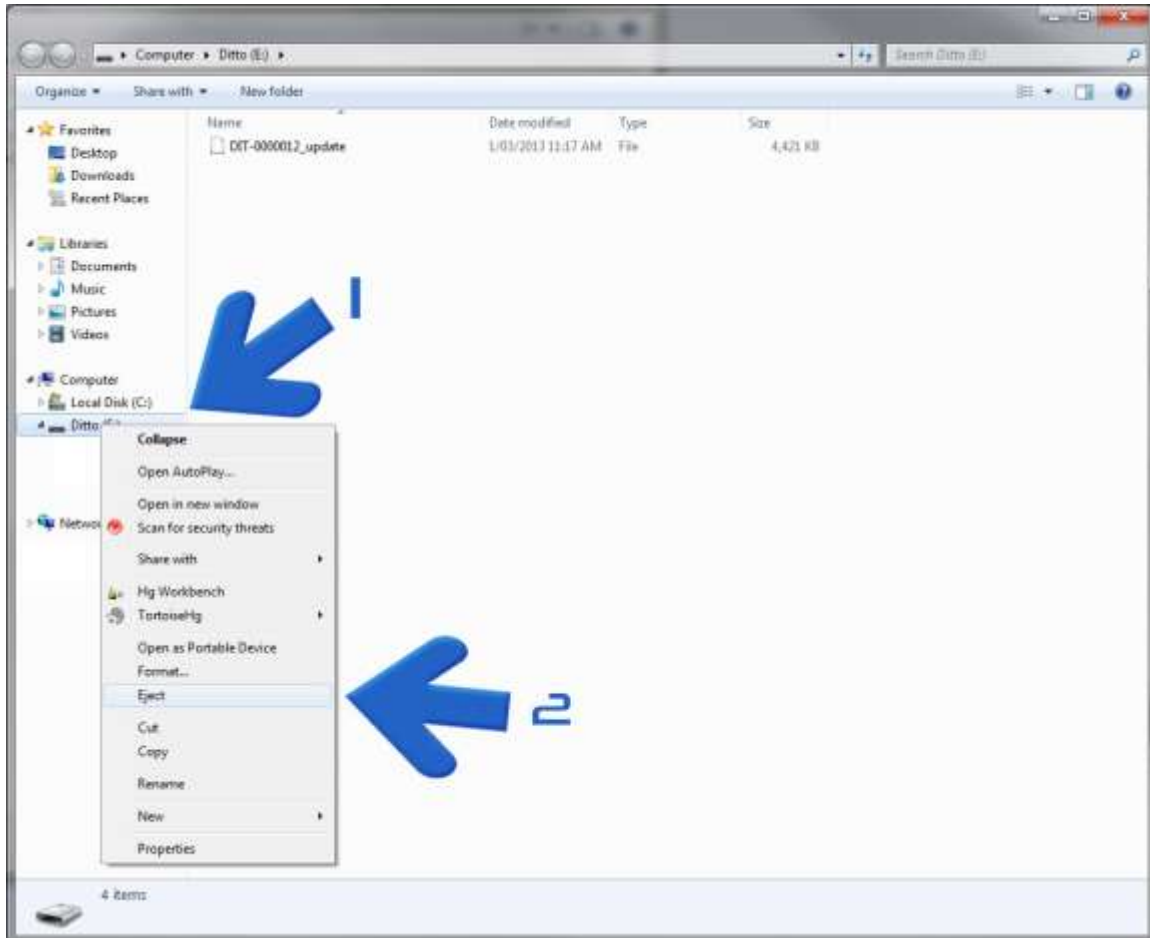


Copy the update file from your computer (Command + C) and paste the update file to the ditto drive (Command + V). Making sure only one ditto update file is on the drive at a time.

Step 05

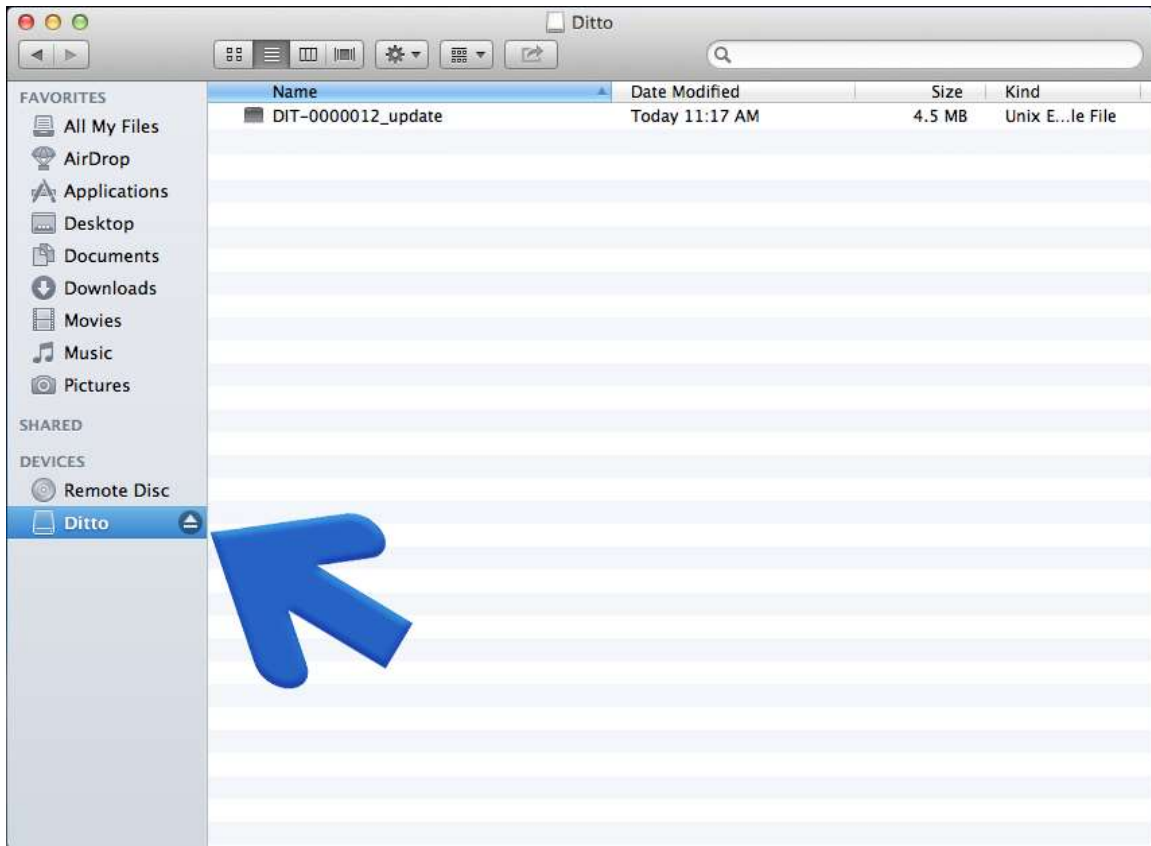
Now that the new update file is on the ditto™ V2, the ditto™ V2 needs to be disconnected from the PC or MAC safely.

For PC (Windows): Right click, on the ditto drive and click the eject option.



1. The location of the drive and where you right click to bring up the menu
2. Where you will find the eject button

MAC: Click on the eject button next to the ditto drive.



Step 06

Now that you have the new update file on the ditto™ V2 and its disconnected from the PC/MAC. Press the “File Update” button on the ditto™ V2 as shown in step 3. The update will install to the device. You will see a load bar appear and all available content cards being displayed as they are installed. Once this Process is completed you can return to the main menu.



Step 7

If you have been given several update files, repeat these steps for each of these update files. Previous update files will automatically be deleted by ditto from its drive upon successful installation. If you want to retry installation by trying to copy an update file again; you can safely delete any files (including previous update file) from the ditto drive.

Note: If you are only doing a system update and not a content update installation when you return to the main menu you will see a pop up message that will read

“This program will now close for a base system update. Please restart after installation is finished and then run the update program again.”

Restart the ditto and the system update will be complete, any further file updates can now be applied.

Cleaning and Maintenance



Warning Do Not Sterilise – Do not put the ditto™ V2 Portable Console or any of its accessories in a sterilizing machine, autoclave or ultrasonic machine.



Warning Do Not Clean while Power is ON – Do not initiate any cleaning steps while the ditto™ V2 Personal Console is ON or charging. Cleaning should only be done while the device is turned OFF, and removed from the Charging Cradle



Warning Do Not Submerge ditto™ V2 Charging Cradle– Do not submerge the ditto™ V2 Charge Cradle. Wipe clean as necessary with a cloth dampened with soapy water or alcohol wipe

Cleaning

Cleaning of the ditto™ V2 must be performed before its first use and AFTER EVERY PATIENT.

This clean is performed if the ditto™ V2 Portable Console has been in use while submerged in water with a patient, i.e. in the bath. This routine clean must be performed AFTER EVERY PATIENT if the ditto™ V2 Portable Console has been submerged in a bath or tub. Please follow the steps outlined below:

1. Wash the ditto™ V2 Portable Console, Waterproof headphones and waterproof headphone adapter with liquid detergent mixed with water. Make sure all surfaces are clean, and then dry thoroughly.
2. Wipe down all external surfaces of the ditto™ V2 Portable Console, waterproof headphones and headphone adapter with an alcohol wipe. Allow all components to dry thoroughly.

If the ditto™ V2 Portable Console has been use in the bath or tub the inside of the back plate must be cleaned also.



Note: This step is not necessary if the ditto™ V2 Portable Console has not been submerged UNLESS food, bodily fluids or other contaminants have entered the rear dome.

3. To remove the Protection Dome, turn the ditto™ V2 Portable Console so that the screen is facing down or resting on a hand, lap or a soft surface.
4. Place one hand on the back dome and twist anti-clock wise.
5. Pull the dome away from the ditto™ V2.



6. Replace the rear protection dome reversing the process. Place the dome into the slots on the back and twist it clockwise until it locks into place.

When the ditto™ V2 Portable Console has been fully charged and clean, it is ready for use or storage.

Servicing

Biomedical and Electronic Test and Tag

It is recommended that the device be bio medically and electronically tested and tagged by the individual hospital prior to use in patient areas.

Routine Inspection Before Each Use

Inspect the device and accessories for damage before each use. Any damage may have affected the sealing of the device resulting in failure if submerged. Damaged devices should be returned to the manufacturer or authorized distributor.

Periodic Servicing

It is recommended your ditto™ V2 Portable Console and associated components are serviced annually to check the condition of the waterproofing seals and battery. Return to the manufacturer or authorised distributor annually for service, in its original packaging.

If Dropped

If the ditto™ V2 Portable Console is dropped, it should be returned to the manufacturer or authorised repairer to check the integrity of the sealing.



Note: Your ditto™ V2 Portable Console contains no user serviceable parts. Opening the device will damage the waterproof seal.

On Screen Warnings

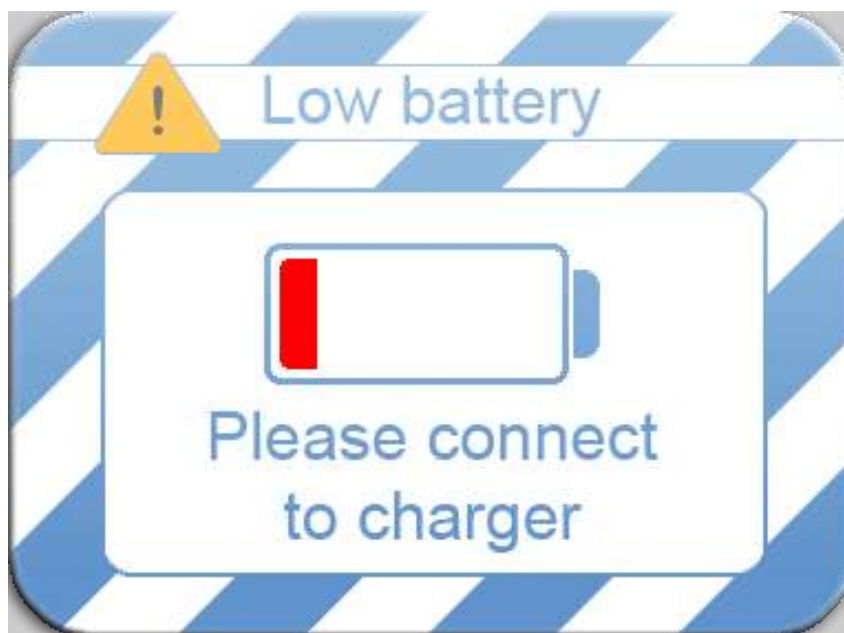
The ditto™ V2 system has been designed with particular attention to the needs of the children and medical staff for which the device is intended. To minimise the potential for accidental misuse of the product, the following on screen warnings have been included as part of the software.



Note: These on screen warnings do not supersede any other warning contained within this manual.

Charge Warning

At any stage of operation, if the ditto™ V2 Portable Console battery has a low charge, the following on screen warning appears.



When this warning screen appears the ditto™ V2 Portable Console should be either turned OFF or placed back onto the cradle to be charged. If no action is taken by the user this warning screen will remain until the battery is completely discharged and the unit automatically powers down. If this occurs the unit cannot be turned back on until it is sufficiently charged.

Troubleshooting

Condition	Possible Problem	Action
On screen warning		Refer to manual for explanation and action
Nothing appears on screen of ditto™ V2 Portable Console	<ul style="list-style-type: none"> -Battery completely discharged -Device not turned on -Screen or software malfunction 	<ul style="list-style-type: none"> -Recharge battery -Turn on by pressing Power Button -Return to manufacturer or authorized distributor for repair
Device does not respond to inputs (Touch and/or tilt)	<ul style="list-style-type: none"> -Software malfunction 	<p>Restart ditto™ V2 Portable Console by holding Power Button for 4 seconds to turn off. Then press Power Button for 1 second to reboot.</p> <p>If problem persists return to manufacturer or authorized distributor for repair.</p>
Other problem or malfunction		Return to manufacturer or authorised distributor.
No volume on headphones	Headphones not inserted properly	Remove and re-insert Headphone Connection Lead and Headphones. If problem persists return to manufacturer or authorized distributor for repair.
Recharging not started when ditto™ V2 is placed on Charging Cradle	<ul style="list-style-type: none"> Charge Cradle not connected to active power socket. ditto™ V2 not engaged on Charging Cradle correctly Internal problem with ditto™ V2 or Charging Cradle 	<p>Ensure main power is turned on & power cable is securely connected.</p> <p>Check that the ditto™ V2 has engaged fully on the connector on the charging cradle.</p> <p>Return to manufacturer or authorized distributor for repair.</p>

Technical Description

PRODUCT CLASSIFICATION

Medical Device Directive (Europe):	Class I
Type of protection against electric shock:	Class I
Degree of protection against electric shock:	Type B
Degree of protection against ingress:	IP67 – Note: ditto™ V2 device, waterproof headphone adapter and waterproof headphones ONLY. Cradle is NOT waterproof.
Mode of operation:	Continuous
Application in flammable environment:	Equipment is NOT suitable for use in the presence of a flammable anesthetic mixture

WEIGHTS & DIMENSIONS

Packaged Dimensions	410 x 360 x 80mm (approx)
Packaged Weight	2.5 kg (approx)
Dimensions (ditto™ V2 Portable Console):	275 x 255 x 65 mm (approx)
Dimensions (ditto™ V2 Charging Cradle):	325 x 170 x 120 mm (approx)
Weight (ditto™ V2 Portable Console):	1.0kg (approx)
Weight (ditto™ V2 Charging Cradle):	0.75kg (approx)

OPERATING CONDITIONS

Power (Recharging):	100/240V AC 50-60Hz mains supply
Temperature:	0 ~ 40 °C (32 ~ 100 °F)
Max. Allowable operating temperature:	40 °C
Humidity:	ditto™ V2 device is rated IP67 (Waterproof) ditto™ V2 cradle 10-90% non-condensing
Operating time (Full Charge)	2.5 hours (approx)
Operating time (Red, recharge)	15 minutes (approx)

Magnets in the waterproof headphones and adaptor

Model number	DIT-A002-005WP ditto, DIT-102-105
Type	N50 (neo 50)
Strength	2.9 Kilogauss

STORAGE & TRANSPORT

Allow ditto™ V2 device to cool before storage.	
Store in original packaging	
Avoid impacts.	
Storage temperature:	0 ~ 40 °C (32 ~ 100 °F)
Storage Humidity:	10-90% non-condensing.
Transport:	0-40°C (32 – 100°F)

GUIDANCE AND MANUFACTURERS DECLARATION

Table 201 & 202 IEC 60601-1-2 Medical electrical equipment: General requirements for safety – Collateral standard: Electromagnetic compatibility – Requirements and tests.

Guidance and manufacturer's declaration – electromagnetic emissions		
The ditto™ V2 is intended for use in the electromagnetic environment specified below. The customer or the user of the ditto™ V2 should assure that it is used in such an environment.		
Emissions test	Compliance	Electromagnetic environment - guidance
Conducted Emissions RF emissions CISPR 11	Group 1, Class B	The ditto™ V2 uses RF energy only for its internal function. Therefore, its RF emissions are very low and are not likely to cause any interference in nearby electronic equipment.
Radiated RF Emissions CISPR 11	Group 1, Class B	The ditto™ V2 is suitable for use in all establishments other than domestic and those directly connected to the public low-voltage power supply network that supplies buildings used for domestic purposes.
Harmonic emissions IEC 61000-3-2: 2009	Class A	
Voltage fluctuations/flicker emissions IEC 61000-3-3: 2008	N/A	

Guidance and manufacturer's declaration – electromagnetic immunity			
The ditto™ V2 is intended for use in the electromagnetic environment specified below. The customer or the user of the ditto™ V2 should assure that it is used in such an environment.			
Immunity test	IEC 60601 test level	Compliance level	Electromagnetic environment - guidance
Electrostatic discharge (ESD) IEC 61000-4-2: 2008	Air Discharge: 8 kV Contact Discharge: 6 kV	Complies Complies	Floors should be wood, concrete or ceramic tile. If floors are covered with synthetic material, the relative humidity should be at least 30%
IEC 61000-4-3: 2010	230 VAC/50 Hz & 5 VDC: 80 MHz to 2.5 GHz (3 V/m)	Complies	
Electrical fast transient/burst IEC 61000-4-4: 2012	AC (230 VAC/50 Hz): 2 kV, 5/50 ns, 5 kHz	Complies Complies	Mains power quality should be that of a typical commercial or hospital environment
Surge IEC 61000-4-5: 2005	AC Power (230 VAC/50 Hz) Burst: 2 kV, 5/50 ns, 5 kHz	Complies Complies	Mains power quality should be that of a typical commercial or hospital environment
IEC 61000-4-6: 2003, A1: 2004, A2: 2006	AC (230 VAC/50 Hz): 3 Vrms	Complies	

Voltage dips, short interruptions and voltage variations on power supply input lines IEC 61000-4-11: 2004	<95% reduction for ½ cycle June 18, 2013	Complies	Mains power quality should be that of a typical commercial or hospital environment. If the user of the ditto™ V2 requires continued charging operation during power mains interruptions, it is recommended that ditto™ V2 be charged from an uninterruptible power supply.
	60% reduction for 5 cycles	Complies	
	30% reduction for 25 cycles	Complies	
95% reduction for 5 seconds	Complies		
Power frequency (50/60Hz) magnetic field IEC 61000-4-8: 2009	3 A/m	Complies	Power frequency magnetic fields should be at levels characteristic of a typical location in a typical commercial or hospital environment



Certificate of Compliance

Applicant: Diversionary Therapy Technologies EUT: ditto™ V2
 Address: Level 11, 39 Sherwood Road Serial #: 1234
 Toowong, QLD 4066 Australia Project #: 14298-10/30

The ditto™ V2 by Diversionary Therapy Technologies was tested utilizing the following documents and found to be in compliance with the required criteria on the indicated test date.

IEC 60601-1-2: 2009, CISPR 11: 2009, A1: 2010			
Conducted Emissions	Group 1, Class B	AC Mains Terminal 230 VAC/50 Hz	June 13, 2013
Radiated Emissions	Group 1, Class B	AC Mains 30 MHz to 1 GHz	July 3, 2013
IEC 61000-3-2: 2009	Class A	AC Power, Harmonics	June 18, 2013
IEC 61000-3-3: 2008	N/A	AC Power, Flicker	June 18, 2013
IEC 61000-4-2: 2008	Criterion A	Air Discharge: 8 kV Contact Discharge: 6 kV	June 20, 2013
IEC 61000-4-3: 2010	Criterion A	230 VAC/50 Hz & 5 VDC: 80 MHz to 2.5 GHz (3 V/m)	June 17, 2013 & June 19, 2013
IEC 61000-4-4: 2012	Criterion A	AC (230 VAC/50 Hz): 2 kV, 5/50 ns, 5 kHz	June 18, 2013
IEC 61000-4-5: 2005	Criterion A	AC Power (230 VAC/50 Hz) Burst: 2 kV, 5/50 ns, 5 kHz	June 18, 2013
IEC 61000-4-6: 2003, A1: 2004, A2: 2006	Criterion A	AC (230 VAC/50 Hz): 3 Vrms	June 19, 2013
IEC 61000-4-8: 2009	Criterion A	3 A/m	June 19, 2013
IEC 61000-4-11: 2004	Criterion A	Voltage Dips:	June 18, 2013
	Criterion B	Voltage Short Interruptions:	
IEC 60529: 2001			
IP6x Dust Test			May 23, 2013
IPx7 Water Immersion Test			May 28, 2013
IEC 60601-1-1: 2012			
Drop Test			May 23, 2013

Note: The ditto™ V2 was tested in a docking station for all tests listed above. It was also tested as a standalone device for to the same standards for radiated emissions, electrostatic discharge, radiated immunity, and radiated magnetic field, on the same dates with the same results.

I, Robert McCollough, for Professional Testing (EMI), Inc., being familiar with the electromagnetic compatibility and environmental testing rules and procedures, have reviewed the test setup, measured data, and this report. I believe them to be true and accurate.

Robert McCollough
 Director of Testing Services



NVLAP 1436.C.1.2005.0

This report has been reviewed and accepted by Diversionary Therapy Technologies. The undersigned is responsible for ensuring that the ditto™ V2 will continue to comply with the applicable rules.

Representative of Diversionary Therapy Technologies

SYMBOLS USED ON THE ditto™ V2 PORTABLE CONSOLE



'Warning' symbol- this product can prove dangerous. Only operate the device as described in the Instruction Manual.



'Not for Children under 3 years of Age' symbol. The ditto™ V2 Portable Console has small parts and these may present a choking hazard for children between the ages of 0 and 3.



'Do Not Submerge' symbol- never put the ditto™ V2 Portable Console near liquids or a wet environment while connected to a power supply.



'Note' symbol- this symbol signifies important user information which should be read and understood before operating the ditto™ V2 Portable Console.



'Battery Indication' symbol- this symbol indicates that the light below relates to battery power, charge and capacity.



'Kensington Lock' symbol- this icon indicates that this device is compatible with Kensington products. Items so marked can be secured by inserting and locking Kensington security products into the Kensington Security Slot, which will be near this symbol.



'Power On/Off' symbol- this icon relates to the button on which it is printed. Pressing this button will turn the ditto™ V2 Portable Console on and off.



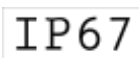
'USB Connection' symbol- this indicates that the port below can accommodate flash drives for the purpose of data download to the ditto™ V2.



'CE' symbol- European product compliance mark. This symbol indicates that a product conforms to the relevant European health, safety and environmental quality standards.



'Type B Applied Part'.



'IP67' symbol': Waterproofing grade. The ditto™ V2 Portable Console is waterproof when fully submersed in water up to 1 metre in depth.



'Li-ion Battery'- a Lithium ion battery is used in this device. It should be disposed of accordingly.

Appendices

Appendix I: Content Instructions

This appendix contains information relating to the use of the different program titles available on your ditto™ V2 Portable Console.

Each page relates to Procedural Preparation, Stories or Games. It lists the available programs, describes the objective, how to complete the game and gives general instructions on use.

Procedural Preparation

Procedural Preparation: Red Hospital Tab with a white cross icon.



Procedural Preparation ditto™ V2 programs are designed for use by children aged between 3 and 8 years, in the waiting room of a hospital ward, operating room or clinic. They are educational, interactive, 3D animations and require the child to find specific items in order for the story to continue.

When first commencing, a character speaks to the child and tells him/her why he/she is at the hospital today. They then ask the child to find a selection of items in order for their hospital visit to progress; the items are shown in colored circles at the bottom of the screen. This is an interactive scene and has no white border around the screen.

The child can tip and turn the ditto™ V2 Portable Console using one or both hands, to view the entire 360 degrees of the scene, and explore the surroundings. Once an item is located, the child needs to touch it on the screen, and a tick will appear in its corresponding picture at the bottom of the screen. When all of the items have been found, a reward animation will play. Animations are always shown with a white border around the screen and at this stage during the program; there is no interaction or touch screen feedback required.

If a hint is needed to find an item, the child can touch the circle with the question mark on the lower right hand side of the screen, and red arrows will appear above the hidden interactive items within the scene. Each interactive scene is followed by an animation, and this process continues for the entirety of the story until Bobby leaves the hospital in the final animation.

The program can be paused at any time by pressing the pause button, located in the bottom left hand corner of the screen. Pressing the play button, located in the same spot in the pause menu, will continue the story playing from where it was paused.

Please refer to the Diversionary Therapy Technologies website for the full list of Procedural Preparation content.

www.dtt.net.au

Stories

Stories: Yellow Stories Tab with story book icon



Story ditto™ V2 programs are designed to use by children aged between 3 and 8 years, in the waiting room of a hospital ward, operating room or clinic. They are fun, interactive, 3D stories that require the child to top and turn the ditto™ V2 Portable Console in order to navigate throughout the content. Stories may last up to 30 minutes, depending on how quickly each individual child takes to navigate through the scenes.

Each story revolves around a central character, which has a mission to complete. The first animation sets the scene so the child knows what he/she is trying to achieve throughout the course of the story. Animations are always shown with a white border and at this stage during the program; there is no interaction or touch screen feedback required.

Once the animation is complete, the program progresses to an interactive scene, where the child is asked to find a selection of items (prompted in the audible dialogue and visible at the bottom of the screen in colored circles) within the scene to help the story continue. Interactive scenes do not have a white border and the child can tip and turn the console to view the entire 360 degrees of the scene, and explore the surroundings. Once the child has found the items, they are able to select the items in whatever sequence they choose, until all items are found (confirmed by a tick appearing in the white circle of the corresponding item at the bottom of the screen). If a hint is needed to find an item, the child can touch the circle with the question mark on the lower right hand side of the screen, and red arrows will appear above the hidden interactive items within the scene.

A fun animation follows each interactive scene, allowing the child to progress through the program at their own pace. The story can be paused at any time by pressing the pause button, located in the bottom left hand corner of the screen. Pressing the play button, located in the same spot in the pause menu, will continue the story playing from where it was paused.

Please refer to the Diversionary Therapy Technologies website for the full list of look and find Stories for ditto™ V2.

www.dtt.net.au

Games

Games: Green Games Tab with a white puzzle piece icon



Game ditto™ V2 programs are designed for use by children aged between 3 and 8 years, in the waiting room of a hospital ward, operating room or clinic. They are fun, interactive, 3D games and require the child to tip and turn the ditto™ V2 Portable Console in order to progress through the game. Games are suitable for short procedures 5-15 minutes in duration.

Games involve a moveable object on the screen: a ball, sled or Dipzee, being controlled around a track, maze or course by the child. The child must tip and turn the ditto™ V2 to guide the moving object where he/she wants it to go.

There are various obstacles to avoid and coins or treats to collect along the way.

The game can be paused at any time by pressing the pause button, located in the bottom left hand corner of the screen. Pressing the play button, located in the same spot in the pause menu, will continue the story playing from where it was paused.

Please refer to the Diversionary Therapy Technologies website for the full list of games for ditto™ V2.

www.dtt.net.au