



Click to Phone



Switch accessible Mobile Phone

Features:-

- Wireless Bluetooth interface
- Single switch scanning and 5 switch control
- Enables control of all mobile phone functions
- 3.5mm jack socket for connection of external switch
- 6pin socket for connection of up to 5 switches
- Relay output for control of a second device (such as an environmental control or communication aid)
- Text message alarm function
- Compatible with Genie and Genie+ wheelchair joysticks
- Windows Mobile 2003 & 2005 compatible - SmartPhone

Important Notes:

1. Read this manual carefully before installing or operating your ClickToPhone
2. Due to continuous 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 ClickToPhone renders the manufacturer's warranty void and the Manufacturer free from liability.

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NOTE: This manual explains the use of the ClickToPhone software for Beginner and Intermediate user levels only.

For information on how to use the ClickToPhone software in Advanced mode refer to the supplemental document “ClickToPhone Advanced User Manual” available online at www.click2go.ie and on the accompanying CDROM.

For information on how to install the ClickToPhone software and pair your SmartPhone with the ClickToPhone hardware refer to the supplemental document “ClickToPhone Software Installation Guide” available online at www.click2go.ie and on the accompanying CDROM.

1 Introduction

ClickToPhone

The ClickToPhone enables a person who cannot press the keys of a mobile phone to operate the phone with a single switch, a 5 switch device or the joystick on their powered wheelchair. All the Phone's functions can be accessed through the ClickToPhone software. For example the Contacts list can be browsed and text messages to be sent.

A hardware component is required for switch users. This wireless Bluetooth interface accepts either a single switch input or a 5 switch device such as a TASH mini joystick or star switch.

For a powered wheelchair user the mobile phone can be operated without any additional hardware directly from a Genie joystick or Genie+ master remote. Contact info@click2go.ie for information on these wheelchair controls.

Software

The ClickToPhone software will run on most Windows Mobile SmartPhones 2003 or 2005. The software presents a series of grids to the user, much like an On-Screen keyboard for a computer. When the software begins it attempts to connect with the ClickToPhone hardware or a Genie joystick. Once connected the switch or joystick can be used to navigate the grid.

In single switch operation the grid is scanned on a row/column basis and a row or cell is selected when the user presses their switch. Two types of scanning are supported. Automatic scanning requires no input from the user whilst short click scanning uses a short click of the switch to advance the scan but a long click of the switch to make a selection.

In joystick operation the user navigates the grid with up/down and left/right deflections of their joystick. A selection is made by pressing their control switch.

Further information on the grids and how to use them is described further on in the manual.

[Windows® Mobile 2003 & 2005 - SmartPhone](#)



2 ClickToPhone Specifications

Electrical

Power Supply	9V PP3 Battery
Quiescent Current	15mA

Mechanical

Weight	Approx. 150grams
Case material	ABS black.

Environmental

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

The ClickToPhone hardware is not designed for outdoor use but can be used in such environments if protected from moisture.

Intended Use

The ClickToPhone hardware is a wireless Bluetooth switch interface that allows a switch user to control the operation of a SmartPhone running the ClickToPhone software.

3 Operation

NOTE: This manual explains the use of the ClickToPhone software for Beginner and Intermediate user levels only.

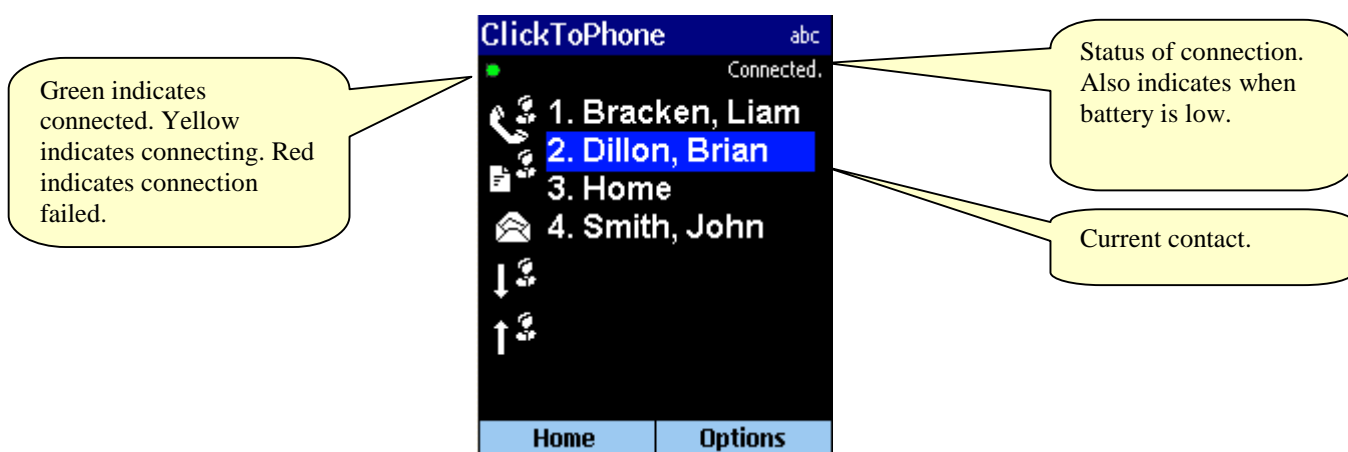
For information on how to use the ClickToPhone software in Advanced mode refer to the supplemental document “ClickToPhone Advanced User Manual” available online at www.click2go.ie and on the accompanying CDROM.

For information on how to install the ClickToPhone software and pair your SmartPhone with the ClickToPhone hardware refer to the supplemental document “ClickToPhone Software Installation Guide” available online at www.click2go.ie and on the accompanying CDROM.

3.1 Getting Connected

External switches and joysticks communicate with the ClickToPhone software via wireless Bluetooth technology. The ClickToPhone hardware contains a bluetooth module which communicates the state of the switches connected to it to the ClickToPhone software. The Genie+ and Genie joystick wheelchair controls also contain a Bluetooth module which communicates the position of the joystick to the ClickToPhone software.

Ensure that your mobile phone is switched on and that the ClickToPhone software is running. In the top right hand corner you should see the text “Connecting to Joystick/Switches...”



To connect using a single switch

1. If you are using a switch connect it to the switch input of the ClickToPhone hardware (see page 34 for connection diagrams)
2. Turn on the hardware by pressing the switch. The “Connecting” LED which is located behind the “C” of the ClickToPhone logo will blink.
3. After a moment the Phone will make an Alert sound, if blank the screen should turn on, and the text in the top right hand corner should change to “Connected.”
4. The “Connecting” LED on the ClickToPhone hardware should extinguish.

To connect using a 5 switch joystick

1. Connect the 5 switch joystick to the 6pin MiniDIN input of the ClickToPhone hardware (see page 34 for connection diagrams)
2. Turn on the hardware by pressing switch 1. This is known as the select switch. On a TASH MiniJoystick this will be the “Push” at the top of the joystick. On a TASH Star switch this will be the switch in the centre.
3. The “Connecting” LED which is located behind the “C” of the ClickToPhone logo will blink.
4. After a moment the Phone will make an Alert sound, if blank the screen should turn on, and the text in the top right hand corner should change to “Connected.”
5. The “Connecting” LED on the ClickToPhone hardware should extinguish.

To connect from a Genie or Genie+

You can use a Genie or Genie+ wheelchair control to operate your SmartPhone so long as it was supplied with the optional Bluetooth module fitted. Contact your supplier if in doubt. Depending on the age of your device it may be possible to upgrade it to the latest version and to fit it with a Bluetooth module.

1. In this case the ClickToPhone hardware is not required. Switch on your powered wheelchair.
2. After a moment the Phone will make an Alert sound, if blank the screen should turn on, and the text in the top right hand corner should change to “Connected.”

NOTE: If the connection fails you may not have set the Bluetooth ID correctly during installation of the software. See the supplementary document
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“ClickToPhone Software Installation Guide” available online at www.click2go.ie and on the accompanying CDROM.

3.2 Beginners User level

To get started with the ClickToPhone it is recommended to set the user level to beginner (see section 4.1 page 24 on how to set the user level). When set to beginner the ClickToPhone grids are never visible and the switch or joystick is simply used to make or receive telephone calls. No other operations are possible.



For a user who only wishes to be able to answer a call or dial a contact set the user level to beginner.

The following two examples describe how to make and receive calls. In each example the procedure is described first for automatic and short click scanning, (i.e. a single switch user), and secondly for joystick scanning (a 5 switch or joystick user). See section 4.3 page 27 for further details on changing scanning options.

3.2.1 Making Calls

To make a call

Automatic and Short click scanning

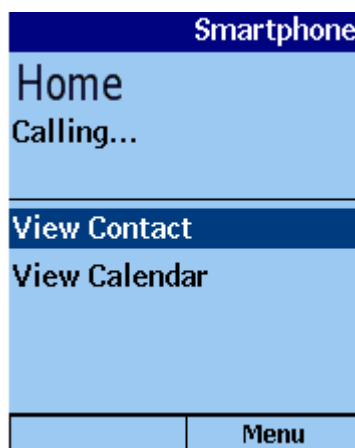
1. If the Speed Dial program is not visible then press the switch and it will be restored.




- In automatic scanning the speed dial contacts are scanned automatically. To select a contact press the switch when it is highlighted (blue).

In short click scanning use short clicks of the switch to highlight the desired contact. Make a long click of the switch to select the contact.

After a contact is selected the Smartphone program is launched and the contact is dialled.



- If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

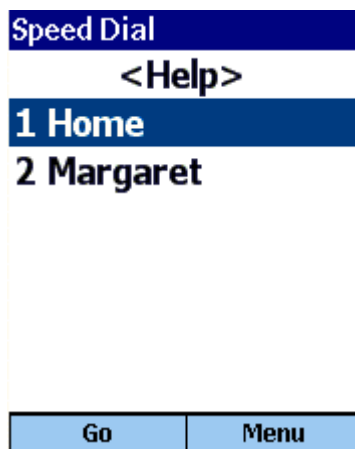
If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See page 32).

- To end the call press the switch again.

To make a call

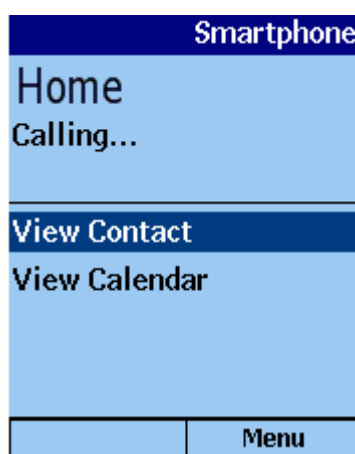
Joystick scanning

1. If the Speed Dial program is not visible then press the joystick's switch and it will be restored.




2. Use forward/back movements of the joystick to highlight a contact. To select a contact press the joystick's switch.

After a contact is selected the Smartphone program is launched and the contact is dialled.



3. If you are using the Speakerphone then after a moment the Speakerphone will switch on (for this to happen the Speakerphone option must be enabled in the ClickToPhone program).

If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See page 32).

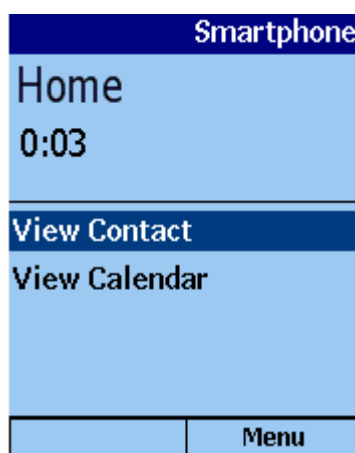
4. To end the call press the joystick's switch again.

3.2.2 Answering Calls


To answer an incoming call

Automatic and Short click scanning

1. When the phone rings a dialog box is presented with two softkey options, namely, "Accept" or "Reject". If the Auto Answer option is enabled the call will be answered automatically (see page 32). In this case skip to step 3.
2. To Accept press the switch. The call is answered and the Smartphone program is launched.



3. If you are using the Speakerphone then after a moment the Speakerphone will switch on (to use the Speakerphone the Speakerphone option must be enabled in the ClickToPhone program).

If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See page 32).

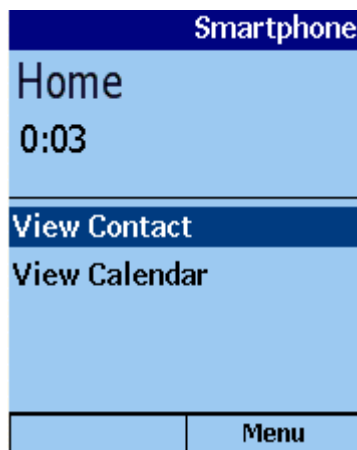
4. To end the call press the switch again.


NOTE: It is not possible to Reject a call. If you do not wish to answer the call don't press the switch and after a moment the call will be directed to your voice mail.

To answer an incoming call

Joystick scanning

1. When the phone rings a dialog box is presented with two softkey options, namely, "Accept" or "Reject". If the Auto Answer option is enabled the call will be answered automatically (see page 32). In this case skip to step 3.
2. To Accept press the joystick's switch. The call is answered and the Smartphone program is launched.



3. If you are using the Speakerphone then after a moment the Speakerphone will switch on (to use the Speakerphone the Speakerphone option must be enabled in the ClickToPhone program).
4. If you are using a bluetooth headset, then, after a moment it will switch on (provided that it is charged, switched on, paired and connected with the phone. You should see the  symbol in the Home page status bar. See page 32).
5. To end the call press the joystick's switch again.

NOTE: If you intend to use the ClickToPhone at the Beginners level permanently (as described above) then there is no need to read the rest of this chapter.

3.3 Intermediate 1 User Level

Once a user is satisfied with the Beginners user level it is recommended to set the user level to Intermediate 1 (see section 4.1 page 24 on how to set the user level). When set to Intermediate 1 the user can make and receive telephone calls as before (see section 3.2.2 page 11 in the previous section), but also send, receive and reply to SMS messages (Intermediate 2 is discussed on page 22).

The functions of the Intermediate 1 User Level are accessed through 2 pages. The first page presents the list of phone contacts and the second page displays the SMS messages.

NOTE: If you add new contacts from within the phone's Contacts program you must restart the ClickToPhone program before they will appear in the ClickToPhone's contacts page.

3.3.1 Contacts Page

When the ClickToPhone program is started the contacts page is always presented first. Then, depending on the scanning method, a contact is selected in different ways.



To select a contact

1. In automatic scanning press the switch to start the scanning. The contacts are scanned automatically. To select a contact press the switch when it is highlighted (blue).

In short click scanning use short clicks of the switch to highlight the desired contact. Make a long click of the switch to select the contact.

In Joystick scanning use forward/back movements of the joystick to highlight a contact. To select a contact press the joystick's switch.

- When a contact is selected it is displayed on its own and the symbols on the left hand side of the screen are scanned. Choose a symbol depending on what option you want.



Dial Contact

Dials the selected contact.



Text Contact

Opens a keyboard grid to allow the user to compose and send a text message to the selected contact.



View Messages

Opens the messages page so that the user can view the SMS messages in the phone's Inbox.



Scroll Down

Scrolls down the contact list a page at a time in order to reach the desired contact quickly.




Scroll Up

Scrolls up the contact list a page at a time in order to reach the desired contact quickly.


NOTE: The Scroll Down and Scroll Up symbols are not displayed when the Intelligent Scan option is enabled. The Intelligent Scan option is chosen under

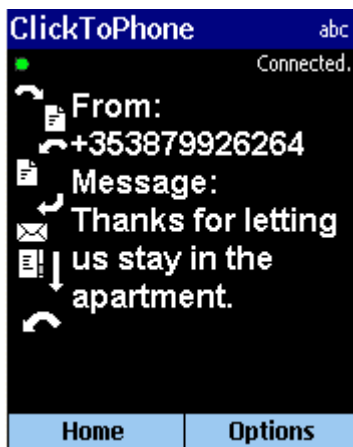
the “Scanning” option. See section 4.3 page 27 for further details on changing options.

3.3.2 Messages Page

The contacts page is linked to the messages page by the  symbol.

To view messages

1. From the contacts page select any contact and then choose the  symbol.
2. The messages page is presented with the most recently received text message displayed.



3. When scanning is resumed, by pressing the switch or deflecting the joystick, the symbols on the left hand side of the screen are scanned. Choose a symbol depending on what option you want.



Next Message

Displays the next message.



Previous Message

Displays the previous message.



Reply to Message

Opens a keyboard grid to allow the user to reply to the message.



Scroll Down

Scrolls down the message when it is too long to fit the screen.



Return

Returns to the contacts page.

3.3.3 Keyboard Grid

When the Text Contact option is chosen in the Contacts page or the Reply option is chosen in the Messages page a keyboard grid is presented. This grid allows a user to compose and send a text message. The grid is composed of cells representing keyboard characters organised in rows and columns.

There are two types of grid layout. The alphanumeric grid presents the complete alphabet and numbers as individual cells. Cognitively it is the easiest grid to use but it is slower than the Multipress grid. The Multipress grid presents a grid similar to the keypad on the phone whereby multiple selections of a cell are required to type a particular character. The Multipress grid can also be operated in T9 mode thereby using the phones built in word prediction features.

See section 4.2 page 25 on how to choose the grid layout.

Alphanumeric Keyboard Grid

The Alphanumeric Keyboard grid of the ClickToPhone software is shown below:



A-Z
0-9

Alphabet and Numbers

Selecting a cell containing a character, number or space results in that character being typed into the textbox at the bottom of the ClickToPhone window.

.! Symbols & Punctuation

When this cell is selected a special grid of punctuation marks and accented characters is presented. When a selection is made the symbol is inserted into the text box and the software returns to the alphanumeric grid.



Back Space

Deletes the last character typed into the text box.



Next Grid

Because space is limited on the screen of the mobile phone the alphanumeric grid is split in two. The first part to be displayed is the alphabet. When this cell is selected the numbers are presented as well as the Return/Send and Cancel cells.



Return/Send

Sends the text message to the contact and returns to the contacts page.



Cancel

Cancels the text message and returns to the contacts page.

Word prediction

When the Keyboard grid is open the text box itself is included in the scan of the rows. This makes it possible to select the text box just like you select a row.

When using the alphanumeric grid the ClickToPhone software attempts to predict the word you are typing by completing it in the text box. To accept the prediction select the text box. To reject the prediction keep typing your word or enter a space/full stop if your word is complete.

When you enter a space character the ClickToPhone software attempts to predict the next word based on the previous sentences that you have composed. To accept the prediction select the text box. To reject the prediction start typing the next word as normal or enter a space/full stop if you have reached the end of your sentence.

You can disable word prediction by selecting the Disable Word Prediction option. See section 4.2 page 25 for details.

Multipress Keyboard Grid

Multipress compacts several characters into one cell in the same manner as the mobile phone’s keypad. This speeds up the typing process and makes the T9 word prediction features of the phone available to a switch or joystick user. The Multipress Keyboard grid of the ClickToPhone software is shown below.



2 ABC **Keys**

In multi-press mode a cell must be selected a certain number of times to type a particular character. For example the **2** ABC cell twice for ‘b’. The **7** PQRS cell three times for ‘r’.

In T9 mode the cells containing the characters of the required word are selected one after another until the word appears in the prediction list. If it does not appear the key entry mode must be changed to multi-press and the word typed again.

1 :-) **Symbols & Punctuation**

If the key entry mode of the phone is set to Numeric then, when this cell is selected a ‘1’ is inserted into the text box.

If the key entry mode of the phone is set to Abc or T9 then, when this cell is selected a special grid of punctuation marks and accented characters is presented. When a selection is made the symbol is inserted into the text box and the software returns to the multipress grid.

**T9 T9**

Changes the key entry mode of the phone. The key entry mode is displayed in the top right hand corner of the screen.

123 = Numeric

ABC = Multipress

T9 = Predictive typing

**Return and Send**

Sends the text message to the contact and returns to the contacts page.

**Back Space**


Deletes the last character typed into the text box.

**Cancel**

Cancels the text message and returns to the contacts page.

**Display Word Predictions**

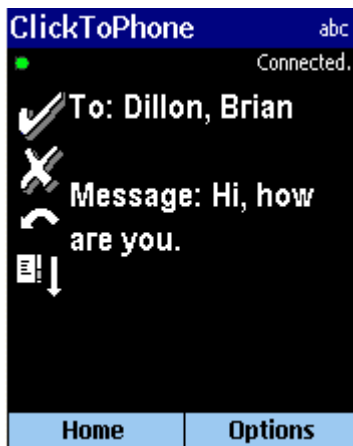
If a word is being predicted, such as in T9 mode or when the next word is being predicted, selecting this cell displays the list of possible words. The list is scanned either automatically or manually using short clicks or joystick switch presses until a selection is made. A list of word predictions exists when the text you have typed becomes underlined.

When a next word is predicted selecting the  cell selects the predicted word. In joystick scanning a right hand deflection can be used to select the predicted word.

3.3.4 Sending the Text Message

When the Keyboard grid is open the text box itself is included in the scan of the rows. This makes it possible to select the text box just like you select a row. When the text box is highlighted it is selected by pressing the switch in automatic scanning, by making a long click in short click mode or by pressing the joystick's select switch in joystick scanning.

After selection the complete outgoing message is presented with a set of symbols on the right hand side of the screen. Choose a symbol depending on what option you want.



Send Message

Sends the text message and returns to the contacts page. After a moment a popup box will confirm if the message has been sent.



Cancel Message

Cancels the message and returns to the contacts page.



Return

Returns to the keyboard grid to type more text.



Scroll Down

Scrolls down the message when it is too long to fit the screen.

3.3.5 Scanning Methods

Depending on the scanning method the Keyboard grids described above are navigated in different ways. There are 3 scanning methods:

1. Automatic scanning
2. Short click scanning
3. Joystick scanning

The scanning method is chosen under the “Scanning” option. See section 4.3 page 27 for further details on changing options.

Automatic scanning

Press the switch once to start the scan. The rows of the grid are scanned one after another automatically. The scanning interval or speed can be chosen under the Scanning option as well as whether a beep is made or not.

Pressing the switch again chooses a row. Then the cells within the row are scanned one after another. Finally a cell is selected by pressing the switch a third time.

If no cell is selected by the end of the row, row scanning will begin again at the current row.

If a cell is selected the scanning is restarted by pressing the switch again. The previously chosen cell will be highlighted for a moment before scanning resumes. This allows a cell to be chosen a second time. This is important if you are using the Multipress keyboard grid.

See page 27 for further automatic scanning options.

Short Click scanning

In short click scanning a short click of the switch is used to advance the scan whilst a long click is used to select a row or cell. The length of time which distinguishes between a short and long click is called the scanning interval and can be set under the Scanning option.

Use short clicks of the switch to scan the rows of the grid. To select the highlighted row make a long click. Then use short clicks to scan the cells within the row. Finally select the highlighted cell by making a long click.

As in automatic scanning, if no cell is selected by the end of the row, row scanning will begin again at the current row.

Joystick scanning

In joystick scanning joystick deflections are used to highlight the desired cell. The highlighted cell is chosen by pressing the select switch.

An upwards deflection moves up one row. A downwards deflection moves down one row. A left deflection moves left one cell and a right deflection moves right one cell.

There a number of shortcuts built into joystick mode to allow you to quicker enter text and navigate the grid.

Back shortcut

If the keyboard grid is displayed you can delete the last character entered in the text box by making a left deflection of the joystick at the left hand side of the grid.

Space shortcut

If the keyboard grid is displayed you can enter a space character into the text box by making a right deflection of the joystick at the right hand side of the grid.

NOTE: Selection of a cell can be repeated by keeping the switch pressed. If the alphanumeric keyboard grid is used this allows a series of characters to be entered into the text box at regular intervals. If the multi-press keyboard grid is used this allows you to step through the multi-press characters.

Beware that if the Switch Output – Long Click option is enabled holding the switch for too long will result in control being transferred to the external device. Furthermore if the text message alarm option is enabled holding the switch for the alarm period will activate the alarm. For further information on these options see section 4.4 and section 4.5.

3.3.6 Intermediate 2 User Level

Intermediate 2 adds the following functions to the Intermediate 1 pages:

Contacts page




Delete Contact

Deletes the selected contact.


<New contact>

Presented as an option in the contacts list rather than a symbol on the left hand side of the screen.

When selected the keyboard grid is presented and a new contact can be added. Type the name of the contact followed by their number, e.g. "John Smith 018332206". Complete adding the new contact by selecting the text box or the  cell.

<Dial a number>

Presented as an option in the contacts list rather than a symbol on the left hand side of the screen.

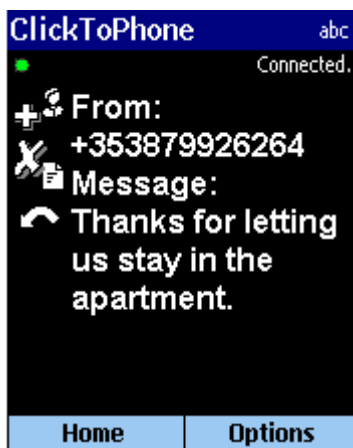
When selected a numeric grid is presented and a number can be typed. Dial the number by selecting the text box or the  cell.

Messages page



More

Opens up a second page of symbols.



The function of these symbols is described below.



Add to Contacts

If you receive a text from a person you do not have in your contact list you can add them to the contact list by choosing this symbol.

You will know that the person is not in your contact list as a number will appear in the "From:" field rather than a name.

When this cell is selected the keyboard grid is presented so that a name for the person can be typed. Complete adding the new contact by selecting the text box.



Delete Message

Deletes the current text message from your Inbox.

4 Settings

Selecting the correct settings for a user is an important step in maximising their ability to operate the phone successfully. The settings within the ClickToPhone have been chosen to suit the varying needs of switch and joystick users.

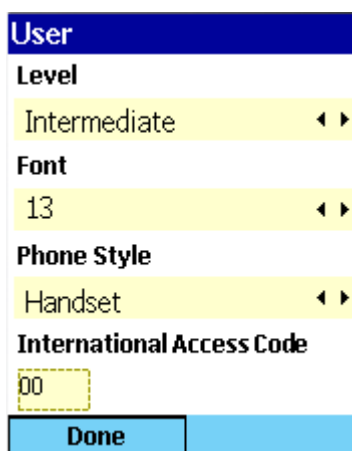
The settings are grouped under various functional headings. In the ClickToPhone program press the right soft key to view these headings in the popup menu.



Normally the settings are locked to avoid accidental changes being made by the user. To unlock the settings so that you can make changes uncheck the Unlock Settings option. To save any changes you make select the Save Changes option.

4.1 User

The User dialog is presented below:



Level The user level can be set to Beginner, Intermediate 1, Intermediate 2 or Advanced.

When set to Beginner a user can only answer calls or dial a contact.

When set to Intermediate 1 a user can answer calls, dial a contact, text a contact, view text messages and reply to text messages.

When set to Intermediate 2 a user can do all of the functions of Intermediate 1 but also add a contact, delete a contact, dial a number and delete text messages.

When set to Advanced a user can completely control the Mobile phone including most programs such as the camera and calendar. Operation in Advanced mode is beyond the scope of this manual. Refer to the "ClickToPhone Advanced User Manual" available for download from www.click2go.ie

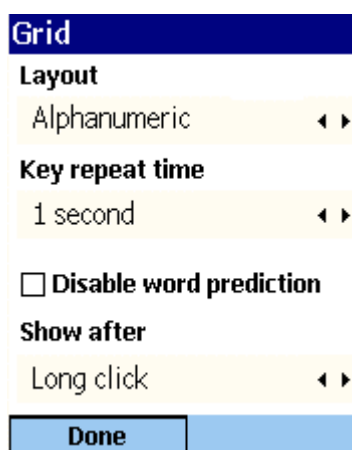
Font Selects the font size used by the ClickToPhone Contacts page, Messages page and text box.

Phone Style In Windows Mobile 2005 use this option to specify whether you are using an ordinary Handset or a PocketPC. Effects the options presented in the Programs grid (Advanced user level) and how a contact is dialled.

International Access Code If a '+' symbol is detected in a contacts telephone number the ClickToPhone replaces it with this international access code during dialling.

4.2 Grid

The Grid dialog is presented below:



Layout Selects the layout of the keyboard grid. Can be set to Multipress or Alphanumeric.

Multipress requires multiple selections of a cell to type certain characters. It allows you to use the T9 predictive text feature of the mobile phone.

Alphanumeric presents a complete alphanumeric grid where each character is represented by a unique cell. Predictive typing is not possible with this layout.

Key Repeat Time If a cell is selected and the switch is held down then the key will repeat itself after a specified amount of time. This time is the key repeat time and can be set to ½ second, 1 second or none.

Disable Word Prediction Normally when you type, your phone will learn your sentences and after a while begin predicting the next word. For some switch users this feature can be distracting rather than helpful. Use this setting to disable this feature.

Show After Applies to joystick users only. The Show After setting sets the way in which the ClickToPhone program is restored. It can be set to Long Click or Double Click. It also effects the way in which extended joystick functions in the Advanced user level such as Home, Back and Left/Right can be selected.

IMPORTANT:

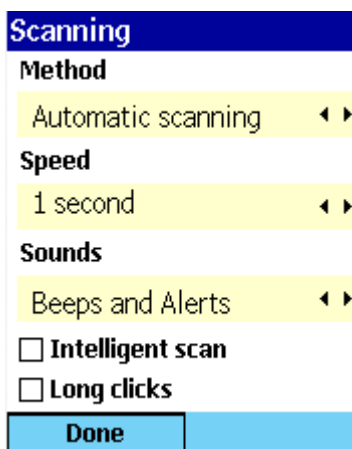
If you are using T9 mode it is recommended that the phone's "Multipress time out" property is set to "No auto advance".

If you are using ABC mode it is recommended that the phone’s “Multipress time out” property is set to 2 seconds.

To set the “Multipress time out” feature on the phone choose Start->Settings->Accessibility->Multipress time out.

4.3 Scanning

The Scanning dialog is presented below:



Method Selects the scanning method or input method. There are three scanning methods. Automatic scanning, short click scanning and joystick scanning.

Automatic and short click scanning are for single switch users. When selected the joystick input is disabled except for generating an alarm.

Joystick scanning is for a joystick user. When selected the switch input is disabled except for generating an alarm. The Switch output options must be disabled for Joystick scanning to function correctly (see page 29).

See section 3.3.5 on page 20 for a complete description of the scanning methods.

Speed In automatic and joystick scanning this sets the speed at which the cells in the grid are scanned (or the items in a menu etc).

In short click scanning this sets the duration which distinguishes between a short and long click.

Speed can be set to ½ second, 1 second or 2 seconds. It does not have any purpose in joystick scanning.

Sounds When set to Beeps a beep is made on each step of the scan and when a cell is selected. When set to Alerts an alert sound is made when the bluetooth connection is made or terminated.

Intelligent Scan This option enables faster selection of a contact from the contacts list and is useful when there are many contacts.

Contacts List

In automatic scanning the scan of the contacts begins by scrolling down one page at a time. When the switch is pressed the scanning reverses and scrolls up one contact at a time. When a switch is pressed a second time the contact is selected.

In short click scanning the same method applies as above except that short clicks are used to advance the scan whilst a long click is used to make a selection.

In joystick scanning a downwards deflection of the joystick scrolls down the contacts list one page at a time whilst an upwards deflection of the joystick scrolls up the contacts list one contact at a time. A contact is selected by pressing the joystick's switch.

Speed Dial Entries

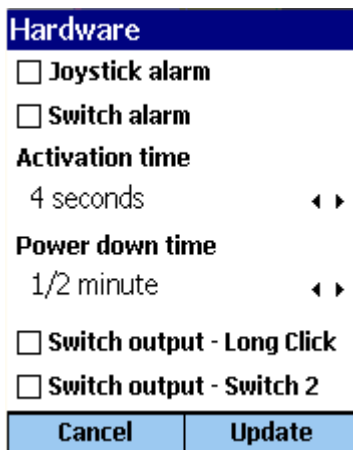
In automatic scanning when scanning the speed dial entries the first press of the switch stops the scan but does not select the entry. A second press of the switch selects the entry. If a second press is not made the scanning resumes in the opposite direction until a second switch press is made. This allows you to reverse the scanning direction if the desired entry was "missed".

In short click scanning the same method applies as above except that a short clicks are used to advance the scan whilst a long click is used to make a selection.

Long clicks Forces the user to hold the switch down for a moment before a switch press is accepted. Very useful in avoiding accidental switch presses.

4.4 Hardware

The Hardware dialog is presented below:



The screenshot shows a dialog box titled "Hardware" with a blue header. It contains the following options and settings:

- Joystick alarm
- Switch alarm
- Activation time**
4 seconds ◀ ▶
- Power down time**
1/2 minute ◀ ▶
- Switch output - Long Click
- Switch output - Switch 2

At the bottom of the dialog are two buttons: "Cancel" and "Update".

Joystick alarm Determines whether or not the joystick can be used to make an alarm. An alarm is generated by keeping the joystick’s switch pressed or by keeping it deflected for longer than the activation time.

Switch alarm Determines whether or not the switch can be used to make an alarm. An alarm is generated by keeping it deflected for longer than the activation time.

Activation time Sets the length of time that the switch or joystick must be held before an alarm is generated. After this period the ClickToPhone hardware will beep rapidly. The ClickToPhone detects this, launches the Messaging program and sends the alarm text message. Can be set to 2, 4, 6 or 8 seconds.

If the Switch output – Long Click option is enabled then this value sets the length of time that the switch must be held before switching control to an external device. In this case the length of time required to generate the alarm is increased by 2 seconds.

Power down time Sets the length of time after which the ClickToPhone hardware switches itself off to conserve battery life.

Switch output – Long Click Either option enables the switch output on the ClickToPhone hardware. This allows a switch user to switch between operating the phone and operating a second device such as an environmental control or communication aid.

and

Switch output – Switch 2 If Switch output – Long Click is selected then to switch between operating the phone and the second device press and hold the switch until the hardware beeps and the phone makes an alert sound (see note below).

If Switch output – Switch 2 is selected then to switch between operating the phone and the second device press a switch connected to the Joystick Switch input on the 5 Switch input (see page 34 for connection details).

When switching between devices one beep indicates that the ClickToPhone is in phone mode, two beeps indicates that the ClickToPhone is in switch output mode. The phone itself will make an alert sound and display the message “Phone mode” or “Switch output mode” in the status bar (see note below).

The operation mode is maintained even if the ClickToPhone switches itself off. When the hardware is turned on again it will beep once to indicate that it is in phone mode or twice to indicate that it is in switch output mode.

If the hardware is switched on in phone mode and is unable to make a connection with the phone then it will automatically switch to switch output mode after 25 seconds (as long as either of these 2 options are enabled).

The hardware will only switch back to phone mode if the hardware is bluetooth connected with the phone and the appropriate action is taken.

Notes:

1. Feedback of the operation mode on the phone itself is only implemented in hardware units with serial numbers 0029 and higher or those that have been upgraded.
2. These options must be disabled if Joystick scanning is being used.
3. See also important note on page 31.

Cancel Cancels any changes and closes the Hardware dialog.

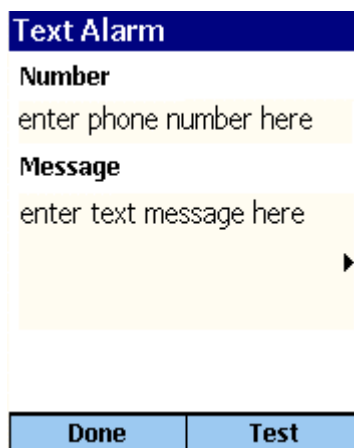
Update The hardware settings are stored in the ClickToPhone hardware. When the hardware dialog is open the hardware

should beep regularly to indicate that it is ready to receive new settings. When you choose Update the hardware is updated and the new settings are stored.

NOTE: The settings under Hardware only apply if you are using a switch or a switch joystick. If you are using a wheelchair joystick such as the Genie or Genie+ then none of these parameters has any effect. Consult the relevant wheelchair manual for adjusting settings such as Alarm and Alarm activation time.

4.5 Alarm

The Alarm dialog is presented below:

The image shows a 'Text Alarm' dialog box. It has a dark blue title bar with the text 'Text Alarm' in white. Below the title bar, there are two text input fields. The first is labeled 'Number' and contains the placeholder text 'enter phone number here'. The second is labeled 'Message' and contains the placeholder text 'enter text message here'. At the bottom of the dialog box, there are two buttons: 'Done' and 'Test', both with a light blue background and black text.

Number The mobile telephone number to which to send the text in the event of an alarm being generated.

Message The message to send.

Done Saves any changes and closes the Alarm dialog.

Test Saves any changes, closes the Alarm dialog and sends the message to the number.

NOTE: To generate an alarm the user must keep their switch pressed for a certain amount of time. See section 4.4 on how to enable the alarm and set the activation time.

4.6 Speakerphone/Bluetooth headset

The Speakerphone option is either enabled or disabled. It is intended to be used as an alternative to a Bluetooth headset or standard wired headset. If you are using a bluetooth headset then this option should be disabled.

Making Calls

Whenever a call is made in the normal way the Speakerphone is automatically turned on only if this setting is enabled.


If you are using a Bluetooth headset then, when making a call, the audio is automatically routed to the Bluetooth headset by the telephone itself

Receiving Calls

When a call is received and answered in the normal way the Speakerphone is automatically turned on no matter what the setting of the Speakerphone option.

If you are using a Bluetooth headset then, when a call is received and answered in the normal way the headset is automatically turned on by the ClickToPhone program.

Using a Bluetooth headset

It is possible to use a bluetooth headset without having to press the switch on the headset to answer a call. The ClickToPhone software automatically routes the audio stream to the headset if it is present. However for this to happen the headset must be switched on, paired and connected with the phone. When you switch on your headset (after a re-charge for example) a  symbol is displayed in the SmartPhone Home page status bar if it is properly connected. Also you will hear a ring tone in the headset when the phone is ringing. Confirm that this is the case before you try to use it with the ClickToPhone. For information on pairing and connecting the headset consult the headset user manual.

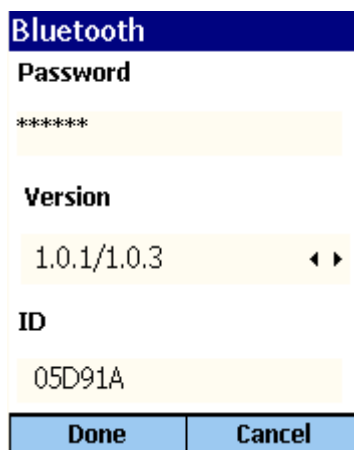
4.7 Auto Answer

The Auto Answer option is either enabled or disabled. When enabled an incoming call is answered automatically after 1 second. The call is ended in the same way as a normal call by pressing the switch.

NOTE: Care should be taken when using this setting as there is no way to end the call should the phone be left unattended and an incoming call is answered automatically. Some Networks terminate the call when either party hangs up their telephone but this is not always the case.

4.8 Bluetooth

The Bluetooth dialog is presented below:

A screenshot of the Bluetooth configuration dialog box. It has a dark blue title bar with the word "Bluetooth" in white. Below the title bar, the word "Password" is followed by a text field containing seven asterisks. The word "Version" is followed by a dropdown menu showing "1.0.1/1.0.3" and navigation arrows. The word "ID" is followed by a text field containing "05D91A". At the bottom, there are two buttons: "Done" and "Cancel".

Bluetooth	
Password	*****
Version	1.0.1/1.0.3
ID	05D91A
Done	Cancel

The Bluetooth dialog allows you to set the Bluetooth ID of your ClickToPhone hardware or wheelchair joystick. See the supplementary document “ClickToPhone Software Installation Guide” for further details.

4.9 About

The About dialog is presented below:

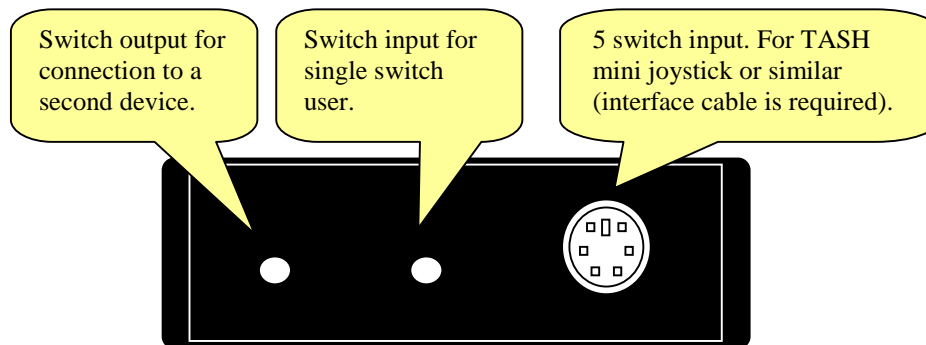
A screenshot of the About dialog box. It has a dark blue title bar with the word "About" in white. Below the title bar, the text "ClickToPhone" is centered. Underneath is an icon of a green mobile phone with a blue signal wave. Below the icon, the text reads "for Windows Mobile 2003" and "Version 3.0 February 2007". Further down, it says "©Unique Perspectives Ltd." and "www.click2go.ie". At the bottom, there is a single "Done" button.

About	
ClickToPhone	
	
for Windows Mobile 2003	
Version 3.0 February 2007	
©Unique Perspectives Ltd.	
www.click2go.ie	
Done	

The About dialog allows you to determine the software version of the ClickToPhone.

5 Connections & Battery

Side view

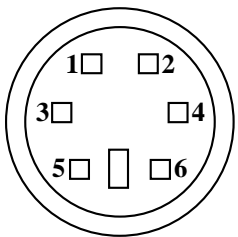


NOTE: The switch **output** of the ClickToPhone must **never** be connected to a wheelchair control system. This is because under certain circumstances the relay could latch on. To integrate a ClickToPhone with a wheelchair take the switch output from the wheelchair control and plug it into the ClickToPhone, in otherwords use the wheelchair control as the master device rather than the ClickToPhone.

Top view



5 Switch Input

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

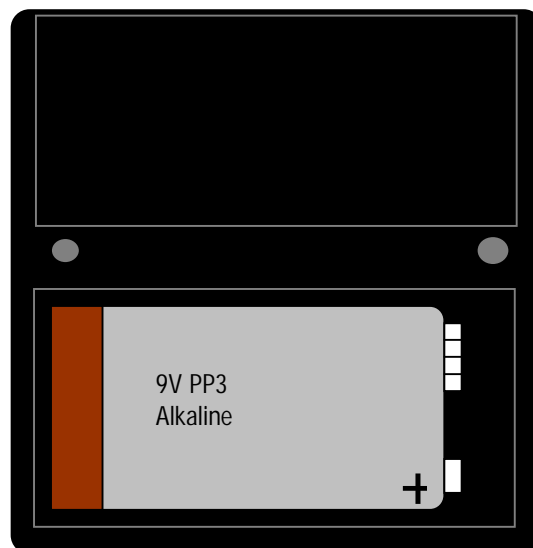
A 6pin DIN to D9 cable is available for interfacing 5 switch devices (such as a TASH mini joystick).

A 6pin DIN to 3.5mm jack socket is available for interfacing a second switch (for switching between 2 devices).

Replacing the battery

When the battery is low the ClickToPhone hardware will emit a beep at regular intervals. In addition the mobile phone will display a “low battery” message when connected. The battery type is 9V PP3.

The battery compartment is located at the back of the ClickToPhone hardware. To replace the battery gently remove the belt clip followed by the battery cover. Lift out the battery with the aid of a non-metallic item and insert the new battery according to the diagram below making sure that the orientation is correct.



8 Maintenance

The ClickToPhone 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 cables of ClickToPhone should be regularly checked for integrity.

All switches connected to the ClickToPhone should be regularly tested to ensure that they function correctly.

The ClickToPhone 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 ClickToPhone. Do not attempt to open the case except when 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 ClickToPhone 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.

9 Safety and Misuse Warnings

Do not install, maintain or operate the ClickToPhone without reading, understanding and following the proper instructions and manuals, otherwise injury or damage may result.

Do not operate the ClickToPhone if it behaves erratically, or shows abnormal response, heating, smoke or arcing. Turn the unit off, disconnect all cables, and consult your service agent.

Ensure the ClickToPhone is turned off when not in use.

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

ClickToPhone is not designed to resist water penetration. If a spillage occurs Turn the unit off, disconnect all cables, and consult your service agent. Once turned off any spillage over the ClickToPhone should be wiped dry without delay.

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.

10 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 operating a mobile phone.

11 EC Declaration Of Conformity

Council Directive 93/42/EEC of 14 June 1993
concerning medical devices.

Unique Perspectives Limited, Ballyclovan Cottage, Ballyline, Callan, Co. Kilkenny, Ireland, declare that:

- the Unique Perspectives Limited ClickToPhone device, as described within the technical file TF.1, conforms to Class I requirements of Council Directive 93/42/EEC of 14 June 1993 concerning medical devices;
- is in conformity with the provisions of that Directive and, where such is the case, with the national standards transposing harmonized standards as noted within the technical file TF 1;
- the requirements of Annex I, Annex VII, Annex IX have been followed for Class I devices and registration requirements of Article 14 have been notified to the Rep. of Ireland Competent Authority;
- the Declaration covers all Unique Perspectives Limited ClickToPhone devices placed on the market on or after April 2006 and until such time as a renewed conformity declaration is raised.

This declaration is signed on behalf of Unique Perspectives Limited by:

Signed	_____
Name	_____
Company Position	_____
Date	<u>April 2006</u>

12 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 ClickToPhone should be clearly labelled with the manufacturer's service agent's telephone number.