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The World at a Touch

Sequencer
Instruction Manual

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Go to www.adaptivation.com to download application ideas and photos of your new Adaptivation device.

Introduction

This manual applies to serial #'s SE90-???? and higher. For older devices, download the manual from www.adaptivation.com.

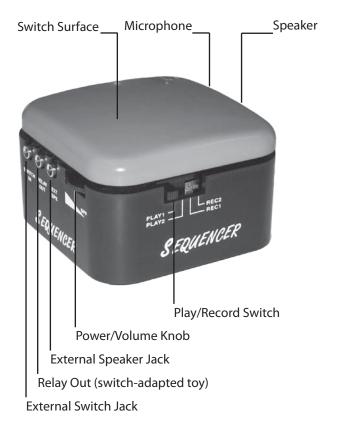
Multiple digitized messages can be recorded and played back by pressing the *Sequencer* on the top surface or by plugging in an external switch such as Adaptivation's Taction Pads or Pal Pads.

Features

- A beep cue is heard when installing a new battery, verifying the integrity of the battery. See section, Battery Installation, for details.
- -90 seconds of high-quality digitized speech for each level. Two levels of operation. There is no Short Play / Long Play selection as in some previous models. Serial #'s SE90-???? and higher offer the long record time of Long Play operation (90 sec) and the high fidelity of Short Play operation.

Messages for Level-1 & Level-2 are recorded independently of one another. That means you may re-record messages on one level without affecting the messages on the other level.

Sequencer Diagram



Battery Installation

- Check to ensure that your Sequencer is turned ON by rotating the Volume/Power knob to the full ON position.
- Open the battery compartment cover by removing the single Phillips-head screw.
- 3. Properly insert a 9-volt battery. If your battery is fresh, you will hear a one-second power-up beep sound.
- 4. Replace the battery compartment cover and secure with the screw. Take care not to overtighten.

For optimal performance, Adaptivation recommends the use of alkaline batteries only.

When changing the battery, your Sequencer will retain all recorded messages.

When you are not using the Sequencer, we recommend turning off the device to prevent accidental activation and to save on battery life.

Recording a Message

- 1. Turn on the power by rotating the VOLUME/POWER knob to mid-position.
- 2. For level 1, slide the PLAY/RECORD switch to the REC-1 position. This will record your series of messages into Level-1.
- 3. Press down on the *Sequencer* and hold. A beeping cue will occur, indicating the device is ready to record. When the beeping stops, speak your message clearly, about twelve inches away, into the side marked MIC same side as the speaker. Release the switch when your message is finished. A continuous beep indicates that the memory if full for a given level.
- 4. To record your next message, press and hold the top of the device while you speak. Repeat steps 2 & 3 until finished recording all messages.
- 5. If you want to record on Level-2, slide the PLAY/RECORD switch to the REC-2 position. Record your messages as you did for Level-1. Remember to wait until the beeping cue has stopped, before you start speaking.
- 6. To re-record messages, simply repeat the above steps. Levels can be recorded in any order! Messages can also be recorded using an external switch rather than the top of the Sequencer.

Playing a Message

The Sequencer plays recorded messages in sequential order () (great for books, steps and tasks).

- When finished recording messages, slide the PLAY/RECORD switch to the PLAY-1 position. Press down on the Sequencer, and your message will play back. Press down again, and your next message will play.
- To access the second level of messages, slide the PLAY/RECORD switch to the PLAY-2 position.
- 3. Optionally access your *Sequencer* by inserting any external switch with a standard $\frac{1}{8}$ " (3.5mm) plug into the jack labeled Ext Switch.
- 4. To reset the sequence back to the first message, slide the Play/ Record switch to the other level, then back. Play a message, and it will resume with message one.

Please refer to the section, **Sequencing Ideas** at the end of this manual for example uses of sequencial messaging.

Relay (Toy) Operation

The Sequencer has an internal relay that allows battery-operated devices such as switch-adapted toys to be activated simultaneously with each message. The toy will activate for the entire duration of the recorded message.

Example 1: For this example, use the relay to activate a toy for the duration of the message. You will need a standard cable connector with ½" (3.5mm) male jacks on both ends (available from Adaptivation). One end of the cable connector is plugged into the adapted toy (if your battery operated toy is not already commercially adapted for switch use, try adapting with a Battery Interrupter available from Adaptivation). The other end of the cable connector is then plugged into the jack marked RLY OUT on the *Sequencer*. Record a message. To activate, simply press the *Sequencer*, and the toy will activate for the duration of the message.

Example 2: This example may be useful when you want an adapted device to stay on for longer than the message length.

<u>Option 1:</u> Record messages as described earlier, but continue to press the *Sequencer* after you are done speaking (record silence). Release. Repeat for each message. When messages are played, the adapted toy will be activated for the duration of the entire message, including the silence at the end.

<u>Option 2:</u> A commercially available switch-latch-timer, such as Adaptivation's Linkswitch allows for customizing time lengths and modes of operation.

External Speaker Jack

This jack allows you to plug in an external speaker or headphones. A speaker that amplifies (such as desktop computer speakers) is appropriate for situations when very loud volume is needed. Headphones are appropriate when the device is being used to relay messages to the listener (i.e. giving directions). The *Sequencer's* internal speaker will automatically shut off when an external speaker is used.

Mounting Options

The Sequencer comes with rubber feet to help keep it from sliding. When mounting on a table or other flat surface, Velcro® or Dual-Lock® can be used as an alternate mounting method. If necessary, remove the rubber feet to help secure the Velcro®. Adaptivation recommends that when using mounting methods such as Velcro® or Dual-Lock®, you not cover the serial number location. Adaptivation carries an extensive range of mounting systems that can greatly improve the utility of your device by allowing optimal placement for your client, child or student.

Trouble-Shooting

Does not play back.

- Make sure the volume knob is turned up.
- Battery may be too low.
- If an external speaker is used, make sure the cable is plugged into the EXT SPK jack.
- -If an external speaker is used, does it need its own power supply?
- Make sure the Sequencer is in Play mode.
- If using an external switch, does it work?

Relay does not activate.

- Make sure the cable connector is working.
- Make sure the cable connector is plugged into the RLY OUT jack.
- -Make sure the adapted device you are trying to operate works. Try plugging a switch directly into the adapted device.

The Sequencer is not recording.

- Make sure the Sequencer is in the REC mode.
- Battery may be too low.
- If using an external switch, make sure it works.
- If using an external switch, make sure it is plugged into the EXT SWITCH jack.

Poor sound quality.

-Speak clearly into the side marked MIC, holding the Sequencer about 12 inches away. Don't speak too loudly.

- Battery may be too low.
- -The mic is very sensitive and might pick up electrical noise such as air conditioners, electric motors, power lines, etc.
- Some older models have a Short Play / Long Play (SP/LP) mode. Make sure the device is in Short Play mode.

A mechanical sound is heard at the end of a message.

- Record using an external switch such as an Adaptivation Pal Pad or any other switch with no moving parts.

Messages are garbled on mid or high volumes, but the sound is good on very low volume.

- Replace the battery with a fresh battery.

No power-up beep, or poor sound.

- Battery may be dead or too weak. Remove battery, wait 2 minutes and try again. If there is no beep, replace the battery with a fresh battery.

Insider Secrets & Cheats

To remove the mechanical sound from the end of a recording on the *Sequencer*, record your message using an Adaptivation Pal Pad or any other switch with no moving parts.

After time, you might accumulate many adapted-books and adapted-toy applications for use with your Adaptivation equipment. Keep your applications well organized by placing each one of them in its own re-sealable bag. Then, hang these bags on the wall on a peg board. Place into each bag very detailed, step-by-step instructions for how to reconstruct the application. This is useful for others who are not familiar with your application. Be very explicit and comprehensive in your instructions. Include such things as: for whom the application is intended; the assistive device that is needed; the actual words to be spoken (in quotes) for each message; alternative activities, words or equipment; etc.

To make your device more tolerant of spilled liquids, place it in a sealable plastic bag. You can still access the switch surface through the plastic.

Pocket Overlays, available from Adaptivation, are clear adhesive-backed pockets into which overlays or pictures can be inserted. The Pocket Overlay is adhered to the Switch Surface of your *Sequencer*. Such overlays and pictures can improve the functionality of your *Sequencer* by providing greater symbolic meaning.

The External Speaker jack is used to connect an amplified speaker such as those used with desk top computers. External, amplified speakers can significantly increase the quality and volume of your messages. You can even connect your *Sequencer* to a school's P.A. system for announcements or for amplifying lines in a play.

Record your cheats here -

Sequencing Ideas

-Ordering at a restaurant

-Giving a book report

-Show-and-Tell

-Singing Songs

-Reading books

-Telling a joke

-Cheering at a game/event

-Giving announcements

-Packing bookbag or lunch

-Sorting laundry

-Lines of a play

-Reciting days of the week

-Saying Pledge of Allegiance

-Delivering a message

-Complaining

-Requesting assistance

-Daily schedule

-Announcing the lunch menu

-Introducing family/friends

-Giving recipe instructions

-Telling about a trip/vacation

-Greeting people

-Playing games

-Grocery shopping

-Buying a movie ticket

-Giving address or phone #

See www.adaptivation.com for more ideas.

Notes:

This warranty does not apply if the *Sequencer* has been misused, abused, altered, or tampered with. At the end of the warranty period, Adaptivation shall be under no further obligation expressed or implied.

This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For repair service, contact Adaptivation's technical department to receive a required RMA# (return material authorization number) prior to the return of the device.

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Please make sure your Sequencer is clean before returning it to Adaptivation for service.