## Randomizer 1 Year Limited Warranty

Your Adaptivation *Randomizer* was carefully tested and inspected before it was shipped from the factory. We warrant this product to be free from defects in materials and workmanship under normal use and service for one (1) year from the date of purchase. In the event of a defect in materials or workmanship, we will either repair or replace without charge, at our option, any part which in our judgment shows evidence of such defect within one (1) year of purchase. Taction Pads are warranted for six months from the original date of purchase.

This warranty does not apply if the *Randomizer* or Taction Pads have 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 dept. to receive a required RMA# (return material authorization number) prior to the return of the device.

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Please insure your Randomizer is clean before returning it to Adaptivation for service

This is not a medical device. It should not be used where incorrect or faulty operation could reasonably be expected to result in injury

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# RANDOMIZER

### **Instruction Manual**



### The World at a Touch

## ADAPTIVATION

2225 W. 50th St., Suite 100 Sioux Falls, SD 57105 PRINTED IN U.S.A.

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Notes

#### INTRODUCTION

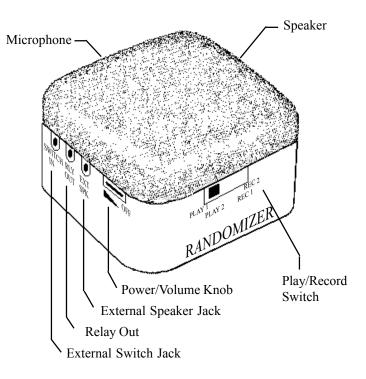
Your Adaptivation, Inc. Randomizer has been designed to provide easy access for individuals with physical or mental disabilities to basic and effective augmentative communication. The Randomizer allows an individual to record a series of messages and play them back in a totally random order. A second level will allow for easy transitions from one activity to another. The Randomizer also has relay activation which will allow you to pair the message with some type of reinforcement such as a battery operated toy. Because the Randomizer is so easily programmed, its great for promoting interaction in inclusive settings. Feel free to contact Adaptivation at any time for assistance using your Randomizer.

### **Operating your Randomizer**

#### **Battery Installation**

- 1. Check to ensure that your *Randomizer* is turned off by rotating the Volume/Power knob until the click is felt.
- 2. With the device lying face down, open the battery compartment cover by removing the single Phillips head screw.
- 3. Properly insert one 9 volt battery. Adaptivation recommends using only Alkaline 9 volt batteries to ensure long battery life.

### Randomizer Diagram



as a Linkswitch in conjunction with the *Randomizer*. Recording messages with dead air at the end will allow the device to activate longer.

#### The Randomizer is not recording.

- -Make sure the *Randomizer* is in the REC mode.
- -Batteries 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.
- -Make sure to press down on the *Randomizer* or external switch the whole time you are recording, then release when you are done.
- -Always start recording in the first level (REC 1) and then record in the second level (REC 2).
- -If using more than one level, be sure to record both levels at the same time.

#### Messages have background noise.

- -Speak clearly into the side marked MIC, holding the *Randomizer* about 12 inches away.
- -Batteries may be too low.
- -Are you near a source of electrical noise such as air conditioners, electric motors, power lines, etc.

#### "Click" sound heard at the end of a recorded message.

-Use an external switch instead of Randomizer's built in switch when recording. Play as usual.

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### **Trouble-Shooting**

#### The Randomizer does not play back.

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

#### 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.

#### Toy or adapted device only activates for short time.

-The relay in the *Randomizer* will only activate for the length or the duration of the message. If latching or timing is desired, use a switch-latch-timer-box such

4. Replace the battery compartment cover and secure with the screw. Take care not to overtighten.

#### Recording a Message

- 1. Turn on the power by rotating the VOLUME/POWER knob to mid-position.
- 2. Slide the PLAY/RECORD switch to the REC 1 position. This will record your series of messages into level one.
- 3. Press down on the *Randomizer* and speak your message clearly, about 12 inches away, into the side of the *Randomizer* marked MIC, holding the switch until the message is finished.
- 4. To record your next message on the same level press again and record your message. Continue recording until the series is finished.
- If you want a second level of messages, slide the PLAY/ RECORD switch to the REC 2 position. Record your messages as you did for level one.

- 6. When finished recording, slide the PLAY/RECORD switch to the PLAY 1 position. Press down on the *Randomizer* and your messages will play back. Press down again, a second message will play.
- 7. To access the second level of messages, slide the PLAY/RECORD switch to the PLAY 2 position.
- 8. To re-record a message simply repeat the above steps. **Both levels must be recorded at the same time.** For example, if you want to change the messages on level 2, you must also re-record the messages on level 1.
- 9. For those individuals who are unable to access the *Randomizer*, any external switch may be plugged into the jack marked EXT SWITCH. A message can also be recorded utilizing an adaptive switch rather than the top of the *Randomizer*, and following the above steps.

Note: When you are not using the *Randomizer*, we recommend turning off the *Randomizer* to prevent accidental activation and to save on battery life.

Note: When changing battery, replace the fresh battery within 5 minutes to retain your messages.

There are three different shapes of Taction Pads<sup>TM</sup>, suitable for different shaped objects; two rectangular (2" x 4") Taction Pads (shapes A and A2), one large rectangular (3" x 5") Taction Pad (shape D), and one skinny strip (24" x 0.1") Taction Pad (shape C). The rectangular shapes are useful for most large, flat surfaces. Shape C is suitable for spiraling around odd-shaped objects. Shape A2 is made especially for small fingers. Taction Pad sets are subject to change without notice.

If a Taction Pad is too large for the surface or object you want to adhere it to, you can trim it to size with scissors. The Taction Pads should be cut on the side farthest from the cord and parallel to the thin lines. You must, however, leave at least two lines on the Taction Pad for it to continue working. Once a Taction Pad<sup>TM</sup> is stuck to a clean surface, it may be difficult to peel off and stick somewhere else. Taction Pads are extra thick to resist tearing when peeling them off, but they also have extra sticky adhesive to reduce the risk of inadvertent removal. Residue will stick to the Taction Pad if it was originally adhered to clothing or paper products and, therefore, may not stick to another surface or object. Adaptivation does not recommend adhering Taction Pads directly to skin.

### Taction Pads<sup>TM</sup>

Taction Pad (short for "tactile action") are clear, adhesive-backed, touch-sensitive patches that can turn nearly any object or surface into a touch-sensitive 'switch'. Simply touching the object where the Taction Pad is placed causes voice output from your *Randomizer*. Used in conjunction with any of Adaptivation's touch activated products, our exclusive Taction Pads let the teacher or therapist choose the best target object when activating an assistive device.

Taction Pads are sensitive to the amount of moisture in the skin. If the skin is too dry, the *Randomizer* will not sense that someone is touching the Taction Pads. **Apply hand lotion to remedy this** (Adaptivation uses Nutrogena® Hand Cream). Normally the skin on the pads of the fingers and the palm of the hand is the only skin moist enough to consistently activate the Taction Pad.

Taction Pads are resistant to saliva, urine, and other grime but should be cleaned with mild soap and water as necessary. If a Taction Pad has standing liquid on it, the *Randomizer* will sense this and think someone is holding their hand on the Taction Pad. Wipe the Taction Pad dry to avoid this.

#### **Relay Operation**

The *Randomizer* has an internal relay which acts as a switch to activate other battery operated devices or devices operated through an environmental control. The relay will activate for the entire duration of the recorded message. The relay will activate for each message, regardless of the number of messages or the level the *Randomizer* is in. The relay automatically activates in the *Randomizer*. There is no need to program or turn the relay on. To add latching or timing capabilities, use a switch-latch-timer box like Adaptivation's Linkswitch. Below are some examples of how to use the relay.

Example 1: In this example we will use the relay to activate a toy for the duration of the message. You will need a standard cable connector with 1/8" (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, then use a Battery Interrupter to easily adapt your toy. The other end of the cable connector is then plugged into the jack marked RLY OUT on the *Randomizer*. Record an appropriate message. Now to activate the toy, simply press the *Randomizer* itself or an external switch and the toy will activate for the length of the message.

Example2: Sometimes activating for the length of the message will not allow for enough time. This example may be useful when you want an adapted device or appliance to stay on for an extended length of time. A commercially available switch-latch-timer, such as Adaptivation's Linkswitch allows for customizing time lengths and also latching modes. Lets say we wanted an adapted tape recorder to play for 30 seconds then automatically shut off. Plug the switch-latch-timer's output into the tape recorder and put it in a timing mode for 30 seconds. Then plug the cable connector into the *Randomizer* and also to the switch-latch-timer's input. The tape recorder is now ready to activate in a timing mode. A latch effect can easily be done by putting the latch box into a latch mode.

#### **External Speaker Jack**

This jack will allow you to plug in an additional speaker. This may be an amplified speaker for situations when a very loud volume is needed, or a set of headphones when a quiet message is needed. The Randomizer's internal speaker will automatically shut off when an external speaker is used.

#### **Mounting Options**

The *Randomizer* has 3 threaded inserts on the bottom side. These inserts can be used to easily mount the *Randomizer* to a small triangular plate often found on common mounting aids such as the Magic Arm or E-Mount available from Adaptivation. The *Randomizer* also 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.

Since the *Randomizer* is square in shape, this makes it very easy to mount multiple *Randomizers* next to each other. Simple and affordable communication boards can be made to allow the individual to progress to multiple activities. You may also try combining the *Randomizer* with other devices such as Adaptivation's Chipper which allows a single message or the FreeHand environmental control. This will provide the individual access to a variety of messages and also have environmental control.

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