Changing Message Fields (For external switch use only):
Pressing message cells 2 & 8 simultaneously will reduce the message cell by one, each time you press the two cells together another cell with be removed (minimum setting is two Cells). **Please Note:** The default setting is all 8 cells if you make any changes during use; they are not saved when the communicator is turned OFF. The unit will reset to the default setting when turned back ON.

Icon Inserts:
The communicator uses clear transparency or standard printer paper to make the icon inserts that you can print from your computer. The icon or picture holder uses 4" x 5" icons.

Headphone Use:
Special feature allows you to choose one of three broadcast options: speaker only, headphones only, or speaker and headphones simultaneously. When using a set of headphones, set the toggle switch to Headphones Only (only the user will hear message playback) or to Headphone & Speaker. The Communicator can be used with any standard set of head phones used with a walkman type player or MP3 player.

To prevent battery drain, always shut the communicator OFF when not in use. The two built in switches have LED lights which will drain the batteries if unit is left on. Always remove batteries when the unit will not be used for extended periods of time. Dead batteries often leak acid and can cause permanent damage to the communicator.

Precautions:
▪ Always keep liquids far away from the communicator to prevent permanent damage to the internal circuitry from spillage.

4 x 5 Communicator for the Visually Impaired #7083

USER'S GUIDE

Large illuminated targets!

Our state-of-the-art communicator for the visually impaired has large, brightly illuminated targets for activating your message choice. By pressing any of the icons or pictures it will illuminate your choice and play your pre-recorded message.

Features:
• 12 levels
• 300 seconds of record time
• Recordable level announcer
• Works in fields of 2, 3, 4, 5, 6, 7 or 8
• Two jacks for one or two switch scanning
• Two switches with lights
• On/Off Auditory Cueing
• 4 modes of scanning - Inverse, Automatic, Two Switch, and Step
• Adjustable scanning speed (1-12 seconds)
• Adjustable Feet
• Headphone capability
Size: 19½"L x 17"W x 4"H. Requires 4 C and 4 AA Batteries. Weight: 7½ lbs.

Battery Installation:
Turn the unit over to reveal the battery compartments located on the bottom of the unit. Next remove the Phillips Head screws from the compartment covers. Observing (+/-) polarity, install 4 AA batteries and 4 C batteries into the battery cases. Use alkaline batteries only (e.g. Duracell or Energizer brand). Do not use rechargeable batteries or any other type of batteries because they supply lower voltage and the unit will not perform properly. Never mix old and new batteries together or different brands or types together. Replace covers.

Operation:
Turn the unit ON. After one second, you will hear a sound or a verbal message from the speaker. This is the Level Announcement Message. The unit is now on Level one.

Please Note:
When turning the unit **ON** from the **OFF** position, the unit will default;' to the following settings: Level 1, Scan Mode 1, Auditory Cueing OFF.

Playing Messages:

At this time, you can access each of the eight messages on Level One by pressing any one of the eight icons, one at a time or in scan mode the two built in switch plates or your own external switches.

Recording Messages:
Press and hold the Record button on the backside of the unit. Using your other hand, press the message cell on which you wish to record and speak into the microphone. Releasing the message cell or Record button will cancel recording. Each message has a maximum record time of 6 seconds.

Recording Level Announcement Message:
Your Level Announcement Message may be changed at any time and can be renamed "Level One the Food Level" or "Level One Jimmie's Messages", etc. Simply press the Record button first, then press the Level button and speak your Level Announcement Message into the microphone. Note: to hear your new level message you must either cycle through all 12 levels by repeatedly pressing the Level changer button until it returns to Level One or turn the unit OFF, wait several seconds and turn the unit back ON. Your new Level One Announcement Message will now play.

Changing Levels:
Each time the Level button is pressed, the communicator will advance to the next level. Pressing the Level button on Level Twelve will return the communicator to Level One. Simply follow the instructions above to record each of the eight communicator messages or your Level Announcement Message for each level. Remember, to play your Level Announcement Message, you MUST cycle through all remaining levels and return to that particular level to hear that Level Announcement Message.

Message Scanning:
The communicator has four different scan modes, two modes for single-switch scanning and two modes for two-switch scanning. When turning the unit ON from the OFF position, the communicator will reset automatically to Scan Mode 1. To change scan modes, press cells One and Seven simultaneously and hold until a beep is heard and release the cells. The unit will beep to indicate what mode of scan it is on. (E.G. once for scan mode 1, twice for scan mode 2 and so on). The following is a description of each scan mode and its function:

Scan Mode 1: Inverse scanning. Plug a capability switch into Jack 1 located on the rear of the communicator (or use built in switch). Press and hold the capability switch to scan each of the eight icons. Upon release of the switch, the communicator will play the message of the cell currently illuminated.

Scan Mode 2: Automatic scanning. Plug a capability switch into Jack 1 located on the rear of the communicator (or use built in switch). Press the capability switch for a moment and release. The unit will automatically scan each of the eight cells and continue scanning until the next press of the capability switch. It will then play the message of the icon currently illuminated.

Scan Mode 3: Two switch automatic scanning. Plug a capability switch into Jack 1 and another capability switch into Jack 2 located on the rear of the communicator (or use built in switches). Press the capability switch plugged into Jack 1 for a moment and release. The unit will automatically scan each of the eight cells continue scanning until the capability switch that is plugged into Jack 2 is pressed (or built in switch). It will then play the message of the cell currently illuminated.

Scan Mode 4: Step scanning. Plug a capability switch into Jack 1 and another capability switch into Jack 2 located on the rear of the communicator (or use built in switches). Each time the capability switch that is plugged into Jack 1 (or built in switch) is pressed, it will advance your selected message to the next cell one at a time. Pressing the capability switch that is plugged into Jack 2 (or built in switch) will play the message of the cell currently illuminated.

Scan Speed:
You can control the rate at which the communicator scans the messages by rotating the SCAN SPEED control located on the bottom panel. Scan speed can be adjusted from 1 to 25 seconds.

Auditory Cueing:
During Message Scanning you can enable the communicator to speak the message being scanned, at a reduced volume level. This gives the user an auditory "preview" of the current message. Pressing the appropriate capability switch will play the message at full volume. To turn Auditory Cueing ON or OFF, press the AUD. ON/OFF button located on the underside of the unit.

The 4 x 5 Communicator has two adjustable feet on the back of the unit, they will allow you to adjust the angle of the communicator for better positioning. Turning the feet all the way clockwise well set them at the lowest height, turning them counter-clockwise will raise the height. See Photos 1 & 2.

Photo. 1

Photo. 2