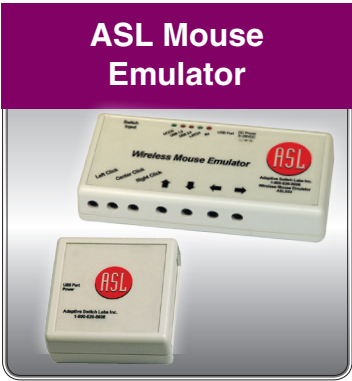


ASL Mouse Emulator

Components Needed:
ASL 554 Wireless Mouse Emulator

How to Set Up:



The ASL 554 Wireless Mouse Emulator is adjustable in a 3, 4, or 5 Switch Configuration.



In the Three Switch Configuration, full mouse emulation is achieved with only three switch inputs. For instance, the Right Direction can move the mouse cursor right and left across the screen. The Left Direction can move the mouse up and down the screen. The Forward Direction can control Left Click, Double Click and Drag Functions.



In a Four Switch Configuration, the Right Direction will move the cursor in a right direction across the screen, the Left Direction will move the cursor left across the screen, and the Forward Direction will move the cursor up and down. Left Click, Double Click and Drag are achieved with a Dedicated Switch.



The Five Switch Setting allows the power wheelchair joystick to become a joystick operated mouse operating in all directions. This setting also requires a Dedicated Switch for Left Click, Double Click and Drag.

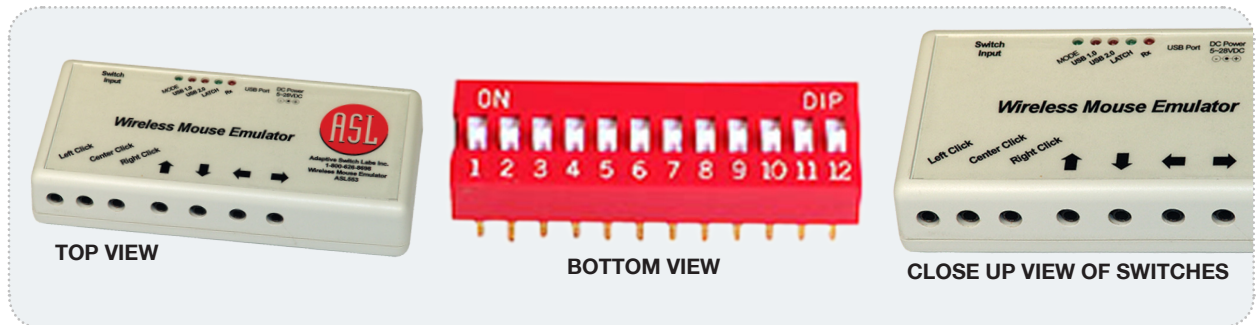
The Zigby Radio Frequency allows this wireless mouse to work without being in line of sight. This means the transmitter can be mounted anywhere on the chair. It can also be paired with multiple receivers and multiple devices. The transmitter can be powered by a USB Port, 2 AA batteries or straight from the power wheelchair batteries. The receiver will power directly from the devices USB Port.



If using the wired version:
Connect the mouse module cable directly into USB Port on the device.

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Views:



The “LEFT CLICK” Switch:

The “Left Click” Switch is labeled on the front panel of the Mouse Emulator.

Pressing the “Left Click” Switch will simulate “CLICKING” the mouse button. If the “Left Click” is pressed long enough to reach the latch delay time, the Mouse Emulator will emit a short beep and the green light indicating “LATCH” will appear. The “Left Click” Switch may then be released and the mouse button will remain closed.

Any of the directional switches may be pressed to “DRAG” items on the screen or to select from pull down menus. To release the “LATCH”, press the “Left Click” Switch for the same length of time as was done to latch it. See DIP switches 9 & 10.

To simulate “DOUBLE CLICKING”, press the “Left Click” Switch twice in succession.

The “RIGHT CLICK” Switch:

When the “Right Click” is pressed long enough to reach the latch delay time, the Wireless Mouse Emulator will emit a short beep and the green light indicating “LATCH” will appear.

The “Right Click” Switch may then be released and the mouse button will remain closed. Any of the directional switches may be pressed to select from pull down menus.

To release the “LATCH”, press the “Right Click” Switch for the same length of time as was done to latch it. (DIP switches 9 & 10)

The “CENTER CLICK” Switch:

The “Center Click” when pressed, with some programs, will cause a scroll symbol to appear.

Move the cursor up or down to scroll and left or right to pan. To release, press the “Center Click”.

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SPECIAL ADJUSTMENTS:

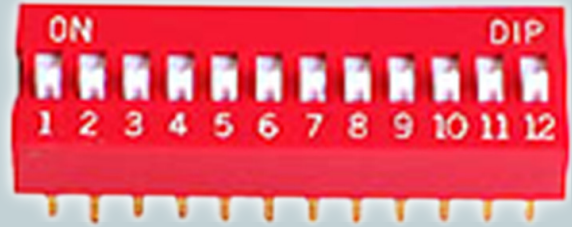
On the bottom of the Mouse Emulator, there is a 12 Position Dip Switch.

These switches are used to select time delays, speed-up values and other features.

The Mouse Option features located in the Windows Control Panel of the PC or Apple computers may be used to further refine these actions.

Cursor movement has a two-stage speed capability. The initial cursor speed occurs when a switch that is activated is slow to allow for precision placement of the cursor on the screen.

After a delay, which may be adjusted by DIP switches, the speed increases to a higher value.



INITIAL MOUSE MOVEMENT:

This is the initial speed of the mouse movement and it is normally set relatively slowly for precision placement. After a delay, the cursor will speed up. See the next setting.

Dip	SLOW	MEDIUM SLOW	MEDIUM FAST	FAST
SW1	UP	DOWN	UP	DOWN
SW2	UP	UP	DOWN	DOWN

MAXIMUM CURSOR SPEED OR MAXIMUM MOUSE SPEED::

This setting controls the maximum speed of the cursor using the USB Mouse Emulator and is the speed that the mouse will obtain after the initial speed.

Dip	NO	2X BASE	4X BASE	8X BASE
SW3	UP	DOWN	UP	DOWN
SW4	UP	UP	DOWN	DOWN

THE CURSOR DELAY:

This is the initial amount of time for which the switch must be pressed before the cursor speeds up.

Dip	0.5 SEC	1.0 SEC	2.0 SEC	4.0 SEC
SW5	UP	DOWN	UP	DOWN
SW6	UP	UP	DOWN	DOWN

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SWITCH DELAY:

Switches 7 & 8 control the amount of time the direction switches must be closed before the cursor will move. This is to allow for inadvertent switch closures. *Note: This applies to directional switches only.*

Dip	0 SEC	0.5 SEC	1.0 SEC	2.0 SEC
SW7	UP	DOWN	UP	DOWN
SW8	UP	UP	DOWN	DOWN

A Latching Feature is provided to produce the mouse button “Press and Hold” action, which is used for “DRAGGING” items on the screen or for pulling down menus. An adjustable time delay is incorporated into this Latching Feature to vary the length of time during which the switch must be pressed before latching will occur.

The DIP switches on the bottom of the Mouse Emulator allow this to be tailored to the individual.

LATCH DELAY:

Switches 9 & 10 control the amount of time the Left and Right Click Button must be held closed before it will Latch. Once the Latch is no longer required, press the “Right Click” or “Left Click” Switch for the same length of time as was done to activate it.

Dip	NO LATCH	1.0 SEC	2.0 SEC	4.0 SEC
SW9	UP	DOWN	UP	DOWN
SW10	UP	UP	DOWN	DOWN

CURSOR MOVEMENT OPTIONS:

Dip	THREE SWITCH	FOUR SWITCH	FOUR SWITCH	FIVE SWITCH
SW11	UP	DOWN	UP	DOWN
SW12	UP	UP	DOWN	DOWN

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How To Use Switches

THREE SWITCH:

To use as Three Switch -

Adjust DIP Switch 11 and 12 on the bottom of the unit to the "UP" position.

With the Three Switch, one switch controls "Up/Down", one switch controls "Right/Left" and one switch simulates the "Mouse Click" button action.

Plug a single switch into the port marked with the LEFT or RIGHT arrow. The first time the switch is pressed, the mouse will move in one direction. The next time the switch is pressed, it will move in the opposite direction.

Plug a single switch into the port marked with the UP or DOWN arrow. The first time the switch is pressed the mouse will move in one direction. The next time the switch is pressed, it will move in the opposite direction.

If access is required for the "Right" and "Center Click" - additional single switches must be added.

FOUR SWITCH:

To use as Four Switch -

Adjust DIP Switch 11 to "DOWN" position and the 12 Switch to the "UP" position. You may also adjust DIP Switch 11 to "UP" and Switch 12 to "DOWN" on the bottom of the unit.

With the Four Switch, one switch controls "Up/Down", two switches control "Right/Left", and one switch simulates the mouse button actions. (*Left, Centre & Right Click*)

Plug a single switch into the port marked with the UP or DOWN arrow. The first time the switch is pressed, the mouse will move in one direction. The next time the switch is pressed, it will move in the opposite direction.

Plug a single switch into ports marked "LEFT" and "RIGHT". Press the "LEFT" switch, the curser will move left. Press the "RIGHT" switch and the curser will move right.

If access is required for the "Right", "Center" and "Left Click" - additional single switches must be added.

FIVE SWITCH:

To use as Five Switch -

Adjust DIP Switch 11 and 12 to "DOWN" position on the bottom of the unit.

With the Four Switch Option - Plug a single switch into the ports marked UP, DOWN, LEFT and RIGHT.

If access is required for the "Right", "Center" and "Left Click" - additional single switches must be added.