

VOICEPAL LEVELS M17

INSTRUCTIONS

Please Read This Manual
Before Operating

Table of Contents

Introduction	3
Summary of Features	3
VoicePal Levels Diagram	5
Detailed Operating Instructions	6
Overview	6
Function Switches	7
Batteries	8
Message Configuration	8
Recording Messages	9
Playing Messages (Direct Selection)	10
Scanning Operation	10
Positive Scanning Selection (aka Auto Scanning)	11
Inverse Scanning Selection	11
Step Scanning Selection	11
Two-Button Scanning Selection	11
External Scanning LEDs/Motors	12
Nested Scanning Selection	13
Scanning with Visual Cues	14
Scanning with Auditory Cues	14
Standard Auditory Scanning	14
Cue Word Auditory Scanning	15
Recording Cue Words	15
Scan Speed	15
Sequential Messaging	16
Random Messaging	16
Delayed Activation	17
Selecting Levels	17
Join Levels	18
Relay Operation	18
External Speaker Jack	19
Shift Levels	19
Scan Speaker Jack	20
Overlays	20
Accessories	21
Troubleshooting	22

INTRODUCTION

The VoicePal Levels can record and playback up to 40 natural-voice messages for a total recording time of 17½ minutes. This recording time is divided among the four levels, allowing each level ¼ of the total recording time. Recording messages on one level will not affect the messages on the other levels. Messages can be activated in any of five ways: 1) Directly by the keypad on top of the VoicePal Levels, 2) Directly by plugging in external switches, 3) Through scanning input, both visual and auditory, 4) Sequential messaging and 5) Random messaging.

SUMMARY OF FEATURES

- *Configurable Record time of 17:26 (Long Play) or 8:44 (Short Play - better sound quality)*
- *Four levels*
- *Keyboard configuration 2, 3, 5 or 10 messages*
- *Delayed activation 0 or 2 sec*
- *Scan up to 10 messages (37 w/ Nested scanning)*
- *Visual cues & auditory cues*
- *Standard auditory scanning or cue-word scanning*
- *Select from multiple scan speeds*
- *No programming is required. Just set the switches to the desired position, and leave them. The factory setting is all switches in the OFF position.*

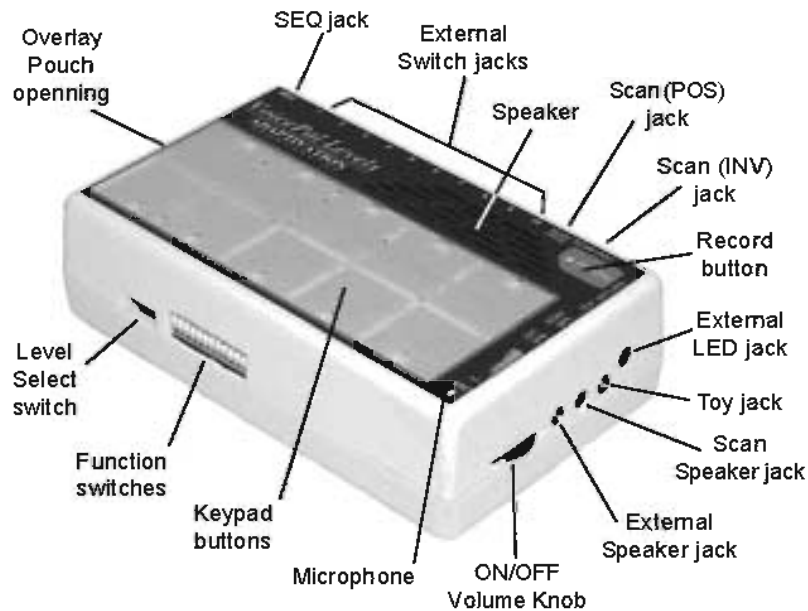
- *Compatible with easy-to-use external scanning LEDs or vibrating motors.*
- *The cause-effect relay (labeled "TOY") activates a toy or battery-operated device during message playback (messages #2 and #3 only).*
- *The LEDs on the keypad light up while a message is speaking. This visual feedback allows deaf users to know when the message is finished.*
- *During recording, the LEDs on the keypad light up, providing visual feedback of which message is being recorded. Also, the message is replayed to provide a convenient way of checking the new recording.*
- *The volume knob affects the sound level for both auditory scanning and for selected messages. The speaker volume can be set so that it is more quiet during auditory scanning than it is when selected messages are playing.*
- *There are three separate jacks for using scanning: SEQ, SCAN (POS) and SCAN (INV). Switches plugged into these jacks control five primary kinds of scanning: Sequential Messaging, Positive scanning (also known as Auto scanning), Inverse scanning (including Step scanning), Nested scanning and 2-Button scanning.*
- *SEQ controls Sequential Messaging. When the SEQ switch is pressed, a message will be played through the speaker. Each successive press of this switch will cause the next message in sequence to be played.*
- *The Randomize function is used in conjunction with a switch plugged into the SEQ jack. When the switch is pressed, a message is chosen at random.*
- *By enabling Join Levels, messages on Level 1 and on Level 2 will be concatenated allowing a sequence of up to 20 messages to be scanned. In the same manner, Level 3 and Level 4 will be paired, allowing another sequence of up to 20 messages.*
- *If the Shift Levels feature is enabled, then button 1 on the keypad (or a switch plugged into jack 1) will speak message 1 for the current level. It will also change the active level (Level 1 paired with Level 2, and Level 3 paired with Level 4), so that the next time any other button is pressed, the*

corresponding message on the paired level will be used.

- *Nested Scanning is similar to using Shift Levels except that all four levels can be accessed, and messages are accessed using an external scan switch.*

VOICEPAL LEVELS DIAGRAM

This diagram shows the VoicePal Levels with each of the major features identified.



DETAILED OPERATING INSTRUCTIONS

OVERVIEW

The VoicePal Levels provides a total of 17½ minutes of recording time in Long Play mode. In Short Play mode, there are 8¾ minutes of record time available. The trade-off between Long Play and Short Play is that Short Play has better sound quality. Recording time is divided among two, three, five or ten messages.

Message Duration (Short Play)		
# of messages	message duration	cue word duration
2	1:02	0:04
3	0:39	0:04
5	0:22	0:04
10	0:09	0:04

Message Duration (Long Play)		
# of messages	message duration	cue word duration
2	2:02	0:08
3	1:19	0:08
5	0:44	0:08
10	0:18	0:08

There are four main methods of selecting messages for playback: direct selection, scanning, sequential messaging and random selection. With direct selection, the ten front-panel buttons are used to select the desired message. Button-1 is in the upper left corner. Button-2 is the second one from the left on the top row and so on. Button-10 is in the lower right corner. There are ten jacks corresponding to Buttons 1 through 10 that accept either external switches or Adaptation's Taction Pads. Messages can be directly selected using these external switches in addition to the front panel buttons. Scanning capabilities are described later in this manual.

You can create your own symbol or picture overlays, and slip them in the VoicePal Levels pouch. Templates are provided for each configuration to help you position pictures and punch out holes in your overlays so the LEDs are visible. “LED” is short for light emitting diode. It refers to the small red lights on the VoicePal Levels.

FUNCTION SWITCHES

There are 12 Function switches (dip switches) on the VoicePal Levels, designated as **SW1** through **SW12**. These switches are used to configure various features on the VoicePal Levels.

The following chart contains Function switch settings and can be found on the back of your VoicePal Levels. This chart can be used as a quick reference guide to configure your VoicePal Levels.

Switch Number Description	Switch Position Function
1 Scan Volume	ON OFF Low High
2 3 Keyboard Configuration	ON ON OFF OFF ON OFF ON OFF 2 3 5 10
4 Randomize	ON OFF Enabled Disabled
5 Delayed Activation (sec.)	ON OFF 2-Sec 0-Sec
6 Level Shift / Nested Scan	ON OFF Enabled Disabled
7 8 Scan Speed - Vis. (Aud.) 2-Button Step - Vis. (Aud.)	ON ON OFF OFF ON OFF ON OFF 8(4) 4(2) 2(1) 1(0) 8(4) 4(2) 2(1) M(M)
9 Auditory Scan	ON OFF Enabled Disabled
10 Cue Word	ON OFF Enabled Disabled
11 Join Levels 1→2 & 3→4	ON OFF Enabled Disabled
12 Length of Play (mm:ss)	ON OFF 17:24 8:42

BATTERIES

The VoicePal Levels operates on four AA batteries. Alkaline or rechargeable NiMH batteries are recommended. Under normal use, alkaline batteries can be expected to last up to six months using direct selection.

MESSAGE CONFIGURATION

The VoicePal Levels can be configured to supply either two, three, five or ten messages, depending on the operator’s needs. If you wish to switch between 2, 3, 5 and 10 message modes, you should record new messages. For beginning operators, it may be necessary to configure the VoicePal Levels to supply only two messages. As the operator becomes proficient with two messages, the VoicePal Levels can be configured to supply three messages, then five, then ten.

TEN MESSAGES

SW2=OFF, SW3=OFF. Pressing Button 1 selects message one. Pressing Button 2 selects message two, etc.

FIVE MESSAGES

SW2=OFF, SW3=ON. Pressing button 1 or 6 selects message one. Pressing button 2 or 7 selects message two. Pressing button 3 or 8 selects message three. Pressing button 4 or 9 selects message four. Pressing button 5 or 10 selects message five.

THREE MESSAGES

SW2=ON, SW3=OFF. Pressing button 1 or 6 selects message one. Pressing button 3 or 8 selects message two. Pressing button 5 or 10 selects message three. The spaces between 1, 2 and 3 are intentional dead space.

TWO MESSAGES

SW2=ON, SW3=ON. Pressing button 1, 2, 6 or 7 selects message one. Pressing button 4, 5, 9 or 10 selects message two. The space between messages 1 and 2 is an intentional dead space.

Note: When switching between 2, 3, 5 and 10 message modes, it is best to rerecord the messages since the VoicePal Levels reconfigures its memory each time.

RECORDING MESSAGES

1. Press and hold the record button firmly. The Record LED will begin to flash. Continue holding the Record button until the Record LED goes solid (about three seconds), then release. The VoicePal Levels is now in record mode. **If the LED for button #10 is lit, press and immediately release the Record button to turn LED #10 off.** *Note: When LED #10 is lit, the VoicePal Levels will record cue words for auditory scanning, which is discussed later in this manual.*
2. Get ready to talk, then press and hold button-1. Speak clearly about 12 inches away from the VoicePal Levels microphone (MIC).
3. When you are done talking, release button-1. *Note: As long as you touch the button or external switch, the VoicePal Levels will be recording whether you are talking or not.* The message is automatically replayed to provide a convenient way of checking the new recording.
4. Repeat steps 2 and 3 to record other messages. The messages can be recorded in any order. Also you can rerecord any message without having to rerecord any other messages.
5. Press and hold the Record button firmly. The Record LED will begin to flash. Continue holding the Record button

until the Record LED goes out (about three seconds), then release. The VoicePal Levels is no longer in record mode.

PLAYING MESSAGES (DIRECT SELECTION)

1. Make sure the Record LED is not lit. If it is, press and hold the Record button until the Record LED turns off.
2. Make sure the volume knob is turned up.
3. Press button-1 on the keypad or external switch plugged into jack-1. The message will play.
4. Repeat step 3 with other keypad buttons or with other external switches.

Note: If a speaker is plugged into the External Speaker jack, sound will be heard on the external speaker rather than on the internal speaker. This external speaker should be a mono headphone or other speaker with a mono plug. If a stereo headphone or other speaker with a stereo plug is used, a mono-to-stereo adapter may need to be used, available at Radio Shack stores.

SCANNING OPERATION

Scanning allows the user to select any message with the touch of a single external switch. Two, three, five or ten-message scanning can be selected. Using the Join Levels or Nested Scanning features, you can scan across multiple levels. This allows you to scan up to 37 messages. These features are described later in this manual. Scanning is performed with two kinds of cues: visual and auditory. Visual cues are presented by the built-in LEDs in the keypad, and are always enabled. Auditory cues (recorded messages or cue words) can be enabled or disabled. Related to scanning is Sequential Messaging which is described later. There are several ways to select messages when using scanning: Positive scanning

selection, Inverse scanning selection, Step scanning selection, Nested scanning selection and Two-Button scanning selection.

*Note: In order for scanning to function, there must **not** be a switch plugged into the SEQ jack. Also, If a scan is started but the user doesn't make a selection, the VoicePal Levels will eventually stop the scan to save battery power.*

POSITIVE SCANNING SELECTION (AKA AUTO SCANNING)

The jack marked SCAN (POS) controls Positive scanning. When the switch plugged into SCAN (POS) is first pressed, scanning begins. To select the desired message, press the switch again when the corresponding LED is lit. The message will be played through the speaker.

INVERSE SCANNING SELECTION

The jack marked SCAN (INV) controls Inverse scanning. Scanning begins when the scan switch is pressed and held. When the switch is released, a message is selected. The message will be played through the speaker.

STEP SCANNING SELECTION

Scanning begins when the SCAN (INV) switch is pressed. Repetitively tapping the scan switch causes the VoicePal Levels to cycle through messages. To select a message, release the scan button for at least $\frac{3}{4}$ of a second.

TWO-BUTTON SCANNING SELECTION

If switches are plugged into both SCAN (POS) and SCAN (INV) then Two-Button scanning will be used. Two-Button scanning can be very useful for persons who are struggling with mastering the concept of scanning because it is

actually less cognitively loading than single-button scanning. There are two types of Two-Button scanning: 2-Button Auto scanning, and Two-Button Step scanning. Each is described below.

TWO-BUTTON AUTO SCANNING: Two-Button Auto scanning is much like Positive Scanning except that two buttons are used, one to initiate the scan, and the other to select the desired choice. To start, press and release the SCAN (POS) switch. This will cause the LED(s) for the first message to be lit. Scanning will proceed automatically at a speed determined by the Scan Speed switches **SW7 & SW8**. Note: Either (or both) **SW7 & SW8** must be ON for Two-Button Auto scanning to function.

TWO-BUTTON STEP (MANUAL) SCANNING: With Two-Button Step Scanning, aka Two-Button Manual Scanning, the speed of the scan is not controlled by the VoicePal Levels. Each time one switch is pressed, a new choice is presented. The other switch is then used to select the desired choice. To start, press and release the SCAN (POS) switch. This will cause the LED(s) for the first message to be lit. Each successive press of this switch will present the next message choice. When the desired message is reached, press the SCAN (INV) switch. This will cause the message to be played. **SW7 & SW8** must both be in the OFF position.

Note: If the switch in SCAN(POS) is pressed but a choice is not made [SCAN(INV)], the VoicePal Levels will wait 60 seconds, then discontinue the scan, to save battery power.

EXTERNAL SCANNING LEDs/MOTORS

External visual scanning is possible with the VoicePal Levels using the External Scanning LEDs. Objects such as

glasses, toys, utensils, large photos or symbols can be scanned by placing the three, large LED lights on the objects to facilitate very concrete scanning capability. The optional external LEDs correspond to messages 1, 2 and 3. These LEDs provide visual feedback in the same manner as the built-in LEDs. They are also used during scanning. The external motors provide tactile feedback in the same way that the LEDs provide visual feedback. The external LEDs (and motors) can be used with any keyboard configuration, however they function only with the first three messages.

NESTED SCANNING SELECTION

To enable Nested scanning, make sure **SW6=ON**. With Nested scanning, the position of the Scan Level switch is ignored; the VoicePal Levels forces level-1 active. Nested scanning should be used with a switch in the SCAN(POS) jack. Each scan will begin with level-1, message-1, and proceed as normal. If any message 4 through 10 is selected, the message will be played. If message-1 is selected, then scanning will automatically restart with level-2, message-1. Scanning will cycle on level-2 until the desired message is selected. In a similar manner, message-1 (on level-1) is paired with Level-3, and message-3 is paired with level-4. This hierarchical approach allows the care-giver or teacher to store different content of different levels, all accessible with a single, scanning switch.

***Note:** Nested Scanning will need to be used with Auditory cues because a visual overlay would be very cluttered and difficult to follow.*

SCANNING WITH VISUAL CUES

During visual scanning (**SW9=OFF**), there is an LED associated with each keypad button. These LEDs light up, indicating that the corresponding message can be selected. For example, in two-message mode, there are four LEDs lit at one time. LEDs 1, 2, 6 and 7 are lit when message 1 is presented, and LEDs 4, 5, 9 and 10 are lit when message 2 is presented.

SCANNING WITH AUDITORY CUES

To enable Auditory Scanning, make sure **SW9=ON**. There are two types of auditory scanning: standard (**SW10=OFF**), and cue-word (**SW10=ON**).

The volume knob affects the sound level for both auditory scanning and normal message play. The volume can be set so that it is more quiet, (**SW1=ON**), during auditory scanning than it is when a selected message is playing.

***Note:** If a speaker is plugged into the Scan Speaker jack, then auditory scanning will be heard on the external scan speaker rather than on the internal speaker. This external speaker should be a stereo headphone or other speaker with a stereo plug. If a speaker with a mono plug is used, a stereo-to-mono adapter must be used, available at Radio Shack stores.*

STANDARD AUDITORY SCANNING

With standard auditory scanning (**SW9=ON & SW10=OFF**), each message is presented as a cue through the main speaker or privately through a headphone or pillow speaker. The headphone or pillow speaker plugs into the jack marked SCAN SPK. When the operator hears the desired message, he or she can then select it using the external scan switch. The message will then play over the main speaker. The LED(s) illu-

minate during scanning as each message plays.

CUE WORD AUDITORY SCANNING

With cue word auditory scanning (**SW9=ON & SW10=ON**), each message has a separate cue word or phrase associated with it. When a scan is started, each cue word plays through the main speaker or privately through a headphone or pillow speaker. When the user hears the desired cue word, he or she can then select it using the external scan switch. This will cause the entire message associated with the cue word to play over the main speaker. The LED(s) illuminate during scanning as each cue word plays.

RECORDING CUE WORDS

1. Press and hold the record button. The Record LED will flash. Continue to hold the Record button until the Record LED goes solid (about three seconds), then release. The VoicePal Levels is now in record mode. Momentarily press the Record button once and LED #10 lights up. When LED #10 is on, the VoicePal Levels will record cue words. When it is off, it will record standard messages.
2. Record cue words the same way you recorded messages as described in the "Recording Messages" section.
3. If you want to rerecord the actual messages, press the Record button once and LED #10 will turn off. You may now record actual messages.
4. Turn the Record LED off by pressing and holding the Record button. The Record LED will flash. Continue holding until the LED goes out, then release.

SCAN SPEED

One of four speeds can be selected. Refer to the table on page 7 to adjust scan speeds. When using Visual cue scanning, the scan speeds available are 1, 2, 4 and 8 seconds. When using Auditory cue scanning, the inter-message pauses available are 0, 1, 2 and 4 seconds. For Two-Button Auto Scan-

ning speeds available are 2, 4 and 8 seconds for visual cues, and 1, 2 and 4 seconds for Auditory cue. If **SW7=OFF & SW8=OFF**, then Two-Button *Manual* Scanning will apply.

ADDITIONAL FEATURES

SEQUENTIAL MESSAGING

The SEQ jack controls Sequential Messaging (**SW4=OFF**). When the switch plugged into the SEQ jack is pressed, a message will play through the speaker. Each successive press of this switch will cause the next message in sequence to be played. To reset Sequential Messaging so that it begins with a given message, press the keypad switch corresponding to that message. If a switch is also plugged into SCAN (POS), then pressing that switch will cause the last message to be repeated. If a switch is also plugged into SCAN (INV), then pressing that switch will cause the previous message to be played.

Note: Sequential messaging overrides Positive, Inverse, Nested and 2-Button scanning. To use any of these other methods of scanning, make sure that there is not a switch plugged into the SEQ jack.

RANDOM MESSAGING

The Randomize function (**SW4=ON**) is used in conjunction with a switch plugged into the SEQ jack. When the switch is pressed, a message is chosen at random. It is very useful in many activities where the special needs child chooses teammates, plays rock-paper-scissors or rolls dice for a game. The message chosen is a function of the keyboard configuration. If the keyboard is configured for two messages, then one of the two messages will be chosen at random. If the keyboard is

configured for ten messages, then one of the ten messages will be chosen at random.

Note: When Randomize is enabled (SW4=ON), Sequential Messaging (SW4=OFF) is disabled.

DELAYED ACTIVATION

Typically when a keypad or external switch is pressed, the corresponding message plays back immediately. A 2-second delay can be added (SW5=ON). This means the keypad button or external switch must be held down for 2 seconds before a message plays. This is particularly helpful for two reasons. First, in the case of Taction Pads attached to objects, the user has time to feel each object to identify if it is the one of choice. When the desired object is found, the person holds his or her hand on it for 2 seconds. Delayed activation is also helpful if a person drags his or her hand across the keypad before reaching the button of choice. A message will play only if the person's hand stays on the button for 2 seconds. Delayed activation has no effect in Record mode.

SELECTING LEVELS

The Level Select switch (slide switch next to the Function switch) has four, labeled positions, one for each of four levels. Each level on the VoicePal Levels is used to record messages, independent of the other levels. Each level is allocated $\frac{1}{4}$ of the total speech capacity of the VoicePal Levels. Therefore, each level has a speech capacity of 4:22 for Long Play or 2:11 for Short Play. When directly selecting messages or using any scanning feature (including Sequencing or Randomizing), the scan will take place on the level specified by the Level Select switch. There are three features that allow the user to access multiple levels without actually changing the Level Select switch, Level Shift, Nested Scan and Join

Levels. These features are described in other parts of this manual.

JOIN LEVELS

For all the types of scanning discussed previously in this manual, scanning is limited to any one level. That is, when the highest message is reached, scanning will continue with message-1 of that same level. By enabling Join Levels, (SW11=ON), scanning will not resume with message-1 of the same level. It will instead resume with message-1 of its paired level. Levels 1 & 2 are paired, and levels 3 & 4 are paired. When the highest message is reached on the paired level, scanning will resume with message-1 of the original level. This effectively daisy-chains the two levels together, allowing up to 20 messages to be scanned. A useful application of this feature would be to use Sequential messaging to 'read' an adapted book that was too long to fit on a single level. With the Join Levels feature, one could adapt two books, each up to 20 pages long. One book would be recorded on levels 1 & 2, while the other book would be on levels 3 & 4.



RELAY OPERATION

The VoicePal Levels has one internal relay that acts as a switch to turn battery-operated devices on and off. The relay

activates during messages 2 & 3 and works with any mode (direct selection, external switches, scanning and sequential messaging). The relay activates devices during the time that the message is playing.

Plug in the device which you intend to activate into the jack marked TOY. This jack accepts a standard 1/8" (3.5mm) plug. The toy will activate for the duration of the message. Environmental control units such as the FreeSwitch, FreeHand and Linkswitch (shown below) can be used to provide latching or timing capabilities.

EXTERNAL SPEAKER JACK

This jack allows you to attach an external speaker. It may be an amplified speaker or PA system for situations where very loud volume is needed, or a set of mono headphones when a quiet message is needed. The VoicePal Levels' main speaker will automatically shut off when an external speaker is used.

Note: The external speaker should be a mono headphone or other speaker with a mono plug. If a speaker with a stereo plug is used, a mono-to-stereo adapter, available at Radio Shack stores, may be needed.

SHIFT LEVELS

To enable the Shift Levels feature (**SW6=ON**). This feature is only applicable for directly selecting messages. If Shift Levels is enabled, then button-1 on the keypad (or a switch plugged into jack-1) will do more than activate message-1. Pressing button-1 will change the active level, so that the next time another button is pressed, the paired level will be used. Levels 1 & 2 are paired, and levels 3 & 4 are paired. Messages on both level-1 and level-2 (or both level-3 and level-4) can be directly accessed. This allows up to 18 messages to be directly selected either with the keypad buttons or with

external switches. A practical application of this feature would be to record common greetings and phrases on level-1, and personal care requests on level-2.

SCAN SPEAKER JACK

This jack allows you to attach a stereo headphone or other external speaker with a stereo plug. Using a headphone or pillow speaker allows the user to privately hear auditory cues when scanning. When the desired message is selected, it will play on the main speakers.

*Note: This external speaker should be a stereo headphone or other speaker with a stereo plug. If a speaker with a mono plug is used, a stereo-to-mono adapter, available at Radio Shack stores, **must** be used.*

OVERLAYS

The VoicePal Levels has a built-in pouch which enables you to easily slide in custom overlays with pictures or symbols. Included with the VoicePal Levels are templates for the 2, 3, 5 and 10-message modes. These templates also have punch-outs for the scanning LEDs. BoardMaker from Mayer-Johnson is a popular program which allows you to make custom overlays with many symbols from which to choose. If you have Boardmaker, pre-sized templates are available. Use the following steps to open Adaptation templates.

1. Open Boardmaker.
2. Under File menu, Open.
3. Open the Pre-made folder.
4. Open the folder named "Adaptiv."
5. Choose the template you wish to use.

ACCESSORIES

KEY GUARDS

The VoicePal Levels has Key Guards available to help the operator zero in on the desired keypad button. The keyguard helps prevent inadvertent activation of the keypad. Keyguards are available in 2, 3, 5 and 10-message formats.

CARRY CASE

The VoicePal Levels has a custom designed carry case available to help protect it from bumps, spills and other hazards. The carrying case can be hung over the shoulder, or worn around the waist to provide easy access.

NOTES

TROUBLESHOOTING

Voice Pal Levels records but does not play back.

Is the volume turned up?

Are the batteries installed correctly?

Batteries may be too low. Try new ones.

If an external speaker is used, does it work?

Is Delayed Activation being used? If so press the button for the required length of time.

Is the VoicePal Levels programmed for 2 or 3 message mode? Keep in mind that some keypad buttons and corresponding external switch jacks are intentional dead spaces and won't activate messages.

VoicePal Levels will not go into RECORD mode.

Firmly press the record button for two to three seconds until the flashing Record light comes on solid, then release.

Make sure the batteries are fresh.

Make sure the ON/OFF Volume switch is on.

The VoicePal Levels will not go into Record mode until the message currently playing ends.

You can get into record mode but messages won't record.

Are you holding down the keypad button or external switch while speaking your message to be recorded?

Are you in 2 or 3 message mode? These modes have intentional dead spaces and will not record in those areas.

Release the Record button after the Record LED comes on. Do not press the Record button and the keypad buttons at the same time.

Are you recording cue words or standard messages?

When LED 10 is on while in record mode, you will be recording cue words.

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

Messages are quiet or have too much background noise.

Speak clearly and loudly, 6 to 12 inches away from the microphone.

Batteries may be too low.

Are you near a source of electrical noise, such as power lines, automobiles, electrical motors or air conditioner? If so, increase the distance of the VoicePal Levels from these sources.

While using relays, you hear the relay clicking but the battery-operated device does not turn on.

Is your battery-operated device turned on?

Are the batteries fresh in the battery-operated device?

Does the device work if you plug a conventional switch directly into it?

Did you plug the battery-operated device into the correct jack?

Auditory scanning is not working.

Make sure SW9=ON.

Make sure the volume knob is turned up.

The VoicePal Levels appears to be “dead” after replacing the batteries.

Whenever installing new batteries, always wait at least 30 seconds after the old batteries have been removed. If your device does seem to be “dead”, remove the batteries. Turn the power knob ON. Press the record button and release. Wait 30 seconds. Turn the power knob OFF. Replace the batteries, turn the power knob back on, and the VoicePal Levels will now work.

More On Nested Scanning

Nested Scanning is a bit more complex than other forms of scanning, so this flyer was created to show an example application of this form of scanning. Following are the steps required to set up a Voice Pal Levels M17 with a Nested Scanning application. Level-1 has commonly used messages, level-2 has food items, level-3 has personal care requests, and level-4 has messages related to the user's interests and hobbies. Each of these messages can be accessed with the use of a single, external scanning switch. Included is a graphical representation of how this set-up will look.

- Set up your VoicePal Levels M17 for Auditory Cue-Word scanning (SW9 & SW10 = ON).
- Record messages and cue words for:
 - Level 2 (food items)
 - Level 3 (personal care)
 - Level 4 (hobbies and interests)
- Record Level 1 messages and cue words:
 - Message 1 ("Food Items")
 - Message 2 ("Personal Care")
 - Message 3 ("Football & Hunting")
 - Messages 4-10 (common conversational words, "Yes," "No," "Reposition Me," etc.)
- Scans will begin with level-1, message-1, and proceed to message-2 then message-3, etc. If message-1 is selected, scanning will automatically continue with level-2, message-1. The user can then select the desired level-2 message when it is presented. After the message is played, scanning will stop.
- If a message 4 through 10 (level-1) is selected, the recorded sound for that message will be played, and scanning will then stop.

