

## INSTRUCTIONS

# AActivity II

### Communicator and Musical Instrument

### Pack Contents

Carefully check the contents of the box, which are:

- **AActivity unit**
- **Universal Power Supply**
- **Toy cable**
- **These instructions**
- **Laminated Content Card**



## Product Description

The **AActivity Communicator & Musical Instrument** is a highly versatile communicator and musical device with eight buttons, eight record and playback Levels and up to eight minutes of recording time.

**AActivity** also benefits from 64 pre-recorded, language-agnostic sounds arranged in eight categories. The unit supports versatile single or two-switch scanning if the user is unable to use the eight built-in buttons, and it can also be used with SimplyWorks wireless switches in a variety of ways. Auditory scanning is supported by means of either beeps or short preview clips.

Selecting the Freestyle Music activity allows the unit to be used as a single octave piano or rock guitar, whereas selecting the Music Scanning activity allows the user to play one of sixteen well-known songs by following the scanning lights. Once a user has completed a particular song they are then rewarded with the song being played back by **AActivity** at normal tempo.

Story Maker activity allows pre-recorded sounds to be used together your own recordings to allow realistic sound effects to be added to a story, helping make the story come alive.

**AActivity** has a powerful built-in 3-Watt loudspeaker and is powered by a plug-in universal power supply (supplied). A rotary volume control at the rear of unit allows the volume to be set at the required level for any situation.

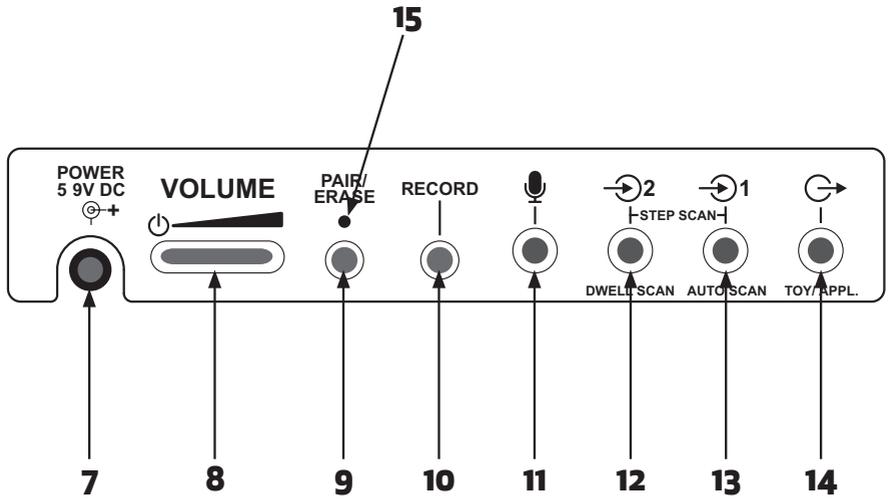
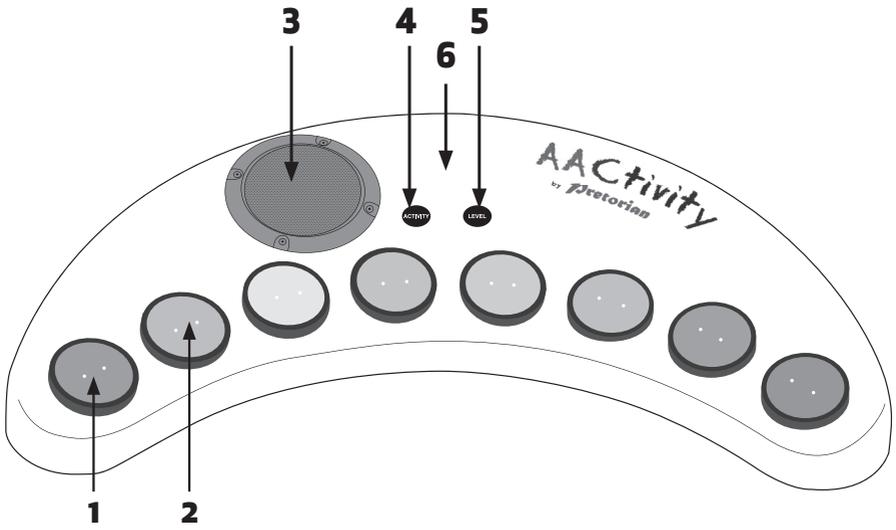
An output is provided via a 3.5mm socket to allow toys or appliances to be controlled by selected messages. A further 3.5mm socket allows a hand-held microphone to be used in preference to the built-in microphone (not supplied), which can add a new dimension to the record and playback activity.

All messages, whether recorded, pre-recorded or announcements, are stored in an interchangeable memory, allowing different content packs to be made available for differing markets or differing age/ability groups. Please discuss your requirements with Pretorian.

# Features

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- **Eight buttons for ease of access to multiple messages.**
- **Eight minutes of recording time across eight levels.**
- **64 pre-recorded sounds arranged in 8 categories:**
  - o **Animal sounds**
  - o **Modes of transport**
  - o **Musical Instruments**
  - o **Loud sounds**
  - o **Indoor sounds**
  - o **Outdoor sounds**
  - o **Emotions**
  - o **Miscellaneous sounds**
- **Freestyle Music activity turns device into a single-octave piano or rock guitar.**
- **Music Playback activity plays one of sixteen well known songs.**
- **Story Maker activity allows pre-recorded sounds to be used together with your own recordings, allowing realistic sound effects to be added to a story.**
- **Supports single and two-switch scanning. Optional auditory scanning, either by means of beeps or short preview clips.**
- **Toy output (unit also supports wireless toy output via the SimplyWorks ecosystem).**
- **External microphone socket.**
- **Very high-quality sound via 3-Watt internal loudspeaker.**



# Powering your AACtivity

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Choose the correct pin module from the selection in the power supply carton according to the country you are in and couple it to the corresponding socket on the power supply until you hear it click into place. Then plug it into an available wall socket and plug the cable into the power socket [7] on the rear of your **AACtivity** unit. Turn on the power to the unit by turning the volume control [8]. Your **AACtivity** unit is now ready for use.

## Choosing an Activity

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You will first need to select the activity you would like to use from the following list:

- 1 Record and Playback
- 2 Pre-Recorded Sounds
- 3 Freestyle Music
- 4 Music Scanning
- 5 Music Playback
- 6 Story Maker

Press the Activity button [4] once and one of LEDs [2] will light to indicate the current activity. If it is not the activity you require, press the Activity button repeatedly until the correct LED lights. After a few seconds the LEDs go out and the unit announces the new activity.

The following sections describe how to use each activity in turn:

## Record and Playback

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The unit has approximately eight minutes of recording time on eight Levels. To select the Level for both record and playback, press the Level button [5] and one of LEDs [2] will light to indicate the current Level. If you wish to move to a different Level, press the Level button repeatedly until the correct LED lights. After a few seconds the LEDs turn off and the unit announces the new Level.

To record new messages on the current Level, first press and hold the Record button [10] until all eight LEDs light. Now press and hold button [1] onto which you would like to make a recording and after the beep, speak into the built-in microphone [6]. Speak clearly at a distance of about 15cm (6") from the microphone for best results. Be sure not to speak before the beep has completed (although if you intend to use auditory scanning using preview clips, please make sure you speak as soon as the beep has finished, otherwise the preview clip will be silent).

Continue to hold the button for the whole message and for at least 0.5 seconds afterwards to ensure it is not cut short. The new message replaces any that may have been recorded on this particular button and Level. Messages associated with this button on other Levels are unaffected.

You may record messages on any of the other buttons in the same recording session. If you wish to move to another Level while in the same recording session, simply press the Level button [5] repeatedly until the correct Level LED is lit and then carry on recording once the new level has been announced.

Once you have finished recording, press the Record button [10] briefly to exit recording mode and the messages may now be played back by pressing any of the eight message buttons. You may change Level at any time to listen to recordings on other levels by pressing the Level button [5]. Note that any message may be ended early by briefly pressing the Activity button [4].

This activity also supports scanning via wired or wireless switches- see Switch Scanning section.

# Deleting Messages

Whilst in recording mode, you may delete all the messages on the current Level by pressing the Pair/Erase button [9] briefly. The unit responds by announcing when the erase operation is complete.

Furthermore, you may delete all the recordings on all Levels using the Erase All facility: While in recording mode, press and hold the Pair/Erase button [9] and after a few seconds the unit will request that you press again to confirm. You should only do so if you are certain you wish to delete all eight messages on all eight levels AND all eight Story Maker messages. Otherwise, press any other button or simply wait a few seconds to cancel.

You may only delete messages while in recording mode.

## Pre-recorded Sounds

**AACTivity** contains 64 pre-recorded sounds which are separated into eight themed Levels:

- 1 Animals
- 2 Modes of Transport
- 3 Musical Instruments
- 4 Loud Sounds
- 5 Indoor Sounds
- 6 Outdoor Sounds
- 7 Emotions
- 8 Miscellaneous Sounds

The list of themes is also given on the rear of the unit- please refer to it to check that your **AACTivity** doesn't have a different set of pre-recorded sounds (for example where the memory device has been changed).

First select the theme you would like to use by pressing the Level button [5]. One of LEDs [2] will light to indicate the current Level. If you wish to move to a different theme, press the Level button repeatedly until the correct LED lights. After a few seconds the LEDs turn off and the unit announces the new theme.

Now listen to the sounds by pressing the individual message buttons [1]. A full list of the sounds in each theme is supplied with your **AACTivity** unit as a separate document and may also be downloaded from the Pretorian website.

Pre-recorded sounds cannot be deleted or over-recorded under any circumstances so the Record and Erase buttons [9, 10] have no effect in this activity.

Any pre-recorded sound may be ended early by briefly pressing the Activity button [4], although none are more than a few seconds in length.

Note that the Level for Record/Playback and the theme for Pre-Recorded sounds are set independently. Both are retained in the device's memory and are recalled each time the unit is powered on.

This activity supports scanning via wired or wireless switches- see Switch Scanning section.

## Freestyle Music

When the unit is placed into this activity the buttons become a simple musical instrument- either a piano or a rock guitar. By default, the piano is selected. If you would like to change to the rock guitar, press and hold the Activity button [4] while you are in the Freestyle Music activity. Follow the same procedure to change back. Button 1 is C4 (middle C) rising in whole tones to button 8 which is C5. There are no sharps and flats available in this mode, i.e. there are only white notes – no black notes.

The Record and Erase buttons [9, 10] have no effect in this mode.

This activity supports scanning via wired or wireless switches- see Switch Scanning section.

# Music Scanning

This activity allows the user to play one of at least 16 pre-recorded songs simply by following the scanning LEDs (some content packs may have up to 32 songs- please enquire). All songs are arranged in banks of 8 and each bank follows a theme. Please refer to the laminated content card which your **AACTivity** was supplied with for exact details, as the content varies by language and geographic location. If you should lose your laminated content card, a new one can be created by following the QR code on the back page of these instructions and downloading the relevant document in 'Support Documents'. Once they have played it through to the end the user receives a 'reward' by way of a cheer and the whole song then plays through automatically at the correct tempo. The toy output is always energised during the cheer and subsequent playback as an alternative (or additional) reward.

To begin the exercise, first choose the song bank you require. With the unit already set to Music Scanning activity, press and hold the Activity button [4]. One beep indicates the unit has switched to bank number 1 whereas two beeps indicates bank 2. By default, the unit is set to song bank 1. In many markets these are 'Younger Years' and 'Seniors' respectively, but your laminated content card will tell you exactly.

Now select the song you would like to play from the content list by pressing the Level button [5] until the correct LED lights. The list of songs is

also given on the rear of the unit, but please keep in mind that it could be incorrect if you change content pack.

Please note that you can also select which instrument the song is played with – either piano or rock guitar- although this setting must be made with the unit in Freestyle Music activity. Please see above for how to achieve this.

Once you have chosen the required song, press any of the eight buttons [1] to begin the activity. One LED [2] lights on the button which must be pressed first. Pressing any other button has no effect. When the correct button is pressed the correct note will be heard and the LED adjacent to the next button lights. The user is guided through the song until it is complete, after which the reward sequence starts.

Song scanning or the reward sequence may be ended prematurely by briefly pressing the Activity button [4]. The Record and Erase buttons [9, 10] have no function in this activity.

Once the reward sequence is complete you can either choose a different song using the Level button [5] or re-play the current one by pressing any button [1]. Note that scanning using SCAN and/or SCAN2 sockets, or via wireless switches is not permitted during this activity since the scanning LEDs are used to indicate the next note.

# Music Playback

In this activity, any song may be played through completely on buttons 1- 8 [1]. To begin the exercise, first choose the song bank you require. With the unit already set to Music Playback activity, press and hold the Activity button [4]. One beep indicates the unit has switched to bank number 1 whereas two beeps indicates bank 2. By default, the unit is set to song bank 1. In many markets these are 'Younger Years' and 'Seniors' respectively, but your laminated content card will tell you exactly.

Please note that you can also select which instrument the song is played with – either piano or rock guitar- although this setting must be made with the unit in Freestyle Music activity. Please see above for how to achieve this.

Then simply press any button [1] to hear the chosen song play though. Any song may be ended prematurely by briefly pressing the Activity button [4]. The Record and Erase buttons [9, 10] have no function in this activity.

This activity supports scanning via wired or wireless switches- see Switch Scanning section.

# Story Maker

Story Maker is a unique activity that allows you to add pre-recorded sounds to your own recordings to create stories with realistic sound effects, helping them to come to life. It allows any one of the eight messages to be constructed as follows:

- A pre-recorded sound followed by your own recording, or
- Your own recording followed by a pre-recorded sound, or
- Just a pre-recorded sound, or
- Just your own recording.

This activity has its own recording space, so it does not affect any recordings made in Levels 1-8 of Record & Playback activity, although it does contribute to the 8 minutes of overall recording time.

If you are new to **AACTivity**, it is recommended that you gain familiarity with the other activities before attempting to use this one.

To record a story, first make sure the unit is in Story Maker activity (activity number 6) and you have your laminated content card available. Then press and hold Record and all 8 LEDs [2] light. Now decide on the structure of the message and proceed as directed in Table 1:

Required structure	Example	Action
Pre-recorded sound, then your own recording	"<Meow> said the cat"	Follow Sequence A
Your own recording, then a pre-recorded sound	"The cat said <meow>"	Follow Sequence B
Just a pre-recorded sound	<Meow>	Follow Sequence A but record a short period of silence at item 5.
Just your own recording	"Hello world"	Follow Sequence B step 1 and then skip to step 5.

## Sequence A

1. Choose the button [1] you'd like to record onto by pressing it briefly. Its LED remains lit and all the others go out.
2. Refer to the laminated content card to find the pre-recorded message you'd like to use, noting its Level and its message number. In our example, <meow> is Level 1, message 1.
3. Press the Level button [5] repeatedly to choose the Level number, noting that the button you're recording it onto remains lit, although dimly, as a reminder.
4. Now choose the specific message by repeatedly pressing Activity [4]. The LEDs show you which message you've selected.

5. Now add your own message: "said the cat". Press and hold the dimly lit button and speak into the microphone, as usual. Release the button when you're done. If you only want a pre-recorded sound, record a short passage of silence here (remembering that messages must be at least 0.5 seconds in length to be registered).
6. Once complete, all the buttons light as an indicator that you can move on to another button.

## Sequence B

1. Choose the button [1] you'd like to record onto by pressing it briefly. Its LED remains lit and all the others go out.
2. Press and hold the illuminated button and speak into the microphone: "The cat said". Release the button when you're done.
3. Refer to the laminated content card to find the pre-recorded message you'd like to use, noting its Level and its message number.
4. Press the Level button [5] repeatedly to choose the Level number, noting that the button you're recording it onto remains lit, although dimly, as a reminder.
5. Now choose the specific message by repeatedly pressing Activity [4]. The LEDs show you which message you've selected.
6. Finally press the dimly lit button and all the buttons light as an indicator that you can move on to another button.

Once you've recorded all the messages you need, press Record briefly to leave recording mode.

If you need the toy output to be assigned to any button, press the Activity button briefly while speaking into the microphone, as usual. During playback, the toy output will be energised for the full duration of the pre-recorded sound and your own recording, no matter which order they are in.

You can re-record any message within the story at any time by following these instructions. Alternatively, you can erase the entire story by briefly pressing Pair/Erase while in Record mode.

This activity supports scanning via wired or wireless switches- see Switch Scanning section.

Here is an example story which uses all 8 buttons that we used:

1. <Alarm Clock Level5/Msg4> The children woke up when the alarm clock rang.
2. They got up quickly, had breakfast and brushed their teeth. <Tooth Brushing Level8/Msg1>.
3. Mum and Dad opened the door <Door Opening Level5/Msg2>
4. <Walking on gravel Level6/Msg3> They all walked along the gravel drive and waited at the bus stop.
5. Soon the bus arrived and they all climbed excitedly aboard <Bus Level2/Msg3>.
6. After a short journey they arrived at the seaside <Seaside Level6/Msg8>.
7. Everyone had a lovely time until the clouds rolled in and the first crash of thunder was heard <Thunder Level4/Msg6>.
8. Then, a little wet, they caught the bus home and when they arrived, they made a nice cup of tea. <Kettle Boiling Level5/Msg6>.

# Switch Scanning

**AACtivity** has three switch scanning modes for users who have difficulty using the eight built-in buttons [1]:

- 1 Single-Switch Auto-Scanning
- 2 Single-Switch Dwell-Scanning
- 3 Two-Switch Step-Scanning

Scanning may be used with any activity except Music Scanning (which is because the scanning LEDs are used to indicate the next note with this activity). Switches may either be wired or wireless- see next section for wireless switch use.

The following sections describe how to use each of the three scanning modes with wired switches:

## Single-Switch Auto-Scanning

Plug a single switch into the socket marked SCAN1 [13] and ensure the unit is set to an activity which supports scanning. Also ensure that no switches are plugged into SCAN2 [12]. Press the switch on SCAN1 once and the scanning sequence begins. Each LED is lit in turn starting with 1 and ending with 8 after which scanning returns to LED 1 and so on. The Dwell Time between each scan may be set according to individual user's requirements- see below.

When the LED [2] on the required button is lit, press the switch again and that recording, pre-recorded sound, note or song will play (depending on the chosen activity). If no recording has been made for that location in Record/Playback mode, the device simply carries on scanning.

Once playback is complete, scanning re-commences automatically from where it left off. You can still use the Level button [5] to change the level or song that is being accessed, where applicable.

Once auto-scanning is started, if the switch on SCAN1 is not pressed, scanning will continue until ten full scans of all 8 buttons has completed and will then stop. It will re-commence when the switch on SCAN1 is next pressed. This prevents the unit scanning unnecessarily when not attended, which can prove tiresome if auditory scanning is enabled.

## Single-Switch Dwell-Scanning

Plug a single switch into the socket marked SCAN2 [12] and ensure the unit is set to an activity which supports scanning. Also ensure that no switches are plugged into SCAN1 [13]. Press the switch on SCAN2 as many times as necessary to light the LED on the required button [1]. After a period equal to the Dwell Time, if no further scanning has taken place, the recording, pre-recording, note or song associated with that button is played (depending on the chosen activity).

Once playback is complete the user may scan to another position by repeating the process described above. You can still use the Level button to change the level or song that is being accessed, where applicable.

# Two-Switch Step-Scanning

Plug switches into the sockets marked SCAN1 [13] and SCAN2 [12] and ensure the unit is set to an activity which supports scanning. The switch attached to SCAN2 is the scanning switch and the switch in SCAN1 plays the recording, pre-recording or song currently indicated by the LEDs (depending on the chosen activity). Use SCAN2 to advance the LEDs and then SCAN1 to play.

You can scan to the next item while the current one is being played back but it cannot be played until the current one has completed (although a short press on the Activity button [4] can be used to end playback early if required). You can also still use the Level button to change the level or song that is being accessed, where applicable.

## Auditory Scanning

Irrespective of which switch scanning mode you use, scanning may be either:

- Visual only, using the LEDs [2] on each button
- Visual and Auditory, using beeps, or
- Visual and Auditory, using short preview clips.

By default, visual only scanning is selected. If you wish to use Auditory Scanning, press and hold the Activity button [4] while in Record & Playback, Pre-Recorded Sounds or Story Maker activities (even if you are intending to use a different activity). Two beeps indicates auditory scanning using beeps and three beeps is for auditory scanning using preview clips. A further long press results in one beep, which indicates visual only scanning.

When auditory scanning using beeps is enabled, the beep associated with button 1 has a higher tone than the others, which is useful for visually impaired users.

When auditory scanning using preview clips, the first 0.75 seconds of the recording, pre-recorded sound, or musical note is played.

Note that when recording your own messages for auditory scanning, it is important to speak into the microphone as soon as the recording beep ends, otherwise the preview will be a period of silence.

## Dwell Time

The Dwell Time is used to set the time between successive steps when Single-Switch Auto-Scanning and also the dwell time before playback in Single-Switch Dwell-Scanning. It has four settings, as shown in Table 2 and the factory default setting is 1 second.

To view the current setting, press and hold the Level button [5] until one of the LEDs lights. If LED 1 is lit, this indicates a setting of 1 second and if LED 4 is lit, this indicates a setting of 4 seconds. To change the setting, press the Level button repeatedly while the LEDs [2] are lit. After a few seconds with no further changes, the LEDs go out and the setting is saved. The Dwell Time setting is recalled from memory at power on.

LED	Dwell Time
1	1 sec (default)
2	2 sec
3	3 sec
4	4 sec

Table 2:  
Dwell Time settings

# Using SimplyWorks Wireless Switches

The wired switches used for scanning may be replaced with SimplyWorks wireless switches. The wired switches have priority, so if you intend to use wireless switches, please ensure that no wired switches are plugged into SCAN1 [13] or SCAN2 [12].

Before you can use SimplyWorks switches with **AACTivity** you first need to pair them together. **AACTivity** can support up to six wireless switches simultaneously, which may prove useful in allowing multiple switch scanning access for group activities, for example.

To pair a SimplyWorks switch with **AACTivity**, first make sure the unit is not in Record mode (indicated by all eight LEDs [2] being lit). Press Pair/Erase [9] briefly and the Pair LED [15] will start to flash. While it is flashing press the Pair button on the Wireless Switch. The two devices will then establish a connection which takes a few seconds, during which time the segments of the display on the wireless switch will flash in a rotating pattern. Once the process is complete the Pair LED on **AACTivity** will light steadily for a few seconds to indicate success and the display on the wireless switch will show 'P'. The units are now paired but it is still necessary to decide what you would like the switch to do. There are several options, as listed in Table 3:

Function	Outcome
1-8	Plays recording, pre-recording or song number 1 through 8.
C	Auto-Scan
D	Dwell Scan
E	Step Scan (for Two-Switch Step Scanning)
F	Select (for Two-Switch Step Scanning)

Table 3:  
Wireless Switch Settings

To set the appropriate function on the wireless switches, press the Function button on the switch and observe the current setting on the display. If you need to change it, keep pressing (or press and hold) the Function button until the correct digit/letter is displayed. Once the display goes out, the setting is saved and becomes current.

None of the functions other than those listed in the above table have any effect on **AACTivity**.

As well as using wireless switches from the SimplyWorks range, any wired switch can be made wireless by plugging it into SimplyWorks Send. Setting up is exactly as described above.

Whenever **AACTivity** receives information from a device with which it is paired, the Pair LED flashes briefly, which can sometimes be useful in identifying which switches are currently paired.

Note that it is possible to erase all previous pairing information by pressing and holding Pair/Erase [9] (first making sure you are not in Record mode). The Pair LED [15] will flash rapidly to indicate that the pairing information for all switches is being erased.

## Toy Output

The Toy Output [14] can be used to create a 'reward' or to create a particular effect in the Record/Playback and Story Maker activities. Any message on any Level can be made to turn on the Toy Output for the duration of the message, allowing some messages to turn on the Toy Output while others do not. To register a particular message for a toy output, briefly press the Activity button [10] while recording the message. That message will then always turn on the Toy Output for its full duration during playback until erased or over-recorded. Other messages will not activate the Toy Output.

Note that in Music Scanning activity, the toy output is always turned on during the cheer and subsequent playback as an additional, or alternative, reward.

None of the other activities make use of the toy output.

# External Microphone Input

An external microphone may be plugged into socket [11] as an alternative to the internal microphone, the latter being disabled whenever an external microphone is plugged in.

An external microphone can bring a new and fun dimension to activities with some users since they can record their own messages and play them back, perhaps as part of a group activity. They'll think they are rock stars!

## Long Presses on Activity button

This table provides a useful reminder of the function of the Activity button in all activities:

Activity	Effect of long press of Activity button [4]
1 (Record & Playback)	Changes Visual/ Auditory scanning mode
2 (Pre-Recorded Sounds)	Changes Visual/ Auditory scanning mode
3 (Freestyle Music)	Changes instrument (piano or rock guitar)
4 (Music Scanning)	Changes song bank
5 (Music Playback)	Changes song bank
6 (Story Maker)	Changes Visual/Auditory scanning mode

Table 4:  
Activity button long  
press summary

## Content Packs

Your **AActivity** has been pre-fitted with a standard content pack according to your language and geographic location. If you need to change the language or the demographic appeal of the content, please get in touch with Pretorian or your local reseller.

Alternative content packs can be provided. Content packs comprise a memory device, which is plugged into the base of your **AActivity**, a document which tells you how to change the memory device and a new laminated content card.

## Maintenance

Your **AActivity** has no user serviceable parts. If repair becomes necessary, the unit should be returned to Pretorian Technologies or an authorised distributor.

## Warranty

Your **AActivity** is warranted for 24 months from the date of purchase against defects in manufacture or component failure. The unit is designed for domestic and educational applications. Use outside these areas will invalidate the warranty. Unauthorised repair or modification, mechanical abuse, immersion in any liquid or connection to an incompatible power supply will invalidate the warranty.

## Troubleshooting

If your **AActivity** does not operate correctly, please use the following guide to determine the cause. If, after following this guide, your unit still does not operate, please contact your supplier before returning it.

Symptom	Possible Cause/Remedy
No sound output when pressing a button.	<ul style="list-style-type: none"> <li>• Ensure power supply is plugged into a wall socket and into the power socket [7].</li> <li>• Make sure unit is turned on by rotating volume control [8].</li> <li>• If in Record and Playback activity, make sure there are some messages recorded.</li> </ul>
Wrong sound effects play in Pre-Recorded sounds activity.	<ul style="list-style-type: none"> <li>• Select correct category using Level button [5] according to the provided list.</li> <li>• Make sure you have the correct content pack – it may have been changed to a country specific or age specific pack.</li> </ul>
Wrong song plays in Music Scanning or Music Playback activities.	<ul style="list-style-type: none"> <li>• Select correct song using Level button [5] according to the provided list in Music Scanning or press the correct button [2] in Music Playback.</li> <li>• Make sure you have the correct content pack – it may have been changed to a country specific or age specific pack.</li> </ul>
The toy output doesn't do anything.	<ul style="list-style-type: none"> <li>• In Record and Playback activity, you will need to assign a particular message to have a toy output when recording. Please refer to the section entitled Toy Output.</li> <li>• The toy output has no effect in Pre-Recorded Sounds, Freestyle Music and Music Playback activities.</li> </ul>
I have misplaced the power supply for my AACtivity.	<ul style="list-style-type: none"> <li>• It is vital that the correct power supply be used with the product. Just because the plug is the same on another power supply, does not make it suitable. If you misplace the one supplied with the unit, ALWAYS get another from Pretorian or one of its distributors.</li> </ul>
I'd like to use an external microphone- what type should I buy?	<ul style="list-style-type: none"> <li>• You will need a mono microphone with a 3.5mm jack. These are readily available from electrical retailers.</li> </ul>
What types of plug does the universal power supply work with?	<ul style="list-style-type: none"> <li>• It has clips for UK, USA, Europe (Schuko), Australia and New Zealand. These cover many other countries too, but if you think it may not be compatible with your sockets, please contact Pretorian or your local distributor.</li> </ul>

## WARNING

Do not remove the coloured label on each of the eight buttons. Each button contains a small magnet, which are safe in use but may become a danger if separated from the product. When loose, these magnets must be kept away from children. They are extremely hazardous if swallowed and may require surgery to remove. The magnets must also be kept away from heart pacemakers.

The Apple, Android, Mac and Chromebook brand names are used for identification purposes only, are the property of their respective owners, and are acknowledged.

**Pretorian**  
TECHNOLOGIES  
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Product  
Page



S040210

For use with firmware version 152 onwards.

[www.pretorianuk.com](http://www.pretorianuk.com)