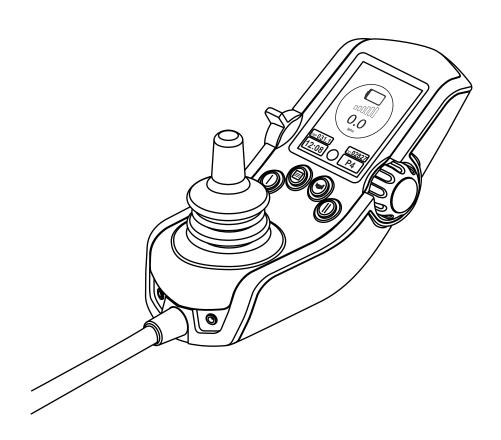
# Q-logic 2.0 Hand Control Bluetooth Operation Manual





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#### **OVERVIEW:**

The Q-logic 2 hand control is equipped with built in bluetooth that allows clients to connect to a computer, smartphone, and tablet. Here is a brief description for each function.

#### Mouse functionality:

The mouse emulation gives the client the ability to move the mouse cursor on the screen with the input device that drives the chair. Programming can also be setup to allow the client to use the key I as a left click and the Key II for right clicks. More options for clicks are also available and will be discussed later in the document. The mouse feature can be connected to computers that utilize a windows or Mac os. Bluetooth dongles can also be connected, but refer to the dongles instructions for compatible operating systems. This document will walk you through the setup require to operate the mouse functionality.

#### **Android Phone and Tablet functionality:**

To connect to a android phone or tablet you must download a application from the google play store called clicktophone. This application once installed gives the client the ability to access most apps installed on their phone or tablet. The app also allows providers and caregivers to set access levels. This can help a client start with minimal access and as they improve navigating the app it can be adjusted to add more functionality. To determine compatibility please refer to the app manufacturer.

#### Apple Iphone / Ipad:

The Q-logic 2 hand control uses the VoiceOver functionality within the Iphone and Ipad to connect. Once paired to these devices the VoiceOver takes control and allows clients to navigate the phone applications through a highlighted scan method. This allows clients to scroll to different screen, access phone, text messages etc.. Not all application or los versions will function with VoiceOver so please refer to apples web site for compatible applications and los.

# Mouse Emulation

# 2.1 ADDING A MOUSE SCREEN:

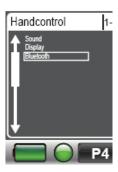
With a handheld or PC programmer set up a Aux profile for the client.



The mouse screen will need to be enabled. Enable this by pressing the green menu key on the joystick to gain access to the menu options (if a light joystick is used then enter the main menu through the Aux screen). Highlight the hand control settings and make a right command of the joystick.



Once in the hand control settings highlight the bluetooth option and make a right command to enter.



Highlight the mouse option and make a right command.



Push forward on the joystick and set the mouse to "yes", this will make the screen visible to the client in the Aux menu.

Note: This system will require a power cycle for changes to take effect.

The mouse screen is now setup within the remote control menu. Refer to section 2.2 for pairing the mouse to the computer.



# 2.2 PAIRING HAND CONTROL TO DEVICE:

With a mode command navigate to the Aux Profile. Once in this menu highlight the remote control selection and make a right command of the joystick to enter selection.



With a forward or reverse command of the joystick navigate to the bluetooth selection then highlight and make a right command to enter.



To begin the pairing of the hand control and the computer or device you must make the hand control bluetooth visible. With a forward or reverse command of the joystick navigate to the BT Visibility and make a right command to enter.



Once in the BT Visibility selection make a forward command of the joystick to turn on visibility.

Note: Turning visibility on is only required the first time a device is paired. Once paired this step is no longer necessary for that device.



Once the BT Visibility is on make a left command of the joystick to return to the previous menu. With a forward or reverse command navigate to the mouse selection and make a right command to enter.



When pairing the mouse for the first time with a device you will see a screen that tells you the Bluetooth is visible. The mouse ID will be located at the bottom of the hand control screen. In screen example shown VoiceOver1698 is shown. For the mouse this will come up as mouse1698.

At this point you will need to refer to your devices bluetooth to complete the pairing process. When searching look for the mouse id number in your available devices.



Note: some devices may require a password to complete the pairing process. Most devices use a "0000" to pair, but some could use "1234". If one of these does not complete the process try the other code.

Once the device is paired the hand control screen will change from the visibility to the connection screen. This could also jump right to the mouse screen instead. If a pairing code is used then the connection screen will not be present.

Once the device is paired every time a connection is made the connection screen will appear and then once connected will go right to the mouse screen.





# 2.3 PROGRAMMING MOUSE CLICKS (handheld):

With a programmer select the program adjustments option.



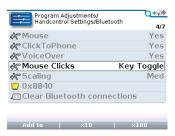
With a up or down arrows of the 4-way navigation keys highlight the hancontrol settings folder. Press the right arrow of the 4-way navigation keys to enter this folder.



With a up or down arrows of the 4-way navigation keys highlight the bluetooth folder. Press the right arrow of the 4-way navigation keys to enter this folder.



With the up or down arrows of the 4-way navigation keys move through the menus and highlight the "mouse clicks" option. Use the +/- key to change the program settings.



The mouse click program setting uses the same programming options as offered on the current enhanced display bluetooth. The only exception is there are no options for a double left or double right to make the clicks.

New setting options for the Q-logic 2 hand control.

#### **Key Toggle:**

Use the Key I (left turn indicator on light joystick) or Key II (right turn indicator on light joystick) button on the hand control to toggle between mouse movements and mouse clicks.

# **Key Auto:**

Same as Key toggle but automatically returns back to mouse movements after the click command is given.

#### **Key Hold:**

Same as Key toggle but mouse clicks are only active as long as the button is being held.

# Key I & II:

Use the Key I (left turn indicator on light joystick) for left clicks. Use the Key II (right turn indicator on light joystick) for right clicks.

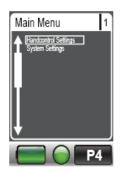
VoiceOver (Iphone / Ipad)

# 3.1 ADDING A VOICEOVER SCREEN:

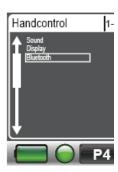
With a handheld or PC programmer set up a Aux profile for the client.



The VoiceOver screen will need to be enabled. Enable this by pressing the green menu key on the joystick to gain access to the menu options (if a light joystick is used then enter the main menu through the Aux screen). Highlight the hand control settings and make a right command of the joystick.



Once in the hand control settings highlight the bluetooth option and make a right command to enter.



Highlight the VoiceOver option and make a right command.



Push forward on the joystick and set the VoiceOver to "yes", this will make the screen visible to the client in the Aux menu.

Note: This system will require a power cycle for changes to take effect.

The VoiceOver is now setup within the remote control menu. Refer to section 3.2 for pairing the hand control to the lphone or lpad.



# 3.2 PAIRING HAND CONTROL TO DEVICE:

With a mode command navigate to the Aux Profile. Once in this menu highlight the remote control selection and make a right command of the joystick to enter selection.



With a forward or reverse command of the joystick navigate to the bluetooth selection then highlight and make a right command to enter.



To begin the pairing of the hand control to the Iphone or Ipad you must make the hand control bluetooth visible. With a forward or reverse command of the joystick navigate to the BT Visibility and make a right command to enter.



Once in the BT Visibility selection make a forward command of the joystick to turn on visibility.

Note: Turning visibility on is only required the first time a device is paired. Once paired this step is no longer necessary for that device.



Once the BT Visibility is on make a left command of the joystick to return to the previous menu. With a forward or reverse command navigate to the VoiceOver selection and make a right command to enter.



When pairing the VoiceOver for the first time with the Iphone or Ipad you will see a screen that tells you the Bluetooth is visible. The mouse ID will be located at the bottom of the hand control screen. In screen example shown VoiceOver1698 is shown.

At this point you will need to refer to your devices bluetooth to complete the pairing process. When searching look for the VoiceOver id number in your available devices.



Note: When pairing to the Iphone or Ipad for the first time the device will ask to confirm a code on the VoiceOver screen. This code is not shown, at this point just press "pair" to continue.

Once the device is paired the hand control screen will change from the visibility to the connection screen.

Once the device is paired every time a connection is made the connection screen will appear and then once connected will go right to the VoiceOver screen.







#### 3.1 ADDING A CLICK TO PHONE SCREEN:

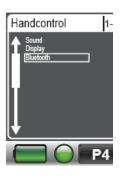
With a handheld or PC programmer set up a Aux profile for the client.



The Click To Phone screen will need to be enabled. Enable this by pressing the green menu key on the joystick to gain access to the menu options (if a light joystick is used then enter the main menu through the Aux screen). Highlight the hand control settings and make a right command of the joystick.



Once in the hand control settings highlight the bluetooth option and make a right command to enter.



Highlight the Click To Phone option and make a right command.



Push forward on the joystick and set the Click To Phone to "yes", this will make the screen visible to the client in the Aux menu.

Note: This system will require a power cycle for changes to take effect.

The Click To Phone is now setup within the remote control menu. Refer to section 4.2 for pairing the hand control to the Android device.



#### 4.2 PAIRING HAND CONTROL TO DEVICE:

With a mode command navigate to the Aux Profile. Once in this menu highlight the remote control selection and make a right command of the joystick to enter selection.



With a forward or reverse command of the joystick navigate to the bluetooth selection then highlight and make a right command to enter.



To begin the pairing of the hand control to the Iphone or Ipad you must make the hand control bluetooth visible. With a forward or reverse command of the joystick navigate to the BT Visibility and make a right command to enter.



Once in the BT Visibility selection make a forward command of the joystick to turn on visibility.

Note: Turning visibility on is only required the first time a device is paired. Once paired this step is no longer necessary for that device.



Once the BT Visibility is on make a left command of the joystick to return to the previous menu. With a forward or reverse command navigate to the Click To Phone selection and make a right command to enter.



When pairing the Click To Phone for the first time with the Android device you will see a screen that tells you the Bluetooth is visible. The mouse ID will be located at the bottom of the hand control screen. In screen example shown VoiceOver1698 is shown (click to phone would be chair-to-C2P1698).

At this point you will need to refer to your devices bluetooth to complete the pairing process. When searching look for the Click to Phone id number in your available devices.



Note: When pairing to the Android device for the first time the device will ask to confirm a code on the smartphone or tablet screen. This code is not shown, at this point just press "pair" to continue.

Once the device is paired the hand control screen will change from the visibility to the connection screen.

Once the device is paired every time a connection is made the connection screen will appear and then once connected will go right to the Click To Phone screen.



