

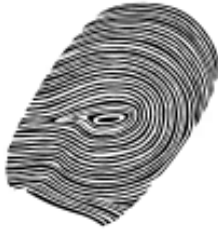
# ADAPTIVATION

INCORPORATED

*The World at a Touch*

## Sequencer/Randomizer

### Instruction Manual



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## INTRODUCTION

Your Adaptivation, Inc. *Sequencer/Randomizer* has been designed to provide easy access for individuals with physical or cognitive disabilities to basic and effective augmentative communication.

The *Sequencer* plays digitized messages in sequential order (great for books, steps and tasks).

The *Randomizer* plays digitized messages in random order (for bingo and other games).

Devices starting with serial numbers SE90 and RAND90 have two levels that are independent from one another (levels can be recorded in any order without losing messages). This allows for fast and easy recording.

The *Sequencer/Randomizer* can be recorded and played in either Short Play (45 seconds per level) or Long Play (90 seconds per level).

Multiple digitized messages can be recorded and played back by touching the *Sequencer/Randomizer* or by plugging in an external switch such as Adaptivation's Taction Pads or Pal Pads.

## Table of Contents

INTRODUCTION.....	3
BATTERY INSTALLATION.....	4
RECORD TIME.....	4
RECORDING A MESSAGE.....	5
RELAY OPERATION.....	7
EXTERNAL SPEAKER JACK.....	8
SEQUENCER/RANDOMIZER DIAGRAM.....	9
MOUNTING OPTIONS.....	10
TROUBLE-SHOOTING.....	11
INSIDER SECRETS & CHEATS.....	14
WARRANTY.....	16

## Operating your Sequencer/Randomizer

### Battery Installation

1. Check to ensure that your *Sequencer/Randomizer* is turned OFF by rotating the Volume/Power knob until the click is felt.
2. With the device lying top down, open the battery compartment cover by removing the single Phillips head screw.
3. Properly insert one 9-volt battery. Adaptivation recommends using only Alkaline 9-volt batteries to ensure long battery life.
4. Replace the battery compartment cover and secure with the screw. Take care not to overtighten.

**Note:** When changing the battery, your *Sequencer/Randomizer* will retain all recorded messages.

### Record Time

The *Sequencer/Randomizer* can be configured for Short Play (45 seconds per level) or Long Play (90 seconds per level). Messages should be recorded **and** played in the same mode (Short Play or Long Play).

1. Open battery compartment cover.

2. Flip the switch inside the battery compartment to the desired mode: Short Play (SP) or Long Play (LP)

3. Close battery compartment cover.

**Note:** Sound quality is enhanced when recorded and played in the Short Play Mode.

### Recording a Message

1. Turn on the power by rotating the VOLUME/POWER knob to mid-position.
2. Slide the PLAY/RECORD switch to the REC-1 position. This will record your series of messages into Level-1.
3. Press down on the *Sequencer/Randomizer* and hold. When the beeping cue stops, speak your message clearly, about 12 inches away, into the side of the *Sequencer/Randomizer* marked MIC, continue pressing until the message is finished. A beeping cue will be given for each message when recording. A solid beep indicates that the memory is full.
4. To record your next message on the same level, press and hold while you speak. Continue recording until finished.
5. When finished recording, slide the PLAY/RECORD switch to the PLAY-1 position. Press down on the *Sequencer/Randomizer* and your message will play back. Press down again and your next message will play.

5

6. If you want a second level of messages, slide the PLAY/RECORD switch to the REC-2 position. Record your messages as you did for Level-1. *Remember to wait until the beeping cue has stopped, before you start speaking.*
7. To access the second level of messages, slide the PLAY/RECORD switch to the PLAY-2 position.
8. To re-record messages, simply repeat the above steps. ***Levels can be recorded in any order!***
9. For those individuals who are unable to access the *Sequencer/Randomizer*, any external switch may be plugged into the jack marked EXT SWITCH. A message can also be recorded utilizing an adaptive switch rather than the top of the *Sequencer/Randomizer*, and following the above steps.

**Note:** When you are not using the *Sequencer/Randomizer*, we recommend turning off the device to prevent accidental activation and to save on battery life.

6

### Relay Operation

The *Sequencer/Randomizer* has an internal relay that allows battery-operated devices to be activated simultaneously with each message. The relay will activate for the entire duration of the recorded message.

**Example 1:** For this example, use the relay to activate a toy for the duration of the message. You will need a standard cable connector with 1/8" (3.5mm) male jacks on both ends (available from Adaptivation). One end of the cable connector is plugged into the adapted toy (if your battery operated toy is not already commercially adapted for switch use, try adapting with a Battery Interrupter). The other end of the cable connector is then plugged into the jack marked RLY OUT on the *Sequencer/Randomizer*. Record an appropriate message. To activate, simply press the *Sequencer/Randomizer* or an external switch and the toy will activate for the length of the message.

7

**Example 2:** This example may be useful when you want an adapted device to stay on for longer than the message.

**Option 1:** Before recording messages, determine the amount of time you would like your battery-adapted device to operate. Record messages as described earlier, but continue to press the *Sequencer/Randomizer* after message is complete until desired time has elapsed. Release. Repeat for each message.

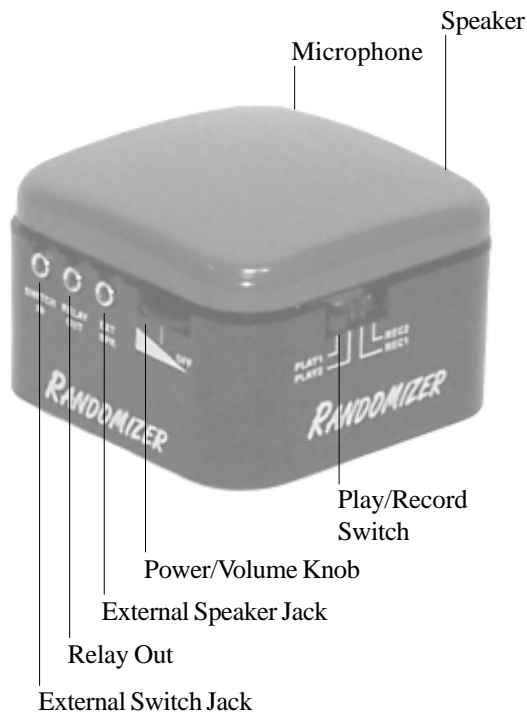
**Option 2:** A commercially available switch-latch-timer, such as Adaptivation's Linkswitch allows for customizing time lengths and modes of operation.

### External Speaker Jack

This jack allows you to plug in an additional speaker or headphones. A speaker that amplifies is appropriate for situations when very loud volume is needed. Headphones are appropriate when the device is being used to relay messages to the listener (i.e. giving directions). The *Sequencer/Randomizer's* internal speaker will automatically shut off when an external speaker is used.

8

# Sequencer/Randomizer Diagram



9

# Mounting Options

The *Sequencer/Randomizer* comes with rubber feet to help keep it from sliding. When mounting on a table or other flat surface, Velcro or Dual-Lock can be used as an alternate mounting method. If necessary, remove the rubber feet to help secure the Velcro.

10

# Trouble-Shooting

## The *Sequencer/Randomizer* does not play back.

- Make sure volume knob is turned up.
- Batteries may be too low.
- If external speaker is used, make sure the cable is plugged into the EXT SPK jack.
- If external speaker is used, does it need its own power supply?
- Make sure the *Sequencer/Randomizer* is in the play mode.
- If using an external switch, does it work?

## Relay does not activate.

- Make sure the cable connector is working.
- Make sure the cable connector is plugged into the RLY OUT jack.
- Make sure the adapted device you are trying to operate works. Try plugging a switch directly into the adapted device.

## Toy or adapted device only activates for short time.

- The relay in the *Sequencer/Randomizer* will only activate for the length or the duration of the message.

11

## The *Sequencer/Randomizer* is not recording.

- Make sure the *Sequencer/Randomizer* is in the REC mode.
- Batteries may be too low.
- If using an external switch, make sure it works.
- If using an external switch, make sure it is plugged into the EXT SWITCH jack.
- Make sure to press down and hold on the *Sequencer/Randomizer* or external switch the entire time you are recording. Release when you are done.

## Messages have background noise.

- Speak clearly into the side marked MIC, holding the *Sequencer/Randomizer* about 12 inches away.
- Batteries may be too low.
- Are you near a source of electrical noise such as air conditioners, electric motors, power lines, etc.

## "Click" sound heard at the end of a recorded message.

- Record using an external switch such as an Adaptation Pal Pad or any other switch with no moving parts.

## Messages are garbled on mid or high volumes, but sound good on very low volume.

- Replace current batteries with new batteries.

12

**Messages play back very slow or very fast.**

- Messages need to be recorded *and* played in the same mode (Short Play or Long Play)
- If your messages are playing fast, flip the switch in the battery compartment to Long Play (LP).
- If your messages are playing slow, flip the switch in the battery compartment to Short Play (SP).
- Record new messages.

**INSIDER SECRETS & CHEATS**

-To remove the "clunk" sound from the end of a recording on the *Sequencer/Randomizer*, record your message using an Adaptation Pal Pad or any other switch with no moving parts.

-The *Sequencer/Randomizer* has a switch output that is used to activate a toy or other switch-adapted device. This greatly aids in teaching cause-effect. The toy will be activated for the duration of the message. If you want the toy to be activated for an extended time, you can do this by recording silence at the end of each message. That is, when recording a message, stop speaking at the end of the message, but continue to hold down the button, thus recording silence. When the device plays the message, the toy will be activated for the duration of the message, *including the silence at the end.*

-After time, you might accumulate many adapted-book and adapted-toy applications for use with your Adaptation equipment. Keep your applications well organized by placing each one of them in its own re-sealable bag. Then, hang these bags on the wall on a peg board. Place into each bag very detailed, step-by-step instructions for how to reconstruct the application. This is useful for others who are not familiar with your application. Be very explicit and complete in your instructions. Include such things as: for whom the application is intended; the assistive device that is needed; the actual words to be spoken (in quotes) for each message; alternative activities, words or equipment; etc.

**Notes**

**Sequencer/Randomizer  
1 Year Limited Warranty**

Your Adaptation *Sequencer/Randomizer* was carefully tested and inspected before it was shipped from the factory. We warrant this product to be free from defects in materials and workmanship under normal use and service for one (1) year from the date of purchase. In the event of a defect in materials or workmanship, we will either repair or replace without charge, at our option, any part which in our judgment shows evidence of such defect within one (1) year of purchase.

This warranty does not apply if the *Sequencer/Randomizer* has been misused, abused, altered, or tampered with. At the end of the warranty period, Adaptation shall be under no further obligation expressed or implied.

This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**For repair service, contact Adaptation's technical dept. to receive a required RMA# (return material authorization number) prior to the return of the device.**

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Please make sure your *Sequencer/Randomizer* is clean before returning it to Adaptation for service.