

LinkSwitch Instructions

Instructions

SETUP: Insert a fresh 9-volt battery into your LinkSwitch. Plug any switch with a standard 1/8-inch plug into the jack labeled "Switch." Turn the ON/OFF knob to the ON position. Plug the cord of the LinkSwitch into a switch-adapted toy. Make sure the toy is turned on.

With your new LinkSwitch, you can activate battery-operated assistive devices and adapted toys. Any commercially available switch with a 1/8-inch jack can be plugged into the LinkSwitch.

There are five modes of operation, shown below. In order to use any of these modes, the ON/OFF knob must be in the ON position or set to any of the numerals.

1. **DIRECT.** With this mode, you must continually activate the switch to keep the toy on. The toy will turn off as soon as the switch is released.
2. **LATCHED.** With this mode, activating the switch turns your toy or device on. Pressing the switch again turns the toy or device off.

3. **TIMED.** The TIMED mode has two settings, seconds and minutes. The toy will turn on for a period of time determined by the position of the ON/OFF knob. For example, to turn on a toy for 30 seconds, set the mode knob to Timed sec, and the ON/OFF knob to the numeral 30.

4. **REVERSE TIMED.** Reverse Timed mode has two settings, seconds and minutes. When the switch is activated, a delay, determined by the position of the ON/OFF knob, occurs before the toy is activated. For example, set the controls to five minutes, Reverse Timed mode. Activate the switch. A delay of five minutes occurs, after which the toy turns on. Activate the switch again to turn the toy off. This mode works only on the red (left) side.

5. **MEDIA MODE.** For a description of Media Mode, see back.

Your LinkSwitch was designed to last several months on one 9-volt battery, however, you should turn it OFF (both Red and Blue sides) when you are not using it. If left ON, the batteries may die prematurely.

Quick Start Examples

The LinkSwitch has two channels of operation, Red and Blue. Each channel functions completely independently of the other.

1. **DIRECT:** Turn the mode knob to the "Direct" setting. Press-and-hold your switch to turn on the toy. Release the switch to turn the toy off.
2. **LATCHED:** Turn the mode knob to the "Latched" setting. Press your switch to turn the toy on. Press it again to turn the toy off.
3. **TIMED:** Turn the mode knob to the "Timed sec" setting. Turn the ON/OFF knob to the desired time, for example, "10." Press the switch. The toy will turn on and will stay on for ten seconds, then it will automatically turn off.
4. **REVERSE TIMED:** Turn the mode knob to "Reverse Timed sec." Turn the ON/OFF knob to the desired time, for example, "15." Press the switch. The LinkSwitch will not do anything for fifteen seconds. After this fifteen-second wait, it will turn the toy on. Press the switch again to turn the toy off.

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To adapt a toy for switch activation, you will need to install a Battery Interrupter, available from Adaptivation. For more details on adapting toys visit www.adaptivation.com.

For FREE downloads about fun and functional activities, check out our Idea Album at www.adaptivation.com!

Media Mode

Media Mode is used when one needs to control certain media-playing devices so that they have a timed play function. Such devices include movie-playing software on computers and Digital Talking Book Players (DTBP) as used in each state's Braille & Talking Book Library services. DTBPs and some media-playing software have the ability to pause, and resume playing simply by pressing a button or key, such as the SPACE key. *Some media players such as Windows Media Player may not have this pause-play ability with a key; One must move the cursor over the pause-play button, then left-click with the mouse. With the DTBP, there is a dedicated button to pause/play the Digital Talking Book.*

Media Mode works only on the right (Blue) side of the LinkSwitch. Media Mode allows the use of an external switch to perform a timed play-pause-play function such that the media will playback for a prescribed amount of time as determined by the timing knob on the LinkSwitch. To use Media Mode, plug an external switch into the LinkSwitch, and plug the LinkSwitch cord into your DTBP or computer. *Note: DTBPs and computers will need a switch interface, available from Adaptation. DTBPs work well with the Swifty switch interface.* Set the time knob on the LinkSwitch to the desired time and the function knob to MEDIA MODE (seconds or minutes). Prepare your device to play. Pressing the external switch causes the DTBP or computer to begin playback of the media. After the time indicated by the knob, the media will stop playback. The user must then press the external switch again to resume play.



DTBP with LinkSwitch and external switch.



Setup for use with a computer playing multimedia.



Setting for Swifty switch interface.



DTBP with Swifty switch interface and right-angle USB adapter.