

ADAPTIVATION

I N C O R P O R A T E D

The World at a Touch

Randomizer Gamer

Instruction Manual



Adaptivation, Inc.
2305 W. 50th Street, Suite B
Sioux Falls, SD 57105
(800) 723-2783
www.adaptivation.com

Contents

Introduction	3
New Features	3
Randomizer Diagram	4
Battery Installation.....	5
Recording a Message.....	6
Playing a Message	7
Relay (Toy) Operation	8
External Speaker Jack	9
Mounting Options.....	9
Trouble-Shooting	10
Insider Secrets & Cheats.....	12
Randomizing Ideas	14
Warranty	16

Go to www.adaptivation.com to download application ideas and photos of your new Adaptivation device.

Introduction

This manual applies to serial #'s RAND90-1966 and higher. It also applies to all serial #'s beginning with RAND180. RAND180 devices have 90 seconds of speech per level in Short Play (SP) mode, and 180 seconds in Long Play (LP) mode. Some devices may not have an SP/LP switch, in which case the device plays only in SP mode. For older devices, download the manual from www.adaptivation.com.

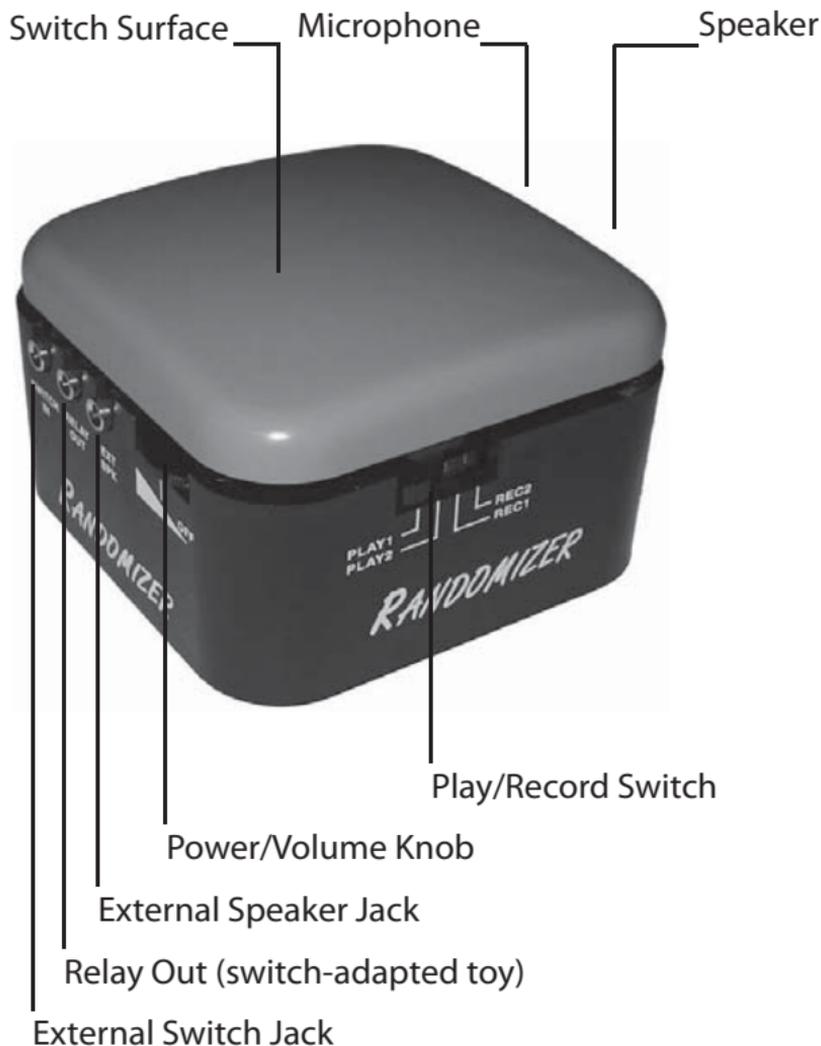
Multiple digitized messages can be recorded and played back by pressing the *Randomizer* on the top surface or by plugging in an external switch such as Adaptivation's *Taction Pads* or *Pal Pads*.

New Features

- A beep cue is heard when installing a new battery, verifying the integrity of the battery. See section, Battery Installation, for details.
- On level 1, *Randomizers* will play back messages at random. This means that the same message could repeat before other messages are selected. *It's just like flipping a coin.*
- On Level 2, messages play back at random, but no message will repeat until all messages have played at least once.

Messages for Level-1 & Level-2 are recorded independently of one another. That means you may re-record messages on one level without affecting the messages on the other level.

Randomizer Diagram



Battery Installation

1. Check to ensure that your *Randomizer* is turned ON by rotating the Volume/Power knob to the full ON position.
2. Open the battery compartment cover by removing the single Phillips-head screw.
3. Properly insert a 9-volt battery. If your battery is fresh, you will hear a one-second power-up beep sound (only for serial #'s higher than or equal to RAND90-1941).
4. Replace the battery compartment cover and secure with the screw. Take care not to overtighten.

For optimal performance, Adaptivation recommends the use of alkaline batteries only.

When changing the battery, your *Randomizer* will retain all recorded messages.

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

Recording a Message

1. Turn on the power by rotating the VOLUME/POWER knob to mid-position.
2. For level 1, 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 *Randomizer* and hold. A beeping cue can be heard, indicating the device is ready to record. When the beeping stops, speak your message clearly, about twelve inches away, into the side marked MIC - same side as the speaker. Release the switch when your message is finished. A continuous beep indicates that the memory is full for a given level.
4. To record your next message, press and hold the top of the device while you speak. Repeat steps 2 & 3 until finished recording all messages.
5. If you want to record on Level-2, 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.
6. To re-record messages, simply repeat the above steps. **Levels can be recorded in any order!** Messages can also be recorded using an external switch rather than the top of the *Randomizer*.

Playing a Message

1. When finished recording messages, slide the PLAY/RECORD switch to the PLAY-1 position. Press down on the *Randomizer*, and your message will play back. Press down again, and your next message will play - the *Randomizer* will provide a randomly selected message.
2. To access the second level of messages, slide the PLAY/RECORD switch to the PLAY-2 position.
3. Optionally access your *Randomizer* by inserting any external switch with a standard 1/8" (3.5mm) plug into the jack labeled Ext Switch.
4. On level 1, *Randomizers* will play back messages at random. This means that the same message could repeat before other messages are selected. *It's just like flipping a coin.* On level 2, messages are played back in a pseudo random pattern, also known as Gamer Selection. That is, no one message will repeat until all the other messages have played.
5. After all messages have played, the pattern will repeat. If you want the *Randomizer* to use a different pattern, switch to the Play-1 level, play any message, then return to level-2. This will reset the Gamer random pattern.

Refer to the section, **Randomizing Ideas** at the end of this manual for example uses of random messaging.

Relay (Toy) Operation

The *Randomizer* has a relay that allows battery-operated devices such as switch-adapted toys to be activated simultaneously with each message. The toy 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 Adaptation). 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, adapt it with a Battery Interrupter available from Adaptation). The other end of the cable connector is then plugged into the jack marked RLY OUT on the *Randomizer*. Record a message. To activate, simply press the *Randomizer*, and the toy will activate for the duration of the message.

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

Option 1: Record messages as described earlier, but continue to press the *Randomizer* after you are done speaking (record silence). Release. Repeat for each message. When messages are played, the adapted toy will be activated for the duration of the entire message, including the silence at the end.

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

External Speaker Jack

This jack allows you to plug in an external speaker or headphones. A speaker that amplifies (such as desktop computer speakers) 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 *Randomizer's* internal speaker will automatically shut off when an external speaker is used.

Mounting Options

The *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®. Adaptation recommends that when using mounting methods such as Velcro® or Dual-Lock®, you not cover the serial number location. Adaptation carries an extensive range of mounting systems that can greatly improve the utility of your device by allowing optimal placement for your client, child or student.

Trouble-Shooting

Does not play back.

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

The Randomizer is not recording.

- Make sure the *Randomizer* is in the REC mode.
- Battery 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.

Poor sound quality.

- Speak clearly into the side marked MIC, holding the *Randomizer* about 12 inches away. Don't speak too loudly.
- Battery may be too low.
- The mic is very sensitive and might pick up electrical noise such as air conditioners, electric motors, power lines, etc.
- Some older models have a Short Play / Long Play (SP/LP) mode. Make sure the device is in Short Play mode.

A mechanical sound is heard at the end of a 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 the sound is good on very low volume.

- Replace the battery with a fresh battery.

No power-up beep, or poor sound.

- Battery may be dead or too weak. Remove battery, wait 2 minutes and try again. If there is no beep, replace the battery with a fresh battery.

Level-2 doesn't seem to play in random order.

- Because level-2 messages play back in psuedo-random order, it might appear that the messages are playing in sequential order. This is more likely to happen when only a few messages are recorded. To change the order of messages, play a level-1 message, then return to level 2.

Insider Secrets & Cheats

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

The Randomizer Gamer (serial #'s RAND-1966 and higher & all RAND180-xxxx) uses pseudo random messaging on level two. This is useful for activities such as roll call, picking members of a team or Bingo, because any given message will not be repeated until all the others have been selected. Older versions of the Randomizer use true random selection for both levels.

After time, you might accumulate many adapted-books 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 comprehensive 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.

To make your device more tolerant of spilled liquids, place it in a sealable plastic bag. You can still access the switch surface through the plastic.

Pocket Overlays, available from Adaptation, are clear adhesive-backed pockets into which overlays or pictures can be inserted. The Pocket Overlay is adhered to the Switch Surface of your *Randomizer*. Such overlays and pictures can improve the functionality of your *Randomizer* by providing greater symbolic meaning.

The External Speaker jack is used to connect an amplified speaker such as those used with desk top computers. External, amplified speakers can significantly increase the quality and volume of your messages. You can even connect your *Randomizer* to a school's P.A. system for announcements or for amplifying lines in a play.

Level-2 plays messages in pseudo-random order. That is, no message is repeated until all messages are played. This mode works best when many messages are recorded. When only a few messages are needed, consider using level 1, where messages are played back in true random order.

Use your *Randomizer* to operate switch-adapted toys for random periods of time. This is especially effective for paint spinners adapted as turn-taking or color/number selectors. Simply record messages of varying lengths.

Record your cheats here -

Randomizing Ideas

- Bingo caller †
- Duck, Duck, Goose
 - Roll dice
 - Choose colors
 - Magic 8-ball
 - Red Rover †
- Select classroom station †
 - Greetings
 - Cheering
- Rock, Paper, Scissors
- Reinforcing sounds
 - Choose snack
 - Pick teams †
 - Sorting
 - Mother May I?
- Classroom jobs/chores †
 - Mad Libs
 - Counting money
 - Sentence starters
 - Pick a winner
 - Twister
 - Simon Says
 - Test taking/giving †
- Vocabulary matching
 - Hokey Pokey
 - Scavenger hunt †

† Works well with Gamer random selection (Level-2)

See www.adaptivation.com for more ideas.

Notes:

1-Year Limited Warranty

Your Adaptation *Randomizer Gamer* 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 *Randomizer Gamer* 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 department to receive a required RMA# (return material authorization number) prior to the return of the device.

Adaptation, Inc.
2305 W. 50th St. Suite B
Sioux Falls, SD 57105

(800)-723-2783, (605) 335-4445, (605) 335-4446 (fax)
info@adaptation.com, www.adaptivation.com

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