

Level 5 : Key Linking

Record an Auditory Prompt for the Group (optional)

Note: only Auditory Prompts can be recorded for Groups.

- Press and hold one of the locations in the left hand column until you hear the *single beep* after the *double beep* and then record a Auditory Prompt for that Group (maximum duration of Auditory Prompt = 2 secs, and it will beep at the end).
The LED(s) next to the location flash and 'Record' LED flashes during recording, and the recording stops when the location is released. The LED(s) next to the location remains lit to show:
 - a) that an Auditory Prompt has been recorded for that Group, and,
 - b) which Group is currently selected.
- *Alternatively:* to record Auditory Prompts for Groups retrospectively: press and hold the location for a Group, then record an [Auditory Prompt](#) for that Group.

Recording Infrared Codes

- Press and release a location in LH column. The LED(s) next to the location flashes.
- Press and hold anywhere in a location in RH column until you hear the *single beep* after the *double beep*. The LED(s) next to the location flashes.
- Release the location.
- Press and hold a button on the Remote Control to fire its IR code into adVOCate+, and do not release it until you hear a single beep.
 - You will then hear three short beeps. When this sequence of beeps has finished:
- Press and hold the same button on the Remote Control again to store the code a second time, and do not release it until you hear a double beep. The LED(s) next to the location illuminates continuously.

See notes on [Unsuccessful Recording of IR](#) on other page.

Record an Auditory Prompt for the Sequence (optional)

- After recording IR for a combination of two locations, press and hold down the [Volume](#) key to record an [Auditory Prompt](#) for that Sequence (maximum duration of Auditory Prompt = 2 secs).

To erase a stored IR Code

- (enter [RECORD IR](#) mode if not already in this mode)
- Select a location for Levels 1-4 or Level 5, as above.
- Press and hold anywhere in a location until you hear the *single beep* and release before the *double beep* to erase the IR code stored on that location.
- adVOCate+ gives a confirmatory beep, and the LED(s) next to that location turn off to show the stored IR code has been erased.
- The location reverts to its 'native' IR code.

To exit RECORD IR mode

- Slide the [REC IR / REC Speech](#) switch to [REC Speech](#)
 - adVOCate+ reverts to [RECORD SPEECH](#) mode.
 - To record Speech Messages: see adVOCate Quick Reference Guide and Handbook.
 - *Note that if you re-record or delete a Speech Message on a location on which an Auditory Prompt is recorded, the Auditory Prompt on that location will be deleted automatically.*

To exit RECORD SPEECH mode

- Slide the [RECORD / PLAY / SETUP](#) switch to [PLAY](#) or [SETUP](#), as required.
 - When reset to [PLAY](#), adVOCate+ resets to: last LEVEL, Volume level at last setting, all LEDs turned off.

Test the IR Recordings

- Test each of the IR recordings to ensure they function correctly. Re-record any if necessary.

This Quick Reference applies to software version 2.13 and later

adVOCate+ Quick Reference Guide
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adVOCate+ & Activate Quick Reference Guide

This Quick Reference Guide provides information on the Environmental Control aspects of adVOCate+ and Activate.

Please read this in conjunction with the [adVOCate Quick Reference Guide](#), and see the [adVOCate Handbook](#) and [adVOCate+ Supplementary Handbook](#) (on CD) for full instructions.

These instructions apply to both adVOCate+ and Activate

Recording Infrared Codes

- adVOCate+ is designed to learn the infrared codes for all common Home Entertainment Equipment (TV, video, DVD, set top box, CD, radio, tape, HiFi, etc.), infrared-operated light switches, and will also learn the codes for many infrared-operated toys and other simple infrared-operated devices.

Limitations:

- It will not learn the codes for Pace NTL/Telewest set-top box models 1000, 1010, 2000 and 4000. Control codes for these models are included in adVOCate+ (see [adVOCate+ Supplementary Handbook](#) for full details)
- It will not learn the codes for Bang & Olufsen Home Entertainment Equipment.
- Some infrared-operated Lamp Dimmers and toys send a continuous burst of infrared, and adVOCate+ may not be able to learn these.

- Each location can have both infrared and speech recorded on it, and also an Auditory Prompt.
- Auditory Prompts can be recorded in both **Record IR** and **Record Speech** modes.
- The recording of infrared codes is almost the same as recording speech, except each IR code must be learnt twice in order to cater for codes or functions that send alternate codes on alternate transmissions.

To record IR Codes from a Remote Control

Recommendation: fit the appropriate overlay on adVOCate+ for the level on which you are recording.

- Slide the **RECORD / PLAY / SETUP** switch to **RECORD** mode.

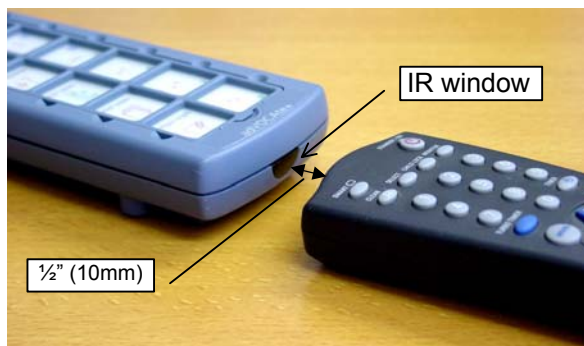


- After the keypad is pressed, the Record LED becomes illuminated continuously.

- Slide the **REC IR / REC Speech** switch to **REC IR**



- Place adVOCate+ on a table, and place the Remote Control or third party IR controller on the table approximately ½" (10 mm) from the IR window at the bottom of adVOCate+, and with its infrared transmitter or transmitter window pointing towards the IR window on adVOCate+ :



Select the level

- Use the **Level** key to select the desired level.

Levels 1- 4 : Single Selection

Recording Infrared Codes

- Press and hold anywhere in a location until you hear the *single beep* after the *double beep*.
 - The LED(s) next to the location flashes.
- Release the location.
- Press and hold a button on the Remote Control to fire its IR code into adVOCate+, and do not release it until you hear a beep.
 - when the IR code has been recorded successfully the first time:
 - the unit beeps once, *and then*
 - sounds three short beeps.
 - when this sequence of beeps has finished:
- Press and hold the same button on the IR Remote Control again to store the code a second time, and do not release it until you hear a double beep.
 - when the IR code has been recorded successfully the second time:
 - the unit sounds an ascending bi-tone, and
 - the LED(s) next to the location illuminates continuously.

after the IR code has been recorded successfully twice:

- Record an Auditory Prompt (if required).
- Repeat the process for other locations, as required.

if the IR code is NOT recorded successfully either the first or second time:

- the unit sounds a pair of loud descending error bi-tones, *and*
- the LED(s) next to that location turn off.
- Restart the recording process for that location from the beginning.

if still unsuccessful:

1. Check that the recording instructions are being followed exactly – this is the most likely problem.
2. Check that the Remote Control is closely aligned with the IR window at the bottom of adVOCate+.
3. Replace the batteries in the Remote Control and try again.

Note: Some infrared-operated toys and other simple infrared-operated devices use non-standard infrared commands, using a continuous burst of infrared, using very long infrared codes, or sending multiple repeats. adVOCate+ may refuse to learn them, or alternatively may appear to learn them but the learnt codes may then not operate the device.

If you experience this:

- Try making a short press of the button on the device's Remote Control to see if adVOCate+ then accepts the infrared code.
- Once it has recorded it twice, test that the infrared code has been recorded successfully.

Note that adVOCate+ may not be able to learn some long or multiple repeat infrared codes, and recording these non-standard codes will be a matter of trial and error.

Recording Auditory Prompts

- After recording IR on a location, press and hold down the **Volume** key until you hear the *single beep* after the *double beep* and then record an **Auditory Prompt** for that location (maximum duration = 2 secs, and it will beep at the end).
- *Alternatively:* to record Auditory Prompts retrospectively while in **Record IR** mode: briefly press a location on which IR has been recorded, then use the **Volume** key to record an **Auditory Prompt** for that location.
- Auditory Prompts can also be recorded in **Record Speech** mode.
- *Note that if you re-record or delete a Speech Message on a location on which an Auditory Prompt is recorded, the Auditory Prompt on that location will be deleted automatically.*