Simplicity™

(Owners Manual)

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Manual Description

Audience

This manual is intended for owners of Simplicity™ Switch, Simplicity™ Voice, and Simplicity™ All-in-One Environmental Control Units (ECU's), and/or others wishing to operate the device.

Purpose

The purpose of this manual is to provide:

- An introduction to the ECU
- Instruction for voice training your ECU
- Instruction for using a switch to control your ECU
- Instruction for customizing switch options
- Detail and examples of each command available to you
- Information about ECU messages

Intended Use

The intended function of this equipment is to provide those with motor impairments increased control of electrical devices in a home, work, school, hospital, or leisure environment via voice or switch commands.

Prerequisites

Before reading the User Manual, you should read the *Simplicity™ Installation Manual* (QTI P/N 5121) for detail in setting up and configuring your ECU.

The ECU should be installed and configured by an authorized Quartet Technology, Inc. distributor.

Conventions

You'll see the following conventions used in this manual:

- **Bold** font represents commands you issue the ECU
- ***Bold italic*** font represents audio you hear from the ECU

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Chapter 1: Introduction

Overview

Introduction

Before you learn how to use your Simplicity™ Environmental Control Unit (ECU), take a moment to review its components. This chapter describes each component and its function.

Cleaning procedures and maintenance requirements are also described. Also provided is a partial listing of the many accessories available from Quartet.

Objectives

In this chapter you learn about:

- ECU components
- System Unit components
- Safety Symbols
- Regulatory Approvals
- Specifications
- Cleaning and maintenance
- Accessories

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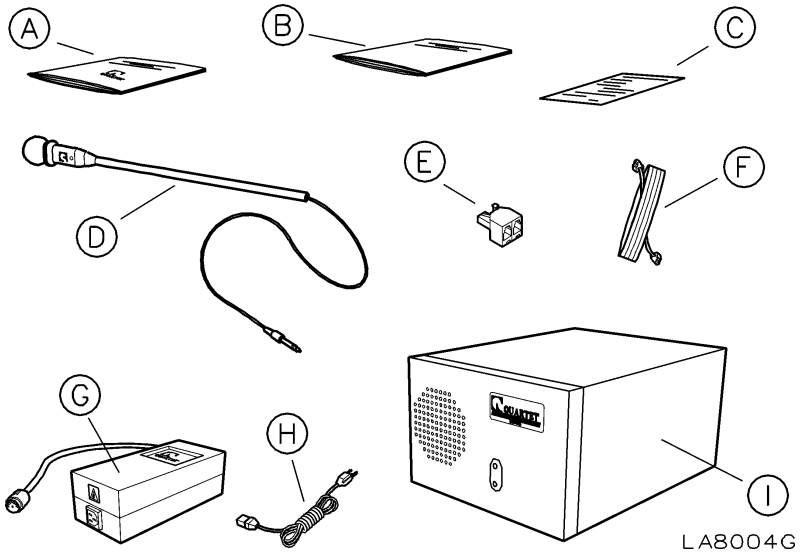
ECU components

Components

The following components comprise the Simplicity™:



Descriptions

Each component is described below:

Letter	Component	Function
A	Installation Manual	Provides instruction on how to install and configure the Simplicity ECU
B	User Manual	Provides instruction on how to use the Simplicity ECU
C	Warranty Card	Details manufacture warranty
D	Microphone	Used to issue commands to the ECU, or to talk on the telephone
E	Phone Splitter	When connected, allows additional telephones to be plugged in
F	Phone Cord	Connects to the ECU, allowing the use of the telephone
G	Power Supply Unit	When connected, establishes power; use only a harmonized mains cable, (Quartet P/N 4162) or equivalent

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ECU components, *continued*

Descriptions, continued

Letter	*Component*	*Function*
H	Mains Cable	Connects the Power Supply Unit to the AC mains; use only a harmonized mains cable, (Quartet P/N 4162) or equivalent
I	System Unit	Also referenced as the ECU, this machine allows you to control your environment

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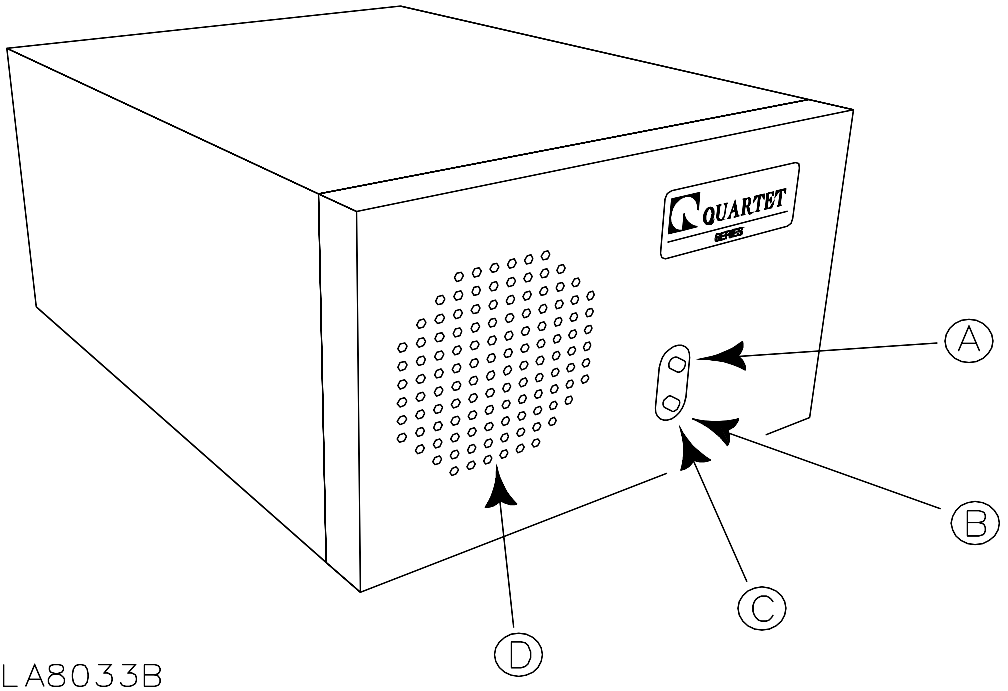
System Unit components

System Unit front view

Below is a diagram of the front panel of the Simplicity™:



System Unit front view components

The following components are on the front of the Simplicity™ ECU:

Letter	*Component*	*Function*
A	Infrared Light	Produces an invisible (infrared) beam of light that travels in a straight line, like the beam of a flashlight. This beam controls infrared devices, like a television, cable box, or VCR.
B	Infrared Receiver	This electronic eye "learns" other infrared remote controls.
C	Off-Hook Indicator	An amber light that illuminates ***behind*** the infrared receiver when the telephone is off hook
D	Main Speaker	The ECU audibly responds to spoken commands through this speaker.

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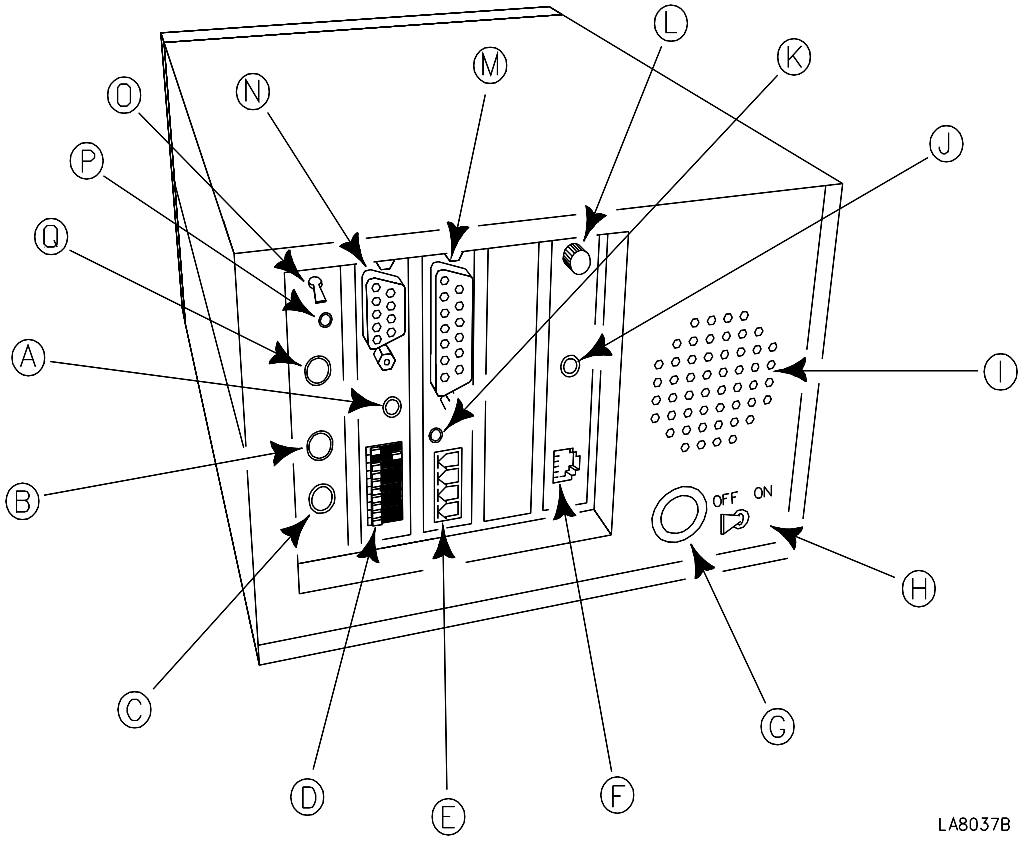
System Unit components, *continued*

System Unit rear view

Below is a diagram of the rear of the Simplicity™ ECU:



Note: Depending on model, some components called out may not be available.

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System Unit components, *continued*

System Unit rear view components

The following components are on the rear of the Simplicity™:

Letter	Component	Function
A	Reset Button (Red)	Allows the owner to reset and retrain the unit.
B	Microphone Jack	Where the microphone attaches to the ECU
C	Remote Microphone Jack	Where the wireless remote package plugs into the ECU
D	Dip Switches	Configures the House Code, pulse or rotary telephone dialing, switch operation, etc.
E	Accessory Connector 1 and 2	Attaches optional devices, such as page-turners or door openers. The top two terminals are for Accessory Connector 1, and the bottom two terminals are for Accessory Connector 2.
F	Modular Phone Jack	Where the phone line plugs into the ECU
G	Power Jack	Where the power supply plugs into the ECU
H	Battery Switch	Activates and deactivates the battery backup
I	Ventilation Holes	Ventilates the ECU. **DO NOT** block these openings.
J	External Speaker Jack	Where optional pillow or remote speakers plug into the ECU
K	External Infrared Jack	Optional cable that repositions infrared line-of-sight around objects
L	Volume Knob	Adjusts the ECU output volume
M	Bed Connector	Connects the optional bed cable to the ECU
N	RS232 Serial Port	QTI Use Only
O	Attendant Switch	Used to advance and select menus and select menu commands

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System Unit components, *continued*

System Unit rear view components, continued

Letter	*Component*	*Function*
P	Audio Output Connector	Connects optional computers, intercoms, or other devices requiring audio line level input
Q	Switch Input	Connect any Single or Dual ability switch here to the ECU. The Simplicity™ comes with a stereo plug inserted in the Switch Input. This plug can be used to solder any Single or Dual switch to if needed.

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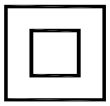
Safety Symbols

Safety Symbols

The following symbols are on the ECU and/or Power Supply Unit:

Symbol	*Definition*
	Caution, refer to documentation
	Caution risk of electrical shock
	This unit complies with requirements of a Class I device under the Medical Device Directive of 93/42/EEC.
	Class II equipment; the ECU is not earthed.
	Type B applied part
	This ECU complies with the requirements of UL2601-1, 2nd Edition (1997) "Medical Electrical Equipment, Part 1: General Requirements for Safety 2nd Edition Including Amendments 1 and 2". This ECU complies with the requirements of CAN/CSA C22.2 No. 601.1-M90, "Medical Electrical Equipment – Part 1: General Requirements for Safety, including C22.2 No. 601.1S1-94 (IEC601-1, Amendment 1:1991) Supplement No. 1-94 to CAN/CSA 22.2 No. 601.1-M90"

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Regulatory Approvals

Safety approvals

This ECU complies with the requirements of UL2601-1, 2nd Edition (1997) "Medical Electrical Equipment, Part 1: General Requirements for Safety 2nd Edition Including Amendments 1 and 2".

This ECU complies with the requirements of CAN/CSA C22.2 No. 601.1-M90, "Medical Electrical Equipment – Part 1: General Requirements for Safety, including C22.2 No. 601.1S1-94 (IEC601-1, Amendment 1:1991) Supplement No. 1-94 to CAN/CSA 22.2 No. 601.1-M90"

This ECU complies with the requirements of EN60601-1:1990, including Amendments A13:1996.

Emissions approval

This ECU complies with the requirements of EMC Directive, number 89/336/EEC, including EN60601-1-2:1993 and EN50065-1.

Telephone approval

This ECU complies with the conditions specified in NTR-3 Issue 2 Annex A.1.2.

In addition, this ECU complies with the requirements of EN60950:1992, Amendment 1 & 2:1993 & Amendment 3:1995, (clause 6; connection to telecommunication networks).

BABT approval

This ECU is approved for connection to telecommunications systems specified in the instructions for use subject to the conditions set out in them.

BABT approval number: 504117

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Specifications

Acceptable Input Voltage	110-120VAC, 60Hz, Single Phase
Current	500mA
Input Over Current Protection	Thermal Cutoffs on all legs of primary
Battery Type	Spill proof, maintenance free, sealed lead-acid
Typical Battery Life	1 to 3 years, depending on number of discharge cycles and ambient temperature
Typical Recharge Time	24 hours from total discharge
Operating Temperature	32°F to 104°F (0 to 40°C)
Storage Temperature	5°F to 113°F (-15°C to 45°C)
Operating and Storage Relative Humidity	0 to 95%, non-condensing
Operating Elevation	0 to +10,000ft (0 to +3,000m)
Storage Elevation	0 to +50,000ft (0 to +15,000m)
Size (H x W x D)	5.2” x 7.9” x 10.7” (13.20 x 20.06 x 27.17 cm)
Weight	ECU 11.5lb (5.2kg), PSU 5lb (2.2kg)

Notes:

This equipment is not suitable for use in the presence of a flammable anaesthic mixture with air or with oxygen or nitrous oxide.

This equipment should be protected against ordinary ingress of water

This equipment is intended for continuous use.

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Cleaning and maintenance

Cleaning

You can clean the outside of the ECU with a slightly damp cloth, when necessary. Use water only.

Maintenance

The Simplicity™ unit requires no special cleaning or daily maintenance, other than the recommended two-year battery replacement. Contact your authorized Quartet distributor for battery replacement and disposal.

You should annually check microphones, switches, and other accessories for safety and integrity. Contact your authorized Quartet distributor for necessary repairs or replacements.

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Accessories

Accessories

A complete line of optional accessories complements the Simplicity™, including:

Accessory	QTI P/N	Description
Pillow speaker	8009	Allows for private telephone conversations
Infrared extender	8066	Cable that repositions infrared line-of-sight around objects
Pneumatic sip and puff switch	9249	Allows you to control the ECU by switch activation
Lamp module	8013	Allows you to control incandescent lamps
Appliance module	8039	Allows you to control devices (fans, computers)
Radio remote package	9231	Allows you to remotely operate the ECU with voice or switch commands
Radio remote speaker package	9250	Allows you to hear the ECU remotely from your wheelchair.

Contact Quartet Technology or your authorized distributor for more information.

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Chapter 2: Quartet Voice Recognition (QVR)

Overview

Introduction

The Simplicity™ Environmental Control Unit (ECU) now uses the new Quartet Voice Recognition (QVR) system that responds to a sequence of spoken words, or commands. Before the ECU can respond to your commands, you must "train" the system to recognize your voice.

You train the ECU by simply speaking specific words. The ECU digitally records these words. When you speak to the ECU, it associates a command with each word it "hears," and completes a task.

Objectives

In this chapter, you learn how to:

- Identify voice training considerations
- Train the ECU to recognize your voice
- Identify Command Words
- Use voice training hints
- Train the ECU to recognize Command Words
- Complete Voice Training Options
- Use Command Words

Important Note

Before training the ECU, be sure the ECU is properly configured for your type of voice. Refer to the ***Installation Manual***, Appendix G: *Configuring the QVR.*

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Voice training considerations

Important Considerations

There are three very important factors to keep in mind as you train the ECU to recognize your voice:

- Consistency
- Pacing
- Tone

Consistency

Speaking consistently is the most important factor to remember. Your voice volume and word pronunciation should always be the same.

The ECU expects you to speak words the same way every time.

As you train the ECU, be aware of how you are speaking, remembering that the ECU expects you to repeat words in the same way whenever you issue a command.

Pacing

As you train the ECU, remember to take your time. When the ECU prompts you to say a word, repeat the word to yourself before speaking into the microphone.

Think about each word as you speak it, and focus on what it sounds like. There is no pressure to rush through the training process. You are in control, so take as much time as you like.

Tone

Speak in a clear, flat voice. Try to leave emotion out of your voice.

For example, when you speak the word “Yes," do not say, “Yes?” as if you were asking a question. Be firm and decisive.

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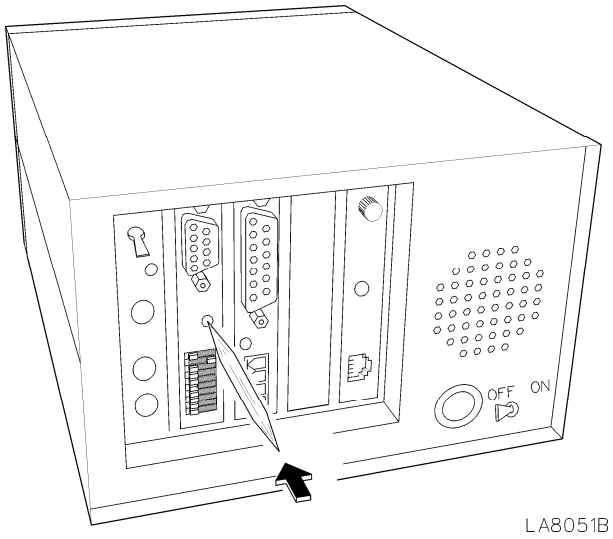
Training the ECU to recognize your voice

Training the ECU to recognize your voice

Remembering the importance of speaking consistently and carefully, complete the following to train the ECU to recognize your voice:

1. Press the red Reset button ***once***, located on the rear of the System Unit.



2. The ECU responds ***Please wait.*** Then, if you are using the available voice-controlled mouse/keyboard (VMK) option (QTI P/N 9230), the ECU responds ***Mouse, Keyboard, Up***.

   Without the VMK option installed, the ECU prompts you to say the first word ***Cancel***. This is the first time you speak into the microphone.

3. The ECU will prompt you to say each word ***three*** times. Begin speaking in your natural tone, and do not change the volume of your voice. Consistently and carefully say the word **Cancel** as prompted.

4. Continue saying each of the words when prompted. Take your time!

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Command Words list

Introduction

You train the ECU to recognize command words that will be used to complete tasks. Each task has an assigned Command Word.

The ECU prompts you to say a word that identifies each command. The ECU digitally records these Command Words in your voice. When you speak to the ECU, it associates a command to each word it “hears", and completes the assigned task.

Command Words list

The Command Words you can train are listed below. Take a moment to familiarize yourself with the words on the list. Since there are many, it may be helpful to have a glass of water nearby. It takes about ten minutes to go through the list and train the ECU to recognize the Command Words.

Command Words		
1. Cancel	23. Volume	45. Pause
2. Helpme	24. Up	46. Mouse
3. The Name**	25. Down	47. Keyboard
4. Yes	26. Mute	48. Zero
5. No	27. Head	49. One
6. Retrain	28. Mattress	50. Two
7. Phone	29. Foot	51. Three
8. Television	30. Play	52. Four
9. Cable	31. Record	53. Five
10. VCR	32. Reverse	54. Six
11. Light	33. Stop	55. Seven
12. Bed	34. Toggle	56. Eight
13. Accessory	35. Enter	57. Nine
14. Allon	36. Computer	58. Ten
15. Everythingoff	37. Function	59. Eleven
16. Turnon	38. Utility	60. Twelve
17. Shutoff	39. Remote1	61. Thirteen
18. Dial	40. Remote2	62. Fourteen
19. Answer	41. Remote3	63. Fifteen
20. Hangup	42. Privacy	64. Sixteen
21. Retry	43. Appliance	
22. Channel	44. Forward	

****** Notice the third Command Word is “The Name”. This is the name you assign to your ECU.

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Voice training hints

The first six Command Words

The ECU evaluates your voice for the first six words on the Command Word List (the bold words listed on the previous page). After you speak the first six words, the ECU goes back to the beginning of the Command Word list and prompts you to repeat them; one at a time to make sure the ECU can recognize them.

- If the ECU can recognize a word, it continues to the next word on the Command Word list.

- If the ECU cannot recognize a word, the ECU prompts you to say the word again. The ECU then asks you to say the word again to make sure it can recognize the word. This process continues until the word is successfully recognized.

Hints

The following hints may help as you train the ECU to recognize your Command Words:

- Some Command Words are a combination of two words. For example, **Helpme**. When you train the ECU to recognize **Helpme**, do not pause between Help and Me; treat these two words as one.

- If you want to stop to take a break, feel free to do so. The ECU waits until you are ready to continue. When prompted to say a Command Word, do not speak into the microphone immediately; remember you must pause briefly before repeating the word into the microphone. Pull away from the microphone, and take a break.

  When you are ready, speak directly into the front of the microphone, with your mouth no more than one half-inch away from the microphone. Pause, and then firmly say the last Command Word that the ECU prompted you to say.

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Training the ECU to recognize Command Words

Procedure

Complete the following to train the ECU to recognize the Command Words:

1. The ECU prompts you to say the word ***Cancel***.

   Speaking directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone, pause, and then firmly say **Cancel**. (You will be asked to repeat the word three times).

2. The ECU prompts you to say the word ***Helpme***.

   Speaking directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone, pause, and then firmly say **Helpme**. (You will be asked to repeat the word three times).

3. The ECU prompts you to say the word ***The Name***.

   You can personalize the ECU. Though you may choose any name you like, avoid names that sound like words used in conversation, or long, complicated names. Hard, guttural words, with two syllables work best. Examples include Egbert, Calvin, or Victor.

   Speaking directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone, pause, and then firmly say the name you choose for your ECU. (You will be asked to repeat the word three times).

4. The ECU prompts you to say the word ***Yes***.

   Speaking directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone, pause, and then firmly say **Yes**. (You will be asked to repeat the word three times).

5. The ECU prompts you to say the word ***No***.

   Speaking directly into the front of the microphone, with your mouth no more than one-inch away from the microphone, pause, and then firmly say **No**. (You will be asked to repeat the word three times).

6. The ECU prompts you to say the word ***Retrain***.

   Speaking directly into the front of the microphone, with your mouth no more than one-inch away from the microphone, pause, then firmly say **Retrain**. (You will be asked to repeat the word three times).

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Training the ECU to recognize Command Words, *continued*

After you finish the Command Words list

After saying each word three times, there will be a short pause, and then you will hear three clicks. These clicks confirm that you have successfully trained the ECU to recognize each Command Word.

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Voice training options

Introduction

The Simplicity™ ECU provides you with the following voice training options:

- Start over
  - Cancel and start over
  - Erase and start over
- Substitute Command Words
- Complete a Temporary Short Train
- Complete a Temporary Long Train
- Restore the original voice profile
- Retrain a Command Word

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Start over

Cancel and start over

Complete the following if you have recorded only some of the Command Words and decide you want to cancel what you've said and start over:

1. Press the red Reset button.

   The ECU responds, "***Please wait"***.

   If you are using the available voice-controlled mouse/keyboard (VMK) option (QTI P/N 9230), the ECU responds "***Mouse, Keyboard, Up"***.

   If you are not using VMK, the ECU identifies the switch type (single or dual), then prompts you to say the first word "***Cancel".***

2. Say **Cancel** directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone.

   Then the ECU starts you at the beginning of the Command List again.

3. Complete the procedure for training the ECU to recognize Command Words.

Erase and start over

Complete the following if you have recorded the entire Command Words list, and decide you want to erase what you've recorded and start over:

1. Press the red Reset button.

   The ECU responds, "***Please wait***".

2. When you hear one click, immediately press the red Reset button again.

   The ECU responds, "***Please wait"***.

   If you are using the available voice-controlled mouse/keyboard (VMK) option (QTI P/N 9230), the ECU responds "***Mouse, Keyboard, Up"***.

   If you are not using VMK, the ECU identifies the switch type (single or dual), then prompts you to say the first word "***Cancel"***.

3. Say **Cancel** directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone.

   Then the ECU starts you at the beginning of the Command List again.

4. Complete the procedure for training the ECU to recognize Command Words.

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Substituting Command Words

Introduction

Use the original Command Words provided. If you are having difficulty, you can substitute your own Command Words.

For example, if you want to use the word **BackUp** instead of **Reverse**, say **BackUp** when the ECU prompts you to say **Reverse**.

Caution

Use caution when substituting Command Words.

- You must remember the Command Word(s) you substituted when using the ECU.
- The ECU does not replace the original Command Word with your substitution when you say **HelpMe** to hear your available options.

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Complete a Temporary Short Train

Introduction

You can complete a Temporary Short Train to allow an interim user to train and use the ECU without losing the currently trained voice. This temporarily allows another voice to control the ECU.

Available Command Words

Only the Command Words associated with the Light Menu are available during a Temporary Short Train:

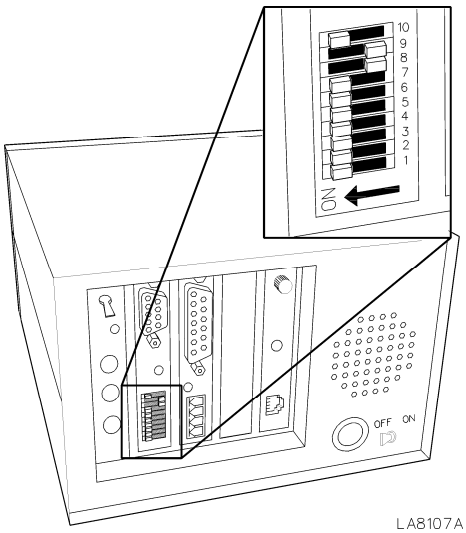
Command Words		
Cancel	Retrain	Shutoff
HelpMe	Lights	Up
TheName **	Allon	Down
Yes	Everythingoff	One
No	Turnon	Two

**** "The Name" is the name you assign to your ECU.**

Procedure

Follow these steps to complete a Temporary Short Train:

1. Move Dip Switch 8 to the off position.



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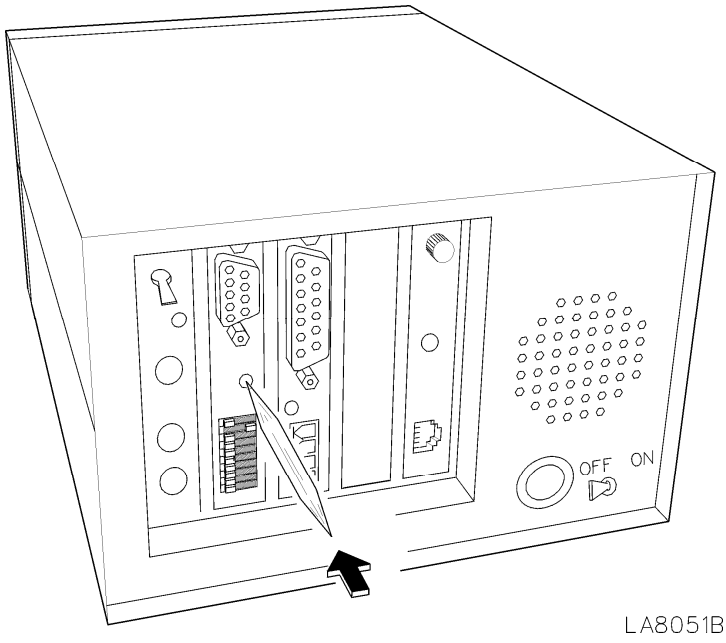
2. Press the red Reset button once.



The ECU responds ***Please wait***, and starts diagnostic testing. When the diagnostic testing completes, the ECU prompts you to ***Turn on Switch 8, say Cancel***.

3. Move Dip Switch 8 to the On position.

4. Speaking directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone, pause, then firmly say **Cancel**.

5. The ECU prompts you to say the following Short Train Command Words: ***Cancel, Helpme, The Name, Yes, No, Retrain, Lights, Allon, Everythingoff, Turnon, Shutoff, Up, Down, One, Two***. (You will be asked to repeat each word three times).

   Speaking directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone, pause, then firmly say each word as prompted.

   After you train the Short Train Command Word list, you hear three clicks, indicating the ECU is ready. The ECU can now perform (using voice) only tasks associated with the Light Menu.

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Complete a Temporary Long Train

Introduction

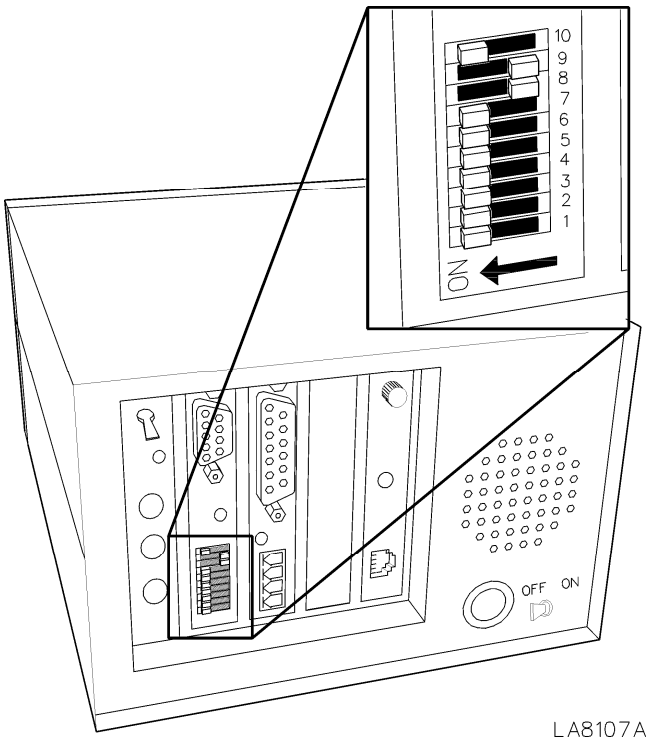
You can complete a Temporary Long Train to train and use the unit without losing the currently trained voice.

The Command Words for every menu are available after you complete a Temporary Long Train.

Procedure

Follow these steps to complete a Temporary Long Train:

1. Move Dip Switch 8 to the off position.



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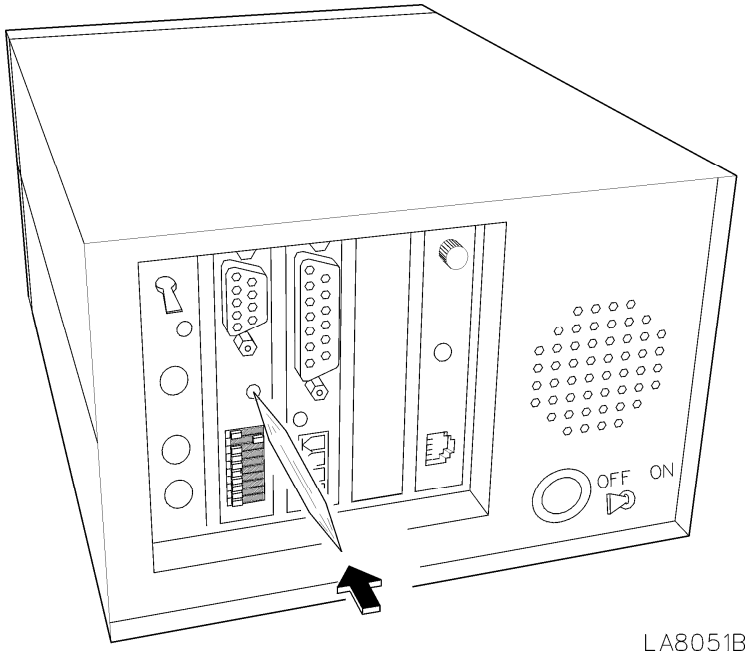
2. Press the red Reset button once.



3. When you hear one click, immediately press the red Reset button again.

   The ECU responds ***Please wait***.

   When the diagnostic testing completes, the ECU prompts you to ***Turn on Switch 8, say Cancel***.

4. Move dipswitch 8 to the On position.

5. Speaking directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone, pause, then firmly say **Cancel**.

6. The ECU prompts you to say each of the Command Words. *(See Chapter 2, Command Words List)*

   Speaking directly into the front of the microphone, with your mouth no more than one-half inch away from the microphone, pause, then firmly say each word as prompted. (You will be asked to repeat each word three times).

   After you train the Command Word list, you hear three clicks, indicating the ECU is ready. The ECU still responds to all menu commands.

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Restore the original voice profile

Procedure

Complete the following to restore the original voice profile after you complete a Temporary Long or Short Train:

1. Make sure dipswitch 8 is in the On position.
2. Press the red Reset button once. The ECU will respond with either **Dual Switch** or **Single Switch**.
3. The ECU will now respond to all menu commands.

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Retraining Words

Introduction

The Simplicity™ contains a "Retrain" utility that allows for correction of mistrained words.

Let's say you're going through the words during the training session. The ECU just said, "Please say the word Down". You start to repeat "Down" but someone interrupts you and you say "what?" The ECU will now accept this as your pronunciation of the word "Down", and move on to the next word. Now you're stuck—the ECU has a bad word trained.

Or, what if the ECU is already trained, and every time you say a word to the ECU during command sequences, it keeps saying, "Excuse me?" Maybe during training you said the word with a particular pronunciation or a different tone of voice than you usually use. No problem!

As you will see, any word(s) can be retrained at any time.

Objective

In this chapter you will about:

- Retraining selected words

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Retraining Words, *continued*

Retraining

To start the retraining process, simply call the ECUs name, wait for the ECU to respond "***Yes***?" and then say "**Retrain**". The ECU will go through the first six words, one at a time, and ask if you want that particular word retrained. If the word to be retrained is not one of the first six words, the ECU will ask you which group the word is in to be retrained.

The ECU expects a "Yes" or "No" as a response. If you say "No", the ECU will move on to the next word. If you respond with "Yes", the ECU will start the retrain sequence for that particular word.

When you are finished retraining a word, simply say **Cancel**. The new word will be updated and stored away for future use.

Example

"Egbert" is having trouble recognizing the word "Light". The following sequence will rectify this situation.

Note*: The following procedure assumes the ECU has been named "Egbert".*

Tasks:	*Say:*	*ECU Response:*
Retrain	**Egbert**	**Yes**
	Retrain	**Do you want to retrain the word "Cancel"?**
	No	**Do you want to retrain the word "Help-me"?**
	No	**Do you want to retrain "The Name"**
	No	**Retrain "Yes"?**
	No	**Retrain "No"?**
	No	**Do you want to retrain the word "Retrain"?**
	No	**Do you want to retrain a number?**
	No	**Do you want to retrain a word from the menu group "Lights"?**
	Yes	**Retrain "Light"?**
	Yes	**Say "Light"**
	Light	**Say "Light"**
	Light	**Say "Light"**
	Light	**Retrain "Allon"?**
	Cancel	

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Retraining Words, *continued*

The ECU will ask you to say the word "Light" three times. ***Take your time!*** The new word(s) will be saved. The ECU will continue on, asking if you wish to train the next word. Respond with "Cancel" if there are no more words to be retrained.

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Using Command Words

Using Command Words

Using Command Words to control your environment is easy. You simply:

1. Activate the system by saying its name.
2. Select a menu.
3. Select a menu command.

Try a command

Complete the following to use a Command Word to turn on a lamp (make sure that the light is connected to the ECU; refer to the Installation Guide for detail on this process):

1. Activate the ECU by saying its name. Let's say you named the ECU "Egbert."

   Say **Egbert**.

   Egbert responds ***Yes.***

2. Say **Light** to choose the Light Menu.

   Egbert responds ***Light***.

3. Say **Allon** to select a menu command.

   Egbert responds ***Allon***.

   The light connected to the lamp module turns on.

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Using Command Words, *continued*

Hints

Using Command Words to control your environment becomes easier as you practice pronouncing words the same way, and as you memorize the necessary sequence of commands.

Here are some other hints:

- If you forget a command, say **Helpme**. Egbert responds with a list of Command Words from which to choose.
- If the ECU keeps saying ***Excuse me***, try pronouncing the word again, being consistent with your pronunciation used during Voice Training.
- If the ECU prompts you with ***Excuse me*** four consecutive times, the fifth prompt causes the ECU to end the session. Say **Egbert** again to reactivate the ECU.
- Say **Cancel** at any time to stop to process. Say **Egbert** again to reactivate the ECU.

What to do next

To learn how to use Switch Commands, see Chapter 3, *Switch Commands*.

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Chapter 3: Switch Commands

Overview

Introduction

The Simplicity™ All-in-One and the Simplicity™ Switch ECU's accommodate any ability switch type, single or dual. You learn about each type in this section.

The ECU automatically detects the switch type, and configures itself accordingly.

Objectives

In this chapter, you learn how to:

- Define a switch
- Identify different switch types
- Set the ECU to "switch-only" mode
- Customize switch control parameters
  - Customize menu scanning speed
  - Customize switch speed
  - Customize menu selections
  - Customize menu command selections
  - Customize the Smart Switch Mode

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Switches

Definition

A switch is a mechanical device that closes an electrical circuit, which turns devices on or off.

Switches are available in a variety of forms, allowing a wide range of people with varying abilities to use them.

Function

The Simplicity™ ECU allows you to use a single switch or dual switch to complete tasks like:

- Dim or brighten lights
- Record programs with a VCR
- Make a telephone call
- Control a cable box
- Change the radio volume
- Shut down a computer
- Lower an electric bed

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Switch types

Single switch

A single switch contains a single set of contacts. When activated, the ECU starts audibly scanning menus. Activating the switch again selects the current menu. A third activation selects the appropriate menu command.

Dual switch

A dual switch contains two sets of independent contacts:

- The advance contact starts the ECU audibly scanning menus. The advance contact also overrides the Menu Scanning Speed, which you learn about in this chapter.
- The select contact selects a menu or menu command.

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Setting switch-only mode

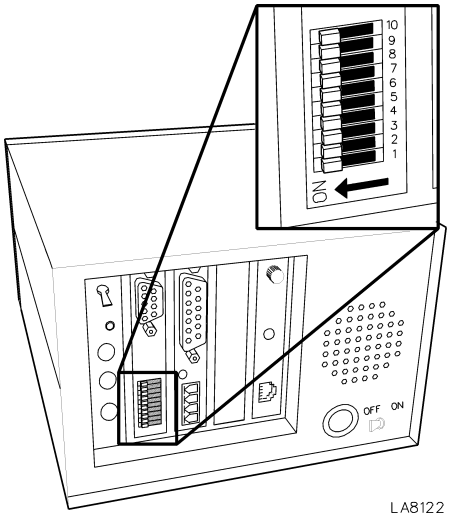
Definition

You can use the Simplicity™ All-in-One with either voice or switch commands (All-In-One mode), or you can set the ECU to respond to switch commands only (switch-only mode).

Procedure

Complete the following to set the ECU to respond to switch commands only:

1. Move dipswitch 9 to the On position.



2. Press the red Reset button.

   The ECU responds ***Please wait***, identifies the switch type (single or dual), then clicks three times.

   The ECU now responds to switch commands only.

Note

If you set the ECU to switch-only mode, you do not lose any previously trained Command Words.

You must set the ECU back to All-In-One mode in order to use both voice and switch commands.

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Customizing switch control parameters

Introduction

The Simplicity™ allows you to customize the following control parameters:

- Menu Scanning Speed
- Switch Speed, also know as the Acceptance Rate
- Menu Selection
- Menu Command Selection
- Smart Switch™ Selection

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Customizing Menu Scanning Speed

Definition

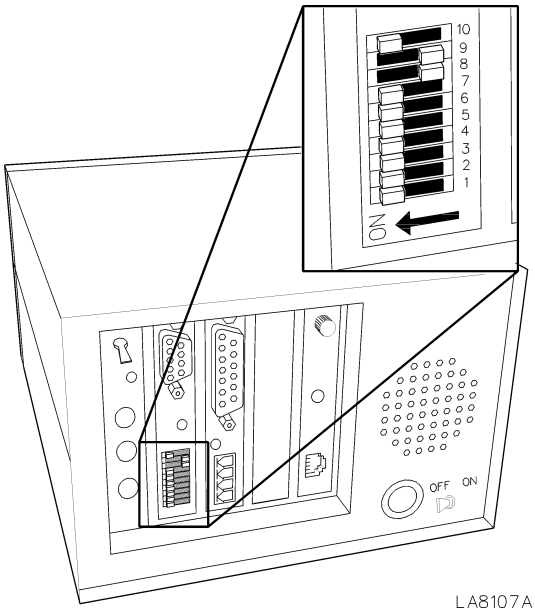
Menu Scanning Speed is the rate at which the ECU audibly scans through menu selections.

You can configure the ECU to scan at speeds from 0 to 15 seconds, in .5 second increments. The default Menu Scanning Speed is 0.

Procedure

Complete the following to change the Menu Scanning Speed, for example, to 1.5 seconds:

1. Set Dip Switch number 8 to the Off position.



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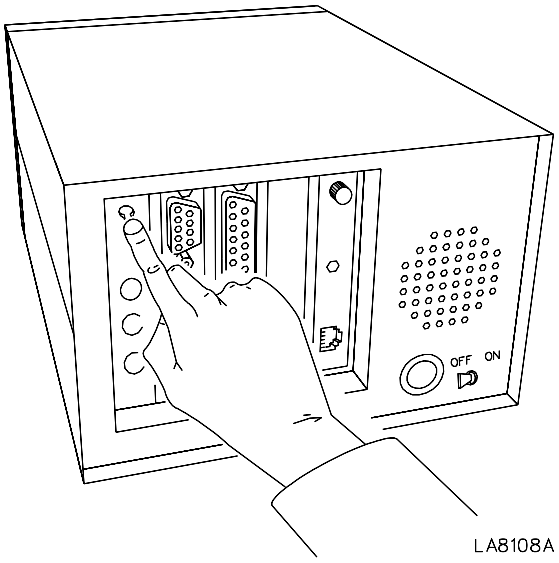
2. Push the toggle switch down.



   The ECU responds with ***Speed Selection, Menu Speed Selection***, indicating that you are in Speed Selection Mode and the current selection is Menu Speed.

3. Push the toggle switch down again.

   The ECU responds with ***Switch Speed Selection***, indicating that the current selection is Switch Speed.

Note

Pushing the toggle switch down toggles between selecting Menu Speed and Switch Speed.

4. Push the toggle switch down again.

   The ECU responds with ***Menu Speed Selection***, indicating that the current selection is Menu Speed.

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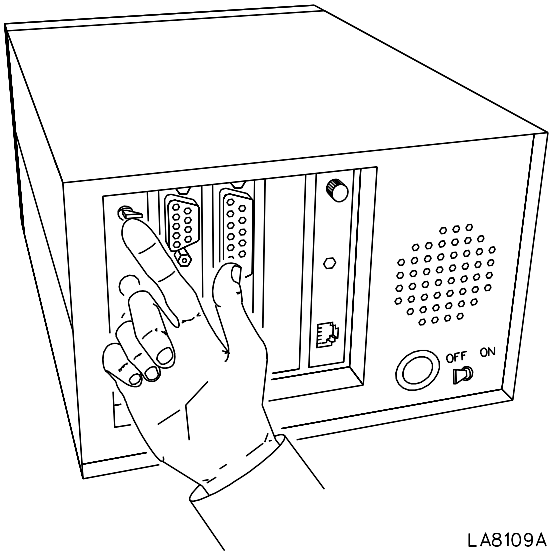
5. Push the toggle switch up and the ECU responds **1** (.05 second). Push the toggle switch up again and the ECU responds **2** (1 second).



   Pushing the toggle switch up increases the time available to scan menu selections. Pushing the toggle switch down decreases the time available to scan menu selections.

6. Let's set the Menu Selection Speed at 1.5 seconds.

   Push the toggle switch up until the ECU responds **3**.

7. When you set the Menu Scanning Speed at the desired time, set Dip Switch number 8 to the On position.

   The ECU clicks three times to acknowledge the customized setting.

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Customizing Switch Speed

Definition

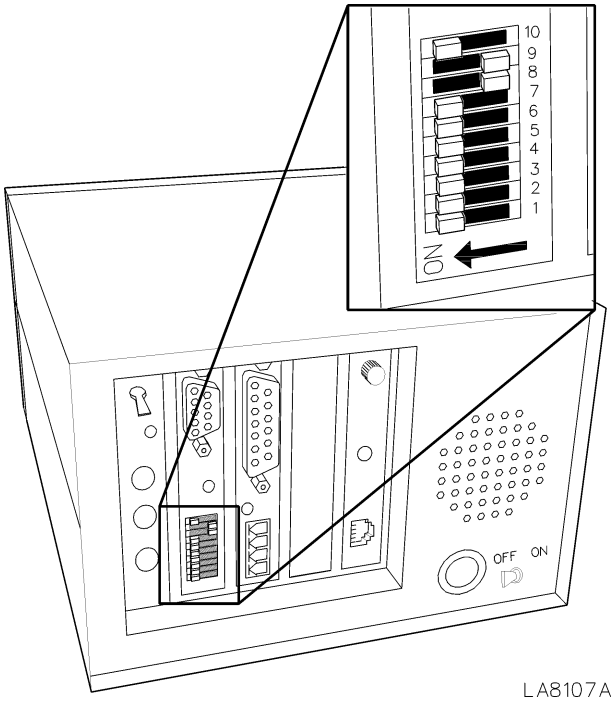
Switch Speed is available for users who experience spasticity when operating a switch. Switch Speed, also known as the Switch Acceptance Rate, is the amount of time available for activating the Switch.

You can set the Switch Speed from 0 to 15 seconds, in .5 second increments. The default Switch Speed is 0.

Procedure

Complete the following to change the Switch Speed, for example, to 1 second:

1. Set Dip Switch number 8 to the Off position.



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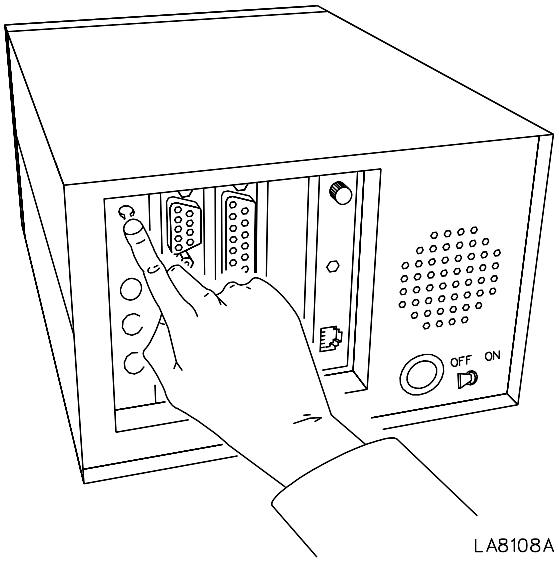
2. Push the toggle switch down.



   The ECU responds with ***Speed Selection, Menu Speed Selection***, indicating that you are in Speed Selection Mode and the current selection is Menu Speed.

3. Push the toggle switch down again.

   The ECU responds with ***Switch Speed Selection***, indicating that the current selection is Switch Speed.

Note

Pushing the toggle switch down toggles between selecting Menu Speed and Switch Speed.

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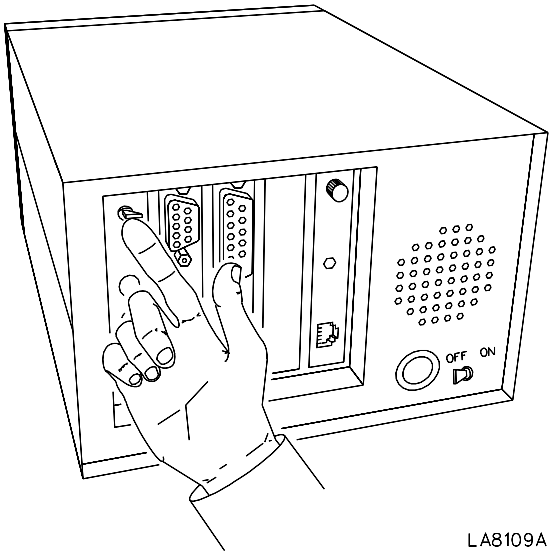
4. Push the toggle switch up and the ECU responds **1** (.05 second). Push the toggle switch up again and the ECU responds **2** (1 second).



   Pushing the toggle switch up increases the time available to activate the switch. Pushing the toggle switch down decreases the time available to activate the switch.

5. Let's set the Switch Speed at 1 second.

   Push the toggle switch up until the ECU responds **2**.

Note

The ECU will not allow you to set a Switch Speed greater than the Menu Scanning Speed. For example, if the Menu Scanning Speed is set at 1.5 seconds, the fastest Switch Speed available is 1.5 seconds.

6. When you have set the Switch Speed at the desired time, set Dip Switch number 8 to the On position.

   The ECU clicks three times to acknowledge the customized setting.

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Customizing Menu Selection

Definition

You can configure the Simplicity™ to enable or delete each menu, and their associated menu commands.

Menu	Function
Phone	Controls a telephone
Light	Controls incandescent lighting
Appliance	Controls appliances, like ceiling fans
Television	Controls a television
Cable	Controls a cable box
VCR	Controls a VCR
Remote 1	User defined
Remote 2	User defined
Remote 3	User defined
Bed	Controls an electric bed
Accessory	Controls standard accessories, such as page turners, door openers, or nurse pagers
Utility	Controls special functions defined by the owner, such as infrared learning, looping options, and accessory hold times
Computer	Controls access to PC voice recognition software

Enabled vs. Deleted

You enable or delete each menu:

- **Enable** means to activate the menu.
- **Delete** means to deactivate the menu; **it does not mean that the menu is permanently removed.** You can enable any deleted menu at any time.

Note: By default, all menus, except for Computer, are enabled. This feature does not effect voice recognition menus.

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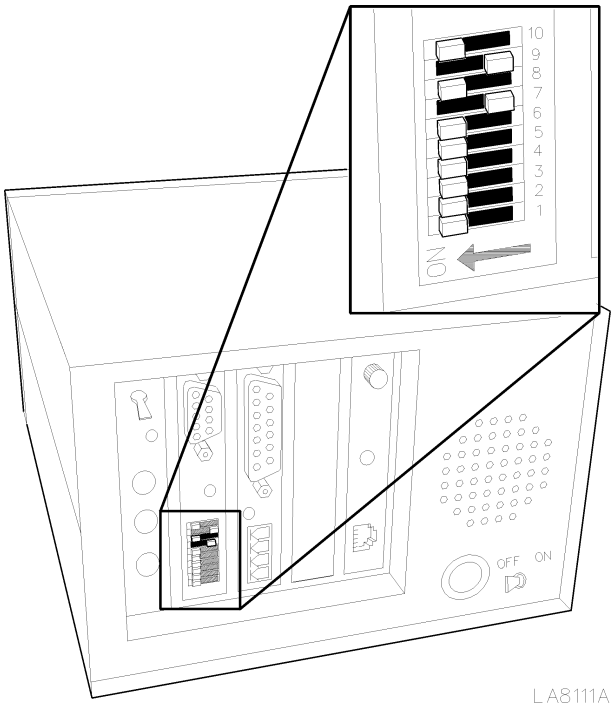
Procedure

Complete the following to enable or delete each menu:

1. Set Dip Switch number 7 to the Off position.



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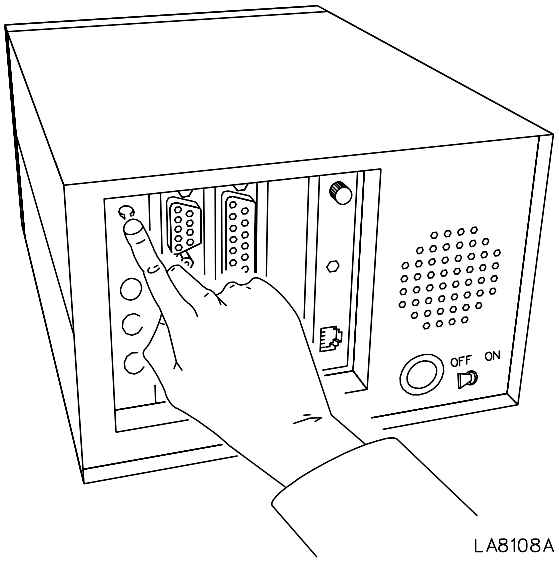
2. Push the toggle switch down.



The ECU responds with ***Menu Selection***, and starts scanning through the menus, one at a time, stating if the menu is enabled or deleted.

For example, ***Phone is enabled***, or ***Television is deleted***.

3. As the ECU scans through each menu, you can:
   - Do nothing, if you do not want to change the menu setting; the ECU moves on to the next menu.
   - Push the toggle switch down to enable a deleted menu. The ECU replies that the menu is enabled.
   - Push the toggle switch down to delete an enabled menu. The ECU replies that the menu is deleted**.**

4. When the menu settings are defined, set Dip Switch number 7 to the On position.

   The ECU clicks three times to acknowledge the customized setting.

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Customizing Menu Command Selection

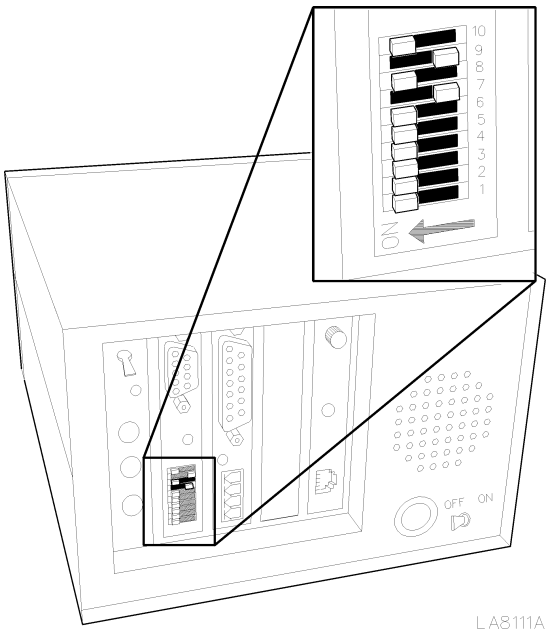
Definition

You can customize each enabled menu by deleting menu commands that are not relevant to your environment. Remember, you can enable any deleted menu commands at any time.

Procedure

Complete the following to enable or delete menu commands for each enabled menu:

1. Set Dip Switch number 7 to the Off position.



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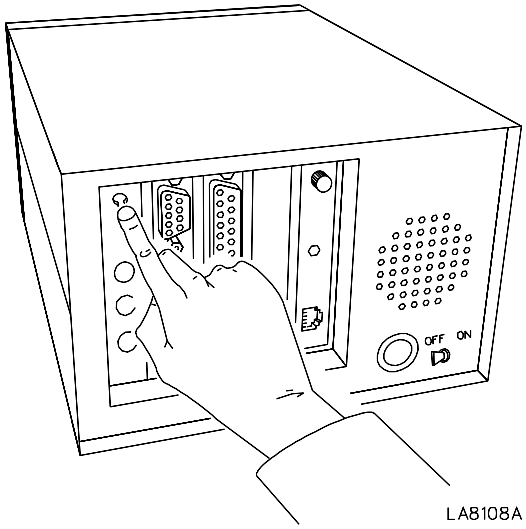
2. Push the toggle switch down.



The ECU responds with "***Menu Selection"***, and starts scanning through the menus, one at a time, stating if the menu is enabled or deleted.

3. For each enabled menu, push the toggle switch up. This starts the ECU scanning through every menu command, one at a time, stating if the menu command is enabled or deleted.

Note

The ECU lists every command, although the device controlled by the unit may not use every command. For example, you hear options "***Forward"*** and "***Reverse"***, even though these options are not used within the Television Menu.

---

4. As the ECU scans through each menu command, you can:

   - Do nothing, if you do not want to change the menu command setting; the ECU moves on to the next menu command.
   - Push the toggle switch down to enable a deleted menu command. The ECU replies that the menu command is enabled.
   - Push the toggle switch down to delete an enabled menu command. The ECU replies that the menu command is deleted**.**

5. When the menu command settings are defined, set Dip Switch number 7 to the On position.

   The ECU clicks three times to acknowledge the customized setting.

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Customizing Smart Switch

Definition

The Smart Switch feature allows you to customize how the ability switch controls the ECU. There are two modes:

- **Mode A:** Used by those who do not experience motor impairment when operating a single or dual switch. Selected menus or menu commands execute upon switch activation.

- **Mode B:** Used by those who experience motor impairment when operating a switch. The scanning process suspends when the switch activates, and does not continue until the user deactivates the switch.

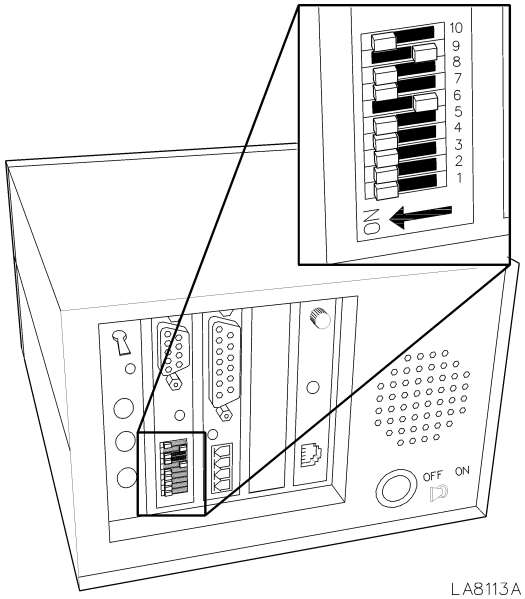
Procedure

Complete the following to set the Simplicity™ to Smart Switch Mode A or B:

1. To set the Smart Switch to Mode A, set Dip Switch number 6 to the On position.

Or,

2. To set the Smart Switch to Mode B, set Dip Switch number 6 to the Off position.



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Chapter 4: The Phone Menu

Overview

Introduction

The Simplicity™ integrates a built-in, full-featured telephone with a ringer. With the optional remote radio package, you can use the phone from anywhere in your environment with Switch or Voice commands.

While you are on the telephone, all other ECU functions are still available to you. For example, you could turn a light on or off, or mute a television.

Objectives

In this chapter, you learn how to use the Phone Menu to:

- Answer or hang-up the phone
- Answer a "call waiting"
- Dial any specified phone number
- Automatically redial the last phone number dialed
- Put a caller on hold
- Conduct a private conversation
- Store and speed dial up to 100 phone numbers
- Enter up to 35 digits per speed dial location
- Review and change the phone numbers you store for speed dial
- Adjust the phone listening volume
- Turn the phone ringer on or off
- Conduct off-hook dialing, (available with Voice commands only)

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The Phone Menu Commands

Phone Menu Commands

Once the phone is connected, you use Voice or Switch commands to control the phone with the Phone Menu commands:

Phone Menu Commands	*Function*
Answer	Takes the telephone off-hook to answer an incoming call
Dial Operator	Speed dials the phone number programmed into location 99, (factory default is 0). **Note:** This command is available in Switch mode only.
Hangup	Places the telephone on-hook to end a call
Mute	Toggles a caller on and off hold
Retry	Redials the last digits entered
Privacy	Toggles a caller between the main speaker and an optional external speaker
Dial	Dials any specified digits
Record	Stores a phone number for speed dialing
Play	Dials a stored speed dial number
Volume	Increases or decreases the incoming caller's speaking volume
Utility	Verbally plays back the number stored in a specified speed dial location

Note

Depending upon the phone service to which you subscribe, set the ECU to tone-dial or rotary-dial mode. Refer to the Installation Guide for detail on this process.

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Answer, and Hangup Commands

Answer

The **Answer** command allows you to answer an incoming phone call.

The Simplicity™ supports call waiting (if you subscribe to this feature from your telephone company.) If you answer a call and a second call comes in, the **Answer** command puts the first call on hold, and accesses the second call. You also use the **Answer** command to toggle between the two phone calls.

Tasks:	*Say:*	*Select:*
Answer a phone call:	**Egbert** **Phone** **Answer**	 **Phone** **Answer**
Answer call waiting (put the first call on hold and answer the second call):	**Egbert** **Phone** **Answer**	 **Phone** **Answer**
Toggle back to the first phone call (put the second call on hold and return to the first call):	**Egbert** **Phone** **Answer**	 **Phone** **Answer**

Note

The ECU can be configured to automatically turn on a module when the phone is answered and shut off the module when the phone is hung up. This feature is useful to let others know when you are on the phone. Refer to the "Installation Manual" for details on how to use this feature.

Hangup

The **Hangup** command ends a phone call.

Task:	*Say:*	*Select:*
End a phone call:	**Egbert** **Phone** **Hangup**	 **Phone** **Hangup**

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The Mute, Dial Operator, and Retry Commands

Mute

The **Mute** command toggles a caller on and off hold.

Tasks:	Say:	Select:
Place a caller on hold: The ECU responds ***Mute Enabled***, indicating that a caller is on hold.	**Egbert** **Phone** **Mute**	 **Phone** **Mute**
Take a caller off hold: The ECU responds ***Mute Deleted***, indicating that a caller is off hold.	**Egbert** **Phone** **Mute**	 **Phone** **Mute**

Dial Operator

Accessible in Switch mode only, the **Dial Operator** command speed dials the telephone operator's phone number, which is automatically programmed into location 99.

Task:	Say:	Select:
Speed dial the operator:	**Not available**	**Phone** **Dial Operator**

The **Dial Operator** command speed dials any phone number stored in location 99. Use the **Record** command to change the phone number stored in location 99.

Retry

The **Retry** command redials the last number specified.

Task:	Say:	Select:
Redials the last number specified when the phone was on-hook:	**Egbert** **Phone** **Retry**	 **Phone** **Retry**

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The Privacy Command

Definition

The **Privacy** command toggles a caller between the main speaker and an optional external speaker (QTI P/N 8009).

Whether or not you use the **Privacy** command, the ECU always responds to commands through the main speaker if enabled. See Chapter 12, "*Utility Functions*".

Caution

You should connect the external speaker jack to a "pillow" type speaker only with a rating of **8-ohms**, **½ watt**.

If you are not certain of the speaker size, or need to purchase a speaker, please call your local distributor and ask for QTI P/N 8009.

Examples

Task:	*Say:*	*Select:*
Listen to a caller on an optional external speaker:	**Egbert** **Phone** **Privacy**	 **Phone** **Privacy**
The ECU responds ***Privacy Enabled***, indicating that the Privacy mode is active.		

When you use the **Answer**, **Dial Operator**, **Retry**, **Dial**, or **Play** commands, the ECU responds ***Privacy Enabled***. This reminds you that the caller will be heard only through the optional external speaker.

Task:	*Say:*	*Select:*
Toggle a caller back to the main speaker:	**Egbert** **Phone** **Privacy**	 **Phone** **Privacy**
The ECU responds ***Privacy Deleted***, indicating that the Privacy mode is inactive and that the caller will be heard through the main speaker, if enabled. See Chapter 12, "*Utility Functions*".		

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The Dial Command

Definition

The **Dial** command provides options for dialing phone numbers. You can:

- Specify and dial numbers
- Access special features offered by your local phone company, i.e., call forwarding
- Voice command users can specify a number and remain in dial mode. This is helpful when navigating voice mail systems, on-line banking, pager signaling, or other phone operations that require off-hook dialing. This feature is not available to Switch users.

Sub-Commands

The **Dial** command provides additional sub-commands:

Dial Sub-Commands	*Function*
Forward	Used in some countries where special phone services are offered; only active when a Timed Loop Break (TLB) is set to a value other than zero; see the Installation Manual for detail on setting the TLB value. Factory default is TLB set to zero.
Function	Available in voice mode only, this command allows you to specify and dial digits on demand while off-hook.
0 - 11	The numbers to be dialed (phone number, credit card number, PIN number, etc.) **10** dials the star key (*) **11** dials the pound key (#)
No	Cancels the last digit specified; you can repeat the **No** command to cancel as many digits as you have entered
Pause	Inserts a one-second delay in the dialing sequence. The *Pause* command can be inserted any number of times.
Dial	Dials the specified digits

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Examples

Task:	*Say:*	*Select:*
Specify and dial a phone number:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Dial command	**Dial**	**Dial**
Specify the digits to be dialed	**5 5 5 4 4 3 2**	**5 5 5 4 4 3 2**
Dial the digits	**Dial**	**Dial**

Task:	*Say:*	*Select:*
Activate a special phone service via the Recall button on the telephone (available to users outside the USA and Canada)**		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Dial command	**Dial**	**Dial**
Specify the Forward command*	**Forward***	**Forward***
Specify the two-digit code for a special phone service, plus any required digits	**2 1**	**2 1**
Activate the special phone service	**Dial**	**Dial**

* Used in some countries where special phone services are offered; only active when a Timed Loop Break (TLB) is set to a value other than zero; see the Installation Manual for detail on setting the TLB value. Factory default is TLB set to zero.

** The Recall feature is available on some telephones. Check with your local Telephone Company.

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Examples

Task:	*Say:*	*Select:*
Dial number (555-1234) and remain in off-hook dialing mode (voice mode only)		
Call the ECU	**Egbert**	**Not available**
Specify the Phone Menu	**Phone**	
Specify the Dial command	**Dial**	
Specify phone number	**5 5 5 1 2 3 4**	
The ECU dials the number and remains in off-hook dialing mode.	**Function**	
Dials the number 1 (Example; such as when using voice mail, etc.)	**1**	
Suspends off-hook dialing	**Mute**	
Resumes off-hook dial mode	**Egbert**	

Task:	*Say:*	*Select:*
Dial a number, followed by the star key:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Dial command	**Dial**	**Dial**
Specify the digits to be dialed, followed by a star key (Use the **No** command to cancel an incorrect number)	**1 2 3 4 11 No 10**	**1 2 3 4 11 No 10**
Dial the digits	**Dial**	**Dial**

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Examples

Task:	*Say:*	*Select:*
Specify and dial a phone number:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Dial command	**Dial**	**Dial**
Specify the digits to be dialed	**5 5 5 4 4 3 2**	**5 5 5 4 4 3 2**
Dial the digits	**Dial**	**Dial**

Task:	*Say:*	*Select:*
Pause one second before dialing a phone number:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Take the phone off hook	**Dial**	**Dial**
Dial the number 9	**Nine**	**Nine**
Pause for one second	**Pause**	**Pause**
Specify a number	**5 5 5 4 4 3 2**	**5 5 5 4 4 3 2**
Dial the number	**Dial**	**Dial**

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The Record Command

Definition

The **Record** command allows you to:

- Record up to 100 phone numbers in memory
- Enter up to 35 digits per memory location
- Delete and re-record a number in any location

Note

You must remember the number stored in each location. Appendix B provides you a form that helps you keep track of:

- Your recorded location numbers
- The numbers stored in each location
- The item associated with the recorded number (phone number, credit card number, PIN number, etc.)

Record Sub-Commands

The **Record** command provides additional sub-commands:

Record Sub-Commands	*Function*
0-9	The numbers that identify each speed-dial location; you must specify two digits for each location number. Once you specify a two-digit location, the ECU responds ***Record***. You then select or say the numbers to be recorded.

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0-9 Sub-Commands

The **Record** command provides additional sub-commands:

0-9 Sub-Commands	*Function*
Function	Stores the specified digits. Note that both the *Function* and *Record* commands will store the digits to be dialed. However, during *Play*, only those digits stored with the *Function* command will cause the ECU to dial the number ***and*** remain in off-hook dialing mode. Note that off-hook dialing is available in Voice mode only.
0-11	The numbers to be recorded (phone number, credit card number, PIN number, etc.) **10** records the star key (*) **11** records the pound key (#)
No	Cancels the last digit specified; you can repeat the **No** command to cancel as many digits as you have entered
Pause	Inserts a one-second delay in the dialing sequence
Record	Stores the specified digits.

Examples

Task:	*Say:*	*Select:*
Record a number (555-1234) in location 01:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Record command	**Record**	**Record**
Specify two digits for the location you wish to store the number	**Zero** **One**	**Zero** **One**
Specify phone number	**5 5 5 1 2 3 4**	**5 5 5 1 2 3 4**
Record the location	**Record**	**Record**

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Examples

Task:	*Say:*	*Select:*
Record a phone number (555-1234) in location 01 and remain in off-hook dialing mode during play (Voice mode only)		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Record command	**Record**	**Record**
Specify two digits for each location	**Zero**	**Zero**
	One	**One**
Specify phone number	**5 5 5 1 2 3 4**	**5 5 5 1 2 3 4**
When Voice-users specify the Play command, the ECU dials the number and remains in off-hook dialing mode	**Function**	
Because off-hook dialing is not available in Switch mode, Switch-users must end the command sequence with the Record command		**Record**

Note

Specifying the **Function** command in the above example keeps the ECU in off-hook dialing mode when you use the **Play** command. This is available to Voice users only.

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Examples

Task:	*Say:*	*Select:*
Record a bank password (9876 #) in location 02		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Record command	**Record**	**Record**
Specify two digits for each location	**Zero** **Two**	**Zero** **Two**
Specify bank password (Use the **No** command to cancel an incorrect number)	**9 8 7 5 No 6**	**9 8 7 5 No 6**
Specify the pound sign at the end of the password	**11**	**11**
Record location	**Record**	**Record**

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Examples

Task:	*Say:*	*Select:*
Record a phone number (555-6789) in location 03. You specify 9 to access an outside line. The Pause command inserts a one-second delay.		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Record command	**Record**	**Record**
Specify two digits for each location	**Zero** **Three**	**Zero** **Three**
Dial 9 to access an outside line	**9**	**9**
Pause one second while the outside line is accessed	**Pause**	**Pause**
Specify phone number	**5 5 5 6 7 8 9**	**5 5 5 6 7 8 9**
Record	**Record**	**Record**

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The Play Command

Definition

The **Play** command allows you to dial the numbers you recorded in each location.

If you specify a location that does not have stored numbers, the ECU prompts ***Not Programmed***.

Examples

Tasks:	*Say:*	*Select:*
Play the phone number recorded in location 02:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Play command	**Play**	**Play**
Specify a two-digit location	**Zero** **Two**	**Zero** **Two**
Play the phone number recorded in location 04:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Play command	**Play**	**Play**
Specify a two-digit location	**Zero** **Four**	**Zero** **Four**
Note: If you specified a location without recorded numbers, the ECU responds ***Not programmed***.		

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Play Sub-Commands

If you specified the **Function** command when you recorded numbers, the ECU dials the numbers and remains in off-hook dialing mode. This allows you to dial specific digits on demand while off-hook.

For example, if a company you call has voice-mail, you can specify an extension.

Play Sub-Commands	*Function*
Mute	Suspends off-hook dialing allowing you to have your phone conversation; calling the ECU's name prompts the ECU to say ***Dial*** and resumes off-hook dialing mode.
0-11	The digits to be dialed (voice-mail extensions, credit card number, PIN number, etc.) **10** dials the star key (*) **11** dials the pound key (#)
Hangup	Places the telephone on-hook to end a call

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Examples

Task:	*Say:*	*Select:*
Play the number recorded in location 47. You specified Function when you recorded the number, so the ECU remains in off-hook dialing mode after play. Then you can specify an extension.		
Call the ECU	**Egbert**	**Not available**
Specify the Phone Menu	**Phone**	
Specify the Play command	**Play**	
Specify a two-digit location	**Four** **Seven**	
The ECU dials the number		
Since Voice users are still in off-hook dialing mode, you can specify a phone extension	**4**	
Suspend the ECU while you talk on the phone	**Mute**	
Call the ECU by name to resume off-hook dialing mode	**Egbert**	
End the phone call	**Hangup**	

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The Volume Command

Definition

The **Volume** command allows you to control the volume of the person on the phone with whom you are speaking.

You adjust the listening volume by specifying a number from zero (minimum volume) to nine (maximum volume). The *default* listening volume is five.

Sub-Commands

The **Volume** command provides additional sub-commands:

Volume Sub-Commands	*Function*
0 - 9	Zero specifies minimum listening volume; nine indicates maximum listening volume

Examples

Task:	*Say:*	*Select:*
Turn up the listening volume from the default setting of 5 to 8:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Volume command.	**Volume**	**Volume**
The ECU tells you the current volume setting; default value is five	***Five***	***Five***
Turn up the listening volume	**Eight**	**Eight**

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The Utility Command

Definition

The **Utility** command allows you to review the numbers you have recorded in each location. You specify a location from 00 - 99, and the ECU verbally announces the numbers stored in that location.

If the location does not contain recorded numbers, the ECU responds ***Not Programmed***.

Sub-Commands

The Utility command provides additional sub-commands:

Utility Sub-Commands	*Function*
00 - 99	Specify a location number and the ECU announces the numbers recorded in that location

Examples

Task:	*Say:*	*Select:*
Review the phone number recorded in location 75:		
Call the ECU	**Egbert**	
Specify the Phone Menu	**Phone**	**Phone**
Specify the Utility command	**Utility**	**Utility**
Specify a two-digit location	**Seven** **Five**	**Seven** **Five**
The ECU announces the numbers recorded in that location	***5 5 5 1 2 3 4***	***5 5 5 1 2 3 4***

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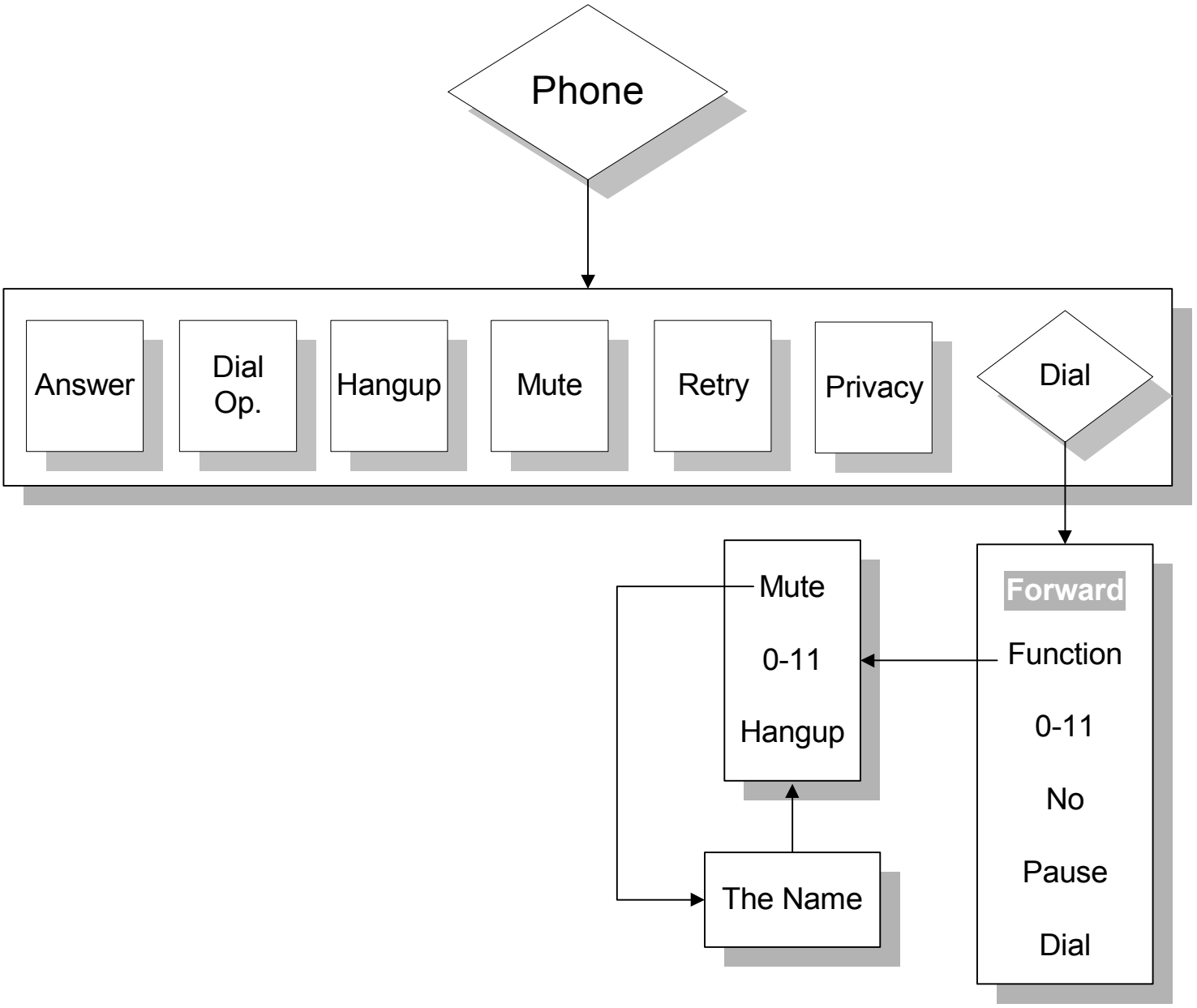
Phone Menu Flowchart

Introduction

This flowchart outlines the Phone Menu commands:



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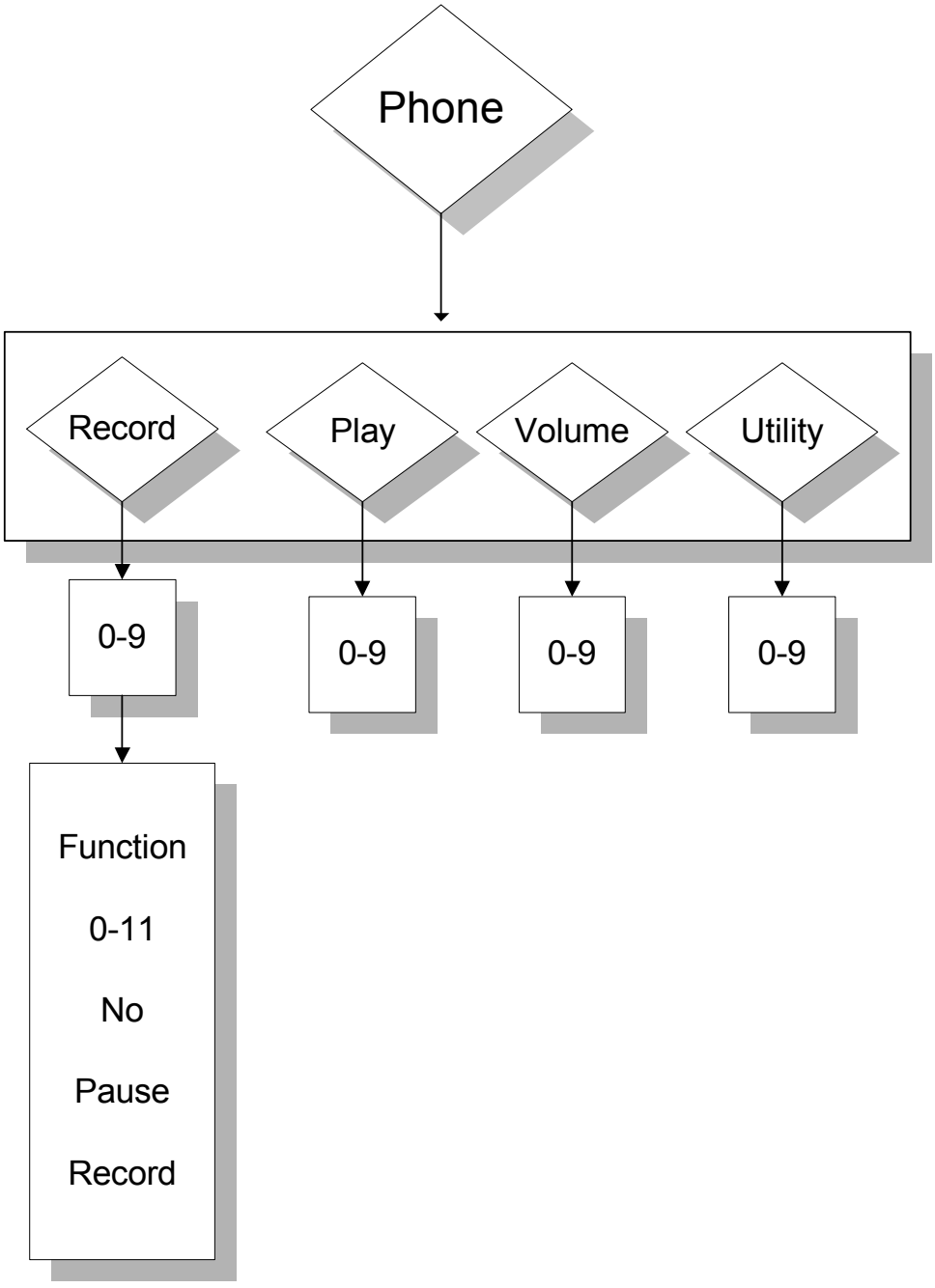
Phone Menu Flowchart

Introduction

This flowchart outlines the Phone Menu commands:



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Chapter 5: The Light Menu

Overview

Introduction

Lamp modules turn on, shut off, brighten, and dim lamps. Lamp modules operate incandescent lamps, **not** florescent lamps. The incandescent lamp must have a rating of between 40W and 300W. Lamps rated below 40W may flicker or operate erratically.

You can control a total of 16 modules with the Light Menu, identifying each module by a unit number from 1- 16. You can control multiple lamps by setting each lamp module to same unit number.

Caution

Appliances (for example florescent lights, fans, toasters, electric heaters) should **never** be plugged into a lamp module.

If you are unsure about what to plug into the lamp module, contact your authorized distributor.

Objectives

In this chapter, you learn how to use the Light Menu to:

- Turn on one, or all lamp modules
- Shut off one, or all lamp modules
- Brighten or dim a lamp
- Turn on a lamp module for a specified period of time, then shut it off

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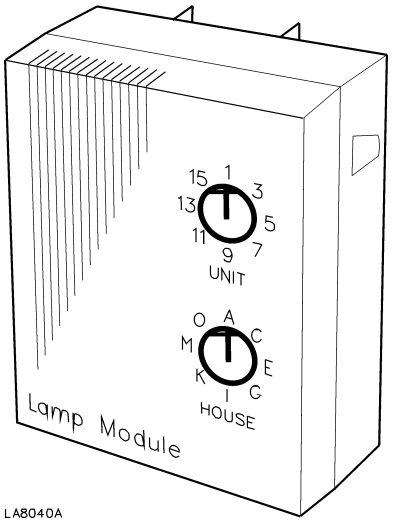
Modules

Definition

A module is a small component, which receives electronic signals from the ECU, allowing you to control devices, such as lights, or appliances.



Modules are available for various devices. Consult your authorized distributor for details.

Lamp module

A lamp module (QTI P/N: 8013):

- Turns on, shuts off, brightens, and dims lamps
- Operates incandescent lamps, **not** florescent lamps
- Responds to the **Turnon**, **Shutoff**, **Allon**, **Everythingoff**, **Up** and **Down** commands

Appliance module

An appliance module (QTI P/N: 8039):

- Turns on, and shuts off appliances, like a fan or florescent light
- Responds to the **Turnon**, **Shutoff,** and **Everythingoff** commands only

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The Light Menu Commands

Light Menu

You can control a total of 16 modules with the Light Menu, identifying each module by a unit number from 1- 16.

Light Menu Commands

You can control any type of module (appliance, lamp, chime, universal, etc.) with the Light Menu commands.

For example, you connected an incandescent light to a lamp module. You can use Voice or Switch commands to control the lamp with the Light Menu commands:

Light Menu Commands	*Function*
Allon	Turns on all lamp modules
Everythingoff	Turns off all modules
1-16	Specifies a module
Turnon	Turns on a specific module
Shutoff	Shuts off a specific module
Up	Brightens a lamp (lamp module only)
Down	Dims a lamp (lamp module only)
No	Cancels the last module number specified
Function	Turns on and then shuts off a specific module

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Allon and Everythingoff Commands

Allon

You can use Light Menu or Appliance Menu commands to control any type of module. See Chapter 6 for detail on the Appliance Menu.

For example, you can use the **Allon** command in the Light Menu to turn on all lamp modules at the same time.

Task:	*Say:*	*Select:*
Turn on all lamp modules:	**Egbert** **Light** **Allon**	 **Light** **Allon**

Everythingoff

The **Everythingoff** command shuts off all modules (lamp and appliance) at the same time.

Task:	*Say:*	*Select:*
Shut off all modules:	**Egbert** **Light** **Everythingoff**	 **Light** **Everythingoff**

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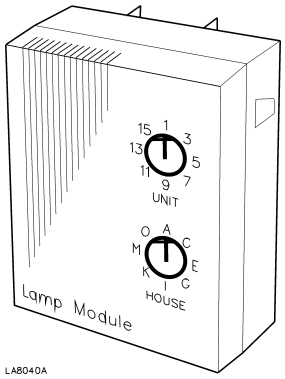
Commands 1 through 16

Definition

You identify each light in your environment with the number that corresponds to a unit code (1 through 16) on a module.



For example, if your reading light is defined as unit code one, you control this light by first specifying **One**, then using the following sub-commands.

Sub-Commands

After you specify a number from 1 through 16, use the following sub-commands:

1 - 16 Sub-Commands	*Function*
Turnon	Turns on one or several lamps in the sequence in which the module numbers are specified
Shutoff	Shuts off one or several lamps in the sequence in which the module numbers are specified
Up	Repeating the **Up** command gradually brightens one or several lamps in the sequence in which the module numbers are specified
Down	Repeating the **Down** command gradually dims one or several lamps in the sequence in which the module numbers are specified
No	Cancels the last module number specified
Function	Turns on a specified module for a pre-defined period of 1 to 16 seconds, then shuts off

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Turnon and Shutoff Commands

Turnon

The **Turnon** command turns on one or several lamps in the sequence in which the module numbers are specified.

Task:	*Say:*	*Select:*
Turn on, in order, modules one, two, and three:	**Egbert**	
	Light	**Light**
	One	**One**
	Two	**Two**
	Three	**Three**
	Turnon	**Turnon**

Shutoff

The **Shutoff** command shuts off one or several lamps in the sequence in which the module numbers are specified.

Task:	*Say:*	*Select:*
Shut off module six:	**Egbert**	
	Light	**Light**
	Six	**Six**
	Shutoff	**Shutoff**

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Up and Down Commands

Up

Repeating the **Up** command gradually brightens one or several lamps in the sequence in which the module numbers are specified. The ECU issues a soft tone after it brightens the lamp one increment. You must wait for this tone before you repeat the **Up** command.

You must select or say **Cancel** when you reach the desired brightness.

Task:	*Say:*	*Select:*
Increase the brightness of lamp module one by two increments:	**Egbert**	
	Light	**Light**
	One	**One**
	Up	**Up**
	Up	**Up**
	Cancel	**Cancel**

Down

Repeating the **Down** command gradually dims one or several lamps in the sequence in which the module numbers are specified. The ECU issues a soft tone after it dims the lamp one increment. You must wait for this tone before you repeat the **Down** command.

You must select or say **Cancel** when you reach the desired lighting.

Task:	*Say:*	*Select:*
Decrease the brightness of lamp module two by one increment:	**Egbert**	
	Light	**Light**
	Two	**Two**
	Down	**Down**
	Cancel	**Cancel**

Hint

If the light you want to control is off, you can use the **Up** and **Down** commands to turn on the light, and then brighten or dim it. You do not need to issue the **Turnon** command first.

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No Command

No

The **No** command cancels the last module number specified.

You can repeat the **No** command to cancel as many modules numbers as you have entered.

Task:	*Say:*	*Select:*
Turn on lamp module three:	**Egbert** **Light** **Five** **No** **Three** **Turnon**	 **Light** **Five** **No** **Three** **Turnon**

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Function Command

Function

The **Function** command turns on a specified module for a period of 1 to 16 seconds, and then shuts off.

See the Installation Guide for detail on specifying how long the module is on before it shuts off.

Task:	*Say:*	*Select:*
Turn on module four for a pre-configured period of time, then shut off the module:	**Egbert** **Light** **Four** **Function**	 **Light** **Four** **Function**

Note

Additional modules (up to 32) can be added by enabling the Lights and Appliance menus under the Accessory Menu. These menus behave exactly like the Lights and Appliance menus discussed in Chapters 5 and 6 respectively. Refer to the "Installation Manual", Chapter 4 for more details.

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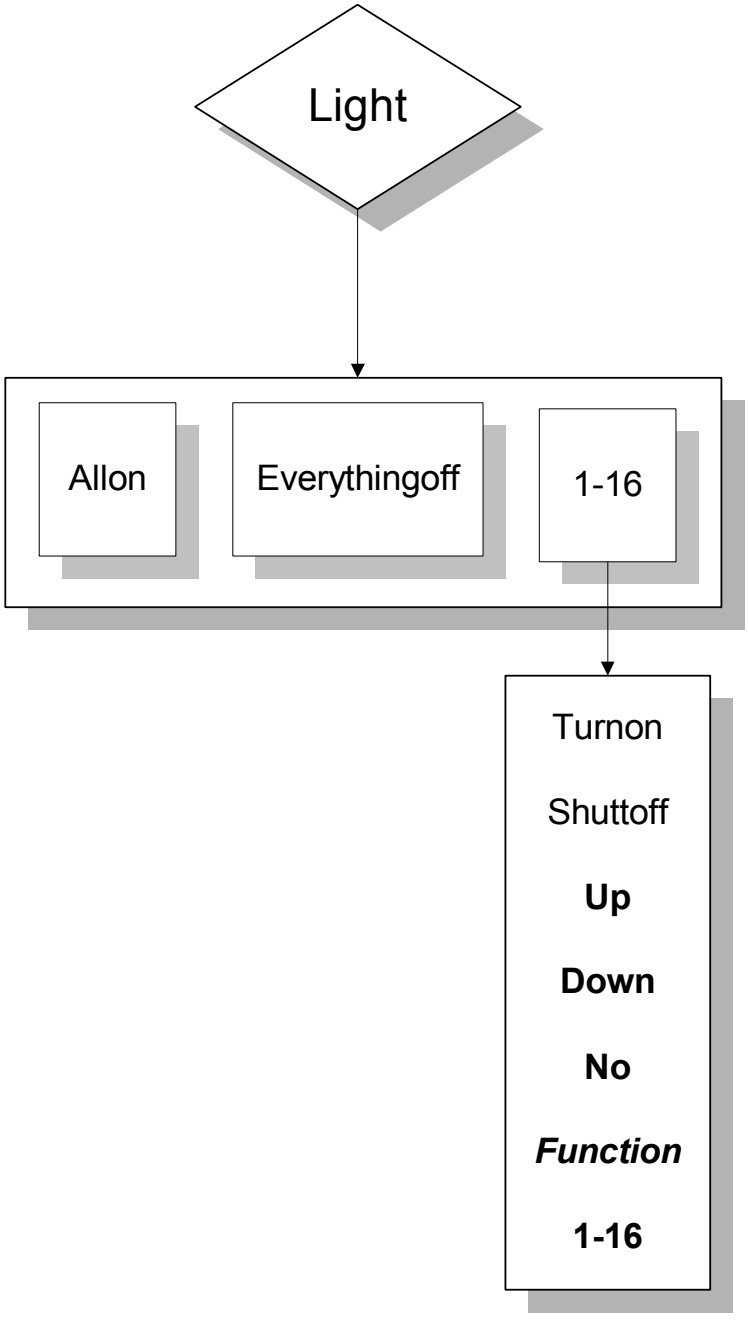
Light Menu Flowchart

Introduction

This flowchart outlines the Light Menu commands:



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Chapter 6: The Appliance Menu

Overview

Introduction

Appliance modules turn on and shut off an appliance, like a fan or florescent light.

Caution

Appliance modules control loads with the following ratings:

- Resistive load: 15A
- Motor load: 1/3 HP
- Incandescent load: 500W

If you are unsure about what to plug into the appliance module, contact your authorized distributor.

Objectives

In this chapter, you learn how to use the Appliance Menu to:

- Turn on specific appliance modules
- Shut off one, or all appliance modules
- Turn on an appliance module for a specified period of time, then shut it off

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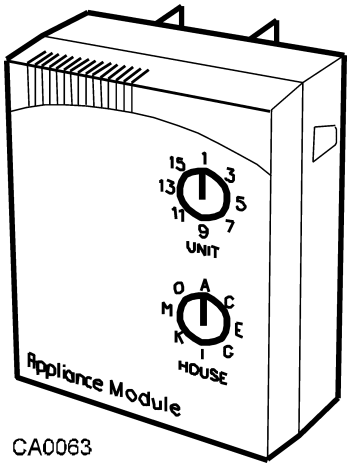
Modules

Definition

A module is a small component that receives electronic signals from the ECU, allowing you to control devices, such as lights or appliances.



Modules are available for various devices. Consult your authorized distributor for details.

Lamp module

A lamp module (QTI P/N: 8013):

- Turns on, shuts off, brightens, and dims lamps
- Operates incandescent lamps, **not** florescent lamps
- Responds to the **Turnon**, **Shutoff**, **Allon**, **Everythingoff**, **Up** and **Down** commands

Appliance module

An appliance module (QTI P/N: 8039):

- Turns on, and shuts off appliances, like a fan or florescent light
- Responds to the **Turnon**, **Shutoff,** and **Everythingoff** commands only

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The Appliance Menu Commands

Appliance Menu

You can control a total of 16 modules with the Appliance Menu, identifying each module by a unit number from 1- 16.

Appliance Menu Commands

You can control any type of module (appliance, lamp, chime, universal, etc.) with the Appliance Menu commands.

For example, you connected a fan to an appliance module. You use Voice or Switch commands to control the fan with the Appliance Menu commands:

Appliance Menu Commands	*Function*
Allon	Turns on lamp modules only
Everythingoff	Turns off all modules
1-16	Specifies a module
Turnon	Turns on a specific module
Shutoff	Shuts off a specific module
Up	Brightens a light (lamp module only)
Down	Dims a light (lamp module only)
No	Cancels the last module number specified
Function	Turns on and then shuts off a specific module

Reminder

Appliance modules respond to the **Turnon**, **Shutoff, Everythingoff, 1-16, No,** and **Function** commands only.

Appliance modules do <u>not</u> respond to the **Allon**, **Up**, or **Down** commands.

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Allon and Everythingoff Commands

Allon

You can use Light Menu or Appliance Menu commands to control any type of module. See Chapter 5 for detail on the Light Menu.

For example, you can use the **Allon** command in the Appliance Menu to turn on all lamp modules at the same time. (Remember that appliance modules do not respond to the **Allon** command.)

Task:	*Say:*	*Select:*
Turn on all lamps plugged into lamp modules:	**Egbert** **Appliance** **Allon**	 **Appliance** **Allon**

Everythingoff

The **Everythingoff** command shuts off all modules at the same time.

Task:	*Say:*	*Select:*
Shut off all modules:	**Egbert** **Appliance** **Everythingoff**	 **Appliance** **Everythingoff**

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1-16 Commands

Definition

Specifying a module number from 1-16 allows you to control a specific appliance.

Sub-Commands

The 1-16 command provides additional sub-commands:

1 -16 Sub-Commands	Function
Turnon	Turns on one or several appliances in the sequence in which the module numbers are specified
Shutoff	Shuts off one or several appliances
Up	Repeating the **Up** command gradually brightens a light (lamp modules only)
Down	Repeating the **Down** command gradually dims a light (lamp modules only)
No	Cancels the last module number specified
Function	Turns on a specified module for a period of 1 to 16 seconds, then shuts off

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Turnon and Shutoff Commands

Turnon

The **Turnon** command turns on one or several modules in the sequence in which the numbers are specified.

Task:	*Say:*	*Select:*
Turn on modules one, two, three, in order:	**Egbert**	
	Appliance	**Appliance**
	One	**One**
	Two	**Two**
	Three	**Three**
	Turnon	**Turnon**

Shutoff

The **Shutoff** command shuts off one or several modules in the sequence in which the numbers are specified.

Task:	*Say:*	*Select:*
Shut off module six, and then two:	**Egbert**	
	Appliance	**Appliance**
	Six	**Six**
	Two	**Two**
	Shutoff	**Shutoff**

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Up and Down Commands

Up

The **Up** command applies only to lamp modules; appliance modules do not respond to this command.

Repeating the **Up** command gradually brightens a light. When you reach the desired brightness, select or say **Cancel**.

Task:	*Say:*	*Select:*
Increase the brightness of lamp module six by two increments:	**Egbert** **Appliance** **Six** **Up** **Up** **Cancel**	 **Appliance** **Six** **Up** **Up** **Cancel**

Down

The **Down** command applies only to lamp modules; appliance modules do not respond to this command.

Repeating the **Down** command gradually dims a light. When you reach the desired lighting, select or say **Cancel.**

Task:	*Say:*	*Select:*
Decrease the brightness of lamp module four by one increment:	**Egbert** **Appliance** **Four** **Down** **Cancel**	 **Appliance** **Four** **Down** **Cancel**

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No Command

No

The **No** command cancels the last module number specified.

Task:	Say:	Select:
Turn on module three:	**Egbert** **Appliance** **Five** **No** **Three** **Turnon**	 **Appliance** **Five** **No** **Three** **Turnon**

Note

Additional modules (up to 32) can be added by enabling the Lights and Appliance menus under the Accessory Menu. These menus behave exactly like the Lights and Appliance menus discussed in Chapters 5 and 6 respectively. Refer to the "Installation Manual", Chapter 4 for more details.

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Function Command

Function

The **Function** command turns on a specified module for a period of 1 to 16 seconds, and then shuts it off.

See the Installation Guide for detail on specifying how long the module is on before it shuts off.

Task:	*Say:*	*Select:*
Turn on module four for a pre-configured period of time, then shut the module off:	**Egbert** **Appliance** **Four** **Function**	 **Appliance** **Four** **Function**

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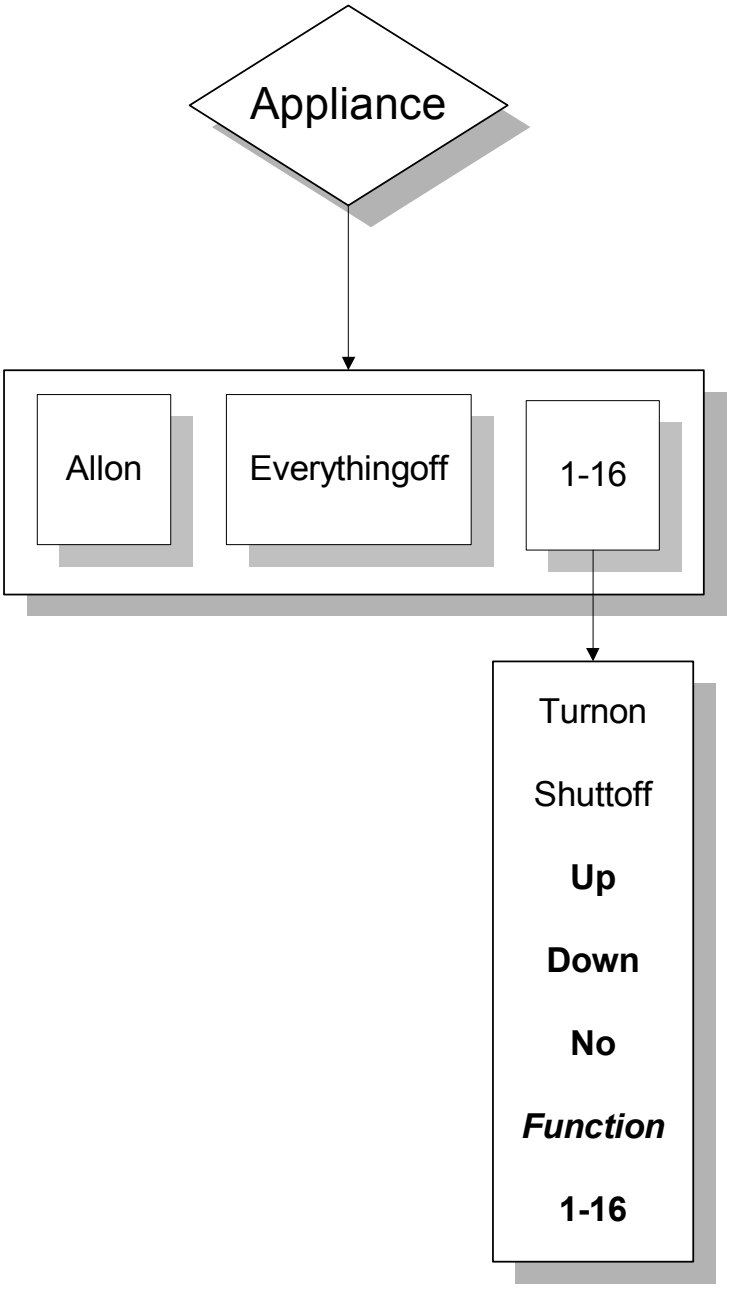
Appliance Menu Flowchart

Introduction

This flowchart outlines the Appliance Menu commands:



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Chapter 7: Television Menu

Overview

Introduction

The Simplicity™ allows you to control most televisions that use a remote control. As part of the setup process, you train the ECU to recognize the remote control your television uses. See the Installation Manual for detail on this process.

Once the ECU recognizes your television remote control, you use Voice or Switch commands to control the TV via the Television Menu.

Objectives

In this chapter, you learn how to use the Television Menu to:

- Turn a television on or off
- Mute the volume
- Increase or decrease the volume
- Change the channel
- Operate specially programmed keys
- Toggle between two channels

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The Television Menu Commands

Television Menu Commands

Once the ECU successfully recognizes your television remote control, you control the television with Voice or Switch Television Menu commands:

Television Menu Commands	*Function*
Turnon	Turns on a television
Shutoff	Turns off television
Mute	Toggles between removing and restoring television audio
Volume	Increases or decreases the listening volume
Channel	Changes the channel
Function	Activates one of three preprogrammed keys
Toggle	Toggles between the current channel and the previous channel

Hint

By default, the Simplicity™ allows you to issue a command (**Turnon**) and stay within the Television Menu. This allows you to issue other commands (i.e. **Channel, Volume**, etc.) without exiting the Television Menu.

You can set the **Turnon** and **Function** commands to exit to the Main Menu after issuing a command. Refer to the Installation Guide for detail.

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Turnon, Shutoff, and Mute Commands

Turnon

The **Turnon** command turns on the television.

Task:	*Say:*	*Select:*
Turn on the TV:	**Egbert** **Television** **Turnon**	 **Television** **Turnon**

Shutoff

The **Shutoff** command shuts off the television.

Task:	*Say:*	*Select:*
Shut off the TV:	**Egbert** **Television** **Shutoff**	 **Television** **Shutoff**

Mute

The **Mute** command toggles the television sound on and off.

Tasks:	*Say:*	*Select:*
Turn the television sound off:	**Egbert** **Television** **Mute**	 **Television** **Mute**
Turn the television sound back on:	**Egbert** **Television** **Mute**	 **Television** **Mute**

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The Volume Command

Definition

The **Volume** command increases or decreases the listening volume.

Sub-Commands

The **Volume** command provides additional sub-commands:

Volume Sub-Commands	*Function*
Up	Increases the volume one increment
Down	Decreases the volume one increment
No	Returns to the Television Menu

You can select or say **Up** or **Down** to gradually increase or decrease the volume.

Select or say **No** to return to the Television Menu and choose other Television Menu commands. Or, select or say **Cancel** to exit.

Examples

Tasks:	*Say:*	*Select:*
Turn the volume up two increments and return to the Television Menu:	**Egbert** **Television** **Volume** **Up** **Up** **No**	 **Television** **Volume** **Up** **Up** **No**
Turn the volume down one increment and exit:	**Egbert** **Television** **Volume** **Down** **Cancel**	 **Television** **Volume** **Down** **Cancel**

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The Channel Command

Definition

The **Channel** command allows you to change the television channel.

The number of digits you must specify is configurable. The default is two digits. Refer to the Installation Guide to learn how to change the number of required digits.

Sub-Commands

The **Channel** command provides additional sub-commands:

Channel Sub-Commands	Function
Enter	Used by TVs that require an "enter" code after selecting a channel
Up	Increments the channel number by one
Down	Decrements the channel number by one
No	Returns to the Television Menu
0 through 9	Specifies the digits of a channel number; the number of digits you must enter is customized during installation

You can repeatedly select or say each of these sub-commands to select a channel.

Select or say **No** to return to the Television Menu and choose other Television Menu commands. Or, select or say **Cancel** to exit.

Examples

Task:	Say:	Select:
Change to channel 5, send an Enter code, and remain in the Channel sub-command: Note: Assumes this TV requires an enter key after the two digits	**Egbert** **Television** **Channel** **Zero** **Five** **Enter**	 **Television** **Channel** **Zero** **Five** **Enter**

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The Channel Command, continued

Examples, continued

Tasks:	*Say:*	*Select:*
Change from channel 5 to channel 6, and return to the Television Menu:	**Egbert** **Television** **Channel** **Up** **No**	 **Television** **Channel** **Up** **No**
Change from channel 6 to channel 5, and exit:	**Egbert** **Television** **Channel** **Down** **Cancel**	 **Television** **Channel** **Down** **Cancel**

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The Function Command

Definition

You can customize the ECU to control up to three special features of your television remote control.

For example, your remote control might have a button that controls the TV's brightness. You can train the ECU to "learn" this button, then darken or lighten the picture using the **Function** command.

"Learning" Remote Control Buttons

See the Installation Manual for detail on how the ECU "learns" features of your TV's remote control.

Sub-Commands

The **Function** command provides additional sub-commands:

Function Sub-Commands	*Function*
0	Controls the feature learned as function zero
1	Controls the feature learned as function one
2	Controls the feature learned as function two
Enter	Used by TVs that require an "enter" code after specifying a function number
No	Returns to the Television Menu

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The Function Command, continued

Examples

Tasks:	*Say:*	*Select:*
Your television has a remote control with a button that controls the picture-in-picture feature. You trained the ECU to recognize this as function zero. To control this feature:	**Egbert** **Television** **Function** **Zero**	 **Television** **Function** **Zero**
Your television has a remote control with a button that controls the tint. You trained the ECU to recognize this as function one. To control the tint and send an Enter code required for some TVs:	**Egbert** **Television** **Function** **One** **Enter**	 **Television** **Function** **One** **Enter**
Your television has a remote control with a button that controls contrast. You trained the ECU to recognize this as function two. To control the contrast and return to the Television Menu:	**Egbert** **Television** **Function** **Two** **No**	 **Television** **Function** **Two** **No**

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The Toggle Command

Definition

The **Toggle** command toggles between the channel you are currently viewing and the channel previously viewed.

You can perform other TV menu commands or specify **Cancel** to exit the TV menu.

Example

Task:	*Say:*	*Select:*
Toggle to channel six, (the channel previously viewed), then exit:	**Egbert** **Television** **Toggle** **Cancel**	 **Television** **Toggle** **Cancel**

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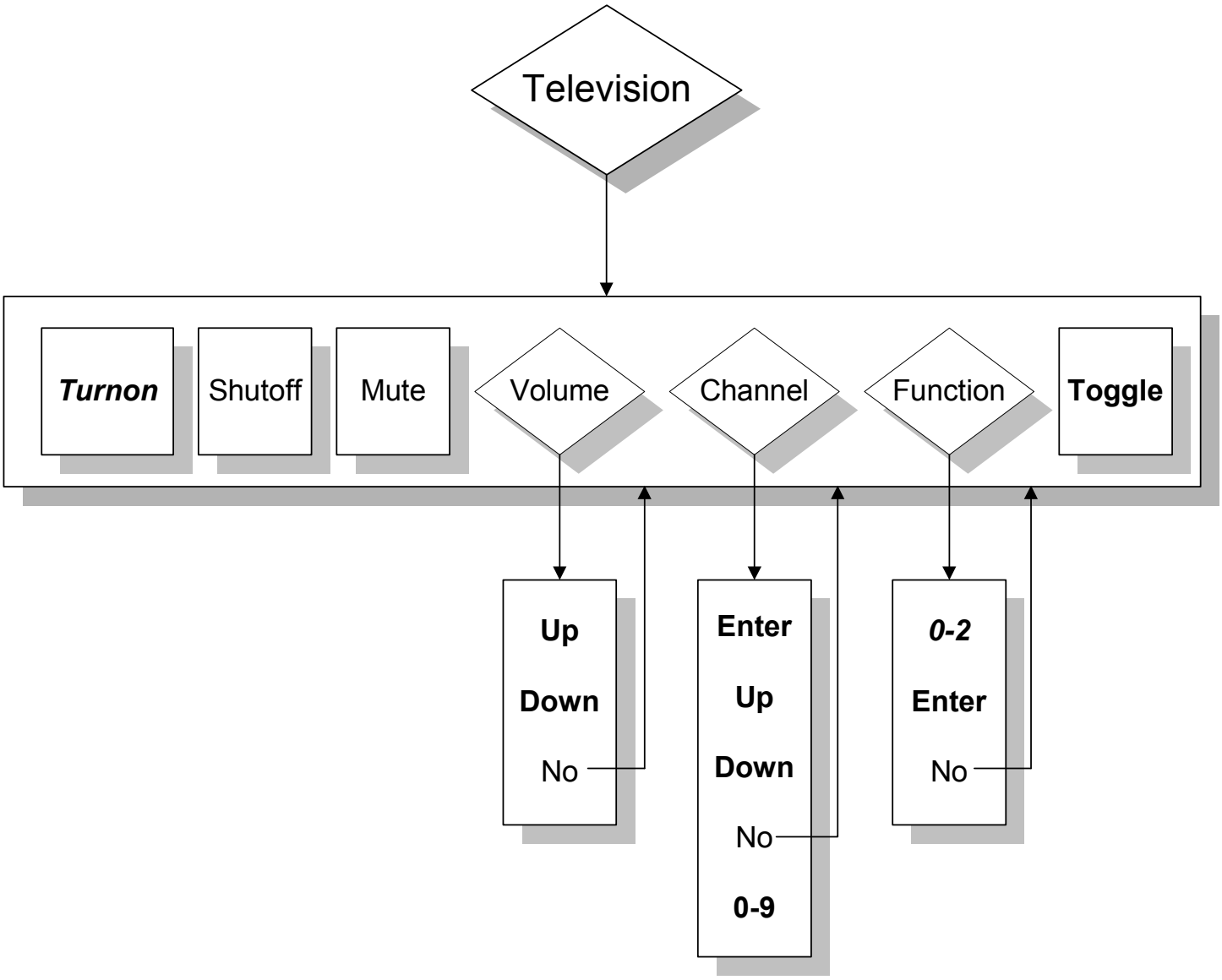
Television Menu Flowchart

Introduction

This flowchart outlines the Television Menu commands:



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Chapter 8: Cable Menu

Overview

Introduction

The Simplicity™ allows you to control most cable boxes that use a remote control.

As part of the setup process, you train the ECU to recognize the remote control your cable box uses. See the Installation Manual for detail on this process.

Once the ECU recognizes your cable box remote control, you use Voice or Switch commands to control the cable box via the Cable Menu.

Objectives

In this chapter, you learn how to use the Cable Menu to:

- Turn a cable box on or off
- Mute the volume
- Increase or decrease the volume
- Change the channel
- Operate specially programmed keys
- Toggle between two channels

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The Cable Menu Commands

Cable Menu Commands

Once the ECU successfully recognizes your cable box remote control, you control the cable box with Voice or Switch Cable Menu commands:

Cable Menu Commands	*Function*
Turnon	Turns on the cable box
Shutoff	Turns off the cable box
Mute	Toggles between removing and restoring audio
Volume	Increases or decreases the listening volume
Channel	Changes the channel
Function	Activates one of three preprogrammed keys
Toggle	Toggles between the current channel and the previous channel

Hint

By default, the Simplicity™ allows you to issue a command (**Turnon**) and stay within the Cable Menu. This allows you to issue other commands (i.e. **Channel, Volume**, etc.) without exiting the Cable Menu.

You can set the **Turnon** and **Function** commands to exit to the Main Menu after issuing a command. Refer to the Installation Guide for detail.

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Turnon, Shutoff, and Mute Commands

Turnon

The **Turnon** command turns on the cable box.

Task:	*Say:*	*Select:*
Turn on the cable box:	**Egbert** **Cable** **Turnon**	 **Cable** **Turnon**

Shutoff

The **Shutoff** command shuts off the cable box.

Task:	*Say:*	*Select:*
Shut off the cable box:	**Egbert** **Cable** **Shutoff**	 **Cable** **Shutoff**

Mute

The **Mute** command toggles the sound on and off.

Tasks:	*Say:*	*Select:*
Turn the sound off:	**Egbert** **Cable** **Mute**	 **Cable** **Mute**
Turn the sound back on:	**Egbert** **Cable** **Mute**	 **Cable** **Mute**

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The Volume Command

Definition

The **Volume** command increases or decreases the listening volume.

Sub-Commands

The **Volume** command provides additional sub-commands:

Volume Sub-Commands	Function
Up	Increases the volume one increment
Down	Decreases the volume one increment
No	Returns to the Cable Menu

You can select or say **Up** or **Down** to gradually increase or decrease the volume.

Select or say **No** to return to the Cable Menu and choose other Cable Menu commands. Or, select or say **Cancel** to exit.

Examples

Tasks:	Say:	Select:
Turn the volume up two increments and return to the Cable Menu:	**Egbert** **Cable** **Volume** **Up** **Up** **No**	 **Cable** **Volume** **Up** **Up** **No**
Turn the volume down one increment and exit:	**Egbert** **Cable** **Volume** **Down** **Cancel**	 **Cable** **Volume** **Down** **Cancel**

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The Channel Command

Definition

The **Channel** command allows you to change the cable channel.

The number of digits you must specify is configurable. The default is two digits. Refer to the Installation Guide to learn how to change the number of required digits.

Sub-Commands

The **Channel** command provides additional sub-commands:

Channel Sub-Commands	Function
Enter	Used by cable boxes that require an "enter" code after selecting a channel
Up	Increments the channel number by one
Down	Decrements the channel number by one
No	Returns to the Cable Menu
0 through 9	Specifies the digits of a channel number; the number of digits you must enter is customized during installation

You can repeatedly select or say each of these sub-commands to select a channel.

Select or say **No** to return to the Cable Menu and choose other Cable Menu commands. Or, select or say **Cancel** to exit.

Examples

Tasks:	Say:	Select:
Change to channel 5, send an Enter code, and remain in the Channel sub-command:	**Egbert** **Cable** **Channel** **Zero** **Five** **Enter**	 **Cable** **Channel** **Zero** **Five** **Enter**

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Examples, continued

Tasks:	*Say:*	*Select:*
Change from channel 5 to channel 6, and return to the Cable Menu:	**Egbert** **Cable** **Channel** **Up** **No**	 **Cable** **Channel** **Up** **No**
Change from channel 6 to channel 5, and exit:	**Egbert** **Cable** **Channel** **Down** **Cancel**	 **Cable** **Channel** **Down** **Cancel**

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The Function Command

Definition

You can customize the ECU to control up to three special features of your cable box remote control.

For example, your remote control might have a button that displays the time on the cable box. You can train the ECU to "learn" this button, then display the time using the **Function** command.

"Learning" Remote Control Buttons

See the Installation Manual for detail on how the ECU "learns" features of your cable box remote control.

Sub-Commands

The **Function** command provides additional sub-commands:

Function Sub-Commands	*Function*
0	Controls the feature learned as function zero
1	Controls the feature learned as function one
2	Controls the feature learned as function two
Enter	Used by cable boxes that require an "enter" code after specifying a function number
No	Returns to the Cable Menu

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The Function Command, continued

Examples

Tasks:	*Say:*	*Select:*
Your cable box has a remote control with a button that displays the time. You trained the ECU to recognize this as function zero. To control this feature:	**Egbert** **Cable** **Function** **Zero**	 **Cable** **Function** **Zero**
Your cable box has a remote control with a button that controls a timer. You trained the ECU to recognize this as function one. To control this feature and send an Enter code required for some cable boxes:	**Egbert** **Cable** **Function** **One** **Enter**	 **Cable** **Function** **One** **Enter**
Your cable box has a remote control with a button that controls preset channels. You trained the ECU to recognize this as function two. To control this feature and return to the Cable Menu:	**Egbert** **Cable** **Function** **Two** **No**	 **Cable** **Function** **Two** **No**

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The Toggle Command

Definition

The **Toggle** command toggles between the channel you are currently viewing and the channel previously viewed.

You can perform other cable menu commands or specify **Cancel** to exit the cable menu.

Example

Task:	*Say:*	*Select:*
Toggle to channel six, (the channel previously viewed), then exit:	**Egbert** **Cable** **Toggle** **Cancel**	 **Cable** **Toggle** **Cancel**

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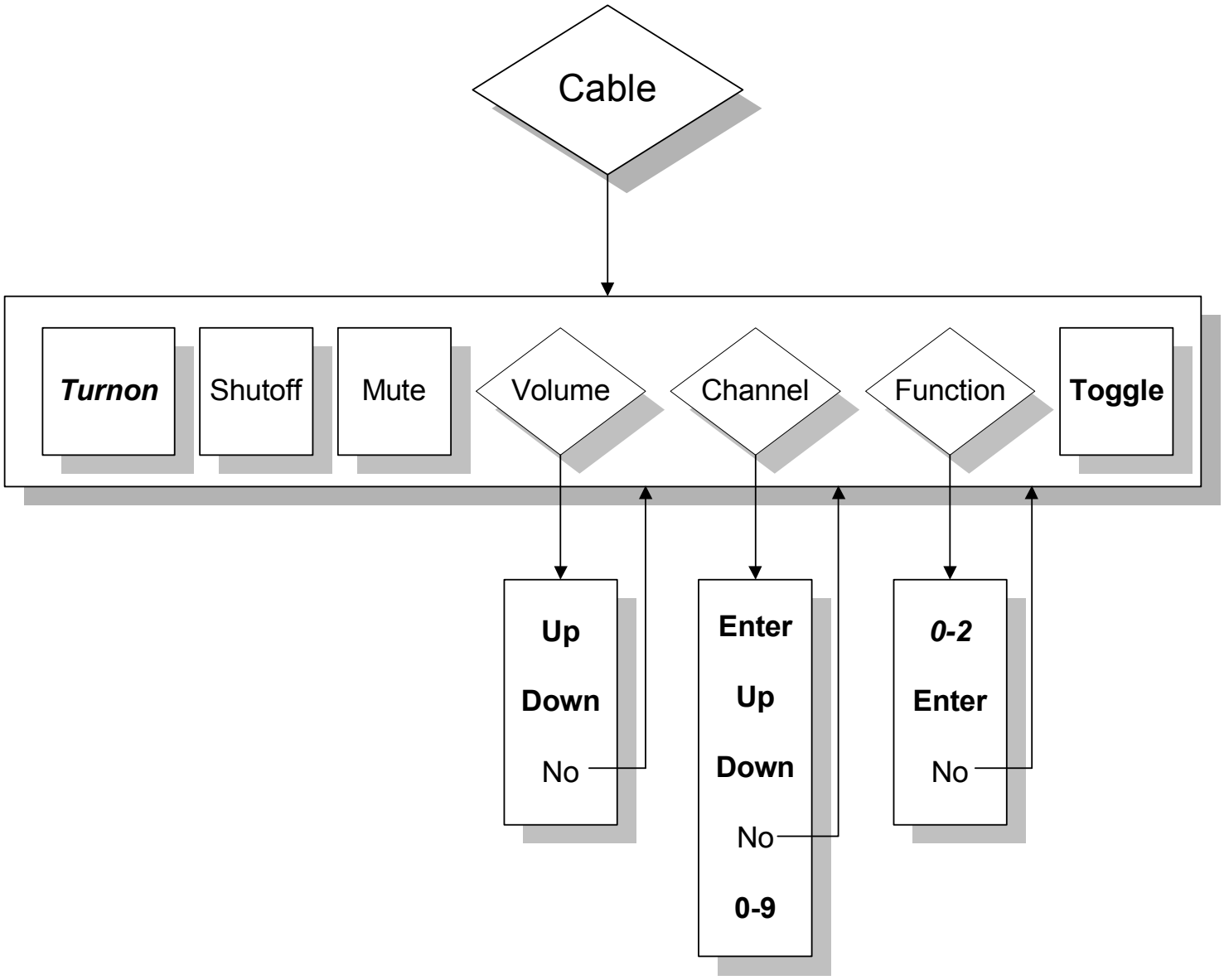
Cable Menu Flowchart

Introduction

This flowchart outlines the Cable Menu commands:



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Chapter 9: The VCR Menu

Overview

Introduction

The Simplicity™ allows you to control most VCRs that use a remote control. As part of the setup process, you train the ECU to recognize the remote control your VCR uses. See the Installation Manual for detail on this process.

Once the ECU recognizes your VCR remote control, you use Voice or Switch commands to control the VCR via the VCR Menu.

Objectives

In this chapter, you learn how to use the VCR Menu to:

- Turn a VCR on or off
- Play a video tape
- Record a video tape
- Rewind a video tape
- Pause a video tape
- Stop a video tape
- Toggle between TV and VCR modes
- Change the channel
- Increase or decrease the volume
- Fast forward a video tape
- Operate specially programmed keys

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The VCR Menu Commands

VCR Menu Commands

Once the ECU successfully recognizes the VCR remote control, you use Voice or Switch commands to control the VCR with the VCR Menu commands:

VCR Menu Commands	*Function*
Turnon	Turns the VCR on
Shutoff	Turns the VCR off
Play	Starts playing a tape
Record	Starts recording a tape
Reverse	Rewinds a tape
Pause	Pauses a tape during play
Stop	Stops a tape
Toggle	Toggles between the TV and the VCR
Channel	Changes the channel
Volume	Increases or decreases the listening volume
Forward	Fast forwards a tape
Function	Activates one of three preprogrammed keys

Hint

By default, the Simplicity™ allows you to issue a command (**Turnon**) and stay within the VCR Menu. This allows you to issue other commands (i.e. **Play, Record**, etc.) without exiting the VCR Menu.

You can set the **Turnon, Play, Record, Reverse, Pause, Stop, Toggle, Forward,** and **Function** commands to exit the VCR Menu after issuing a command. Refer to the Installation Guide for detail.

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Turnon, and Shutoff Commands

Turnon

The **Turnon** command turns on the VCR.

Task:	*Say:*	*Select:*
Turn on the VCR:	**Egbert** **VCR** **Turnon**	 **VCR** **Turnon**

Shutoff

The **Shutoff** command shuts off the VCR.

Task:	*Say:*	*Select:*
Shut off the VCR:	**Egbert** **VCR** **Shutoff**	 **VCR** **Shutoff**

Simplicity™ Family
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Play, Pause, and Stop Commands

Play

The **Play** command plays the tape loaded in the VCR.

Task:	Say:	Select:
Play the tape:	**Egbert** **VCR** **Play**	 **VCR** **Play**

Pause

The **Pause** command pauses the tape playing in the VCR.

Task:	Say:	Select:
Pause the tape:	**Egbert** **VCR** **Pause**	 **VCR** **Pause**

Stop

The **Stop** command stops the tape playing in the VCR.

Task:	Say:	Select:
Stop the tape:	**Egbert** **VCR** **Stop**	 **VCR** **Stop**

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Forward and Reverse Commands

Forward

The **Forward** command:

- Fast forwards if a tape is loaded but not playing in the VCR
- Forward searches if a tape is playing in the VCR

Task:	*Say:*	*Select:*
Fast forward through a tape playing in the VCR:	**Egbert** **VCR** **Forward**	 **VCR** **Forward**

Reverse

The **Reverse** command:

- Rewinds if a tape is loaded but not playing in the VCR
- Backward searches if a tape is playing in the VCR

Task:	*Say:*	*Select:*
Rewind a tape playing in the VCR:	**Egbert** **VCR** **Reverse**	 **VCR** **Reverse**

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Toggle and Record Commands

Toggle

The **Toggle** command allows you to switch between viewing a VCR and a TV.

Task:	Say:	Select:
Toggle between watching TV and watching a tape in the VCR:	**Egbert** **VCR** **Toggle**	 **VCR** **Toggle**
Toggle between watching a tape in the VCR and watching TV:	**Egbert** **VCR** **Toggle**	 **VCR** **Toggle**

Record

The **Record** command records a television program.

Task:	Say:	Select:
Record a television program:	**Egbert** **VCR** **Record**	 **VCR** **Record**

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The Volume Command

Definition

The **Volume** command increases or decreases the listening volume.

Sub-Commands

The **Volume** command provides additional sub-commands:

Volume Sub-Commands	Function
Up	Increases the volume one increment
Down	Decreases the volume one increment
No	Returns to the beginning of the VCR Menu

You can select or say **Up** or **Down** to gradually increase or decrease the volume.

Select or say **No** to return to the VCR Menu and choose other VCR Menu commands. Or, select or say **Cancel** to exit.

Examples

Tasks:	Say:	Select:
Turn the volume down one increment and return to the VCR Menu:	**Egbert** **VCR** **Volume** **Down** **No**	 **VCR** **Volume** **Down** **No**
Turn the volume up two increments and exit	**Egbert** **VCR** **Volume** **Up** **Up** **Cancel**	 **VCR** **Volume** **Up** **Up** **Cancel**

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The Channel Command

Definition

The **Channel** command allows you to change the VCR channel.

The number of digits you must specify is configurable. The default is two digits. Refer to the Installation Guide to learn how to change the number of required digits.

Sub-Commands

The **Channel** command provides additional sub-commands:

Channel Sub-Commands	Function
Enter	Used by VCRs that require an "enter" code after selecting a channel
Up	Increments the channel number by one
Down	Decrements the channel number by one
No	Returns to the VCR Menu
0 through 9	Specifies the digits of a channel number; the number of digits you must enter is customized during installation

You can repeatedly select or say each of these sub-commands to select a channel.

Select or say **No** to return to the VCR Menu and choose other VCR Menu commands. Or, select or say **Cancel** to exit.

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Examples

Tasks:	*Say:*	*Select:*
Change to channel 7, and send an Enter code required for some VCRs:	**Egbert** **VCR** **Channel** **Zero** **Seven** **Enter**	 **VCR** **Channel** **Zero** **Seven** **Enter**
Change from channel 7 to channel 8:	**Egbert** **VCR** **Channel** **Up**	 **VCR** **Channel** **Up**
Change from channel 8 to channel 7and return to the VCR Menu:	**Egbert** **VCR** **Channel** **Down** **No**	 **VCR** **Channel** **Down** **No**

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The Function Command

Definition

You can customize the ECU to control up to three special features of your VCR remote control.

For example, your remote control might have a button that mutes the VCR audio. You can train the ECU to "learn" this button, and toggle using the **Function** command.

"Learning" Remote Control Buttons

See the Installation Manual for detail on how the ECU "learns" features of your VCR remote control.

Sub-Commands

The **Function** command provides additional sub-commands:

Function Sub-Commands	*Function*
0	Controls the feature learned as function zero
1	Controls the feature learned as function one
2	Controls the feature learned as function two
Enter	Used by VCRs that require an "enter" code after specifying a function number
No	Returns to the VCR Menu

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Examples

Tasks:	*Say:*	*Select:*
Your VCR has a remote control with a button that controls a timer. You trained the ECU to recognize this as function zero. To use the timer:	**Egbert** **VCR** **Function** **Zero**	 **VCR** **Function** **Zero**
Your VCR has a remote control with a button that pauses a tape. You trained the ECU to recognize this as function one. To pause the tape and send an Enter code required for some VCRs:	**Egbert** **VCR** **Function** **One** **Enter**	 **VCR** **Function** **One** **Enter**
Your VCR has a remote control with a button that plays the tape in slow motion. You trained the ECU to recognize this as function two. To play a tape in slow motion and return to the VCR Menu:	**Egbert** **VCR** **Function** **Two** **No**	 **VCR** **Function** **Two** **No**

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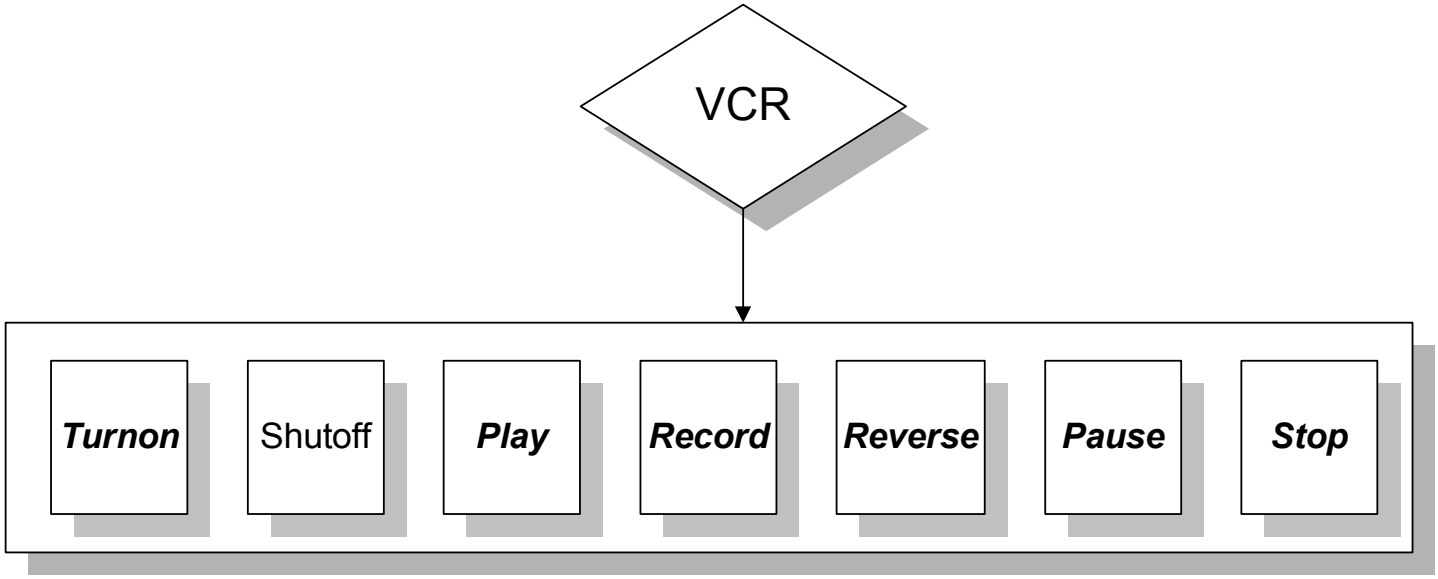
VCR Menu Flowchart

Introduction

This flowchart outlines the VCR Menu commands:



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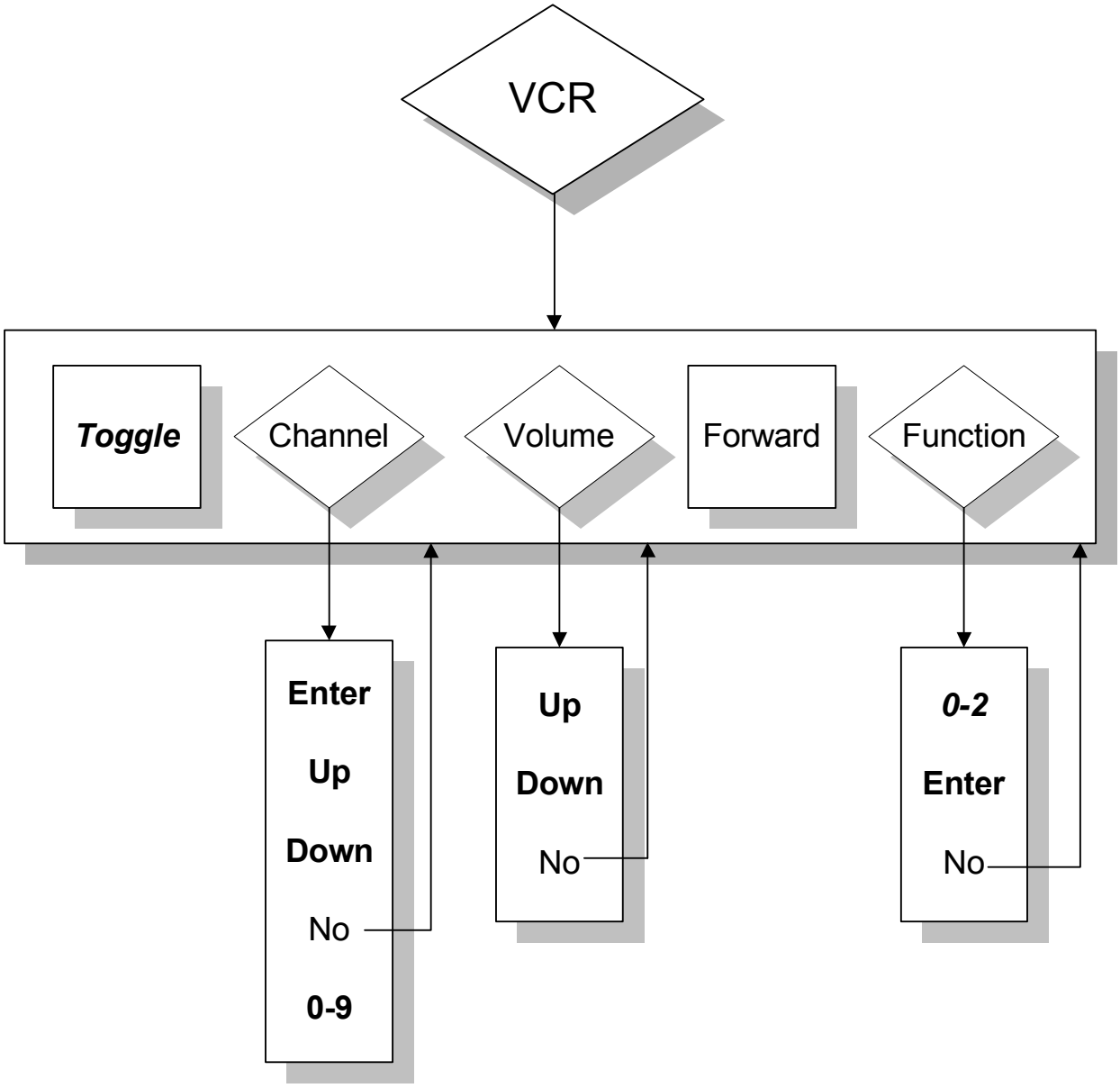
VCR Menu Flowchart, *continued*



Simplicity™ Family
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Chapter 10: The Bed Menu

Overview

Introduction

The Simplicity™ contains a built-in electric bed controller. Once the optional bed cable is connected, you use Voice or Switch commands to control the beds position.

Contact Quartet or your authorized distributor for information about available bed cables.

Objectives

In this chapter, you learn how to use the Bed Menu to:

- Raise or lower the bed
- Raise or lower the foot of the bed
- Raise or lower the head of the bed

Note

The Simplicity™ operates **low voltage** beds whose hand pendants support any of the above features. It cannot control the bed if the bed manufacturer does not offer the function.

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The Bed Menu Commands

Bed Menu Commands

Once the bed cable is connected, you use Voice or Switch commands to control the bed with the Bed Menu commands:

Bed Menu Commands	*Function*
Head	Adjusts the head of the bed
Mattress	Adjusts the bed height
Foot	Adjusts the foot (knee) of the bed

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Head Command

Definition

The **Head** command adjusts the head of the bed up and down.

You can select or say **Up** or **Down** to gradually increase or decrease the head height. When you reach the desired height, select or say **Cancel**.

To choose other Bed Menu commands, select or say **No** to return to the beginning of the Bed Menu.

Switch users

As a precaution, switch users can issue the **Up** and **Down** commands one to four times (*factory default is two*) in either direction. Then the ECU exits the Bed Menu. Repeat the command sequence until you position the bed as desired. (Refer to the *Installation Manual, Chapter 15, Configuration Utility* for changing this setting.)

Examples

Tasks:	*Say:*	*Select:*
Raise the head of the bed three increments: Note that Switch users have to issue the command sequence twice.	**Egbert** **Bed** **Head** **Up** **Up** **Up** **Cancel**	 **Bed** **Head** **Up** **Up** **[The ECU exits the Bed Menu]** **Bed** **Head** **Up** **Cancel**
Lower the head of the bed one increment and return to the beginning of the Bed Menu:	**Egbert** **Bed** **Head** **Down** **No**	 **Bed** **Head** **Down** **No**

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Mattress Command

Definition

The **Mattress** command adjusts the bed height.

You can select or say **Up** or **Down** to gradually increase or decrease the bed height. When you reach the desired height, select or say **Cancel**.

To choose other Bed Menu commands, select or say **No** to return to the beginning of the Bed Menu.

Switch Users

As a precaution, switch users can issue the **Up** and **Down** commands one to four times (*factory default is two*) in either direction. Then the ECU exits the Bed Menu. Repeat the command sequence until you position the bed as desired. (Refer to the *Installation Manual, Chapter 15, Configuration Utility* for changing this setting.)

Examples

Tasks:	*Say:*	*Select:*
Raise the bed height three increments: Note that Switch users have to issue the command sequence twice.	**Egbert** **Bed** **Mattress** **Up** **Up** **Up** **Cancel**	 **Bed** **Mattress** **Up** **Up** **[The ECU exits the Bed Menu]** **Bed** **Mattress** **Up** **Cancel**
Lower the bed height one increment and return to the beginning of the Bed Menu:	**Egbert** **Bed** **Mattress** **Down** **No**	 **Bed** **Mattress** **Down** **No**

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Foot Command

Definition

The **Foot** command adjusts the foot (knee) of the bed.

You can select or say **Up** or **Down** to gradually increase or decrease the foot of the bed. When you reach the desired height, select or say **Cancel**.

To choose other Bed Menu commands, select or say **No** to return to the beginning of the Bed Menu.

Switch Users

As a precaution, switch users can issue the **Up** and **Down** commands one to four times (*factory default is two*) in either direction. Then the ECU exits the Bed Menu. Repeat the command sequence until you position the bed as desired. (Refer to the *Installation Manual, Chapter 15, Configuration Utility* for changing this setting.)

Commands

Tasks:	*Say:*	*Select:*
Raise the foot of the bed three increments: Note that Switch users have to issue the command sequence twice.	**Egbert** **Bed** **Foot** **Up** **Up** **Up** **Cancel**	 **Bed** **Foot** **Up** **Up** **[The ECU exits the Bed Menu]** **Bed** **Foot** **Up** **Cancel**
Lower the bed foot one increment and return to the beginning of the Bed Menu:	**Egbert** **Bed** **Foot** **Down** **No**	 **Bed** **Foot** **Down** **No**

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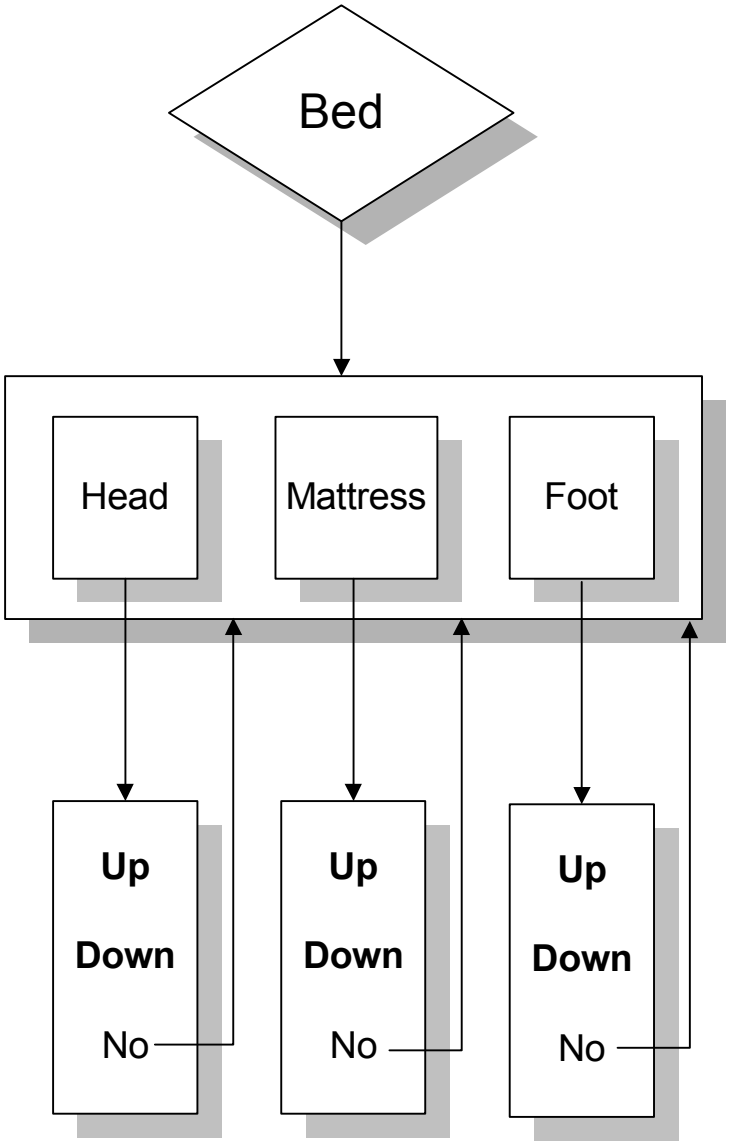
Bed Menu Flowchart

Introduction

This flowchart outlines the Bed Menu commands:



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Chapter 11: The Accessory Menu

Overview

Introduction

The Simplicity™ provides control of standard accessories, such as door openers, page-turners, drapery controls, or attendant calls.

During a power failure, the ECU accessory ports are still active. You can control devices connected to these ports only if the accessories themselves have battery backup.

Once connected, you use Voice or Switch commands to control the use of the ECU's accessory ports.

Objectives

In this chapter, you learn how to use the Accessory Menu to:

- Activate an accessory port
- Access additional Light and Appliance Menus

Caution

Only **low voltage, low current** devices should be connected to the Accessory switch terminals. **Do not switch AC line voltages**. The maximum rating for the accessory port switches is 30 VDC, or 30 VAC at a maximum current of .5 Amps.

Note

You can configure the ECU to activate independently Accessory Port 1 and/or 2 from 1 to 8 seconds, in half second increments.

See the Installation Manual for detail on connecting a device to your ECU, and for configuring the activation delay.

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The Accessory Menu Commands

Accessory Menu Commands

Once a device is connected to the ECU, you use Voice or Switch commands to control it with Accessory Menu commands:

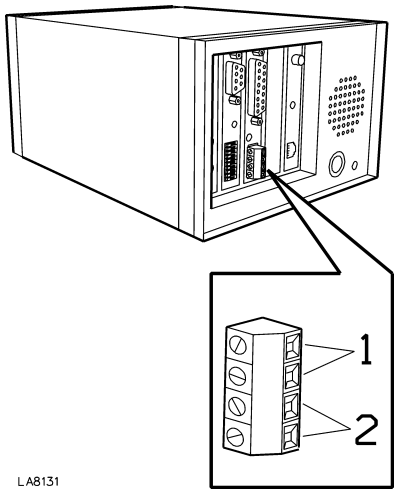
Accessory Menu Commands	*Function*
1	Activates accessory 1, then exits the Accessory Menu
2	Allows you to continually activate accessory 2; you must specify **Cancel** to exit. This is helpful for repetitive functions, like using a page-turner.
Light	You can control a total of 16 modules with the Light Menu, identifying each module by a unit number from 1- 16.
Appliance	You can control a total of 16 modules with the Appliance Menu, identifying each module by a unit number from 1- 16.

Note

By default, Accessory Port 1 exits the Accessory Menu after being activated and Accessory Port 2 does not. See the Installation Manual for details on changing this setup configuration.

Note

By default, the Light and Appliance menu options are disabled. See the Installation Manual for detail on changing this setup configuration.



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One and Two Commands

One

The **One** command activates Accessory Port 1, for example, an attendant call.

Task:	Say:	Select:
Call the attendant once, then exit the Accessory Menu:	**Egbert** **Accessory** **One**	 **Accessory** **One**

Two

The **Two** command activates Accessory Port 2, for example, a page turner. You can continuously activate Accessory Port 2 until you specify **Cancel**.

Task:	Say:	Select:
Use a page turner to forward through three pages of a magazine:	**Egbert** **Accessory** **Two** **Two** **Two** **Cancel**	 **Accessory** **Two** **Two** **Two** **Cancel**

Light

The Light command behaves exactly as the Light menu commands do described earlier in Chapter 5. *By default, the Light command is set for House Code C. Refer to the Installation Guide, Chapter 10, "Accessory Control" for details on changing this configuration.*

Please refer to Chapter 5 for a complete description of available commands after choosing Light from the Accessory menu.

Appliance

The Appliance command behaves exactly as the Appliance menu commands do described earlier in Chapter 6. *By default, the Appliance command is set for House Code D. Refer to the Installation Guide, Chapter 10, "Accessory Control", for details on changing this configuration.*

Please refer to Chapter 6 for a complete description of available commands after choosing Appliance from the Accessory menu.

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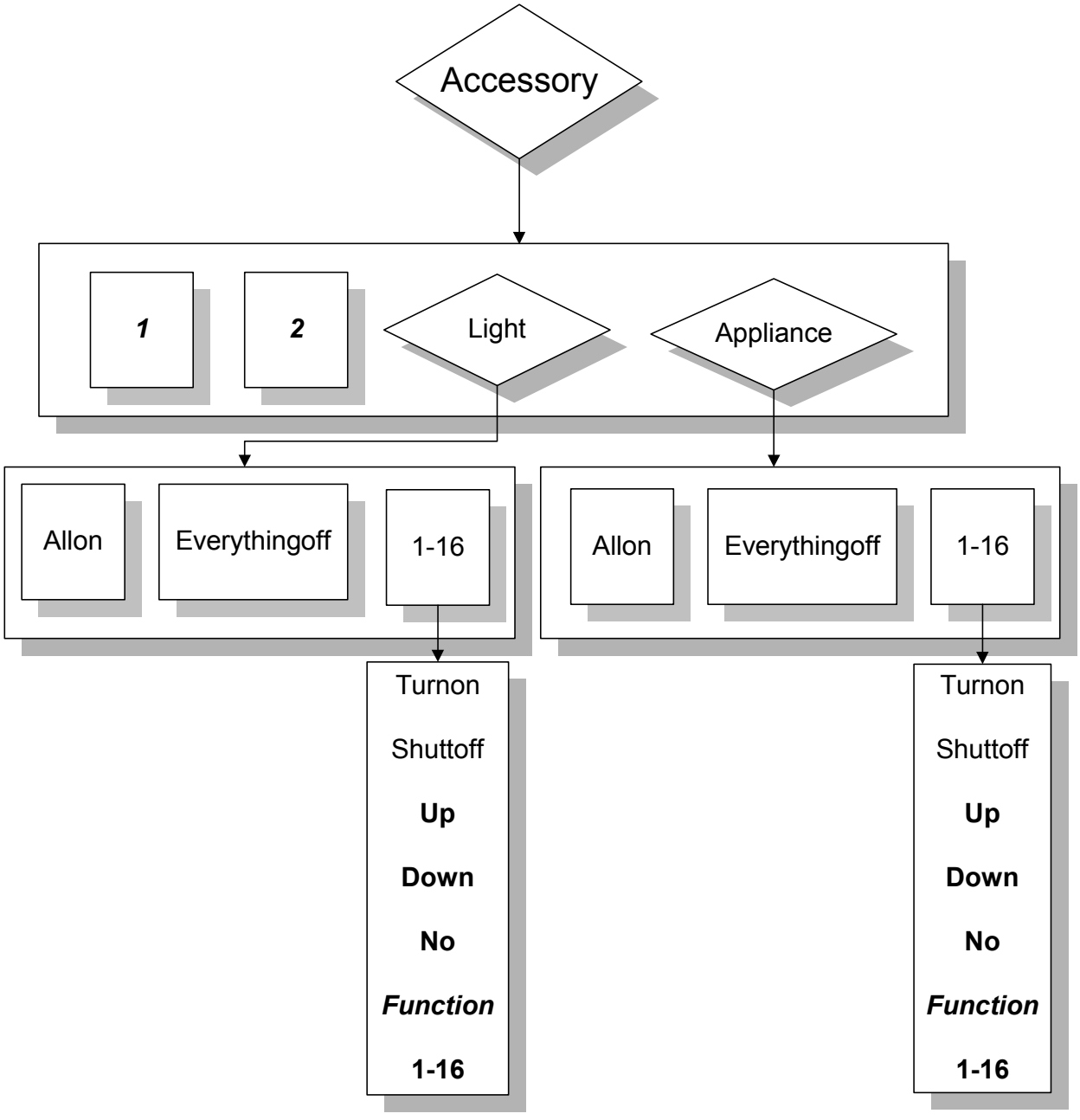
Accessory Menu Flowchart

Introduction

This flowchart outlines the Accessory Menu commands:



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Chapter 12: Utility Functions

Overview

Introduction

There are several functions included to enhance the use of the Simplicity™ ECU. You can optionally do things like toggle the power failure announcement on and off, or reset the optional VMK feature.

Objectives

In this chapter, you learn how to use each Utility Function, including:

- Echo Mode
- Tone Mode
- Voice/Mouse Keyboard Reset
- System Status
- Breakout Mode
- Telephone Ringer Mode
- Power Fail Warning
- Menu Privacy Mode
- Light Shutoff
- Nurse Call Light

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The Utility Functions

Utility Functions

To use any of the Utility functions, you first access the Utility Menu. Then you use Voice or Switch commands to access each Utility Function by number:

Function Number	*Mode*	*Function*
1	Echo Mode	Repeats all recognized words
2	Tone Mode	Produces a "soft" tone in the Computer Menu
3	Voice/Mouse Keyboard Reset	Resets the optional VMK feature (if installed)
4	System Status Mode	Reports system status; used by Quartet Technology Inc.
5	Breakout Mode	In voice Automatically exits the system after the ECU prompts ***Excuse Me*** five consecutive times
6	Telephone Ringer Mode	Turns on or shuts off the telephone ringer
7	Power Fail Warning	Turns on or shuts off the power fail announcement
8	Menu Privacy Mode	Turns on or shuts off the main speaker
9	Light Shutoff	Sends a P-16 shutoff command
10	Nurse Call Light	Sends a P-15 shutoff command

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Echo Mode

Definition

When enabled, Echo Mode repeats all recognized words. Echo Mode is only available in voice mode.

Enable Echo Mode

Complete the following to enable the Echo Mode:

Task	*Say:*	*Select:*	*ECU Response*
Enable Echo Mode	**Egbert** **Utility** **Function** **One** **Turnon**	 **Utility** **Function** **One** **Turnon**	 ***Say Deleted***

***Note**: Selecting this utility for the first time prompts the ECU to respond **Say Enable**.*

Echo Mode is enabled and the ECU will repeat each recognized word.

Delete Echo Mode

You may want to delete the Echo Mode after you feel comfortable using the ECU, and do not want to have each command you speak repeated back to you. When Echo Mode is deleted, the ECU only repeats ***Yes***, ***Excuse Me***, and any numbers you speak while using the Phone, Light, or Appliance Menus.

Complete the following to delete the Echo Mode:

Task	*Say:*	*Select:*	*ECU Response*
Delete Echo Mode	**Egbert** **Utility** **Function** **One** **Shutoff**	 **Utility** **Function** **One** **Shutoff**	 ***Say Enabled***

Echo Mode is turned off. You can enable Echo Mode at any time.

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Tone Mode

Definition

If you have the optional Voice/Mouse Keyboard (VMK™) product installed, this mode produces a "soft" tone in the Computer Menu. All recognized words in the Computer Menu generate a "soft" tone to verify that a word was recognized.

Note

If the Echo Mode is enabled, the Tone Mode is suppressed. To enable the Tone Mode, you must first delete the Echo Mode. See the prior page for detail on this process.

Enable Tone Mode

Complete the following to enable the Tone Mode:

Task	*Say:*	*Select:*	*ECU Response*
Enable Tone Mode	**Egbert** **Utility** **Function** **Two** **Turnon**	 **Utility** **Function** **Two** **Turnon**	 ***Deleted***

***Note**: Selecting this mode for the first time prompts the ECU to respond **Enabled**.*

The Tone Mode is enabled and the ECU generates a "soft" tone for each recognized Command Word in the Computer Menu.

Delete Tone Mode

Complete the following to delete the Tone Mode:

Task	*Say:*	*Select:*	*ECU Response*
Delete Tone Mode	**Egbert** **Utility** **Function** **Two** **Shutoff**	 **Utility** **Function** **Two** **Shutoff**	 ***Enabled***

The Tone Mode utility is turned off. You can enable the Tone Mode utility at any time.

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Tone Mode, *continued*

The Tone Mode is turned off. You can enable the Tone Mode at any time.

Note

To run the ECU silently while in the VMK menus:

- Delete Echo Mode
- Delete Tone Mode

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Voice/Mouse Keyboard Reset

Definition

The optional VMK feature (QTI P/N: 9230) provides a complete voice interface allowing full control of both keyboard and mouse functions of any IBM-compatible personal computer. If you have this feature installed, you can reset it with the VMK reset utility.

Note

A VMK reset may be necessary if your desktop keyboard and VMK are not working together properly. Resetting the VMK feature ***does not*** reset the ECU.

Reset VMK

Complete the following to reset the VMK:

Task	*Say:*	*Select:*	*ECU Response*
Reset VMK	**Egbert Utility Function Three**	**Utility Function Three**	***Mouse, Keyboard, Up***

If the reset was not successful, the ECU responds with a status message. Refer to Appendix A, ECU Messages, for detailed explanation of each status message the ECU may issue.

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System Status

Definition

The System Status mode is used by Quartet Technology or your authorized distributor to evaluate the ECU's status.

Check System Status

Complete the following to check the system status:

Task	Say:	Select:	ECU Response
Check System status	**Egbert** **Utility** **Function** **Four**	**Utility** **Function** **Four**	***(ECU responds with a list of status codes)***

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Breakout Mode

Definition

When enabled, the Breakout Mode automatically exits the system after the ECU prompts, "***Excuse Me?"*** five consecutive times.

By default, the Breakout Mode is enabled.

Delete Breakout Mode

You may want to delete this mode after you are very comfortable using the ECU. Complete the following to delete the Breakout Mode:

Task	*Say:*	*Select:*	*ECU Response*
Delete Breakout Mode	**Egbert** **Utility** **Function** **Five** **Shutoff**	 **Utility** **Function** **Five** **Shutoff**	 ***Excuse Me Enabled***

The Breakout Mode is turned off. You can enable this mode at any time.

Enable Breakout Mode

Complete the following to enable the Breakout Mode:

Task	*Say:*	*Select:*	*ECU Response*
Enable Breakout Mode	**Egbert** **Utility** **Function** **Five** **Turnon**	 **Utility** **Function** **Five** **Turnon**	 ***Excuse Me Deleted***

The Breakout Mode is enabled.

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Telephone Ringer Mode

Definition

When enabled, the Telephone Ringer Mode turns on the telephone ringer. By default, Telephone Ringer Mode is deleted.

Enable Telephone Ringer Mode

Complete the following to enable the Telephone Ringer Mode:

Task	*Say:*	*Select:*	*ECU Response*
Enable Telephone Ringer Mode	**Egbert** **Utility** **Function** **Six** **Turnon**	 **Utility** **Function** **Six** **Turnon**	 ***(Ring) Deleted***

The Telephone Ringer Mode is enabled and the telephone ringer is turned on.

Delete Telephone Ringer Mode

You may want to delete this mode if you do not wish to hear the phone ring. Complete the following to delete the Telephone Ringer Mode:

Task	*Say:*	*Select:*	*ECU Response*
Enable Telephone Ringer Mode	**Egbert** **Utility** **Function** **Six** **Shutoff**	 **Utility** **Function** **Six** **Shutoff**	 ***(Ring) Enabled***

The Telephone Ringer Mode is deleted and the telephone ringer is turned off. You can enable the Telephone Ringer Mode at any time.

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Power Fail Warning

Definition

When enabled, the Power Fail Warning mode turns on or shuts off the power fail announcement. By default, the Power Fail Warning is enabled.

Note

You may want to delete this mode if the AC power goes off for an extended period of time and you do not wish to hear the power fail warning repeated every minute.

Delete Power Fail Warning

Complete the following to delete the Power Fail Warning:

Task	*Say:*	*Select:*	*ECU Response*
Delete Power Fail Warning Mode	**Egbert** **Utility** **Function** **Seven** **Shutoff**	 **Utility** **Function** **Seven** **Shutoff**	 ***Power Failure Enabled***

The Power Fail Warning is turned off, and you will not hear an announcement if the power fails.

***Note**: Once the power comes back on and you access a module in the Light or Appliance group, the ECU automatically re-enables the Power Fail Warning.*

Enable Power Fail Warning

Complete the following to enable the Power Fail Warning mode:

Task	*Say:*	*Select:*	*ECU Response*
Delete Power Fail Warning Mode	**Egbert** **Utility** **Function** **Seven** **Turnon**	 **Utility** **Function** **Seven** **Turnon**	 ***Power Failure Deleted***

The Power Fail Warning is turned on, and you will hear an announcement if the power fails.

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Menu Privacy Mode

Definition

When enabled, Menu Privacy Mode shuts off the main speaker.

Enable Menu Privacy Mode

Complete the following to enable the Menu Privacy Mode:

Task	*Say:*	*Select:*	*ECU Response*
Enable Menu Privacy Mode	**Egbert** **Utility** **Function** **Eight** **Turnon**	 **Utility** **Function** **Eight** **Turnon**	 ***Menu Privacy Deleted***

***Note**: Selecting this utility for the first time prompts the ECU to respond **Menu Privacy Deleted**.*

Menu Privacy Mode is enabled and the main speaker is shutoff. All audio output, except telephone, is only available from the pillow speaker jack. Refer to Chapter 4, *"Privacy Command"* for information on enabling phone privacy.

Delete Menu Privacy Mode

Complete the following to delete the Menu Privacy Mode:

Task	*Say:*	*Select:*	*ECU Response*
Delete Menu Privacy Mode	**Egbert** **Utility** **Function** **Eight** **Shutoff**	 **Utility** **Function** **Eight** **Shutoff**	 ***Menu Privacy Enabled***

Menu Privacy Mode is deleted. You can enable Menu Privacy Mode at any time.

Note

Menu privacy will be deleted automatically under the following conditions: (1) a *"power failure"* announcement occurs, (2) the ECU says *"excuse me"* five consecutive times, (3) the ECU scans twice through the menus without a switch activation, or (4) the attendant switch on the back of the ECU is operated.

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Light Shutoff Function

Definition

When activated, the ECU transmits a "shutoff" command on House Code P, Unit Code 16.

Activate Light Shutoff

Complete the following to activate the Light Shutoff function:

Task	*Say:*	*Select:*	*ECU Response*
Activate Light Shutoff function	**Egbert** **Utility** **Function** **Nine** **Yes**	**Utility** **Function** **Nine** **Yes**	***Light shutoff***

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Nurse Call Light

Definition

When activated, the ECU transmits a “shutoff” command on House Code P, Unit Code 15.

Activate Nurse Call Light Shutoff

Complete the following to activate the Light Shutoff function:

Task	*Say:*	*Select:*	*ECU Response*
Activate Nurse Call Light function	**Egbert** **Utility Function Ten** **Yes**	 **Utility Function Ten** **Yes**	 ***Nurse Call Shutoff***

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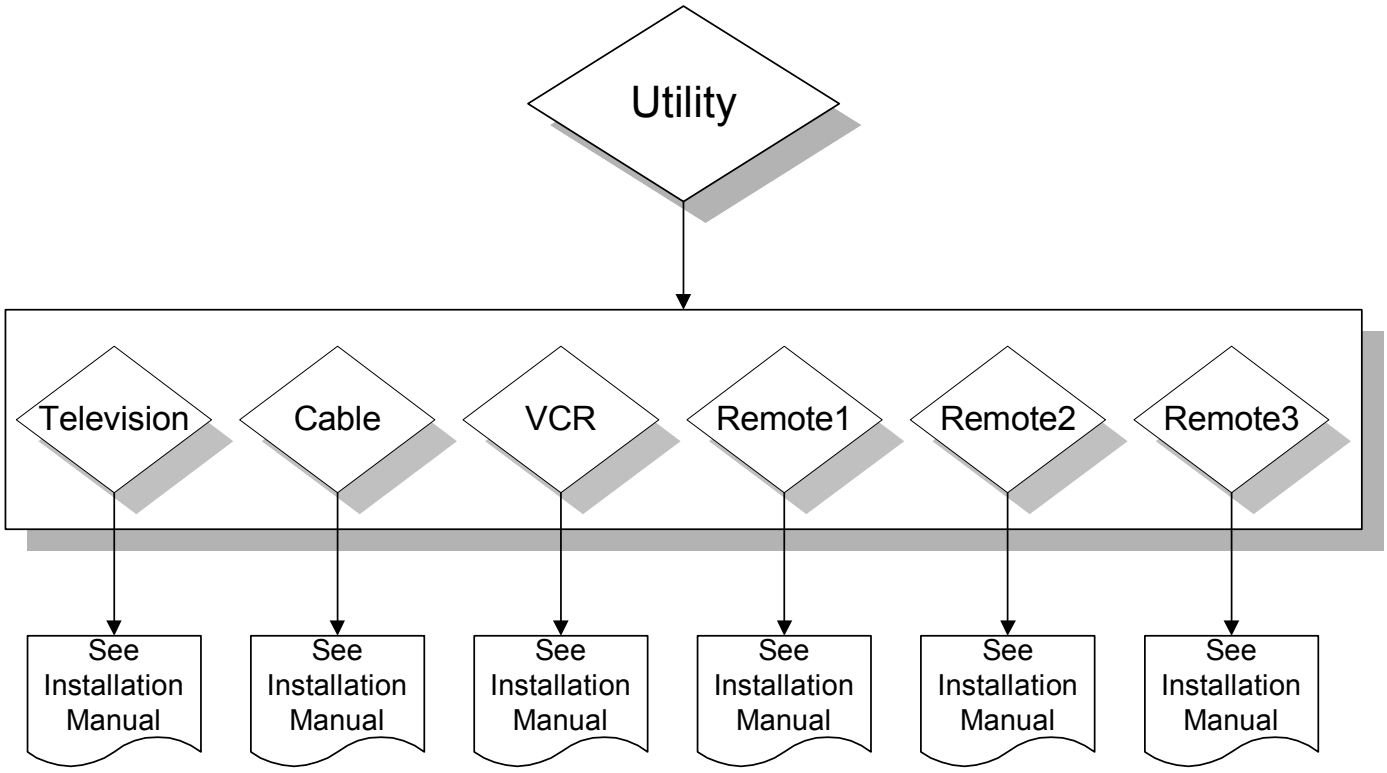
Utility Flowchart

Introduction

This flowchart outlines the Utility functions:



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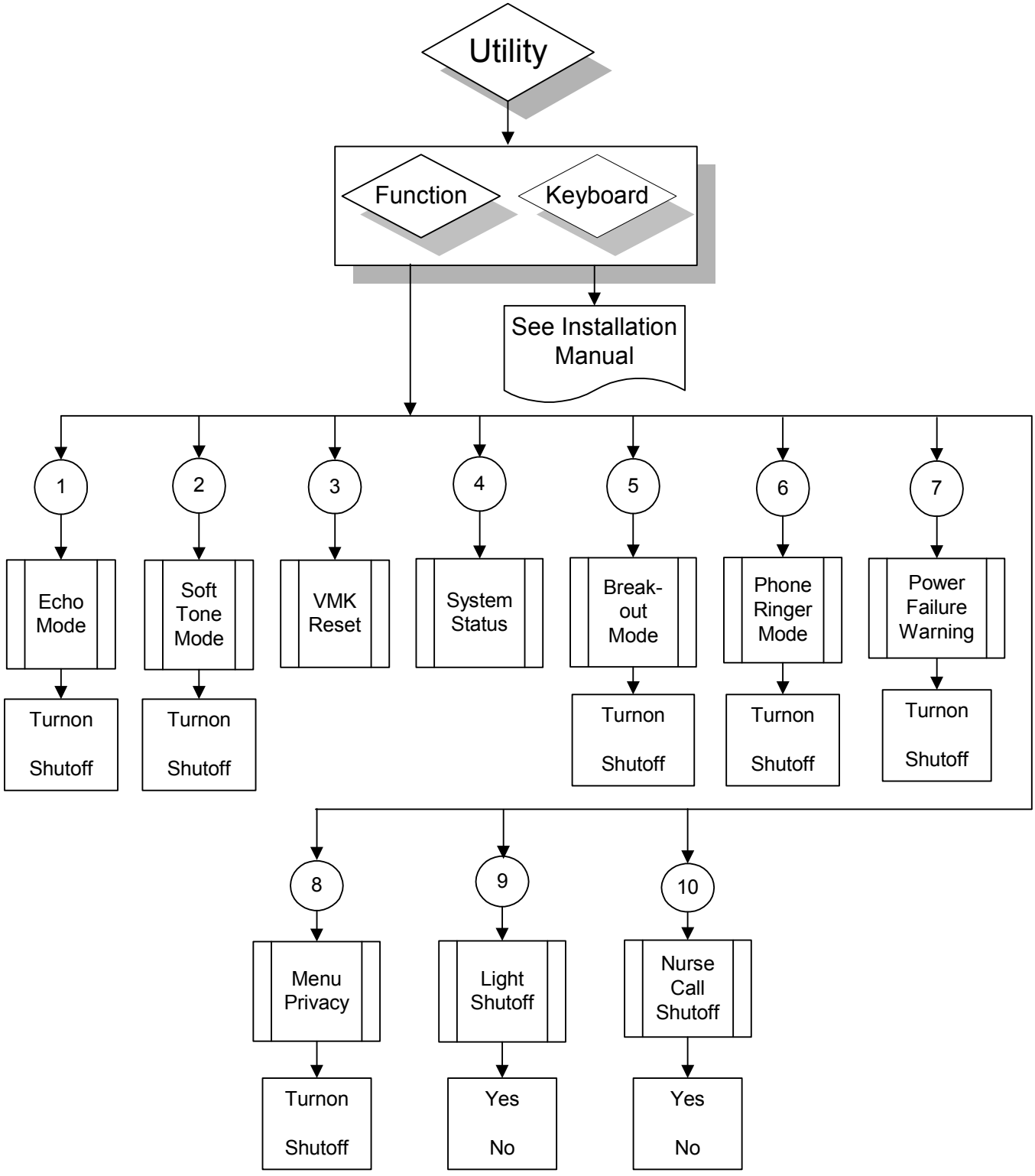
Utility Flowchart, *continued*



Simplicity™ Family
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Chapter 13: The Computer Menu

Overview

Introduction

The Simplicity™ allows you to use the ECU microphone to access computer-based voice recognition software. Note that while you are using one of these software packages, your ECU is still ready and able to complete other commands, such as answer your phone or turn on a light.

As part of the setup process, you must connect your personal computer (PC) to your ECU. See the Installation Manual for detail on this process.

The examples in this chapter assume that your PC is already turned on.

Objectives

In this chapter, you learn how to:

- Use the ECU microphone to access your PC's voice-recognition software

What the Computer Menu Can Do:

- Access your PC's voice-recognition software
- Disconnect the ECU microphone from the PC's voice-recognition software

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The Computer Menu Commands

Computer Menu Commands

Once your personal computer is connected to the ECU and turned on, you use Voice or Switch commands to access the PC's voice-recognition software with the Computer Menu commands:

Computer Menu Commands	*Function*
Turnon	Allows you to use the ECU microphone to access the PC's voice-recognition software
Shutoff	Disconnects the ECU microphone from the computer's voice-recognition software

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Turnon, and Shutoff Commands

Turnon

The Turnon command allows you to use the ECU microphone to the access the PC's voice-recognition software.

Task	*Voice Commands* **Say:**	*Switch Commands* **Select:**
Use the ECU microphone to access PC based voice recognition software	**Egbert** **Computer** **Turnon**	**Computer** **Turnon**

Remember that as you work with the PC software, you can still issue other Voice or Switch commands to the ECU.

Shutoff

The Shutoff command disconnects the ECU microphone from the computer's voice-recognition software.

Task	*Voice Commands* **Say:**	*Switch Commands* **Select**:
Disconnect the ECU microphone from PC based voice recognition software	**Egbert** **Computer** **Shutoff**	**Computer** **Shutoff**

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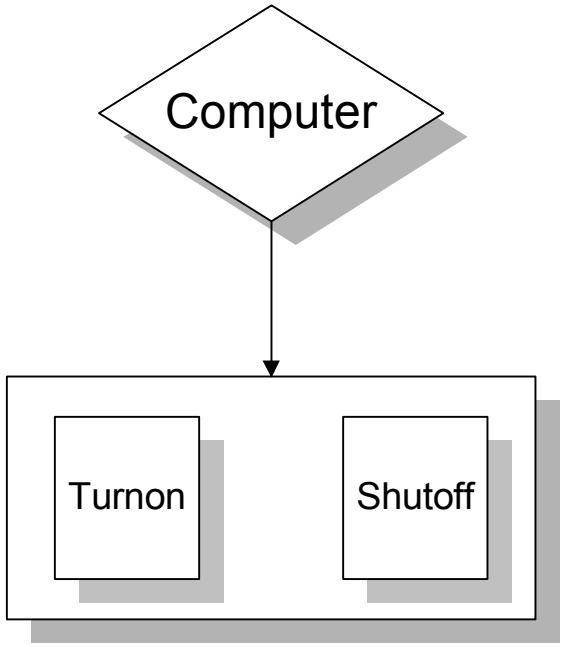
Computer Menu Flowchart

Introduction

This flowchart outlines the Computer Menu commands:



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Chapter 14: The Satellite Menu

Overview

Introduction

The Simplicity™ allows you to control most satellites that use a remote control.

As part of the setup process, you learn the ECU to recognize the remote control your satellite uses. You could train the ECU to recognize your satellite under menu **Remote 1**, **Remote 2**, or **Remote 3**. This chapter assumes you trained the ECU to recognize your satellite under Menu **Remote 1**. See the Installation Manual for detail on this process.

Once the ECU recognizes your satellite remote control, you use Voice or Switch commands to control the satellite via the Satellite Menu.

Example Satellite

The examples in the chapter are based on the RCA DSS Satellite dish.

Objectives

In this chapter, you learn how to use the Satellite Menu to:

- Turn a satellite on or off
- Change the channel
- Reposition the satellite dish
- Change or mute the volume
- Operate specially programmed keys

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The Satellite Menu Commands

Satellite Menu Commands

Once the ECU successfully recognizes the satellite remote control, you use Voice or Switch commands to control the satellite with the Satellite Menu commands:

Satellite Menu Commands	*Function*
Turnon	Turns on the satellite box
Shutoff	Turns off the satellite box
Mute	Mutes the volume
Keyboard	Navigates on screen satellite menus
Channel	Changes the channel
Volume	Increases or decreases the listening volume
Function	Activates one of three special function keys
Toggle	Toggles between the current channel and the previous channel
Up	Depending upon your satellite, the **Up** command either increments the satellite position or increments the channel
Down	Depending upon your satellite, the **Down** command either decrements the satellite position or decrements the channel
Enter	Your satellite may require an enter code after specifying a command

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Hint

By default, the Simplicity™ allows you to issue a command (**Turnon**) and stay within the Main Menu. This allows you to issue other commands (i.e. **Up, Down**, etc.) without exiting the Main Menu.

You can set the **Turnon**, **Toggle**, **Up, Down, Function**, and **Enter** commands to exit the Main Menu after issuing a command. Refer to the Installation Guide for detail.

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Turnon, Shutoff, Mute Commands

Turnon

The **Turnon** command turns on the satellite.

Task:	*Say:*	*Select:*
Turn on the satellite:	**Egbert** **Remote 1** **Turnon**	 **Remote 1** **Turnon**

Shutoff

The **Shutoff** command shuts off the satellite.

Task:	*Say:*	*Select:*
Shut off the satellite:	**Egbert** **Remote 1** **Shutoff**	 **Remote 1** **Shutoff**

Mute

The **Mute** command mutes the volume.

Task:	*Say:*	*Select:*
Mute the volume:	**Egbert** **Remote 1** **Mute**	 **Remote 1** **Mute**

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The Keyboard Command

Definition

The **Keyboard** command provides sub-commands that access options specific to your satellite. These options vary from satellite to satellite.

Sub-Commands

The **Keyboard** command provides additional sub-commands:

Keyboard Sub-Commands	*Function*
Forward	Moves the on-screen cursor to the right
Reverse	Moves the on-screen cursor to the left
Up	Moves the on-screen cursor up
Down	Moves the on-screen cursor down
0-9	Enters digits 0 through 9
Enter	Used if your satellite requires an enter code after specifying a command
Keyboard	Displays the menu of options available for your satellite
Toggle	User-defined key
Remote 1	User-defined key
Remote 2	User-defined key
Remote 3	User-defined key
No	Returns to the Satellite Menu

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Examples

Tasks:	*Say:*	*Select:*
Move the on-screen cursor right:	**Egbert** **Remote 1** **Keyboard** **Forward**	 **Remote 1** **Keyboard** **Forward**
Move the on-screen cursor left:	**Egbert** **Remote 1** **Keyboard** **Reverse**	 **Remote 1** **Keyboard** **Reverse**
Move the on-screen cursor up:	**Egbert** **Remote 1** **Keyboard** **Up**	 **Remote 1** **Keyboard** **Up**
Move the on-screen cursor down:	**Egbert** **Remote 1** **Keyboard** **Down**	 **Remote 1** **Keyboard** **Down**
Access the DSS menu of options:	**Egbert** **Remote 1** **Keyboard** **Keyboard**	 **Remote 1** **Keyboard** **Keyboard**
Specify option two from the DSS menu:	**Egbert** **Remote 1** **Keyboard** **Two**	 **Remote 1** **Keyboard** **Two**
Specify option two from the DSS menu, then specify the DSS Select button: (You must setup the ECU to recognize Select as Enter.)	**Egbert** **Remote 1** **Keyboard** **Two** **Enter**	 **Remote 1** **Keyboard** **Two** **Enter**
Return to the Satellite Menu:	**Egbert** **Remote 1** **Keyboard** **No**	 **Remote 1** **Keyboard** **No**

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The Channel Command

Definition

The **Channel** command allows you to change the satellite channel.

The number of digits you must specify is configurable. The default is two digits. Refer to the Installation Manual for more detail.

Sub-Commands

The **Channel** command provides additional sub-commands:

Channel Sub-Commands	Function
Enter	Used by satellites that require an "enter" code after selecting a channel
Up	Increments the channel number by one
Down	Decrements the channel number by one
No	Returns to the beginning of the Satellite Menu
0 through 9	Specifies the digits of a channel number

You can repeatedly select or say each of these sub-commands to select a channel.

Select or say **No** to return to the Satellite Menu and choose other Satellite Menu commands. Or, select or say **Cancel** to exit.

Examples

Tasks:	Say:	Select:
Change to channel 225, and send an Enter code required for some satellites:	**Egbert** **Remote 1** **Channel** **Two** **Two** **Five** **Enter**	 **Remote 1** **Channel** **Two** **Two** **Five** **Enter**

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Examples, continued

Tasks:	*Say:*	*Select:*
Change from channel 225 to channel 226:	**Egbert** **Remote 1** **Channel** **Up**	 **Remote 1** **Channel** **Up**
Change from channel 226 to channel 225:	**Egbert** **Remote 1** **Channel** **Down**	 **Remote 1** **Channel** **Down**
Return to the beginning of the Satellite Menu:	**Egbert** **Remote 1** **Channel** **No**	 **Remote 1** **Channel** **No**

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The Volume Command

Definition

The **Volume** command increases or decreases the listening volume.

Examples

Tasks:	*Say:*	*Select:*
Turn the volume down one increment:	**Egbert** **Remote 1** **Volume** **Down** **Cancel**	 **Remote 1** **Volume** **Down** **Cancel**
Turn the volume up two increments and return to the beginning of the Satellite Menu:	**Egbert** **Remote 1** **Volume** **Up** **Up** **No**	 **Remote 1** **Volume** **Up** **Up** **No**

You can select or say **Up** or **Down** to gradually increase or decrease the volume.

Select or say **No** to return to the beginning of the Satellite Menu and choose other Satellite Menu commands. Or, select or say **Cancel** to exit.

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The Function Command

Definition

You can customize the ECU to control up to three special features of your satellite remote control.

For example, your remote control might have a button that toggles between the satellite dish and the television. You can train the ECU to "learn" this button, and toggle using the **Function** command.

"Learning" Remote Control Buttons

See the Installation Manual for detail on how the ECU "learns" features of your satellite remote control.

Sub-Commands

The **Function** command provides additional sub-commands:

Function Sub-Commands	*Function*
0	Controls the feature learned as function zero
1	Controls the feature learned as function one
2	Controls the feature learned as function two
Enter	Used by satellites that require an "enter" code after specifying a function number
No	Returns to the Satellite Menu

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Examples

Tasks:	*Say:*	*Select:*
Your satellite has a remote control with a button that returns to the last channel viewed. You trained the ECU to recognize this as function zero. To return to the last channel viewed:	**Egbert** **Remote 1** **Function** **Zero**	 **Remote 1** **Function** **Zero**
Your satellite has a remote control with a button that purchases a program. You trained the ECU to recognize this as function one. To purchase a program and send an Enter code required for some satellites:	**Egbert** **Remote 1** **Function** **One** **Enter**	 **Remote 1** **Function** **One** **Enter**
Your satellite has a remote control with a button that displays program information. You trained the ECU to recognize this as function two. To view program information and return to the beginning of the Satellite Menu:	**Egbert** **Remote 1** **Function** **Two** **No**	 **Remote 1** **Function** **Two** **No**

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The Up, Down and Toggle Commands

Up

Depending upon your satellite, the **Up** command increments the satellite position or increments the channel.

Task:	*Say:*	*Select:*
Increment the channel on a DSS satellite:	**Egbert** **Remote 1** **Up**	 **Remote 1** **Up**

Down

Depending upon your satellite, the **Down** command decrements the satellite position or decrements the channel.

Task:	*Say:*	*Select:*
Decrement the channel on a DSS satellite:	**Egbert** **Remote 1** **Down**	 **Remote 1** **Down**

Toggle

The **Toggle** command toggles between the channel you are currently watching and the channel previously viewed.

Task:	*Say:*	*Select:*
Toggle the satellite to channel 255, the channel previously viewed:	**Egbert** **Remote 1** **Toggle**	 **Remote 1** **Toggle**

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Enter Command

Enter

Some satellites may require the Enter command after a command is issued.

Hint

DSS users should configure the ECU to "learn" the Select button as Enter. See the Installation Guide for detail.

Example

Tasks:	*Say:*	*Select:*
If you not using a DSS Satellite, you can specify a channel number and send the Enter code:	**Egbert** **Remote 1** **Two** **Two** **Five** **Enter**	 **Remote 1** **Two** **Two** **Five** **Enter**
DSS users may navigate through the on-screen program guide and select a channel to view: Note you must have learned the Select button as Enter.	**Egbert** **Remote 1** **Up** **Up** **Up** **Enter**	 **Remote 1** **Up** **Up** **Up** **Enter**

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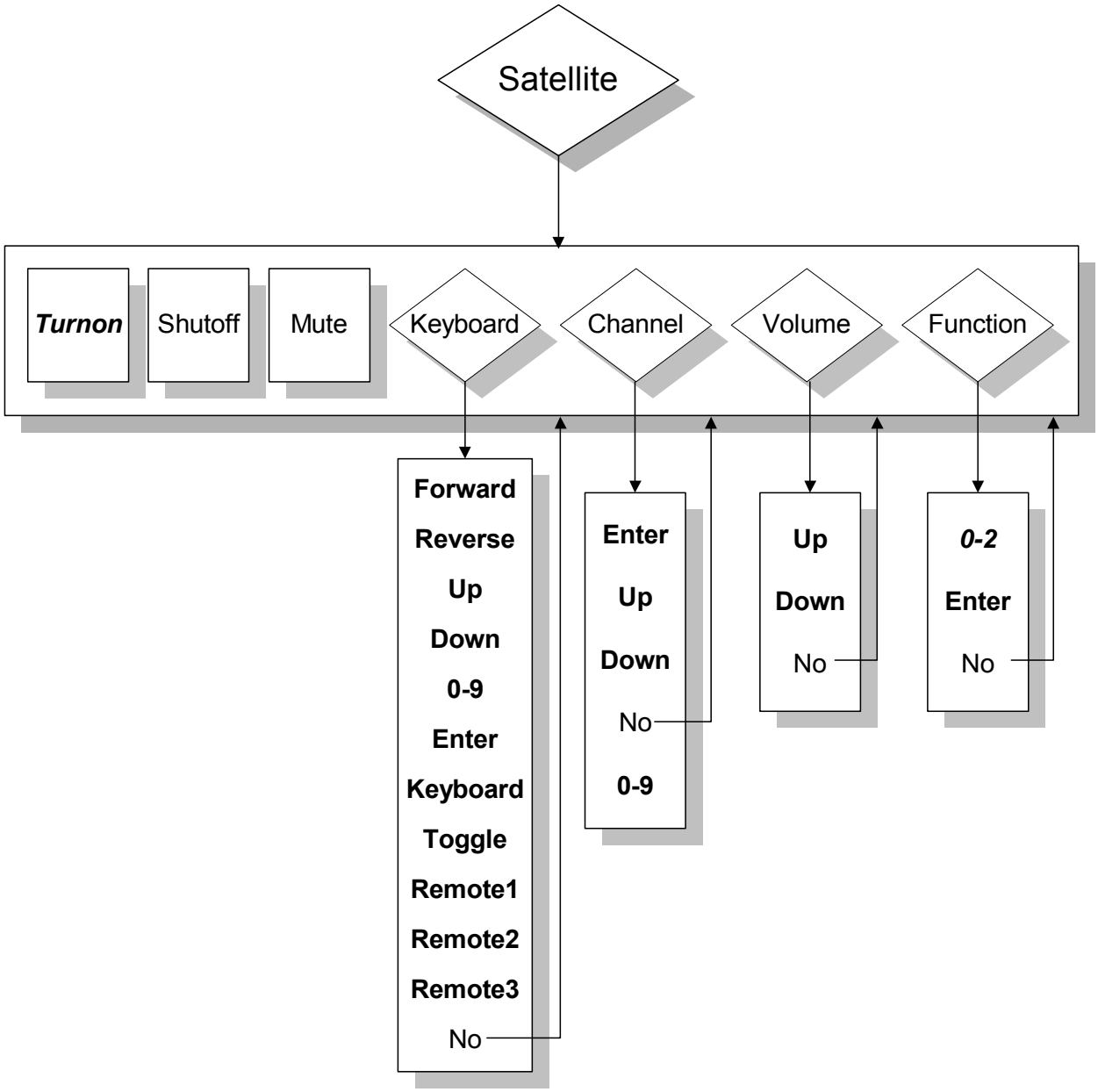
Satellite Menu Flowchart

Introduction

This flowchart outlines the Satellite Menu commands:



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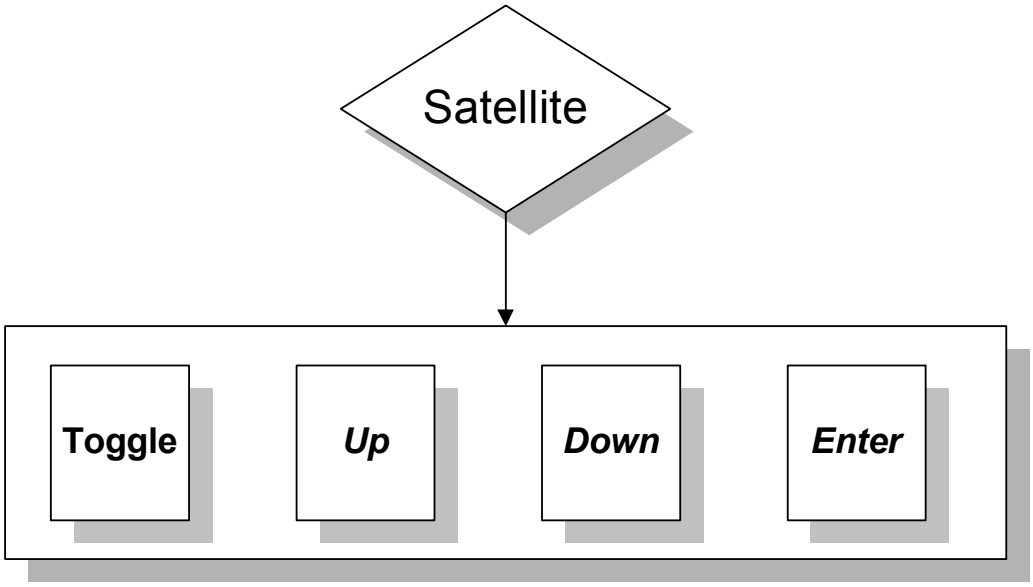
Satellite Menu Flowchart, *continued*



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Chapter 15: Stereo Menu

Overview

Introduction

The Simplicity™ allows you to control most stereos that use a remote control.

As part of the setup process, you train the ECU to recognize the remote control your stereo uses. You could train the ECU to recognize your stereo under menu **Remote 1**, **Remote 2**, or **Remote 3**. This chapter assumes you trained the ECU to recognize your stereo under Menu **Remote 1**. See the Installation Manual for detail on this process.

Once the ECU recognizes your stereo remote control, you use Voice or Switch commands to control the stereo via the Stereo Menu.

Objectives

In this chapter, you learn how to use the Stereo Menu to:

- Turn a stereo on or off
- Mute the volume
- Increase or decrease the volume
- Change the station
- Operate specially programmed keys

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The Stereo Menu Commands

Stereo Menu Commands

Once the ECU successfully recognizes your stereo remote control, you control the stereo with Voice or Switch Stereo Menu commands:

Stereo Menu Commands	*Function*
Turnon	Turns on the stereo
Shutoff	Turns off the stereo
Mute	Toggles between removing and restoring audio
Volume	Increases or decreases the listening volume
Channel	Changes the station
Function	Activates one of three preprogrammed keys

Hint

By default, the Simplicity™ allows you to issue a command (**Turnon**) and stay within the Stereo Menu. This allows you to issue other commands (i.e. **Channel, Volume**, etc.) without exiting the Stereo Menu.

You can set the **Turnon** and **Function** commands to exit to the Main Menu after issuing a Stereo Menu command. Refer to the Installation Guide for detail.

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Turnon, Shutoff, and Mute Commands

Turnon

The **Turnon** command turns on the stereo.

Task:	*Say:*	*Select:*
Turn on the stereo:	**Egbert** **Remote 1** **Turnon**	 **Remote 1** **Turnon**

Shutoff

The **Shutoff** command shuts off the stereo.

Task:	*Say:*	*Select:*
Shut off the stereo:	**Egbert** **Remote 1** **Shutoff**	 **Remote 1** **Shutoff**

Mute

The **Mute** command toggles the sound on and off.

Tasks:	*Say:*	*Select:*
Turn the sound off:	**Egbert** **Remote 1** **Mute**	 **Remote 1** **Mute**
Turn the sound back on:	**Egbert** **Remote 1** **Mute**	 **Remote 1** **Mute**

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The Volume Command

Definition

The **Volume** command increases or decreases the listening volume.

Sub-Commands

The **Volume** command provides additional sub-commands:

Volume Sub-Commands	*Function*
Up	Increases the volume one increment
Down	Decreases the volume one increment
No	Returns to the Stereo Menu

You can select or say **Up** or **Down** to gradually increase or decrease the volume.

Select or say **No** to return to the Stereo Menu and choose other Stereo Menu commands. Or, select or say **Cancel** to exit.

Examples

Tasks:	*Say:*	*Select:*
Turn the volume up two increments and return to the Stereo Menu:	**Egbert** **Remote 1** **Volume** **Up** **Up** **No**	 **Remote 1** **Volume** **Up** **Up** **No**
Turn the volume down one increment and exit:	**Egbert** **Remote 1** **Volume** **Down** **Cancel**	 **Remote 1** **Volume** **Down** **Cancel**

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The Channel Command

Definition

The **Channel** command allows you to change the station.

You identify which station you want to listen to by specifying its station number (98.5 FM). Since most radio stations require three (98.5 FM) or four (104.5 FM) digits, you customize the ECU to accept the appropriate number of digits. The ECU will not change the station until you specify the appropriate number of digits.

Refer to the Installation Guide to learn how to change the number of required digits. The examples below assume you changed the number of digits to four.

Sub-Commands

The **Channel** command provides additional sub-commands:

Channel Sub-Commands	*Function*
Enter	Used by stereos that require an "enter" code after selecting a station
Up	Increments the station number by one
Down	Decrements the station number by one
No	Returns to the Stereo Menu
0 through 9	Specifies the digits of a station number; the number of digits you must enter is customized during installation

You can repeatedly select or say each of these sub-commands to select a station.

Select or say **No** to return to the Stereo Menu and choose other Stereo Menu commands. Or, select or say **Cancel** to exit.

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Examples

Tasks:	*Say:*	*Select:*
Change to station 98.5 FM, send an Enter code, and remain in the Channel sub-command: Since you configured the ECU to expect four digits, specify zero before the three digits of the radio station.	**Egbert** **Remote 1** **Channel** **Zero** **Nine** **Eight** **Five** **Enter**	 **Remote 1** **Channel** **Zero** **Nine** **Eight** **Five** **Enter**
Change from 98.5 FM to 101 FM, and return to the Stereo Menu:	**Egbert** **Remote 1** **Channel** **Up** **No**	 **Remote 1** **Channel** **Up** **No**
Change from 101 FM to 98.5 FM, and exit:	**Egbert** **Remote 1** **Channel** **Down** **Cancel**	 **Remote 1** **Channel** **Down** **Cancel**

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The Function Command

Definition

You can customize the ECU to control up to three special features of your stereo remote control.

For example, your remote control might have a button that toggles to AM radio. You can train the ECU to "learn" this button, and toggle using the **Function** command.

"Learning" Remote Control Buttons

See the Installation Manual for detail on how the ECU "learns" features of your stereo remote control.

Sub-Commands

The **Function** command provides additional sub-commands:

Function Sub-Commands	*Function*
0	Controls the feature learned as function zero
1	Controls the feature learned as function one
2	Controls the feature learned as function two
Enter	Used by stereos that require an "enter" code after specifying a function number
No	Returns to the Stereo Menu

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The Function Command, continued

Examples

Tasks:	*Say:*	*Select:*
Your stereo has a remote control with a button that toggles to AM radio. You trained the ECU to recognize this as function zero. To control this feature:	**Egbert** **Remote 1** **Function** **Zero**	 **Remote 1** **Function** **Zero**
Your stereo has a remote control with a button that toggles to FM radio. You trained the ECU to recognize this as function one. To control this feature and send an Enter code required for some stereos:	**Egbert** **Remote 1** **Function** **One** **Enter**	 **Remote 1** **Function** **One** **Enter**
Your stereo has a remote control with a button that activates "surround sound". You trained the ECU to recognize this as function two. To control this feature and return to the Stereo Menu:	**Egbert** **Remote 1** **Function** **Two** **No**	 **Remote 1** **Function** **Two** **No**

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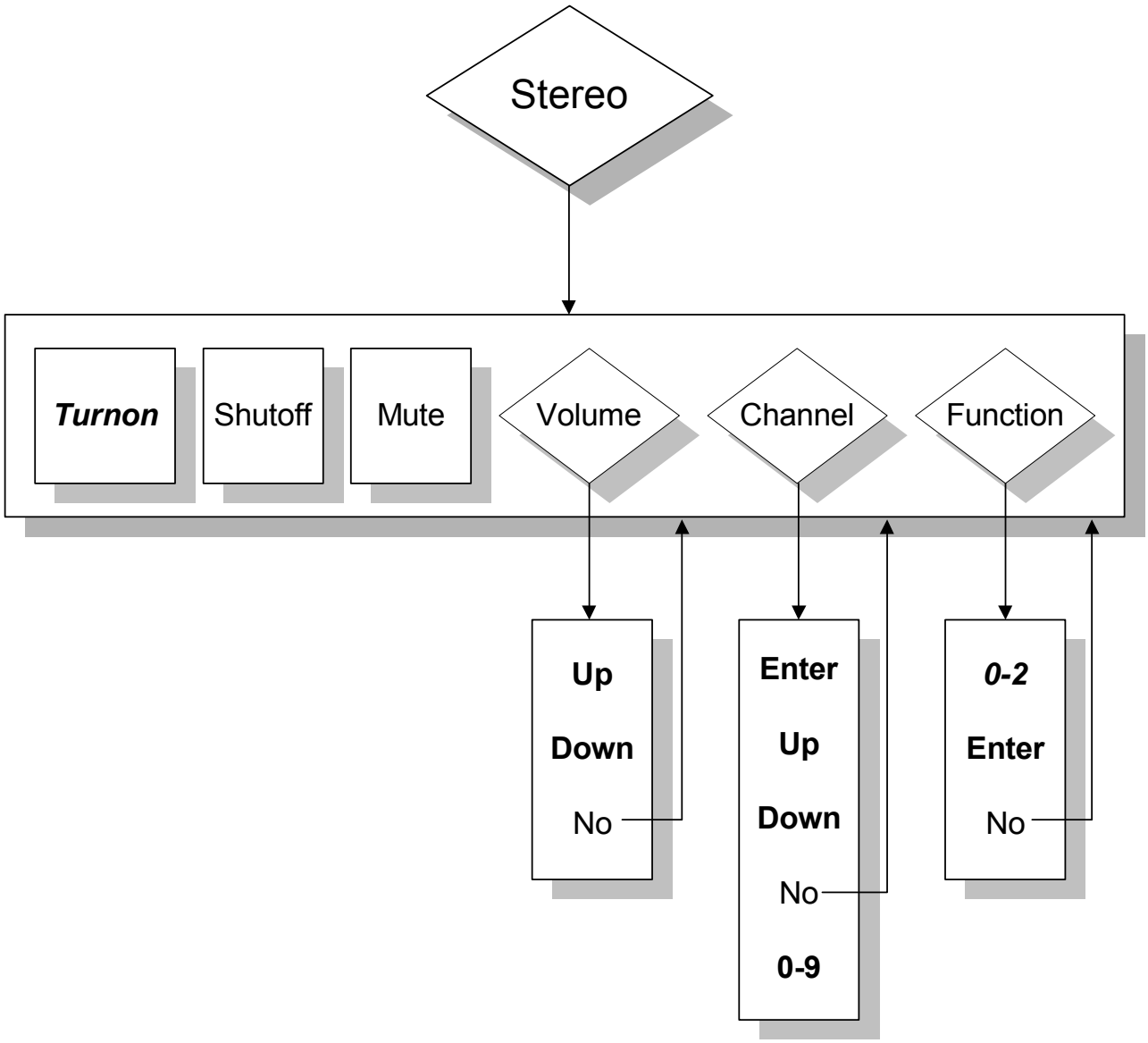
Stereo Menu Flowchart

Introduction

This flowchart outlines the Stereo Menu commands:



Simplicity™ Family
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Chapter 16: CD Menu

Overview

Introduction

The Simplicity™ allows you to control most CD players that use a remote control.

You could train the ECU to recognize your CD player under menu **Remote 1**, **Remote 2**, or **Remote 3**. This chapter assumes you trained the ECU to recognize your CD player under Menu **Remote 1**. See the Installation Manual for detail on this process.

Once the ECU recognizes your CD player remote control, you use Voice or Switch commands to control the CD player via the CD Menu.

Objectives

In this chapter, you learn how to use the CD Menu to:

- Turn a CD player on or off
- Play, stop, or pause a CD
- Change to a specific track
- Operate specially programmed keys

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The CD Menu Commands

CD Menu Commands

Once the ECU successfully recognizes your CD player remote control, you control the CD player with Voice or Switch CD Menu commands:

CD Menu Commands	*Function*
Turnon	Turns on the CD player
Shutoff	Turns off the CD player
Play	Starts playing a CD
Stop	Stops playing a CD
Pause	Pauses a CD during play
Channel	Changes the CD track up or down, or allows you to choose a specific track
Function	Activates one of three preprogrammed keys

Hint

By default, the Simplicity™ allows you to issue a command (**Turnon**) and stay within the CD Menu. This allows you to issue other commands (i.e. **Play, Stop**, etc.) without exiting the CD Menu.

You can set the **Turnon**, **Function**, **Play**, **Stop,** and **Pause** commands to exit the CD Menu after issuing a command. Refer to the Installation Guide for detail.

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Turnon, and Shutoff Commands

Turnon

The **Turnon** command turns on the CD player.

Task:	*Say:*	*Select:*
Turn on the CD player:	**Egbert** **Remote 1** **Turnon**	 **Remote 1** **Turnon**

Shutoff

The **Shutoff** command shuts off the CD player.

Task:	*Say:*	*Select:*
Shut off the CD player:	**Egbert** **Remote 1** **Shutoff**	 **Remote 1** **Shutoff**

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Play, Stop, and Pause Commands

Play

The **Play** command plays the CD in the CD player.

Task:	*Say:*	*Select:*
Play the CD:	**Egbert** **Remote 1** **Play**	 **Remote 1** **Play**

Stop

The **Stop** command stops playing the CD in the CD player.

Task:	*Say:*	*Select:*
Stop the CD:	**Egbert** **Remote 1** **Stop**	 **Remote 1** **Stop**

Pause

The **Pause** command pauses the CD in the CD player.

Task:	*Say:*	*Select:*
Pause the CD:	**Egbert** **Remote 1** **Pause**	 **Remote 1** **Pause**

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The Channel Command

Definition

The **Channel** command allows you to change the CD track.

Sub-Commands

The **Channel** command provides additional sub-commands:

Channel Sub-Commands	Function
Enter	Used by CD players that require an "enter" code after selecting a track
Up	Increments the track number by one
Down	Decrements the track number by one
No	Returns to the beginning of the CD Menu
0 through 9	Specifies the digits of a track

Examples

Tasks:	Say:	Select:
Change to track 7, and send an Enter code required for some CD players:	**Egbert** **Remote 1** **Channel** **Zero** **Seven** **Enter**	 **Remote 1** **Channel** **Zero** **Seven** **Enter**
Change from track 7 to track 8, and return to the CD Menu:	**Egbert** **Remote 1** **Channel** **Up** **No**	 **Remote 1** **Channel** **Up** **No**
Change from track 8 to track 7, and exit:	**Egbert** **Remote 1** **Channel** **Down** **Cancel**	 **Remote 1** **Channel** **Down** **Cancel**

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The Function Command

Definition

You can customize the ECU to control up to three special features of your CD player remote control.

For example, your remote control might have a button that allows you to select from multiple CDs. You can train the ECU to "learn" this button, and toggle using the **Function** command.

"Learning" Remote Control Buttons

See the Installation Manual for detail on how the ECU "learns" features of your CD player remote control.

Sub-Commands

The Function command provides additional sub-commands:

Function Sub-Commands	*Function*
0	Controls the feature learned as function zero
1	Controls the feature learned as function one
2	Controls the feature learned as function two
Enter	Used by CD players that require an "enter" code after specifying a function number
No	Returns to the CD Menu

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Examples

Tasks:	*Say:*	*Select:*
Your CD player has a remote control with a button that mutes the CD audio. You trained the ECU to recognize this as function zero. To control this feature:	**Egbert** **Remote 1** **Function** **Zero**	 **Remote 1** **Function** **Zero**
Your CD player has a remote control with a button that skips a track. You trained the ECU to recognize this as function one. To control this feature and send an Enter code required for some CD players:	**Egbert** **Remote 1** **Function** **One** **Enter**	 **Remote 1** **Function** **One** **Enter**
Your CD player has a remote control with a button that displays the remaining play time. You trained the ECU to recognize this as function two. To control this feature and return to the CD Menu:	**Egbert** **Remote 1** **Function** **Two** **No**	 **Remote 1** **Function** **Two** **No**

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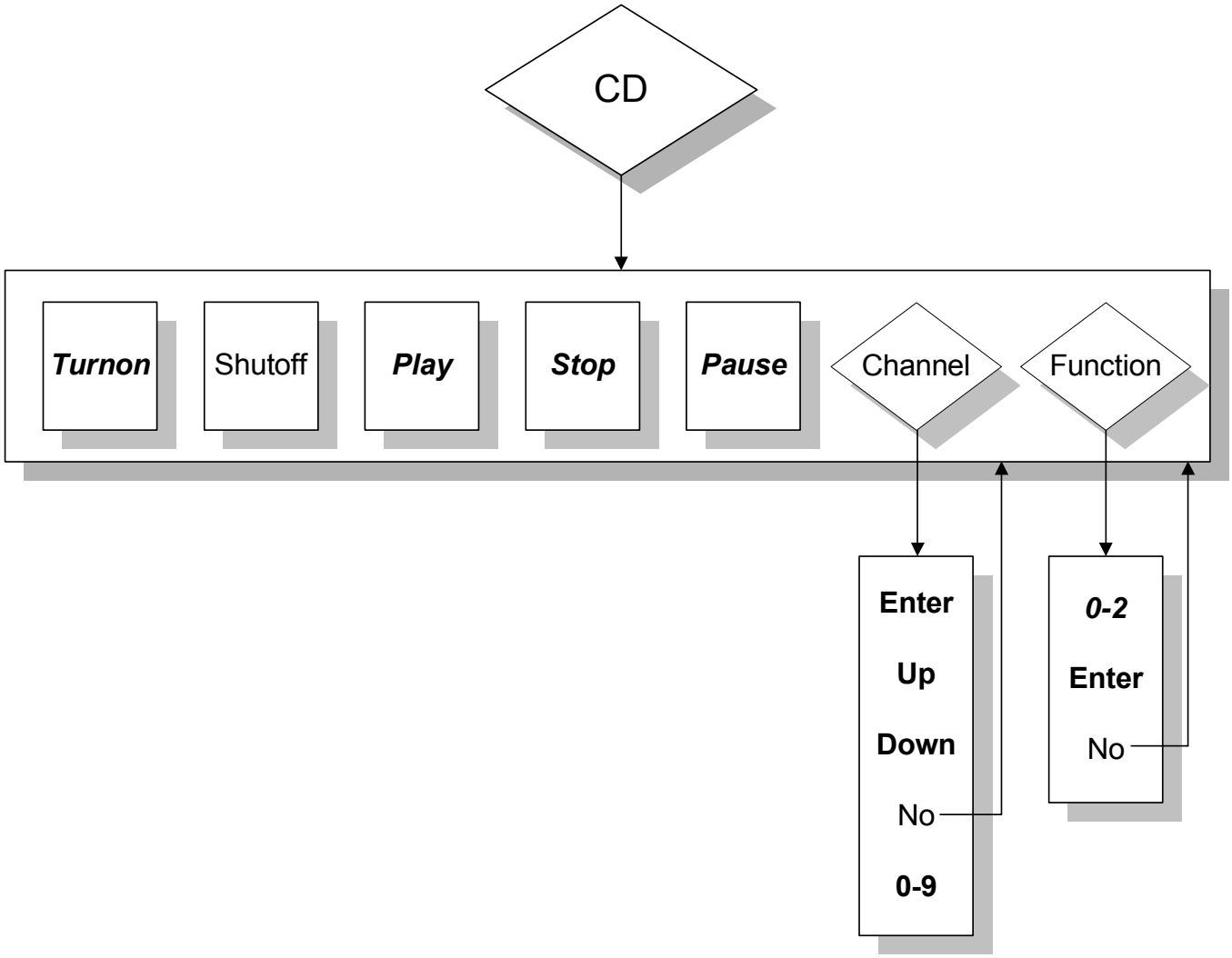
CD Menu Flowchart

Introduction

This flowchart outlines the CD Menu commands:



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Chapter 17: Tape Menu

Overview

Introduction

The Simplicity™ allows you to control most tape players that use a remote control.

You could train the ECU to recognize your tape player under menu **Remote 1**, **Remote 2**, or **Remote 3**. This chapter assumes you trained the ECU to recognize your tape player under Menu **Remote 1**. See the Installation Manual for detail on this process.

Once the ECU recognizes your tape player remote control, you use Voice or Switch commands to control the tape player via the Tape Menu.

Objectives

In this chapter, you learn how to use the Tape Menu to:

- Turn a tape player on or off
- Fast forward a tape
- Rewind a tape
- Play, pause, or stop a tape
- Record a tape
- Operate specially programmed keys

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The Tape Menu Commands

Tape Menu Commands

Once the ECU successfully recognizes your tape player remote control, you control the tape player with Voice or Switch Tape Menu commands:

Tape Menu Commands	*Function*
Turnon	Turns on the tape player
Shutoff	Turns off the tape player
Forward	Fast forwards a tape
Reverse	Rewinds a tape
Play	Starts playing a tape
Pause	Pauses a tape during play
Stop	Stops a tape
Record	Starts recording a tape
Function	Activates one of three special function keys

Hint

By default, the Simplicity™ allows you to issue a command (**Turnon**) and stay within the Tape Menu. This allows you to issue other commands (i.e. **Play, Stop**, etc.) without exiting the Tape Menu.

You can set the **Turnon**, **Forward**, **Reverse, Play**, **Pause,** and **Stop** commands to exit the Tape Menu after issuing a command. Refer to the Installation Guide for detail.

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Turnon, and Shutoff Commands

Turnon

The **Turnon** command turns on the tape player.

Task:	*Say:*	*Select:*
Turn on the tape player:	**Egbert** **Remote 1** **Turnon**	 **Remote 1** **Turnon**

Shutoff

The **Shutoff** command shuts off the tape player.

Task:	*Say:*	*Select:*
Shut off the tape player:	**Egbert** **Remote 1** **Shutoff**	 **Remote 1** **Shutoff**

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Forward and Reverse Commands

Forward

The **Forward** command searches through the tape playing in the tape player.

Task:	*Say:*	*Select:*
Fast forward through the tape playing in the tape player:	**Egbert** **Remote 1** **Forward**	 **Remote 1** **Forward**

Reverse

The **Reverse** command rewinds the tape loaded in the tape player.

Task:	*Say:*	*Select:*
Rewind a tape loaded in the tape player:	**Egbert** **Remote 1** **Rewind**	 **Remote 1** **Rewind**

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Play, Pause, and Stop Commands

Play

The **Play** command plays the tape in the tape player.

Task:	*Say:*	*Select:*
Play the tape:	**Egbert** **Remote 1** **Play**	 **Remote 1** **Play**

Pause

The **Pause** command pauses the tape in the tape player.

Task:	*Say:*	*Select:*
Pause the tape:	**Egbert** **Remote 1** **Pause**	 **Tape** **Pause**

Stop

The **Stop** command stops playing the tape in the tape player.

Task:	*Say:*	*Select:*
Stop the tape:	**Egbert** **Remote 1** **Stop**	 **Remote 1** **Stop**

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Record Command

Record

The **Record** command starts recording a tape.

Task:	*Say:*	*Select:*
Record a tape:	**Egbert** **Remote 1** **Record**	 **Remote 1** **Record**

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The Function Command

Definition

You can customize the ECU to control up to three special features of your tape player remote control.

For example, your remote control might have a button that allows you to switch between dual tape decks. You can train the ECU to "learn" this button, and toggle between deck one and deck two using the **Function** command.

"Learning" Remote Control Buttons

See the Installation Manual for detail on how the ECU "learns" features of your tape player remote control.

Sub-Commands

The Function command provides additional sub-commands:

Function Sub-Commands	*Function*
0	Controls the feature learned as function zero
1	Controls the feature learned as function one
2	Controls the feature learned as function two
Enter	Used by tape players that require an "enter" code after specifying a function number
No	Returns to the Tape Menu

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Examples

Tasks:	*Say:*	*Select:*
Your tape player has dual tape decks with a button that activates deck two. You trained the ECU to recognize this as function zero. To control this feature:	**Egbert** **Remote 1** **Function** **Zero**	 **Remote 1** **Function** **Zero**
Your tape player has a Play button on deck two. You trained the ECU to recognize this as function one. To control this feature and send an Enter code required for some tape players:	**Egbert** **Remote 1** **Function** **One** **Enter**	 **Remote 1** **Function** **One** **Enter**
Your tape player has a Stop button for deck two. You trained the ECU to recognize this as function two. To control this feature and return to the Tape Menu:	**Egbert** **Remote 1** **Function** **Two** **No**	 **Remote 1** **Function** **Two** **No**

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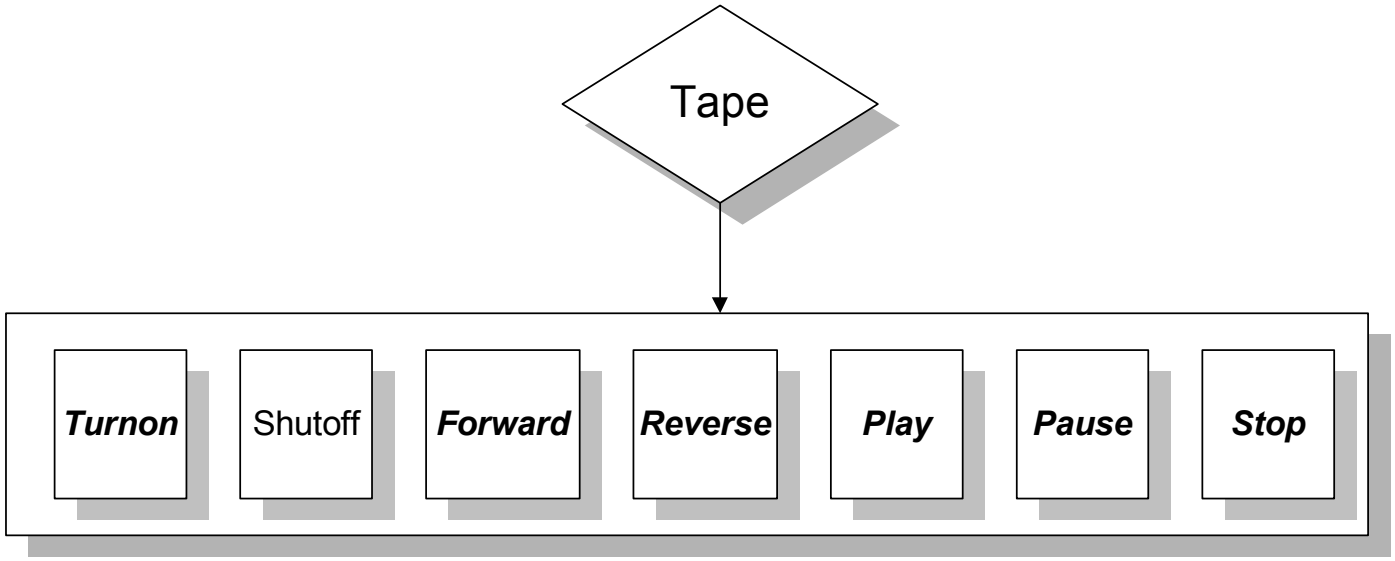
Tape Menu Flowchart

Introduction

This flowchart outlines the Tape Menu commands:



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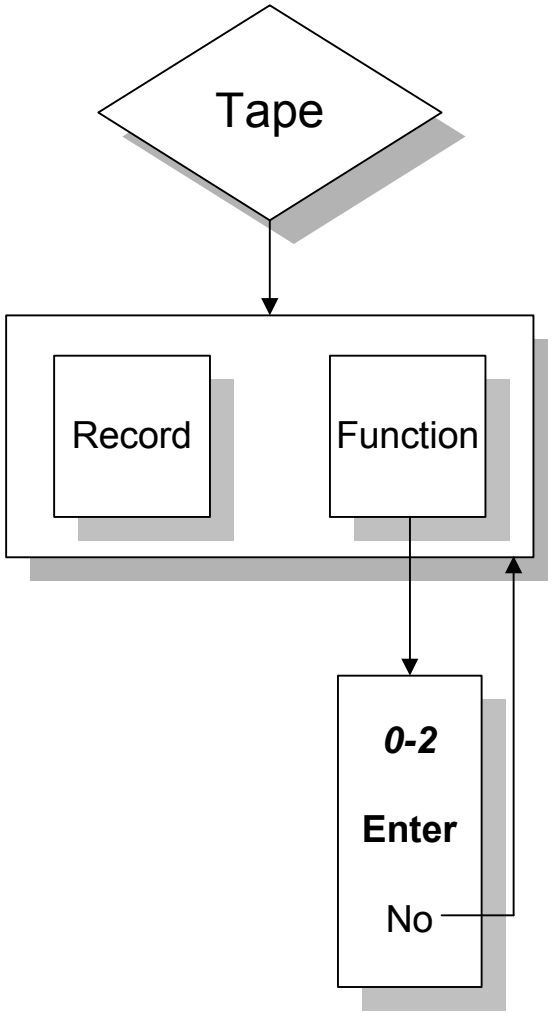
Tape Menu Flowchart, *continued*



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Chapter 18: The Generic Menu

Overview

Introduction

The Simplicity™ allows you to control most generic devices that use a remote control, such as drapery pulls or ceiling fans.

You could train the ECU to recognize your generic device under menu **Remote 1**, **Remote 2**, or **Remote 3**. This chapter assumes you trained the ECU to recognize your generic device under Menu **Remote 1**. See the Installation Manual for detail on this process.

Once the ECU recognizes your generic device remote control, you use Voice or Switch commands to control the generic device under one of the above menus.

Objectives

In this chapter, you learn how to:

- Turn a generic device on
- Turn a generic device off
- Stop a generic device
- Depending upon the device, issue an increment (i.e., gradually turn up a thermostat)
- Depending upon the device, issue a decrement (i.e. gradually turn down a thermostat)

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The Generic Menu Commands

Generic Menu Commands

Once the ECU successfully recognizes the generic device remote control, you use Voice or Switch commands to control the generic device with the Generic Menu commands:

Generic Menu Commands	*Function*
Turnon	Turns on a device
Shutoff	Turns off a device
Stop	Stops a device
Up	Issues an increment (Channel, Volume, etc.)
Down	Issues a decrement (Channel, Volume, etc.)
Function	Activates one of three special function keys

Hint

By default, the Simplicity™ allows you to issue a command (**Turnon**) and stay within the Generic Menu. This allows you to issue other commands (i.e. **Up, Down**, etc.) without exiting the Generic Menu.

You can set the **Turnon**, **Stop**, **Up, Down**, and **Function** commands to exit the Generic Menu after issuing a command. Refer to the Installation Guide for detail.

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Turnon, and Shutoff Commands

Turnon

The **Turnon** command turns on a device.

Task:	*Say:*	*Select:*
Turn on a thermostat:	**Egbert** **Remote 1** **Turnon**	 **Remote 1** **Turnon**

Shutoff

The **Shutoff** command shuts off a device.

Task:	*Say:*	*Select:*
Shut off a thermostat:	**Egbert** **Remote 1** **Shutoff**	 **Remote 1** **Shutoff**

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The Stop Command

Stop

The **Stop** command stops a device.

Task:	*Say:*	*Select:*
Stop a ceiling fan:	**Egbert** **Remote 1** **Stop**	 **Remote 1** **Stop**

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The Up and Down Commands

Up

The **Up** command makes a device go up.

Task:	Say:	Select:
Increment the temperature using a thermostat:	**Egbert** **Remote 1** **Up**	 **Remote 1** **Up**

Down

The **Down** command makes a device go down.

Task:	Say:	Select:
Decrease the temperature using a thermostat:	**Egbert** **Remote 1** **Down**	 **Remote 1** **Down**

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The Function Command

Definition

You can customize the ECU to control up to three special features of a device remote control. For example, a remote-controlled thermostat might have buttons that control different zones in your home. You can train the ECU to "learn" a button to control the heat in each zone.

"Learning" Remote Control Buttons

See the Installation Manual for detail on how the ECU "learns" features of your device remote control.

Sub-Commands

The **Function** command provides additional sub-commands:

Function Sub-Commands	*Function*
0	Controls the feature learned as function zero
1	Controls the feature learned as function one
2	Controls the feature learned as function two
Enter	Used by devices that require an "enter" code after specifying a function number
No	Returns to the Generic Menu

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Tasks:	*Say:*	*Select:*
Your remote-controlled thermostat can control the basement temperature. You trained the ECU to recognize this as function zero. To control this feature and exit:	**Egbert** **Remote 1** **Function** **Zero** **Cancel**	 **Remote 1** **Function** **Zero** **Cancel**
You have a remote-controlled fan. You trained the ECU to recognize this as function one. To control this device, and send an Enter code:	**Egbert** **Remote 1** **Function** **One** **Enter**	 **Remote 1** **Function** **One** **Enter**
Your remote-controlled thermostat can control the second floor temperature. You trained the ECU to recognize this as function two. To control this feature and return to the Generic Menu	**Egbert** **Remote 1** **Function** **Two** **No**	 **Remote 1** **Function** **Two** **No**

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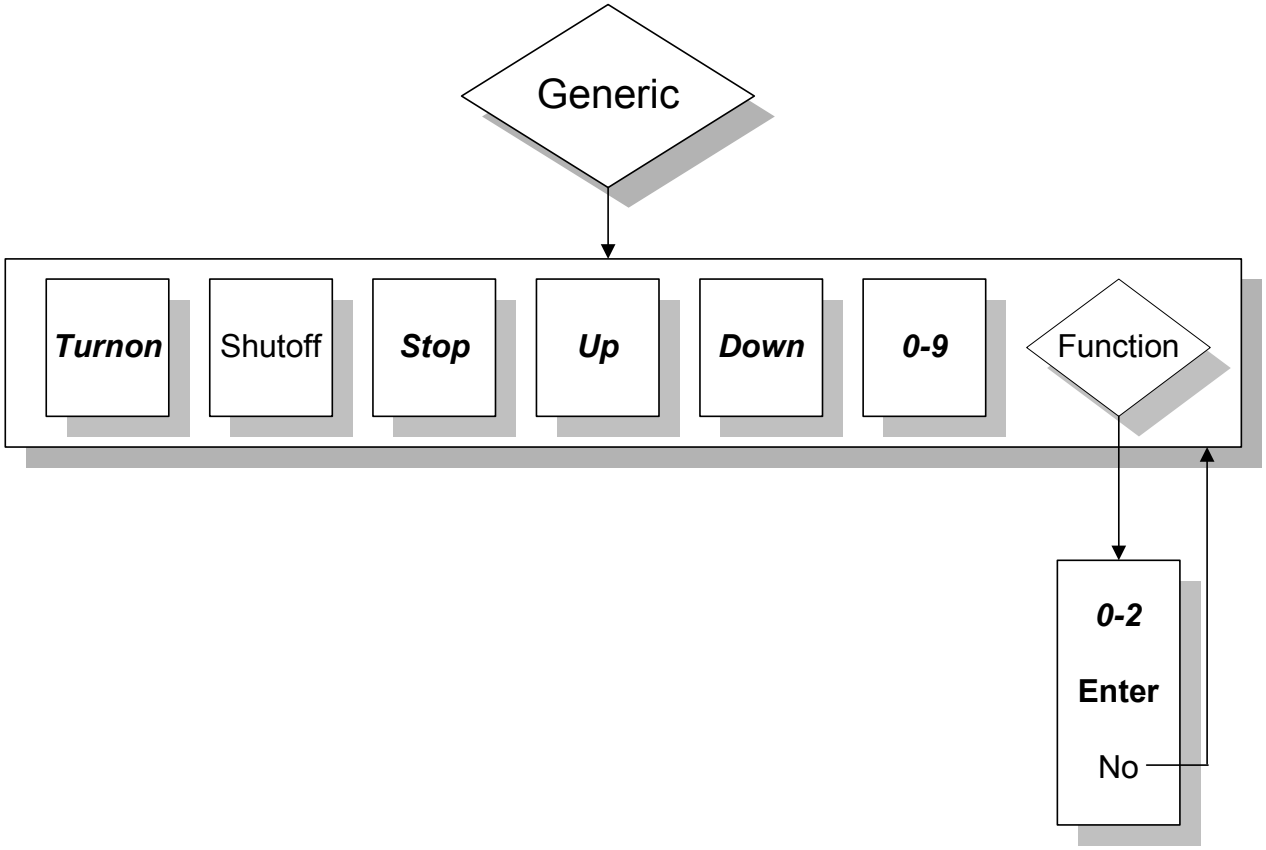
Generic Menu Flowchart

Introduction

This flowchart outlines the Generic Menu commands:



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Appendix A: ECU Messages

Overview

Introduction

The Simplicity™ contains extensive built-in self-diagnostics.

Objectives

In this chapter, you learn about each ECU message, including:

- Operating Messages
- Status Messages

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Operating Messages

Operating Messages

Operating messages provide system information. Operating Messages include the following:

Message	*Meaning*
Stop	Defective switch is detected or the microphone is plugged into the switch jack
Retry	No switch is detected
Single Switch	¼" mono plug detected
Dual Switch	¼" stereo plug detected
Phone, Answer, Phone, Answer,……	Switch has been unplugged
Power Failure	A.C. power has been lost or disconnected

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Internal Messages

Internal Messages

Internal messages provide possible error codes. These messages do not necessarily indicate a system malfunction, but you should call your local distributor if any of these messages are heard. Operating Messages include the following:

Message	*Meaning*
Function 00	Watchdog time out
Function 01	Stack error
Function 02	Watchdog test failed
Function 10	Failed third attempt to read infrared
Function 21	Parity, or overrun error (voice up/down load)
Function 30	Incorrect first digit for three-digit entry for remotes

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Appendix B: Recorded Phone Numbers

Recorded Phone Numbers

Location #	*Digits Stored*	*Person/Location*
00		
01		
02		
03		
04		
05		
06		
07		
08		
09		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		

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Recorded Phone Numbers

Location #	*Digits Stored*	*Person/Location*
32		
33		
34		
35		
36		
37		
38		
39		
40		
41		
42		
43		
44		
45		
46		
47		
48		
49		
50		
51		
52		
53		
54		
55		
56		
57		
58		
59		
60		
61		
62		
63		

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Recorded Phone Numbers

Location #	*Digits Stored*	*Person/Location*
64		
65		
66		
67		
68		
69		
70		
71		
72		
73		
74		
75		
76		
77		
78		
79		
80		
81		
82		
83		
84		
85		
86		
87		
88		
89		
90		
91		
92		
93		
94		
95		

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Recorded Phone Numbers

Location #	Digits Stored	Person/Location
96		
97		
98		
99*		

***Note**: Digits stored in location 99 will automatically be dialed when the "Dial Operator" command is invoked (switch mode only)*

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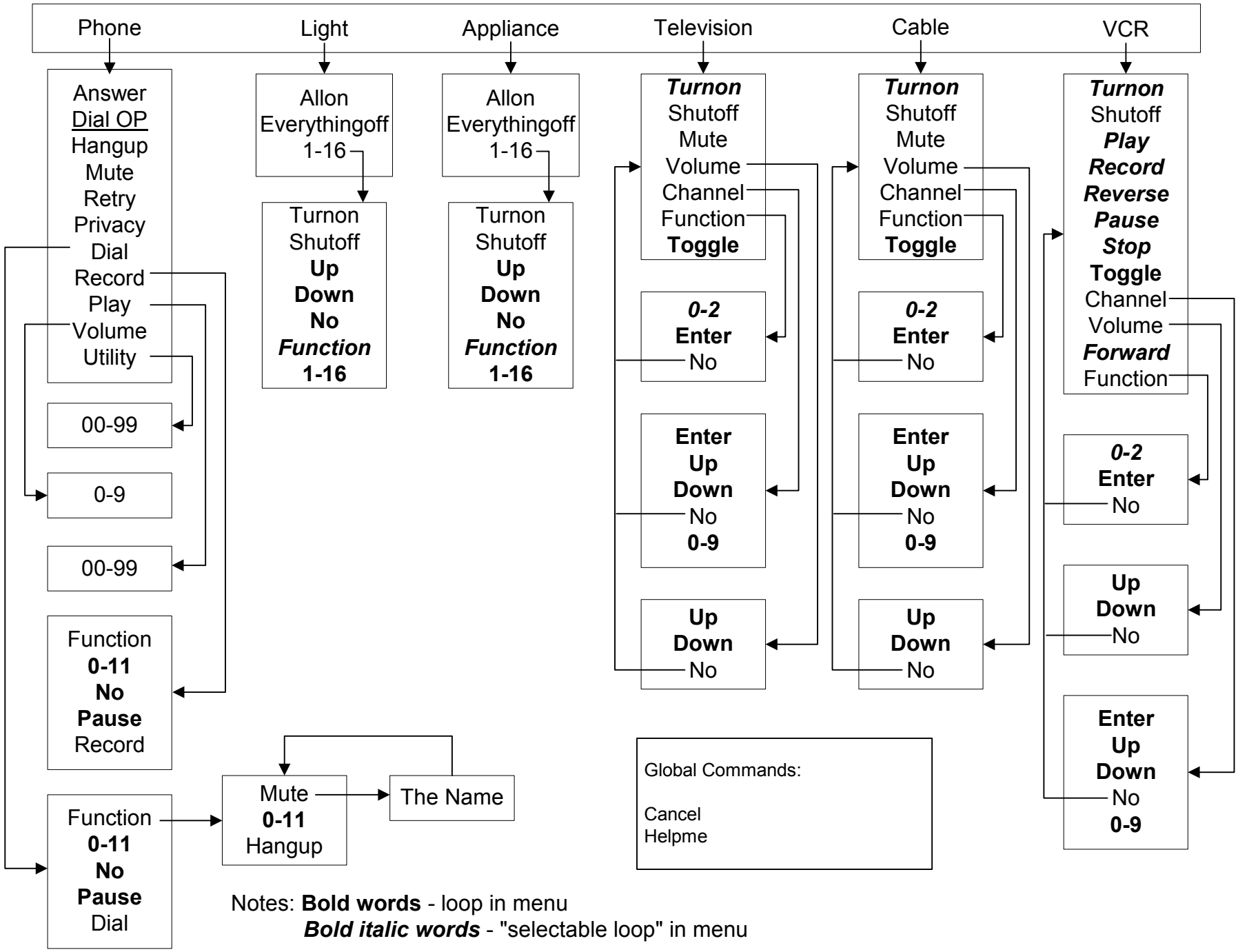
Appendix C: Flowcharts



Notes: **Bold words** - loop in menu
Bold italic words - "selectable loop" in menu

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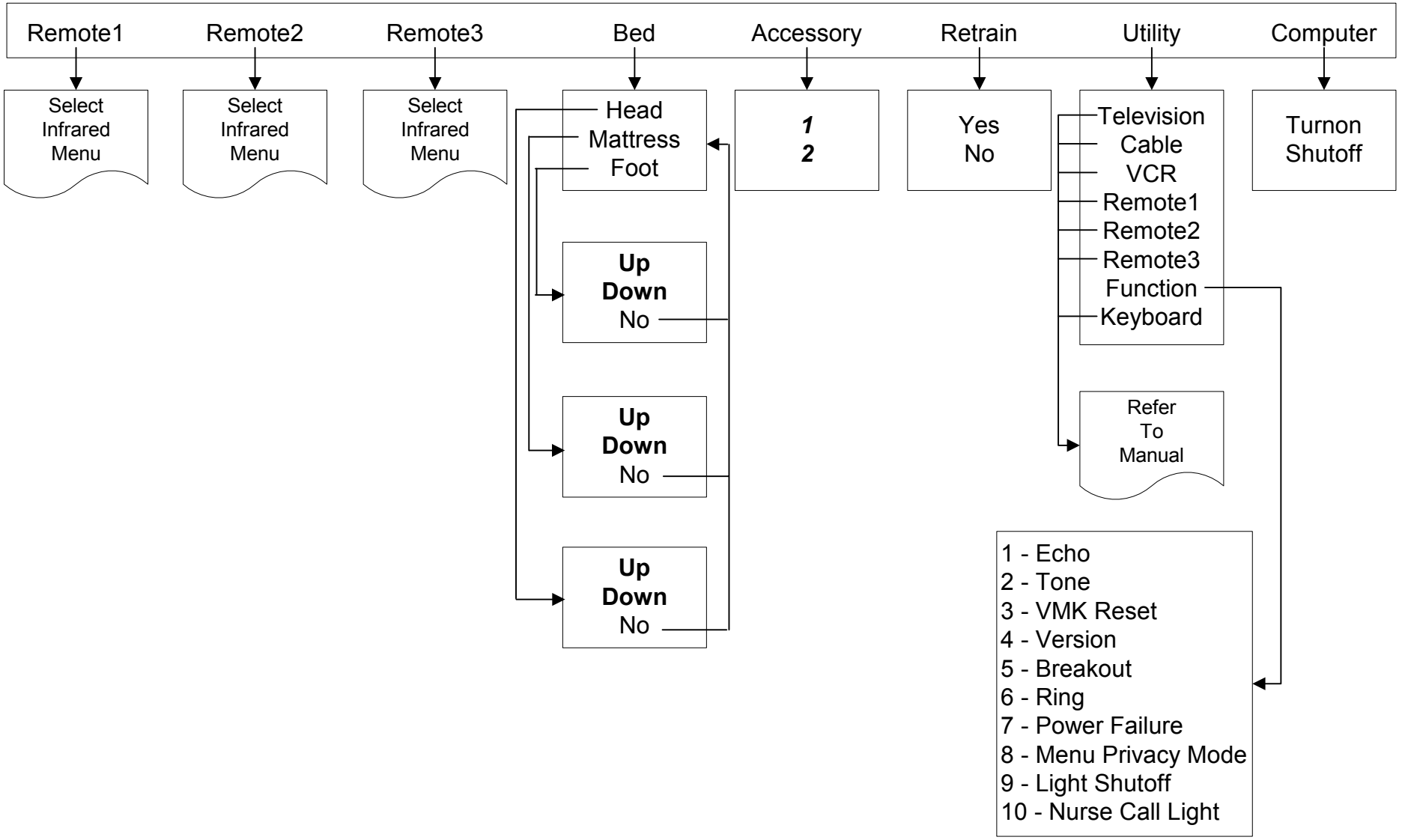

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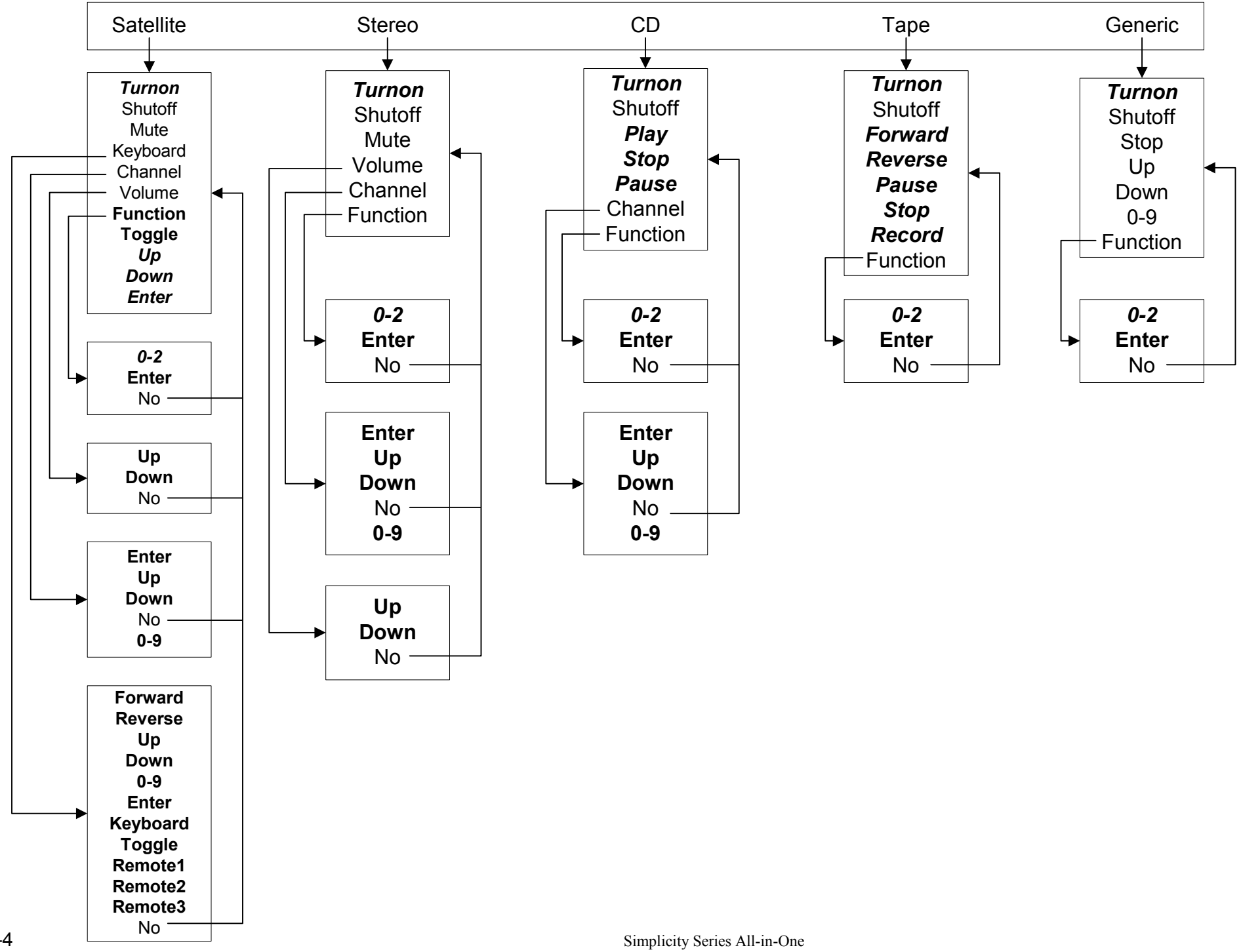

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Appendix D: Nurse Call Option

Overview

Introduction

A "Nurse Call" option is available for Simplicity™ All-in-One and Simplicity™ Switch ECU's. This feature allows for quick access to an attendant signaling device.

Signaling devices can be as simple as an X-10 module, or a device connected to a X-10 module, or any device connected to Accessory Port 1 that requires a momentary low voltage contact.

Objectives

In this section, you learn how to:

- Activate "Nurse Call"

Note

You can configure the ECU to activate Accessory Port 1 and/or an X-10 module when "Nurse Call" is selected.

See the Installation Manual for detail on configuring the above activation options.

Example

The **Nurse Call** command turns on the satellite.

Task:	*Say:*	*Select:*
Activate a chime connected to Accessory Port 1	**Egbert** **NurseCall**	**Nurse Call**

Note

If the Nurse Call feature is installed, the Appliance menu will not be available.

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