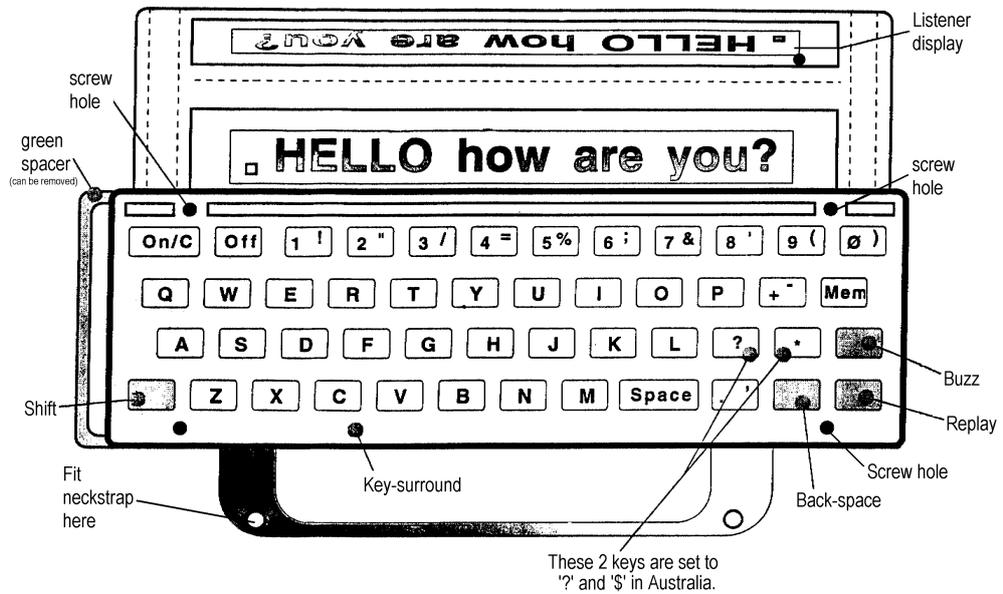


# LightWRITER SL35

## Supplement to the Manual



**ZYTEQ**  
**PO Box 190**  
**South Melbourne VIC 3205**

**Ph: 1800 818 353 (FREECALL)**

**Ph: (03) 9696 2944 Fax: (03) 9696 1755 Email: [info@zyteq.com.au](mailto:info@zyteq.com.au)**

# LightWRITER - Supplement to the Manual

## Topics

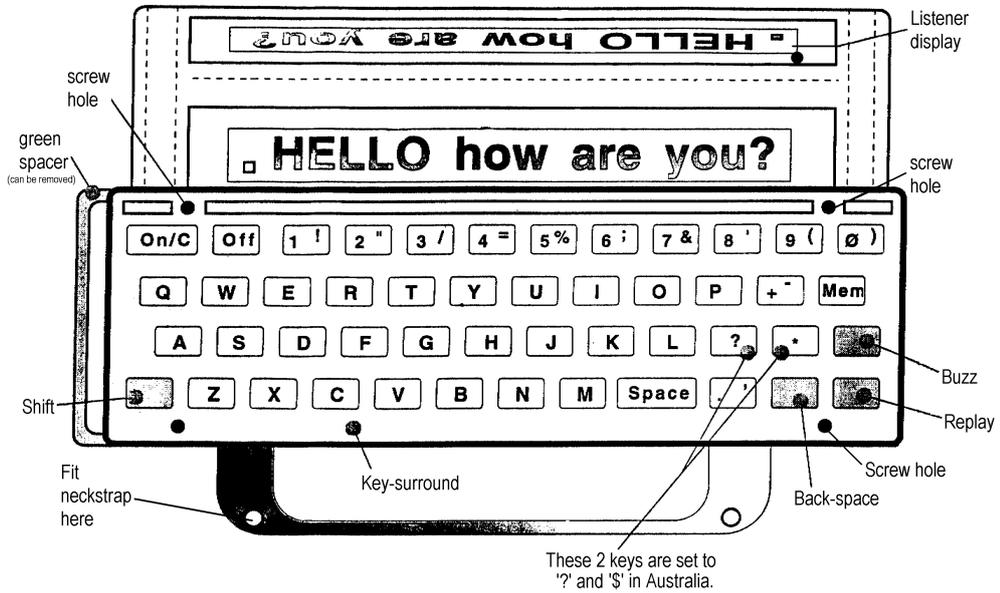
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**N.B.** There are many more features to the LightWRITER which are not described in this supplement. For a complete description of these features, please see the manual that came with your LightWRITER.

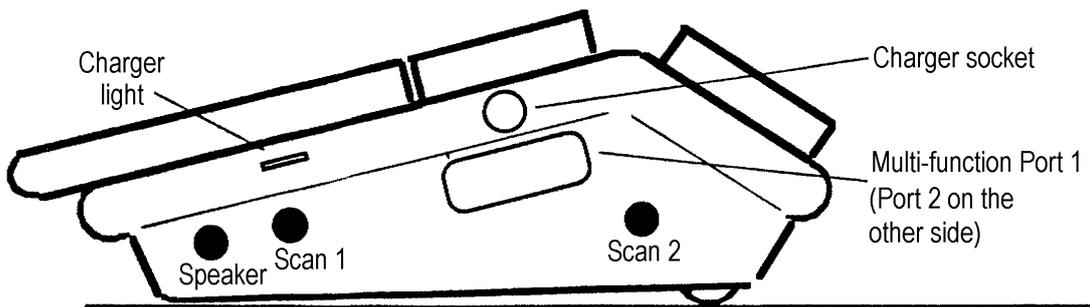
### Software Note

Features described in this handout may vary slightly according to the software versions of LightWRITER.

# The LightWRITER SL35

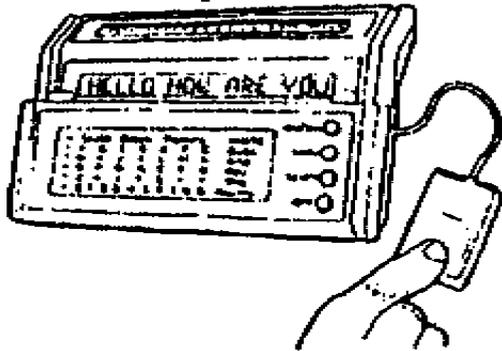


**The LightWRITER SL35**  
(top view)

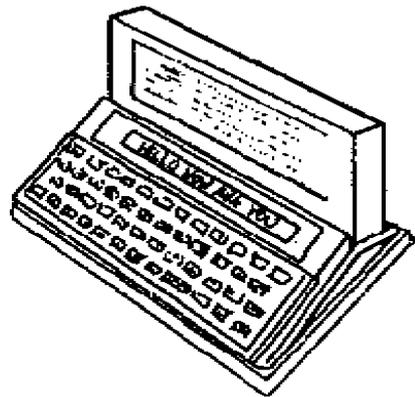


**The LightWRITER SL35**  
(side view)

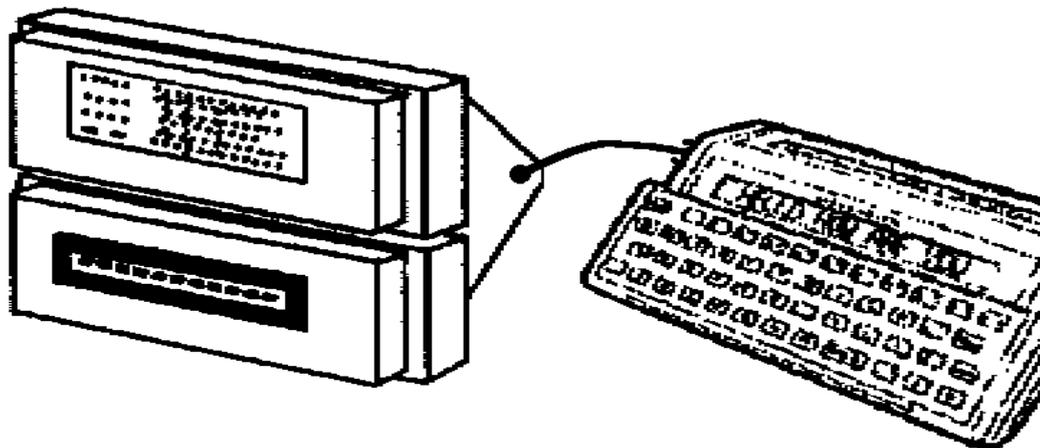
## Other LightWRITER models



**LightWRITER SL85**  
Dedicated scanning communication aid



**LightWRITER SL87**  
Dual mode keyboard and scanning communication aid



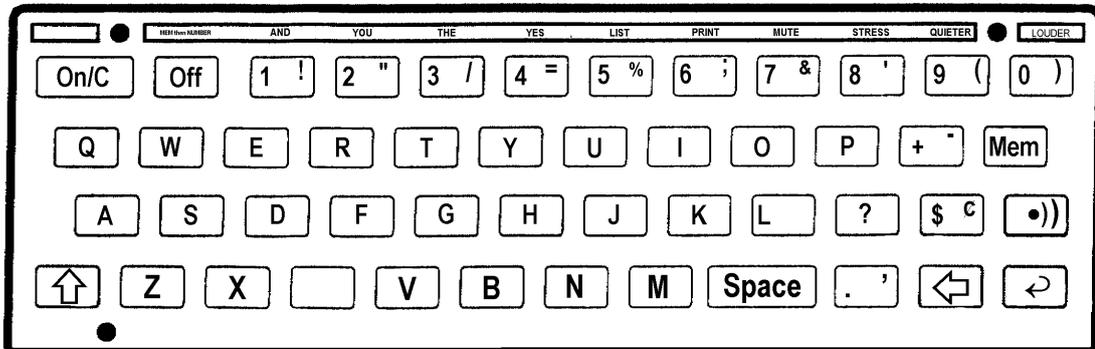
**Plug-In Scan Module**  
Converts SL35 keyboard LightWRITER to scanning

## LightWRITER Supplement to the Manual

### Equipment Based Terminology

- User display – the screen facing the user. On the same side as the keyboard.
- Listener display – the screen facing the user's communication partner(s).
- Liquid Crystal Display (LCD) – a grey screen with darker grey writing on it.
- Backlighting – a light which comes from behind the LCD and makes the LCD brighter.
- Vacuum Fluorescent Display (VFD) – a black screen with bright green writing on it. May be easier for some people to see.
- DEctalk – a speech synthesiser which offers 9 different voices.
- Light-touch keyboard – a keyboard with blue, grey and green keys.
- Key surround – a grey surround for the keys on the Light-touch keyboard.
- Keyguard – a raised surround for keys which helps some users to press the required key with greater accuracy.
- Rubber keyboard – an older style of keyboard that is no longer available. Has a single piece of grey rubber as the cover of the keyboard.
- QWERTY keyboard – keys are arranged in the same order as a standard computer keyboard.
- ABCDE keyboard – keys are arranged in alphabetical order.
- Multi-function / serial port – LightWRITERS have one or two ports which a number of different devices can be plugged into. These include a compact-printer, a scan unit and an external keyboard.
- Carry bag – a soft carry bag with a shoulder and/or a waist strap. User needs to support the bag and LightWRITER with one hand and type with the other hand.
- Carry case, one-handed – a hard carry bag which is designed to support the LightWRITER without the user providing additional support.
- Carry case, protective – a hard plastic briefcase. Most appropriate for shipping the LightWRITER.
- Raincoat – a lightweight plastic cover which goes over the LightWRITER for protection from liquid and dirt.
- Scan module – a module that offers single switch access to the LightWRITER.
- Compact printer – a 20-column compact printer that can be plugged in to the multi-function port to print out messages or memories.

## Keyboard



### Keys and their functions

#### On/C

- Used to turn the unit on.
- Clears any typing on the screen.

#### Off

- Used to turn the unit off.
- Used to reset the LightWRITER when it “freezes”. Hold key down for 15 seconds to reset, then wait.

#### Buzz - •))

- The buzz key can be pressed to gain attention.
- For a louder sound, press Shift then Buzz.

#### Replay - E

- The replay key replays the message you have just typed.

#### Backspace - ␣

- Deletes the last character you have typed.
- Mem Backspace deletes the last word.

#### Mem

- Mem (pressed once) will recall a memory you have stored. It will also allow you to do some other basic functions, such as calling up different characters or deleting a whole word.
- Mem Mem (pressed twice) takes you into save mode. See the pages on “Memories” and “Abbreviation expansion” for more detail.
- Mem Mem Mem (pressed three times) takes you into the Functions. These are described on the “Functions” page.

## Light-touch keyboard

### Changing the physical setup

The Light-touch keyboard can be physically adjusted in three ways. Using a small Phillips head screwdriver the Light Touch keyboard can be configured to the first two options. The third option requires an addition piece, the deep keyguard. .

- *Flush keys:*

When shipped the unit has green spacers inserted between the top of the keyboard surround and the base part of the keyboard. This makes the keys flush with the surround.

- *Raised keys:*

When the green spacers, described above, are removed, the keys are raised from the surround. To remove the spacers, simply loosen the 4 screws on top of the keyboard until access is possible to remove the green spacers.

- *Recessed keys:*

An optional extra, is a keyguard, which is installed a little differently from other keyguards, or previous LightWRITER keyguards. This keyguard replaces the standard keyboard surround. The keyguard is installed as part of the unit, and this can be fitted by removing the standard keyboard surround using a Phillips head screwdriver.

If the LightWRITER keyboard top is removed to make any of these changes, ensure that the top and keys are aligned prior to screwing the unit together, as any misalignment may be activating a key.

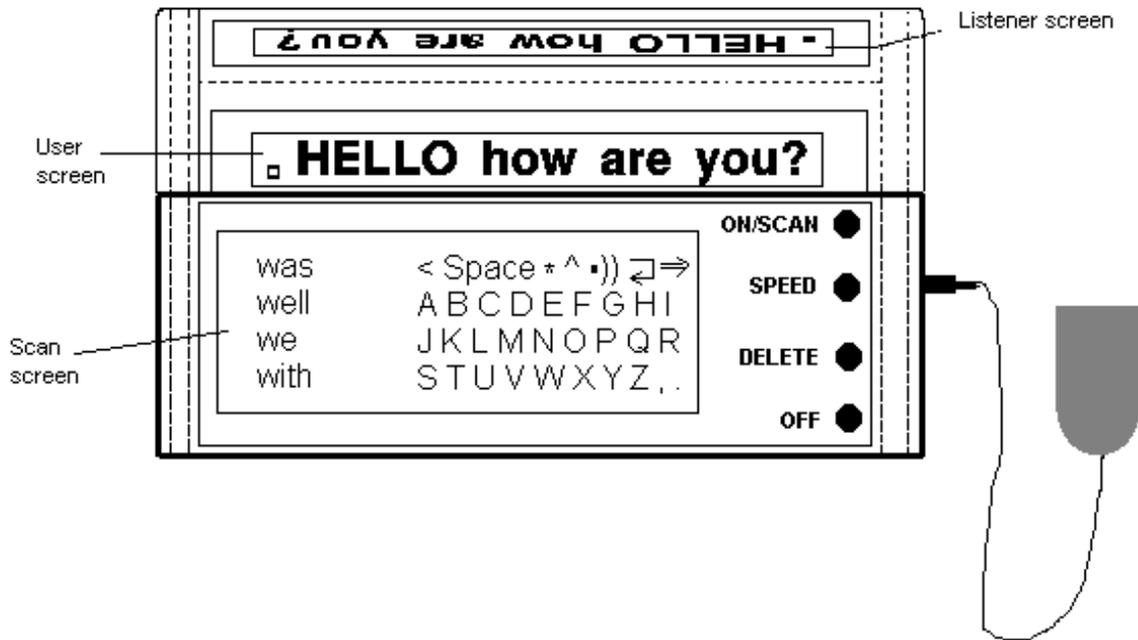
### Memory shortcuts set up with the keyboard

There are a number of pre-stored Memories and key sequences in the software of the LightWRITER that you can access from the Light-touch keyboard. There is a blue strip at the top of the keyguard that acts as a prompt for these.

Memory/Sequence	Key presses	Function
AND	Mem 1	Types "and"
YOU	Mem 2	Types "you"
THE	Mem 3	Types "the"
YES	Mem 4	Types "yes"
LIST	Mem 5	Lists all the memories stored in the unit.
PRINT	Mem 6	Prints the contents of the screen on the printer.
MUTE	Mem 7	Turns the volume off
STRESS	Mem 8	Adds a stress to the word about to be typed.
QUIETER	Mem 9	Brings the volume down one "notch".
LOUDER	Mem 0	Brings the volume up one "notch".

## Scanning Screen

### The LightWRITER SL85 (top view)



The scanning screen allows a user to do any function that can be done on the keyboard. Every key on the keyboard is represented on four different scan screens, plus some quick shortcuts. For a full explanation of these scan screens please see your manual or contact ZYTEQ.

## Customising the LightWRITER through Setups

Setups are the area in which you can make the most changes about how the LightWRITER functions. You can set many different features to best suit your needs, for example the Voice, the volume or when the LightWRITER speaks.

This page will cover the most common setups that people alter. There are many more setups available, through the three different levels of Setups – Setups, Advanced Setups and Expert Setups. If you have a particular feature that you would like to alter, please contact ZYTEQ on 1800 818 353 to see whether it is possible.

### To get into Setups

- 1) Press “Mem Replay”. The display should now read “Setups”
- 2) You can now scroll through the setups in three different ways:
  - a) Press the Space key to move through each Setup one at a time.
  - b) Press the Fullstop to move through the categories of Setups (and then the Space key to move within the category).
  - c) Press the letter of the Setup you want e.g. “v” for “voice”.

### Useful Setups

*Voice – allows you to select the voice you prefer. Choose from 9 voices.*

- 1) Press Mem Replay to get into Setups.
- 2) Press the spacebar to get to “Voice” (or press “V” until you get to “Voice”).
- 3) Press the “+” key to change the voice.
- 4) Press the replay key to hear the voice.
- 5) Once you have set the LightWRITER to the voice you like, press the On/C key to get out of Setups.

*Speak – allows you to select when the LightWRITER will speak.*

- 1) Press Mem Replay to get into Setups.
- 2) Press the Spacebar or “S” to get to “Speak”.
- 3) Press the “+” key to change these settings:
  - a) “Speak: Each word” means that the LightWRITER will speak each word as it is typed.
  - b) “Speak: Every key” means that the LightWRITER will speak each key as it is pressed.
  - c) “Speak: Replay only” means that the LightWRITER will speak when the Replay key is pressed.
- 4) Press the “On/C” key to get out of Setups once you have chosen your setting.

*Speech Rate – allows you to change how quickly the LightWRITER speaks. Some people make this slower for use on the phone.*

- 1) Press Mem Replay to get into Setups.
- 2) Press the spacebar or “S” to get to “Speech Rate”.
- 3) Press the “+” key to change the rate.
- 4) Press the replay key to hear the rate.
- 5) Once you have set the LightWRITER to the rate you like, press the On/C key to get out of Setups.

*Key Touch – allows you to change the time that a key must be held down before the LightWRITER will accept it.*

- 1) Press Mem Replay to get into Setups.
- 2) Press the spacebar or “K” to get to “Key Touch”.
- 3) Press the “+” key to change the key press time.
- 4) Once you have set the LightWRITER to the timing you like, press the On/C key to get out of Setups.

*Tremor – allows you to increase the time that a key is ignored once it has been pressed.*

- 1) Press Mem Replay to get into Setups.
- 2) Press the spacebar or “T” to get to “Tremor”.
- 3) Press the “+” key to change the timing.
- 4) Once you have set the LightWRITER to the timing you like, press the On/C key to get out of Setups.

*Port 1 / Port 2 - allows you to change what accessories you have plugged into the multi-function ports on your LightWRITER.*

- 1) Press Mem Replay to get into Setups.
- 2) Press the spacebar or “P” to get to “Port 1” or “Port 2”.
- 3) Press the “+” key to change the accessory.
- 4) Once you have set the LightWRITER to the accessory you will be using, press the On/C key to get out of Setups.

*Printer – allows you to change the type of printer that the LightWRITER is controlling.*

- 1) Press Mem Replay to get into Setups.
- 2) Press the spacebar or “P” to get to “Printer”.
- 3) Press the “+” key to change the printer.
- 4) Once you have set the LightWRITER to the printer you will be using, press the On/C key to get out of Setups.

*Replay – allows you to set what the Replay key does.*

- 1) Press Mem Replay to get into Setups.
- 2) Press the spacebar or “R” to get to “Replay”.
- 3) Press the “+” key to change what the key does.
  - a) Retype – the message is retyped on the screen and spoken once it has been retyped.
  - b) Fast – the message is retyped quickly on the screen and spoken once it has been retyped.
  - c) Speak – The message is spoken only.
- 4) Once you have set the LightWRITER as you like it, press the On/C key to get out of Setups.

## Memories

Most people use memories to save phrases that they can access quickly at a later date. For example, "Hi, how's things", "Can I have a ticket to the city?" or "Hi it's John here. How can I help you?"

To store a memory, press the following sequence:

1. Type in the phrase that you want to say e.g. "I'll have a beer, thanks".
2. Press "Mem Mem" (to get into save mode).
3. Press the letter that you would want to save it under e.g. "B" for beer.
4. Press "Y" to save it.

You can now access the Mem you have just saved by pressing "Mem B" (or Mem and the letter you chose to save it under).

### **What if I already have a Memory saved under a letter?**

If you already have a Memory saved under a letter, the LightWRITER will check with you before writing over it. For example, try saving over the phrase you have just stored.

1. Type in "I'm going ballroom dancing."
2. Press "Mem Mem".
3. Press "B".
4. Press "Y".
5. The LightWRITER will now ask "Delete Old? Y=OK"
6. If you want to erase the old message and save the new one, press Y.
7. If you want to keep the old message press "On/C"

### **How do I delete a memory?**

1. Press "On/C" to clear the screen.
2. Press "Mem Mem".
3. Press the letter of the Memory you want to clear e.g. "B"
4. Press "Y"
5. Press "Y" again.
6. The screen will say OK and the memory will be deleted.

### **How do I get rid of all my memories and start again?**

1. Press "Mem Mem Mem " (to get into functions)
2. Press "Shift Fullstop" (to get into advanced functions"
3. Press "X".
4. Press "Y"
5. Press "Y"
6. Press "Y"
7. Press "Y"

The LightWRITER's memory has now been reset to the factory memories that originally came with your unit.

## Memory/Replay Speeds

There are five different ways that Memories or sentences selected for Replay can be played back once you have chosen them. Choosing the Mem:Speed can effect your listener's comprehension of what you are saying. For example, if your communication partner has a hearing impairment and relies heavily on the listener screen but your memory speed is set to Instant, they may not be able to see the whole message. Try turning the volume off and choosing your longest Memory to see how this feels.

The five speeds are:

Instant	Memories spoken almost instantly and then shown on screen.
Very fast	Display scrolls as quickly as possible and words are either spoken as each word is completed (replay) or at the end (depending on whether you have Speak:Each Word or Speak:Replay only selected).
Fast	Each word is printed quickly and words are either spoken as each word is completed or at the end.
Medium	Letters are printed one at a time and words are either spoken as each word is completed or at the end.
Slow	Letters are printed slowly one at a time and words are either spoken as each word is completed or at the end.

Trial different speeds and see which suits you best!

## Abbreviation Expansion

This is a way of saving phrases or words using a shorter series of letters and numbers. This can greatly speed up your access to phrases or words that you use frequently. It can also be used as a memory prompt for appointment, phone numbers, etc.

For example, you could store the phrase "As Soon As Possible" under "ASAP". To do this, type:

1. "ASAP=As soon as possible".
2. Press "Mem Mem" (to get into save mode)
3. Press "+".
4. Press "Y".

Now you can try the abbreviation expansion out.

1. Press the "On/C" key to clear the screen.
2. Type "ASAP".
3. Press the "Space" key.
4. The full phrase should be typed up on the screen.

There are lots of ways you can use abbreviation expansion. You could store your address under the phrase "ADRS", or your full name under your initials. Another good idea is to store important phone numbers, addresses or appointments as abbreviation expansions.

For example, to store ZYTEQ's phone number:

1. Type "ZYTEQ1=1800 818 353".
2. Press "Mem Mem" (to get into save mode)
3. Press "+".
4. Press "Y".

Now you can type ZYTEQ1 to pull up the ZYTEQ phone number at any time!

**N.B.** It is important that you don't use a word you would normally type as an abbreviation expansion. For example, if stored 25<sup>th</sup> of June 4:00pm under "Dentist", the next time you type the sentence "I'm going to the dentist this afternoon" the LightWRITER would say "I'm going to the 25<sup>th</sup> of June 4:00pm this afternoon." You could solve this by adding the number one after the word Dentist when you save the appointment (as in the ZYTEQ example above).

## Stress and Punctuation

You can add stresses and pauses when using your LightWRITER to give your sentence added meaning or to emphasise a particular word. This is very useful for memories or for text that you have saved to give a speech later on.

### Stress

To insert a stress you need to type [“] before the word. You then need to finish typing the sentence and press replay to hear the sentence with the stress.

To get the stress marker [“] type “Mem 8”.

For example:

1. Type “I “ Mem 8 “don’t want to”
2. Press replay to hear the phrase.

### Punctuation

You can also add emphasis to the things you are going to say using punctuation. The spacing following punctuation can stress the boundaries between phrases or new thoughts. Each time you use a comma there is a short pause inserted. A longer pause is inserted after a full stop. A rising intonation can be obtained using an exclamation mark or a question mark.

Try these phrases:

“See you later!”

“What time is it?”

“I’d like a Big Mac, fries and a coke.”

“No thanks. I’ll have a glass of wine.”

NB You can also choose to have longer gaps between words using “Speech Gaps” in your Setups.

## LightWRITER Supplement to the Manual

### Phonetic Typing

When you are typing a phrase on a LightWRITER you can type words phonetically to save on some keystrokes and speed up your communication.

For example, you could type “How are you?” or you could type “How R U?”.

Shortened phonetic spellings that are commonly used are:

R = are

U = you

4 = for

B4 = before

U can also use sum shorter, fonetic versions of names and organisations.

Try experimenting with this over the next few weeks, and see whether it helps you.

(P.S. You might need to store a “memory” to tell people that you do know how to spell the words, but can type them quicker this way!)

## Speech Exceptions

If the speech synthesiser goes not pronounce a word correctly, you can store it as a speech exception. This is particularly useful with many names.

For example, type in the name "Annabel". The speech synthesiser says this name in a very different way to the way it would be said in Australian English. Therefore, we can save it as a Speech Exception, so that in the future when you type Annabel it will be said correctly.

1. Press "On/C"
2. Press "!"
3. Type "Annabel=Ana bell"
4. Press "Mem Mem" (to get into save mode)
5. Press "+" to save the exception.
6. Press "Y" to confirm the save.

You can now type Annabel and it will pronounce it correctly!

You can store a large number of words as speech exceptions. These are usually mainly names of people or organisations, but it can also be useful for changing words that are said with a very definite American accent.

## Sequences

Sequences are recordings of a series of key presses that you make and which are stored like abbreviation expansions. The difference between this and abbreviation expansions is that you can record a string to access a Setup or a Function. On the Light-touch keyboard some sequences are already recorded for you, e.g. increasing the volume, printing or listing the memories. You could record a sequence that slows your speech rate down for talking on the phone, or that changes voices for telling a joke.

### To record a sequence:

1. Press "Mem Mem" (to get into save mode).
2. Press fullstop.
3. Press Y. You are now in recording mode and a small R will appear on the left hand side of the screen.
4. Press the key that you wish to store the sequence under, for example "V" for changing voices.
5. Type in the sequence that you wish to record. For example, if you wanted to record the sequence for changing voices, press "Mem Replay V V + On/C".
6. When you have finished typing the sequence press the "Off" key to finish recording.

Once recorded, the sequenced is accessed just like any other Memory. In the above example, you would now press "Mem V" to change the voice you have selected.

N.B. Sequences can be very useful. However, as you turn features on and off, the order in which Setups appear can alter. This can effect the sequences you have recorded.

Sequences can also be stored under a phrase e.g. Change.Voice, and accessed via a list. See your User Guide's for further information.

## LightWRITER Supplement to the Manual

### Functions

The Functions system is designed to carry out maintenance or get information about your LightWRITER.

To get into Functions, press “Mem Mem Mem”. You will now need to select a key to carry out a Function. A list of common and useful functions is shown below:

Function	Purpose
V	Displays the software version installed in this machine
T	Runs the battery discharge sequence
F	Shows the amount of memory free
P	Prints (although Mem 6 is a more useful shortcut)
H	Starts the help system
E	Lists the speech exceptions

For example, to find out which software version you have in your unit:

1. Press “Mem Mem Mem” (to get into Function mode)
2. Press “V”.
3. The display will now show the software version you have installed.

There are other functions not shown on this list. Please see the manual for a more complete explanation.

## Editing Text

The LightWRITER allows you to edit text once you have typed it. This saves you from deleting your whole message using the backspace key if you want to change something from early on in your message.

To use edit mode to change a message:

1. Type in a message that you want to edit e.g. "This is a tesk message".
2. Press "Shift shift" to get into shift-lock.
3. Press back space until the cursor is to the right of the letter you want to change.
4. Press "Shift" to get out of shift lock.
5. Press the back space key to delete the letter(s) that you wish to change.
6. Type in the new letters (if any)
7. Press "Shift shift" to get into shift lock.
8. Press space to get to the end of the message and continue typing.

NB If you wanted to insert a whole word you would not leave shift lock

## Linking Memories

Linking is a very useful feature that allows you to speak a memory longer than 250 characters. We currently know of people who use the linking feature of deliver speeches and do Bible readings, however it could be applied to any situation where you need to do a lot of talking!

We suggest that you practice key linking with a piece of pre-prepared text in front of you, that you break the text up into groups of approximately 250 characters before beginning.

The following example shows the use of key linking to produce the beginning of Banjo Paterson's poem, "Clancy of the Overflow". This example shows the linking of a series of Memories, which are saved under Q, Q1, Q2, Q3, etc.

1. Type "I had written him a letter &LINK Q1"
2. Press "Mem Mem Q" to save the memory.
3. Try Pressing "Mem Q" to access the memory you have just saved. The memory should be read out, followed by "Q1". This is because there is nothing currently saved under Q1 so the LightWRITER doesn't know what sequence to play.
4. Press On/C.
5. Type "Q1=which I had for want of better knowledge, &LINK Q2"
6. Press "Mem Mem + Y"
7. Type "Q2=["]sent to where I knew him &LINK Q3"
8. Press Mem Mem + Y".
9. Type "Q3=down the Lachlan, ["]years ago."
10. Press "Mem Mem + Y"

You can now access this whole sentence by typing just the code for the first memory i.e. "Mem Q".

The above example uses phrases which are much shorter than 250 characters but shows how you could create a sequence of memories which run into one another to form a speech or reading.

## Prediction

The LightWRITER has a limited dictionary stored within its software. By turning the predict function on, you can use this dictionary to predict words you are going to type. Some users find this function helps speed up their typing. Others find it slows them down or confuses them. However, you don't know how much it may help or hinder you until you try it!

### To turn on Prediction

1. Press "Mem Replay" to get into Setups
2. Press space or "p" to get to "Predict"
3. Press the "+" key to turn prediction on.
4. Press "On/C" to leave Setups.

Now, we will type the phrase "It is going to be cold tomorrow":

1. Type "I"
2. The LightWRITER suggests "It". Press the replay key to accept.
3. Type "IS", then space.
4. Type "GOI" then press the replay key to accept "GOIng".
5. Type "TO" then press space.
6. Type "BE" then press space.
7. Type "COLD" then press space.
8. Type "TOM" then press replay to accept "TOMorrow".

Prediction can sometimes save you many key presses (as with "tomorrow") can sometimes be the same number of key presses as the word would be anyway (as in "it"). Sometimes the word you are looking for is not in the dictionary, so it will not appear (as in "cold") and at other times prediction can be distracting. It is up to you whether you use it. Some experienced users leave it on all the time, and now know the words in the dictionary and can use prediction almost without looking up at the screen, whereas other users find it more frustrating!

Try using prediction with familiar communication partner(s) who know what you are doing and won't mind if you occasionally say the wrong word. You may need to try it over a few sessions to decide whether it suits your communication style.

## LightWRITER Calculator

The calculator can be used to carry out addition, subtraction, multiplication and division. Decimals and percentages can also be used.

**To use the calculator:**

1. Press "On/C" to clear the screen.
2. Type in the sum you wish to do e.g.  $2+2$
3. Press "Shift 4" to do the calculation.

The following sums show examples of the four different mathematical functions and the use of decimals and percentages.

Addition - Try  $30+270$  (press "Shift 4" to do the calculation).

Subtraction - Try  $270-30$  (press "Shift 4" to do the calculation).

Multiplication - Try  $5 \times 5$  (press "Shift 4" to do the calculation).

Division - Try  $21/3$  (press "Shift 4" to do the calculation).

Decimals - Try  $20-15.45$  (press "Shift 4" to do the calculation).

Percentages - Try  $45-10\%$  (press "Shift 4" to do the calculation).

Brackets can be used to create a more complex calculation  
For example,  $50 \times (3/40)$  (press "Shift 4" to do the calculation).

N.B. Calculations are displayed to 2 decimal points.

### Care and Maintenance of your LightWRITER

The LightWRITER has some basic care and maintenance routines that should be completed at frequent intervals.

#### **Cleaning - whole machine**

Use a damp rag to clean the LightWRITER. This can be wiped over the whole machine if you have a rubber (grey) keyboard. Be careful not to get water in the unit. If you have a Light-Touch keyboard, please clean the keyboard separately. Clean the LightWRITER whenever you feel it needs doing!

#### **Cleaning - Light-Touch keyboard**

The Light-Touch keyboards may at times appear to have keys that are difficult to press. They may even be stiff or fixed in position. Food, drink or other debris accumulating around the keys usually causes this. Regular maintenance is required to prevent problems caused by debris.

To clean the Light-Touch keyboard follow these steps:

1. Switch the LightWRITER to Speak: Every Key in Setups.
2. Work over a towel on a table or bench.
3. Remove the keyboard surround by undoing the four screws in each corner.
4. Use a container slightly larger than the size of the keyboard and fill with warm soapy water.
5. Remove key caps and place keyguard and key caps into the container. Scrub with an old toothbrush. Remove from water, placing each key cap right way up on the towel to drain. Dry the tops of the keys only.
6. Wipe the exposed rubber under-keyboard with a lint-free damp cloth such as Chux. Be careful not to get water in the unit.
7. Replace key caps, by twisting onto the rubber nipple. If they are slightly damp underneath this will help them pop onto the rubber nipples.
8. Replace keyboard surround. Tighten screws to firm finger tightness only. If you over tighten the screws it may not be possible to remove them next time!

#### **Raincoats**

Raincoats are an excellent way of preventing debris accumulating around the keyboard. They are also good for preventing moisture e.g. rain, saliva, from entering the machine and causing damage.

#### **Battery**

The LightWRITER can be charged each night when it is in regular use. Regular charging helps to prolong battery life. If you do not use the unit regularly you should charge it when the low battery symbol appears on the User screen. This is a square which appear on the left hand side of the display. When charging the unit the green charging light (next to the charging socket) should light up.

## **Mounting**

It is important to ensure that your LightWRITER is securely mounted. Many units are damaged when they accidentally fall or are dropped.

Mounting suggestions:

- Soft carry bag around your waist, both for standing and sitting.
- Velcro on your tray or overbed table.
- Use of a mounting arm on a wheelchair or table to hold LightWRITER securely.

## Troubleshooting

### What do I do if the unit locks up or freezes?

Try pressing "Off", then "On/C". If this doesn't work then the unit needs to be "reset". To reset the LightWRITER, follow these steps:

1. Plug the LightWRITER into the mains power using the charger supplied.
2. Hold the "Off" key down for a minimum of 15 seconds (sometimes the unit needs 30 seconds before it will reset)
3. The unit should turn off after a short period of time.
4. Once you release the key the unit will begin to reset.
5. First it will display "Resetting..." on the screen for several seconds. Then it will complete some self-test and Checksums. It will ask you to "Wait..", then the cursor will begin flashing.
6. You can now begin using your unit again.

### What if reset doesn't work?

1. Try running through the reset procedure again with the unit plugged into mains power.
2. Hold the off key down for 30 seconds instead of 15.
3. Try charging the unit overnight and then try resetting the next morning.

### What if the unit won't turn on?

Plug the unit into mains power, wait for 5 minutes and then try turning it on again. Leave unit charging for at least 15 hours. This usually happens because the unit has run completely flat.

If it still won't turn on, then try the reset procedure described above while the unit is plugged into mains, then leave the unit charging for at least 15 hours. Or, charge the unit overnight and try resetting it the next morning.

### What if the unit doesn't do what I expect it to?

This is usually because one of the settings has accidentally been changed. If you can identify which setting then you will be able to go into Setups and change it back. Otherwise, you can load the factory defaults by pressing Mem Mem L  Y. Be careful about doing this, as it means that you will need to completely re-setup the LightWRITER, choosing the voice that you prefer, etc.

### **What if the unit doesn't seem to charge?**

1. Check to see if the charger light on the right hand side is lit up.
2. If not, then try a different power point.
3. If the light is still not on, please send the unit and charger in for repair.

### **What if none of the above work?**

#### *Could it be the battery?*

Most rechargeable batteries have a life of between 12 – 48 months. The life of your battery can be extended by keeping it charged, and by discharging it between use where possible. However, it will need to be replaced at some stage. Please contact ZYTEQ or your local dealer to arrange for the unit to be repaired.

#### *Could it have had an accident?*

Like most electronic equipment, you should try to avoid dropping the LightWRITER, or letting moisture/dirt get inside the unit. Sometimes it may not be obvious that this has happened but can usually be seen by cracks or stains inside the unit. Sometimes the user is not around when these accidents happen, so please check with anyone who may have been moving the unit around. Please contact ZYTEQ or your local dealer to arrange for the unit to be repaired.

**IF IN DOUBT AT ANY STAGE ABOUT TROUBLESHOOTING, PLEASE CONTACT ZYTEQ ON 1800 818 353.**