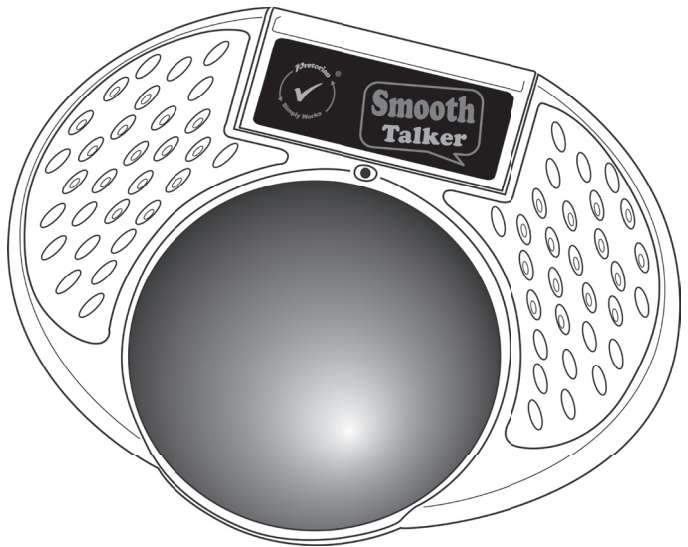




# Simplyworks<sup>®</sup> INSTRUCTIONS

## Smooth Talker



### Product Description

With a modern and stylish design **SMOOTH TALKER** is the most versatile single and sequential message Communicator currently on the market.

**SMOOTH TALKER** has 2 minutes of recording time, superior digital sound quality from twin speakers and a low switch profile angled towards the user for easy activation.

**SMOOTH TALKER** is unique in providing Random, Choice, Auditory Prompt and Converse messaging modes; and is the

only Communicator with both wired and completely wire-free connectivity.

For positive reinforcement and additional motivation, toys or appliances can be attached and a message assigned to activate the toy/appliance.

**SMOOTH TALKER** is the only Communicator with both wired and wire-free connectivity options for toys and appliances and, uniquely, can activate two toys/appliances simultaneously.



# Smooth Talker

## Features

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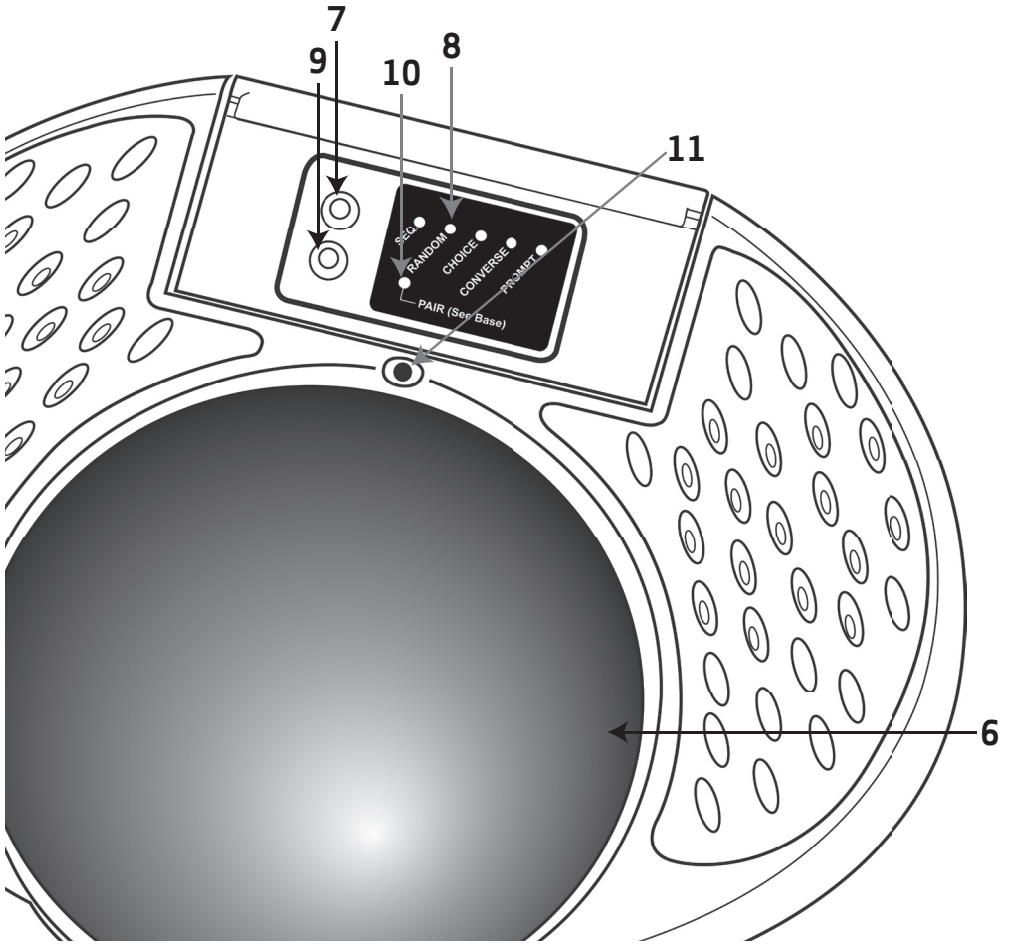
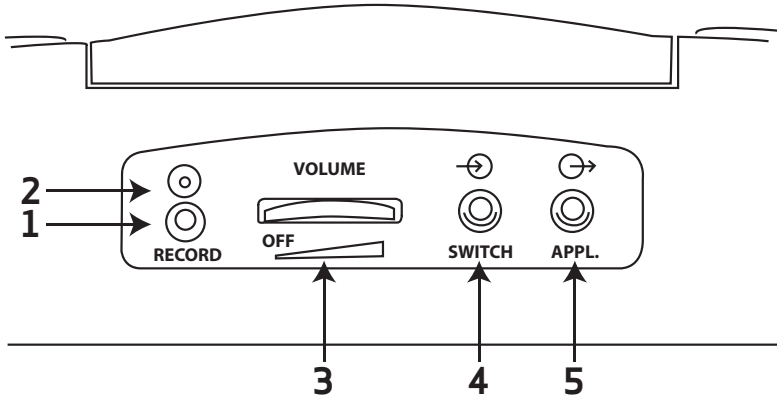
- Records single and sequential messages.
- Two minutes of recording and playback time.
- Digital amplifier with twin speakers for superior sound quality.
- Random, Choice, Auditory Prompt and Co-operative modes
- Activates wirelessly using SimplyWorks® SWITCH 125.
- Wireless toy activation using SimplyWorks® toy controllers.
- Activates a mains-powered appliance in conjunction with SimplyWorks® ENERGISE mains controller.
- Activates two toys/appliances simultaneously using wired and wire-free connectivity.
- Input socket for attaching a wired, external switch.
- Input socket for attaching a toy/appliance.
- On/Off and volume control.
- Built-in symbol holder.
- Large (125mm), low profile, switch activation area.
- Tactile and auditory feedback.

## Fitting the Battery

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Remove the screw from the underside of the unit to release the battery flap. Connect a 9 Volt battery to the battery connector, then replace and secure the battery flap. Use a good quality battery such as Duracell or Energiser to ensure the best battery life and sound quality.

If you are not going to use **SMOOTH TALKER** for an extended period it is recommended the battery be removed to prevent possible leakage.



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# Recording Messages

Press and hold the Record button (1) until the Record LED (2) illuminates. Release the Record button.

Press and hold down the switch top (6). Begin recording the first message after you hear a beep by speaking clearly into the microphone (11). Release the switch top when you have finished recording the message. Repeat the procedure for additional messages in the sequence. Note that it is best to hold down the switch for at least half a second after you have finished speaking to ensure that the message is not cut short.

During recording the Record LED flashes slowly. When only 10 seconds of recording time remains the Record LED will flash rapidly. If all the recording time is consumed, SMOOTH TALKER automatically drops out of recording mode and is ready for playback.

When you have finished recording all the messages press the Record button briefly to exit recording mode.

SMOOTH TALKER is now ready to use.

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# Playing Messages

After recording, message playback begins from the first message recorded. Press down the switch top to play the next message in sequence. When the last message is reached, playback returns to the first message.

Playback volume may be adjusted using the volume control (3).

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# Stopping a Message

During playback a message may be ended early by briefly pressing the Record button. Playback continues with the next message when the switch top is next pressed.

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# Repeating a Message

First, play the message. Then, at the end of the message, briefly press the Record button. The message will then be repeated each time the switch is activated.

To return to message sequencing, briefly press the Record button again.

The message repeat function only operates in Sequence Mode.

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# Using Messaging Modes

SMOOTH TALKER has four additional messaging modes. To view the current mode setting, press the Mode button (7). The adjacent Mode LEDs (8) illuminate to show the current Mode setting, without any changes being made. If you wish to change to a different mode, press the Mode button repeatedly until the appropriate LED lights. The Mode LEDs are extinguished after a few seconds to conserve battery life.

**The following sections describe the messaging modes:**

### **RANDOM**

Randomly plays a message from any of the recorded sequence of messages. For example, record the numbers one to six and **SMOOTH TALKER** becomes a speaking dice. Or record messages appropriate to a selection of toys and then use **SMOOTH TALKER** for 'show and tell'.

### **CHOICE**

Choice mode allows users to exercise a choice between two messages. The main switch always plays message 1 (the first one to be recorded) and the external switch (whether wired or wireless) plays message 2.

If more than two messages are recorded, the third and any subsequent ones are ignored in this mode.

For example, you could record 'Yes' as the first message and 'No' as the second. Or try 'Please' and 'Thank you'.

### **CONVERSE (TURN-TAKING)**

This unique mode allows a conversation to take place between two users in a strict to-and-fro order no matter how the buttons are pressed. It is very useful in teaching turn-taking. There is no possibility of the conversation getting out of sequence.

First, record a number of messages in the normal way. Odd messages form one half of the conversation and even messages form the other half. For example:

Message 1 (James) "Hello, my name is James"  
Message 2 (Catherine) "Hi James, I'm Catherine"  
Message 3 (James) "What is your favourite food?"  
Message 4 (Catherine) "I like pizza".

For added realism you could use different voices for each half of the conversation.

Once recording is complete, the internal switch (6) plays odd messages and the external switch (wired or wireless) plays even messages. In other words James, in the example above, uses the internal switch and Catherine uses the external switch.

Because James has the internal switch, he must initiate the conversation by pressing his switch. Catherine's switch does nothing until the first message is complete. Once the first message has ended Catherine may press her switch and play the second message, meanwhile James's switch does nothing, and so on.

Once all the messages have been played through, James can start the conversation again.

As with all other modes, there is no limit to the number of messages and there is no requirement for there to be an even number of messages. The only requirement is that the internal switch initiates the conversation.

### **AUDITORY PROMPT**

This mode is used to allow a carer to set up the correct message more easily for a particular situation, while still allowing the user to communicate.

To select the particular message to be played, the carer repeatedly presses either an external switch, or the Record button, to step through the messages. These are played back at reduced volume. There is no need to listen to each message in full- you can step on to the next message at any time. Note that the toy outputs are disabled while stepping through messages.

Once the required message is arrived at, **SMOOTH TALKER** plays the message at normal volume whenever the internal switch is pressed. Repeated presses of the internal switch repeat the same message.

For example, the carer and user are making an excursion to a fast food restaurant. The carer pre-records the following messages:

Message 1: "Hamburger"  
Message 2: "Pizza"  
Message 3: "Ice Cream"  
Message 4: "Hot dog"

On arrival at the restaurant, the user decides she would like a hot dog. The carer steps through to message 4 and then the user approaches the till and presses the internal switch. The message "Hot dog" is played back at normal volume levels.

# Playing Messages from an External Wired Switch

Attach any wired switch with a 3.5mm plug into the switch input socket (4).

# Playing Messages from a Wireless Switch 125

Place **SWITCH 125** close to **SMOOTH TALKER**.

Press and hold the Pair Button (9) on **SMOOTH TALKER** until the Pair LED (10) flashes slowly.

Immediately press the Pair Button on **SWITCH 125**. The Pair LED on **SMOOTH TALKER** continues to flash slowly until pairing is complete at which point the Pair LED lights steadily for 5 seconds.

**SEND** can be used in place of **SWITCH 125**.

Note that wired and wireless switches can co-exist and perform the same function.

# Controlling Battery Operated Toys/Appliances

To enhance messaging and provide positive reinforcement, **SMOOTH TALKER** can activate battery-operated toys/appliances.

Plug any switch adapted toy or appliance into the toy/appliance input socket (5).

To assign a message to the toy/appliance press the Record Button (1) briefly during message recording. Every time this message is played the toy/appliance will activate for the duration of the message.

Alternatively, for wireless activation of the toy/appliance, **SMOOTH TALKER** must be paired with a SimplyWorks toy controller. Connect the toy/appliance to any toy controller e.g. **CONTROL LITE**, **CONTROL** or **CONTROL PRO**.

Press the Pair Button on the toy controller and the Pair LED will begin to flash slowly. Now press the Pair Button briefly on **SMOOTH TALKER**. The Pair LED on the toy controller will continue to flash slowly until pairing is complete at which point the Pair LED will light steadily for 5 seconds. Assign a message following the above procedure.

Note that wired and wireless toys can co-exist and will be turned on an off simultaneously.

# Controlling Software During Message Playback

**SMOOTH TALKER** may also be paired with **RECEIVE** to allow software to be controlled by messages which are assigned to toy/appliance control.

Briefly press the Pair Button on **RECEIVE** and the Pair LED will begin to flash slowly. Now press the Pair Button briefly on **SMOOTH TALKER**. The Pair LED on **RECEIVE** will continue to flash slowly until pairing is complete at which point the Pair LED will light steadily for 5 seconds.

Whenever a message is played which has toy/appliance control assigned, **RECEIVE** sends the Space character to the computer via the USB lead for the duration of the message. This allows software which uses Space to be used alongside **SMOOTH TALKER**.

# Controlling Mains Powered Devices

Electrical appliances can be controlled wirelessly using an **ENERGISE** mains appliance controller.

Plug the **ENERGISE** power cable into an electrical socket and the electrical appliance into socket number one of **ENERGISE**. Briefly press Pair Button 1 on **ENERGISE** and the Pair LED will begin to flash slowly. Immediately press the Pair Button on **SMOOTH TALKER**. The Pair LED on **ENERGISE** will continue to flash slowly until pairing is complete at which point the Pair LED will light steadily for 5 seconds. Assign a message using the above procedure.

## Optimising the Battery Life

To conserve battery life **SMOOTH TALKER** automatically enters a power saving mode after 30 minutes without use. The Simply Works wireless transmitter/receiver is shut down, which saves power but also prevents reception of switch activation data from external wireless switches.

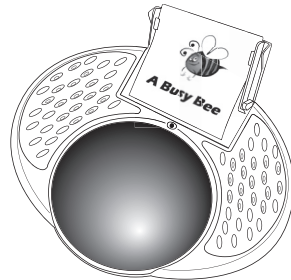
To wake up **SMOOTH TALKER** from power saving, simply press any button or the main switch.

If you are not going to use **SMOOTH TALKER** for more than a few minutes it is best to turn it off completely using the volume control (3). This also prevents accidental presses of the main switch from playing messages during transportation.

## Inserting Prompt Cards

A picture card may be inserted into the open lid of **SMOOTH TALKER** to act as a visual prompt. The card should be 75mm wide, and 35mm or more in height.

Should the array of LEDs and buttons distract users when the lid is open, the Card may be made around 75mm high to obscure the LEDs and buttons, as shown here.



## Low Battery Warning

If a message is cut short during playback and the Record LED flashes rapidly, this is an indication that the battery is exhausted and should be replaced. Turning the volume down will prevent messages being cut short and extend battery life a little.

To conserve battery life, avoid extensive use of high volume levels.

## Maintenance

**SMOOTH TALKER** has no user serviceable parts. If repair is necessary the unit should be returned to Pretorian Technologies or an authorised Distributor.

## Warranty

**SMOOTH TALKER** is warranted against defects in manufacture or component failure for a period of 24 months. The unit is designed for use in domestic and educational applications. Use outside these areas will invalidate the warranty. Unauthorised repair or modification, mechanical abuse, immersion in any liquid or connection to incompatible equipment will invalidate the warranty.

# Troubleshooting

| Symptom  | Possible Cause   | Remedy   |
|--|--|--|
| No playback  | <ul style="list-style-type: none"><li>• No messages recorded!</li><li>• Volume control turned right down</li><li>• Battery exhausted</li></ul>         | <ul style="list-style-type: none"><li>• Record some messages!</li><li>• Turn volume up</li><li>• Replace battery</li></ul>   |
| Playback stops part way through a message and REC LED flashes rapidly. | <ul style="list-style-type: none"><li>• Battery exhausted</li></ul>  | <ul style="list-style-type: none"><li>• Replace battery (Short term fix- turn volume down)</li></ul>   |
| Toy doesn't turn on with message                                       | <ul style="list-style-type: none"><li>• Toy not assigned to this message</li><li>• Toy lead broken</li><li>• SimplyWorks receiver not paired</li></ul> | <ul style="list-style-type: none"><li>• Re-record and press Record to assign</li><li>• Test and replace if necessary</li><li>• Pair up receiver</li></ul>                |
| External switch does not play message                                  | <ul style="list-style-type: none"><li>• Wired switch broken</li><li>• SimplyWorks switch not paired</li><li>• Not your turn in Converse mode</li></ul> | <ul style="list-style-type: none"><li>• Test with Pretorian Test-IT and replace if necessary</li><li>• Pair up transmitter</li><li>• Wait until it's your turn</li></ul> |
| Same message played repeatedly   | <ul style="list-style-type: none"><li>• Unit set to Repeat</li><li>• Unit in Prompt mode</li></ul>   | <ul style="list-style-type: none"><li>• Press Record button briefly between messages</li><li>• Set to desired mode using Mode button.</li></ul>                          |
| Mechanical noises on recording   | <ul style="list-style-type: none"><li>• Unit was held in hand whilst recording</li></ul>   | <ul style="list-style-type: none"><li>• Place on a firm surface when recording</li></ul>   |

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