

# CONTROL PROG ENGLISH MANUAL



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# Introduction

Control Prog is a programmable IR-transmitter, which replaces ordinary remote controls for TV, VCR and stereo sets. Control Prog has in all 241 different programming positions and can be controlled by the integral keyboard or by external control switches such as single- or multifunction switches (as well as joysticks). When external control switches are used, different scanning options can be chosen. The different functions can be controlled from a computer but it is also possible to control functions on a computer from Control Prog.

## *News and Improvements*

Control Prog has been further improved compared to earlier versions of Gewa Prog III, which means that there will be new features available such as:

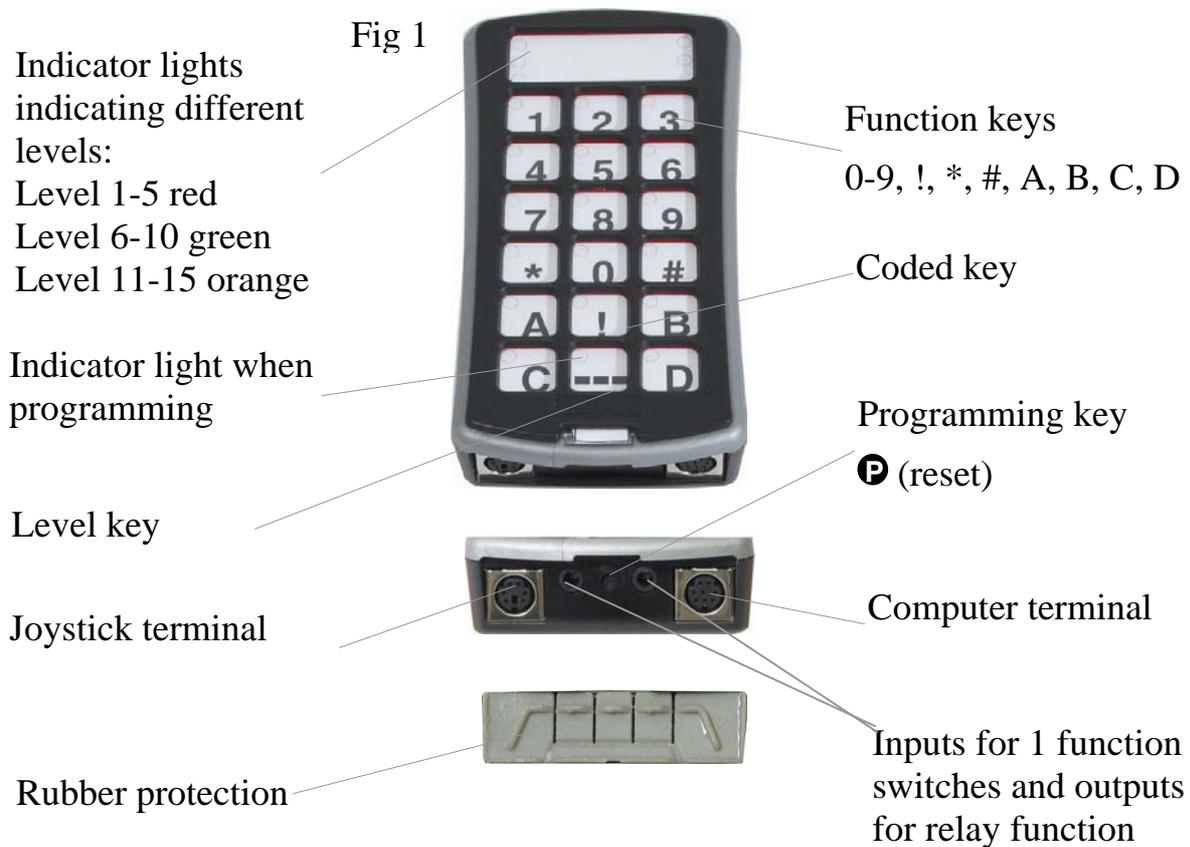
- New design on casing
- Rubber protection for inputs
- Increased number of levels (5)
- New functions to control a computer
- Improved battery warning
- Improved labelling of the keyboard
- Location for level indication has been moved
- Relay output changed

## *General Information about Control Prog*

To be able to use Control Prog there are certain things you should know:

- For programming, press the programming button using a pen, for example, **at the same time** as you choose a function key. Different function keys are chosen depending on what you want to program.
- If you press the wrong key or if there is a programming mistake you can always press the programming button on Control Prog. It works as a reset button.
- It is important not to wait too long between the different steps when programming. After a certain time Control Prog automatically leaves the programming mode to save power.
- If a key on the keyboard or a scanning switch is pressed for more than 20 seconds, Control Prog will stop transmitting to save power.

The picture shows the various terms and functions which are described in the text.



On delivery, Control Prog has the following settings:

- Delay time is set to 0.
- Sound volume is set to 4.
- Only level 2 is open, other levels are closed.
- Scanning starts from the top row.
- Scanning speed is set to 1.5 seconds.
- Scanning blink is activated
- Scanning mode is set to alternative 6 (automatic linear scanning, 1 control switch).
- Maximum number of scanning repetitions is set to 2
- GewaLink channels 00-127 are on level 1-8.

- Functions for controlling a computer are placed on level 10
- A random code on !-key.
- Level indicator is switched off.

## **Symbols**

The following symbols appear in the text:

<b>P</b>	= programming button
<b>X</b> and <b>Y</b>	= any key
<b>Y</b>	= any key on another transmitter to be programmed
<b>0</b> ... <b>9</b> <b>*</b> <b>#</b>	= keys 0-9, * #
<b>!</b>	= coded key
<b>—</b>	= level key
<b>—</b> →	= hold level key pressed for approximately 2 seconds
<b>A</b> <b>B</b> <b>C</b> <b>D</b>	= keys A, B, C, D

## **Inserting Batteries**

Unscrew the battery lid screw on the back of Control Prog using a screwdriver and insert four alkaline LR03 (AAA) 1.5 V batteries. Insert the batteries according to the marking at the bottom of the battery compartment. Pay attention to the polarity! It is important to use long life **alkaline** batteries that are protected against leaking battery acid. When you have inserted the new batteries, press **P**

## **Battery Warning**

Control Prog has a built-in battery warning  $\text{♪♪♪}$  indicating low battery voltage. A sound signal with short beeps is heard at an interval of 30 seconds. After a while it starts warning every ten minutes. Replace the batteries as soon as possible.

# Settings

Below is described how the different Control Prog functions are set.

## *Choosing Levels*

Control Prog has altogether 15 levels with 16 programmable keys. On delivery the keys are factory programmed with GewaLink channels 0-127, levels 1-8 (see table 1). You can freely use one, several or all 15 levels. Five indicator lights indicate the present level (see fig. 1). Levels 1-5 are indicated by red light, levels 6-10 by green light and level 11-15 are indicated by orange light. To be able to distinguish the levels from each other they are also indicated by different beeps.

When several levels are active you change to another level by pressing the level key . Each time you press the key the next level is chosen. If the key is continuously pressed, Control Prog scans through the levels until the key is released. This is the case when Control Prog is factory programmed according to scanning alternative 6. The exact behaviour of the level key depends on the scanning method, manual or automatic scanning for instance. See under "Setting of Scanning Alternatives".

Control Prog is delivered with only **level 2 open** – other levels are closed. To open further levels see under; "Opening/Closing a Level".

When only **one level** is open, the level key automatically contains one channel which always is the first channel on the next level. In this way, it is possible to control 18 functions even if only one level is open. See <sup>1</sup> in table 1.

Table 1 shows channels/codes for Control Prog on delivery.

Tabell 1

GewaLink channels											
Key on Control Prog	Level 1-5 (red indicator)					Level 6-10 (green indicator)					Level 11-15 (orange indicator)
	1	2	3	4	5	6	7	8	9	10	11-15
1	00	16	32	48	64	80	96	112	62	Tab	62
2	1	17	33	49	65	81	97	113	62	↑	62
3	2	18	34	50	66	82	98	114	62	Pg up	62
4	3	19	35	51	67	83	99	115	62	←	62
5	4	20	36	52	68	84	100	116	62	Enter	62
6	5	21	37	53	69	85	101	117	62	→	62
7	6	22	38	54	70	86	102	118	62	Back Space	62
8	7	23	39	55	71	87	103	119	62	↓	62
9	8	24	40	56	72	88	104	120	62	Pg Down	62
0	9	25	41	57	73	89	105	121	62	Win	62
*	10	26	42	58	74	90	106	122	62	Alt F4	62
#	11	27	43	59	75	91	107	123	62	Alt Tab	62
A	12	28	44	60	76	92	108	124	62	Alt	62
B	13	29	45	61	77	93	109	125	62	Esc	62
C	14	30	46	<sup>2</sup> 62	78	94	110	126	62	Space	62
D	15	31	47	63	79	95	111	127	62	F5	62
1....	16	32	48	64	80	96	112	62	62	62	00
!	Code										

<sup>1</sup> If only one level is open the level key automatically becomes one channel. It is the first channel on the next level.

<sup>2</sup> Channel 62 is a stop code and cannot control any function. On the other hand you can store channels/codes on this key which in turn can control a function.

## Opening/Closing a Level

1. Press **P** and **↔** at the same time. The indicator light for the level key and the current level are now lit.
2. Press **↔** a number of times until you get to the level to be opened or closed.
3. Press **1** to open the chosen level or **2** to close the chosen level. The level indicator light is automatically moved to the next level, which thereby directly can be opened or closed.
4. Press **↔** for approximately 2 seconds until the indicator light for the level key flashes green and goes out.

It is possible to open level 1-10 at the same time by pressing **A** or open level 1-15 by pressing **B**. Level 11-15 can only be opened by pressing **B**

## Quick guide

Open/close level: **P** + **↔**, choose level, **1** or **2**..... **↔**

Open = **1**. Close = **2**

Open level 1-10 simultaneously: **P** + **↔**, **A**,

Open level 1-15 simultaneously: **P** + **↔**, **B**,

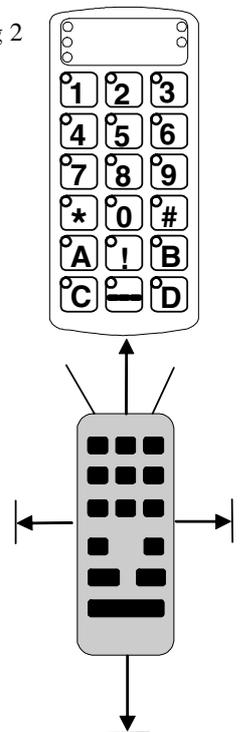
Factory setting = level 2 open.

## Replicating Channels from another Transmitter

1. Make sure the batteries in both transmitters have full capacity. Do not place the transmitters in intense light (e.g sunlight) when programming.
2. Place the two transmitters on a table with the original transmitter directed towards the rear of Control Prog (fig. 2).
3. Choose level which is to be programmed. Only one level at a time can be programmed.
4. Press **P** and **1** at the same time. The indicator light on key 1 and chosen level now flashes.

To check that the transmitters are in the right position, keep any key pressed on the original transmitter. The indicator light for the level key now flashes green. Move the original transmitter to the left or to the right until the indicator light goes out. Then move the original transmitter backwards until the indicator light goes out (one meter for certain transmitters). Place the original transmitter between these positions. Certain types of

Fig 2



transmitters only emit a short flash each time the key is pressed. In these cases, press several times.

5. Press and release the key on Control Prog that is to be programmed. The indicator light for the level key now emits a steady orange light.
6. Press and hold the corresponding key on the original transmitter pressed. Release the key when the indicator light for the level key gives a green light. This might take up to 10 seconds. If the indicator light goes orange again press the key one or more times until it flashes green and goes out. If the indicator light flashes red the programming has failed. Try once more from step 4. If a beep ♪♪♪ is heard the level is locked and no programming can be made. Read the next section how to unlock a level.
7. If the programming of the first key was successful, repeat steps 5 and 6 until all keys are programmed. Finish by pressing . The indicator light for the level key flashes green to show that the programming is complete.
8. Now test the programmed functions on the device that is to be controlled.

### Quick guide

Programming:  + , , , .... 

**Tip!** Control Prog can record codes from most IR transmitters on the market with a few exceptions. You may have problems with a few or all of the functions for a certain IR transmitter. In these cases it is possible to try another recording method. Instead, do as follows in step 4; Press  and  at the same time but keep them pressed for approximately 2 seconds until the indicator light for the level key flashes green and goes out. Control Prog is now in another recording mode. Otherwise use the same recording procedure.

## Locking/Unlocking Delete Protection

In order to protect codes from being deleted by accident when new codes are programmed it is possible to lock each level separately. Locked level is indicated by a beep ♪♪♪ and no programming can be made. Do as follows to lock/unlock levels:

1. Press  and  at the same time. The indicator light for the level key and the current level are now lit.
2. Change to the level to be locked/unlocked by pressing  as many times as needed.
3. Press  to lock or  to unlock. The indicator light for the levels is automatically moved to the next level, which thereby can be locked/unlocked immediately.

4. Press  for approximately 2 seconds until the indicator light for the level key flashes green and goes out.

### Quick guide

Lock/unlock delete protection **P** + , choose level, **3** or **4**,...,  
 Lock level = **3**. Unlock level = **4**.

## Resetting Control Prog to Factory Setting

Control Prog makes it possible to erase what is stored for a single key, for all keys for a single level or for all keys for all levels (1-15) at the same time. The GewaLink channels 00-127 (factory setting) replace the erased channels. Table 2 shows what happens when resetting Control Prog. Also read under "Locking/Unlocking Delete Protection".

Table 2

Resetting one key	The level used for the key must be unlocked before erasure.
Resetting one level	The corresponding level must be unlocked before erasure.
Resetting all levels	Levels 1-15 are erased and returned to factory setting even if these levels are locked. Other settings are also returned to factory setting and a new random code is programmed on the !-key.

1. Start by unlocking the level to be reset. This is not necessary if all levels are to be reset at the same time.
2. Using the level key choose the level for which you want to perform the reset operation. This will not be necessary if all levels are to be reset at the same time.
3. Press **P** and **3** at the same time. The indicator light on key 3 and chosen level are now lit.
- 4a. Resetting a single key:  
Press the key to be reset. The indicator light for the level key flashes green to show that the operation is complete.
- 4b. Resetting all keys for a single level:  
Press in turn the keys , **1**, **2**, **3** and finish with .  
All keys flash red in turn. The indicator light for the level key flashes green to show that the operation is complete.

4c. Resetting all keys for all levels:

Press in turn the keys **!**, **1**, **2**, **3** and finish with **↵**.

All keys on levels 1-15 flash red in turn. The indicator light for the level key flashes green to show that the operation is complete.

## Quick guide

Resetting a single key **X**:

Choose level, **P** + **3**, choose key

Resetting all keys for a single level:

Choose level, **P** + **3**, **↵**, **1**, **2**, **3**, **↵**

Resetting all levels to factory setting:

**P** + **3**, **!**, **1**, **2**, **3**, **↵**

## Programming 4096 Code

Control Prog is delivered with a special coded channel (4096) on the **!**-key. The code is selected at random. This coded channel is normally used for functions that require strict authorisation such as apartment doors or house doors. The code has 4096 different combinations. The **!**-key always has the same code irrespective of which level you use. If you have to program a new coded channel there are three methods of doing so.

**Method one:** Use a coded transmitter as described under “Replicating channels from another transmitter”. Using this method you can program any key to use a coded channel.

**Method two:** Enter a numerical value between 0 and 4095. The indicated code will always be associated with the **!**-key. It is then possible to move the code from this key to other keys (See under “Copying Codes”). Then you can create a new coded channel if you wish. Do as follows:

1. Press **P** and **!** at the same time. The indicator light on **!**-key and the current level are now lit.
2. Enter a number from 0 to 4095.
3. Finish with **↵**. The indicator light for the level key flashes green to show that the operation is complete. Make a note of the chosen code for future usage.

## Quick guide

Setting a 4096 code: **P** + **!**, **0**...**4** **0** **9** **5**, **=**

Factory setting = random code.

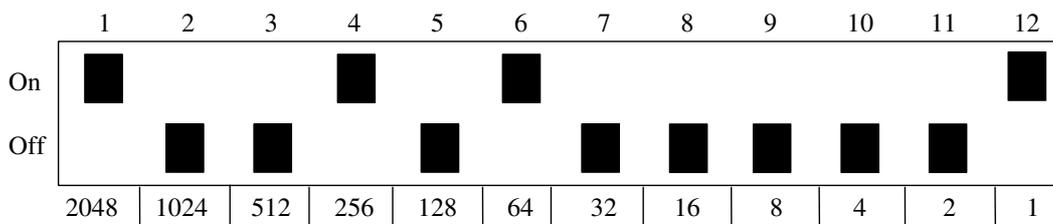
**For method three** insert a binary code. The binary code will always be associated with the !-key. Make up the binary code yourself or else use a code that is already set in an IR receiver or IR transmitter.

There are two types of IR receivers: an older type of receiver where you set the code with a 12-pole switch or a newer type where the IR receiver is programmable. The principle is the same when it comes to creating the binary code. Figure 3 shows a 12-pole switch. Switches 1, 4, 6 and 12 are in the On position, the others are in the Off position.

The following example describes how the binary code is created according to figure 3:

1. Press **P** and **!** at the same time. The indicator light on !-key and the current level are now lit.
2. Enter the code by pressing **!** or **=**. **!** = switch in the On position and **=** = switch in the Off position. Press twelve times in turn; **!**, **=**, **=**, **!**, **=**, **!**, **=**, **=**, **=**, **=**, **!**. The indicator light for the level key flashes green to show that the operation is complete. The code is now on the **!**-key. Make a note of the chosen code for future usage.

Fig. 3



## Quick guide

Setting 4096 code binary: **P** + **!**, .....

On position = **!**. Off position = **=**

Factory setting = random code.

## ***Copying Codes***

Control Prog makes it possible to copy programmed codes and basic channels to other places (keys). Note! The code/channel remains in its original place.

1. Choose level and press the key from which the code is to be copied.
2. Choose the level to which you want to copy the code.
3. Press **P** and **8** at the same time. The indicator light on key 8 and the current level are now lit.
4. Press the key to which you want to copy the code. The indicator light for the level key flashes green to show that the operation is complete.

### **Quick guide**

Copying code/channel from key **X** to key **Y**:  
Choose level, choose **X**, choose level, **P** + **8**, choose **Y**

## ***Setting Beep Volume***

Control Prog has a beep signal, which sounds when a key is pressed or when scanning. Set the beep volume between 0 and 9. 0 is no sound at all and 9 is maximum sound level.

1. Press **P** and **4** at the same time. The indicator light on key 4 and the current level are now lit.
2. Press a key from **0** - **9** to choose beep volume. The indicator light for the level key flashes green to show that the operation is complete.

### **Quick guide**

Setting beep volume: **P** + **4**, **0**.... **9**  
Factory setting = 4.

## ***Switch on/off acoustic level indicator***

To indicate the current level it is possible to activate an acoustic level indicator. When the **!**-key is pressed the current level is indicated by a series of beeps. This also applies for the first step when scanning.

Levels 1-5 are indicated by 1-5 short tone burst at a high pitch, level 6-10 by 1-5 short tone bursts at a low pitch and levels 11-15 are indicated by 1-5 short tone bursts at even a lower pitch.

Do as follows to switch on/off the level indicator:

1. Press **P** and **4** at the same time. The indicator light on key 4 and the current level are now lit.
2. Press **\*** to switch on or press **#** to switch off. The indicator light for the level key flashes green to show that the operation is complete.

### Quick guide

Switch on level indicator: **P** + **4**, **\***

Switch off level indicator: **P** + **4**, **#**

Factory setting = Off

### Setting Acceptance Delay

An acceptance delay can be set for keys and control switches. The acceptance delay is the time a key has to be pressed before a function is activated. The acceptance delay can be set from 0 to 9. 0 is no delay at all and 9 is the maximum delay (0.9 sec.).

1. Press **P** and **2**, at the same time. The indicator light on key 2 and the current level are now lit.
2. Press a key from 0-9 to choose the delay time. The indicator light for the level key flashes green to show that the operation is complete.

### Quick guide

Setting Acceptance Delay: **P** + **2**, **0**.... **9**

Factory setting = 0.

### Create an automatic sequence (Macro)

Control Prog is able to send sequences of codes. When you press **one key** Control Prog automatically carries out what is equivalent to pressing several keys. To find a teletext page for instance you need to press four keys. Control Prog however, can be programmed in such a way that you only need to press one key. Other available applications are dialling long telephone numbers or muting the TV at the same time as you answer the telephone. Control Prog can also be programmed to change levels and remember how long a key should transmit (max. 25.5 sec). Other programmed sequences can also be a part of a new sequence.

A sequence can be terminated at any time by pressing any other key. When a sequence is programmed Control Prog transmits at the same time what is already

on the key. A maximum of 47 key presses per sequence can be programmed.  
NOTE! The key used for the sequence must not be part of the sequence.

1. Press **P** and **A** at the same time.
2. Press the keys that should be used for the sequence.
3. Choose the level where you want the sequence to be.
4. Press **P** and **B** at the same time. The indicator light on key B and the current level are now lit.
5. Choose the key where you want the sequence to be. The indicator light for the level key flashes green to show that the operation is complete.

### Quick guide

Create an automatic sequence: **P** + **A**, press sequence, choose level, **P** + **B**, choose where to store the sequence.

### Create a manual sequence

A manual sequence is a variant of an automatic sequence. Such a sequence is advanced manually one step at a time while an automatic sequence is automatically transmitted as a whole. When the manual sequence has reached the end, it will start from the beginning again. Even if you press other keys in-between, Control Prog will always remember the latest step of the sequence. You can, for instance, turn the TV on and off using only one key. You can also create a very simple scanning method stepping through different TV channels. A sequence can consist of a series of key presses from different levels and can also remember **the duration** of the transmission of a key (max 25.5 seconds). When a sequence is created Control Prog at the same time transmits what is stored on the key. A maximum of 47 key pressures per sequence can be programmed. NOTE! The key used for the sequence must not be a part of the sequence.

Do as follows to create a manual sequence;

1. Press **P** and **A** at the same time.
2. Press the keys that will be part of the sequence. Also change of level.
3. Choose level for the sequence.
4. Press **P** and **C** at the same time. The indicator light on key C and the current level are now lit.
5. Press **B**..
6. Choose key for the sequence. The indicator light for the level key flashes green to show that the operation is complete.

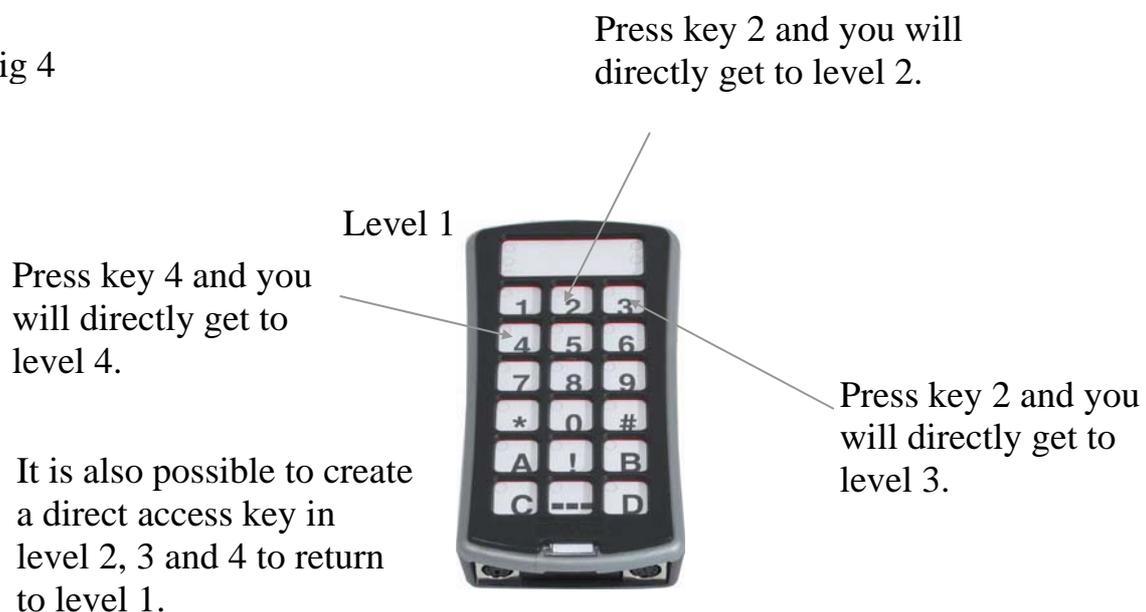
## Quick guide

Create manual sequence: **P** + **A**, press sequence, choose level, **P** + **C**, **B**, where to store the sequence.

## Direct choice of level

Control Prog makes it possible to create direct access keys which mean that you can reach a level by pressing a selected key. If you are at level 1 for instance and press key 2 you will directly reach level 2. By pressing key 3 you will directly reach level 3 etc. When you are at level 2, 3 or 4 you can press a new direct access key to return to level 1. You need to create the direct access keys for these levels in advance. See fig. 4.

Fig 4



Do as follows to create direct access keys:

1. Choose the level you want to reach with a direct access key.
2. Press **P** and **A** at the same time.
3. Choose the level where the direct access key is to be stored.
4. Press **P** and **B** at the same time. The indicator light on key B and the current level are now lit.
5. Choose and press the key, which is to be the direct access key. The indicator light for the level key flashes green to show that the direct access key is stored.

## Quick guide

Create a direct access key:

Choose level to be reached through direct choice, **P** + **A**, choose level where a direct access key is to be stored, **P** + **B**, choose the key which is to be a direct access key.

## Create automatic return to pre-set level

Control Prog can be set to always return to a special pre-set level when several levels are open. This pre-set level can for instance be functions for making telephone calls, or other functions you use often and want to reach quickly.

After approximately 5 minutes Control Prog returns to the pre-set level. Do as follows to turn on/off automatic return to pre-set level:

1. Press **P** and **□** at the same time. The indicator light for the level key and the current level are now lit.
2. Choose return level for Control Prog.
3. For automatic return press **5** and press **6** to switch off. The indicator light for the level key flashes green to show that the operation is complete.

## Quick guide

Turn on/off automatic return: **P** + **□**, **5** or **6**

Turn on = **5**. Turn off = **6**.

Factory setting = turned off

# Scanning Control

It is possible to connect external scanning control switches to enable control of 241 functions via a single switch. Settings can be programmed such as different scanning methods, scanning speed, scanning start, number of scanning repetitions, turbo scanning and scanning blink. It is even possible to create an individual scanning method. 1-5 control switches or joystick can be connected depending on scanning method. Read the section below for a description.

## ***Connecting Control Switches***

There are several ways of connecting control switches depending on the number of switches that will be needed. It is possible to connect one or two 1-function control switches to Sw 1 and Sw 2. At input Multi you can connect control switches for all four directions and Enter. It is possible to control 8 directions and Enter with a Joystick.

- 1 control switch: Input Sw 1, Sw 2 or Multi. All terminals can be used when only one control switch is used.
- 2 control switches: Input Sw 1 (→) and Sw 2 (↓).
- 3 control switches: Input Sw 1 (→), Sw 2 (↓) and Multi (Enter).  
Alternatively all three control switches can be connected to Multi.
- 5 control switches: Input Multi (→, ↓, ←, ↑ and Enter).
- Enter: Execute by pressing the control switch connected to Multi (Enter).  
You can also execute by using Sw 1 or Sw 2 depending on what scanning method you have chosen. See table 4!
- Joystick with 8 directions + Enter: Input Multi.

Fig. 5

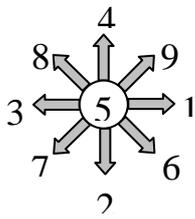
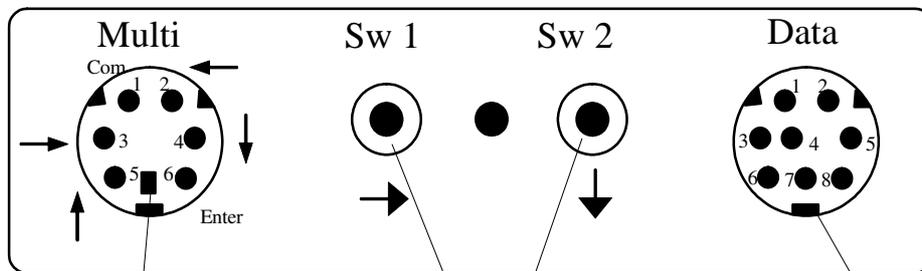


Table 3

Number of functions	Direction with joystick	Soldering points on 6-pole mini Din-contact
1	→	1, 3
2	↓	1, 4
3	←	1, 2
4	↑	1, 5
5	Enter	1, 6
6	→ + ↓ gives ↘	1, 3, 4
7	← + ↓ gives ↙	1, 2, 4
8	← + ↑ gives ↖	1, 2, 5
9	→ + ↑ gives ↗	1, 3, 5

Functions 1-5 can be replaced with single control switches.

Fig 6



Data connection  
8-pole mini DIN  
outlet

Terminal for control  
switches and outputs  
for relay function, 3.5  
mm phone plug

Terminal for multiple  
function control switch,  
joystick e.g., 6-pole  
mini DIN outlet

## Quick choice of level and alarm

When scanning with an external control switch it is possible to change levels quickly. By holding the control switch pressed when starting scanning. Control Prog will change over to stepping between different levels. This is a quick way of being able to choose level. Note! At least two levels must be open.

If the control switch is held pressed for longer time, Control Prog will control the coded key. If a relay adapter, which is connected to an alarm transmitter is connected, it is possible to call for help. The control switch only needs to be pressed until the alarm is activated. See further sections on the connection of relay adapters.

## Setting scanning method

Control Prog has 12 different scanning methods. The differences between the various alternatives are described in table 4. Do as follows to choose the scanning method:

1. Press **P** and **5** at the same time. The indicator light on key 5 and the current level are now lit.
2. Choose scanning method according to table 4 and press the corresponding key. The indicator light for the level key flashes green to show that the operation is complete.

Table 4

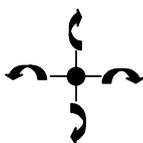
Setting	Scanning method		Number of control switches
	↻ = manual scanning. → = automatic scanning		
<b>0</b>	Manual scanning in four directions.  	Press once for each step in any direction. Execute by pressing Enter button.	3 to 5 & joystick

Table 4

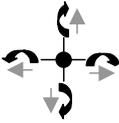
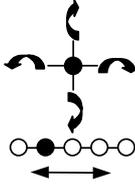
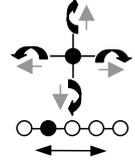
Setting	Scanning method		Number of control switches
	↻ = manual scanning. → = automatic scanning		
<p>① Manual repeating scanning in four directions.</p> 		<p>Press once for each step in any direction. If the control switch is pressed continuously Control Prog scans automatically in the chosen direction. Execute by pressing the Enter button.</p>	<p>3 to 5 &amp; joystick</p>
<p>② Manual scanning in four directions. Change of levels at the beginning of and at the end of each line.</p> 		<p>Press once for each step in any direction. If scanning continues at the end of the line, Control Prog automatically changes levels. Execute by pressing the Enter button.</p>	<p>3 to 5 &amp; joystick</p>
<p>③ Manual scanning in four directions with repetition and change of levels at the beginning of and at the end of each line.</p> 		<p>Press once for each step in any direction. If the control switch is pressed continuously Control Prog scans automatically in the chosen direction. If scanning continues at the end of the line, Control Prog automatically changes levels. Execute by pressing the Enter button.</p>	<p>3 to 5 &amp; joystick</p>

Table 4

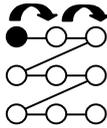
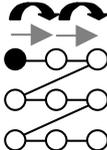
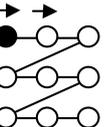
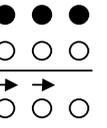
Setting	Scanning method	Number of control switches
<p>④ Manual linear scanning.</p> 	<p>Press (Sw 1) once for each step in numerical order 1, 2, 3...</p> <p>Execute using Sw 2.</p>	2
<p>⑤ Repeated manual linear scanning.</p> 	<p>Press (Sw 1) once for each step in numerical order, 1, 2, 3... If the control switch is pressed continuously Control Prog scans automatically. Execute using Sw 2.</p>	2
<p>⑥ Automatic linear scanning.</p> 	<p>Press the Sw 1 or Sw 2 key to start the scanning. Control Prog then automatically starts scanning in numerical order 1, 2, 3... Press again to execute.</p>	1
<p>⑦ Automatic row and column scanning.</p> 	<p>Press the Sw 1 or Sw 2 key to start the scanning. Control Prog then automatically starts scanning vertically. Press once more and Control Prog scans horizontally. Press a third time to execute.</p>	1

Table 4

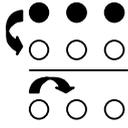
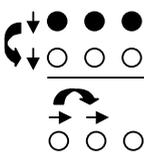
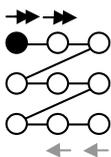
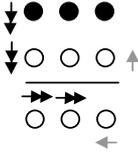
Setting	Scanning method	Number of control switches
 = manual scanning.  = automatic scanning		
8 Manual row and column scanning.  	Start scanning vertically by pressing the Sw 2 key. Press the Sw 1 key to scan horizontally. Execute by pressing the first control switch once again. It is also possible to execute by pressing a special control switch (Enter).	2 to 5
9 Automatic and manual row/column scanning.  	Start scanning vertically by pressing the Sw 2 key. Press the Sw 1 key to scan horizontally. Scanning is automatic but you can speed it up by pressing a control switch in the same direction as that of the scanning (or one in the opposite direction). Execute by pressing the first control switch once again. It is also possible to confirm by pressing a special control switch (Enter).	2 to 5
* Automatic linear scanning with reverse scan (overscan).  	Press the Sw 1 or Sw 2 key once to start numeric, automatic scanning, 1, 2, 3... Press the key a second time and the scanning stops, then continues slowly backwards. Execute by pressing a third time. NOTE! Control Prog starts at 4 times higher speed but then reverses with the set speed.	1

Table 4

Setting	Scanning method		Number of control switches
	↶ = manual scanning. → = automatic scanning		
Ⓜ# Automatic line and column scanning with reverse scan (overscan).  	Press the Sw 1 or Sw 2 key once to start automatic scanning vertically. Press the key a second time and the scanning stops then continues slowly backwards vertically. Press a third time to start horizontal scanning. Press the key a fourth time and the scanning stops then continues slowly backwards. Execute by pressing the key a fifth time. NOTE! Control Prog starts at 4 times higher speed but then reverses with the set speed.		1

### Quick guide

Set scanning method: **P** + **5**, choose scanning method.  
 Factory setting = Scanning method 6.

### Create an individual scanning sequence

With Control Prog it is possible to create an individual scanning sequence which can be stored on any key, for instance to make it possible to scan to keys which only have functions for different TV channels or channels to dial individual telephone numbers. It is also possible to change between different levels in the scanning sequence. On creation of a scanning sequence the scanning method is chosen according to table 5 which is applicable for individual scanning sequences only. Other scanning sequences may contain other scanning methods. The scanning method, which is normally used according to table 4, is not affected. A sequence may consist of a maximum of 96 steps. NOTE! The key on which the sequence is stored must not be a part of the sequence.

Table 5

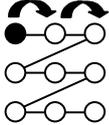
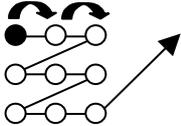
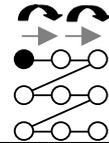
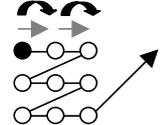
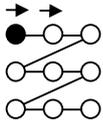
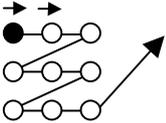
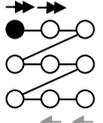
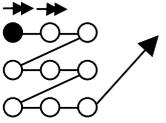
Setting	Scanning method Only for individual scanning sequences		Number of control switches
<p>0</p> <p>Manual linear scanning.</p> 		<p>Move to the key where a scanning sequence is stored and activate it. Then scan by pressing the key (Sw 1) once for each step in the same order as when the sequence was created. Execute using Sw 2 or Enter.</p>	<p>2 to 3</p>
<p>1</p> <p>Manual linear scanning followed by normal scanning.</p> 		<p>Move to the key where a scanning sequence is stored and activate it. Then scan by pressing the key (Sw 1) once for each step in the same order as when the sequence was created. Execute using Sw 2 or Enter. Otherwise normal scanning follows.</p>	<p>2 to 3</p>
<p>2</p> <p>Repeated manual linear scanning.</p> 		<p>Move to the key where a scanning sequence is stored and activate it. Then scan by pressing the key (Sw 1) once for each step in the same order as when the sequence was created. If the control switch is pressed continuously Control Prog scans automatically. Execute using Sw 2 or Enter.</p>	<p>2 to 3</p>
<p>3</p> <p>Repeated manual linear scanning followed by normal scanning.</p> 		<p>Move to the key where a scanning sequence is stored and activate it. Then scan by pressing the key (Sw 1) once for each step in the same order as when the sequence was created. If the control switch is pressed continuously Control Prog scans automatically. Execute using Sw 2 or Enter. Otherwise normal scanning follows.</p>	<p>2 to 3</p>

Table 5

Setting	Scanning method Only for individual scanning sequences		Number of control switches
④	<p>Automatic linear scanning.</p> 	<p>Move to the key where a scanning sequence is stored and activate it. Control Prog will start automatic scanning in the order the sequence was created. Execute by pressing the Sw 1 or Sw 2 key once more.</p>	1
⑤	<p>Automatic linear scanning followed by normal scanning.</p> 	<p>Move to the key where a scanning sequence is stored and activate it. Control Prog will start automatic scanning in the order the sequence was created. Execute by pressing the Sw 1 or Sw 2 key once more. Otherwise normal scanning follows.</p>	1
⑥	<p>Automatic linear scanning with reverse scan (overscan).</p> 	<p>Move to the key where a scanning sequence is stored and activate it. Control Prog will start automatic scanning in the order the sequence was created. Press again and the scanning stops and then reverses slowly. Execute by pressing the Sw 1 or Sw 2 key once more. NOTE! Control Prog starts scanning at 4 times the normal speed but then reverses with the set speed.</p>	1
⑦	<p>Automatic linear scanning with reverse scan (overscan) followed by normal scanning.</p> 	<p>Move to the key where a scanning sequence is stored and activate it. Control Prog will scan automatic in the order the sequence was created. Press again and the scanning stops and then reverses slowly. Execute by pressing the Sw 1 or Sw 2 key once more. Otherwise normal scanning follows. NOTE! Control Prog starts scanning at 4 times the normal speed but then reverses with the set speed.</p>	1

Do as follows to create an individual scanning sequence:

1. Press **P** and **\*** at the same time. The indicator light on key \* and the current level are now lit.
2. Press **1**.
3. Press the key on which the sequence is to be saved.
4. Choose the scanning method according to table 5.
5. Press the keys that are part of the sequence.
6. Finish by holding key **→** pressed (approximately 2 seconds) until the indicator light for the level key flashes green and goes out.

### Quick guide

Create an individual scanning sequence: **P** + **\***, **1**, choose where to store the sequence, choose scanning method, press sequence, **→**.

**Tip 1:** It is possible to combine an individual scanning sequence with direct control, e.g. to make Control Prog always start scanning using an individual scanning sequence. The individual scanning sequence can then contain important functions. It can for instance be used to trigger an alarm, open a telephone line, answer a hall telephone and open a door. If no choice is made for these functions, Control Prog continues with normal scanning. Scanning method 1, 3 or 5 must then be set.

Do as follows to create this combination:

Create a key with an individual scanning sequence. Choose one of the scanning methods 1, 3 or 5 in this sequence. Then program the same key with direct control. Change the number of scanning repetitions to 1. Control Prog will now start the scanning, first by stepping through the sequence, and if no choice has been made in the sequence, Control Prog continues with normal scanning.

**Tip 2:** It is also possible to make Control Prog only scan the left column and nothing more. The middle and the right column can then be used for marking of each function.

Do as follows to create this.

Create a key with an individual scanning sequence that consists of the left column. NOTE! The key on which the sequence is to be saved must not be a part of the sequence. Choose one of the scanning methods 0, 2, 4 or 6 in this

sequence. Then program direct control on the same key. Control Prog will now only step through the left column.

## Setting Scanning Speed

The scanning speed can be programmed from 0.1 to 6.0 seconds in 0.1 second steps. The scanning speed is set to 1.5 seconds on default. Do as follows to program the scanning speed:

1. Press **P** and **6** at the same time. The indicator light on key 6 and the current level are now lit.
2. Choose the speed. General rule: The speed you want, 0.7 seconds for instance, is multiplied by 10, and the result is the key/keys to be used. Example:  $0.7 \times 10 = 7$ . Consequently you press key 7 to get the scanning speed 0.7 seconds. For the highest speed 0.1 seconds you press 1. For the lowest speed 6 seconds you press 60.
3. Finish by pressing **↵**. The indicator light for the level key flashes green to show that the operation is complete.

### Quick guide

Setting scanning speed: **P** + **6**, **1**.... **60**, **↵**

Factory setting = 1.5 seconds.

## Turbo Scanning On/Off

Turbo scanning can be used to speed up the scanning speed four times. This setting is intended for advanced users with advanced requirements. Turbo scanning always starts out from the chosen scanning speed but then the time is divided by a factor 4. This results in a more precise setting especially within the interval 0.1-1.0 seconds, e.g. 0.5 seconds divided by 4 gives 0.125 seconds. The scanning indicator light stops flashing which makes it easier to observe at these high speeds. Do as follows to turn turbo scanning on/off:

1. Press **P** and **6** at the same time. The indicator light on key 6 and the current level are now lit.
2. To turn turbo scanning on press **A** and to turn it off press **B**. The indicator light for the level key flashes green to show that the operation is complete.

### Quick guide

Turbo scanning on/off: **P** + **6**, **A** or **B**

Turn on = **A**. Turn off = **B**.

Factory setting = Off

## Setting of Scanning Repetitions

It is possible to decide the number of repetitions that Control Prog shall carry through on scanning. From the moment the scanning has been started and until the scanning has returned to the starting point is one repetition if nothing is executed. It is possible to choose between 1 - 4 repetitions. Do as follows to set the number of repetitions:

1. Press **P** and **7** at the same time. The indicator light on key 7 and the current level are now lit.
2. Press **#**.
3. Choose the number of repetitions 1 - 4. The indicator light for the level key flashes green to show that the operation is complete.

### Quick guide

Setting of scanning repetitions: **P** + **7**, **#**, **1**....**4**

Factory setting = 2 repetitions.

## Setting Scanning Start

You can choose where you want Control Prog to start the scanning, line 1 - line 6 or the level key. Line 1= key 1, 2, 3, line 2= key 4, 5, 6 etc. If key 0 is chosen the level key starts the scanning. One advantage of starting the scanning using the level key is that you will get more quickly to a specific key. Default setting for Control Prog is to start scanning on line 1.

Do as follows to set the scanning start:

1. Press **P** and **7** at the same time. The indicator light on key 7 and the current level are now lit.
2. Choose a line by pressing one of the keys 0-6. The indicator light for the level key flashes green to show that the operation is complete.

### Quick guide

Setting scanning start: **P** + **7**, **0**....**6**

Factory setting = Line 1

## ***Scanning blink on/off***

For each time Control Prog advances one step when scanning the light flashes a number of times. For certain users flashing light can be irritating and confusing. It is then possible to turn it off and have a fixed light. The drawback is that the power consumption of Control Prog thereby increases 40 %. Do as follows to turn the flashing on/off:

1. Press **P** and **6** at the same time. The indicator light on key 6 and the current level are now lit.
2. Press **\*** to turn on or **#** to turn off. The indicator light for the level key flashes green to show that the operation is complete.

### **Quick guide**

Turn flashing on/off: **P** + **6**, **\*** or **#**

Turn on = **\***. Turn off = **#**.

Factory setting = Flashing activated.

## **Other Control Matters**

### ***Scan-switch shortcuts***

Control Prog makes it possible to directly control functions using external control switches, e.g. key 1 on Control Prog is controlled by an external control switch, key 2 is controlled by the next external control switch, etc. A maximum of 9 functions can be controlled in this way. However, to be able to use more than 5 functions a joystick must be used. You can add 9 functions for each level. On the other hand, it is not possible to choose level with external control switches. It is only possible to choose a certain level by using the level key directly.

When scan-switch shortcuts are entered, choose where the first function is to be stored; other functions are automatically stored in sequence (table 3). It is possible to limit the number of functions to be used by storing them on one of the 8 last keys. If for instance a scan-switch shortcut is stored on key D, only this key is activated independently of the number of connected control switches or the direction in which the joystick is moved. If, on the other hand, scan-switch shortcuts are stored on key B for example, "right" will activate key B, "down" will activate key C and all other directions will activate key D. In this example, a joystick does not necessarily have to be used. Three control switches

can represent the different directions. In the table below you can see how the joystick should be moved to activate different keys depending on where the scan-switch shortcuts are stored. To connect external control switches or a joystick, see section; Connection of control switches.

Table 6		Keys activated depending on the chosen storage space								
Storage-space	Number of functions	8	9	0	*	#	A	B	C	D
8	9 functions (maximum)	→	↓	←	↑	Enter	↘	↙	↖	↗
9	8 functions		→	↓	←	↑	Enter	↘	↙	↖, ↗
0	7 functions			→	↓	←	↑	Enter	↘	↙, ↖, ↗
*	6 functions				→	↓	←	↑	Enter	↘, ↙, ↖, ↗
#	5 functions					→	↓	←	↑	Enter, ↘, ↙, ↖, ↗
A	4 functions						→	↓	←	↑, Enter, ↘, ↙, ↖, ↗
B	3 functions							→	↓	←, ↑, Enter, ↘, ↙, ↖, ↗
C	2 functions								→	↓, ←, ↑, Enter, ↘, ↙, ↖, ↗
D	1 function									→, ↓, ↑, ←, Enter, ↘, ↙, ↖, ↗

**Tip:** It is possible to combine direct control with an individual scanning sequence. Read this section too!

To create/erase direct control, do as follows:

1. Press **P** and **\*** at the same time. The indicator light on key \* and the current level are now lit.
2. Press **0**.
3. Choose level and press the key on which the first function is to be stored. The indicator light for the level key flashes green to show that the operation is complete.

Other functions are automatically stored in sequence according to table 3 and

figure 5.

If a scan-switch shortcut is to be erased instead hold  pressed (approximately 2 seconds) until the indicator light for the level key goes out.

### Quick guide

Create a scan-switch shortcut: **P** + , , choose level, choose where to store the shortcut.

Erase a scan-switch shortcut: **P** + , , choose level, .

## Create Remote Scanning

It can sometimes be difficult to control functions that require rapid change of channels or repeatedly transmit the same channel during a short time and at the same time use scanning as e.g. as needed to control the functions of a page-turner. Using Control Prog with normal scanning this is rather difficult. If on the other hand Remote Scanning is chosen it is easy to control page-turners or similar applications. Remote Scanning can always be stored on any key. When you activate this key, either by pressing the key or by scanning to this key, it is possible to directly control the keys 1-9 using the joystick or external control switches. You can remain in this position as long as you wish. On the level where Remote scan is stored it's always keys 1-9 that are activated. A maximum of 9 functions can be controlled in this way. To control more than 5 functions a joystick is required. Table 7 shows the keys that are activated depending on in what direction a joystick is moved. It is always possible to replicate new channels/codes on these keys. The indicator lights on key 1-9 flash when a joystick is moved in different directions. Also, see section "Connection of control switches".

Table 7

Number of functions	Joystick direction	Key that is activated
1	→	
2	↓	
3	←	
4	↑	
5	Enter	
6	↘	
7	↙	
8	↖	
9	↗	

Functions 1-5 can be replaced by one function control switches.

There are two different settings for Control Prog when Remote Scanning is set; dwell time, and time out.

**Dwell time:** The time required to leave Remote Scanning (1-25 sec., recommended setting 5 sec.). If you keep a control switch pressed or the joystick is constantly displaced in any direction during the dwell time then Control Prog leaves Remote Scanning.

**Time out:** The time needed for Control Prog to leave Remote Scanning automatically (1-255 sec, recommended setting 240 sec).

There are two different ways of creating Remote Scanning:

- Automatic setting of dwell time (5 sec) and time out (240 sec).
- Manual setting of dwell time and time out.

Do as follows to create Remote Scanning Control with automatic setting:

1. Press **P** and **\***  at the same time. The indicator light on key \* and the current level are now lit.
2. Press **2**.
3. Choose level and press the key where the function is to be stored.
4. Finish by pressing **↔**. The indicator light for the level key flashes green to show that the operation is complete.  
Now test by scanning to the key or pressing the key where Remote Scanning is stored. If a joystick is connected, it is possible to control all the keys 1-9.

Do as follows to create Remote Scanning with manual setting.

1. Press **P** and **\***  at the same time. The indicator light on key \* and the current level are now lit.
2. Press **2**.
3. Choose level and press the key where the function is to be stored.
4. Choose and store the dwell time (1-25 sec).
5. Press **↔**.
6. Choose and store the value for time out (1-255 sec).

7. Finish by pressing . The indicator light for the level key flashes green to show that the operation is complete. Now test by scanning to the key or pressing the key where Remote Scanning is stored. If a joystick is connected, it is possible to control all the keys 1-9.

## Quick guide

Create Remote Scanning with automatic setting: **P** + , , choose level, choose where to store, .

Create Remote Scanning with manual setting: **P** + , , choose level, choose where to store, choose dwell time, , choose time out, .

## Mouse scanning

Control Prog can control the mouse of a PC, i.e. move the cursor in eight different directions, click the mouse button, and hold it down. Mouse scanning is stored on any key in Control Prog. When you activate this key, either by pressing the key or by scanning to this key, it is possible to directly control the mouse with a joystick. You can remain in this position as long as you wish. The indicator lights on key 1-9 flash when a joystick is moved in different directions. To be able to control the mouse you must have an Access PC interface connected to the computer. Also, study the Access PC interface manual to find out how to install. Also see section "Connecting control switches". There are four different Control Prog settings for the Mouse scanning to decide on: ID-code, latch time, dwell time and time out.

**ID code:** Set in the same way as for the Access PC-interface (0-15 where A-F corresponds to 11-16).

**Latch time:** The time needed before a mouse button on a standard mouse is locked when you press it. Use the Enter function to lock (0.1 -25.5 sec, recommended setting 1.5 sec). Release by touching Enter.

**Dwell time:** The time needed to leave mouse scanning (1-25 sec., recommended setting 5 sec.). Control Prog leaves the mouse scanning state if the mouse is moved constantly in any direction during a set time.

**Time out:** The time needed before Control Prog automatically leaves mouse scanning (1-225 sec., recommended setting 240 sec.).

**NOTE!** The latch time must be set shorter than the dwell time, which in its turn must be set shorter than time out.

The following settings should be done in the control panel in Windows XP:

**Numeric keyboard:** Under Settings/Control Panel/Accessibility Options/Mouse, tick the option for control from numeric keyboard.

**Mouse pointer:** The speed for the mouse pointer can be changed under Settings/Control Panel/Mouse/Motion in Win XP.

There are two ways of creating Mouse scanning:

- With automatic setting of standard values for ID-code (0), latch time (1.5 sec.), dwell time (5 sec.) and time out (240 sec.).
- Manual setting of ID-code, latch time, dwell time and time out.

Do as follows to create mouse scanning with automatic setting:

1. Press **P** and **\***  at the same time. The indicator light on key \* and the current level are now lit.
2. Press **3**.
3. Choose and press the key where the mouse scanning is to be stored.
4. Finish by pressing **↵**. The indicator light for the level key flashes green to show that the operation is complete.

Do as follows to create mouse scanning with manual setting:

1. Press **P** and **\***  at the same time. The indicator light on key \* and the current level are now lit.
2. Press **3**.
3. Choose and press the key where the mouse scanning is to be stored.
4. Feed the ID code used for the Access PC Interface (0-16) into Control Prog.
5. Press **↵**.
6. Choose the latch time and feed it into Control Prog (0.1-25.5 sec.). If you want a latch time of 1.5 seconds press 15 or if you want 15 seconds press 150.
7. Press **↵**.
8. Choose and feed the dwell time into Control Prog (1-25 sec.).
9. Press **↵**.
10. Choose and feed the time for time out into Control Prog (1-255 sec.).

11. Finish by pressing . The indicator light for the level key flashes green to show that the operation is finished.

Computer settings:

1. In Settings/Control Panel/Accessibility Options/Mouse mark the square for "Use Mouse Keys". Under Settings find "Use Mouse Keys when NumLock is:" and select OFF.
2. When needed, adjust the speed of the mouse pointer under Settings/Control Panel/Mouse/Motion in Win XP
3. Check that NumLock on the keyboard is not activated.
4. Check that the left mouse button is activated. In the lower right corner of the screen, there is a picture of a mouse. There you can see which mouse key is activated. Change this by using the keys ( $\div$ ), (\*), (-) on the computer keyboard to the right of the NumLock key.

If the settings are correct, it will now be possible to move the pointer on the computer display in different directions by pressing the arrow keys on the keyboard.

Then test Control Prog by scanning to the key or pressing the key where Mouse scanning is stored. If a joystick is connected, it is possible to control all functions.

## Quick guide

Create mouse scanning with automatic setting: **P** + , , choose where to store, .

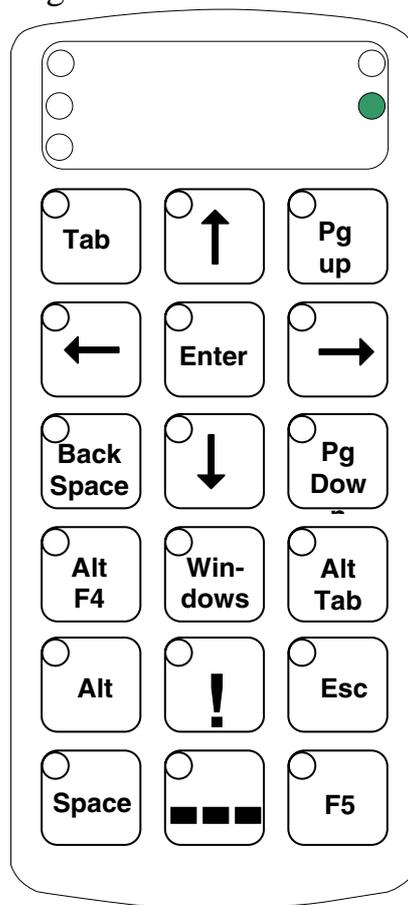
Create mouse scanning with manual setting: **P** + , , choose where to store, choose ID code, , choose latch time, , choose dwell time, , choose time out, .

## **Other computer control**

With Control Prog it is possible to wirelessly control all functions on an ordinary computer keyboard. On level 10 some ordinary functions have been *programmed* but it is also possible to download optional functions to any level or place. To have access to this function Control Prog must be connected to a computer and the software Gewa Control Tool must be installed (included on a CD). Connect a data cable (art no 425618) to the data output (fig. 6) on Control Prog and connect the other end to the COM-port on the computer. For connection to a USB-port use an adapter (art no 425620).

The figure shows the pre-programmed functions on level 10.

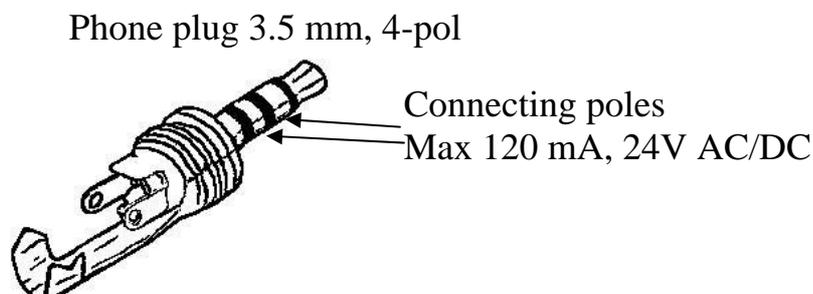
Fig 7



Access PC interface (art no 6632) must be connected to the computer in order to control the keyboard functions. Read the Access PC interface manual how to install.

## Connection to Relay Output

Control Prog has two relay outputs and each give a relay closure when the coded key is pressed. A radio transmitter for instance can be connected. The relay adapter is connected to the Control Prog data terminal (fig. 6). Each time the coded key is pressed the relay functions are activated in parallel.



**Tip:** If you want both a coded function for instance to open the door and to start an alarm signal at the same time it is possible to copy a code from the coded key to any other key, which can then be used to open the door. For the coded key you can then create a new code which does not influence the door but activates the relay outputs.

## Miscellaneous

### Mounting Control Prog

Rubber feet are mounted on the lower surface of Control Prog to prevent it from sliding away. In some cases Control Prog needs to be permanently mounted. As an additional accessory, there is a holder, which can be secured to Control Prog. This holder can in its turn be mounted on a table with a 'G' clamp or attached to a tube with a 'U' clamp. The holder can also be mounted on a mobile stand (First Aid Stand).

You can attach a necklace to be able to wear it around your neck or secure it to e.g. a wheelchair.

Fig 8



### Warning!

The string lock is a safety detail to prevent strangling. Check that the neck strap ends can easily be drawn out if the transmitter is snagged. Never make knots on the neck strap!

## Labelling

As standard the keys are marked with figures. The labelling can be replaced by personal design. On the enclosed CD there is a Word document with templates and picture to create a personal labelling.

The label is printed on overhead or white paper and put into the slit on Control Prog. Before the marking label is attached the keyguard must be removed. A plastic leg at each corner holds the keyguard. Put a knife blade between the keyguard and Control Prog. Remove the keyguard carefully and smoothly, otherwise the plastic legs may break.

Two A-4 sheets for notes are included.



## Data Communication

### Transferring Data between Two Control Prog Transmitters

You can easily transfer all programmed channels and settings from one Control Prog to another. This can be done for instance before servicing a transmitter or when replacing a transmitter. Before transferring data you must understand the following limitations.

- If the transmitters have the same program versions, transfer is possible without any problems. Look at the back of Control Prog to check the program version (e g Ver:1.0). If the transmitters have different program versions all functions might not work properly when transferred to another transmitter.

To transfer data, do as follows:

1. Make sure that the batteries in both transmitters have full capacity.
2. Connect a data cable (Art.no: 425622) between the data terminals of the two transmitters (fig. 6).
3. Press **P** and **D** at the same time on the transmitter that **will receive data**. After approximately 15 seconds the transfer is finished.

## Quick guide

Transfer of data between two transmitters: **P** + **D**

## Transferring Data between Control Prog and a Computer

Control Prog is prepared for communication with a PC. Accompanying disks contain the program Gewa Control Tool that is used for back up. Install the Gewa Control Tool on your computer. Connect the cable (art.no 425618) to the computer terminal (fig. 6) of Control Prog and connect the other end of the cable to the COM port of the computer. For connection to a USB-port use an adapter (Art.no 425620 Adapter USB/serial). Start the computer program and choose the settings you want for Control Prog. The cable can be ordered from Gewa AB or a reseller.

## Locking for transport

When moving the Control Prog between different places it is possible to lock the keyboard and control switches to prevent Control Prog from starting by accident and avoid unnecessary power consumption. Do as follows to lock/unlock:

Press **P** and **0** at the same time to lock. The indicator light for the level key flashes green to show that the operation is complete. To unlock just press **P**.

## Quick guide

Locking for transport: **P** + **0**

Unlock: **P**

## Cleaning

To clean Control Prog wipe with a damp cloth (weak solution of washing up liquid). Wipe dry after cleaning.

If Control Prog is connected to a computer, switch off the computer before cleaning.

## Quick Guides

### Opening/closing levels

**P** + **↔**, choose level, **1** or **2** ..... **↔**→ (factory setting = level 2 is open)

Open = **1**. Close = **2**

Open levels 1-10 simultaneously: **P** + **↔**, **A**

Open levels 11-15 simultaneously: **P** + **↔**, **B**

### Replicating channels

**P** + **1**, **X**, **Y**, .... **↔**

### Locking/unlocking delete protection

**P** + **↔**, choose level, **3** or **4**, **↔**→

Lock level = **3**. Unlock level = **4**.

### Resetting Control Prog to factory setting

Resetting a single key:

Choose level, **P** + **3**, choose **X**

Resetting all keys for a single level:

Choose level, **P** + **3**, **↔**, **1**, **2**, **3**, **↔**

Resetting all levels and other settings:

**P** + **3**, **1**, **1**, **2**, **3**, **↔**

### Setting 4096-code

**P** + **1**, **0**.... **4 0 9 5**, **↔** (factory setting = random code)

### Creating binary 4096-code

**P** + **1**, ..... (factory setting = random code)

On = **1**. Off = **↔**.

### Copying codes

Choose level, choose **X**, choose level, **P** + **8**, choose **Y**

### Setting beep volume

**P** + **4**, **0**.... **9** (factory setting = 4)

## Switching on/off acoustic level indicator

On: **P** + **4**, **\*** (factory setting = off)

Off: **P** + **4**, **#**

## Setting Acceptance Delay

**P** + **2**, **0**...**9** (factory setting = 0)

## Creating an automatic sequence (Macro)

**P** + **A**, create sequence, choose level, **P** + **B**, choose where to store the sequence

## Creating a manual sequence

**P** + **A**, create sequence, choose level, **P** + **C**, **B** choose where to store the sequence.

## Creating a direct access key

Choose level to be reached through direct access, **P** + **A**, choose level where a direct access key is to be stored, **P** + **B**, choose the key which is to be a direct access key.

## Automatic return to pre-set level on/off

**P** + **5**, **5** or **6** (factory setting = off)

On = **5** . Off = **6** .

## Setting scanning method

**P**+ **5**, choose scanning method (table 4) (factory setting = 6)

## Creating an individual scanning sequence

**P** + **\***, **1**, choose where to store the sequence, choose scanning method (table 5), choose sequence, **5**→

## Setting scanning speed

**P** + **6**, **1**...**6** **0**, **5** (factory setting = 15)

## Turbo scanning on/off

**P** + **6**, **A** or **B** (factory setting = off)

On = **A**. Off = **B**.

## Setting scanning repetitions

**P** + **7**, **#**, **1**...**4** (factory setting = 2 repetitions)

## Setting scanning start

**P** + **7**, **0**...**6** (factory setting = row 1)

## Scanning blink on/off

**P** + **6**, **\*** or **#** (factory setting = flashing activated)

On = **\***. Off = **#**.

## Create / erase scan-switch shortcut

Create: **P** + **\***, **0** choose level, choose where to store the first function.

Erase: **P** + **\***, **0** choose level, **→**

## Create Remote Scanning

Create Remote Scanning with automatic setting: **P** + **\***, **2**, choose level, choose where to store, **→**.

Create Remote Scanning with manual setting: **P** + **\***, **2**, choose level, choose where to store, choose dwell time, **→**, choose time out, **→**.

## Create mouse scanning

Create mouse scanning with automatic setting: **P** + **\***, **3**, choose where to store, **→**.

Create mouse scanning with manual setting: **P** + **\***, **3**, choose where to store, choose ID code, **→**, choose latch time, **→**, choose dwell time, **→**, choose time out, **→**.

## Data transfer between two transmitters

**P** + **D**

## Locking Control Prog for transport

Lock: **P** + **0**

Unlock: **P**

## Accessories

### Accessories Included with Control Prog

Art.no.	Denomination	Description	Qty
-----	CD	Gewa Control Tool	1 pc
-----	Note sheet	A4 sheet for notes concerning programmed channels	2 pcs
425720	Keyguard		1 pc
890410	Neck strap		1 pc

### Other Control Prog Accessories

Art. no	Denomination	Description
8105	Holder	For fixing of Control Prog to stand
8375	Battery LR03 1.5 V	1.5 V Alkaline
425620	Adapter USB/Serial	Adapter for connection to Control Prog /PC (USB-port)
425618	Data cable 8-pole mini DIN/D-sub 9	Cable for connecting Control Prog/PC (serial port)
425622	Data cable 8/8-pole mini DIN	Cable for connecting Control Prog/Control Prog
425624	6-pole mini DIN plug with 1.5 meter cable	6-pole mini DIN plug with 1.5 meter cable for connection to terminal for multi function

## Technical Data

Power consumption (stand-by):	Approx. 12 $\mu$ A
Power consumption (scanning):	Approx. 5 mA
Power consumption (transmitting):	Approx. 35 mA (GewaLink channel)
Max load relay outputs	Max 120 mA, 24V AC/DC
Relay output typ	3,5 mm jack plug 4-pole
Input control switch typ	3,5 mm jack plug 2-pole
Battery life (scanning only):	Approx. 250 days (100 x scanning/day and 100 sec. transmitting/day with GewaLink channel)
Battery life (keyboard use only):	Approx. 2 years (100 sec. transmitting/day with GewaLink channel)
Programming positions:	241
Key force:	>1.0 N (100 g)
Range:	20-30 m (GewaLink-channels)
EMC-standard emission: " immunity:	EN 61000-6-4:2001, EN 60601-1-1-2:2001 EN 61000-6-2:2001, EN 60601-1-1-2:2001
Data connection:	RS-232 compatible voltage level, 9600 bits/s, 8 data bits, no parity, 2 stop bits
Measurements (L x W x H):	134 x 70 x 25 mm
Weight (batteries included):	180 g
Operating temperature (not valid for batteries):	-20° - +45°C

## Recycling Waste Electrical and Electronic Equipment.

Control Prog contains electronics components that must be recycled. When the product is of no use, hand it in to a recycling centre for waste electrical and electronic equipment.



## ***Conformity with the Medical Devices Directive***

Control Prog is marketed as a technical aid for people with disabilities and meets the requirements in Medical Devices Directive 93/42/EEC including relevant EMC and electrical safety requirements.



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