

Point-It!

Bluetooth Low Energy Point-It Pro! Manual



This quick guide describes how to use the Bluetooth Low Energy (BLE) version of the Point-It! Pro joystick and how to pair with an Android, MAC, PC, iPad or iPhone. The BLE version of the Point-It!-Pro starts from Serial number 0059. For earlier versions refer to the Point-It! Pro manual from November 2021.

Note: The Bluetooth Point-It! can be used to operate the mouse pointer on Android devices, iOS devices running 13 or higher, Windows & MAC computers.

Contents	Page
CE Marking	3
1 Getting Started	4
1.1 Pair with an Android/MAC or PC	5
1.2 Pair with an iOS device	6
1.3 Using your Point-It!	9
1.4 Pairing with another device	9
2.5 Secure Connections	9
2.6 Un-pairing	10
2 Programming	13
2.1 Displaying the help text	13
2.2 Changing the operation mode	14
2.3 Operation modes	17
2.4 Program options	19
2.5 Customising an operation mode	22
2.6 Hard reset	24
8 Maintenance	25
9 Warranty & Sales and Service Information	26

Intended use & CE Marking

Intended Use

The Point-It! Joystick is designed to enable a person with an injury, impairment or disability to control and operate IT equipment such as computers, mobile phones, tablets, Smart TVs and communication aids.

Point-It! joystick devices are for indoor use only.

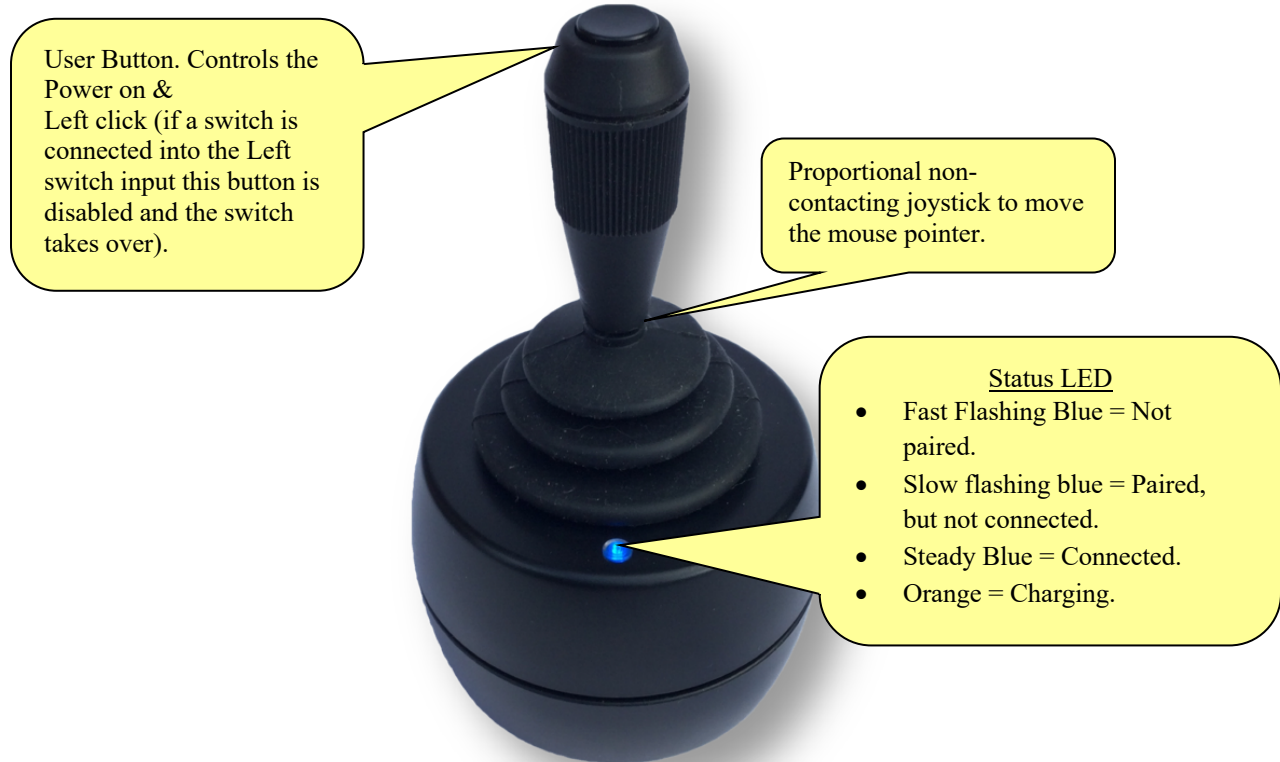
CE Marking

The Point-It! joystick is marketed as a technical aid for people with disabilities and satisfies the requirements of Medical Devices Regulation MDR 2017/745.

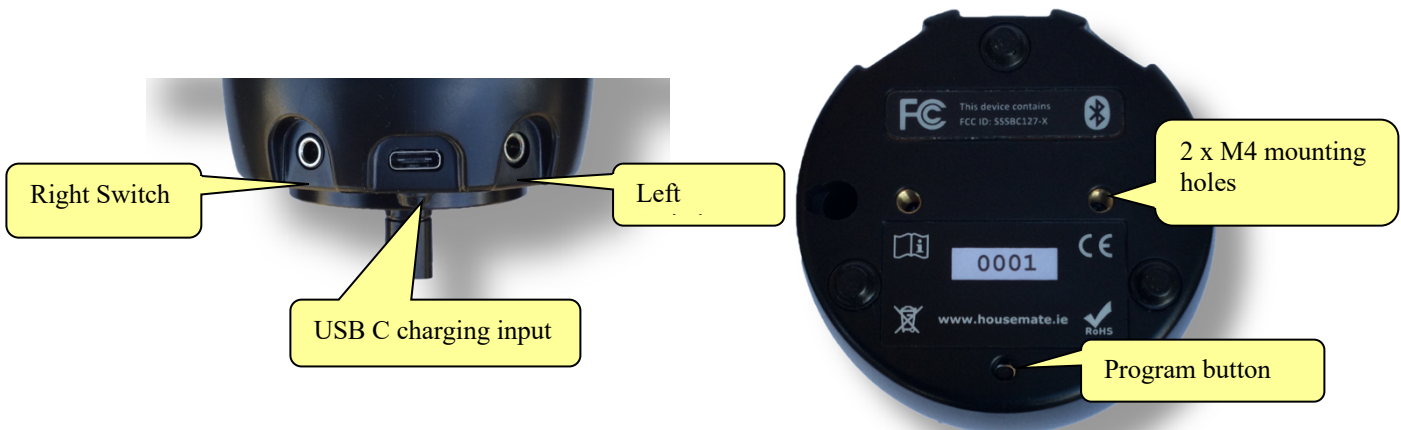


1 Getting Started

The Point-It! Pro is a standard Bluetooth Low Energy HID (human interface device) supporting the Bluetooth mouse profile. It can be paired with up to 8 devices and includes special programmable features to enable a user to change mouse speeds, perform drag operations, independently switch between devices and other operations.



Connections & Mounting



1.1 Pair with an Android/MAC or PC

Step 1: Search for Devices



On an Android device go to **Settings**→**Bluetooth** and then choose **Scan for devices**.



On a MAC go to **System Preferences**->**Bluetooth**. Turn Bluetooth on. The MAC will automatically start scanning for nearby devices.



On a PC go to **Start**->**Settings**->**Devices**->**Bluetooth**. Turn Bluetooth on and then click **Add a Device**->**Bluetooth**.

Step 2: Turn on Point-It!

Turn on the Point-It! by pressing the User Button or a switch connected to the left switch input. The unit will beep and the Blue LED will flash rapidly indicating that it is not paired with any devices. After a moment **Point-It! Pro BLE** should appear in the list of Bluetooth devices. When it does click on it to start the pairing process.

Step 3: Confirm connection request

After a moment a **Bluetooth connection request** dialog may appear. If it does choose **Yes**. Your device should then connect to Point-It! and if successful will appear as connected in the list of Bluetooth devices. You should also hear Point-It! emit the connect sound, a low pitched beep, followed by a high pitched beep and the Blue LED should stop flashing. You should now be able to move the mouse pointer and make a left click.

Note: If the joystick is not moved for 5 minutes the Point-It! will disconnect and switch off to save battery. When you turn it on again the Blue LED will flash slowly to indicate that it is paired with a device and attempting to reconnect to it. A failed connection is indicated by a low pitched beep. The Point-It! will continue to attempt to reconnect for 1 minute. If it does not reconnect, check your device and ensure that Bluetooth is turned on.

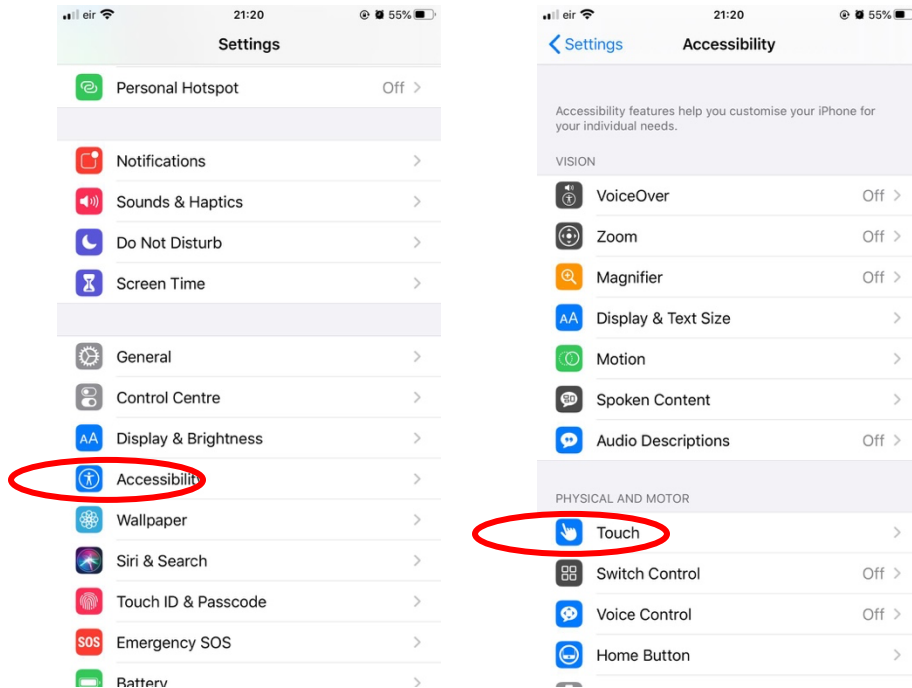
1.2 Pair with an iOS device

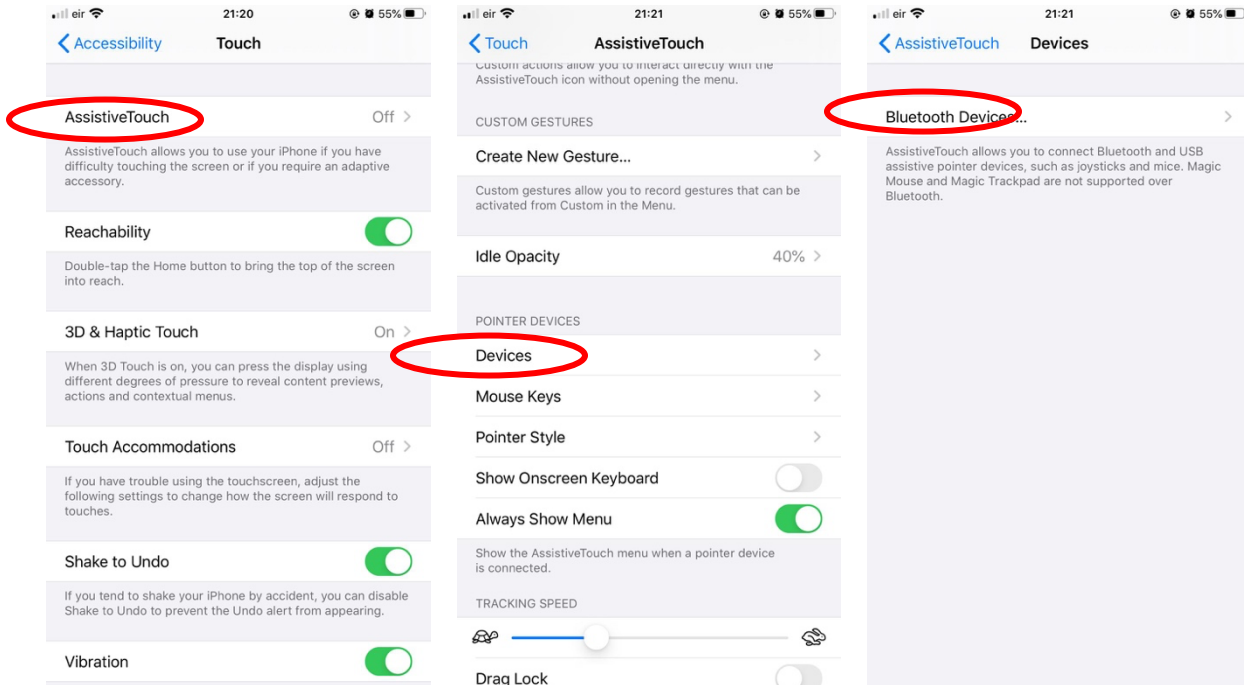
From iOS 13 you can use accessibility features to control a mouse pointer on an iPad or iPhone using your Point-It!

Step 1: Search for Devices

Go to

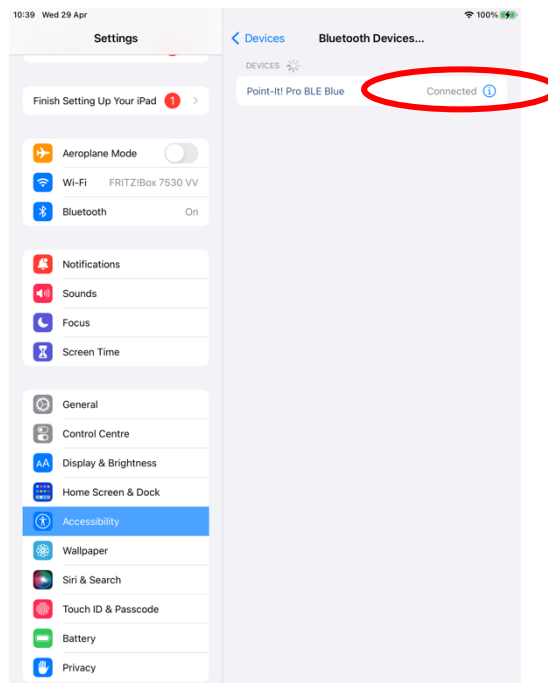
Settings→**Accessibility**→**Touch**→**AssitiveTouch**→**Devices**→**Bluetooth Devices**.





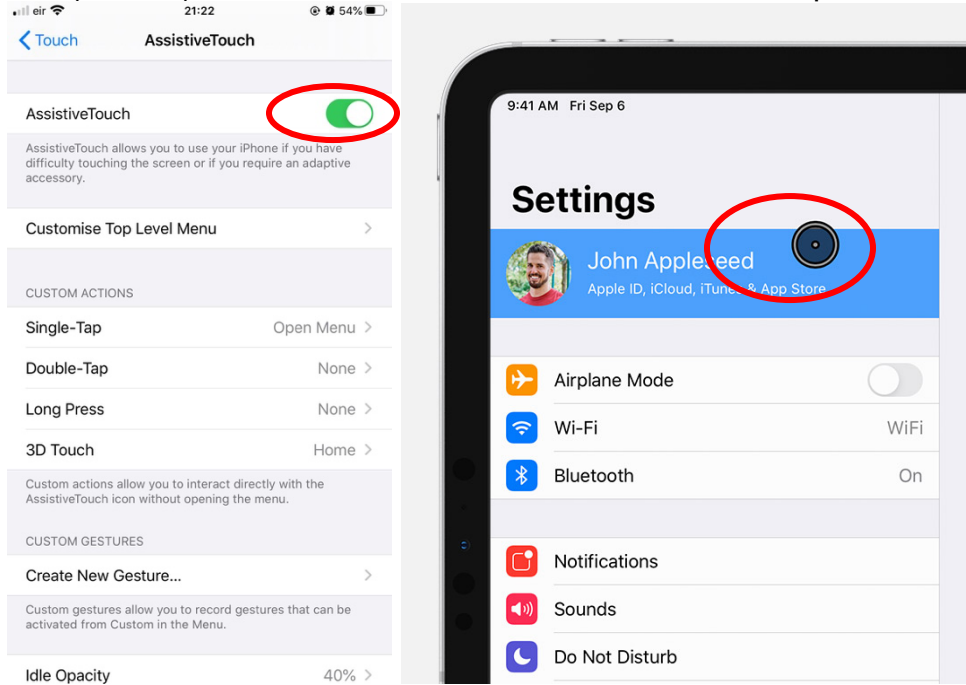
Step 2: Turn on & pair Point-It! Pro

Turn on the Point-It! by pressing the User Button or a switch connected to the left input. It should beep. After a moment **Point-It! Pro BLE** should appear in the list of Bluetooth devices. When it does click on it to start the pairing process. After a moment it should appear as **Connected**.



Step 3: Turn on Assistive Touch

Return to **Settings**→**Accessibility**→**Touch**→**AssistiveTouch** and turn on Assistive Touch. Now when you move your joystick you should see the mouse pointer (a circle) move on the screen. The User Button will operate the click.



1.3 Using your Point-It!

When you use your Point-It! for the first time it will be operating in the standard mouse control mode. Once paired, you can immediately use your device to move the mouse pointer on the connected device and navigate it's UI.

If you are using an Android device consider using our **Dwell Click** app which provides a highly visible cross-hairs and soft keys to facilitate control over an Android device.

<https://play.google.com/store/search?q=dwell%20click&c=apps>

1.4 Pairing with another device

By default, Point-It! is always available to pair and connect to another device. Follow the procedure outlined above to pair with a second device after insuring that the first device is either turned off, out of range or has its Bluetooth turned off.

If you have paired with more than one device, then, when you turn on your Point-It! the first device that discovers it, will connect to it.

A second feature is that when you have paired with more than one device, the **Switch Device** option becomes available when programming a button action. This means that you could program the Right switch to alternate between connected devices thereby giving a user independent control over more than one device.

1.5 Secure Connections

In some circumstances it may not be desirable for your Point-It! to be available for pairing & connection to a new device. For example, you may wish to prevent other people from inadvertently pairing with it.

The **Secure Connections** option can be enabled to prevent additional pairings and only allow connections with previously paired devices. How to change program options is covered in the chapter 2.

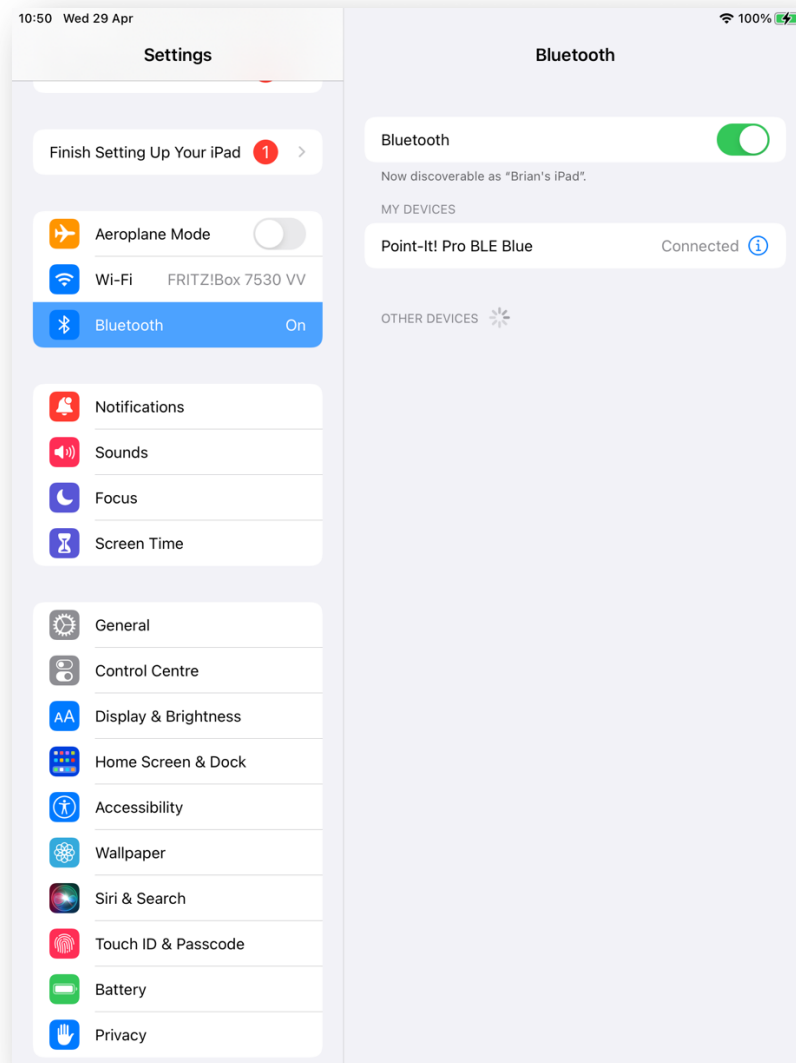
1.6 Un-pairing

You can unpair your Point-It! either within your device settings or manually by performing a hard reset.

1.6.1 Un-pairing within device settings

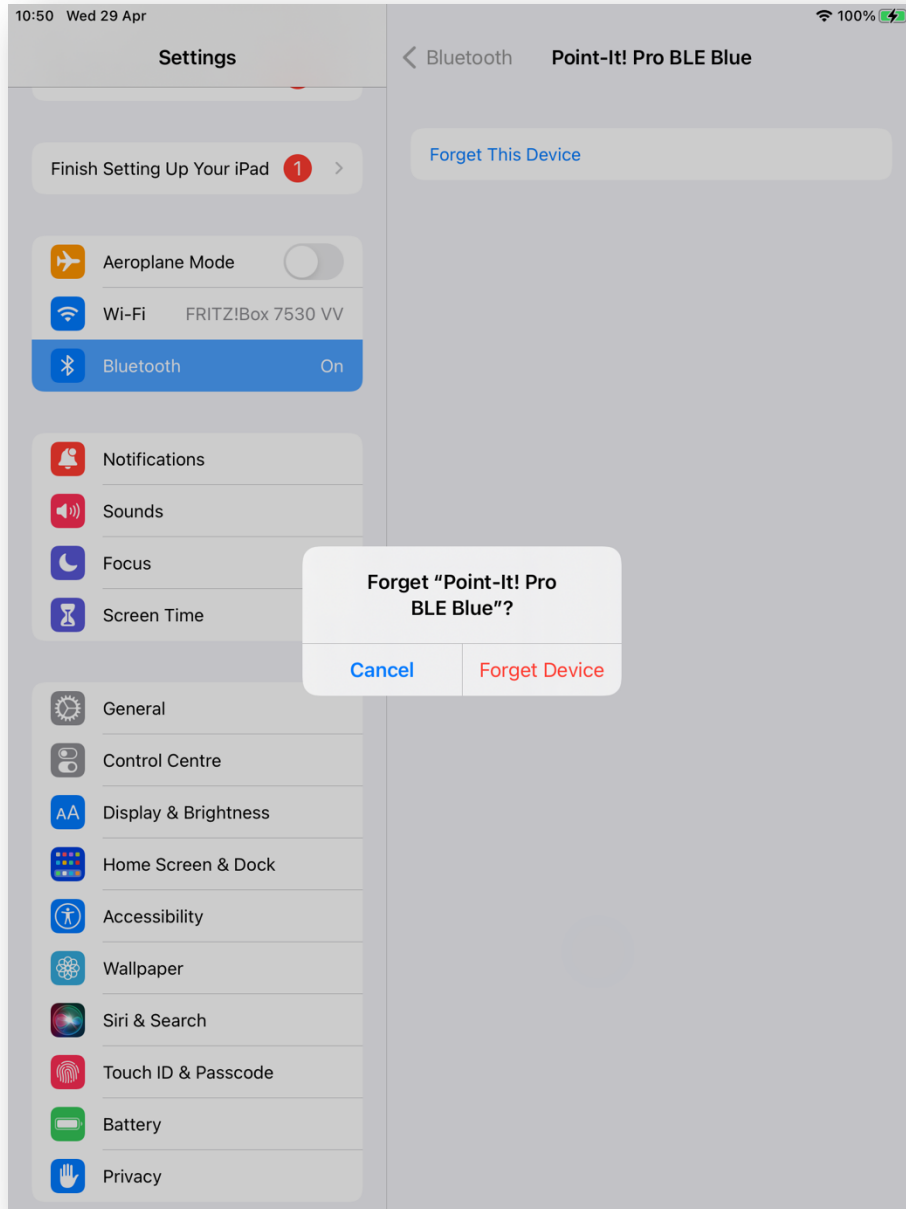
Un-pairing within device settings is useful when you want to retain the programming options you have chosen and/or when you only wish to unpair one device.

Step 1: Go to **Settings->Bluetooth**.



Step 2: To the right of the Point-It! entry click on the information symbol

Step 3: Click **Forget This Device** and then chose **Forget Device**.



Note: It is important to carry out the above procedure whilst the Point-It! is connected to your device. In this way the Point-It! is instructed to disconnect and forget the Bluetooth ID of your device.

1.6.2 Un-pairing manually

To unpair manually and perform a hard reset of your Point-It!, turn it on and then press & hold the program button for 5 seconds until you hear a long beep. All program options are reset to default and all pairings are forgotten.

2 Programming

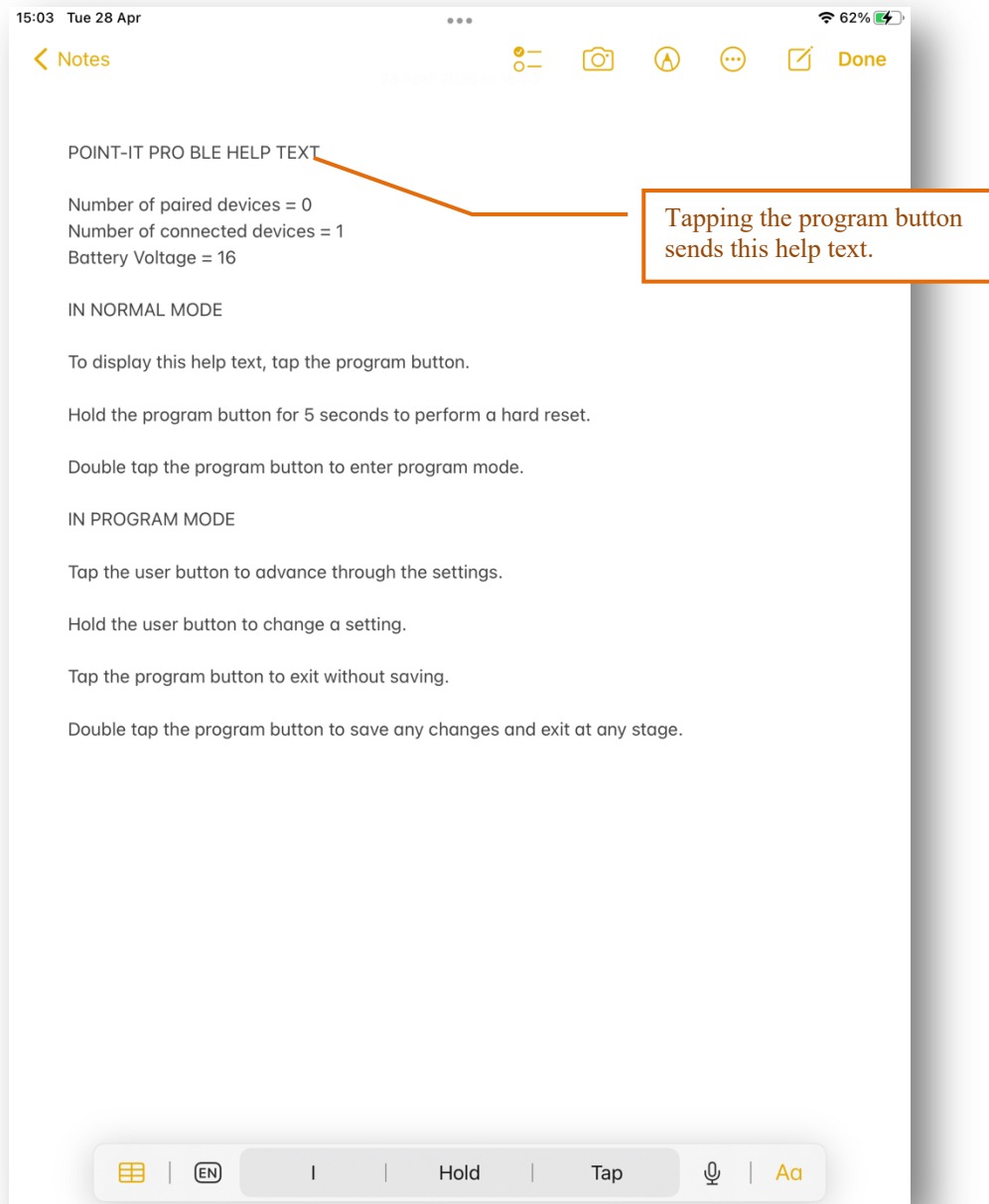
Whilst the Point-It! is designed to be used straight out of the box it is also possible to customize to suit a user's particular needs and abilities.

Using a standard text editor app, such as **Notes**, a comprehensive set of options is presented that allows you to change the function of the user buttons and joystick.

The Point-It! has a program button accessible through a small hole in the bottom of enclosure. Together with the User Button (or a switch plugged into the Left switch input) you can fully program the device.

2.1 Displaying the help text

- Step 1:** Ensure that the Point-It! is connected to your device and that **Switch Control** or its equivalent is turned **off**.
- Step 2:** Launch a text entry app such as **Notes**.
- Step 3:** Press and release the program button to display the help text.

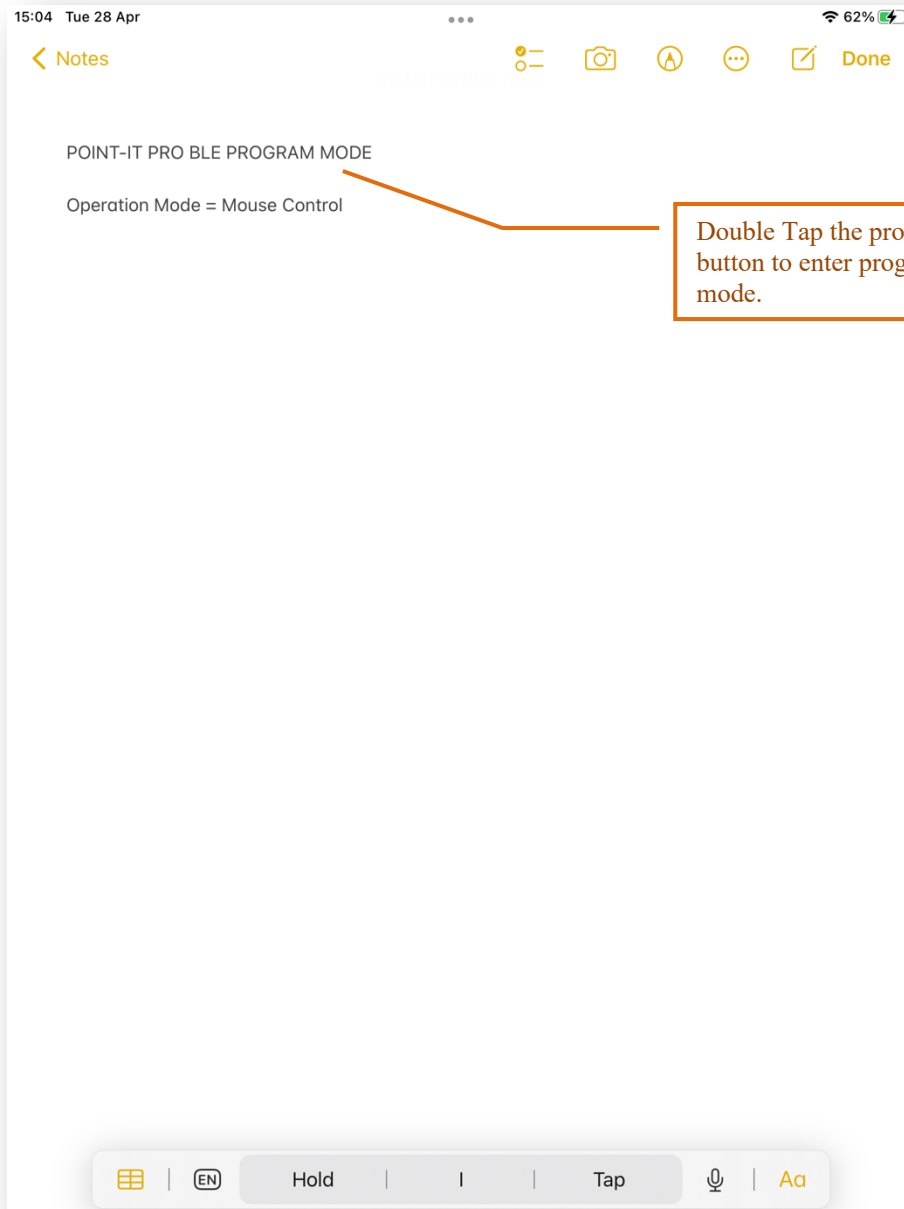


2.2 Changing the operation mode

The Point-It! contains a number of standard operation modes which have been designed for different applications and user groups.

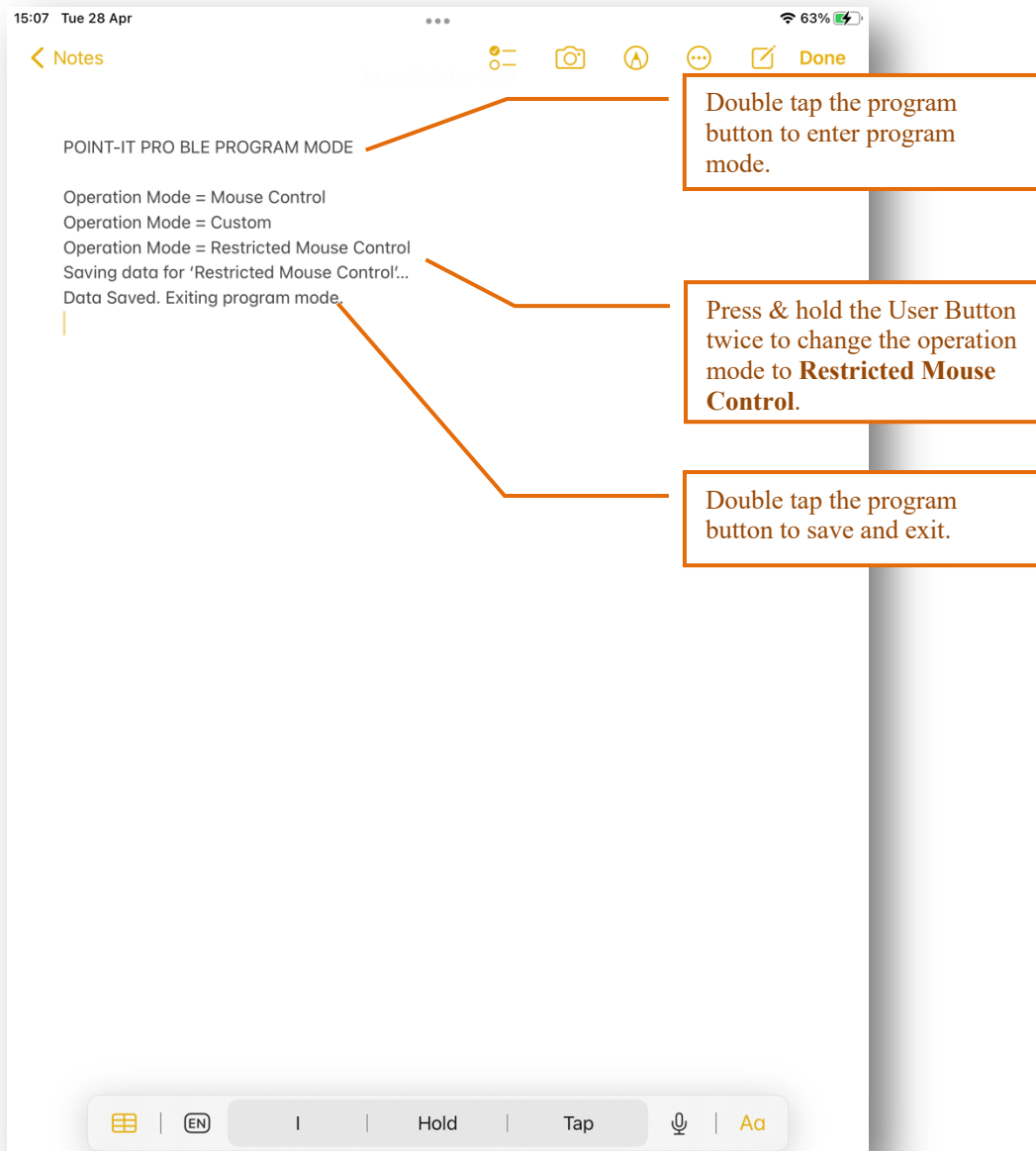
To change the operation mode:

- Step 1:** Ensure that the Point-It! is connected, that **Switch Control** is turned off and that a text entry app is running in the foreground.
- Step 2:** Double tap the program button to enter program mode. The first program option displayed is the operation mode.



Step 3: To change the operation mode press and hold the User Button of the joystick until the operation mode changes. Then release the button. If you have a ball knob version of the Point-It! Joystick then use a switch connected to the left switch input in place of the user button.

Step 4: When the desired operation mode is displayed double tap the program button to exit program mode and save the change. In the example below the operation mode has been changed from **Mouse Control** to **Restricted Mouse Control**.



You can exit program mode at anytime without saving any changes by pressing the program button once.

2.3 Operation modes

The table below lists all the predefined operating modes available within the Point-It!. Each of these operating modes can be customised further to tweak the functionality to suit your application. (In the right hand column LEFT CLICK refers to the User Button)

Operation Mode	How it Works	Relevant Program Options
Mouse Control	<p>This is the default operating mode.</p> <p>The joystick is used to move the mouse pointer.</p> <p>The user button or left switch input is used to control the left click. The right switch input is used to control the right click.</p>	<p>Joystick = Analog</p> <p>LEFT CLICK BUTTON TAP ACTION = Mouse Function Mouse Function = 'Left Click'</p> <p>RIGHT CLICK BUTTON TAP ACTION = Mouse Function Mouse Function = 'Right Click'</p>
Restricted Mouse Control	<p>As above except that the mouse movements are restricted to non-proportional cardinal directions.</p>	<p>Joystick = Digital</p> <p>LEFT CLICK BUTTON TAP ACTION = Mouse Function Mouse Function = 'Left Click'</p> <p>RIGHT CLICK BUTTON TAP ACTION = Mouse Function Mouse Function = 'Right Click'</p>
Keyboard Arrows	<p>In this mode the joystick deflections send up/down/left/right keys to the connected device. This can be an easier and quicker method of navigating some devices than having to wait for a mouse pointer to move across the screen. Instead the user can make multiple deflections to move down through a list for example.</p> <p>The user button or left switch input and the right switch input send the 'Enter' key.</p>	<p>Joystick = Digital</p> <p>LEFT CLICK BUTTON TAP ACTION = Control Key Control Key = 'Enter'</p> <p>RIGHT CLICK BUTTON TAP ACTION = Control Key Control Key = 'Enter'</p> <p>JOYSTICK UP TAP ACTION = Media Key Media Key = 'Up'</p> <p>JOYSTICK DOWN TAP ACTION = Media Key Media Key = 'Down'</p> <p>JOYSTICK LEFT</p>

		<p>TAP ACTION = Media Key Media Key = 'Left'</p> <p>JOYSTICK RIGHT TAP ACTION = Media Key Media Key = 'Right'</p>
<p>Arrows and Mouse</p>	<p>This is a combination of Restricted Mouse Control and Keyboard Arrows.</p> <p>Tapping the joystick sends the corresponding arrow key whilst holding the joystick in a certain direction will start to move the mouse pointer in that direction.</p> <p>This gives excellent control over a device by being able to control both the mouse pointer and the keyboard cursor.</p> <p>In this mode the user button is the Left Mouse click whilst the right switch input is the Enter key.</p> <p>The length of time before the pointer begins to move is the Long Click time.</p>	<p>Joystick = Digital</p> <p>LEFT CLICK BUTTON TAP ACTION = Control Key Control Key = 'Enter'</p> <p>RIGHT CLICK BUTTON TAP ACTION = Control Key Control Key = 'Enter'</p> <p>JOYSTICK UP TAP ACTION = Media Key Media Key = 'Up'</p> <p>LONG TAP ACTION = Mouse Function Mouse Function = 'Move Up'</p> <p>JOYSTICK DOWN TAP ACTION = Media Key Media Key = 'Down'</p> <p>LONG TAP ACTION = Mouse Function Mouse Function = 'Move Down'</p> <p>JOYSTICK LEFT TAP ACTION = Media Key Media Key = 'Left'</p> <p>LONG TAP ACTION = Mouse Function Mouse Function = 'Move Left'</p> <p>JOYSTICK RIGHT TAP ACTION = Media Key Media Key = 'Right'</p> <p>LONG TAP ACTION = Mouse Function Mouse Function = 'Move Right'</p>
<p>Joystick Flicks</p>	<p>This mode is ideal for a user who cannot press the User Button or a connected switch. It gives them full proportional control over mouse and navigation functions.</p> <p>A quick flick of the joystick to the left operates the Left Mouse click.</p> <p>A quick flick of the joystick to the right operates the Right Mouse click.</p>	<p>Joystick = Analog</p> <p>JOYSTICK UP DEFLECTION ACTION = Mouse Function Mouse Function = 'Move Up'</p> <p>FLICK ACTION = Media Key Media Key = 'Home'</p> <p>JOYSTICK DOWN DEFLECTION ACTION = Mouse Function Mouse Function = 'Move Down'</p> <p>FLICK ACTION = Media Key Media Key = 'Back'</p> <p>JOYSTICK LEFT DEFLECTION</p>

	<p>A quick flick of the joystick forward operates the Home key.</p> <p>A quick flick of the joystick backwards operates the Back key.</p> <p>When the joystick is held in a particular direction for longer than the flick period the mouse pointer begins to move proportionally until it is returned to the neutral position.</p> <p>The flick period can be adjusted by setting the Double Click Time program option.</p>	<p>ACTION = Mouse Function Mouse Function = 'Move Left' FLICK ACTION = Mouse Function Mouse Function = 'Left Click' JOYSTICK RIGHT DEFLECTION ACTION = Mouse Function Mouse Function = 'Move Right' FLICK ACTION = Mouse Function Mouse Function = 'Right Click'</p>
--	--	---

2.4 Program Options

The program options can be used to customise the operation mode and are divided into two main groups. The first group, **Actions & Functions** relates to the **Function** that the user button (left switch), right switch and joystick **Actions** perform. The second group relates to general behavior such as **Powerdown time**, **Acceptance Delay** and so on.

2.4.1 Actions & Functions

An **Action** is something that the user performs, such as tapping the button or deflecting the joystick. A **Function** is what the Point-It! does when this action occurs. For example, the default behavior for the User Button is a mouse left click. The action is tapping the button, the function is the left click.

Each button or joystick deflection can have multiple actions including **TAP**, **DOUBLE TAP**, **LONG TAP** and so on. This means that you could have 3 actions defined for each switch input (left and right inputs) giving a total of 6 functions.

Actions

Action	Description
TAP	A single tap.

DOUBLE TAP	Two taps in succession. The time window within which they must occur can be changed under General options.
LONG TAP	A press and hold of the button for a defined period of time. The long click time can be changed under General options.
DEFLECTION	The function of each deflection of a joystick can be individually programmed.
FLICK	A quick flick of a joystick can be programmed to perform a function.

Functions

Each of the above actions can be programmed to carry out any of the following functions:

Function	Description
Alphabetical Key	Sends an alphabetical keyboard event to the connected device.
Numerical Key	Sends a numerical keyboard event to the connected device.
Control Key	Sends a control keyboard event to the connected device, such as Up/Down, Enter etc.
Media Key	Sends a media key event to the connected device, such as Volume Up, Next Track etc.
Mouse Function	Executes a mouse function such as Move Up, Left Click etc. The default for the Point-It! User Button is 'Left Click' for example.
Change Mode	You can flip between the custom mode and one of the default operation modes. This could be used to toggle the joystick between mouse movements and arrow keys, for example.
None	No function, the action is ignored.

2.4.2 General Behavior

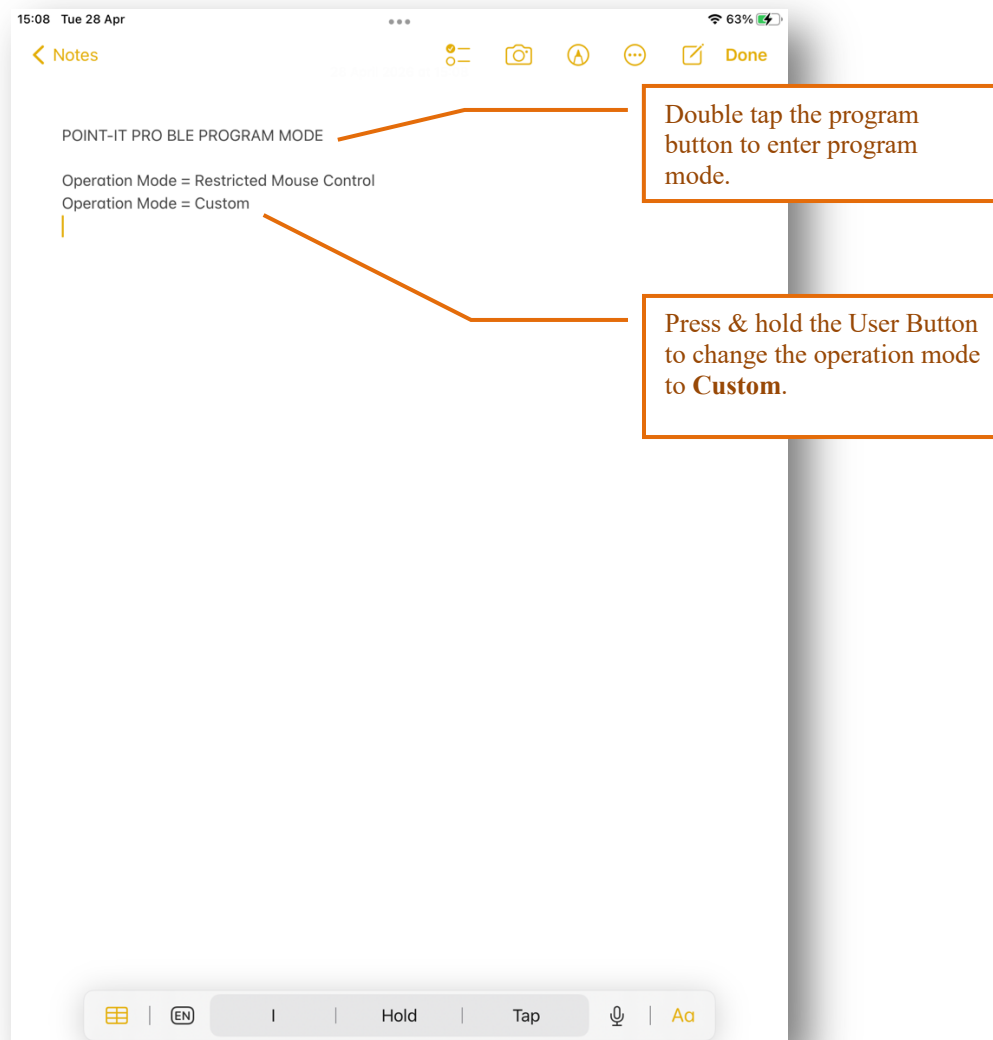
The following options are found towards the end of the program option list after you have defined the functions for each action. They govern the general behavior of your device.

Function	Description	Default
Repeating Keys	Whether or not the function is repeated when you hold down a button.	No
Beeps	Whether the Point-It! beeps or not.	Yes
Power Down Time	The length of time after which the Point-It! will switch off if no action has occurred.	5 min
Long Click Time	The length of time a user must hold their button in order for a long tap action to occur.	2 seconds
Double Click Time	The window within which a user must tap their button twice in order for a double tap action to occur (rather than two separate taps occurring).	½ second.
Acceptance Delay	This option can be increased to avoid accidental button presses.	50ms
Secure Connections	No new pairings and only allow connections to devices that have been previously paired.	No
Un-Pair	Unpair the Point-It! from the current device after you Save. This option is useful if you want to program the Point-It! on one device and then use it on another. All other settings are unaffected.	No
Reset all options	Another method to reset all options to their default values. Similar to performing a hard reset but without un-pairing. As with the previous option only takes effect after you Save.	No
Save & Exit	An alternative method of saving instead of pressing the program button twice. When this is set to Yes, the next press of the User Button carries out the save and exit.	No

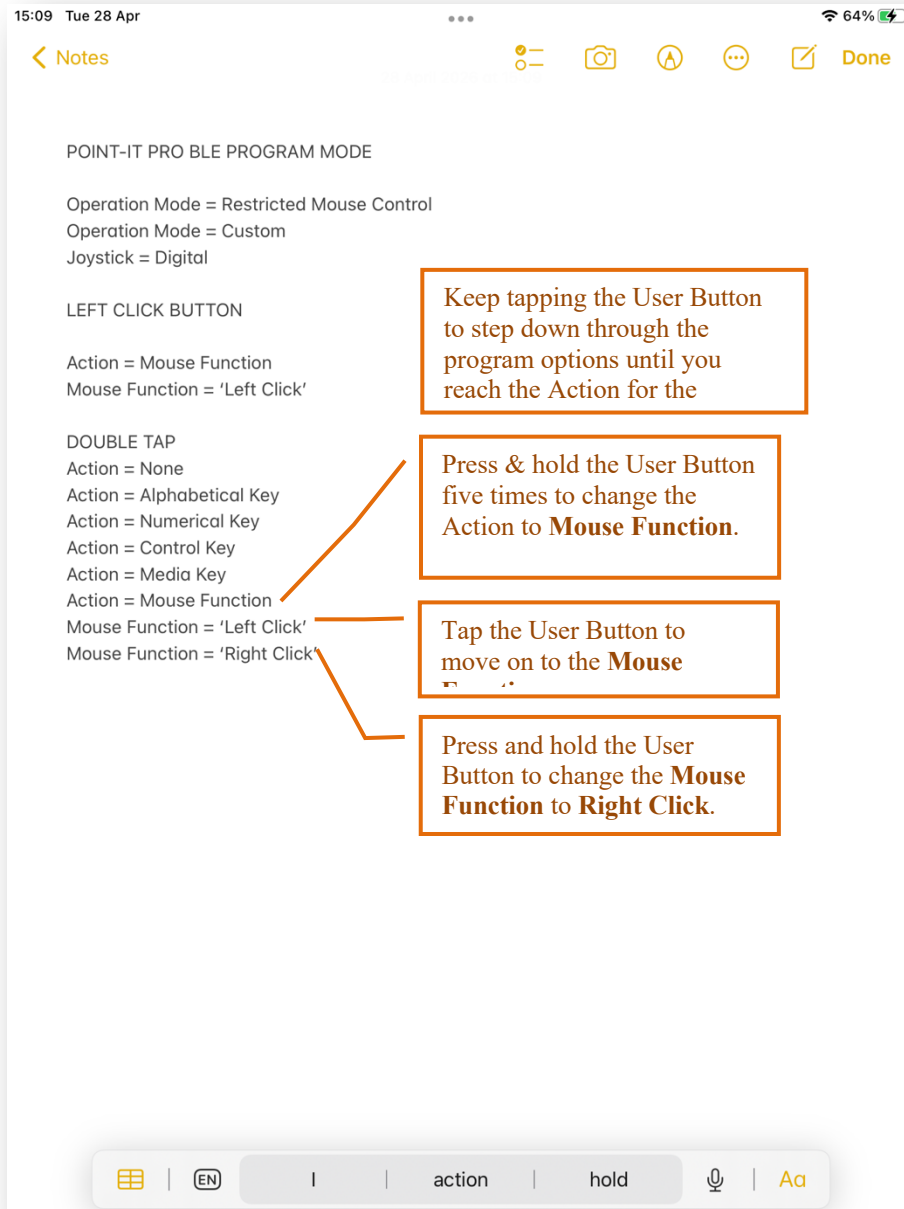
2.5 Customising an operation mode

Once you have chosen an operation mode you can then tweak it to suit your particular application.

- Step 1:** Ensure that the Point-It! is connected, that **Switch Control** is turned off and that a text entry app is running in the foreground.
- Step 2:** Double tap the program button to enter program mode.
- Step 3:** With the current operation mode displayed press and hold the User Button until this changes to **Custom**.



Step 4: Now, step through the program options by tapping the User Button. To change an option press and hold the User Button. The screen shot below shows how to program a double tap of the User Button to perform a Right Click.



Step 5: Double tap the program button to save and exit or tap once to exit without saving.

2.6 Hard reset

You can reset all program options to their default values and unpair the Point-It! by performing a hard reset.

Step 1: Turn off your device or switch off Bluetooth.

Step 2: Turn on Point-It! and then press and hold the program button for 5 seconds until it starts beeping.

3 Maintenance

The Point-It! device should be regularly checked for integrity. Loose, damaged or corroded connectors or terminals, or damaged cabling should be reported to your Service Centre and be replaced immediately.

The Li-Ion battery should be regularly checked for corrosion or leakage. Occasionally remove the cover and check for leakages, corrosion and evidence of over-heating.

Any switches or cables connected to your hardware should be regularly tested to ensure that they function correctly.

The Point-It! joystick should be kept free of dust, dirt and liquids. If necessary wipe with a cloth dampened with warm water or alcohol. **Do not** use solvents or abrasive cleaners.

Where any doubt exists, consult your nearest Service Centre or Agent.

There are no user-serviceable parts within the Point-It! joystick.

In accordance with the requirements of CE marking of this device and the Company's policy, it is requested that re-occurring faults or defects be reported back to Unique Perspectives Ltd.

Warning !! If your joystick is damaged in any way, or if internal damage may have occurred (for example by being dropped), have it checked by qualified personnel before operating.

9 Warranty & Sales and Service Information

All equipment supplied by Unique Perspectives Ltd. is warranted by the company to be free from faulty materials or workmanship. If any defect is found within the warranty period of 12 months, the company will repair the equipment, or at its discretion, replace the equipment without charge for materials and labor.

The warranty is subject to the conditions that the equipment:

- Has been used solely in accordance with this manual and for its intended purpose.
- Has not been subjected to misuse or accident, or been modified or repaired by any person other than someone authorized by Unique Perspectives Ltd.
- Has been used solely for the use of interfacing to a computer, tablet, mobile phone, smart TV or compatible communication aid.

For Sales and Service advice, or in case of any difficulty, please contact:

Unique Perspectives Ltd.
Ballyclovan
Callan
Kilkenny
R95D9E8
Ireland

Telephone: +353 56 7725913

WEB: www.housemate.ie
EMAIL: info@housemate.ie

NOTE: The Point-It! joystick device should be clearly labeled with the manufacturer's service agent's telephone number.